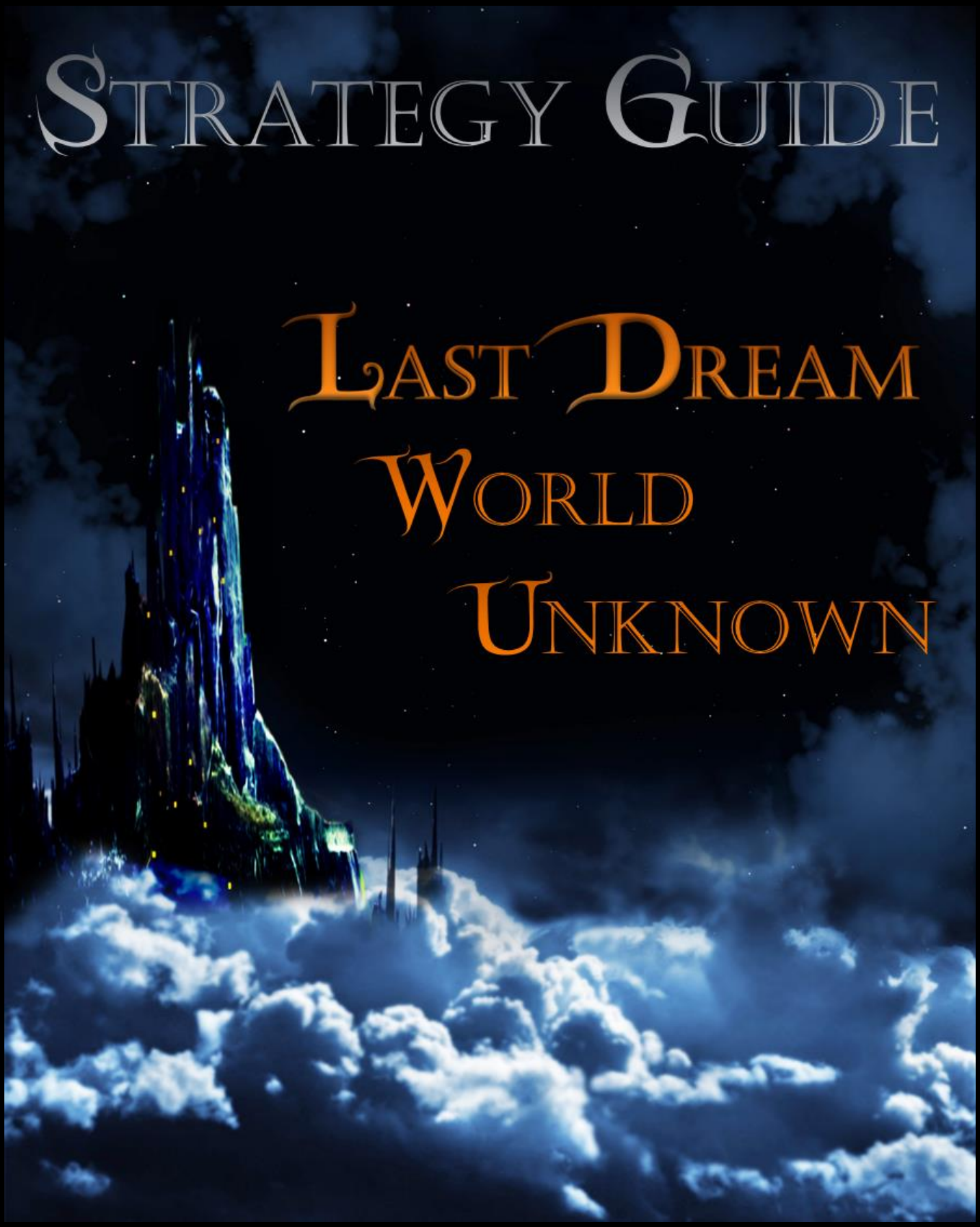
Strategy Guide



Last Dream
World
Unknown

Last Dream: World Unknown

Official Strategy Guide





Copyright 2017 White Giant RPG Studios, LLC - All Rights Reserved
Permission is granted to distribute unmodified versions of this guide.

1 Introduction 13
1.1 Main Story Elements 13
1.2 Quick Start Guide 14
1.2.1 New Game 14
1.2.2 Continuing from Last Dream 18
1.2.3 Continuing from Last Dream: World Unknown 18
2 Gameplay Elements 19
2.1 Starting Your Journey 19
2.2 Multiple Dungeon Paths & Optional Dungeons 20
2.3 Leveling Up: Ability Point System 21
2.4 Learning Skills: Skill Point System 23
2.5 Battle Macros 23
2.6 Party Rows 24
2.7 Puzzles 24
2.8 Buried Treasures 25
2.8.1 Shovel Items 25
2.8.2 Radar Items 25
2.9 Fishing 25
2.10 Lock Picking 26
2.11 Synthesis 26
2.12 Achievements 27
3 Characters 28
3.1 Character Classes 28
3.1.1 The Knight (Dark Knight) 30
3.1.2 The Monk (Black Belt) 30
3.1.3 The Thief (Ninja) 30
3.1.4 The Hunter (Beast Master) 31
3.1.5 The Engineer (Physicist) 31
3.1.6 The White Mage (Priestess) 31
3.1.7 The Black Mage (Warlock) 32
3.1.8 The Gray Mage (Sage) 32
3.2 Character Attributes 33

3.3 Ability Point (AP) Distribution System 34
4 Combat 36
4.1 Combat Cycle 37
4.2 Attacking and Using Skills 38
4.2.1 Damage 39
4.2.2 Healing 41
4.2.3 Stealing 41
4.2.4 Status Effects 42
4.3 Combat Macros 45
4.4 Surprise Attacks and Running Away 46
4.5 Victory: EXP and SP 47
5 Character Skills 50
5.1 Learning and Equipping Skills 51
5.2 Applying Buffs, Debuffs, and Status Effects 52
5.3 Class Specific Skills 53
5.3.1 The Knight (Dark Knight) 54
5.3.2 The Monk (Black Belt) 55
5.3.3 The Thief (Ninja) 57
5.3.4 The Hunter (Beast Master) 60
5.3.5 The Engineer (Physicist) 62
5.3.6 The White Mage (Priestess) 64
5.3.7 The Black Mage (Warlock) 66
5.3.8 The Gray Mage (Sage) 69
6 Fishing 72
6.1 Mechanics 72
6.1.1 Fishing Poles and Spears 72
6.1.2 Fishing Bait 73
6.2 Fish Types 73
6.2.1 Saltwater Fish 73
6.2.2 Freshwater Fish 80
6.2.3 Icewater Fish 81
6.2.4 High-Level Fish 83

7 Strategy Overview 84
7.1 Party Selection 84
7.2 Character Building 86
7.3 Skill – Attribute Synergy 88
7.4 Choose your Path Wisely 88
8 Walkthrough 90
8.1 A World Unknown 91
8.1.1 Rockwood 91
8.1.2 Guild Grotto 101
8.1.3 Rockwood – Main Gate 107
8.2 The Wilderness of Firma 109
8.2.1 East Aldrin 109
8.2.2 Traveling Merchant's Wagon 110
8.2.3 Western Trade Route 111
8.2.4 Rockwood Dock 112
8.2.5 Hidden Forest 113
8.2.6 Western Karanor 117
8.2.7 To the North! 124
8.2.8 Giant Moa Forest – North Aldrin 127
8.2.9 North Aldrin Dock 127
8.3 Two Paths Diverged… 128
8.3.1 The Frozen Tower 128
8.3.2 The Second Path: The Abandoned Tunnel 144
8.3.3 The Abandoned Tunnel 145
8.4 Kort's Defense 164
8.4.1 Northern Tundra Outpost 164
8.4.2 Exploring the Badlands 165
8.4.3 Kort Dock 168
8.4.4 Northern Kort Oasis 168
8.4.5 Kort 169
8.4.6 Assault on Kort 174
8.4.7 Return to Rockwood! 180

8.4.8 Rockwood Ruins 181
8.5 To the Southern Tip of North Aldrin 183
8.5.1 North Aldrin Ferry 186
8.5.2 South Aldrin Ferry 186
8.5.3 Exploring South Aldrin 187
8.5.4 South Aldrin Cave 188
8.5.5 Necht Dock 189
8.5.6 Giant Moa Forest – South Aldrin 190
8.5.7 Necht 191
8.5.8 Ronkar - Dock 200
8.5.9 Ronkar 201
8.6 The Decadal World Council 204
8.6.1 The Long Voyage to Wystonia 204
8.6.2 Wystonia Main Gate 207
8.6.3 Exploring Vir 210
8.6.4 Ancient Trade Route 211
8.6.5 Hidden Waterfall 220
8.6.6 Wystonia – A World unto Itself 221
8.6.7 Wystonia Arena 228
8.6.8 Wystonia Casino 235
8.6.9 Wystonia Floating Fortress 248
8.7 Exploring Orphos 251
8.7.1 North Bay 252
8.7.2 Western Orphos 259
8.7.3 West Orphos Dock 260
8.7.4 Western Oasis 261
8.7.5 Eastern Orphos 262
8.7.6 South Orphos Outpost 265
8.7.7 Theopolis Dock 266
8.7.8 Theopolis 267
8.7.9 Mercenaries' Guild Camp 278
8.7.10 Underground Lake 279
8.7.11 Spiral Cave 281

8.7.12 Northern Orphos 293
8.7.13 Orphos Moa Forest 296
8.7.14 North Orphos Dock 297
8.7.15 North Orphos Outpost 298
8.7.16 Secret Military Outpost 299
8.8 Exploring Huldra 327
8.8.1 Tisaren 329
8.8.2 Southern Huldra 335
8.8.3 South Huldra Dock 336
8.8.4 Northern Huldra 337
8.8.5 Huldra Moa Forest 340
8.8.6 South Huldra Outpost 341
8.8.7 West Huldra Dock 342
8.8.8 Volundra Dock 343
8.8.9 North Huldra Outpost 344
8.8.10 Volundra 345
8.8.11 Volundra Catacombs 359
8.8.12 Volundra's Reward 375
8.9 Exploring Ugbar 376
8.9.1 Western Ugbar 378
8.9.2 Southwest Ugbar Outpost 383
8.9.3 Hogbar Dock 384
8.9.4 Ugbar Moa Forest 385
8.9.5 Hobgar 386
8.9.6 Eastern Ugbar 396
8.9.7 Ugbar Swamp 397
8.9.8 Southeast Ugbar Outpost 398
8.9.9 Sacred Goblin Temple 399
8.9.10 East Ugbar Dock 404
8.9.11 North Ugbar 405
8.9.12 Gremlar Dock 406
8.9.13 Gremlar 407
8.9.14 The Sacred Goblin Tree 416

8.10 The Dark Army 435
8.10.1 Return to Wystonia 435
8.10.2 Revisiting the Wystonia World Council 436
8.10.3 Attack on the Floating Fortress 437
8.10.4 Assault on Wystonia 444
8.11 The Dwarven Alliance 463
8.11.1 Return to Rockwood 463
8.11.2 Shadow Mountains 464
8.11.3 Isolated Outpost 465
8.11.4 To Mount Vilu 466
8.11.5 Mt. Vilu 467
8.11.6 Phoenix's Aerie Island 475
8.11.7 Wild Cliffs 476
8.11.8 Phoenix's Aerie 479
8.11.9 Shadow Fortress Courtyard 490
8.11.10 Svarta 494
8.11.11 Traitor's Cave 500
8.12 On the Wings of the Phoenix 504
8.12.1 Mountain Trail 504
8.12.2 Igloo Outpost 505
8.12.3 Master Spear Fisher's Camp 506
8.12.4 Tower of Pestilence 507
8.12.5 From Tower to Castle 531
8.12.6 The Dark Castle 532
8.13 Journey's End 547
8.13.1 Shadow Fortress 547
8.13.2 The Underground World 560
8.13.3 Black Cavern 561
8.14 The Super Dungeon: Mt. Agni 597
8.15 Character Specific Sidequests 627
8.15.1 Knight: Initial Escort Missions 627
8.15.2 Knight: Theopolis Forest 628
8.15.3 Knight: Northern Tundra Passageway 631

8.15.4 Monk: Working for the Witch Doctor 635
8.15.5 Monk: Ambar – Forsaken City 636
8.15.6 Monk: Grand Ugbar Pagoda 642
8.15.7 Thief: The Cocky Thief 656
8.15.8 Thief: Mines of Karanor 656
8.15.9 Thief: Forgotten Elven Outpost 664
8.15.10 Hunter: The Rat King 676
8.15.11 Hunter: The Grizzly Bear 678
8.15.12 Hunter: The Accursed Dragon 680
8.15.13 Gray Mage: The Gray Mage Researcher 682
8.15.14 Gray Mage: Lava Tubes 683
8.15.15 Gray Mage: Sarno Mine 689
8.15.16 White Mage: The White Mage Researcher 699
8.15.17 White Mage: Wispy Spirit Cavern 700
8.15.18 White Mage: Parallel Dimension 704
8.15.19 Black Mage: The Black Mage Researcher 710
8.15.20 Black Mage: Elemental Cave 711
8.15.21 Black Mage: Eerie Dimension 717
8.15.22 Engineer: The Radar Device 723
8.15.23 Engineer: Quicksand Cavern 724
8.15.24 Engineer: Insane Goblin's Cave 729
8.16 Puzzle Solutions 735
8.16.1 Puzzle #1 – Guild Grotto 735
8.16.2 Puzzle #2 – Frozen Tower A 736
8.16.3 Puzzle #3 – Frozen Tower B 737
8.16.4 Puzzle #4 – Abandoned Tunnel A 739
8.16.5 Puzzle #5 – Abandoned Tunnel B 742
8.16.6 Puzzle #6 – Theopolis Castle 743
8.16.7 Puzzle #7 – Spiral Cave B 744
8.16.8 Puzzle #8 – Spiral Cave A 745
8.16.9 Puzzle #9 – Gremlar Mine Shaft 746
8.16.10 Puzzle #10 – Volundra Catacombs A 747
8.16.11 Puzzle #11 – Volundra Catacombs B 748

8.16.12 Puzzle #12 – Sacred Tree A 749
8.16.13 Puzzle #13 – Sacred Tree A 750
8.16.14 Puzzle #14 – Mt. Vilu 751
8.16.15 Puzzle #15 – Phoenix's Aerie A 753
8.16.16 Puzzle #16 – Phoenix's Aerie B 754
8.16.17 Puzzle #17 – Dark Castle 755
8.16.18 Puzzle #18 – Tower of Pestilence 756
8.16.19 Puzzle #19 – Black Cavern 757
8.16.20 Puzzle #20 – Mt. Agni 758
8.17 The Mercenaries' Guild 762
8.17.1 Mercenaries' Guild Camp 762
8.17.2 Tier #1 – North and South Aldrin 768
8.17.3 Tier #2 – North and South Aldrin 771
8.17.4 Tier #3 – Western Firma 774
8.17.5 Tier #4 – Orphos, Huldra, and Ugbar 779
8.17.6 Tier #5 – Eastern Ugbar 784
8.17.7 Tier #6 – Super Bosses 789
8.18 Buried Treasure 792
8.19 Radar Treasures 793
8.20 The Developer's Room 796
9 Game Database 797
9.1 Consumable Items 797
9.2 Key Items 805
9.3 Recipes 808
9.4 Armor Stats 812
9.5 Weapon Stats 814
9.6 Synthesizable Equipment 815
9.7 Rings 820
9.8 Special Equipment 823
9.9 Enemy Attributes 831
9.10 Enemy Remains 842
9.11 Enemy Elemental Affinities 852
9.12 Enemy Stealable Items 861

9.13 Enemy Locations 873
9.14 Enemy Specific Skills 885
9.15 Achievements 897
10 Game Mechanics Equations 906
10.1 Enemy Targeting 906
10.2 Physical Damage 906
10.3 Hit Chance 907
10.4 Critical Hits 907
10.5 Preemptive/Surprise Attack 908
10.6 Escape Formula 908
10.7 Turn Order Formula 909
10.8 Magic Damage Formula 909
10.9 Ability Points 910
10.10 Initial Character Attributes 912
11 Wystonia Assault Mechanics 914
12 Game Music 915
12.1 Roaming Music 915
12.2 Battle Music 919
12.3 Cutscenes 922



Thanks to the entire team of White Giant RPG Studios:
Josh Mellon, Mark Cope, Chris Moore, and our newest member, Seth Hetu.

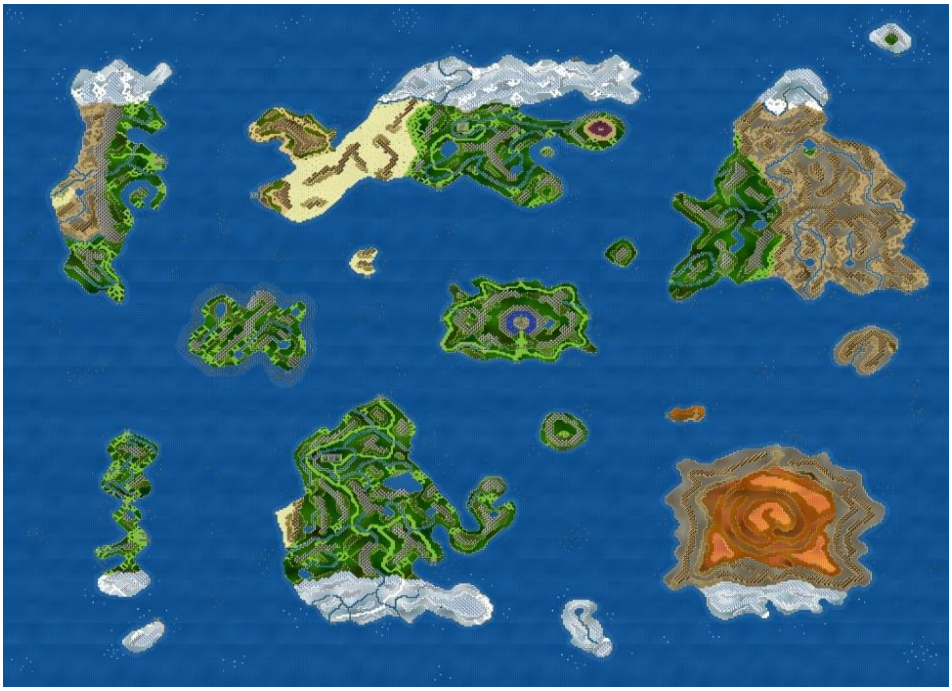
- *Andrew Walker*

1 Introduction

1.1 Main Story Elements

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

Replayability: Last Dream: World Unknown offers you the freedom to choose any 4-character Party you wish from 8 distinctive character classes. Each class also has their own unique (optional) side quests, and with 330 Party variations, you'll never run out of new experiences. In addition to selectable difficulty levels, you can also build each of your character's attributes and skills as you see fit. The exciting possibilities are nearly limitless!



Strategy: Experience a highly non-linear RPG where the decisions you make change the world around you. Will you journey to help defend Kort via the Frozen Tower or the Abandoned Tunnel? Gain ocean passage by destroying the village of Ronkar, or pay 500,000G to buy your own ship? By virtue of the choices available in Last Dream: World Unknown, there are hundreds of unique paths in your journey through the mystical land of Firma.

Sidequests: Whether you love the rush of gambling at the Wystonia Casino, the sensation of adrenaline pumping through your gauntlet-covered veins as you stare down your opponents at the Arena, or completing one of the 24 class-specific sidequests for unique rewards; Last Dream: World Unknown has it all. You'll find much more waiting for you to explore in the world of Firma…

Storyline: Last Dream: World Unknown takes place after the events of Last Dream 1 in the same universe. It features a complete, self-contained story set in a new diverse world, full of secrets and history. Delve into a sprawling storyline spanning multiple ascensions of new races and experience the

world of Firma through over an hour of flashback cutscenes. Uncover the hidden truths behind Firma's tumultuous history and guide your brave hero into a new era.

*Hyperlinks are provided within this document to 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 load Last Dream: World Unknown for the first time, you will find yourself at the Title Screen. There will be 4 options displayed:

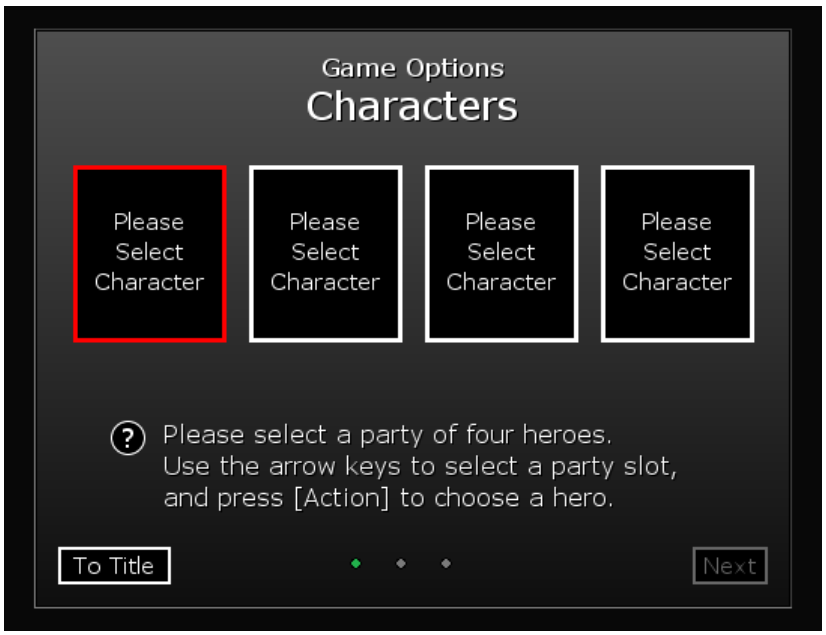
1)	New Game –	Begin a new game.
2)	Load Game –	Continue a previously started game from your last save.
3)	Settings –	Change the default game settings e.g., Keyboard mappings
4)	Quit Game –	Quit the game.



Note that the "Load Game" option is not selectable the first time you start the game; it will become usable once you have either saved a New Game playthrough or if you have imported your Last Dream save file(s) and played World Unknown with the imported file(s). In order to import your Last Dream save files, choose "New Game". This automated file import option is only shown the first time you play Last Dream: World Unknown; however, you can always manually transfer your Last Dream save files into the Last Dream: World Unknown folder if you decide later that you want to import a Last Dream playthrough.

1.2.1 New Game

After the one-time file import, if you choose New Game, you will 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 ***3.1*** for details).

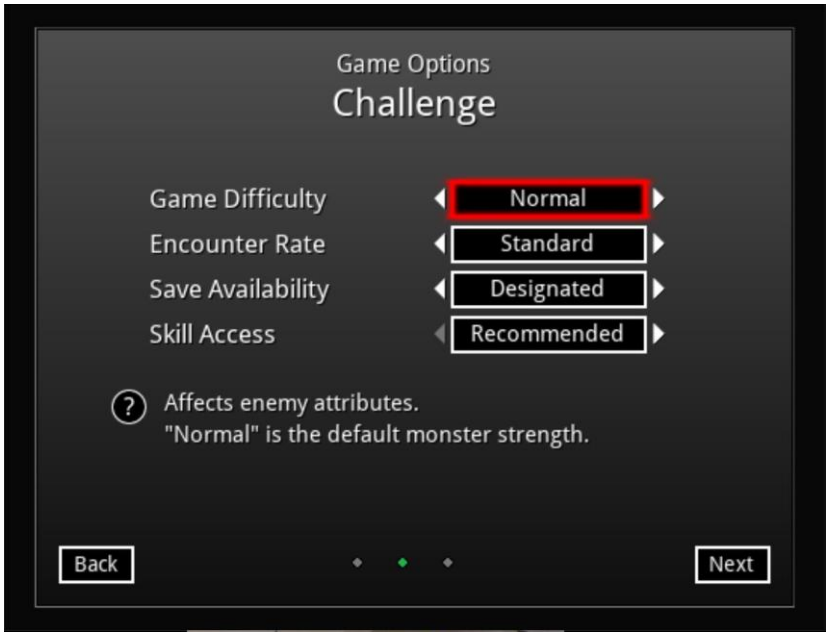


You will be presented with four slots: one for each character in your party. Press the [Action] key (defaults to “Z” for keyboards) to bring up the Character Selection Dialog.



Press Left or Right to scroll through the set of available characters, then press [Action]. If you need more information about a character class, you can press [PgUp] and [PgDown] (defaults to “Q” and “W” on the keyboard) to scroll through some helpful text. After selecting a character class, you can name that character, or change his or her default costume. Select “OK” to confirm each character, until you have a party of four.

After you've selected and named your four characters, you'll be directed to the "Game Options" screens. First, you'll choose the Game Difficulty, followed by the Encounter Rate, followed by the Save Availability, and finally the Skill Access setting.



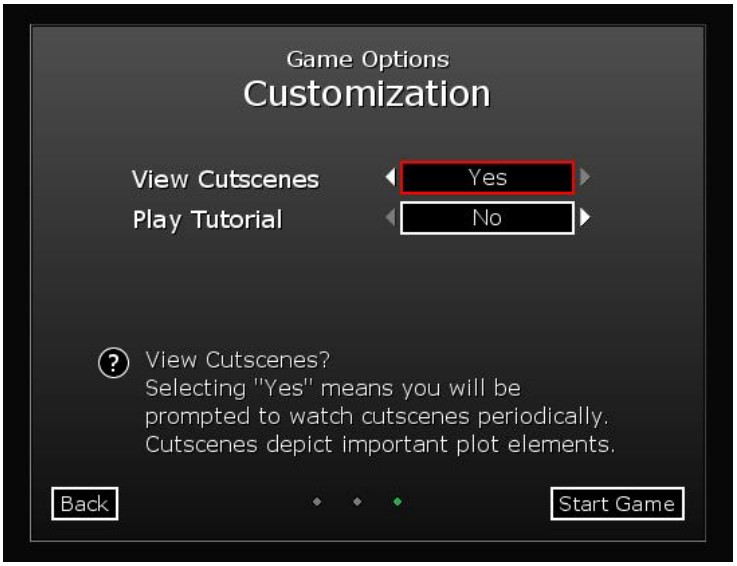
There are six options for Game Difficulty: Very Easy, Easy, Normal, Hard, Very Hard, and Legendary. In Last Dream, Hard is treated as the "standard" difficulty and monsters can be thought of as "100%" strength. In comparison, monsters are 25% strength on Very Easy, 50% strength on Easy, 75% strength on Normal, 150% strength on Very Hard, and 225% strength on Legendary (where "strength" corresponds to the following enemy attributes: HP, MP, ATK, DEF, INT, MGD, and AGI). CRT remains the same across all difficulties. PRE is scaled down on Very Easy, Easy, and Normal; however, it is not scaled up on Very Hard and Legendary. In addition, item and equipment costs are scaled by the difficulty factor; the item prices in the guide are based on the price for Very Easy, Easy, Normal, and Hard. For Very Hard prices are scaled by 150% and for Legendary prices are scaled by 200%. Note that item synthesis (see Section ***2.10***) cost is constant at all difficulty levels. Finally, Experience (EXP), Skill points (SP), and enemy drop rates for each enemy defeated are constant regardless of the difficulty.

The Encounter Rate determines the number of steps between random encounters. Rare encounters occur every ~120 steps, Standard encounters occur every ~90 steps, and Grind encounters occur every ~60 steps. Specific dungeons employ multipliers to increase the number of steps while equipment and items can also affect the counter rate.

Save Availability has 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 via the Trees of Life scattered across Firma (generally co-located with a town). Choosing Save at Designated Locations allows you to save at specific points in dungeons in addition to all the locations in 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. Note that the game will prompt the player to save a few times at two very specific points in the story, regardless of what you select for this setting.

Skill Access has two choices: Recommended and Complete. If you select Complete Skill Access, then the player will start with all skills level 30 and lower learned and equipped (as slot space allows, see Section ***5.1***). The massive number of skills the Complete option gives the player at the start of the game can be overwhelming to a new player and therefore, if you select Recommended Skill Access, you are given a curated subset of the Complete set of skills. The Recommended option hides less useful (though not useless) low level skills and equips only the core skills from the Complete set for each character class. Once the player is familiar with using skills in battle they can equip the hidden skills and if the player wants access to the Complete set of skills then they can change the Skill Access game option in-game.

Once you've selected your preferred Difficulty, Encounter Rate, Save Availability, and Skill Access you'll be asked to make two more selections: Cutscenes and Tutorial. View Cutscenes determines 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.



Play Tutorial determines whether or not you will play through a short tutorial immediately after starting the game. 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.



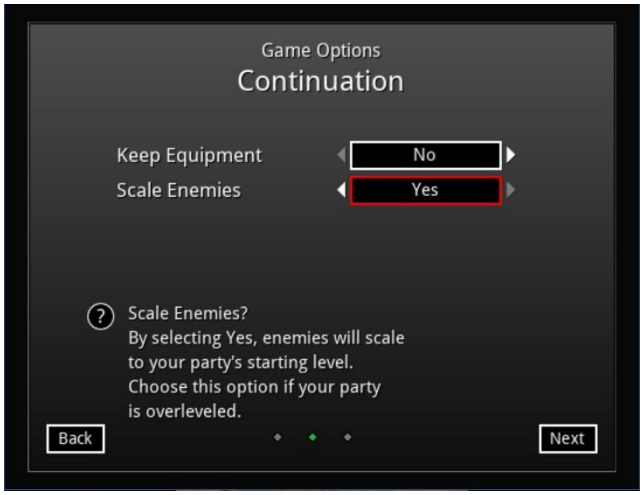
After viewing the opening cutscene (if Cutscenes are ON) and playing the Tutorial (if the Tutorial is ON), you'll be woken up inside a cozy room where your journey begins...

1.2.2 Continuing from Last Dream



If you imported files from Last Dream then you will have the option to continue your game with the Continue or Continue Reborn options. In both cases, achievements from Last Dream do not carry over into Last Dream: World Unknown.

As one would expect, selecting the Continue option allows the player to start Last Dream: World Unkown with the exact Party from their Last Dream playthrough. If you select Continue, then you will be taken through the game option menus with some minor changes from starting a New Game. First, you will not be able to change your characters (you will be able to change costumes in-game) or the Challenge options (game difficulty, encounter rate, or save avalibility). Furthermore, there will be a "Continuation" menu screen as shown on the right. This menu gives you the choice to either keep all of your (useful) equipment or to lose a select set of your overpowered equipment that you may have acquired during Last Dream. In addition, you can choose whether or not you want to have the enemies scaled to your party's starting level. Selecting "No" for Keep Equipment and "Yes" for Scale Enemies will give you the most balanced gameplay.



If you select the Continue Reborn option, you will start a new game with all of your equipment and be able to select a new party and set your Challenge options. Your new party is given a starting level (and AP) dependent on the chosen game difficulty (see Section ***2.1***).

1.2.3 Continuing from Last Dream: World Unknown

When you complete Last Dream: World Unknown, you will 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, but your earned Achievements will be reset. In both instances, you will select a new party to begin your adventure.



2 Gameplay Elements

Last Dream: World Unknown is a Role Playing Game (RPG) inspired by the original Final Fantasy as well as other NES and SNES-era RPGs. As 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 and can be altered by the Hunter's skill *Tracker*. There are several occasions (most notably the Mercenaries' Guild targets) when encounters are deterministic and controlled by the player and the enemy running into one another.

Last Dream: World Unknown 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: World Unknown incredible depth. Do you enjoy a non-linear world in which you have many options? Do you want to try out different Parties? In Last Dream: World Unknown your Party's composition opens up several unique sidequests/dungeons (see Section ***8.15***). Beyond these Party-specific areas, you might 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 character differently as they level up? Below are descriptions of the various gameplay elements of Last Dream: World Unknown – from player controlled character development and skill selection to in-game puzzles and achievements.

2.1 Starting Your Journey

Before beginning your Journey, you will choose whether you want to import an existing Party from a Last Dream I playthrough or if you will simply start a new Party (whose initial level is based on the difficulty selected). If you are continuing a save file from Last Dream I (see Section ***1.2.2***), then all skills[1], equipment[2], character levels, gold, and SP will be retained from the save file; however, the player will be given the game option to "Keep Equipment." If you select "No" then overpowered equipment that causes balance issues in Last Dream: World Unknown will be removed from the Party's equipment. The specific equipment removed from the Party's inventory are: **Kali's Ring, Amaranthine Ring, Rainbow Armor, Rainbow Robe, and Vanir Sword**. Gameplay options such as the encounter rate, difficulty, etc. can still be changed at any time while playing the game; however, those gameplay options are initialized based on the Last Dream I save file. Finally, when importing an existing Last Dream I Party, the player may choose a game option that scales the enemies based on your Party's current average level compared to the New Game Party levels given in the table below.

[1] Note that for balance purposes several skills from Last Dream I were altered, see Section ***5.3*** for details.

[2] Note that special items from Last Dream I that are not used in World Unknown are removed. These include the Pickaxe and Drill, Treasure Maps, Skeleton Key and Upgraded Skeleton Key, Enigmatic Greens, Asgard Permit Card, Magic Jumping Potion, and the Rosetta Stone.

If you choose to start a New Game (new Party), rather than continuing a save file from Last Dream, the initial gold, SP (see Section ***2.4***), and level of the Party is dependent on the selected difficulty as shown in the table to the right. In addition, when starting a New Game your Party will be fully outfitted with Adamantium equipment and attribute boosting rings as well as having various gear such as a strong fishing pole. The rings that each character starts with are shown in the table below. Each character will have learned (and equipped) all skills/spells available to them as of Level 30. After you select your Party and set the gameplay options, you will be given the choice to manually assign each character's accumulated AP points (see Section ***2.3***, ***3.3***) given your level, or to select a default AP assignment that is unique to each character class. The default attribute values that each character class will start a new game with are shown in Section ***10.10***.

Starting Level, Gold, and SP versus difficulty

Difficulty	Starting Level	Gold	SP
Very Easy	60	1,000,000G	1,000,000
Easy	60	500,000G	500,000
Normal	60	250,000G	250,000
Hard	65	100,000G	100,000
Very Hard	75	50,000G	50,000
Legendary	100	25,000G	25,000

Starting Rings versus difficulty

Difficulty	Knight	Monk	Thief	Hunter	Engineer	White Mage	Black Mage	Gray Mage
Very Easy, Easy, Normal, Hard	Augury Ring Expansion Ring	Ascendant Ring Expansion Ring	Augury Ring Expansion Ring	Augury Ring Expansion Ring	Augury Ring Expansion Ring	Augury Ring Expansion Ring	Dangerous Ring Expansion Ring	Augury Ring Expansion Ring
Very Hard	Augury Ring Augury Ring	Ascendant Ring Expansion Ring	Augury Ring Expansion Ring	Augury Ring Expansion Ring	Augury Ring Expansion Ring	Augury Ring Expansion Ring	Dangerous Ring Expansion Ring	Augury Ring Expansion Ring
Legendary	Augury Ring Augury Ring	Ascendant Ring Ascendant Ring	Augury Ring Augury Ring	Augury Ring Augury Ring	Occult Ring Augury Ring	Augury Ring Expansion Ring	Dangerous Ring Expansion Ring	Augury Ring Augury Ring

2.2 MULTIPLE DUNGEON PATHS & OPTIONAL DUNGEONS

Just as in Last Dream I, throughout Last Dream: World Unknown 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. In addition to the ability to choose between different storyline paths and optional dungeons available to all Parties, in Last Dream: World Unknown there are also optional dungeons and side quests that are unique to the characters in your Party. Each side dungeon/quest is associated with a specific character class: if your Party contains the required class then you will be able to play the class' associated quests and dungeons. These optional side quests/dungeons provide powerful and unique equipment (e.g. the Engineer's Teleportation Stone) and can unlock hidden skills for the class (see Section ***5.1***).

Your first major decision is how to cross the North Aldrin mountain range: whether to journey through the freezing tundra and the Frozen Tower to the North or work your way through the elaborate Abandoned Tunnel. Either path will lead you to Kort, a town that you must help defend from a ferocious

invasion. These two paths are completely unique and do not overlap – the choice is yours. However, you may also explore both paths in a single game in order to gain extra rewards. A little later in your journey, you must decide whether to pay 500,000G for a ship or agree to the vile Necht Captain's command to destroy the Goblin village of Ronkar. Once you have acquired the ship, you have free choice of the various continents to visit next, from the Goblin continent of Ugbar to the Elven continent of Huldra and beyond. Note that the enemies you will encounter on each continent and in each dungeon are unique, and your Party may not be able to handle the enemies in a certain area at a given level (but other Party compositions may be fine at that same level). Will you help to clear the Zombie infestation in the Secret Military Outpost? To reach the Shadow Fortress, will you enlist the help of the Dwarves to traverse the Shadow Mountains, or fight your way through the Shadow Courtyard? Do you dare explore the vast super-dungeon of Mt. Agni and face Asmodeus or save such ultra-quests for your second or third game? While there is often not a "right" or "wrong" choice, the optimal choice is frequently dependent on your Party composition and character builds.

2.3 LEVELING UP: ABILITY POINT SYSTEM

One of the most important aspects of Last Dream: World Unknown 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. Just as in Last Dream I, in Last Dream: World Unknown, you have the power to determine your character's attributes. Upon each level up, you will gain a pre-determined amount of AP (starting at 115 AP on Normal difficulty for your first gained level 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. Additionally, at the start of a new playthrough with a new Party, your Party's initial level will be set based on the selected difficulty level. You may then allocate the accumulated AP into the various attributes before beginning your journey (see Section ***2.1***).

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 (see the screenshot to the right). Note that only HP and MP have a rate higher than 1. 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.



2.4 LEARNING SKILLS: SKILL POINT SYSTEM

Just like experience, characters gain Skill Points (SP) in each battle they fight (and live). Unlike experience, SP is not shared between the Party members. For example, a single character defeating an enemy group acquires 4× 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 for use in battle (see Section ***5.3*** for more details on the skills each class can learn).

Every skill requires a pre-defined amount of SP to learn, and many skills have pre-requisites such as other, more basic skills or a particular level-requirement to learn the skill. In addition, there are hidden skills that are only unlocked via class-specific side quests found throughout Last Dream: World Unknown. The first physical skills cost 100 SP whereas magical skills (spells) start at 40 SP and both increase to 750,000 SP for the highest-tier skills (unlocked at Level 150). When a character learns a new skill, it is automatically equipped to a skill slot (if one is available) so that it can be used in battle. Each character class has a limited number of skill slots that slowly increases throughout the game. If the number of skills you've learned exceeds your number of skill slots, you'll have to replace certain older skills in your skill slots 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. There are other, non-unique skills that are available to many character classes (e.g. *Gym Rat*); these are often Passive Skills. 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 ***5*** for more information on the various skills.



2.5 BATTLE MACROS

To avoid battle commands that may feel tedious to some, Last Dream: World Unknown includes a Battle Macros sub-menu where you can pre-define a set of commands for your entire Party which can be selected in battle to quickly issue instructions (see Section ***4.3***). However, note 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 causes each of your four Party members to engage in a physical attack. Later, as you become familiar with additional new skills, you can choose to refine the Macro by selecting particular

skills or items. Finally, if you want to protect a character, you can use the “Guard” command to put them in a defensive stance that only takes half damage. You can set up to five unique macros that you may adjust at any point during the game. In battle, if a character's Battle Macro entry is impossible to execute (out of MP, Spell is cooling down), the character will perform a standard Attack.

2.6 PARTY ROWS

Another element of strategy in Last Dream: World Unknown involves the row in which you place each character. The row determines the base odds that a particular character will be targeted by enemies during battle, though certain skills will modify those odds (e.g. *Taunt* or *Meat Shield*). 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. Row position does not affect damage sustained (or dealt), only the chance to be targeted by an enemy. Proper use of rows (and skills) to protect weaker characters is an important piece of battle strategy. See Section ***10.1*** for all the gory details on how the enemy chooses which row to target during combat.

2.7 PUZZLES



There are 20 puzzles scattered throughout the world of Firma. Conveniently, no battle enemies are present in these regions, though some puzzles do have adversaries that cause the puzzle to reset if they touch you (and possibly do damage to your Party). Each puzzle will test your wits, building from a simple puzzle in the Guild Grotto to the mind-bending puzzle challenging in vast Mt Agni. 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 while others will test your memory; some even challenge your mathematical acumen. The puzzle above is located in the Abandoned Tunnel. The goal of this puzzle is to push the colored blocks into their correct location on the northern wall based on a careful reading of the information on the plaques on the northern wall. If you are successful, the spikes will lower and you will gain access to the three treasures. If you make a mistake you can reset your progress by flipping the switch on the northern wall. 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!

2.8 BURIED TREASURES

The ancient peoples of Firma buried treasure throughout the land which the resourceful adventurer can find with the aid of various treasure maps that you will come across on your journey. There are two categories of buried treasure: Shovel and Radar treasures. As their names suggest your Party must have the Shovel to dig for Shovel treasures and the Radar to find Radar treasures.

2.8.1 Shovel Items

You acquire the Shovel from the Dirty Goblin in North Bay. There are 15 buried treasures in Firma that you can dig up with the Shovel including valuable and rare treasures such as Perfect Elixirs and Phoenix Ashes. Some of the buried treasures are items (Thorium, Silver, and Crystal) that you will need in order to create the Radar Device that allows you acquire even more valuable items. See Section ***8.18*** for more details.

2.8.2 Radar Items

To find the Radar treasures, you must first gather the necessary components for the Eccentric Engineer in the Wystonia Scientific Laboratories (Section ***8.15.22***). There are 49 buried treasures that require the Radar Device to find. In addition, if you have an Engineer in your Party then you can use the Radar to discover the Quicksand Cavern, a unique dungeon that only the Engineer can enter. The Radar treasures vary from MP potions to Sapphire equipment. See Section ***8.19*** for more details.

2.9 FISHING



Fishing is a mini-game in which you can participate throughout Last Dream: World Unknown. Fishing docks are scattered around Firma where you can buy bait and then cast your line in hopes of a bite. At the start of your game you will have the Old Fishing Pole, Thin Fishing Pole, and Strong Fishing Pole in your inventory (all higher Rods from your Last Dream I save file have been stolen by thieves while you were unconscious…). If you go to the Rockwood Dock and talk to the local fisherman there you will obtain the Recipe for the Old Fishing Spear needed to catch anything other than Saltwater Fish. While at the Rockwood Dock you can also buy bait. At first, you will be limited to catching Saltwater Fish which 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 capture very large fish, you'll have to synthesize better fishing spears by catching certain fish and defeating specific enemies.

Once you have synthesized the Old Fishing Spear, you can visit special Docks scattered around Firma where Icewater and Freshwater fish live. These fish have unique properties: Icewater fish have explosive properties and Freshwater fish have tonic-like properties. Finally, the best fishing spear, the Master Fishing Spear, offers you the capacity to catch special fish at the Icewater and Freshwater locales that can miraculously resurrect characters. Note that the Master Fishing Spear requires special bait that cannot be bought and requires synthesis from powerful monster remains. For additional details on fishing, see Section ***6***.

2.10 LOCK PICKING

The citizens of Firma 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 (and visible in the Collections Menu). Each time a chest is opened, the probability of guards discovering your actions is equal to your Wanted Level. Cities found later in the game feature guards with greater strength. Various Thieves' Hideouts around Firma will remove your Wanted Level by bribing officials… for a price. If you have a (live) Thief in your Party, you can (in most cases) steal treasures in towns with impunity and you will never be caught by the city guards. Finally, once the Thief has learned *Master Locksmith* you can open special blue chests scattered around Firma.

2.11 SYNTHESIS

You may find that normal equipment fails to meet your desire for adventure. Synthesis Shops are available to craft better equipment. To create new equipment, you must first find the Recipe (e.g. Recipe for Primordial Armor). 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 to the right, the items required to create an Old Fishing Spear are 50,000G (G = gold pieces), 3× Pike, 6× King Fish, 9× Lion Fish, 5× Behemoth Horns, 5× Spectral Eyes, and 3× Qilin Horns. 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 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. However, keep in mind that using monster remains 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 N remains, where the Player chooses the value of N). Fortunately, there are other sources of gold (e.g., fishing), and the income lost from synthesizing monster remains is nearly always worth it because synthesized equipment is generally at least 1 tier stronger than the base equipment. You can battle your way through Firma at a much lower level if you wisely synthesize equipment.

2.12 ACHIEVEMENTS

To help players get the most out of their gaming experience, Last Dream: World Unknown has 242 carefully-derived Achievements ranging from Master Blacksmith (synthesizing all possible equipment) to Speed Demon (completing the game in under 7 hours on Hard or higher difficulty) to the more simplistic and pleasant, such as The Pianist (play all Pianos and Organs in Firma). It is impossible to complete all of the Achievements in Last Dream: World Unknown in a single playthrough, and you'll have to use the New Game+ option (see Section ***1.2***) to acquire them over multiple playthroughs.

To aid you in acquiring 100% of the Achievements in Last Dream: World Unknown, you'll need to consult the Collections menu which tracks, among other records, the number of treasures you've gathered from every dungeon and town, the recipes and synthesizable equipment collected, etc. Every item in the Collections menu is maintained and continues between New Game+ playthroughs. For example, if you acquire 1,460 treasures in your first playthrough, those treasures will still be recorded in your second playthrough and you'll only have to acquire the other 625 treasures to be awarded with the Treasure Collection Achievements.

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 (listed in the table to the right) that may be selected to compose a 4-character Party. Characters may be repeated (e.g. 4 Knights is a legitimate Party). Each character class is automatically upgraded at the beginning of Last Dream: World Unknown and each class 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). Most skills can be learned by using Skill Points (SP) acquired through combat or SP orbs once a character has achieved a high enough level. However, there are several hidden skills available for each class that are unlocked by sidequests (see Section ***8.15***). Some of the unique abilities and skills (individual skills are shown in italics) are shown in the table to the right; for more specific information on skills see Section ***5***.

Character Classes

Initial Class Upgrade Class	Unique Abilities/Skills	Hidden Skills
Knight [KN] Dark Knight [DK]	*Human Shield*	*Last Stand* *Calamity*
Monk [MO] Black Belt [BB]	Multiple Attacks (*Fists of Fury/Frenzy)* *Aligning Chakras*	*Mirage* *Fusion Fists* *Reincarnation*
Thief [TH] Ninja [NJ]	Steal from Enemies *Greed* *Master Locksmith*	*Master Burglar* *Plunder*
Hunter [HU] Beast Tamer [BT]	Scan Enemies Tame Moas *Master Fisher & Tracker*	*Toxic Arrow* *Arrow Storm*
Gray Mage [GM] Sage [SG]	Some White & Black Magic *Frost Sword*	*Cosmic Pressure* *Infernal Strike* *Triple Threat*
White Mage [WM] Priestess [PR]	White Magic	*Inflation* *Bastion* *High Priestess*
Black Mage [BM] Warlock [WL]	Black Magic	*Darkness 8* *Master of the Occult* *Thorn Armor*
Engineer [EN] Physicist [PH]	Tunneling & Item Boost *Grenadier* *Genome Sequencing* *Illuminating Study*	None (Gains access to Piercing Bombs and Teleportation Stone)

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* and *Fists of Frenzy* which allows his Normal Attack to strike the targeted enemy multiple times dealing massive amounts of damage. He also has *Aligning Chakras* 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, *Greed* gives your Party money after each battle, and *Master Locksmith* allows the Party to open special blue chests scattered throughout Firma. The Hunter has two unique abilities (used in several skills): the ability to scan enemies and tame Giant Moas. Scans are most useful at increasing the effectiveness of your Party's attacks, and taming the wild Giant Moas allows your Party to ride them quickly across continents and avoid random encounters. The Hunter also has *Master Fisher* which increases the odds of catching high-level fish, and *Tracker* which allows the Hunter to locally change the enemy encounter rate (up or down). The Mage classes can perform powerful White and/or Black magic and the Gray Mage can perform some of each. The Gray Mage also has the powerful skill *Frost Sword* which has a chance to put the enemy into a Frozen state. 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. The Engineer can also learn *Genome Sequencing* which gives the Party additional ability points to distribute and *Illuminating Study* which increases the experience received from all battles. All of the skills that each character class can learn are shown below in their respective sections for reference; see Section ***5.3*** 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 staffs. For the complete list, see the table below. For a complete, detailed list of all the equipment in the game (including the attribute bonuses the equipment confers) see Sections ***9.4***, ***9.5***, and ***9.6***.

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

Equipment	Who can Equip
Swords	KN, GM, TH
Knives	KN, TH, GM, WM, BM, EN
Axes	KN
Spears	KN, GM, TH
Whips	TH, EN
Bows	HU, EN
Staffs	GM, WM, BM, EN
Breastplates	KN, HU, TH, GM
Robes	GM, WM, BM, EN
Shields	KN, GM, TH
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 starts upgraded as a Dark Knight in a New 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 of your Party 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 can 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 alone can learn the Last Stand skill by completing the Knight's Escort mission sidequests and he has many strong unique offensive and defensive skills (see Section ***5.3.1***) that he can learn as he gains Skill Points during battle.

3.1.2 The Monk (Black Belt)



The Monk (which starts upgraded as a Black Belt in a New Game) 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 to equip. 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* (and *Fists of Frenzy*) which allows him to attack an enemy multiple times based on his ACC (see Section ***3.2***). Note that *Fists of Fury/Frenzy* do not stack with many 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. He generally has only moderate defense due to his equipment limitations, but the Monk can be built to have very high HP.

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 (most) locks in town without arousing the guards' suspicions (the armory in Theopolis being an exception) as well as some doors in dungeons (see Section ***2.10***), and finally in his passive skill, *Greed* which gives you extra gold for every battle you win (see Section ***4.5***). His base parameters build at moderate cost, but he can increase his agility (AGI) and preemption (PRE) very easily, making him important for running from enemies and getting preemptive strikes on enemies (see Section ***4.4***). The Thief can equip swords, spears, knives, and whips. He can equip heavy armor (and shields) which allows his defense to be higher than the Engineer. The Thief's late game physical defense is behind only that of the Dark Knight and Sage.

3.1.4 The Hunter (Beast Master)



The Hunter's strengths, unlike most other classes, lie outside the battlefield. The Hunter is a mediocre offensive 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), tame Giant Moas (allowing faster and safer travel on the World Map), and enhance resource collection through skills like *Native* or *Master Fisher* (see Section ***5.3.4***). The Hunter can also increase her agility (AGI) and preemption (PRE) easily, aiding preemptive strikes (and avoiding surprise attacks) as well as running away from battles (see Section ***4.4***).

3.1.5 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. 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 who is best suited for the back row; however, the Engineer has several skills and unique abilities that make him a great support character (see Section ***5.3.5*** for the complete list of his skills). His unique abilities include tunneling, increasing the effectiveness of certain items and bombs, and increasing the experience gained during battle.

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, reviving dead Party members, and curing adverse status effects. In addition to her healing and support spells, her Holy spells are the bane of the undead. See Section ***5.3.6*** for the complete list of the many spells available to her. The only weapon she can 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. However, she can easily raise her magic defense making her quite robust to enemy spells that hit the entire Party.

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 weakness is his limited amount of Mana Points (MP) which constrains him to have to pick which enemies he wants to annihilate. See Section ***5.3.7*** for the complete list of the many spells available to him. Like the White Mage, the Black Mage can only wield a staff and wear light armor such as hats and robes and thus this makes his physical attack and defense quite weak. 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 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 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 and he is the only class other than a Knight that can increase the odds of enemies attacking him by using *Meat Shield*. While he is able to learn many Physical and Defensive skills as well as both White and Black spells, he is not able to learn as many unique skills in either the physical or magical areas.

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 (focus on leveling up his ATK and ACC) or as a Defensive Mage who can annihilate foes with magic spells but still have substantial defense (focus on leveling up INT and MP).

3.2 CHARACTER ATTRIBUTES

Each character has a total of 10 attributes which the player can manually increase upon leveling up through the Ability Point (AP) distribution system (see Section ***3.3***). How one decides to distribute the limited AP for each character is a key strategic element of Last Dream: World Unknown (see Section ***7.2*** for suggestions and a discussion on the automated AP distribution option). In addition to increasing attributes via AP, most of the attributes can be increased by equipment and temporarily increased either by items (e.g. tonics) or skills in battle. The attributes affect many aspects of the game; for the specific equations on how, see ***Chapter 10: Game Mechanics Equations***.

MAX HP	**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.
MAX MP	**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 skill's MP cost is deducted from the character's current MP; if the character doesn't have enough MP, then the skill can't be used.
ATK	**Attack**: ATK, along with the weapon currently equipped, controls the amount of damage done by a character when using a physical attack or skill.
DEF	**Defense**: DEF, along with the character's current DEF from armor, controls the amount of damage taken from enemies' physical attacks.
INT	**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. *Magical Imbue*, *Debate, ICBM*, *Bio Lab*, *Frozen Sword*, *Battle of Wits*, etc.)
MGD	**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.
AGI	**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. *Steal*)
PRE	**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 an enemy Party.
ACC	**Accuracy**: ACC controls the chance to hit a targeted enemy with a physical attack or skill. ACC also affects some skills (e.g. *Fists of Fury* and *Fists of Frenzy*)
CRT	**Critical**: CRT controls the chance to deal a critical strike (increased damage) to an enemy. Note that both physical *and* magical skills can critical.

3.3 ABILITY POINT (AP) DISTRIBUTION SYSTEM

Upon leveling up (see Section ***4.5***), 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 table below gives the amount of AP given per level after each character's initial level when starting the game (see Section ***2.1***) as well as the cumulative AP earned up to that level. For the detailed AP equation see Section ***10.9***.

AP and Cumulative AP gained per Level past Initial Level

LVL	N_{AP}	N_{CAP}	LVL	N_{AP}	N_{CAP}	LVL	N_{AP}	N_{CAP}	LVL	N_{AP}	N_{CAP}	LVL	N_{AP}	N_{CAP}
1	0	0	**31**	79	1829	**61**	115	4766	**91**	148	8726	**121**	180	13668
2	40	40	**32**	81	1910	**62**	116	4882	**92**	149	8875	**122**	181	13849
3	43	83	**33**	82	1992	**63**	117	4999	**93**	150	9025	**123**	183	14032
4	44	127	**34**	83	2075	**64**	118	5117	**94**	152	9177	**124**	183	14215
5	46	173	**35**	84	2159	**65**	119	5236	**95**	152	9329	**125**	185	14400
6	47	220	**36**	86	2245	**66**	120	5356	**96**	153	9482	**126**	185	14585
7	48	268	**37**	87	2332	**67**	122	5478	**97**	155	9637	**127**	187	14772
8	50	318	**38**	88	2420	**68**	122	5600	**98**	156	9793	**128**	187	14959
9	51	369	**39**	89	2509	**69**	124	5724	**99**	156	9949	**129**	189	15148
10	53	422	**40**	90	2599	**70**	125	5849	**100**	158	10107	**130**	190	15338
11	54	476	**41**	92	2691	**71**	126	5975	**101**	159	10266	**131**	190	15528
12	55	531	**42**	92	2783	**72**	127	6102	**102**	160	10426	**132**	192	15720
13	57	588	**43**	94	2877	**73**	128	6230	**103**	161	10587	**133**	193	15913
14	58	646	**44**	95	2972	**74**	129	6359	**104**	162	10749	**134**	194	16107
15	60	706	**45**	97	3069	**75**	131	6490	**105**	163	10912	**135**	195	16302
16	60	766	**46**	97	3166	**76**	131	6621	**106**	164	11076	**136**	196	16498
17	62	828	**47**	99	3265	**77**	133	6754	**107**	166	11242	**137**	197	16695
18	64	892	**48**	99	3364	**78**	133	6887	**108**	166	11408	**138**	198	16893
19	64	956	**49**	101	3465	**79**	135	7022	**109**	167	11575	**139**	199	17092
20	66	1022	**50**	102	3567	**80**	136	7158	**110**	169	11744	**140**	201	17293
21	67	1089	**51**	**104**	3671	**81**	137	7295	**111**	170	11914	**141**	201	17494
22	69	1158	**52**	**104**	3775	**82**	138	7433	**112**	170	12084	**142**	202	17696
23	69	1227	**53**	**105**	3880	**83**	140	7573	**113**	172	12256	**143**	204	17900
24	71	1298	**54**	**107**	3987	**84**	140	7713	**114**	173	12429	**144**	204	18104
25	72	1370	**55**	**108**	4095	**85**	141	7854	**115**	174	12603	**145**	205	18309
26	74	1444	**56**	**109**	4204	**86**	143	7997	**116**	174	12777	**146**	207	18516
27	74	1518	**57**	**110**	4314	**87**	144	8141	**117**	176	12953	**147**	207	18723
28	76	1594	**58**	**111**	4425	**88**	144	8285	**118**	178	13131	**148**	209	18932
29	77	1671	**59**	**113**	4538	**89**	146	8431	**119**	178	13309	**149**	209	19141
30	79	1750	**60**	**113**	4651	**90**	147	8578	**120**	179	13488	**150**	211	19352

In order to increase a given attribute (e.g. ATK), the character must spend AP. The AP cost to raise an attribute a single level depends on the character class and the current attribute level. Each class has different "cheap" attributes and others that are "expensive" (see Section ***7.2***). In addition, the AP cost for attributes grows at different rates based on the class. For the detailed equations see Section ***10.9***.


WHITE GIANT
RPG STUDIOS, LLC

4 Combat

Classes are cool, but you aren't going to get far in this game without combat. The majority of enemy encounters in Last Dream: World Unknown occur randomly as one walks around either on the World Map or in a dungeon. There are no random encounters when walking around cities or in the puzzle rooms found throughout the various dungeons in Firma. As mentioned in Section ***1.2*** the Player can choose between three encounter rates: Rare (~120 steps), Standard (~90 steps), and Grind (~60 steps). In addition to random encounters, your Party will automatically enter combat at certain places (e.g. bosses) or when doing certain actions (e.g. fighting in the Arena, Section ***8.6.7***). Enemies choose their targets at random with probabilities based on the character's row and possible skill modifications (e.g. *Taunt*); see Section ***10.1*** for more details on enemy targeting. Finally, enemies have their own unique skills from which they randomly choose, although not all skills are equally probable and some enemies have defined skill rotations.

Combat Quick-view

- Most enemy combat is the result of random encounters while wandering around Firma.
- Enemies randomly select their target based on character row.
- The player selects an action for each character during each round of combat.
- Active skills cost MP to use and may have Warmup and/or Cooldown periods.
- The order of actions per combat round is determined by highest (first) to lowest (last) PRE.

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 shows you which monsters you've encountered and whether 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*.

If you choose to *Fight*, then you'll be able to issue individual commands to each of your characters. Each character has five commands: *Attack*, *Skill*, *Guard*, *Item*, and *Status*. *Attack* makes your character perform a normal physical attack (Normal 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 and the skill is not in Warmup (WU) or Cooldown (CD). 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. *Guard* is a Fast action and thus it will, in general, be the first action in the current round of combat because the character gains bonus PRE. Selecting *Item* allows a character to use any combat item (bombs, potions, fish, etc.) during the battle round. Finally, *Status* allows the player to see the character's current status: HP, MP, and other attributes (e.g. ATK) after all buffs/debuffs are accounted for as well as the remaining duration of any applied status effects and buffs/debuffs. This menu can provide essential information when fighting long boss battles.

If you instead select 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***.

When you issue commands to each Party member under the *Fight* command, you can specify the enemy target 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 and so all Normal Attacks will hit in a predefined enemy order for each battle. 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 presuming 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 group 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*, *Guard*, or use an *Item* with each of your characters. If you select *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 that is still alive 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, as you might expect, attack all enemies. Furthermore, the damage these Attack All skills deal is determined independently for each enemy target based on the skill/spell damage formula accounting for the individual target enemy's stats (e.g. DEF or MGD). Thus, these skills do more total damage the more enemies you face. Other skills attack only a certain number of enemies (e.g. *Berserker, Double Attack, Whirlwind Massacre, Arrow Storm*). For these skills, the target is randomly chosen from the remaining alive enemies the specified number of times the skill is supposed to attack. This can lead to the same enemy being hit multiple times: if there is only one enemy to target then these skills will hit that one target multiple times, making skills like *Berserker* (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*) and you must select which member of your Party you wish the skill/spell to target (unless the skill/spell targets the entire Party). 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 is discussed in Section ***5.2***. 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, and no additional decrease in attributes from using *Slow*

Enemy on the same enemy; however, the number of rounds until the effect of the skill/spell will wear off is reset.

An important change to using skills in Last Dream: World Unknown is the addition of warmups and cooldowns to certain skills. If a skill has a warmup, then you must wait that number of turns after the start of the battle to use the skill. Warmups are relatively rare and are found on powerful skills that have an effect on all enemies or that would otherwise allow a player to run through the game dominating the enemies in the first round of combat. If a skill has a cooldown, then after using the skill you must wait the given number of turns before the skill can be used again. Many of the higher-level, more powerful skills have cooldowns. See Section ***5.3*** for the warmups and cooldowns for all skills.

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. Fast skills add a certain bonus PRE to the character's action in the current round, which generally assures that the action will be the first to occur in a given round. The skill *Fast Attack* can be learned by the Thief and Monk (after their class upgrade) and supersedes PRE, and allows them to act before any other participants, regardless of their PRE. The White and Black Mages have a related skill, *Fast Cast*, which applies to their respective spells. 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; similarly, *Fast Cast* does not affect items.

4.2.1 Damage

So, how much damage will an attack deal to its target? And what is the chance you will get hit by an attack, or that the enemy targets a specific character? The very basic damage equations (for physical and spells) are below, and if you want all the gory details (read: Math) please head to Chapter ***10***.

Damage: You aren't going to defeat the enemies of Firma by just running away all the time, so you need to understand how much damage you will be able to inflict 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 ***5***). 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):

$$Physical_DAMAGE = 4 \times ATK_{USER} - 2 \times DEF_{TARGET}$$

We see that the physical damage dealt increases by 4 for every point in ATK that the User has, and decreases by 2 for every point in DEF that the Target has. Note that 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. Since the damage dealt increases by 4 for each point of ATK, the *Champion's Sword* you just synthesized (+26 ATK) gives you an additional 104 damage for each Normal Attack, 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 is a little more complicated since it includes a base spell damage, BASE_DMG, which are listed for all the spells in the in-game descriptions (the magic tables in Section ***5*** give you a simplified final damage equation for the spell):

$$Magical_{DAMAGE} = BASE_{DMG} + (1 + 0.01 * BASE_{DMG})[INT_{USER} - MGD_{ENEMY}]$$

Again, we see that the damage dealt is reduced by the Target's defense, specifically their MGD, and that, at minimum, 1 point of damage is dealt. Similar to the physical attack damage, the magic damage dealt increases based on the caster's INT. Note also that the damage dealt primarily scales by the difference between the caster's INT and the Target's MGD multiplied by 0.01*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.

The magic damage computed using the above formula must be scaled by the appropriate elemental resistance of the Target. If one of your characters has *Null Fire* active and 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, certain Synthesizable equipment (e.g. *Elemental Shield*) gives the wearer resistance to certain magical elements cutting the damage from those elements in half. Enemies, on the other hand, have base elemental resistances (as given in Section ***9.11***), and one would be wise to attack enemies with the elemental damage against which they are weakest. If the enemy target has an elemental resistance of "A" for a given element, then an attack with that element will deal twice the damage calculated from the base damage equation. Note that this also applies to attacks made with equipment with elemental modifiers (see Section ***9.6***).

While the two damage formulas above cover nearly all attacks, there are many skills whose damage formulas are unique. In those cases, the appropriate damage formula is given in the skill tables in Section ***5.3***. For example, *ICBM* does non-elemental damage equal to 250+4×INT-(MGD+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 because the damage can vary by ±20%. Remember also that bombs deal elemental damage (enemy resistances affect the bombs' damage), and that the Engineer's skill, *Grenadier*, doubles the damage dealt by a bomb.

The final thing to remember when computing the damage dealt by an attack is whether the attack successfully criticals. If so, then the damage is increased by the appropriate multiplier (see the Table below). Whether an attack criticals is determined by the attacker's CRT, though certain skills can modify this (e.g. *Lightning Reflexes)*. There are now six tiers of critical damage in Last Dream: World Unknown depending on the attacker's CRT. The value of the critical damage multiplier varies from 2.0 for a tier 1 critical attack to 3.5 for a tier 6 critical. Each 100 CRT that the attacker has moves the attack up into the next tier of critical damage. Thus, if the attacker has less than 100 CRT then the percent chance that the attack will critical is equal to the CRT value, but if the attacker has between 100 and 200 CRT then the attacker is guaranteed to get at least a tier 1 critical strike (double damage) and has a percent-chance equal to the character's CRT minus 100 of a tier 2 critical strike. The table below summarizes the critical chance and damage based on the attacker's CRT:

Critical Tiers

CRT less than:	Critical Chance Percent	Failed Critical DMG Modifier		Successful Critical DMG Modifier	
		Normal	Monk with *8th Degree Black Belt*	Normal	Monk with *8th Degree Black Belt*
100	CRT	1.0	1.0	2.0	2.5
200	CRT-100	2.0	2.5	2.5	3.0
300	CRT-200	2.5	3.0	2.75	3.25
400	CRT-300	2.75	3.25	3.0	3.5
500	CRT-400	3.0	3.5	3.25	3.75
∞	CRT-500	3.25	3.75	3.5	4.0

4.2.2 Healing

Alright, so you survived a round of combat, but now a member of your Party is badly wounded. Luckily, you have several options to heal your wounded comrade, from HP potions to fish to various skills (e.g. *Cure 1*, *Bio Lab*, *Healing Herbs*). When healing with Items it is not necessary to have the wounded character use the Item; often it is better to have another Party member use the Item on the wounded character during battle. This is especially true if your Party contains an Engineer who can have double, triple, and even quadruple Item effectiveness (HP healed) in addition to Fast Item application, based on several of his passive skills such as *Item Master*.

A significant source of healing is via either the White or Gray Mage healing spells. The amount of HP healed by these spells is given by:

$$Magical_{HP_Healed} = 0.01 * BASE_{HP} * INT_{USER}$$

We see that the HP healed by magic depends on the BASE_HP given in the skill description and scales with the User's INT. Critical hits with healing magic are not possible. Finally, since the skill is targeting an Ally, there is no MGD term reducing the HP healed.

4.2.3 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 from all enemies 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 ***9.12*** 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 is successful is determined by whether 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. The Thief's skill *Master Burglar* doubles the success rate of Steal commands.

$$STEAL_{CHANCE} = (\frac{AGI_{USER}}{AGI_{ENEMY}}) \times BASE_{CHANCE}$$

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 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 Lucifer (500 AGI on normal) and your Thief has 2,000 AGI. If you attempt to steal from Lucifer, you will have a 20% chance to steal *Lucifer's Amulet (*which has a 5% base probability*)*. If you fail, you will have a 100% chance to steal a Full Elixir (which has a 25% base probability). However, note that once you steal an item from a given enemy, you cannot obtain 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 received a Full Elixir on your first stealing attempt from Lucifer, on your second attempt you would have a 100% chance to steal a Full Nectar as the Full Elixir was already stolen (assuming you missed on the 20% chance for the amulet).

4.2.4 Status Effects

While in battle, an attack can do more than 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 termed a buff (increase) or debuff (decrease), as discussed in Section ***5.2***. However, there are other effects, called "status effects", which cause unique effects to you or your enemy. For example, *Confusion* causes the victim 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 character classes have a 40% base chance to resist status effects except for the Monk who has a 60% base chance until he learns *Aligning Chakras* at which point he has 100% resistance to status effects.

The full list and description of the status effects in the game are given in the tables on the next page including the release conditions (what potion, if any, can cure the effect and whether it is cured at the end of battle or by resting at an Inn), and the chance that the status effect releases (i.e. is cured) each turn after it is applied. The first table lists status effects that can be resisted (e.g. Bleed states can be resisted with a clotting ring) and/or cured (Zombification can be cured with *Cleanse*) and the second table lists special skills with status effects that cannot be cured or resisted. Please note that the *Bleed* status effect encompasses nearly all enemy attacks listed with a percentage of MAX_HP damage per round of combat (e.g. *100 Cuts* which is first used by the Golden Dragons found in Western Karanor – see Section ***8.2.6***). Furthermore, unlike other status effects which will only renew the release conditions, *Bleed* states will stack making it possible to lose significant HP per round of combat. Fortunately, the HP lost by *Bleed* states is reduced to 50% on Easy and to 25% on Very Easy. Status effects that change the character's actions (*Confusion, Frozen, Paralysis, Silence, Sleep, Stone,* and *Stun*) will cancel the current combat round's action for afflicted Party member. In other words, if your Black Mage is *Silenced* before casting *Fire 7*, then he will do nothing in the current round of combat. This is true even if he is cured of *Silence* (say by the Engineer using a Vocalizer Serum during the current combat round) before it would be his turn to cast Fire 7.

Resistable/Curable Status Effects

Status Effect	Release Chance Each Turn After [Nth] Turn	Release Conditions and/or Curative Items	Description
Bleeding 	Variable	End of Battle	Character loses percentage of MAX_HP per turn. Percentage varies from 15-25%.
Blindness 	20% [1st]	Eyedrops, Remedy, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	Reduces hit chance to 25% for attacks and physical skills.
Confusion 	25% [1st]	After Taking DMG, Smelling Salts Remedy, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	Causes character to attack Allies with Normal Attack.
Disease 	0	Serum, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	-50% MAX_HP and healing only recovers 5% of the normal amount.
Jinx 	25% [1st]	Ruse Powder, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	-50% ATK
Paralysis 	33% [1st]	Muscle Relaxer, Remedy, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	Unable to perform actions or evade attacks.
Poison 	0	Antidote Remedy, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	10% MAX_HP DMG per turn in battle and -1% MAX_HP per step out of battle.
Silence 	25% [1st]	Vocalizer Serum, Remedy, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	Cannot use magic spells/skills (indicated by the ** symbol next to skill names).
Sleep 	25% [1st]	After Taking DMG, End of Battle Remedy, Full Remedy, Tilapia, Hyper Remedy	Unable to perform actions or evade attacks.
Stone 	0	Soft, Remedy, Hyper Remedy, Full Remedy, Tilapia	Unable to perform actions or evade attacks. Removes all other status effects.
Stun 	75% [1st]	End of Battle, Muscle Relaxer Remedy, Hyper Remedy, Full Remedy, Tilapia, Resting at Inn	Unable to perform actions or evade attacks.
Zombification 	0	Holy Water Flask, Hyper Remedy, Full Remedy, Tilapia	Weak to Holy Damage and takes Damage from healing.

Non-Resistable/Un-Curable Status Effects

Status Effect	Release Chance Each Turn After [Nth] Turn	Release Conditions and/or Curative Items	Description
Black Sludge 	100% [3rd]	End of Battle	No resistance Paralysis.
Burn 	100% [5th]	End of Battle	-10% HP/turn.
Death's Dream 	100% [4th]	End of Battle	No resistance Sleep (does not release due to damage).
Devil's Tongue 	100% [5th]	End of Battle	No resistance Confusion (does not release due to damage).
Enchant 	100% [1st]	End of Battle	No resistance Sleep (with resistable Jinx and Confusion).
Catatonic 	100% [2nd]	End of Battle	No resistance Paralysis.
Frozen 	100% [3rd]	End of Battle	Unable to perform actions or evade attacks.
Mystic Wall 	100% [3rd]	End of Battle	No resistance Silence.
Parasite 	N/A	End of Battle	-10% HP/turn
Pitch Black (Blindness) 	100% [3rd]	End of Battle	No resistance Blindness.
Pitch Black (Confusion) 	100% [1st]	End of Battle	No resistance Confusion (does not release due to damage).
Soul Leech 	100% [3rd]	End of Battle	-25% HP/turn
Twilight 	100% [1st]	End of Battle	No resistance Sleep (with resistable Zombification).

Besides the listed potions, there are skills such as *Hunter's Poultice* and *Cleanse* and many spells that will remove/cure various status effects (see Section ***5.3*** for more information). The description "Unable to perform actions or evade attacks" means that the character cannot perform any battle actions (*Fight*, *Skill*, *Guard,* or *Item*). Note that these effects do not actually reduce the character's AGI; therefore, the party's 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 nearly all White and Black magic along with several physical skills.

4.3 COMBAT MACROS

Selecting *Battle Macros* from the main in-game menu allows you to specify a preset collection of in-battle commands for your Party. You are limited to 5 different macros (e.g. 5 different battle command collections). For each character within each Macro, you can have the character perform a normal physical *Attack*, a *Skill*, use an *Item*, *Guard*, or do nothing. In the image above, 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*. The Macros are automatically saved when you back out of the *Battle Macros* menu.



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 targeting 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 your characters target first and this significantly diminishes certain strategic elements of battle. Hence, Macros are a convenience for most battles yet special, non-macro targeting is often necessary for important/challenging battles.

If you have a Macro set to use a specific skill and you do not 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 no such items are left, then your character will also default to a physical Attack. Finally, the "None" command simply skips that character's action entirely. This can be useful to speed up long grinding sessions, but in general the "Guard" command is better because it reduces damage.

4.4 SURPRISE ATTACKS AND RUNNING AWAY

The nature 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 before you can issue any battle commands. Surprise attacks can be particularly devastating if a group of 4 to 7 enemies attacks using powerful status effects. Late in the game and without sufficient PRE, AGI, DEF, etc., your Party can be annihilated before you even get the chance to act. 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 one group surprises another is dependent upon two attributes: PRE and AGI. You can avoid being surprised altogether if your average Party PRE and AGI are 50% or higher than the enemy Party's average PRE and AGI, respectively. Similarly, you'll never surprise the enemy group if the enemies average PRE and AGI are 50% higher than your Party's respective values.

Outside these bounds, the probability of surprise attack peaks at 20% and is scaled by the product of your average Party PRE and AGI divided by the product of the enemies' average PRE and AGI. For the specific equations that control surprise attacks, see Section ***10.5***. When planning your party, note that the Thief and the Hunter have passive skills that can affect the likelihood of surprise attacks. 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 will encounter an enemy group that you do not want to fight, either because they are too strong, you're trying to race through a section of the game, or you're simply tired of grinding. In these situations, you'll want to choose the *Escape* battle command to run away from the enemy. The chance that your Party will escape 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). First, note that you can always run away from a pre-emptive attack. In all other cases, 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 66% or lower than that of the enemy, 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, and the Thief's skill *No One left Behind* makes the minimum probability of running away 75%. Depending on the difficulty, an escape bonus is added to the computed escape probability. The escape bonuses for each difficulty are listed in the table below:

Difficulty-dependent Escape Bonus

Difficulty	Very Easy	Easy	Normal	Hard	Very Hard	Legendary
Escape Bonus	100%	50%	25%	10%	5%	0%

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, you cannot escape from any enemy that you engage through physical contact on the Dungeon Map (e.g. visible sprites). Wise use of *Escape* can mean the difference between surviving and annihilation, 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 an enemy Party, you'll be taken to the victory aftermath screen where your Party's spoils of battle are summarized. Along with 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 based on the difference between the character's current level and the level at which they started the game (whether Continuing from a Last Dream saved game or starting a New Game, see Section ***1.2***). As described in Section ***5.1***, SP is used to learn new skills. SP is most often gained in battle but it can also be gained by using SP Orbs. SP Orbs can be found throughout Firma; as treasures and bought at Skill Shops. SP Orbs come in a variety of sizes; however, every type gives the same amount of SP per gold piece.

The amount of EXP to reach the next level increases at first but becomes constant at high levels (beyond the character's initial level). For example, to gain your first level after starting the game you need 56,689 EXP and to gain the third additional level you need 85,770 EXP and by your 50th additional level you need 2,515,883 EXP; however, all additional levels beyond the 50th require approximately 2.5 million EXP each to level up. The table on the next page shows the EXP required to achieve the next level for each new level past your starting level. Note that you can surpass the traditional LVL 99 limit in Last Dream: World Unknown. Level increases of more than 50 above your initial level all require nearly the same amount of EXP for the next level up.

Each defeated enemy yields a pre-defined amount of EXP (see Section ***9.7***) 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 6× Mutated Slimes, who each give 8,500 EXP, then your Party will acquire a total of 51,000 EXP. If all of your characters survived the battle, then each character will acquire 51,000/4 = 12,750 EXP. If only one character survives the battle, then that character will acquire all 51,000 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 the same as deceased Party members. For example, if you remove two Party members from your Party and defeat the same 6× Mutated Slimes, then your two active Party members will each receive 25,500 EXP and the reserve Party members won't receive any EXP, regardless of whether they are alive.

Experience to Reach Each Level Beyond Initial Character Level

Level	EXP to LVL	Level	EXP to LVL	Level	EXP to LVL	Level	EXP to LVL	Level	EXP to LVL
1	56689	**21**	624066	**41**	2072141	**61**	2551367	**81**	2559568
2	70999	**22**	682945	**42**	2137237	**62**	2552564	**82**	2559628
3	85770	**23**	745610	**43**	2200898	**63**	2553597	**83**	2559680
4	101094	**24**	811821	**44**	2263214	**64**	2554486	**84**	2559724
5	117083	**25**	881250	**45**	2324277	**65**	2555252	**85**	2559763
6	133865	**26**	953485	**46**	2384186	**66**	2555912	**86**	2559796
7	151587	**27**	1028056	**47**	2443037	**67**	2556480	**87**	2559824
8	170419	**28**	1104447	**48**	2500923	**68**	2556970	**88**	2559848
9	190551	**29**	1182129	**49**	2508933	**69**	2557391	**89**	2559869
10	212197	**30**	1260577	**50**	2515883	**70**	2557754	**90**	2559888
11	235594	**31**	1339292	**51**	2521906	**71**	2558067	**91**	2559903
12	260995	**32**	1417822	**52**	2527121	**72**	2558336	**92**	2559917
13	288674	**33**	1495772	**53**	2531633	**73**	2558567	**93**	2559928
14	318915	**34**	1572810	**54**	2535534	**74**	2558767	**94**	2559938
15	352005	**35**	1648675	**55**	2538905	**75**	2558938	**95**	2559947
16	388226	**36**	1723169	**56**	2541815	**76**	2559086	**96**	2559954
17	427842	**37**	1796159	**57**	2544327	**77**	2559213	**97**	2559960
18	471083	**38**	1867565	**58**	2546495	**78**	2559323	**98**	2559966
19	518134	**39**	1937354	**59**	2548365	**79**	2559417	**99**	2559970
20	569114	**40**	2005533	**60**	2549977	**80**	2559498	**100**	2559975

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 6× Mutated Slimes, you'll acquire 292 SP per Mutated Slime for a total of 1752 SP. Regardless of how many Party members survive the battle, each surviving member will acquire 1752 SP. Any deceased or reserve Party member will not receive any SP.


WHITE GIANT
RPG STUDIOS, LLC

5 Character Skills

Character skills are broken into 4 types: Offensive, Defensive, White Arts, and Black Arts. 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. The Ultimate Skills from Last Dream I are now but a stepping stone to even more powerful skills and abilities for each class, some only revealed to the character via optional side quests (these skills are highlighted in light blue in the tables on the following pages).

The experienced adventurer should be aware that cooldowns and warmups have been added to certain skills. A skill with a 1-turn warmup cannot be used on the first turn of battle; it must "warmup" for a round of combat before use. On the other hand, a skill with a 3-turn cooldown must wait 3 rounds of combat between uses. Finally, several skills from Last Dream I, including the so-called "Ultimate" Skills, have been adjusted for balance purposes in Last Dream: World Unknown (this includes improving certain skills, such as *Throwing Stars*).

Skills Quick-view

- Four skill types available depending on class: Offensive, Defensive, White and Black Arts
- Active skills cost MP to use and may have warmup and/or cooldown periods
- Passive skills add to the base stats of the character who learned the skill
- Hidden skills are obtained through optional class-specific side quests throughout Firma
- You can learn skills by spending SP obtained through battle as well as through SP orbs
- Active buffs/debuffs last 5 rounds, in general
- Buffs/Debuffs from the same skill do not stack (i.e. add to each other)
- Constant stat modifiers add to stats and then the sum of all percentage modifiers is applied

5.1 LEARNING AND EQUIPPING SKILLS

New skills are learned by spending SP which is obtained: (1) after battle, (2) from SP orbs found in treasure chests throughout Firma, and (3) bought at Skill Shops in most towns. All skills (except special hidden Sidequest skills) have a minimum level requirement and some skills require pre-requisite skills before they can be learned. The level and SP requirements for all skills are given in the class-specific skill tables (see Section ***5.3***). Note that in general Offensive skills do not have Defensive skill pre-requisites and vice-versa (some exceptions are the Defensive skills *Healing Steal* and *Expert Thief* that require *Steal*). In addition to pre-requisite skills, certain skills (e.g. *Calamity* for the Knight) are "hidden" from the player until the Party completes certain in-game sidequests (see Section ***8.15***). These hidden skills are highlighted in blue in the class-specific skill tables below, and sometimes the skill is free to learn and other times you must spend SP to learn the formerly hidden skill.

Many skills require that the character use the skill in battle as their action during the current round of combat (see Section ***4.2***), though some skills can be used outside of battle (e.g. *Cure 1*) and others are Passive. Once a Passive skill is learned, the benefit of the skill is always present, requiring no action to be taken by the character for the skill to be utilized. Specifically, *Gym Rat* permanently gives +2 ATK to the character's attributes and the Knight's *Last Stand* will always allow the Knight to survive one killing blow each battle. To use a known Active (non-Passive) skill during battle, the character must have equipped the skill. If a skill slot is free, a newly learned non-Passive skill is automatically equipped. At level one, the number of skills a character can equip is 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) up to a max of 20 skills. See the table below for the number of skills slots for a given character level.

Skill Slots

Level	Mage Class	Physical Class
54	20	12
60	20	13
67	20	14
74	20	15
80	20	16
87	20	17
94	20	18
100	20	19
107	20	20

5.2 APPLYING BUFFS, DEBUFFS, AND STATUS EFFECTS

Many skills provide active attribute buffs (or debuffs and status effects against enemies) which expire at the end of 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.

Another important factor is that the active attribute buffs are applied serially (i.e. in order). If *Critical Scan* (+25% CRT) is cast and then *Crackshot* (+30 CRT) is used on the Hunter, then first *Critical Scan* increases CRT by 25% and then *Crackshot* adds 30 points to the Hunter's CRT. The Hunter would have 7 more CRT points 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 ***4.2.4*** for all status effects). The one exception is that status effects cannot be applied to Bosses, Mid-Bosses, Super Bosses, or Hunter's Guild Targets (see Section ***9.7*** for a list of these special enemies). Thus, *Roundhouse Kick* which has the description "Normal Attack with Confuse" performs a normal attack (Damage = 4×ATK - 2×DEF and a chance to miss based on your ACC and the enemy's AGI) 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, regardless of whether Poison was successful, it has a 60% chance of Confusing the enemy. Finally, unlike attribute buffs/debuffs, status effects do not stack so you cannot apply double Poison to an enemy.

Finally, skills that are described as "Fast" are skills that are given a bonus amount of PRE when determining the action order for the current round of combat (see Section ***4.2***). The added PRE results in the selected skill being performed before all other skills (both Allies and Enemies), unless the other skill is also a "Fast" skill. The bonus PRE only applies for the current action and is added to the User's PRE after all other buffs/debuffs have been considered. The amount of bonus PRE is always +2500 PRE.

5.3 CLASS SPECIFIC SKILLS



For the classes with access to physical-type skills (all but the White and Black Mages) there are two skill trees based on attack and defense. Some physical skills are Passive and their bonus is always applied to the Character, whereas most non-Passive skills must be used in battle and equipped as described above. Physical skills often have earlier skills as pre-requisites; these can be found on the skill description in the game as shown in the figure to the right. Skills which deal damage via a Normal Attack (e.g. *Roundhouse Kick, Hamstring, Lifesteal*) have the standard Attack chance to hit as if you were attacking without the skill (see Section ***4.2*** and ***10.3***). If the skill uses a Normal Attack (or some multiple of one), the damage dealt scales with the User's ATK and the Target's DEF (see Section ***4.2.1*** for more details). In general, 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 class-specific tables below.

Unlike the physical classes, the purely mage classes (White Mage, Black Mage) utilize the White and Black Arts to defeat their enemies in Firma. Unlike the physical skills, there are very few Passive "spells" to learn (e.g. *Thaumaturgic Training*), and the majority cost MP either in or out of battle. In addition, most spells do not have pre-requisites (e.g. *Life 1* is not required to learn *Life* 2). The amount of healing or damage dealt when using a White or Black Arts skill scales with the character's intelligence (INT), and the exact damage formula for each skill is given in the class-specific tables below (see Sections ***4.2.1*** and ***4.2.2*** for more details). Furthermore, both White and Black Arts damage spells never miss the enemy, though status effect spells (e.g. *Silence* or *Sleep*) only have a 60% chance to be applied to non-boss enemies.

Below, the learnable skills for each class are shown in tables which sort the skills by the required level and give details on each skill (SP cost, MP cost, Warmup/Cooldown, DMG equations, etc.). The MP cost of a given skill/spell is fixed, although the skill's effectiveness (amount of DMG, amount of HP healed, etc.) might scale with the User's ATK, INT, or other stats. 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). Finally, note that skills which can be Silenced (Section ***4.2.4***) are indicated by the ** symbol after the skill name.

5.3.1 The Knight (Dark Knight)



The Knight is a versatile warrior capable of being either an offensive or defensive powerhouse depending on the skills used and how one builds him. The skills available to the Knight reflect this versatility: he has the ability, unique to the Knight (and Gray Mage), to draw enemy attacks if desired (e.g. *Meat Shield*) and the ability to attack large groups of enemies with devastating physical skills (e.g. *Cataclysm*). In addition, the Knight has many defense-boosting skills (e.g. *Iron Skin* and *Praetorian Guard*) and strong single enemy attacks that reduce the target's defense (e.g. *Crippling Strike*). The effects of *Taunt*, *Human Shield*, and *Meat Shield* stack so that if a Knight in the front row of combat has them active, it is very likely that he will be targeted by single-target attacks. He has two hidden skills: *Calamity* and *Last Stand* that are unlocked by completing the Knight sidequests (see Section ***8.15***).

Offensive Skills

Level	SP cost	Offensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Gym Rat	Passive	-/-	+2 ATK
1	100	Focus	Passive	-/-	+2 ACC
1	100	Smite	8	0/0	Attack & Stun
4	500	Advanced Combat	Passive	-/-	+3 ATK, +2 ACC
4	500	Critical Strike	Passive	-/-	+4 CRT
4	500	Berserker	12	0/0	Attack 3 random enemies
8	2,000	Magic Training	Passive	-/-	+30 MP, +3 INT
8	2,000	Warcry	22	0/0	+(10, 10%) ATK, PRE, INT to Party and Stuns all Enemies
13	4,000	Zeal	26	0/1	Attack all enemies. User -10% DEF for 5 turns.
18	6,000	Steroids	Passive	-/-	+10 ATK
18	6,000	Destroy Armor	30	0/0	Attack & -25% Enemy armor
24	8,000	Groundslam	42	1/1	Attack all, Stun & -10% ATK to enemies
30	12,000	Offensive Master	Passive	-/-	+10 ATK & ACC
30	12,000	Crush	50	0/1	250 + 2×Normal DMG attack
40	25,000	Whirlwind Massacre	55	1/2	Attack 5 random enemies, -10% User DEF for 5 rounds
45	35,000	Rush Assault	60	0/2	[Fast] 4×Normal DMG attack. -20% User DEF for 1 round
50	50,000	Devastation	70	0/2	250+5×Normal DMG attack & -20% DEF for 5 rounds
60	80,000	Reckless Frenzy	40	0/0	+(100, 10%) ATK & -(50, 10%) DEF to User for 5 rounds
70	120,000	Septuple Stab	85	1/2	Attack 7 random enemies
90	230,000	Blood Lust	50	-/-	+(40, 10%) ATK & CRT to User for 5 rounds
90	230,000	Precision Strike	100	0/2	2.5×Normal DMG attack all
105	390,000	Plan of Attack**	75	0/0	[Fast] +10% ATK, INT, DEF, MGD, +25% PRE & +30 CRT to Party for 5 rounds
130	550,000	Crippling Strike	150	1/2	DMG = 1500 + 9×Normal DMG attack & -25% DEF for 5 rounds
150	750,000	Cataclysm	200	1/3	5×Normal DMG attack all
-	-	Calamity	150	1/3	10×Normal DMG attack

Defensive Skills

Level	SP cost	Defensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Hardiness	Passive	-/-	+2 DEF
1	100	Evasion	Passive	-/-	+2 AGI
1	100	Veteran's Scars	Passive	-/-	+25 Max HP
4	500	Leadership	Passive	-/-	+5 PRE
4	500	Nimbleness	Passive	-/-	+3 AGI & ACC
4	500	Harden Skin	Passive	-/-	+5 DEF
8	2,000	Taunt	25	0/0	Enemies attack user
8	2,000	Defender	18	0/0	+30 DEF & +10% DEF to ally
13	4,000	Healthy Living	Passive	-/-	+50 HP & +25 MP
13	4,000	Demoralize	25	0/0	-35% PRE to enemy Party
18	6,000	Magical Defense**	20	0/0	+30 MGD & +10% MGD to ally
18	6,000	Adamantine Vest	28	0/0	+30 DEF, 2×Max HP for battle
24	8,000	Mana Surge	50	0/0	+10% INT & Half MP Cost for battle
24	8,000	Human Shield	52	0/0	[Fast] +35% DEF & Enemies more likely to attack User for 3 rounds.
30	12,000	Defensive Master	Passive	-/-	+5 AGI, DEF, MGD, PRE
30	12,000	Dark Ward**	50	0/0	+(50, 10%) MGD to User for 5 rounds
35	20,000	Defensive Study	Passive	-/-	+ 8 DEF, MGD, AGI
55	65,000	Armor Mastery	Passive	-/-	+10% to equipped armor attributes (does not include %-based bonuses)
65	100,000	Medic!	40	0/2	Fast [+2,500 PRE] 500 HP heal for Ally
75	145,000	Meat Shield	40	0/0	[Fast] Increase probability that enemies target User & +100% MAX_HP
80	170,000	Iron Skin	45	0/0	+(100, 10%) DEF to User for 5 rounds
100	310,000	Praetorian Guard	Passive	-/-	+30 DEF & MGD and +300 MAX_HP
115	425,000	Salvation	65	0/1	[Fast] Heal Ally at cost of 1 User HP for every 3 HP to Ally
125	510,000	Invincible	125	0/6	+(250, 10%) DEF & MGD to User for 3 rounds
-	-	Last Stand	Passive	-/-	Allows character to survive one killing blow per battle.

5.3.2 The Monk (Black Belt)



Compared to other classes, a large fraction of the Monk's skills are Passive skills, allowing the player to focus the Monk's actions on doing what he does best: dealing out massive amounts of physical damage. The Monk is a master of bare-fisted fighting with the Passive ability to attack an enemy multiple times (*Fists of Fury* and *Fists of Frenzy*) based on his ACC. Note that *Fists of Fury* and *Fists of Frenzy* do not stack with many of the Monk's 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. Instead, these attack skills bring other benefits to the battle such as draining the enemy's MP (*Mana Taint*), inflicting various status effects (e.g. *Chakra*), adding Fast (+1,000 PRE) to the Monk's attack (*Lightning Fists*), or using the enemy's strength against them (*Judo*).

It is important to note that two of the Monk's early skills from Last Dream I, *Cleanse* and *Fast Attack*, have been moved to higher skill levels. In Last Dream: World Unknown the *Fast Attack* skill now requires the character to be at level 105 and the Monk's *Cleanse* skill can only be learned after level 65. Also, *Cleanse* is no longer Passive but it can target any Ally. After level 115 the Monk can learn *Aligning Chakras* which is a Passive skill that makes the Monk immune to all status effects and negative debuffs (not including bleed states). Finally, the Monk has several incredibly powerful unique hidden skills that can be learned by completing his sidequests (see Section ***8.15***): *Mirage*, *Fusion Fists*, and *Reincarnation*.

Offensive Skills

Level	SP cost	Offensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Gym Rat	Passive	-/-	+2 ATK
1	100	Focus	Passive	-/-	+2 ACC
1	100	Roundhouse Kick	5	0/0	Attack & Confuse
4	500	Adv. Combat	Passive	-/-	+3 ATK, +2 ACC
4	500	Critical Strike	Passive	-/-	+4 CRT
4	500	Leg Sweep	10	0/0	1.5×Normal DMG & Stun
8	2,000	Magic Training	Passive	-/-	+30 MP, +3 INT
8	2,000	Concentration	Passive	-/-	+8 ACC
8	2,000	Double Attack	15	0/0	Attack two random enemies
13	4,000	Silence Strike	20	0/0	Attack all, half DMG & Silence
13	4,000	Fists of Fury (FoF)	Passive	-/-	# attacks ≈ 1 + (ACC+rand(25))/50
18	6,000	Precise Strike	Passive	-/-	+12 CRT
18	6,000	Mana Taint	20	0/1	Deal DMG = 2×ATK - DEF to enemy MP
24	8,000	Agile Strike	25	0/1	Attack Target. DMG = 2.5×AGI + 2.0×ATK - DEF
24	8,000	Chakra	36	0/1	Attack 3 random enemies. Chance to inflict Poison, Blind, Silence, Confusion, Sleep, and Paralysis
30	12,000	Offensive Master	Passive	-/-	+10 ATK & ACC
30	12,000	Giant Killer	50	0/1	Reduce enemy HP by half
30	12,000	8th Degree Black Belt	Passive	-/-	Raises critical attack multiplier by 50% (e.g., 200% to 250%).
40	25,000	Dragon Fists	Passive	-/-	+30 ACC
45	35,000	First Strike	35	1/1	[Fast] Normal Attack. +2,000 PRE for battle.
60	80,000	Lightning Fists	50	0/1	[Fast] Normal Attack to 7 random enemies.
70	120,000	Knuckle Breaker	65	0/2	9×Normal DMG attack & -10% ATK
75	145,000	Know Thy Enemy	Passive	-/-	+35 CRT
90	230,000	Fists of Frenzy	Passive	-/-	Increases the maximum number of Fists of Fury hits to 10
90	230,000	Blood Lust	50	0/0	+(40, 10%) ATK & CRT for the user for 5 rounds
100	310,000	Judo	50	0/1	Attack Target. DMG = 4×(User ATK + Target ATK)
105	390,000	Fast Attack	Passive	-/-	[Fast] added to character's attacks
130	550,000	One Inch Punch	100	0/2	25×Normal DMG attack to Target
150	750,000	Final Strike	150	5/2	Attack Target. DMG = 60×ATK

Defensive Skills

Level	SP cost	Defensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Hardiness	Passive	-/-	+2 DEF
1	100	Evasion	Passive	-/-	+2 AGI
1	100	Defensive Stance	5	0/0	+(5, 5%) AGI & DEF
4	500	Leadership	Passive	-/-	+5 PRE
4	500	Nimbleness	Passive	-/-	+3 AGI & ACC
4	500	Sidestep	8	0/0	+500 AGI & +10 PRE for battle
8	2,000	Black Arts Defense	Passive	-/-	+7 MGD
13	4,000	Healthy Living	Passive	-/-	+50 HP & +25 MP
13	4,000	Healing Trance	28	0/0	+200 HP/turn for 5 turns
13	4,000	Strength of Spirit	Passive	-/-	Restore 3% HP per turn
18	6,000	Ninja	Passive	-/-	+5 AGI, ACC, PRE
18	6,000	Jujitsu	20	0/0	Attack DMG = 2×(ATK+ACC) and +30 AGI to User for battle.
24	8,000	Lightning Reflexes	Passive	-/-	Prevents enemy criticals
30	12,000	Enter the Dragon	42	0/0	+100 ACC to User for battle
35	20,000	Defensive Study	Passive	-/-	+8 DEF, MGD, AGI
50	50,000	Nirvana	45	0/0	+(35, 10%) DEF & MGD for 5 rounds
55	65,000	Covert Operations	40	0/0	[Fast] Reduces probability User targeted during battle, +200 PRE, +1,000 AGI
65	100,000	Cleanse	75	0/0	Remove all curable status effects and all debuffs from Ally
80	170,000	Virtuous Soul	Passive	-/-	Heal 0.05% MAX_HP per step
115	425,000	Aligning Chakras	Passive	-/-	Immune to all curable status effects and negative debuffs
125	510,000	Meditation	65	-/-	Heal 10% MAX_HP/turn for battle
-	-	Mirage	50	0/0	+5,000 AGI to User for battle
-	-	Fusion Fists	Passive	-/-	Absorb 2% of Physical DMG dealt by User
-	-	Reincarnation	Passive	-/-	User is resurrected with 50% Max HP once per battle. Loses all buffs.

5.3.3 The Thief (Ninja)



The Thief excels in providing the Party with items during your exploration of Firma via stealing from enemies in battle (e.g. *Armed Robbery*) and from chests (e.g. *Master Locksmith*). For skills that can steal from enemies during battle, the success for each steal attempt scales with the Thief's AGI divided by the target enemies' AGI. However, note that steal skills which also attack an enemy (e.g. *Life Snatcher*) must first hit the enemy with the attack to have a chance to steal an item. If the Thief's attack misses, then he will not steal an item from that enemy. The stealable items from each enemy in Firma can be found in the Game Database (Section ***9.12***). When stealing from an enemy, the lowest probability item is attempted first (per the Game Database list for that enemy) and then if that attempt is unsuccessful the Thief tries to steal the next lowest probability item. This continues until either an item is successfully stolen or there are no more items left to steal. Higher level steal skills add to the standard steal attempt

by some combination of attacking the enemy, stealing from all enemies, healing the Party, or absorbing the DMG dealt to the Thief's HP. See Section ***4.2.3*** for more details on stealing.

Note that the Thief's skill *Fast Attack* from Last Dream I was moved back to level 125 for balance purposes in Last Dream: World Unknown. The Thief has two hidden skills that can be learned by completing his sidequests (Section ***8.15***): *Plunder* and *Master Burglar*. *Master Burglar* doubles the odds of successfully stealing from enemies, allowing the Thief to put fewer AP into AGI and more into either attack or defense attributes.

Finally, the Thief can pick locks in towns without detection by the city guards (with no increase in the Party's Wanted Level) as well some doors in dungeons. This ability allows the player to raid the citizens of Firma without fear of retribution by the city guards. Once the Thief becomes a *Master Locksmith* he can open special blue chests found throughout Firma. Without a Thief in your Party you will never know the wondrous rewards that lie within these blue chests, unless of course you attentively read all of the multitudinous pages of this Strategy Guide…

Offensive Skills

Level	SP cost	Offensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Gym Rat	Passive	-/-	+2 ATK
1	100	Focus	Passive	-/-	+2 ACC
1	100	Steal	5	0/0	Chance to steal item from target
4	500	Adv. Combat	Passive	-/-	+3 ATK, +2 ACC
4	500	Critical Strike	Passive	-/-	+4 CRT
4	500	Hamstring	8	0/0	Normal Attack & Weakens target
8	2,000	Magic Training	Passive	-/-	+30 MP, +3 INT
8	2,000	Concentration	Passive	-/-	+8 ACC
8	2,000	Backstab	14	0/0	Always hits & doubles CRT for 2 rounds
13	4,000	Silence Strike	20	0/0	Attack all with half DMG & 60% chance to Silence
13	4,000	Mug	16	0/0	Steal & Normal Attack
18	6,000	Precise Strike	Passive	-/-	+12 CRT
18	6,000	Poison Dagger	28	0/0	2× Attack with Poison/Confusion
24	8,000	Agile Strike	25	0/1	Attack enemy with DMG = 2.5×AGI + 2×ATK - DEF
24	8,000	Throwing Stars	34	0/1	Attack all with DMG = 3×ATK + 9×ACC - 2×DEF
30	12,000	Offensive Master	Passive	-/-	+10 ATK & ACC
30	12,000	Giant Killer	50	0/1	Reduce non-boss enemy HP by half
30	12,000	Assassinate	30	0/1	Mug with 50% chance to kill non-boss enemies
40	25,000	Slash and Grab	45	0/1	Normal DMG Attack and steal from all enemies
45	35,000	First Strike	35	1/1	[Fast] Normal Attack. +2,000 PRE to User for battle.
65	100,000	Dancing Daggers	65	1/2	1.5×Normal DMG Attack all & steal
75	145,000	Burglary	50	0/1	Steal item & attack target for 3×Normal DMG
80	170,000	Criminal Intentions	Passive	-/-	+35 PRE & AGI
90	230,000	Grand Larceny	85	1/2	Steal from all enemies and attack all with 2×Normal DMG
90	230,000	Blood Lust	50	0/0	+(40, 10%) ATK & CRT for the user for 5 rounds
100	310,000	Armed Robbery	65	0/1	Steal from & attack target for 4×Normal DMG. +500 AGI to User for 5 turns

115	425,000	Throat Slit	75	0/2	Steal from & attack target for 5×Normal DMG. Chance to instantly kill (non-boss)
125	510,000	Fast Attack	Passive	-/-	[Fast] added to character's attacks
130	550,000	Always Ready	Passive	-/-	5× greater chance of preemptive strike
150	750,000	Life Snatcher	100	1/4	Steal from & attack target for 5×Normal DMG. Absorb DMG into HP
-	-	Plunder	175	1/4	Steal from & attack all enemies for 3×Normal DMG

Defensive Skills

Level	SP cost	Defensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Hardiness	Passive	-/-	+2 DEF
1	100	Evasion	Passive	-/-	+2 AGI
1	100	One Jump Ahead	Passive	-/-	+2 PRE & +3 AGI
4	500	Leadership	Passive	-/-	+5 PRE
4	500	Nimbleness	Passive	-/-	+3 AGI & ACC
4	500	Healing Steal	10	0/0	Steal from enemy and Heal Party for HP = 2×Average Party level
8	2,000	Smoke Bombs	14	0/0	Attack all enemies with 40% Normal DMG & chance to Blind
8	2,000	Greed	Passive	-/-	+5×Party Level Gold per battle
13	4,000	Healthy Living	Passive	-/-	+50 HP & +25 MP
13	4,000	Behind Enemy Lines	25	0/0	-10% ATK and -20% PRE & AGI to all enemies for 5 turns
18	6,000	Ninja	Passive	-/-	+5 AGI, ACC, PRE
18	6,000	Expert Thief	32	0/1	Steal from all enemies
24	8,000	Lightning Reflexes	Passive	-/-	Prevents enemy criticals
24	8,000	Runaway	32	0/0	+50 AGI to Party for battle
30	12,000	Initiative	Passive	-/-	+10 PRE & AGI
35	20,000	Defensive Study	Passive	-/-	+8 DEF, MGD, AGI
35	20,000	Invisibility Cloak**	25	-/-	+1500 AGI to User for battle
50	50,000	Camouflage	Passive	-/-	+50 AGI
55	65,000	Covert Operations	40	0/0	Reduces chance for User to be attacked, +200 PRE & +1,000 AGI for battle
60	80,000	Master Locksmith	Passive	-/-	Allows Party to open "Blue chests" when Thief is alive
70	120,000	No One Left Behind	Passive	-/-	Increases minimum probability for running away to 75%
105	390,000	It's a Trap	Passive	-/-	-X% ATK, INT, DEF, MGD (max 10%). X = 5×(PRE+AGI) User/(PRE+AGI)_Target
-	-	Master Burglar	Passive	-/-	Doubles chance to steal from enemies

5.3.4 The Hunter (Beast Master)



As mentioned earlier, the Hunter has three special skills: Scanning (*Scan*, *Critical Scan*, etc.), Taming (*Beast Tamer* and *Moa Master*), and Enhanced resource collection (*Native*, *Master Fisher*, etc.). The *Scan* skill can be learned early in the game (with upgrades at higher levels), allowing you to view enemy parameters such as HP, MP, ATK, DEF, 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. For the experienced player, higher levels of *Scan* give the Party bonuses against the enemy or enemies that are scanned. Each distinct bonus can stack on each other, so that if the Hunter casts *Ultra Scan* and *Meta Scan* then the entire Party will receive a total of +50 CRT (along with other bonuses) for 5 rounds of combat. Stacking several *Scans* is incredibly powerful and the adventurer that wishes to experience his old age would be wise to utilize this skill against any daunting foes he comes across in Firma.

Beast Tamer allows the Hunter to tame Giant Moas (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 (the encounter rate is reduced by a factor of four 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.

Item collection is of critical importance to any aspiring Party, and the Hunter has multiple skills that can make this task easier. *Native* (and *Skilled Collector*) increases the item drop rate from enemies, *Master Fisher* increases the probability of catching high-level saltwater fish, and *Tracker* allows the Hunter to change the encounter rate (double, base, and half-rate) with the local monsters using special bait. Resourceful adventurers will use *Tracker* both to avoid monster encounters in difficult dungeons and to increase encounters in regions that contain any monsters needed for a specific item synthesis. However, be aware that the effects of the bait do not wear off so one could end up stuck with double the encounter rate unless properly prepared.

Note that the Hunter's skill *Rain of Death* from Last Dream I was modified (attack reduced to 50% of a normal attack) for balance purposes in Last Dream: World Unknown. The Hunter has two powerful hidden skills: *Toxic Arrow*, a passive skill that adds several status effects to the Hunter's Normal Attacks and *Arrow Storm*, which attacks 7 random enemies. See Section ***8.15*** for more details on the Hunter's sidequests.

Offensive Skills

Level	SP cost	Offensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Gym Rat	Passive	-/-	+2 ATK
1	100	Focus	Passive	-/-	+2 ACC
1	100	Scan	5	0/0	Scan, +10 ACC to Party
4	500	Adv. Combat	Passive	-/-	+3 ATK, +2 ACC
4	500	Critical Strike	Passive	-/-	+4 CRT
4	500	Critical Scan	8	0/0	Scan, +25 CRT to Party
4	500	Hamstring	8	0/0	Normal Attack and -10% ATK & DEF, -25% AGI for 5 turns

8	2,000	Magic Training	Passive	-/-	+30 MP, +3 INT
8	2,000	Concentration	Passive	-/-	+8 ACC
8	2,000	Lifesteal	12	0/0	Attack enemy with 50% Normal DMG. Absorb DMG into HP
13	4,000	Silence Strike	20	0/0	Attack all, half DMG & Silence
13	4,000	Meta Scan	25	0/0	Scan all enemies, +25 CRT and +10% ATK & INT to Party for 5 turns
18	6,000	Steroids	Passive	-/-	+10 ATK
18	6,000	Precise Strike	Passive	-/-	+12 CRT
18	6,000	Toxic Darts	40	1/1	Attack all with 40% Normal DMG w/Paralyze & Poison
24	8,000	Agile Strike	25	0/1	Attack enemy with DMG = 2.5×AGI + 2×ATK - DEF
24	8,000	Ultra Scan	40	0/0	Scan all, +25 CRT and +10% ATK, INT, DEF, MGD to Party for 5 turns
30	12,000	Offensive Master	Passive	-/-	+10 ATK & ACC
30	12,000	Deadly Accuracy	Passive	-/-	+20 CRT
40	25,000	Rain of Death	45	1/2	Attack 5 random enemies with 50% Normal DMG. Chance to inflict Poison, Blind, Silence, Sleep, Stun, and Paralyze
75	145,000	Know Thy Enemy	Passive	-/-	+35 CRT
80	170,000	Komodo Fang	55	0/1	Attack enemy with 3×Normal DMG. Chance to inflict Poison, Blind, Silence, Confusion, Sleep, Stun, and Paralysis
90	230,000	Advanced Scouting	65	0/0	[Fast] +100 PRE, +25 CRT, +10% ATK & INT to Party for battle
105	390,000	It's a Trap	Passive	-/-	-X% ATK, INT, DEF, MGD (max 10%). X = 5×(PRE+AGI)_User/(PRE+AGI)_Target
115	425,000	Eternal Arrow	100	0/2	Attack enemy with DMG = 500 + 20×ATK - 10×DEF Chance to inflict Poison, Blind, Silence, Confusion, Sleep, Stun, and Paralysis
130	550,000	Transcendent Scan	125	0/0	Scan all, +50 CRT and +15% ATK, INT, DEF, MGD to Party for 5 turns
150	750,000	The Enemy Within	150	1/3	Attack all with DMG = 5×ATK_User + (10×ATK+10×INT-DEF-MGD)_Target
-	-	Toxic Arrow	Passive	-/-	Adds chance to inflict Poison, Blind, Silence, Sleep, Stun, and Paralysis to Normal Attack
-	-	Arrow Storm	125	1/3	Attack 7 random enemies. Chance to Poison, Blind, Silence, Sleep, & Paralyze

Defensive Skills

Level	SP cost	Defensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Hardiness	Passive	-/-	+2 DEF
1	100	Evasion	Passive	-/-	+2 AGI
1	100	Slow Enemy	5	0/0	-20% PRE, AGI, -10% ACC for 5 turns
4	500	Leadership	Passive	-/-	+5 PRE
4	500	Nimbleness	Passive	-/-	+3 AGI & ACC
4	500	Beast Tamer	Passive	-/-	Allows taming of Moas
8	2,000	Smoke Bombs	14	0/0	Attack all with 40% Normal DMG & chance to Blind
8	2,000	Sleeping Darts	16	0/1	Attack all with 25% Attack, -50% AGI for 5 turns and chance to Sleep
13	4,000	Healthy Living	Passive	-/-	+50 HP_MAX & +25 MP_MAX
13	4,000	Healing Trance	28	0/0	+200 HP/turn regen state for 5 turns
13	4,000	Strength of Spirit	Passive	-/-	+3% HP Regen per battle round
13	4,000	Native	Passive	-/-	25% more item drops from enemies
18	6,000	Moa Master	Passive	-/-	Moa evades all encounters
24	8,000	Forest Cure	32	0/0	Cures Poison, Darkness, Silence, Confusion, Sleep, Paralysis, Stun, and Stone
30	12,000	Defensive Master	Passive	-/-	+5 MGD, DEF, PRE, AGI
30	12,000	Healing Herbs	25	0/1	Heals Party for 250 HP
35	20,000	Skilled Collector	Passive	-/-	50% more item drops from enemies

45	35,000	Elvish Knowledge	Passive	-/-	+18 PRE & MGD
50	50,000	Camouflage	Passive	-/-	+50 AGI
55	65,000	Vigilance	40	0/0	+1,000 AGI and +100 PRE to entire Party for battle
60	80,000	Smokescreen	Passive	-/-	Prevents surprise attacks
65	100,000	Hunter's Poultice	55	0/1	Heals Party for 500 HP and applies *Forest Cure*.
70	120,000	Master Fisher	Passive	-/-	Catch all possible Saltwater fish with 25% probability (no chance to miss)
90	230,000	Healing Chant**	75	0/1	Heals entire Party for 500 HP and adds regen state of 250 HP/turn (for 5 rounds)
100	310,000	Tracker	Passive	-/-	Can modify encounter rate by using special monster bait
125	510,000	Field Medic	125	0/1	[Fast] Heal entire Party for 750 HP

5.3.5 The Engineer (Physicist)



Throughout Firma there are a myriad of tunnels that only the Engineer has the expertise and ability to navigate, once he has learned the *Tunneling* skill. These tunnels may or may not provide shortcuts (or paths to hidden treasures) through dungeons or on the World Map. There are even rumors of tunnels so treacherous that they require the Engineer to know *Advanced Tunneling*…

The Engineer has several unique abilities such as *Item Boost*, *Advanced Item Boost*, and *Item Master* which increase the amount of recovery (HP or MP) done when the Engineer uses potions and fish. Furthermore, the powerful skill *Transmutation* allows a single-target item to be used on the entire Party. Other support skills include *Bio Lab* which can heal the entire Party, and *Null Magic* and *Stronghold* which substantially reduces the damage taken by the Party. In addition, the Engineer has skills that improve the effectiveness of the Party's equipment (*Advanced Alloy* and *Weaponsmith*), skills that increase the EXP the Party earns during battle (*Intense Study* and *Illuminating Study*), and skills that give the Party a one-time amount of additional AP (*Genetic Engineering* and *Genome Sequencing*).

Finally, the Engineer can learn several powerful attack skills which scale with INT instead of ATK (e.g. *Debate, ICBM, Battle of Wits, Hydrogen Bomb*) and can boost the effectiveness of bombs (*Grenadier*). The Engineer can thereby deal significant damage to entire enemy Parties either with bombs or skills such as *Experimental Liquid*. While the Engineer does not have any hidden skills to learn, his sidequests (see Section ***8.15***) give the Party unique equipment such as enabling the Ingenious Engineer to make Piercing Bombs for purchase – dealing significantly more damage to single enemies.

Offensive Skills

Level	SP cost	Offensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Gym Rat	Passive	-/-	+2 ATK
1	100	Focus	Passive	-/-	+2 ACC
1	100	Tunneling	Passive	-/-	Party can use simple tunnels
4	500	Adv. Combat	Passive	-/-	+3 ATK, +2 ACC
4	500	Critical Strike	Passive	-/-	+4 CRT
4	500	Sensor	16	0/0	+25% PRE to entire Party for 5 turns
8	2,000	Magic Training	Passive	-/-	+30 MP, +3 INT

8	2,000	Grenadier	Passive	-/-	1.5×DMG from bombs
13	4,000	Magical Imbue	25	0/0	Attack enemy with DMG = 50 + 8×INT - (DEF+MGD)
13	4,000	Advanced Tunneling	Passive	-/-	Party can use advanced tunnels
18	6,000	Steroids	Passive	-/-	+10 ATK
18	6,000	Debate	32	0/1	Attack all with DMG=2×INT and chance to Confuse
24	8,000	Mind Drain**	10	0/1	Attack enemy MP with DMG = 3×INT-(DEF+MGD)
24	8,000	Advanced Alloy	Passive	-/-	-50% weapon weights for Party
30	12,000	Offensive Master	Passive	-/-	+10 ATK & ACC
30	12,000	ICBM	50	0/1	Attack all with DMG=250+4×INT-(DEF+MGD)
50	50,000	Megaton Explosion	85	0/1	Attack enemy with DMG = 1,500 + 16×(INT - MGD)
60	80,000	Experimental Liquid	100	1/2	Attack all with DMG = 850 + 9.5×(INT - MGD). Chance to inflict Poison, Blind, Silence, Confusion, Sleep, Stun, and Paralysis
90	230,000	Mass Life Drain	85	0/2	Absorbs 50% average DMG to all enemies with DMG = 4*INT - 2*MGD to all enemies
105	390,000	Scientific Fury	125	0/1	DMG= 2500 + 15×INT - 5×(DEF+MGD) with chance to Blind & Confuse enemy.
115	425,000	Weaponsmith	Passive	-/-	+10% to stats of synthesized equipment (does not include %-based bonuses)
125	510,000	Battle of Wits	150	0/1	Attack with DMG = 5000 + 50×(INT_User - INT_Target)
130	550,000	Hydrogen Bomb	150	1/2	Attack all with DMG = 2500 + 15×INT - 5×(DEF+MGD)

Defensive Skills

Level	SP cost	Defensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Hardiness	Passive	-/-	+2 DEF
1	100	Evasion	Passive	-/-	+2 AGI
1	100	Item Boost	Passive	-/-	1.5× effect using healing items in battle
4	500	Leadership	Passive	-/-	+5 PRE
4	500	Nimbleness	Passive	-/-	+3 AGI & ACC
4	500	Intense Study	20	0/0	+10% EXP for Party for the battle
8	2,000	Smoke Bombs	14	0/0	40% Normal DMG & Blinds all
8	2,000	Fortify	25	0/0	(+15, +10%) DEF to all
13	4,000	Healthy Living	Passive	-/-	+50 HP & +25 MP
13	4,000	Genetic Engineering	Passive	-/-	Each character gains 40 AP
18	6,000	Magical Defense**	20	0/0	(+30, +10%) MGD to one ally
18	6,000	Bio Lab	50	0/1	Heals 300 HP to one ally
24	8,000	Mana Surge	50	0/0	+10% INT & Half MP Cost for battle
24	8,000	Null Magic	50	0/0	[Fast] 33% resistance to all elemental magic DMG for battle.
30	12,000	Advanced Item Boost	Passive	-/-	2× effect using items and bombs in battle
35	20,000	Skilled Collector	Passive	-/-	50% more item drops from enemies
40	25,000	Stronghold	45	0/0	+(50, 10%) DEF to entire Party for 5 rounds
45	35,000	Elvish Knowledge	Passive	-/-	+18 PRE & MGD
55	65,000	Armor Mastery	Passive	-/-	+10% to equipped armor attributes (does not apply to %-based bonuses)
65	100,000	Cleanse	75	0/0	Remove all status effects (excluding Bleed, Frozen) & debuffs from Ally
70	120,000	Illuminating Study	Passive	-/-	+10% EXP for Party each battle
75	145,000	Fast Item	100	0/1	[Fast] Allows item use to be first action for battle

80	170,000	Doctor	500	-/-	Heal entire Party 10 HP per step. Lasts for 1,000 steps outside of battle
90	230,000	Genome Sequencing	Passive	-/-	Each character gains 250 AP
100	310,000	Item Master	Passive	-/-	3× effect using items in and bombs battle
150	750,000	Transmutation	250	0/3	Allows single target item to be used on Party

5.3.6 The White Mage (Priestess)



The White Mage is the best healer in the game because she excels in the art of recovery by restoring HP, increasing the HP_MAX of characters, and curing adverse status effects. Many of her more advanced healing spells (e.g. *Absolution*) give the target regenerative healing for five rounds, crucial for survival during long boss battles where one might be inflicted with Bleed. Her support spells are mostly defensive in nature (e.g. *NullAll*, *Immortal, Citadel*), yet are invaluable during battle; however, one must not overlook *Blessed* – one of the more 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 (e.g. *Laying of Hands*). Besides the Gray Mage, the White Mage is the only character that can learn to resurrect characters outside of towns. By completing the White Mage's three sidequests (see Section ***8.15***) she will learn *Inflation*, *Bastion*, and *High Priestess*.

White Magic

Level	SP cost	White Magic	MP Cost	Warmup/ Cooldown	Effect
1	40	Cure 1**	10	0/0	Heals HP = 30 + 1.3×INT for one Ally
1	40	Reinforce Armor**	5	0/0	+(5, 10%) DEF to one Ally for 5 rounds
1	40	Swift**	5	0/0	+(5, 10%) AGI to one Ally for 5 rounds
1	40	Wake**	10	0/0	Cures sleep for one Ally
1	40	Magic Ward**	5	0/0	+(5, 10%) MGD to one Ally for 5 turns
1	40	Balloon**	8	0/0	+25% MAX_HP for one Ally for battle; Current HP remains constant
1	40	Bright**	8	0/0	Cures blindness for one Ally
1	40	Holy Water**	10	0/0	Attack all enemies with Holy DMG = 30 + 1.3×(INT-MGD)
3	200	Heal 1**	20	0/0	Heals HP = 30 + 1.3×INT for Party
3	200	NullFire**	18	0/0	[Fast] +50% elemental resistance to Fire damage to Party for battle.
3	200	Spry**	15	0/0	+(10, 10%) PRE to one Ally for 5 rounds
3	200	Flash**	20	0/0	Cures blindness for Party
3	200	Mute**	15	0/0	Chance to Silence one enemy
3	200	Loosen**	15	0/0	Cures paralysis for one Ally
3	200	Vanish**	15	0/0	+30 AGI to User for 5 rounds
3	200	Purify**	14	0/0	Cures poison for one Ally
6	500	Cure 2**	30	0/0	Heals HP = 100 + 2×INT for one Ally
6	500	Holy Light**	28	0/0	Attack all enemies with Holy DMG = 100 + 2×(INT-MGD)

6	500	Cover**	32	0/0	+(10, 10%) DEF to Party for 5 rounds
6	500	Magic Shelter**	30	0/0	+(10, 10%) MGD to Party for 5 rounds
6	500	Invisible**	28	0/0	+(10, 10%) AGI for Party for 5 rounds
6	500	NullThunder**	26	0/0	[Fast] +50% elemental resistance to Thunder damage to Party for battle
6	500	Expansion**	28	0/0	+50% MAX_HP for Party for battle; Current HP remains constant
6	500	Lucidity**	25	0/0	Cures confusion for one Ally
10	1,000	Heal 2**	40	0/0	Heals HP = 70 + 1.7×INT for Party
10	1,000	Life 1**	100	0/0	Revives one character with HP = 50 + 1.5×INT
10	1,000	Nimble**	38	0/0	+(20, 10%) PRE to Party for 5 rounds
10	1,000	Purge**	50	0/0	Cures Poison for Party
10	1,000	Clandestine**	40	0/0	+100 AGI to User for 5 rounds
10	1,000	NullIce**	36	0/0	[Fast] +50% elemental resistance to Ice damage to Party for battle
10	1,000	Soften**	35	0/0	Cures stone for one Ally
10	1,000	Silence**	32	0/0	Chance to Silence all enemies
15	2,000	Cure 3**	50	0/2	Heals HP = 250 + 3.5×INT for one Ally
15	2,000	Holy Fire**	55	0/0	Attack all enemies with Holy DMG = 250 + 3.5×(INT-MGD)
15	2,000	Magic Shield**	55	0/0	+(20, 10%) MGD to Party for 5 rounds
15	2,000	Bubble**	45	0/0	+100% MAX_HP for Party for battle; Current HP remains constant
15	2,000	Ethereal**	50	0/0	+(50, 10%) AGI for Party for 5 rounds
15	2,000	Amplify**	45	0/0	Cures Silence for one Ally
15	2,000	NullWind**	48	0/0	[Fast] +50% elemental resistance to Water damage to Party for battle
15	2,000	Protect**	55	0/0	+(20, 10%) DEF +for Party for 5 rounds
20	4,000	Heal 3**	65	0/1	Heals HP = 150 + 2.5×INT for Party
20	4,000	Quicksilver**	70	0/0	+(30, 10%) PRE to Party for 5 rounds
20	4,000	Surge**	65	0/0	+100% MAX_MP for Party for battle; Current MP remains constant
20	4,000	Remedy**	70	0/0	Cures all status effects for one Ally (does not include Zombification, Jinx, or Disease)
20	4,000	Life 2**	150	0/1	Revives one character with HP = 250 + 3.5×INT
20	4,000	NullDark**	64	0/0	[Fast] +50% elemental resistance to Dark damage to Party for battle
20	4,000	Regen**	80	0/0	Regenerates 100 HP per round for Party for battle
25	8,000	Fast Cure**	90	0/1	Fast [+2,500 PRE] heal for HP = 250 + 3.5×INT for one Ally
25	8,000	Cure 4**	85	0/1	Heals HP = 500 + 6×INT for one Ally
25	8,000	Sentinel**	100	0/0	+(30, 10%) DEF to Party for 5 rounds
25	8,000	Magic Bulwark**	100	0/0	+(30, 10%) MGD to Party for 5 rounds
25	8,000	Dissolve**	75	0/0	+500 AGI to User for 5 rounds
25	8,000	NullAll**	75	0/0	[Fast] +33% resistance to all elemental damage to Party for battle
25	8,000	Immortal**	76	0/0	Prevents instant death for Party for battle
25	8,000	Panacea**	90	0/0	Cures all status effects for Party
25	8,000	Fast Heal**	105	0/2	[Fast] Heal for HP = 150 + 2.5×INT for Party
30	12,000	Heal 4**	100	0/2	Heals HP = 300 + 4×INT for Party
30	12,000	Citadel**	150	0/0	+(30, 10%) DEF & MGD to Party for 5 rounds
30	12,000	Giant**	110	0/0	+100% MAX_HP & MAX_MP for Party for battle; Current HP & MP remain constant
30	12,000	Fast Life**	250	0/1	[Fast] Revives one character with HP = 250 + 3.5×INT
30	12,000	Life 3**	200	0/2	Revives one character with HP = 500 + 6×INT

30	12,000	Wrath of God**	120	0/1	Attack all enemies with Holy DMG = 500 + 6×(INT-MGD)
30	12,000	Sacrifice**	100	0/1	[Fast] Resurrect Party with 100% HP and +30 ATK, INT and +20 DEF, MGD. 50% chance to kill User.
30	12,000	Blessed**	115	0/0	+30 ATK, DEF, +50 AGI, ACC, MGD, and INT to one Ally for 5 rounds
35	20,000	Invisibility Cloak**	25	0/0	+1500 AGI for the User for battle
40	25,000	Heaven's Breath**	200	0/2	Heals HP = 500 + 6×INT for entire Party
40	25,000	Exorcism**	40	0/0	Cures Zombification for one Ally
45	35,000	Physician**	50	0/0	Cures Disease for one Ally
50	50,000	Divine Intervention**	500	1/2	[Fast] Resurrects all dead Allies with 50% Max HP
50	50,000	Anti-Jinx**	60	0/0	Cures Jinx for one Ally
55	65,000	Heaven's Light**	180	0/2	Attack all enemies with Holy DMG = 750 + 8.5×(INT-MGD)
60	80,000	Mystic Runes	Passive	-/-	+30 INT & +150 MAX_MP to User
65	100,000	Holy Cleanse**	175	0/0	Cure all curable status effects and debuffs from one Ally.
70	120,000	Holy Shield**	200	0/0	+(50, 10%) DEF & MGD to Party for 5 rounds
75	145,000	First Cast**	150	1/2	[Fast] Heal for HP = 500 + 6×INT and +20% MGD to one Ally. All subsequent actions by User are [Fast]
80	170,000	Healer's Touch**	150	0/0	Clears all degenerative states for one Ally and heals 500 HP/turn for 5 rounds
90	230,000	Laying of Hands**	300	1/2	Deals Holy DMG = 500 + 6×(INT – MGD) to all enemies and heals Party for HP = 250 + 3.5×INT
95	310,000	Absolution**	225	0/1	Heals Ally for HP = 1,000 + 11×INT and +5% HP_MAX for 5 rounds
100	310,000	Thaumaturgic Training	Passive	-/-	+25 INT & MGD and +500 MAX_MP
105	390,000	Plan of Attack**	75	0/0	[Fast] +10% ATK, INT, DEF, MGD, +25% PRE & +30 CRT to Party for 5 rounds
115	425,000	Well of Life**	350	0/1	+100% MAX_HP for Party during battle and heals 500 HP/turn for 5 rounds
125	510,000	Heavenly Purification**	375	0/0	Remove all curable status effects and debuffs from Party
130	550,000	Double Cast**	400	0/0	User does double healing (double MP cost) for 3 rounds
140	650,000	Team Player**	500	0/2	+50% MAX_HP & HP. +10% to all other stats for all Allies (excluding User) for battle
150	750,000	Angelic Guard**	500	1/3	+(100, 10%) DEF & MGD to Party for 5 rounds and heals 750 HP/turn for 3 rounds
-	-	Inflation**	200	0/0	+150% MAX_HP & MAX_MP for all Allies
-	-	Bastion**	250	0/0	+(75, 10%) DEF & MGD to Party for 5 rounds
-	-	High Priestess	Passive	-/-	+50 INT & MGD and +1,000 MAX_MP

5.3.7 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 limited by his quantity of MP, whereas the Monk can deal substantial damage without any MP. Furthermore, remember that the effectiveness of the Black Mage's elemental spells hinge on knowing which element the enemies are weakest. 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. The Black Mage has three hidden skills that he can learn while completing his sidequests (see Section ***8.15***): *Darkness 8*, *Master of the Occult*, and *Thorn Armor* which reflects all physical damage to the target Ally for four rounds.

Black Magic

Level	SP cost	Black Magic	MP Cost	Warmup/ Cooldown	Effect
1	40	Fire 1**	10	0/0	Attack enemy with Fire DMG = 30 + 1.3×(INT-MGD)
1	40	Ice 1**	10	0/0	Attack enemy with Ice DMG = 30 + 1.3×(INT-MGD)
1	40	Thunder 1**	10	0/0	Attack enemy with Thunder DMG = 30 + 1.3×(INT-MGD)
1	40	Wind 1**	10	0/0	Attack enemy with Wind DMG = 30 + 1.3×(INT-MGD)
1	40	Darkness 1**	10	0/0	Attack enemy with Darkness DMG = 30 + 1.3×(INT-MGD)
1	40	Blind**	12	0/0	Chance to Blind all enemies
1	40	Strengthen**	8	0/0	+(5, 10%) ATK for Ally for 5 rounds
1	40	Lucky Shot**	8	0/0	+10 CRT for Ally for 5 rounds
3	200	Fire 2**	25	0/0	Attack all enemies with Fire DMG = 30 + 1.3×(INT-MGD)
3	200	Ice 2**	25	0/0	Attack all enemies with Ice DMG = 30 + 1.3×(INT-MGD)
3	200	Thunder 2**	25	0/0	Attack all enemies with Thunder DMG = 30 + 1.3×(INT-MGD)
3	200	Wind 2**	25	0/0	Attack all enemies with Wind DMG = 30 + 1.3×(INT-MGD)
3	200	Darkness 2**	25	0/0	Attack all enemies with Darkness DMG = 30 + 1.3×(INT-MGD)
3	200	Sleep**	16	0/0	Chance to put all enemies to Sleep
3	200	Wisdom**	18	0/0	+(10, 20%) INT to Ally for 5 rounds
3	200	Bullseye**	18	0/0	+15 ACC for Ally for 5 rounds
6	500	Fire 3**	35	0/0	Attack all enemies with Fire DMG = 60 + 1.6×(INT-MGD)
6	500	Ice 3**	35	0/0	Attack all enemies with Ice DMG = 60 + 1.6×(INT-MGD)
6	500	Thunder 3**	35	0/0	Attack all enemies with Thunder DMG = 60 + 1.6×(INT-MGD)
6	500	Wind 3**	35	0/0	Attack all enemies with Wind DMG = 60 + 1.6×(INT-MGD)
6	500	Darkness 3**	35	0/0	Attack all enemies with Darkness DMG = 60 + 1.6×(INT-MGD)
6	500	Paralyze**	28	0/0	Chance to Paralyze all enemies
6	500	Weaken**	28	0/0	-10% DEF to all enemies for 5 rounds
6	500	Stupefy**	32	0/0	-(10, 10%) INT to Enemy for 5 rounds
10	1,000	Fire 4**	45	0/0	Attack all enemies with Fire DMG = 100 + 2×(INT-MGD)
10	1,000	Ice 4**	45	0/0	Attack all enemies with Ice DMG = 100 + 2×(INT-MGD)
10	1,000	Thunder 4**	45	0/0	Attack all enemies with Thunder DMG = 100 + 2×(INT-MGD)
10	1,000	Wind 4**	45	0/0	Attack all enemies with Wind DMG = 100 + 2×(INT-MGD)
10	1,000	Darkness 4**	45	0/0	Attack all enemies with Darkness DMG = 100 + 2×(INT-MGD)
10	1,000	Powerhouse**	36	0/0	+(15, 10%) ATK for Ally for 5 rounds
10	1,000	Confuse**	34	0/0	Chance to Confuse all enemies
10	1,000	Warp**	45	-/-	Warps out of a dungeon
15	2,000	Fire 5**	55	0/1	Attack all enemies with Fire DMG = 160 + 2.6×(INT-MGD)
15	2,000	Ice 5**	55	0/1	Attack all enemies with Ice DMG = 160 + 2.6×(INT-MGD)
15	2,000	Thunder 5**	55	0/1	Attack all enemies with Thunder DMG = 160 + 2.6×(INT-MGD)
15	2,000	Wind 5**	55	0/1	Attack all enemies with Wind DMG = 160 + 2.6×(INT-MGD)
15	2,000	Darkness 5**	55	0/1	Attack all enemies with Darkness DMG = 160 + 2.6×(INT-MGD)
15	2,000	Debilitate**	50	0/0	-20% DEF to all enemies for 5 rounds
15	2,000	Doom**	60	0/0	Instant death to non-boss Enemy
15	2,000	Crackshot**	48	0/0	+30 CRT for Ally for 5 rounds

20	4,000	Fire 6**	70	0/1	Attack all enemies with Fire DMG = 250 + 3.5×(INT-MGD)
20	4,000	Ice 6**	70	0/1	Attack all enemies with Ice DMG = 250 + 3.5×(INT-MGD)
20	4,000	Thunder 6**	70	0/1	Attack all enemies with Thunder DMG = 250 + 3.5×(INT-MGD)
20	4,000	Wind 6**	70	0/1	Attack all enemies with Wind DMG = 250 + 3.5×(INT-MGD)
20	4,000	Darkness 6**	70	0/1	Attack all enemies with Darkness DMG = 250 + 3.5×(INT-MGD)
20	4,000	Direct Hit**	58	0/0	+30 ACC for entire Party for 5 turns
20	4,000	Genius**	64	0/0	+40 INT and +10% INT for entire Party for 5 turns
20	4,000	Vampirism**	65	0/1	Absorbs 25% DMG from one enemy with DMG = 4*(ATK + INT) - 2*(DEF + MGD)
25	8,000	Fire 7**	85	0/1	Attack all enemies with Fire DMG = 350 + 4.5×(INT-MGD)
25	8,000	Ice 7**	85	0/1	Attack all enemies with Ice DMG = 350 + 4.5×(INT-MGD)
25	8,000	Thunder 7**	85	0/1	Attack all enemies with Thunder DMG = 350 + 4.5×(INT-MGD)
25	8,000	Wind 7**	85	0/1	Attack all enemies with Wind DMG = 350 + 4.5×(INT-MGD)
25	8,000	Darkness 7**	85	0/1	Attack all enemies with Darkness DMG = 350 + 4.5×(INT-MGD)
25	8,000	Grim Reaper**	70	0/0	Instant death to all non-boss enemies
25	8,000	Devil's Breath**	62	1/1	Chance to apply all status effects to all enemies
25	8,000	Mana Sacrifice**	250	0/1	Sacrifices 250 MP from User and give +50 MP to Party
30	12,000	Atomic Flare**	120	0/1	Attack all enemies with DMG = 500 + 6×(INT-MGD)
30	12,000	Juggernaut**	100	0/0	+(30, 10%) ATK for Ally for 5 rounds
30	12,000	Gravity**	85	0/1	Attack all enemies with DMG = 100 + 2×(INT-MGD). Absorbs 25% of average DMG.
30	12,000	Crumble**	120	0/0	–(25, 10%) MGD to all enemies for 5 turns
30	12,000	Implosion**	100	0/1	Attack enemy with DMG = 1,000 + 11×(INT-MGD)
30	12,000	Osmosis**	0	0/1	Absorbs a small amount of enemy MP
30	12,000	Kamikaze**	200	0/2	50% chance to kill self and deal DMG = 1,500 + 16×(INT-MGD) to all enemies
30	12,000	Merton**	120	0/1	Attack all enemies for DMG = 850 + 9.5×(INT-MGD) and all allies for DMG = 200
35	20,000	Mystical Concealment**	30	0/0	+1,000 AGI and +200 ACC to Ally for battle
40	25,000	Godlike**	200	0/0	+(35, 10%) ATK & DEF to Ally for 5 rounds and +100% MAX_HP for battle
40	25,000	Zombify**	100	0/0	Chance to inflict Zombification on all enemies
45	35,000	Epidemic**	90	0/0	Chance to inflict Disease on all enemies
50	50,000	Annihilation**	300	0/1	Attack enemy for DMG = 2500 + 26×(INT-MGD)
50	50,000	Fire 8**	150	0/2	Attack all enemies with Fire DMG = 500 + 6×(INT-MGD)
55	65,000	Thunder 8**	175	0/2	Attack all enemies with Thunder DMG = 550 + 6.5×(INT-MGD)
60	80,000	Mystic Runes	Passive	-/-	+30 INT and +150 MAX_MP to User
65	100,000	Ice 8**	200	0/2	Attack all enemies with Ice DMG = 650 + 7.5×(INT-MGD)
70	120,000	Wind 8**	250	0/2	Attack all enemies with Wind DMG = 750 + 8.5×(INT-MGD)
75	114,500	First Cast**	200	1/2	[Fast] Attack for DMG = 2,000 + 21×(INT-MGD) and -20% MGD to Target for 5 rounds. All subsequent actions by User will be [Fast]
80	170,000	Jinx**	150	0/0	Chance to inflict Jinx on all enemies
90	230,000	Mass Life Drain	85	0/2	Attack all elenemies with DMG = 4*INT - 2*MGD. Absorb 50% of average DMG.
90	230,000	Elemental Absorption**	200	0/2	All Elemental DMG is 25% absorbed for Ally for battle
100	310,000	Thaumaturgic Training	Passive	-/-	+25 INT & MGD and +500 MAX_MP to User
105	390,000	Sorcerous Imbue**	100	0/0	Add 20% of User's INT to Ally's ATK for battle (does not reduce User INT)
115	425,000	Double Cast**	400	0/0	User does double DMG (double MP cost) for 3 rounds
125	510,000	Battle of Wits	150	0/1	DMG = 5000 + 50×(INT_User – INT_Target)

130	550,000	Warlock's Might**	500	0/2	Attack 4 random enemies with DMG = 10×INT - MGD
140	650,000	Egotist**	350	0/0	+75% INT, CRT, DEF, MGD to User for 5 rounds -10% ATK, INT, DEF, MGD to Allies for 5 rounds
150	750,000	Redemption**	500	1/3	Kill self and attack all enemies for DMG = 50×INT - (DEF+MGD). +20% ATK, INT, DEF, MGD to all Allies for 5 rounds
-	-	Darkness 8**	300	0/2	Attack all enemies with Darkness DMG = 1,000 + 11×(INT-MGD)
-	-	Master of the Occult	Passive	-/-	+35 INT & MGD and +750 MAX_MP to User
-	-	Thorn Armor**	750	0/0	Cast on Ally. Reflects 100% of Physical DMG to the attacker for 3 rounds

5.3.8 The Gray Mage (Sage)



The Gray Mage can use both physical skills *and* magic spells. This versatility allows the Gray Mage to fit into many Parties and contribute as needed. However, he suffers from fewer unique skills and spells. The Gray Mage can be built as a Paladin-type class that acts as a Knight with some healing or buffing capabilities (e.g. *Cure 4*, *Juggernaut*), or as a Defensive Mage who can annihilate foes with magic spells (e.g. *Hell Fire*) but still boost his own defense with Knight-like skills such as *Armor Mastery*. The Gray Mage has three hidden skills: *Infernal Strike*, *Cosmic Pressure*, and *Triple Threat* which can be learned by completing all of his sidequests (Section ***8.15***).

Offensive Skills

Level	SP cost	Offensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Gym Rat	Passive	-/-	+2 ATK
1	100	Focus	Passive	-/-	+2 ACC
1	100	Smite	8	0/0	Attack & Stun
4	500	Advanced Combat	Passive	-/-	+3 ATK, +2 ACC
4	500	Critical Strike	Passive	-/-	+4 CRT
4	500	Berserker	12	0/0	Attack 3 random enemies
8	2,000	Magic Training	Passive	-/-	+30 MP, +3 INT
8	2,000	Concentration	Passive	-/-	+8 ACC
8	2,000	Warcry	22	0/0	+(10, 10%) ATK, PRE, INT to Party and Stuns all Enemies
13	4,000	Magical Imbue	25	0/0	Attack enemy with DMG = 50 + 8×INT - (DEF+MGD)
13	4,000	Silence Strike	20	0/0	Attack all, 50% Normal DMG & Chance to inflict Silence
13	4,000	Zeal	26	0/1	Normal attack all enemies. User -10% DEF for 5 turns.
18	6,000	Steroids	Passive	-/-	+10 ATK
18	6,000	Destroy Armor	30	0/0	Attack & -25% Enemy armor
24	8,000	Mind Drain**	10	0/1	Attack enemy MP with DMG = 3×INT-(DEF+MGD)
30	12,000	Offensive Master	Passive	-/-	+10 ATK & ACC
35	20,000	Groundslam	42	1/1	Normal attack all enemies, chance to Stun, & -10% ATK to enemies
45	35,000	Rush Assault	60	0/2	4×Normal DMG attack [Fast +2,500]. -20% User DEF for 1 round
70	120,000	Frost Sword	125	0/1	Attack enemy for Ice DMG = 1,000 + 20×ATK - 10×DEF. Chance to inflict Frozen

80	170,000	Strength of the Ancients	Passive	-/-	+35 ATK & INT
90	230,000	Mass Life Drain	85	0/2	Attack all elenemies with DMG = 4*INT - 2*MGD. Absorb 50% of total DMG.
100	310,000	Telekinetic Frenzy	200	0/1	Attack 4 random enemies for DMG = 7×INT + 7×ATK - (DEF + MGD)
105	390,000	Plan of Attack**	75	0/0	[Fast] +10% ATK, INT, DEF, MGD and +25% PRE and +30 CRT to Party for 5 rounds
125	510,000	Battle of Wits	150	0/1	DMG = 5000 + 50×(INT_User – INT_Target)
130	550,000	Critical Rage	200	0/2	Attack 5 random enemies with Normal Attack and +75 CRT
-	-	Infernal Strike	175	0/1	Attack enemy for Fire DMG = 1250 + 24×ATK - 12×DEF
-	-	Triple Threat**	250	1/3	500 + 6*(INT-MGD) non-elemental damage to one random enemy Attack 5 random enemies for DMG = 500 + 4×ATK - 2×DEF. Each attack heals all Allies for HP = 100 + INT

Defensive Skills

Level	SP cost	Defensive Skill	MP Cost	Warmup/ Cooldown	Effect
1	100	Hardiness	Passive	-/-	+2 DEF
1	100	Evasion	Passive	-/-	+2 AGI
1	100	Defensive Stance	5	0/0	+(5, 5%) AGI & DEF
4	500	Leadership	Passive	-/-	+5 PRE
4	500	Nimbleness	Passive	-/-	+3 AGI & ACC
8	2,000	Black Arts Defense	Passive	-/-	+7 MGD
13	4,000	Healthy Living	Passive	-/-	+50 HP & +25 MP
13	4,000	Healing Trance	28	0/0	+200 HP/turn regen state for 5 turns
18	6,000	Magical Defense**	20	0/0	+30 MGD & +10% MGD to ally
24	8,000	Mana Surge	50	0/0	+10% INT & Half MP Cost for battle
30	12,000	Dark Ward**	50	0/0	+(50, 10%) MGD to User for 5 rounds
55	65,000	Armor Mastery	Passive	-/-	+10% to equipped armor attributes (does not include %-based bonuses)
75	145,000	Meat Shield	40	0/0	[Fast] Increase probability that enemies target User & +100% MAX_HP

White Magic

Level	SP cost	White Magic	MP Cost	Warmup/ Cooldown	Effect
1	40	Cure 1**	10	0/0	Heals HP = 30 + 1.3×INT for one Ally
1	40	Swift**	5	0/0	+(5, 10%) AGI to one Ally for 5 rounds
3	200	NullFire**	18	0/0	[Fast] +50% elemental resistance to Fire damage to Party for battle
3	200	Loosen**	15	0/0	Cures paralysis for one Ally
3	200	Purify**	14	0/0	Cures poison for one Ally
6	500	Cure 2**	30	0/0	Heals HP = 100 + 2×INT for one Ally
6	500	NullThunder**	26	0/0	[Fast] +50% elemental resistance to Thunder damage to Party for battle
10	1,000	Life 1**	100	0/0	Revives one character with HP = 50 + 1.5×INT
10	1,000	NullIce**	36	0/0	[Fast] +50% elemental resistance to Ice damage to Party for battle
10	1,000	Silence**	32	0/0	Chance to Silence all enemies

15	2,000	Cure 3**	50	0/1	Heals HP = 250 + 3.5×INT for one Ally
15	2,000	Amplify**	45	0/0	Cures Silence for one Ally
15	2,000	NullWind**	48	0/0	[Fast] +50% elemental resistance to Water damage to Party for battle
20	4,000	NullDark**	64	0/0	[Fast] +50% elemental resistance to Dark damage to Party for battle
25	8,000	Fast Cure**	90	0/1	[Fast] Heal for HP = 250 + 3.5×INT for one Ally
25	8,000	Cure 4**	85	0/1	Heals HP = 500 + 6×INT for one Ally
25	8,000	Sentinel**	100	0/0	+(30, 10%) DEF to Party for 5 rounds
30	12,000	Citadel**	150	0/0	+(30, 10%) DEF & MGD to Party for 5 rounds
30	12,000	Fast Life**	250	0/1	[Fast] Revives one character with HP = 250 + 3.5×INT
40	25,000	Rebirth**	300	0/1	Revives Party with 25% Max HP
65	100,000	Holy Heal**	150	0/1	Heals Allies for HP = 250 + 3.5×INT Deals Holy DMG = 1,000 + 6×(INT-MGD) to all enemies
115	425,000	Self-preservation**	300	0/0	+20% ATK, INT, DEF, & MGD and +100% HP_MAX & MP_MAX to User for battle
150	750,000	Team Player**	500	0/3	+50% MAX_HP & HP. +10% to all other stats for all Allies (excluding User) for battle

Black Magic

Level	SP cost	Black Magic	MP Cost	Warmup/ Cooldown	Effect
1	40	Fire 1**	10	0/0	Attack enemy with Fire DMG = 30 + 1.3×(INT-MGD)
1	40	Thunder 1**	10	0/0	Attack enemy with Thunder DMG = 30 + 1.3×(INT-MGD)
1	40	Blind**	12	0/0	Chance to Blind all enemies
3	200	Ice 2**	25	0/0	Attack all enemies with Ice DMG = 30 + 1.3×(INT-MGD)
3	200	Sleep**	16	0/0	Chance to put all enemies to Sleep
6	500	Wind 3**	35	0/0	Attack all enemies with Wind DMG = 60 + 1.6×(INT-MGD)
6	500	Paralyze**	28	0/0	Chance to Paralyze all enemies
6	500	Weaken**	28	0/0	-10% DEF to all enemies for 5 rounds
10	1,000	Thunder 4**	45	0/0	Attack all enemies with Thunder DMG = 100 + 2×(INT-MGD)
10	1,000	Wind 4**	45	0/0	Attack all enemies with Wind DMG = 100 + 2×(INT-MGD)
10	1,000	Warp**	45	-/-	Warps out of a dungeon
15	2,000	Ice 5**	55	0/1	Attack all enemies with Ice DMG = 160 + 2.6×(INT-MGD)
15	2,000	Doom**	60	0/0	Instant death to non-boss Enemy
20	4,000	Genius**	64	0/0	+40 INT and +10% INT for entire Party for 5 turns
20	4,000	Vampirism**	65	0/1	Absorbs 25% DMG from one enemy with DMG = 4*(ATK + INT) - 2*(DEF + MGD)
25	8,000	Fire 7**	85	0/1	Attack all enemies with Fire DMG = 350 + 4.5×(INT-MGD)
25	8,000	Mana Sacrifice**	250	0/1	Sacrifices 250 MP from User and gives +50 MP to Party
30	12,000	Juggernaut**	100	0/0	+(30, 10%) ATK for Ally for 5 rounds
30	12,000	Merton**	120	0/1	Attack all enemies for DMG = 1,000 + 11×(INT-MGD) and all allies for DMG = 200
35	20,000	Mystical Concealment**	30	0/0	+1,000 AGI and +200 ACC to Ally for battle
50	50,000	Hell Fire**	100	0/1	Attack all enemies with Fire DMG = 450 + 5.5×(INT-MGD) Inflicts Burn (-10% HP/round) for 5 rounds
60	80,000	Spontaneous Combustion**	250	1/1	Kill self to deal DMG = 2500 + 26×(INT-MGD) to all enemies
90	230,000	Ethereal Strike**	225	0/0	Attack enemy with DMG = 1500 + 10×INT - 2×MGD
-	-	Cosmic Pressure**	175	0/1	Attack all enemies and cut current HP in half

6 Fishing

While fishing is not required in Last Dream: World Unknown, it can be highly beneficial, especially if you have an Engineer in your Party who can increase the effectiveness of Saltwater, Ice Water, and most High-Level fish (*Item Master*). Fishing can also be quite profitable if you use the correct rod/spear and bait combination, especially if you have a Hunter in your Party that has learned *Master Fisher*, which will increase your haul of higher level fish. As you create better spears, the profitability of fishing increases greatly provided that you are skilled at timing your spear fishing.

At the start of your journey through Firma you will have an Old Fishing Pole, Thin Fishing Pole, and a Strong Fishing Pole in your possession. If you loaded your saved game from Last Dream I, then you will find that any higher-level fishing rods that were in your possession were lost when your gear was stolen at the start of the game. Throughout your journey, you'll encounter a variety of different types of fish. There are four types of fish in Last Dream: World Unknown: Saltwater Fish, Freshwater Fish, Icewater Fish, and High-Level Fish.

6.1 Mechanics

In order to catch fish, one must have either a fishing pole or fishing spear and bait. At every dock there will be a local fisherman willing to sell you a variety of bait. The fishing poles in Last Dream: World Unknown are only capable of fishing at Saltwater docks; in order to partake in the bountiful harvest of life in the freshwater and icewater docks you must first obtain fishing spears. Each fish within a fish type (e.g. Freshwater Fish) has a level associated with it (e.g. Goldfish are the level 1 Saltwater Fish and a Leviathan is the level 32 Saltwater Fish). The general concept of fishing is that each pole or spear has a base range of fish levels that it can catch, and the bait that one uses adds a small bonus to the fish level you can catch.

6.1.1 Fishing Poles and Spears

As mentioned earlier, you start the game with an Old Fishing Pole, Thin Fishing Pole, and a Strong Fishing Pole. The fishing poles can only be used for Saltwater fishing. Once you craft the Old Fishing Spear you can fish at all three docks (Saltwater, Freshwater, and Icewater). You can acquire the recipe for the Old Fishing Spear from the fisherman at the Rockwood Dock (Section ***8.2.4***). The recipes for better fishing spears are found throughout Firma and the table below shows the location where you can acquire each recipe:

ITEM	CHARACTER	LOCATION
Recipe for Old Fishing Spear	Local Fisherman	Rockwood Dock
Recipe for Deluxe Fishing Spear	Proud Fishermen	West Huldra Dock
Recipe for Master Fishing Spear	Master Fisherman	Master Fisherman's Camp

Fishing with spears involves a fundamental difference in the fishing mechanics. As shown in the image at right, Players must use some eye-hand coordination skill to press the button precisely when the marker is over the bullseye for a "Perfect" throw. If you hit the bullseye and get a perfect throw, then the level of fish you can acquire is determined by your specific spear and bait's fish level range. If, however, you stop the blue arrow in the yellow region (see image at right) and achieve an "Almost", then the level of fish you will receive (assuming you don't miss) will be decreased by 2. If you "Miss" and get the arrow in the purple to red region on the bar, then the fish you will receive (if any) will be four levels lower than what you would have caught had you thrown a "Perfect" spearfish throw.



6.1.2 Fishing Bait

For Saltwater Fishing and High-level Fishing, bait adds a small bonus to the level of fish that one can catch for a given spear (or rod). For Freshwater and Icewater Fishing there is only one type of bait. While bait usage is not as important as the spear type in determining the level of fish caught while Saltwater fishing, proper use of the bait types will ensure maximum profitability. Each increasing tier of bait will increase the level of each fish caught by one, meaning that rather than being able to catch Level 16 – 19 Saltwater fish with Junk Bait and an Old Fishing Spear, you will be able to catch Level 17 - 20 Saltwater fish with HQ Veggie Bait and the Old Fishing Spear.

6.2 FISH TYPES

The seas and oceans of Firma are rich with a variety of aquatic life. In the sections below you will find the sea life that one can catch at each type of fishing dock throughout Firma.

6.2.1 Saltwater Fish

Saltwater docks are the most plentiful dock type in Firma, residing on the coasts of Firma's numerous continents. The local fishermen at these docks sell Junk Bait, High Quality Veggie Bait, Worm Bait, Magic Bait, and Super Bait. These baits are used with all fishing poles and spears except for the Master Fishing Spear which requires special bait (discussed later). Junk bait will allow you to catch the base set of fish for a specific fishing pole/spear. You can use the fishing poles at these docks and the fish caught here allow one to synthesize the Old Fishing Spear. When attempting to catch Saltwater Fish, there are five primary types of bait you can use, as shown in the table below.

Saltwater Bait Types

Bait	Price (G)	Level Bonus
Junk Bait	10	0
HQ Veggie Bait	50	1
Worm Bait	100	2
Magic Bait	500	3
Super Bait	1,000	4

As mentioned earlier, there are various levels of fishing poles and spears that you obtain through synthesis as you progress through Last Dream: World Unknown. While each increasing tier of bait will improve the level of fish by one, each increasing tier of fishing pole/spear will increase the level of fish by five. Therefore, you must create new fishing spears to acquire the most valuable fish that inhabit Firma's waters. The Saltwater fish levels for all the bait types and fishing poles are summarized in the table below.

Saltwater Fish Levels for specific Pole/Spear and Bait Combinations

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
Old Fishing Spear	16 to 19	17 to 20	18 to 21	19 to 22	20 to 23
Deluxe Fishing Spear	21 to 24	22 to 25	22 to 26	23 to 27	24 to 28

When Saltwater Fishing, you have a 50% probability to get the lowest level fish available given your pole/spear and bait combination, 25% probability of getting the next level fish, 10% chance for the next highest fish, and a 5% chance for getting the highest-level fish possible. Note that these probabilities only add up to 90%. You also have a 10% chance to not catch anything ("No Bites"). As a specific example, if you are using the Old Fishing Spear with Junk Bait, then you have the following probabilities for fish:

Fish Probabilities for Old Fishing Spear and Junk Bait

Fish Level & Name	"Perfect"	"Almost"	"Miss"
12 – Goby	0	0	50%
13 – Guppy	0	0	25%
14 – Halibut	0	50%	10%
15 – Koi	0	25%	5%
16 – Lion Fish	50%	10%	0
17 – King Fish	25%	5%	0
18 – Pike	10%	0	0
19 – Flounder	5%	0	0

In case you want to target a specific type of fish (and thus want to know which rod/spear and bait combination will catch the fish 50% of the time), the following table give the levels of all the Saltwater Fish along with their sell price and effects when used in-game:

Saltwater Fish

Fish Level	Fish Name	Effects	Sell Price
1	Goldfish	Restores 25 HP for one ally	20
2	Anchovy	Restores 1 MP for one ally	30
3	Catfish	Restores 25 HP for entire Party	40
4	Albacore	Restores 1 MP for entire Party	50
5	Cod	Restores 75 HP for one ally	62
6	Bass	Restores 3 MP for one ally	75
7	Salmon	Restores 75 HP for entire Party	87
8	Carp	Restores 3 MP for entire Party	100
9	Mackerel	Restores 150 HP for one ally	112
10	Bluegill	Restores 10 MP for one ally	125
11	Bull Trout	Restores 150 HP for entire Party	150
12	Goby	Restores 10 MP to entire Party	187
13	Guppy	Restores 350 HP for one ally	250
14	Halibut	Restores 25 MP for one ally	312
15	Koi	Restores 350 HP to entire Party	375
16	Lion Fish	Restores 25 MP to entire Party	437
17	King Fish	Restores 750 HP for one ally	500
18	Pike	Restores 60 MP for one ally	625
19	Flounder	Restores 750 HP to entire Party	750
20	Perch	Restores 60 MP to entire Party	875
21	Red Snapper	Restores 1500 HP for one ally	1,000
22	Tuna	Restores 120 MP for one ally	1,250
23	Marlin	Restores 1500 HP to entire Party	1,500
24	Bull Shark	Restores 120 MP to entire Party	1,750
25	Thresher Shark	Restores 50% HP and MP for one ally	2,500
26	Saw Shark	Restores 50% HP and MP for entire Party	3,750
27	Great White Shark	Restores 100% HP for one ally	5,000
28	Orca	Restores 100% MP for one ally	6,250
29	Whale Shark	Restores 100% HP for entire Party	7,500
30	Blue Whale	Restores 100% MP for entire Party	8,750
31	Giant Squid	Restores 100% HP and MP for one ally	10,000
32	Leviathan	Restores 100% HP and MP for entire Party	20,000

The Master Fishing Spear requires special bait that can only be purchased from the Master Spear Fisher. The different Master Fishing baits are:

Bait	Cost (G)
Mysterious Bait	15,000
Amazing Bait	25,000
Captain's Bait	35,000
Perfect Bait	50,000

Before you dream about the Master Fishing Spear, 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 to catch the fish required to synthesize the next fishing spear. The most efficient fishing pole and bait combination depends on your ability to hit the bullseye when spear fishing. Assuming that you always get a "Perfect" hit, the minimum tier of bait required is the most profitable for the spear upgrades. Thus, for the Old Fishing Spear you want to use the Strong Fishing Pole and Super Bait, for the Deluxe Spear use the Old Fishing Spear and the Super Bait, and for the Master Fishing Spear you should use the Deluxe Fishing Spear and Super Bait (see Section ***9.3*** for the full synthesis requirements of the various fishing spears).

Saltwater fish have great restorative properties for HP and MP; however, it can also be very profitable to sell the fish remains. Thus, it's important to know the most profitable rod/spear and bait combinations. The table below summarizes the average profit for the most profitable baits for each fishing pole and spear tier (excluding the Old and Thin Fishing Poles), and assuming that you get a "Perfect" throw every time:

Fishing Pole/Rod	Best Bait	Average Profit (10 casts)
Strong Fishing Pole	Worm	1,624
Old Fishing Spear	Worm	4,975
Deluxe Fishing Spear	Super	20,000
Master Fishing Spear	Perfect	33,375

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 the fish that can be caught with each fishing pole/spear and bait combination. In addition, the tables provide the probability of catching 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 (assuming a "Perfect" throw every time). The average profit or loss, G_{avg}, is computed from the following formula:

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

where S_i is the sale price for the i^{th} fish, P_i is the probability for the i^{th} fish, and C_B is the cost of the bait. These 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	**-576**
	Albacore	25	50	-50	
	Cod	10	62	-38	
	Bass	5	75	-25	
Magic Bait (500G)	Albacore	50	50	-450	**-4,477**
	Cod	25	62	-438	
	Bass	10	75	-425	
	Salmon	5	87	-413	
Super Bait (1,000G)	Cod	50	62	-938	**-9,366**
	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	**649**
	Salmon	25	87	77	
	Carp	10	100	90	
	Mackerel	5	112	102	
HQ Veggie Bait (50G)	Salmon	50	87	37	**360**
	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	**-3,884**
	Bluegill	25	125	-375	
	Bull Trout	10	150	-350	

	Goby	5	187	-313	
Super Bait (1,000G)	Bluegill	50	125	-875	-8,688
	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	1,524
	Goby	25	187	177	
	Guppy	10	250	240	
	Halibut	5	312	302	
HQ Veggie Bait (50G)	Goby	50	187	137	1,560
	Guppy	25	250	200	
	Halibut	10	312	262	
	Koi	5	375	325	
Worm Bait (100G)	Guppy	50	250	150	1,624
	Halibut	25	312	212	
	Koi	10	375	275	
	Lionfish	5	437	337	
Magic Bait (500G)	Halibut	50	312	-188	-1,816
	Koi	25	375	-125	
	Lionfish	10	437	-63	
	Kingfish	5	500	0	
Super Bait (1,000G)	Koi	50	375	-625	-6,220
	Lionfish	25	437	-563	
	Kingfish	10	500	-500	
	Pike	5	625	-375	

Old Fishing Spear

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Lionfish	50	437	427	4,335
	Kingfish	25	500	490	
	Pike	10	625	615	
	Flounder	5	750	740	
HQ Veggie Bait (50G)	Kingfish	50	500	450	4,750
	Pike	25	625	575	
	Flounder	10	750	700	
	Perch	5	875	825	
Worm Bait (100G)	Pike	50	625	525	4,975
	Flounder	25	750	650	
	Perch	10	875	775	
	Red Snapper	5	1,000	900	

Magic Bait (500G)	Flounder	50	750	250	**2,563**
	Perch	25	875	375	
	Red Snapper	10	1,000	500	
	Tuna	5	1,250	750	
Super Bait (1,000G)	Perch	50	875	-125	**-1,125**
	Red Snapper	25	1,000	0	
	Tuna	10	1,250	250	
	Marlin	5	1,500	500	

Deluxe Fishing Spear

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Red Snapper	50	1,000	990	**10,400**
	Tuna	25	1,250	1,240	
	Marlin	10	1,500	1,490	
	Bull Shark	5	1,750	1,740	
HQ Veggie Bait (50G)	Tuna	50	1,250	1,200	**12,500**
	Marlin	25	1,500	1,450	
	Bull Shark	10	1,750	1,700	
	Thresher Shark	5	2,500	2,450	
Worm Bait (100G)	Marlin	50	1,500	1,400	**14,850**
	Bull Shark	25	1,750	1,650	
	Thresher Shark	10	2,500	2,400	
	Saw Shark	5	3,750	3,650	
Magic Bait (500G)	Bull Shark	50	1,750	1,250	**16,250**
	Thresher Shark	25	2,500	2,000	
	Saw Shark	10	3,750	3,250	
	Great White Shark	5	5,000	4,500	
Super Bait (1,000G)	Thresher Shark	50	2,500	1,500	**20,000**
	Saw Shark	25	3,750	2,750	
	Great White Shark	10	5,000	4,000	
	Orca	5	6,250	5,250	

Master Fishing Spear

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Mysterious Bait (1,500G)	Saw Shark	50	3,750	2,250	**27,700**
	Great White Shark	25	5,000	3,500	
	Orca	10	6,250	4,750	
	Whale Shark	5	7,500	6,000	
Amazing Bait (2,500G)	Great White Shark	50	5,000	2,500	**29,500**
	Orca	25	6,250	3,750	
	Whale Shark	10	7,500	5,000	
	Blue Whale	5	8,750	6,250	
Captain's Bait (3,500G)	Orca	50	6,250	2,750	**31,750**

	Whale Shark	25	7,500	4,000	
	Blue Whale	10	8,750	5,250	
	Giant Squid	5	10,000	6,500	
Perfect Bait (5,000G)	Whale Shark	50	7,500	2,500	**33,375**
	Blue Whale	25	8,750	3,750	
	Giant Squid	10	10,000	5,000	
	Leviathan	5	20,000	15,000	

6.2.2 Freshwater Fish

Freshwater fish are more rare than Saltwater fish but you can catch them at the inland docks located on various continents throughout Firma. Freshwater fish act as Party-wide tonics, unlike Saltwater fish which have restorative properties. The table to the right shows the various Freshwater fish effects.

Freshwater fish cannot be caught with any of the Fishing Poles available to the player; you must use a Fishing Spear to catch Freshwater fish. Another major difference between Saltwater and Freshwater fish is that only a single bait can be used for Freshwater fish: Freshwater Bait (2,000G).

You can attempt to catch Freshwater fish with either the Old Fishing Spear or the Deluxe Fishing Spear at the Freshwater dock locations; however, using the Master Fishing Spear at these docks will result in catching very rare High-Level fish (discussed later).

Freshwater Fish

Fish Level	Fish Name	Effects	Sell Price
1	Sole	+(15, 10%) ATK during battle to all Allies	2,500
2	Angler	+(15, 10%) DEF during battle to all Allies	2,500
3	Bigeye	+(15, 10%) INT during battle to all Allies	2,500
4	Blackfish	+(15, 10%) MGD during battle to all Allies	2,500
5	Crestfish	+(15, 10%) AGI during battle to all Allies	2,500
6	Darter	+(15, 10%) PRE during battle to all Allies	2,500
7	Dory	+75% MAX_HP during battle to all Allies	2,500
8	Flathead	+75% MAX_MP during battle to all Allies	2,500
9	Frogfish	+(15, 10%) CRT during battle to all Allies	2,500
10	Gar	+(15, 10%) ACC during battle to all Allies	2,500
11	Hagfish	+(30, 10%) ATK during battle to all Allies	3,750
12	Jackfish	+(30, 10%) DEF during battle to all Allies	3,750
13	Knifefish	+(30, 10%) INT during battle to all Allies	3,750
14	Louvar	+(30, 10%) MGD during battle to all Allies	3,750
15	Marblefish	+(30, 10%) AGI during battle to all Allies	3,750
16	Nase	+(30, 10%) PRE during battle to all Allies	3,750
17	Tetra	+100% MAX_HP during battle to all Allies	3,750
18	Opah	+100% MAX_MP during battle to all Allies	3,750
19	Paddlefish	+(30, 10%) CRT during battle to all Allies	3,750
20	Pearlyeye	+(30, 10%) ACC during battle to all Allies	3,750

The Old Fishing Spear allows you to catch the 10 base-level Freshwater fish. Meanwhile, the Deluxe Fishing Spear 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 Old Fishing Spear and Deluxe Fishing Spear are profitable when catching Freshwater fish; however, the Deluxe Fishing Spear is approximately 5× more profitable. The table below details the Freshwater fish caught with both the Deluxe and Luring Rods. For each fish, the table displays 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 spear over 10 throws is given (assuming "Perfect" throws):

Freshwater Fish

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Deluxe Fishing Spear + Freshwater Bait	Sole	9	2,500	500	**2,500**
	Angler	9	2,500	500	
	Bigeye	9	2,500	500	
	Blackfish	9	2,500	500	
	Crestfish	9	2,500	500	
	Darter	9	2,500	500	
	Dory	9	2,500	500	
	Flathead	9	2,500	500	
	Frogfish	9	2,500	500	
	Gar	9	2,500	500	
Master Fishing Spear + Freshwater Bait	Hagfish	9	3,750	1,750	**13,750**
	Jackfish	9	3,750	1,750	
	Knifefish	9	3,750	1,750	
	Louvar	9	3,750	1,750	
	Marblefish	9	3,750	1,750	
	Nase	9	3,750	1,750	
	Tetra	9	3,750	1,750	
	Opah	9	3,750	1,750	
	Paddlefish	9	3,750	1,750	
	Pearleye	9	3,750	1,750	

6.2.3 Icewater Fish

Icewater fish are also more rare than Saltwater fish, but are a bit more plentiful than Freshwater fish. You can catch them at the docks located on the northern coast of North Aldrin, Gremlar, Tisaren, and the northern coast of Orphos (note that using the Master Fishing Spear at these locations will result in catching very rare High-Level fish). 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 anything less than the Old Fishing Spear. Finally, Icewater fish also require a unique bait to catch these fish: Icewater Bait (2,000G).

The Old Fishing Spear allows you to catch the 7 base-level Icewater fish. Meanwhile, the Deluxe Fishing Spear unlocks an additional 7 unique Icewater fish. The Icewater fish are shown in the table below. The Old Fishing Spear and 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 and is worth more money than the other elemental fish. Meanwhile, the Deluxe Fishing Spear level fish are simply more powerful versions (i.e. double damage) compared to the Old Fishing Spear level fish. Both the Old Fishing Spear and Deluxe Fishing Spear are profitable when catching Icewater fish; however, the Deluxe Fishing Spear is ~5× more profitable, just like for Freshwater fish. The table below details the Icewater fish caught with both the Old Fishing Spear and Deluxe Fishing Spear, as well as 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 spear over 10 throws (assuming "Perfect" throws every time) is listed below:

Icewater Fish

Fish Level	Fish Name	Effects	Sell Price
1	Yellowtail	~500 HP Fire DMG to one enemy	2,500
2	Poacher	~500 HP Thunder DMG to one enemy	2,500
3	Lamprey	~500 HP Holy DMG to one enemy	2,500
4	Goosefish	~500 HP Dark DMG to one enemy	2,500
5	Devil Ray	~500 HP Wind DMG to one enemy	2,500
6	Cobia	~500 HP Ice DMG to one enemy	2,500
7	Hoki	~500 HP DMG to one enemy	3,750
8	Longneck Eel	~1,000 HP Fire DMG to one enemy	3,750
9	Oilfish	~1,000 HP Thunder DMG to one enemy	3,750
10	Remora	~1,000 HP Holy DMG to one enemy	3,750
11	Dragonfish	~1,000 HP Dark DMG to one enemy	3,750
12	Warmouth	~1,000 HP Wind DMG to one enemy	3,750
13	Zingel	~1,000 HP Ice DMG to one enemy	3,750
14	Spiny Eel	~1,000 HP DMG to one enemy	5,000

Icewater

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Deluxe Fishing Spear + Ice Water Bait	Yellowtail	14	2,500	500	**3,250**
	Poacher	14	2,500	500	
	Lamprey	14	2,500	500	
	Goosefish	14	2,500	500	
	Devil Ray	14	2,500	500	
	Cobia	14	2,500	500	
	Hoki	6	3,750	1,750	
Master Fishing Spear + Ice Water Bait	Longneck Eel	14	3,750	1,750	**14,500**
	Oilfish	14	3,750	1,750	
	Remora	14	3,750	1,750	
	Dragonfish	14	3,750	1,750	
	Warmouth	14	3,750	1,750	
	Zingel	14	3,750	1,750	
	Spiny Eel	6	5,000	3,000	

6.2.4 High-Level Fish

High-Level fish can only be caught at Freshwater and Icewater locations when using the Master Fishing Spear. These fish require the same Master Fishing Spear Baits as the very high level Saltwater fish (see Section ***6.2.1***). To acquire these baits, you'll have to complete the Master Spear Fisher'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. The list of High-Level fish and their effects is shown in the table above. Fishing for High-Level fish is much more profitable than fishing for standard Freshwater or Icewater fish. High-level fish are comparable in profit to Master Fishing Spear-level Saltwater fish.

High-Level Fish

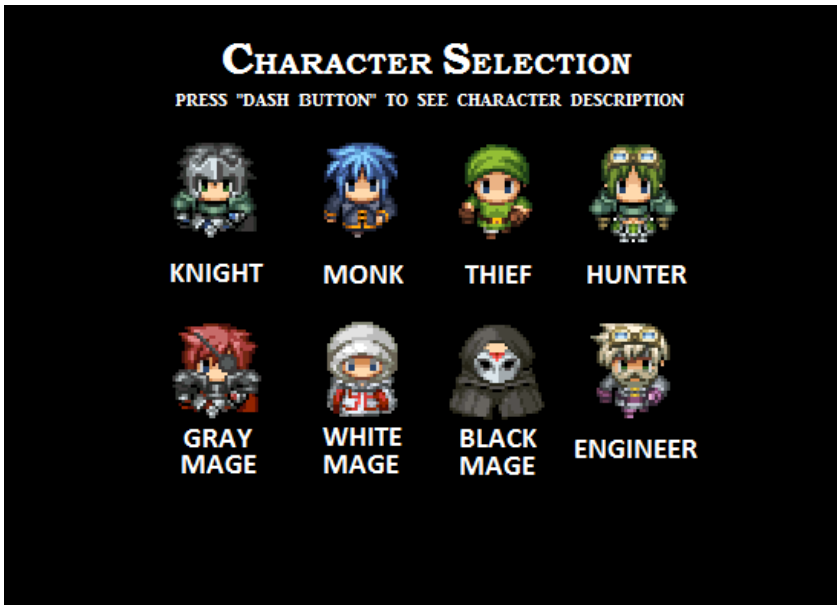
Fish Level	Fish Name	Effects	Sell Price
1	Porgy	Resurrect one Ally with 10% HP	2,500
2	Ribbonfish	Resurrect all dead Allies with 10% HP	3,750
3	Sand Diver	Resurrect one Ally with 25% HP	5,000
4	Sand Tiger	Resurrect all dead Allies with 25% HP	6,250
5	Seamoth	Resurrect one Ally with 50% HP	7,500
6	Tench	Resurrect all dead Allies with 50% HP	8,750
7	Tilapia	Cures all status effects for all Allies	10,000
8	White Croaker	+50 ATK, DEF, MGD & INT during battle for all Allies	15,000

High-Level Fish

	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Mysterious Bait (1,500G)	Porgy	25	2,500	1,000	**27,500**
	Ribbonfish	25	3,750	2,250	
	Sand Diver	20	5,000	3,500	
	Sand Tiger	15	6,250	4,750	
	Seamoth	10	7,500	6,000	
Amazing Bait (2,500G)	Ribbonfish	25	3,750	1,250	**29,375**
	Sand Diver	25	5,000	2,500	
	Sand Tiger	20	6,250	3,750	
	Seamoth	15	7,500	5,000	
	Tench	10	8,750	6,250	
Captain's Bait (3,500G)	Sand Diver	25	5,000	1,500	**31,250**
	Sand Tiger	25	6,250	2,750	
	Seamoth	20	7,500	4,000	
	Tench	15	8,750	5,250	
	Tilapia	10	10,000	6,500	
Perfect Bait (5,000G)	Sand Tiger	25	6,250	1,250	**31,875**
	Seamoth	25	7,500	2,500	
	Tench	20	8,750	3,750	
	Tilapia	15	10,000	5,000	
	White Croaker	10	15,000	10,000	

7 Strategy Overview

7.1 Party Selection



One of the most important decisions in the Last Dream series 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 also that you don't have to choose four different character classes. You can choose 4× Knights, if you prefer, although one of the most important points to consider when choosing your Party is *balance*.

In this respect, balance means that you will want 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 Frenzy*, 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 your enemies are weak to, the Black Mage can 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 also straddles this line and can fill the slot of a Party killer in place of a Black Mage with *Hydrogen Bomb*, whereas *Battle of Wits* is a powerful single target skill. In addition, the Engineer can deal significant damage either to all enemies or single targets with *Grenadier* and use a copious amount of normal (attack all) or piercing (single target) 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 Tree of Life to resurrect your characters, acquire the Master Fishing Spear and catch some High-Level fish, or use rare items such as a Resurrection Elixir. The Master Fishing Spear is not acquired until later in the game and resurrecting items cannot be purchased (except for 10 Elixirs that can be purchased from the High Roller Casino Shop), so a character dying halfway through a dungeon can be particularly crippling without a White or Gray Mage. In addition, both the Hunter and the Engineer can be effective healers with their higher-level skills. The Engineer can also double as an

extremely effective healer when you couple his *Item Master* and *Transmutation* skills with Saltwater fish which can restore large amounts of HP and MP.

The third Party need is **damage absorption**. Without sufficient damage absorption, you might find your Party slaughtered in a single round of combat before you even have a chance to heal. But even if you can survive single combat rounds and have an excellent healer, you'll eventually run out of items or MP to cast healing spells if your characters have insufficient DEF or MGD. The Knight is a superior physical damage absorber because he can equip heavy armor, has inexpensive DEF for leveling up, and also has a variety of skills to boost his DEF and to attract enemies to attack him (e.g. *Human Shield*). 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 he doesn't have all of the Knight's taunting skills and the cost of each point of DEF increases faster for the Gray Mage. The advantage of the Gray Mage over the Knight is that the Gray Mage has cheaper MGD AP costs and can even equip all of the Mage's equipment and bridge the gap in MGD. 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, although the Hunter has access to the Moa. Preemption is an invaluable trait because it allows your characters to act before the enemies. For example, 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. The benefit of preemption for healing classes is clear – if a member of your Party is hurt, you want to heal him before the enemy can finish him off. Perhaps less obvious is that 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 considered (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 2× White Mage and 2× Black Mage Party. This Party excels in healing and (Party-wide) 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, some damage absorption and healing), White Mage (healing), and Black Mage (damage dealing). An equally suitable Party choice might be a Gray Mage (damage dealing, damage absorption, some healing), Thief (agility/preemption, damage absorption), Monk (damage dealing), and Engineer (damage dealing, healing). Of course, there are thousands of possible combinations and many successful (and interesting!) Parties.

7.2 CHARACTER BUILDING



Even if you choose an excellent Party, you may still have a rough time on your journey if you don't build your characters in a thoughtful 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 and the primary role you expect that character to fulfill in your Party (e.g. is your Knight the main damage absorber or the main damage dealer?). In addition, many character classes have skills that are based on certain attributes (e.g. *Steal* depends on your Thief's AGI). Building these attributes can create extremely powerful skills for use in battle. Keep in mind that you can combine character building with the equipment you use (e.g. by equipping items that provide bonuses to the Attributes 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 characters seems overwhelming, you can use the AP auto-distribution feature built into 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, and 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 find that your character does not gain the same character attributes because the auto-distribution is based on a sequence of random numbers. This is because the amount of AP varies at each level up, and this system 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 and INT for the Mage classes. Similarly, the Defensive AP distributions increase DEF and MGD for all the classes. In the following tables, you'll find the probability distribution for the character attributes for each character class.

Balanced AP Distribution Percentages

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

Offensive AP Distribution Percentages

	HP	MP	ATK	DEF	INT	AGI	ACC	CRT	PRE	MGD
Knight	25	10	25	10	0	0	15	5	5	5
Monk	30	2	27	15	0	1	15	5	0	5
Thief	20	15	22	10	0	15	7	2	4	5
White Mage	20	20	0	15	25	0	0	0	8	12
Black Mage	17	20	0	15	25	0	0	2	10	11
Gray Mage	25	10	25	10	0	0	15	5	5	5
Hunter	25	15	23	10	0	5	7	2	8	5
Engineer	20	20	0	12	33	0	2	2	3	8

Defensive AP Distribution Percentages

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

7.3 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, although other special skills are a bit less obvious. The Gray Mage can acquire the skill *Magical Imbue* which scales the damage dealt 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 the damage dealt 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 because all of his character attributes increase in cost at the same rate and most of his skills do not scale with any attributes (e.g. *Grenadier, Transmutation*, *Genome Sequencing, Stronghold, etc.)*. However, the Engineer does have several attack skills that scale with INT (e.g. *ICBM*, *Hydrogen Bomb*, *Battle of Wits*) and therefore it is desirable to increase the Engineer's INT in order to increase his damage output.

7.4 CHOOSE YOUR PATH WISELY

With all the forking paths in Last Dream: World Unknown, it will make your journey much easier if you choose your path wisely. At first, you have the choice to take the Northern path through the Frozen Tower or the Southern path through the Abandoned Tunnel in order to reach (and defend) Kort. Journeying through the Frozen Tower can be significantly easier if you are continuing from Last Dream I with a party that already has resistances to instant death, sleep, and paralysis or if you have a Black Mage or White Mage that can take advantage of the Fire and Holy elemental weaknesses of the undead beasts. The Abandoned Tunnel may be your preferred path if you have a physical heavy party without status effect resistances. Later in your journey, you'll have the choice to either put a Goblin village to the sword or pay an outrageous fee to a greedy Nechtian Ship Captain. On easier difficulties where money flows more easily, you may be able to readily pay the Ship Captain his required fee, but on Legendary, for example, the 500,000G that he requires will be a precious commodity and you will have to visit the Goblin village and then decide whether or not to follow through on the Captain's demands.

After you've visited the World Council in the World Capital of Wystonia, you will be faced with the decision of which national capital city and corresponding dungeon to visit: Theopolis (and the Spiral Cave), Hobgar (and the Sacred Goblin Tree), or Volundra (and the Volundra Catacombs). The enemies in each location have specific strengths and weaknesses that will require careful consideration of your Party's abilities. Furthermore, each capital city sells a different type of Ruby equipment that may be valuable depending on your Party's composition. There are a variety of sidequests available throughout the game that are specific to your Party composition. These are unlockable as soon as you find the NPCs who offer the sidequests (see Section ***8.15*** for more detail). Will you top the Arena Ladder and Cup systems? Will you amass a fabulous sum of money at the Wystonia Casino? Will you help the forgotten soldiers of the Secret Military Outpost? And finally, do you have the courage to descend into Mt. Agni and explore the monstrous super dungeon? The world of Terra awaits your decisions.


WHITE GIANT
RPG STUDIOS, LLC

8 Walkthrough

In this Chapter – the Walkthrough – you'll find detailed maps, tables, and text for everything in Last Dream: World Unknown from Rockwood to Mt. Agni. In addition, this walkthrough contains the enemies that you will encounter everywhere in Firma – from Mercenaries' Outer Grotto to the deepest dungeon. Note that the enemy stats listed are for the Hard difficulty setting. In nearly every section, you'll find high quality, labeled maps that can be zoomed-in for a closer look.

Every town, dungeon, etc. is labeled with special locations and treasures. In addition, dungeons have excavated chambers, Boss, and Mid-Boss locations labeled. For every location with treasure chests, there is an accompanying treasure legend to tell you what each chest contains. 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!*



8.1 A World Unknown

8.1.1 Rockwood

Town Proper

NPC Treasures: 2× Medium SP Orbs, Traveler's Vial, Treasure Map #10, Recipe for Purified Armor, Mega Blitz Tonic



Treasure Chest Legend					
A	Huge Potion, Huge Magic Potion	**E**	Small Cottage, Huge Potion	**I**	Refreshing Elixir
B	Mega Jolt Tonic	**F**	Huge SP Orb	**J**	Full Nectar (Blue Chest)
C	Vocalizer Serum, Typhoon Bomb	**G**	Electric Blast Bomb		
D	5,000G	**H**	**Multiple Treasures*		

H = *Recipe for Purified Robe, Huge Potion, Resurrection Elixir, Mega Wall Tonic, 5× Mining Bombs, Remedy, and the following in a locked chest: 25,000G, Ambrosia, Nectar, Perfect Elixir*

You awake to find yourself in a World Unknown. Just when you thought that your long journey was over and that you could return home to your family, you are once again pulled away onto a strange new world.

When your journey begins, you will find yourself in the upstairs bedroom of a mansion belonging to Mr. Rockwood the 26th and his family. They found you unconscious by the mysterious Tree of Life and brought you inside to recover. If you've chosen to start a New Game, as opposed to continuing from a Last Dream I save file, then your initial gold, SP, and character levels are dependent on your chosen difficulty. See Section ***2.1*** for the specific difficulty-dependent values.

Pro Tip*: Thorough exploration will also reveal a number of hidden items, although hidden items are left to you to discover and will not be covered in this guide (unless they are a key item).*

After talking to Mrs. Rockwood, you can peruse the bookcases to learn more about the geography of FirmaAfter exploring the upstairs, descend to the ground floor and head to the NE corner of the mansion to collect your first two treasures (**Huge Potion, Huge Magic Potion** – ***A***). With the treasures acquired, head to the kitchen in the NW corner where you'll find Mr. Rusty T. Rockwood the 26th. He'll ramble on a bit about the history of Rockwood and then tell you that Ignatius, the leader of the Mercenaries' Guild, may be able to help you. At the very least, he thinks that a strong warrior such as yourself will be a valuable addition to the Guild. With this curious beginning, it's time to exit the mansion and see the sights of Rockwood.

Rockwood is laid out in an organized fashion with the residential homes along the northern edge and the shops near the southern entrance. Once in the town proper, head west and follow the thin alley west of the mansion and then north until it dead ends. Grab the treasure (**Mega Jolt Tonic** – ***B***) and retrace your steps to the entrance of the mansion. From the entrance, head east until you find the park at the center of Rockwood. There, you'll find the Meandering Goblin who will kindly give you **2× Medium SP Orbs**. After talking to the Goblin, head north to the residential homes along the northern edge of town. While every home offers information from books and by talking with residents, you won't find any treasure chests in the two homes furthest west. Enter the third house from left and head downstairs into the basement where you'll find two treasures along the northern wall (**Vocalizer Serum, Typhoon Bomb** – ***C***). Next, depart and enter the next house to the right. Enter and head upstairs to gather another treasure (**5,000G** - ***D***).



You've now covered the western section of houses and its nearly time to move on to the eastern section. But first, head up the walkway between the residential homes to the mysterious Tree of Life (***1***). In this area, you'll find the wondrous Tree of Life which acts as a replacement for the churches that were found in every town in Last Dream I. The Trees of Life can be used to save your game or to resurrect any Party members who have fallen in battle. The primary difference between the Priests in Last Dream I and the Trees of Life in World Unknown is that Trees of Life will resurrect your

Party members at no cost. Depending on your Game Options, you may want to save your game; otherwise, head back to the town proper (***1***).

Back in town, skip to the second house from the right, enter, and collect the two treasures (**Small Cottage, Huge Potion** – **E**) located in the SW corner of the first floor and the NE corner of the second floor, respectively. Next, leave the house and enter the one on the far right and gather the treasure (**Huge SP Orb** - ***F***) in the NE room. That completes the inspection of the residential homes along the northern edge. Now, you're ready to explore the rest of Rockwood. Just to the south of the far right house, you'll find the entrance of the Mercenaries' Guild, but we'll leave it for a bit later and explore the remainder of Rockwood first. From the far right house, head east and then follow the eastern town wall south until you reach the dead end. The large building to your left is the Rockwood Inn. Grab the treasure (**Electric Blast Bomb** – ***G***) and then head back north and west until you reach the central park. Follow the western edge of the Inn south until you're able to head east and find the entrance of the Inn.

Enter the Inn and head into the pub in the SE corner. Talk to the Somber Man in the SW corner of the pub and he'll give you **Treasure Map #10**. Once you acquire the *Shovel* later, you can dig up the treasures hidden on the World Map using such maps. With the map in hand, head to the NW corner of the Inn where you'll find the kitchen. In the NW corner of the kitchen, you'll find stairs that descend into the basement. Take the stairs and then prepare to explore the basement. Head south and keep a close eye on the eastern wall. Watch closely and you'll spot the first Inn treasure (**Recipe for Purified Robe** – ***H_1***).

Synthesis Recipe!	
Item	Purified Robe
Bonus	Immunity to zombification
Ingredients	Emerald Robe, 5× Foul Slimes, and 5× Qilin Horns

After grabbing the first treasure, follow the basement path south and then east until you reach a north/south fork. Take the north fork first and follow it east. After a few steps, you'll find a rope ladder leading back up to the first floor. Ascend the ladder and you'll find yourself behind the Inn counter. Head to the west end of the counter and gather the second Inn treasure (**Huge Potion** – ***H_2***). After collecting the treasure, return down the ladder and then north until you reach the NE room of the basement and the third treasure (**Resurrection Elixir** – ***H_3***). Grab the treasure and then return to the north/south fork. Now, take the south fork and then head east and enter the first room to the north. Hidden amongst the boxes, you'll find the fourth Inn treasure (**Mega Wall Tonic** – ***H_4***). Leave the room, continue east, and enter the next room to the north. In a wooden crate, you'll find the fifth Inn treasure (**5× Mining Bombs** – ***H_5***). Mining Bombs can be used throughout Firma at mining crevices to open excavated chambers and gain additional treasures. After grabbing the mining bombs, head south and continue east and then north to the second ladder in the basement. Ascend it and talk to the angry Bartender who will give you a **Mega Blitz Tonic** in exchange for leaving him alone. Your exploration of the basement is complete so head back into the basement and follow the southern and western walls until you find the stairs that lead back into the kitchen in the NW corner of the Inn's first floor.

From the kitchen, head south, then east past the Inn's counter, and then north until you find the stairs to the second floor. Ascend the stairs and then head south to the room in the SE corner. Inside, you'll find the final unlocked Inn treasure (**Remedy** – ***H_6***). Leave this room and head west until you find

the third room to the south. Enter and talk to the Wizened Adventurer who will give you the **Recipe for Purified Armor**. Like the *Purified Robe*, it is a great help if you venture to the Frozen Tower.

Synthesis Recipe!	
Item	Purified Armor
Bonus	Immunity to zombification
Ingredients	Emerald Armor, 5× Haunted Essences, and 5× Gecko Tails

Finally, head to the room in the SW corner of the second floor and talk to the Worried Wife. She'll tell you that her husband went exploring in the mountains to the west and hasn't returned yet. This is a hint to look for a (somewhat concealed) dungeon called the Hidden Forest. In the same room, you'll find a locked chest. If you rescue the Worried Wife's husband from the Hidden Forest and return him to her at the Inn, then she'll give you the key to the chest (**25,000G, Ambrosia, Nectar, Perfect Elixir** – ***H7***). You've now fully explored the Inn. From the Worried Wife's room, exit the room, head east and then north to the stairs to the first floor. Descend the stairs, and then head south and west to the innkeeper, and then south again to the Inn exit.

Back in the town proper, head west until you find a walkway to the southern section of town where all Rockwood shops are located. Head west until you reach the western town wall. In the small alley to the north, you'll find another treasure (**Refreshing Elixir** – ***I***). Elixirs are a new restorative item in World Unknown that restore a percentage of both HP and MP and come in three levels: Refreshing (25%), Rejuvenating (50%), and Perfect (100%). You cannot buy Elixirs outside of the High Rollers Shop in the Casino (and only in limited numbers there), so use Elixirs sparingly, only when truly required in battle. The building to the right is the Rockwood Skill Shop. There are many new skills to learn, and while you may have limited funds if you are playing on an elevated difficulty and starting anew, new skills can easily be the difference between victory and defeat once you decide to venture forth into the wilderness of Firma. The next two shops to the east are the Armor Shop and the Weapon Shop which stock Adamantium Equipment. In all likelihood, your Party is already equipped with Adamantium equipment unless you are continuing from Last Dream I and were rushing through the game. If you need Adamantium equipment, stop by the Armor and Weapon Shops to stock up; otherwise, continue east to the Item Shop. You'll find a variety of items, including several new ones such as *Holy Water Flasks* (which cure zombification), *Ruse Powder* (which cures Jinx), and *Serum* (which cures Disease). Make sure you are stocked up on potions, camping gear, and status effect curing items before venturing outside of Rockwood. The last shop furthest east is the Synthesis Shop. You'll want to return here after you've had a chance to hunt monsters and gather the required ingredients for your recipes. That completes the exploration of the shops in Rockwood.

You've very nearly explored all the town proper, but there is one hidden area that you haven't visited yet. Head to the far NW corner of town and walk up the alley between the western town wall and the westernmost residence. At the end of the alley, you'll find an odd crack. If you investigate, you'll find that there is a switch inside the crack. Pull the lever to reveal a hidden staircase. Descend the staircase and you'll find yourself in the Bandit's Hideout. Here, you can talk to the Bandit leader and have your wanted level erased for the relatively steep price of 50,000G. Explore a bit more and you'll find the Anxious Bandit in the northeastern corner of the hideout. Talk to him and you'll catch the glint of your *Traveler's Vial* – a precious gift from Dante in Last Dream I. You have two choices: threaten the thief or

plead with him. If you threaten him, he'll give you the *Traveler's Vial* and he'll be so frightened that he'll agree to join the Mercenaries' Guild and will be available to help in your defense of Kort later on. If you plead with him, you'll have to fight and kill him to acquire the *Traveler's Vial*. Overall, the better choice is to threaten him so that you gain the Vial, avoid the fight, and have additional help in the defense of Kort. After you finish with the Anxious Bandit, head into the room in the NW corner where you'll find your first Blue Chest. If you have a Thief in your Party, then you should learn *Master Locksmith* and open the treasure chest (**Full Nectar** – ***J***). Without a Thief, you cannot open any blue chests throughout the game. Now, you're finished in the Bandit's Hideout and you're ready to head to the Harbor. From the Bandit's Hideout, head to the SE corner of town. Keep heading east and you'll find Rockwood Harbor (***2***).

Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	Two-Handed
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

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				

Skill Shop

ITEM NAME	SUMMARY	PRICE
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
Full SP Orb	Gains 4,000 Skill Points	10,000G

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
Full Potion	Restores 1,000 HP for one ally	5,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	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
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bombstart	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Warp Stone	Allows warping out of some dungeons	5,000G

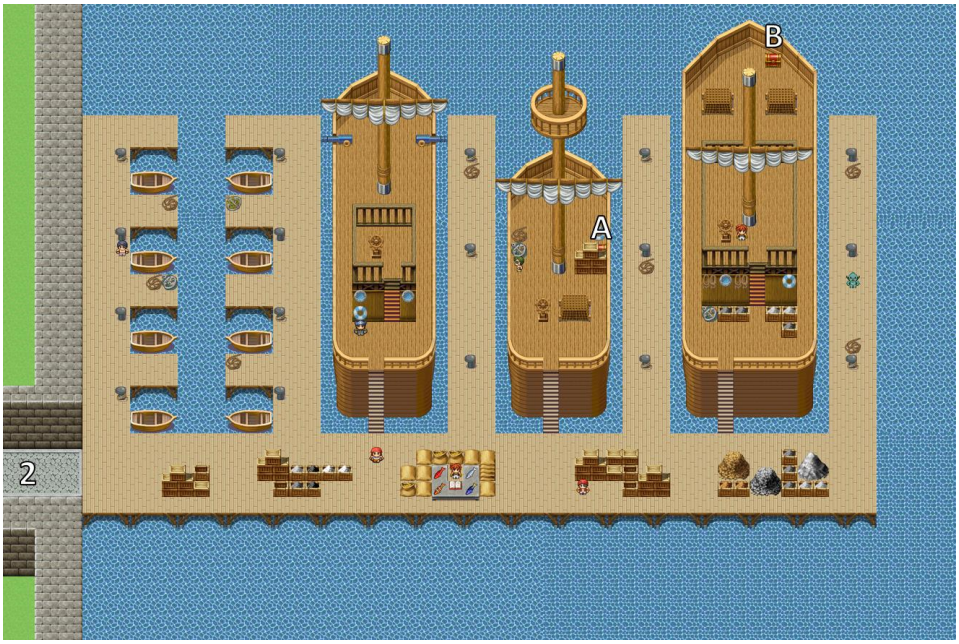
Inn Pub & Mercenaries' Guild Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G

Harbor

NPC Treasures: Recipe for Jinxing Knife, Treasure Map #11

Treasure Chest Legend	
A	Refreshing Elixir
B	4,000G



Head east into the Rockwood Harbor and continue until you find the Fishmonger who is a new addition in World Unknown. If you don't like fishing, but you love the restorative properties of Saltwater fish, then you can visit the Fishmonger to purchase fish at a 500% mark-up.

After visiting the Fishmonger, head east until you find the second shipping vessel. Head up the stairs and you'll find a treasure (**Refreshing Elixir** – ***A***) behind the boxes on the eastern side. After collecting the treasure, descend the stairs from the ship and continue east until you reach the third ship. Take the stairs up to the ship and then a second set of stairs until you find the Adventurous Sailor. Talk to him and he'll generously offer you the **Recipe for Jinxing Knife**.

Synthesis Recipe!	
Item	Jinxing Knife
Bonus	60% chance to inflict Jinx on a target
Ingredients	Emerald Dagger, 5× Dracomancer Staffs, and 5× Phantom Wings

The Jinxing Knife can be of great value in reducing the vicious physical attacks of especially powerful enemies. After receiving the recipe, descend the stairs and then head around the edge of the ship to the northern end where you'll find another treasure (**4,000G** – ***B***). With the treasures in hand, head south and leave the ship. Keep heading east until you reach the far eastern end and then head north until you find the Aimless Goblin who will offer to sell you **Treasure Map #11** for 1,000G. Purchase the map as an investment for when you find the Shovel. At this point, you've fully explored the Harbor and you're ready to head back into Rockwood (***2***) and explore the Mercenaries' Guild buried beneath the city.

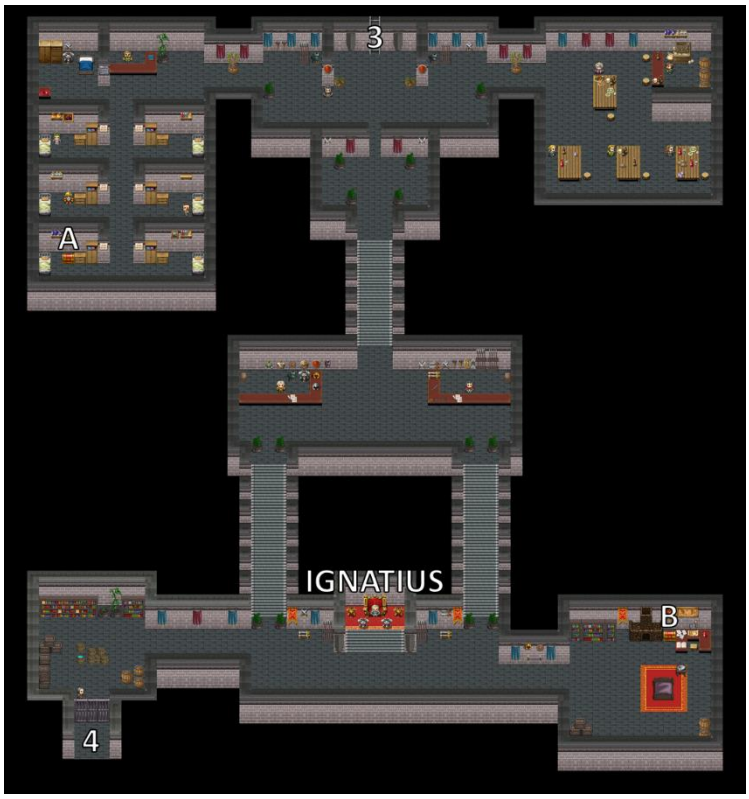
Fishmonger

ITEM NAME	SUMMARY	PRICE
Goldfish	Restores 25 HP for one ally	200
Anchovy	Restores 1 MP for one ally	300
Catfish	Restores 25 HP for entire Party	400
Albacore	Restores 1 MP for entire Party	500
Cod	Restores 75 HP for one ally	625
Bass	Restores 3 MP for one ally	750
Salmon	Restores 75 HP for entire Party	875
Carp	Restores 3 MP for entire Party	1,000
Mackerel	Restores 150 HP for one ally	1,125
Bluegill	Restores 10 MP for one ally	1,250
Bull Trout	Restores 150 HP for entire Party	1,500
Goby	Restores 10 MP to entire Party	1,875
Guppy	Restores 350 HP for one ally	2,500
Halibut	Restores 25 MP for one ally	3,125
Koi	Restores 350 HP to entire Party	3,750
Lionfish	Restores 25 MP for entire Party	4,375

Mercenaries' Guild

NPC Treasures: Zombie Ring, Protect Ring, 5× Holy Water Flasks, Tunnel Key, Lure Ring

Treasure Chest Legend			
A	Ruse Powder	**B**	Warp Stone



After exploring the Harbor, head west back into the town proper. You can find the entrance to the Mercenaries' Guild located behind the Inn (***3***) and guarded by two Mercenaries' Guild members. Descend the ladder (***3***) and enter the Mercenaries' Guild headquarters. From the entrance, head west and you'll find the Guild Inn. Only Guild members may stay at the Guild Inn, but it's free once you become a member. At the SW corner of the Guild Inn, you'll find the first treasure (**Ruse Powder** – ***A***). Grab the treasure and then backtrack north and east to the entrance. From there, head east and into the Guild Pub. There is no difference between the Guild Pub and the Inn Pub, it's just a matter of convenience which one you choose to purchase tonics or liquor from. In the Guild Pub, you'll find two important characters: Virgil – Grizzled Mercenary and Constantine – Guild Treasurer. After you join the Guild and choose to accept hunting missions, you can gain additional information from Virgil and receive your rewards from Constantine. But for now, there is nothing to do in the Guild Pub.

Head back to the entrance and then south until you reach an east/west fork. To the left you'll find the Guild Armor shop and to the right, you'll find the Guild Weapon shop. Unfortunately, both are out of stock of their rare Emerald equipment because it was all lent to the Mercenaries who were sent to Kort to defend against the Necht militia. Take the right path south and then east and you'll find yourself in Ignatius' study. Grab the treasure (**Warp Stone** – ***B***) along the northern wall and then return west until you find Ignatius.

Ignatius is the leader of the Mercenaries' Guild and he will tell you a bit about the history of the Mercenaries' Guild – how it was founded by Ahmad Khan after the Great Wars approximately 500 hundred years ago. Eventually, Ignatius will ask you if you would like to join the Guild. When you accept, he'll tell you that every new Mercenary must pay a one-time donation to the Guild Treasurer. Return to Constantine in the Guild Pub and pay the 5,000G fee. After you've done so, you can return to Ignatius and he'll tell you that your help is needed in defending the citizens of Kort. Kort is a co-habitation of Humans and Goblins on the western coast of North Aldrin, and the Human citizens of Necht (which is located in South Aldrin) cannot abide such inter-mixing of the races. Ignatius asks you to travel to Kort to help in its defense. Unfortunately, the most direct route – the Western Trade Route – is currently

impassable due to a recent earthquake. The two other options for reaching Kort are the northern route via the Frozen Tower and the southern route via the Abandoned Tunnel. Ignatius strongly advises taking the Frozen Tower despite the risk of zombification, because the Abandoned Tunnel is a vast maze-like dungeon that you can easily get lost in. To aid you in your journey, he offers you a **Zombie Ring**, **Protect Ring**, and **5× Holy Water Flasks**. In addition, if you choose to travel via the Abandoned Tunnel, he also gives you the **Tunnel Key** to the Abandoned Tunnel gate. Ignatius will wrap up by telling you about the hunting missions that the Mercenaries Guild is interested in. You can return to the Guild Pub to learn more information about the four Tier #1 Guild targets from Virgil – the Grizzled Mercenary.

Once you've finished with Ignatius, the last place to explore is the Guild Grotto in the SW corner of the Mercenaries Guild. Now that you're a Mercenaries' Guild member, you can talk to the Training Area Guard and he'll unlock the gate to the Guild Grotto for you. In the process, he will also offer you a valuable **Lure Ring** to increase your encounter rate while fighting. Before entering the Guild Grotto, it is advised that you save either at the Tree of Life or via the main menu if you have the "Save Anywhere" option is turned on. Once you've saved, pass through the gate and into the Guild Grotto.

8.1.2 Guild Grotto

Outer Grotto

Suggested Level: 65 (Initial Level)

Enemies: Mutated Slime and One-Eyed Arachnid

***Pro Tip**: If a character who is targeted for healing dies before they can be healed, the healing target will default to the first alive character slot. Therefore, you should put the character who will be most likely to be damaged while still surviving in the first slot so that your healing is put to good use in such cases.*

The Guild Grotto is a training ground for new members of the Guild and is split into three areas: Outer, Middle, and Inner. The Outer and Middle areas are where you'll find the weakest enemies of the game in packs of at most two enemies. Often, you'll encounter only a single enemy. Therefore, if you're struggling to survive in the wilderness outside of Rockwood on higher difficulties, the Outer and Middle Guild Grotto areas can be the perfect place to level up.

After entering the Guild Grotto (***4***), you'll head south until you find a Tunnel and a path to the east. If you have an Engineer, take the tunnel; otherwise, loop east, south, and then west to the only two treasures in the Outer Guild Grotto (**Full Potion** – ***A***, **Remedy** – ***B***). With the treasures in hand, head east along the southern wall until you find the gate into the Middle Guild Grotto. Unlatch the gate and walk south into the Middle Guild Grotto (***5***).



Treasure Chest Legend			
A	Full Potion	**B**	Remedy

Battle Notes: *In the Guild Grotto, you'll find the weakest enemies on Firma: Mutated Slimes, Rotten Fly Traps, Rogue Boulders, Horned Behemoths, and One-eyed Arachnids.*



Name: Mutated Slime
Stealable Items: Remedy, Large Magic Potion, Hyper Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
2,500	1,500	170	170	250	235	105	120	5	8,500	292	Foul Slime

Skill	MP Cost	Description
Toast	100	~350 HP damage with fire element to one enemy
Red Mist	150	Paralysis and DEF -20% to one enemy
Toxic Vapors	75	100 HP damage + 50% Normal Attack with Poison to all enemies
Breeze	100	~350 HP damage with wind element to one enemy



Name: Rotten Fly Trap
Stealable Items: Huge Potion, Small Cottage, Hellfire Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,000	1,500	185	190	170	210	90	105	5	8,750	300	Rotten Seed

Skill	MP Cost	Description
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Red Mist	150	Paralysis and DEF -20% to one enemy



Name: Rogue Boulder
Stealable Items: Full Potion, Hyper Wall Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	1,500	200	300	170	200	70	100	7	9,500	312	Mysterious Stone

Skill	MP Cost	Description
Demolish	200	50 HP damage + 75% Normal Attack to entire Party
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy



Name: Horned Behemoth
Stealable Items: Refreshing Elixir, Hyper Vigor Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	1,500	205	180	180	220	70	110	15	9,500	312	Behemoth Horn

Skill	MP Cost	Description
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Snarl	150	150 HP + Normal Attack and AGI -25% to one enemy



Name: One-Eyed Arachnid
Stealable Items: Remedy, Antidote, Medium SP Orb

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

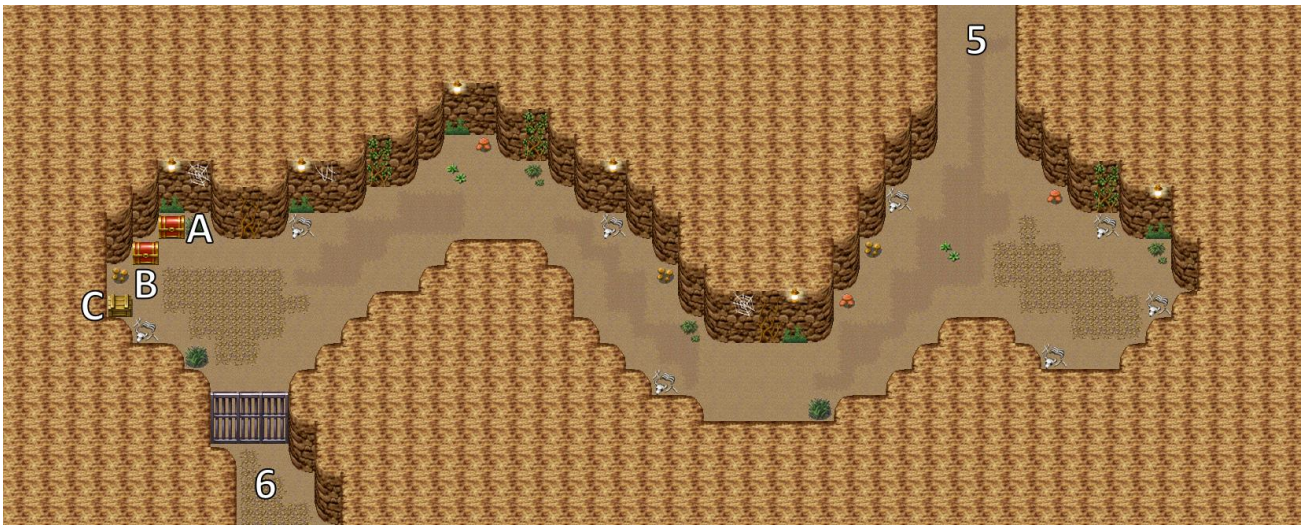
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
2,300	1,500	175	170	200	225	120	240	15	7,500	286	Large Spider Eye

Skill	MP Cost	Description
Toast	100	~350 HP damage with fire element to one enemy
Annoying Sting	125	250 HP damage + 75% Normal Attack with Poison to one enemy
Chitinous Armor	250	DEF +50% to user for 5 turns

Middle Grotto

Suggested Level: 65 (Initial Level)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid



Treasure Chest Legend					
A	Refreshing Elixir	**B**	Full Magic Potion	**C**	5× Mining Bombs

From the entrance of the Middle Grotto (***5***), follow the northern wall west until you reach a grouping of three treasures (**Refreshing Elixir** – ***A***, ***Full Magic Potion*** – ***B***, ***5× Mining Bombs*** – ***C***). Grab the three treasures and then take a few steps south to the gate. Unlatch the gate and head south into the Guild Grotto puzzle area (***6***).

Battle Notes: *See the Battle Notes for Section **8.1.2.***

Puzzle Area

Enemies: None



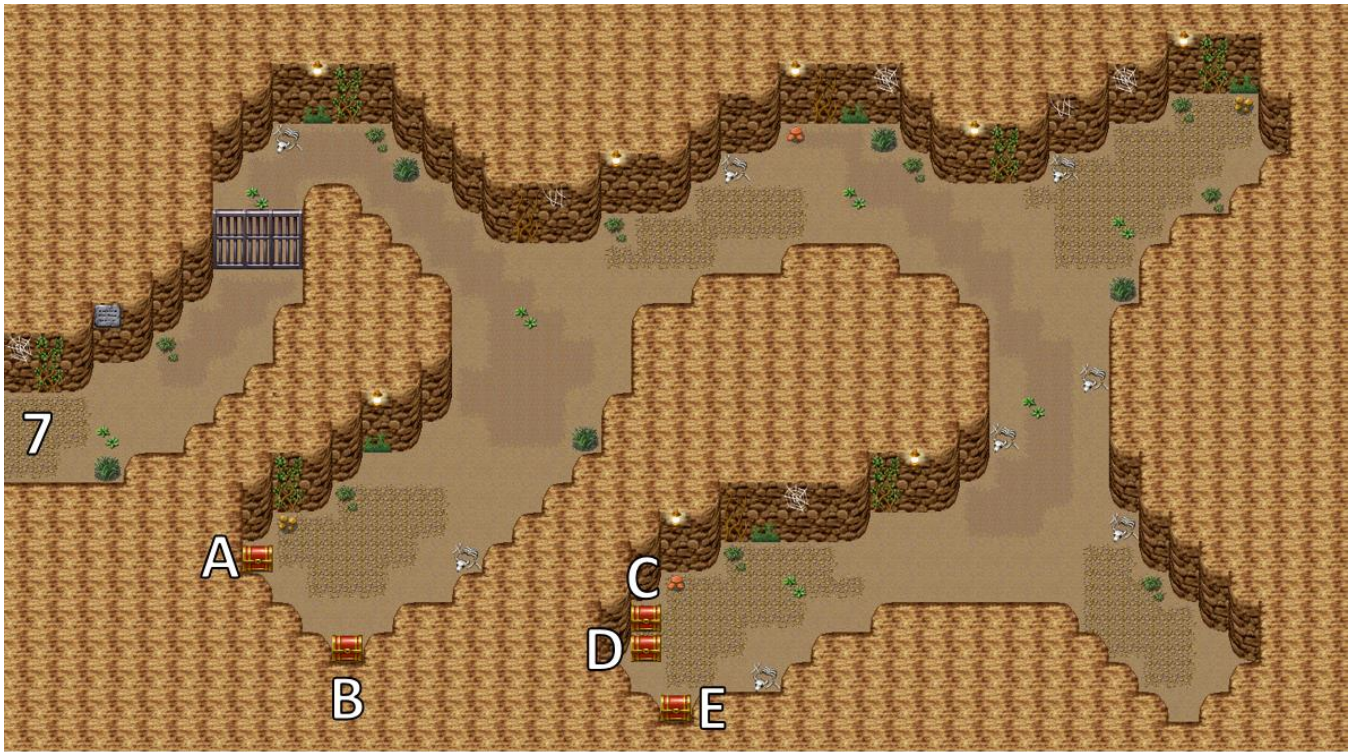
Puzzle areas and their solutions are always shown in the Puzzle Solutions section (see Section ***8.16***); however, because the Guild Grotto puzzle is unique in that it blocks off the final area of the Guild Grotto, the solution is briefly covered here with additional detail shown in Section ***8.16***. Note that there are no enemies in this area. When you enter, you'll find a plaque on your right letting you know that the Inner Guild Grotto is only for senior personnel of the Guild.

On your left, you'll find three colored buttons: Red (Left), Green (Middle), and Blue (Right). Each button controls one of the three spike strips on the right that blocks the way. The solution is to press *Green (Middle) twice and Red (Left) once*. Enter the code and the lowered spaces in the spike strips will align, allowing you to pass through to the Inner Guild Grotto. Head through the gap and into the Inner Guild Grotto (***7***).

Inner Grotto

Suggested Level: 66 (Initial Level + 1)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid



Treasure Chest Legend					
A	Giant Potion	**C**	Emerald Gloves	**E**	Emerald Boots
B	Giant Magic Potion	**D**	Rejuvenating Elixir		

When you enter the Inner Guild Grotto (***7***), you'll still be in a protected area where no monsters are allowed. Read the plaque on the northern wall to learn that the monsters in the Inner Guild Grotto are more densely packed and will therefore attack in larger groups. If you were having any trouble in defeating the enemy groups in the previous areas, you'll want to have gained at least a level before venturing into the Inner Guild Grotto. If you feel prepared, unlock the gate to the NE and enter the area populated with monsters.

Head east until you reach an east/south fork. Take the south fork as it curves SW until you reach the first two treasures (**Giant Potion** – ***A***, **Giant Magic Potion** – ***B***). Backtrack NE to the fork and now take the eastern path. Follow this path until you reach an east/south fork. The eastern fork is a quick dead end, so head south until you reach a west/SE fork. Again, the SE fork is a quick dead end, so take the western fork until you reach the last three treasures of the Guild Grotto (**Emerald Gloves** – ***C***, **Rejuvenating Elixir** – ***D***, **Emerald Boots** – ***E***). The Emerald equipment is a tier higher than Adamantium

equipment so you should equip the Emerald Gloves and Emerald Boots to whichever Party members you think need them most. Now that you've collected those treasures, you're finished with all that the Guild Grotto has to offer. Depending on how difficult you find the large groups of monsters outside of Rockwood, you may choose to return to the Outer and Middle Guild Grotto areas to build-up a few levels. The quickest way to leave the Guild Grotto is to use a *Warp Stone* or the *Warp* spell; otherwise, backtrack through each of the areas until you return to the Mercenaries' Guild headquarters.

Return north through the Mercenaries' Guild until you reach the ladder that returns to the town proper (***3***). Ascend the ladder and then head to the southern exit in town (***8***). Leave through the exit and you'll find yourself at the Main Gate of Rockwood that has stood for approximately 500 years.

Battle Notes: *See the Battle Notes for Section **8.1.2.***

8.1.3 Rockwood – Main Gate



After you leave the town proper, you'll find yourself at the northern edge of the Main Gate (8). From the entrance, head south until you find two soldiers on guard duty. They don't have much of importance to say, but if you take a few more steps south you'll find the all-important Ring Merchant on the right.

If you're starting anew, the Ring Merchant is a valuable asset who will allow you to stock up on the elemental resistance, status effect immunity, and attribute rings that you may want. Even if you're continuing from Last Dream I, there are several new status effect rings that you will want to consider: Zombie Rings, Jinx Rings, and Vaccine Rings, which protect against zombification, jinx, and disease, respectively. Once you've fully perused the wares of the Ring Merchant, you're nearly ready to venture forth into the wilderness of Firma. But first, be sure to save your game via the main menu (if you have Save Anywhere enabled); otherwise, make a quick trip north through town to the Tree of Life. Once you've saved, head south and into the unknown world of Firma.

Ring Merchant

RING	PRICE	HP+	MP+	SP+
Balloon Ring	25,000G	25%		
Reservoir Ring	25,000G		25%	
Expansion Ring	50,000G	50%		
Torrent Ring	50,000G		50%	
Boost Ring	25,000G			25%
Growth Ring	50,000G			50%

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

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND
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	

RING	PRICE	STONE	DEATH	ZOMBIFACTION	JINX	DISEASE
Stone Ring	25,000G	X				
Protect Ring	100,000G		X			
Zombie Ring	50,000G			X		
Jinx Ring	50,000G				X	
Vaccine Ring	75,000G					X

RING	PRICE	ATK	DEF	INT	MGD	AGI	PRE	ACC	CRT	HP+	MP+
Ascendant Ring	50,000G	50									
Sentinel Ring	50,000G		50								
Occult Ring	50,000G			50							
Augury Ring	50,000G				50						
Mugging Ring	50,000G					50					
Energetic Ring	50,000G						50				
Omphalos Ring	50,000G							50			
Dangerous Ring	50,000G								30		

8.2 The Wilderness of Firma

8.2.1 East Aldrin

Suggested Level: 67 (Initial Level +2)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed-Arachnid

When you leave Rockwood, you'll find yourself on the eastern coast of the North Aldrin continent. There are a variety of locations to visit before you should venture forth into the two major dungeons that Ignatius told you will lead to Kort: the Abandoned Tunnel and the Frozen Tower.

The map at the right shows a very small portion of the North Aldrin continent, primarily the southeastern portion. You should visit the Traveling Merchant's Wagon, then the Western Trade Route, Rockwood Dock, the Hidden Forest, and Western Karanor. Western Karanor leads to a cave that opens onto the small island on which you'll find the Mines of Karanor; however, the Mines of Karanor is only marginally accessible, as it is a special Sidequest dungeon for the Thief only and requires a key to get past the locked gate at the entrance. The Abandoned Tunnel is a massive maze-like dungeon that should be left until the other, smaller dungeons have been fully explored.

When you're ready, head west from Rockwood to the Traveling Merchant's Wagon.



Battle Notes: *The monsters that you'll encounter in the grasslands and forest are the same that you encountered in the Guild Grotto. The only difference between the grassland and forest is that you'll encounter larger, more dangerous groups in the forested areas. For details on Mutated Slimes, Rotten Fly Traps, Rogue Boulders, Horned Behemoths, and One-Eyed Arachnids, see the Battle Notes for Section* ***8.1.2****.*

8.2.2 Traveling Merchant's Wagon

Suggested Level: 67 (Initial Level + 2)

Treasure Chest Legend	
A	5× Mining Bombs



After you enter the Traveling Merchant's campground, head north and open the wooden crate (**5× Mining Bombs** – ***A***). With the bombs in hand, enter the Traveling Merchant's Tent. The Traveling Merchant works for the Mercenaries' Guild and he offers his services to you for free since you're on your way to help the Guild defend Kort.

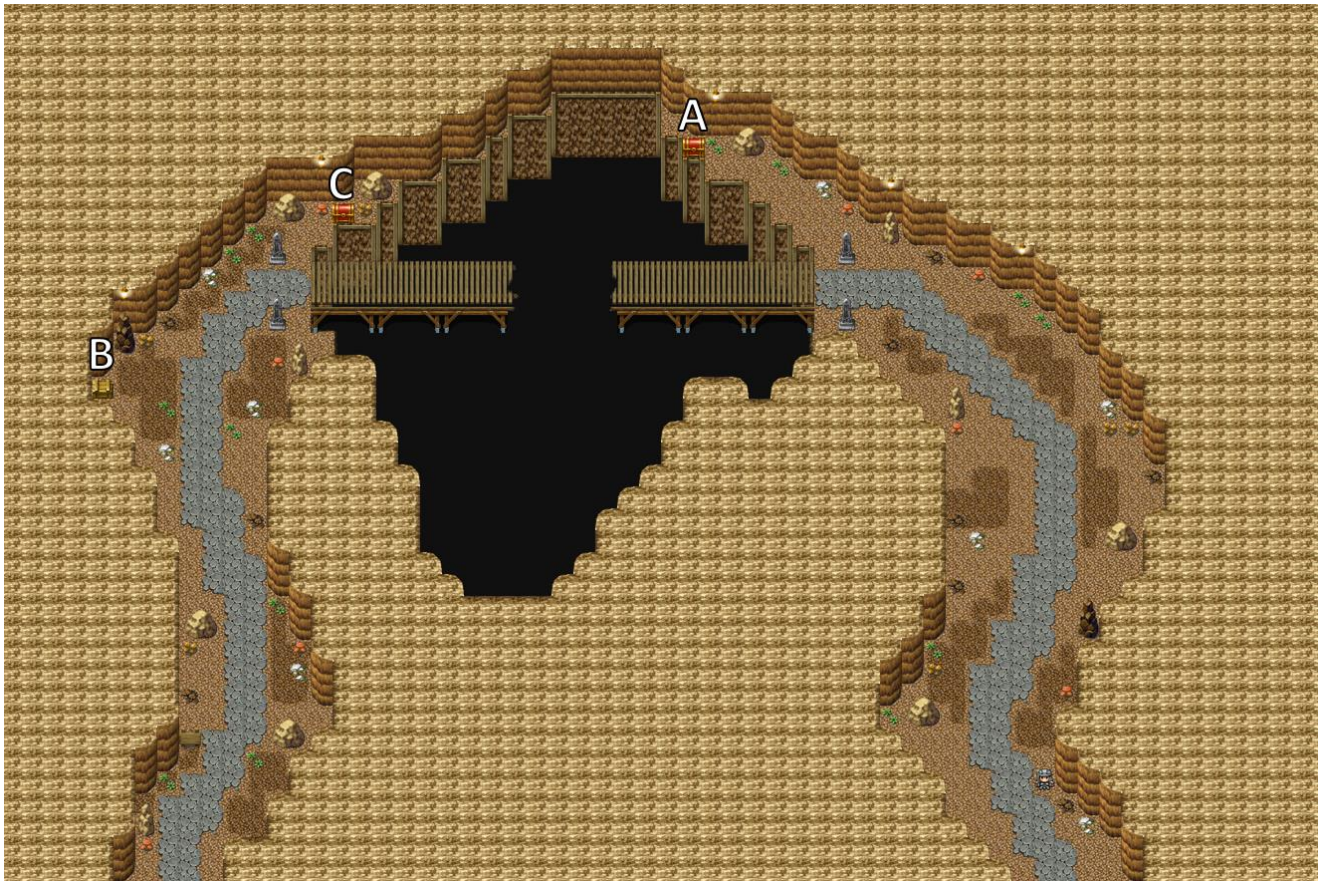
Through the Traveling Merchant, you can change your Party members' costumes to five different colors. A new feature in World Unknown is the ability to unlock special costumes based on completing certain tasks throughout the game. The table below shows the costumes that may be unlocked and the required tasks for each costume.

COSTUME	TASK
Cyclops	Defeat the Cyclops Spider
Light	Acquire the Perfect Defense achievement
Tiny	Complete the Spiral Cave Dungeon
Big	Complete the Sacred Goblin Tree Dungeon
Huge	Complete the Volundra Catacombs Dungeon
Winged	Complete the Phoenix's Aerie
Ghost	Acquire the Mechanical Mayhem Achievement
Evil	Acquire the Patient Zero Achievement
Glitched	Find the Developer's Room
Flea	Defeat Carbuncle

Once you've adjusted your Party members' costumes to your heart's desire, it's time to head to the Western Trade Route. Leave the tent and then walk south out of the campground back to the World Map. From the Traveling Merchant's Wagon, walk NW and cross the bridge to the west. Continue west until you find the entrance to the Western Trade Route.

8.2.3 Western Trade Route

Suggested Level: 67 (Initial Level + 2)



Treasure Chest Legend					
A	Recipe for Golden Helm	**B**	5× Mining Bombs	**C**	Emerald Helm

After you enter the Western Trade Route, you'll find yourself in the SW corner with a guard just to your north. If you talk to the guard, he'll tell you that the bridge is currently damaged and that bridge builders from Wystonia are on their way, but it will be weeks before they arrive. After talking to the guard, head north along the path. Follow the rocky path and you'll end up on the bridge which you can see is broken and impassable. From the edge of the bridge, head NW and you'll find the only treasure that you can gather at this point (**Recipe for Golden Helm** – ***A***).

Synthesis Recipe!	
Item	Golden Helm
Bonus	Additional 15,000G per battle
Ingredients	Emerald Helm, 3× Bull Horns, 3× Scourge Stingers, and 3× Golden Dragon Fangs

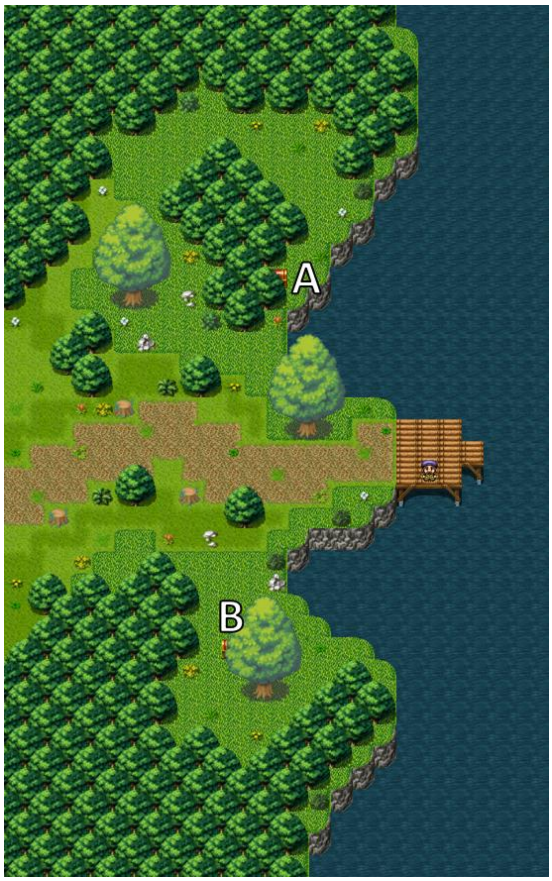
After you've gathered the *Recipe for Golden Helm*, head south and exit the Western Trade Route.

8.2.4 Rockwood Dock

Suggested Level: 67 (Initial Level + 2)

NPC Treasures: Recipe for Old Fishing Spear

Treasure Chest Legend			
A	3× Super Bait	**B**	Huge Potion



From the Western Trade Route, head east across the bridge and continue east until you reach the walls of Rockwood. From there, head south and then cross a bridge across the river. Next, follow the eastern coast south onto a narrow peninsula. Continue south and you'll eventually find Rockwood Dock.

After entering the dock, head NE through the trees and then loop east and south to find the first treasure (**3× Super Bait** – ***A***). Return the way you came until you reach the central dirt path. From there, head south until you find a large tree with the second treasure hidden behind it (**Huge Potion** – ***B***). With the treasures in hand, return north to the dirt path and then follow it east to the dock.

Talk to the Local Fisherman who will inform you that fishing rods won't help you catch anything larger than a Pike on Firma. To catch larger fish, you'll have to use a Fishing Spear. The Local Fisherman will generously give you a **Recipe for Old Fishing Spear.** As in Last Dream I, the rewards with fishing may seem small when you start, but if you invest time in upgrading your fishing gear, you can acquire amazingly powerful fish that will undoubtedly help in your journey. If you have some spare money, purchase some *Super Bait* from the Local Fisherman and do some fishing with your *Strong Fishing Pole*. For information on fishing mechanics, see Section ***6***. Once you're finished, head west along the dirt path and leave Rockwood Dock.

Synthesis Recipe!	
Item	Old Fishing Spear
Bonus	Allows catching Tier IV saltwater fish
Ingredients	3× Pike, 6× King Fish, 9× Lion Fish, 5× Behemoth Horns, 5× Spectral Eyes, and 3× Qilin Horns

The next stop is the Hidden Forest, the first dungeon outside of the safety of Rockwood. To reach it, head north along the peninsula until you are able to turn west. Follow along the southern edge of the river and make sure that you go north of the mountains when you encounter them. Continue west with the river to your north and mountains to your south until you find the strange orangish tree. Before entering, consider using a Sleeping Bag, Tent, or Cottage to restore your Party and save your game.

8.2.5 Hidden Forest

Main Area

Suggested Level: 68 (Initial Level + 3)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid

Treasure Chest Legend	
A	Holy Water Flask
B	Essence of the Phoenix (Blue Chest)
C	Ruse Powder
D	Large SP Orb
E	Giant Potion
F	10,000G
G	Resurrection Elixir
H	Refreshing Elixir
I	Emerald Gauntlets
J	Small AP Orb
K	Emerald Hat



From the entrance/exit of the Hidden Forest, head west along the path until you find a short wall with vines leading up it. A few steps west of the vines, you'll see a tunnel. If you have an Engineer in your Party, take the tunnel; otherwise, climb the vines and take the NW fork as it loops west and then south to the other end of the tunnel. From there, head a few steps south, descend the vines, and gather the three treasures (**Holy Water Flask** – ***A***, **Ruse Powder** – ***C***, **Large SP Orb** – ***D***). If you have a Thief in your Party who has learned Master Locksmith, open the Blue Chest (**Essence of the Phoenix** – ***B***). The Essence of the Phoenix is a very rare item that resurrects all members of your Party with full HP. Only use it in the direst of situations.

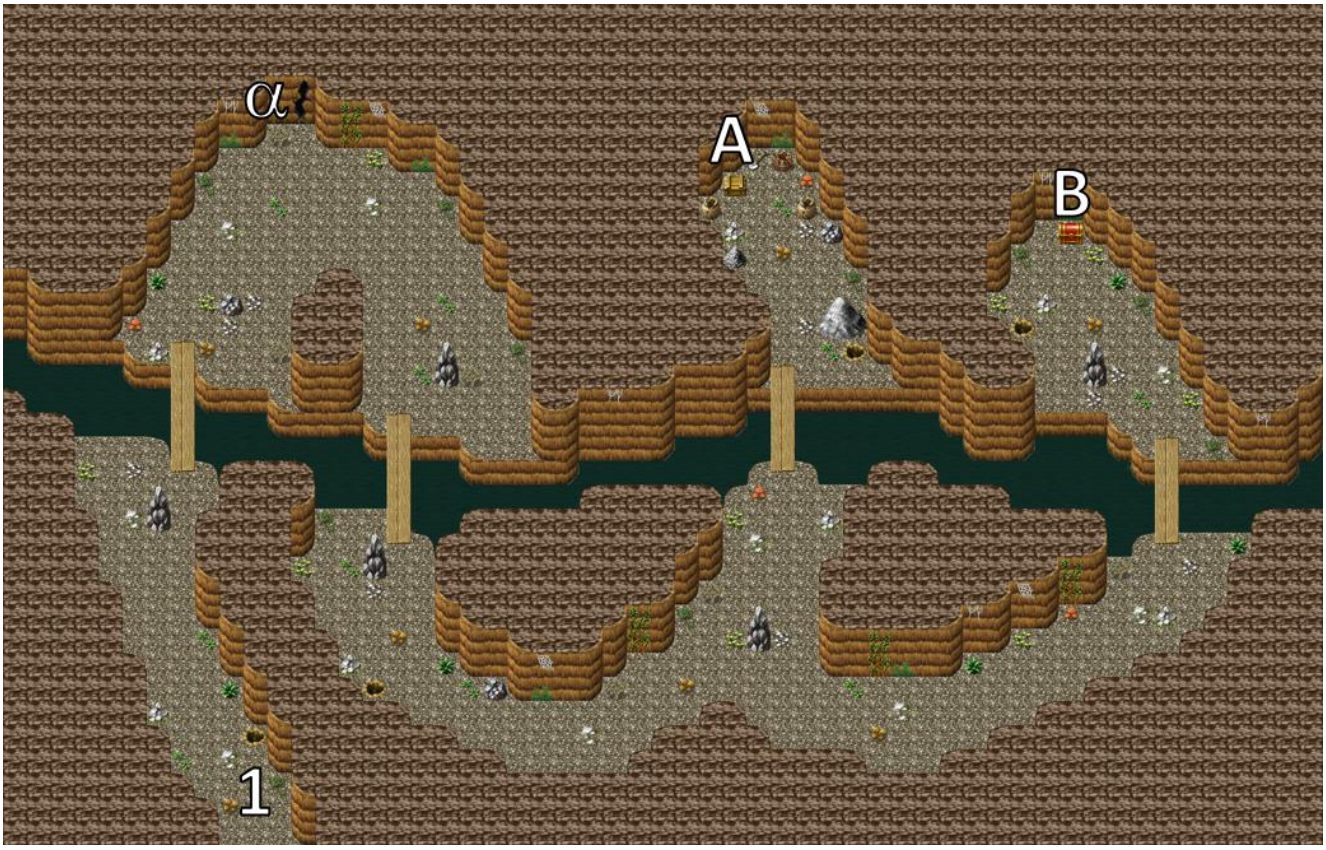
After looting the chests, return back to the first set of vines either via the Tunnel (if you have an Engineer) or by looping back the way you came. Once you're at the top of the vines, head NE until the path opens up and then head NW while keeping the trees just to your south. Continue until you find a set of vines leading up another cliff face. Climb the vines, proceed north, and climb a second set of vines until you find yourself at the entrance of a cave (***1***).

Battle Notes: *See the Battle Notes for Section **8.1.2.***

Cavernous Chamber

Suggested Level: 68 (Initial Level + 3)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid



Treasure Chest Legend					
A	5× Mining Bombs	**B**	Poison Ring	α	Blizzard Bomb, Typhoon Bomb, Inferno Bomb

From the entrance of the Cavernous Chamber (***1***), head north across the wooden planks while ignoring the Tunnel (it is only useful when leaving) until you come to a mining crevice (α). Use a Mining Bomb to open the excavated chamber and grab the treasure (**Blizzard Bomb, Typhoon Bomb, Inferno Bomb** – α). After collecting the treasure, leave the excavated chamber and head SE and follow the path across another set of wooden planks and past the other end of the Tunnel. Head east until you reach a north/east fork. Take the north fork until it dead ends next to a wooden crate (**5× Mining Bombs** – ***A***). After collecting the treasure, head south again. If you have an Engineer, use the Tunnel to take a shortcut to the last treasure; otherwise, return south and take the eastern fork and follow the path to the final treasure (**Poison Ring** – ***B***). The *Poison Ring* can be quite useful in stopping the annoying Toxic Vapors and Annoying Sting attacks that the monsters around Rockwood use. Consider equipping it if you find yourself constantly having to cure Poison with Antidotes.

After grabbing the treasure, return to the previous fork either via the Tunnel and heading south or by returning south across the wooden planks and then west. From the fork, head west until you reach the Tunnel along the western wall. If you have an Engineer, take the Tunnel to quickly return to the Cavernous Chamber entrance/exit; otherwise, loop north and then south to the exit (***1***).

Battle Notes: *See the Battle Notes for Section **8.1.2.***

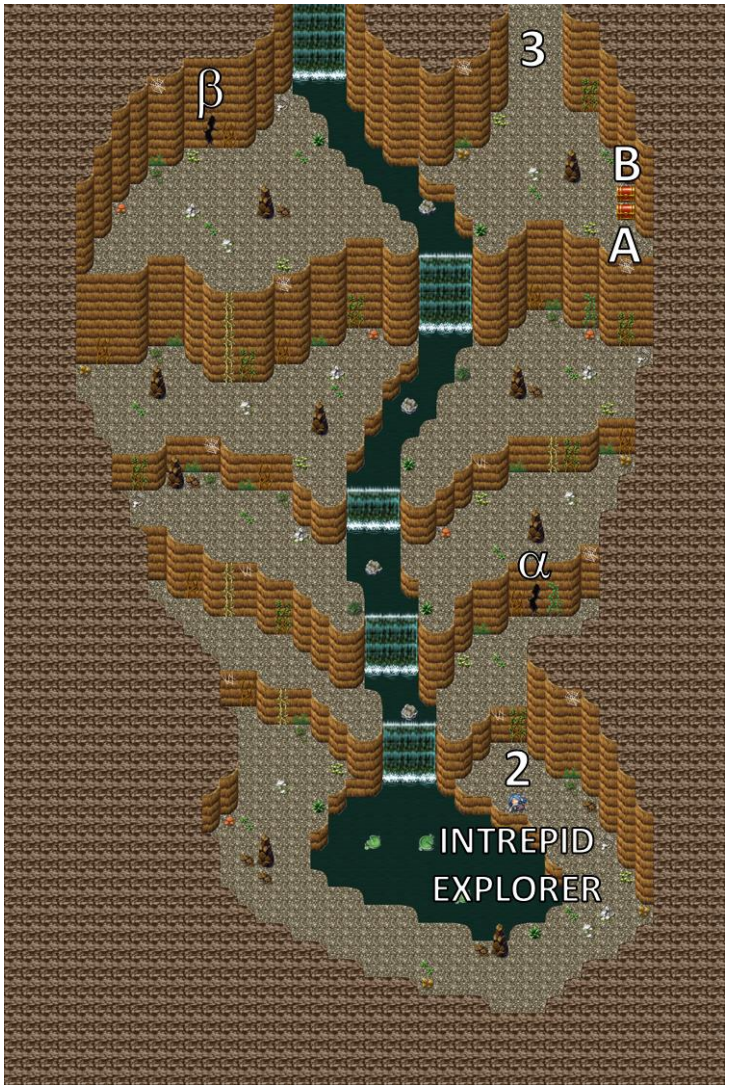
Underground Cave

Suggested Level: 68 (Initial Level + 3)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid

NPC Treasures: Intrepid Explorer

Treasure Chest Legend	
A	5× Super Bait
B	Huge Magic Potion
α	Medium Cottage, 7,500G
β	Giant Potion, Mega Wall Tonic



After you've returned from the Cavernous Chamber to the main area of the Hidden Forest (*1*), head south and descend two sets of vines. From there, head east until you find a large hole in the ground. Approach it and meta-text will appear telling you that the ground appears to have recently caved in. In addition, there will be an option to jump down to explore the area.

Jump down and you'll find yourself in the Underground Cave (*2*), next to the poor Intrepid Explorer who caused the ground to cave-in after falling from the vines above. He's still alive and he begs you to help him return to his Worried Wife in Rockwood. Agree to help him because you will be well-rewarded when you bring him back to the Rockwood Inn.

After you've agreed to help him, he'll join your inventory as an item so that you're reminded of your duty to return him to Rockwood. With the Intrepid Explorer in tow, loop south, west, and north around the

underground pond until you reach a set of vines. Climb the vines and then head east to what appears to be a dead-end. When you reach the edge, you'll auto-jump across the stream while using the protruding rock as a stepping stone. From there, head NE until you find a mining crevice (α). Use a Mining Bomb to open the excavated chamber and gather the treasure (**Medium Cottage, 7,500G** – α).

Leave the excavated chamber and return west across the stream until you find another set of vines along the northern wall. Climb the vines and head east and auto-jump the stream. Continue east and you'll find another set of vines. Climb them and then head west and once again auto-jump the stream using the lone rock as a stepping stone. Keep heading west and climb the next set of vines you see along the northern wall. Head north and you'll find another mining crevice (β). Use a Mining Bomb to open the excavated chamber and gather the treasure (**Giant Potion, Mega Wall Tonic** – β).

Leave the excavated chamber and head east until you find the rock in the stream. Walk near it to complete the final auto-jump of the stream. Continue east and you'll find two more treasures (**5× Super Bait** – ***A***, **Huge Magic Potion** – ***B***). Then head north to the exit (***3***).

Battle Notes: *See the Battle Notes for Section **8.1.2.***

Upper Cave

Suggested Level: 68 (Initial Level + 3)

Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, One-Eyed Arachnid



The Upper Cave is a very short cave that links the Underground Cave and the upper cliff face in the NE area of the Hidden Forest. From the entrance (***3***), simply head north, east, and then south to the exit of the Upper Cave (***4***). From there, you'll find yourself at a large cluster of treasures in the main area of the Hidden Forest. Collect all the treasures (**Giant Potion** – ***E***, **10,000G** – ***F***, **Resurrection Elixir** – ***G***, **Refreshing Elixir** – ***H***, **Emerald Gauntlets** – ***I***, **Small AP Orb** – ***J***, **Emerald Hat** – ***K***) and immediately equip the new Emerald Gauntlets and Hat to your characters who need them most. You'll also notice a new type of item: Small AP Orbs. AP Orbs are incredibly rare items that you'll find only in dungeons and

cannot buy anywhere in the game. These items give a permanent AP boost to a single character, allowing them to level up their attributes. The *Small AP Orb* gives 10 AP which is only enough to level up a single attribute once, although be on the lookout for *Medium* and *Large AP Orbs.*

With all of your new loot in hand, the quickest way to escape the Hidden Forest is to use a Warp Stone or a Warp spell. If you are unable to use Warp, then descend the western vine (not the eastern vine, which will land you back in the Underground Cave) and then jump to the ground when you reach the bottom. From there, head south until you reach the exit.

Battle Notes: *See the Battle Notes for Section **8.1.2.***

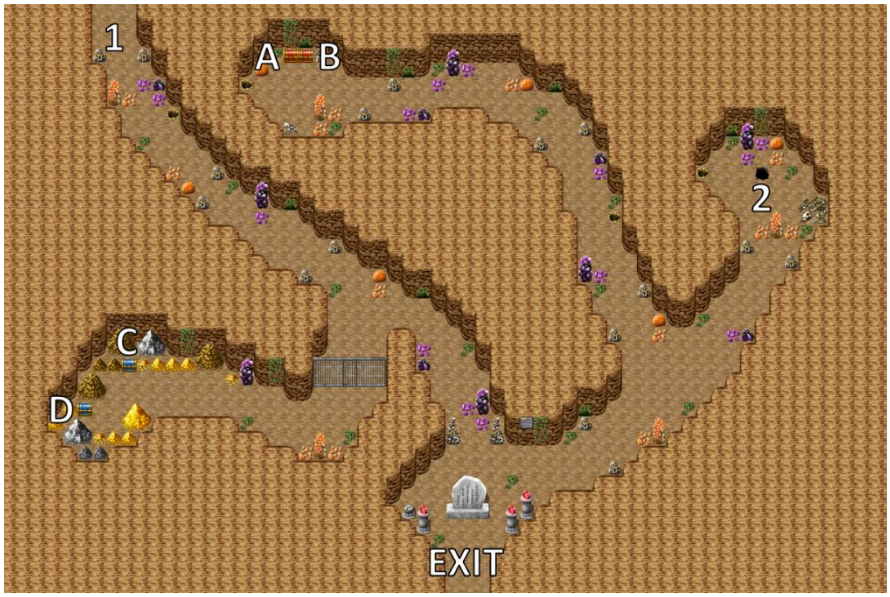
8.2.6 Western Karanor

Entrance

Suggested Level: 70 (Initial Level + 5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

Treasure Chest Legend	
A	15,000G
B	Huge SP Orb
C	3× Full Elixir (Blue Chest)
D	1,000,000G (Blue Chest)



To reach Western Karanor from the Hidden Forest, head south while keeping the ocean to your east and the mountains to your west. Continue until you find a gap in the mountains to the west. Trek west and then north through the narrow gap until you find a cave that marks the entrance to Western Karanor. Long ago, Western Karanor was part of the vast Dwarven Empire that spanned multiple continents and generated immense amounts of riches for the Dwarven people. But Karanor was deserted long ago for unknown reasons and now stands as only a reminder of the once grand Dwarven Empire.

From the entrance of Western Karanor, head north past the large stone tablet and you'll find yourself at a north/east fork. Take the eastern fork and follow it until you reach a NW/NE fork. Take the NW fork and follow it until you reach the two treasures at the end (**15,000G** – ***A***, **Huge SP Orb** – ***B***). If you have an Engineer in your Party, take the Tunnel for a shortcut to the Treasure Chamber (***1***); otherwise, return to the initial stone tablet and take the northern fork to the Treasure Chamber (***1***).

Battle Notes: *Western Karanor is the first location where you'll fight new monsters: Subterranean Geckos, Earth Golems, Sunken Wyrms, Golden Dragons, and Spectral Slimes.*



Name: Subterranean Gecko
Stealable Items: Large SP Orb, Sonic Boom Bomb, Hyper Jolt Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	2,000	200	210	200	230	130	260	7	15,500	343	Gecko Tail

Skill	MP Cost	Description
Hyper Feet	75	AGI, PRE +25% to user for 5 turns
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Sever	300	200 HP damage + 125% Normal Attack to one enemy



Name: Earthen Golem
Stealable Items: Full Potion, Small Cottage, and Hyper Blitz Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,000	2,000	225	250	190	200	90	110	25	20,000	372	Golem Clay

Skill	MP Cost	Description
Demolish	50	50 HP damage + 75% Normal Attack to entire Party



Name: Sunken Wyrm
Stealable Items: Hyper Wall Tonic and Hellfire Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,500	2,000	235	375	190	220	100	115	5	17,500	364	Wyrm Intestines

Skill	MP Cost	Description
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy



Name: Golden Dragon
Stealable Items: Refreshing Elixir, Large SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,000	2,000	210	375	210	290	115	130	3	16,000	348	Golden Dragon Fang

Skill	MP Cost	Description
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
100 cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party



Name: Spectral Slime
Stealable Items: Remedy, Large Magic Potion, Hyper Mind Tonic

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

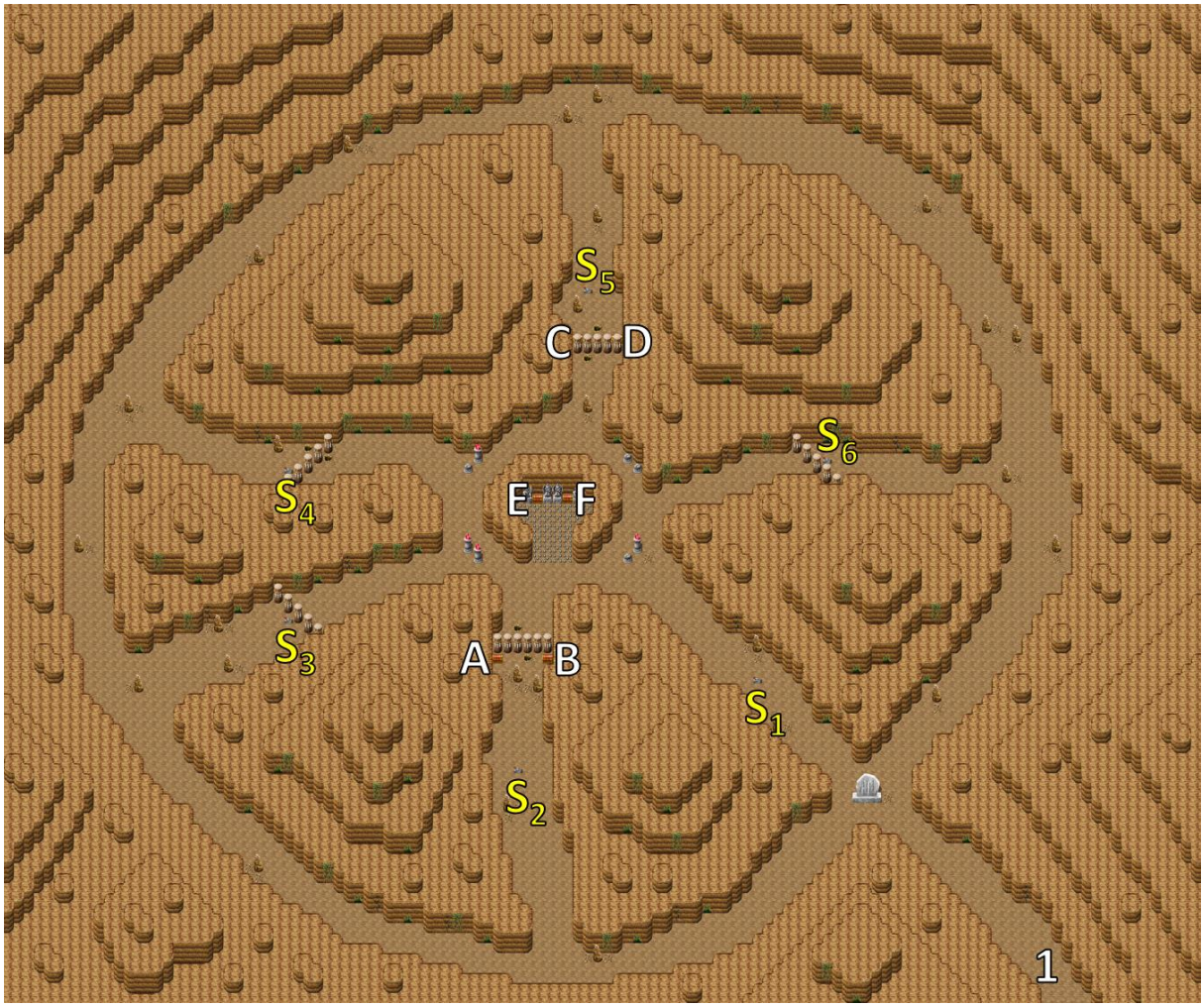
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,000	2,000	190	190	265	300	95	120	10	15,000	358	Spectral Eye

Skill	MP Cost	Description
No Hope (<25% HP)	500	Reduces one enemy to 1 HP
Explosive Blast	250	~200 HP non-elemental damage to all enemies
Mystic Fog	150	Blinds and INT -25% to all enemies
Electrostatic Discharge	200	~150 HP damage with thunder element to all enemies
Alpha Flash	200	Blinds and ~150 HP damage with fire element to all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns

Treasure Chamber

Suggested Level: 70 (Initial Level + 5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend					
A	Recipe for Defiant Bow	**C**	Recipe for Ethereal Axe	**E**	Emerald Sword
B	Recipe for Luminous Staff	**D**	Recipe for Winged Shield	**F**	Emerald Staff

The ancient Dwarves kept some of their most valuable treasures in the Treasure Chamber. To access these treasures, you'll have to lower the defenses that guard them. From the entrance (***1***), head NW until you reach a four-way intersection. Take the NW path until you reach the first switch (***S_1***). Flip the switch and then return SE to the 4-way intersection. From there, head SW until you reach a north/west fork. Take the north fork and continue until you reach the second switch (***S_2***). Flip the switch and then continue north until you find two treasures (**Recipe for Defiant Bow** – ***A***, **Recipe for Luminous Staff** – ***B***).

Synthesis Recipe!	
Item	Defiant Bow
Bonus	DEF +30
Ingredients	Emerald Bow, 3× Haunted Essences, 3× Golden Dragon Fangs, and 3× Serpent Spikes

Synthesis Recipe!	
Item	Luminous Staff
Bonus	INT +35
Ingredients	Emerald Staff, 3× Twisted Branches, 3× Hail Shards, and 3× Congealed Darknesses

After you've collected the two valuable recipes, you can take the Tunnel shortcut to flip switches ***S₄*** and ***S₅*** (and then proceed to flip switch ***S₃***); otherwise, continue south until you reach the east/west fork. Head west and continue your clockwise circuit of the Treasure Chamber. Continue until you find the north/east fork. Take the eastern fork and continue east until you find the third switch (***S₃***). Flip the switch and return west to the previous fork. Now, take the northern fork and continue until you reach another north/east fork. (*You can ignore the following sentence if you took the tunnel shortcut to flip* ***S₄*** and already gathered the treasures.) Again, take the eastern fork and continue until you find the fourth switch (***S₄***). Flip the switch and then return to the previous fork.

Synthesis Recipe!	
Item	Ethereal Axe
Bonus	PRE +60
Ingredients	Emerald Axe, 3× Large Spider Eyes, 3× Cobra Venom, and 3× Desert Hybrid Claws

Synthesis Recipe!	
Item	Winged Shield
Bonus	PRE +30
Ingredients	Emerald Shield, 3× Large Spider Eyes, 3× Icy Essences, and 3× Cobra Venom

After gathering the treasures, return to the fork. Now, take the northern fork and continue clockwise around the edge of the Treasure Chamber until you reach a south/east fork. (*Ignore the following sentence if you took the tunnel shortcut to flip* ***S₅***.) Take the southern fork and continue south until you reach the fifth switch (***S₅***). Flip the switch and continue south to gather two more treasures (**Recipe for Ethereal Axe** – ***C***, **Recipe for Winged Shield** – ***D***) and then return to the previous fork.

Continue clockwise until you reach a west/south fork. Take the western fork until you reach the sixth and final switch (***S₆***). Flip the switch and return to the previous fork. Continue clockwise until you reach the original starting location at the 4-way intersection with the large stone tablet. Take the NW path to the center where all six spike strips should be lowered and you can collect the two most valuable treasures (**Emerald Sword** – ***E***, **Emerald Staff** – ***F***). Next, return SE to the exit (***1***).

Back in the Western Karanor – Entrance, head SE until you see a gate. At this point, the gate is locked and not even the Thief can pick the lock. If you have a Thief in your Party, you can later acquire the Karanor Key which not only unlocks the Mines of Karanor dungeons but also unlocks the gate that hides two blue chests. For now, continue SE past the gate to the large stone tablet near the entrance. From there, head NE and continue NE through the next fork until you find a hole in the ground (***2***). Climb down the hole and into the Dwarven Stronghold.

Battle Notes: *See the Battle Notes for Section* ***8.2.6.***

Dwarven Stronghold

Suggested Level: 70 (Initial Level + 5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend			
A	Blind Ring	**D**	Emerald Robe
B	Recipe for Alchemic Hat	**E**	5× Mining Bombs
C	Emerald Armor	**α**	Inferno Bomb, Typhoon Bomb, Avalanche Bomb, Black Hole Bomb

The Dwarven stronghold holds the quickly erected barriers of the Dwarves to stop whatever brutal enemy that forced them from their once proud city long ago. The skeletons that litter the area are sorrowful evidence that the Dwarves were defeated and driven out by this invading force. From the entrance of the Dwarven Stronghold (2), head south across a bridge to a small island and then turn east and cross another small bridge. Continue east until you find a ladder leading up the cliff face and a tunnel to the east. If you have an Engineer, take the tunnel for a major shortcut to the east. If you don't have an Engineer, climb the five ladders up to the top of the fortification, head east, and then descend five ladders until you are next to the eastern end of the tunnel.

From the eastern end of the tunnel, head east along the edge of the water until you find a ladder to your north. Take a few steps to the NE and gather the two treasures (**Blind Ring** – ***A***, **Recipe for Alchemic Hat** – ***B***). The *Blind Ring* can be usefully equipped on a physical character who is having trouble fighting the Spectral Slimes and their *Alpha Flash* skill.

Synthesis Recipe!	
Item	Alchemic Hat
Bonus	INT +25
Ingredients	Emerald Hat, 3× Rotten Seeds, 3× Wyrm Intestines, and 3× Hail Shards

After collecting the treasures, climb the ladder and head west until you find a mining crevice (α). Use a Mining Bomb to open the excavated chamber and gather the treasure inside (**Inferno Bomb, Typhoon Bomb, Avalanche Bomb, Black Hole Bomb** – α). After collecting the treasure, leave the excavated chamber. If you have an Engineer in your Party, return east, descend the ladder, and take the tunnel to the east for a major shortcut. If you don't have an Engineer, head west and climb four ladders to the top of the fortification, cross east at the top of the fortification, and then descend the long ladder and bridge until you reach the eastern end of the tunnel.

From there, head east and climb up four ladders to the top of the fortification, head east at the top, and then descend four more ladders until you arrive at a collection of three treasures (**Emerald Armor** – ***C***, **Emerald Robe** – ***D***, **5× Mining Bombs** – ***E***). After collecting the treasures, head to the southern tip of the rocky outcropping and read the dusty notes. The notes detail a mysterious Dwarven treasure that was taken from Karanor and hidden. After reading the notes, your Map will be marked with the location of the Karanor treasure (which you'll later discover is the Tyrfing Hilt), just like other buried treasures. Then you have the choice of taking a path to the NE; however, the gate at the end of the path is locked and requires the Karanor Key to unlock. At this point, you've fully explored Western Karanor and it is time to leave the dungeon. The quickest way to escape the dungeon is to use a Warp Stone or Warp spell; otherwise, backtrack through the Dwarven Stronghold and Entrance areas.

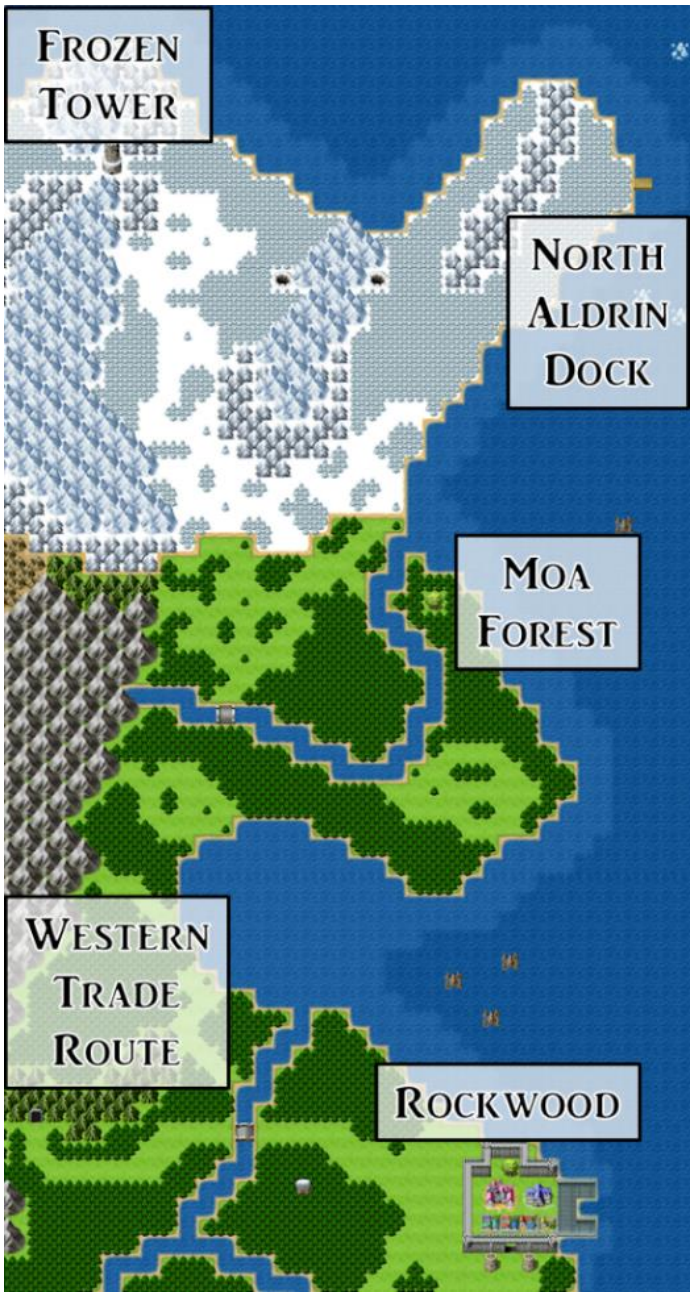
Battle Notes: *See the Battle Notes for Section **8.2.6.***

8.2.7 To the North!

Suggested Level: 70 (Initial Level +5)

Grassland + Forest Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid

Tundra Enemies: Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, and Banshee



After you've finished exploring Western Karanor, you'll have completed all of the locations in the southeastern portion of North Aldrin except for the Abandoned Tunnel. But before you venture into either the Abandoned Tunnel or Frozen Tower to reach the western portion of North Aldrin, there is still more to explore to the north. Other than the Frozen Tower, you should explore the Moa Forest (even without a Hunter) and the North Aldrin Dock.

From Western Karanor, head south until you reach a gap in the mountains and are able to head north. Continue north until you are blocked by a river at which point you should follow the river east until you find a bridge. Cross the bridge and head north until you find yourself outside Rockwood again. Consider using either a camping item or venturing into Rockwood to use the Inn and Tree of Life. If you're running low on supplies, this is also a good time to hit the Item Shop and restock.

Once you've saved and restored, head west from Rockwood while following the grassland path through the forest. Continue west and cross the bridge. After crossing, immediately turn north and follow the eastern coastline north until you see a bridge. Don't cross the bridge; instead, turn east and follow the river east and then north until you find the Giant Moa Forest.

Grassland and Forest Battle Notes: *See the Battle Notes for Section **8.1.2.***

Tundra Battle Notes*: In the Northern Tundra, you'll encounter five new enemy types: Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, and Banshee.*



Name: Frost Wolf
Stealable Items: Huge Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,000	1,500	215	220	210	210	105	120	10	12,000	338	Frost Wolf Pelt

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Strength of the Pack	400	3× 75% Normal Attacks
Freezer Burn	100	~350 HP damage with ice element to one enemy

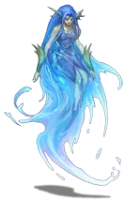


Name: Frozen Qilin
Stealable Items: Hyper Wall Tonic, Hyper Ward Tonic, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
2,500	1,500	190	310	235	255	115	115	8	11,500	328	Qilin Horn

Skill	MP Cost	Description
Freezer Burn	100	~350 HP damage with ice element to one enemy



Name: Ice Sorceress
Stealable Items: Hellfire Bomb, Hyper Ward Tonic, Huge Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	1,500	185	200	225	250	95	110	25	11,750	338	Icy Essence

Skill	MP Cost	Description
Freezer Burn	100	~350 HP damage with ice element to one enemy
Polar Frost	250	~200 HP damage with ice element to all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns



Name: Hailfire
Stealable Items: Medium SP Orb, Large Magic Potion, Hellfire Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,000	1,500	180	325	255	220	90	105	3	10,000	322	Hail Shard

Skill	MP Cost	Description
Frostbite	125	~450 HP damage with ice element to one enemy
Arctic Chill	200	~150 HP damage with ice element to all enemies
Icy Spines	0	Reflects physical damage



Name: Banshee
Stealable Items: Eye Drops, Holy Fire Bomb

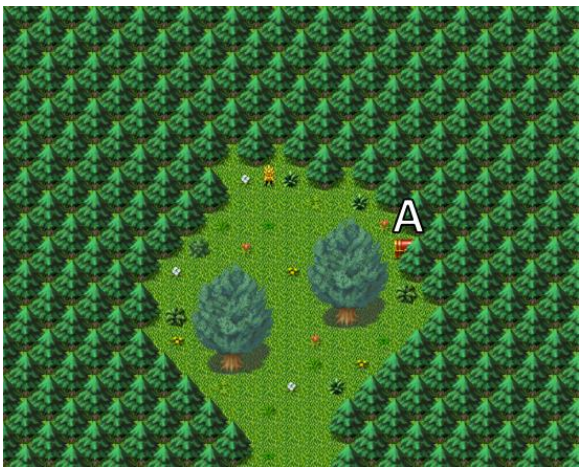
FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	F	C	C	A	F

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
2,750	1,500	185	180	215	230	100	240	5	11,000	316	Banshee Locks

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Soulless Cleanse	250	Removes all negative states from allies
Alpha Flash	200	Blinds and ~150 HP damage with fire element to all enemies

8.2.8 Giant Moa Forest – North Aldrin

Suggested Level: 70 (Initial Level +5)



Treasure Chest Legend	
A	Refreshing Elixir

In Last Dream I, Giant Moa Forests were only valuable if you had a Hunter in your Party. In World Unknown, you'll find treasures sprinkled throughout nearly every map, so even without a Hunter, it's worth exploring them. Regardless of your Party configuration, head NE from the entrance and grab the treasure (**Refreshing Elixir** – ***A***).

If you don't have a Hunter in your Party, then exit to the World Map. If you do have a Hunter in your Party, then you should be able to tame the Moa unless you are continuing from Last Dream I and never learned the LVL 4 skill *Beast Tamer*. If you started a new game with a Hunter, then you will have automatically learned *Beast Tamer*. Whether starting anew or continuing, the odds are that you can tame the Moa. Approach the Giant Moa and tame it so that you can ride it around the World Map. If starting anew, you'll also have automatically learned *Beast Master* which allows for zero encounters on the World Map while riding a Moa.

8.2.9 North Aldrin Dock

Suggested Level: 70 (Initial Level +5)



Treasure Chest Legend	
A	Refreshing Elixir

From outside the Moa Forest, head south and then west until you find a bridge to the north. Cross the bridge and then head NE and make sure that you keep the mountain range to your west and coast to your east. Continue following the coastline NE until you reach the North Aldrin Dock.

After you enter, head NE through a gap in the trees until you reach the lone treasure in this area (**Refreshing Elixir** – ***A***). After collecting the treasure, return SW to the dirt path and then follow it east until you find the ice water fishing dock. Talk to the Local Fisherman and you can purchase some Icewater Bait, although you'll probably want to wait because you can't do any Icewater Fishing until you synthesize an Old Fishing Spear. With the treasure in hand, it's time to leave the dock.

8.3 TWO PATHS DIVERGED…

You've explored everything that the eastern portion of North Aldrin has to offer except for the Mines of Karanor (which is not accessible yet) and the two dungeons that will take you to the western portion of Aldrin: the Frozen Tower and the Abandoned Tunnel. The Frozen Tower is further away from Rockwood than the Abandoned Tunnel but is the easier and shorter of the two dungeons. Both dungeons will be covered, but the Frozen Tower will be covered first.

If you stocked-up earlier in Rockwood, you can go straight into the Frozen Tower. To reach it from the North Aldrin Dock, follow the mountains SW until you see a tunnel to the west. If you have an Engineer in your Party, take the tunnel and then take a few more steps to the NW until you arrive at the Frozen Tower. If you don't have an Engineer in your Party, then follow the second mountain range south until they end. Loop around the southern end and then follow them north until you arrive at the Frozen Tower.

Before you enter the Frozen Tower, be sure to equip any Zombie or Protect Rings that you've acquired. If you find the battles in the Frozen Tower too difficult due to instant death or zombification, trek back to Rockwood and visit the Ring Merchant who can provide you with Zombie and Protect Rings for your entire Party. Another option is to synthesize Purified Armor or Purified Robes which will protect you from zombification and offer slightly better attributes than Emerald Armor or Robes.

8.3.1 The Frozen Tower

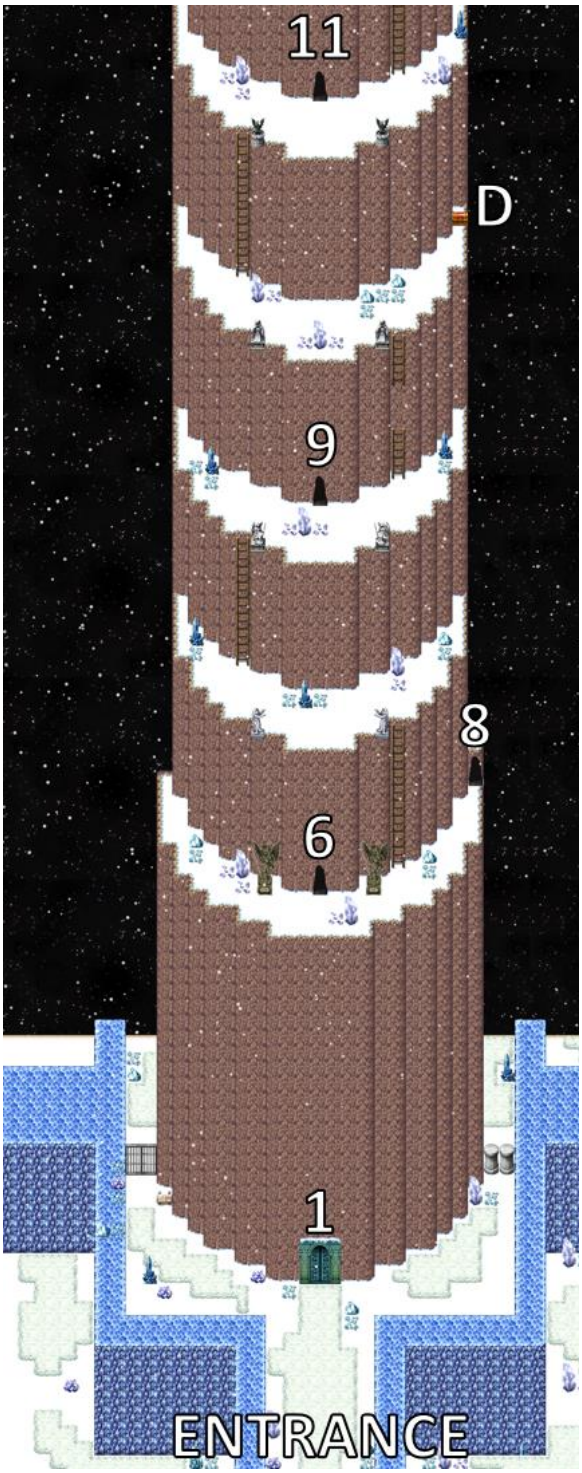
Lower Exterior

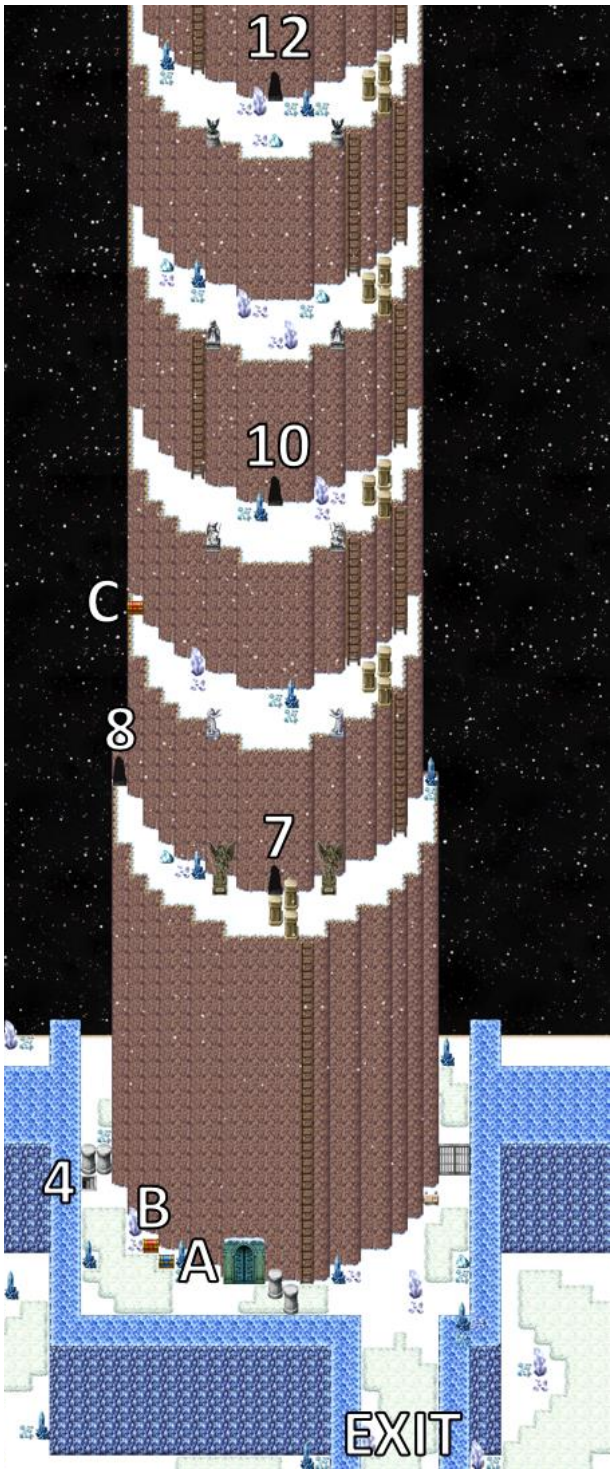
Suggested Level: 70 (Initial Level +5)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow

The Frozen Tower is an ancient reminder of earlier times when the Elves first explored Firma before they turned isolationist. This architectural wonder has been deserted since before the Great War, which occurred approximately 500 years ago, but still draws the occasional treasure hunter who inevitably dies inside the ancient and monster-infested structure.

The two towers are actually opposite sides of the same tower. After you enter, you'll find yourself at the ***ENTRANCE***. To the NW of the entrance, you'll find a gate which is locked from the other side. This gate will be useful later when you unlock it from the other side, allowing you to bypass the entire structure of the tower and quickly go between the two sides. From the entrance, head north to the large gate (***1***) and enter the Frozen Tower.





Treasure Chest Legend			
A	3× Full Remedy (Blue Chest)	**C**	Emerald Dagger
B	Hyper Remedy	**D**	Emerald Shoes

Battle Notes*: In the Frozen Tower, you'll encounter five new enemy types: Haunted Souls, Floating Anomalies, Zombie Hounds, Phantom Wyverns, and Nebulous Shadows.*



Name: Haunted Soul
Stealable Items: Holy Fire Bomb, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,000	2,000	225	350	235	220	95	120	7	19,000	372	Haunted Essence

Skill	MP Cost	Description
Gregorian Chant	200	~150 HP damage with holy element to all enemies
Nightmare Dust	150	Sleeps and poisons all enemies
Phantom Grip	250	100 HP damage + Normal Attack with -50% AGI, PRE to one enemy



Name: Floating Anomaly
Stealable Items: Large Magic Potion, Holy Water Flask, Hyper Mind Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,750	2,000	215	225	235	210	110	130	10	18,000	348	Anomalous Claw

Skill	MP Cost	Description
Freezer Burn	100	~350 HP damage with ice element to one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Death's Touch	500	Instant Death
Walking Dead	250	Zombify all enemies
Gregorian Chant	200	~150 HP damage with holy element to all enemies



Name: Zombie Hound
Stealable Items: Full Potion, Holy Water Flask, Hyper Shock Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	2,000	210	215	190	200	130	260	5	16,000	344	Zombie Claw

Skill	MP Cost	Description
Walking Dead	250	Zombify all enemies
Sever	300	200 HP damage + 125% Normal Attack to one enemy



Name: Phantom Wyvern
Stealable Items: Small Cottage, Large SP Orb, Hellfire Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	2,000	190	200	250	300	95	110	25	17,500	364	Phantom Wing

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Arctic Chill	200	~150 HP damage with ice element to all enemies
Dark Blessing	100	~350 HP damage with holy element to one enemy



Name: Nebulous Shadow
Stealable Items: Remedy, Holy Water Flask

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

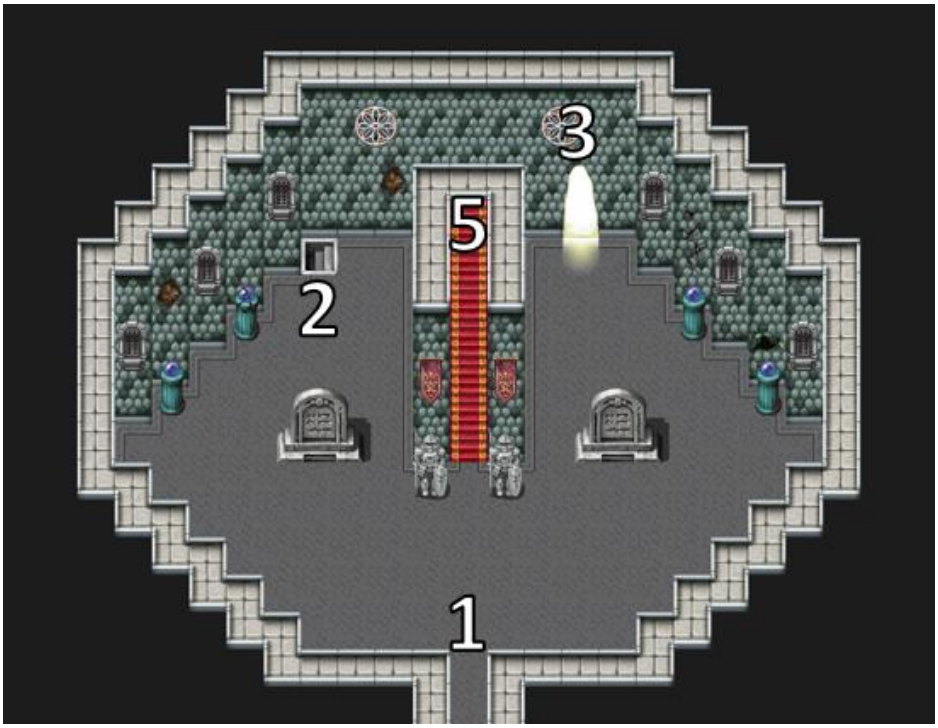
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,750	2,000	200	190	265	300	90	110	3	16,500	358	Congealed Darkness

Skill	MP Cost	Description
No Hope (<25%)	500	Reduces one enemy to 1 HP
Nightmare Dust	150	Sleeps and poisons all enemies
Mystic Fog	150	Blinds and INT -25% to all enemies
Death's Touch	500	Instant death
Soulless Cleanse	250	Removes all negative states from allies

Floor #1

Suggested Level: 70 (Initial Level +5)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



After you enter the Frozen Tower, you'll find yourself at the southern end of the 1st floor (***1***). There are tombstones and plaques scattered around the Tower that you can read to learn more about the history and construction of the Tower. From the entrance, you have three choices: head downstairs to the left, head upstairs straight ahead, or go through the door to the right. To start, you'll head downstairs into the first puzzle area of the Frozen Tower (***2***). For the solution to the puzzle, see the Puzzle Solutions (Section ***8.16.2***).

After completing the puzzle and gathering your rewards, return up the stairs to the 1st floor. From the stairs (***2***), loop around the central staircase to the door on the right (***3***) and walk outside. Just to the left of the doorway, you'll find a normal treasure chest (**Hyper Remedy** – ***B***). If you have a Thief in your Party and you've learned Master Locksmith, you can open the blue chest that lies next to it (**3× Full Remedies** – ***A***). After collecting the treasure(s), take a few more steps NW until you find a set of stairs (***4***). Descend the stairs and you'll find yourself in the second puzzle area of the Frozen Tower. For the solution to the puzzle, see the Puzzle Solutions (Section ***8.16.3***).

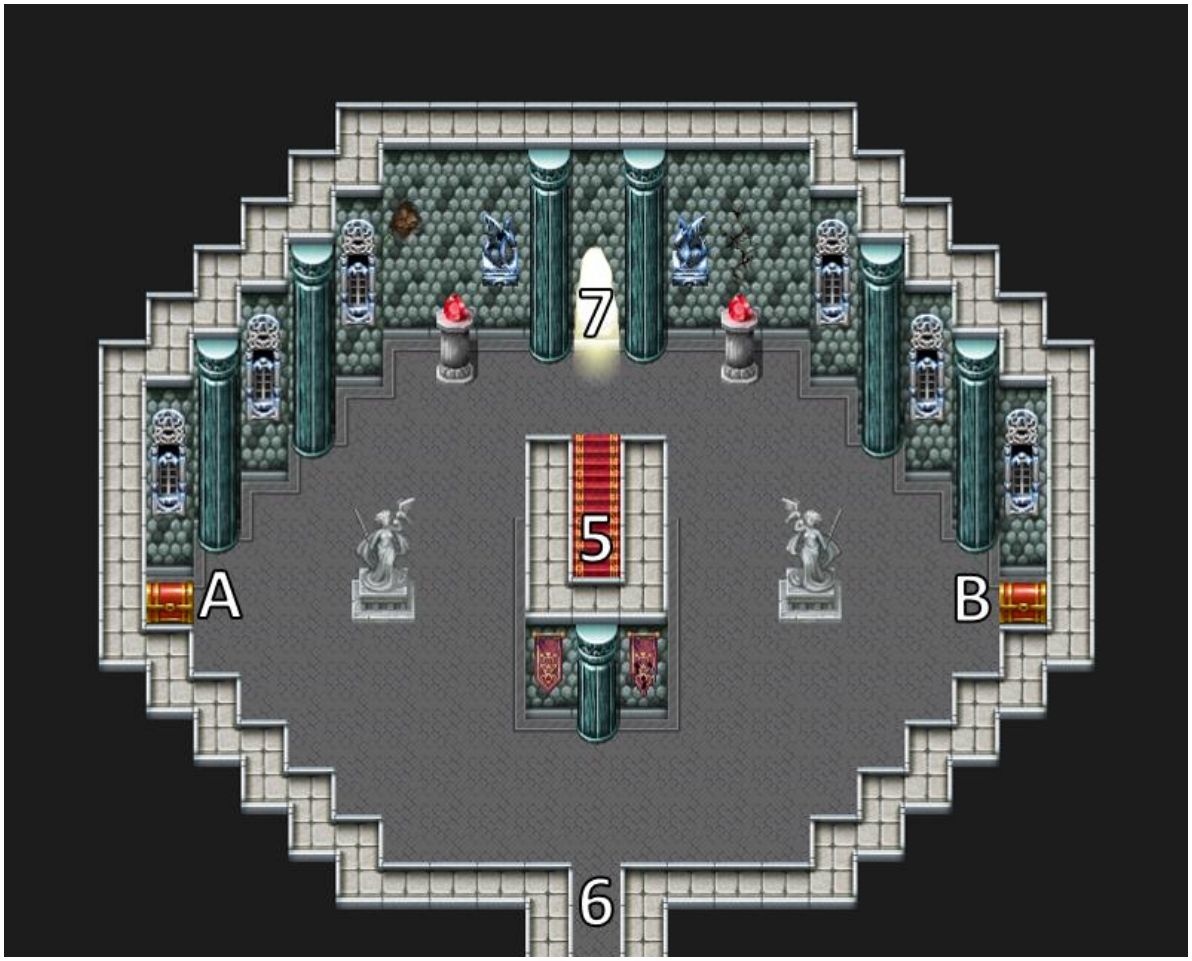
After completing the puzzle and gathering your rewards, return up the stairs to the exterior of the Frozen Tower. Return SE to the doorway and re-enter the 1st floor (***3***). From there, head south and then ascend the central staircase (***5***) to the 2nd floor.

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #2

Suggested Level: 70 (Initial Level +5)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



Treasure Chest Legend			
A	Resurrection Elixir	**B**	Resurrection Elixir

After you climb the stairs to the 2nd floor (***5***), you'll see a doorway directly above you (***7***). Ignore it for now and head to the most western point in the room where you'll find a treasure chest (**Resurrection Elixir** – ***A***). After collecting the treasure, head to the far eastern wall and collect the other treasure (**Resurrection Elixir** – ***B***). With both the treasures in hand, head to the southern exit (***6***) and pass through.

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #3

Suggested Level: 71 (Initial Level +6)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



After exiting the 2nd floor to the exterior (***6***), you'll find yourself in next to a ladder to a higher level. If you head east past the ladder, you'll find a passageway (***8***) to the other side of the tower; however, this leads only to the other entrance to the 2nd floor and is otherwise a dead end. Therefore, ascend the ladder to the next level and then head west to another ladder. Ascend the second ladder and head east until you find a doorway to the third floor of the tower (***9***). A few steps to the right of the doorway, you'll see a broken ladder which you cannot climb, so head inside to the 3rd floor (***9***).

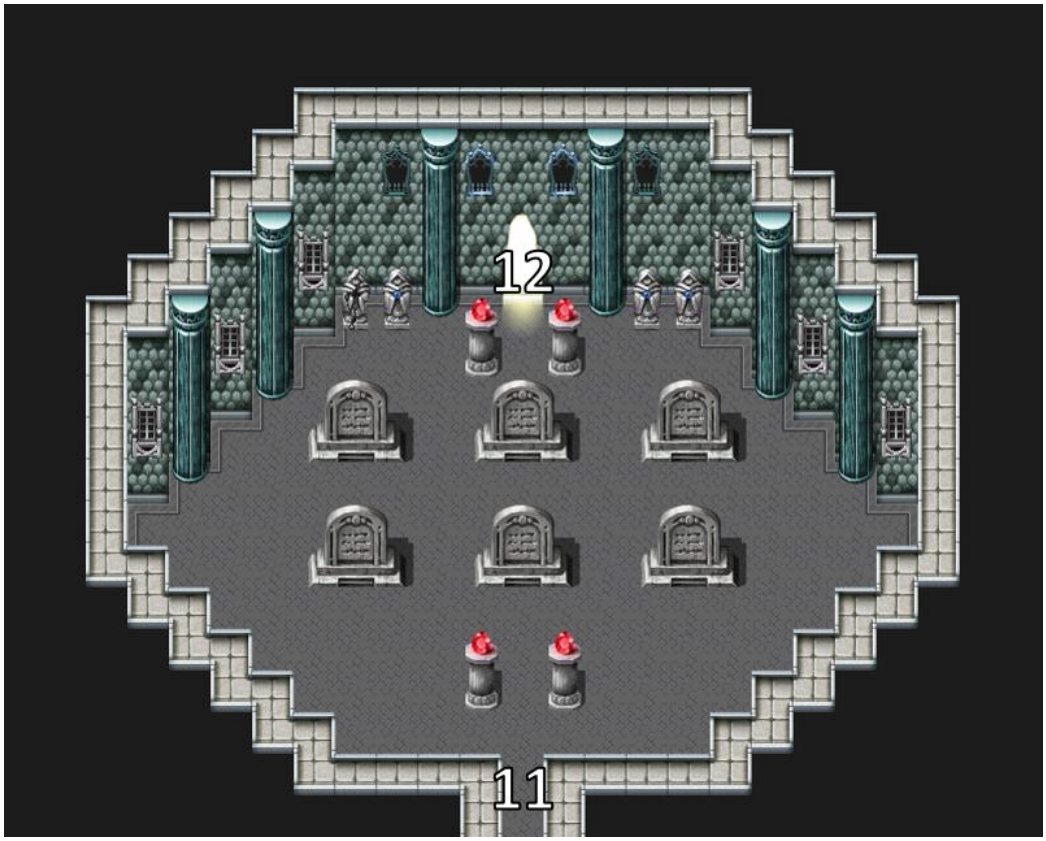
On the third floor, there is little to do except read the two large stone tablets to the left and right. After learning more about the history of the Frozen Tower, head north to the other doorway on the 3rd floor (***10***) and exit. From there, you can either head to the west and up a ladder or east and down a ladder. First, head east and take the ladder down and once on the lower level, head west until you find an exterior treasure chest (**Emerald Dagger** – ***C***). If you have a Thief in your Party, consider equipping the Emerald Dagger if he's still using an Adamantium Dagger or Sword. After collecting the treasure, return up the ladder and head west to the next ladder. Climb it, head east, and climb a third straight ladder. Head east and enter the passageway that leads to the interior of the Frozen Tower (***12***).

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #4

Suggested Level: 71 (Initial Level +6)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



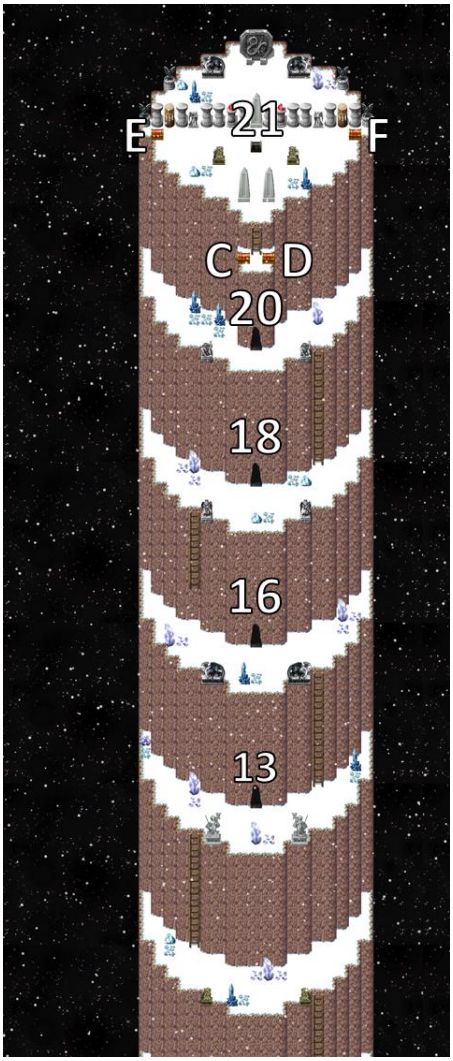
When you enter the 4th floor, you'll be at the northern edge of the room (12). Read the tombstones to learn more about the ancient Elves who helped construct the Tower and then head through the southern exit (***11***).

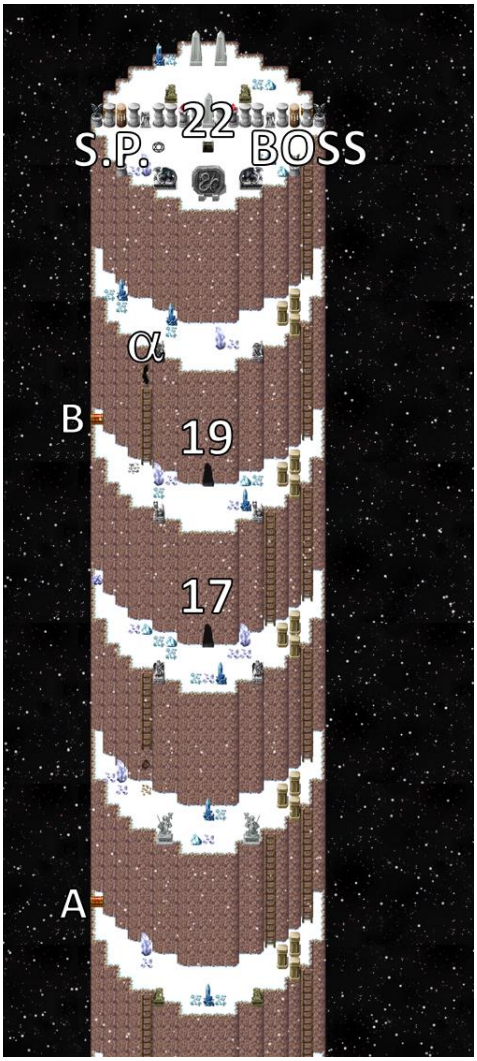
Battle Notes: *See the Battle Notes for Section **8.3.1.***

Upper Exterior

Suggested Level: 71 (Initial Level +6)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow





Treasure Chest Legend					
A	Medium AP Orb	**D**	Recipe for Replenishing Whip	α	Perfect Elixir
B	Ice Ring	**E**	Recipe for Sapping Sword		
C	Recipe for Reservoir Robe	**F**	Recipe for Giant's Armor		

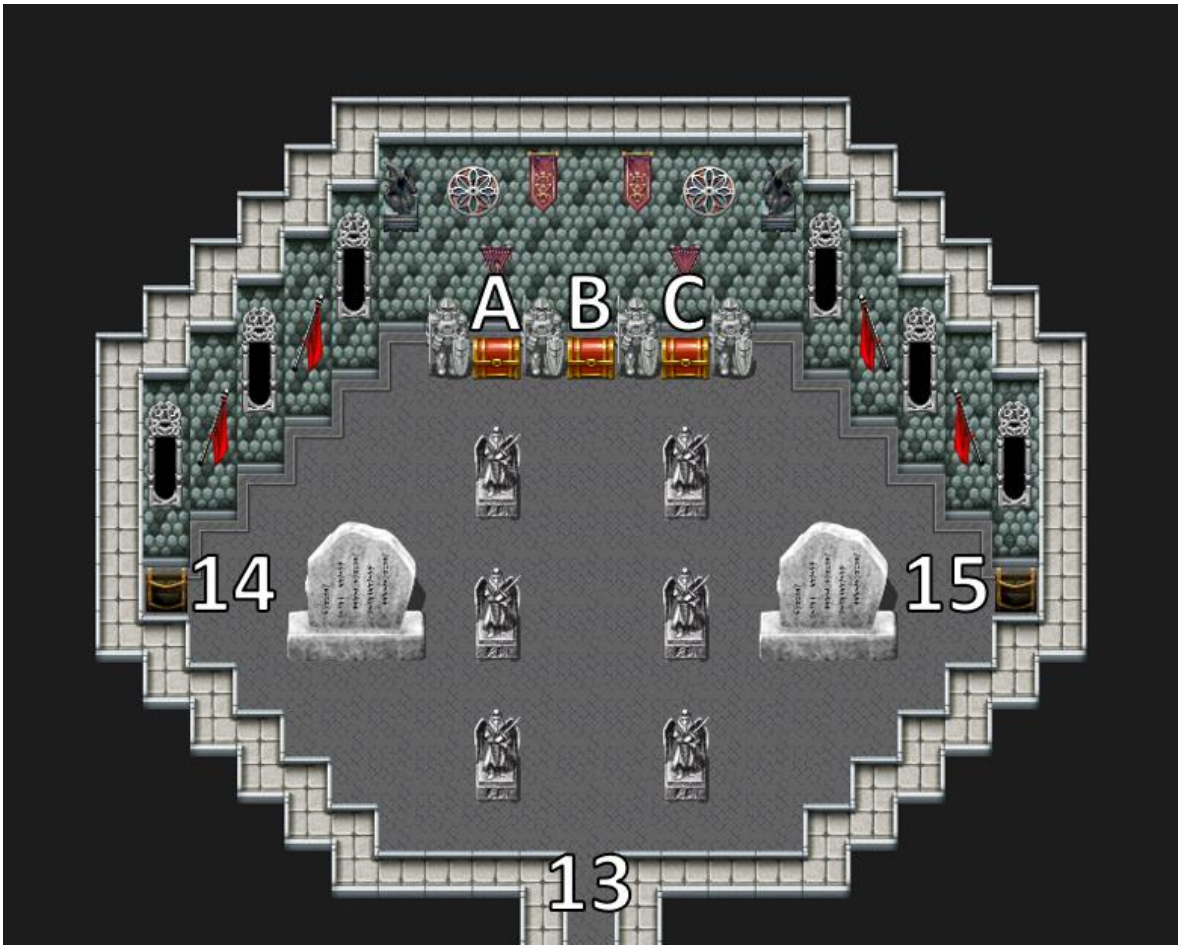
After exiting to the exterior (***11***), head east and go up the ladder to the next level. From there, head west, climb another ladder, and enter the sixth floor (***13***).

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #6

Suggested Level: 71 (Initial Level +6)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



Treasure Chest Legend					
A	Emerald Whip	**B**	Emerald Gauntlets	**C**	Emerald Bow

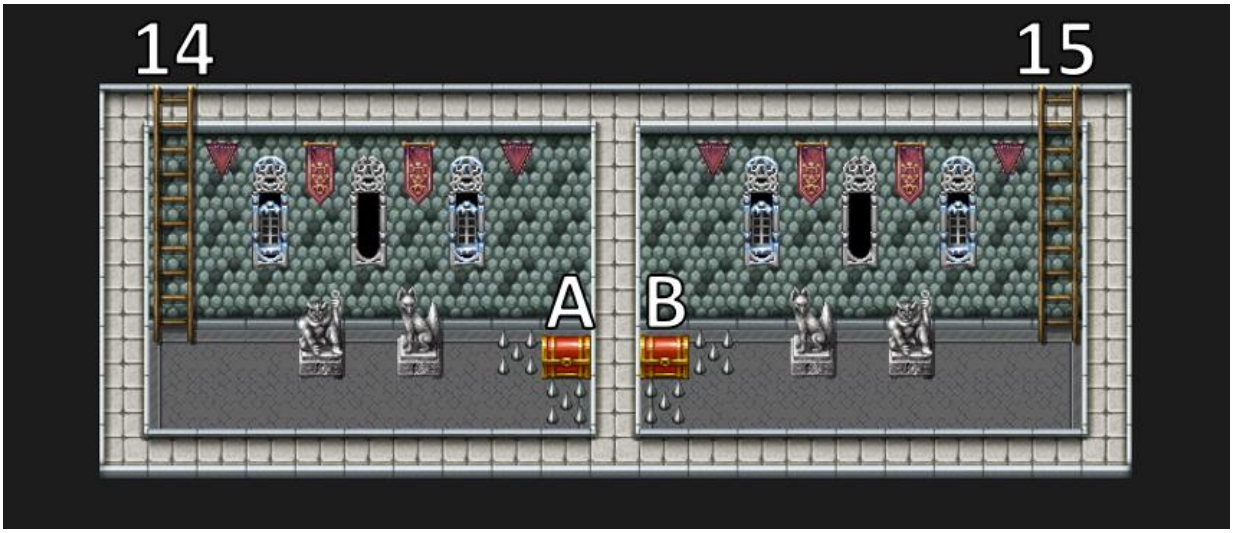
After you enter the sixth floor (***13***), you'll find yourself at the southern end. First, head to the northern edge of the room and gather the three treasures (**Emerald Whip** – ***A***, **Emerald Gauntlets** – ***B***, **Emerald Bow** – ***C***). With the treasures in hand, head to the western edge of the room and descend the ladder (***14***).

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #5

Suggested Level: 71 (Initial Level +6)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



Treasure Chest Legend			
A	Protect Ring	**B**	Zombie Ring

After you descend the ladder (***14***), you'll find yourself in a small room with two statues and a treasure behind a spike strip. At first glance, it looks as if there is nothing that can be done in this room; however, if you inspect the left statue, you'll find that there is something strange about it. Approach the left statue from its right side and push on it to trigger the mechanism that lowers the spike strips in the right-hand room around the other treasure. After pushing on the statue, head up the ladder (***14***), east across the sixth floor, and descend the eastern ladder (***15***).

The eastern room is the mirror image of the western room. Head to the western end of the room and gather the treasure (**Zombie Ring** – ***B***) now that the spikes are lowered. On your way back to the ladder, approach the right-hand statue from the left side and push it to the right. Again, this will engage the mechanism to lower the spikes in the opposite room. Continue east, climb the ladder (***15***), head west across the sixth floor, and once again descend the western ladder (***14***). Now that the spikes are lowered, head to the eastern end of the room and collect the treasure (**Protect Ring** – ***A***).

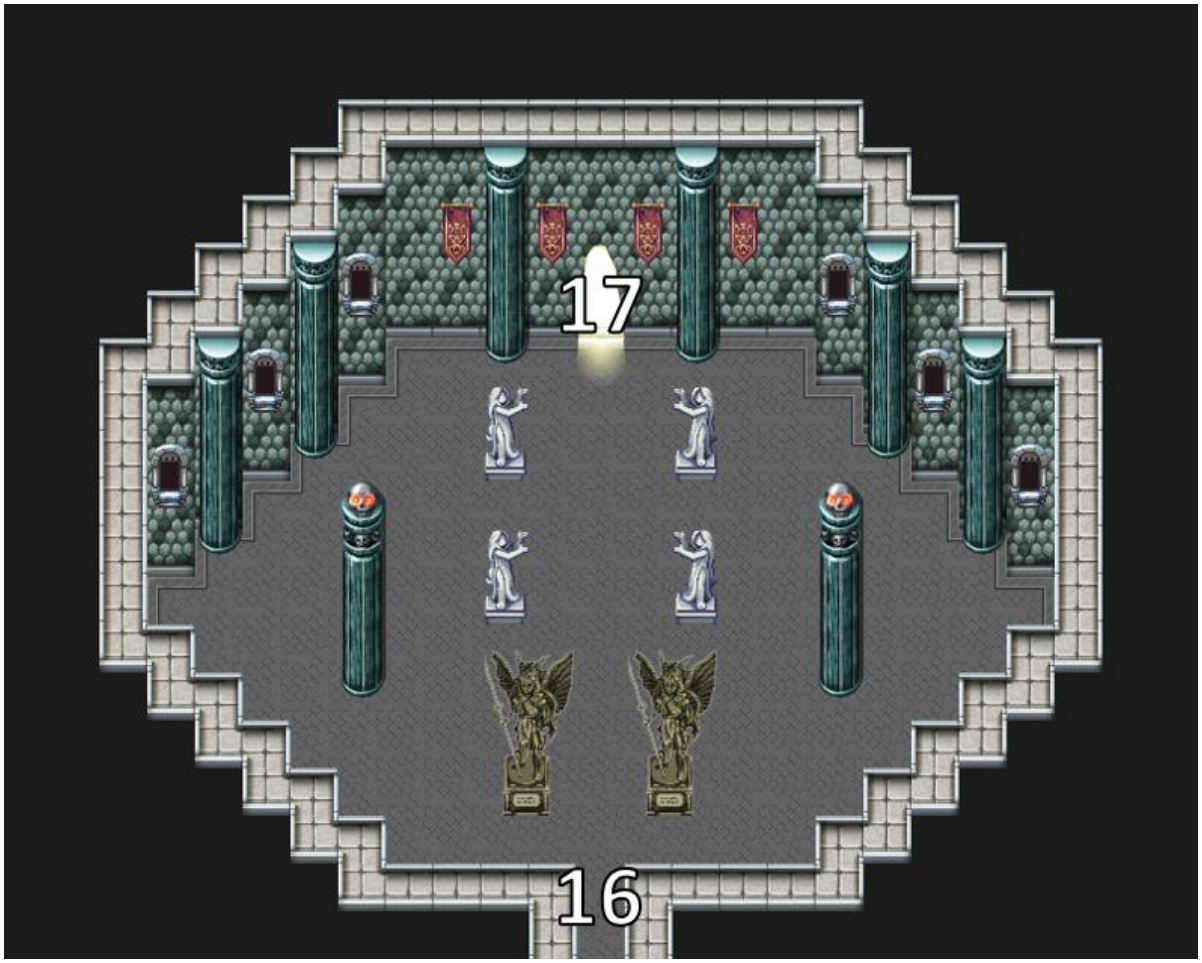
If your characters aren't fully outfitted with Zombie Rings and Protect Rings, use these two newly acquired rings to further protect your Party. Once you're finished, return west and head up the ladder (***14***). From there, head SE to the passageway that leads to the exterior (***13***). Once outside head east, climb up the ladder, and head west to the seventh-floor entrance (***16***). The ladder to the left is broken near the bottom and unclimbable. Therefore, enter the seventh floor (***16***).

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #7

Suggested Level: 71 (Initial Level +6)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



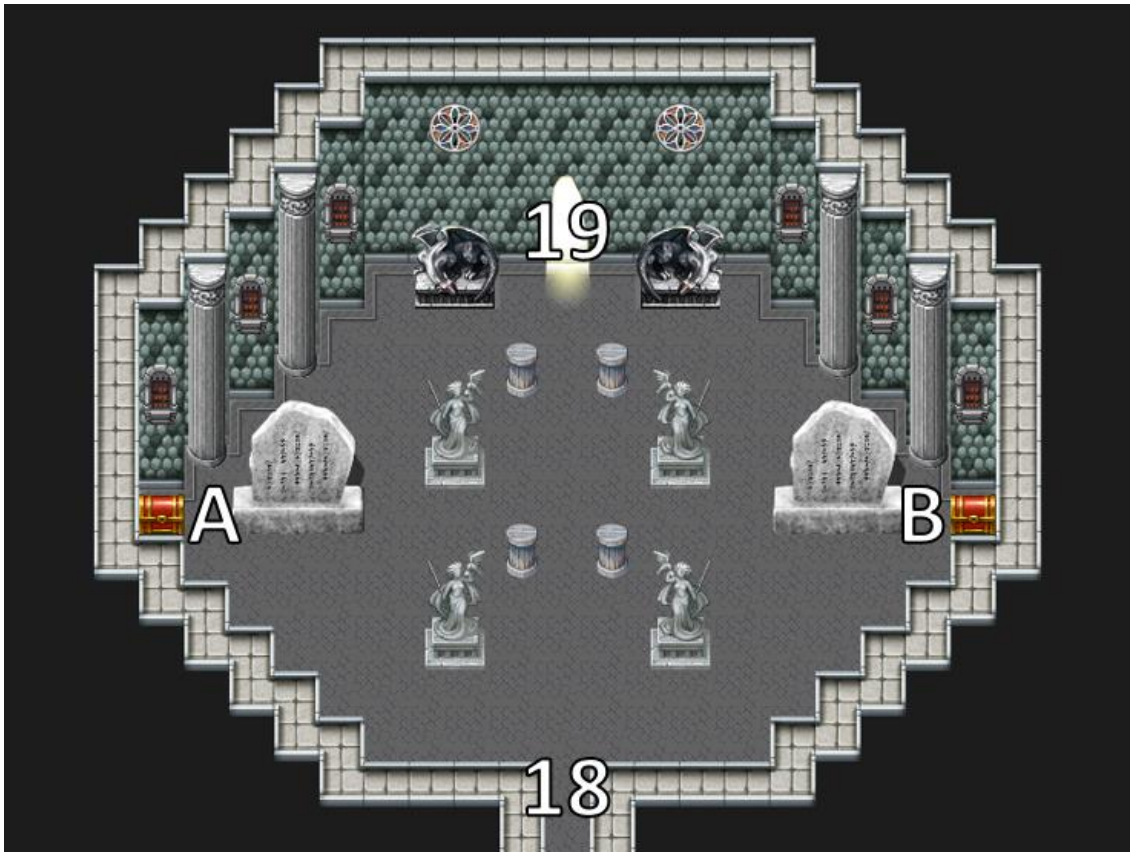
After you enter the seventh floor, you'll find yourself at the southern edge (***16***). There is nothing to do in this room, so head north through the room to the northern exit (***17***). From here, you can either head west and descend the ladder or right and ascend the other ladder. The ladder to the west is actually broken and will lead you back the way you came without the possibility of returning the same way. Rather than heading west, head east, climb the ladder, and head west past the entrance without entering (***19***). Keep heading west past the ladder until you find a treasure chest (**Ice Ring** – ***B***). After collecting the treasure, return to the ladder, climb it, and use a Mining Bomb to open the mining crevice (α). Enter the excavated chamber and gather the treasure (**Perfect Elixir** – α). After grabbing the treasure, leave the excavated chamber, descend the ladder, and head east until you reach the passageway you skipped earlier (***19***). Head through the passageway (***19***) and into the eighth floor.

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #8

Suggested Level: 72 (Initial Level +7)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



Treasure Chest Legend			
A	Heavenly Judgment Bomb	**B**	Heavenly Judgment Bomb

When you enter the eighth floor, you'll find yourself at the northern edge (***19***). From there, head SW to gather the first treasure (**Heavenly Judgment Bomb** – ***A***). After collecting the treasure, head to the eastern edge of the room and gather the other treasure (**Heavenly Judgment Bomb** – ***B***). With both the treasures in hand, read the stone tablets to learn more about the history of the Tower, if you feel so inclined; otherwise, head to the southern exit (***18***) and pass through.

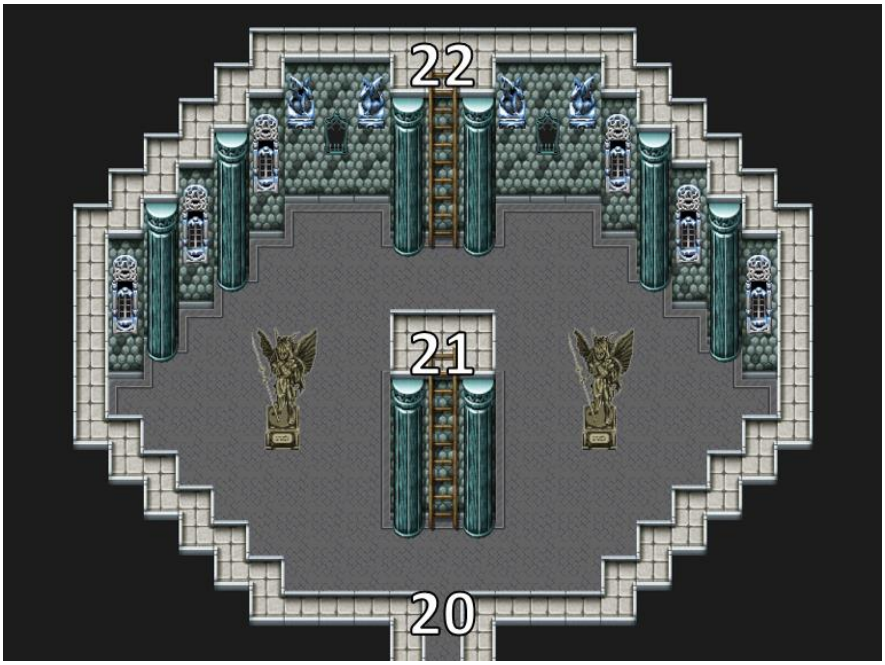
Once again outside the tower, you can either head west or east. The ladder to the west is broken and will return you to previously explored areas if you choose to jump down to the lower level. Since you can't return up the ladder ignore the western path. Instead, head east, climb the ladder, and head through the passageway (***20***) which leads into the ninth and final floor of the tower's interior.

Battle Notes: *See the Battle Notes for Section **8.3.1.***

Floor #9

Suggested Level: 72 (Initial Level +7)

Enemies: Haunted Soul, Floating Anomaly, Zombie Hound, Phantom Wyvern, and Nebulous Shadow



When you enter the ninth and final floor of the tower, you'll find yourself at the southern edge (***20***). From there, you'll find two ladders. Climb the southern ladder (***21***) to the top of the tower. When atop the tower, head south, descend the ladder, and gather the two treasures (**Recipe for Reservoir Robe** – ***C***, **Recipe for Replenishing Whip** – ***D***). Once you've collected the treasures, return up the ladder and head NW until you find the third treasure (**Recipe for Sapping Sword** – ***E***). Finally, head to the eastern edge of the rooftop and gather the final treasure (**Recipe for Giant's armor** – ***F***). You've just collected four extraordinary recipes that can aid you greatly in your journey. If you find that you're having trouble with the enemies in the tower, consider warping out and gathering the ingredients required for these pieces of synthesized equipment.

Synthesis Recipe!	
Item	Reservoir Robe
Bonus	Max MP +50%
Ingredients	Emerald Robe, 5× Spectral Eyes, and 5× Frost Wolf Pelts

Synthesis Recipe!	
Item	Replenishing Whip
Bonus	Restores +25 MP/turn
Ingredients	Emerald Whip, 3× Cockatrice Beaks, 3× Spectral Eyes, and 3× Congealed Darknesses

Synthesis Recipe!	
Item	Sapping Sword
Bonus	Decreases enemy INT -25%
Ingredients	Emerald Sword, 3× Icy Essences, 3× Foul Slimes, and 3× Banshee Locks

Synthesis Recipe!	
Item	Giant's Armor
Bonus	Max HP +50%
Ingredients	Emerald Armor, 3× Rotten Seeds, 3× Green Dragon Scales, and 3× Behemoth Horns

After collecting all the recipes from the rooftop, return to the ladder and descend to the ninth floor (***21***). On the ninth floor, head north to the second ladder and climb it (***22***). You'll find yourself on the opposite side of the roof (***22***). If you have "Save in Designated Locations" or "Save Anywhere" turned on, then be sure to save at the Save Point (***S.P.***) to the left. After you've saved, make sure that your Party is completely healed and fully equipped with all the equipment that you've acquired throughout the Frozen Tower. Once you're ready, proceed to the right where you see a ladder that descends to the lower level. Before you reach the ladder, you'll hear a screech and Garuda will appear.

Boss Battle: Garuda



Stealable Items
Nectar (50%), Perfect Elixir (25%), Emerald Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
100,000	10,000	425	395	325	270	150	145	10	250,000	3,500	Garuda Feather

Skill	MP Cost	Description
Freeze	500	Uncurable, short duration (3 turns) paralysis to one enemy
Frigid Blight	300	~250 HP damage with ice element to all enemies
Invigorate	300	Regenerate 10% HP/turn for user for 5 turns
Walking Dead	250	Zombify all enemies
Blasphemy	400	~350 HP damage with holy element to all enemies

This ancient bird has made the Frozen Tower his home and feasts on the fools who manage to survive long enough to make it to the top. Garuda was once a grand Phoenix but has been twisted and mutated by feeding on the zombified creatures that infest the Frozen Tower. Garuda has a range of attacks that he can use to make this battle hellish. The first is an attack called Freeze that can inflict a

"Frozen" state on a single character which is similar to paralysis but is uncurable and lasts for 3 turns. The second is a powerful ice elemental magical attack that targets the entire Party. Ice Rings, Element Rings, Null Ice, or Null All can effectively cut the damage from Frozen Blight in half. Invigorate is easily Garuda's most annoying skill because it allows him to restore 10% of his maximum HP each turn for 5 turns. While is in this regenerative state, it will be difficult to actually reduce his HP so consider it an opportunity to buff your characters and keep them fully healed until it wears off and you can unleash your strongest attacks. Because of his invigorate skill, this battle can be a very long one which will require you to restore your HP and MP many times. His final two attacks work in tandem: Walking Dead allows him to zombify your entire Party while Blasphemy is a powerful holy elemental attack that can annihilate your entire Party when zombified. Make sure that you either have immunity to zombification through Zombie Rings or that you immediately cure zombification through the White Mage's Exorcism skill or Holy Water Flasks if you don't have a White Mage in your Party.

Garuda has high DEF and relatively low MGD making him an ideal target of magical attacks and bombs. He is elementally weak to Fire and Wind attacks and partially weak to Thunder attacks. As is the usual strategy in boss battles, the early rounds should be spent buffing your Party and debuffing the enemy. Knights should start with Adamantium Vest, followed by Reckless Frenzy (if learned) or Destroy Armor. After the initial buff, the Knight should rotate use of his strongest single enemy attack skills: Rush Assault, Devastation, and Whirlwind Massacre. This is the first boss battle in which you'll have to contend with the new cooldown feature. It will require you to rotate the use of your most powerful skills. For healing classes, this means that you'll have to carefully conserve your most powerful healing skills for only when they are needed so that they aren't cooling down when you really need them. Monks should start with Nirvana and then follow up with Enter the Dragon if your Monk doesn't have 7 attacks (or 9 attacks with Fists of Frenzy) by default. Once those are complete, simply have the Monk unleash his regular attack each round (unless you've managed to learn Knuckle Breaker which should be interspersed with his regular attack whenever it completes its cooldown). The Monk can also use Main Taint to try to drain Garuda's MP. White Mages should start with Giant to boost max HP and MP, follow-up with Null All to halve elemental damage (if don't already have Element Rings or Ice Rings equipped to each character), and then finish up the Party buffing with Citadel to increase Party DEF and MGD. Once buffed, the White Mage should take care of curing zombification with Exorcism and heal the Party with Fast Heal or other healing spells. Black Mages should start by casting Godlike on your best physical character (Knight or Monk) and then consider using Crumble to decrease Garuda's MGD or using a powerful Blitz Tonic (Hyper or Mega) on your best physical character. Once complete, allow the Black Mage to unleash his most powerful spells (Annihilation, Implosion, and Fire 8). Engineer's should start with Null Magic if there is no White Mage to cast Null All. As a follow-up Engineer's should use Stronghold to protect against Garuda's physical attack and then consider having the Engineer use a full powerful Hyper or Mega Tonics on your Party, especially Wall, Ward, or Blitz Tonics. Engineers should then attempt to keep the Party fully healed with regular items or fish. Thieves should start with their debuff skills Hamstring and Behind Enemy Lines and then use their most powerful stealing & damaging skills such as Mug, Slash and Grab, or Dancing Daggers. Hunters should start with Ultra Scan and then use Hamstring (if there is no Thief to use it), then follow-up with Rain of Death and Komodo Fang (if learned). The Gray Mage should follow the Knight or Black Mage strategy depending on their build. In addition, the Gray Mage can use Mind Drain if attempting to drain Garuda's MP.

After a long and grueling battle, you'll hopefully emerge victorious over Garuda. Once you've defeated him, head east and descend the ladder. You can head straight down each ladder for what seems

an eternity and highlights the height and scale of the tower. Keep descending until you reach the first level above the surface where you'll have to head west until you reach the final ladder. Descend the ladder and you'll be on the surface but now on the opposite side of the tower.

Head NE and you'll find the gate that was originally locked from the opposite side. Unlock it and pass through to the other side. Now that you've unlocked it, you should pass back through the gate and then head south to the ***EXIT***. Once outside, you'll find yourself on the western side of the tower and finally able to hunt the monsters on the western portion of the Aldrin continent.

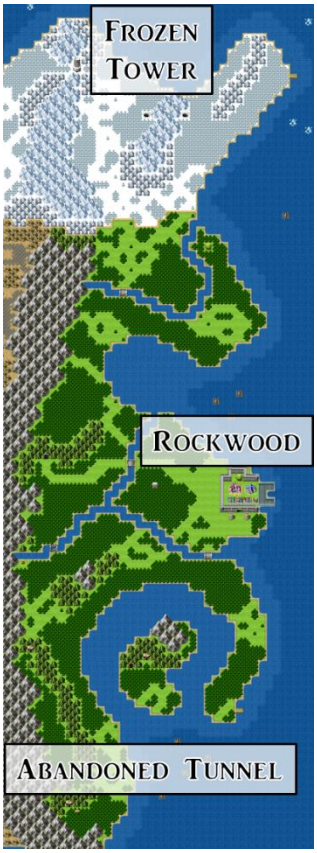
Battle Notes: *See the Battle Notes for Section **8.3.1.***

8.3.2 The Second Path: The Abandoned Tunnel

Suggested Level: 73 (Initial Level +8)

Grassland + Forest Enemies: Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid

Tundra Enemies: Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, Banshee



Although you can now explore the western portion of North Aldrin, the secondary path between the east and west portions of North Aldrin – the Abandoned Tunnel – will be covered first. Assuming that you're visiting it after the Frozen Tower, you'll have to head back through the unlocked gate in the Frozen Tower to the eastern side. Once on the World Map, head due south through the tundra until you reach a bridge. Cross the bridge and continue south and follow the eastern coastline until you find another bridge to the east. Cross the bridge, head east, and you'll find yourself back at Rockwood.

If you decided to bypass the Frozen Tower, you'll likely be starting at Rockwood anyway. From Rockwood, head south across the bridge and then head west and follow the eastern coastline south until you reach the southern dead end at a mountain range. Take a few steps west and you'll find the entrance to the Abandoned Tunnel. Before entering, consider using camping gear to heal yourself and save your game. If you read the sign outside the Abandoned Tunnel entrance, you'll find a warning placed by the Mercenaries' Guild. Once you're prepared, head inside the Abandoned Tunnel. **If you prefer not to explore the Abandoned Tunnel, go to Section 8.4.**

Grassland and Forest Battle Notes: *See the Battle Notes for Section **8.1.2.***

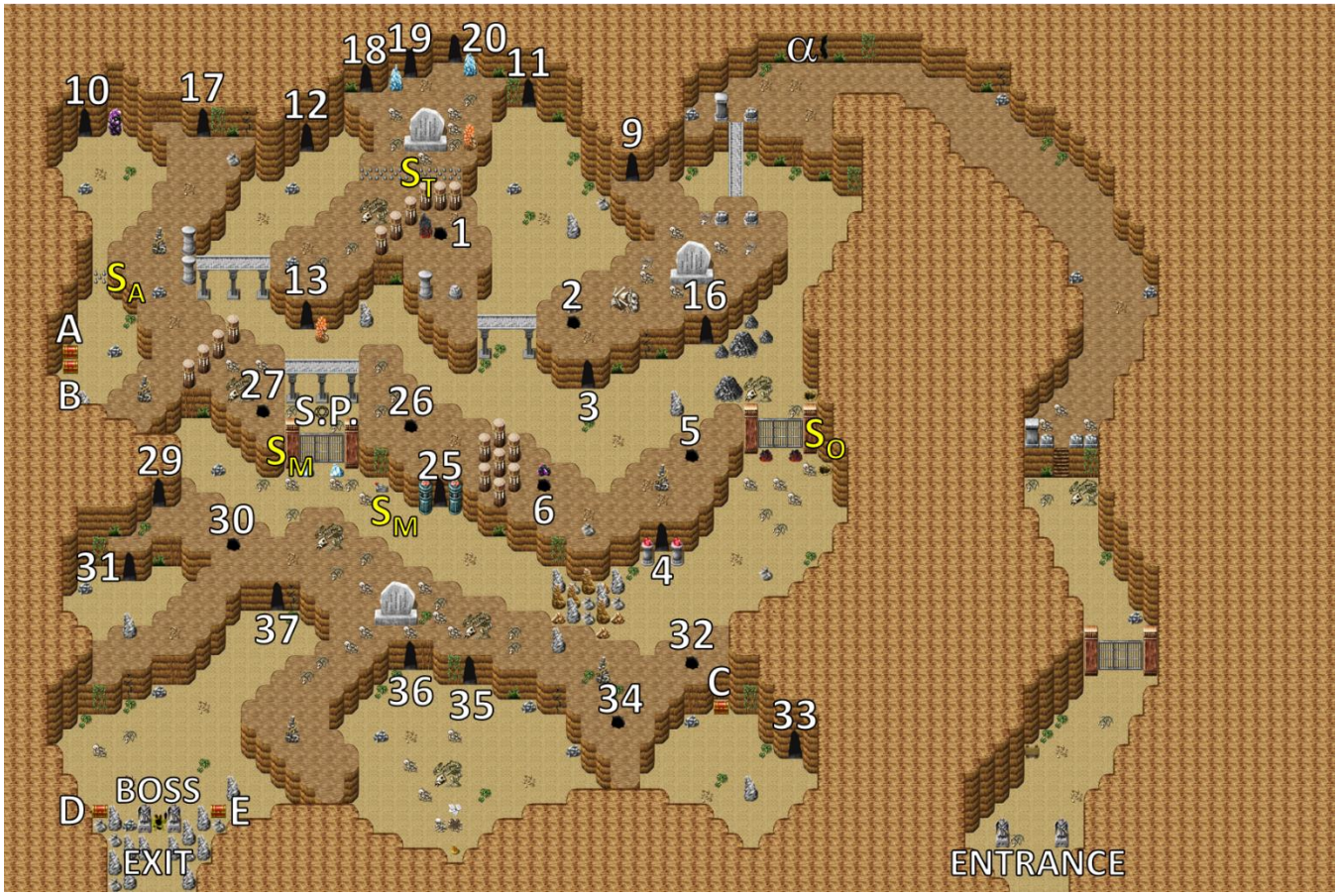
Tundra Battle Notes*: See the Battle Notes for Section **8.2.7**.*

8.3.3 The Abandoned Tunnel

Central Chamber

Suggested Level: 70 (Initial Level +5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend					
A	Emerald Shoes	**C**	Mega Blitz Tonic	**E**	Medium AP Orb
B	Emerald Shield	**D**	Medium AP Orb	**α**	Full Potion

From the ***ENTRANCE***, head north and you'll find an old wooden sign left by the Dwarven descendants of Karanor warning you not to disturb their ancient resting place. Head a bit further north and you'll find a locked gate that the Mercenaries' Guild installed to stop any foolhardy treasure hunters from getting themselves killed inside the vast Abandoned Tunnel. If you skipped meeting Ignatius in the Mercenaries' Guild headquarters, then you never received the *Tunnel Key* and you won't be able to unlock the gate. If you don't have it, make a quick trip back to Rockwood and acquire the *Tunnel Key* from Ignatius.

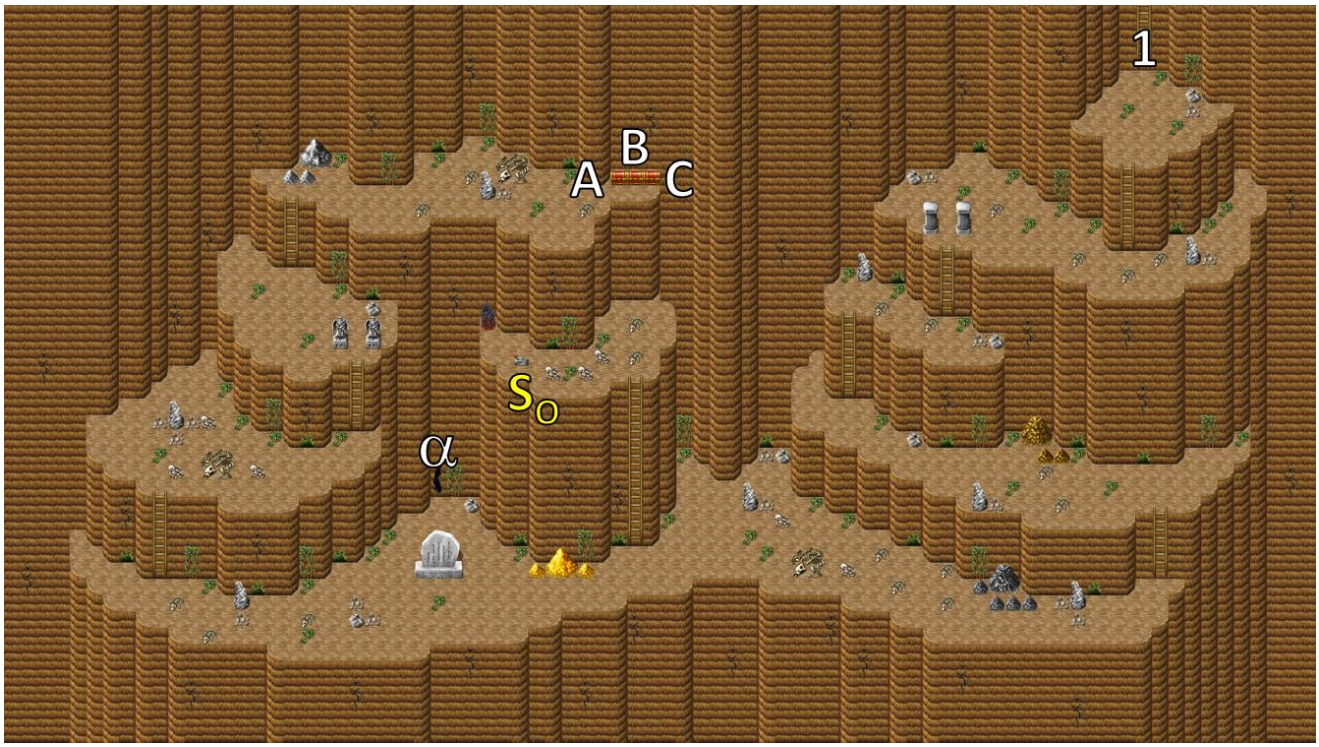
Once you're ready, unlock the gate and continue north until you find a mining crevice (α) along the northern wall. Use a *Mining Bomb* to open the crevice and then gather the treasure from the excavated chamber (**Full Potion** – α). After collecting the treasure, head SW for a few steps to an ancient stone bridge. Cross it to the south and head SE to a large stone tablet which contains ancient Dwarven carvings that have nearly faded away. From there, you have three choices: a doorway to the NW, a hole in the ground to the SE, or a second hole across the bridge to the west. The most efficient route (which we will take) is to cross the bridge to the west and head down the hole (***1***).

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Obsidian Passageway

Suggested Level: 70 (Initial Level +5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend			
A	10,000G	**C**	20,000G
B	Thunder Ring	α	Recipe for Raiding Helm

After descending into the hole, you'll find yourself in the NE corner of a large chamber (***1***). Head south and descend the ladder to the lower level. Head west, descend two more ladders and then head east on the next platform. Descend a fourth ladder and you'll find yourself on the lowest level of the

chamber. From there, head west until you find a ladder. Climb it and take a few steps west until you find a switch (***S_O***). Flip the switch and then descend the ladder to the lower level. From there, head west until you find a large stone tablet dating back to Dwarven times. Behind the stone tablet, you'll find a mining crevice (α). Use a *Mining Bomb* to open the crevice and collect the treasure (**Recipe for Raiding Helm** – α).

Synthesis Recipe!	
Item	Raiding Helm
Bonus	ATK +30
Ingredients	Mix Emerald Helm, 5× Bull Horns, and 5× Anomalous Claws

After acquiring the treasure, leave the excavated chamber and head west until you find a ladder up to a higher level. Climb the ladder and continue up the path, climbing two more ladders along the way. Once you reach the top, head east until you reach three treasures (**10,000G** – ***A***, **Thunder Ring** – ***B***, **20,000G** – ***C***). Gather the treasures, return west, and then descend the three ladders you just climbed up. On the lowest level, head east and continue its entire length until you find a ladder. Climb four ladders to the highest level and then you can climb the final ladder to return to the Central Chamber (***1***). From there, head SE and across the bridge to the other hole in the ground (***2***) and climb down.

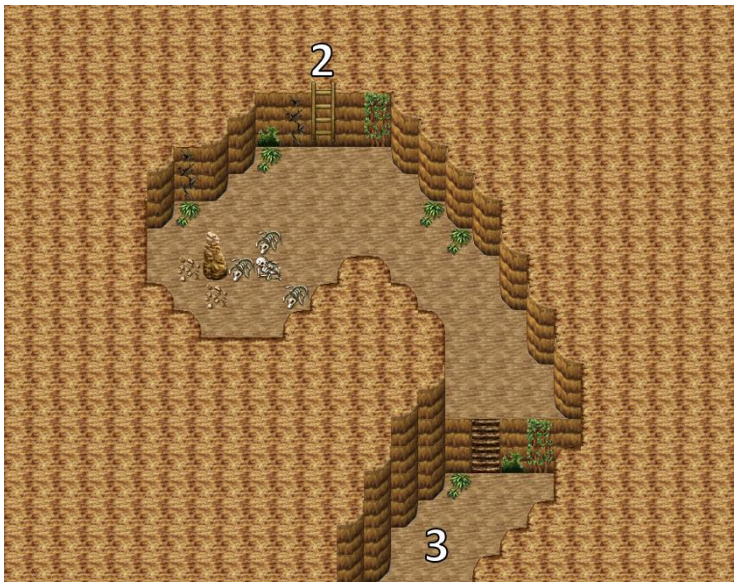
Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway A

Suggested Level: 70 (Initial Level +5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

After descending into the hole, you'll find yourself at the northern end of a small passageway (***2***). There is nothing to do here except head south and pass through the southern exit (***3***) until you find yourself back in the Central Chamber. Head east past a passageway along the northern wall (***16***) until you reach a gate. When you flipped the switch in the Obsidian Passageway (***S_O***), you unlocked the gate. Pass through the gate and then head SW and enter the passageway along the northern wall (***4***).

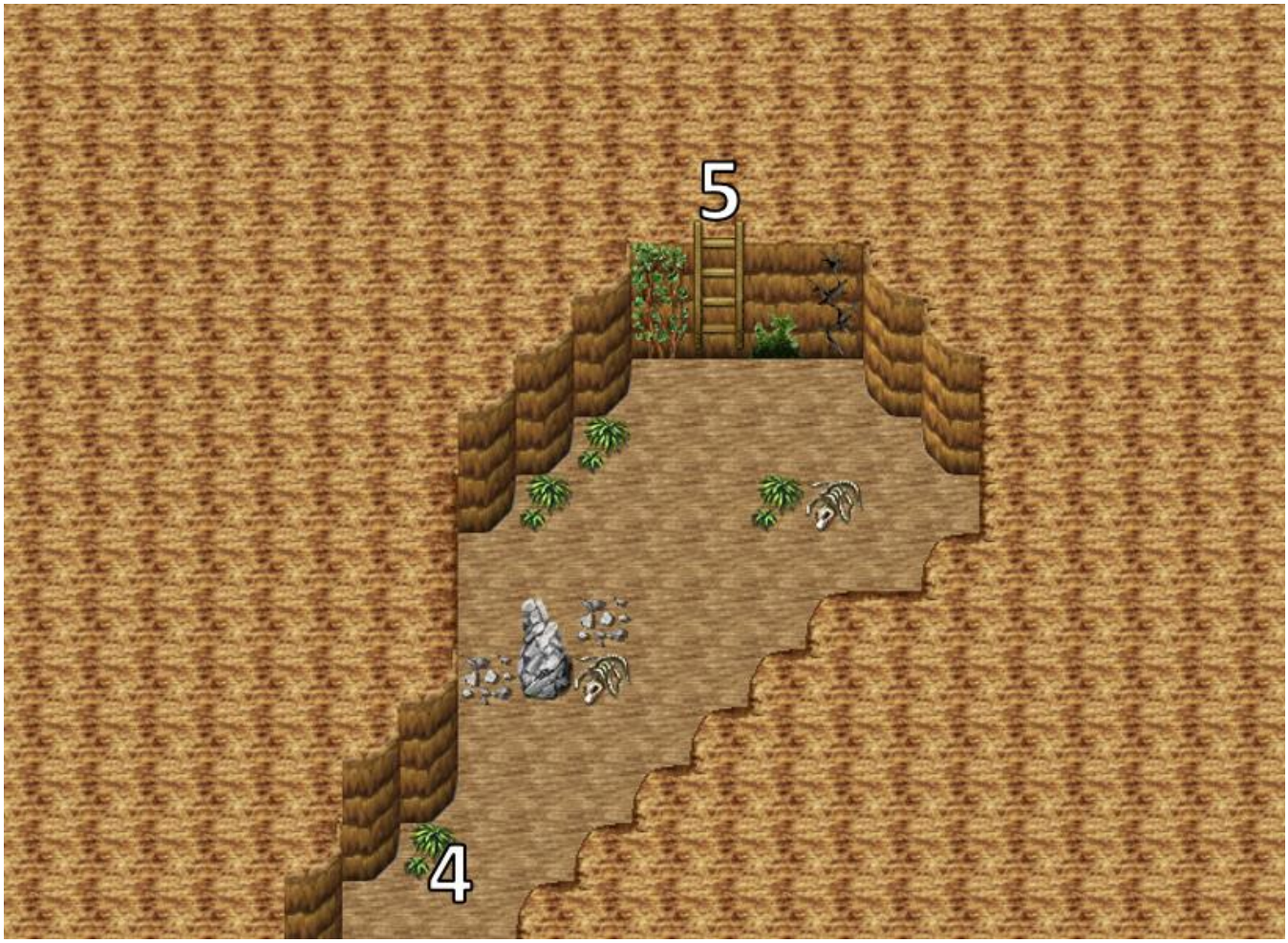


Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway B

Suggested Level: 70 (Initial Level +5)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



After you enter the passageway, you'll find yourself at the southern end of a small corridor (***4***). There is nothing to do here except head to the northern end of the room and climb the ladder (***5***) that leads back to Central Chamber. Back in the Central Chamber, head west to another hole in the ground (***6***) and climb down into it.

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Amethyst Passageway

Suggested Level: 71 (Initial Level +6)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

Treasure Chest Legend	
A	Giant SP Orb
B	Sentinel Ring
α	Electric Blast Bomb, Black Hole Bomb



After climbing down into the hole (***6***), head a few steps south and climb down into another hole (***7***). Next, head south until you find a south/west fork. Take the western fork and cross a bridge next to a waterfall. Just after the waterfall, you'll find a passageway along the northern wall (***8***). Enter the room and you'll find the first puzzle of the Abandoned Tunnel. See the Puzzle Solutions (Section ***8.16.4***) for the solution to the puzzle.

After solving the puzzle and collecting your reward, return to the Amethyst Passageway and then follow the path south until you find a mining crevice (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Electric Blast Bomb, Black Hole Bomb** – α). After collecting the treasure, leave the excavated chamber, continue south to the dead end, and collect the two treasures (**Giant SP Orb** – ***A***, **Sentinel Ring** – ***B***).

If you have an Engineer in your Party, you can take a major shortcut with the tunnel to the east that leads to the amethyst switch (***S_A***). If you don't have an Engineer in your Party, return along the path to the north past the mining crevice and across the bridge to the original fork. (*No Engineer Continuation*) Take the southern pass and follow it across a bridge until it dead ends at the amethyst switch (***S_A***) which will bring you to the same point as if you took the tunnel.

Flip the amethyst switch (***S_A***) and then head north along the path until you reach a west/north fork. Take the northern fork and continue until you reach the ladder (***7***). Climb the ladder, take a few steps north in the next room, and then climb the second ladder (***6***) back to the Central Chamber.

Battle Notes: *See the Battle Notes for Section **8.2.6.***

A Bit of Backtracking

Suggested Level: 71 (Initial Level +6)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Flipping the Amethyst Switch (***S_A***) lowered the spikes in the NW corner of the Central Chamber, so now you can take the Upper North Loop to gather the newly accessible treasure. From your current location, head east and climb down the hole that leads to Passageway B (***5***). Head south through the passageway and exit back into the Central Chamber (***4***). Head NW and pass through the Obsidian Gate (***S_O***). Next, head west past the first passageway (***16***) and then enter the second passageway along the northern wall (***3***).

Head north through Passageway A and climb the ladder (***2***) to return to the upper level of the Central Chamber. Finally, head north along the western edge of the platform until you reach the lone passageway along the northern wall (***9***). Enter and you'll find yourself in the Upper North Loop.

Note that you've done quite a bit of exploring at this point but there is still much to do in the Abandoned Tunnel. If find that your characters are running low on supplies or MP, this may be a good opportunity to either warp out of the Abandoned Tunnel or simply walk back on foot since you are relatively close to the Rockwood-side exit. If you're still going strong on supplies but you're running low on MP, consider walking out/warping out and using a cottage for a quick restoration of your Party MP before continuing on. It will also allow you an opportunity to save your game if you're playing with "No Saving in Dungeons" or "Save Only in Designated Locations."

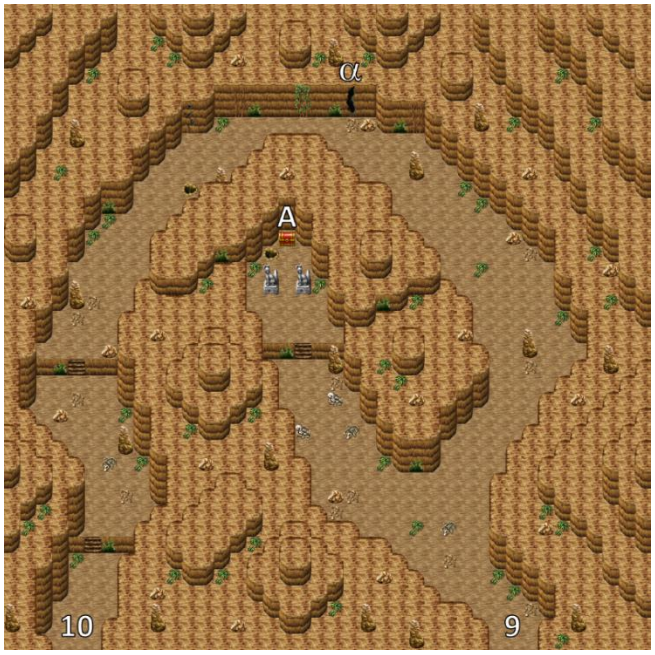
Battle Notes: *See the Battle Notes for Section **8.2.6.***

Upper North Loop

Suggested Level: 71 (Initial Level +6)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

Treasure Chest Legend	
A	Recipe for Savage Dagger
α	*Empty*



After entering the Upper North Loop (***9***), you'll find yourself in the SE corner of the loop. From your current location, head NW until you reach a NW/NE fork. Take the NW fork and continue along the path until you find a treasure (**Recipe for Savage Dagger** – ***A***).

If you have an Engineer in your Party, take the Tunnel short cut to the NW. If you don't have an Engineer in your Party, return along the path to the SE until you reach a NE/SE fork. Take the NE path and continue along it until you reach the mining crevice (α). There is nothing inside this excavated chamber; however, if you are going for completion and want to acquire the Mining achievements, then use a Mining Bomb to open the chamber and then leave. If you took the Tunnel shortcut, you'll have to backtrack slightly to the mining crevice (α) to open the chamber if you are going for completion.

Synthesis Recipe!	
Item	Savage Dagger
Bonus	ATK +30
Ingredients	Emerald Dagger, 5× Green Dragon Scales, and 5× Wyrm Intestines

From the tunnel or mining crevice, continue counter-clockwise along the path until you reach the SW exit (***10***). Head through the exit and back to the Central Chamber. From there (***10***), head south across the lowered spike (S_A) and gather the two treasures (**Emerald Shield** – ***A***, **Emerald Shoes** – ***B***). Equip these immediately if they are upgrades for your Party. After collecting the treasure, return to the northern passageway (***10***) and then loop around the edge of the Upper North Loop in the clockwise direction until you reach the SE exit (***9***). From there, head SW to the hole in the ground (***2***) and climb down into it. In Passageway A, head south to the southern exit (***3***) that leads back to the Central Chamber. Finally, head west a few steps until you reach a north/west fork. Head north and go through the passageway along the northern wall (***11***) which leads to Passageway C.

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway C

Suggested Level: 72 (Initial Level +7)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend			
A	Full Remedy (Green Chest)	**C**	Full Ambrosia (Green Chest)
B	Full Nectar (Green Chest)	α	Giant Potion

From the entrance (***11***), head NW along the path until you find a large stone tablet. Behind the stone tablet, you'll find a mining crevice (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure inside (**Giant Potion** – α). After collecting the treasure, leave the chamber and head a few steps SW to the tunnel. If you a have an Engineer in your Party, you can gather special treasures that are only accessible via Tunneling (**Full Remedy** – ***A***, **Full Nectar** – ***B***, **Full Ambrosia** – ***C***). These three treasures are extremely rare and cannot be bought anywhere in the game. "Full" type items are Party-wide versions of the base item so that a *Full Ambrosia* for example will restore 100% HP for your entire Party. Only use these items when absolutely necessary because you won't have very many of them and they can be very useful later in the game when things become more difficult.

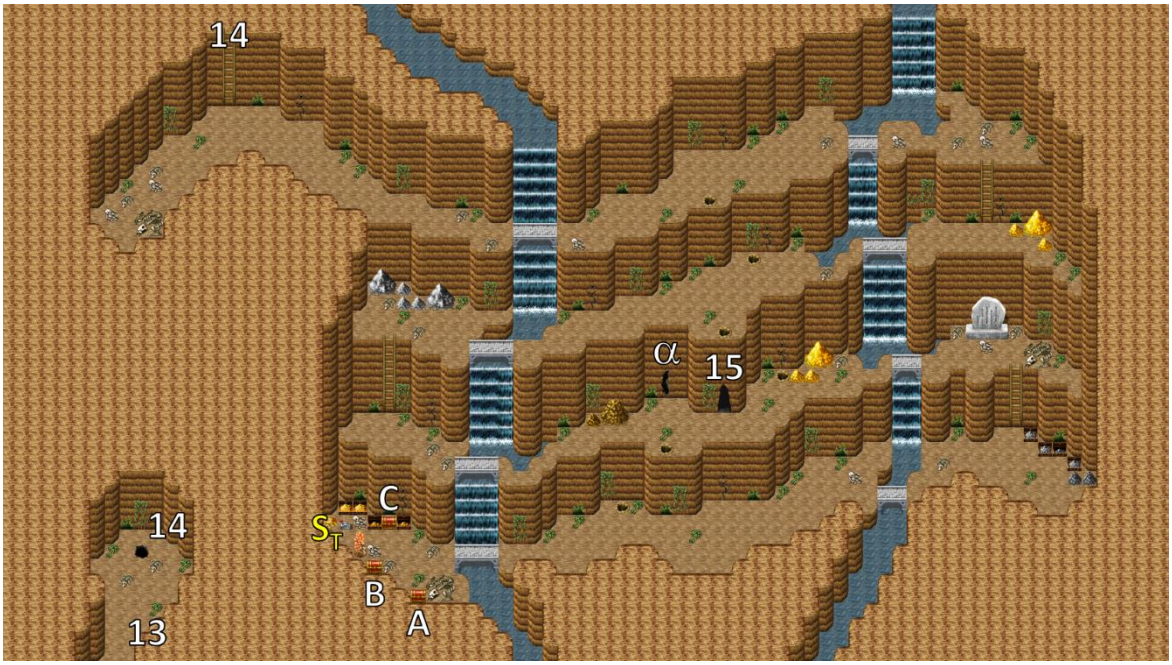
If you have an Engineer in your Party, gather the treasures and tunnel back to the main path. From there, head counter-clockwise around the main path of Passageway C until you reach the SW exit (***12***). Head through the exit and back to the Central Chamber (***12***). From there, head south and enter the passageway near a large orange stone (***13***).

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Tiger's Eye Passageway

Suggested Level: 72 (Initial Level +7)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend			
A	15,000G	**C**	Recipe for Bastion Sword
B	Large Magic Potion	α	Resurrection Elixir

After entering the Tiger's Eye Passageway (***13***), head north and climb down the hole (***14***). From there, you can either head SW or SE. The SW path is a quick dead end so head SE and follow the path east across a bridge until you reach a tunnel. If you have an Engineer in your Party, take the tunnel for a minor shortcut; otherwise, continue east, descend the ladder, and head west until you reach the other end of the tunnel.

If you have an Engineer, you can take another tunnel shortcut down to the mining crevice. If you don't have an Engineer, then continue west across another bridge, descend a ladder, and then head east until you reach a mining crevice (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Resurrection Elixir** – α). After gathering the treasure, leave the chamber and take a few more steps east where you'll find a passageway that leads to the second puzzle area of the Abandoned Tunnel (***15***). See Puzzle Solutions (Section ***8.16.5***) for the solution to the puzzle.

After completing the puzzle and gathering the rewards, take the tunnel to the lowest level if you have an Engineer in your Party; otherwise, head east, descend the ladder, and then head west along the lowest level until you reach the other end of the tunnel. From there, continue west until you reach the three treasures at the end of the path **(15,000G** – ***A***, **Large Magic Potion** – ***B***, **Recipe for Bastion Sword** – ***C***). After gathering the treasures, approach the switch and flip it (***S_T***).

Synthesis Recipe!	
Item	Bastion Sword
Bonus	DEF +30
Ingredients	Emerald Sword, 5× Mysterious Stones, and 5× Golem Clays

After flipping the switch, return east until you reach the first tunnel. If you have an Engineer in your Party, you can take the three sets of tunnels to quickly reach the top level of the Tiger's Eye Passageway; otherwise, continue east, climb the ladder, and then follow the switchback pattern of the levels until you reach the end of the final tunnel. Now, continue west until you reach a ladder (***14***) that leads to an intermediate room. Climb the ladder and head south and exit to the Central Chamber (***13***).

Back in the Central Chamber, you'll find yourself a few steps north of the Abandoned Tunnel's Save Point (***S.P.***) and the locked Sapphire Gate just below it. If you have "Save Only in Designated Locations" turned on, then take this opportunity save. From there head east until you reach a north/east fork. Take the eastern fork past the first northern passageway (***3***) and enter the second northern passageway (***16***).

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Lower North Loop

Suggested Level: 72 (Initial Level +7)

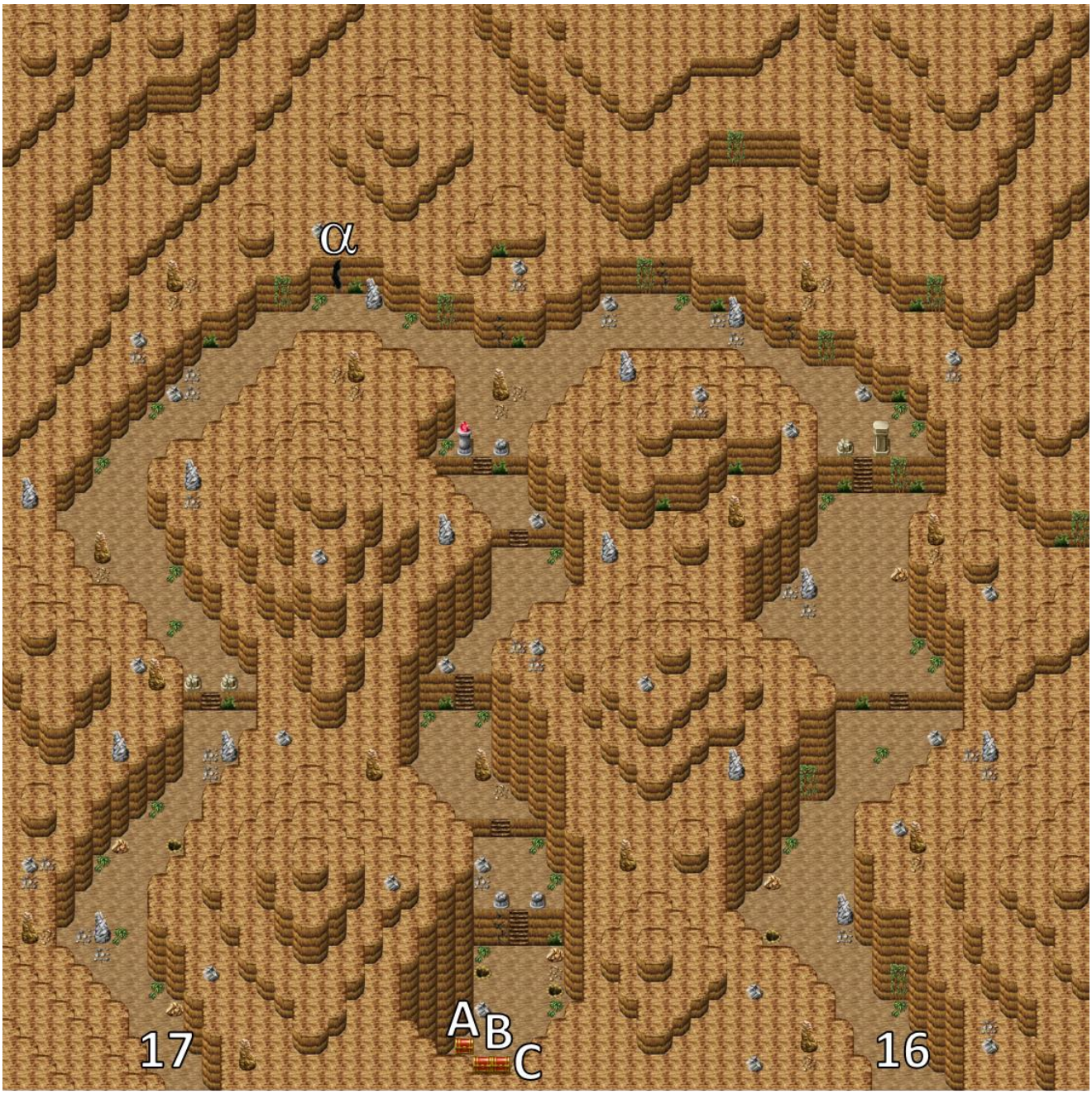
Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

After entering the Lower North Loop, you'll find yourself in the SE corner (***16***). If you have an Engineer in your Party, then take the tunnel straight to the treasures; otherwise, head north and then west along the path until you reach a south/west fork. Take the southern fork and continue along the path until you reach the other end of the tunnel and the treasures (**Mega Wall Tonic** – ***A***, **Refreshing Elixir** – ***B***, **Giant SP Orb** – ***C***).

After collecting the treasures, head north regardless of whether you have an Engineer in your Party (ignoring the tunnel to the west). Continue north until you reach an east/west fork. Take the western fork and continue for a few steps until you find a mining crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Remedy** – α). After collecting the treasure, leave the chamber and head west and then south along the path to the SW exit (***17***). Head through the exit and you'll find yourself back in the Central Chamber (***17***).

From there, head south until you find a bridge on the eastern edge. Cross the bridge and head NE over the lowered spike strip (S_T) until you find a large stone tablet. Behind the stone tablet, there are three doorways that all lead to the different sections of the Sapphire Chamber (***18***, ***19***, ***20***). To start, head through the easternmost doorway (***20***) and into the Sapphire Chamber.

Battle Notes: *See the Battle Notes for Section **8.2.6.***



Treasure Chest Legend			
A	Mega Wall Tonic	**C**	Giant SP Orb
B	Refreshing Elixir	α	Remedy

Sapphire Chamber

Suggested Level: 73 (Initial Level +8)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend			
A	Recipe for Shield Hat	α	Soft, Vocalizer Serum
B	Rejuvenating Elixir	β	Full SP Orb

After entering the Sapphire Chamber (***20***), head NW and climb the stairs o the higher level. From there, head east and continue counter-clockwise around the elevated platform until you reach the switch (***S*** $_{S1}$) at the dead end. Flip the switch and return the way you came until your reach the exit to the Central Chamber (***20***). Take a few steps west and then re-enter the central section of the Sapphire Chamber (***19***). From the central entrance (***19***), head north up two short sets of stairs to the upper level. Here, you can head either east or west. The eastern path is a dead end so head west until you find the first treasure of the Sapphire Chamber (**Recipe for Shield Hat** – ***A***).

Synthesis Recipe!	
Item	Shield Hat
Bonus	DEF +30
Ingredients	Emerald Hat, 3× Frost Wolf Pelts, 3× Desert Hybrid Claws, and 3× Haunted Essences

After gathering the recipe, head north through the small gap and then NE until you find a mining crevice (α). Use a *Mining Bomb* to open the excavated chamber and then gather the treasure (**Soft, Vocalizer Serum** – α). After collecting the treasure, leave the chamber and head east to the second

switch (***S_{S2}***). Flip the switch (***S_{S2}***) and take a few more steps east to collect the second treasure (**Rejuvenating Elixir** – ***B***). After collecting the treasure, return counter-clockwise until you pass through the narrow gap next to the first treasure chest. From there, head SE, descend two sets of short stairs, and exit to the Central Chamber (***19***). Take a few steps west and re-enter the western section of the Sapphire Chamber (***18***).



From the western entrance (***18***), head NW and climb the stairs to the upper level where you'll find a north/east fork. Take the northern fork first and continue following the northern wall until you find a mining crevice (β). Use a Mining Bomb to open the excavated chamber and gather the treasure (**Full SP Orb** – β). After collecting the treasure, leave the chamber and return south to the fork. Now, take the eastern fork and climb the stairs to the next level. To the NE, you'll find a passageway (***21***) with lowered spikes (***S_{S1}***) in front of it.

Treasure Chest Legend	
α	*Empty*

Enter the passageway and head north to the mining crevice (α). The excavated chamber inside is actually empty, but if you're playing for completion, you'll want to open it regardless so that you can get the Mining Achievements. If playing for completion, use a *Mining Bomb* to open the excavated chamber and then leave. Next, head SE and exit to the main area of the Sapphire Chamber (***22***).



Now on the top level of the Sapphire Chamber (***22***), head east across a bridge to the central hill where you'll find a passageway (***23***) behind lowered spike strips (***S_{S2}***). Go through the doorway (***23***), loop clockwise through the passageway, and take the exit in the SE corner (***24***). On the top level, take a few steps west and then climb the stairs to the switch (***S_{S3}***). Flip the switch (***S_{S3}***), return down the stairs, and re-enter the passageway (***24***). Return counter-clockwise around the passageway and take the SW exit (***23***) back to the main area of the Sapphire Chamber.

From there, take a few steps south and descend the stairs to the lower level. Head east along the southern edge of the platform and then cross a bridge to the eastern hill. Climb a short set of stairs and then head SE to another set of stairs. Climb the stairs until you reach a lowered set of spikes (***S_{S3}***) in front of a ladder. Cross the lowered spikes and climb the ladder to the final switch (***S_M***) which unlocks the Main Sapphire Gate in the Central Chamber.

At this point, you've done all there is to do in the Sapphire Chamber so it's time to return to the Central Chamber. The path to exit the Sapphire Chamber is largely a matter of simple backtracking. The return path will be covered only briefly. Return down from the top platform and head west across the bridge. Head west, up the stairs, and continue west across a second bridge to the western platform. Go through the passageway (***22*** to ***21***), descend two sets of stairs and then exit to the Central Chamber (***18***).

Battle Notes: *See the Battle Notes for Section **8.2.6.***

The Main Gate and Passageway D

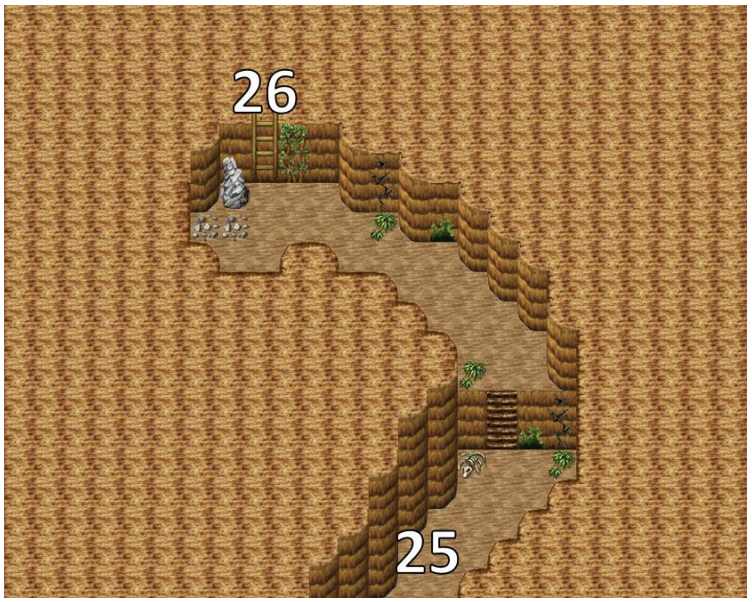
Suggested Level: 73 (Initial Level +8)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



You've nearly completed the massive labyrinthine dungeon that is the Abandoned Tunnel. Now that the Main Sapphire Gate is finally unlocked, you just have a few more areas to complete. After exiting the Sapphire Chamber (***18***), head SW across the bridge and then north to the entrance of the Lower North Loop (***17***).

Pass clockwise around the edge of the Lower North Loop and then exit back to the Central Chamber (***16***). Head west past the first doorway along the northern edge (***3***) until you reach a north/west fork. Take the western fork and continue until you can head north to the Save Point (***S.P.***). If the Save Point is active, take this opportunity to save your game before passing through the Main Sapphire Gate.



Next, head south through the gate where you'll find an east/west fork. The western fork is a deadend so head east past the switch (***S_M***) and enter the doorway along the northern wall (***25***). The switch that you ignored (***S_M***) is connected to the switch of the same name in the Sapphire Chamber; both control the lock on the Main Sapphire Gate. This secondary switch allows you to unlock the Main Sapphire Gate if you choose to enter the Abandoned Tunnel from the west rather than east.

In Passageway D, you'll start at the southern end (***25***). Head north and then climb the ladder (***26***) to return to the Central Chamber. From there, head NW a few steps until you come to a bridge. Cross it and climb down the hole on the other side (***27***) into Passageway E.

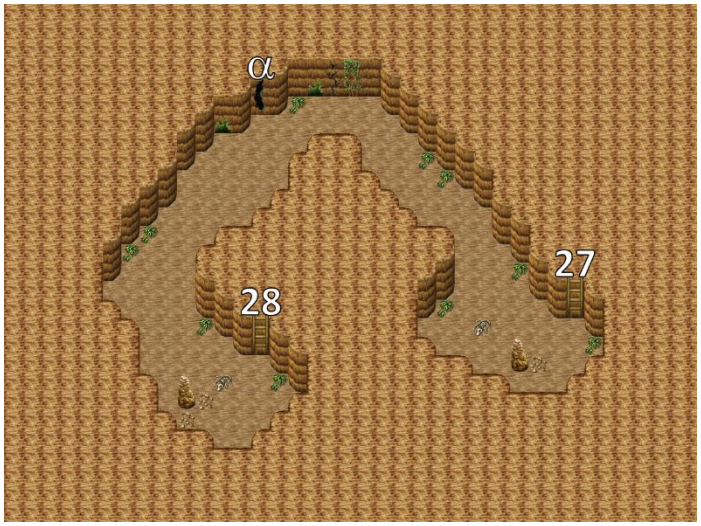
Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway E & F

Suggested Level: 74 (Initial Level +9)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

Treasure Chest Legend	
α	*Empty*



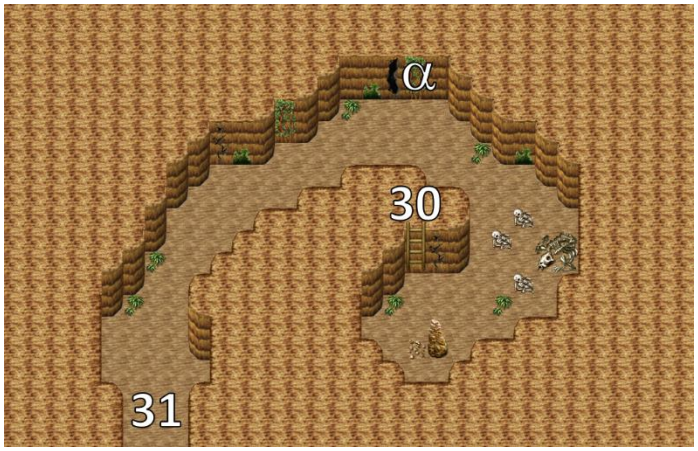
After climbing down the ladder into Passageway E (***27***), head NW until you find a mining crevice (α). This is yet another empty excavated chamber so you can ignore it if you aren't playing for completion. Otherwise, use a Mining Bomb to open the excavated chamber for the Mining Achievements.

Next, head south to the ladder and climb it to enter a small room (***28***). Leave the room through the southern exit to return to the Central Chamber (***29***).

Treasure Chest Legend	
α	Hyper Eagle Eye Tonic, Hyper Bubble Tonic, Hyper Vigor Tonic



Back in the Central Chamber (***29***), head a few steps SE and climb down into the hole in the ground (***30***). Loop counter-clockwise until you find a mining crevice along the northern wall (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Hyper Eagle Eye Tonic, Hyper Bubble Tonic, Hyper Vigor Tonic** – α). After collecting the treasure, leave the chamber, backtrack to the original ladder, and climb it to return to the Central Chamber (**29**). You could have continued along the path in Passageway F; however, the exit (***31***) leads only to a dead end. In the Central Chamber elevated platform, head east past the stone tablet and climb down the last hole to the east (***32***).



Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway G

Suggested Level: 74 (Initial Level +9)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



In this short passageway, you'll start in the NW corner (***32***). Head SE and exit to the Central Chamber (***33***). Head a few steps NW and gather the treasure (**Mega Blitz Tonic** – ***C***). After collecting the treasure, return through the previous doorway (***33***), head NW through the passageway, and climb the ladder to return to the Central Chamber (***32***). From there, head SW a few steps to another hole (***34***). Climb down the hole into Passageway H.

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway H

Suggested Level: 74 (Initial Level +9)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime

Non-Chest Treasures: 3× Large Potions



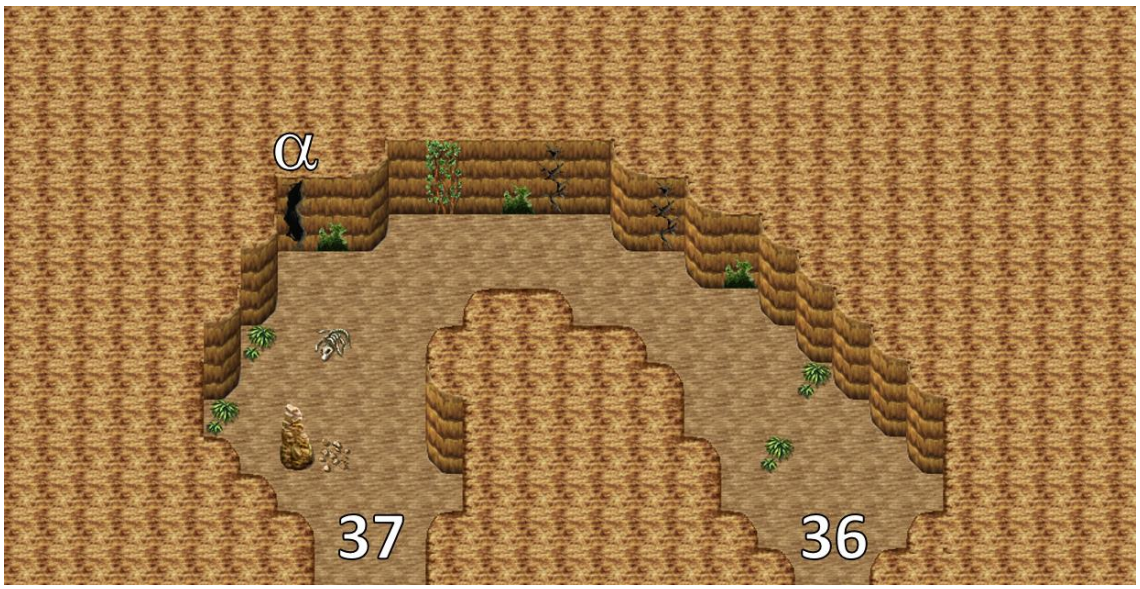
After entering Passageway H, head NW and loop counter-clockwise through the passageway until you leave through the SW exit (***35***). Back in the Central Chamber, head south and you'll spot an old, extinguished campfire and skeletal remains. Along with these, there is a note detailing the last days of a poor, foolhardy explorer. Along the southern wall, there is a small bag. Investigate and you'll find that there are **3× Large Potions** hidden inside the bag. After you've finished inspecting the area, head NW and enter the west-most of the two doorways along the northern edge (***36***).

Battle Notes: *See the Battle Notes for Section **8.2.6.***

Passageway I

Suggested Level: 74 (Initial Level +9)

Enemies: Subterranean Gecko, Earthen Golem, Sunken Wyrm, Golden Dragon, Spectral Slime



Treasure Chest Legend	
α	Magma Blast Bomb, Resurrection Elixir (in secondary chamber)

From the SW corner (***36***), head NW until you find a mining crevice in the corner (α). Use a *Mining Bomb* to open the excavated chamber. In the excavated chamber, you'll find the first treasure (**Magma Blast Bomb** – α). This particular chamber is unusual because it contains its own mining crevice. Use another *Mining Bomb* to open the secondary chamber and collect the second treasure (**Resurrection Elixir** – α). After collecting both treasures, leave the chambers to return to Passageway I. From the crevice, head south and leave through the SW exit (***37***) to return to the Central Chamber.

You've reached the final area of the Abandoned Tunnel and you'll see the boss in just moments. But before you engage him, head SW and gather the western treasure (**Medium AP Orb** – ***D***). Next, head east and gather the other treasure (**Medium AP Orb** – ***E***). Before engaging the boss, make sure to use the two *Medium AP Orbs* you just collected to level up your Party members (consider using the AP orbs to increase your healer's PRE if it is low; healing before the Two-Headed Ogre attacks will be critical in the upcoming battle). In addition, make sure that you've optimized your characters' equipment based on all the equipment that you've picked up throughout the Abandoned Tunnel if you weren't equipping it as you collected it. Finally, if you are low on supplies and health or MP, let wisdom be the better part of valor and warp out of the Abandoned Tunnel to save and stock up on supplies. Now that the Sapphire Main Gate is unlocked, you can fairly quickly retrace your steps to meet the boss. If you're well-stocked and have a plentiful amount of MP, then save your game if possible and approach the boss to engage him.

Boss Battle: Two-Headed Ogre



Stealable Items
Massive SP Orb (50%), Ambrosia (25%), Emerald Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
100,000	5,000	475	375	200	325	115	105	15	250,000	0G	3,500

Skill	MP Cost	Description
Smashing Club	250	DMG = Target Max HP/2 to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Deep Slice	200	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy

Little is known about the Two-Headed Ogre who makes the Abandoned Tunnel its home, but if you visit the Dwarven Stronghold in Western Karanor, you'll learn that this same creature was in part responsible for the fall of the western Dwarven Empire, including Western Karanor and the Abandoned Tunnel.

While Garuda in the Frozen Tower was a heavily magic-based boss, the Two-Headed Ogre is completely physical based. He has six different skills in his arsenal: Smashing Club, Obliterate, Skull Bash, Hulking Brute, Sever, and Deep Slice. Smashing Club is the Two-Headed Ogre's signature attack and deals half of each character's Max HP as damage. There is no way to defend against Smashing Club so it's important to stay well-healed during this battle. In addition, it means that you don't want to overly boost your character's Max HP beyond what you can easily heal or else you'll find a character with 4,000 out of 10,000 HP dying when the Two-Headed Ogre unleashes Smashing Club. Obliterate is another powerful physical attack that targets the entire Party. Skull Bash is a single-target physical attack that also inflicts INT -25%. Hulking Brute is the only buffing skill that this boss uses. Hulking Brute increases the Two-Headed Ogre's ATK, DEF, and MGD by 10% for 5 turns. Sever is a physical attack that deals a bit more damage than a physical attack and is his weakest physical attack. Finally, Deep Slice is a single target physical attack that inflicts a Bleeding state (-15% HP/turn for 5 turns).

The Two-Headed Ogre has higher DEF than MGD; however, he has a few elemental weaknesses with his largest weakness being a partial weakness to Fire. As with the boss battle against Garuda, you'll want to spend the first few rounds buffing your Party. The primary difference is that, in terms of defensive buffing, you'll ignore any MGD or elemental resistance buffs and focus entirely on boosting DEF.

Knights should start with Adamantium Vest, followed by Reckless Frenzy (if learned) or Destroy Armor. After the initial buff, the Knight should rotate use of his strongest single enemy attack skills: Rush Assault, Devastation, and Whirlwind Massacre. Monks should start with Nirvana and then follow up with Enter the Dragon if your Monk doesn't have the maximum number of attacks (7 or 9 depending on whether you have already learned Fists of Frenzy). Once those are complete, simply have the Monk unleash his regular attack each round (unless you've managed to learn Knuckle Breaker, which should be interspersed with his regular attack whenever this skill completes its cooldown).

If your White Mage can easily heal double your characters' Max HP, then start with Giant to boost Max HP and MP; otherwise, start with Citadel to increase Party DEF and MGD. Consider following up the spell buffs with a powerful tonic to boost Hyper or Mega Tonic to increase DEF. Once buffed, the White Mage should try to keep the Party fully healed with Fast Heal or other healing spells. Black Mages should start by casting Godlike on your best physical character (Knight or Monk) and then consider using Crumble to decrease the Two-Headed Ogre's MGD or using a powerful Blitz Tonic (Hyper or Mega) on your best physical character. Once complete, allow the Black Mage to unleash his most powerful spells (Annihilation, Implosion, and Fire 8).

Engineers should start with Stronghold to protect against physical damage and then consider having the Engineer use powerful Hyper or Mega Tonics on your Party, especially Wall and Blitz Tonics. Engineers should then attempt to keep the Party fully healed with regular items or fish. Thieves should start with their debuff skills Hamstring and Behind Enemy Lines and then use their most powerful stealing and damaging skills such as Mug, Slash and Grab, or Dancing Daggers. Hunters should start with Ultra Scan and then use Hamstring (if there is no Thief to use it), then follow-up with Rain of Death and Komodo Fang (if learned). The Gray Mage should follow the Knight or Black Mage strategy depending on their build.

This battle will be difficult but when you emerge victorious, you'll only have to take a few steps south to find the safety of the World Map. Once outside the Abandoned Tunnel, make sure to restore your Party and save your game. You've now explored both of the major dungeons that link the eastern and western portions of North Aldrin and it's finally time to head west.

Battle Notes: *See the Battle Notes for Section **8.2.6.***

8.4 KORT'S DEFENSE

Your long journey to reach the western portion of Aldrin is finally complete. It's important to remember why you've struggled through these difficult dungeons to reach the western half of the continent. The Goblin and Human cohabitants of the small town of Kort have been threatened by the prejudiced residents of Necht, a town on South Aldrin. Several members of the Mercenaries' Guild were already dispatched to aid Kort in their defense against Necht's militia. But the people of Kort are largely peaceful and the Guild members are still outnumbered by the soldiers of Necht. Your presence may be the deciding factor in whether the people of Kort survive or are slaughtered. But before you visit Kort, there are still a few more locations to visit. We will start our exploration of the Western portion of North Aldrin with the Northern Tundra Outpost which is located SW of the Frozen Tower.

8.4.1 Northern Tundra Outpost

Suggested Level: 75 (Initial Level +10)

Tundra Enemies: Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, Banshee

Treasure Chest Legend	
A	5× Mining Bombs
B	Refreshing Elixir, Recipe for Zombifying Bow



Assuming that you're starting from the Frozen Tower, head west along the northern coastline and then turn south and follow the western coastline until you reach a dead-end where the Northern Tundra Outpost is located. After entering the exterior of the Northern Tundra Outpost, head NE to the side of the Outpost building and collect the treasure from the wooden crate (**5× Mining Bombs** – ***A***).

With the treasure in hand, return to the front of the house and go inside where you'll find the Watchful Isolationist. Head to the room at the eastern end of the house and grab the treasures (**Refreshing Elixir, Recipe for Zombifying Bow** – ***B***). Before you can take the treasures, the Watchful Isolationist will charge into the room and engage you in battle. But being a bit of a coward, he flees before the battle can even begin, leaving you alone in the Northern Tundra Outpost. Now that he's left, you can rest in the bed in the western room. Once rested, depart from the Northern Tundra Outpost to set off for the next location.

Synthesis Recipe!	
Item	Zombifying Bow
Bonus	Chance to inflict zombification on enemy
Ingredients	Emerald Bow, 5× Zombie Claws, and 5× Anomalous Claws

8.4.2 Exploring the Badlands

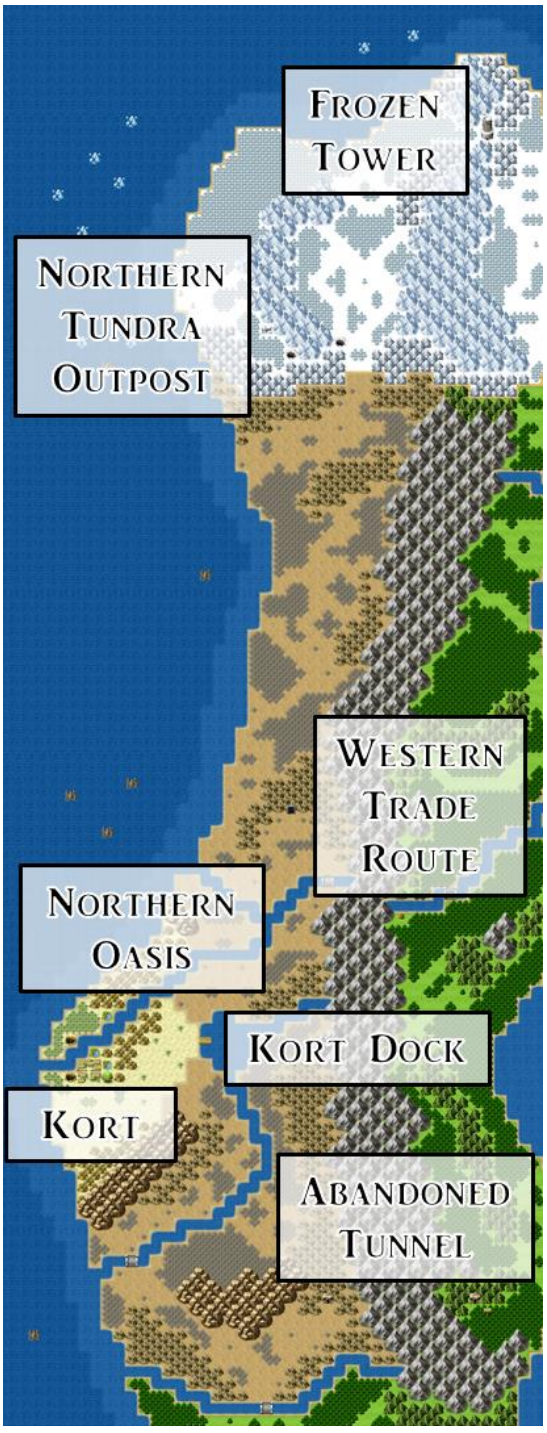
Suggested Level: 75 (Initial Level +10)

Tundra Enemies: Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, Banshee

Badlands Enemies: Scourge Scorpion, King Cobra, Winged Bull, Demon Cockatrice, and Desert Hybrid

If you have an Engineer in your Party, you can take a shortcut to the Badlands via the tunnel to the east; otherwise, head north, loop around the mountain range, and return south until you reach the other end of the tunnel. Head south a few steps and you'll arrive in the badlands of North Aldrin where you'll encounter new, more powerful enemies.

Continue south between the western coast and the central mountain range until you reach a river the blocks your way. Turn east and soon you'll find the western entrance to the Western Trade Route to your north. For a map of the Western Trade Route, see Section ***8.2.3***. Once you're inside the Western Trade Route, head north along the path until you find a wooden crate along the western wall (**5× Mining Bombs** – ***B***). After collecting the treasure, continue north and collect the other remaining treasure just north of the bridge (**Emerald Helm** – ***C***). With both the treasures in hand, return south and exit the Western Trade Route. Next, head south across the bridge and then SW while keeping the river to your north. After a short while, you'll find the Kort Dock. Enter and prepare to explore.



Battle Notes: *In the Badlands of the western portion of North Aldrin, you'll find five new enemies, many of which are required for the recipes you've acquired. These new enemies are the Scourge Scorpion, King Cobra, Winged Bull, Demon Cockatrice, and Desert Hybrid. Be careful because these new enemies are stronger than those in the Frozen Tower or the Abandoned Tunnel.*



Name: Scourge Scorpion
Stealable Items: Hyper Blitz Tonic, Hellfire Bomb, Large SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,000	2,500	240	250	200	215	110	110	10	27,000	402	Scourge Stinger

Skill	MP Cost	Description
Chitinous Armor	250	DEF +50% to user for 5 turns
Annoying Sting	125	250 HP damage + 75% Normal Attack with Poison to one enemy



Name: King Cobra
Stealable Items: Remedy, Full Potion, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,250	2,500	235	225	210	225	140	280	8	25,000	390	Cobra Venom

Skill	MP Cost	Description
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy



Name: Winged Bull
Stealable Items: Vicious Tornado Bomb, Hyper Vigor Tonic, Large SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,000	2,500	230	270	250	210	95	115	25	26,500	398	Bull Horn

Skill	MP Cost	Description
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Breeze	100	~350 HP damage with wind element to one enemy



Name: Demon Cockatrice
Stealable Items: Huge Magic Potion, Remedy, Soft

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
3,500	2,500	190	200	270	300	115	120	3	26,000	650	Cockatrice Beak

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Lullaby	50	Sleeps one enemy
Breeze	100	~350 HP damage with wind element to one enemy
Whirlwind	200	~150 HP damage with wind element to all enemies
Stone Attack	0	Normal attack that can inflict stone



Name: Desert Hybrid
Stealable Items: Refreshing Elixir, Hyper Jolt Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,000	2,500	200	220	220	240	120	130	5	24,000	382	Desert Hybrid Claw

Skill	MP Cost	Description
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Toast	100	~350 HP damage with fire element to one enemy

8.4.3 Kort Dock

Suggested Level: 75 (Initial Level +10)

Treasure Chest Legend	
A	Huge Magic Potion



After entering the Kort Dock, you'll see a cluster of palm trees to the SE. Hidden in the center of them is the lone treasure in this area (**Huge Magic Potion** – ***A***). Once you've collected the treasure, you can return to the rock path and follow it east to the Local Fisherman who will offer to sell you Freshwater Bait. At this point, you may not have synthesized the *Old Fishing Spear*, in which case you won't be able to do any fishing at this dock.

If you have hunted the Badlands for the required ingredients and synthesized the *Old Fishing Spear*, take this time to hunt for some powerful Freshwater Fish to serve as Party-wide tonics. After you've finished fishing, head west along the rock path and leave the dock.

8.4.4 Northern Kort Oasis

Suggested Level: 75 (Initial Level +10)

Treasure Chest Legend	
A	Phoenix Ashes (Green Chest)
B	Essence of the Phoenix (Green Chest)



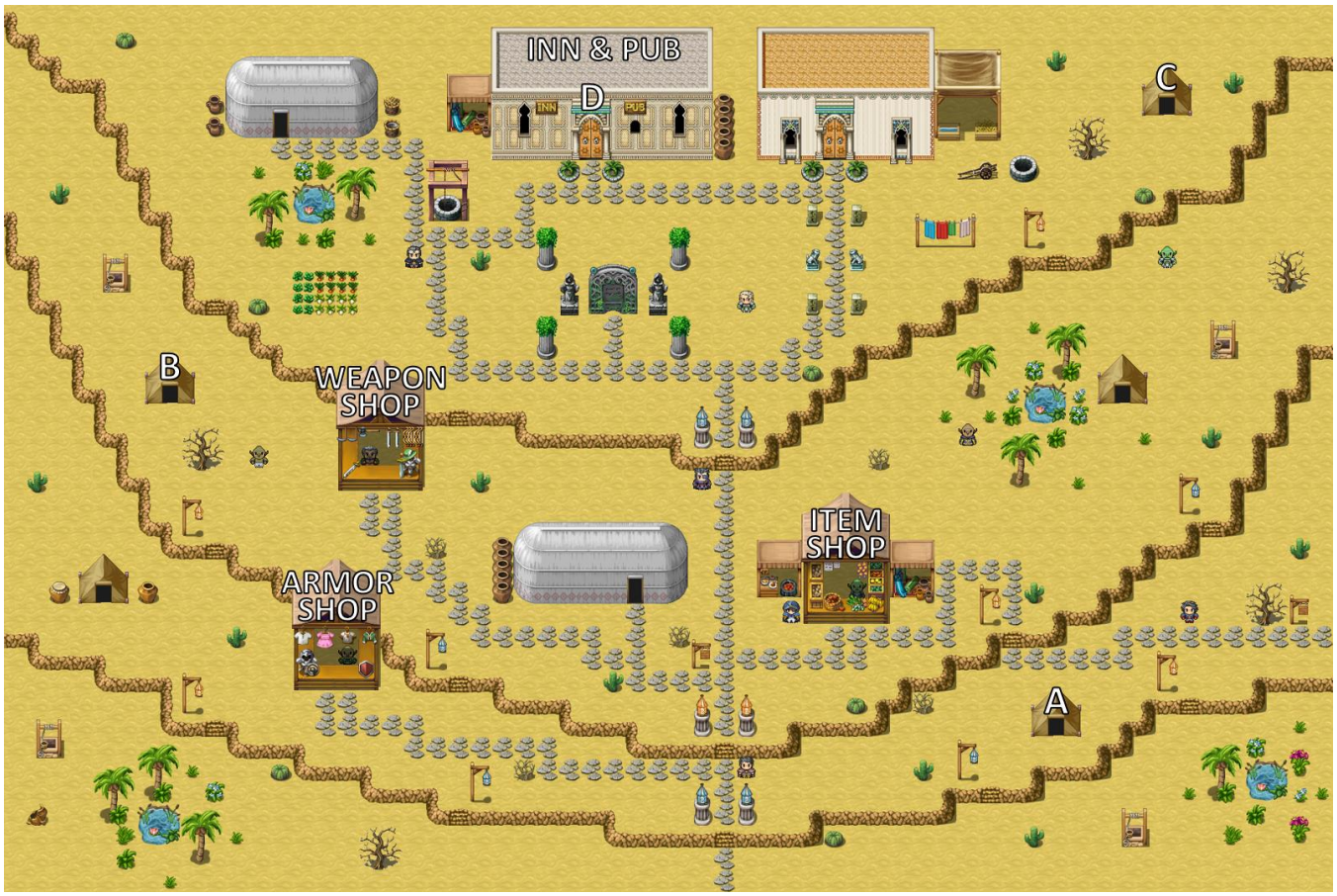
From the Kort Dock, head SW and you'll find the small town of Kort. If you don't have an Engineer in your Party, you can skip directly to Kort (Section ***8.4.5***) because you can't access the Northern Kort Oasis. If you do have an Engineer, head west past Kort until you find a tunnel whose two ends span the river.

Take the tunnel and head NE to the Oasis. Here, you'll find two very valuable treasures on opposite sides of the oasis (**Phoenix Ashes** – ***A***, **Essence of the Phoenix** – ***B***). *Phoenix Ashes* are a special item that acts only as an ingredient in a unique recipe that you'll receive later that allows you to create *Essences of the Phoenix*. The *Essence of the Phoenix* may be the most powerful restorative item in the game. It will resurrect all dead Party members with full HP. Remember, only use items such as this under the direst of circumstances because you'll likely need them when the going gets tough late in the game. After you've collected the two treasures, exit the Oasis in any direction and return to Kort via the tunnel.

8.4.5 Kort

Main Town

Suggested Level: 75 (Initial Level +10)



Treasure Chest Legend			
A	Huge Potion	**C**	2× Remedy
B	Refreshing Elixir	**D**	Medium Cottage

After a long and wearying journey, you've finally arrived in the small town of Kort. Be sure to talk to the citizens of Kort - Human, Goblin, and Elf – to learn how they are responding to the threat of Necht violence. From the entrance, walk up the steps to the second level and then head east until you find a tent. Enter and grab the treasure (**Huge Potion** – ***A***). You can ignore the Weapon and Armor shops unless you still don't have your Party equipped with at least a full set of Adamantium equipment.

After collecting the treasure, head north until you find the stone path. Follow it up to the third level and west to the Item Shop. You've been on the road for a very long time, although you've likely returned to Rockwood multiple times since you started your journey. But the journey through the Frozen

Tower or Abandoned Tunnel was a difficult one and you should make sure you are fully-stocked on potions, bombs, and other curative items before the impending attack arrives.

After stocking up, follow the stone path west until it dead ends at the Weapon Shop. From there, head NW until you find a tent. Enter and gather the treasure inside (**Refreshing Elixir** – ***B***). With the treasure in hand, leave the tent and head north up the stairs to the fourth level. Head to the NE corner of town and the lone tent. Enter and collect the treasure (**2× Remedy** – ***C***). Kort is a quaint, rather poor town with few treasures, so there is only one treasure remaining. From the tent, head west past the first building until you arrive at the Inn and Pub. Enter and head to the easternmost room where you'll find the final treasure (**Medium Cottage** – ***D***).

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
Full Potion	Restores 1,000 HP for one ally	5,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	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
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G

Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Warp Stone	Allows warping out of some dungeons	5,000G
Medium SP Orb	Gives 500 Skill Points	1,250G
Large SP Orb	Gives 1,000 Skill Points	2,500G
Huge SP Orb	Gives 2,000 Skill Points	5,000G
Full SP Orb	Gives 4,000 Skill Points	10,000G

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

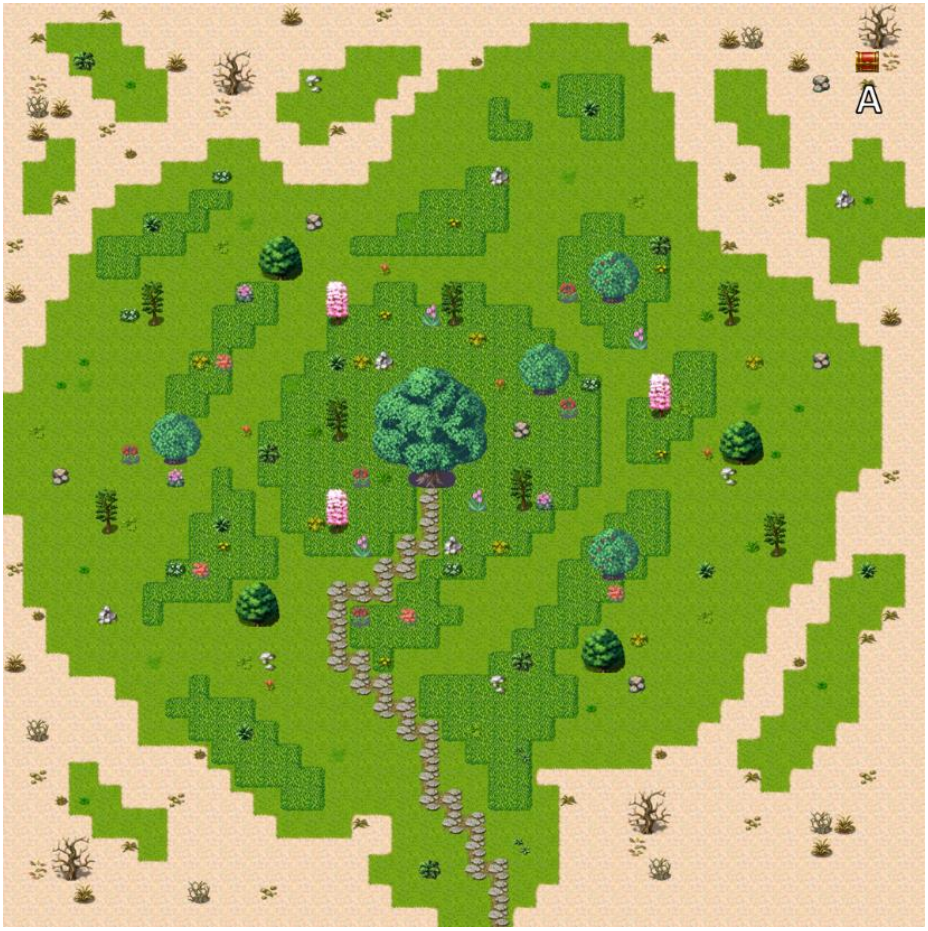
Armor Shop

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				

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G

Tree of Life



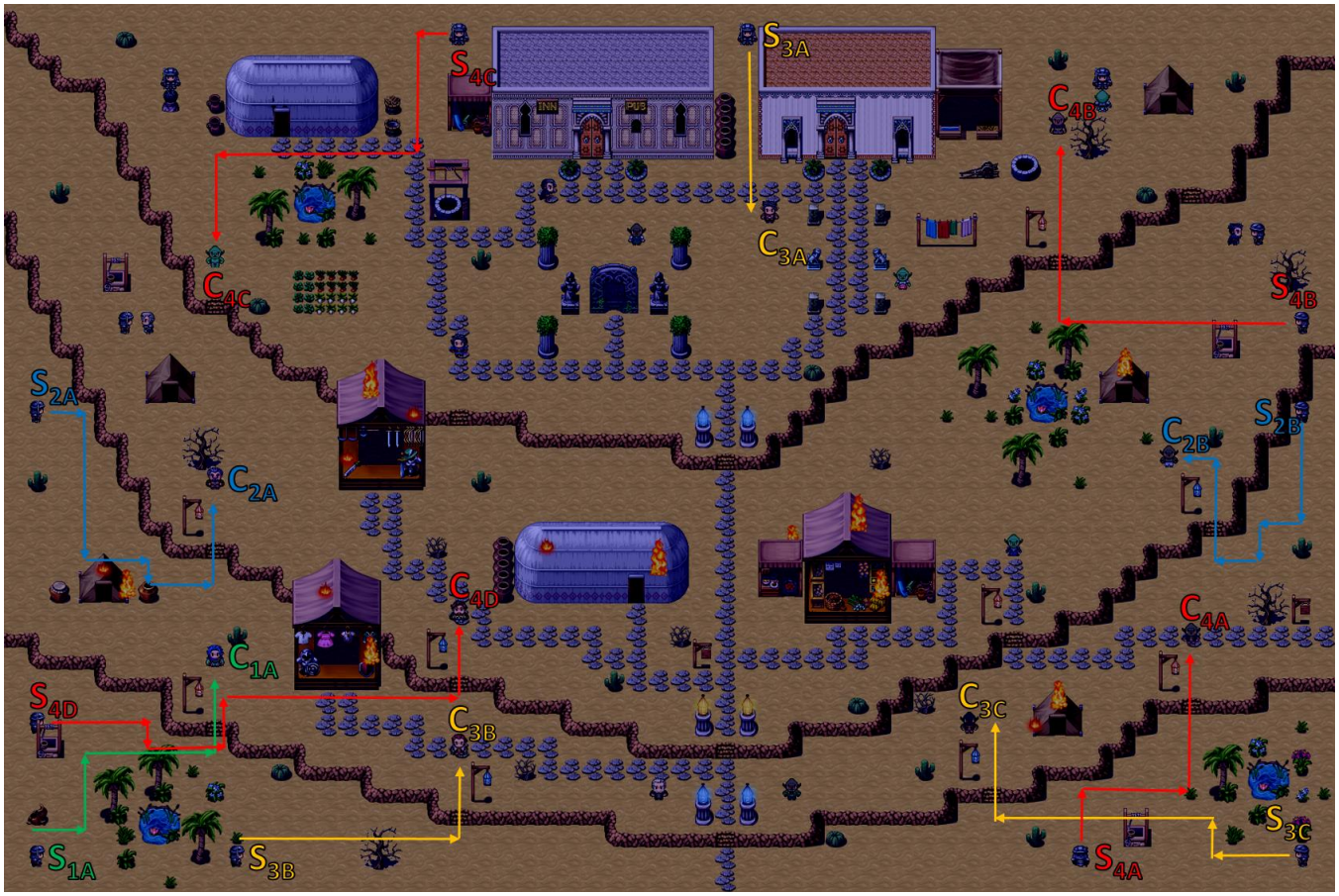
Treasure Chest Legend	
A	Refreshing Elixir

You've seen all that the Main Town has to offer, so now it's time to head to the eastern edge of the city which leads to the Tree of Life. After entering from the western edge, head east and you'll find the majestic Tree of Life where you can save your game or resurrect your Party members. From the Tree of Life, head to the NE corner and collect the only treasure (**Refreshing Elixir** – ***A***). With the treasure in hand, return west to the main area of Kort.

If you've been talking to the citizenry as you've explored Kort, then you may have caught on that many of the Mercenaries' Guild members and other defenders are telling you to rest at the Inn before the Necht Militia arrives in a few days. Resting at the Inn is actually the trigger for starting the Necht Militia assault on Kort. Once you're fully equipped with your finest equipment and are well-stocked with items, head into the Inn and talk to the Innkeeper who will allow you to rest for free. This action will lead to a short cutscene where the Hardened Mercenary will rush into the Inn to alert you that the Necht Militia has attacked during the middle of the night. Before the battle commences, you'll have the opportunity to save your game with the suggestion that you save to a different slot, since you won't be able to proceed or level up until you complete the assault scenario.

8.4.6 Assault on Kort

Suggested Level: 75 (Initial Level +10)



The cowardly (but tactically sound) Necht Militia has attacked during the night! Every able-bodied defender is already engaged in the defense but additional soldiers are still appearing. It is your duty to protect the citizens of Kort against the militia. The assault is comprised of four separate rounds, each consisting of an increasing number of soldiers that must be fought off. The battle occurs in real-time and you must carefully select your path to head-off the Necht Militia members before they reach the panic-struck citizens of Kort. The map above shows the Necht Militia members for all four rounds of the assault with color coding to differentiate between rounds (e.g. ***S1A*** denotes the first (***A***) Necht soldier in the first round (***1***) while ***S4B*** denotes the second (***B***) Necht soldier in the fourth round (***4***)). In addition, the path of the Necht Militia members and their targets (with a corresponding ***C*** for citizen rather than ***S***) is shown.

To complete the scenario, you must defeat all of the Necht Militia members; however, you are rewarded at the completion of the scenario based on the number of Kort citizens that you save. Thus, it is important to take the most efficient route between the enemy soldiers. Note that the Necht Militia members do not move while you are in battle. If you are able to save all ten threatened citizens, you will be handsomely rewarded. In the battles, you will face five different types of Necht Militia members ranging from the lowly Necht Militia Soldier to the Necht Militia Captain. Their strengths and weaknesses are covered in the battle notes below. In addition, there are three different ways that you can reduce

the number of battles that you must fight during the Kort Assault. These three possibilities are listed in the table below:

Soldier	Required Action
S3A	Complete Tier #1 of Mercenaries' Guild
S4C	Threaten Anxious Bandit in Bandit's Hideout in Rockwood
S4D	Visit Necht and Urge Northeast Militia Soldier to Avoid Battle

If you're having trouble completing the scenario or saving all the villagers, consider leaving Kort and completing the actions above to reduce the number of Necht Militia attackers to a minimum of 7 out of 10.

After you rush out of the Inn, the Hardened Mercenary will tell you that the southern end of town is undefended and requires your assistance. The screen will then pan and show you the location of the single Necht Militia group that you'll fight this round (***S1A***). To reach him most efficiently, head west to the well, south past the Scientific Mercenary and down the stairs to the Weapon Shop. Cross west in front of the Weapon Shop until you reach the Weapon Shopkeeper. From there, head south until you reach the Pragmatic Pontificate (***C1A***). The later rounds will not start until you have finished so you can camp out and wait for the Necht Militia.

Defeating the Necht Militia (***S1A***) and saving the Pragmatic Pontificate (***C1A***) will mark the end of the first round. The second round will start immediately and the screen will pan to mark the locations of the two Necht Militia groups that you'll have to contend with. From your location in front of the Pragmatic Pontificate (***C1A***), head north until you see the stairs but don't climb them. Instead head NW and engage the first militia group (***S2A***) of the second round. After defeating the first militia group (***S2A***), return to the stairs that you bypassed earlier. Climb them and head east past the front of the Weapon Shop and behind the Item Shop until you reach the Lucky Thief (***C2B***) near the eastern edge of town. Camp out to the east of the Lucky Thief (***C2B***) and wait for the second militia group (***S2B***).

Once you defeat the second Necht Militia (***S2B***) and save the Lucky Thief (***C2B***), the third round will commence. The screen will again pan to mark the locations of the three Necht Militia groups. If you've managed to defeat all four Tier #1 Mercenaries' Guild targets, then Ignatius will send the Refreshed Mercenary to aid in Kort's defense. At the beginning of the third round, the Refreshed Mercenary will finally make himself useful and will eliminate the first militia (***S3A***) for you. If you didn't complete all of the Tier #1 Mercenaries' Guild targets, then you'll have to take care of him yourself. The trick here is that you shouldn't head toward the nearest militia group (***S3C***), but instead head north because the northern militia group (***S3A***) has the shortest path to its target citizen, the Empirical Elf (***C3A***). From your location next to the Lucky Thief (***C2B***), head west behind the Item Shop until you reach the central stone path. Head north along the path until you reach the Empirical Elf (***C3B***). Charge north between the two buildings and attack the first militia group (***S3A***) of the third round. After defeating the militia group (***S3A***), head south along the central stone path until you are on the second level just above the entrance. From there, head west until you reach the Practical Pacifist (***S3B***). There is still another militia group after this, so you can't wait for the soldier to come to you. Charge the second militia group (***S3B***) and defeat them. Finally, return to the Practical Pacifist (***S3B***) and head east until you reach the Skittish Migrant (***C3C***). The third militia group (***S3C***) will approach from the east, so get to the east of the Skittish Migrant (***C3C***) and either camp out or charge them.

Defeating the third Necht Militia (***S3C***) and saving the Skittish Migrant (***C3C***) will mark the end of the third round. The fourth and final round will start immediately. You've reached the final round and you may be running low on your stock of items or be low on MP. Make sure that you take a moment to enter the main menu (during which time the Necht Militia members will not move) and restore your Party's MP if you are low. Once finished, head south down the stairs from the Skittish Migrant (***C3C***) and then east until you find the first Necht Militia (***S4A***). Engage them and then head turn your sights northward. Head north toward the Confused Refugee (***C4A***). From there, continue north, up another set of stairs, and toward the eastern well until you find the second Necht Militia (***S4B***) group and attack them. If you threatened the Anxious Bandit in the Bandit's Hideout in Rockwood, then he'll have joined the Guild and he will join you in Kort's defense. This is his time to shine and he will take care of the third Necht Militia group for you (***S4C***). If the Anxious Bandit isn't there, then head NW up the stairs to the upper level and then due west until you reach the NW well. Continue a few more steps west and you'll find the third Necht Militia (***S4C***). If you visited Necht via the Aldrin Ferry prior to the battle and urged the Necht militia soldier in the NE corner of town to back out of the attack, then you won't have to fight the fourth soldier and defeating the third group will be the last battle before the boss. If you didn't visit Necht, then defeat the third group and then head south until you are in front of the Weapon Shop. Take a few more steps and you'll find the final potential victim, the Bartender (***C4D***). Take this opportunity to once again restore your HP and MP before this penultimate battle. Engage the fourth and final Necht Militia (***S4D***) and you'll have successfully saved Kort. But just as it seems you can celebrate, the Commander of the Necht Militia charges you!

Boss Battle: Necht Militia Commander



Items to Steal

Ambrosia (50%), Nectar (25%), Perfect Elixir (25%), Emerald Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
50,000	5,000	350	350	275	300	150	125	10	250,000	5,000G	1,500

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Mutilate	100	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Savage Slice	250	125% Normal Attack with 15% HP/turn damage to one enemy for 5 turns
Deep Slice	300	100 HP damage + 125% Normal Attack w/ 15% HP/turn damage to 1 enemy (5 turns)

The Necht Militia Commander has a range of physical attacks that he can unleash upon you. Compared to the bosses of the Abandoned Tunnel or the Frozen Tower, the Necht Militia Commander is relatively easy. It is the combined effect of the attrition of the previous ten battles with the surprise attack of the Necht Militia Commander that makes him challenging. All of the Necht Militia Commander's attacks are physical based attacks. Sever and Cleave are two physical attacks that are somewhat stronger than a regular physical attack. Demolish is a physical attack that targets the entire Party while Skull Bash is a single target physical attack that inflicts INT -25%. Mutilate is a powerful single target physical attack that inflicts -50% AGI and PRE. Finally, Savage Slice and Deep Slice are powerful single target physical attacks that inflict bleeding states (-15% HP/turn).

The strategy against the Necht Militia Commander is similar to that used against the Two-Headed Ogre. Knights should begin with Adamantium Vest and follow-up with either Reckless Frenzy or Bloodlust. If you happen to have learned Iron Skin, it is another useful skill that will drastically reduce the damage dealt by the Necht Militia Commander. Once the Knight's buffs are deployed, he should alternate his most powerful skills such as Whirlwind Massacre, Devastation, and possibly Septuple Stab (if learned). Monks should start with Nirvana, possibly use Enter the Dragon if he doesn't have his maximum number of hits already, and then wrap-up the buffs with a Hyper or Mega Vigor or Blitz Tonic. Once complete with the buffs, alternate regular attacks and Knuckle Breaker (if learned). Thieves should start with Hamstring and Behind Enemy Lines to debuff the Necht Militia Commander. They should then consider an AGI buffing strategy using Invisibility Cloak and then Agile Strike. When Agile Strike is cooling down, use Slash and Grab, Dancing Daggers, or simply Mug to conserve MP. Hunters should start with Ultra Scan and then use Hamstring if there is no Thief in the Party. If you don't have a healer in your Party, the Hunter can keep your Party alive using Hunter's Poultice; otherwise, she should use Rain of Death and Komodo Fang (if learned).

Black Mages should start with Godlike and Juggernaut on the strongest physical character. Next, consider having the Black Mage stack Hyper or Mega Vigor or Blitz Tonics on the physical characters. The Black Mage can also be effective using Annihilation and Implosion. White Mages should start with Giant and Citadel and then keep the Party fully healed with Fast Heal, Heaven's Breath, and other powerful healing skills. Also, consider using Blessed to further buff physical characters. Engineers should start with Stronghold, and then if you've synthesized the Old Fishing Spear and fished at the North Aldrin Dock for Icewater Fish, unleash your Dragonfish and Oilfish to exploit the Necht Militia Commander's elemental weaknesses. If you don't have fish, you can still use your most powerful dark and thunder elemental bombs. Once you've exhausted your fish and bombs, use Megaton Explosion or Experimental Liquid. The Gray Mage should follow either the Knight or Black Mage strategy depending on his build.

Keep up your attacks and the mighty Necht Militia Commander will fall, thus ending the threat posed by the Necht Militia. By the time the battle is over, morning has come and Kort still stands. The Hardened Mercenary will thank you for your help in Kort's defense. He rewards you based on the number of Kort villagers that you saved during the attack. The table on the following page shows the various rewards (note that the rewards are not cumulative).

If you managed to save all ten Kort villagers, then you will receive 3× Ambrosia, 3× Nectar, and your pick of any two of the following: a Ruby Sword, Ruby Staff, Ruby Armor, and Ruby Robe with the option to choose the same item twice (e.g. 2× Ruby Armor). If you failed to save any of the Kort villagers, you'll receive no reward *and* lose access to many of the town's functions because the local shopkeepers perished during the assault! Every villager who dies will already be buried at this time. They serve as a reminder that they could have lived if only you had been a step quicker in your defense.

Villagers Saved	Reward		
10	3× Ambrosia, 3× Nectar, 2× Choice of Ruby Sword, Staff, Armor, Robe		
9	Ruby Shoes, Ruby Boots	**4**	3× Perfect SP Orbs
8	Emerald Armor, Emerald Robe	**3**	3× Full Magic Potions
7	3× Rejuvenating Elixirs	**2**	3× Full Potions
6	3× Ambrosia	**1**	5× Potions
5	3× Nectars	**0**	None

Battle Notes: *There are five different types of Militia enemies that you'll face in the Kort Assault: Necht Militia Soldier, Necht Militia Mercenary, Necht Militia Elite, Necht Militia Lieutenant, and Necht Militia Captain.*



Name: Necht Militia Soldier
Stealable Items: Full Potion, Large Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains	Gold
5,000	1,500	225	250	200	225	125	125	10	25,000	300	None	1,250

Skill	MP Cost	Description
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy



Name: Necht Militia Mercenary
Stealable Items: Full Potion, Huge Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains	Gold
7,500	2,000	225	255	210	235	130	130	10	30,000	350	None	1,250

Skill	MP Cost	Description
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Rend	200	100 HP damage + 125% Normal Attack to one enemy



Name: Necht Militia Elite
Stealable Items: Giant Potion, Huge Magic Potion, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains	Gold
10,000	2,500	230	260	220	245	135	135	10	35,000	400	None	1,500

Skill	MP Cost	Description
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy



Name: Necht Militia Lieutenant
Stealable Items: Giant Potion, Full Magic Potion, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains	Gold
12,500	3,000	235	265	230	255	140	140	10	40,000	450	None	2,000

Skill	MP Cost	Description
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Sever	300	200 HP damage + 125% Normal Attack to one enemy



Name: Necht Militia Captain
Stealable Items: Ambrosia, Nectar, Perfect Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains	Gold
15,000	3,500	240	270	240	265	145	145	10	50,000	500	None	2,500

Skill	MP Cost	Description
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Savage Slice	250	125% Normal Attack with 15% HP/turn damage to one enemy

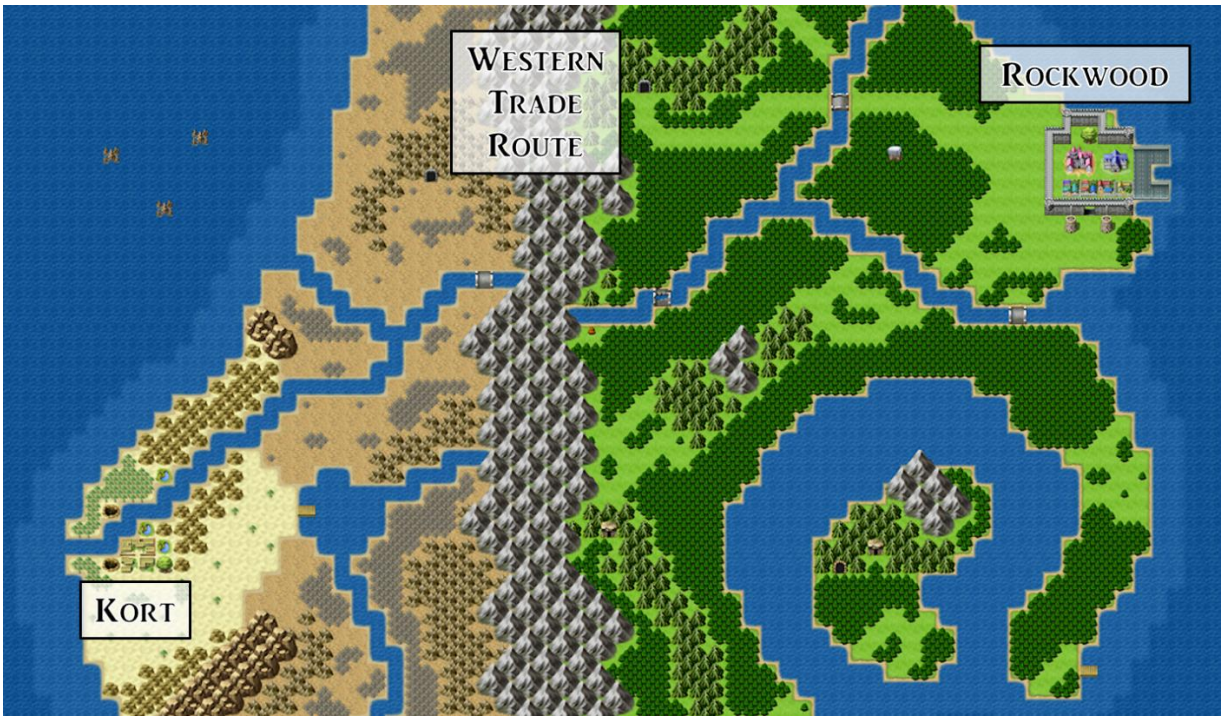
8.4.7 Return to Rockwood!

Suggested Level: 75 (Initial Level +10)

Tundra Enemies: **Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, Banshee**

Badlands Enemies: **Scourge Scorpion, King Cobra, Winged Bull, Demon Cockatrice, and Desert Hybrid**

NPC Treasures (post-attack): Recipe for Mammoth Axe, Huge Potion, Ultra Blitz Tonic



Kort is safe and you've proven yourself to the other members of the Mercenaries' Guild. They ask you to return to Rockwood to alert Ignatius that Necht has struck and been beaten back. Luckily, news has arrived that the Wystonian Bridge Builders repaired the Western Trade Route, so you can travel back to Rockwood without having to traverse the Frozen Tower or Abandoned Tunnel again.

After the wearying battle, you may be low on supplies, so take this opportunity to visit the Item Shop to restock on supplies before your trek back to Rockwood. The Goblin Shopkeeper will offer you a discount depending on how many of Kort's citizens you saved during the attack:

Villagers Saved	Discount
10	20%
9	15%
7	10%
4	5%
1	2%

Visit the Inn and you can rest for free. Alternatively, you can take the Bartender up on his offer of a free drink. Outside the Inn, talk to the Exhausted Mercenary and he'll thank you by giving you his **Recipe for Mammoth Axe**.

Synthesis Recipe!	
Item	Mammoth Axe
Bonus	ATK +100
Ingredients	Emerald Axe, 5× Bull Horns, and 5× Serpent Spikes

After acquiring the recipe, head to the Armor Shop and talk to the Goblin Shopkeeper. He will give you an Ultra Blitz Tonic for saving him during the assault on Kort. Finally, head to the tent in the SE corner of town and talk to the Confused Refugee who will give you a Huge Potion. Once you've visited all the NPCs who will reward you for your efforts, and you've re-supplied, save your game, either via the menu or Tree of Life. Now, it's finally time to head back to Rockwood.

From Kort, head NE along the river until you reach a bridge. Cross the bridge to the north and continue north until you reach the western entrance of the Western Trade Route. Inside, head north to the bridge, east across the newly repaired bridge, and then south to the eastern exit. Back on the eastern portion of North Aldrin, you'll find that the sky has darkened with smoke from an unknown source. Head east along the grassland road through the trees until you reach a bridge. Cross the bridge and continue east until you reach the Ruins of Rockwood!

Western Badlands Battle Notes: *See Battles Notes for Section **8.4.2***.

Eastern Grasslands Battle Notes: *See Battles Notes for Section **8.1.2***.

8.4.8 Rockwood Ruins

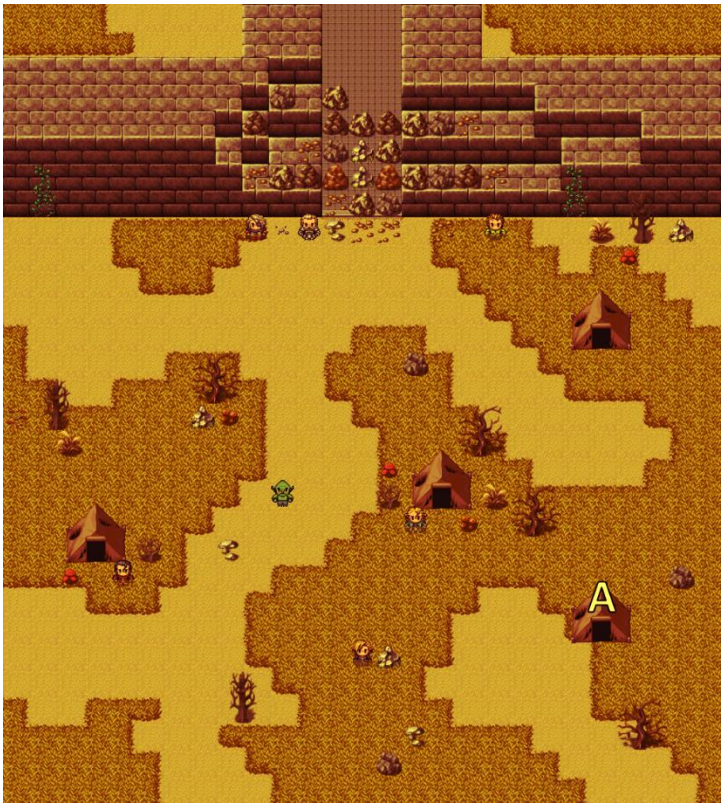
Suggested Level: 75 (Initial Level +10)

NPC Treasures: Dark Artifact

The once proud and mighty city of Rockwood has been attacked, leaving the remaining residents severely shaken, and the unlucky, dead. When you enter the Rockwood Ruins, you'll be immediately approached by the Elven Mercenary who will give you a bit more information about the grave destruction. The culprits behind the massacre are still unknown but Ignatius and the rest of the Guild need you to alert the World Council to this new threat which not even the Mercenaries' Guild could stop. The Elven Mercenary asks you to travel into the belly of the beast, the city of Necht, to acquire a ship and sail to Wystonia to alert the rulers of Firma. But it will not be easy – after you recently fought and killed many Nechtian soldiers – they will not welcome you with open arms, but it is the only possible location where you can find a ship that will carry you away from the Aldrin Continents.

After you've talked with the Elven Mercenary, you can talk with the other residents to learn about the slaughter that took place and the despair that it has brought. Not even the Rockwood family survived the attack. If you enter the tent in the lower right corner of the Ruins, you can visit the Worried Wife. If

you haven't yet saved the Intrepid Explorer, you still have time. See Section ***8.2.4*** for a walk through of the Hidden Forest. After you save him, if you didn't retrieve your reward earlier, you can still retrieve it now from the Worried Wife (**25,000G, Ambrosia, Nectar, Perfect Elixir** - ***A***).



After you help the Worried Wife, talk to the Nature-Loving Goblin in the center of the area and he will tell you that the Tree of Life still stands. He can take you through the rubble to the Tree of Life so that you can resurrect your characters or save your game. After you've finished with the Tree of Life, leave the area through the NW exit to have the Goblin escort you back to the Rockwood Ruins. Head to the northern edge of the Ruins and talk to Constantine who will inform you that with the destruction of Rockwood, the Guild will not be able to follow through on its rewards until it is able to re-establish itself elsewhere. Walk a few steps west and you can talk to Ignatius who will tell about the battle and the strange *Dark Artifact* that Virgil found amongst the rubble.

Treasure Chest Legend	
A	25,000G, Ambrosia, Nectar, Perfect Elixir

The *Dark Artifact* may hold clues that the members of the World Council can unravel to reveal the culprits behind this horrific attack on Rockwood. Ignatius reaffirms the sentiments expressed by the Elven Mercenary and asks you to take the **Dark Artifact** to Wystonia and alert them to the destruction of Rockwood. With the *Dark Artifact* in hand, it is time to leave the Ruins of Rockwood and venture to South Aldrin.

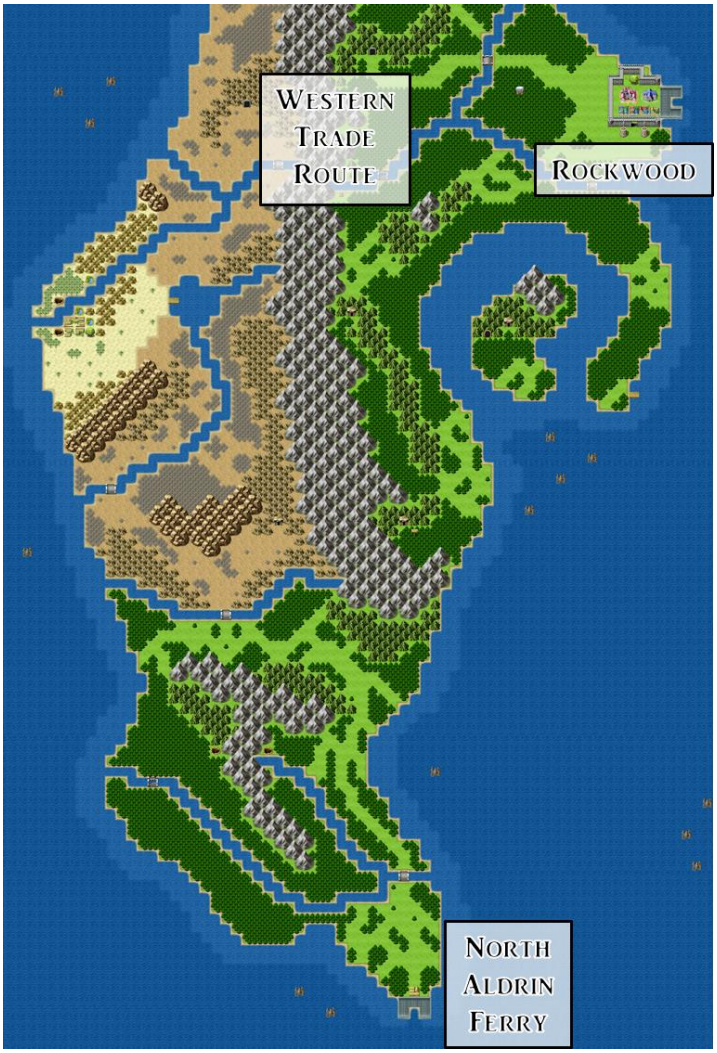
8.5 To the Southern Tip of North Aldrin

Suggested Level: 76 (Initial Level +10)

Eastern Enemies: **Mutated Slime, Rotten Fly Trap, Rogue Boulder, Horned Behemoth, and One-Eyed Arachnid**

Badlands Enemies: **Scourge Scorpion, King Cobra, Winged Bull, Demon Cockatrice, and Desert Hybrid**

Southern Enemies: **Spiked Serpent, Tortured Tree, Dracomancer, Green Dragon, and Swarm of Bees**



With most of North Aldrin fully traversed, it's time to venture into the only remaining unexplored wilderness: the wild grasslands and forests in the southern portion of the continent that are home to the strongest monsters on the continent. It is also a largely uninhabited area aside from the North Aldrin Ferry which sits at the very southern tip of the North Aldrin continent.

After departing Rockwood, head west across the bridge until you reach the western entrance of the Western Trade Route. Travel through the Western Trade Route and exit onto the eastern portion of North Aldrin. Travel south through the badlands across a bridge and then follow the route SW until you reach the Kort Dock. From there, travel south along the river that emerges from the lake at which the Kort Dock resides until you find another bridge. Cross it and then head SE through the mountains until you reach another bridge which marks the border between the western badlands and the southern grasslands. Cross the bridge to the south and turn east until you reach the eastern coastline. Head south between the mountains and coastline until you reach another bridge. Cross the bridge and continue due south until you reach the North Aldrin Ferry.

Eastern Battle Notes: *See the Battle Notes for Section **8.1.2**.*
Western Badlands Battle Notes: *See the Battle Notes for Section **8.4.2**.*
Southern Battle Notes: *In this area, you'll encounter five new enemy types: Spiked Serpent, Tortured Tree, Dracomancer, Green Dragon, and Swarm of Bees.*



Name: Spiked Serpent
Stealable Items: Sonic Boom Bomb, Large SP Orb, Hyper Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,500	2,500	240	375	230	250	125	130	5	25,500	390	Serpent Spike

Skill	MP Cost	Description
Breeze	100	~350 HP damage with wind element to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy



Name: Tortured Tree
Stealable Items: Hellfire Bomb, Small Cottage, Hyper Vigor Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	2,500	230	260	220	225	85	120	25	27,000	410	Twisted Branch

Skill	MP Cost	Description
Malevolent Ivy	250	100 HP damage + 75% Normal Attack, -25% AGI, and Poison to all enemies
Entangle	50	Paralyze one enemy



Name: Dracomancer
Stealable Items: Huge Magic Potion, Hyper Blitz Tonic, Large SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,000	2,500	200	220	265	375	100	135	3	27,500	402	Dracomancer Staff

Skill	MP Cost	Description
Initial Blast	300	~200 HP non-elemental damage to all enemies
Magical Guard	200	MGD, DEF +10% to all allies for 5 turns
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns



Name: Green Dragon
Stealable Items: Giant Potion, Refreshing Elixir, Huge SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	2,500	250	280	205	220	115	110	7	28,000	418	Green Dragon Scale

Skill	MP Cost	Description
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Maul	100	150 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy



Name: Swarm of Bees
Stealable Items: Full Potion, Remedy, Vicious Tornado Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	2,500	250	280	205	220	115	110	7	28,000	418	Green Dragon Scale

Skill	MP Cost	Description
Distracting Stings	100	Normal attack that poisons one enemy; Target loses a round of combat
Swarm Attack	250	Normal Attack to all enemies

8.5.1 North Aldrin Ferry

Suggested Level: 75 (Initial Level +10)

Treasure Chest Legend	
A	Giant SP Orb



The waters between North and South Aldrin are shallow leading to weak ocean currents and the ability for a simple ferry to cross the long distance between the two continents. Some foolhardy Ferry masters have mistakenly thought that their ferry could reach the eastern continents and now rest in a watery tomb.

After you enter the North Aldrin Ferry, head south until you find the Ferry Outpost. Head inside and grab the treasure in the eastern room (**Giant SP Orb** – ***A***). After getting the treasure, you can talk to the Northern Ferry Master who will tell you to talk to the employee at the pier to the south if you want to take the Ferry to South Aldrin. Follow his instructions and visit the unpleasant Ferryman at the pier. Pay the 10,000G fee for the ferry and enjoy the ride to South Aldrin.

8.5.2 South Aldrin Ferry

Suggested Level: 75 (Initial Level +10)

Treasure Chest Legend	
A	5× Mining Bombs



After an uneventful ferry ride, you'll arrive at the northern tip of South Aldrin – the location of the South Aldrin Ferry. Unlike the North Aldrin Ferry, the South Aldrin Ferry Master cannot find a cheap hired hand to run the ferry so he does it himself. After arriving, head south along the path and then west past the house until you find the wooden crate at the western end. Grab the treasure inside (**5× Mining Bombs** – ***A***) and then head SE to the exit.

You've reached the second continent, South Aldrin, which you'll find is more sparsely populated than North Aldrin. Before you set off to explore South Aldrin, use a camping item to restore your Party and save your game.

8.5.3 Exploring South Aldrin

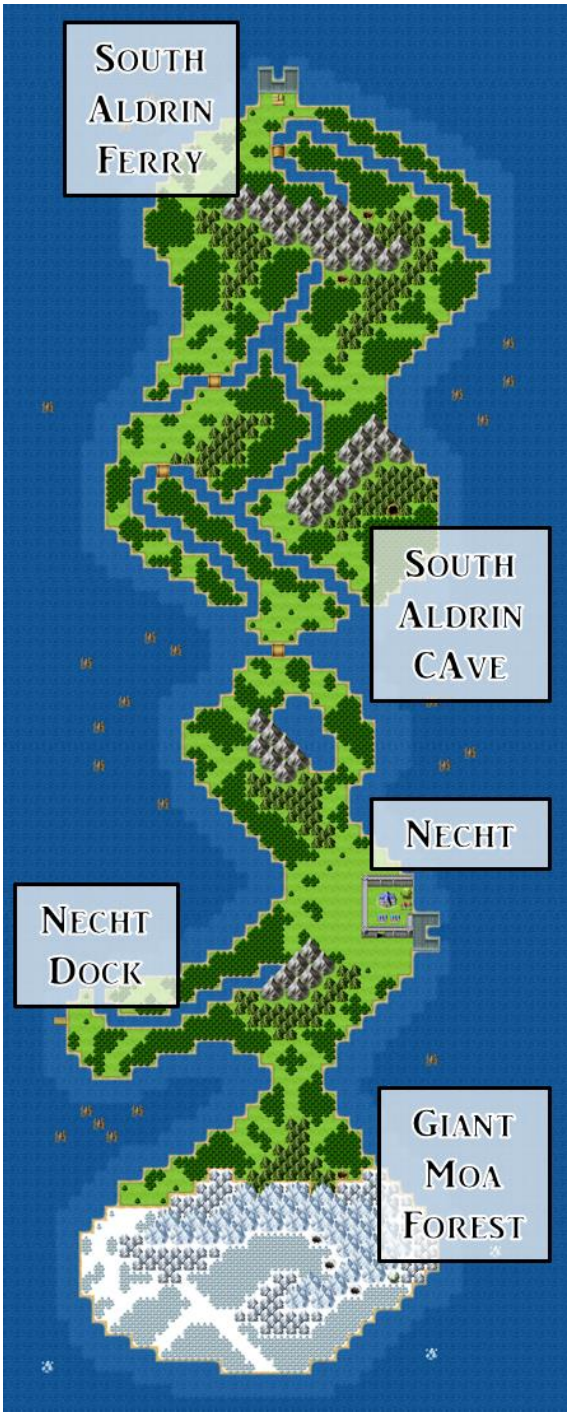
Suggested Level: 75 (Initial Level +10)

Grassland Enemies: Spiked Serpent, Tortured Tree, Dracomancer, Green Dragon, and Swarm of Bees

Tundra Enemies: Frost Wolf, Frozen Qilin, Ice Sorceress, Hail Fire, Banshee

After leaving the South Aldrin Ferry, you'll find yourself at the northern tip of the South Aldrin continent. Besides the South Aldrin Ferry, there are four new locations to explore: the South Aldrin Cave, Necht, the Necht Dock, and a Giant Moa Forest. The first and closest location is the South Aldrin Cave.

The South Aldrin Cave is isolated by rivers and mountains on the eastern portion of South Aldrin. To reach it, take a few steps south from the South Aldrin Ferry until you arrive at a bridge. If you have an Engineer in your Party, you can take a minor shortcut by taking the tunnel to the south; otherwise, cross the bridge to the east and continue following the southern edge of the river until you reach the eastern coast. From there, head SW while following the eastern coast and keeping the mountains to your west. When mountains block the way to the south, follow their northern edge SW while keeping the river to your west. When the mountains end, head east until you find the entrance to the South Aldrin Cave. When you're ready, enter the cave.



Grassland Battle Notes: *See Battle Notes for Section **8.5**.*

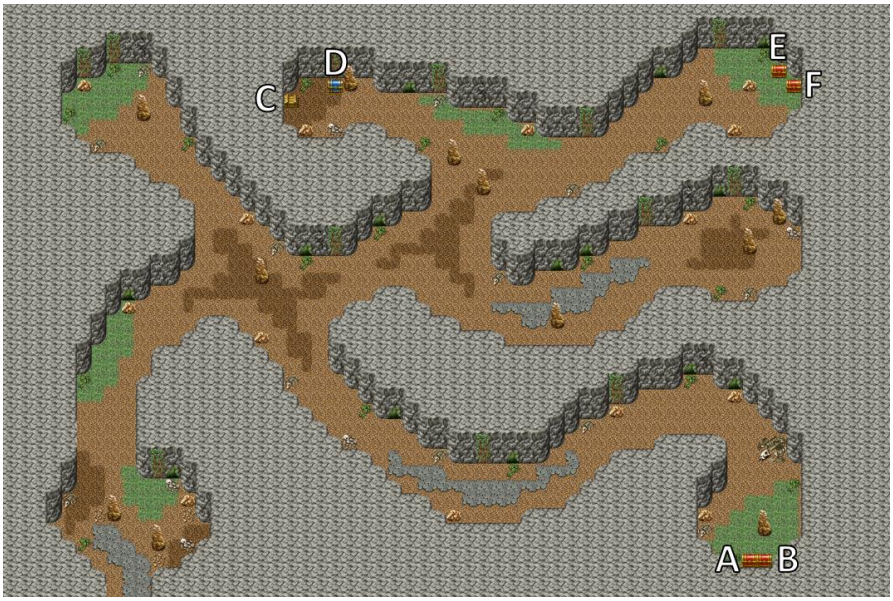
Tundra Battle Notes: *See Battle Notes for Section **8.2.7**.*

8.5.4 South Aldrin Cave

Suggested Level: 76 (Initial Level +11)

Enemies: Spiked Serpent, Tortured Tree, Dracomancer, Green Dragon, and Swarm of Bees

Treasure Chest Legend	
A	Hyper Remedy
B	Giant Potion
C	5× Mining Bombs
D	Full Ambrosia (Blue Chest)
E	Recipe for Learned Staff
F	Rejuvenating Elixir



The South Aldrin Cave is a relatively diminutive dungeon compared to the Abandoned Tunnel, Frozen Tower, or even the Hidden Forest. If you visited Necht prior to the assault on Kort and convinced one of the Necht Militia members not to participate in the attack, then you'll find his body along with a cruel note written by the culprits from Necht. From the entrance, head north and follow the path until you reach a 4-way intersection. The NW path is a dead end so start by taking the SE path. Follow it until it dead ends at two treasures (**Hyper Remedy** – ***A***, **Giant Potion** – ***B***).

After grabbing the treasures, return along the path to the 4-way intersection. Now, take the eastern path until you quickly find a NE/SE fork. The SE fork is a dead-end, so take the NE path which quickly turns into an east/west fork. Take the western fork first and grab the treasure from the wooden crate (**5× Mining Bombs** – ***C***). If you have a Thief in your Party with Master Locksmith, grab the very rare and valuable treasure in the Blue Chest (**Full Ambrosia** – ***D***).

With those treasures in hand, head east through the fork until you reach the final two treasures (**Recipe for Learned Staff** – ***E***, **Rejuvenating Elixir** – ***F***). After collecting the final treasures, either warp out or backtrack to the entrance and leave.

Synthesis Recipe!	
Item	Learned Staff
Bonus	SP +50%
Ingredients	Emerald Staff and 10× Cockatrice Beaks

Battle Notes: *See the Battle Notes for Section **8.5**.*

8.5.5 Necht Dock

Suggested Level: 76 (Initial Level +11)

Treasure Chest Legend	
A	3× Large SP Orb



After leaving the South Aldrin Cave, head west until you encounter the river. Follow the mountains NE until you reach the eastern coast. If you have an Engineer in your Party, head NW and follow the river until you find the tunnel; otherwise, follow the eastern coast north until you arrive at a river. Then follow the river NW until you reach the other end of the tunnel.

From there, cross the bridge to the west and then follow the western coastline south until you find another bridge. Cross the bridge and head SW until you reach another bridge. Cross it and head SE along the narrow strip of land between the two rivers until you reach a bridge that connects the northern and southern sections of South Aldrin. Cross the bridge and head east around the lake and follow the eastern coastline south until you have journeyed to Necht. Continue south past Necht until you reach the southern edge of the mountains to the west. Head west along the southern edge of the mountains and then follow the southern edge of the river until you reach Necht Dock along the western edge.

After entering Necht Dock, head a few steps NW until you find a tree with light orangish leaves. Hidden behind the tree, you'll find the only treasure in Necht Dock (**3× Large SP Orbs** – ***A***). After collecting the treasure, head west to the dock. Talk to the Local Fisherman to purchase some bait and then do some fishing with either your Strong Fishing Pole or Old Fishing Spear, if you've managed to synthesize it. Once you've finished fishing, return SE along the path to the exit.

8.5.6 Giant Moa Forest – South Aldrin

Suggested Level: 76 (Initial Level +11)

Treasure Chest Legend	
A	Refreshing Elixir



After leaving the Necht Dock, head east between the river and the southern coast until you can turn south. Take a few steps south and you'll find paths to both the SW and SE. If you have an Engineer in your Party, then take the two consecutive sets of tunnels to go straight to the Giant Moa Forest; otherwise, take the SW path and follow the coastline counter-clockwise until you reach the Giant Moa Forest.

Once inside, head NE and take the lone treasure (**Refreshing Elixir** – ***A***). If you have a Hunter in your Party, then approach the Giant Moa and tame it so that you can swiftly ride it back to Necht; otherwise, return to the entrance and depart.

You've now fully explored South Aldrin with the exception of Necht, which is your next stop. From the Giant Moa Forest, head clockwise along the coastline until you cross into the grassland. Once in the grassland, head NW, first following the western coastline and then quickly crossing over to the eastern coastline. Continue along the eastern coastline until you reach the noxious town of Necht. Before you enter, consider using a camping item to restore your Party and also save your game. Once you're fully prepared, enter Necht.

8.5.7 Necht

Town Proper

Suggested Level: 77 (Initial Level +12)

NPC Treasures: Mega Bubble Tonic



Treasure Chest Legend			
A	Inferno Bomb	**D**	Recipe for Erratic Whip
B	Electric Blast Bomb, Blizzard Bomb, 2× Essence of the Phoenixes	**E**	Mega Wall Tonic
C	Recipe for Barrier Shield		

If you've been following this guide closely, you may have already visited Necht to convince a Necht Militia member to not participate in the assault. When you arrive after the assault on Kort, all of the militia members will be gone… you killed them all during the battle. Upon entering, the Menacing Soldier (a non-participating observer of the Kort assault) will recognize you as one of the defenders of Kort and call the rest of Necht's citizenry down upon you. The Prelate of Public Sentiment will tell Necht's remaining soldiers to dispatch you and you'll immediately be engaged in a difficult battle.

While no individual enemy you fight in this battle is stronger than the bosses of the Abandoned Tunnel or Frozen Tower, this battle can be more difficult because you have to deal with three powerful enemies at the same time. All of the enemies, the Necht Captain and the two Necht Lieutenants, use a variety of physical attacks, including those that reduce INT, AGI, and those that inflict bleeding states.

Mid-Boss Battle: Necht Captain, 2× Necht Lieutenants

Necht Captain



Items to Steal
Ambrosia (50%), Nectar (25%), Perfect Elixir (25%), Emerald Gauntlets (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
35,000	5,000	300	325	275	300	150	135	10	150,000	5,000G	2,000

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Mutilate	100	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy

Necht Lieutenant



Items to Steal
Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
25,000	3,500	275	300	250	275	140	145	10	50,000	2,500G	500

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy

The strategy employed should be similar to that used against the Necht Militia Commander. The primary difference is that you need to focus your attacks on the weaker Lieutenants to eliminate them as quickly as possible. If they are allowed to continue inflicting damage and bleeding states on your Party, you would quickly find that you are unable to keep up with the healing demands.

If you have a Monk or Knight in your Party, you can consider taking a different strategy in this battle, as you may be able to eliminate one of the Necht Lieutenants within the first round. Rather than using buffing commands, you may consider focusing your most powerful single target attacks against one of the Necht Lieutenants in the first round and then following up against the second Necht Lieutenant in the second round. At that point, you can heal your Party members with only the Necht Captain remaining. Once it's only the Necht Captain, you should have an easy time dispatching him. If you don't have a character capable of dealing a significant amount of damage in a single round, then you may have to use the normal multi-round buffing strategy. See Section ***8.4.6*** for a discussion of this strategy for the Necht Militia Commander.

Eventually, the three soldiers will fall and the Prelate of Public Sentiment will have no other course of action than to bow to your demands for a ship. The Prelate's Sycophant will escort you to the Harbor, but you should head back to the main town to the west for some quick exploration. In the main town, head to the SW corner of town where you'll find the Inn and Item Shop in the same building. First, head into the Inn and grab the treasure in the SE room (**Inferno Bomb** – ***A***). Since you've been recognized as one of Kort's defenders, the Innkeeper will not allow you to stay at the Inn. You can insist to stay, in which case you'll have to fight the Necht city guards. If you defeat them, then you can stay for free for a short period of time. You can, however, purchase tonics from the Pub.

After collecting the treasure, leave the Inn and head into the eastern doorway of the building where you'll find the Item Shop. Stock up on items and sell any monster remains that you don't need. Next, leave the Item Shop and walk east to the main thoroughfare of town. Take it north to the large building along the northern edge of town where you'll find the Prelate of Public Sentiment. Grab the treasures in the far east and west rooms (**Electric Blast Bomb, Blizzard Bomb** – ***B***). If you have a Thief in your Party who has learned Master Locksmith, collect the treasure from the Blue Chest (**2× Essences of the Phoenix** – ***B***).

With the treasures in hand, head off the porch and then east toward the next residence. Head inside, go upstairs, and grab the treasure in the SE corner (**Recipe for Barrier Shield** – ***C***).

Synthesis Recipe!	
Item	Barrier Shield
Bonus	DEF +25
Remains	Emerald Shield, 5× Mysterious Stones, and 5× Qilin Horns

Next, leave the home and continue east to the next residence. Head downstairs into the basement and grab the treasure along the western wall (**Recipe for Erratic Whip** – ***D***).

Synthesis Recipe!	
Item	Erratic Whip
Bonus	CRT +30
Remains	Emerald Whip, 5× Behemoth Horns, and 5× Phantom Wings

There is only one treasure remaining in town. From the current residence, exit and head south to the closest residence. Enter and head downstairs into the basement. In the central storage room, you'll find the final treasure (**Mega Wall Tonic** – ***E***). With the treasure in hand, exit, head south, and talk to the Thieving Teen who will give you a **Mega Bubble Tonic**. Now, you've fully explored the main town so it's time explore the Tree of Life and the Harbor. First, head north and follow the dirt path through the northern wall to the Tree of Life.

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
Full Potion	Restores 1,000 HP for one ally	5,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	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
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G

Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Warp Stone	Allows warping out of some dungeons	5,000G
Medium SP Orb	Gives 500 Skill Points	1,250G
Large SP Orb	Gives 1,000 Skill Points	2,500G
Huge SP Orb	Gives 2,000 Skill Points	5,000G
Full SP Orb	Gives 4,000 Skill Points	10,000G

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

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				

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G

Tree of Life

Suggested Level: 77 (Initial Level +12)

NPC Treasures: Treasure Map #12

Treasure Chest Legend	
A	Inferno Bomb
B	Recipe for Vampiric Spear



After entering the Tree of Life area, take the western fork of the dirt path and follow it across a bridge. When the dirt path ends, follow the wall north and then east to the first treasure (**Inferno Bomb** – ***A***). After collecting the treasure, return to the entrance and take the eastern path. You'll quickly come to a fork with two bridges where you should take the eastern bridge. Follow the dirt path and then go north across two more bridges until you can grab the treasure in the NE corner (**Recipe for Vampiric Spear** - ***B***).

After obtaining the recipe, head west to the woman near the pond. She is angry with her husband for falling under the spell of the Prelate's propaganda, and to punish him she's about to throw his treasure map (**Treasure Map #12**) in the pond. Instead, she opts to give it to you. With *Treasure Map #12* in hand, return to the entrance and then go east through the main town to the Harbor.

Synthesis Recipe!	
Item	Vampiric Spear
Bonus	Absorbs 5% of damage dealt to the enemy
Ingredients	Emerald Spear, 3× Scourge Stingers, 3× Twisted Branches, and 3× Golem Clays

Harbor

Suggested Level: 77 (Initial Level +12)



Treasure Chest Legend			
A	Black Hole Bomb	**B**	Electric Blast Bomb

You've returned to the Necht Harbor and now it's time to collect the treasures in this area. From the entrance, head south and gather the treasure at the end of the pier (**Black Hole Bomb** – ***A***). Next, return north to the 4-way intersection near the entrance. Just to the right, you'll find a Fishmonger where you can purchase fish at a 500% mark-up. From there, head east and pass through the next 4-way intersection until you come to a north/south fork. Take the southern fork and follow it until you reach the large military vessel at the eastern end of the Harbor. Climb the stairs and gather the treasure at the northern end of the second level of the ship (**Electric Blast Bomb** – ***B***).

You've collected both treasures, so now it's time to get back to the business at-hand: finding a ship that will take you to Wystonia so that you can alert the Decadal World Council of the mysterious threat that destroyed Rockwood. From the eastern ship, return along the path until you come to a west/north fork. Take the western fork and head up the first set of stairs until you find the Nechtian Captain. The Necht Captain refuses to give you passage to Vir, the continent where Wystonia is located, because he is strongly prejudiced against Goblins. While he doesn't outright refuse, he gives you two offensive options: pay 500,000G for his ship or change your ways and destroy the Goblin village of Ronkar. It is your choice, but you cannot proceed without choosing one of these options. If you don't have enough money to pay him, you can choose to destroy Ronkar. If the thought of murdering Goblins sounds awful to you, you can change your mind about the destruction of Ronkar once you've arrived in the village. Assuming you've paid the Captain the 500,000G, he will reluctantly offer you his ship and you'll have free rein to fully explore the world of Firma.

If you choose not to pay the 500,000G and instead decide on the destruction of Ronkar, the Nechtian Captain will ask if you are ready to set sail. There are no shops in Ronkar, so make sure to stock up on items and to rest before you set sail. Once you're fully prepared, let the Captain know and he will take you south to the snowy village of Ronkar.

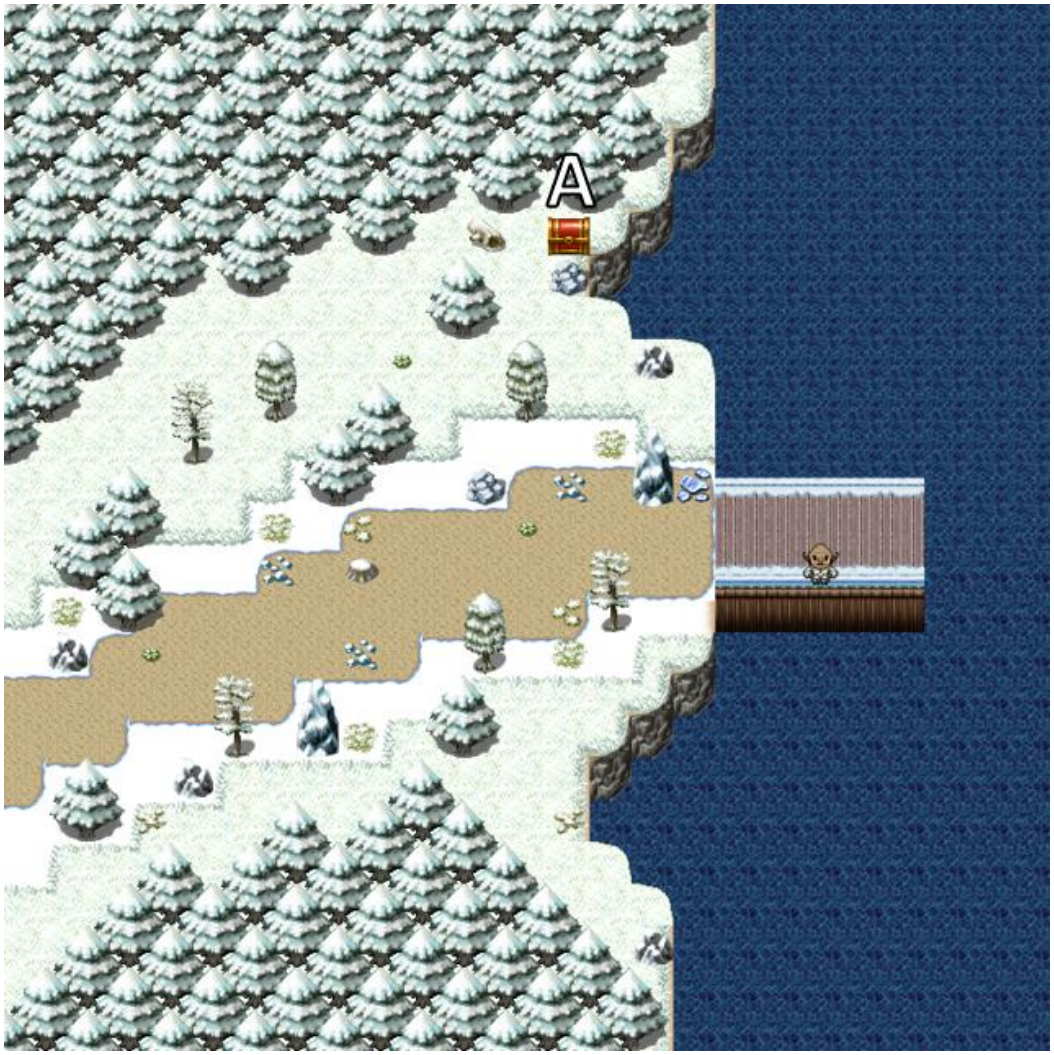


Fishmonger

ITEM NAME	SUMMARY	PRICE
Goldfish	Restores 25 HP for one ally	200
Anchovy	Restores 1 MP for one ally	300
Catfish	Restores 25 HP for entire Party	400
Albacore	Restores 1 MP for entire Party	500
Cod	Restores 75 HP for one ally	625
Bass	Restores 3 MP for one ally	750
Salmon	Restores 75 HP for entire Party	875
Carp	Restores 3 MP for entire Party	1,000
Mackerel	Restores 150 HP for one ally	1,125
Bluegill	Restores 10 MP for one ally	1,250
Bull Trout	Restores 150 HP for entire Party	1,500
Goby	Restores 10 MP to entire Party	1,875
Guppy	Restores 350 HP for one ally	2,500
Halibut	Restores 25 MP for one ally	3,125
Koi	Restores 350 HP to entire Party	3,750
Lionfish	Restores 25 MP for entire Party	4,375

8.5.8 Ronkar - Dock

Suggested Level: 77 (Initial Level +12)



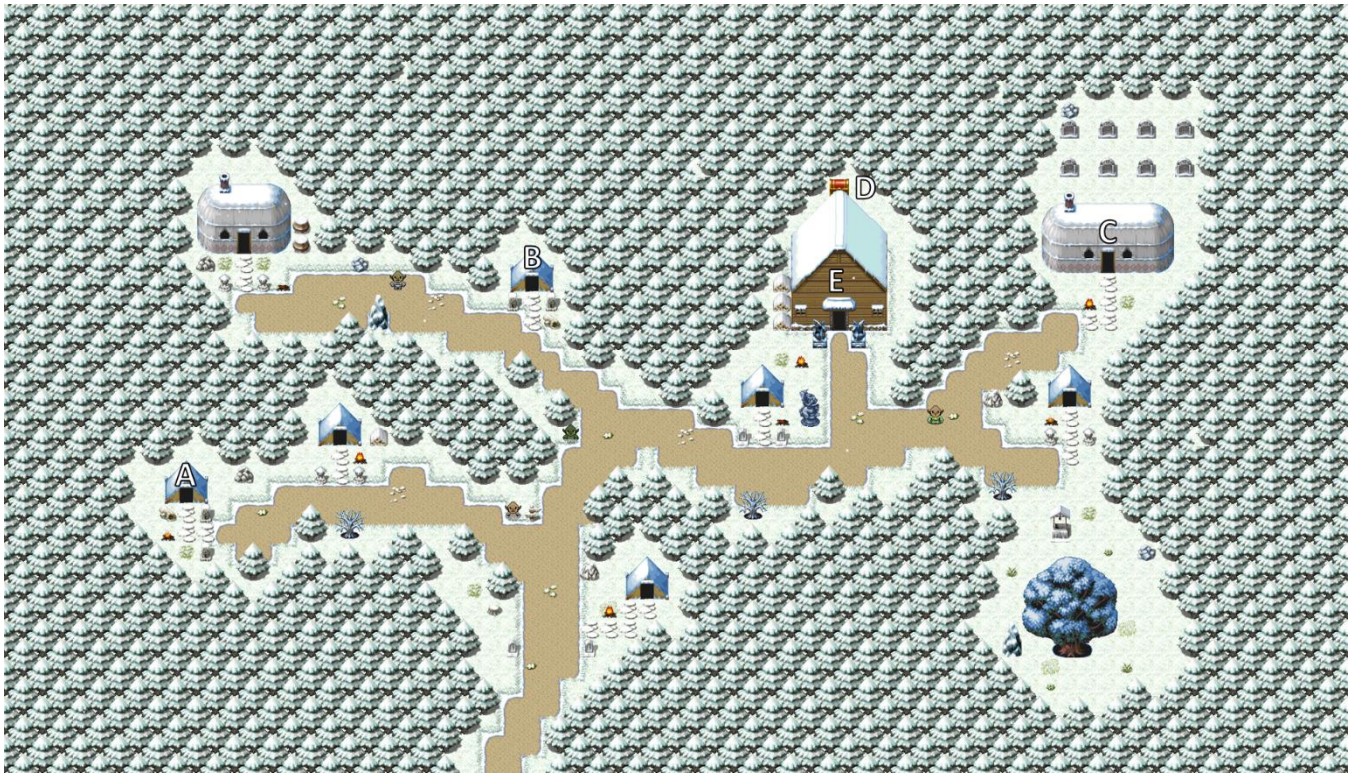
Treasure Chest Legend	
A	Warp Stone

Ronkar lies to the south of Necht on a small, sparsely populated island. There are only two locations that you can visit on the island: the village of Ronkar and Ronkar Dock. When you arrive on the island, you'll be at the northern tip with both Ronkar and Ronkar Dock in sight. To start, head a few steps SE and visit Ronkar Dock.

In the Ronkar Dock, head NE until you reach the coastline where the forest starts. Grab the treasure (**Warp Stone** – ***A***) and then head SE to the Local Goblin Fisherman who will offer to sell you some Icewater Bait. If you have an Old Fishing Spear, then you can also do some fishing for Icewater fish. Once you've finished up, follow the dirt path back to the exit.

8.5.9 Ronkar

Suggested Level: 77 (Initial Level +12)



Treasure Chest Legend					
A	3× Potions	**C**	500G	**E**	Hyper Blitz Tonic
B	Tent	**D**	Remedy		

The snowy, forested village of Ronkar is only a short walk west from Ronkar Dock. When you enter, your only choice is to go north. After a few steps, you'll be given the choice of whether to begin the slaughter of Ronkar or to seek out the Goblin Chieftain for his help. The choice is yours, but before you make it, be sure to explore the village and gather all the treasure. To give yourself time to explore, choose the third option, "Need more time to think…" and you can return to the entrance once you've finished collecting the treasure to make your final decision.

From the entrance, follow the dirt path north until you find a west/north fork. Take the western fork and follow it until it dead ends at a tent. Enter the tent and collect the treasure (**3× Potions** – ***A***). With the treasure in hand, return to the fork and take the northern path. After a few more steps, you'll find a NW/east fork. Take the NW fork for a few steps and enter the first tent that you come across. Grab the treasure inside (**Tent** – ***B***) and then exit.

Return SE to the previous fork and take the eastern path. Continue along the path until you reach a north/east path. Skip the northern path for now as it leads to the Chieftain's home. Instead, take the eastern path until you reach a NE/SE fork. Take the NE path and enter the large tent-like structure to gather another treasure (**500G** – ***C***). Once you've collected the treasure, leave and head due south until

you find the Tree of Life. Save if you need to and then head NW to the Chieftain's Residence. Before entering, circle around to the back and collect the treasure hidden behind the home (**Remedy** – ***D***). Finally, return to the front of the building, enter the Chieftain's residence and collect the final treasure (**Hyper Blitz Tonic** – ***E***). Now that you've collected all the treasures, return to the entrance and make your decision.

Seek Out the Chieftain

If you choose to seek out the Chieftain, then return NE to the Chieftain's residence. Tell him of your plight and he will offer to help you steal a ship from Necht so that you can travel to Vir. If you accept his proposal, then you will meet the Goblins that will help you in this endeavor on the beach. Here again, you have two choices: i) You can ask the Goblins to kill the Nechtians for their cruel behavior, or ii) you can resist revenge on Kort's behalf and let the Goblins do things their way. Even if you ask the Goblins to kill the Nechtians, they will say no. It is only if you threaten to kill them that they will acquiesce to your demands. Regardless of your choice, you will acquire a Ship in the end.

Once you've made your decision, a short cutscene will play where the Goblins will sneak into the Necht Harbor. If you chose the non-violent route, then the Goblins will choose a time when the sailors are gone and they'll simply sneak onto the ship without incident. If you forced the Goblins to adopt your violent scheme, then they will choose a different time when the sailors are still at work and murder the unsuspecting sailors. Your choice of violence or not has small repercussions on the dialogue that you will see later in the game from the residents of Necht. At the end of the scene, you'll be transported to the World Map next to your Ship. With a Ship at your disposal, the world is now much larger and there are many locations to explore. Skip to Section ***8.6*** to start your exploration.

The Slaughter of Ronkar

If you want to stain your soul by murdering the villagers of Ronkar to please the Nechtian Captain, you have that choice. If you choose to slaughter Ronkar, a scene will begin where a Goblin will greet you and you instantly draw your weapon. Another Goblin will rush forward and attempt to stop you by reasoning with you. This offers you one final chance to avoid the destruction of Ronkar. If you accept, then you will be taken to the Goblin Chieftain and you can follow out the remainder of the "Seek Out the Chieftain" option. If you decline, then you will murder both Goblins and set fire to the Ronkar tents.

The scene will continue as you murder more Goblins and set fires. Eventually, you'll make your way to Goblin Chieftain's residence where you'll do battle with him and his two guards. This battle is similar to the one you fought against the Necht Captain and two Necht Lieutenants. The Goblin Chieftain and his guards are physical attackers whose main danger is their ability to inflict bleeding states that will sap 15% of your HP/turn. Use the same strategy that you used in Necht and you should find yourself victorious. Your defeat of the Chieftain marks the end of the Ronkar slaughter. The scene will end with you setting the Chieftain's residence ablaze and then appearing outside to await the Nechtian Captain's arrival. He will pick you up and take you back to Necht where he will hold up his end of the bargain. He will give you his Ship and you are free to start your exploration of Firma.

Goblin Chieftain



Items to Steal
Ambrosia (50%), Nectar (25%), Perfect Elixir (25%), Emerald Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
75,000	5,000	300	325	275	300	160	175	10	150,000	7,500G	2,500

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy

Goblin Soldier



Items to Steal
Ambrosia (50%), Nectar (25%), Perfect Elixir (25%), Emerald Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
25,000	3,500	275	300	250	275	145	165	10	60,000	2,500G	500

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Savage Slice	250	125% Normal Attack with 15% HP/turn damage to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy

8.6 The Decadal World Council

8.6.1 The Long Voyage to Wystonia

Suggested Level: 78 (Initial Level +13)

Ocean Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, and Lantern Fish



Everything until this point has occurred on the two westernmost continents: North and South Aldrin. Now that you've acquired the Ship, there is a vast world to explore. The four other primary continents are the Human continent of Orphos, the Goblin continent of Ugbar, the Elven continent of Huldra, and Vir, home to the World Capital, Wystonia. There are other islands and major landmasses including the large continent in the SE which is an undeveloped wasteland home only to the gigantic

volcano of Mt. Agni which can be seen all the way from the coastline, towering above all the other mountains of this ancient continent.

There are many locations to explore, but for now, we'll restrict ourselves to the main storyline and let the discovery come along naturally. The task at hand is to reach Wystonia on Vir and alert the Decadal World Council. If you get lost in the middle of the ocean, be sure to open your Map and check your position. To reach Vir most quickly, sail east until you reach the western coastline of Huldra. From there, sail north until you reach the rock-infested waters of a large island. Circle counter-clockwise around the edge of the island until you are halfway up the eastern edge. From there, sail east and eventually you'll reach the continent of Vir. Ignore the port at the western edge of the continent and instead sail counter-clockwise along the coastline until you reach the southern port. Dock there and then head north to the Wystonia Main Gate.

Battle Notes: *In this area, you'll encounter five new enemy types: Octopus, Crab, Jellyfish, Finned Sea Serpent, Lantern Fish.*



Name: Octopus
Stealable Items: Mega Vigor Tonic, Electric Blast Bomb, Large SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	3,000	250	260	225	260	175	125	10	34,000	442	Octopus Tentacle

Skill	MP Cost	Description
Ink Attack	500	50% Normal Attack to entire Party with chance to inflict blindness
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy



Name: Crab
Stealable Items: Mega Wall Tonic, Small Cottage, Electric Blast Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,000	3,000	270	400	230	325	140	135	7	32,500	426	Crab Pincer

Skill	MP Cost	Description
Chitinous Armor	250	DEF +50% to user for 5 turns
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy



Name: Jellyfish
Stealable Items: Huge Magic Potion, Antidote, Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,500	3,000	225	250	285	325	130	120	3	31,000	452	Jellyfish Stinger

Skill	MP Cost	Description
Debilitating Sting	125	250 HP damage + 75% Normal Attack with Poison to one enemy
Flood	250	~200 HP damage with water element to all enemies
Aqua Jet	125	~450 HP damage with water element to one enemy



Name: Finned Sea Serpent
Stealable Items: Giant Potion, Refreshing Elixir, Mega Blitz Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,000	3,000	300	300	250	240	110	115	10	35,000	422	Serpent Fin

Skill	MP Cost	Description
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Crushing Jaws	150	ATK +20% to user for 5 turns



Name: Lantern Fish
Stealable Items: Mega Jolt Tonic, Huge SP Orb, Mega Mind Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
4,750	3,000	240	260	240	250	160	280	5	30,000	436	Sea Lantern

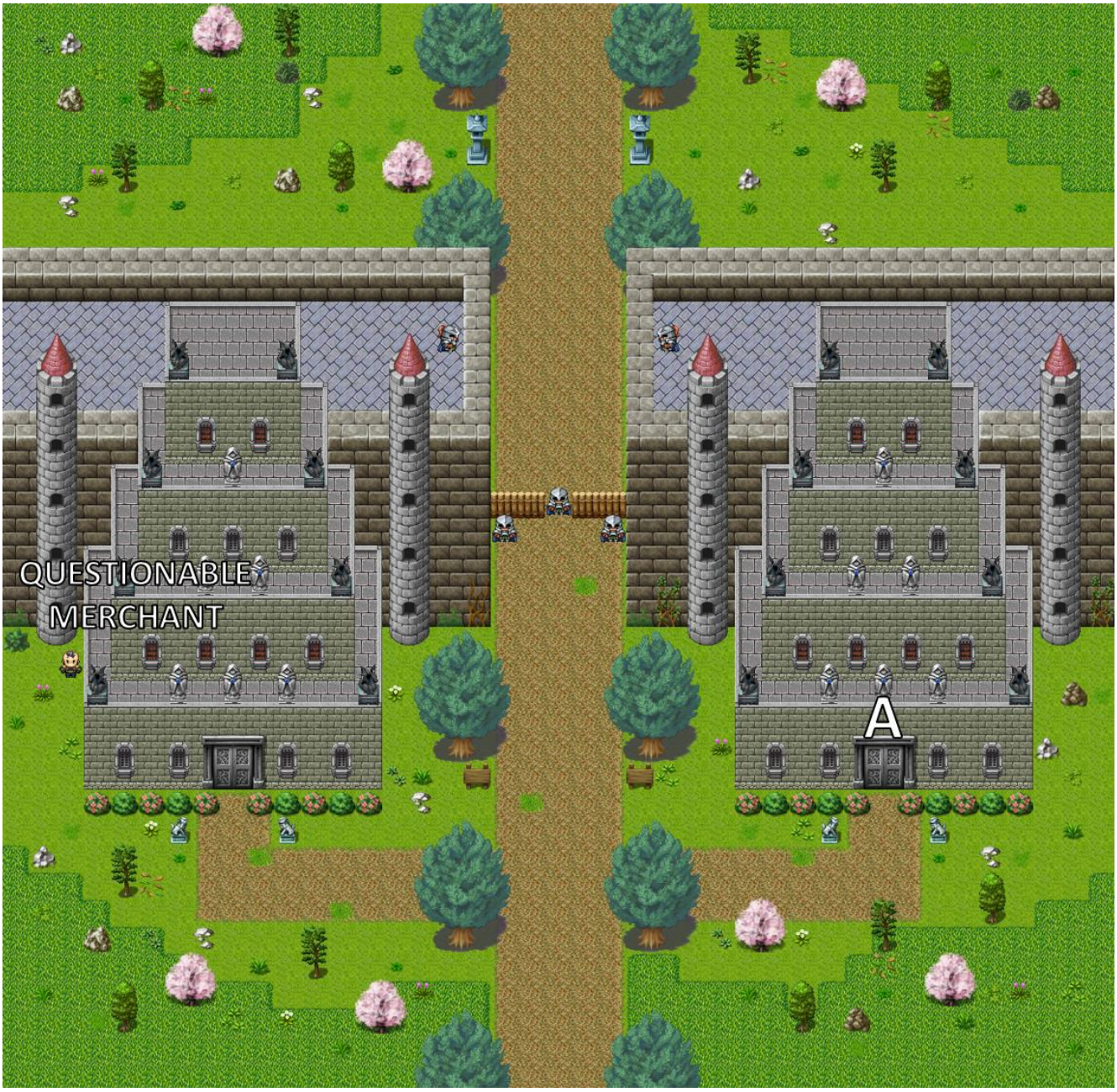
Skill	MP Cost	Description
Lightning Bolt	125	~450 HP damage with thunder element to one enemy
Electric Jolt	150	~550 HP damage with thunder element to one enemy

8.6.2 Wystonia Main Gate

Suggested Level: 78 (Initial Level +13)

Ocean Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, and Lantern Fish

NPC Treasures: Grappling Hook



Treasure Chest Legend	
A	5× Mining Bombs, Rejuvenating Elixir

From the southern port, head north to the Wystonia Main Gate. Twin fortresses stand to either side of the entrance to the grand World Capital. From the entrance, head north along the dirt path until you have the choice to head east or west. Take the eastern dirt path and follow it into the eastern fortress. Take the stairs up to the 3rd floor and collect the treasure in the wooden crate (**5× Mining Bombs** – ***A***). After securing the treasure, climb another flight of stairs to the fourth floor and grab the second treasure (**Rejuvenating Elixir** – ***A***).

With those treasures in hand, you've finished your looting of the Wystonia Main Gate. Return to the first floor and exit the fortress. Head back to the main north/south dirt path and go north until you find three Wystonia Guards securing a quickly erected wooden fence. Approach the guard in the center and he will tell you that entry to Wystonia is currently prohibited. Talk to the other two and they will tell you that the Decadal World Council has already heard of the destruction of Rockwood and has decided to close Wystonia's borders against the unknown threat. But still, there is knowledge that you possess that the World Council could not have acquired yet. You must find a way inside, but the Wystonia Main Gate is not the way.

Before you leave, head to the western edge of the western fortress and you'll find the Questionable Merchant. He divulges some very important information regarding the presence of the Ancient Trade Route that could allow you to bypass the Wystonia Main Gate. He tells you that the bridges of the Ancient Trade Route deteriorated long ago leaving impassable canyons. But he happens to be in possession of a *Grappling Hook* that would allow you to cross those seemingly impassable canyons. He says that he'll let you have it for 100,000G; however, you have the option to barter with him. The trick here is to know how low he'll go and not push him too far. You can push him down to 25,000G but if you try to barter beyond that point, he'll become angry and won't give up the *Grappling Hook* for less than 50,000G. So, to get the cheapest possible price for the *Grappling Hook*, barter with him twice and then pay 25,000G for the **Grappling Hook**. If you need supplies for the Ancient Trade Route, you can purchase them from the Questionable Merchant for double the normal price. With the *Grappling Hook* acquired, head NW to the Ancient Trade Route then go south and exit the area.

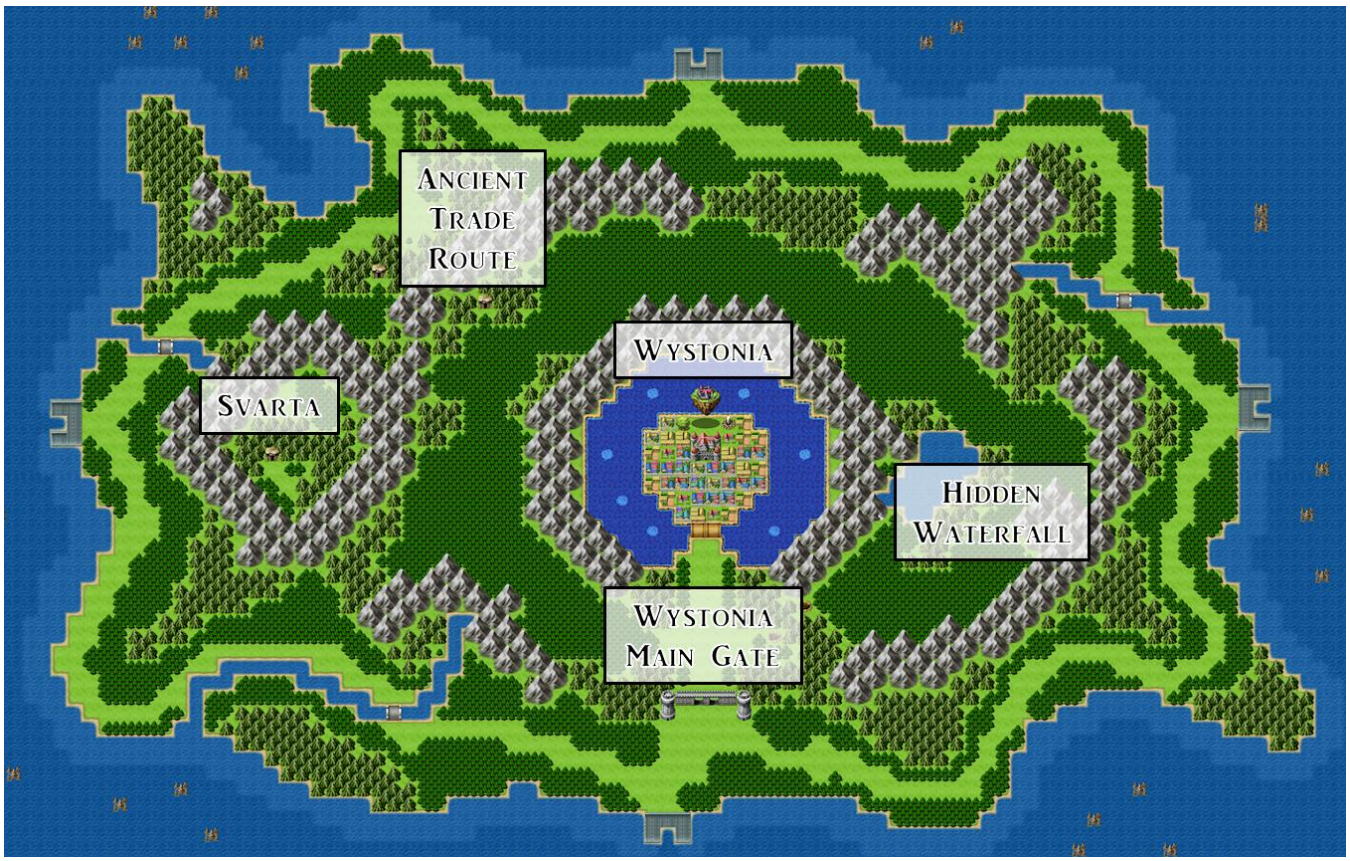
Questionable Merchant's Item Shop

ITEM NAME	SUMMARY	PRICE
Potion	Restores 30 HP for one ally	100G
High Potion	Restores 100 HP for one ally	600G
Large Potion	Restores 250 HP for one ally	2,000G
Huge Potion	Restores 500 HP for one ally	5,000G
Full Potion	Restores 1,000 HP for one ally	10,000G
Antidote	Cures poison	150G
Eye Drops	Cures blindness	120G
Muscle Relaxer	Cures paralysis and stun	240G
Smelling Salts	Cures confusion	300G
Soft	Cures stone	2,000G
Vocalizer Serum	Cures silence	1,000G
Holy Water Flask	Cures zombification	1,500G
Ruse Powder	Cures jinx	1,500G
Serum	Cures disease	2,000G
Remedy	Cures all status effects for one ally	5,000G
Sleeping Bag	Recovers 30 HP for Party	150G
Tent	Recovers 100 HP for Party	600G
Hellfire Bomb	~500 HP damage with fire element to all enemies	5,000G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	5,000G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	5,000G
Black Void Bomb	~500 HP damage with dark element to all enemies	5,000G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	5,000G
Blizzard Bomb	~500 HP damage with ice element to all enemies	5,000G
Warp Stone	Allows warping out of some dungeons	10,000G

8.6.3 Exploring Vir

Suggested Level: 78 (Initial Level +13)

Enemies: Rabid Werewolf, Kobold, Gargoyle, Harpy, Demonic Satyr, Silk Spinner, Giant Tarantula, Vile Rodent, Cerulean Worm, Gargantuan Fly Trap, Colossal Ogre, Kirin, Mystic Spirit, Vampire Bat, Reclusive Eye



There are five locations on Vir to explore. You've already visited the first, the Wystonia Main Gate, and found it to be a dead end. The other locations are Wystonia itself, Svarta, the Ancient Trade Route, and the Hidden Waterfall. Wystonia is obviously inaccessible at this point since you cannot pass through the Main Gate. Svarta sits to the western side of the continent and is also inaccessible due to the surrounding high mountains. The Hidden Waterfall sits inside the outer mountain range and won't be accessible until you find a way inside. That leaves only the Ancient Trade Route to explore. The quickest way to get there is to board your ship and sail clockwise until you reach the western port. Dock at the port and then continue on foot clockwise until you reach the entrance to the Ancient Trade Route.

Battle Notes: *See the Battle Notes for Sections **8.7.5**, **8.8.4**, and **8.9.1.***

8.6.4 Ancient Trade Route

Outer Passageway

Suggested Level: 79 (Initial Level +14)

Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, Badlands Behemoth



Treasure Chest Legend	
α	Full Potion

From the entrance of the Ancient Trade Route, head north along the path and follow it as it turns east. Along the northern wall, you'll spot a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and collect the treasure (**Full Potion** – α). Exit the excavated chamber and continue east until you find a chasm with tall stones that once supported a spanning bridge. Stand between the stone and the chasm to use your *Grappling Hook* to cross the chasm. Once on the other side, you'll find a NE/SE fork. The NE fork leads to the Monster Den, an area inhabited by extremely powerful monsters. Unless you are vastly over-leveled (10+ levels over the "Suggested Level" above), you should avoid this area. If you are level 90 or higher, then proceed to the NE, cross the chasm with your *Grappling Hook* and continue east to enter the Monster Den (***1***). If you are less than the recommended level for the Monster Den, take the SE path to the Central Passageway (***2***) and skip to the section on the ***Central Passageway***. You can return at a later time to explore the Monster Den.

Battle Notes: *In this area, you'll encounter five new enemy types: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, Badlands Behemoth.*



Name: Putrid Creeper
Stealable Items: Mega Ward Tonic, Serum, Giant Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,750	3,500	235	245	210	300	120	120	25	36,000	470	Creeper Pus

Skill	MP Cost	Description
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Contagion	350	Normal Attack that inflicts disease
Vex	350	Normal attack that inflicts jinx



Name: Infested Tree
Stealable Items: Giant Potion, Inferno Bomb, Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,750	3,500	240	400	225	230	125	125	10	37,000	482	Infested Branch

Skill	MP Cost	Description
Entangle	50	Paralyze one enemy
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Malevolent Ivy	250	100 HP damage + 75% Normal Attack, -25% AGI, and Poison to all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns



Name: Desert Wyrm
Stealable Items: Typhoon Bomb, Huge SP Orb, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	3,500	235	265	245	235	155	300	5	40,000	456	Desert Wyrm Talon

Skill	MP Cost	Description
Crushing Jaws	150	ATK +20% to user for 5 turns
Hyper Feet	100	AGI, PRE +50% to all allies for 5 turns
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Confusion Attack	250	Normal attack that can inflict confusion



Name: Demonic Slime
Stealable Items: Huge Magic Potion, Heavenly Judgment Bomb, Vocalizer Serum

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,000	3,500	220	260	275	305	135	130	3	38,000	486	Demonic Goo

Skill	MP Cost	Description
Tempest	250	~200 HP damage with wind element to all enemies
Gale	125	~450 HP damage with wind element to one enemy
Arc Lightning	250	~200 HP damage with thunder element to all enemies
Lightning Bolt	125	~450 HP damage with thunder element to one enemy
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns



Name: Badlands Behemoth
Stealable Items: Refreshing Elixir, Mega Blitz Tonic, Giant Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,250	3,500	265	285	235	235	150	140	7	39,000	464	Badlands Horn

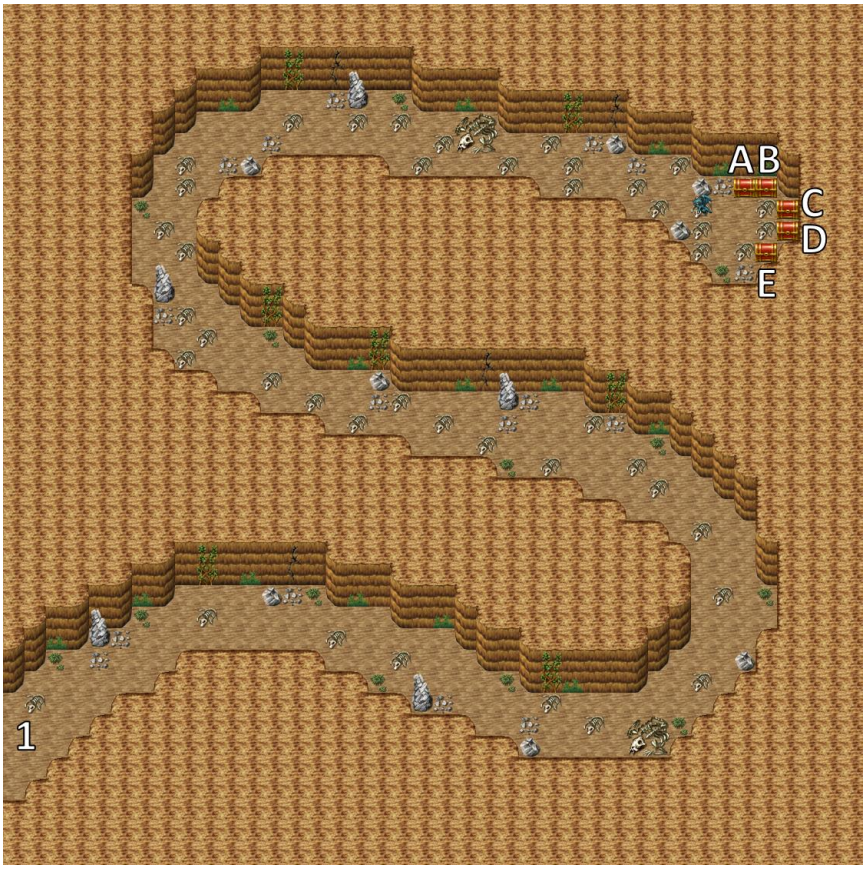
Skill	MP Cost	Description
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Snarl	200	ATK +10%, CRT +100% to user for 5 turns
Maim	250	150% Normal attack with chance to stun
Crushing Jaws	150	ATK +20% to user for 5 turns
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy

Monster Den

Suggested Level: 90 (Initial Level +25)

Enemies: Subterranean Wyrm, Chthonic Slime, and Sunken Slug

Treasure Chest Legend	
A	Genji Ring
B	Undefeated Ring
C	Huge AP Orb
D	Sorcerer Ring
E	3× Perfect Elixir



The Monster Den is a relatively small area, but the monsters inside it are very powerful. From the entrance of the Monster Den (***1***), continue east and then follow the path as it follows an "S" path to the Wyrm King who guards the only treasure in the area.

The Wyrm King is extremely powerful and has a massive half a million HP. His attacks will easily do several thousand damage to your characters, so you'll need to have high defense in order to survive. The Wyrm King is a physical attacker, so you'll want to buff your physical DEF with your most powerful skills such as the White Mage's Holy Shield and Citadel, the Engineer's Stronghold, or with Hyper or Mega Wall Tonics. Since the Wyrm King has an attack (1,000 Cuts) that ignores DEF, it is also desirable to increase the Party's Max HP (with Bubble Tonics or the White Mage's Giant spell) so that you can survive the attack. If you're returning to fight the Wyrm King after completing the 3rd Tier of the Mercenaries Guild, then you'll be in possession of Ignatius' Armor and Robe which can protect you from bleeding states. Those two pieces of equipment can be tremendously useful in defending against the Wyrm King's Vicious Slice and 1,000 Cuts attacks.

After you defeat the Wyrm King, you can claim the valuable spoils that he guards (**Genji Ring** – ***A***, **Undefeated Ring** – ***B***, **Huge AP Orb** – ***C***, **Sorcerer Ring** – ***D***, **3× Perfect Elixir** – ***E***). Return along the path and exit to the Outer Passageway (***1***) and into the Central Passageway (***2***).

Mid-Boss Battle: Wyrm King



Items to Steal
Resurrection Elixir (25%), Perfect Elixir (25%), Perfect SP Orb (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	9,500	445	415	385	435	205	200	5	500,000	0	3,500

Skill	MP Cost	Description
Toxic Bite	500	1500 HP damage + 150% Normal Attack with Poison to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
1,000 Cuts	800	1,000 HP damage + 50% Normal Attack (ignoring DEF) to all enemies Inflicts -15% HP/turn bleeding on all enemies for 5 turns

Battle Notes: *In this area, you'll encounter three new enemy types: Subterranean Wyrm, Chthonic Slime, Sunken Slug.*



Name: Subterranean Wyrm
Stealable Items: Cyclonic Burst Bomb, Giant SP Orb, Great Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	3,000	345	315	285	335	155	400	5	60,000	550	Subterranean Talon

Skill	MP Cost	Description
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Maul	100	150 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Maim	250	150% Normal attack with chance to stun
Lacerate	300	300 HP damage + 125% Normal Attack to one enemy



Name: Chthonic Slime
Stealable Items: Cryogenic Bomb, Ultra Ward Tonic, Serum

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	4,500	340	420	295	330	130	130	3	63,000	590	Disgusting Slime

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Contagion	350	Normal Attack that inflicts disease
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy



Name: Sunken Slime
Stealable Items: Holy Devastation Bomb, Great Potion, Rejuvenating Elixir

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

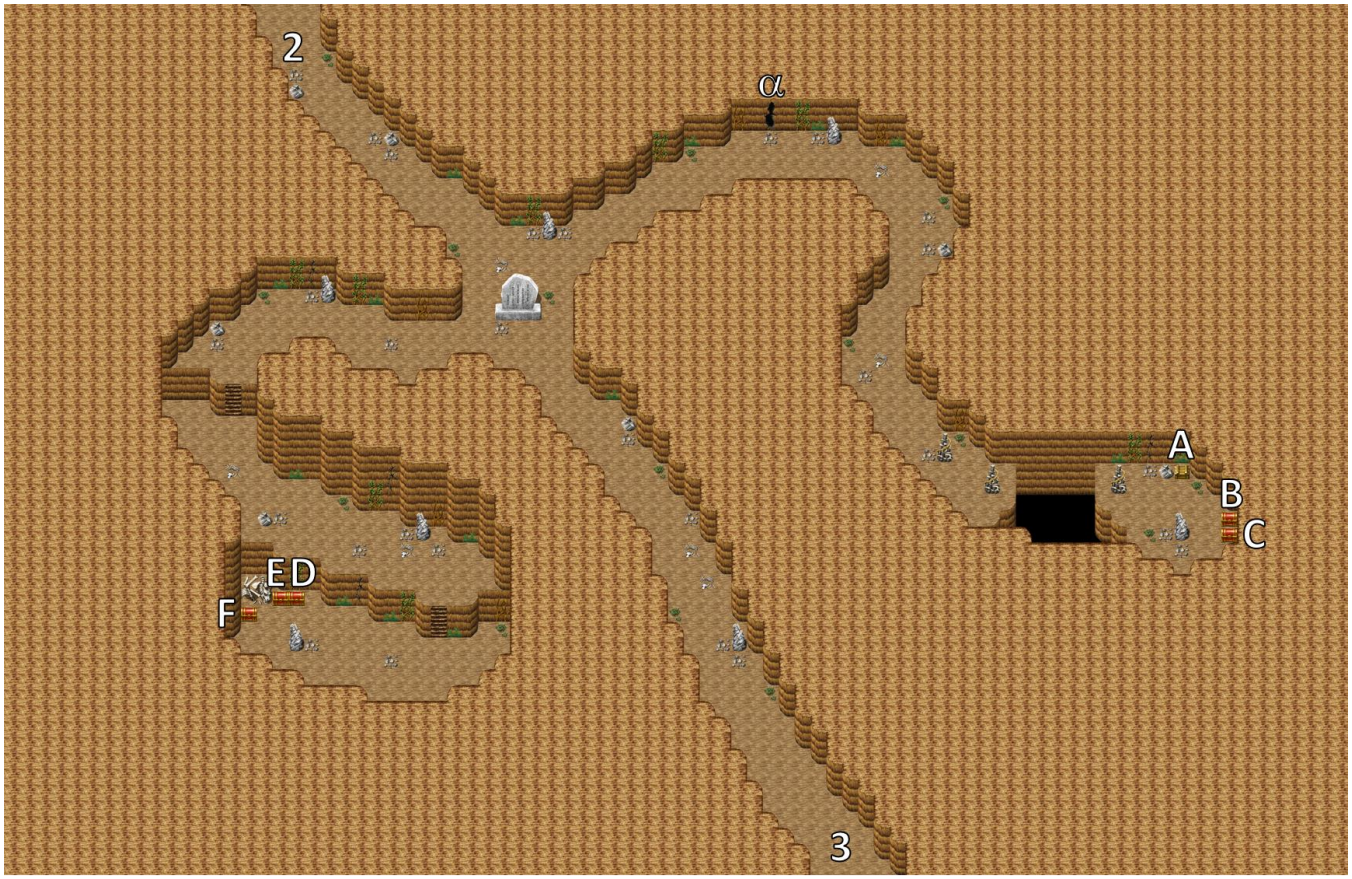
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,500	5,000	325	320	305	350	180	190	7	62,500	608	Sunken Slime

Skill	MP Cost	Description
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Acidic Slime	200	Normal Attack and DEF -25% to one enemy for battle
Walking Dead	250	Zombify all enemies
Blasphemy	400	~350 HP damage with holy element to all enemies
Omega Light	200	~750 HP damage with holy element to one enemy
Paralyzing Bite	150	Normal Attack with chance to paralyze one enemy
Contagion	350	Normal Attack that inflicts disease
Stone Attack	300	Normal Attack that inflicts stone

Central Passageway

Suggested Level: 79 (Initial Level +14)

Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, Badlands Behemoth



Treasure Chest Legend			
A	5× Mining Bombs	**E**	Full Magic Potion
B	Emerald Whip	**F**	Refreshing Elixir
C	Emerald Shield	**α**	Demonic Shadow Bomb, Magma Blast Bomb
D	Hyper Remedy		

When you enter the Central Passageway, you'll find yourself in the NW corner (***2***). Head SE until you find a large plaque at a 4-way intersection. Take the eastern path and follow it until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Demonic Shadow Bomb**, **Magma Blast Bomb** – α).

After collecting the treasure, leave the chamber and continue east along the path. Follow the path as it turns south and dead ends at another chasm. Use the Grappling Hook to cross the chasm and then grab the treasures (**5× Mining Bombs** – ***A***, **Emerald Whip** – ***B***, **Emerald Shield** – ***C***). Remember to equip the Emerald Equipment if it is an upgrade to your current gear. After you've cleared the area,

return across the crevasse with your *Grappling Hook*, and then follow the path west until you reach the 4-way intersection.

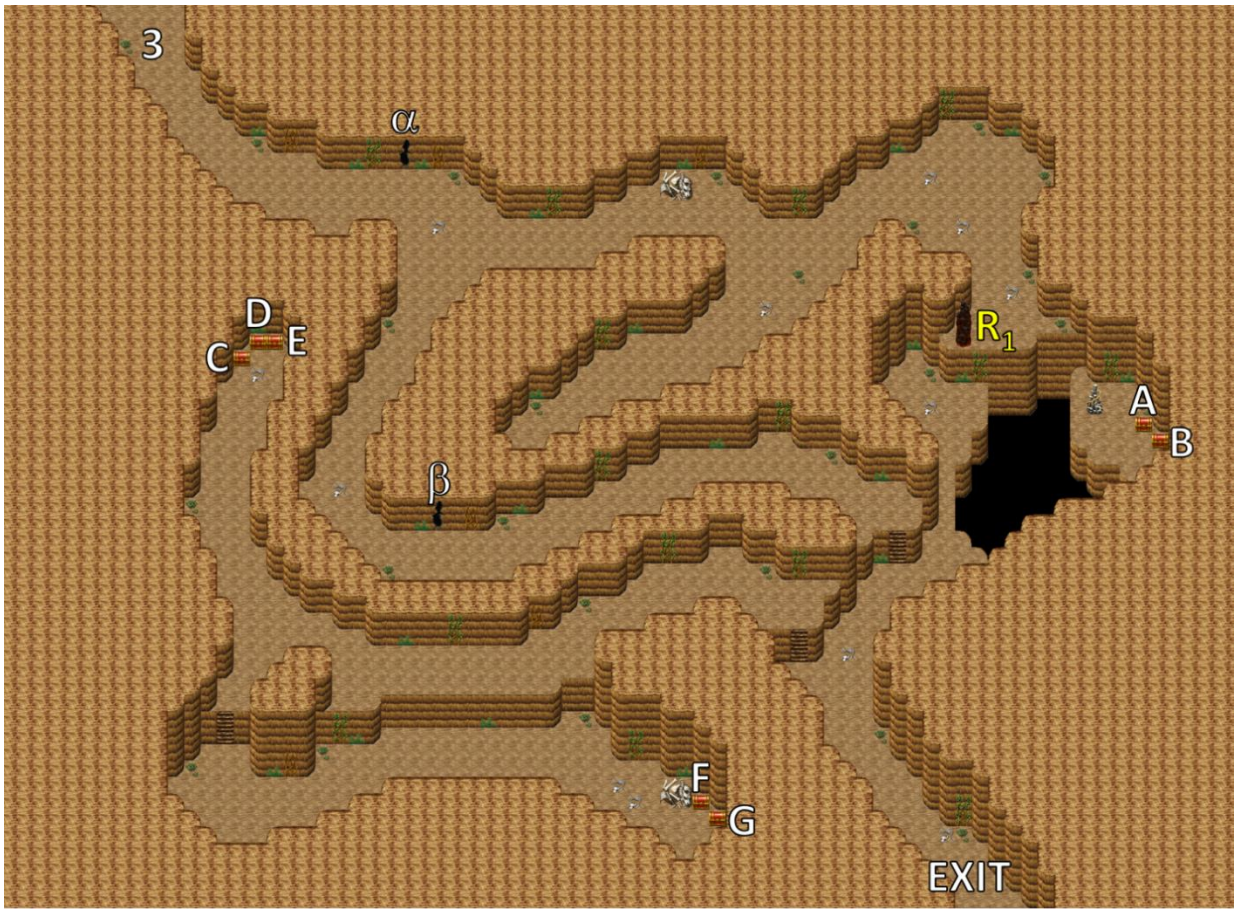
Take the western path and follow it down two sets of stairs until it dead ends at the western edge of a small chamber. Collect the treasures (**Hyper Remedy** – ***D***, **Full Magic Potion** – ***E***, **Refreshing Elixir** – ***F***) and then return once again to the 4-way intersection. Now take the SE path and follow it to the Inner Passageway (***3***).

Battle Notes: *See the Battle Notes for Section **8.6.4.***

Inner Passageway

Suggested Level: 79 (Initial Level +14)

Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, Badlands Behemoth



Treasure Chest Legend					
A	Resurrection Elixir	**D**	Medium AP Orb	**G**	Vaccine Ring
B	Rejuvenating Elixir	**E**	Full SP Orb	α	Refreshing Elixir, Huge SP Orb
C	Giant Magic Potion	**F**	Thunder Ring	β	Resurrection Elixir, Phoenix Ashes

After entering the Inner Passageway, you'll find yourself at the NW corner of the area. Head SE until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure (**Refreshing Elixir**, **Huge SP Orb** – α). Leave the chamber and take a few steps SE until you find an east/south fork. Take the eastern fork until you reach another east/south fork. Again, take the eastern fork (the southern fork is a dead end) and continue to follow the path until you reach a dead end with a tall stone pillar. Investigate the pillar and you'll find that it's fragile enough to topple it. Push it over to create a *Grappling Hook* post on the lower level and then return west until you reach the original fork south of the Mining Crevice (α).

Take the southern fork and follow it until you find another Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasures (**Resurrection Elixir**, **Phoenix Ashes** – β). After gathering the treasures, leave the chamber, and continue east along the path until you come to a set of stairs. Descend the stairs and then head NE until you find the rocks on either side of the chasm. Use the *Grappling Hook* to cross and then grab the treasures on the eastern edge (**Resurrection Elixir** – ***A***, **Rejuvenating Elixir** – ***B***).

With the treasures in hand, return west across the chasm and then SW past the first set of stairs until you find a second set of stairs. Climb the stairs and then head west until you reach the western edge where you'll find a north/south fork. First, head north and collect the treasures at the end of the path (**Giant Magic Potion** – ***C***, **Medium AP Orb** – ***D***, **Full SP Orb** – ***E***). Make sure to use the Medium AP Orb to level up one of your characters. Then return to the previous fork and take the southern path down the stairs. Follow the path east until you find the final treasures at the eastern end of the room (**Thunder Ring** – ***F***, **Vaccine Ring** – ***G***). If you're continuing from Last Dream I, you likely already have an *Element Ring* and don't need the *Thunder Ring*. However, if you're starting a New Game, then the *Thunder Ring* can be very useful against some of the enemies in the dungeon, such as the Demonic Slime. Likewise, the *Vaccine Ring* can protect you against the disease-inflicting attacks of the Putrid Creeper, which will come in handy again when you travel to Orphos. After collecting the last two treasures, return west to the stairs and climb to the higher level. Head east along the upper path until you reach stairs that lead back to the lower level. Descend the stairs and then head SE to the exit.

You've managed to bypass the Wystonia Main Gate and pass inside the defensive mountain range that rings the continent of Vir. Before setting off SE to Vir, it's time to explore the Hidden Waterfall to the east. Reaching the Hidden Waterfall is straight-forward – simply follow the forest clockwise between the inner and outer mountain ranges until you find the small mountain pass at the end.

Battle Notes: *See the Battle Notes for Section **8.6.4.***

8.6.5 Hidden Waterfall

Suggested Level: 79 (Initial Level +14)

NPC Treasures: Catacombs Key

Treasure Chest Legend	
A	5× Mining Bombs, Saelithil's Armor, Saelithil's Shield, Saelithil's Helm, Saelithil's Gauntlets, Saelithil's Boots



When you enter the Hidden Waterfall, you'll start at the bottom near a stream that originates high in the mountains and forms a waterfall as it cascades down the mountain. After you enter, head north and climb the vines to the second level. Cross the rope bridge to the east and then climb another set of vines to the third level. Cross another rope bridge to the west and climb a final set of vines to reach the fourth and top level.

Head east and you'll find that stepping stones have been carefully laid across this section of the stream. If you continue east, you'll find nothing but an old campfire at a dead end. At first, it appears that there is nothing to be found at the Hidden Waterfall, but if you cross onto any of the three stepping stones and press "up", you'll jump into the waterfall and find the hidden cave that lies behind it.

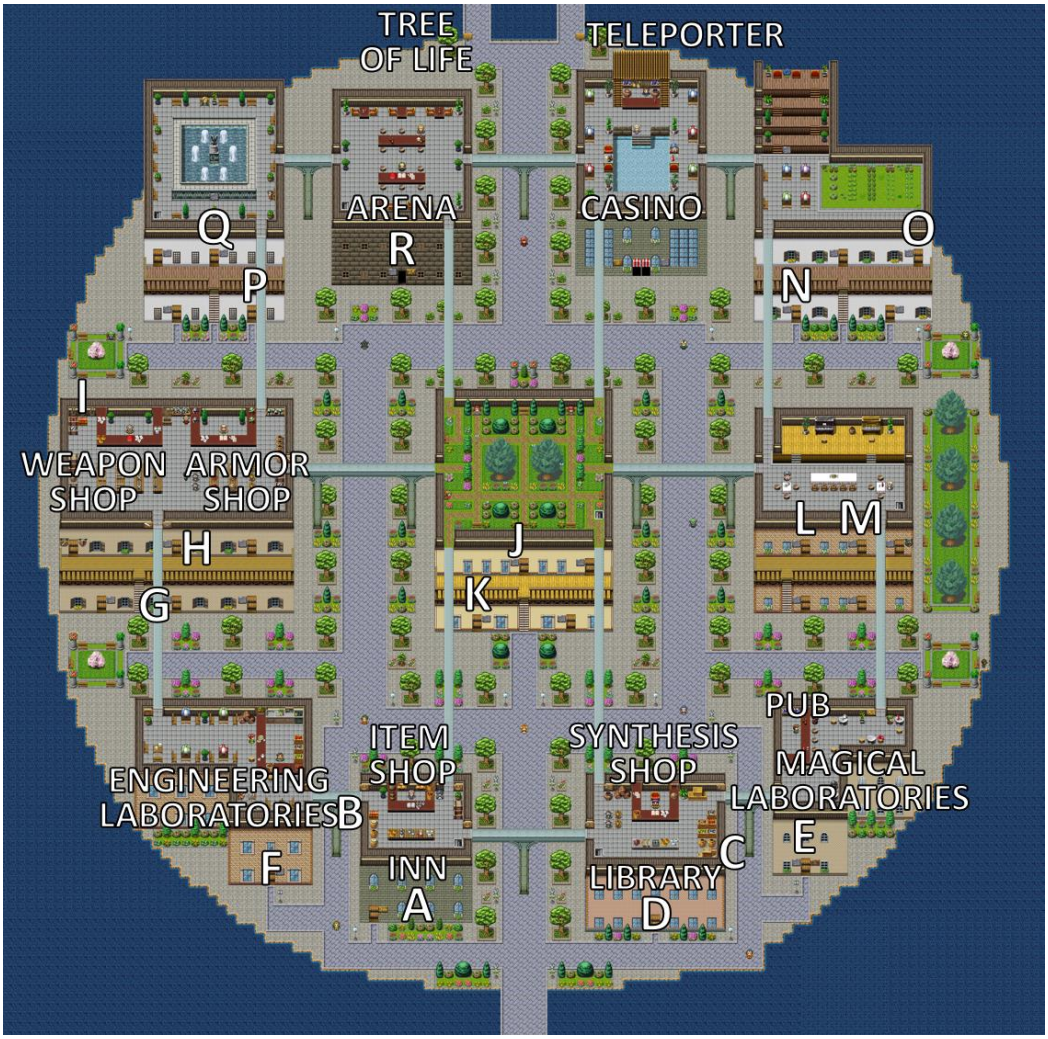
Inside, you'll find the Peaceful Sage who will tell you a bit of information about Lord Jhaeros. He will then ask you why you are here, and you have the option to tell him the truth concerning your multi-world journey or not. If you choose to share your remarkable story, he will be reminded of the myths of his youth and ask you to teach him an advanced skill: Salvation, Aligning Chakras, Throat Slit, Eternal Arrow, or Self-preservation. These are all high-level skills that cannot be acquired until you reach level 115. It's likely that you won't have learned these skills, but you can return once you have learned any one of the skills and share your knowledge with the Peaceful Sage.

When you teach him one of the skills, he will share a tale detailing the resting place of Lord Jhaeros – the Elven town of Tisaren. The Peaceful Sage further states that Jhaeros was buried with fine armor and that you could honor him by traveling to Tisaren and unlocking his tomb with the **Catacombs Key** that he gives you. Learn about the remarkable life of Lord Jhaeros via his biography. If you're in a hurry to acquire the armor, you can skip to Section ***8.8.1*** for more information on Tisaren. Once you've acquired the Catacombs Key, you've done all that you can and you should head back down the cliff face and exit the Hidden Waterfall. If you have an Engineer in your Party, then you can take a shortcut to Wystonia by going through the tunnel to the west; otherwise, head counter-clockwise through the forest between the inner and outer mountain ranges until you reach the entrance to Wystonia.

8.6.6 Wystonia – A World unto Itself

Suggested Level: 80 (Initial Level +15)

NPC Treasures: Treasure Map #19



Treasure Chest Legend					
A	Refreshing Elixir	**G**	Ultra Blitz Tonic	**M**	Resurrection Elixir
B	Giant Magic Potion	**H**	Giant Potion	**N**	Ultra Bubble Tonic
C	Refreshing Elixir	**I**	Massive Potion	**O**	Massive Potion
D	3× Full Elixirs (Blue Chest)	**J**	Rejuvenating Elixir	**P**	Giant Magic Potion
E	Rejuvenating Elixir, Ultra Mind Tonic, Sapphire Staff (Blue Chest)	**K**	40,000G	**Q**	Rejuvenating Elixir
F	Ultra Mind Tonic, Resurrection Elixir	**L**	Ultra Shock Tonic	**R**	Full Magic Potion, Ultra Eagle Eye Tonic, Ultra Ward Tonic, Giant Magic Potion, 60,000G

You've arrived in Wystonia, the grand World Capital of Firma. Here, you'll find citizens of all races living in harmony. And as you might expect, it is a sprawling metropolis that houses many stunning attractions such as the Arena, the Casino, the Magical Laboratories, the Engineer Laboratories, and the most magical of all, the Wystonia Floating Fortress. Wystonia is further made unique in that many of the shops are located on the rooftops of the buildings themselves. The residents of Wystonia term the two levels of the city the Lower City and the Sky City. Start your exploration of Wystonia with the Inn that lies just to the west (left) of the entrance.

Enter the Inn and head to the kitchen in the SE corner of the Inn and collect the treasure (**Refreshing Elixir** – ***A***). There are many Inn residents that you can talk to learn more about Wystonia, the Decadal World Council, and their thoughts on the mysterious threat facing Firma. After gathering the treasure, head up to the second floor and find the staircase that leads to the rooftop. Once on the rooftop, seize the treasure on the western edge (**Giant Magic Potion** – ***B***) and visit the Item Shop. Stock up on the potions because Wystonia offers three new potion types: Giant, Massive, and Great Potions. You can also purchase larger SP Orbs (Giant, Massive, and Great SP Orbs) along with Hyper Remedies.

After stocking up at the Item Shop, head east across the bridge to the rooftop of the Wystonia Library where you'll find the Synthesis Shop and a treasure in the SE corner (**Refreshing Elixir** – ***C***). Grab the treasure and take this opportunity to synthesize some of the recipes that you've acquired during your travels. Once you're finished at the Synthesis Shop, head east to the Wystonia Pub where you can now purchase Ultra-level tonics, which can be essential to turning the tide in tough boss battles. Once you've shopped your fill at the Pub, return to the western rooftop where the Synthesis Shop is located. Take the stairs in the SW corner of the rooftop down into the Wystonia Library. At the center of the 2nd floor, you'll find a blue chest. If you have a Thief in your Party with Master Locksmith, open the chest (**3× Full Elixirs** – ***D***). Take the stairs down to the first floor and then exit through the southern doorway.

Back in the Lower City, head NE to the Wystonia Magical Laboratories. The most talented sorcerers, conjurers, and wizards make their home in the Wystonia Magical Laboratories hoping to advance their own magic focus, whether it be White, Black, or Gray. Here, you'll find the White Mage Researcher, Black Mage Researcher, and Gray Mage Researcher who serve as guides for the sidequests for their respective character classes. The sidequests will be discussed later in Section ***8.15*** of the guide. For now, enter the small storage room to the right and pocket the treasure (**Rejuvenating Elixir** – ***E***). With the treasure in hand, head up the stairs in the NW corner to the second floor. From the stairs, head south and collect the treasure in the small alcove along the western wall (**Ultra Mind Tonic** – ***E***). Finally, head SE and you'll find a blue chest. If you have a Thief in your Party who has learned Master Locksmith, collect the treasure (**Sapphire Staff** – ***E***). Once you've finished gathering all the treasures, return to the first floor and exit through the southern doorway.

In the Lower City, head west past the Wystonia Library and Inn until you reach the Scientific Laboratories. The Scientific Laboratories are home to the Eccentric Inventor and Ingenious Engineers who serve as guides for the Engineer's sidequests. The Engineer's sidequests are discussed in detail in Section ***8.15.22***. You'll also find Zeno – Puzzle Aficionado who will reward you for the completion of puzzles around Firma. Finally, you'll also encounter the Synthesis Engineer who has the ability to reward you with some powerful equipment if you bring him the proper items.

After entering the Engineering Laboratories, head to the NE corner of the first floor and grab the treasure (**Ultra Mind Tonic** – ***F***). After collecting the treasure, head west and you'll encounter the Synthesis Engineer. He tells you that his synthesis research has hit a dead end because he can't acquire the ingredients he needs. It turns out that the ingredients he requires are the hearts of incredibly

powerful beasts. After you've defeated Pythius, Merihem, and Olivier, you can return with their hearts and the Synthesis Engineer will create two pieces of equipment: the Experimental Armor and the Experimental Robe. The Synthesis Engineer allows you to choose which of the two unique items you'd like. The choice is strongly dependent on your party composition since the Experimental Armor gives a large HP regeneration bonus while the Experimental Robe gives a large MP regeneration bonus. After you've made your choice, head up the stairs in the NW corner of the first floor. On the second floor, head to the far eastern wall and descend the ladder back down to the first floor. In the isolated room, take a few steps SE and collect the other treasure (**Resurrection Elixir** – ***F***). With both treasures collected, return up the ladder and then back down the stairs along the western wall. Finally, head south out of the southern doorway to the Lower City.

Next, you'll start exploring the many apartment buildings that hold the countless, diverse residents of Wystonia. From the Scientific Laboratories, head to the eastern edge and then north until you reach the apartment complex behind the Scientific Laboratories. You'll find interesting citizens in most of the apartments, but for brevity, this guide will only take you inside the apartments that contain valuables. Enter the central apartment on the first floor and collect the treasure (**Ultra Blitz Tonic** – ***G***). Next, head up the stairs along the eastern edge of the complex and enter the central doorway on the second floor. Grab the treasure inside (**Giant Potion** – ***H***) and then talk to the Morose Merchant. Down on his luck after the Decadal World Council closed the borders of Wystonia, he offers to sell you **Treasure Map #19** for 10,000G. Buy it and then return outside. Head to the western edge of the 2nd floor balcony and enter the doorway with the weapon and armor shop signs to either side. This will lead you into a small room that has stairs that lead to the rooftop containing the Weapon and Armor Shops.

On the rooftop, head to the NW corner and collect the treasure (**Massive Potion** – ***I***). With the treasure in hand, head to the Weapon and Armor Shops where you can finally purchase Emerald Equipment. Make sure you outfit yourself entirely in Emerald Equipment if you can, since each piece of gear is comparable to gaining a level. Once you're fully outfitted, or as close as you can come with your current gold supply, head east across the bridge to the central apartment complex. Head down the stairs in the SE corner and onto the second-floor balcony and then enter the central doorway. Head inside the apartment and collect the treasure (**Rejuvenating Elixir** – ***J***). Next, head down the central staircase to the first floor and then enter the west-most apartment. Plunder the riches inside (**40,000G** - ***K***) and then head east to the eastern apartment complex.

Climb the western staircase of the eastern apartment complex to the second-floor balcony. Enter the western apartment and nab the treasure inside (**Ultra Shock Tonic** – ***L***). Leave, head east, and enter the central doorway. Collect the treasure inside (**Resurrection Elixir** – ***M***) and then return down the staircase along the western edge of the apartment complex. Head north around the western edge of the apartment complex until you reach the NE apartment complex. Enter the western apartment on the first floor and steal the treasure inside (**Ultra Bubble Tonic** – ***N***). Next, climb the central staircase to the second-floor balcony and enter the eastern apartment. Acquire the treasure inside (**Massive Potion** – ***O***) and exit.

Descend the stairs to the first floor and then enter the eastern apartment. Inside you'll find a tenant annoyed with your penchant for entering places uninvited. But his annoyance is a simple ruse to keep law abiding citizens away. In the northwest corner of the apartment, you'll find an odd crack in the wall. Reach inside and pull the lever to reveal a hidden staircase that leads into the Wystonia Thieves' Hideout. Here, you can bribe city guards to reset your Wanted Level for 50,000G. If you have a Thief in your party, you can also talk to the Mysterious Thief to begin the Thief's second sidequest after you've

finished his first Sidequest in the Volundra Thieves' Hideout (see Section ***8.15.7*** for more information on the Thieves' sidequests).

Descend the stairs to the first floor and then head west past the Casino and the Arena until you reach the NW apartment complex. Enter the eastern apartment on the first floor and gather the treasure (**Giant Magic Potion** – ***P***). With that treasure collected, climb the central stairs to the second story balcony and enter the central doorway. Grab the treasure (**Rejuvenating Elixir** – ***Q***), exit, and then descend the stairs to the Lower City.

To wrap up the treasure collection, head NE and enter the Arena. There are multiple treasures inside the Arena. To start, head to the storage room in the SW corner and collect the first treasure (**Full Magic Potion** – ***R***). Next, head north to the backside of the first floor and then turn east down the rear hallway. Enter the first room to the south and collect the treasure (**Ultra Eagle Eye Tonic** – ***R***). Leave the room and continue east down the hallway and enter the last room to the south. Collect the treasure (**Ultra Ward Tonic** – ***R***), leave the room, and then climb the stairs to the second floor. From the NE corner of the second floor, head south down the narrow corridor and then west past the three Arena Shops. Follow the western wall to the SW corner and then head east down the southern hallway until you reach a small storage room in the SE corner. Grab the treasure (**Giant Magic Potion** – ***R***) and then return to the previous doorway which will take you into the Arena Master's room. Head into the bedroom and gather the final chest of gold (**60,000G** – ***R***).

You've now gathered all of the treasure in Wystonia and are free to more deeply explore the various sites such as the Arena, Casino, Magical Laboratories, and Scientific Laboratories. Since you're already inside the Arena, we'll start there.

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G

Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO

Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
Great Potion	Restores 50% HP for one ally	25,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	2,500G
Hyper Remedy	Cures all status effects for one ally; includes zombification, jinx, and disease	10,000G
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
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000G
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G

Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Warp Stone	Allows warping out of some dungeons	5,000G
Medium SP Orb	Gives 500 Skill Points	1,250G
Large SP Orb	Gives 1,000 Skill Points	2,500G
Huge SP Orb	Gives 2,000 Skill Points	5,000G
Full SP Orb	Gives 4,000 Skill Points	10,000G
Giant SP Orb	Gives 6,000 Skill Points	15,000G
Massive SP Orb	Gives 8,000 Skill Points	20,000G
Great SP Orb	Gives 10,000 Skill Points	25,000G

8.6.7 Wystonia Arena

Floor #1



The Wystonia Arena is home to all warriors of Firma who seek glory and stardom by risking their life in combat against the world's strongest monsters. The first floor contains the Arena Attendant near the entrance and the treasures that you plundered earlier.

Basement

Suggested Level: 80 (Initial Level +15)



The basement contains the stalls where you can compete in the Arena battles. The Arena contains two types of combat: i) the tier system and ii) the ladder system. The familiar tier system from Last Dream I is where you fight a series of 5 battles of increasing difficulty to complete a tier of the Arena. The primary difference from Last Dream I is that the tiers are no longer broken up into A, B, C, and D cups. Instead there are 15 tiers of Arena combat, each composed of 5 battles. You must start at Tier #1 and unlock each increasing tier as you complete the last. Once you've completed all 15 tiers, you will have conquered the Arena Tier system and you won't be able to compete any more in the Arena Tiers. Conquering the Arena Tier system is an excellent way to fully outfit your Party with a powerful set of rings… if you can survive. The full list of Arena Tier system rewards is shown in the table below:

Tier Number	Reward
1	Larceny Ring, Faultless Ring, 75,000G
2	Deadly Ring, Winged Ring, 87,500G
3	Bubble Ring, Surge Ring, 100,000G
4	Protector Ring, Harbinger Ring, 112,500G
5	Transcendent Ring, Orphic Ring, 125,000G
6	Ambush Ring, Shepherd Ring, 137,500G
7	Berserker Ring, Shaman Ring, 150,000G
8	Magus Ring, Warden Ring, 162,500G
9	Champion Ring, Conjurer Ring, 175,000G
10	Inflation Ring, Expert Ring, 187,500G
11	Clandestine Ring, Guardian Ring, 200,000G
12	Warlock Ring, Valor Ring, 212,500G
13	Undefeated Ring, Sorcerer Ring, 225,000G
14	Magnification Ring, Augmentation Ring, 237,500G
15	Master Ring, Ancient Ring, Clotting Ring, Element Ring, 250,000G

The Arena ladder system is a new addition that allows you to fight in a seemingly unending series of battles, each of which increases in difficulty. The ladder system can stretch for a maximum of 50 consecutive battles. The enemies start off somewhat easy with enemies that you fought on the South Aldrin continent but quickly increase to become the most powerful enemies in the game. In the ladder, it is your decision when to quit. If you push it too far in the Arena Ladder and lose, it is game over. Be careful. There is also no opportunity for rest between battles in the ladder so you will have to heal yourself during battle. Unlike the Arena Tier system, you can repeat the Arena Ladder system as often as you want, even if you've completed all 50 rungs of the ladder. The first time you complete an Arena Ladder rung, you will get a unique item as a reward; however, upon subsequent completions of the same rung, you will be rewarded with gold. The unique rewards and cumulative amount of gold at each ladder rung are listed in the table below:

Battle #	Ladder Reward	Gold	Battle #	Ladder Reward	Gold
1	Perfect SP Orb	1,000	**26**	6× Perfect SP Orbs	351,000
2	Ambrosia	2,000	**27**	6× Ambrosia	378,000
3	Nectar	6,000	**28**	3× Nectar	406,000
4	Perfect Elixir	10,000	**29**	6× Resurrection Elixirs	435,000
5	Luminescent Gloves	15,000	**30**	Shadow Boots	465,000
6	2× Perfect SP Orb	21,000	**31**	7× Perfect SP Orbs	496,000
7	2× Ambrosia	28,000	**32**	7× Ambrosia	528,000
8	Nectar	36,000	**33**	4× Nectar	561,000
9	2× Resurrection Elixir	45,000	**34**	7× Perfect Elixirs	595,000
10	Pearlescent Gauntlets	55,000	**35**	Seer's Cloak	630,000
11	3× Perfect SP Orb	66,000	**36**	8× Perfect SP Orbs	666,000
12	3× Ambrosia	78,000	**37**	8× Ambrosia	703,000
13	2× Nectar	91,000	**38**	4× Nectar	741,000
14	3× Perfect Elixir	105,000	**39**	8× Resurrection Elixirs	780,000
15	Salvation Hat	120,000	**40**	Veteran's Shield	820,000
16	4× Perfect SP Orbs	136,000	**41**	9× Perfect SP Orbs	861,000
17	4× Ambrosia	153,000	**42**	9× Ambrosia	903,000
18	2× Nectar	171,000	**43**	5× Nectar	946,000
19	4× Resurrection Elixirs	190,000	**44**	9× Perfect Elixirs	990,000
20	Absolution Helm	210,000	**45**	Ancient Robe	1,035,000
21	5× Perfect SP Orbs	231,000	**46**	10× Perfect SP Orbs	1,081,000
22	5× Ambrosia	253,000	**47**	10× Ambrosia	1,128,000
23	3× Nectar	276,000	**48**	5× Nectar	1,176,000
24	5× Perfect Elixirs	300,000	**49**	10× Resurrection Elixirs	1,225,000
25	Shadow Shoes	325,000	**50**	Ancient Armor	1,275,000

Not to be outdone by the Casino, you can also place wagers on the battles of other gladiators at the Arena. There are a variety of random battles that you can place wagers on; however, there are no tricks to game the system (except for save/reset). The odds for each match are given and the payouts are based on the odds so that on average, you should come out even. For that reason, the full list of possible matches that you can bet on aren't given because the selection of the match is simply a matter of how risky you want to be and how large of a payout multiplier you want.

Finally, the Arena is also home to the Escort Mission Liaison. This is the guide for the Knight's sidequests and you won't be able to participate in these missions unless you have a Knight in your Party. As with the sidequests mentioned earlier in the Scientific and Magical Laboratories, the Knight's sidequests with the Escort Mission Liaison are discussed in detail in Section ***8.15.1***.

Floor #2



The 2nd Floor of the Arena is home to all of the Arena Shops. It also includes the Pub, the Arena Master, and the Veteran Gladiator who gives you the rewards that you earn in the Escort Liaison Missions (discussed in detail in Section ***8.15.1***). For every 5th tier of the Arena Tier system that you complete, you will unlock new equipment for purchase from the Arena Shops.

Weapon Shop (Below Tier #5)

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO

Armor Shop (Below Tier #5)

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				

Weapon Shop (After Tier #5)

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Ruby Sword	100,000G	106	0	0	45	NO
Ruby Dagger	88,000G	91	0	0	35	NO
Ruby Axe	92,000G	165	0	0	85	YES
Ruby Spear	90,000G	66	0	52	13	NO
Ruby Bow	86,000G	74	0	34	7	NO
Ruby Whip	87,000G	56	0	56	13	NO
Ruby Staff	100,000G	32	106	0	8	NO

Armor Shop (After Tier #5)

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Ruby Armor	77,000G	85	30							250	
Ruby Robe	77,000G	60	55								125
Ruby Shield	60,000G	75							25		
Ruby Cloak	60,000G	55	45								
Ruby Hat	60,000G	45	55								
Ruby Helm	60,000G	57	43								
Ruby Gloves	60,000G	35		65							
Ruby Gauntlets	60,000G	38			24			38			
Ruby Shoes	60,000G	36				32	32				
Ruby Boots	60,000G	46				27	27				

Weapon Shop (After Tier #10)

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Sapphire Sword	150,000G	124	0	0	50	NO
Sapphire Dagger	132,000G	107	0	0	40	NO
Sapphire Axe	138,000G	200	0	0	95	YES
Sapphire Spear	135,000G	80	0	60	14	NO
Sapphire Bow	129,000G	86	0	44	8	NO
Sapphire Whip	130,500G	68	0	68	14	NO
Sapphire Staff	150,000G	40	124	0	9	NO

Armor Shop (After Tier #10)

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Sapphire Armor	96,000G	95	35							300	
Sapphire Robe	96,000G	65	65								150
Sapphire Shield	75,000G	85							30		
Sapphire Cloak	75,000G	60	50								
Sapphire Hat	75,000G	50	60								
Sapphire Helm	75,000G	62	48								
Sapphire Gloves	75,000G	40		70							
Sapphire Gauntlets	75,000G	42			26			42			
Sapphire Shoes	75,000G	40				35	35				
Sapphire Boots	75,000G	50				30	30				

Weapon Shop (After Tier #15)

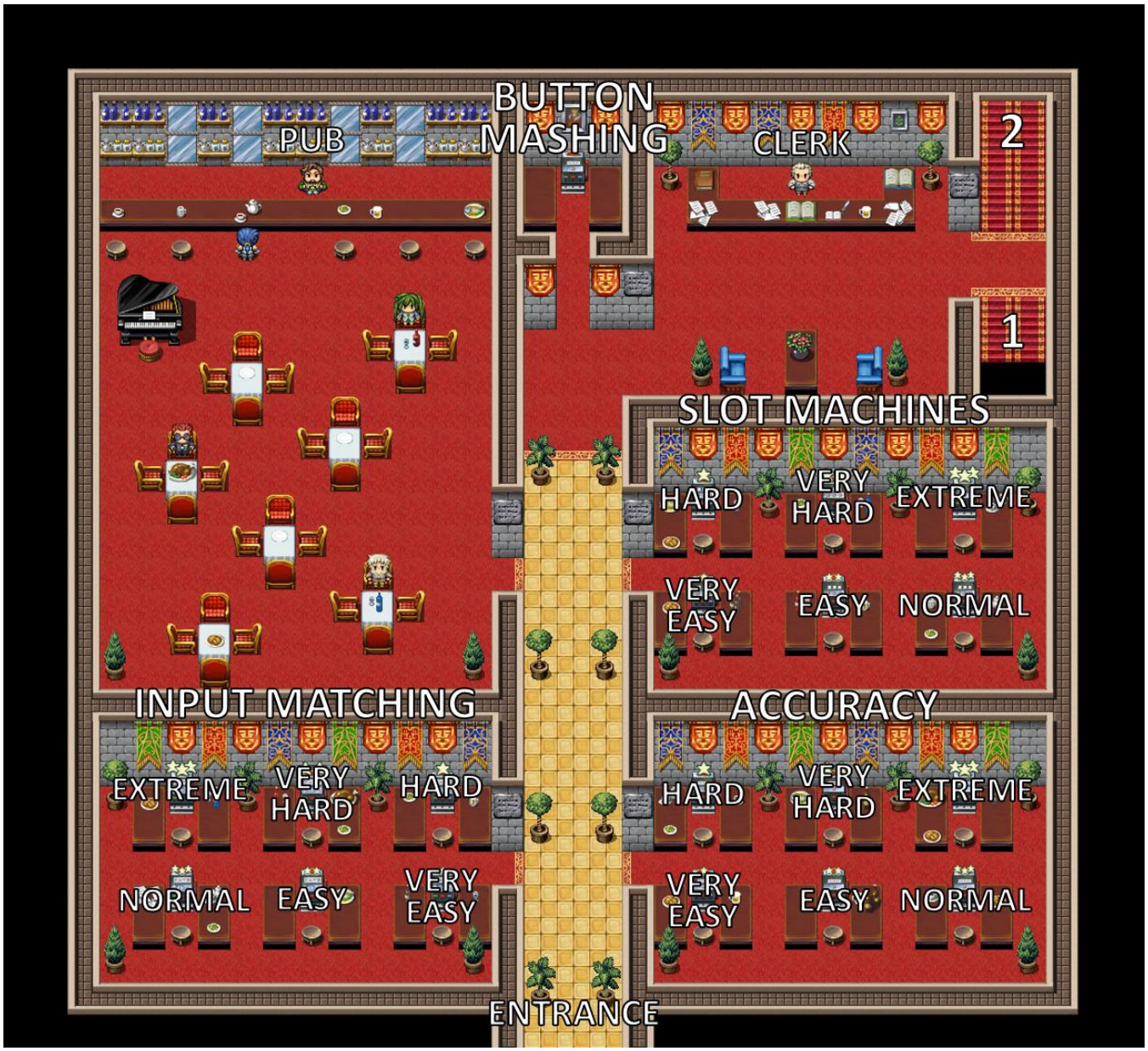
WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Aegis Sword	250,000G	150	0	0	55	NO
Aegis Dagger	220,000G	131	0	0	45	NO
Aegis Axe	230,000G	250	0	0	105	YES
Aegis Spear	225,000G	100	0	80	15	NO
Aegis Bow	215,000G	105	0	60	9	NO
Aegis Whip	217,500G	86	0	86	15	NO
Aegis Staff	250,000G	52	150	0	10	NO

Armor Shop (After Tier #15)

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Aegis Armor	150,000G	110	45							450	
Aegis Robe	150,000G	70	80								250
Aegis Shield	120,000G	100							35		
Aegis Cloak	120,000G	70	60								
Aegis Hat	120,000G	60	70								
Aegis Helm	120,000G	75	55								
Aegis Gloves	120,000G	50		80							
Aegis Gauntlets	120,000G	46			38			46			
Aegis Shoes	120,000G	46				42	42				
Aegis Boots	120,000G	56				37	37				

8.6.8 Wystonia Casino

Floor #1



After you've finished with the Arena, head next door to the Casino. At the Casino, you can earn Tokens that you purchase from the Casino Clerk in the NE corner of the first floor. The exchange rate between Tokens and gold pieces is 10 G per 1 token. Tokens have no worth outside the Casino, so you can't directly increase your gold at the Casino; however, you can purchase items with Tokens and then sell those outside of the Casino. This indirect selling of Casino items is a fairly slow way to amass gold and the items themselves are more valuable than the small amount of gold you gain. When you start at the Casino, you can only shop at the Casino Shop in the basement where you'll find the Moa Racetrack.

Once you've acquired VIP status by winning a total of 500,000 tokens, you can enter the VIP area on the 2nd floor of the Casino and binge at the VIP shop where you'll find many rare items for purchase. You can also purchase tonics at the Casino Pub for gold (not Tokens).

The first floor of the Casino contains four different types of machines: Accuracy, Input Matching, Slot Machines, and Button Mashing. The first three types of machines have a total of six machines each with a specific difficulty, cost, and payout: Very Easy, Easy, Normal, Hard, Very Hard, and Extreme. Meanwhile there is only a single Button Matching machine; however, it has multiple levels of payouts depending on your performance. The cost and payout for each machine are listed in the tables below:

Accuracy Machines

Difficulty	Fee	Result	Payout
Very Easy	100T	Perfect	150T
		Almost	50T
		Miss	0T
Easy	100T	Perfect	250T
		Almost	100T
		Miss	0T
Normal	200T	Perfect	400T
		Almost	200T
		Miss	0T
Hard	200T	Perfect	600T
		Almost	200T
		Miss	0T
Very Hard	500T	Perfect	1,500T
		Almost	750T
		Miss	0T
Extreme	1,000T	Perfect	5,000T
		Almost	1,500T
		Miss	0T

Slot Machines

Difficulty	Fee	Result	Payout
Very Easy	100T	Perfect	150T
		Excellent	100T
		Pretty Good	50T
		Loss	0T
Easy	100T	Perfect	500T
		Excellent	300T
		Pretty Good	100T
		Not Bad	50T
		Loss	0T
Normal	200T	Perfect	600T
		Excellent	400T
		Pretty Good	200T
		OK	100T
		Not Bad	50T
		Loss	0T
Hard	200T	Perfect	800T
		Excellent	600T
		Pretty Good	400T
		OK	200T
		Not Bad	100T
		Not Good	50T
		Loss	0T
Very Hard	500T	Perfect	2,500T
		Excellent	1,500T
		Very Good	1,000T
		Pretty Good	750T
		OK	500T
		Not Bad	250T
		Too Bad	100T
		Loss	0T
Extreme	1,000T	Perfect	100,000T
		Excellent	50,000T
		Very Good	30,000T
		Nice Job	15,000T
		Pretty Good	7,500T
		OK	2,500T
		Not Bad	1,000T
		Not Good	500T
		Loss	0T

Button Mashing Machine

Difficulty	Fee	Result	Payout
Normal	500T	> 100	25,000T
		95 – 99	15,000T
		90 – 94	10,000T
		85 – 89	5,000T
		80 – 84	2,500T
		60 – 79	1,000T
		40 – 59	500T
		< 40	0T

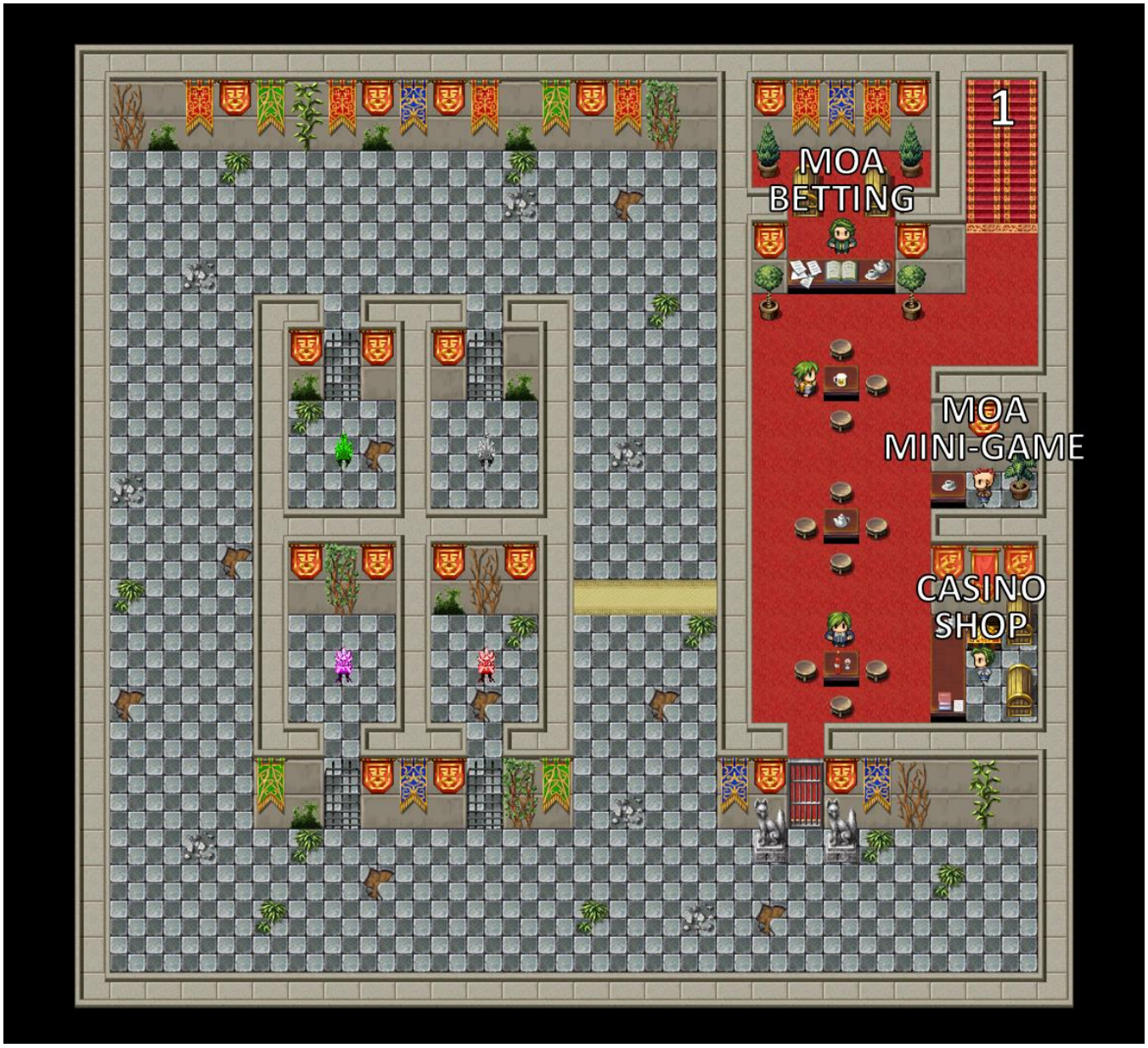
Button Matching Machines

Difficulty	Fee	Result	Payout
Very Easy	100T	Perfect	200T
		Loss	0T
Easy	100T	Perfect	300T
		Loss	0T
Normal	200T	Perfect	500T
		Pretty Good	200T
		Loss	0T
Hard	200T	Perfect	750T
		Nice Job	500T
		Pretty Good	200T
		Loss	0T
Very Hard	500T	Perfect	2,500T
		Nice Job	1,500T
		Pretty Good	500T
		Loss	0T
Extreme	1,000T	Perfect	7,500T
		Very Good	5,000T
		Pretty Good	2,500T
		OK	1,000T
		Not Bad	500T
		Loss	0T

Casino Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Basement - Moa Racetrack



If you venture down the stairs in the NE corner, you'll find yourself at the Moa Racetrack. Just to the left of the stairs is the Moa Betting desk where you can place a wager on the next Moa Race. There are four Moas: Red, Green, Gray, and Purple. You can place a bet up to 9,999 tokens. There are no tricks to the Moa Races; it is simply a 25% chance to win with a 4× payout.

A few steps to the south, you'll find the Moa Tracker Mini-Game. This is a "Runner" style mini-game that constantly side scrolls as you attempt to avoid the boulders that are thrown your way. By playing the Mini-Game you can earn extra tokens. Finally, the last room along the eastern wall is the Casino Shop where you can spend your acquired tokens.

Casino Token Shop - Items

ITEM NAME	SUMMARY	PRICE
Giant Potion	Restores 2,500 HP for one ally	10,000T
Massive Potion	Restores 5,000 HP for one ally	20,000T
Great Potion	Restores 50% HP for one ally	25,000T
Giant Magic Potion	Restores 1,000 MP for one ally	20,000T
Massive Magic Potion	Restores 2,500 MP for one ally	40,000T
Great Magic Potion	Restores 50% MP for one ally	50,000T
Small Cottage	Recovers 300 HP & 300 MP for Party	2,500T
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000T
Large Cottage	Recovers All HP & MP for entire Party	10,000T
Remedy	Cures all status effects for one ally	2,500T
Ruse Powder	Cures jinx	750T
Holy Water Flask	Cures zombification	750T
Serum	Cures disease	1,000T
Full SP Orb	Gives 4,000 Skill Points	10,000T
Giant SP Orb	Gives 6,000 Skill Points	15,000T
Massive SP Orb	Gives 8,000 Skill Points	20,000T
Great SP Orb	Gives 10,000 Skill Points	25,000T
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500T
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500T
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500T
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500T
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500T
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500T

Casino Token Shop - Weapons

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Ruby Sword	100,000T	106	0	0	45	NO
Ruby Dagger	88,000T	91	0	0	35	NO
Ruby Axe	92,000T	165	0	0	85	YES
Ruby Spear	90,000T	66	0	52	13	NO
Ruby Bow	86,000T	74	0	34	7	NO
Ruby Whip	87,000T	56	0	56	13	NO
Ruby Staff	100,000T	32	106	0	8	NO

Casino Token Shop - Weapons

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Ruby Armor	77,000T	85	30							250	
Ruby Robe	77,000T	60	55								125
Ruby Shield	60,000T	75							25		
Ruby Cloak	60,000T	55	45								
Ruby Hat	60,000T	45	55								
Ruby Helm	60,000T	57	43								
Ruby Gloves	60,000T	35		65							
Ruby Gauntlets	60,000T	38			24			38			
Ruby Shoes	60,000T	36				32	32				
Ruby Boots	60,000T	46				27	27				

Casino Token Shop – Rings

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND	STONE
Poison Ring	25,000T	X						
Silence Ring	25,000T		X					
Sleep Ring	25,000T			X				
Paralysis Ring	25,000T				X			
Confusion Ring	25,000T					X		
Blind Ring	25,000T						X	
Stone Ring	25,000G							X

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	ATK	DEF	INT	MGD	AGI	PRE	ACC	CRT
Ascendant Ring	50,000G	50							
Sentinel Ring	50,000G		50						
Occult Ring	50,000G			50					
Augury 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	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND
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	

RING	PRICE	HP+	MP+	SP+
Balloon Ring	25,000T	25%		
Reservoir Ring	25,000T		25%	
Expansion Ring	50,000T	50%		
Torrent Ring	25,000T		50%	
Boost Ring	25,000T			25%
Growth Ring	50,000T			50%

RING	PRICE	STONE	DEATH	ZOMBIFACTION	JINX	DISEASE
Zombie Ring	50,000G			X		
Jinx Ring	50,000G				X	
Vaccine Ring	75,000G					X
Protect Ring	100,000G		X			

Floor #2 – VIP Area



If you manage to win a total of 500,000 Tokens through a combination of the Moa Racetrack and the first floor casino machines, then you will gain access to the VIP area on the second floor of the Casino. The VIP area has another set of casino machines: slot machines, accuracy, and input matching (there is no VIP button mashing). These VIP machines allow for higher wagers and higher payouts. Of the six machines, the three hardest machines are new “High Roller” machines while the easier three machines are from the first floor. The payouts for the new “High Roller” machines are listed in the tables below:

High Roller Slot Machines

Difficulty	Fee	Result	Payout
High Roller	2,500T	Perfect	250,000T
		Amazing	100,000T
		Excellent	50,000T
		Very Good	30,000T
		Nice Job	15,000T
		Pretty Good	7,500T
		OK	2,500T
		Not Good	1,000T
		Loss	0T
Hard High Roller	5,000T	Perfect	500,000T
		Awesome	250,000T
		Amazing	100,000T
		Excellent	50,000T
		Very Good	30,000T
		Nice Job	15,000T
		Pretty Good	7,500T
		OK	2,500T
		Loss	0T
Ultimate High Roller	10,000T	Perfect	1,000,000T
		Awe Inspiring	500,000T
		Awesome	250,000T
		Amazing	100,000T
		Excellent	50,000T
		Very Good	30,000T
		Nice Job	15,000T
		Pretty Good	7,500T
		Loss	0T

High Roller Accuracy Machines

Difficulty	Fee	Result	Payout
High Roller	2,000T	Perfect	10,000T
		Almost	3,000T
		Miss	0T
Hard High Roller	5,000T	Perfect	25,000T
		Almost	7,500T
		Miss	0T
Ultimate High Roller	10,000T	Perfect	50,000T
		Almost	15,000T
		Miss	0T

High Roller Button Matching Machines

Difficulty	Fee	Result	Payout
High Roller	5,000T	Perfect	15,000T
		Very Good	10,000T
		Pretty Good	5,000T
		Ok	2,500T
		Not Bad	1,000T
		Loss	0T
Hard High Roller	10,000T	Perfect	30,000T
		Very Good	20,000T
		Pretty Good	10,000T
		OK	5,000T
		Not Bad	2,500T
		Loss	0T
Ultimate High Roller	25,000T	Perfect	100,000T
		Very Good	50,000T
		Pretty Good	25,000T
		OK	10,000T
		Not Bad	5,000T
		Loss	0T

The true reward for reaching the High Roller's area of the Casino is the High Roller's shop. Here, you can buy fantastic items that aren't available for purchase anywhere else on Firma. Because some of the items are so rare, the Casino will only allow you to purchase a limited number of each.

High Roller Token Shop - Items

ITEM NAME	SUMMARY	PRICE	LIMIT
Ambrosia	Restores 100% HP for one ally	100,000T	25
Nectar	Restores 100% MP for one ally	200,000T	25
Refreshing Elixir	Restores 25% HP & MP for one ally	50,000T	50
Rejuvenating Elixir	Restores 50% HP & MP for one ally	100,000T	20
Perfect Elixir	Restores 100% HP & MP for one ally	300,000T	10
Resurrection Elixir	Resurrects one ally and restores 25% HP	150,000T	10
Perfect SP Orb	Gives 15,000 Skill Points	18,750T	N/A
Magma Blast Bomb	~1,500 HP damage with fire element to all enemies	30,000T	N/A
Electric Death Bomb	~1,500 HP damage with thunder element to all enemies	30,000T	N/A
Holy Devastation Bomb	~1,500 HP damage with holy element to all enemies	30,000T	N/A
Demonic Shadow Bomb	~1,500 HP damage with dark element to all enemies	30,000T	N/A
Cyclonic Burst Bomb	~1,500 HP damage with wind element to all enemies	30,000T	N/A
Cryogenic Bomb	~1,500 HP damage with ice element to all enemies	30,000T	N/A

High Roller Token Shop - Rings

RING	PRICE	ATK	DEF	INT	MGD	AGI	PRE	ACC	CRT	HP+	MP+
Quicksilver Ring	300,000T						150				
Mercurial Ring	300,000T								50		
Bullseye Ring	300,000T							150			
Ward Ring	300,000T				150						

RING	PRICE	HP+	MP+	SP+
Bubble Ring	300,000T	100%		
Surge Ring	300,000T		100%	
Skillful Ring	300,000T			100%

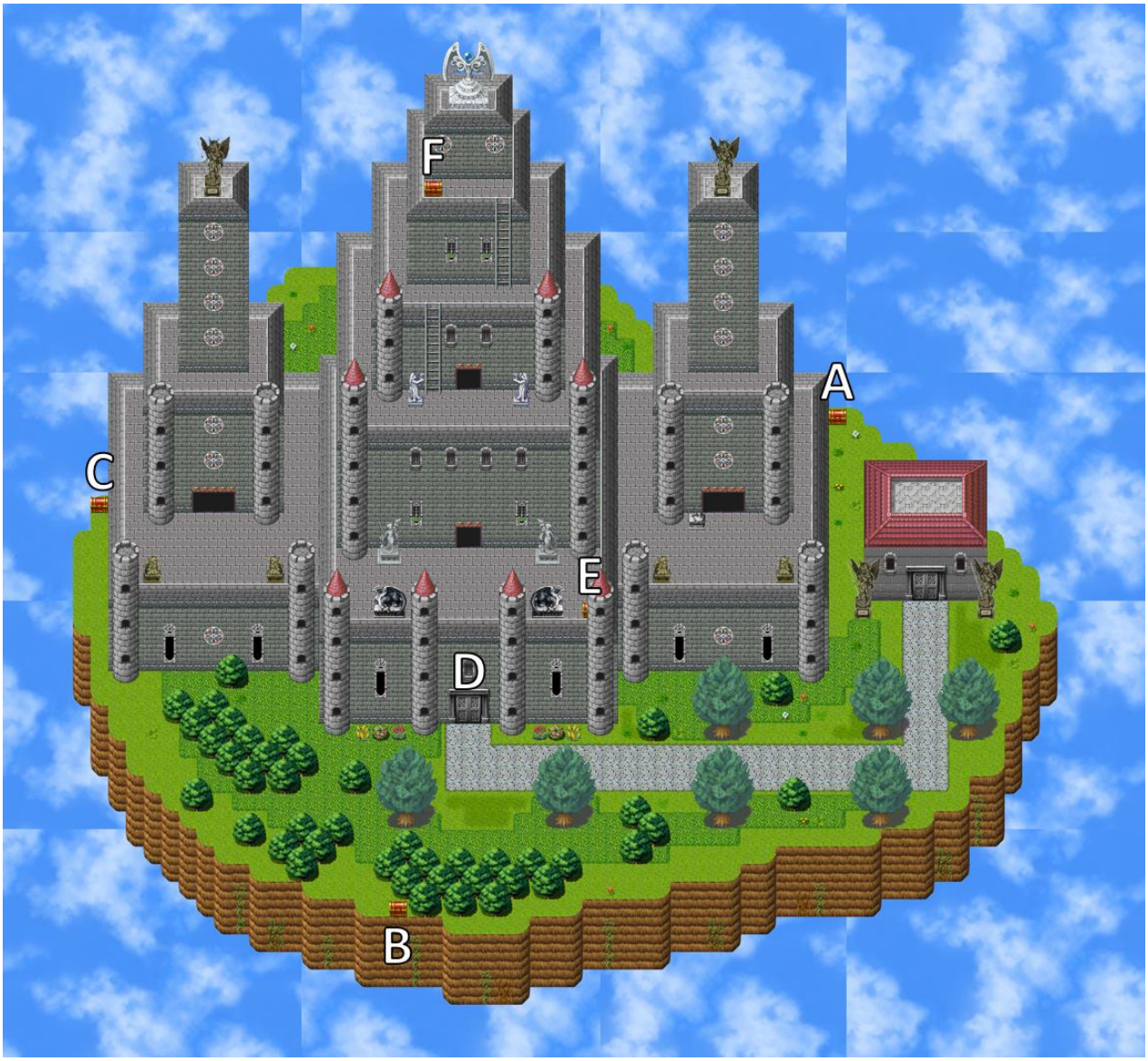
RING	PRICE	EXP+	GOLD+	MP COST	ENCOUNTER RATE
Experience Ring	300,000T	100%			
Midas' Ring	300,000T		100%		
Thaumaturgical Ring	300,000T			50%	
Lure Ring					500%
Repel Ring					33%

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND	STONE
Genji Ring	1,000,000T	X	X	X	X	X	X	X

8.6.9 Wystonia Floating Fortress

Suggested Level: 80 (Initial Level +15)

NPC Treasures: Writ of Passage



Treasure Chest Legend			
A	Ultra Blitz Tonic, Ultra Wall Tonic, Ultra Bubble Tonic	**D**	**Multiple Treasures*
B	Giant Potion	**E**	Refreshing Elixir
C	75,000G	**F**	Resurrection Elixir

D = Full Magic Potion, Ultra Mind Tonic, Ultra Ward Tonic, Sapphire Cloak (Blue Chest), Great SP Orb, Perfect Elixir, Piercing Magma Bomb, 10,000G, Remedy, Giant Potion, Perfect Elixir

After you finish exploring the Casino and Arena, you could explore the Scientific and Magical Laboratories, but we'll save those for the Sidequests section in Section ***8.15***. At this point, let us return to the important business of relaying the information that Ignatius gave you about the Dark Artifact and the destruction of Rockwood. Head to the northern edge of town where you'll find a forked path. The western path will take you to the Wystonia Tree of Life which you should visit if you need to resurrect Party members or save your game. The eastern path will take you to the legendary Wystonia Teleporter that allows for transport to the mystical Wystonia Floating Fortress.

Neither Elves, Dwarves, Humans, nor Goblins understand the science (or magic) that powers the Wystonia Teleporter. Yet, they needn't understand it to use it. The Floating Fortress has become the ultimate center of power on Firma where the Decadal World Council meets and where all international treaties between the races are signed. Because so many important leaders are at the Floating Fortress, only authorized personnel are allowed to use the Wystonia Teleporter. When you arrive at the Teleporter, you'll find it protected by three guards of whom the central one is in charge. Upon first talking to him, he will tell you that entry is prohibited but when you tell him that you have information regarding Rockwood's destruction, he calls for the Wystonia Fortress Commander.

A short scene will play and the Wystonia Fortress Commander will examine the Dark Artifact and upon hearing that it came from Ignatius will agree to escort you to the Floating Fortress. After warping up to the hovering castle, the scene will continue where the Wystonia Fortress Commander will impress upon you the pending presence of the most powerful leaders of Firma. Once you are inside the Floating Fortress, the scene will end after the Commander tells you to meet him on the 4th floor. In order to acquire all the treasures, return to the exterior of the Floating Fortress.

Head east along the stone path until you reach the eastern edge of the Fortress. From there, head north between the Fortress and the Teleporter until you reach a treasure containing three items (**Ultra Blitz Tonic, Ultra Wall Tonic, Ultra Bubble Tonic** – ***A***). After collecting the treasure, return south to the stone path and follow it west a few steps past its end and then turn south. Continue south until you reach the southern edge of the island and another treasure (**Giant Potion** – ***B***). Gather the treasure and then head NW through the trees until you reach the western edge of the fortress. Head north along the western edge and collect the final exterior treasure (**75,000G** – ***C***). With the treasures in hand, return to the front of the Floating Fortress and head back inside.

Once inside, head NW until you find the doorway to the western wing. Head to the NW stock room where you'll find two treasures (**Full Magic Potion, Ultra Mind Tonic** – ***D***). After gathering the treasures, head east through the central room until you reach the room in the SE corner. Grab the treasure (**Ultra Ward Tonic** – ***D***) and then head up the nearest staircase to the second floor. The only treasures on the second floor are locked away in treasure rooms to the west and east. If you have a Thief in your party, he can unlock the doors; otherwise, you'll have pick the lock through a button matching mini-game. If you fail to pick the lock, you'll be caught and have to fight the Wystonia Royal Guards. After picking the lock for the western treasure room, head inside. If you have a Thief with Master Locksmith, collect the treasure in the blue chest (**Sapphire Cloak** – ***D***). Next, gather the other treasure in the western treasure room (**Great SP Orb** – ***D***). After grabbing the treasures, head to the eastern treasure room and unlock the gate. Head inside and collect two more treasures (**Perfect Elixir, Piercing Magma Bomb** – ***D***). After gathering all the treasures, take the easternmost staircase up to the eastern spire and then quickly ascend another set of stairs until you reach the 4th floor. Head into the office of the Goblin World Council Delegate and take the treasure (**Remedy** – ***D***). There are no more treasures in the eastern spire, so return down two flights of stairs until you reach the 2nd floor again.

Head west to the far western staircase and climb them to the third floor of the western spire. Enter the office of the Human Council Aide and gather the treasure (**10,000G** – ***D***). There aren't any treasures in the upper levels of the western spire, so descend the stairs to the 2nd floor. On the 2nd floor, head to either of the central staircases and climb to the 3rd floor. Head to the center of the room and then exit through the southern passageway to the exterior of the fortress. Head a few steps SE and gather another treasure (**Refreshing Elixir** – ***E***). With the treasures in hand, return inside and climb the staircase to the 4th floor.

These are the chambers of the Decadal World Council but there are still a few treasures that remain to be gathered. Head up the stairs to the 5th floor and then head outside through the southern passageway. Climb two ladders and collect the treasure at the top of the fortress (**Resurrection Elixir** – ***F***). After gathering the treasure, return inside and climb up another set of stairs to the 6th floor. Collect the treasure behind the desk (**Giant Potion** – ***D***) and then up the final set of stairs to the 7th floor. Gather the final treasure (**Perfect Elixir** – ***D***).

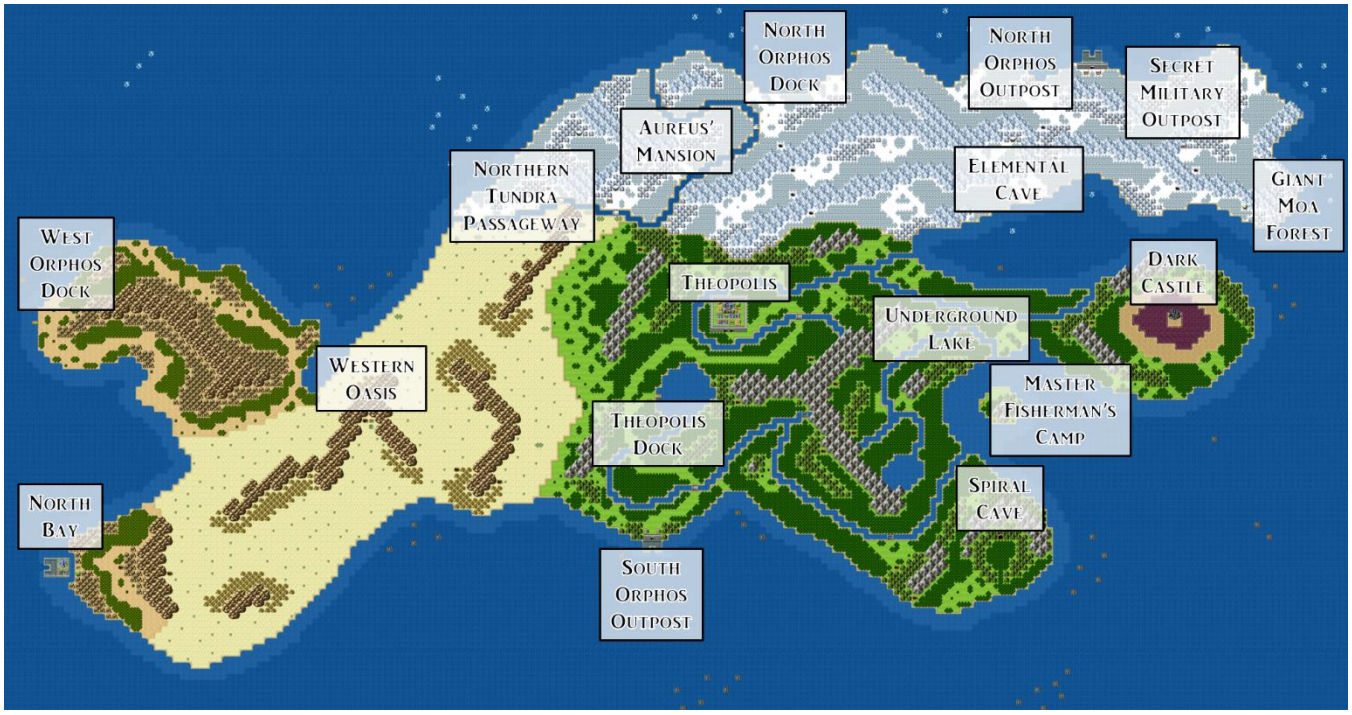
With all the treasures collected, return down the stairs until you reach the 4th floor. Talk to the Wystonia Fortress Commander and he will escort you into the meeting chamber with the Decadal World Council. A scene will play in which you are introduced to the Decadal World Council members: Anor, Bertrand, and Jaxa. During the scene, you show them the Dark Artifact in which Anor and Jaxa sense a great evil. Furthermore, Anor recognizes Kali's medallion which hangs around your neck as a Vanir artifact. At this point, Anor reveals that the Vanir came to Firma approximately 500 years ago. The Decadal World Council decide that more time is needed to study the Dark Artifact but suggest that you visit the capitals of the three major nations of Firma to learn more. They also give you a **Writ of Passage** so that you can pass through the Wystonia Main Gate. The meeting is now concluded and you are escorted out of the World Council chamber.

The World Council has given you another lead: visit the capital cities of Theopolis, Volundra, and Hobgar in the hopes of finding more information on the destruction of Rockwood. But before you set off on your journey, it's time to explore the character specific sidequests available in World Unknown. For clarity, these sidequests are in a separate chapter similar to the Puzzle Solutions. Please see Section ***8.15*** for information on sidequests. Once you've had your fill of the character specific sidequests, you should follow the World Council's advice and visit the capital cities of each continent. But you'll do more than simply explore each capital city; you can take this opportunity to explore each of the major continents of Firma. You can explore the continents in any order, and for simplicity, we will start with Orphos, the Human Continent.

8.7 EXPLORING ORPHOS

Suggested Level: 80 (Initial Level +15)

Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, and Lantern Fish



The Human Continent of Orphos is home to two cities: the western port of North Bay and the capital city of Theopolis. There are also many other fascinating locations including dungeons, docks, and outposts to explore. To commence your exploration of Orphos, we'll start at the western tip: North Bay. To most quickly reach North Bay from Wystonia, board your ship and sail around the western edge of the central continent, Vir, and then sail due north until you reach the southern coast of Orphos. You'll reach the coastline near the South Orphos Outpost, but we'll explore that location later. Instead, sail west along the coastline until you reach North Bay.

Battle Notes: *See the Battle Notes for Section **8.6.1.***

8.7.1 North Bay

Main Town

Suggested Level: 80 (Initial Level +15)

NPC Treasures: Treasure Map #13, Shovel, and Recipe for Unlucky Axe



Treasure Chest Legend					
A	Large SP Orb	**G**	Medium Cottage	**M**	Large Magic Potion
B	5× Mining Bombs	**H**	Mega Bubble Tonic	**N**	7,500G
C	Huge Magic Potion	**I**	Inferno Bomb	**O**	Refreshing Elixir
D	Huge Potion, Huge SP Orb, Remedy	**J**	Inferno Bomb	**P**	Avalanche Bomb
E	2,500G	**K**	5,000G		
F	Full Potion	**L**	Refreshing Elixir, 3× Full Ambrosia		

When you arrive in North Bay, you'll start at the end of the pier in the NW corner of town. If you want to reboard you Ship, simply head west and exit the pier. To start your treasure looting of North Bay, head east until the pier juts off to the south. Follow the southern pier until it dead ends at the first treasure (**Large SP Orb** – ***A***). Near the first treasure, you'll run into the Sniveling Tour Guide who will offer to give you **Treasure Map #13**.

After collecting both the treasure map and the treasure, return north to the main pier and then east until you find stairs leading up to a ship. Climb the stairs and head to the northern edge of the ship where you'll find a wooden crate (**5× Mining Bombs** – ***B***). With the mining bombs in hand, disembark the ship and take a few steps east until you can head north along the western edge of the Inn. Hidden behind the roof of the Inn, you'll find another treasure (**Huge Magic Potion** – ***C***). After collecting the treasure, return south and head to entrance of the Inn.

Once inside the Inn, head NW into the Pub area where you'll find a myriad of patrons. There are several people that you'll want to talk to in the Pub. Starting at the far left, approach the Regretful Patron and he will sell you the **Recipe for Unlucky Axe** for 1,000G. Next, head to the SE corner of the room where you'll find your old friend, the Ring Merchant who luckily escaped the destruction of Rockwood. He has the same collection of rings as before, so if you missed out, you can purchase his rings now.

Synthesis Recipe!	
Item	Unlucky Axe
Bonus	Inflicts zombification and jinx
Ingredients	Ruby Axe, 3× Gargantuan Seeds, 3× Demonic Goos, and 3× Infested Branches

After finishing up with the Ring Merchant, head east into the kitchen and collect the treasure (**Huge Potion** – ***D***). Next, walk upstairs and then to the western end of the 2nd floor. First, go into the NW room and grab the treasure (**Huge SP Orb** – ***D***). Finally, head into the SW room and gather the final treasure (**Remedy** – ***D***). With all the Inn treasures collected, head downstairs and take the opportunity the rest at the Inn if needed. Once finished, depart the Inn and return to town.

From the Inn entrance, head SW to the central bazaar of North Bay where you'll find all of the shops. First, stop at the Synthesis Shop. You haven't picked up many new recipes since Necht, but perhaps you've found the money or remains you need to synthesize some new items. Once you're finished at the Synthesis Shop, loop south and then west to the Item Shop. Stock up on supplies because Orphos is a large continent and the journey to Theopolis by foot is a long one. After the Item Shop, venture south to the Equipment Shops where you can purchase Emerald Equipment. Finally, head east and you'll find the Fishmonger who sells Pike, the highest-level fish required for synthesizing the Old Fishing Spear. If you haven't managed to acquire the Old Fishing Spear yet, then this is an excellent opportunity to synthesize it!

Now that you've finished up at the central bazaar, head south to the large residence near the center of town. Head inside and up to the 2nd floor. Grab the treasure in the SW corner (**2,500G** – ***E***) and then exit the house. Head west to the end of the pier and then climb the stairs to the ship. Head to the northern end of the ship and collect the treasure (**Full Potion** – ***F***). Before leaving the ship, talk to the Guild Captain who offers to take you into the ocean for some quick battling of ocean monsters. Since the Guild Captain is part of the Mercenaries' Guild, his services are free. You can select between 1, 3, 5, and 10 ocean battles, which will be fought back-to-back and are a great way to earn additional remains from

ocean monsters. Later, when you reach Tier #3 of the Mercenaries' Guild, the Guild Captain will offer to take you to the Angler Fish or Jormungand; however, he's no fool and even as part of the Guild, he requires 500,000G for his services. Alternatively, you can simply find the two targets yourself.

After finishing with the Guild Captain, leave the ship and then head south along the pier until you find another treasure (**Medium Cottage** – ***G***). Grab the treasure and then loop north, east, and south to the next branch of the pier. Collect the treasure (**Mega Bubble Tonic** – ***H***) and then perform the same half circle loop to the east again to collect the final treasure in this section of the pier (**Inferno Bomb** – ***I***). With the treasure in hand, head north past the large residence until you reach the Fishmonger. From the Fishmonger, take a few steps east and then head south along the pier until you find another treasure (**Inferno Bomb** – ***J***).

Next, return north along the pier until you can turn east. Follow the pier east into the SE area of the pier. Head due south until you find the far southern residence. Enter the house, go upstairs, and gather the treasure (**5,000G** – ***K***). Leave the house and then walk to the house in the NE corner of the southeastern pier. Enter and then descend into the basement to collect the treasure (**Refreshing Elixir** – ***L***). If you have a Thief in your Party with Master Locksmith, then open the blue chest and acquire the treasure (**3× Full Ambrosia** – ***L***).

Leave the house and head to the house in the SE corner. Enter and collect the treasure in the SW corner of the house (**Large Magic Potion** – ***M***). Finally, head west and grab the treasure at the end of the pier (**7,500G** – ***N***). With all the treasures on the pier acquired, head NW toward the Inn until you find the North Bay Raft Master who will take you to the mainland. Ride the raft east and then enter the Ferryman's Hut to collect another treasure (**Refreshing Elixir** – ***O***). Leave the hut and follow the western coastline north until you reach the barren trees and the final treasure (**Avalanche Bomb** – ***P***). Just to the east of the treasure, you'll find the Dirty Goblin who offers you his "digger." Accept his offer and you'll acquire the **Shovel** that will allow you to dig up buried treasures found via *Treasure Maps*. You're nearly finished in North Bay. Return south along the western coastline past the Ferryman's Hut until you reach the entrance to the Tree of Life.

Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				

Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
Great Potion	Restores 50% HP for one ally	25,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	2,500G
Hyper Remedy	Cures all status effects for one ally; includes zombification, jinx, & disease	10,000G
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
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000G
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Warp Stone	Allows warping out of some dungeons	5,000G
Medium SP Orb	Gives 500 Skill Points	1,250G
Large SP Orb	Gives 1,000 Skill Points	2,500G
Huge SP Orb	Gives 2,000 Skill Points	5,000G
Full SP Orb	Gives 4,000 Skill Points	10,000G
Giant SP Orb	Gives 6,000 Skill Points	15,000G
Massive SP Orb	Gives 8,000 Skill Points	20,000G
Great SP Orb	Gives 10,000 Skill Points	25,000G

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G

Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Fishmonger

ITEM NAME	SUMMARY	PRICE
Goldfish	Restores 25 HP for one ally	200
Anchovy	Restores 1 MP for one ally	300
Catfish	Restores 25 HP for entire Party	400
Albacore	Restores 1 MP for entire Party	500
Cod	Restores 75 HP for one ally	625
Bass	Restores 3 MP for one ally	750
Salmon	Restores 75 HP for entire Party	875
Carp	Restores 3 MP for entire Party	1,000
Mackerel	Restores 150 HP for one ally	1,125
Bluegill	Restores 10 MP for one ally	1,250
Bull Trout	Restores 150 HP for entire Party	1,500
Goby	Restores 10 MP to entire Party	1,875
Guppy	Restores 350 HP for one ally	2,500
Halibut	Restores 25 MP for one ally	3,125
Koi	Restores 350 HP to entire Party	3,750
Lion Fish	Restores 25 MP for entire Party	4,375
King Fish	Restores 750 HP for one ally	5,000
Pike	Restores 60 MP for one ally	6,250

Tree of Life



Treasure Chest Legend	
A	Refreshing Elixir

When you enter the North Bay Tree of Life, you'll find yourself along the western edge. From the entrance, head NE and you'll discover the one and only treasure behind a small grove of trees (**Refreshing Elixir** – ***A***). After collecting the treasure, head a few steps south and resurrection any dead Party members and save your game. Once finished, return to the main town, head north along the western edge of the forest until you find the exit from North Bay.

8.7.2 Western Orphos

Suggested Level: 80 (Initial Level +15)

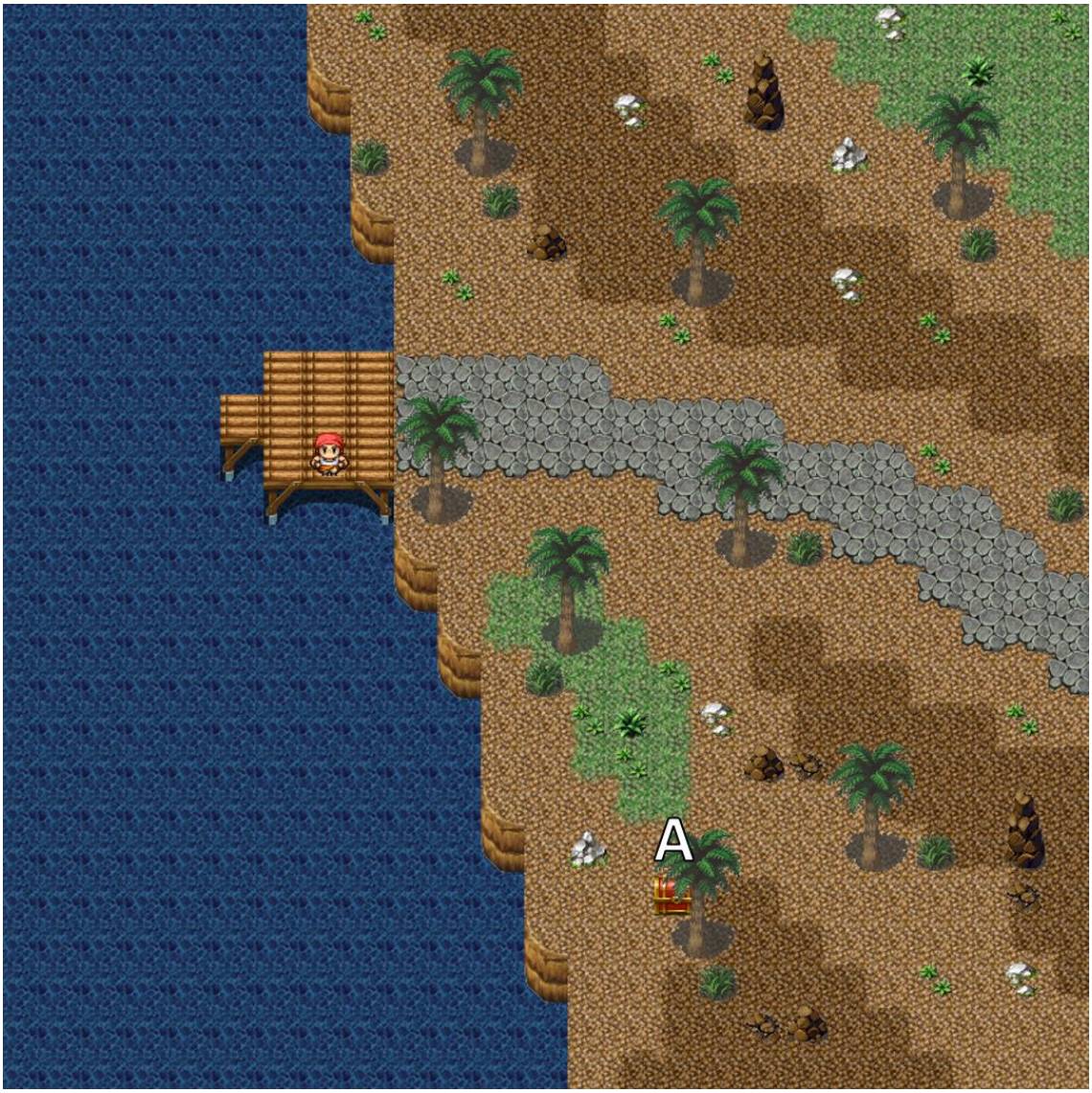
Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, Badlands Behemoth



Western Orphos is a desert with few locations to explore. The two places that you'll explore before heading into Eastern Orphos are the West Orphos Dock and the Western Oasis. We'll cover the West Orphos Dock first. To reach it, simply head north along the western coastline.

Battle Notes: *See the Battle Notes for Section **8.6.4.***

8.7.3 West Orphos Dock



Treasure Chest Legend	
A	Full Potion

From the entrance of the West Orphos Dock along the eastern edge, head SW and you'll find a treasure partially hidden by a palm tree (**Full Potion** – ***A***). After collecting the treasure, head NW to the dock and talk to the Local Fisherman if you want to purchase some Saltwater bait. To fish, walk to the end of the dock. Once you've finished, depart from this peaceful respite and return SE along Orphos' western coastline until the mountains to the east end. If you have Engineer in your Party, head due east and use the tunnel to take a shortcut to the Western Oasis; otherwise, head south until you see a mountain range in the middle of the desert. Head east along the southern edge of the mountains until you reach the Western Oasis.

8.7.4 Western Oasis

NPC Treasures: Large AP Orb (Aloe Quest Reward)



Treasure Chest Legend			
A	5× Mining Bombs	**B**	Refreshing Elixir, Full Elixir

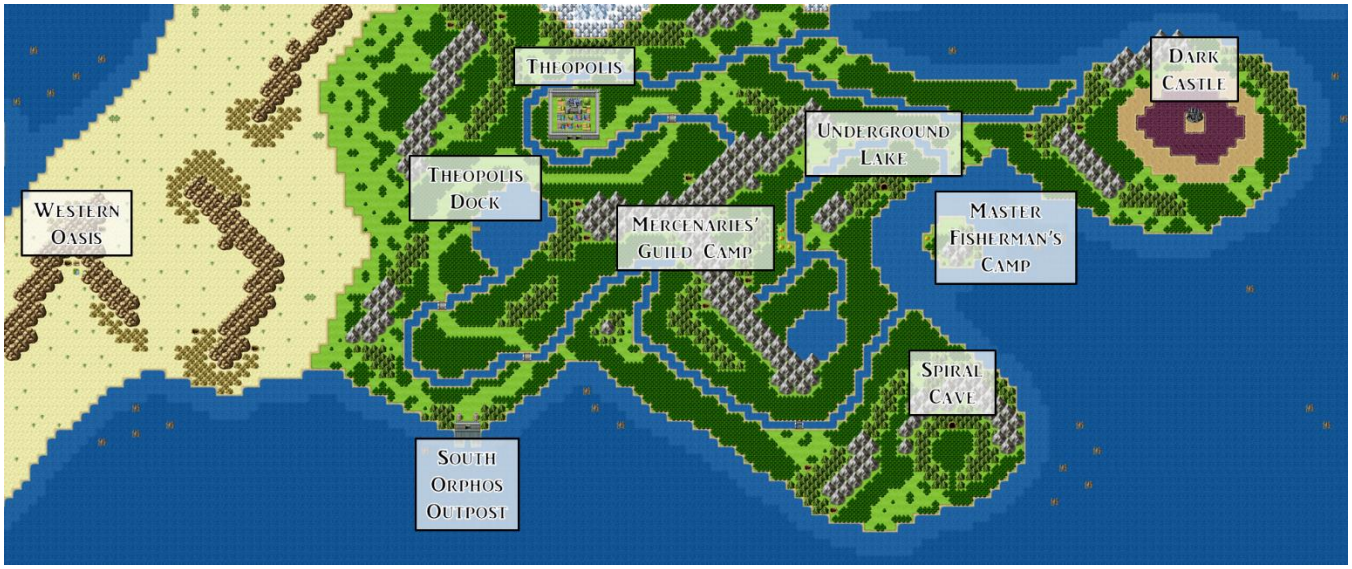
The Western Oasis is a welcome stopover for travelers between North Bay and Theopolis where you can purchase some supplies. From the southern entrance, head north and collect the treasure from the wooden crate (**5× Mining Bombs** – ***A***). With the treasure in hand, head inside the outpost building and gather the treasure from the room in the NW corner (**Refreshing Elixir** – ***B***). If you have a Thief in your Party with Master Locksmith, then head to the room in the NE corner and open the blue chest (**Full Elixir** – ***B***). Then head to the central room and talk to the Sunburned Explorer who stayed too long in the burning rays of the Western Orphos desert. He desperately needs Aloe and asks you to get some from a doctor in Theopolis. Agree to help him because he will handsomely reward you when you return with a **Large AP Orb**. Finally, if you are in need of supplies, then talk to the Oasis Shopkeeper. Once finished, leave the Western Oasis and prepare to head east into Eastern Orphos.

8.7.5 Eastern Orphos

Suggested Level: 80 (Initial Level +15)

Desert Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, and Badlands Behemoth

Grassland/Forest Enemies: Rabid Werewolf, Kobold, Demonic Satyr, Gargoyle, and Harpy



Eastern Orphos is more densely populated than Western Orphos due to the lush forests and grasslands. There are eight locations to explore: Theopolis, Theopolis Dock, Southern Orphos Outpost, the Underground Lake, the Spiral Cave, the Mercenaries' Guild Camp, the Master Fisherman's Camp, and the Dark Castle. The last two locations are inaccessible at this point and the Mercenaries' Guild Camp isn't accessible until you have completed the first Tier targets; otherwise, you will find the Mercenaries' Guild in Theopolis. While Theopolis is slightly closer, we'll begin our exploration with the South Orphos Outpost. To reach it, head SE from the Western Oasis until you reach the southern coastline. If you have an Engineer, you can take a shortcut through the tunnel; otherwise, follow the mountains north and then loop around and follow the eastern edge south until you reach the southern coastline again. Once on the eastern edge of the mountain range, head east along the southern coastline into the grassland and forest until you reach the South Orphos Outpost.

Desert Battle Notes: *See the Battle Notes for Section **8.6.4.***

Grassland/Forest Battle Notes: *In this area, you'll encounter five new enemy types: Rabid Werewolf, Kobold, Demonic Satyr, Gargoyle, and Harpy.*



Name: Rabid Werewolf
Stealable Items: Giant Potion, Electric Blast Bomb, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,000	3,500	270	260	215	225	120	120	10	36,000	456	Werewolf Claw

Skill	MP Cost	Description
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Sever	300	200 HP damage + 125% Normal Attack to one enemy



Name: Kobold
Stealable Items: Mega Vigor Tonic, Huge SP Orb, Giant Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,750	3,500	260	265	210	235	155	140	25	38,000	466	Kobold Fang

Skill	MP Cost	Description
100 Cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Mutilate	100	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy



Name: Demonic Satyr
Stealable Items: Refreshing Elixir, Huge SP Orb, Mega Jolt Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	3,500	245	400	265	235	135	300	5	40,000	470	Satyr Hoof

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Tempest	250	~200 HP damage with wind element to all enemies
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns



Name: Gargoyle
Stealable Items: Huge Magic Potion, Mega Mind Tonic, Heavenly Judgment Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,250	3,500	235	255	275	260	130	130	25	42,500	482	Gargoyle Wing

Skill	MP Cost	Description
Melt	125	~450 HP damage with fire element to one enemy
Gale	125	~450 HP damage with wind element to one enemy
Lightning Bolt	125	~450 HP damage with thunder element to one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Malicious Concentration	100	INT +25% to user for 5 turns
Stone Attack	300	Normal attack that inflicts stone



Name: Harpy
Stealable Items: Vocalizer Serum, Typhoon Bomb, Mega Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,000	3,500	235	245	265	320	125	125	3	41,000	486	Harpy Talon

Skill	MP Cost	Description
Tempest	250	~200 HP damage with wind element to all enemies
Arc Lightning	250	~200 HP damage with thunder element to all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns

8.7.6 South Orphos Outpost



Treasure Chest Legend					
A	5× Mining Bombs	**B**	Perfect Elixir	**C**	5× Resurrection Elixirs (Blue Chest)

***Pro Tip*:** *Unlike treasures in towns and cities, treasures in the border outposts are not protected by guards. Therefore, you can steal these treasures without fear even if you don't have a Thief in your party.*

The South Orphos Outpost is a reminder and remnant of the Great War when the races of Firma battled against each other. Many of the battlements have long since decayed or been removed but the Massive Wall still stands along with two small outpost buildings. Orphos has made the Outpost a formality and has only two guards posted. Since you reached it on foot, you will enter from the northern end. From the entrance, head south and then west underneath the western outpost building. At the western edge of the outpost, you'll find a wooden crate. Grab the treasure (**5× Mining Bombs** – ***A***).

After collecting the treasure, head inside the western outpost building and gather the treasure in the SW corner (**Perfect Elixir** – ***B***). Next, leave the building and return to the exterior. If you have a Thief in your Party with Master Locksmith, then enter the eastern outpost building and open the blue chest (**5× Resurrection Elixirs** – ***C***). With all treasures collected, exit via the northern path where you originally entered.

8.7.7 Theopolis Dock



Treasure Chest Legend	
A	Refreshing Elixir

The next stop in your exploration of Central Orphos is the Theopolis Dock. To reach it from the South Orphos Outpost, follow the cleared grassland path through the forest NE until you arrive at a bridge across the river. Continue to follow the cleared grassland path as it turns NW to a second bridge. Cross the bridge and then head north until you see the Theopolis Dock.

After entering the Theopolis Dock, you'll find yourself on the western edge along a dirt path. From there, head south and follow the tree line until you find a treasure (**Refreshing Elixir** – ***A***). After collecting the treasure, head NE to the dock and talk to the Local Fisherman to purchase some Freshwater Bait. If you have an Old Fishing Spear or better then you can do some relaxing fishing in Theopolis Lake. When you're finished, follow the dirt path NW to the exit. To reach Theopolis, head NE along the grassland path through the forest, cross a bridge to the north, and then head west along the northern edge of the river until you reach Theopolis.

8.7.8 Theopolis

Town Proper

NPC Treasures: Aloe, Refreshing Elixir, and Treasure Map #14



Treasure Chest Legend			
A	Recipe for Ward Shield, Full Potion, Large Cottage	**F**	Medium Cottage
B	Electric Blast Bomb, Black Hole Bomb	**G**	Refreshing Elixir, Resurrection Elixir
C	Rejuvenating Elixir, Huge Magic Potion	**H**	Ruse Powder, Serum
D	Mega Vigor Tonic, Mega Blitz Tonic	**I**	Full Potion
E	Avalanche Bomb, Heavenly Judgment Bomb	**J**	Large Magic Potion

While not as large as Wystonia, Theopolis is still a sizable city. Your first stop in the exploration of Theopolis is the SE park. At one of the central tables under a green and white umbrella, you'll find Dr. Abe – Sweater Wearer. If you agreed to acquire *Aloe* for the Sunburned Explorer in the Western Oasis, then Dr. Abe will give you **Aloe** for the price of 10,000G. It may seem like a steep price but the reward for returning to the Western Oasis with the *Aloe* is a *Large AP Orb*. Dr. Abe will also offer to "fix you up" for 500,000G which will give each of your Party members a permanent +100 Max HP boost that is well worth the high price. If you have the funds, agree to pay him and he'll "fix you up." In addition, after paying him the 500,000G, Dr. Abe serves as a free Inn for the remainder of your journey.

After finishing in the park, your next stop is the Inn. To reach it from the park, return west toward the entrance. Head inside the Inn and rest if you couldn't afford Dr. Abe's offer. Next, talk to the Hungry Traveler in the Pub area and he will ask for 5,000G to complete his journey. Agree to lend him the money and he will reward you with **Treasure Map #14**. After obtaining the treasure map, head to the NW corner and collect the treasure (**Recipe for Ward Shield** – ***A***).

Synthesis Recipe!	
Item	Ward Shield
Bonus	MGD +35
Ingredients	Ruby Shield, 3× Frozen Skulls, 3× Giant Eyes, and 3× Clay Remnants

After collecting the recipe, head upstairs and collect the two treasures in the SW and SE corners (**Full Potion, Large Cottage** – ***A***). With the treasures in hand, leave the Inn and head west to the Equipment Shops. On the first floor, you'll find the Weapon Shop. If you had visited prior to meeting the World Council, then you would have only been able to purchase Emerald Equipment, but after meeting the World Council, you can purchase a few pieces of rare Ruby Equipment (Sword, Axe, and Spear). Outfit your physical characters with these upgraded Ruby weapons and then head up to the 2nd floor where you'll find the Armor Shop. Similarly, after meeting the World Council, you can purchase Ruby Armor, Shields, and Helms. After stocking up on the new Ruby Armor, head to the NE corner of the 2nd floor and collect the treasure (**Electric Blast Bomb, Black Hole Bomb** – ***B***). Head downstairs, exit the Equipment Shop, and then west to the Item, Skill, and Synthesis Shops.

Stock up at the Item Shop on the 1st floor and then walk up to the Synthesis Shop on the 2nd floor. Collect the treasure (**Huge Magic Potion** – ***C***) and take this opportunity to synthesize any recipes you may want, such as those that require Ruby Equipment. Finally, climb up to the 3rd floor and collect the other treasure (**Rejuvenating Elixir** – ***C***) and make a stop at the Skill Shop if you need SP to learn new skills. After exploring the building, return to the 1st floor and exit. Head north to the apartment complex in the NW corner. There are 9 apartments split across 3 floors. To start, enter the central apartment on the 1st floor and grab the treasure (**Mega Vigor Tonic, Mega Blitz Tonic** – ***D***) in the NE corner of the apartment. Exit and then head up to the 2nd floor balcony. Enter the central apartment on the 2nd floor and collect the treasure (**Avalanche Bomb, Heavenly Judgment Bomb** – ***E***). Exit and head up to the 3rd floor balcony where there are two different apartments that contain treasure. First, enter the eastern apartment and grab the treasure (**Medium Cottage** – ***F***). Finally, exit the apartment and then head to the western apartment and collect the last treasure of the apartment complex (**Refreshing Elixir, Resurrection Elixir** – ***G***).

After wrapping up the exploration of the NW apartment complex, head east to the NE apartment complex. On the first floor, head inside the central apartment and collect the treasure (**Ruse Powder, Serum** - ***H***) and then return outside. Next, head inside the eastern apartment and gather the treasure (**Full Potion** – ***I***). Before leaving the apartment, talk to the Strange Professor and he'll give you a **Refreshing Elixir**. After receiving his gift, leave the apartment and head up to the eastern apartment on the 2nd floor. If you have not completed the Mercenaries' Guild Tier #1 targets, then you will find the Guild located here. Collect the treasure (**Large Magic Potion** – ***J***) and then return outside. With all the treasures collected, let us visit the Tree of Life. From the apartment complex, head to the NE corner of town and follow the paved path north between the two apartment complexes.

Skill Shop

ITEM NAME	SUMMARY	PRICE
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G
Massive SP Orb	Gains 8,000 Skill Points	20,000G

Armor Shop (Ruby Equipment Only Available After Meeting Decadal World Council)

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				
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				
Ruby Armor	77,000G	85	30							250	
Ruby Shield	60,000G	75							25		
Ruby Helm	60,000G	57	43								

Weapon Shop (*Ruby Equipment Only Available After Meeting the Decadal World Council*)

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
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO
Ruby Sword	100,000G	106	0	0	45	NO
Ruby Axe	92,000G	165	0	0	85	YES
Ruby Spear	90,000G	66	0	52	13	NO

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
Great Potion	Restores 50% HP for one ally	25,000G
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
Holy Water Flask	Cures zombification	750G

Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	2,500G
Hyper Remedy	Cures all status effects for one ally; includes zombification, jinx, disease	10,000G
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
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000G
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Tree of Life

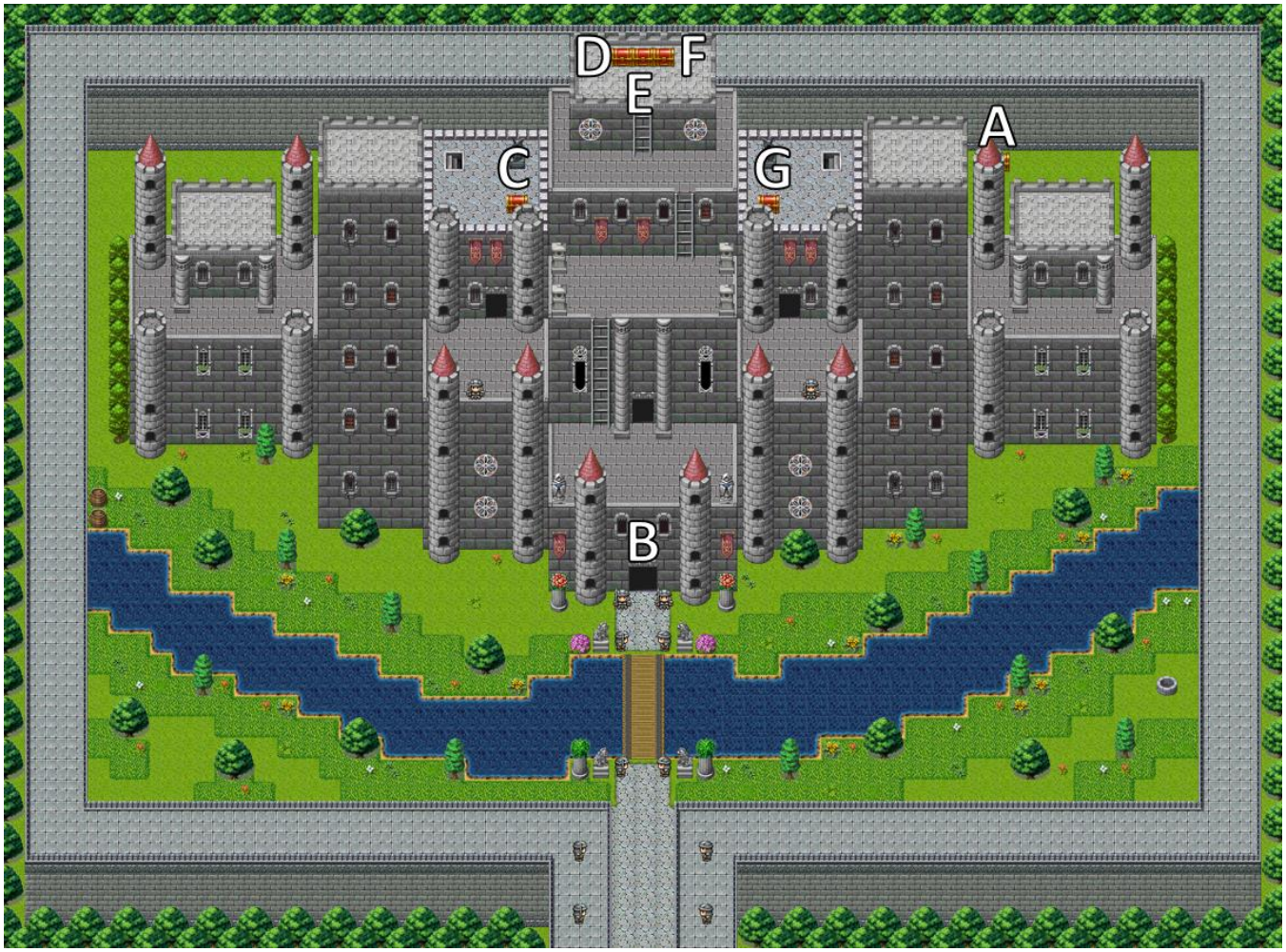


Treasure Chest Legend	
A	Refreshing Elixir

In this zen-like area, head north until you reach the Tree of Life. Resurrect any dead Party members and save your game. Next, head to the NE corner of the walled enclosure and you'll find a treasure hidden behind a large tree (**Refreshing Elixir** – ***A***). After collecting the treasure, exit the area at the southern edge where you originally entered. The next location to explore is Theopolis Castle. To reach it, return to the main town and then head west past the eastern apartment complex and follow the paved path north to the Castle between the two apartment complexes.

Castle

Suggested Level: 80 (Initial Level +15)



Treasure Chest Legend					
A	Refreshing Elixir	**D**	Huge SP Orb	**G**	Medium Cottage
B	**Multiple Treasures*	**E**	Mega Wall Tonic		
C	Giant Potion	**F**	2× Inferno Bomb		

***B** = *Typhoon Bomb, Sapphire Armor (Blue Chest), Large SP Orb, 6,000G, Full Magic Potion, Remedy, Hyper Rem. Puzzle Rewards = 25,000G, Ambrosia, Perfect Elixir, Nectar, 25,000G*

Theopolis Castle is nearly a city unto itself. After entering, head north along the paved path but turn east before you reach the bridge. Continue until you reach an ordinary well which happens to have a ladder leading to the bottom… Descend the ladder and you'll find yourself in a room with 9 plaques and spike strips along the northern hallway that leads to the Developer's Room. Each plaque corresponds to one of the major cities of Firma and requests a passcode. These passcodes are scattered on bits of paper throughout Firma. At this point, you should have collected the Kort, Necht, North Bay, Theopolis,

and Wystonia passcodes. You can either continue to collect the passcodes or you can refer to Section ***8.20*** on the Developer's Room.

After either exploring the Developer's Room or deciding to collect the passcodes yourself, it's time to return to the surface. From the well, head west and then cross the bridge. Before entering the castle, head east along the small stream and then loop north and west behind the castle to gather the first treasure (**Refreshing Elixir** – ***A***). After collecting the treasure, return to the front of the castle and enter. Upon entering, you'll be in the Castle Entrance with four different paths to take. To start, take the western path which will lead you into the Castle Armory. Then, head into the southern area and collect the treasure (**Typhoon Bomb** – ***B***). If you have a Thief in your Party with Master Locksmith, head into the northern room of the Armory and open the blue chest (**Sapphire Armor** – ***B***).

The Armory offers an interesting opportunity for theft (regardless of whether you have a Thief in your Party or not). You'll notice a collection of Emerald Equipment in the southern area. If you want to take the risk, you can steal the **Emerald Gauntlets** but the Theopolis Castle Guard in the northern area will see you and engage you in battle.

Mid-Boss Battle: Theopolis Castle Guard



Items to Steal
Full Potion (50%), Large Cottage (25%), Full Magic Potion (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
45,000	7,500	325	350	350	325	375	150	10	75,000	2,000	350

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy

The Theopolis Castle Guard won't be much of a challenge if you are at the suggested level and you are fully healed. In fact, he doesn't have enough Max HP to make multiple-round buffing worthwhile. Instead, simply unload your most powerful attacks on him. The secret here is that this battle is simply meant to soften you up for the secondary optional battle that is coming up, so make sure you are fully healed at the end of this battle if you intend to steal all the Emerald Equipment.

After you defeat the Theopolis Castle Guard, you will have the option of fleeing with the stolen Emerald Gauntlets or raiding the rest of the Emerald Equipment. If you flee, then your escape is certain. If you steal more Emerald Equipment (**Emerald Helm**, **Emerald Sword**, **Emerald Bow**, & **Emerald Whip**), then the Theopolis Castle Elite Guard will arrive along with two more Theopolis Castle Guards.

Mid-Boss Battle: Theopolis Castle Elite Guard



Items to Steal
Full Potion (50%), Large Cottage (25%), Full Magic Potion (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
75,000	8,500	350	375	375	350	400	175	10	100,000	2,500	400

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
100 Cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

The Theopolis Castle Elite Guard is much stronger than the standard Theopolis Castle Guard and has two additional attacks, Demolish and 100 Cuts which, when combined with Brutal Slice can result in a Party member losing 30% of their HP per round. Unlike the previous battle, you'll want to buff your DEF and Max HP for defensive boosts and also boost your physical characters' ATK and CRT or your mage classes' INT. Focus on the Theopolis Castle Guards first because if you can defeat them then the battle will become much easier. After defeating the guards, you can flee with your Emerald Equipment and there will be no consequences for your actions.

If you are defeated in either battle, then you will be thrown in prison where you'll have to wait until you are summoned before the Theopolis City Council. When you arrive before them, they will ask you how you plead. If you plead innocent, then you will have to pay a 100,000G fine and accept banishment for life from all North Bay and Theopolis Shops, Inns, and Pubs. If you refuse their ruling, you will be thrown back in prison and you'll have to repeat the process. If you admit your guilt, then you will still be banned from all Orphos Shops; however, you won't have to pay the 100,000G fine. Note that if you do not have the 100,000G fine the Council will show you mercy and only take all the gold you have.

After you've finished up your business in the Armory, head NW and into the West Tower. There is nothing to see in the West Tower so continue up the NE stairs to the West Tower Top where you'll find a small library. Grab the treasure in the NE corner (**Remedy** – ***B***) and then head up the stairs in the NW corner. Collect the treasure on the rooftop (**Giant Potion** – ***C***) and then return down the stairs. Backtrack through the West Tower and Armory until you reach the Castle Entrance. From there, head north and you'll find yourself in the Knight's Hall and Dining Quarters.

In the NW corner of the eastern room, you'll find the lone treasure in this area (**Large SP Orb** – ***B***). You can also visit the Castle Pub to purchase tonics or liquor (assuming you weren't caught stealing the Emerald gear in the Armory). The staircase in the NE corner of the room leads to the Council Residences but there are no treasures there, so we'll skip exploring it. Instead, take the staircase in the NW corner that leads to the Knights' Quarters.

Depending on what you did in the Armory, you may or may not see injured soldiers being tended by a nurse. In the SE corner, you'll find a treasure (**6,000G** – ***B***) and stairs leading to the prison (a place you are well-acquainted with if you were defeated by the Theopolis Castle Guards). Collect the treasure and then head downstairs. In the prison, head to the SW corner where you'll find a treasure (**Hyper Remedy** – ***B***). With the treasure in hand, walk to the SE corner and descend the stairs to the Mad King Argus' Labyrinth, the only puzzle area located inside a town. For the solution to the puzzle, see the Puzzle Solutions (Section ***8.16.6***). After completing the puzzle, return up three sets of stairs to the Dining Hall.

From the Dining Hall, venture north and you'll find yourself in a small hallway that leads to the Throne Room. Before heading to the Throne Room, take the central southern path to the exterior of the Castle. Once outside, climb three sets of ladders to the castle apex and collect the three treasures (**Huge SP Orb** – ***D***, **Mega Wall Tonic** – ***E***, **2× Inferno Bombs** - ***F***). After gathering the treasures, return down the ladders and back inside the Castle. Head north into the Throne Room and talk to the central city council member. He tells you that he has no information or clues regarding the destruction of Rockwood and as usual, when he fails to know the proper course, he seeks the advice of the Royal Historian. He tells you to seek out the Royal Historian in the East Tower Top.

To reach the Royal Historian, return south through the Hallway, the Dining Hall, and to the Castle Entrance. From here, take the eastern path which will take you into the Castle Kitchen. Pass through the Castle Kitchen and into the East Tower. On the first floor of the East Tower, you'll find the Goblin Stocker who has hidden a myriad of items in the shelves of the room. In addition, you'll find a treasure along the eastern wall (**Full Magic Potion** – ***B***). After collecting the treasure (and perhaps the hidden items), head up the stairs to the East Tower Top where you'll find a small library and the Royal Historian. Talk to him and he'll tell you of a strange event that occurred to him approximately 100 years ago, when he was a child in the Spiral Cave. A short cutscene will play and he'll direct you to seek out the Spiral Cave to investigate the strange occurrence.

Before running off to the Spiral Cave, head to the NE corner of the room and climb the stairs to the Castle rooftop. Collect the treasure (**Medium Cottage** – ***G***) and then return inside. At this point, you've fully explored Theopolis Castle and it's time to continue your exploration of Orphos with a new ultimate destination: The Spiral Cave. Exit the Castle and then head SW through Theopolis to continue your exploration.

If you've completed Tier #1 of the Mercenaries' Guild, then the Mercenaries' Guild will have established a camp far to the east of Theopolis and that will be your next stop. Otherwise, skip to Section ***8.7.10***. To reach the Mercenaries' Guild from Theopolis, head east along the northern river until a mountain range appears to your south. When the mountain range ends and you can turn south, do so and continue along the river until you reach the Mercenaries' Guild Camp.

8.7.9 Mercenaries' Guild Camp



When you first arrive in the Mercenaries' Guild Camp after only finishing Tier #1, it will be nothing more than a few tents. You'll find Ignatius, Constantine, and Virgil who can guide you through the later Tiers of the Guild targets. The Mercenaries' Guild Camp is unique in that it will grow as you complete later Tiers of the Mercenaries' Guild. There are also sidequests where you can recruit citizens from around Firma to come to the Mercenaries' Guild to acquire even more specialty shops in the Camp. For all the details on the specialty shops, see Section ***8.17***. After exploring the Mercenaries' Guild Camp, it is time to set off for the Underground Lake.

To reach the Underground Lake, head north along the river and follow it east until you find a bridge. Cross the bridge and then head SW along the northern edge of the mountains. Once the mountain range ends, loop around it and head NE to the Underground Lake.

8.7.10 Underground Lake

Suggested Level: 81 (Initial Level +16)

Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, Badlands Behemoth



Treasure Chest Legend					
A	3× Perfect SP Orb	**E**	Medium AP Orb	**I**	Thawing Ring
B	Resurrection Elixir	**F**	Recipe for Auric Dagger	α	Fire Ring, Small AP Orb
C	Ruby Axe	**G**	Small AP Orb	β	Recipe for Haste Helm
D	Ruby Shield	**H**	Silence Ring		

From the entrance of the Underground Lake in the SE corner, head north and climb the stairs to the upper level. Head inside the cave and grab the first treasure (**3× Perfect SP Orb** – ***A***). Exit the cave and then return down the stairs. Head east while descending two sets of stairs and climbing one set of stairs until you come to a north/east fork. Take the north fork and follow the path up several levels until it dead ends near a rocky black spire (**R_1**). Push on the spire and you'll find that it will collapse creating a partial path across the watery gap below.

Return along the path to the fork and now take the eastern path until you reach another north/east fork. The northern path is still impassable so take the eastern path up three sets of stairs until you reach a 4-way intersection. First, take the NW path until it dead ends at another spire (**R_2**). Push on the spire to enlarge the partial path in the water below. Next, return to the 4-way intersection and take the NE path and follow it until it dead ends at a third spire (**R_3**). Push it over to complete the path over the water gap below.

Return along the path to the 4-way intersection and take the southern path down two sets of stairs until you find a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and collect the treasure (**Fire Ring, Small AP Orb** – α). Leave the chamber and continue east along the path. Follow the path up the underground mountain until you reach another Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Recipe for Haste Helm** – β).

Synthesis Recipe!	
Item	Haste Helm
Bonus	PRE +35
Ingredients	Ruby Helm, 5× Gremlin Teeth, and 5× Kirin Hooves

After collecting the treasure, leave the chamber and continue climbing stairs up to the top of the mountain until you reach the treasures (**Resurrection Elixir** – ***B***, **Ruby Axe** – ***C***, **Ruby Shield** – ***D***, **Medium AP Orb** – ***F***). After grabbing the treasure, return along the path to the 4-way intersection. Take the western path and continue until you reach a north/west fork. Take the north fork and use the rocks in the water to cross across the gap. Once on the north side of the gap, continue along the circuitous path until you reach a group of treasures (**Recipe for Auric Dagger** – ***F***, **Small AP Orb** – **G**, **Silence Ring** – ***H***).

Synthesis Recipe!	
Item	Auric Dagger
Bonus	+5,000G per battle
Ingredients	Ruby Dagger, 5× Badlands Horns, and 5× Spirit Bloods

With the three treasures in hand, head west up three sets of stairs and grab the final treasure (**Thawing Ring** – ***I***). The *Thawing Ring* is a very rare item that makes the wearer immune to being frozen. At this point, you've gathered all of the treasures in the Underground Lake and the quickest way to leave is to use a Warp spell or a Warp Stone. If you can't Warp out, then exit the small cave, follow the path back across the water gap, and take the western fork at the next two intersections. At the final north/south intersection, take the southern fork to the exit.

You've now explored all of the locations in Central Orphos that are accessible to you except for the Spiral Cave which is your ultimate destination. To reach it from the Underground Lake, it's a relatively long journey due to the broken bridge near the Spiral Cave. From the Underground Lake, head SW and then loop back around to the NE until you reach the bridge. Cross the bridge to the north and then head west while following the southern edge of the river until you reach another bridge to the south. Cross the bridge and follow the grassland path west and then south past the Theopolis Dock. Follow the path across two more bridges and then head east along the southern coastline. If you have an Engineer, take a tunnel for a minor shortcut; otherwise head NE and then loop back around the eastern edge of the mountains. Finally, head east and then north through a small gap in the mountains until you reach the entrance to the Spiral Cave.

Battle Notes: *See the Battle Notes for Section **8.6.4.***

8.7.11 Spiral Cave

Pro Tip: *If you want to take huge shortcuts through the Spiral Cave Lava Lakes and ignore the treasures, visit the Gremlar Mine Shaft (see Section **8.9.13**) and pick up the Liquid Explosives.*

Entrance – Section #1

Suggested Level: 82 (Initial Level +17)

Enemies: Rabid Werewolf, Kobold, Demonic Satyr, Gargoyle, and Harpy

The Spiral Cave gets its name from the helical nature of the entrance that spirals around as it descends into the ground. After entering, simply head clockwise along the path to the next section (***1***).



Battle Notes: *See the Battle Notes for Section **8.7.5.***

Entrance – Section #2

Suggested Level: 82 (Initial Level +17)

Enemies: Rabid Werewolf, Kobold, Demonic Satyr, Gargoyle, and Harpy

Treasure Chest Legend	
α	Massive Potion



From the entrance of the 2nd section (***1***), continue clockwise until you reach a Mining Crevice (α). Use a Mining Bomb to open the excavated chamber and collect the treasure (**Massive Potion** – α). Then leave the chamber and continue clockwise along the path to the next section (***2***).

Battle Notes: *See the Battle Notes for Section **8.7.5.***

Entrance – Section #3

Suggested Level: 82 (Initial Level +17)

Enemies: Rabid Werewolf, Kobold, Demonic Satyr, Gargoyle, and Harpy

From the entrance of the 3rd section (***2***), simply continue clockwise until you reach the path to the next section (***3***).

Battle Notes: *See the Battle Notes for Section **8.7.5.***



Entrance – Section #4

Suggested Level: 82 (Initial Level +17)

Enemies: Rabid Werewolf, Kobold, Demonic Satyr, Gargoyle, and Harpy

Treasure Chest Legend	
α	*Empty*



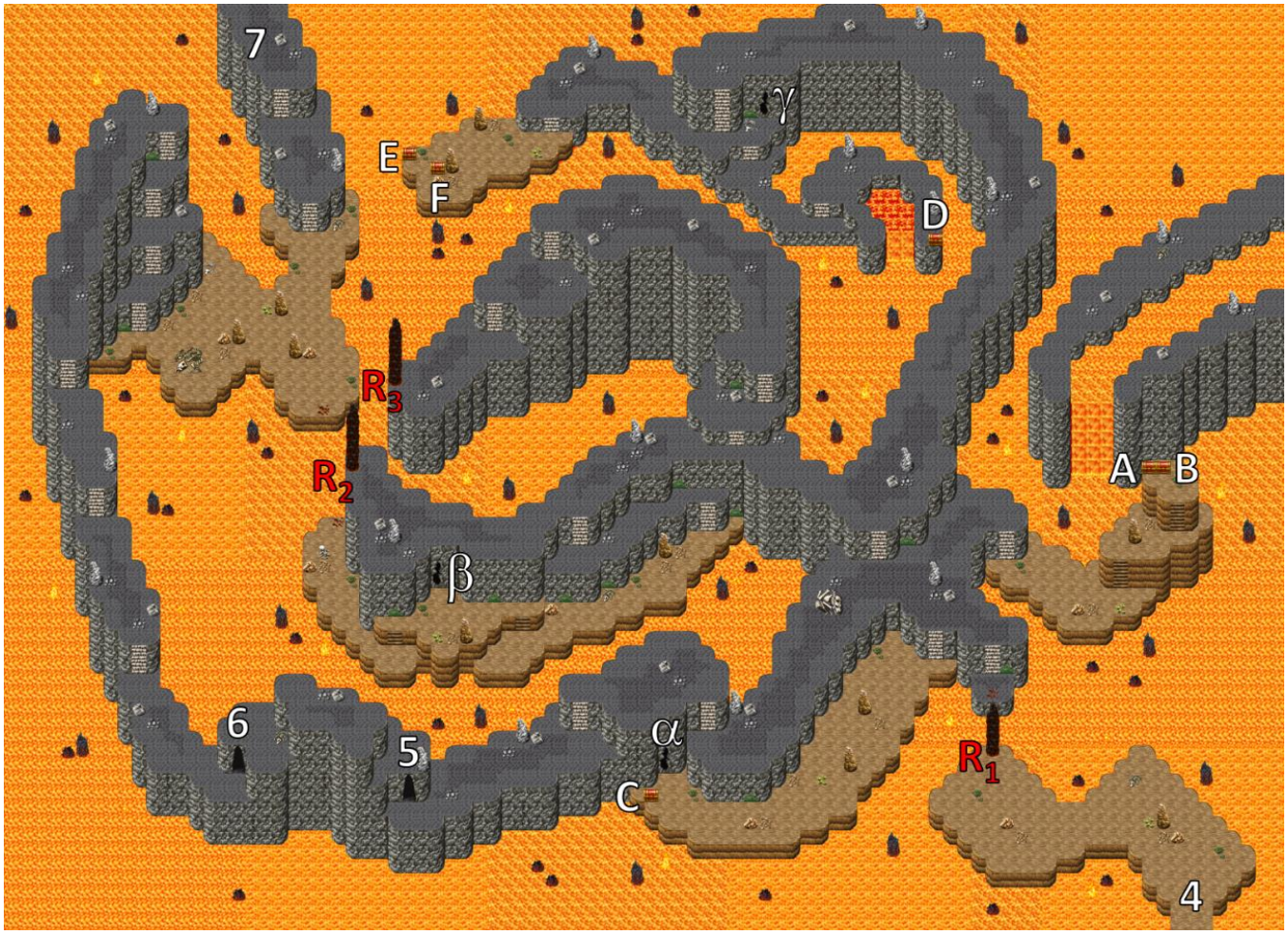
From the entrance of the 4th section (***3***), head clockwise until you reach a Mining Crevice (α). This excavated chamber is empty, so ignore it unless you are attempting to open 100% of the excavated chambers for achievement purposes. From the Mining Crevice, continue clockwise along the path to the Outer Lava Lake (***4***)

Battle Notes: *See the Battle Notes for Section **8.7.5.***

Outer Lava Lake

Suggested Level: 83 (Initial Level +18)

Enemies: Burning Soul, Hell Hound, Fire Sprite, Charred Slime, and Magma Spirit



Treasure Chest Legend					
A	Hyper Remedy	**D**	Recipe for Goring Shield	α	Giant SP Orb
B	Ruby Gauntlets	**E**	Resurrection Elixir	β	Remedy, 20,000G
C	Recipe for Dark Knight's Armor	**F**	Ruby Helm	γ	Massive Magic Potion, Ultra Vigor Tonic

The Outer Lava Lake is the first major area of the Spiral Cave. From the entrance (***4***), head NW and you'll find a black rocky spire (***R₁***). Push on it and you'll create a path across the lava. Cross the lava gap to the north and then continue north until you find stairs to the lower level. Descend the stairs and then head east and up two more sets of stairs until you reach two treasure chests (**Hyper Remedy** – ***A***, **Ruby Gauntlets** – ***B***). Then return to the west down two sets of stairs and then up one set. Head south until you find two staircases. Take the western one and then follow the dirt path SW until you reach a

Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and collect the treasure (**Giant SP Orb** – α). Leave the chamber and grab the treasure just to the west of the chamber (**Recipe for Dark Knight's Armor** – ***C***). After gathering the treasure, return NE along the path and up the stairs to the rocky level.

Synthesis Recipe!	
Item	Dark Knight's Armor
Bonus	DEF +17, MGD +17, Max HP +70
Ingredients	Ruby Armor, 5× Crab Pincers, and 5× Frozen Skulls

Shortcut to Inner Lava Lake:

If you want to pass through the Spiral Cave as quickly as possible and you gathered the *Liquid Explosives* from the Gremlar Mine Shaft, then head west and then SW until you reach a set of stairs. Continue west up the stairs and then quickly down another set of stairs until you reach a cave (***5***). Enter the Cave and use the *Liquid Explosives* to destroy the rubble blocking the way and then exit through the western exit (***6***). Continue along the path all the way to the exit to the Inner Lava Lake (***7***).

Regular Path to Inner Lava Lake:

If you want to collect all the treasures in the Outer Lava Lake, then head NW to a set of stairs that leads to the third level. Head west until you find a set of stairs to the south. Descend the stairs and then follow the path down another set of stairs and west to a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and grab the treasure (**Remedy, 20,000G** – β). After collecting the treasure, leave the chamber and return along the path and up two sets of stairs. Next, head west to the end of the path where you'll find a second black rock spire (***R_2***). Push it over to create a partial path in the lava below.

Return east along the path until you find a short set of stairs leading to a higher level. Climb them and then continue along the path until you find the third and final black spire of this area (***R_3***). Push the spire over to complete the path through the lava below. Return along the path and down two sets of stairs. From there, head east until you reach a set of stairs to the south. Rather than descend them, head north and follow the long path as it turns west. Descend the stairs and then take a few steps east until you reach a Mining Crevice (γ). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Massive Magic Potion, Ultra Vigor Tonic** – γ). With the treasure in hand, leave the chamber and head south down a short set of stairs. Next, follow the path up to a lava pool and grab the treasure (**Recipe for Goring Shield** – ***D***).

Synthesis Recipe!	
Item	Goring Shield
Bonus	ATK +40
Ingredients	Ruby Shield, 5× Demon Branches, and 5× Satyr Hooves

After collecting the treasure, head west while following the southern edge until you reach the two treasures at the end of the path (**Resurrection Elixir – E, Ruby Helm** – ***F***). Equip the Ruby Helm unless you happen to have something better. Head east up a small set of stairs and then climb a longer set of

stairs to a higher level. Continue along the path as it loops east and then south. When you reach the stairs down to the lower level, turn west and follow the path until you find a set of stairs to the lower level. Descend the stairs and follow the path down a second set of stairs to the dirt path. Head west on the dirt path up and then down two small sets of stairs until you reach the lava gap that is now spanned by the rubble of the black rock spires. Cross the gap and head north along the path to the Inner Lava Lake (***7***).

Battle Notes: *In this area, you'll encounter five new enemy types: Burning Soul, Hell Hound, Fire Sprite, Charred Slime, and Magma Spirit.*



Name: Burning Soul
Stealable Items: Full Magic Potion, Avalanche Bomb, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,250	5,000	260	270	295	270	145	140	10	55,000	570	Baked Skull

Skill	MP Cost	Description
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Malevolent Intent	100	INT +15% to user for 5 turns
Magma	300	~250 HP damage with fire element to all enemies
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies



Name: Hell Hound
Stealable Items: Massive Potion, Rejuvenating Elixir, Mega Vigor Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,500	5,000	300	280	240	250	155	150	10	65,000	562	Hell Hound Fang

Skill	MP Cost	Description
Strength of the Pack	400	3× 75% Normal Attacks
Maim	250	150% Normal attack with chance to stun
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy



Name: Fire Sprite
Stealable Items: Eye Drops, Mega Mind Tonic, Medium Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	5,000	260	260	280	335	145	135	3	52,500	580	Sprite Cinder

Skill	MP Cost	Description
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Magma	300	~250 HP damage with fire element to all enemies
Fry	150	~550 HP damage with fire element to one enemy
Alpha Burst	250	Blinds, Poisons, and ~250 HP damage with fire element to all enemies



Name: Charred Slime
Stealable Items: Avalanche Bomb, Full SP Orb, Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,500	3,500	235	255	275	260	130	130	25	42,500	482	Gargoyle Wing

Skill	MP Cost	Description
Toxic Vapors	75	100 HP damage + 50% Normal Attack with Poison to all enemies
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Gamma Flash	250	Blinds and ~250 HP damage with fire element to all enemies



Name: Magma Spirit
Stealable Items: Avalanche Bomb, Mega Blitz Tonic, Massive Potion

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

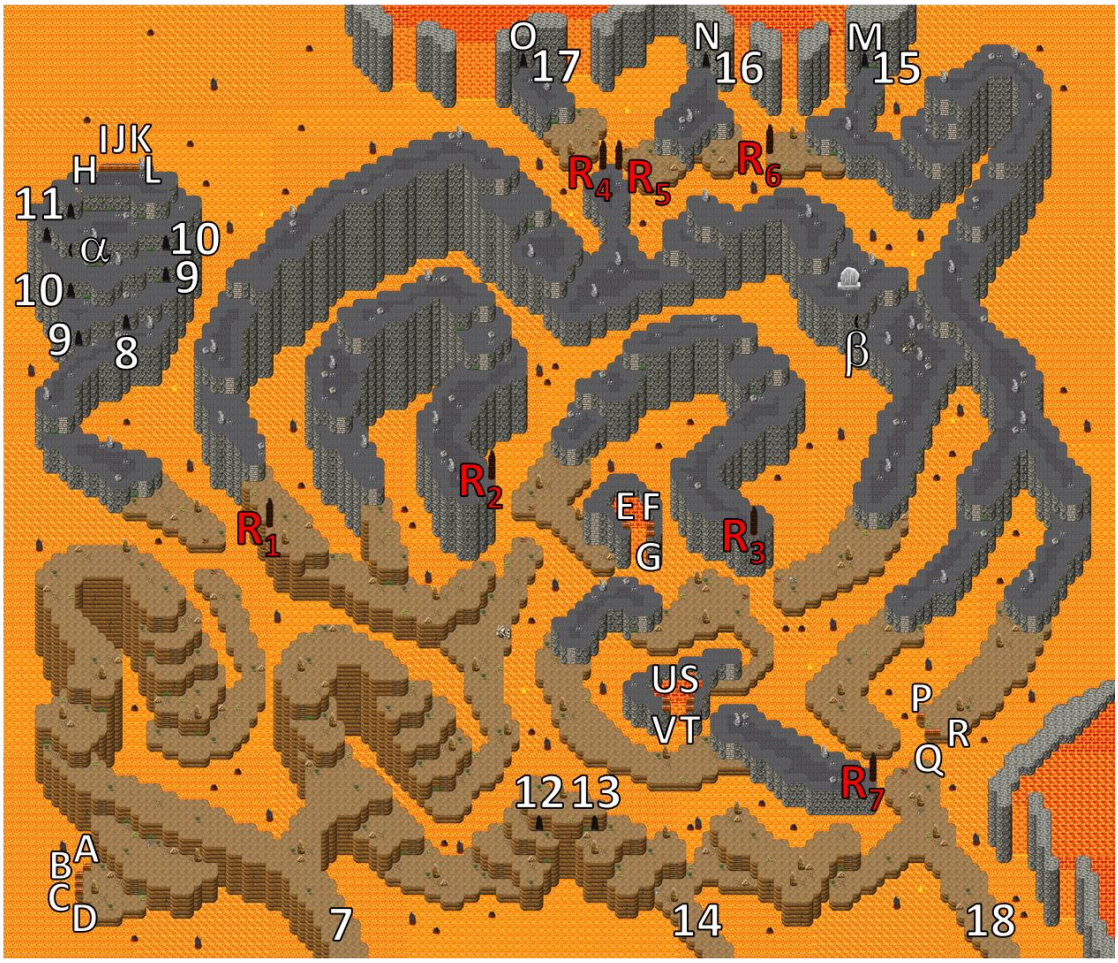
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,000	5,000	260	275	285	245	150	300	5	50,000	552	Spirit Coal

Skill	MP Cost	Description
Magma	300	~250 HP damage with fire element to all enemies
Fry	150	~550 HP damage with fire element to one enemy

Inner Lava Lake

Suggested Level: 84 (Initial Level +19)

Enemies: Burning Soul, Hell Hound, Fire Sprite, Charred Slime, and Magma Spirit



Treasure Chest Legend					
A	Small AP Orb	**I**	Orphic Ring	**Q**	Rejuvenating Elixir
B	Great Potion	**J**	Ruby Sword	**R**	Resurrection Elixir
C	Great Magic Potion	**K**	Cryogenic Bomb	**S**	Phoenix Ashes
D	Larceny Ring	**L**	Small AP Orb	**T**	Resurrection Elixir
E	Medium AP Orb	**M**	Small AP Orb, Phoenix Ashes, Ultra Blitz Tonic	**U**	Recipe for Restoring Staff
F	Recipe for Native's Bow	**N**	Ambrosia, Nectar	**V**	Medium AP Orb
G	Hyper Remedy	**O**	Resurrection Elixir, Warp Stone, Large AP Orb, Cryogenic Bomb	**α**	Refreshing Elixir
H	Resurrection Elixir	**P**	Ruby Armor	**β**	Demonic Shadow Bomb, Avalanche Bomb

When you reach the Inner Lava Lake, you'll start in the SW corner (***7***). The Inner Lava Lake is considerably larger than the Outer Lava Lake and you should make sure you are well-supplied before setting out. If not, this is a good time to turn back and restock in Theopolis before continuing. Once you're ready, head NE along the path until you reach a west/north fork. Take the western path and continue until you reach a set of stairs. Descend the stairs and continue along the lower path until you reach a set of four treasures (**Small AP Orb** – ***A***, **Great Potion** – ***B***, **Great Magic Potion** – ***C***, **Larceny Ring** – ***D***). Then return back up the two sets of stairs. Return east along the path until you reach the original fork. Take the northern path and you'll quickly come to a north/SE fork.

Shortcut to Arcane Temple:

If you would like to take a major shortcut through the Inner Lava Lake, take the SE path and descend two sets of stairs and then climb up two more sets of stairs to a cave entrance (***12***). Enter the cave and use your two remaining *Liquid Explosives* to clear the rubble and take the eastern exit (***13***). Then head east through the next fork and head south at the second fork to the Arcane Temple (***18***).

Regular Path to Inner Lava Lake:

If you wish to collect all treasures, then take the northern fork and continue along the twisting path until you reach a north/west fork. Take the western fork, climb the stairs, and take a few more steps until you reach a black rock spire (***R_1***). Push the spire over to bridge the gap in the lava below. Next, return east to the previous fork and take the northern path. Follow the path as it turns north, east, and then south to a second black rock spire (***R_2***). Push the spire over to create a path across the lava gap below. Afterwards, return along the path to the previous fork. Take the eastern path, descend the stairs, and then head NE to the lava gap. Cross the gap and then head SE and up to the lava pool. Collect the treasures (**Medium AP Orb** – ***E***, **Recipe for Native's Bow** – ***F***, **Hyper Remedy** – ***G***).

Synthesis Recipe!	
Item	Native's Bow
Bonus	Increases the drop rate of enemy remains by 50%
Ingredients	Ruby Bow, 3× Tarantula Legs, 3× Bat Fangs, and 3× Titan Skull Shards

After collecting the treasures, return down the stairs and then follow the path north, east, and then south to another black rock spire (***R_3***). Push the spire over to bridge the gap below and then return along the path to the previous lava gap. Cross it and then head south. Continue along the path until you reach a SW/SE fork. Take the SW fork and you'll quickly come to the fork just north of the entrance (***7***).

Take the western path and follow it past the southern stairs until you reach the newly bridged lava gap. Cross the bridge and continue along the path until you reach two cave entrances. Enter the eastern cave (***8***) first and you'll find the first puzzle area of the Spiral Cave. For the solution, see the Puzzle Solutions (Section ***8.16.7***). After completing the puzzle, enter the western cave (***9***), and follow the small passageway north until you reach the exit (***9***). Head west and enter the next passageway (***10***) and follow it around to the next exit (***10***). On the third level, head west until you find the Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Refreshing Elixir** – α). After collecting the treasure, leave the chamber and enter the western cave (***11***). Follow the passageway until

you exit on the fourth level. Head east and climb the stairs to the treasure stockpile (**Resurrection Elixir – *H***, **Orphic Ring – *I***, **Ruby Sword – *J***, **Cryogenic Bomb – *K***, **Small AP Orb – *L***).

After collecting the treasures, return down all the levels until you reach the lava gap. Cross the gap and then continue along the path until you reach the original fork north of the entrance. Take the NE path and then north at the next fork. Continue along the path until you reach a set of stairs. Climb the stairs and then follow the path west until you reach a north/west fork. Continue west and follow the path as it loops north and then east. Eventually, you'll reach a north/east fork. Take the northern fork where you'll find two black rock spires. Before you push over either of them, make sure you are fully healed and well-stocked on supplies. When you are prepared for a battle, push over the left rock spire (***R*$_4$**) and you'll disturb the Lava Worm!

Mid-Boss Battle: Lava Worm



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
75,000	7,500	375	350	365	375	225	375	5	300,000	0	3,500

Skill	MP Cost	Description
Cauterize	350	~300 HP damage with fire element to all enemies
Blaze	225	~650 HP damage with fire element to one enemy
Body Slam	500	DMG = Target Max HP/2 to enemy Party
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Crushing Jaws	150	ATK +20% to user for 5 turns
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
Mutilate	100	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy

Like all of the enemies in the Spiral Cave Lava Lakes, the Lava Worm is weak to Ice elemental attacks. Use your most powerful Ice bombs and spells to exploit this weakness and try to kill the Lava Worm quickly. The Lava Worm's most deadly attack is his Body Slam attack which will take away 50% of each Party member's Max HP, regardless of your DEF or MGD. After you defeat the Lava Worm, take a few steps to the east and push over the other black rock spire (***R*$_5$**), which when combined with the other black rock spire will create a bridge across the lava below.

Return south until you reach an east/west fork. Take the eastern path and follow the path until you reach a large stone plaque. The original inscription long ago wore away and a new one stands in the stone. The inscription was made by the founder of the Mercenaries' Guild, Khan, several centuries ago. He left a cache of items for future travelers; however, the items are nowhere to be found. From the stone plaque, take stairs to the lower level and then take a few steps SW until you reach a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and gather the treasure (**Demonic Shadow Bomb, Avalanche Bomb** – β). Inside the excavated chamber, you'll find a skeleton with a stash of items that you surmise came from Khan's original cache. If you are achievement hunting, take the items (**10× Avalanche Bombs, 10× Great Potions**) and return half the stock to the original hiding spot near the large stone plaque; otherwise, you can keep all the items for yourself.

Once finished with the cache of items, return down the stairs and head SE to another set of stairs. Climb the stairs and then head north along the path until you reach a north/west fork. Head north and grab the treasure inside the cave (**Small AP Orb, Phoenix Ashes, Ultra Blitz Tonic** – ***M***). Leave the cave (***15***) and return to the previous fork. Head west and push the black rock spire (***R*$_6$**) to create a bridge across the lava. Jump across the gap and then head up the stairs and into the cave (***16***). Collect the treasure inside (**Ambrosia, Nectar** – ***N***) and then exit the cave. Head SW, down a set of stairs, and then cross another lava gap via the two black stone pillars that were pushed down. Head NW to the final cave (***17***) and collect the treasures (**Resurrection Elixir, Warp Stone, Large AP Orb, Cryogenic Bomb** – ***O***).

With all the treasures from the three caves collected, return east across the two lava gaps and continue along the path as it turns south until you reach a branch with stairs to the south as the path heads SE. Take the SE path until you reach a SE/SW fork. Take the SE fork and continue along the path until you reach a stash of treasures (**Ruby Armor** – **P**, **Rejuvenating Elixir** – ***Q***, **Resurrection Elixir** – ***R***). After gathering the treasures, return along the path to the previous fork. Take the northern path until you reach a north/south fork. Take the southern fork down the stairs and continue along the path until you reach a lava gap. Cross the gap and then head south and up a set of stairs to a lava pool. Collect the four treasures (**Phoenix Ashes** – ***S***, **Resurrection Elixir** – ***T***, **Recipe for Restoring Staff** – ***U***, **Medium AP Orb** - ***V***) around the lava pool and then return to the lava gap.

Synthesis Recipe!	
Item	Restoring Staff
Bonus	Restores 100 HP/turn
Ingredients	Ruby Staff, 5× Tarantula Legs, and 5× Mammoth Tusks

Rather than crossing the lava gap, head west and follow the path as it curves south and then east to the final black rock spire (***R*$_7$**). Push it over to create the final bridge and then return along the path to the previous lava gap. Cross it and head NE. Take the eastern set of stairs and then follow the path until you reach a SW/SE fork. Take the SW fork and follow the path to the lava gap. Cross the gap and take a few steps south to a west/south fork. Take the western fork and continue along the path until you find another west/south fork. Head down the southern fork and you'll find the second puzzle of the Spiral Cave (***14***). For the solution, see the Puzzle Solutions (Section ***8.16.8***). After completing the puzzle, leave the puzzle area (***14***), head east and then south into the final area: the Arcane Temple (***18***).

Battle Notes: *See the Battle Notes for the **Outer Lava Lake**.*

Entrance – Arcane Temple

Suggested Level: 85 (Initial Level +20)

Enemies: Burning Soul, Hell Hound, Fire Sprite, Charred Slime, and Magma Spirit



Treasure Chest Legend			
A	Phoenix Ashes	**C**	Expert Ring
B	Resurrection Elixir	**D**	Cryogenic Bomb

Upon entering the Arcane Temple, you'll find yourself in the NW corner (***17***). From the entrance, head south along the path until you reach the Save Point (***S.P.***). If you have the option, save your game and then continue south across the bridge. Follow the path as it turns east until you reach a north/east fork. Take the northern fork first and grab the treasure (**Phoenix Ashes** – ***A***). After collecting the treasure, return to the previous fork and head east past the large stairs until you reach a bridge to the south. Cross the bridge and collect the two treasures (**Resurrection Elixir** – ***B***, **Expert Ring** – ***C***). With the treasures in hand, return across the bridge and head west to the central stairs. Head up two sets of stairs and then NW to the final treasure (**Cryogenic Bomb** – ***D***). After gathering the treasure, return to the central stairs and climb the third and final set to the strange altar. When you approach the altar, a flashback cutscene will play (if cutscenes are turned on) and then Olivier will burst forth from the Lava!

Boss Battle: Olivier



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
200,000	15,000	395	375	405	400	175	400	5	750,000	0	5,000

Skill	MP Cost	Description
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies
Malicious Concentration	100	INT +25% to user for 5 turns
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Incinerate	200	~750 HP damage with fire element to one enemy
Mental Anguish	750	Drain 10% MP from all enemies
Solar Flare	400	~350 HP damage with fire element to all enemies

Olivier has a variety of attacks that can make this battle quite difficult. First amongst them is his Firestorm attack that deals 50% Max HP – MGD damage to each Party member. While not exceptionally powerful, Unearthly Flame can be crippling for a mage-heavy Party that doesn't have resistance to Silence. Malicious Concentration can make Olivier's two other fire spells, Incinerate and Solar Flare, extremely dangerous by boosting his INT by 25%. Hex can drastically reduce a particular Party member's attributes and make them susceptible to dangerously high levels of damage. Finally, Olivier can boost his own defense with Corrupt Protection and drain your Party's MP with Mental Anguish.

The first several rounds of battle should be used to buff Party members, especially MGD and Max HP since Olivier is a magical-heavy boss. The Knight should start with *Adamantine Vest* and *Iron Skin*, following those up with *Dark Ward* (if still MGD-weak) and *Blood Lust*. In later rounds, he should unleash his most powerful attacks such as *Septuple Stab* and *Devastation*. The Monk should start with *Nirvana* and perhaps a couple of Mega Tonics to boost ATK or CRT. If the Monk is not maxed out on his number of attacks, then consider *Enter the Dragon* instead. The Monk should follow up with *Knuckle Breaker* interspersed with normal attacks. The Hunter should start with *Ultra Scan* and *Healing Chant* (if learned at this point) and then follow up with *Rain of Death* and *Komodo Fang*. The Thief should debuff Olivier with *Hamstring* and then attack (and steal) with *Grand Larceny* and *Burglary*. The White Mage should cast *Null Fire* and then buff the Party with *Citadel* and *Giant* and then keep the Party fully healed with the appropriate healing spells such as *Heaven's Breath* or *Fast Heal*. The Black Mage should start with *Genius*, *Crumble*, and *Godlike* and then continue with *Ice 8* and *Annihilation*. The Gray Mage should

follow either the Knight or Black Mage strategy depending on his build. The Engineer should cast *Null Magic* and then proceed to use ice-element bombs and heal the Party as necessary with items (or *Bio Lab*).

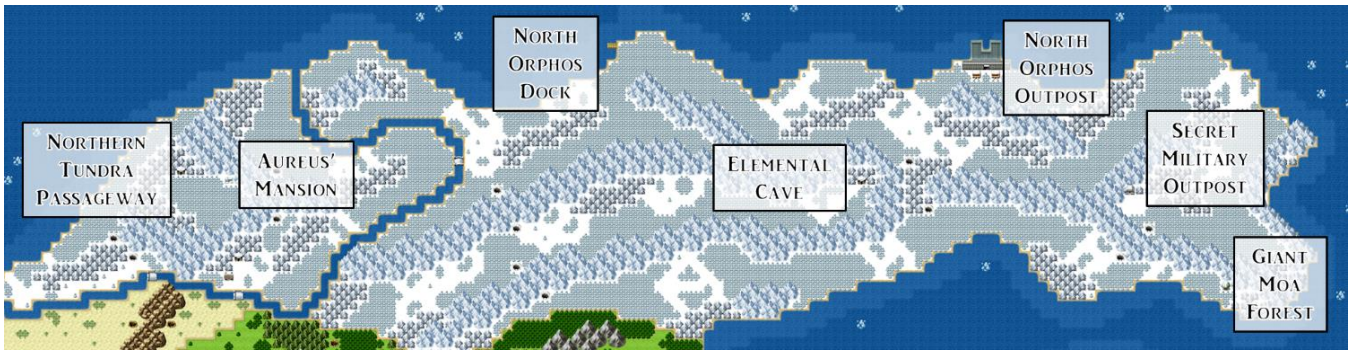
When you defeat Olivier, you'll receive Olivier's Heart which can be used in a synthesis Sidequest at the Wystonia Scientific Laboratories (see Section ***8.6.6***). The Spiral Cave is now complete. Use a Warp Stone or Warp spell if available; otherwise, you'll have a long way to backtrack, especially if you didn't use the Liquid Explosives to create the shortcuts.

Battle Notes: *See the Battle Notes for the* ***Outer Lava Lake****.*

8.7.12 Northern Orphos

Suggested Level: 85 (Initial Level +20)

Enemies: Frost Specter, Arctic Berserker, Glacial Mammoth, Ice Gremlin, and Frozen Wraith



After completing the Spiral Cave, you'll probably be low on supplies or, at the very least, need to rest at the Inn. Therefore, the first stop will be Theopolis to rest and resupply. From the Spiral Cave, head south through the small gap and then loop north between the mountains. Follow the northern river to the west until you reach a crossable (non-broken) bridge to the north. Cross the bridge and follow the grassland path until you reach Theopolis. Re-stock at the Item Shop, rest at the Inn, and then save your game at the Tree of Life.

Now you're prepared to set off to the Orphos Giant Moa Forest. From Theopolis, follow the grassland path east and then south across the bridge. Continue following the grassland path while it hugs the river to the north but when the path turns south, follow the river north as it turns east until you reach the eastern coastline. From there, head north into the tundra and then continue east between the northern mountain range and the southern coastline. You'll find the Orphos Giant Moa Forest where the mountains meet the coastline.

Battle Notes: *In this area, you'll encounter five new enemy types: Frost Specter, Arctic Berserker, Glacial Mammoth, Ice Gremlin, and Frozen Wraith.*



Name: Frost Specter
Stealable Items: Inferno Bomb, Mega Wall Tonic, Giant Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	4,500	260	425	245	330	140	155	5	43,000	540	Frozen Skull

Skill	MP Cost	Description
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Demonic Guard	500	Regenerates 10% HP/turn and DEF +25% to one ally for 5 turns
Icy Spines	0	Reflects physical damage



Name: Arctic Berserker
Stealable Items: Giant Potion, Black Hole Bomb, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains	Gold
9,750	4,500	285	275	230	265	135	150	25	47,000	530	None	3,000G

Skill	MP Cost	Description
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Berserker	12	Attack 3 random targets with 30+50%*normal attack damage
Destroy Armor	30	Normal attack and DEF -25% to one enemy for 5 turns
Confusion Attack	250	Normal attack that can inflict confusion



Name: Glacial Mammoth
Stealable Items: Giant Potion, Refreshing Elixir, Mega Blitz Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,000	4,500	300	285	225	245	130	130	10	50,000	522	Mammoth Tusk

Skill	MP Cost	Description
Demolish	60	50 HP damage + 75% Normal Attack to entire Party
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy



Name: Ice Gremlin
Stealable Items: Mega Shock Tonic, Mega Jolt Tonic, Huge Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,500	4,500	270	275	235	255	160	320	10	48,500	508	Gremlin Tooth

Skill	MP Cost	Description
Frigid Blight	300	~250 HP damage with ice element to all enemies
Deep Freeze	150	~550 HP damage with ice element to one enemy
Quick Silver	100	AGI, PRE +50% to all allies for 5 turns
Freeze	500	Uncurable, short duration (3 turns) paralysis to one enemy



Name: Frozen Wraith
Stealable Items: Remedy, Huge SP Orb, Typhoon Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	4,500	260	285	285	330	140	160	3	45,000	832	Wraith's Robe

Skill	MP Cost	Description
Frigid Blight	300	~250 HP damage with ice element to all enemies
Deep Freeze	150	~550 HP damage with ice element to one enemy
Malicious Concentration	100	INT +25% to user for 5 turns
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Dark Bolt	150	~550 HP damage with dark element to one enemy

8.7.13 Orphos Moa Forest



Treasure Chest Legend	
A	Rejuvenating Elixir

From the entrance of the Moa Forest, head north and secure the treasure along the NE edge of the trees (**Rejuvenating Elixir** – ***A***). If you have a Hunter in your Party, then approach the Giant Moa and tame it; otherwise, return south and exit. After finishing up with the Moa Forest, the next stop is the North Orphos Dock which is nearby as the bird flies but a long trek without an Engineer.

If you have an Engineer, then head west and take the second tunnel you come across to the north and then continue west along the northern edge of the mountains until you reach the dock. Without an Engineer, head west between the mountains and coast until the tundra turns to forest and grassland. Head south through the gap in the mountains and then follow the northern edge of the river west past Theopolis. Continue along the river as it turns south until you reach the grassland path. At this point, turn west and loop around the southern edge of the large gray mountains and then turn north. Head north until you find the bridge that connects desert and tundra. Cross the bridge and then follow the northern edge of the river north east until you reach a second bridge. Cross the second bridge and continue NE while following the northern coastline until you reach the North Orphos Dock.

8.7.14 North Orphos Dock

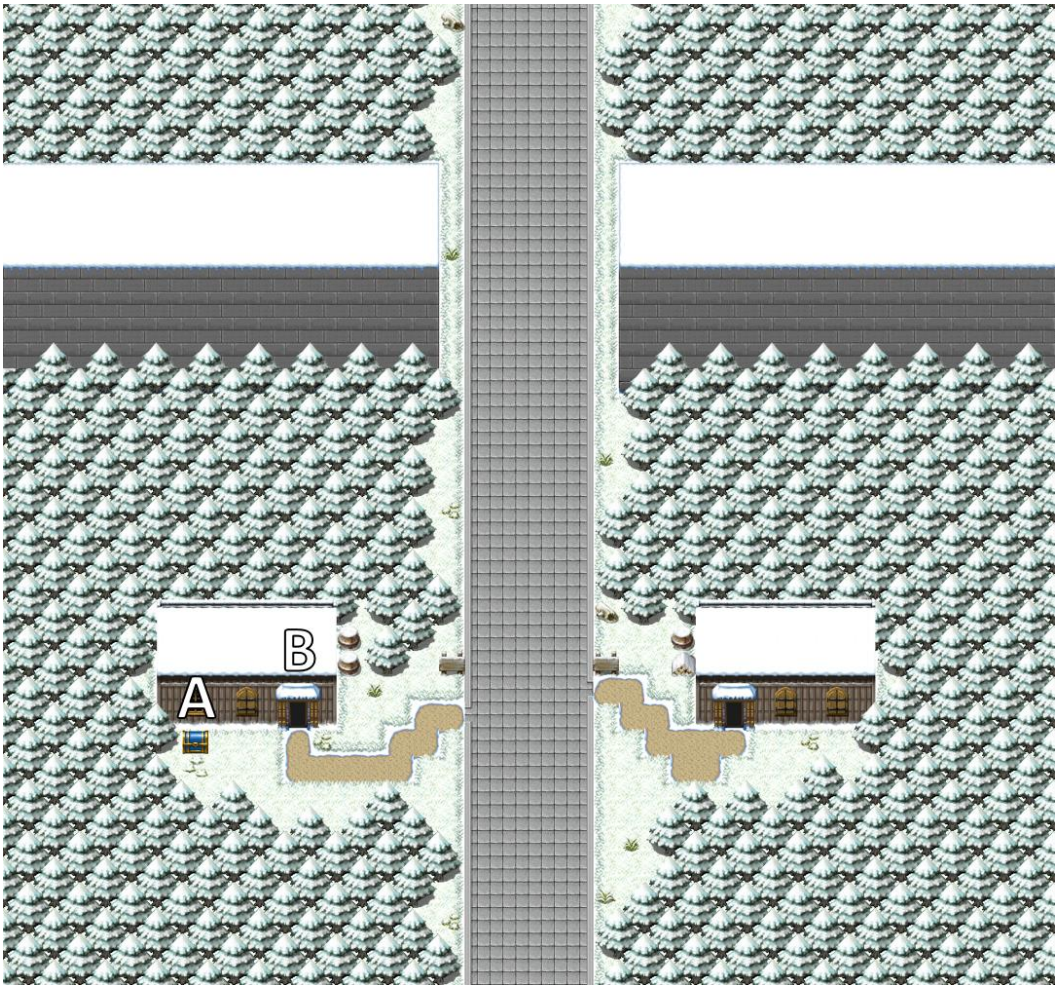


Treasure Chest Legend	
A	Full Magic Potion

It requires a dedicated Fisherman to frequent the North Orphos Dock due to its extreme isolation. After entering, head west along the dirt path until a gap opens in the trees to the south. Follow the gap SE until it dead ends at a treasure (**Full Magic Potion** – ***A***). After collecting the treasure, return NW to the dirt path. Keep going west on the dirt path until you reach the Local Fisherman who will sell you Icewater Bait. If you have synthesized the Old Fishing Spear, then you can try your luck at catching Icewater Fish. Once you've finished up, return east along the dirt path to the exit.

The next stop is the North Orphos Outpost. To reach it, head east along the northern coastline until you reach a point where you can go north or south of a small mountain range. Head south of it and then follow the southern edge of the mountains NE until it ends along the coast. From there, continue east along the coastline and you'll reach the North Orphos Outpost.

8.7.15 North Orphos Outpost



Treasure Chest Legend			
A	5× Perfect SP Orbs (Blue Chest)	**B**	Refreshing Elixir

The North Orphos Outpost is another remnant of the Great Wars. Due to its isolation and uselessness as a defensive outpost, it is often used as punishment for soldiers who commit social infractions and petty crimes. When you enter, you will be at the southern edge. From there, head NW and you'll find the western outpost building. If you have a Thief in your Party with *Master Locksmith*, then open the blue chest (**5× Perfect SP Orbs** – ***A***). This is a massive haul of SP and likely enough to learn a new skill (or two). Next, head inside the outpost and collect the treasure (**Refreshing Elixir** – ***B***).

At this point, the North Orphos Outpost has been fully explored and it's time to return through the southern exit. The final place to explore, the Secret Military Outpost, is purposefully located in the barren northern Tundra by the Orphian government to keep its existence a secret. To reach it, head SW from the North Orphos Outpost until you arrive at a tunnel. Rather than taking the tunnel, head east through the valley between the northern and southern mountain ranges. Continue between the gap until it reaches the coast and then follow the valley south and then west to the Secret Military Outpost.

8.7.16 Secret Military Outpost

Floor #1

Suggested Level: 75 (Initial Level +10)



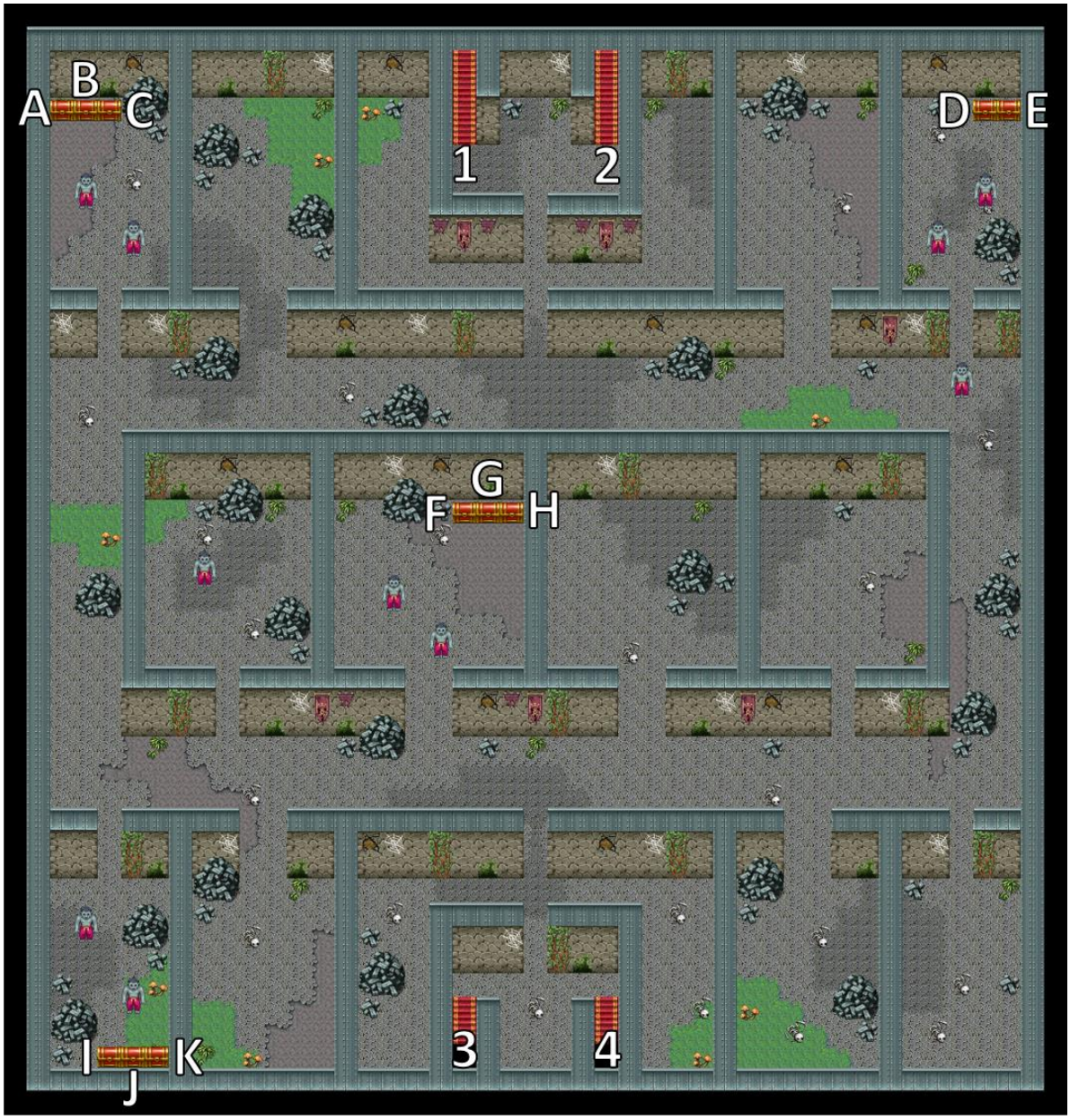
As indicated by the Suggested Level above, the Secret Military Outpost can be attempted at a lower character/attribute level, although you will soon find that you can only advance so far against the throngs of undead. After entering the Secret Military Outpost, head north and see the Commander in the central office. His command of the location hangs by a bloodied and damp thread, and he reveals that a terrible plague has escaped containment on the lower levels of the Outpost. Volunteer to investigate the lower levels of the Outpost and the Commander will reluctantly agree against his better judgment. There are a variety of soldiers and scientists here that offer further details about the situation. After visiting them, head to the northern double gate with the posted guard. Talk to him and he will allow you to enter the protected area. When you're ready, head down the stairs (***1*** or ***2***) and into the frightening unknown.

Pro Tip**:** *Visit the Secret Military Outpost upon acquiring the Ship in order to acquire a nearly complete set of Emerald Equipment.*

Basement #1

Suggested Level: 75 (Initial Level +10)

Enemies: Zombie and Wandering Spirit



Treasure Chest Legend					
A	Emerald Gauntlets	**E**	Medium AP Orb	**I**	Vaccine Ring
B	Emerald Gloves	**F**	Emerald Shoes	**J**	Zombie Ring
C	Emerald Dagger	**G**	Emerald Axe	**K**	Holy Ring
D	Resurrection Elixir	**H**	Emerald Boots		

Upon entering, you'll find that all the lamps that once illuminated this area have been destroyed and you can't see very far. The place has been destroyed by someone or something. From the entrance, head south through two narrow gaps until you reach an east/west corridor. Head west to the far western wall and then north into the room where you'll have your first encounter with what the scientists unwittingly created during their research.

While experimenting with the zombification abilities of creatures from the Frozen Tower in their quest to create super soldiers, they accidentally created rabid zombified Humans who have murdered everything in their path and spread the plague from the deepest levels of the Outpost to the penultimate floor. Luckily, the spread of the plague from the original source has significantly reduced the potency of the disease and the zombies that you'll find on the top floor are relatively weak compared to the original hosts. The maps shown for each floor indicate the approximate location of all the zombies for the "Grind" encounter rate; however, the number of zombies scales with encounter rate, so if you are playing on "Rare", many of the zombies shown will not be present. Therefore, since the number of zombie battles varies with encounter rate, the individual battles will not be presented here. Instead, the path to the treasures will be outlined. But be aware that the zombie encounters are not random; instead, whenever a zombie "sees" you they will give chase and attempt to engage you in battle by coming in contact with your Party.

Collect the treasure in the NW room (**Emerald Gauntlets** – ***A***, **Emerald Gloves** – ***B***, **Emerald Dagger** – ***C***). Then, return to the east/west corridor and head east until you reach the far eastern wall. From there, head north into the NE room and gather the treasures (**Resurrection Elixir** – ***D***, **Medium AP Orb** – ***E***). Next, head south along the far eastern wall until you reach the southern east/west corridor. Head west and enter the third room to the north. Grab the treasures (**Emerald Shoes** – ***F***, **Emerald Axe** – ***G***, **Emerald Boots** – ***H***) and then head back into the southern east/west corridor. Trek west to the far western wall and enter the SW room where you'll find the last three treasures (**Vaccine Ring** – ***I***, **Zombie Ring** – ***J***, **Holy Ring** – ***K***). If you're not already in possession of these rings, they can be extremely handy in exploring the Secret Military Outpost since in nearly every battle you can be zombified or diseased. After collecting the final three treasures, exit the SW room into the southern east/west corridor.

Before venturing down to Basement #2, you should return to the top floor where you can talk to the Outpost Researcher. If you've defeated all of the zombies on the first floor, then you can offer him your collected Zombie Bones as samples from which he'll be able to conduct further research. If you missed exterminating any of the zombies, then you'll have to return to Basement #1 and terminate the remaining zombies. After you give him the full assortment of zombie bones (the number differs with encounter rate), then you can see his colleague, the Outpost Scientist, in the library. With the Zombie Bone samples (which otherwise have no value), the Outpost Scientist is able to create a new, powerful tonic called an Ambush Tonic. The Outpost Scientist will allow you to purchase as many as you like for a price that recognizes the inherent value of these rare Tonics.

For each of the first five floors of the Secret Military Outpost that you clear, you'll be rewarded with a new Tonic. For Basements #6 through #9, you'll be rewarded with new HP and MP regeneration potions called Regeneration and Renewing Potions. Clearing the final floor does not unlock a new item; instead you acquire the even greater reward of permanent 1% HP and MP regeneration per combat round. The rewards for clearing each of the basement floors is given in the next table:

Basement Number	Reward
1	Ambush Tonic
2	Precision Tonic
3	Inflation Tonic
4	Conjurer Tonic
5	Champion Tonic
6	Regeneration Potion
7	Renewing Potion
8	Great Regeneration Potion
9	Great Renewing Potion
10	Permanent 1% HP/MP regeneration

After unlocking the first item, return to Basement #1 and head to the central southern passageway. Go south through two small gaps and then descend the stairs to the next floor (***3*** or ***4***).

Battle Notes: *In this area, you'll encounter two new enemy types: Zombies and Wandering Spirits.*



Name: Zombie
Stealable Items: Full Potion, Huge Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	5,000	250	240	220	220	165	120	10	10,000	350	Zombie Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Savage Slice	250	125% Normal Attack with 15% HP/turn damage to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Maul	100	150 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy



Name: Wandering Spirit
Stealable Items: Full Potion, Huge Magic Potion, Refreshing Elixir

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

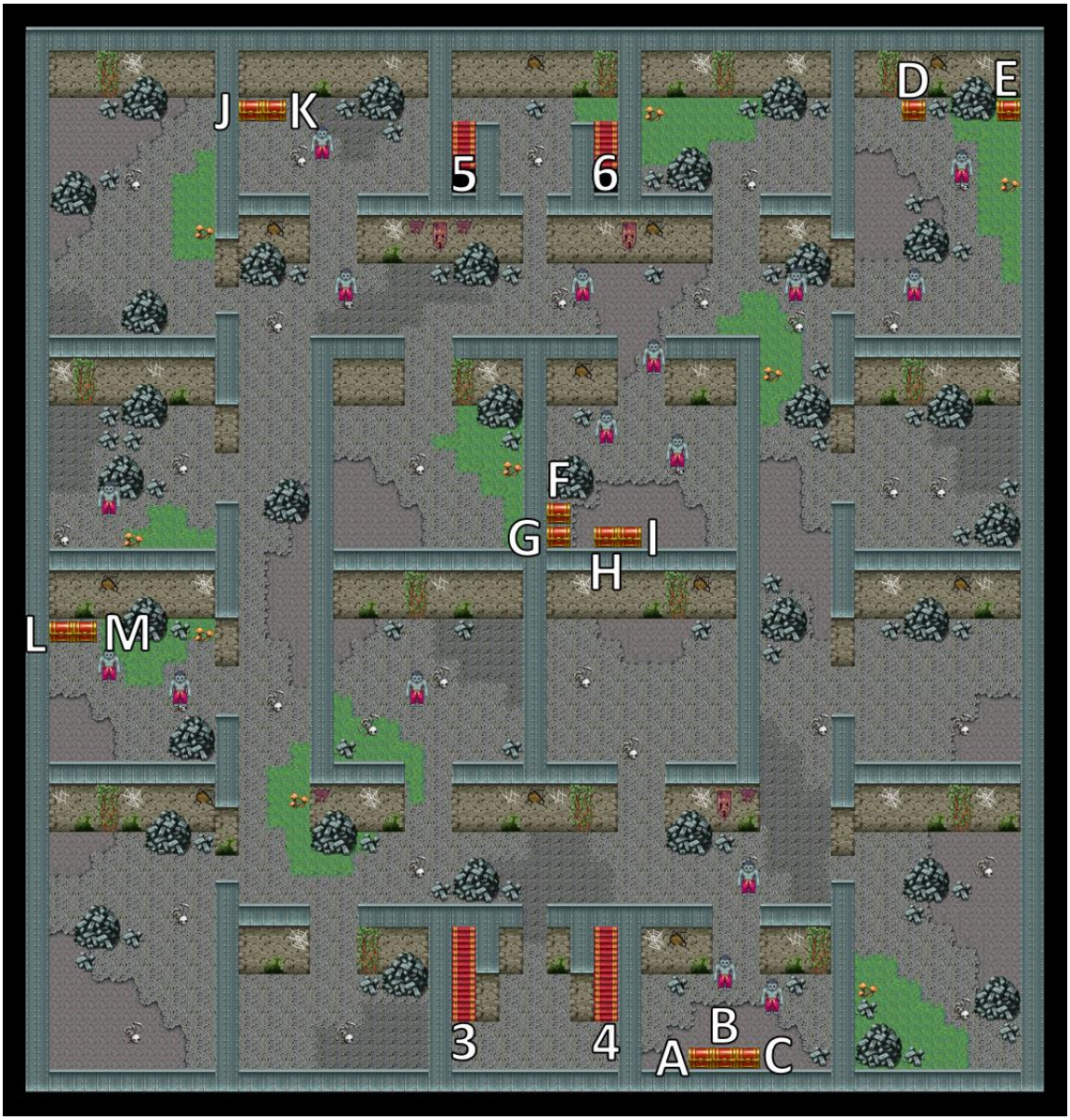
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	7,500	250	275	340	350	200	250	3	10,000	400	Wandering Spirit Essence

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Viral Infection	500	Disease on all enemies
Walking Dead	250	Zombify all enemies
Heresy	250	~200 HP damage with holy element to all enemies
Defilement	125	~450 HP damage with holy element to one enemy

Basement #2

Suggested Level: 77 (Initial Level +12)

Enemies: Ghoul, Wandering Spirit



Treasure Chest Legend					
A	Emerald Shield	**F**	Emerald Helm	**K**	Phoenix Ashes
B	Emerald Bow	**G**	Emerald Hat	**L**	Winged Ring
C	Emerald Cloak	**H**	Emerald Spear	**M**	Larceny Ring
D	Azure Robe	**I**	Emerald Whip		
E	Azure Armor	**J**	Resurrection Elixir		

Upon entering Basement #2, you'll find yourself at the center of the southern edge. Head north from the stairs into the east/west hallway and head east. Enter the first room to the south and collect the three treasures (**Emerald Shield** – ***A***, **Emerald Bow** – ***B***, **Emerald Cloak** – ***C***). After gathering the treasures, exit the room, take a few steps east and then head north along the corridor. Keep going until you reach the last doorway on the eastern edge of the corridor. Enter and grab the two treasures (**Azure Robe** – ***D***, **Azure Armor** – ***E***). The Azure Robe and Azure Armor are amazing pieces of equipment that will protect one of your Party members from the zombification and disease that the enemies can inflict. They are also stronger than standard Emerald Equipment.

Next, exit the room and head east along the corridor until you reach the first doorway to the south. Enter and collect the four treasures inside (**Emerald Helm** – ***F***, **Emerald Hat** – ***G***, **Emerald Spear** – ***H***, **Emerald Whip** – ***I***). Much of this equipment is probably below what you already have equipped; however, you can sell it for a tidy sum. After acquiring the treasures, head back to the east/west corridor and head west and enter the second doorway to the north. Collect the two treasures (**Resurrection Elixir** – ***J***, **Phoenix Ashes** – ***K***). You've nearly circumnavigated the area; there is just one more treasure stop. Exit the room and head south along the corridor. Enter the third doorway to the west and grab the final two treasures (**Winged Ring** – ***L***, **Larceny Ring** – ***M***). The Winged Ring and Larceny Ring are two new powerful attribute rings that increase PRE and AGI by 75, respectively.

After clearing the area, return to the first floor and give the Ghoul Bones to the Outpost Researcher and Scientist so that you can earn the second special tonic: *Precision Tonic*. Then, return to the second floor and descend the north stairs (***5*** or ***6***).

Battle Notes: *In this area, you'll encounter Wandering Spirits along with one new enemy type: Ghouls.*



Name: Ghoul
Stealable Items: Full Potion, Huge Magic Potion, Refreshing Elixir

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

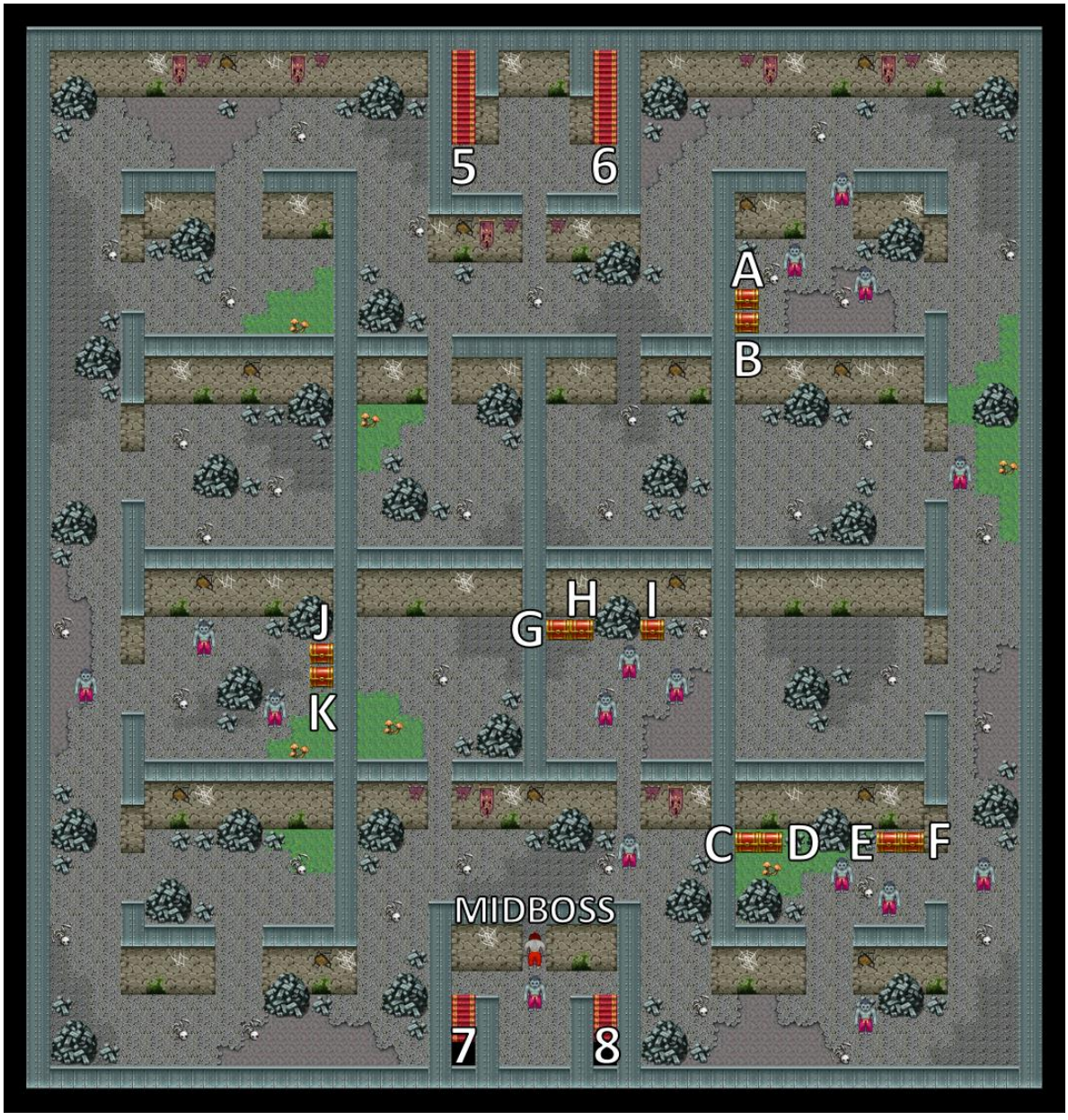
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,000	5,500	260	250	230	230	170	130	10	12,500	400	Ghoul Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Savage Slice	250	125% Normal Attack with 15% HP/turn damage to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy

Basement #3

Suggested Level: 79 (Initial Level +14)

Enemies: Wight, Wandering Spirit



Treasure Chest Legend					
A	Small AP Orb	**E**	Emerald Armor	**I**	Faultless Ring
B	Medium AP Orb	**F**	Emerald Robe	**J**	Rejuvenating Elixir
C	Emerald Sword	**G**	Deadly Ring	**K**	Resurrection Elixir
D	Emerald Staff	**H**	Harbinger Ring		

From the 3rd floor entrance (5 or 6), head south through the gap until you reach the outer corridor. Head east, north, and then east along the outer corridor and then enter the room in the NE corner. Collect the two treasures (**Small AP Orb** – ***A***, **Medium AP Orb** – ***B***). Remember to use your *AP Orbs* to level up your characters. By this point, you've probably earned several hundred points of AP through *Small, Medium*, and *Large AP Orbs* which equates to several regular level ups. Then exit the room to the east and head south along the outer corridor. Head past the next two rooms and enter the room in the SE corner. Gather the four treasures inside (**Emerald Sword** – ***C***, **Emerald Staff** – ***D***, **Emerald Armor** – ***E***, **Emerald Robe** – ***F***) and then take the southern exit.

Follow the corridor west and then north and enter the first room to your north. Collect the three treasures inside (**Deadly Ring** – ***G***, **Harbinger Ring** – ***H***, **Faultless Ring** – ***I***) and equip the new attribute rings that benefit you. Once you're finished, leave the room and follow the outer corridor west until you reach the far western wall. Then follow the corridor north and enter the second room to the east. Grab the two treasures (**Rejuvenating Elixir** – ***J***, **Resurrection Elixir** – ***K***) and then exit the room. At this point it would be wise to exit the Secret Military Outpost and use your largest Cottage outside because you cannot proceed further until you defeat the first Mid-Boss of the Outpost: the Anomalous Zombie. Once you're ready, return to the southern end of the third floor and prepare to battle the Anomalous Zombie.

Mid-Boss: Anomalous Zombie



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	8,500	440	420	400	400	230	175	10	250,000	0	2,500

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Execution	500	150% Normal attack with chance to instant kill

The Anomalous Zombie is weak to Fire and Holy elemental damage and also has lower MGD than DEF so he should be targeted by magical spells. Make sure that as many characters as possible in your Party have immunity to disease, zombification, and instant death because of the Anomalous Zombie's Contagion, Infected Bite, and Execution skills. If you have a White Mage in your Party consider using *Immortal* at the start of the battle so that your Party gains immunity to instant death. His other dangerous skills are Brutal Slice and 250 Cuts which both inflict bleeding states on the target.

After you defeat the Anomalous Zombie, you can head downstairs to Basement #4 where you will be faced by a blockage that you cannot pass unless you've completed either the Spiral Cave, Volundra Catacombs, or the Sacred Goblin Tree. If you've been following this guide, then you have already completed the Spiral Cave and you can head back upstairs to visit the Commander. When you tell him about the blockage, he will send soldiers to clear it. The path will then be open once you return to Basement #4. If you haven't completed any of the three dungeons, the Commander will tell you that you will have to wait several weeks before the soldiers will be able to move the rubble. While you are on the first floor, remember to also visit the Outpost Researcher and Scientist to acquire the third special tonic: *Inflation Tonic*. Once you're finished and fully healed, you can return to the site of the cleared blockage on Basement #4.

Battle Notes: *In this area, you'll encounter Wandering Spirits along with one new enemy type: Wights.*



Name: Wight
Stealable Items: Full Potion, Huge Magic Potion, Refreshing Elixir

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

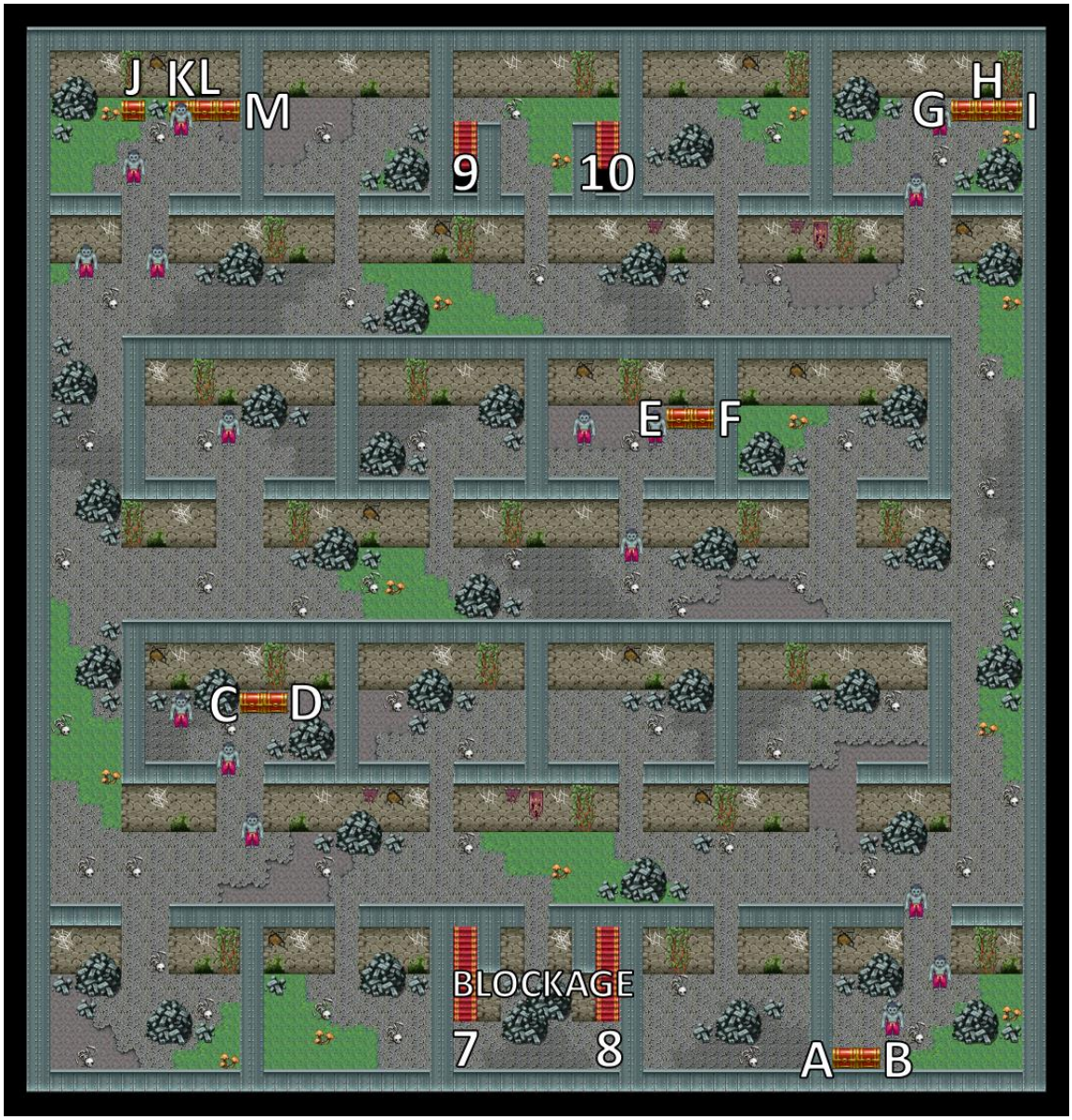
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,500	6,000	270	260	240	240	175	140	10	15,000	450	Wight Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Deep Slice	250	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Bash	100	300 HP damage + Normal Attack with INT -25% to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy

Basement #4

Suggested Level: 81 (Initial Level +16)

Enemies: Dark Zombie and Evil Spirit



Treasure Chest Legend					
A	Resurrection Elixir	**F**	Azure Shield	**K**	Ruby Gloves
B	Phoenix Ashes	**G**	Transcendent Ring	**L**	Ruby Gauntlets
C	Ruby Dagger	**H**	Orphic Ring	**M**	Ruby Boots
D	Ruby Axe	**I**	Protector Ring		
E	Azure Cloak	**J**	Ruby Shoes		

Back in Basement #4, head north through the cleared passageway and into an east/west corridor. Head east along the corridor, enter the SE room, and collect the two treasures (**Resurrection Elixir** – ***A***, **Phoenix Ashes** – ***B***). With the two treasures in hand, return to the east/west corridor and head west. Enter the last room to the west before you reach the far western wall. Grab the treasure inside (**Ruby Dagger** – ***C***, **Ruby Axe** – ***D***) and then exit to the corridor. Follow the corridor west to the far western wall and then north to where the corridor branches off to the east. Take the eastern branch and follow it to the third room to the north. Collect the two treasures in the room (**Azure Cloak** – **E**, **Azure Shield** – ***F***) and then return to the corridor. Follow the corridor east to the far eastern wall and then north to the NE room (**Transcendent Ring** – ***G***, **Orphic Ring** – ***H***, **Protector Ring** – ***I***). Equip the new rings which may be improvements on what you currently have equipped and then head west along the corridor until you reach the far western wall. Enter the room in the NW corner and collect the final four treasures (**Ruby Shoes** – ***J***, **Ruby Gloves** – ***K***, **Ruby Gauntlets** – ***L***, **Ruby Boots** – ***M***). Then return up to the first floor and talk to the Outpost Researcher to collect your new special tonic: *Conjurer Tonic*.

Battle Notes: *In this area, you'll two new enemy types: Dark Zombies and Evil Spirits.*



Name: Dark Zombie
Stealable Items: Giant Potion, Full Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,000	6,500	280	270	250	250	180	150	10	17,500	500	Dark Zombie Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Deep Slice	250	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy



Name: Evil Spirit
Stealable Items: Giant Potion, Full Magic Potion, Refreshing Elixir

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

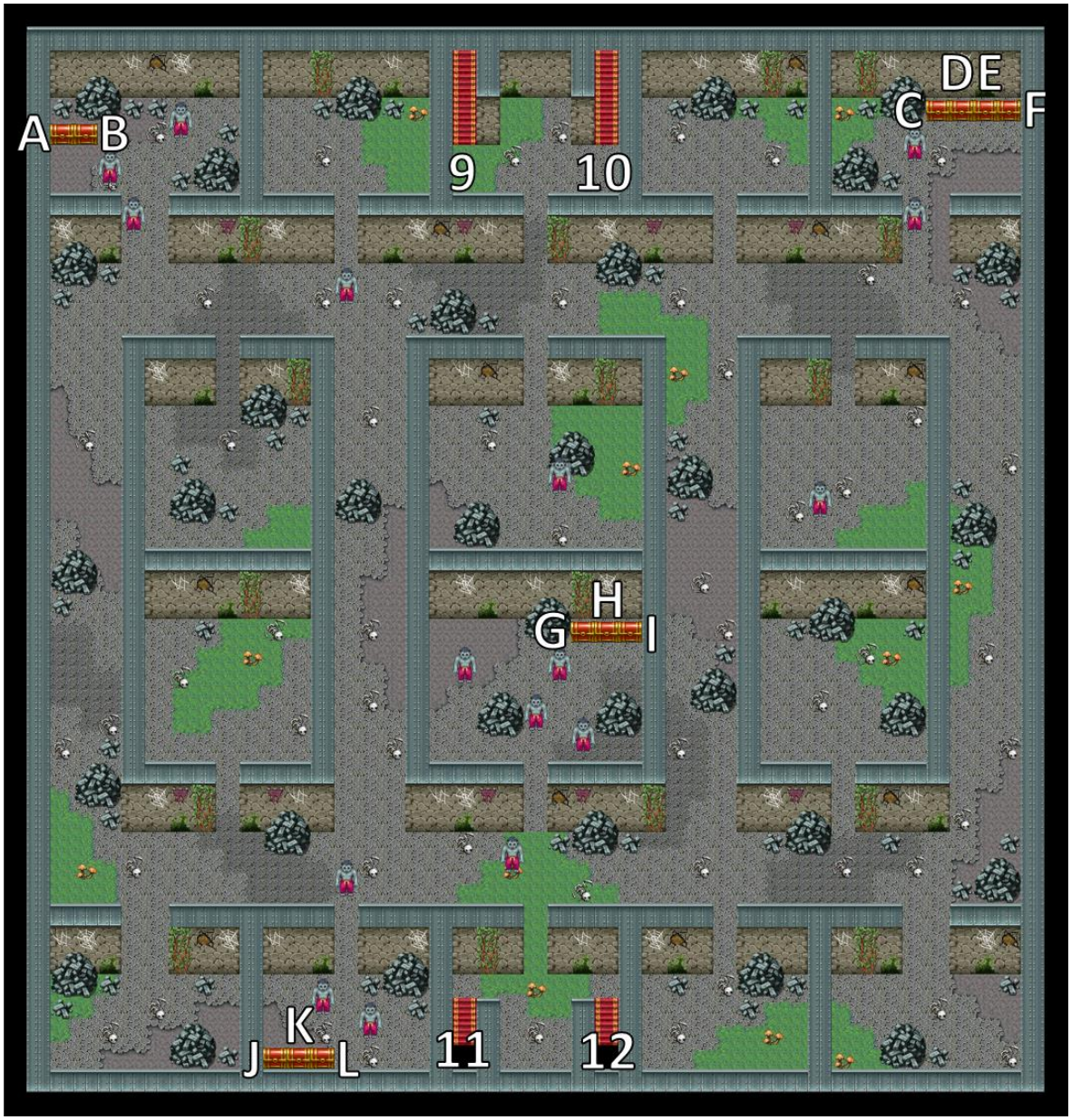
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,000	8,500	300	325	390	400	225	275	3	20,000	550	Evil Spirit Essence

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Viral Infection	500	Disease on all enemies
Walking Dead	250	Zombify all enemies
Execration	350	~300 HP damage with holy element to all enemies
Apostasy	225	~650 HP damage with holy element to one enemy

Basement #5

Suggested Level: 83 (Initial Level +18)

Enemies: Dark Ghoul and Evil Spirit



Treasure Chest Legend					
A	Medium AP Orb	**E**	Ruby Bow	**I**	Inflation Ring
B	Large AP Orb	**F**	Ruby Cloak	**J**	Ruby Hat
C	Ruby Shield	**G**	Warden Ring	**K**	Ruby Spear
D	Ruby Whip	**H**	Ambush Ring	**L**	Ruby Helm

From the stairs in Basement #5 (***9*** or ***10***), head south into the corridor and then west to the NW room. Enter and collect the two treasures (**Medium AP Orb** – ***A***, **Large AP Orb** – ***B***). With the treasures in hand, return to the corridor and then head east until you reach the far eastern wall. Enter the NE room and gather the four treasures (**Ruby Shield** – ***C***, **Ruby Whip** – ***D***, **Ruby Bow** – ***E***, **Ruby Cloak** – ***F***). Then return to the corridor and follow it south until you reach another east/west corridor. Head west past a doorway and a passageway to the north. Enter the second doorway and grab the treasures inside (**Warden Ring** – ***G***, **Ambush Ring** – ***H***, **Inflation Ring** – ***I***). Next, return to the corridor and head west and enter the next room to the west. Collect the three treasures (**Ruby Hat** - ***J***, **Ruby Spear** - ***K***, **Ruby Helm** – ***L***) and then return to the corridor. With all the treasures collected and the floor cleared of Dark Ghouls, return to the first floor and talk to the Outpost Researcher and Scientist to acquire the fifth and final special tonic: *Champion Tonic*. Once you've finished on the first floor, return to Basement #5 and descend the southern stairs (***11*** or ***12***) to Basement #6.

Battle Notes: *In this area, you'll fight Evil Spirits and one new enemy type: Dark Ghouls.*



Name: Dark Ghoul
Stealable Items: Giant Potion, Full Magic Potion, Refreshing Elixir

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

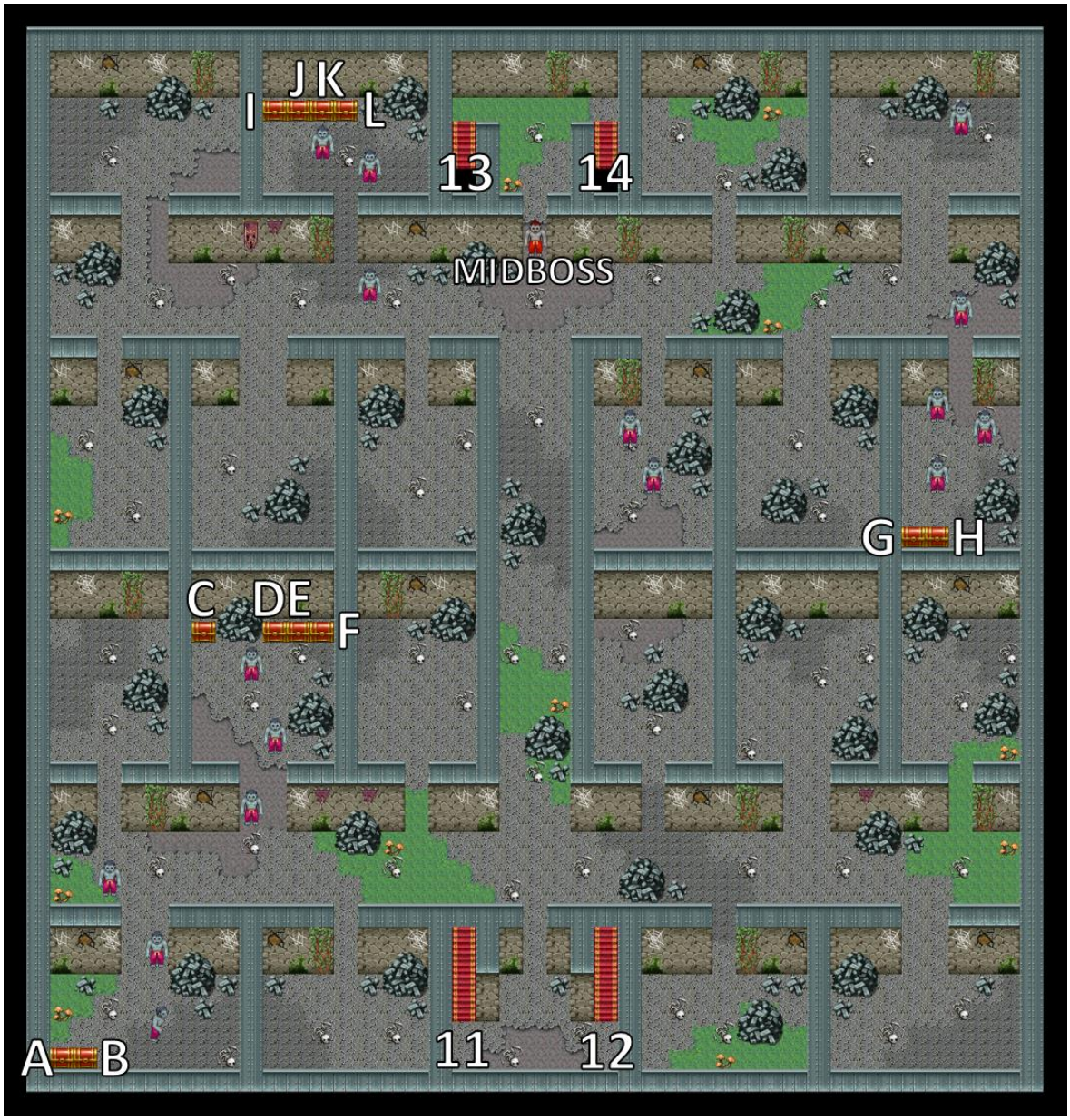
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,500	7,000	290	280	260	260	185	160	10	20,000	550	Dark Ghoul Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Lacerate	300	300 HP damage + 125% Normal Attack to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy

Basement #6

Suggested Level: 85 (Initial Level +20)

Enemies: Dark Wight and Evil Spirit



Treasure Chest Legend					
A	Phoenix Ashes	**E**	Shepherd Ring	**I**	Ruby Sword
B	Resurrection Elixir	**F**	Shaman Ring	**J**	Ruby Armor
C	Magus Ring	**G**	Azure Gloves	**K**	Ruby Robe
D	Berserker Ring	**H**	Azure Gauntlets	**L**	Ruby Staff

After entering Basement #6 (***11*** or ***12***), head north into the east/west corridor. Walk to the far west wall and then enter the SW room. Collect the two treasures (**Phoenix Ashes** – ***A***, **Resurrection Elixir** – ***B***) and then cross NE to the corridor to the second room to the north. Gather the four treasures inside (**Magus Ring** – ***C***, **Berserker Ring** – ***D***, **Shepherd Ring** – ***E***, **Shaman Ring** – ***F***) and then exit the room. Head east down the corridor until you find the central corridor, then head north until you reach the northern east/west corridor. Walk east and enter the last room to the south. Gather the two treasures (**Azure Gloves** – ***G***, **Azure Gauntlets** – ***H***). Both can halve the MP cost of all skills. After collecting the two treasures, return to the east/west corridor and head west past the Mid-Boss and enter the next room to the north and collect the treasures (**Ruby Sword – *I*, Ruby Armor – *J*, Ruby Robe – *K*, Ruby Staff – *L***). The Ruby Equipment should be an improvement for some of your characters, so be sure to equip it. With the final four treasures in hand, exit the room and return to the east where you'll find the Mid-Boss. If you aren't well-stocked and able to fully restore your Party's HP and MP, then you should return to the surface and use a Large Cottage. When you're prepared, engage the Mutated Wight in battle.

Mid-Boss: Mutated Wight



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
450,000	9,500	510	490	470	470	250	195	10	450,000	0	4,500

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Execution	500	150% Normal attack with chance to instant kill

The Mutated Wight is like the Anomalous Zombie but super-charged. The Mutated Wight has three new attacks: *Barrage*, *Vicious Slice*, and *500 Cuts*. *Vicious Slice* and *500 Cuts* are devastating attacks that inflict deadly bleeding states on your Party. Again, you'll need to make sure that your Party is immune to instant death, disease, and zombification, or you won't stand a chance in this battle. White Mages should use *Immortal* if the Party is not otherwise immune to instant death. Like the Anomalous

Zombie, use powerful Fire and Holy elemental spells and bombs to eat into the Mutated Wight's massive store of HP.

After defeating the Mutated Wight, return to the first floor and talk to the Outpost Researcher and Outpost Scientist to trade your Dark Wight Bones for a new item: *Regeneration Potion*. The Regeneration Potion is an exceptional item, especially if you don't have a true healer in your Party. It allows you to put any ally into a +250 HP/turn regeneration state for an entire battle. Stock up on a few of these potions for your next boss battle. Once you're finished on the first floor, return to Basement #6 and then descend the northern stairs (***13*** or ***14***). In Basement #7, you'll find another rubble blockage. Return to the first floor and talk to the Commander about clearing the rubble. If you've completed the Spiral Cave, Volundra Catacombs, and the Sacred Goblin Tree, then the Commander will have the rubble cleared by the time you return to Basement #7. If you haven't completed all three dungeons, then he will tell you that it will be weeks before the rubble will be cleared; however, it really just requires you to complete the three dungeons before the rubble is removed. At this point, and if you are following this guide, you will not have completed the required dungeons, so you'll have to return to complete Basement #7 and lower levels at a later time.

Battle Notes: *In this area, you'll fight Evil Spirits and one new enemy type: Dark Wights.*



Name: Dark Wight
Stealable Items: Giant Potion, Full Magic Potion, Refreshing Elixir

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

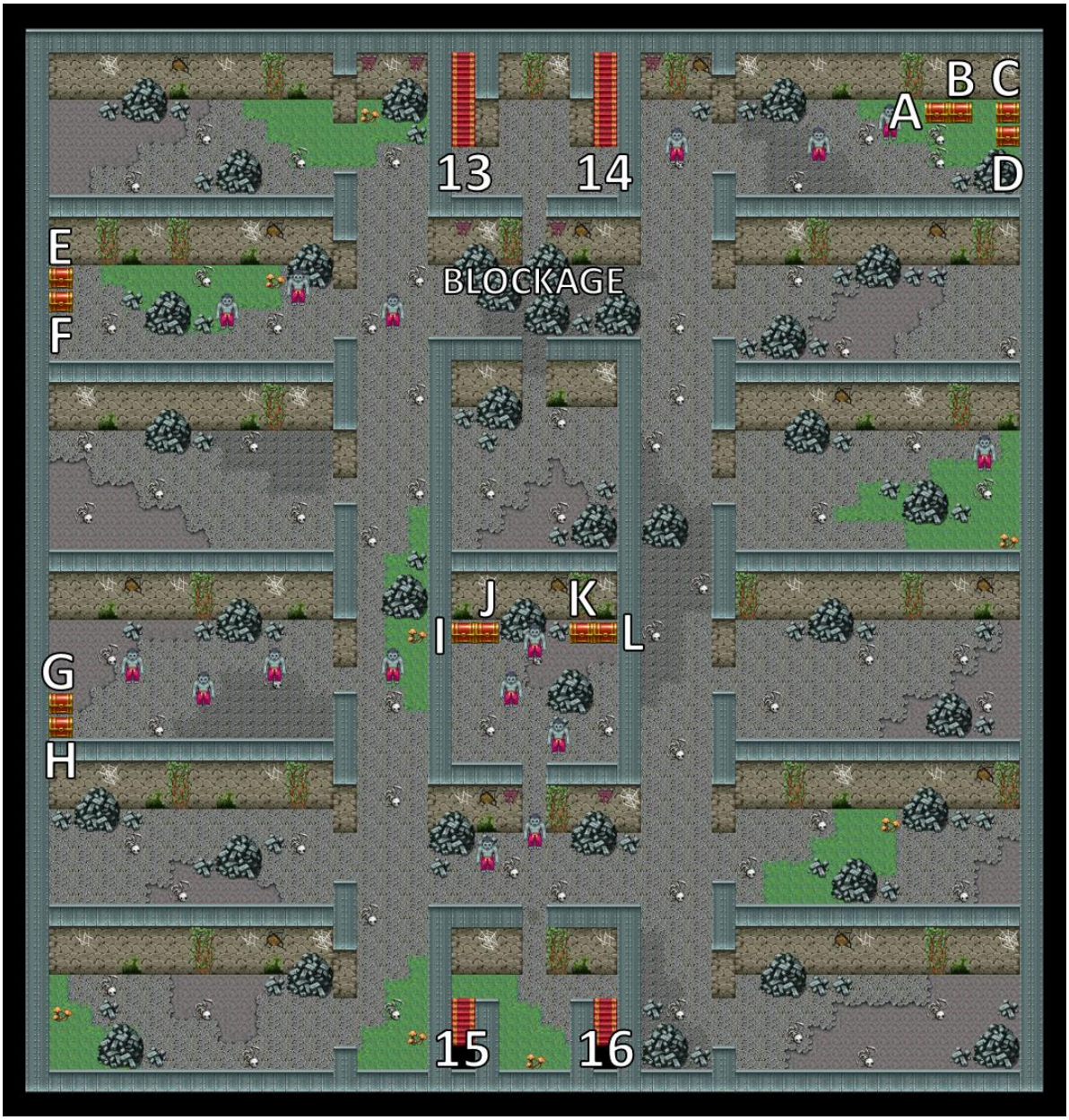
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,000	7,500	300	290	270	270	190	170	10	22,500	600	Dark Wight Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Lacerate	300	300 HP damage + 125% Normal Attack to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy

Basement #7

Suggested Level: 87 (Initial Level +17)

Enemies: Shadow Zombie and Malevolent Spirit



Treasure Chest Legend					
A	Sapphire Boots	**E**	Large AP Orb	**I**	Champion Ring
B	Sapphire Shoes	**F**	Large AP Orb	**J**	Conjurer Ring
C	Sapphire Gloves	**G**	Sapphire Dagger	**K**	Clotting Ring
D	Sapphire Gauntlets	**H**	Sapphire Axe	**L**	Expert Ring

After completing the three major dungeons on Orphos, Huldra, and Ugbar, the Commander will have the remaining Secret Military Outpost soldiers clear the rubble that blocks the way into Basement #7. From the entrance (***13*** or ***14***), head south into a short east/west corridor. Head east and then north into the NE room. Collect the four treasures (**Sapphire Boots** – ***A***, **Sapphire Shoes** – ***B***, **Sapphire Gloves** – ***C***, **Sapphire Gauntlets** – ***D***) and exit the room. If you're completing the Secret Military Outpost as early as possible, then your exploration will be paying heavy dividends with the discovery of four pieces of Sapphire Equipment that are very likely an upgrade for your Party members.

Next, head south and return west across the previous east/west corridor. Continue west into the far west room and gather the two treasures (**Large AP Orb** – ***E***, **Large AP Orb** – ***F***). Exit the room and head south along the corridor. Enter the room to the west, two doorways below the previous room. Grab the two treasures inside (**Sapphire Dagger** – ***G***, **Sapphire Axe** – ***H***) and then exit the room. Continue south along the corridor and head east when you have the opportunity. In the narrow east/west corridor, enter the northern doorway and collect the final four treasures (**Champion Ring** – ***I***, **Conjurer Ring** – ***J***, **Clotting Ring** – ***K***, **Expert Ring** – ***L***). With the treasures in hand and the floor cleared of Shadow Zombies, return to the first floor and trade your Shadow Zombie Bones to the Outpost Researcher and Scientist so that they can create their next special item: *Renewing Potion*. The *Renewing Potion* is amazing for mage classes that have high Max MP because it will restore 5% Max MP each turn for an entire battle. Once you're finished on the 1st floor, return to Basement #7 and down the stairs (***15*** or ***16***) into Basement #8.

Battle Notes: *In this area, you'll encounter two new enemy types: Shadow Zombies and Malevolent Spirits.*



Name: Shadow Zombie
Stealable Items: Massive Potion, Giant Magic Potion, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,500	8,000	310	300	280	280	195	180	10	25,000	650	Shadow Zombie Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy



Name: Malevolent Spirit
Stealable Items: Massive Potion, Giant Magic Potion, Rejuvenating Elixir

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

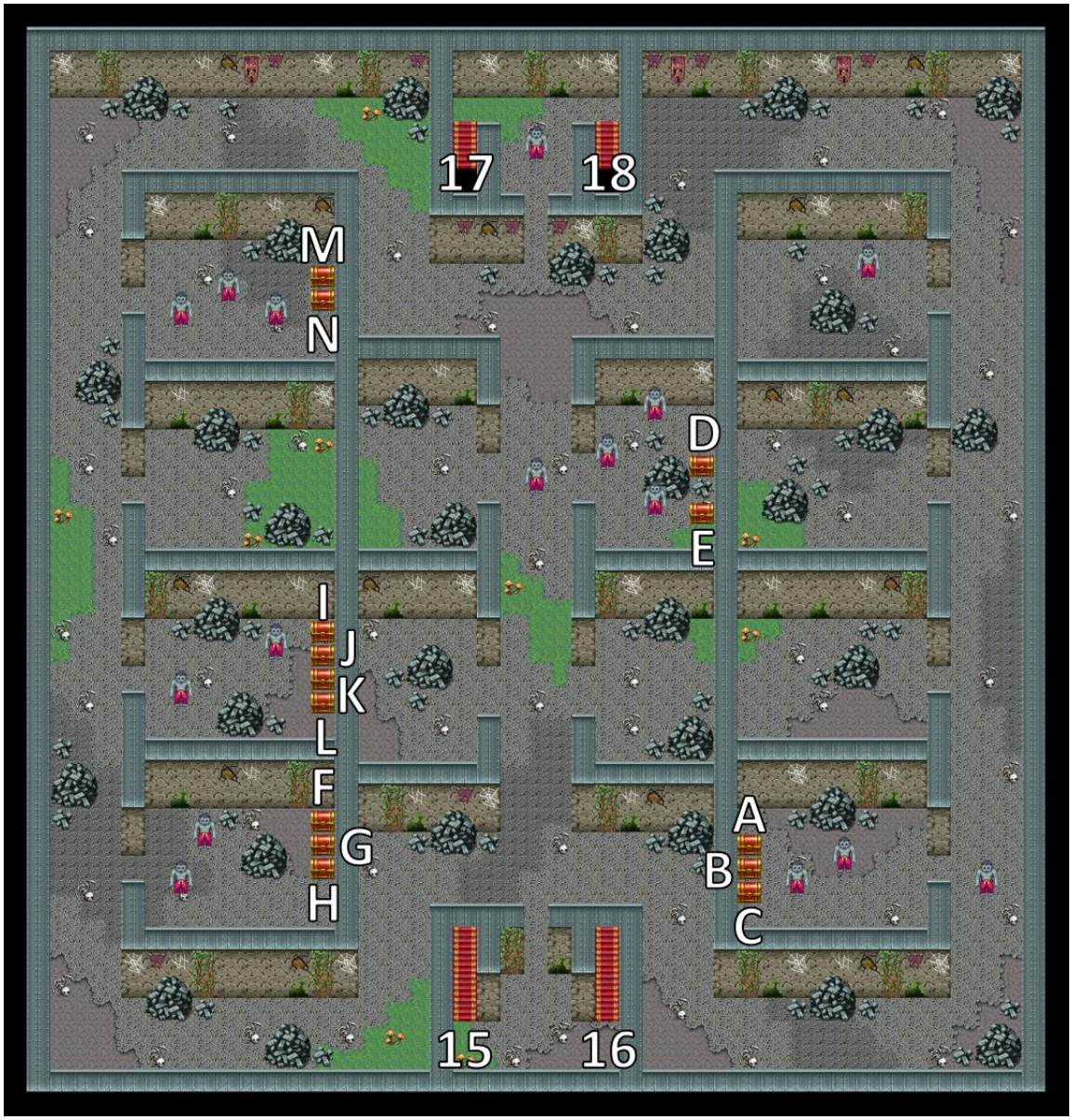
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
12,500	9,500	350	375	440	450	250	300	3	30,000	700	Malevolent Spirit Essence

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Viral Infection	500	Disease on all enemies
Walking Dead	250	Zombify all enemies
Abomination	450	~400 HP damage with holy element to all enemies
Divergence	325	~850 HP damage with holy element to one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies

Basement #8

Suggested Level: 89 (Initial Level +24)

Enemies: Shadow Ghoul and Malevolent Spirit



Treasure Chest Legend					
A	Sapphire Whip	**F**	Magnification Ring	**K**	Sapphire Cloak
B	Sapphire Spear	**G**	Clandestine Ring	**L**	Sapphire Shield
C	Sapphire Bow	**H**	Genji Ring	**M**	Phoenix Ashes
D	Azure Helm	**I**	Sapphire Helm	**N**	Resurrection Elixir
E	Azure Hat	**J**	Sapphire Hat		

From the entrance of Basement #8 (***15*** or ***16***), head north into the corridor and follow it east and then north to the SE room. Enter the room and collect the three treasures (**Sapphire Whip** – ***A***, **Sapphire Spear** – ***B***, **Sapphire Bow** – ***C***). After gathering the treasures, return to the outer corridor and return west to the central north/south corridor. Head north and enter the second room to the east. Collect the two treasures inside (**Azure Helm** – ***D***, **Azure Hat** – ***E***) and then return to the central corridor. The *Azure Helm* and *Azure Hat* are extremely valuable pieces of equipment that restore 250 HP/turn and 250 MP/turn, respectively.

Next, return south along the corridor and then head west along the southern edge of the floor. Enter the SW room and gather the three treasures (**Magnification Ring** – ***F***, **Clandestine Ring** – ***G***, **Genji Ring** – ***H***). With the treasures in hand, return to the corridor and then head north to the next room. Grab the treasures in side (**Sapphire Helm** – ***I***, **Sapphire Hat** – ***J***, **Sapphire Cloak** – ***K***, **Sapphire Shield** – ***L***) and then return to the outer corridor. Head north and enter the room in the NW corner. Collect the treasures inside (**Phoenix Ashes** – ***M***, **Resurrection Elixir** – ***N***) and then return to the outer corridor. Follow the corridor east along the northern edge until you reach the northern stairwell.

Before you descend the stairs, return to the first floor and trade your Shadow Ghoul Bones to the Outpost Researcher and Scientist to acquire an even more powerful item: *Great Regeneration Potion*. This item restores an awe-inspiring 500 HP/turn which can easily turn the tide in any boss battle, especially difficult Mercenaries' Guild target battles. But these powerful items will cost you 100,000G each. Once finished, return to Basement #8 and descend the stairs (**17** or ***18***) to Basement #9.

Battle Notes: *In this area, you'll fight Malevolent Spirits and one new enemy type: Shadow Ghouls.*



Name: Shadow Ghoul
Stealable Items: Massive Potion, Giant Magic Potion, Rejuvenating Elixir

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

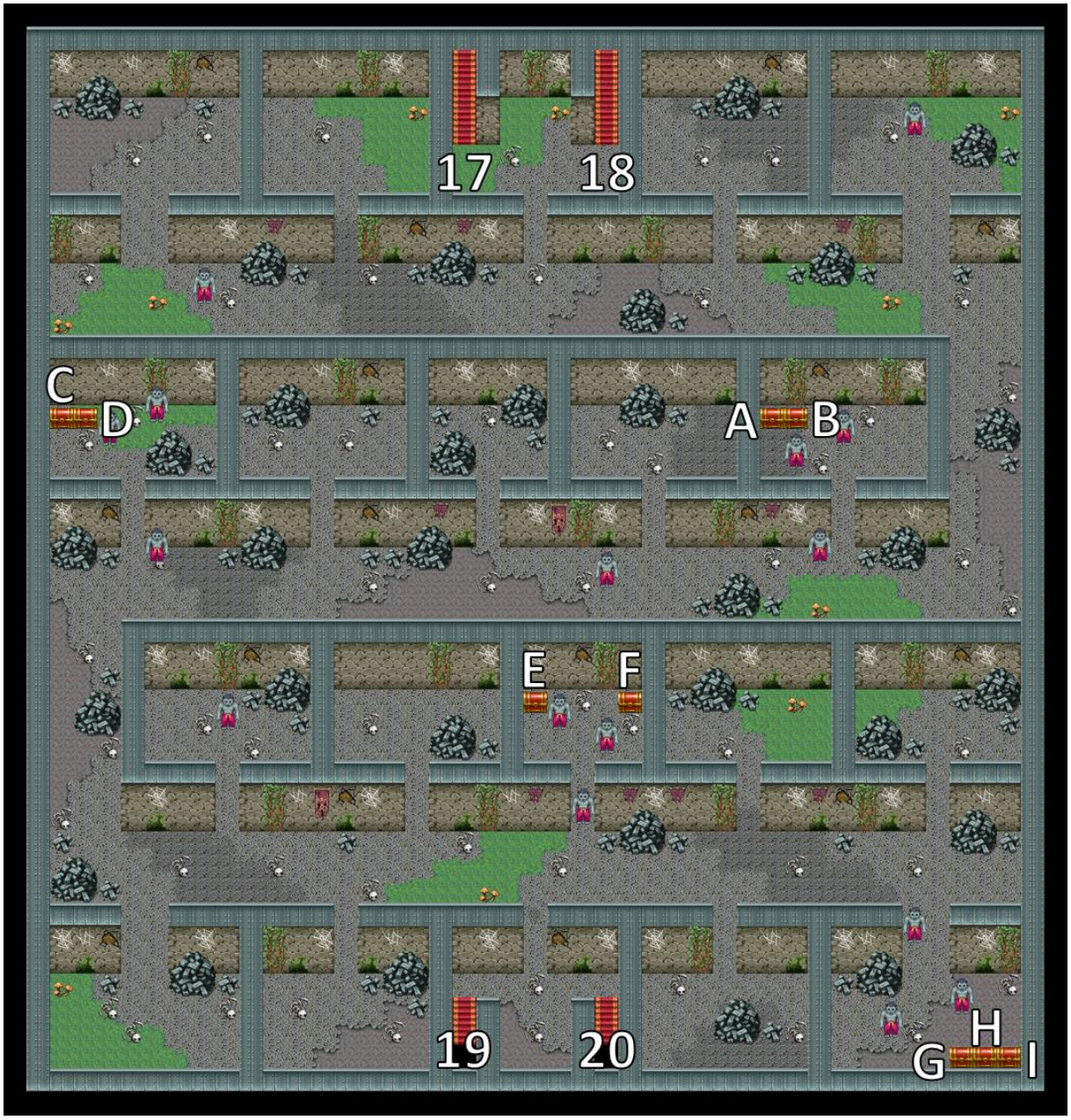
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
11,000	8,500	320	310	290	290	200	190	10	27,500	750	Shadow Ghoul Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Charge	60	400 HP damage + 125% Normal Attack to one enemy
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy

Basement #9

Suggested Level: 91 (Initial Level +26)

Enemies: Shadow Wight and Malevolent Spirit



Treasure Chest Legend					
A	Huge AP Orb	**D**	Sapphire Sword	**G**	Augmentation Ring
B	Large AP Orb	**E**	Sapphire Armor	**H**	Warlock Ring
C	Sapphire Staff	**F**	Sapphire Robe	**I**	Valor Ring

From the entrance of Basement #9 (***17*** or ***18***), head south into the main corridor. Follow the corridor east, south, and then west until you reach the first room to the north. Enter the room and collect the two treasures (**Huge AP Orb** – ***A***, **Large AP Orb** – ***B***). After gathering the treasures, leave the room and head west and enter the last room to the north. Grab the treasures (**Sapphire Staff** – ***C***, **Sapphire Sword** – ***D***) and equip the Sapphire equipment to upgrade your already equipped gear. Next, leave the room and head south along the corridor. Follow it as it turns east and enter the third room to the north. Collect the two treasures (**Sapphire Armor** – ***E***, **Sapphire Robe** – ***F***) and then return to the corridor. Finally, head east down the corridor and enter the SE room. Gather the final three treasures (**Augmentation Ring** – ***G***, **Warlock Ring** – ***H***, **Valor Ring** – ***I***) and return to the main corridor.

With all the treasure collected and the Shadow Wights cleared from the area, return up to the first floor and visit the Outpost Researcher and Outpost Scientist. Trade them your *Shadow Wight Bones* and you can unlock the final and perhaps most powerful new item: *Great Renewing Potion*. The *Great Renewing Potion* restores 10% MP/turn for one ally for an entire battle. Combining an *Ultra Surge Tonic* and a *Great Renewing Potion* can mean nearly limitless MP during any boss battle. Before setting out for the tenth and final basement of the Secret Military Outpost, it would be wise to head outside and use a Large Cottage to restore your Party and save your game. Once you're ready, return to Basement #9 and descend the stairs (***19*** or ***20***) to Basement #10.

Battle Notes: *In this area, you'll fight Malevolent Spirits and one new enemy type: Shadow Wights.*



Name: Shadow Wight
Stealable Items: Massive Potion, Giant Magic Potion, Rejuvenating Elixir

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

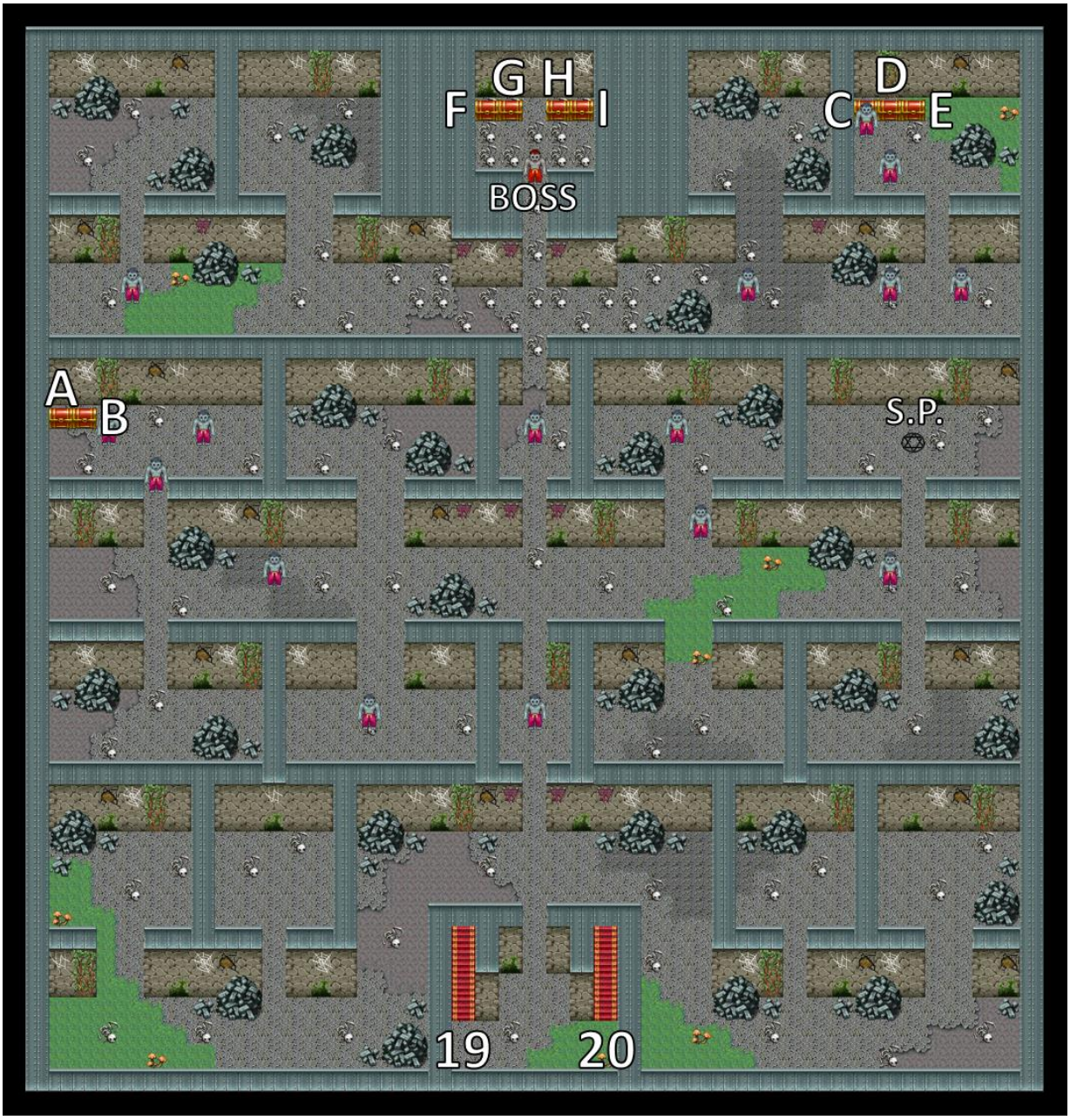
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
11,500	9,000	330	320	300	300	205	200	10	30,000	850	Shadow Wight Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy

Basement #10

Suggested Level: 95 (Initial Level +30)

Enemies: Revenant and Malevolent Spirit



Treasure Chest Legend					
A	Phoenix Ashes	**D**	Undefeated Ring	**G**	Azure Shoes
B	Resurrection Elixir	**E**	Sorcerer Ring	**H**	Azure Boots
C	Guardian Ring	**F**	Master Ring	**I**	Ancient Ring

You've very nearly done it. You've cleared nine floors and only one remains; however, the Revenants that lurk within Basement #10 are extremely powerful and it will be no easy task to clear the 10th and final floor. From the entrance (***19*** or ***20***), head north into the main corridor and then continue north through two more gaps until you reach a second east/west corridor. Head west and enter the last room to the north to collect two treasures (**Phoenix Ashes – *A***, **Resurrection Elixir – *B***). Then head east along the corridor until you reach the central passageway. If you can use Save Points, continue east to the far eastern room to the north and use the Save Point (***S.P.***); otherwise, head north through two narrow gaps where you'll find the floor littered with the bones of the dead. Head east down the corridor to the NE room where you'll find three more treasures (**Guardian Ring – *C***, **Undefeated Ring – *D***, **Sorcerer Ring – *E***). You've gathered all but the final four treasures which are guarded by Patient Zero, the source of the plague. Before engaging him, make sure you are well-stocked and able to fully restore your Party's HP and MP before the battle. When you're ready, approach Patient Zero and engage him in battle.

Boss: Patient Zero



Items to Steal
Great Potion (25%), Giant Magic Potion (25%), Rejuvenating Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
750,000	20,000	595	575	510	535	550	215	5	2,000,000	0	7,500

Skill	MP Cost	Description
Infected Bite	450	Normal Attack that inflicts zombification
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Evil Eye	600	10k DMG after 3 turns
Pitch Black	750	Uncurable blind to all enemies for 3 turns Uncurable confusion to all enemies for 1 turn
Execution	500	150% Normal attack with chance to instant kill
Zombifying Bite	650	200% Normal Attack that inflicts zombification
Infected Assault	550	Normal Attack that inflicts zombification to all enemies
Grotesque Regeneration	0	Regenerate 5% HP/turn and MP/turn for user for 5 turns

***Pro Tip**: For greater success against Patient Zero, equip the Clotting Ring you picked up in Basement #7 to your most important healer or damage dealer to protect against the devastating bleed states associated with 500 Cuts and Vicious Slice.*

Patient Zero provides an extremely difficult challenge for your party. You must be immune to zombification and instant death if you hope to live through this battle. Patient Zero also has a powerful attack called Pitch Black which inflicts all Party members with incurable blindness for 3 turns and incurable confusion for a single turn. His other notable attacks are Evil Eye and Grotesque Regeneration. Evil Eye will inflict a state that deals 10,000 HP damage after 3 rounds, which will very likely kill a Party member unless you have extremely high base Max HP or you use HP boosting tonics or skills. Finally, Grotesque Regeneration can halt your onslaught by restoring 5% HP and MP/turn for Patient Zero.

Like the previous Mid-Bosses, Patient Zero is weak to Fire and Holy elemental attacks. As with most difficult boss battles, spend the first few rounds buffing your characters. If you have enough tonics and skills to buff your characters beyond 10,000 HP, then you can avoid deaths due to Evil Eye; however, you must also have a powerful healer such as a White Mage or Engineer with a large stock of Saltwater Fish (or Full or higher potions with *Transmutation*) to heal the massive damage that Patient Zero's bleeding states will inflict.

After you defeat Patient Zero, you can collect the final four treasures (**Master Ring – *F***, **Azure Shoes – *G***, **Azure Boots – *H***, **Ancient Ring – *I***). The Azure Shoes, Azure Boots, and Ancient Ring all provide complete immunity against all status effects, including disease, zombification, and jinx. The Master Ring boosts all attributes except HP/MP by +15 and HP/MP by +50%. Once you've cleared the final floor, return to the Outpost Researcher and Scientist on the first floor where you can trade your Revenant Bones for a unique reward. The Outpost Scientist will inject you with a special serum that will grant you a permanent 1% HP and MP/turn for the remainder of your journey. You've stopped this potential apocalyptic plague from escaping the Secret Military Outpost and saved Firma. With the Outpost cleansed, it's time to continue your exploration of the World Capitals with Volundra, capital of Huldra.

Battle Notes: *In this area, you'll fight Malevolent Spirits and one new enemy type: Revenants.*



Name: Revenant
Stealable Items: Massive Potion, Giant Magic Potion, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
12,500	9,500	350	340	320	320	210	225	10	35,000	1,000	Revenant Bone

Skill	MP Cost	Description
Contagion	350	Normal Attack that inflicts disease
Infected Bite	450	Normal Attack that inflicts zombification
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
100 Cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy

8.8 Exploring Huldra

Suggested Level: 85 (Initial Level +20)

Ocean Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, and Lantern Fish



Now that you've finished your exploration of Orphos, it's time to set off to the Elven Continent of Huldra. We'll start our exploration of Huldra with the southern port city of Tisaren. Assuming that you've just finished exploring the Secret Military Outpost, then you will first have to return to your Ship south of Theopolis. To reach your Ship, loop east, north, and then east along the northern coastline of Orphos until you reach a bridge. Cross the bridge and head SW until you find a second bridge that leads out of the Tundra. Cross another bridge and head due south along the interface between the grassland and desert until you reach the southern coastline. Follow the southern coastline east and you'll find the South Orphos Outpost with your Ship docked just to the south.

Board your Ship and set sail west until your path intersects the southern coastline. Turn south and continue until you reach a small desert island. Sail around the small island and continue south until you've reached the northern tip of Huldra. Rather than docking at the Northern Outpost, sail SW and follow the coastline south and then east to the port just south of Tisaren. Dock at the port and enter snowy Tisaren.

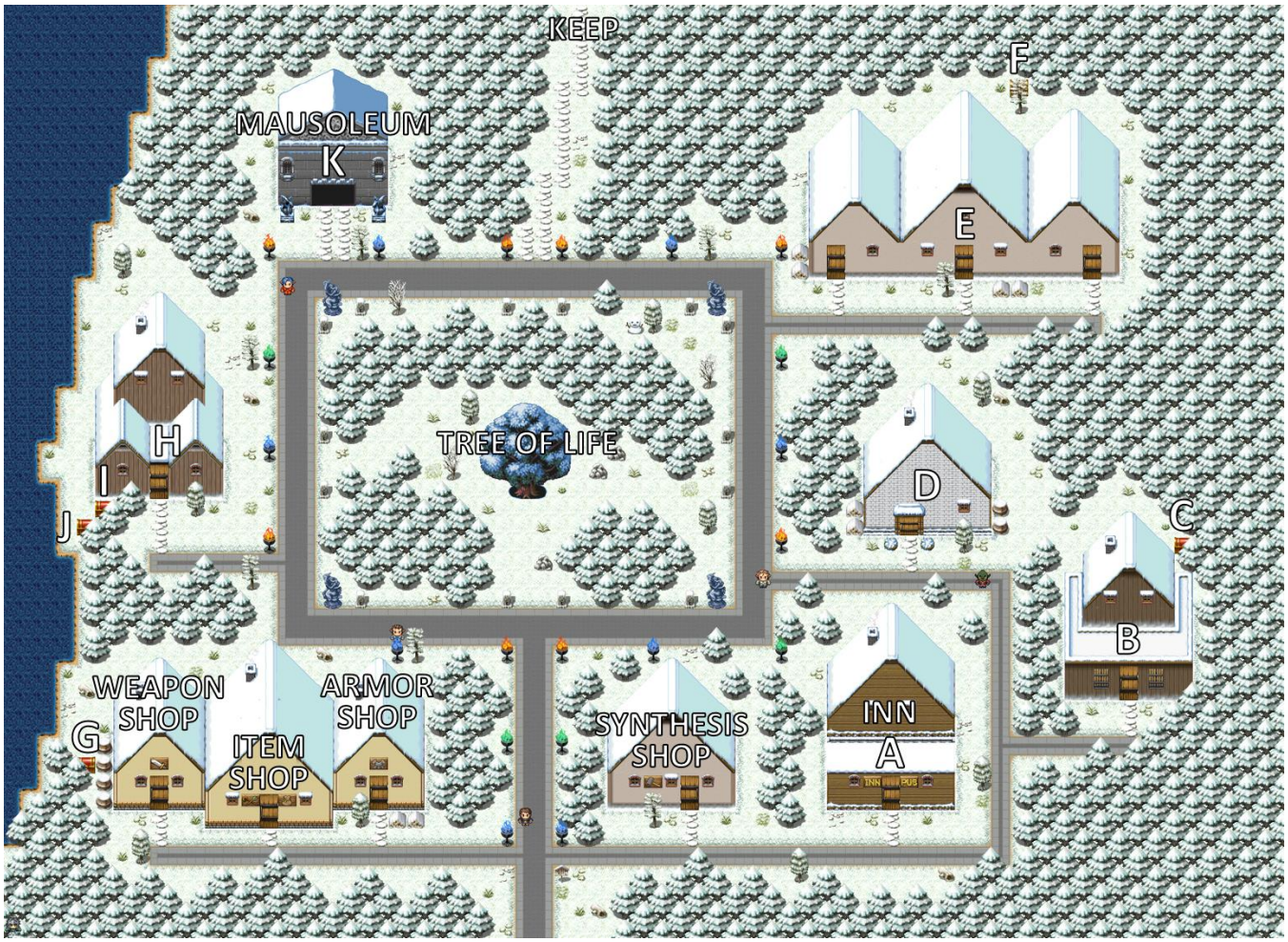
There are 11 locations to explore on Huldra, although three of the locations are inaccessible at this point. The three inaccessible locations are Mt. Vilu (which is blocked by a snowmelt lake), Sarno Mine (which is blocked by a locked gate), and the Forgotten Elven Outpost (also blocked by a locked gate). Sarno Mine and the Forgotten Elven Outpost are both Sidequest dungeons that are discussed in detail in Sections ***8.15.15*** and ***8.15.9***, respectively. Mt. Vilu will be discussed later when the small lake dries.

The list of Huldra locations includes two towns, three docks, two outposts, and the Huldra Moa Forest. The cities include the port town of Tisaren and the capital city of Volundra. The docks include the South Huldra Dock, the West Huldra Dock, and the Volundra Dock. The two outposts are the South and North Huldra Outposts. The following sections will walk you through all Huldra areas except for the three currently inaccessible locations.

Battle Notes: *See the Battle Notes for Section* ***8.6.1.***

8.8.1 Tisaren

Town Proper



Treasure Chest Legend					
A	12,500G	**E**	Large SP Orb, Remedy	**I**	Heavenly Judgment Bomb
B	Resurrection Elixir	**F**	Large Magic Potion	**J**	Black Hole Bomb
C	Huge Potion	**G**	9,000G	**K**	**Multiple Treasures*
D	Recipe for Elemental Cloak	**H**	Refreshing Elixir		

K = *Hyper Remedy, Rejuvenating Elixir, Magma Blast Bomb, Massive Magic Potion, 3× Full Nectar (Blues Chest)*

Tisaren was built in the southern tundra of Huldra after the discovery of a Tree of Life along the southern coastline. From the entrance of Tisaren, follow the clearly paved path north to a 4-way intersection. Head west and you'll find the Weapon Shop, Item Shop, and Armor Shop. At this point, you have probably outfitted your characters completely in Emerald Equipment and most likely have Ruby, synthesized, or otherwise special equipment. If you are still equipped with Adamantium Equipment, visit

the Weapon Shop and Armor Shop to upgrade your gear. Otherwise, head to the Item Shop to stock up on items.

After resupplying at the shops, return east to the original 4-way intersection. From there, head east and visit the Synthesis Shop. You've picked up a couple of new Ruby-level synthesis recipes which could prove very valuable in the difficult dungeons that you will soon be visiting. If you have the remains and required equipment, synthesize some new gear. Once you're finished, exit the Synthesis Shop and head east to the Inn. At the Inn, stock up on Mega Tonics and then talk to the Innkeeper to rest. Next, head upstairs and collect the treasure (**12,500** – ***G***) in the SW corner of the 2nd floor.

Leave the Inn and head NE to a private residence. Head up to the 2nd story and grab the treasure (**Resurrection Elixir** – ***B***). With the treasure in hand, exit the residence and then head behind the house to collect another treasure (**Huge Potion** – ***C***). From here, head west until you reach another residence. Head inside and collect the treasure in the NW corner (**Recipe for Elemental Cloak** – ***D***).

Synthesis Recipe!	
Item	Elemental Cloak
Bonus	Resists ice, wind, and holy elemental damage
Ingredients	Ruby Cloak, 3× Rodent Tails, 3× Titan Skulls Shards, and 3× Giant Eyes

After acquiring the recipe, head north to the residence in the NE corner of town. Enter the central doorway and grab the treasure in the NE corner (**Large SP Orb** – ***E***). Once finished, return outside and enter the eastern doorway. Again, grab the treasure in the NE corner of the room (**Remedy** – ***E***). Next, leave the residence and head east, north, and then west behind the house to another treasure (**Large Magic Potion** – ***F***).

Return to the front of the residence and then head SW to the Tree of Life. Save your game and resurrect any dead Party members. Continue SW until you are behind the Weapon, Item, and Armor Shops. Follow the back of the building west and then head south to collect another treasure (**9,000G** – ***G***). Return NE to the paved path and then NW to the final private residence. Enter the building, head up to the 2nd floor, and then collect the treasure in the SW corner of the room (**Refreshing Elixir** – ***H***).

Exit the residence and then loop counter-clockwise around the building to the western edge where you'll find two more treasures (**Heavenly Judgment Bomb** – ***I***, **Black Hole Bomb** – ***J***). Head NE to the Mausoleum and then descend into the Catacombs. In the Catacombs, you'll find the tombstones of many of the more powerful and famous residents of Tisaren. From the entrance, head to the southern edge and collect the four treasures in the southern alcoves (**Hyper Remedy, Rejuvenating Elixir, Magma Blast Bomb, Massive Magic Potion** – ***K***). If you have a Thief in your Party with Master Locksmith, then head to the 2nd northern alcove from the western wall and open the blue chest (**3× Full Nectars** – ***K***). If you visited the Peaceful Sage in the Hidden Waterfall earlier, then you have the *Catacombs Key*. With the key in hand, head to the northeastern corner of the Catacombs and investigate the faceplate. You'll find the name "Jhaeros" inscribed and you can use the *Catacombs Key* to open the vault. Mysteriously, you'll only find a badly deformed elven skeleton inside. If you're interested in a detour, return to the Peaceful Sage at the Hidden Waterfall and you'll be able to acquire Saelithil's Equipment (see Section ***8.6.5***). Once you've collected all the treasures in the Catacombs, head back upstairs and exit the Mausoleum. From the Mausoleum, head east along the paved path until you find a stone path leading north through the forest. Embark on the path, following this trail to Tisaren Keep.

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	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
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G

Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G

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				
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				

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
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO

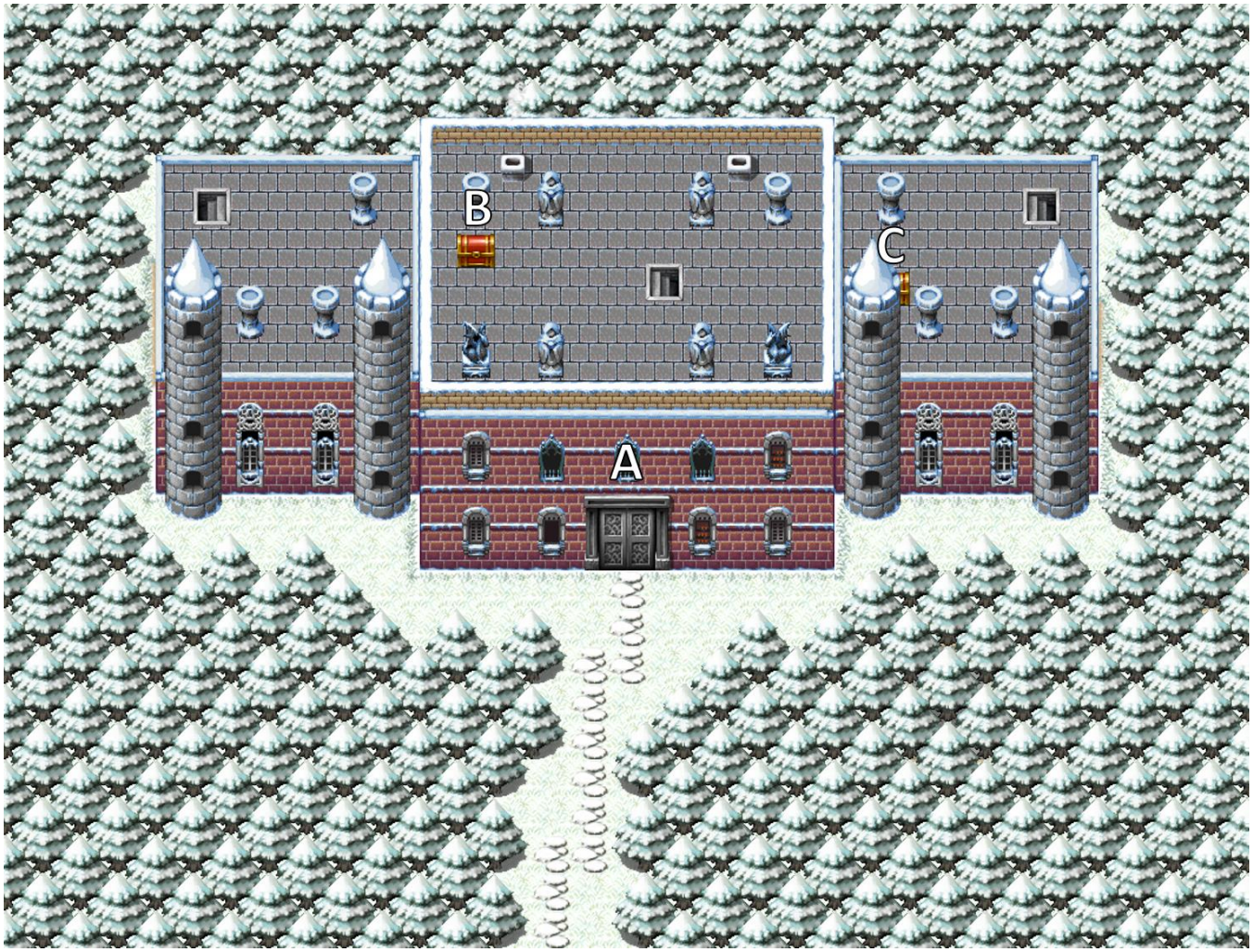
Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G

Tisaren Keep

Suggested Level: 85 (Initial Level +20)

NPC Treasures: Treasure Map #16, Thorium Map, Nectar



Treasure Chest Legend			
A	Holy Water Flask, Huge Magic Potion, Refreshing Elixir	**C**	Full Potion
B	Giant SP Orb		

Continue along the stone path to the entrance of Tisaren Keep. Head inside and into the storage room just east of the entrance. Collect the two treasures inside (**Holy Water Flask, Huge Magic Potion – *A***) and then return to the corridor that runs east/west. Head east and enter the second room to the north which leads to one of the rooms of the Royal Barracks. Talk to the Reluctant Sergeant and he'll give you **Nectar**. Return west along the corridor past the entrance and into the dining room to the south. Talk to the Absent-Minded Historian and he'll give you **Treasure Map #16**. Next, return to the corridor and head west into the library. If you've started the Radar quest, then talk to the Bald Researcher and

he'll give you the **Thorium Map** so that you can track down one of the three required pieces to construct the Radar Device.

After acquiring the Thorium Map, head east along the main corridor. Just past the storage room east of the entrance go south into a small alcove and you will find the stairs that lead to the 2nd floor. On the second floor, head west into the Royal Bedroom and Study and collect the treasure (**Refreshing Elixir** – ***A***). Once you've collected the treasure, exit the study and then head east until you find stairs leading to the roof. On the roof, collect the treasure (**Giant SP Orb** – ***B***) and then return down the stairs. On the 2nd floor, return down the stairs in the SE corner to the 1st floor. Head to the far eastern end of the east/west hallway on the 1st floor and you'll find another set of stairs that leads to the roof. Climb it and collect the treasure on the rooftop (**Full Potion** – ***C***). At this point, you've acquired all of the treasures from Tisaren Keep and it's time to move on. Depart Tisaren Keep and head south along the stone path to the Town Proper and then exit Tisaren via the southern exit.

8.8.2 Southern Huldra

Suggested Level: 86 (Initial Level +21)

Tundra Enemies: Frost Specter, Arctic Berserker, Glacial Mammoth, Ice Gremlin, and Frozen Wraith



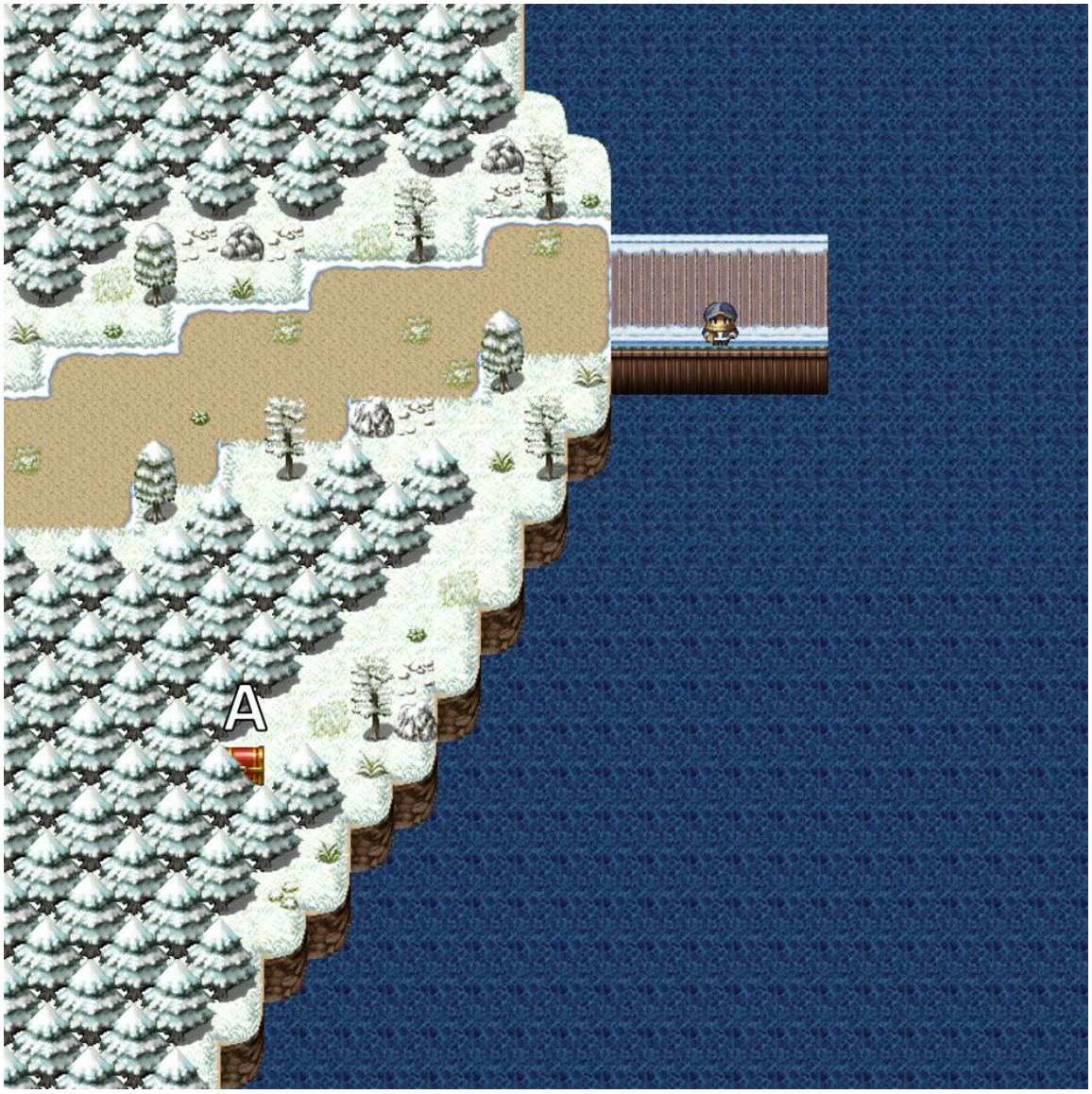
Unlike North Orphos, Southern Huldra is sparsely populated. Despite their longer lifespans, Elves have a very low birth rate and hence relatively smaller populations than Humans or Goblins. There are two other locations in the tundra of Southern Huldra: the South Huldra Dock and the Sarno Mine. Sarno Mine is inaccessible due to a locked gate (see Section ***8.15.15***).

Therefore, the only location that you'll explore before venturing into Northern Huldra is the South Huldra Dock. To reach it from Tisaren, head east along the cleared snowy path through the forest and across the bridge. Continue along the path as it turns NE and across another bridge. Next, follow the northern edge of the river east until you reach another bridge to the east. Cross the bridge and head SW and then south along the opposite side of the river until you reach the South Huldra Dock.

Battle Notes: *See the Battle Notes for Section* ***8.7.12.***

8.8.3 South Huldra Dock

Suggested Level: 86 (Initial Level +21)



Treasure Chest Legend	
A	Avalanche Bomb

From the entrance of the South Huldra Dock, head east along the dirt path until you find a gap in the trees to the south. Head SW between the forest and coastline and you'll find a treasure (**Avalanche Bomb – *A***). Collect the treasure and then return NE to the dirt path. Continue east to the dock and talk to the Arrogant Fisherman who will offer to sell you Icewater Bait. If you'd like, approach the dock and use your Old Fishing Spear to catch some Icewater Fish.

8.8.4 Northern Huldra

Suggested Level: 86 (Initial Level +21)

Forest Enemies: Vile Rodent, Giant Tarantula, Silk Spinner, Gargantuan Fly Trap, and Cerulean Worm

Desert Enemies: Putrid Creeper, Infested Tree, Desert Wyrm, Demonic Slime, and Badlands Behemoth



The first location to visit in Northern Huldra is the Huldra Moa Forest. To reach it from the South Huldra Dock, return north and cross the bridge to the west. Continue west until you find the cleared snowy path through the tundra forest. Follow the path into the grassland as it turns west and then north again until it reaches an east/west fork. Take the western fork across the river and then follow the southern edge of the river SW until you reach the coastline. Trace the coastline south and you'll find the Huldra Moa Forest.

Battle Notes: *In this area, you'll five new enemy types: Vile Rodents, Giant Tarantula, Silk Spinners, Gargantuan Fly Traps, and Cerulean Worms.*



Name: Vile Rodent
Stealable Items: Mega Jolt Tonic, Huge SP Orb, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,250	4,000	245	255	235	245	160	280	3	38,000	470	Rodent Tail

Skill	MP Cost	Description
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Swarm Attack	250	Normal Attack to all enemies
Strength of the Pack	400	3× 75% Normal Attacks



Name: Giant Tarantula
Stealable Items: Mega Vigor Tonic, Antidote, Inferno Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,750	4,000	260	265	245	255	155	140	25	40,000	478	Tarantula Leg

Skill	MP Cost	Description
Crushing Jaws	150	ATK +20% to user for 5 turns
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy



Name: Silk Spinner
Stealable Items: Typhoon Bomb, Remedy, Giant Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	4,000	260	410	235	235	130	120	10	42,000	504	Spider Silk

Skill	MP Cost	Description
Red Mist	150	Paralysis and DEF -20% to one enemy
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Lifeforce	100	Drain 25% Max HP



Name: Gargantuan Fly Trap
Stealable Items: Giant Potion, Refreshing Elixir, Inferno Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,250	4,000	270	275	225	235	125	120	25	43,000	488	Gargantuan Seed

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy
Malevolent Ivy	250	100 HP damage + 75% Normal Attack, -25% AGI, and Poison to all enemies



Name: Cerulean Worm
Stealable Items: Huge Magic Potion, Electric Blast Bomb, Huge SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	4,000	235	250	270	320	135	130	7	45,000	780	Cerulean Skull

Skill	MP Cost	Description
Nightmare Dust	150	Sleeps and poisons all enemies
Flood	250	~200 HP damage with water element to all enemies
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns

8.8.5 Huldra Moa Forest

Suggested Level: 86 (Initial Level +21)

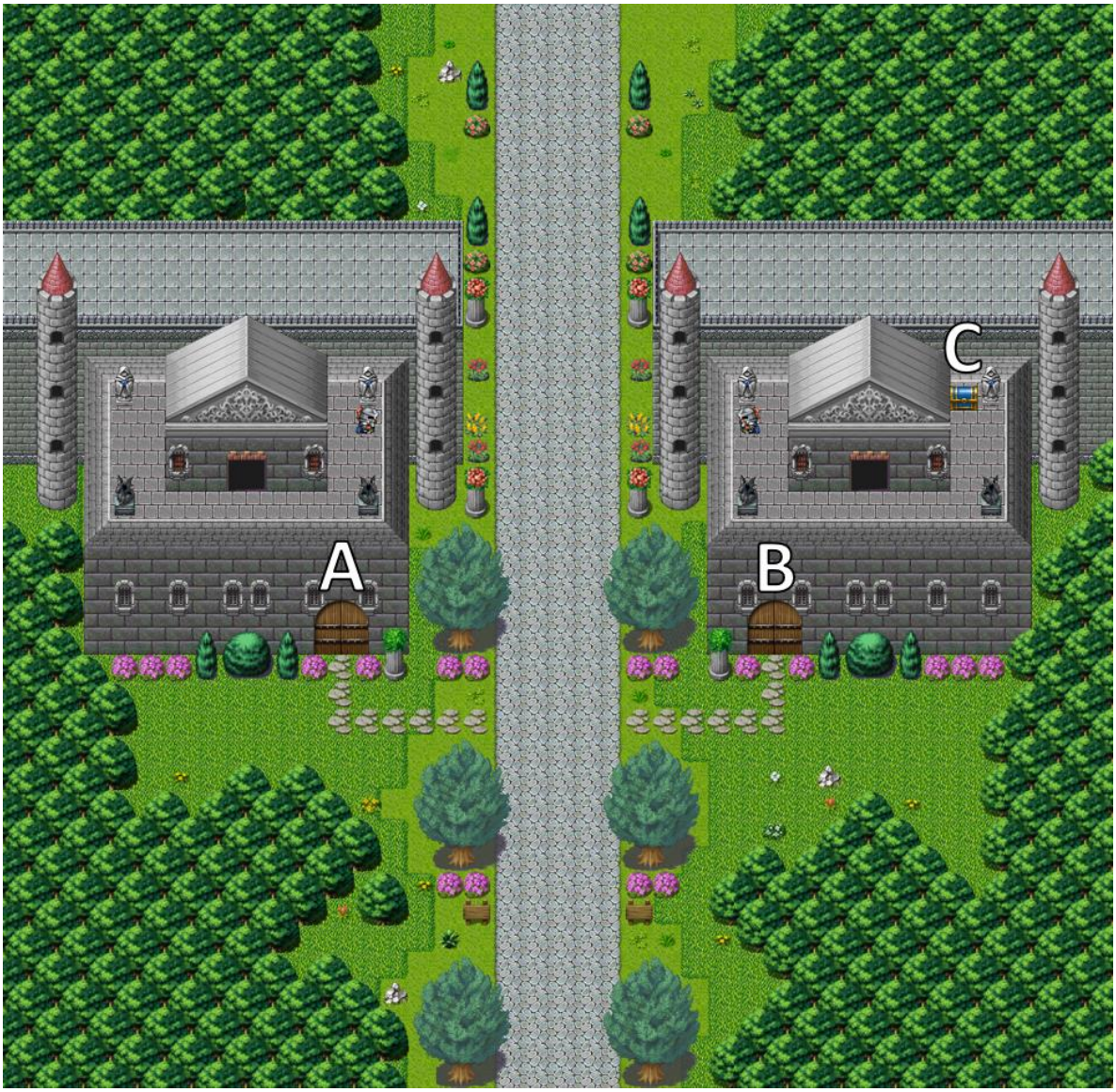


Treasure Chest Legend	
A	Ambrosia

From the entrance of the Huldra Moa Forest in the SE corner, head west and then NW to the single treasure (**Ambrosia** – ***A***). If you have a Hunter in your Party, tame the Moa; otherwise, exit the Huldra Moa Forest. The next destination is the South Huldra Outpost. To reach it, head north along the western coastline until a river blocks your way. Next, head east along the southern edge of the river past the first bridge. Continue along the river until you reach the second bridge which you should cross to the north. Head east along the grassland path through the forest until you reach a south/east fork. Take the east fork and follow it across two bridges to the South Huldra Outpost.

8.8.6 South Huldra Outpost

Suggested Level: 86 (Initial Level +21)



Treasure Chest Legend			
A	Resurrection Elixir, Refreshing Elixir	**C**	5× Perfect SP Orbs (Blue Chest)
B	Rejuvenating Elixir, Recipe for Cunning Spear		

From the northern entrance of the South Huldra Outpost, head south until you reach the stone paths to the east and west. Take the western stone path and enter the western outpost building. Head up to the second floor and grab the two treasures (**Resurrection Elixir**, **Refreshing Elixir** – ***A***). After collecting the two treasures, exit the building and head to the eastern outpost building. Again, head up to the second floor and collect the two treasures (**Rejuvenating Elixir**, **Recipe for Cunning Spear** – ***B***).

Synthesis Recipe!	
Item	Cunning Spear
Bonus	+50% SP
Ingredients	Ruby Spear, 3× Jellyfish Stingers, 3× Gargoyle Wings, and 3× Badlands Horns

If you have a Thief in your Party with Master Locksmith, head out the southern exit on the 2nd floor and open the blue chest on the rooftop (**5× Perfect SP Orbs** – ***C***). You've gathered all the treasures, so it's time to visit the West Huldra Dock next. Leave the eastern outpost building and exit via the northern path.

To reach the West Huldra Dock, head NW along the grassland path and cross two bridges. Continue along the path until you reach a south/west fork. Take the western fork and follow the grassland path across two more bridges. After crossing the second bridge, follow the northern edge of the river to the SW until you reach the coastline. Next, head north along the western coastline until you reach the West Huldra Dock.

8.8.7 West Huldra Dock

Suggested Level: 86 (Initial Level +21)

NPC Treasures: Recipe for Deluxe Fishing Spear

Treasure Chest Legend	
A	Inferno Bomb



At the dock, head due west from the entrance until you reach the western coastline and the lone treasure (**Inferno Bomb** – ***A***). Follow the coastline south until you reach the wooden dock. When you talk to the Proud Fisherman, he will take pity on you and offer you the **Recipe for Deluxe Fishing Spear**. As he suggests, synthesizing the *Deluxe Fishing Spear* is well worth your time. You can also purchase Saltwater bait from him. If you'd like, take a break and do some spear fishing at the dock. Once you're finished, follow the rock path eastward to the exit.

Synthesis Recipe!	
Item	Deluxe Fishing Spear
Bonus	Allows catching higher tier fish
Ingredients	5× Marlin, 10× Tuna, 15× Red Snapper, 5× Sprite Cinders, 5× Demon Skulls, and 5× Brute's Tails

8.8.8 Volundra Dock

Suggested Level: 86 (Initial Level +21)

Treasure Chest Legend	
A	Remedy
B	Giant SP Orb



From one dock to another, you will visit Volundra Dock next. To reach it from the West Huldra Dock, head south through the desert until you reach a river. Head NE along the northern edge of the river until you reach a non-broken bridge across the river. Don't cross the bridge; instead, head north along the grassland path through the forest.

Continue along the path until you reach a NW/north fork. Take the northern path across two bridges until you stand in front of Volundra itself. Rather than visiting the city at this point, head NE and continue along the grassland path across a bridge to the east. From there, head due east until you reach the eastern coastline. Follow the coastline SE until you find Volundra Lake and the Volundra Dock.

From the entrance, head SW until you reach the coastline. Follow the coast south until there is a gap in the trees. Head SE through the gap until you reach a dead-end with two treasures (**Remedy** – ***A***, **Giant SP Orb** – ***B***). Collect the two treasures and then return north along the coastline until you reach the wooden dock. Talk to the Pleasant Fisherman and he will offer to sell you *Freshwater Bait*. You can also take this opportunity to do some spear fishing with either your *Old Fishing Spear* (or perhaps *Deluxe Fishing Spear* if you've already spent the time to catch the required fish).

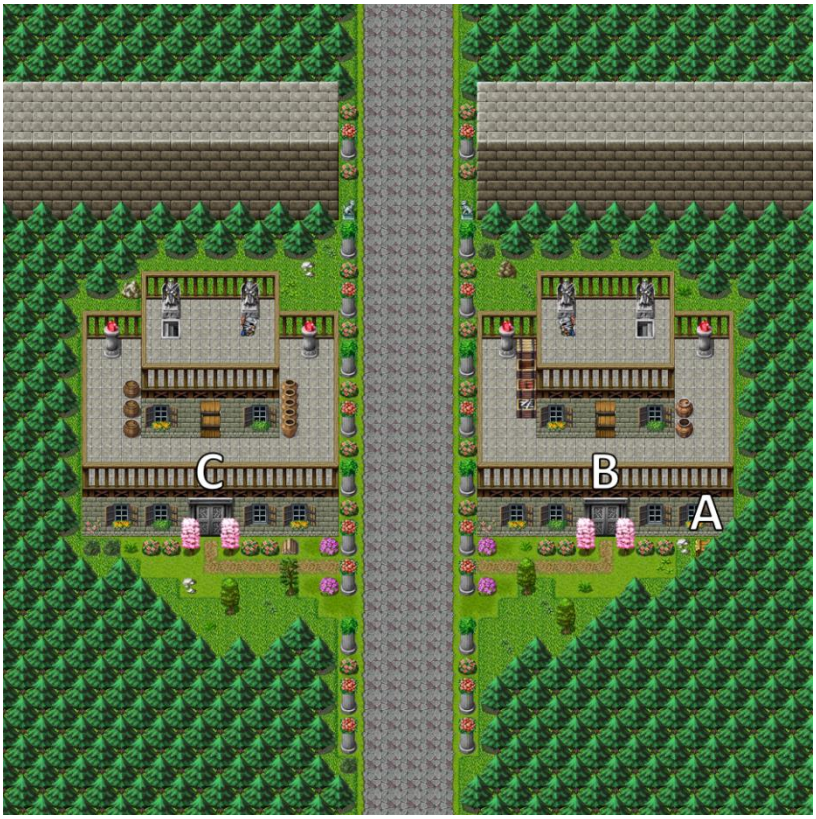
Once you're finished at the dock, it's time to visit the last location before Volundra: the North Huldra Outpost. To reach it from the Volundra Dock, head north along the eastern coastline until you are blocked by a river. Follow the southern edge of the river until you find a bridge crossing the river. Cross the bridge and then follow the grassland path north to the North Huldra Outpost.

8.8.9 North Huldra Outpost

Suggested Level: 86 (Initial Level +21)

After entering the North Huldra Outpost, head north until you find the dirt paths leading to the east and west outpost buildings. First, head down the eastern path and go past the gate to the wooden crate (**5× Mining Bombs** – ***A***). Collect the treasure and then return to the gate leading inside the eastern outpost building. Head inside and collect the two treasures on the first floor (**Massive Magic Potion, Resurrection Elixir** – ***B***).

With the two treasures in hand, leave the outpost building and head west across the central paved path to the western outpost building. Head inside and collect the treasure in the SW corner (**Great Potion** – ***C***). If you have a Thief in your Party with Master Locksmith, then head to the central portion of the northern wall and open the blue chest (**5× Perfect Elixirs** – ***C***).



Treasure Chest Legend	
A	5× Mining Bombs
B	Massive Magic Potion, Resurrection Elixir
C	Great Potion, 5× Perfect Elixirs (Blue Chest)

Now, you've acquired all of the treasures so it's time to depart the outpost building and then exit the area via the southern path. You've explored all of Huldra except for the Elven capital city of Volundra which is your next destination. To reach it from the North Huldra Outpost, head south along the grassland path until you reach a west/south fork. Take the southern path and follow it across a bridge. Continue along the path as it turns west and crosses another bridge to the mighty city walls of Volundra. Head to the south side of the city walls and enter.

8.8.10 Volundra

Castle

Suggested Level: 86 (Initial Level +21)

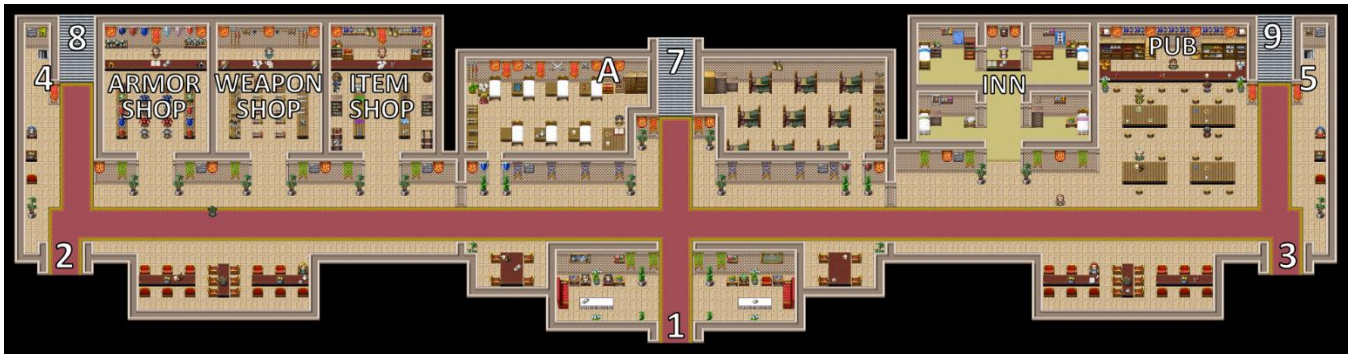


Treasure Chest Legend					
A	Large SP Orb	**D**	12,500G	**G**	Recipe for Supple Bow
B	Large Cottage	**E**	Large Magic Potion	**H**	Medium AP Orb
C	Giant Potion	**F**	Resurrection Elixir		

The spires of Volundra Castle rise into the stratosphere. Inside the walls of Volundra Castle you'll find an entire city complete with an Inn, Equipment Shops, and much, much more. From the entrance (***ENTRANCE***), head north and into the central gate (***1***).

Floor #1

Suggested Level: 86 (Initial Level +21)



Treasure Chest Legend	
A	Avalanche Bomb

The first floor of Volundra Castle is home to all of the building's shops, including the Inn and Pub. From the entrance (***1***), head north along the purple carpet to a 4-way intersection. Head east and enter the second doorway to the north where you'll find the Inn and Pub. Rest at the Inn and purchase any tonics you need from the Pub. After finishing up with the Inn and Pub, return west down the hallway until you reach the original 4-way intersection.

Head west and then take the northern doorway into the Royal Guard Barracks. Walk to the NE corner and collect the only treasure (**Avalanche Bomb** – ***A***). After collecting the treasure, exit the room and head west to the next room to the north. Enter and you'll find the Item Shop. Stock up on items and then head west into the next room where you'll find the Weapon Shop. Since you've met with the Decadal World Council, you can purchase a *Ruby Bow* and *Ruby Staff*. If you have Mages, Engineers, or Hunters, you should fully outfit your characters with this gear unless you happen to have better synthesized or other special equipment. Once you're finished at the Weapon Shop, leave and continue west to the Armor Shop. Like the Weapon Shop, you can purchase *Ruby Robes*, *Ruby Cloaks*, and *Ruby Hats* at the Armor Shop. Fully outfit your characters and then return to the carpeted hallway.

From the Armor Shop, head to the NW corner of the first floor and you'll find stairs (***4***) leading down into the basement. You'll skip the southern exits (***2*** and ***3***) because they simply lead to the open exterior grounds of the Castle. Note that the stairs in the NE corner (***5***) lead to the other end of the Volundra Castle Basement. Head down the stairs (***4***) and into the basement.

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	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
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G

Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G
Massive SP Orb	Gains 8,000 Skill Points	20,000G

Armor Shop (Ruby Equipment Only Available After Meeting Decadal World Council)

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				
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				
Ruby Robe	77,000G	60	55								125
Ruby Cloak	60,000G	55	45								
Ruby Hat	60,000G	45	55								

Weapon Shop (Ruby Equipment Only Available After Meeting Decadal World Council)

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
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO
Ruby Bow	86,000G	75	0	34	7	NO
Ruby Staff	100,000G	32	106	0	8	NO

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G

Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Basement

Suggested Level: 86 (Initial Level +21)



Treasure Chest Legend					
A	*Mimic*	**D**	*Mimic*	**G**	*Mimic*
B	Black Hole Bomb	**E**	Sapphire Robe (Blue Chest)	**H**	Black Hole Bomb
C	Black Hole Bomb	**F**	Black Hole Bomb		

The Volundra Castle basement shows clear signs of decay. Whatever evil has infiltrated the Volundra Catacombs has also spread into the Volundra Castle Basement. Luckily, the Elves stopped the spread of the corruption before it reached the first floor of the Castle. From the stairs (***4***), head south and then east where you'll begin to encounter the old Prison Cells.

Approach the first jail cell and you'll find that the lock has rusted away. The treasure chest inside (***A***) is one of only three Mimic chests that you'll encounter in the Castle basement. If you're trying to

encounter 100% of enemy types, then you'll want to fight at least one Mimic; otherwise, you can skip this chest. If you do want to fight it, open the gate and then open the chest. Next, continue east to the fourth jail cell to the north. Open the jail cell door and collect the treasure (**Black Hole Bomb** – ***B***). Leave and continue east to the seventh jail cell door. Head inside and collect the second treasure (**Black Hole Bomb** – ***C***). Exit the cell and continue east to the ninth jail cell door. Inside, you'll find the second Mimic (***D***). There is no reason to fight it other than the additional experience you'll acquire.

After you fight or skip the second Mimic, head east to the next jail cell door and inside you'll find a blue chest. If you have a Thief in your Party with Master Locksmith, then head inside and unlock the chest to acquire the treasure (**Sapphire Robe** – ***E***). From that jail cell, head east to the twelfth jail cell and collect the treasure inside (**Black Hole Bomb** – ***F***). Exit the cell and continue east to the fourteenth jail cell. Inside, you'll find the third and final Mimic (***G***). It's your decision whether to avoid it or fight it for the additional experience.

From the Mimic cell, head east to the last cell door to the north. Head inside and collect the final treasure (**Black Hole Bomb** – ***H***). Before you return up the NE stairs (***5***) to the first floor, head west past the second jail cell from the far right. Head north up the passageway until you find a doorway along the northern wall (***6***). Head inside and you'll find the Thieves' Hideout.

In the Thieves' Hideout, you'll find two Thieves: the Cocky Thief and Elven Thief. The Elven Thief can be paid to bribe the city guards and erase your criminal record. The Cocky Thief offers the first of the Thief's sidequests. If you have a Thief in your Party, see Section ***8.15.7*** for information on the Cocky Thief's quest. Once you finish these conversations, exit the Thieves' Hideout and return south to the prison cells in the Volundra Castle Basement. Head up the stairs in the NE corner back to the first floor (***5***). From there, follow the purple carpet to the central 4-way intersection. Take the northern path up the large stairs to the 2nd floor (***7***).

Battle Notes: *In this area, you'll find one new enemy type: Mimics.*



Name: Mimic
Stealable Items: Ambrosia, Nectar, Perfect Elixir

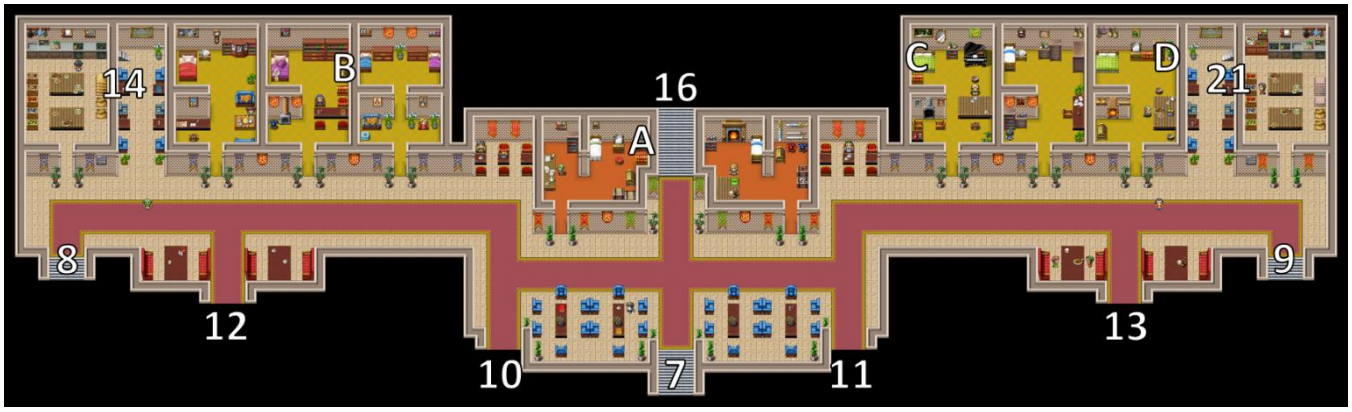
FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	D	B	D	F	C

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
15,000	5,000	325	350	250	300	125	300	10	50,000	500	5,000G

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy

Floor #2

Suggested Level: 86 (Initial Level +21)



Treasure Chest Legend			
A	Huge Magic Potion	**C**	Electric Blast Bomb
B	Mega Wall Tonic	**D**	Full Potion

From the central staircase (***7***), head north to the central 4-way intersection. Head west and enter the first room to the north. In the NE corner of the room, you'll find the first treasure of the 2nd floor (**Huge Magic Potion** – ***A***). After collecting the treasure, exit the room and head west down the hallway. Pass the first room to the north and enter the second. Collect the treasure inside (**Mega Wall Tonic** – ***B***) and then exit to the main hallway.

At this point, you've collected all the treasures in the western wing of the 2nd floor, so head east to the central 4-way intersection. Continue east and enter the second room to the north. Grab the treasure inside (**Electric Blast Bomb** – ***C***) and then return to the main hallway. Keep heading east and enter the second doorway to the north. Collect the treasure inside (**12,500** – ***D***). The floor is clear of treasures and the next step is to collect the treasures outside the Castle. From the last treasure, head south to the passageway directly to the south (***13***). Once outside the Castle, head west and climb the ladder to the treasure chest **(7,500G** – ***D*** *from Exterior*).

With the treasure collected, return inside the Castle (***13***) and head west to the SW passageway that leads outside the Castle (***12***). Once outside, head east, climb the ladder, and collect the treasure (**Giant Potion** – ***C*** *from Exterior*). After grabbing the treasure, return inside the Castle. The next step is to explore the eastern and western spires. To start, we'll explore the western spire which requires you to head NW to the stairs leading up to the western spire (***14***).

Western Spire

Suggested Level: 86 (Initial Level +21)

Treasure Chest Legend			
A	25,000G	**B**	Remedy

After climbing the stairs (***14***), head east to the treasure chest (**25,000G** – ***A***). With the treasure in hand, return to the western room and head up the stairs (***15***) to the next floor of the spire. Take a few steps down and you'll find a treasure in a small alcove next to a storage area (**Remedy** – ***B***). Next, head out the southern exit to the exterior of the Castle (***16***).

Once outside, climb two ladders until you reach a passageway leading back inside the castle (***17***). You'll enter a small room with stairs leading up and down. Ignore the steps leading down (***18***) and instead head up the stairs (***19***) to the top level of the spire. Head south through the southern exit and grab the treasure at the top of the spire (**Recipe for Supple Bow** – ***G***).

Synthesis Recipe!	
Item	Supple Bow
Bonus	PRE +35
Ingredients	Ruby Bow, 5× Desert Wyrm Talons, and 5× Sea Lanterns

After collecting the treasure, return down the spire and back to the 2nd floor of Volundra Castle. Head east to the NE stairs that lead to the eastern spire (***21***).



Eastern Spire

Suggested Level: 86 (Initial Level +21)

Treasure Chest Legend	
A	Refreshing Elixir

The Eastern Spire is laid out in the same manner as the Western Spire. From the entry stairs (***21***), head west and collect the treasure in the NW corner (**Refreshing Elixir** – ***A***). After collecting the treasure, return to the eastern room and climb the stairs (***22***) to the next floor.

Take the southern exit (***23***) to the exterior of the Castle and walk to the western edge of the platform to collect a treasure (**Large Magic Potion** – ***E***). After gathering the treasure, head up two sets of ladders and then gather the treasure (**Resurrection Elixir** – ***F***) on the western ledge. If you like, return inside the Castle (***24***); however, there are no further treasures to obtain in the upper rooms.

With the treasure in hand, the eastern spire has been completely explored. Return down the spire to the 2nd floor. Head west to the center of the 2nd floor and then climb the central stairs to the 3rd floor (***16***).



Floor #3

Suggested Level: 86 (Initial Level +21)

NPC Treasures: Recipe for Essence of the Phoenix



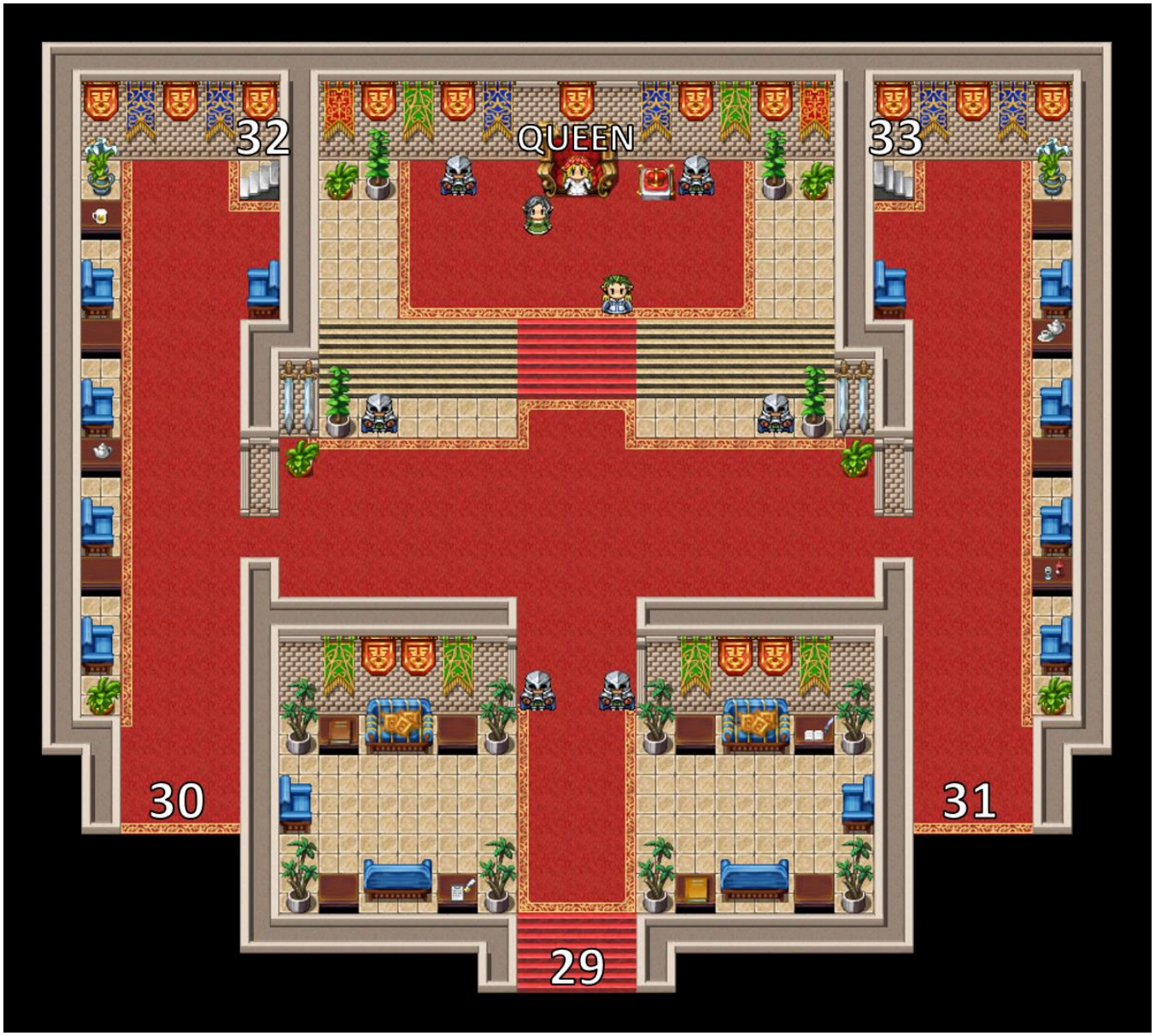
The 3rd floor consists of the Royal Bedroom to the west, the Royal Dining Room to the east, and the Royal Library to the NE and NW. In the NW wing of the Royal Library, you'll find the Elven Synthesis Master. While Volundra does not house a traditional Synthesis Shop, the Elven Synthesis Master may be more valuable because he is the only synthesizer in the game that can produce *Essences of the Phoenix*.

When you talk to him, he tells you that he wants to prove his theory regarding the synthesis of *Essences of the Phoenix* by combining *Resurrection Elixirs* and *Phoenix Ashes* and gives you the **Recipe for Essence of the Phoenix**. By this point, you should have picked up several *Phoenix Ashes* and *Resurrection Elixirs* so if you talk to him again, he will synthesize an *Essence of the Phoenix* for you for no fee. Afterwards, you must provide him the ingredients and 50,000G to synthesize each *Essence of the Phoenix*.

Once you've finished with the Elven Synthesis Master, you can either head up the stairs to the north (***29***) or exit to the exterior via the southern passageway (***28***). The southern passageway leads to a dead end so we'll continue our exploration via the northern stairs (***29***).

Floor #4

Suggested Level: 86 (Initial Level +21)



On the fourth floor, you'll find yourself at the southern end of the Throne Room (***29***). Head north and you'll find the Queen of Huldra, Elan. She informs you that the Volundra Catacombs that lie beneath the Basement have become infested with monsters. Many brave Elves have ventured into the Catacombs but none have ever returned. She tells you that you can access the Volundra Catacombs by entering the rear of the Castle and finding the Catacombs Guard Post. The guards have been instructed to let you pass. The SW (***30***) and SE (***31***) passageways lead outside but there are no treasures, so instead you'll head up either the NW (***32***) or NE (***33***) stairs to the fifth floor.

Floor #5

Suggested Level: 86 (Initial Level +21)



On the fifth floor, take the southern exit (***34*** or ***35***) to the uppermost platform of Volundra Castle (excluding the spires). Head to the center of the platform and collect the final treasure (**Medium AP Orb – *H***). Once you've collected the treasure, the interior and exterior of the Castle will be fully explored. All that remains are the forested areas which surround the Castle and the Guard Post behind the Castle which leads to the Volundra Catacombs.

From the final treasure, return to the first floor of Volundra Castle and exit to the exterior grounds of the Castle. Head to the far eastern wall and then follow it north to the corner. From there, head west and you'll find a gap in the trees which leads to the Tree of Life.

Tree of Life

Suggested Level: 86 (Initial Level +21)

Treasure Chest Legend	
A	Refreshing Elixir
B	Small Cottage



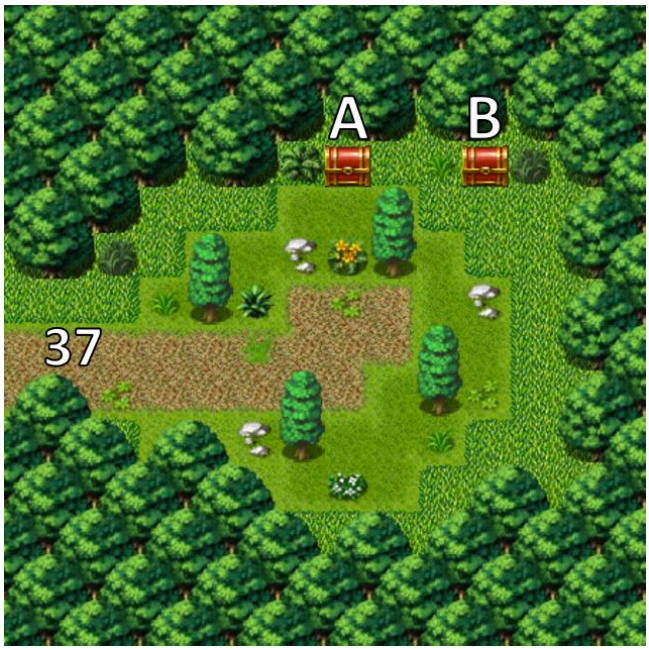
Head west into the Tree of Life area and resurrect any Party members who need it. If you have "No Saving in Dungeons" turned on then you might also save your game. After finishing up with the Tree of Life, head west and collect the two treasures along the western edge of the forest (**Refreshing Elixir** – ***A***, **Small Cottage** – ***B***).

After collecting the two treasures, return east to the exit (***36***). Next, head up the ladder to the top of the wall. Head west, passing two ladders along the wall, until you reach the ladder near the NW corner of the wall. Descend the ladder and then head east into the gap in the trees (***37***).

Forest

Suggested Level: 86 (Initial Level +21)

Treasure Chest Legend	
A	Full Potion
B	Refreshing Elixir



The small Volundra forest area contains two treasures along the northern edge of the trees (**Full Potion** – ***A***, **Refreshing Elixir** – ***B***). After collecting the two treasures, return west through the exit (***37***). The next stop is the Catacombs Guard Post behind the Castle. To reach it, climb the ladder in the NW corner to the top of the wall.

Head east along the top of the wall and descend the first ladder that you encounter. Head south and you'll find two treasures (**Large SP Orb** – ***A*** *from Exterior*, **Large Cottage** – ***B*** *from Exterior*). Then return up the ladder and continue east atop the wall. Descend the next ladder you come to and head south through the gap in the trees behind the Castle (***38***) to the Catacombs Guard Post.

Catacombs Guard Post

Suggested Level: 86 (Initial Level +21)



Inside the Catacombs Guard Post, you'll find two guards who have been alerted to your arrival. The one guarding the stairs in the SE corner will let you pass after you talk to him. Note that if you visit the Catacombs Guard Post prior to meeting the Decadal World Council, you can threaten the guard to let you pass.

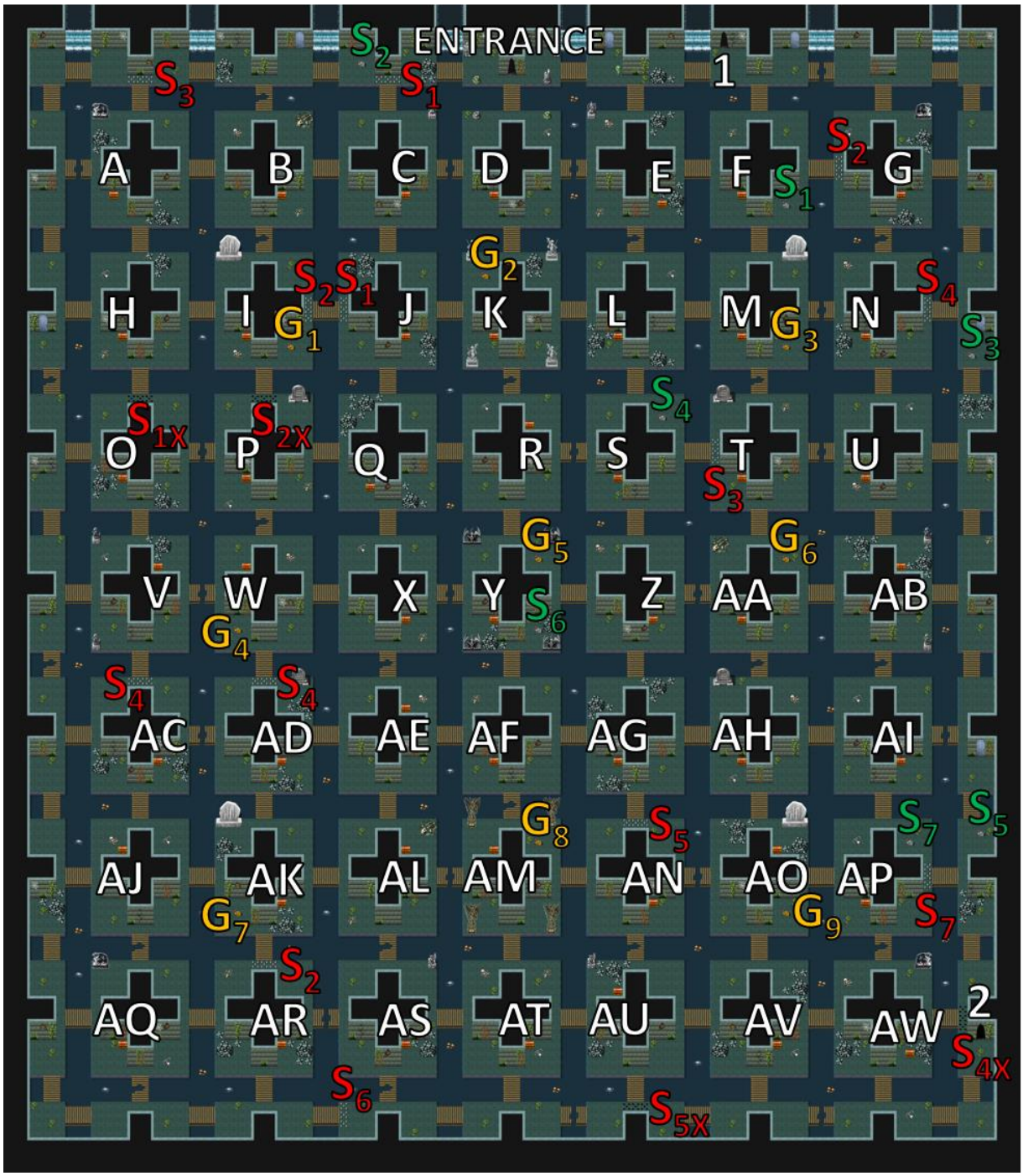
The Volundra Catacombs can be the easiest of the three major capital city dungeons if you have a heavy purse. With no money and a need to acquire all the treasures in the dungeon, it can be the most difficult because of the challenging logic puzzle that the Elves developed to protect themselves from the beasts that spawned from the Ancient Burial Ground. Make sure you are fully prepared before descending the stairs in the SW corner (***39***).

8.8.11 Volundra Catacombs

Main Area

Suggested Level: 87 (Initial Level +22)

Enemies: Ethereal Spirit, Dessicated Hellion, Gluttonous Soul, Grotesque Anomaly, Reptilian Brute



Treasure Chest Legend							
A	Ruby Hat	**N**	Protect Ring	**AA**	Resurrection Elixir	**AN**	Great SP Orb
B	Small AP Orb	**O**	Ruby Cloak	**AB**	Soft	**AO**	Rejuvenating Elixir
C	Resurrection Elixir	**P**	Massive Magic Potion	**AC**	Medium AP Orb	**AP**	Phoenix Ashes
D	Refreshing Elixir	**Q**	Winged Ring	**AD**	Great Magic Potion	**AQ**	50,000G
E	Ruby Shoes	**R**	Great SP Orb	**AE**	Ultra Bubble Tonic	**AR**	Large AP Orb
F	Great Potion	**S**	Hyper Remedy	**AF**	Massive Potion	**AS**	Electric Death Bomb
G	Resurrection Elixir	**T**	Rejuvenating Elixir	**AG**	Cyclonic Burst Bomb	**AT**	Perfect Elixir
H	Refreshing Elixir	**U**	Large AP Orb	**AH**	Holy Devastation Bomb	**AU**	Small AP Orb
I	Phoenix Ashes	**V**	Ultra Blitz Tonic	**AI**	Ruby Robe	**AV**	Resurrection Elixir
J	Massive SP Orb	**W**	Magma Blast Bomb	**AJ**	Perfect Elixir	**AW**	Resurrection Elixir
K	Medium AP Orb	**X**	Nectar	**AK**	Large Cottage		
L	40,000G	**Y**	Small AP Orb	**AL**	Deadly Ring		
M	Great SP Orb	**Z**	Ambrosia	**AM**	Magma Blast Bomb		

Immediately upon entering the Volundra Catacombs, you'll be accosted by Liezel, the Goblin Guide. Liezel has been living in the Volundra Catacombs for many years and has learned all of the intricacies of the place. With his knowledge, he manages to avoid the deadly monsters that inhabit the maze. He tells you to turn back but when you refuse he offers his help. You have a total of five options with regards to completing the Volundra Catacombs:

- Pay Liezel 1,000,000G to take you through the main area of the Catacombs
- Pay Liezel 100,000G per maze "round" (up to a total of 12 rounds)
- Pay Liezel 250,000G for information regarding the Aqueduct
- Threaten Liezel for maze help
- Attempt to solve the maze yourself

Be careful if you leave or Warp out of the Volundra Catacombs because Liezel may not be waiting for you at the entrance if you have only made your way partway through the maze. Each of the options is discussed in detail in the sub-sections below:

Pay Liezel 1,000,000G

If you pay Liezel 1,000,000G, he will take you directly to the exit of the main area in the SE corner (***2***). From there, you can skip directly to the Catacombs Passageway discussed in the ***Passageway*** Section. The downside of this path is that you must give up 1,000,000 of your hard-earned Gold and it is difficult to acquire all of the treasures in the maze. You can get several of the early treasures near the entrance before paying Liezel (***D***, ***K***, ***C***, ***B***, ***M***, and ***F***) and then after paying Liezel you can backtrack to only one of the southern treasures (***AW***); all other intermediate treasures will remain blocked off by the spike stripes.

Pay Liezel 100,000G for Partial Help

If you're patient, then paying Liezel piece-by-piece for help through the Volundra Catacombs is the best path because it allows you to collect all the treasures. In fact, you can attempt to solve the puzzle yourself and Liezel will help you with only the pieces that you have remaining in the puzzle. There are a total of 13 rounds (including the initial state) and you'll have to pay 100,000 for help 12 separate times (for a total of 1.2 million gold) to complete the Volundra Catacombs main area. The treasures that you collect along the way are not discussed in detail because they are later described in the section for completing the Volundra Catacombs without help.

Pay Liezel 250,000G for Aqueduct Information

It turns out that the main area is not the only route to the Ancient Burial Ground of the Catacombs. The Elves set up a shortcut to the Catacombs via the ancient Aqueduct. For a small fee Liezel reveals that by flipping any five of the nine golden switches that exist in the main area, you can drain the Aqueduct and create a path to the Ancient Burial Ground (note that you do not have to pay Liezel in order to flip the gold switches and access the Aqueduct). The following describes the shortest path to flip five golden switches. The treasures picked up along the way are not described since they are detailed in the section on solving the Volundra Catacombs by yourself.

From the entrance (***ENTRANCE***), head south across two bridges to the first golden switch (***G_2***). Flip the switch and then loop counter-clockwise to the eastern bridge. Cross it and then head east across another bridge. Head to the SE corner of the platform and flip another golden switch (***G_3***). To reach the third golden switch, you'll have to flip the first two silver switches. From the current switch (***G_3***), head north across a bridge to the SE corner of the northern platform. Flip the silver switch (***S_1***) and then cross the following platforms: 1 south, 3 west, and 2 north. Crossing the last bridge to the north will take you across the spike strip that you lowered by flipping the previous silver switch (***S_1***). Flip the second silver switch (***S_2***) and then cross the following platforms: 2 south, 3 east, 1 north, 1 east, 1 north, 1 east, 2 south. This will bring you to the third silver switch (***S_3***). Flip it and cross the following platforms: 2 north, 1 west, 1 south, 1 west, 1 south, 3 west, 1 north, 2 west, 1 north, 1 west, 2 south, 2 east. This brings you to the third golden switch (***S_3***). You'll only have to flip two more golden switches to empty the Aqueduct.

From your current location, cross the following platforms: 1 east, 1 south, 1 east, and 1 south. This takes you to the fourth golden switch (***G_5***). Flip it and proceed to the final golden switch by crossing the following platforms: 1 east, 1 north, 1 east, and 1 south. This will take you to the final required golden switch (***G_6***). Flip it and then head to the passageway that leads to the Aqueduct (***1***) by crossing the following platforms: 1 north, 1 west, 1 south, 1 west, 1 north, 1 west, 1 north, 3 west, 2 north, 1 east, 1 south, 2 east, 1 south, 3 east, and 3 north. Enter the northern passageway (***1***) and skip to the ***Aqueduct Hallway*** Section.

Threaten Liezel

If you're feeling malicious or just especially cheap, you can threaten Liezel for help. Under the threat of violence, he will help you through one round of the Catacombs maze. To earn his help, you'll have to fight him and survive three rounds of combat. If you choose to threaten him again, he will refuse and you'll have to fight him to the death. After he's dead, you'll have no recourse but to make your way to the Ancient Burial Ground on your own.

Solve the Catacombs Maze Without Help

If you're feeling bold, then you can attempt to solve the Volundra Catacombs on your own without Liezel's help. At any time, you can find Liezel and ask him for help unless you've killed him after he refused to bow to your threats. The quick guide table for the Volundra Catacombs maze is shown below. If you simply follow the table below and flip the switches in the order described in each round, then you will eventually unlock the way to the passageway leading to the Ancient Burial Ground (***2***).

Round	Switch #1	Switch #2	Switch #3	Switch #4	Switch #5	Switch #6	Switch #7
1	OFF	OFF	OFF	OFF	OFF	OFF	OFF
2	ON	OFF	OFF	OFF	OFF	OFF	OFF
3	ON	ON	OFF	OFF	OFF	OFF	OFF
4	ON	ON	ON	OFF	OFF	OFF	OFF
5	ON	ON	ON	ON	OFF	OFF	OFF
6	ON	ON	ON	ON	ON	OFF	OFF
7	ON	OFF	ON	ON	ON	OFF	OFF
8	ON	OFF	ON	ON	ON	ON	OFF
9	ON	ON	ON	ON	ON	ON	OFF
10	OFF	ON	ON	ON	ON	ON	OFF
11	OFF	ON	ON	ON	ON	ON	ON
12	OFF	ON	ON	OFF	ON	ON	ON
13	OFF	ON	ON	OFF	OFF	ON	ON

Round #1

This is simply the initial state of the puzzle.

Round #2

If you'd like a bit more detail in your navigation of the Volundra Catacombs, then the following will walk you through the exact steps to gather all of the treasures and flip all of the required switches. From the entrance (***ENTRANCE***), head east across a bridge and then south across a second bridge. Loop around to the SE corner of the platform and collect the treasure (**Ruby Shoes** – ***E***). After grabbing the treasure, return north and west to the entrance. Next, head south and collect the first treasure (**Refreshing Elixir** – ***D***). With the treasure in hand, head south to the next platform and gather another treasure (**Medium AP Orb** –***K***). From there, head east across two bridges and grab the treasure in the SW corner of the platform (**Great SP Orb** – ***M***). After collecting the treasure, head north across a bridge and flip the switch in the SE corner of the platform (***S_1***). This completes Round #2.

Round #3

After flipping the switch (***S₁***), grab the treasure in the SW corner of the platform (**Great Potion** – ***F***). The next step is to make your way to the second silver switch (***S₂***). Cross the following platforms: 1 south, 3 west, and 1 north. This should bring you to a platform with a treasure chest in the SE corner (**Resurrection Elixir** – ***C***). Grab the treasure and head north across the newly lowered spikes (***S₁***). Flip the second switch (***S₂***) on the western side of the platform to complete Round #3.

Round #4

After flipping the second switch (***S₂***), the next step is to find and flip the third silver switch (***S₃***). First, head south across one bridge and then west across another. Head to the SE corner of the platform and collect the treasure (**Small AP Orb** – ***B***). With the treasure in hand, cross the following platforms: 1 east, 1 south, 3 east, 1 north, and 1 east. The last bridge you cross should take you across the newly lowered spike strip (***S₂***). From there, cross the following platforms: 1 north, 1 east, and 2 south to the third silver switch (***S₃***). Flip the switch (***S₃***) to complete Round #4.

Round #5

After flipping the switch (***S₃***), head north across a bridge and then west across a second bridge. Collect the treasure in the SE corner of the platform (**Resurrection Elixir** – ***G***). With the treasure in hand, cross the following platforms: 1 east, 1 north, 1 west, 1 south, 1 west, 1 south, 3 west, 1 north, 2 west, and 1 north. Crossing to the final platform will take you over the newly lowered spike strip (***S₃***). From there, cross the following platforms: 1 west, 2 south, and 1 east. Grab the treasure in the SW corner of the platform (**Refreshing Elixir** – ***H***). After collecting the treasure, head north across the bridge and gather the treasure in the SW corner of the platform (**Ruby Hat** – ***A***). Return south across the bridge and then loop counterclockwise to the eastern bridge. Cross it and collect the treasure in the SW corner of the platform (**Phoenix Ashes** – ***I***). Continue east across the two lowered spike strips (***S₂*** and ***S₁***) and grab the treasure in the SE corner of the platform (**Massive SP Orb** – ***J***). From there, cross bridges to the south and east and then grab the treasure in the NE corner of the platform (**Great SP Orb** – ***R***). Next, cross to the south and collect the treasure in the SW corner of the platform (**Small AP Orb** – ***Y***). Loop clockwise around the platform and cross the eastern bridge. Collect the treasure in the SE corner of the platform (**Ambrosia** – ***Z***) and then cross the bridge to the north. Gather the treasure in the SW corner of the platform (**Hyper Remedy** – ***S***) and then flip the fourth silver switch in the NE corner of the platform (***S₄***) to complete Round #5.

Round #6

After flipping the fourth switch (***S₄***), head north across a bridge and collect the treasure in the SW corner of the platform (**40,000G** – ***L***). Cross the bridge to the south and then head across the bridge to the east. Collect the treasure in the SW corner (**Rejuvenating Elixir** – ***T***). Next, cross the bridge to the south and collect the treasure in the SW corner of the platform (**Resurrection Elixir** - ***AA***). Cross two bridges to the east until you reach the eastern wall. Cross to the north, west, and north again. Head to the SW corner of the platform and collect the treasure (**Protect Ring** – ***N***). Cross the bridge to the south and collect the treasure in the SW corner of the platform (**Large AP Orb** – ***U***). Cross another bridge to

the south and collect the treasure in the NE corner of the platform (**Soft** – ***AB***). Return north across the platform and then east to the eastern wall. Head south across three bridges until you reach the fifth silver switch (***S5***). Flip the switch (***S5***) to complete Round #6.

Round #7

Up until this point, the maze has been fairly straight forward; however, Round #7 begins a tricky sequence of the maze. The goal is to reach the sixth silver switch (***S6***) which requires the second silver switch (***S2***) to be switched off. To reach the switch, cross the following platforms: 3 north, 1 west, 1 north, 1 east, 2 north, 1 west, 1 south, 1 west, 1 south, 3 west, and 2 north. This will bring you to the second silver switch (***S2***). Flip it to complete Round #7.

Round #8

In Round #8, the goal is to reach the sixth silver switch (***S6***). To reach it, cross the following platforms: 1 south, 2 west, 1 north, 1 west, 2 south, and 2 east. Cross to the south across the newly lowered spike strip (***S2X***). Head to the SW corner of the platform and collect the treasure (**Massive Magic Potion** – ***P***). Cross the bridge to the east and collect the treasure in the SW corner of the platform (**Winged Ring** – ***Q***). Cross the bridge to the south and grab the treasure in the SE corner of the platform (**Nectar** – ***X***). Next, cross the bridge to the west and collect the treasure in the NW corner of the platform (**Magma Blast Bomb** – ***W***). Cross the bridge to the south across lowered spike strip (***S4***). Head south across another bridge and grab the treasure in the SE corner of the platform (**Large Cottage** – ***AK***). Cross the bridge to the east and gather the treasure in the NE corner of the platform (**Deadly Ring** – ***AL***). Next, cross the bridge to the north and grab the treasure in the NE corner of the platform (**Ultra Bubble Tonic** - ***AE***). Head west across another bridge and collect the treasure in the SE corner of the platform (**Great Magic Potion** - ***AD***). Cross two bridges to the east and collect the treasure in the SW corner of the platform (**Massive Potion** – ***AF***). Cross another bridge to the east and grab the treasure in the SW corner of the platform (**Cyclonic Burst Bomb** – ***AG***). Finally, cross bridges to the west and north to the sixth silver switch (***S6***). Flip the switch (***S6***) to complete Round #8.

Round #9

Round #9 and the subsequent rounds are built around trying to get to the seventh and final silver switch (***S7***). The first step is to flip the second silver switch (***S2***) again to the on position. To reach it, cross the following platforms: 1 south, 1 west, 1 south, 1 west, 2 north, 1 east, 1 north, 1 west, 1 north, 2 west, 2 north, 1 east, 1 south, 2 east, and 1 north. This brings you to the platform with the second silver switch (***S2***). Flip it to complete Round #9.

Round #10

In order to reach the final switch (***S7***), you'll also need to switch the first silver switch (***S1***) to the off position. To reach it, cross the following platforms: 2 south, 3 east, and 1 north. Flip the first silver switch (***S1***) to complete Round #10. This opens the path down the western wall.

Round #11

In Round #11, you can finally reach the last switch (***S7***). To reach it from your current location, cross the following platforms: 1 S, 3 W, 1 N, 2 W, 1 N, 1 W, 2 S, 1 E, and 1 S across the newly lowered spike strip (***S1X***). Next, cross bridges to the W, S, E, and N. Collect the treasure in the SW corner of the platform (**Ruby Cloak** – ***O***) and then head south across the bridge. Loop counterclockwise to the NE corner of the platform to grab the next treasure (**Ultra Blitz Tonic** – ***V***). After collecting the treasure, head south across the lowered spike strip (***S4***) and then W, S, and E to the treasure in the NW corner of the platform (**Perfect Elixir** - ***AJ***). Cross the bridge to the north, grab the treasure in the SE corner of the platform (**Medium AP Orb** – ***AC***), and then return south across the bridge. Head across a bridge to the east and then across another bridge to the south that crosses a lowered spike strip (***S2***). Cross a bridge to the west and gather the treasure in the SW corner of the platform (**50,000G** – ***AQ***). With the treasure in hand, cross the following platforms: 1 W, 1 S, 2 E, and 1 N. Collect the treasure in the SE corner of the platform (**Large AP Orb** – ***AR***) and then return across the bridge to the south. Head east across the lowered spike strip (***S6***) and then across a second bridge to the east. Cross the bridge to the north and gather the treasure in the SE corner of the platform (**Perfect Elixir** – ***AT***). Cross the bridge to the east, grab the treasure in the NW corner of the platform (**Small AP Orb – *AU***), and return to the west. Head across the bridge to the west and loop counterclockwise around the platform to the treasure in the SE corner (**Electric Death Bomb** – ***AS***). Return across the bridge to the east and then head north across a second bridge. Loop around to the NW corner of the platform and grab the treasure (**Magma Blast Bomb** – ***AM***). Cross the bridge to the east and collect the treasure in the SE corner of the platform (**Great SP Orb** – ***AN***). Head across the bridge to the north and then another bridge to the east. Gather the treasure in the SW corner of the platform (**Holy Devastation Bomb** – ***AH***) and then head across the bridge to the south. Collect the treasure in the NE corner of the platform (**Rejuvenating Elixir** – ***AO***), return across the bridge to the north, and then cross the bridge to the east. Collect the treasure in the SE corner of the platform (**Ruby Robe** – ***AI***) and cross the bridge to south. Head to the SW corner of the platform and grab the treasure (**Phoenix Ashes** – ***AP***). In the NE corner of the platform, you'll find the seventh and final silver switch (***S7***). Flip it to complete Round #11.

Round #12

You're nearly finished but there are a few spike strips that complicate reaching the exit. These spike strips are controlled by the fourth (***S4***) and fifth (***S5***) silver spike strips and require them to be turned to the off position to reach the exit (***2***). In Round #12, the goal is to reach the fourth silver switch (***S4***) and flip it to the off positon. To reach it from your current position, cross the following platforms: 1 E, 2 N, 2 W, 1 N, and 1 W. Flip the fourth silver switch (***S4***) to complete Round #12.

Round #13

In the final round, the goal is to flip the fifth silver switch (***S5***) and then reach the exit of the Catacombs main area. To reach the fifth silver switch (***S5***), cross the following platforms: 1 E, 1 S, 2 E, and 2 S. Flip the fifth silver switch (***S5***) and then cross the following platforms to the next treasure: 2 W, 1 S, 1 W, and 1 S. The last bridge you cross should take you across the lowered spike strip (***S5X***). Head across the bridge to the east and then across another bridge to the north. Collect the treasure in the SE corner of the platform (**Resurrection Elixir** – ***AV***). From there, cross the following platforms: 2 E, 1 S, 1 W, and

1 N. Collect the final treasure (**Resurrection Elixir** – ***AW***) and then return south, east, and north to the exit (***2***). It's been a long journey but you've been well-rewarded with a total of 49 treasures. The remainder of your journey through the Volundra Catacombs is much more straightforward.

Battle Notes: *In this area, you'll encounter five new enemy types: Grotesque Anomalies, Gluttonous Souls, Earthen Fists, Reptilian Brutes, and Dessicated Hellions.*

*Note: The enemies in the three major capital city dungeons (Spiral Cave, Volundra Catacombs, and Sacred Goblin Tree) scale based on the number of dungeons completed. The attributes given here are the base unscaled attributes (assuming that the Spiral Cave and Sacred Tree are incomplete). For each major dungeon completed, the enemies gain 10 levels. For information on how enemy attributes scale with enemy level, see Section **1.2**.*



Name: Grotesque Anomaly
Stealable Items: Hyper Remedy, Electric Blast Bomb, Massive Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,750	5,000	270	265	285	250	145	135	50	55,000	552	Grotesque Skull

Skill	MP Cost	Description
Fiendish Suffering	500	Max HP +50% to all allies for battle
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Soulless Cleanse	250	Removes all negative states from allies
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Demonic Guard	500	Regenerates 10% HP/turn and DEF +25% to one ally for 5 turns



Name: Gluttonous Soul
Stealable Items: Heavenly Judgment Bomb, Mega Ward Tonic, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,250	5,000	250	250	280	320	155	150	5	51,000	858	Gluttonous Soul Heart

Skill	MP Cost	Description
Death's Touch	500	Instant Death
Consume	250	Normal Attack and absorb 100% of damage
Preserve	200	Regenerate 100% HP/turn for user for 5 turns



Name: Earthen Fist
Stealable Items: Inferno Bomb, Mega Mind Tonic, Mega Bubble Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,000	5,000	260	405	235	310	160	140	7	50,000	562	Earthen Bone

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Stone Attack	300	Normal attack that inflicts stone
Tremor	0	~250 HP damage with earth element to all enemies



Name: Reptilian Brute
Stealable Items: Massive Potion, Rejuvenating Elixir, Medium Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
11,000	5,000	310	270	225	245	140	130	10	60,000	544	Brute's Tail

Skill	MP Cost	Description
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Tail Slam	300	175% Normal Attack to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy



Name: Dessicated Hellion
Stealable Items: Full Magic Potion, Typhoon Bomb, Eye Drops

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,500	5,000	255	250	285	315	150	290	3	52,500	580	Hellion Wing

Skill	MP Cost	Description
Malevolent Intent	100	INT +15% to user for 5 turns
Tornado	300	~250 HP damage with wind element to all enemies
Heavy Gust	150	~250 HP damage with wind element to all enemies
Alpha Burst	250	Blinds, Poisons, and ~250 HP damage with fire element to all enemies
Black Wind	300	Blinds and ~250 HP damage with dark element to all enemies
Meteoric Blast	700	~250 HP non-elemental damage to all enemies

Aqueduct Hallway

Suggested Level: 88 (Initial Level +23)

Enemies: Ethereal Spirit, Dessicated Hellion, Gluttonous Soul, Grotesque Anomaly, Reptilian Brute



If you choose to travel via the Aqueduct route, then you'll take the Aqueduct Hallway to reach the Aqueduct. From the SW entrance (***1***), simply head east down the hallway to reach the exit in the SE corner (***3***).

Battle Notes: See Battle Notes for the ***Main Area***.

Aqueduct

Suggested Level: 88 (Initial Level +23)

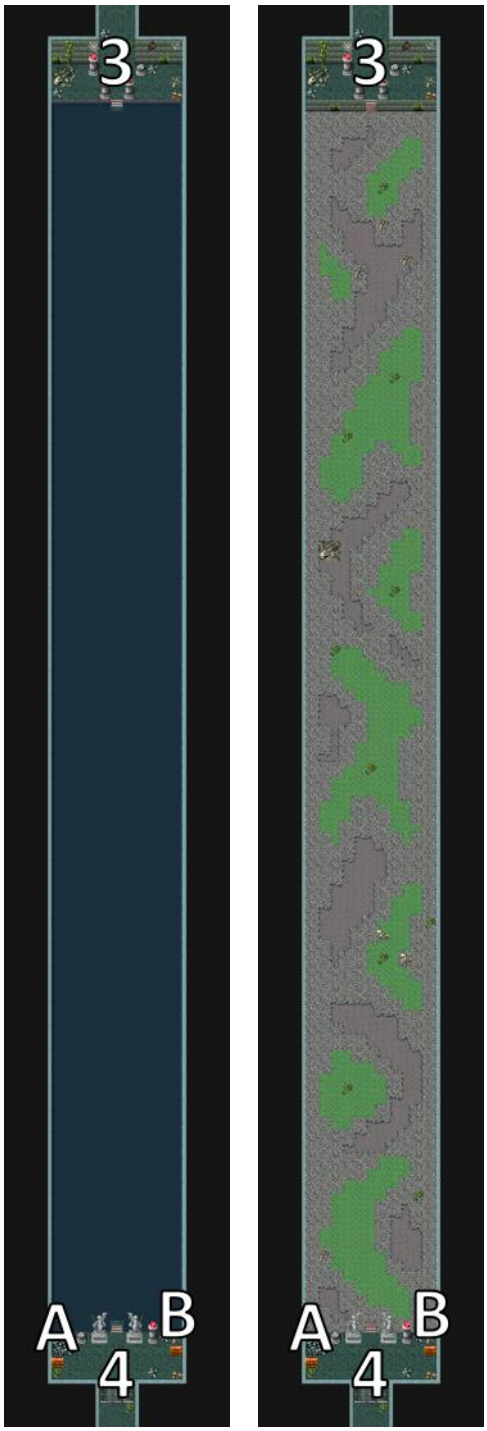
Enemies: Ethereal Spirit, Dessicated Hellion, Gluttonous Soul, Grotesque Anomaly, Reptilian Brute

Treasure Chest Legend			
A	Perfect SP Orb	**B**	Large AP Orb

After entering the Aqueduct, you'll find yourself at the northern end (***3***). If you attempt to cross the Aqueduct without flipping the five golden switches in the Main Area, then you'll find the Aqueduct filled with water and impassable.

After flipping five golden switches, the Aqueduct will be empty and you can cross it to the southern end. Near the southern exit, you'll find two treasures (**Perfect SP Orb** – ***A***, **Large AP Orb** – ***B***). After collecting the two treasures, head south to a locked gate. Unlock the gate and head through the southern exit (***4***) that leads to the Catacombs Passageway.

Battle Notes: See Battle Notes for the ***Main Area***.



Passageway

Suggested Level: 89 (Initial Level +24)

Enemies: Ethereal Spirit, Dessicated Hellion, Gluttonous Soul, Grotesque Anomaly, Reptilian Brute



Whether you came through the main area of the Volundra Catacombs (***2***) or through the Aqueduct (***4***), the path converges in the Catacombs Passageway. Head through the passageway in the NE corner of the room (***5***) and you'll find the first puzzle area of the Volundra Catacombs. For the solution, see Puzzle Solutions (Section ***8.16.10***). After completing the puzzle, head to the staircase in the SE corner of the room (***6***) and descend into the Ancient Burial Ground.

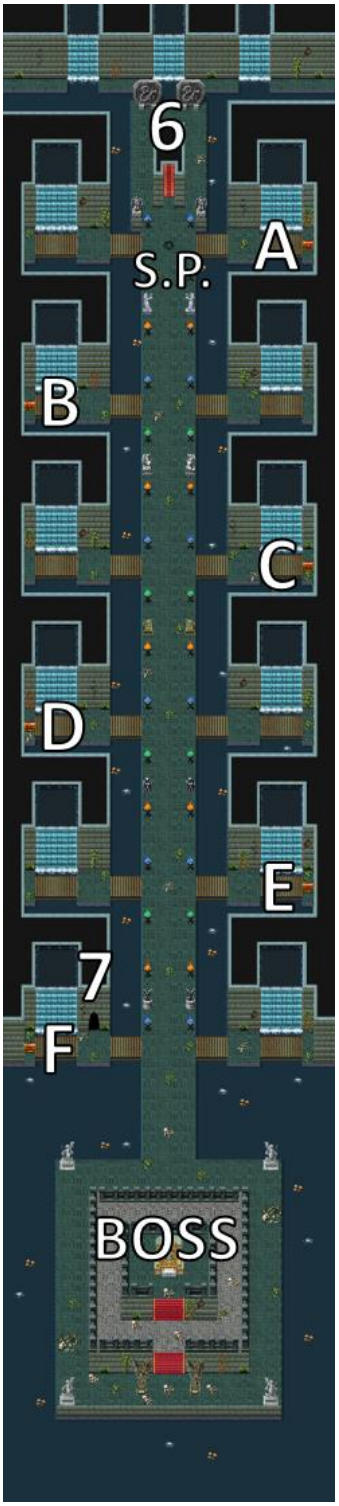
Battle Notes: See Battle Notes for the ***Main Area***.

Ancient Burial Ground

Suggested Level: 90 (Initial Level +25)

Enemies: Ethereal Spirit, Dessicated Hellion, Gluttonous Soul, Grotesque Anomaly, Reptilian Brute

Treasure Chest Legend			
A	Recipe for Quicksilver Sword	**D**	Recipe for Sage's Hat
B	Recipe for Warlock's Robe	**E**	Recipe for Bloody Dagger
C	Recipe for Expert Armor	**F**	Recipe for Obstructing Staff



You've reached the final area of the Volundra Catacombs. After descending the stairs, you'll find yourself at the northern end of the Ancient Burial Ground (***6***). A few steps to the south, you'll find a Save Point (***S.P.***). Save if you can and then head east to the first treasure (**Recipe for Quicksilver Sword** – ***A***).

Synthesis Recipe!	
Item	Quicksilver Sword
Bonus	PRE +40
Ingredients	Ruby Sword, 3× Gremlin Teeth, 3× Rodent Tails, and 3× Desert Wyrm Talons

The treasures in the Ancient Burial Ground are all recipes and they alternate on the east and west sides of the main hallway. After collecting the treasure, return west to the Save Point and then south until you reach two more bridges to the east and west. Take the western bridge and collect the second treasure (**Recipe for Warlock's Robe** – ***B***).

Synthesis Recipe!	
Item	Warlock's Robe
Bonus	DEF, MGD +17
Ingredients	Ruby Robe, 3× Kirin Hooves, 3× Spider Silks, and 3× Creeper Puss

With the second recipe in hand, return to the central path and then head south to the next two bridges. Take the eastern bridge and grab the treasure at the end (**Recipe for Expert Armor** – ***C***).

Synthesis Recipe!	
Item	Expert Armor
Bonus	ATK, DEF, INT, MGD, PRE, AGI, CRT, ACC, Max HP +5
Ingredients	Ruby Armor, 5× Emerald Fibers, and 5× Wraith's Robes

After collecting the treasure, return to the central path and continue south to the next two bridges. Head west and gather the fourth treasure (**Recipe for Sage's Hat** – ***D***).

Synthesis Recipe!	
Item	Sage's Hat
Bonus	SP +100%
Ingredients	Ruby Hat, 5× Bat Fangs, and 5× Kobold Fangs

With the fourth recipe in hand, return to the central path and head south. When you reach the two bridges, take the eastern bridge to the fifth treasure (**Recipe for Bloody Dagger** – **E**).

Synthesis Recipe!	
Item	Bloody Dagger
Bonus	Absorb 5% HP
Ingredients	Ruby Dagger, 3× Jellyfish Stingers, 3× Werewolf Claws, and 3× Colossal Tusks

Finally, return to the central path and head south to the last two sets of bridges. Take the western bridge past the northern passageway to the treasure (**Recipe for Obstructing Staff** – ***F***).

Synthesis Recipe!	
Item	Obstructing Staff
Bonus	MGD +35
Ingredients	Ruby Staff, 3× Crab Pincers, 3× Harpy Talons, and 3× Cerulean Skulls

After collecting the final recipe, return to the east and enter the northern passageway (***7***). Inside, you'll find the second puzzle of the Volundra Catacombs. For the solution, see Puzzle Solutions (Section ***8.16.11***). After completing the puzzle, return east to the central path. Head south and then loop either east or west to the southern end of the Ancient Burial Ground where you'll find stairs leading up to an old monument. Climb the stairs and make sure you are well-stocked and fully healed before you engage the boss. If you have cutscenes turned on, then a flashback cutscene will play before the battle.

Pythius's signature attack is Pitch Black which inflicts incurable/unresistable blindness for 3 turns and also inflicts incurable/unresistable confusion for a single turn. Pythius can remove all of the negative status effects that you've inflicted upon him by using Soulless Cleanse or unleash two different dark element spells, Dark Bolt and Ghostly Shadows. In addition, he has two physical attacks: Deep Slice which inflicts a 15% Bleed state and Cripple which reduces AGI and PRE. Finally, Pythius can absorb MP with Mind Flay and can also inflict instant death with Execution.

Like earlier boss battles, the first rounds of battle should be devoted to buffing Party members. Unlike Olivier, Pythius is a physical-heavy boss and your buffs should reflect that difference. The Knight should start off with *Adamantine Vest*, *Iron Skin*, and *Blood Lust* (or *Reckless Frenzy*). *Rush Assault*, *Devastation*, and *Septuple Stab* are the Knight's best attacks to unleash against Pythius. The Monk should use a couple of Mega or Ultra Tonics to boost his DEF, ATK, and CRT and then unleash *Knuckle Breaker* and his regular attack. The Hunter should start with Ultra Scan and Healing Chant and then continue with

Rain of Death and *Komodo Fang*. Although unlikely, if you've learned *Arrow Storm* by defeating the Accursed Dragon (see Section ***8.15.12***), then that is the best attack for the Hunter to use against Pythius. The Thief should use *Hamstring*, *Behind Enemy Lines*, and possibly *Invisibility Cloak* to boost AGI or *Blood Lust* to boost ATK and CRT. The Thief should follow up with *Burglary* (or *Armed Robbery*) and *Agile Strike*. The White Mage can either serve as a complete support character or help deal significant damage to Pythius. As a support class, the White Mage needs to cast Immortal if the party is not already fully protected from Instant Death, buff the Party with *Citadel*, *Giant*, and then keep the Party fully healed. If you choose to have the White Mage deal damage to Pythius, use Wrath of God, Heaven's Light, or Laying of Hands if both you desire to simultaneously heal your party and damage Pythius. The Black Mage should buff the physical-heavy characters such as Knights or Monks with *Juggernaut* and *Godlike* and use *Genius* to buff the party's INT, then unleash his most powerful spells such as *Annihilation* and *Fire 8*. If necessary the Black Mage can use *Osmosis* to regain MP and then *Mana Sacrifice* to distribute it to the rest of the party – potentially a life saver if Pythius uses Mind Flay multiple times. The Engineer should start with *Stronghold* and *Sensor* buffs and then either substitute as a healer with *Fast Item* if the Party doesn't have a White Mage, or continue to further buff the physical Party members with Tonics. In addition, the Engineer can use Holy or Fire elemental bombs and, if he has learnt *Scientific Fury* then the Engineer can deal significant damage if he has been built towards INT. Finally, the Gray Mage should start with *Citadel* and/or *Sentinel* and then either use *Rush Assault* and *Destroy Armor* (ATK build) or buff with Genius and then use *Hellfire* and *Fire 7 (*INT build*)*.

Boss Battle: Pythius



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
200,000	15,000	430	420	385	380	185	400	5	750,000	0	5,000

Skill	MP Cost	Description
Pitch Black	750	Uncurable blind to all enemies for 3 turns; Uncurable confusion to all enemies for 1 turn
Soulless Cleanse	250	Removes all negative states from allies
Ghostly Shadows	300	~350 HP damage to dark element to all enemies
Dark Bolt	150	~550 HP damage with dark element to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Mind Flay	600	Absorbs (100% INT) MP from one enemy
Execution	500	150% Normal attack with chance to instant kill

When you defeat Pythius, you'll receive Pythius' Heart which can be used in a synthesis Sidequest at the Wystonia Scientific Laboratories. You've completed the Volundra Catacombs and it's time to return to the surface. Use a Warp Stone or Warp spell if possible; otherwise, you can either return through the Aqueduct or ask Liezel to lead you back to the entrance.

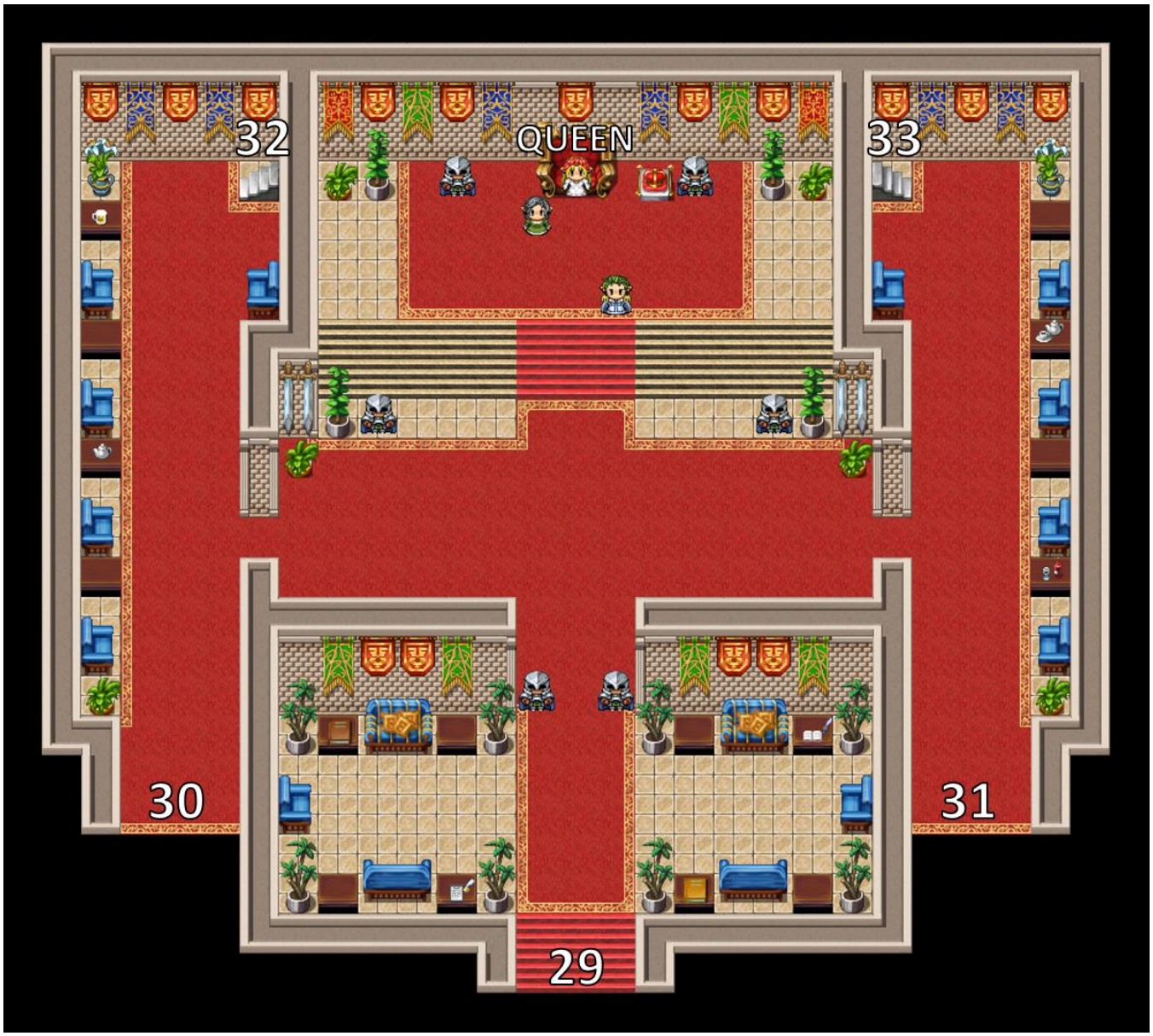
Be aware, that as soon as you leave the Volundra Castle Basement and enter the Castle Guard Room, you'll be confronted by two Volundran Guards who mistake Pythius' Heart for a valuable Elven artifact. You have two choices: give the guards Pythius' Heart or refuse. If you refuse, you'll be forced to fight the Volundran Guards one at a time. Once they've been defeated, you are free to leave. If you give the guard Pythius' Heart, he will be instantly killed by the vile energies within. The other guard will believe you to be the devil in disguise and curses you to leave. Unless you require the additional experience from the Volundran Guards, you should choose to give the guards Pythius' Heart. Once you've finished with the guards, it's time to return to the Queen.

Battle Notes: See Battle Notes for the ***Main Area***.

8.8.12 Volundra's Reward

Suggested Level: 87 (Initial Level +22)

NPC Treasures: Sapphire Staff, Sapphire Robe

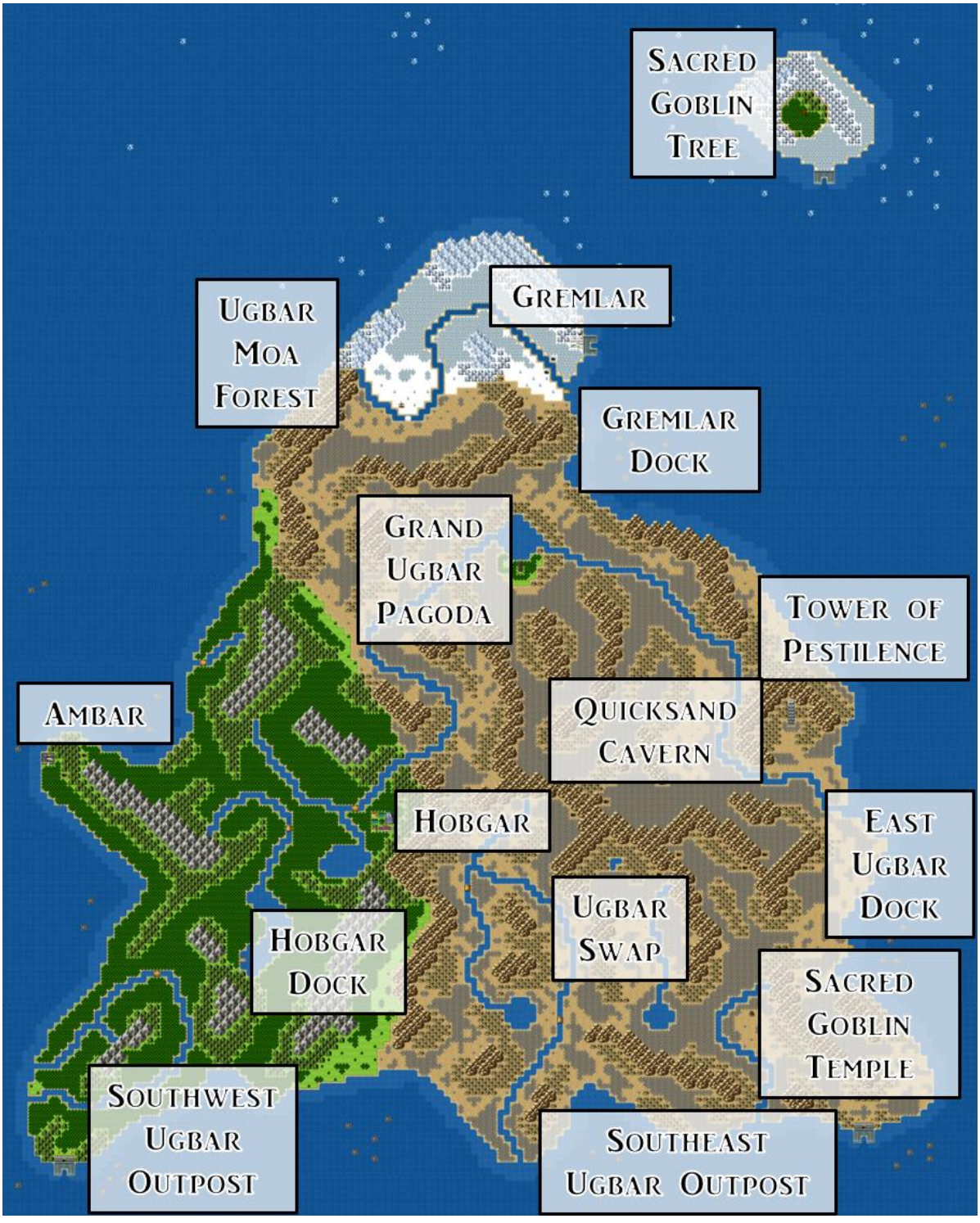


After defeating Pythius in the Volundra Catacombs, return inside Volundra Castle and head up to the Throne Room on the fourth floor. Talk to Queen Elan and she will reward you with a **Sapphire Staff** and **Sapphire Robe**. If you have not finished the other two major dungeons (if you're following this Guide, then you still haven't completed the major dungeon on Ugbar) then Queen Elan will tell you to continue searching out the other world capitals; otherwise, she tells you to return to the World Council. Assuming that you're following this guide, the next stop is Hogbar, the capital of Ugbar.

8.9 Exploring Ugbar

Suggested Level: 90 (Initial Level +25)

Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, Lantern Fish



To complete your exploration of the three major nations of Firma, you'll set off to visit the Goblin nation of Ugbar. To reach it from Volundra, you'll have to first journey to your ship which should be docked near Tisaren. The quickest path to Tisaren is south across two bridges and then following the grassland path south through the forest. Continue along the grassland path across two more bridges until you reach a south/east fork. Take the southern fork until the grassland gives way to the southern Tundra. Continue to follow the cleared path through the tundra forest south and then west until you reach Tisaren. Board your ship and sail east along the southern coastline of Huldra until you reach the small island to the SE of Huldra. From there, sail north until you reach another small island. Sail around the northern edge of the island and then continue north until you reach the central continent of Vir. Sail counterclockwise around the coastline of the continent until you reach the NE corner. Finally, sail east until you reach the SW coastline of Ugbar and the Southwest Ugbar Outpost.

Ugbar is generally divided into three areas: Western Ugbar, Eastern Ugbar, and Northern Ugbar. Western Ugbar is home to the Goblin capital city of Hobgar and is also the lushest area of the continent, filled with beautifully pristine forests and grasslands. The locations in Eastern Ugbar composes the bulk of Ugbar and its landscape is largely a barren wasteland that has slowly encroached on Goblin inhabited lands. Northern Ugbar is by far the smallest area and composes only Gremlar and its surroundings.

Battle Notes: *See the Battle Notes for Section **8.6.1.***

8.9.1 Western Ugbar

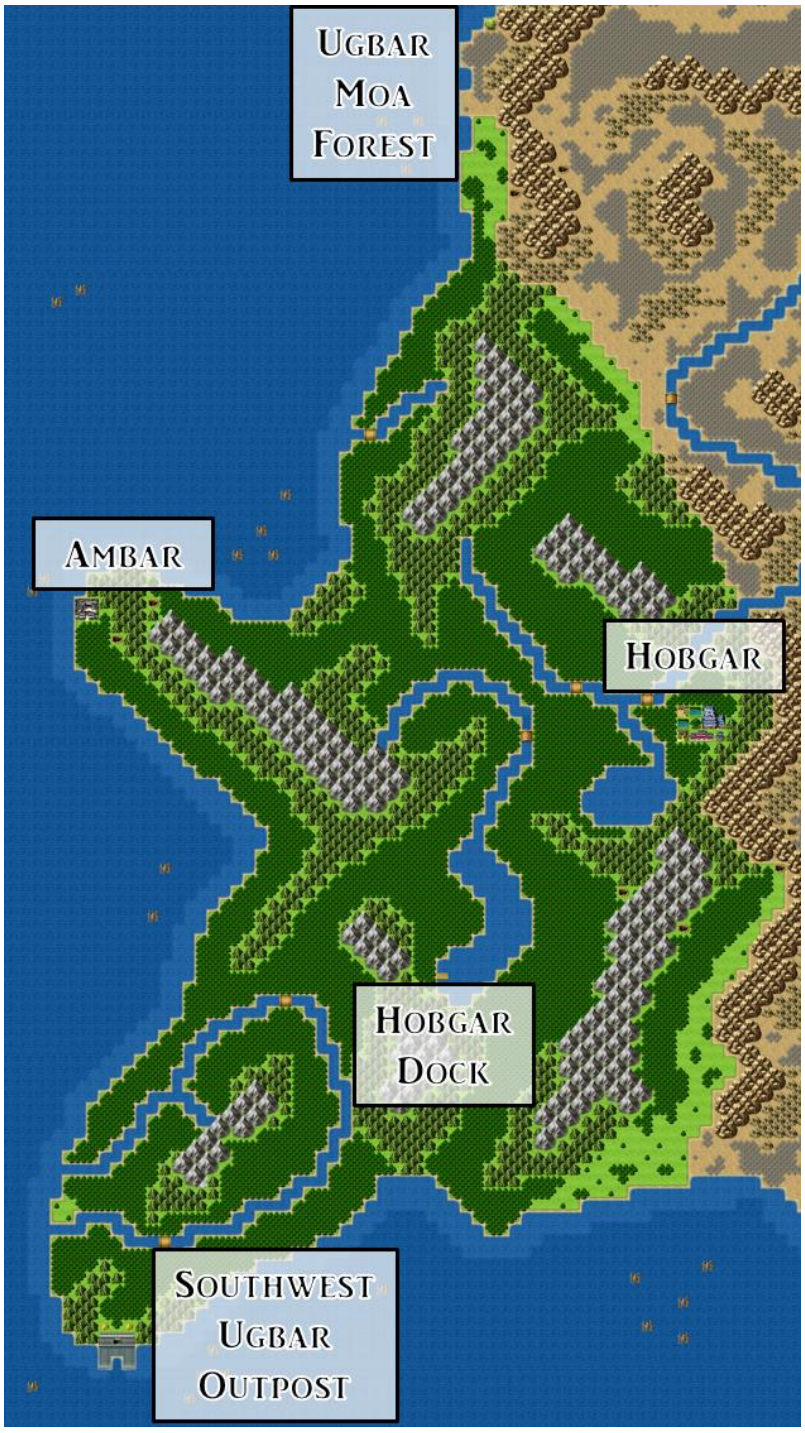
Suggested Level: 91 (Initial Level +26)

Forest Enemies: Mystic Spirit, Kirin, Colossal Ogre, Vampire Bat, Reclusive Eye

Badlands Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon

In Western Ugbar, there are a total of five locations to visit: the Southwest Ugbar Outpost, the Hobgar Dock, Hobgar, Ambar, and the Ugbar Moa Forest. Ambar is a deserted town that is one of the Monk's Sidequests (***8.15.5***) and you cannot enter unless you have a Monk in your Party. The first location that you will explore is the Southwest Ugbar Outpost, located just a few steps to the north of where you've docked your Ship.

Battle Notes: *In this area, you'll encounter ten new enemy types. The five in the Forest & Grassland areas are: Mystic Spirit, Kirin, Colossal Ogre, Vampire Bat, and Reclusive Eye. The five in the Badlands areas are: Titan Skulls, Clay Slimes, Tusked Colossuses, Demon Woods, and Emerald Demons.*





Name: Mystic Spirit
Stealable Items: Soft, Refreshing Elixir, Huge SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,250	4,000	235	260	280	320	135	135	5	60,000	540	Spirit Blood

Skill	MP Cost	Description
Arc Lightning	250	~200 HP damage with thunder element to all enemies
Ignite	250	~200 HP damage with fire element to all enemies
Melt	125	~450 HP damage with fire element to one enemy
Stone Attack	300	Normal attack that inflicts stone



Name: Kirin
Stealable Items: Inferno Bomb, Huge SP Orb, Giant Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	4,000	270	265	275	255	140	280	25	43,000	500	Kirin Hoof

Skill	MP Cost	Description
Arc Lightning	250	~200 HP damage with thunder element to all enemies
Lightning Bolt	125	~450 HP damage with thunder element to one enemy
Mystic Fog	150	Blinds and INT -25% to all enemies



Name: Colossal Ogre
Stealable Items: Giant Potion, Avalanche Bomb, Mega Bubble Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,500	4,000	290	275	215	235	125	120	10	44,000	508	Ogre Skull

Skill	MP Cost	Description
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Ogre's Club	150	DMG = Target Max HP/2 to one enemy



Name: Vampire Bat
Stealable Items: Mega Vigor Tonic, Small Cottage, Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,500	4,000	260	255	225	245	165	140	25	42,000	488	Bat Fang

Skill	MP Cost	Description
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Lifeforce	100	Drain 25% Max HP



Name: Reclusive Eye
Stealable Items: Huge Magic Potion, Heavenly Judgment Bomb, Vocalizer Serum

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,250	4,000	245	250	200	315	130	130	3	40,000	525	Giant Eye

Skill	MP Cost	Description
Mystic Fog	150	Blinds and INT -25% to all enemies
Entangle	50	Paralyze one enemy
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns



Name: Titan Skull
Stealable Items: Remedy, Inferno Bomb, Huge SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,250	4,000	245	250	200	315	130	130	3	40,000	525	Giant Eye

Skill	MP Cost	Description
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Malicious Concentration	100	INT +25% to user for 5 turns
Ignite	250	~200 HP damage with fire element to all enemies
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies



Name: Clay Slime
Stealable Items: Avalanche Bomb, Mega Ward Tonic, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	4,500	270	270	275	330	130	130	3	43,000	508	Clay Remnants

Skill	MP Cost	Description
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Contagion	350	Normal Attack that inflicts disease



Name: Tusked Colossus
Stealable Items: Giant Potion, Refreshing Elixir, Mega Bubble Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,000	4,500	305	285	245	245	140	145	10	51,000	518	Colossal Tusk

Skill	MP Cost	Description
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Confusion Attack	250	Normal attack that can inflict confusion



Name: Demon Wood
Stealable Items: Heavenly Judgment Bomb, Mega Wall Tonic, Serum

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,500	4,500	285	415	265	255	140	140	5	47,000	530	Demon Branch

Skill	MP Cost	Description
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Fiendish Suffering	500	Max HP +50% to all allies for battle
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Contagion	350	Normal Attack that inflicts disease



Name: Emerald Demon
Stealable Items: Huge Magic Potion, Mega Mind Tonic, Remedy

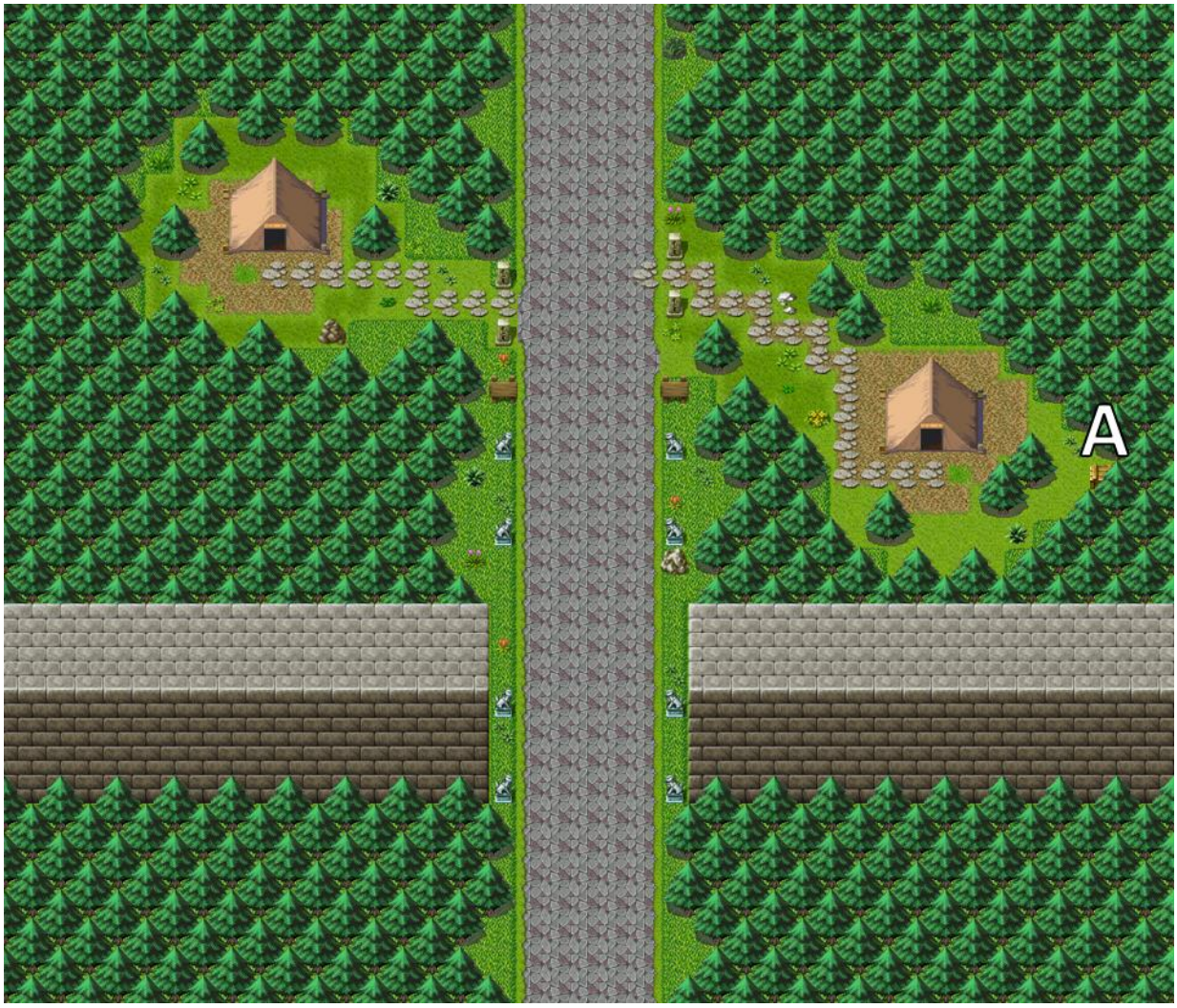
FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	D	C	B	A	F

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
5,750	4,500	260	265	295	330	150	300	5	49,000	526	Emerald Fiber

Skill	MP Cost	Description
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Ignite	250	~200 HP damage with fire element to all enemies
Critical Blast	500	~500 HP non-elemental damage to all enemies

8.9.2 Southwest Ugbar Outpost

Suggested Level: 91 (Initial Level +26)



Treasure Chest Legend	
A	5× Mining Bombs

After entering the Southwest Ugbar Outpost, you'll find yourself at the southern edge of a large paved path. Head north through the gap in the wall until you find paths through the trees to the east and west. Take the eastern path past the tent and you'll find a wooden create hidden at the far eastern edge of the forest (**5× Mining Bombs** – ***A***). With the treasure in hand, return to the central path, head north, and then exit the Outpost.

After leaving the Southwest Ugbar Outpost, head north through the forest until you reach a bridge across the river. Cross the bridge and then head east and then north along the edge of the river and cross a second bridge. From here, head NE through the forest between the mountains and then loop clockwise around the southern mountains until you reach Hobgar Dock to the south.

8.9.3 Hogbar Dock

Suggested Level: 91 (Initial Level +26)



Treasure Chest Legend			
A	Ultra Wall Tonic	**B**	Ultra Blitz Tonic

From the entrance of Hobgar Dock, head east along the narrow path through the trees until you find a path to the south. Take the southern path until it dead ends at two treasures (**Ultra Wall Tonic** – ***A***, **Ultra Blitz Tonic** – ***B***). After collecting the two treasures, return north to the original path and then continue east to the dock. Talk to the Patient Fisherman if you'd like to purchase some Freshwater Bait and then proceed to the dock to do some spear fishing. Once you're finished, return west to the exit.

8.9.4 Ugbar Moa Forest

Suggested Level: 91 (Initial Level +26)



Treasure Chest Legend	
A	Nectar

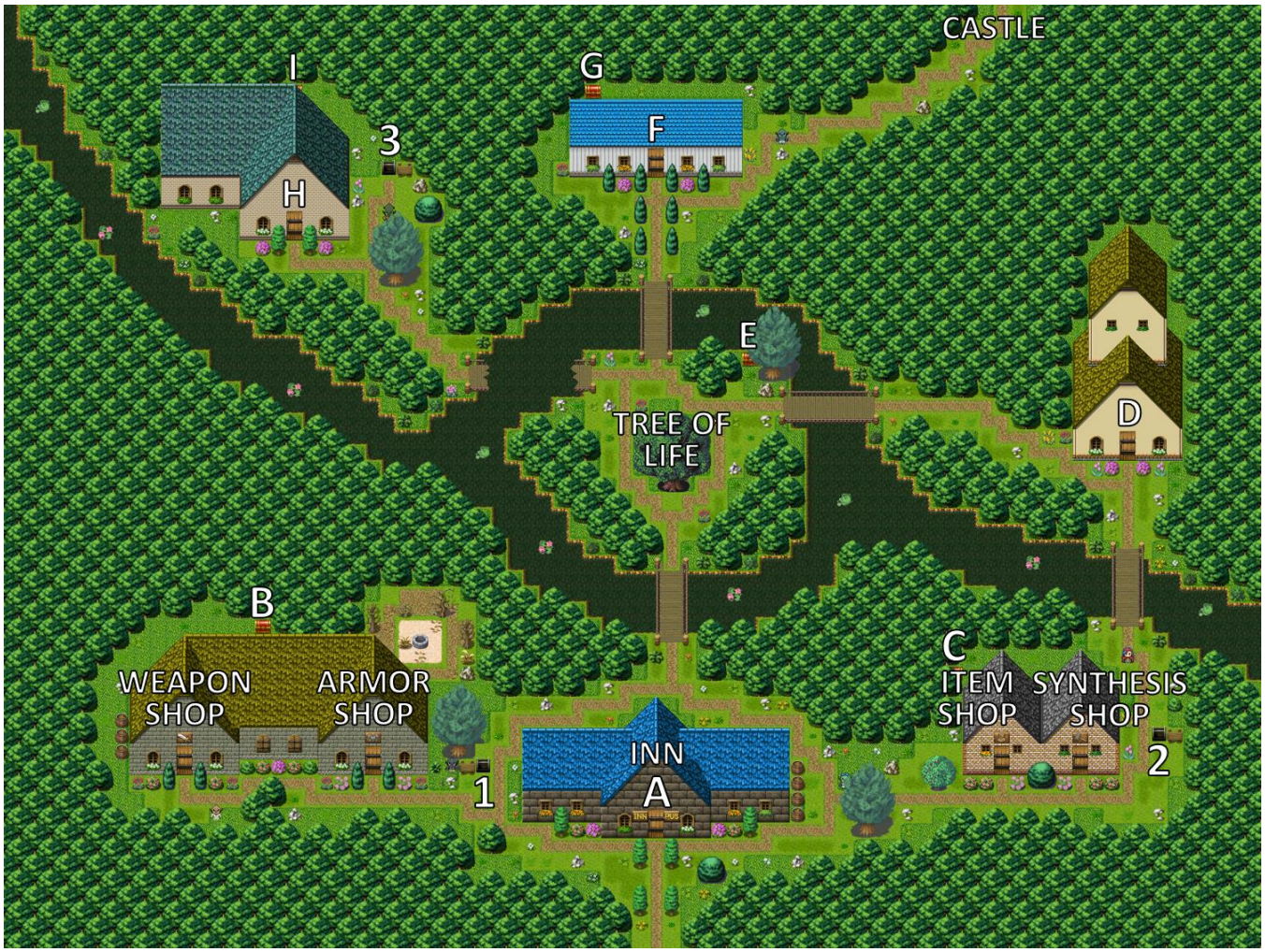
From the Hobgar Dock, it's a long trek to the Ugbar Moa Forest, but it's well worth the effort if you have a Hunter. Without a Hunter, you'll be rewarded with Nectar and one more treasure toward the 100% treasure collection achievement. From Hobgar Dock, head north along the western coastline of the lake and river until you reach a bridge to the east. Cross the bridge and then follow the northern edge of the river you just crossed north and then west until the river begins to turn south. You'll see a mountain range to the north and you'll want to head NW such that you follow its western edge. Continue and you'll find Ugbar's western coast. Continue north across a bridge and into the barren wastelands where you'll find the Ugbar Moa Forest.

After entering the Moa Forest, head NE and collect the only treasure (**Nectar** – ***A***). If you have a Hunter in your Party, head west and tame the Giant Moa so that you can travel in style across the grasslands and badlands of Ugbar. Once you've finished, exit the Ugbar Moa Forest. The next stop is Hobgar, the capital city of Ugbar. To reach it, head south between the coast and mountains until you can turn east. Head east until you reach a bridge that crosses the river to the north. Cross the bridge, head east, and then cross another bridge to the south where you'll find Hobgar.

8.9.5 Hobgar

Overcity

Suggested Level: 91 (Initial Level +26)



Treasure Chest Legend					
A	3× Large SP Orbs	**D**	Huge SP Orb	**G**	Massive SP Orb
B	Huge Magic Potion	**E**	Full Potion	**H**	Perfect Elixir, Resurrection Elixir
C	Full Magic Potion	**F**	Full Magic Potion	**I**	Rejuvenating Elixir

The capital city of Hobgar illustrates its inhabitants' strong attachment to environmentalism. It is cut from the forest around a Tree of Life with paths cut only where necessary. Like the Lower and Sky cities of Wystonia, Hobgar is also a two-level city. Hobgar is composed of the surface city and the undercity, accessible via several ladders that lead into the caves beneath Hobgar.

From the entrance at the southern edge of the city, start by heading north to the Inn. Head inside to rest after your long journey. Once rested, head inside the storage room to the west of the entrance and collect the treasure (**3× Large SP Orbs** – ***A***). With the treasure in hand, exit the inn and head west to the Weapon and Armor Shops. At the Hobgar Weapon Shop, you can purchase Ruby Daggers and Ruby Whips while the Hobgar Armor Shop offers Ruby Gloves, Ruby Gauntlets, Ruby Shoes, and Ruby Boots. Stock up on the newly available Ruby equipment to make sure that your Party is fully outfitted in Ruby gear. After finishing at the equipment shops, exit and then travel clockwise around the building until you reach the treasure in the back (**Huge Magic Potion** – ***B***).

After gathering the treasure, return counterclockwise to the front of the equipment shops and then continue east until you reach a ladder (*1*) that leads to the Hobgar Undercity. To the north, you'll find a poisoned well that offers signs that the pestilence that has swept Eastern Ugbar is beginning to spread to Hobgar. Drinking the poisoned water will afflict your Party with Disease. Ignore the well and continue east past the inn until you reach the Item and Synthesis Shop. Head inside and stock up on items. You've also acquired several new recipes inside the Ancient Burial Ground of the Volundra Catacombs that will likely offer significant equipment upgrades. Synthesize what you can and then return outside. Head east and then north along the edge of the building. Sneak west behind the building and collect another treasure (**Full Magic Potion** – ***C***).

With the treasure in hand, return east to the dirt path and then head north across the bridge to a private residence. Head inside and collect the treasure on the 2nd floor (**Huge SP Orb** – ***D***). Exit the residence and then head west across another bridge to the central area that is home to the Tree of Life. In the NE corner of the small island you'll find another treasure (**Full Potion** – ***E***). Once you've acquired the treasure, visit the Tree of Life and resurrect any dead Party members. From the Tree of Life, head north across the bridge to another private residence. Enter and collect the treasure in the SW corner of the house (**Full Magic Potion** – ***F***). After grabbing the treasure, exit the house and then head to the back side of the house where you'll find another treasure (**Massive SP Orb** – ***G***).

The path to the east leads to the Castle, but before heading that way, there are still areas in the Hobgar surface city that remain to be explored. Due to the broken bridge to the west of the Tree of Life, the last area is inaccessible except via the Hobgar Undercity. From the treasure, head to the southern side of the residence and then south across a bridge, past the Tree of Life, and across a second bridge until you reach the backside of the inn. Head west and you'll find a ladder (*1*) that leads into the Hobgar Undercity.

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Armor Shop (Ruby Equipment Only Available After Meeting Decadal World Council)

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				
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				
Ruby Gloves	60,000G	35		65							
Ruby Gauntlets	60,000G	38	24					38			
Ruby Shoes	60,000G	35				32	32				
Ruby Boots	60,000G	46				27	27				

Weapon Shop (Ruby Equipment Only Available After Meeting Decadal World Council)

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
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO
Ruby Dagger	88,000G	91	0	0	35	NO
Ruby Whip	87,000G	56	0	56	13	NO

Item Shop

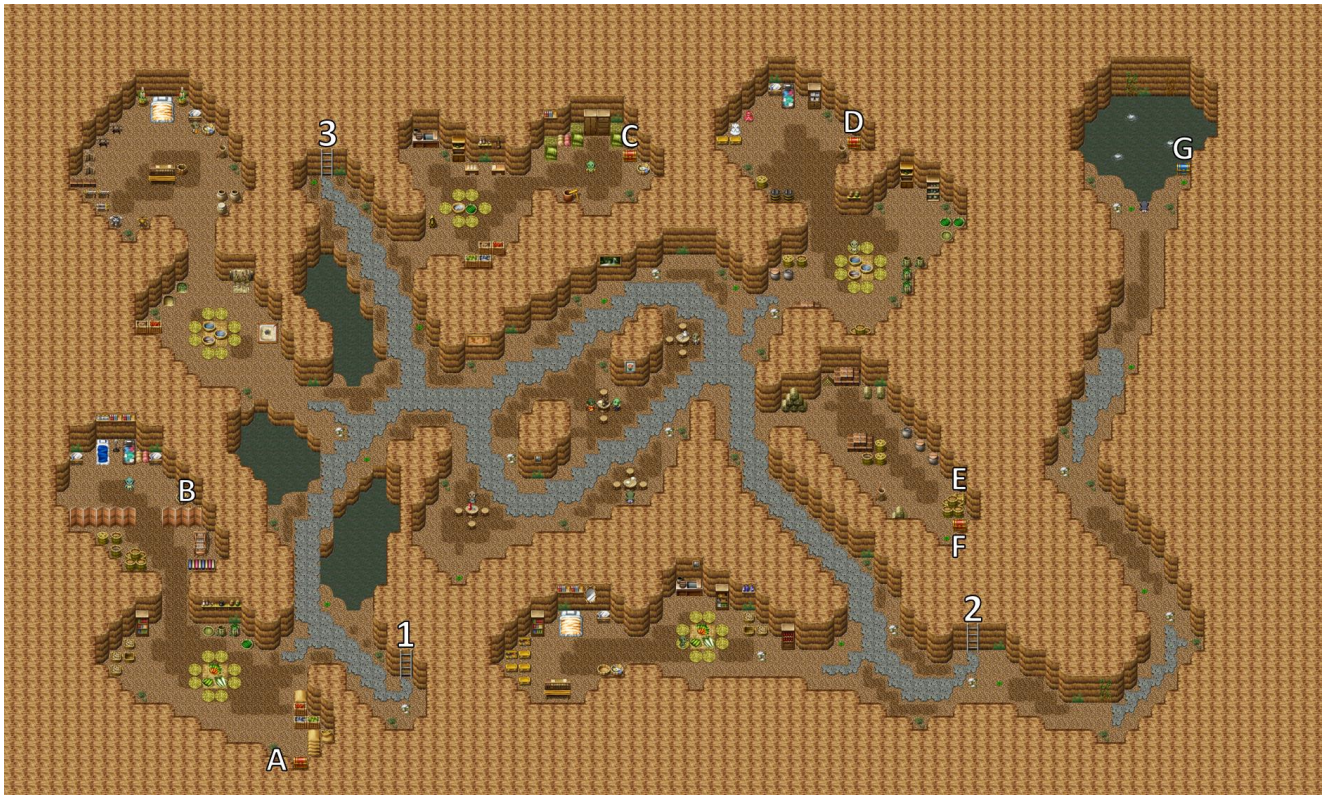
ITEM NAME	SUMMARY	PRICE
Potion	Restores 30 HP for one ally	50G
High Potion	Restores 100 HP for one ally	300G
Large Potion	Restores 250 HP for one ally	1,000G
Huge Potion	Restores 500 HP for one ally	2,500G
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
Great Potion	Restores 50% HP for one ally	25,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G

Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	2,500G
Hyper Remedy	Cures all status effects for one ally; includes zombification, jinx, and disease	10,000G
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
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000G
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G
Massive SP Orb	Gains 8,000 Skill Points	20,000G

Undercity

Suggested Level: 91 (Initial Level +26)

NPC Treasures: Goblin Hole Pupfish



Treasure Chest Legend					
A	Medium Cottage	**D**	Giant Potion	**G**	Sapphire Sword (Blue Chest)
B	Refreshing Elixir	**E**	5× Mining Bombs		
C	Small AP Orb	**F**	Full SP Orb		

After descending into the Undercity (*1*), head west until you reach a north/SW fork. Take the SW fork into a cave residence and collect the treasure along the southern wall (**Medium Cottage** – ***A***). Once you've gathered the treasure, head NW into another small cave and grab a second treasure (**Refreshing Elixir** – ***B***).

With the two treasures in hand, return to the fork and take the northern path along the rock path until you reach an east/west fork. There's nothing down the west path so head east and you'll very quickly come to a north/east fork. Take the northern fork and then climb the ladder (*3*) back to the surface city. First, head inside the building and collect the treasure (**Perfect Elixir, Resurrection Elixir** – ***H*** *for surface*). After grabbing the treasure, head outside and then to the back of the building where you'll find a treasure chest mostly hidden by the roof (**Rejuvenating Elixir** – ***I*** *for surface*). With the two treasures gathered, return to the ladder (*3*) and descend to the Undercity.

Back in the undercity, head south until you find a gap to the right. Head inside the cave and collect the treasure at the far eastern edge (**Small AP Orb** – ***C***). With the treasure in hand, return west to the rock path and then head south until you reach an east/west fork. Take the eastern fork through the central chamber of the Undercity until you find a gap in the NE corner of the chamber. Head inside and collect the treasure along the northern wall (**Giant Potion** – ***D***).

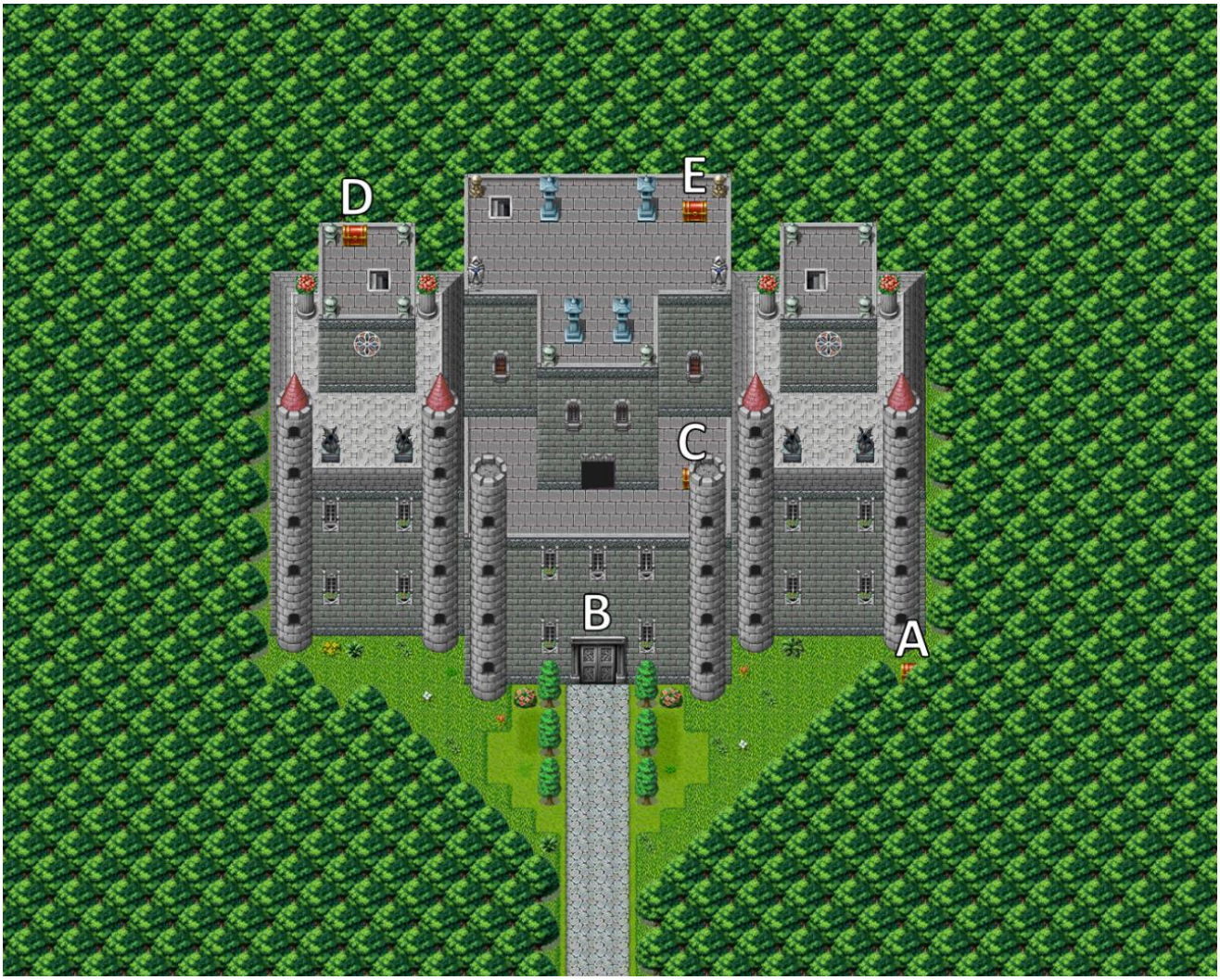
Return to the central chamber and head south until you find a gap in the wall to the east. Head to the SE corner of the room and grab the two treasures (**5× Mining Bombs** – ***E***, **Full SP Orb** – ***F***). With the treasure in hand, return NW to the rock path and then head SE until you reach the southern wall and an east/west fork. Head east until you reach a ladder (*2*) that leads back to the surface. Ignore the ladder for now and head east along the path until you reach a dead end where you'll find the Net Fishing Goblin. Talk to him and he'll offer to give you an odd gift: a rare **Goblin Hole Pupfish**. This item is only useful if you have a Hunter in your Party and it can be used to tame the Red Moa that you'll later find on an isolated island.

If you have a Thief with Master Locksmith in your Party, then head a few steps NE and collect the treasure inside the blue chest (**Sapphire Sword** – ***G***). Once you're finished, return south and then west along the path until you reach the ladder (*2*) that leads to the surface. Climb the ladder and then prepare to trek to the Castle. On the surface, head north to the residence and then west across a bridge to the central island that houses the Tree of Life. Head north across another bridge and then NE to the Castle.

Castle

Suggested Level: 91 (Initial Level +26)

NPC Treasures: Crystal Map, Treasure Map #17



Treasure Chest Legend					
A	Remedy	**C**	Giant Potion	**E**	Giant SP Orb
B	**Multiple Treasures*	**D**	3× Huge SP Orbs		

B = *Recipe for Aura Axe, Refreshing Elixir, Refreshing Elixir, 144,000G, Rejuvenating Elixir*

After entering the area around the Castle, head NE and find the treasure nestled between the Castle and the forest (**Remedy** – ***A***). After collecting the treasure, head west and enter the Castle. Then head east and gather the treasure in the SE corner of the 1st floor (**Recipe for Aura Axe** – ***B₁***).

Synthesis Recipe!	
Item	Aura Axe
Bonus	Regenerates 50 MP/turn
Ingredients	Ruby Axe, 3× Gargoyle Wings, 3× Wraith's Robes, and 3× Harpy Talons

With the recipe in hand, head west and enter the central library on the first floor. If you have started the *Radar Device* Sidequest, then head to the far eastern table and talk to the Astute Researcher to acquire the **Crystal Map**. Next, leave the library and head west to the stairs. Climb the stairs to the 2nd floor and head east into the office of the Human Ambassador. Grab the treasure in the SE corner of his office (**Refreshing Elixir** – ***B2***) and then leave the office. Head south and then a few steps east to the office of the Visiting Historian. Talk to him and he'll give you **Treasure Map #17**.

After acquiring *Treasure Map #17*, leave the office and head to the far western edge of the 2nd floor and climb the stairs to the 3rd floor. Collect the treasure in the SE corner of the room (**Refreshing Elixir** – ***B3***) and then head upstairs to the roof of the Castle. Collect the treasure (**3× Huge SP Orbs** – ***D***) and then head back to the 2nd floor. Head east to the far eastern stairs and climb them to the 3rd floor. Collect the treasure in the SW corner of the room (**144,000G** – ***B4***) and then return to the 2nd floor. Head west and climb the wide central staircase to the 3rd floor.

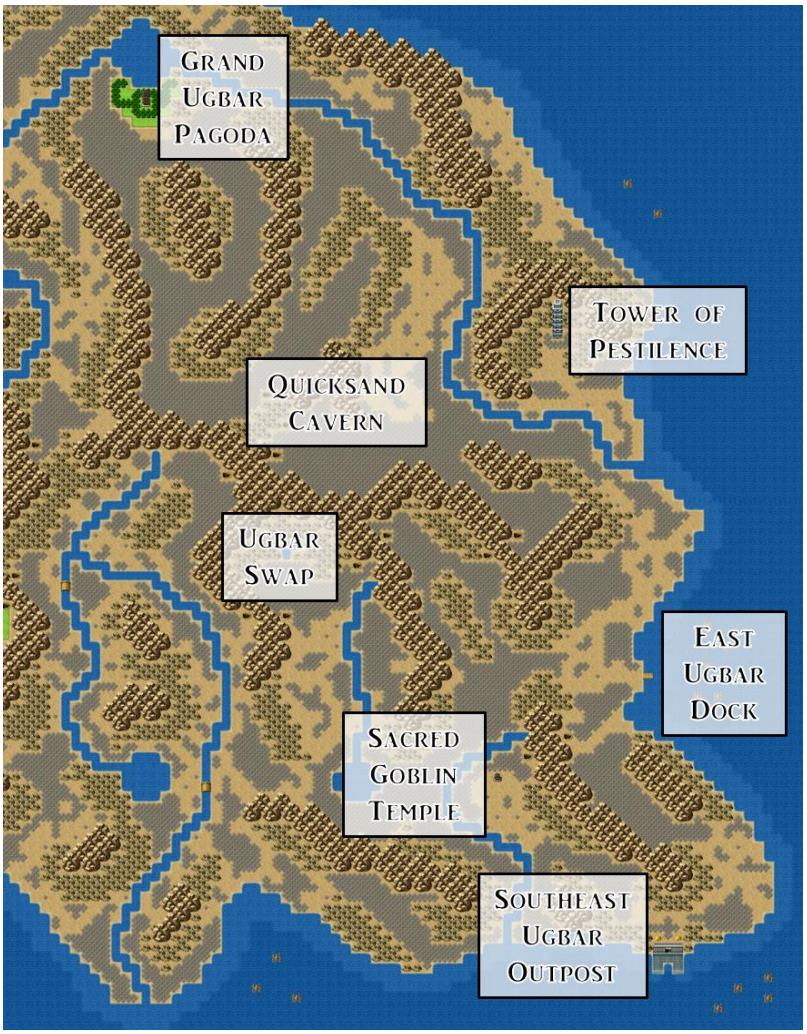
Loop around the stairway enclosure and head south to the exterior of the Castle. Take a few steps east and grab the treasure (**Giant Potion** – ***C***). Return inside the Castle and head north until you find Grimley, the Acting Governor of Ugbar. Talk to Grimley and he will tell you about the Sacred Tree. The tree has been slowly withering for approximately 500 years, but recently the sickness has been getting worse. Grimley asks you to head to Gremlar and then sail to the Sacred Goblin Tree to investigate this growing sickness.

After talking to Grimley, head to the far eastern stairs and climb to the fifth floor. Head west into the central room of the Royal Chambers and then south into the bedroom. Collect the treasure (**Rejuvenating Elixir** – ***B5***) and then head west and climb the stairs to the rooftop. Grab the final treasure (**Giant SP Orb** – ***E***). With the final treasure in hand, and your next destination – the Sacred Goblin Tree – known, it's time to leave Hobgar Castle. Descend the floors of Hobgar Castle to the first floor and then exit through the southern entrance. Head south to the main city and then make your way through Hobgar and back to the World Map.

8.9.6 Eastern Ugbar

Suggested Level: 92 (Initial Level +27)

Badlands Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon



The Sacred Goblin Tree is the next major destination, but first, take this opportunity to explore the rest of Ugbar. We'll next turn our attention to Eastern Ugbar which is a desolate wasteland that has spread from the Tower of Pestilence on the eastern coastline. There are a total of 7 locations in Eastern Ugbar: Ugbar Swamp, the Sacred Goblin Temple, the Southeast Ugbar Outpost, the East Ugbar Dock, the Quicksand Cavern, the Tower of Pestilence, and the Grand Ugbar Pagoda.

Two of the locations, the Quicksand Cavern and the Grand Ugbar Pagoda, are Sidequest dungeons for the Engineer and Monk, respectively, and won't be included in this exploration. Meanwhile, the Tower of Pestilence is inaccessible on foot. The other four locations will be explored starting with the Ugbar Swamp which serves as the source for the Monk's Sidequests. To reach the Ugbar Swamp from Hobgar, head NW across a bridge and then quickly SW across another bridge to the southside of the river. Follow the eastern edge of the river and lake until you reach the southern end of the lake. From there, continue south between the mountains to the east and west until you reach the southern coastline. Proceed east through the grassland and forest until you reach the badlands. In the badlands, head east and then loop north around the mountains. Continue north between the mountains to west and the river to the east until you reach a bridge. Head across the bridge and then head south along the eastern edge of the river. Continue south and then east until you find a bridge that crosses the river to the east. Cross the bridge to the east and continue until you reach a small lake with a river leaving it to the north. Follow the river north until it ends and then head NW to the Ugbar Swamp.

Battle Notes: *See the Battle Notes for Section* ***8.9.1.***

8.9.7 Ugbar Swamp

Suggested Level: 92 (Initial Level +27)

Treasure Chest Legend	
A	5× Mining Bombs



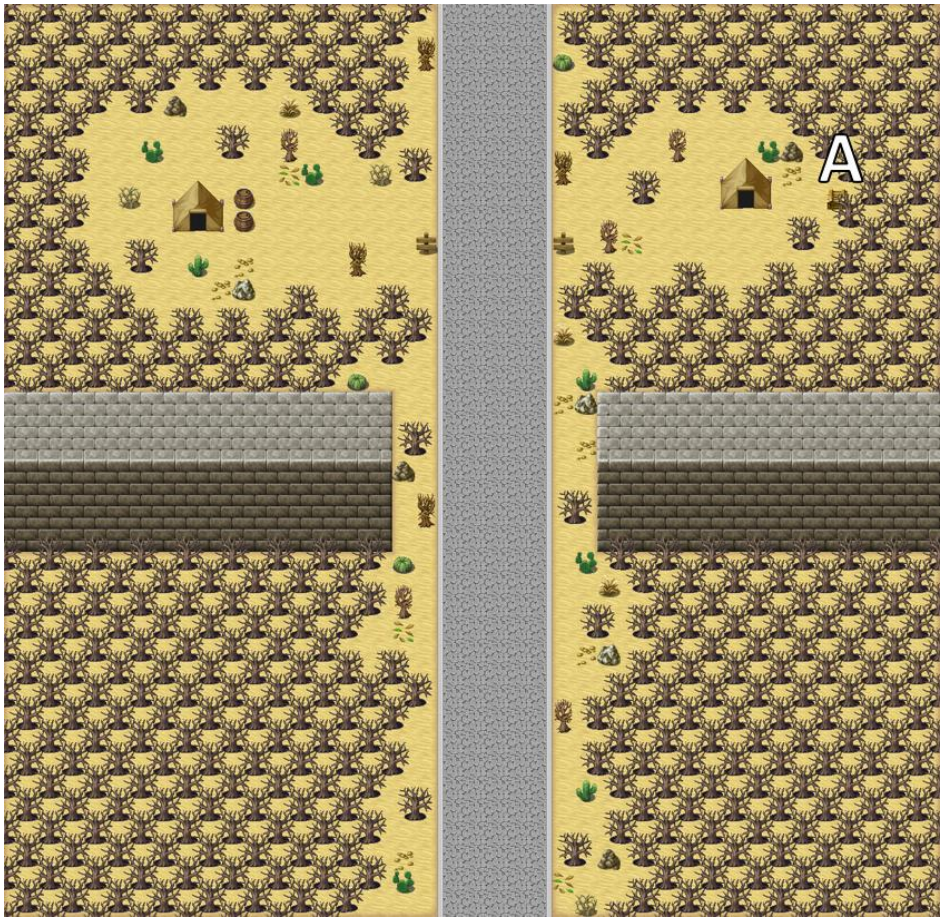
The Ugbar Swamp is thought to be devoid of life by most of Firma, but deep in the heart of the poisonous bogs, you'll find the small wood cabin of the Goblin Witch Doctor. From the entrance of the Ugbar Swamp, head north until you reach the wooden cabin. Before entering the cabin, head the NE corner and collect the treasure in the wooden create (**5× Mining Bombs** – ***A***).

After collecting the treasure, return to the entrance and head inside. There, you'll find the Goblin Witch Doctor who serves as the source of the Monk's sidequests. For a detailed explanation of the Monk's sidequests, see Section ***8.15.4***.

Once you're finished talking to the Goblin Witch Doctor, return south through the Swamp and exit to the World Map. The next destination is the Southeast Ugbar Outpost. To reach it from the Ugbar Swamp, head south with the mountains to your west and river to the east. Continue south until you reach the southern end of the lake. Loop counterclockwise around the lake and then head east until you reach another river. Head NE along the river and then loop around the mountains until you reach the eastern coastline. From there, head south through the mountains and then follow the coastline south and then west to the Southeast Ugbar Outpost.

8.9.8 Southeast Ugbar Outpost

Suggested Level: 92 (Initial Level +27)



Treasure Chest Legend	
A	5× Mining Bombs

The Southeast Ugbar Outpost is a rarely visited remnant of the Great Wars. The Goblins who guard the Outpost do so only out of habit. With the spread of the badlands, the Outpost is essentially unused with the vast majority of travelers to Ugbar opting to travel through the Southwest Ugbar Outpost. From the northern entrance, head south until the gnarled trees open up with paths to the east and west. Head east past the tent and collect the treasure inside the wooden create (**5× Mining Bombs – *A***). With the bombs in hand, there is nothing left to do in this desolate Outpost. Head west to the central path and then north to the exit.

The next destination is the Sacred Goblin Temple where the Goblins keep one of their most sacred relics, the Sacred Tree Map, which maps out the root system beneath the Sacred Goblin Tree. It can be extremely helpful when exploring the dark caverns underneath the Goblins' Great Tree. To reach the Sacred Goblin Temple, head NW from the Outpost between the mountain ranges and you'll quickly find the Sacred Goblin Temple near the riverbank.

8.9.9 Sacred Goblin Temple

Floor #1

Suggested Level: 92 (Initial Level +27)

Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon



Treasure Chest Legend			
A	Great Magic Potion	**B**	Cryogenic Bomb

The pestilence from the Tower of Pestilence and the weakening powers of the Sacred Goblin Tree due to its mysterious withering have corrupted the once proud interior of the Sacred Goblin Temple. Many Goblins once made the pilgrimage from Gremlar and Hobgar to worship at the Temple but today it is infested by monsters and falling apart. From the entrance, head east and then north to a north/west fork. Take the western fork into the room and collect the treasure (**Great Magic Potion** – ***A***).

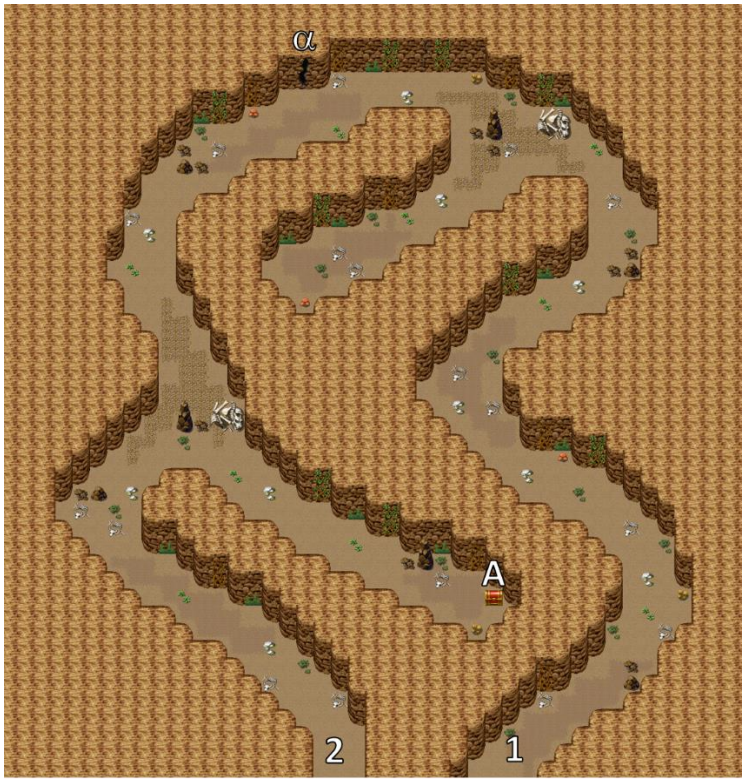
With the treasure in hand, return to the outer corridor and then head north until you reach a north/west fork. The northern fork is a dead-end so take the western path and follow it to a Mining Crevice (***1***). Use a *Mining Bomb* to open the Mining Crevice and enter Passageway #1.

Battle Notes: *See the Battle Notes for Section **8.9.1.***

Passageway #1

Suggested Level: 92 (Initial Level +27)

Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon



Treasure Chest Legend			
A	Small AP Orb	α	Massive SP Orb

From the entrance (***1***), follow the circuitous path north until you reach a SW/NW fork. The SW fork is a dead end so take the NW fork. You'll quickly come to a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and collect the treasure (**Massive SP Orb** – α). After acquiring the treasure, leave the chamber and head SW along the path until you reach a SW/SE fork. Take the SE fork until you find the treasure (**Small AP Orb** – ***A***) at the end of the cave. With the treasure in hand, return along the path to the previous fork and take the SW path. Continue along the path until you reach the exit (***2***).

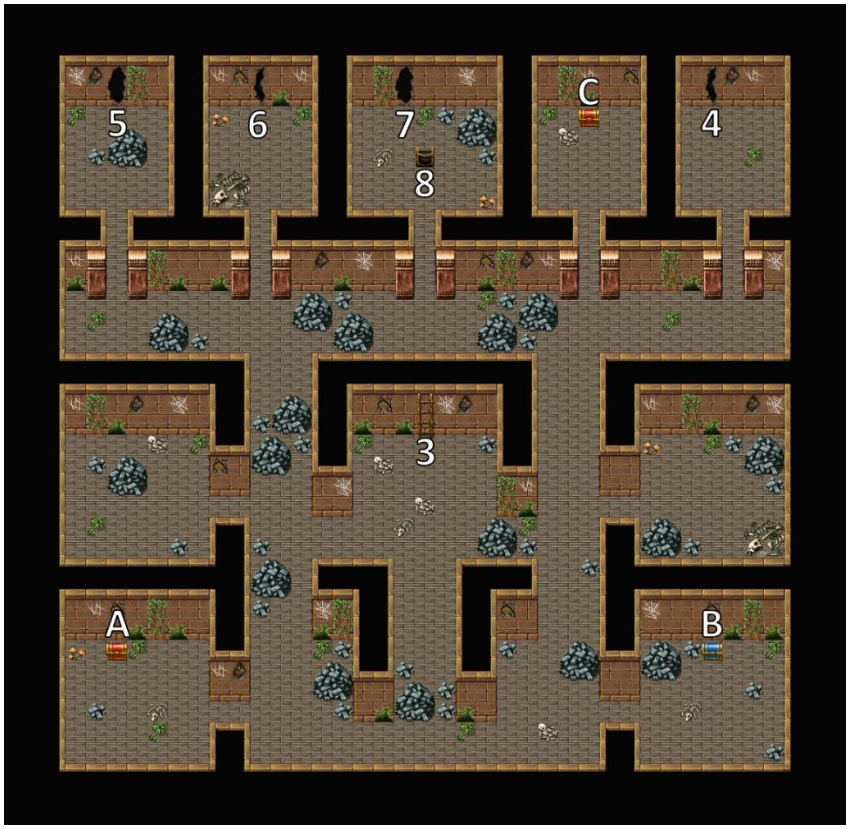
The exit (***2***) leads back into an unexplored region of Floor #1. Head south until you reach an east/west fork. Take the western fork and continue until you can enter the room in the NW corner of Floor #1. Head inside and grab the treasure (**Cryogenic Bomb** – ***B*** *from Floor #1*). After collecting the treasure, leave the room and head east until you can head south into the central room. Find the ladder at the center of Floor #1 and descend it to Floor #2 (***3***).

Battle Notes: *See the Battle Notes for Section* ***8.9.1.***

Floor #2

Suggested Level: 92 (Initial Level +27)

Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon



Treasure Chest Legend			
A	Large AP Orb	**C**	3× Massive SP Orbs
B	3× Full Remedy (Blue Chest)		

After descending the ladder, you'll find yourself at the center of Floor #2 (***3***). Head west until you reach a south/west fork. The western fork is a dead end so head south until you reach another fork, this time east/west. Take the western fork into the room in the SW corner. Collect the treasure (**Large AP Orb** – ***A***) and then return to the corridor. Head east along the southern wall until you reach a north/east fork. If you have a Thief in your Party with Master Locksmith, then head east into the room, gather the treasure (**3× Full Remedy** – ***B***), and then return to the previous fork.

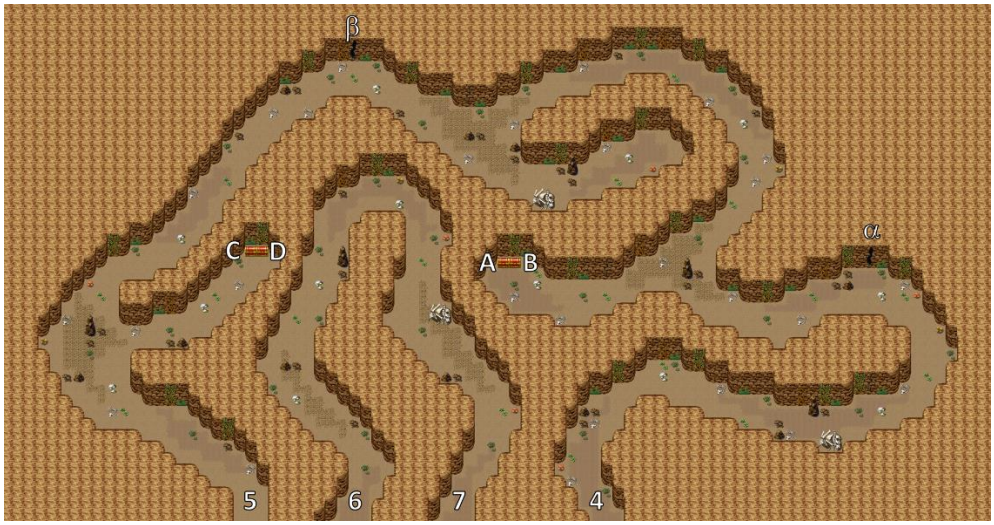
Head north past the next room to the east until you reach a north/east fork. Head north into the room, grab the treasure (**3× Massive SP Orbs** – ***C***), and then return to the previous fork. With the treasure in hand, head east and then north into the room in the NE corner of Floor #2. Use a Mining Bomb on the Mining Crevice (***4***) along the northern wall and then enter Passageway #2.

Battle Notes: *See the Battle Notes for Section **8.9.1.***

Passageway #2

Suggested Level: 92 (Initial Level +27)

Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon



Treasure Chest Legend					
A	Vaccine Ring	**C**	Small AP Orb	α	Resurrection Elixir
B	Harbinger Ring	**D**	Giant SP Orb	β	*Empty*

From the entrance of the Passageway #2 (***4***), head north along the path until you reach the first Mining Crevice (α). Using a *Mining Bomb* to open the excavated chamber and collect the treasure (**Resurrection Elixir** – α). After gathering the treasure, leave the chamber and head east until you reach a north/west fork. Take the western fork and grab the two treasures at the end of the path (**Vaccine Ring – *A*, Harbinger Ring – *B***).

With the treasures in hand, return east to the previous fork and head north. Continue along the path until you reach a west/SE fork. The SE fork is a dead end so head west until you reach a Mining Crevice (β). The excavated chamber inside is empty, so only use a *Mining Bomb* if you are attempting to acquire the Excavation Achievements. Once you're finished, head SW along the path until you reach a south/east fork. Take the eastern fork and grab the two treasures at the end of the path (**Small AP Orb** – ***C***, **Giant SP Orb** – ***D***). Then return west to the fork and head south to the exit (***5***) with leads back to Floor #2.

Back on Floor #2 (***5***), head south, east, and then north to another Mining Crevice (***6***). Use a *Mining Bomb* to open the Mining Crevice and then enter (***6***) another section of Passageway #2. Follow the path as it curves north, east, and then south to the exit (***7***) which leads to Floor #2 again. Take a few steps south and you'll find a ladder leading down to Floor #2.

Battle Notes: *See the Battle Notes for Section **8.9.1.***

Floor #3

Suggested Level: 92 (Initial Level +27)

Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon

After descending the ladder, you'll find yourself at the southern end of Floor #3 (8). Loop around the ladder and then head north down the central corridor until you reach the northern room. It is there that you'll find the Goblin's sacred relic (Sacred Tree Map – A). After grabbing it, you've finished exploring and it's time to leave. You can either backtrack or use a Warp Stone or Warp Spell to escape the dungeon.

The next destination for exploration is the East Ugbar Dock which is only a short journey to the NE. From the Sacred Goblin Temple, head SE until you reach the Southeast Ugbar Outpost. Next, head east and then follow the coastline north until the coastline gives way to mountains. Head NW between two mountain ranges until the eastern mountains end and you once again see the coastline. Follow the coastline north until you reach the East Ugbar Dock.

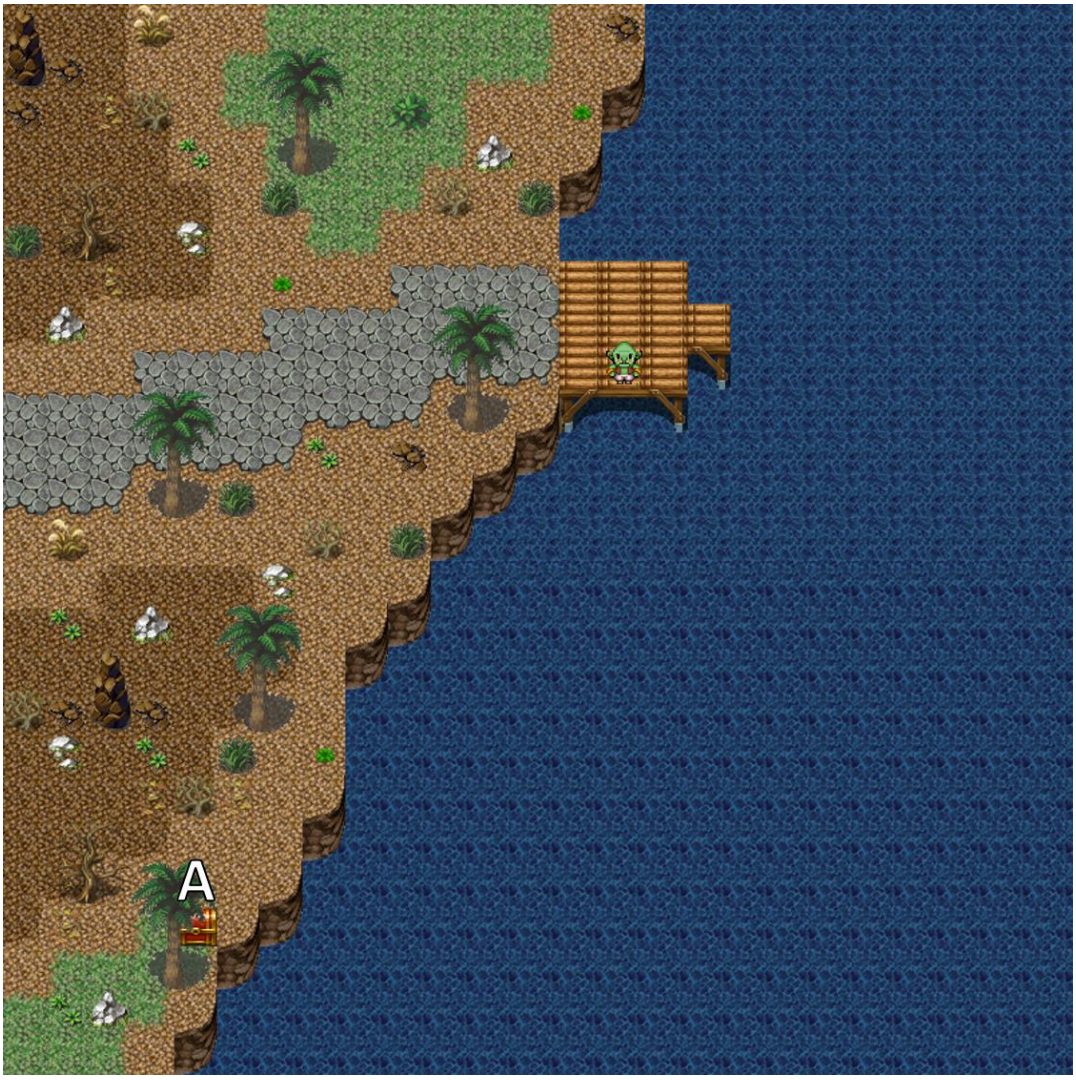
Battle Notes: *See the Battle Notes for Section **8.9.1.***



Treasure Chest Legend	
A	Sacred Tree Map

8.9.10 East Ugbar Dock

Suggested Level: 92 (Initial Level +27)



Treasure Chest Legend	
A	Resurrection Elixir

From the western entrance of the East Ugbar Dock, head south to the eastern coastline and collect the only treasure (**Resurrection Elixir** – ***A***). With the treasure in hand, return north to the rock path and follow it east to the Dock. Talk to the Diehard Fisherman to purchase some bait and then do some Saltwater Fishing at the dock if you feel so inclined. Once you're finished fishing, head west along the rock path and exit to the World Map.

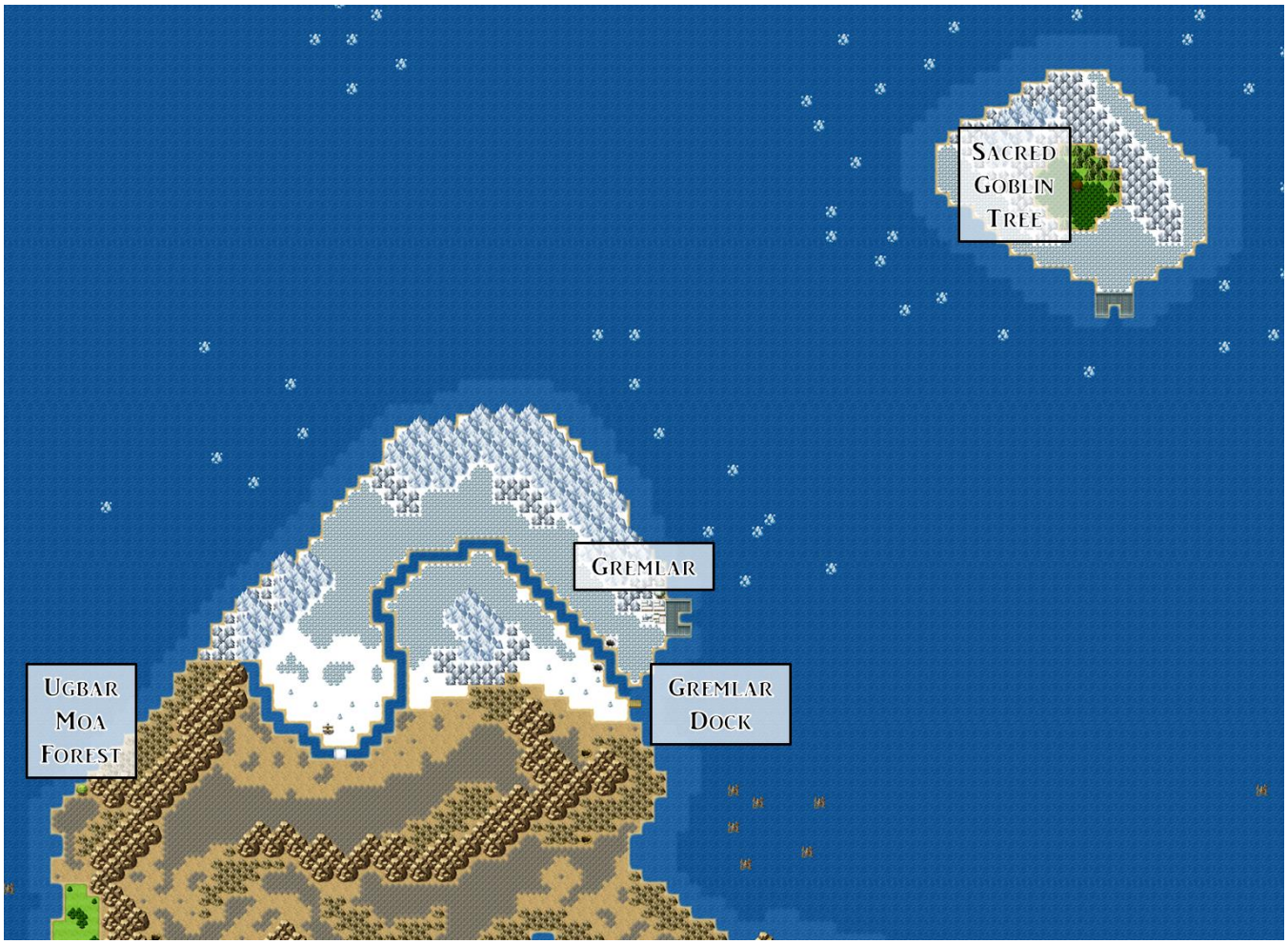
The remaining areas in Eastern Ugbar are either character-specific sidequests discussed later (Quicksand Caver and Grand Ugbar Pagoda) or inaccessible at this point (Tower of Pestilence). Therefore, the next step in exploring Ugbar will be to head north to the Northern Ugbar Tundra.

8.9.11 North Ugbar

Suggested Level: 93 (Initial Level +28)

Badlands Enemies: Titan Skull, Clay Slime, Tusked Colossus, Demon Wood, Emerald Demon

Tundra Enemies: Frost Specter, Arctic Berserker, Glacial Mammoth, Ice Gremlin, Frozen Wraith



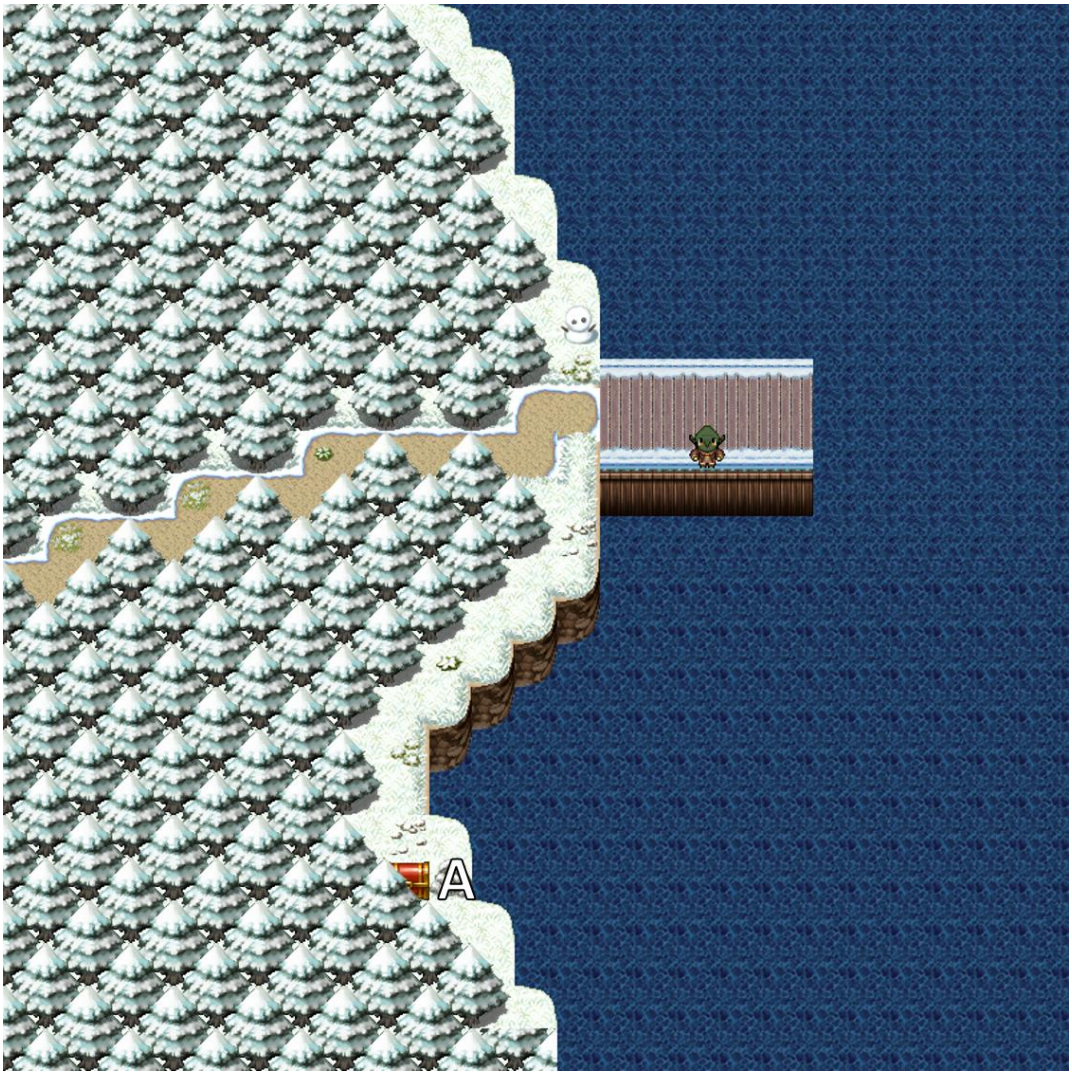
To reach North Ugbar from the East Ugbar Dock, return through the badlands and western grasslands and forest to Hobgar. From Hobgar, head NW across the bridge and then follow the river NW until you reach mountains blocking your way. Next, head NE along the mountains and then follow the western mountains north until you reach the river that separates the badlands and northern tundra. Head east along the river, past the bridge, until you reach the eastern coastline and the Gremlar Dock.

Badlands Battle Notes: *See the Battle Notes for Section **8.9.1.***

Tundra Battle Notes: *See the Battle Notes for Section **8.7.12.***

8.9.12 Gremlar Dock

Suggested Level: 93 (Initial Level +28)



Treasure Chest Legend	
A	Rejuvenating Elixir

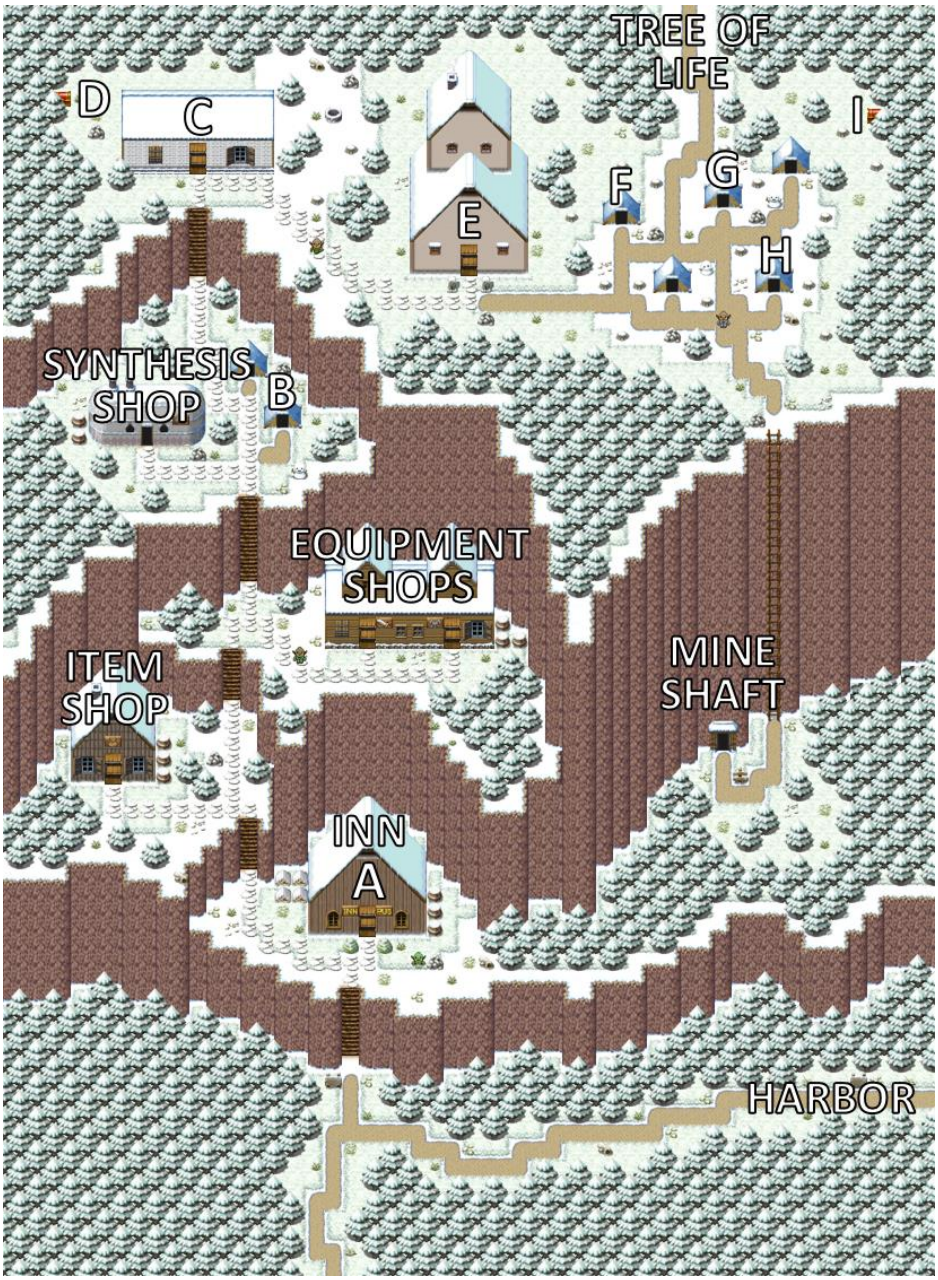
From the western edge of the Gremlar Dock, head east along the narrow dirt path until you find a small gap between the eastern coastline and the forest. Head south, collect the treasure (Rejuvenating Elixir – A), and then return north to the dirt path. Take a few steps east and talk to the Content Fisherman if you'd like to purchase some Icewater Bait. Take some to do some Icewater Fishing and then head west to the exit when you're finished.

The final stop on Ugbar before sailing to the Sacred Goblin Tree is Gremlar. To reach it, return west along the river until you reach a bridge. Cross the bridge to the north of the river and then follow that river east to the coastline and the snowy town of Gremlar.

8.9.13 Gremlar

Main Town

Suggested Level: 93 (Initial Level +28)



Treasure Chest Legend					
A	3× Large SP Orbs	**D**	3,000G	**G**	Refreshing Elixir
B	Remedy	**E**	Resurrection Elixir	**H**	Full Potion
C	Refreshing Elixir	**F**	Huge SP Orb	**I**	Mega Bubble Tonic

The snowy town of Gremlar is built into the mountainside. Gremlar's primary purpose is to ferry Goblins to and from the Sacred Goblin Tree which resides on a small island north of Gremlar. When you enter, you'll find yourself at the southern end of town. Head north until the dirt path forks to the north and east. The eastern path leads to the Harbor which will be your final destination. Instead, take the northern path up the stairs chiseled into the rock wall leading up to the inn.

Enter the inn and rest if necessary. Next, grab the treasure in the SW room (**3× Large SP Orbs** - ***A***) and then leave the inn. Follow the stepping stone west, up another set of stairs, and then west to the Item Shop. Head inside and stock up on items after your long journey through East Ugbar. After stocking up at the Item Shop, leave and then follow the stepping stone path further north, up another set of stairs, and then east to the Weapon and Armor Shops. If you've been closely following the guide, then there's nothing special to buy here because you'll already have fully outfitted your equipment with Ruby Equipment. The best that you can buy in Gremlar is Emerald Equipment. Because of its remote location and a recent high demand for Emerald Equipment, the Gremlar merchants are limiting purchases of any armor or weapons to a maximum of 2 pieces.

After you finish at the Equipment Shops, follow the stepping stone path up to the next left and enter the first tent. Grab the treasure (**Remedy** – ***B***), exit the tent, and then head west to the Synthesis Shop. Synthesize what you can and then return outside. Head north up the stairs to the top level and enter the residence just north of the stairs. Head to the NE corner of the residence and collect the treasure (**Refreshing Elixir** – ***C***). With the treasure in hand, return outside and loop counterclockwise around the house to the treasure to the NW (**3,000G** – ***D***).

After collecting the treasure, return to the eastern edge of the house and then head SE to a two-story residence. Enter the home, climb to the second floor, and collect the treasure (**Resurrection Elixir** – ***E***). Next, exit the house and head east to the first tent. Head inside and gather the treasure (**Huge SP Orb** – ***F***). From there, leave the tent, head east past the tent to the south, and then enter the next tent to the north (**Refreshing Elixir** – ***G***). With the treasure in hand, head south and enter the tent to the east. Collect the treasure inside (**Full Potion** – ***H***) and then return outside. Finally, head north and collect the treasure inside the NE tent (**Mega Bubble Tonic** – ***I***). You've collected all the treasures, so it's time to head to the Tree of Life. From the last treasure, head west and then take the path through the trees north to the Tree of Life.

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	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
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G

Weapon Shop (Limit of 2 Pieces of Each Type of Emerald Equipment)

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
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO

Armor Shop (Limit of 2 Pieces of Each Type of Emerald Equipment)

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				
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								

Emerald Gloves	45,000G	30	60					
Emerald Gauntlets	45,000G	34	22			34		
Emerald Shoes	45,000G	32		29	29			
Emerald Boots	45,000G	42		24	24			

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G

Tree of Life

Suggested Level: 93 (Initial Level +28)

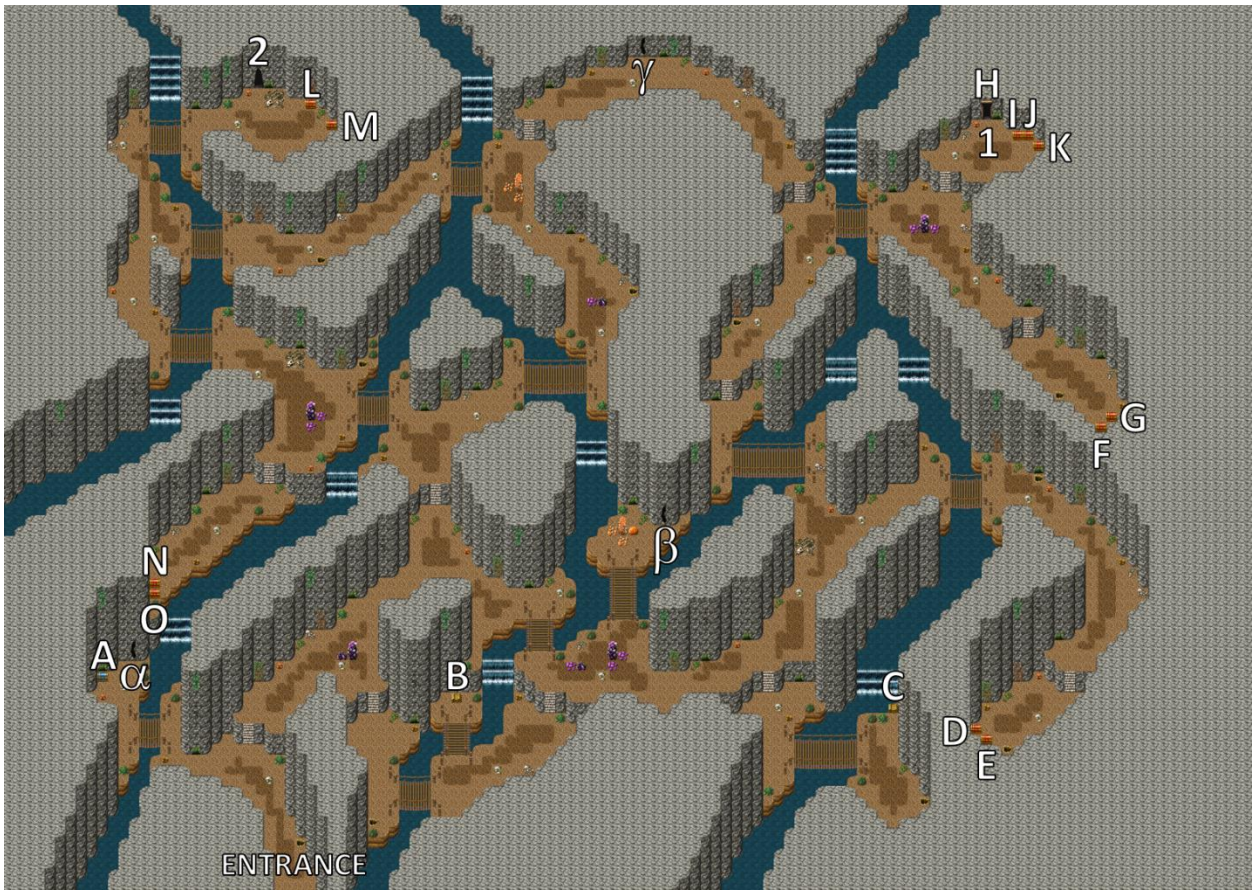


There are no treasures in the Tree of Life area. Head north to the Tree of Life and resurrect any Party members who need it and take this opportunity to save your game. Once you're finished, return south and prepare to head to the Mine Shaft. If you are following the Guide and you decided to collect the Liquid Explosives, you may have already explored the Gremlar Mine Shaft. If so, you can skip to ***Harbor*** Section; otherwise, head south through the tents until you find a ladder leading down the cliff face. Descend the ladder and follow the dirt path into the Mine Shaft.

Mine Shaft

Suggested Level: 94 (Initial Level +29)

Tundra Enemies: Frost Specter, Arctic Berserker, Glacial Mammoth, Ice Gremlin, Frozen Wraith



Treasure Chest Legend					
A	3× Full Elixirs (Blue Chest)	**G**	Cryogenic Bomb	**M**	Liquid Explosives
B	5× Mining Bombs	**H**	Sapphire Dagger (Blue Chest)	**N**	Great Magic Potion
C	5× Mining Bombs	**I**	Demonic Shadow Bomb	**O**	Small AP Orb
D	Liquid Explosives	**J**	Holy Devastation Bomb	α	Remedy, Ultra Blitz Tonic
E	Paralysis Ring	**K**	Liquid Explosives	β	Phoenix Ashes
F	Protector Ring	**L**	Medium AP Orb	γ	Giant SP Orb, Magma Blast Bomb

The Goblins of Gremlar have mined deep into the mountains in search of valuable silver deposits. Recently, the mines have filled with monsters forcing the mining operations to stop. When you enter, you'll find yourself in the SW corner of the Gremlar Mine Shaft. There are numerous tunnels throughout the Mine Shaft that can be used to take shortcuts if you have an Engineer in your Party. From the entrance, head NW along the path until you reach a north/west fork. Take the western fork, head across a bridge, and then north to a blue chest. If you have a Thief in your Party with Master Locksmith, open

the chest and collect the treasure (**3× Full Elixirs** - ***A***). Next, take a few steps to the NE until you reach a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure inside (**Remedy, Ultra Blitz Tonic** – α).

With the treasures in hand, exit the chamber and return to the previous fork. Take the northern fork up the stairs and then head NE to a NE/SE fork. Take the SE fork and follow the path across a bridge to the east until you reach an east/north fork. Take the north fork across another bridge until you reach a wooden crate. Gather the treasure inside the crate (**5× Mining Bombs** – ***B***) and then return south to the previous fork. Now, take the eastern path and follow it up a set of rock stairs to a north/east fork. Take the eastern fork for a few steps until you reach yet another east/north fork. This time, take the northern fork across a bridge until you reach a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and grab the treasure inside (**Phoenix Ashes** – β).

After collecting the treasure, exit the chamber and return south to the previous fork. Take the eastern path until you reach a north/south fork with stairs to the south. Take the southern fork down the stairs, head east across a bridge, and collect the treasure inside the wooden crate (**5× Mining Bombs** – ***C***). If you have an Engineer, take the tunnel to the SE into the cavern to the NE; otherwise, return to the previous fork, head north, take the eastern fork and continue along the path as it curves east and then south to the other end of the Tunnel. Grab the two treasures (**Liquid Explosives** – ***D***, **Paralysis Ring** – ***E***) and then return north along the path until you reach a Tunnel. If you have an Engineer in your Party, take the Tunnel north to the next two treasures; otherwise, follow the steps in the next paragraph.

From the Tunnel, head west across the bridge until you reach a south/north fork. Take the northern fork and head west across a bridge. Head north up a stairway and continue along the path until you reach a north/east fork with stairs to the north and a bridge to the east. Take the eastern fork across the bridge and you'll immediately come to a NE/SE fork. Take the SE fork and follow the path until you reach the other end of the Tunnel and two treasures (**Protector Ring** – ***F***, **Cryogenic Bomb** – ***G***). Collect the treasures and then return NW to the previous fork.

Take the NE fork up the stairs and head through the doorway (***1***) a few steps to the NW. Inside, you'll find a Thieves' Hideout. If you don't have a Thief in your Party and you're having trouble with a growing Wanted Level, talk to the Goblin Thief to pay 50,000G to reset your Wanted Level. If you do have a Thief in your Party with Master Locksmith, open the blue chest along the western wall (**Sapphire Dagger** – ***H***).

After you're finished in the Thieves' Hideout, return outside, and gather the three treasures east of the doorway (**Demonic Shadow Bomb** – ***I***, **Holy Devastation Bomb** – ***J***, **Liquid Explosives** – ***K***). With the treasures in hand, head down the stairs where you'll find a west/south fork. Take the western fork across the bridge to a north/south fork. Take the northern fork up the stairs and follow the path until you reach a Mining Crevice (γ). Use a *Mining Bomb* to open the excavated chamber and collect the treasures inside (**Giant SP Orb**, **Magma Blast Bomb** – γ).

After grabbing the treasure, exit the chamber and head west along the path. Descend a set of stairs and take a few steps south until you reach a west/south fork. Take the western fork across the bridge and continue along the path across another bridge until you reach a north/south fork. Take the northern fork and follow it across a bridge to the east until you reach two treasures (**Medium AP Orb** – ***L***, **Liquid Explosives** – ***M***). Collect the treasures and then head inside the passageway to the north (***2***). The passageway leads to the only puzzle of the Gremlar Mine Shaft. For the solution, see Puzzle Solutions (Section ***8.16.9***). After completing the puzzle, leave the area and return along the path to the previous

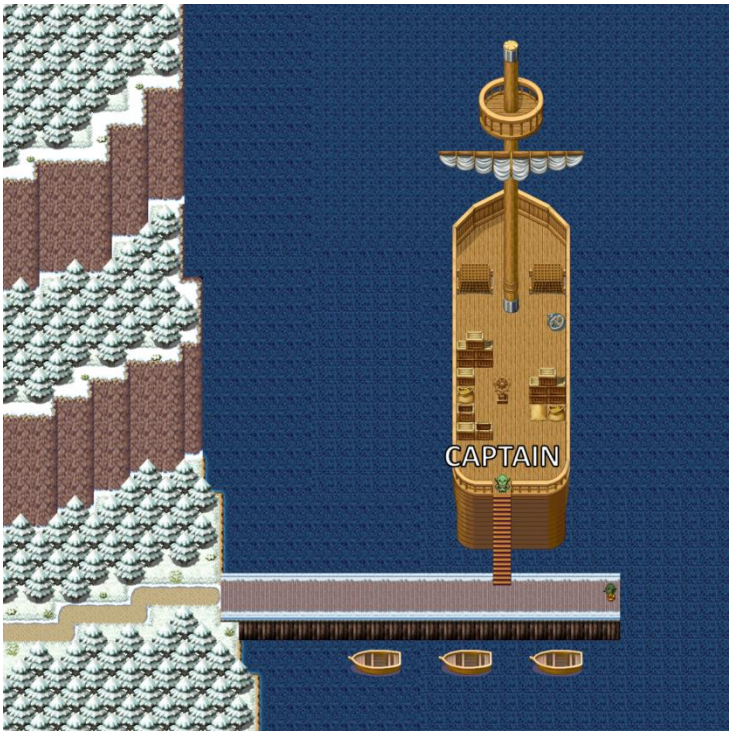
fork. Take the southern fork and follow it across a bridge until you reach an east/south fork. Take the southern fork down a set of stairs and continue along the path until you find the last two treasures (**Great Magic Potion** – ***N***, **Small AP Orb** – ***O***). At this point, you should use a Warp Stone or Warp Spell to exit the Mine Shaft; otherwise, you'll need to backtrack to the exit.

From the exit of the Mine Shaft, climb the long ladder up, head west through the Main Town, and down the stairs on the western side of town until you reach the fork just north of the southern exit. Take the eastern path and continue along the path until you reach the Harbor.

Battle Notes: *See the Battle Notes for Section* ***8.7.12.***

Harbor

Suggested Level: 93 (Initial Level +28)



From the entrance of the Harbor, head east along the dirt path and continue east along the dock. At the end of the dock, you'll find the Goblin Fishmonger who you can bring to the Mercenaries' Guild Camp if you've completed Tier #3 of the Guild Targets. Recruiting him is discussed in more depth in the Mercenaries' Guild Camp section (see Section ***8.17***).

Other than the Goblin Fishmonger, the only other thing to do is walk up the stairs to the Goblin Captain. Since you've talked to the Decadal World Council, the Goblin Captain has been alerted by Grimley, the Goblin Governor that you are to be taken to the Sacred Goblin Tree for free. If you bypass the meeting with the Decadal World Council, perhaps during a speed run, you can still visit the Sacred Goblin Tree, but it will cost you 50,000G.

Before you accept the Goblin Captain's offer to be taken to the Sacred Goblin Tree, make sure you're fully stocked on items and that you're Party is fully healed because there are not shops on the island where the Sacred Goblin Tree is located. When you're ready, talk to the Goblin Captain and accept his offer to sail to the Sacred Goblin Tree. A short scene will play where the Captain sails north to the small island to the north. Head NW from where the Goblin Captain docks to the Sacred Goblin Tree.

8.9.14 The Sacred Goblin Tree

Entrance

Suggested Level: 94 (Initial Level +29)



The power of the Sacred Goblin Tree is immense, but it is clear that the Great Tree is ill from its sickly brown color. The Goblin histories say that the entire island of the Goblin Tree was entirely without snow year-round up to approximately one-hundred years ago. As the Tree has slowly withered, the snows of the north have encroached upon the Tree.

From the entrance, head north and you'll find the Sacred Goblin Tree itself and two Goblin on a pilgrimage to the Great Tree who are very worried about the Tree. Before heading inside, consider using a Cottage to restore your Party and save your game. Once you're ready, head inside the Tree (***1***).

Tree Interior

Suggested Level: 94 (Initial Level +29)



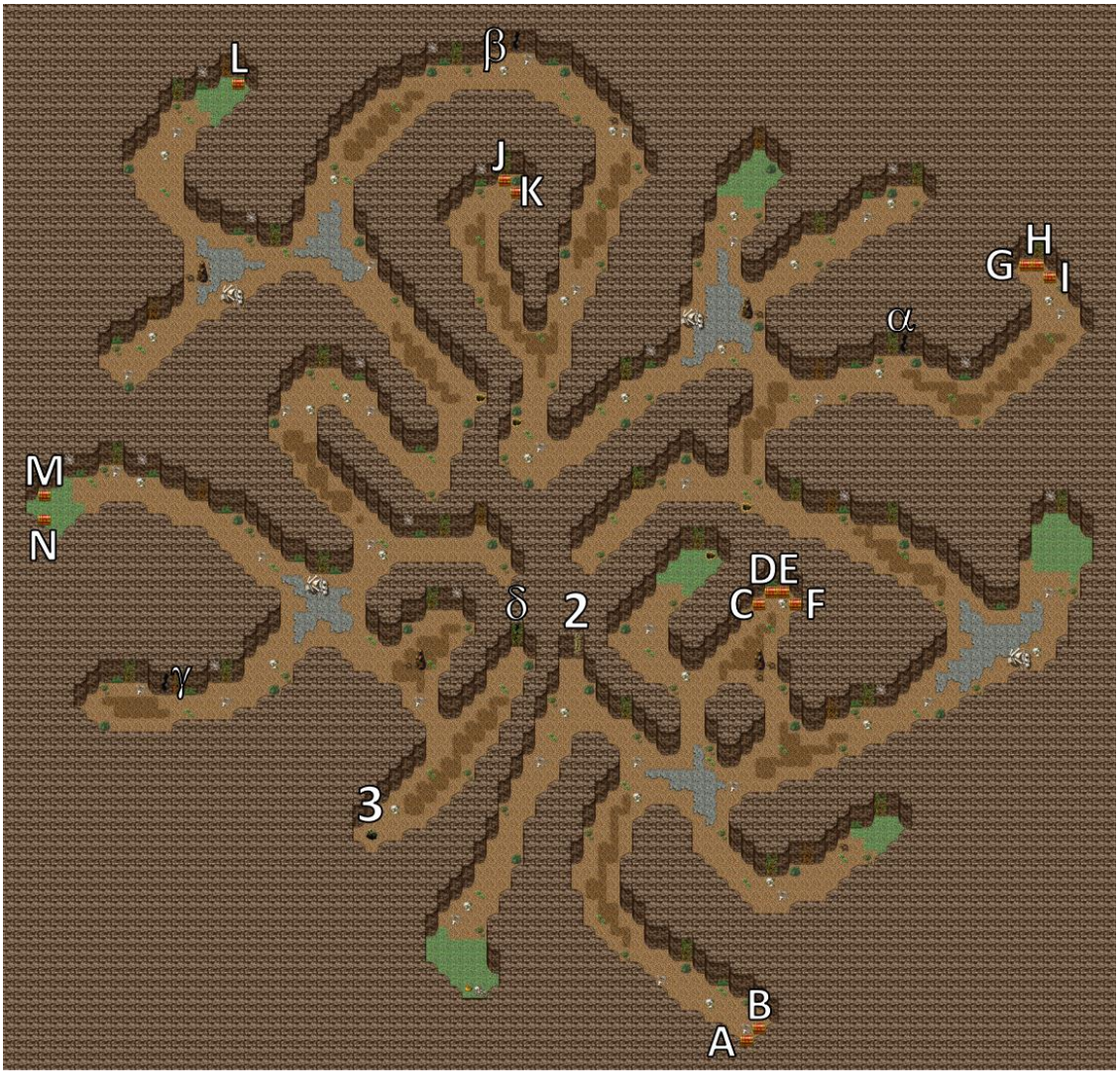
From the southern entrance (***1***), head north to the Goblin Caretaker. He tells you that he received word from King Jaxa that you would be investigating the root system of the Tree. He warns you that the root system is now filled with monsters and no longer safe for Goblin pilgrims. At this point, it's time to head down into the root system of the Sacred Goblin Tree by descending the vines next to the Goblin Caretaker (***2***).

Floor #1

Suggested Level: 95 (Initial Level +30)

Non-Chest Treasures: Warp Stone

Enemies: Fallen Demon, Oozing Sludge, Twisted Slug, Phantom Soul, Ethereal Spirit



Treasure Chest Legend					
A	Rejuvenating Elixir	**G**	Ruby Dagger	**M**	Giant Potion
B	Large Cottage	**H**	Zombie Ring	**N**	Giant Magic Potion
C	Ultra Blitz Tonic	**I**	50,000G	α	*Empty*
D	Ultra Shock Tonic	**J**	Massive SP Orb	β	Massive SP Orb
E	Ultra Vigor Tonic	**K**	Massive Magic Potion	γ	Refreshing Elixir
F	Ultra Eagle Eye Tonic	**L**	Recipe for Conjuring Hat	δ	3× Resurrection Elixir, Phoenix Ashes

After you descend the vines (***2***), you'll find yourself in the darkness of the root system. As discussed earlier, if you visited the Sacred Goblin Temple, you can use the *Sacred Tree Map* by pressing [CANCEL] to open and close the *Sacred Tree Map*. From the start (***2***), head south until you reach a SW/SE fork. First, take the SW fork and follow the path south until you reach the end. You'll find a small bag with a **Warp Stone** inside next to the skeleton of a previous Goblin explorer. Return to the previous fork and take the SE fork. Continue for a few steps and you'll find a 5-way intersection. First, take the SW path and follow it as it turns south and then SE. At the end of the cave, collect the two treasures (**Rejuvenating Elixir** – ***A***, **Large Cottage** – ***B***). After gathering the two treasures, return to the 5-way intersection. Take the northern path and then head NE at the next fork. Continue along the path and gather the treasure chests (**Ultra Blitz Tonic** – ***C***, **Ultra Shock Tonic** – ***D***, **Ultra Vigor Tonic** – ***E***, **Ultra Eagle Eye Tonic** – ***F***) at the end of the path. If you have an Engineer in your Party, loop south, west, and then north to a Tunnel and take it north; otherwise, head south then east and finally NW at the next fork until you reach the other end of the Tunnel.

When you reach the northern end of the Tunnel, you'll find a west/north fork. Take the northern fork and you'll quickly find a NW/east fork. Take the eastern fork until you reach a Mining Crevice (α) along the northern wall. The excavated chamber inside is empty, so unless you're attempting to acquire all the Excavation Achievements, ignore the chamber. Continue east along the path to the dead end and collect the treasures (**Ruby Dagger** – ***G***, **Zombie Ring** – ***H***, **50,000G** – ***I***). After grabbing the treasures, return west along the path until you reach the previous fork. Take the NW fork for a few steps until you reach a 4-way intersection. The north and NE forks are dead ends so take the SW fork. Follow the path SW and then north until you reach a NW/NE fork. Take the NW fork and collect the two treasures at the end of the path (**Massive SP Orb** – ***J***, **Massive Magic Potion** – ***K***). After grabbing the treasures, return to the previous fork and take the NE path. Continue along the path until you reach a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Massive SP Orb** – β). With the treasure in hand, exit the chamber and head west along the path until you reach a west/SE fork. Take the western fork and you'll quickly come to a NW/SW fork. The SW fork is a dead end so take the NW fork. Continue along the path and acquire the treasure at the end of the cave (**Recipe for Conjuring Ha**t – ***L***).

After grabbing the treasure, return to the previous fork and head east. You'll quickly come to a north/south fork. Take the south fork and continue along the twisting path until you reach an east/SW fork. The east path is a dead end so take the SW fork. After a few steps on the SW fork you'll find a 4-way intersection. Head NW and collect the two treasures at the end of the path (**Giant Potion** – ***M***, **Giant Magic Potion** – ***N***). After grabbing the treasures, return to the 4-way intersection and take the SW path. Continue along the path until you find a Mining Crevice (γ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Refreshing Elixir** – γ). With the treasure in hand, exit the chamber and return to the 4-way intersection. Take the SW fork and continue through a small opening of the path until you reach a NE/SW fork. Take the NE fork until you reach a dead end with vines on the wall. It looks like a dead end but if you look more closely, you'll find that there is actually a Mining Crevice (δ) hidden behind the vines. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**3× Resurrection Elixirs, Phoenix Ashes** – δ). After gathering the treasure, exit the chamber and head SW through the previous fork to the hole in the ground that leads to Floor #2 (***3***).
Battle Notes: *In this area, you'll encounter five new enemy types: Fallen Demons, Oozing Sludges, Twisted Slugs, Phantom Souls, and Ethereal Spirits.*



Name: Fallen Demon
Stealable Items: Massive Potion, Mega Bubble Tonic, Medium Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,500	5,000	295	405	255	245	140	130	10	57,500	562	Demon Skull

Skill	MP Cost	Description
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Desecrated Strike	150	250 HP damage + 125% normal attack with holy element to one enemy
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy



Name: Oozing Sludge
Stealable Items: Rejuvenating Elixir, Full SP Orb, Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,000	5,000	285	405	245	315	145	140	3	50,000	526	Amber Sludge

Skill	MP Cost	Description
Walking Dead	250	Zombify all enemies
Desecration	150	~550 HP damage with holy element to one enemy
Sacrilege	300	~250 HP damage with holy element to all enemies
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Contagion	350	Normal Attack that inflicts disease



Name: Twisted Slug
Stealable Items: Heavenly Judgment Bomb, Massive Potion, Hyper Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,500	5,000	275	270	255	250	180	290	7	52,500	530	Slug Slime

Skill	MP Cost	Description
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Acidic Slime	200	Normal Attack and DEF -25% to one enemy for battle
Walking Dead	250	Zombify all enemies
Sacrilege	300	~250 HP damage with holy element to all enemies
Desecration	150	~550 HP damage with holy element to one enemy
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Contagion	350	Normal Attack that inflicts disease
Stone Attack	300	Normal attack that inflicts stone



Name: Phantom Soul
Stealable Items: Typhoon Bomb, Medium Cottage, Full Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,250	5,000	250	265	285	320	145	300	5	55,000	534	Phantom Essence

Skill	MP Cost	Description
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Walking Dead	250	Zombify all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Soulless Cleanse	250	Removes all negative states from allies
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies



Name: Ethereal Spirit
Stealable Items: Vocalizer Serum, Mega Surge Tonic, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
6,000	5,000	250	260	300	310	160	150	3	57,500	580	Ethereal Orb

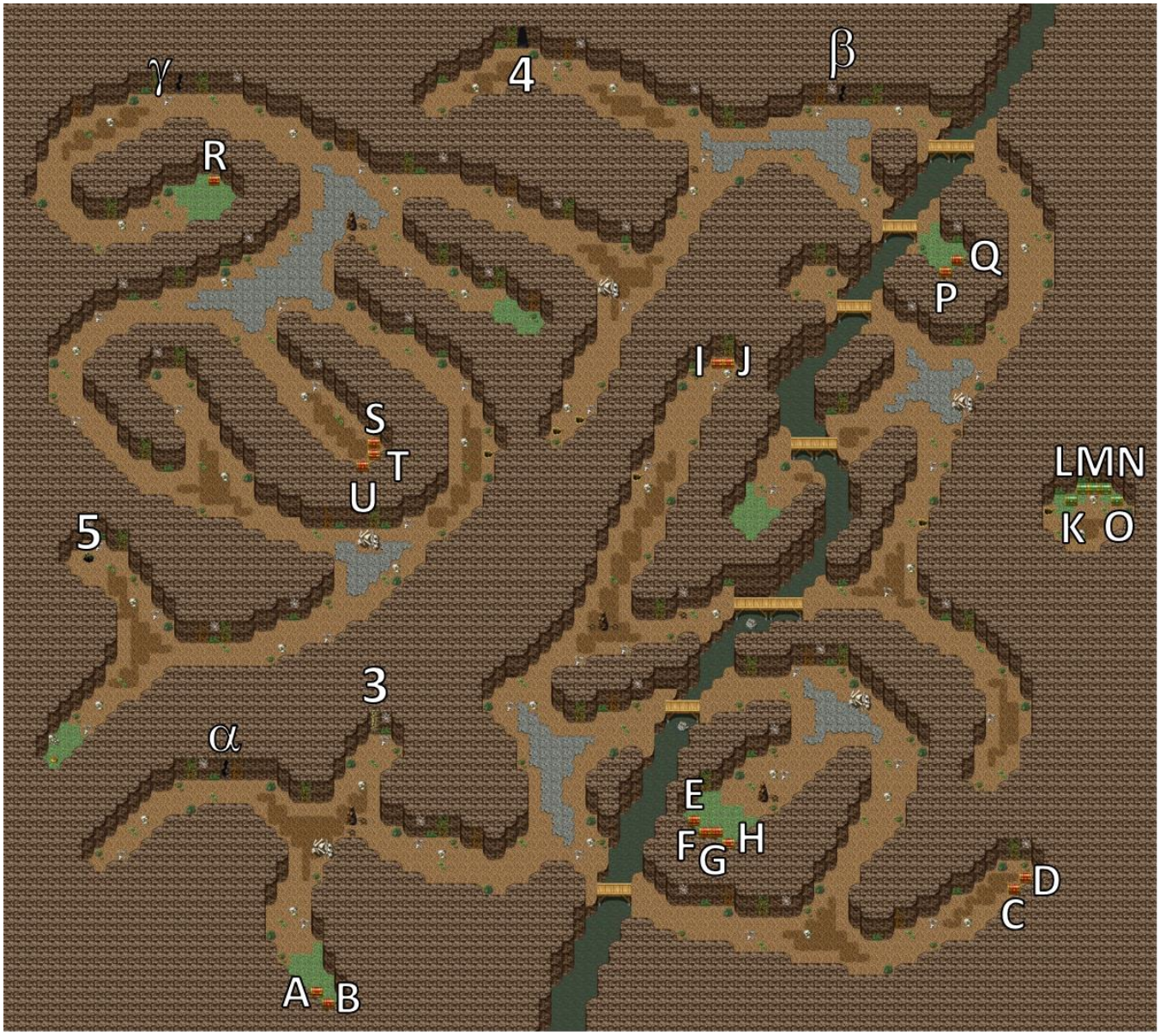
Skill	MP Cost	Description
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies
Black Wind	300	Blinds and ~250 HP damage with dark element to all enemies
Walking Dead	250	Zombify all enemies
Sacrilege	300	~250 HP damage with holy element to all enemies
Desecration	150	~550 HP damage with holy element to one enemy

Floor #2

Suggested Level: 96 (Initial Level +31)

Non-Chest Treasures: Warp Stone

Enemies: Fallen Demon, Oozing Sludge, Twisted Slug, Phantom Soul, Ethereal Spirit



Treasure Chest Legend					
A	Warp Stone	**I**	Refreshing Elixir	**Q**	Massive Magic Potion
B	Hyper Remedy	**J**	Resurrection Elixir	**R**	Recipe for Sanctuary Whip
C	2× Great SP Orb	**K**	Phoenix Ashes (Green Chest)	**S**	Massive Magic Potion
D	Small AP Orb	**L**	Nectar (Green Chest)	**T**	Massive Potion
E	Cryogenic Bomb	**M**	Essence of the Phoenix (Green)	**U**	Medium AP Orb
F	Cyclonic Burst Bomb	**N**	Perfect Elixir (Green Chest)	α	Giant Magic Potion
G	Holy Devastation Bomb	**O**	Ambrosia (Green Chest)	β	Refreshing Elixir, Giant Potion
H	Electric Death Bomb	**P**	Massive Potion	γ	Massive Potion, 40,000G

After descending the vines (***3***), head south and you'll reach a 4-way intersection. Take the western path until you reach a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Giant Magic Potion** – α). After grabbing the treasure, exit the chamber and return east to the 4-way intersection. Next, take the southern path and gather the two treasures at the end of the path (**Warp Stone** – ***A***, **Hyper Remedy** – ***B***).

With the treasures in hand, return to the 4-way intersection and take the eastern path. Continue along the path until you reach a north/east fork. Take the eastern path until you reach another north/east fork. Once again, take the eastern fork and continue until you reach the treasures at the end of the path (**2× Great SP Orbs** – ***C***, **Small AP Orb** – ***D***). Collect the treasures and then return to the previous fork. Take the northern fork and continue until you reach a SW/west fork. Head SW and grab the four treasures at the end of the alcove (**Cryogenic Bomb** – ***E***, **Cyclonic Burst Bomb** – ***F***, **Holy Devastation Bomb** – ***G***, **Electric Death Bomb** – ***H***).

After grabbing the treasures, return to the previous fork and head west across a bridge until you reach a north/south fork. Take the north fork and you'll quickly reach a north/east fork. Go north again and continue to the end of the path. Collect the two treasures (**Refreshing Elixir** – ***I***, **Resurrection Elixir** – ***J***). After gathering the treasures, return south to the previous fork. Head east across a bridge until you reach a north/SE fork. The SE fork is a dead-end so take the northern fork and continue until you reach a Tunnel to the east. If you have an Engineer in your Party, then you can use the Tunnel to acquire five special treasures accessible only to the Engineer (**Phoenix Ashes** – ***K***, **Nectar** – ***L***, **Essence of the Phoenix** – ***M***, **Perfect Elixir** – ***N***, **Ambrosia** – ***O***).

Next, continue north until you reach a 4-way intersection. The SW and NW are both dead ends, so head NE and continue across a bridge to the west until you reach a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and collect the treasures inside (**Refreshing Elixir, Giant Potion** – β). With the treasures in hand, head south and cross a bridge to the east. Grab the two treasures in the alcove (**Massive Potion** – ***P***, **Massive Magic Potion** – ***Q***) and return to the area south of the Mining Crevice. Head west and you'll reach a west/SW fork. Take the western fork and enter the cave entrance along the northern wall (***4***) which leads to the first puzzle area of the Sacred Goblin Tree. For the Puzzle Solution, see Section ***8.16.12***. After completing the puzzle, return to Floor #2 and head east to the previous fork.

Head SW and you'll reach a west/SW fork. The SW fork leads to two Tunnels which allow you to take major shortcuts through Floor #2 if you choose to leave after gathering the treasures and then want to rapidly make your way through the floors. We'll ignore those and take the western fork. Continue west until you reach a 4-way intersection. The SE fork is a dead end so head NW and continue along the

path until you reach a Mining Crevice (γ). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Massive Potion, 40,000G** – γ).

After gathering the treasure, exit the chamber and head west as it loops around to a lone treasure (**Recipe for Sanctuary Whip** – ***R***).

Synthesis Recipe!	
Item	Sanctuary Whip
Bonus	DEF +40
Ingredients	Ruby Whip, 5× Clay Remnants, and 5× Infested Branches

With the recipe in hand, return clockwise to the previous 4-way intersection. Head SW and you'll quickly find another 4-way intersection. Take the central southern path to a set of three treasures (**Massive Magic Potion** – ***S***, **Massive Potion** – ***T***, **Medium AP Orb** – ***U***). Gather the treasures and return to the 4-way intersection. Take the SE path as it curves south and then SW to a west/SW fork. The western fork loops back around to where you came from, so take the SW fork and continue until you reach a north/SW fork. Head SW and you'll find another small bag and the remains of a previous Goblin explorer. Collect the contents of the small bag (**Resurrection Elixir**). After grabbing the contents, return to the previous fork and then head NW to the vines that lead to Floor #3 (***5***).

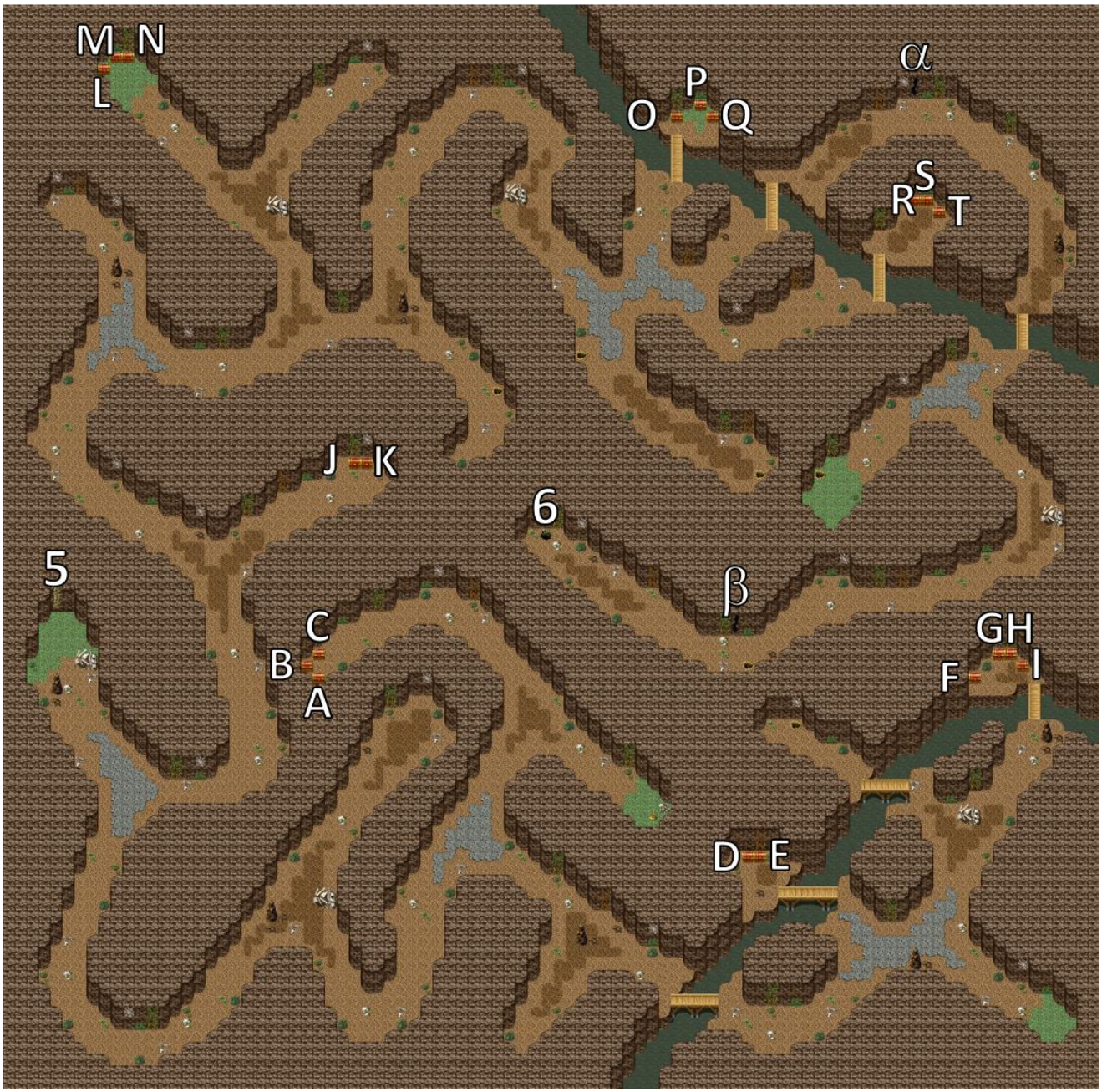
Battle Notes: *See the Battle Notes for* ***Floor #1.***

Floor #3

Suggested Level: 97 (Initial Level +32)

Non-Chest Treasures: Perfect Elixir

Enemies: Fallen Demon, Oozing Sludge, Twisted Slug, Phantom Soul, Ethereal Spirit



Treasure Chest Legend					
A	Vaccine Ring	**I**	Medium AP Orb	**Q**	Holy Water Flask
B	Faultless Ring	**J**	Massive Magic Potion	**R**	Magma Blast Bomb
C	Ruby Gloves	**K**	Massive Potion	**S**	Holy Devastation Bomb
D	Great Potion	**L**	Hyper Remedy	**T**	Magma Blast Bomb
E	Great Magic Potion	**M**	Ambrosia	α	Rejuvenating Elixir
F	Massive SP Orb	**N**	Rejuvenating Elixir	β	3× Nectar
G	Small AP Orb	**O**	Ruse Powder		
H	Great SP Orb	**P**	Serum		

After descending the vines to Floor #3 (***5***), head south until you reach an east/south fork. This floor is unique in that it is largely divided into northern and southern sections which branch off at this point. If you simply want to get through the dungeon, then take the eastern fork and skip to the paragraph marked with a (*****); otherwise, take the southern fork and continue along the curving path until you reach a north/SE fork. The north fork is a dead end so take the SE fork and once again continue along the path until you reach another north/SE fork.

Head north and you'll quickly come to a NW/SE fork. First, take the SE fork and you'll find the third and final small bag that was carried by another poor Goblin explorer who was killed by the monsters that have flooded the Sacred Goblin Tree root system. Collect the contents of the bag (**Perfect Elixir**) and then return NW to the previous fork. Now, take the NW path and follow along until you reach treasures at the end of the path (**Vaccine Ring** – ***A***, **Faultless Ring** – ***B***, **Ruby Gloves** – ***C***). Grab the treasures and return to the previous fork. Head south for a few steps and you'll find a SW/SE fork. Head SE and you'll quickly come to another SE/SW fork. The SW fork is a short dead end so take the SE fork instead. Cross a bridge and continue east along the path until you reach a 4-way intersection. The SE path is a dead end so take the NW path. Continue along the bridge and grab the treasures at the end of the path (**Great Potion** – ***D***, **Great Magic Potion** – ***E***).

With the treasures in hand, return across the bridge to the 4-way intersection and head NE until you reach a NW/NE fork. Head NE, cross a bridge to the north, and grab the four treasures (**Massive SP Orb** – ***F***, **Small AP Orb** – ***G***, **Great SP Orb** – ***H***, **Medium AP Orb** – ***I***). After gathering the treasures, return to the previous fork. If you have an Engineer in your Party, then you can head NW to a Tunnel which will take you via a huge shortcut to the end of the floor (but you'll miss all of the northern section treasures); otherwise, backtrack to the original north/east fork.

(*****) From the original north/east fork, take the eastern fork and follow the path until you reach a NE/NW fork. Take the NE fork and grab the two treasures (**Massive Magic Potion** – ***J***, **Massive Potion** – ***K***). With the treasures in hand, return to the previous fork and then head NW until you reach a north/east fork. The northern path is a dead end so take the eastern fork until you reach a north/east fork. Head north and you'll quickly come to a NW/NE fork. Head NW and collect the three treasures (**Hyper Remedy** – ***L***, **Ambrosia** – ***M***, **Rejuvenating Elixir** – ***N***).

After gathering the treasures, return to the previous fork and head south. Continue south and you'll come to an east/west fork. Head east and after a few steps, you'll find a north/SE fork. If you have an Engineer in your Party, take the SE path and then the Tunnel to the east; otherwise, take the northern path and follow it as it curves east and then south to a 5-way intersection at the other end of the Tunnel. At the 5-way intersection, take the central northern path across a bridge and collect the treasures (**Ruse**

Powder – ***O***, **Serum** – ***P***, **Holy Water Flask** – ***Q***). Next, return south across the bridge to the 5-way intersection and then head SE. Follow the path across a bridge to the north and gather the treasures in the alcove (**Magma Blast Bomb** – ***R***, **Holy Devastation Bomb** – ***S***, **Magma Blast Bomb** – ***T***).

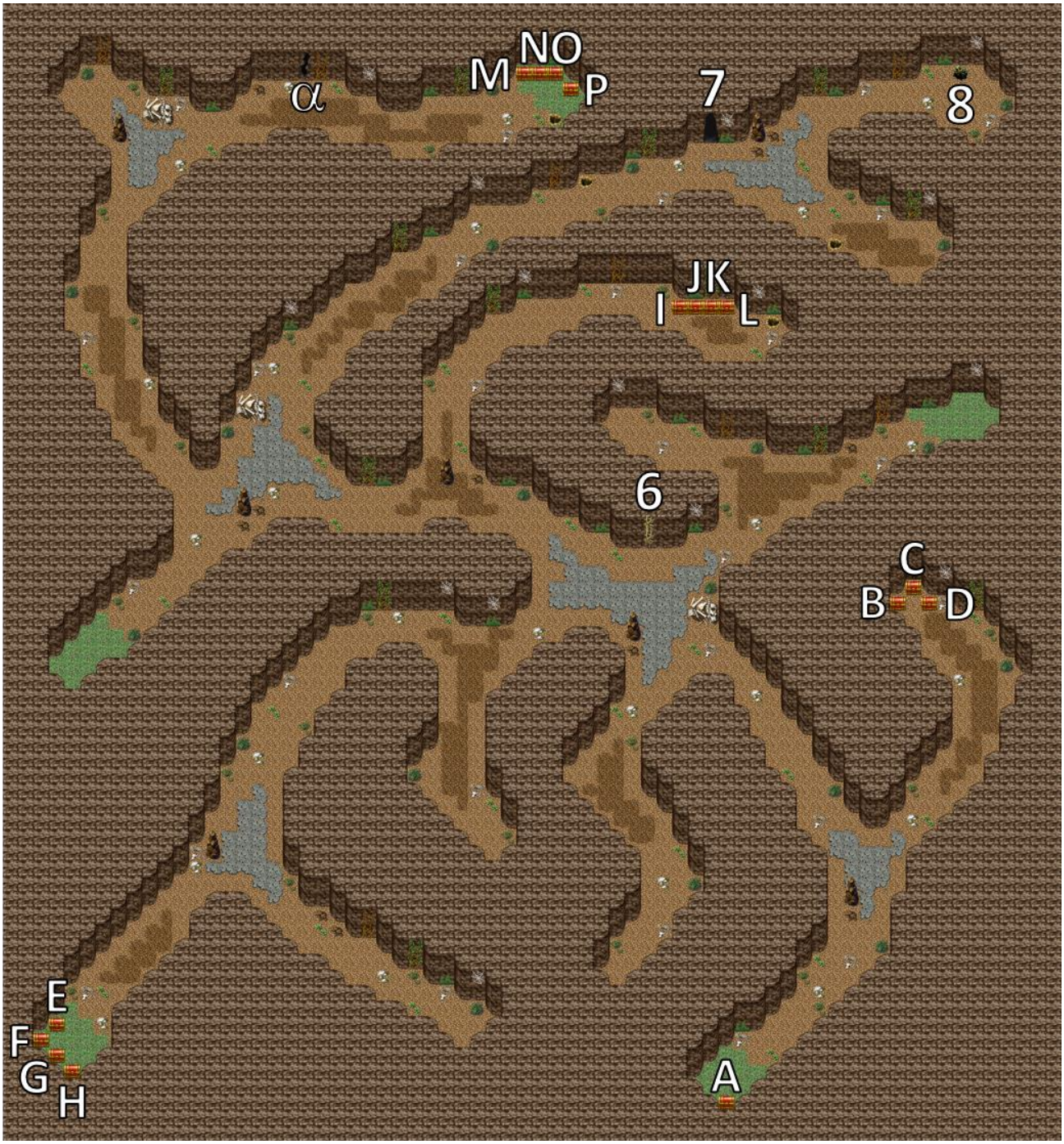
With the treasures in the hand, return to the 5-way intersection and head down the NE path. Continue down the path, cross a bridge to the north, and head east until you reach a Mining Crevice (α) along the northern wall. Using a *Mining Bomb*, open the excavated chamber and collect the treasure inside (**Rejuvenating Elixir** – α). After grabbing the treasure, exit the chamber and head east and follow the path as it curves south across a bridge to a SW/SE fork. The SW fork is a dead end except for a Tunnel so take the SE fork. Follow the path until you find a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and gather the treasure inside (**3× Nectar** – β). With the treasure in hand, exit the chamber and head west to the vines that lead to Floor #4 (***6***).

Battle Notes: *See the Battle Notes for* ***Floor #1.***

Floor #4

Suggested Level: 97 (Initial Level +32)

Enemies: Fallen Demon, Oozing Sludge, Twisted Slug, Phantom Soul, Ethereal Spirit



Treasure Chest Legend					
A	Recipe for Stone Cloak	**G**	Perfect Elixir	**M**	Transcendent Ring
B	Rejuvenating Elixir	**H**	Nectar	**N**	Large AP Orb
C	Resurrection Elixir	**I**	Refreshing Elixir	**O**	Ruby Boots
D	Phoenix Ashes	**J**	Massive SP Orb	**P**	Nectar
E	Rejuvenating Elixir	**K**	Great Potion	**α**	Perfect Elixir
F	3× Serum	**L**	Great Magic Potion		

After descending to Floor #4 (***6***), you'll find yourself at a 5-way intersection. The NE path leads to two separate dead ends. Instead, head SE and follow the path until you reach a NE/south fork. Take the southern fork first and continue along the path until you reach a treasure (**Recipe for Stone Cloak** – ***A***).

Synthesis Recipe!	
Item	Stone Cloak
Bonus	DEF +35
Ingredients	Ruby Cloak, 3× Demon Branches, 3× Spider Silks, and 3× Satyr Hooves

After acquiring the recipe, return to the previous fork and head NE to the end of the path. Collect the three treasures (**Rejuvenating Elixir** – ***B***, **Resurrection Elixir** – ***C***, **Phoenix Ashes** – ***D***) and return once again to the previous fork. Head NW and you'll return to the 5-way intersection. Head down the SW path and ignore the two dead end offshoots along the southern wall. Instead, follow the NW wall until you reach the SW corner of Floor #4 and a set of four treasures (**Rejuvenating Elixir** – ***E***, **3× Serum** – ***F***, **Perfect Elixir** – ***G***, **Nectar** – ***H***).

After grabbing the treasures, return the way you came to the 5-way intersection. Take the NW path and after a few steps you'll come to a north/west fork. Head north and follow the path to a group of treasures (**Refreshing Elixir** – ***I***, **Massive SP Orb** – ***J***, **Great Potion** – ***K***, **Great Magic Potion** – ***L***). Grab the treasures and return to the previous fork. Head west until you reach a 4-way intersection. Take the NW path and follow along the eastern wall until you find a Mining Crevice (α) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Perfect Elixir** – α).

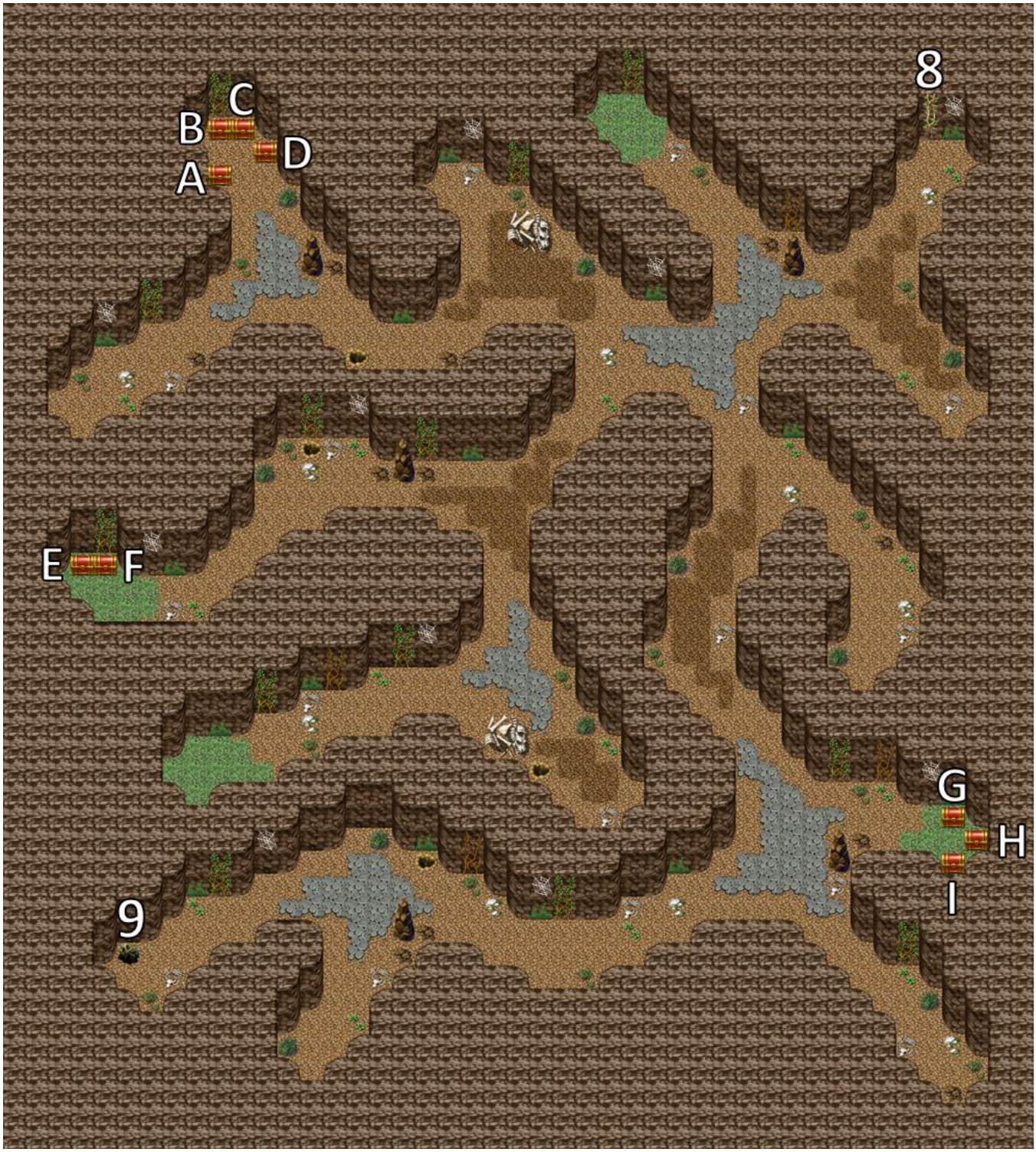
After gathering the treasure, exit the chamber and head east. Continue along the path and grab four more treasures (**Transcendent Ring** – ***M***, **Large AP Orb** – ***N***, **Ruby Boots** – ***O***, **Nectar** – ***P***). If you have an Engineer in your Party, then take the Tunnel to the south; otherwise, return to the 4-way intersection and head NE until you reach the other end of the Tunnel. Head east and enter the entrance along the northern wall (***7***) which leads to the second puzzle area of the Sacred Goblin Tree. For the Puzzle Solution, see Section ***8.16.13***. After completing the puzzle, head east a few steps until you reach a NE/SE fork. Take the NE path and descend the vines to Floor #5 (***8***).

Battle Notes: *See the Battle Notes for* ***Floor #1.***

Floor #5

Suggested Level: 98 (Initial Level +33)

Enemies: Fallen Demon, Oozing Sludge, Twisted Slug, Phantom Soul, Ethereal Spirit



Treasure Chest Legend					
A	Hyper Remedy	**D**	Perfect Elixir	**G**	3× Small AP Orb
B	Resurrection Elixir	**E**	Recipe for Expert Robe	**H**	3× Nectar
C	Small AP Orb	**F**	Recipe for Mercurial Sword	**I**	3× Ambrosia

After descending the vines (***8***), head SW until you reach a 4-way intersection. The NW and SE paths are dead-ends, so head SW until you come to another intersection. Head NW and ignore the small alcove to the north. Continue west until you reach a north/SW fork. Take the north path and collect the treasures at the end of the cavern (**Hyper Remedy** – ***A***, **Resurrection Elixir** – ***B***, **Small AP Orb** – ***C***, **Perfect Elixir** – ***D***).

With the treasures in hand, return to the previous fork. If you have an Engineer in your Party, then take the Tunnel to south; otherwise, head east to the previous intersection, take the SW path, and then west at the next fork until you reach the other end of the Tunnel. From there, head west to the end of the path and gather the treasures (**Recipe for Expert Robe** – ***E***, **Recipe for Mercurial Sword** – ***F***).

Synthesis Recipe!	
Item	Expert Robe
Bonus	+5 to all attributes
Ingredients	Ruby Armor, 5× Emerald Fibers, and 5× Wraith's Robes

Synthesis Recipe!	
Item	Mercurial Sword
Bonus	CRT +35
Ingredients	Ruby Sword, 5× Octopus Tentacles, and 5× Creeper Puss

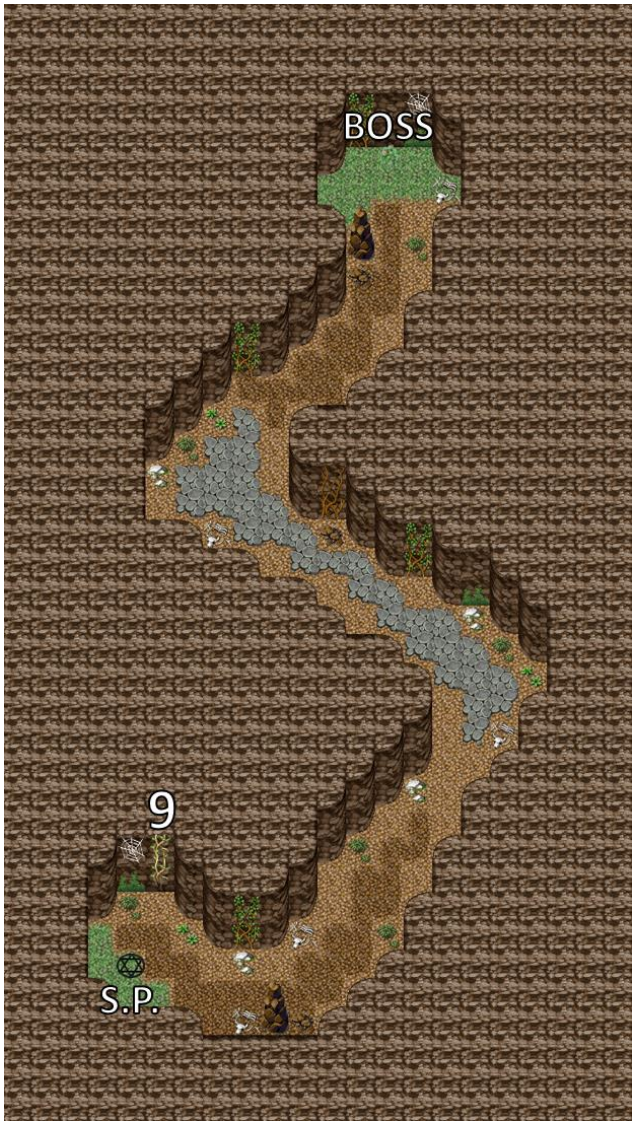
After grabbing the recipes, return to the previous fork and head NE until you reach the last intersection. Take the southern fork, take a few steps to a south/SE fork, and take the southern fork. Continue south until you reach a 4-way intersection. Take the eastern path and collect the final three treasures at the end of the corridor (**3× Small AP Orbs** – ***G***, **3× Nectar** – ***H***, **3× Ambrosia** – ***I***). After gathering the treasures, return to the previous intersection. Take the SW path and continue until you reach a south/west fork. Take the western fork and then descend the vines to the final floor, Floor #6 (***9***).

Battle Notes: *See the Battle Notes for* ***Floor #1.***

Floor #6

Suggested Level: 98 (Initial Level +33)

Enemies: Fallen Demon, Oozing Sludge, Twisted Slug, Phantom Soul, Ethereal Spirit



After descending the vines (***9***) to the bottom floor of the Sacred Goblin Tree root system, you'll find a Save Point (***S.P.***) just a few steps to the south. Save, if you have the option, and then follow the linear path as it zig zags northward to the boss of the Sacred Goblin Tree, Merihem.

Merihem has slowly mutated over the last 500 years from his original form. He is immensely powerful, but his form has become a corrupted abomination. All of Merihem's attacks focus on either Disease or HP absorption. Viral Infection can inflict Disease on all enemies and Pestilence is a stronger single target physical attack that can inflict Disease. Meanwhile, Lifeforce absorbs 25% of a character's Max HP, Siphon drains HP from all Party members, and Consume is a regular attack that absorbs all damage.

With all of his absorption attacks, the battle against Merihem can become a marathon encounter. First, you'll want to make sure that all of your Party members are equipped with either Vaccine Rings or other equipment providing immunity to Disease. Merihem's attacks are entirely physical-based, so you don't need to worry about boosting your Party's MGD. He also has relatively low MGD compared to DEF as well as an elemental weakness to Ice. If you have a Black Mage or Engineer, use Ice Elemental spells or bombs to decimate Merihem.

Meanwhile, Knights should start with Iron Skin, Adamantine Vest, and then boost ATK with Reckless Frenzy or Bloodlust. Once buffed, Knights should use Septuple Stab, Whirlwind Massacre, Devastation, and Rush Assault. Monks should start with Nirvana and Enter the Dragon (if not maxed out on the number of ACC-based hits), and then unleash Knuckle Breaker and regular attacks. Thieves should begin by debuffing Merihem with Hamstring and Behind Enemy Lines. Next, use Invisibility Cloak along with Agile Strike mixed with Armed Robbery and Burglary to damage Merihem. Hunters should start with Advanced Scouting, follow-up with Ultra Scan, and then can possibly serve as a support healer if your party is without an Engineer or White Mage; otherwise, the Hunter can deal damage with Komodo Fang or Rain of Death. White Mages, as usual, are the designated Party healer and should know Physician for this battle. Start with Giant, Magic Bulwark,

and Citadel and then keep the Party healed with Fast Heal and other powerful healing spells. The Black Mage should start with Genius, Crumble, and then unleash Ice 8 and Annihilation. Finally, the Gray Mage should follow either the Knight or Black Mage strategy depending on their build.

Boss Battle: Merihem



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
200,000	15,000	475	475	320	350	160	250	10	750,000	0	5,000

Skill	MP Cost	Description
Viral Infection	500	Disease on all enemies
Lifeforce	100	Drain 25% Max HP
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy
Siphon	500	Drain life from all enemies with DMG = 2.5*INT - MGD
Consume	250	Normal Attack and absorb 100% of damage

When you defeat Merihem, you'll receive **Merihem's Heart** which can be used in a synthesis Sidequest with the Synthesis Engineer at the Wystonia Scientific Laboratories. With Merihem defeated, it's time to leave. Use either a Warp spell or a Warp Stone to exit quickly; otherwise, you'll have to backtrack through all the floors of the Sacred Goblin Tree. You've visited the capitals of each of the major nations of Firma and uncovered some interesting facts that must be relayed to the Decadal World Council. Therefore, you must make haste to Wystonia and alert the World Council to your findings.

Battle Notes: *See the Battle Notes for* ***Floor #1.***

8.10 THE DARK ARMY

8.10.1 Return to Wystonia

Suggested Level: 99 (Initial Level +34)

Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, Lantern Fish



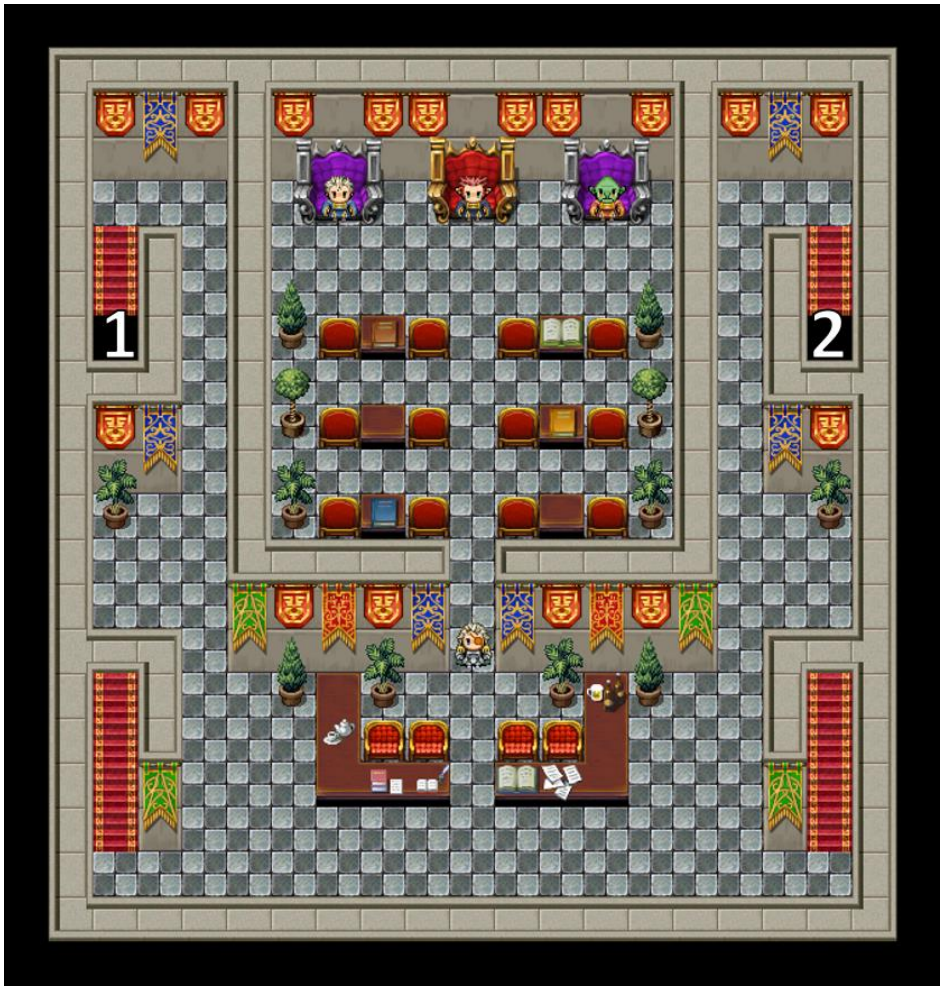
From the Sacred Goblin Tree, return south to the Goblin Ship Captain at the port. Sail with him south to Gremlar and then leave Gremlar. If you've been following this Guide exactly, then your ship is docked at the Southwest Ugbar Outpost, so you'll have to navigate the wilderness of Ugbar once again to reach your ship. If you decided to sail your ship to Gremlar before visiting the Sacred Goblin Tree, then board your Ship and sail clockwise around the coastline of Ugbar until you reach the Southwest Ugbar Outpost; otherwise, head SW on land through Ugbar until you reach the Southwest Ugbar Outpost and then board your ship.

Sail due west from the Southwest Ugbar Outpost until you reach the eastern coastline of the central continent, Vir. You can doc at the eastern port, but it will be quicker to sail clockwise around the coastline until you reach the southern port. Disembark from your Ship and head north to the Wystonia Main Gate. Pass through the Wystonia Main Gate and then north into Wystonia. Make your way north through town and take the NE path to reach the Wystonia Teleporter.

Ocean Battle Notes: *See the Battle Notes for Section* ***8.6.1.***

8.10.2 Revisiting the Wystonia World Council

Suggested Level: 99 (Initial Level +34)



In the Teleporter area, approach the Wystonia Royal Guard and he will tell you that they've received word that you've finished your investigation and that the World Council is ready to meet with you. A short scene will play as the Wystonia Royal Guard escorts you to the Floating Fortress. You've already fully explored the Floating Fortress earlier, so there is nothing to do except to head straight to the 4th floor to meet with the Decadal World Council.

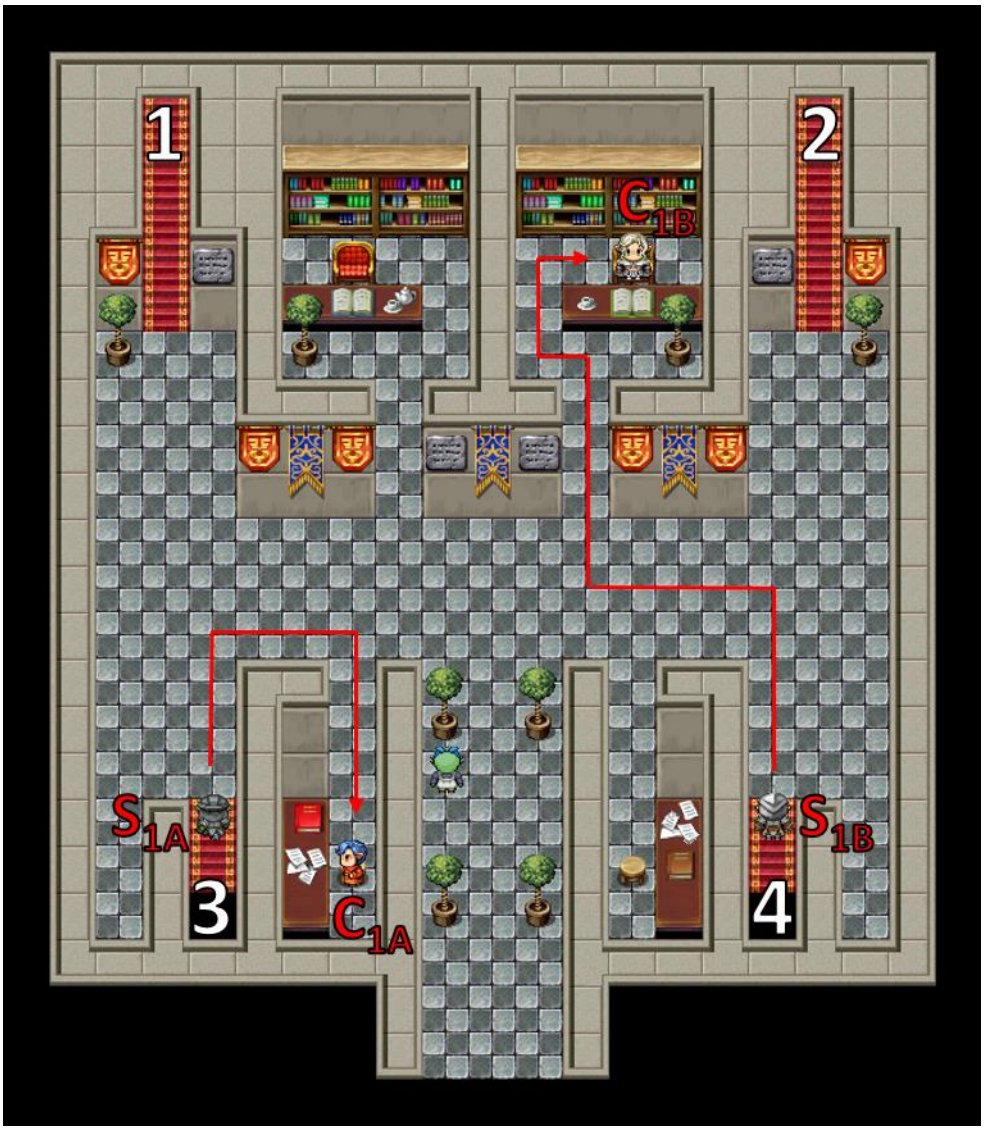
Once on the 4th floor, approach the Wystonia Fortress Commander at the table and he'll escort you in to see the Decadal World Council. After you recount the events surrounding your investigation of each of the world capitals, the Unflinching Guardian will race in to alert everyone that the Floating Fortress is under attack. The same force that attacked Rockwood has mysteriously appeared. One portion of the force is airborne, riding giant birds, and attacking the Floating Fortress while the larger force is approaching the main gate of Wystonia. The Wystonia Fortress Commander asks for your help in defending Wystonia. Once you agree, you'll be given the opportunity to save your game and then you'll race to the floor below to defend the residents of the Floating Fortress (***1***).

8.10.3 Attack on the Floating Fortress

Round #1

Suggested Level: 99 (Initial Level +34)

Enemies: Dark Army Goblin, Dark Army Elf



Like the Assault on Kort, the defense of the Wystonia Floating Fortress forces you to tactically protect the residents of the Fortress before they are murdered by the invading forces. The most important piece of your defense is choosing the proper path to defend the residents. Note that you cannot return upstairs (***1*** or ***2***) or head to the exterior of the Castle. On the first floor, there are two invading enemies, S_{1A} and S_{1B}. From your starting location at the NW set of stairs (***1***), head due south and cut off the western enemy group (S_{1A}) before it reaches its target (C_{1A}). After you defeat the enemy

group, head east across the room and cut off the other enemy group (***S$_{1B}$***) before they enter the NE room where the other citizen awaits (***C$_{1B}$***). Defeat the enemy group and you'll have a moment of respite to heal. Make sure you're fully healed and then head down the western staircase to the floor below (***3***).

Battle Notes: *In this area, you'll encounter two new enemy types: Dark Army Elf, Dark Army Goblin.*



Name: Dark Army Human
Stealable Items: Massive Potion, Full Magic Potion, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
15,000	7,500	280	300	300	300	140	170	10	50,000	750	2,500G

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Grenade	750	~300 HP non-elemental damage to all enemies



Name: Dark Army Goblin
Stealable Items: Massive Potion, Full Magic Potion, Full SP Orb

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

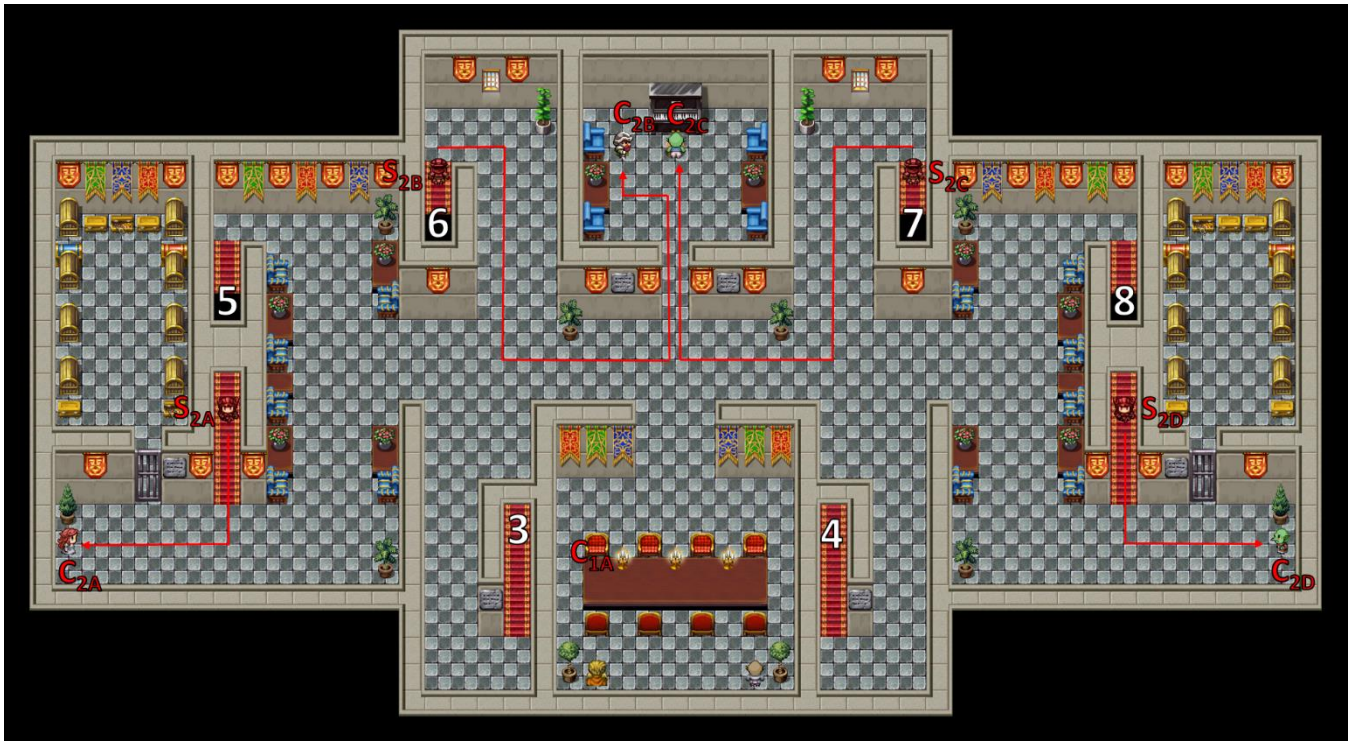
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
12,500	6,500	265	285	285	260	160	185	10	50,000	750	2,500G

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Grenade	750	~300 HP non-elemental damage to all enemies

Round #2

Suggested Level: 99 (Initial Level +34)

Enemies: Dark Army Goblin, Dark Army Human Elite, Dark Army Goblin Elite



On Floor #2, you'll fight more powerful Elite level Dark Army troops. After descending the stairs to Floor #2 (***3***), it is critical that you take the shortest possible path to cutoff the enemy force (***S2A***) that is approaching the westernmost citizen (***C2A***). Hug the walls and head west as quickly as you can. You should arrive while the enemy force (***S2A***) is still on the stairs. After you defeat the enemy group, the citizen (***C2A***) will flee and the most difficult part of this Round of the defense will be upon you. Rather than tackling the two central enemy groups (***S2B*** and ***S2C***), you'll want to race to the far eastern wing of Floor #2 and stop the easternmost enemy group (***S2D***) before they reach the Goblin at the far eastern wall (***C2D***). If you've taken the shortest possible route, you should arrive with the enemy force (***S2D***) a step or two away from the citizen (***C2D***). Defeat the enemy group (***S2D***) and the Fortress citizen (***C2D***) will flee.

You can breathe a little easier because the other two enemy groups are clustered together but you still must make haste to the central room along the northern wall. Return west, north, and then west until you reach the central hallway. Head north and defeat the two enemy groups (***S2B*** and ***S2C***) before they reach their respective targets (***C2B*** and ***C2C***). After you defeat the last two enemy groups of Round #2, it's time to head down to the bottom floor, but it's critical that you pick the correct staircase to descend. Descend the NE staircase (***7***) because it will give you the shortest path to defeat the most threatening enemy troops on Floor #1.

Battle Notes: *In this area, you'll encounter one old enemy type (Dark Army Goblin) and two new enemy types: Dark Army Human Elite and Dark Army Goblin Elite.*



Name: Dark Army Human Elite
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
20,000	8,500	290	310	310	285	150	180	10	75,000	1,000	3,000G

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Demolish	50	50 HP damage + 75% Normal Attack to entire Party



Name: Dark Army Goblin Elite
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

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

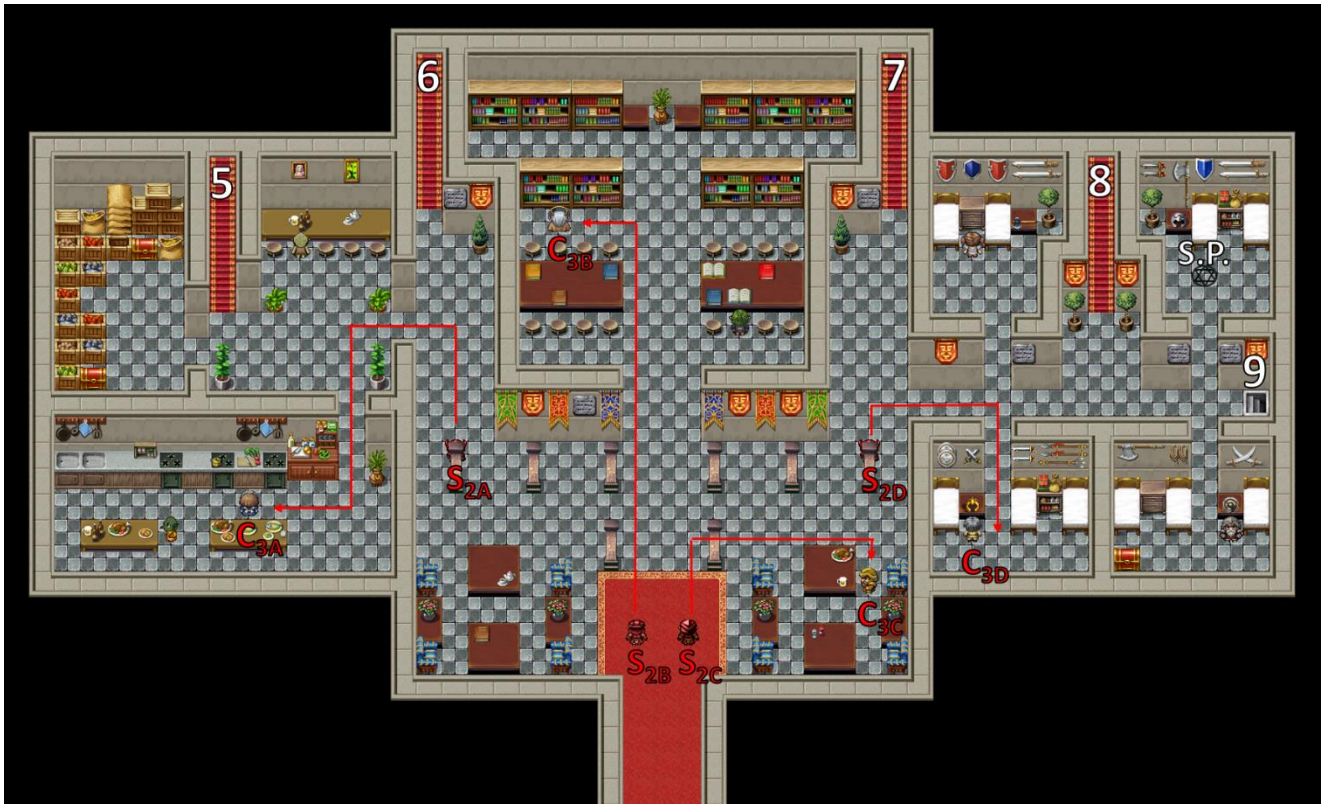
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
17,500	7,500	275	295	295	260	170	195	10	75,000	1,000	3,000G

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Incapacitate	150	100 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies

Round #3

Suggested Level: 99 (Initial Level +34)

Enemies: Dark Army Human, Dark Army Goblin, Dark Army Human Elite, Dark Army Goblin Elite, Dark Army Elf Elite



If you chose the correct staircase to descend (***7***) for Round #3, then you won't have too much trouble in defeating the enemy forces before they reach their targets. On this floor, you'll encounter more Elite Dark Army soldiers, including Elven enemies. From your current location on the NE stairs (***7***), head south and attack the first enemy group that you encounter (***S2D***). You should reach them before they head down the eastern hallway. Defeat them and their target, ***C3D*** will flee upstairs.

Next, take a few steps further south until you find the Dwarf in the SE corner and then head west to cutoff the approaching enemy force (***S2C***). Defeat them and the Dwarven citizen (***C3C***) will flee. With half of the enemy forces defeated, head west to the center of Floor #1 and then head north to stop the enemy group (***S2B***) before reaching the Elven citizen (***C3B***). After the Elven citizen flees, return south and then head into the western wing. Dash south into the SW kitchen and stop the last enemy group (***S2A***) before they reach the Cook (***C3A***).

After you defeat the last enemy force, you'll be reminded that you need to head to the Teleporter Control Room to stop the enemies from taking control of it. The stairs at the eastern end of Floor #1 (***9***) lead to the Teleporter Control Room. Before you descend the stairs, make sure your Party is fully healed because you'll face a Mid-Boss immediately upon entering the next area. Once you're ready, descend the stairs (***9***).

Battle Notes: *In this area, you'll encounter three old enemy types (Dark Army Goblin, Dark Army Human Elite, and Dark Army Goblin Elite) and one new enemy types: Dark Army Humans and Dark Army Elf Elite.*



Name: Dark Army Human
Stealable Items: Massive Potion, Full Magic Potion, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
15,000	7,500	280	300	300	300	140	170	10	50,000	750	2,500G

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Grenade	750	~300 HP non-elemental damage to all enemies



Name: Dark Army Elf Elite
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold
22,500	9,500	305	295	335	310	130	165	10	75,000	1,000	3,000G

Skill	MP Cost	Description
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

Teleporter Control Room

Suggested Level: 99 (Initial Level +34)

When you descend into the Teleporter Control Room, you'll see a short scene of the events that occurred just before you entered. The Wystonia Fortress Commander and two other soldiers are fending off the invaders. The Stalwart Defender attempts to deactivate the controls while the Wystonia Fortress Commander and other soldiers take on the guards, but they are no match for the Dark Army Sergeant. Just as the Wystonia Defenders are defeated, you enter the room and race to engage the Dark Army Sergeant and his two Dark Army Elf Elite support soldiers.

Mid-Boss: Dark Army Sergeant, 2× Dark Army Elf Elite



Items to Steal
Ambrosia (25%), Nectar (25%), Massive SP Orb (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
100,000	9,500	350	350	350	350	150	175	10	250,000	3,500	5,000

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy
100 Cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Grenade	750	~300 HP non-elemental damage to all enemies
Magical Guard	200	MGD, DEF +10% to all allies for 5 turns
Demonic Guard	500	Regenerates 10% HP/turn and DEF +25% to one ally for 5 turns
Death Strike	1,000	Deals ~10,000 HP damage to one enemy that ignores DEF

The Dark Army Sergeant starts by unleashing an extremely powerful attack, Death Strike, that he can only use during that first round of combat. If it hits, it deals ~10,000 HP damage which ignores the enemy DEF. There is really no defense against this attack and it's meant to kill one of your Party members. One option, if you can save just before this battle, is to stack HP boosting equipment on one character such that their HP exceeds 10,000 and restart the battle until Death Strike hits that character

but doesn't kill them. Otherwise, let the Dark Army Sergeant kill one of your Party members while focusing on buffing your entire Party.

The normal boss battle strategies apply in this battle. Thunder and Holy elemental spells and bombs will deal the most damage for Black Mages, magic-based Gray Mages, and Engineers. The Dark Army Sergeant has the same DEF and MGD, so it's up to your Party composition whether you attack him with physical or magical attacks. Make sure that you resurrect your downed Party member as quickly as possible and then focus on defeating the two Dark Army Elf Elites. Once they're down, the battle won't be too difficult.

After you defeat the Dark Army Sergeant and his two soldiers, a short scene will play where the Wystonia Fortress Commander briefly recovers enough to beg you to defend the city of Wystonia. The teleporter has been deactivated by the Stalwart Defender to keep any troops from the surface from reaching the Floating Fortress and endangering the World Council. You must use the "Echo Chamber" which allows your commands to be heard by the troops on the ground. You will then be given the option of saving your game. Do so and then prepare to defend Wystonia in turn-based tactical combat.

8.10.4 Assault on Wystonia

The assault on Wystonia is a unique experience within Last Dream: World Unknown that doesn't rely on the strength of your characters, but instead on your tactical intelligence. The mechanics of the Wystonia Assault are discussed in Section ***11***. The assault on Wystonia is divided into three separate scenarios with the first scenario being the easiest by introducing you to the tactical warfare you'll face in Scenarios #2 and #3. The Dark Army has attacked and the citizens of Wystonia are caught in the middle.

In the first scenario, you are tasked with attempting to rescue as many citizens as you can while defeating the Dark Army. If all of the soldiers under your command are defeated, then you will lose the scenario and it is Game Over. There are achievements for rescuing all of the citizens between the assault and the Floating Fortress attack and also for not allowing any of the soldiers under your command to die. Both of these achievements require that you play on "Hard" difficulty during the Wystonia Assault tactics scenarios. If you choose to play on "Easy" difficulty, you can largely ignore the details of unit movements described in the subsequent sections and attack at will. The guide here will help you earn the achievements for keeping all soldiers alive and saving all citizens.

Scenario #1

Suggested Level: N/A



First, you can earn additional troops for Scenario #1 if you have completed Tier #4 of the Arena. In that case, three Arena guardsmen (A1, A2, and A3) will join your cause at the beginning of the second round. After starting the scenario, you'll first move your Dwarven defenders. Move them according to the following instructions in the following table.

Soldier	Move	Action	Target
Round #1			
Dwarven Defender #1 (D1)	Right 2	Sentinel	Self
Dwarven Defender #2 (D2)	Right 2	Sentinel	Self
Dwarven Defender #3 (D3)	Left 2	Sentinel	Self
Dwarven Defender #4 (D4)	Left 2	Sentinel	Self
Fighter #1 (F1)	Down 5	None	N/A
Fighter #2 (F2)	Down 5	None	N/A
Fighter #3 (F3)	Down 5	None	N/A
Arch-Mage	N/A	Righteous Indignation	Light Goblin #6 (GL6)
Round #2			
Arena Guardsman #3 (A3)	Right 5	None	N/A
Arena Guardsman #2 (A2)	Up 1, Right 4	None	N/A
Arena Guardsman #1 (A1)	Right 5	None	N/A
Dwarven Defender #1 (D1)	None	Sentinel	Self
Dwarven Defender #2 (D2)	None	Sentinel	Self
Dwarven Defender #3 (D3)	None	Sentinel	Self
Dwarven Defender #4 (D4)	None	Sentinel	Self
Fighter #1 (F1)	Down 5	None	N/A
Fighter #2 (F2)	Down 5	None	N/A
Fighter #3 (F3)	Down 5	None	N/A
Arch-Mage	N/A	Righteous Indignation	Furthest Left Tile
Round #3			
Arena Guardsman #3 (A3)	Down 1, Left 2	Attack x3	Light Goblin #1 (GL1)
Arena Guardsman #2 (A2)	Down 3	Attack x3	Light Elf #1 (EL1)
Arena Guardsman #1 (A1)	Down 4	None	N/A
Dwarven Defender #1 (D1)	Up 2	Sentinel	Self
Dwarven Defender #2 (D2)	Up 1	Sentinel	Self
Dwarven Defender #3 (D3)	None	Sentinel	Self
Dwarven Defender #4 (D4)	Up 1	Sentinel	Self
Fighter #1 (F1)	Down 5	None	N/A
Fighter #2 (F2)	Down 4	None	N/A
Fighter #3 (F3)	Down 1	None	N/A

Soldier	Move	Action	Target
Arch-Mage	N/A	Righteous Indignation	Light Human #5 (HL5)
Round #4			
Arena Guardsman #3 (A3)	Right 2, Up 2	None	N/A
Arena Guardsman #2 (A2)	Wait	None	N/A
Arena Guardsman #1 (A1)	Down 2	Attack x3	Light Elf #2 (EL2)
Dwarven Defender #1 (D1)	None	Sentinel	Self
Dwarven Defender #2 (D2)	Left 5	Sentinel	Self
Dwarven Defender #3 (D3)	Up 5	Sentinel	Self
Dwarven Defender #4 (D4)	Up 5	Sentinel	Self
Fighter #1 (F1)	Right 5	Attack x3	Light Human #1 (HL1)
Fighter #2 (F2)	Down 2	Attack x3	Light Human #2 (HL2)
Fighter #3 (F3)	Up 5	None	N/A
Arch-Mage	None	None	N/A
Round #5			
Fighter #3 (F3)	Up 5	None	N/A
End Turn Early			
Round #6			
Fighter #3 (F3)	Right 1, Up 4	None	N/A
End Turn Early			
Round #7			
Fighter #3 (F3)	Up 4	Attack x3	Light Goblin #5 (GL5)
Victory!			

There are a few encounters, such as between the Dwarven Defenders and the attacking Light Elves and Goblins that strongly risk killing one of the “Dwarven Defenders” and ending your chances of earning the Wystonia Assault achievements. If this occurs, you’ll have to restart (using the “Restart Scenario” option from the Tactics Menu) and hope for a slightly friendlier set of random numbers.

After you defeat the last Dark Army enemy, you’ll have achieved victory in the first scenario. If you have cutscenes turned on, you’ll be able to watch a short scene where the rescued citizens are surrounded by another troop of Dark Army troops. The frightened citizens flee in all directions leading to the most chaotic of the three scenarios: Scenario #2.

Scenario #2

Suggested Level: N/A



In Scenario #2, you must rescue the scattered citizens while at the same time defeating the incoming horde of Dark Army enemies. There are many more enemy troops in this scenario, so you may at first wonder how you could possibly defeat the Dark Army. The advantage that you have is the Wystonia Fortress Cannon which, when used appropriately, can turn the tide of battle in your favor. Unlike Scenario #1 or #3, there are no reinforcements that you can earn through outside activities. Again, if you aren't interested in the achievements, then you can freely blitz the enemies; otherwise follow the instructions in the following table.

Soldier	Move	Action	Target
	Round #1		
Cannon	N/A	N/A	N/A
Rogue #1 (R1)	Down 6	None	N/A
Rogue #2 (R2)	Up 6	None	N/A
Rogue #3 (R3)	Up 6	None	N/A
Rogue #4 (R4)	Up 6	None	N/A
Goblin Defender #1 (D1)	Up 5	None	N/A
Elven Defender #2 (D2)	Up 5	None	N/A
Elven Defender #3 (D3)	Up 5	None	N/A
Goblin Defender #4 (D4)	Up 5	None	N/A
Goblin Fighter #1 (F1)	Left 3	None	N/A
Dwarven Defender #5 (D5)	Left 5	Sentinel	Self
Dwarven Defender #6 (D6)	Right 5	Sentinel	Self
Goblin Fighter #2 (F2)	Right 3	None	N/A
Archer #1	Down 1, Left 1	Ethereal Arrow	Heavy Goblin #6 (GH6)
Archer #2	Down 2, Left 1	Ethereal Arrow	Heavy Goblin #8 (GH8)
Archer #4	Down 2, Right1	Ethereal Arrow	Heavy Goblin #5 (GH5)
Archer #3	Down 1, Right 1	Ethereal Arrow	Heavy Goblin #3 (GH3)
	Round #2		
Cannon	N/A	N/A	N/A
Rogue #1 (R1)	Down 4, Left 2	None	N/A
Rogue #2 (R2)	Up 6	None	N/A
Rogue #3 (R3)	Up 6	None	N/A
Rogue #4 (R4)	Up 6	None	N/A
Goblin Defender #1 (D1)	Up 4, Left 1	None	N/A
Elven Defender #2 (D2)	Up 3, Left 2	None	N/A
Goblin Defender #3 (D3)	Up 3, Right 2	None	N/A
Elven Defender #4 (D4)	Up 4, Right 1	None	N/A
Goblin Fighter #1 (F1)	Left 4	None	N/A
Dwarven Defender #5 (D5)	Left 5	Sentinel	Self
Dwarven Defender #6 (D6)	Right 5	Sentinel	Self
Goblin Fighter #2 (F2)	Right 4	None	N/A
Archer #1	Left 4	Attack x1	Heavy Goblin #7 (GH7)

Soldier	Move	Action	Target
Archer #2	Left 3	Attack x1	Heavy Goblin #7 (GH7)
Archer #4	Right 3	Attack x1	Heavy Goblin #4 (GH4)
Archer #3	Right 4	Attack x1	Heavy Goblin #4 (GH4)
Round #3			
Cannon	N/A	Shoot	1 down of EL3, 1 left of EL4
Rogue #1 (R1)	Left 6	None	N/A
Rogue #2 (R2)	Left 6	None	N/A
Rogue #3 (R3)	Left 1, Up 2	Rescue	Citizen #5 (C5)
Rogue #4 (R4)	Right 6	None	N/A
Goblin Defender #1 (D1)	Left 5	None	N/A
Elven Defender #2 (D2)	Left 5	None	N/A
Goblin Defender #3 (D3)	Right 5	None	N/A
Elven Defender #4 (D4)	Right 5	None	N/A
Goblin Fighter #1 (F1)	Left 4	None	N/A
Dwarven Defender #5 (D5)	Left 2, 1 Down	Sentinel	Self
Dwarven Defender #6 (D6)	Right 3, 1 Down	Sentinel	Self
Goblin Fighter #2 (F2)	Right 4	None	N/A
Archer #1	Left 3	Attack x1	Heavy Goblin #7 (GH7)
Archer #2	Left 3	Attack x1	Heavy Goblin #7 (GH7)
Archer #4	Right 3	Attack x1	Heavy Goblin #4 (GH4)
Archer #3	Right 3	Attack x1	Heavy Goblin #4 (GH4)
Round #4			
Cannon	N/A	Shoot	Light Elf #1 (EL1)
Rogue #1 (R1)	Left 6	Attack x9	Light Elf #1 (EL1)
Rogue #2 (R2)	Left 6	None	N/A
Rogue #3 (R3)	None	Rescue	Citizen #3 (C3)
Rogue #4 (R4)	Right 6	None	N/A
Goblin Defender #1 (D1)	Left 5	None	N/A
Elven Defender #2 (D2)	Left 5	None	N/A
Goblin Defender #3 (D3)	Right 5	None	N/A
Elven Defender #4 (D4)	Right 5	None	N/A
Goblin Fighter #1 (F1)	Left 1	Attack x3	Light Elf #5 (EL5)

Soldier	Move	Action	Target
Dwarven Defender #5 (D5)	Left 3	Sentinel	Self
Dwarven Defender #6 (D6)	Left 4, Down 1	Sentinel	Self
Goblin Fighter #2 (F2)	Left 3	None	N/A
Archer #1	Left 3	Attack x1	Heavy Goblin #7 (GH7)
Archer #2	Left 3	Attack x1	Heavy Goblin #7 (GH7)
Archer #4	None	Attack x1	Light Human #3 (HL3)
Archer #3	None	Attack x1	Light Human #3 (HL3)
Round #5			
Cannon	N/A	Shoot	Light Elf #2 (EL2)
Rogue #1 (R1)	Left 3, Up 3	Attack x9	Light Elf #2 (EL2)
Rogue #2 (R2)	Left 6	None	N/A
Rogue #3 (R3)	Up 2	Rescue	Citizen #1 (C1)
Rogue #4 (R4)	Right 5, Up 1	None	N/A
Goblin Defender #1 (D1)	Left 3, Up 2	None	N/A
Elven Defender #2 (D2)	Left 2, Up 3	None	N/A
Goblin Defender #3 (D3)	Right 3, Up 2	None	N/A
Elven Defender #4 (D4)	Right 2, Up 3	None	N/A
Goblin Fighter #1 (F1)	Down 3, Left 1	None	N/A
Dwarven Defender #5 (D5)	Down 1, Left 2	Attack x1	Heavy Goblin #7 (GH7)
Dwarven Defender #6 (D6)	Left 5	None	N/A
Goblin Fighter #2 (F2)	Right 4	None	N/A
Archer #1	Down 3, Left 2	Attack x1	Heavy Goblin #7 (GH7)
Archer #2	Down 1, Left 4	Attack x1	Heavy Goblin #7 (GH7)
Archer #4	After attack Right 4	Attack x1	Light Human #4 (HL4)
Archer #3	Right 5	None	Light Human #3 (HL3)
Round #6			
Cannon	N/A	Shoot	Heavy Goblin #4 (GH4)
Rogue #1 (R1)	None	None	N/A
Rogue #2 (R2)	Up 6	None	N/A
Rogue #3 (R3)	After rescue Up 3, Left 3	Rescue	Citizen #4 (C4)
Rogue #4 (R4)	Up 6	None	N/A
Goblin Defender #1 (D1)	Up 5	None	N/A

Soldier	Move	Action	Target
Elven Defender #2 (D2)	Up 5	None	N/A
Goblin Defender #3 (D3)	Up 5	None	N/A
Elven Defender #4 (D4)	Up 5	None	N/A
Goblin Fighter #1 (F1)	Down 4	None	N/A
Dwarven Defender #5 (D5)	None	None	N/a
Dwarven Defender #6 (D6)	Down 5	None	N/A
Goblin Fighter #2 (F2)	Right 1, Down 3	None	N/A
Archer #1	Down 4, Left 1	None	N/A
Archer #2	Down 4, Left 1	None	N/A
Archer #4	Right 5	Attack x1	Heavy Goblin #4 (GH4)
Archer #3	Down 4, Right 1	None	Heavy Goblin #4 (GH4)
Round #7			
Cannon	N/A	Shoot	Light Human #5 (HL5)
Rogue #1 (R1)	None	None	N/A
Rogue #2 (R2)	Up 3, Left 3	None	N/A
Rogue #3 (R3)	Left 6	None	N/A
Rogue #4 (R4)	Up 2, Right 4	None	N/A
Goblin Defender #1 (D1)	Left 1, Up 4	Sentinel	Self
Elven Defender #2 (D2)	Up 4	Sentinel	Self
Goblin Defender #3 (D3)	Up 5	Sentinel	Self
Elven Defender #4 (D4)	Up 4, Right 1	Sentinel	Self
Goblin Fighter #1 (F1)	Down 4	None	N/A
Dwarven Defender #5 (D5)	None	None	N/A
Dwarven Defender #6 (D6)	None	None	N/A
Goblin Fighter #2 (F2)	Down 4	None	N/A
Archer #1	Down 5	None	N/A
Archer #2	Down 5	None	N/A
Archer #4	Down 2	Attack x1	Heavy Goblin #4 (GH4)
Archer #3	Right 1, Down 3	Attack x1	Heavy Goblin #4 (GH4)
Round #8			
Cannon	N/A	Shoot	Light Human #5 (HL5)
Rogue #1 (R1)	None	None	N/A

Soldier	Move	Action	Target
Rogue #2 (R2)	Left 6	Rescue	Citizen #9 (C9)
Rogue #3 (R3)	Left 6	None	N/A
Rogue #4 (R4)	Right 2	Rescue	Citizen #10 (C10)
Goblin Defender #1 (D1)	Up 2, Left 1	Sentinel	Self
Elven Defender #2 (D2)	Up 2, Left 1	Sentinel	Self
Goblin Defender #3 (D3)	Up 1, Right 1	Sentinel	Self
Elven Defender #4 (D4)	Up 2, Right 1	Sentinel	Self
Goblin Fighter #1 (F1)	Down 4	None	N/A
Dwarven Defender #5 (D5)	None	None	N/A
Dwarven Defender #6 (D6)	None	None	Self
Goblin Fighter #2 (F2)	Down 4	None	N/A
Archer #1	Down 5	None	N/A
Archer #2	Down 5	Attack x1	Light Elf #6 (EL6)
Archer #4	Down 5	None	N/A
Archer #3	Down 5	None	N/A
Round #9			
Cannon	N/A	Shoot	1 right of Light Elf #6 (EL6)
Rogue #1 (R1)	None	None	N/A
Rogue #2 (R2)	Left 2	Attack x9	Light Human #1 (HL1)
Rogue #3 (R3)	Up 6	None	N/A
Rogue #4 (R4)	Right 2	Attack x9	Light Human #2 (HL2)
Goblin Defender #1 (D1)	None	Sentinel	Self
Elven Defender #2 (D2)	None	Sentinel	Self
Goblin Defender #3 (D3)	Up 5	None	N/A
Elven Defender #4 (D4)	Left 1, Down 2	Sentinel	Self
Goblin Fighter #1 (F1)	Down 4	None	N/A
Dwarven Defender #5 (D5)	None	None	N/A
Dwarven Defender #6 (D6)	None	None	Self
Goblin Fighter #2 (F2)	Down 4	None	N/A
Archer #1	Down 5	Attack x1	Light Elf #7 (EL7)
Archer #2	Down 5	Attack x1	Light Elf #7 (EL7)
Archer #4	Down 5	None	N/A

Soldier	Move	Action	Target
Archer #3	Down 5	None	N/A
Round #10			
Cannon	N/A	Shoot	Heavy Elf #2 (EH2)
Rogue #3 (R3)	Left 6	None	N/A
Rogue #4 (R4)	Left 1	Rescue	Citizen #12 (C12)
Goblin Defender #1 (D1)	Up 1, Right 1	Attack x1	Light Elf #7 (EL7)
Elven Defender #2 (D2)	None	Attack x1	Light Elf #7 (EL7)
End Turn Early			
Round #11			
Cannon	N/A	Shoot	Heavy Elf #2 (EH2)
Rogue #3 (R3)	Left 2, Up 4	None	N/A
Rogue #4 (R4)	Left 2	Rescue	Citizen #11 (C11)
End Turn Early			
Round #12			
Cannon	N/A	Shoot	Heavy Elf #2 (EH2)
Rogue #3 (R3)	Left 1	Rescue	Citizen #14
End Turn Early			
Round #13			
Cannon	N/A	Shoot	Heavy Elf #2 (EH2)
Rogue #3 (R3)	Left 1, Up 1	Rescue	Citizen #13
End Turn Early			
Round #14 and beyond			
Cannon	N/A	Shoot	Any Dark Army Enemy
Keep Wystonia Soldiers Out of Range of Dark Army			
End Turn Early			
Victory!			

As described in the Table, once you reach Round #14, you've essentially completed the scenario. All that is left is the troop of heavy Dark Army enemies that originated in the SE corner of Wystonia. Since you've rescued all citizens, you need not risk the death of your characters by engaging the enemy troops. Instead, you should retreat and use the Cannon to bombard the Dark Enemy troop until they are completely annihilated. Eventually, you will crush the Dark Army with the Fortress Cannon and victory will be achieved without losing a single soldier or citizen.

Scenario #3

Suggested Level: N/A



In the third and final scenario, you have saved all the helpless citizens of Wystonia and you must withstand the final onslaught of the Dark Army. Unfortunately, the Cannon overheats after its overuse in Scenario #2 leaving you seemingly overmatched. But the Wystonian Arch-Mage once again comes to your rescue by casting spells from the safety of the Wystonia Fortress. The keys to this battle are appropriate placement of the Arch-Mage's spells and not letting the enemies get through your front lines. You can make this scenario significantly easier if you let fewer than 6 Kort villagers die and if you've completed Tier #1 of the Mercenaries' Guild. For the defense of Kort, you'll receive two additional healers (H3 and H4) while the Mercenaries' Guild will lend you two additional mages (M3 and M4) if you've completed Tier #1 of the Guild targets. If you'd like to earn the Wystonia Assault achievements, follow the instructions in the following table.

Soldier	Move	Action	Target
Round #1			
Human Defender #4 (D4)	None	Sentinel	Self
Human Defender #5 (D5)	None	Sentinel	Self
Human Defender #6 (D6)	None	Sentinel	Self
Mage #1 (M1)	None	Fire All	Furthest down tile
Mage #2 (M2)	None	Fire All	Furthest down tile
Ranger #1 (Ra1)	None	Boost Attack	Between W1 and W2
Ranger #2 (Ra2)	None	Boost Magic	Between W1 and W2

Healer #3 (H3)	Down 3	None	N/A
Healer #4 (H4)	Down 3	None	N/A
Dwarven Defender #1 (D1)	None	Sentinel	Self
Dwarven Defender #2 (D2)	None	Sentinel	Self
Dwarven Defender #3 (D3)	None	Sentinel	Self
Rogue #1 (Ro1)	Down 1	None	N/A
Rogue #2 (Ro2)	Down 1	None	N/A
Healer #1 (H1)	Down 2	None	N/A
Healer #2 (H2)	Down 2	None	N/A
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self
Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	Left 1, Down 2	Shock Trap	1 north of Light Human #10 (HL10)
Engineer #2 (E2)	Right 1, Down 2	Ice Trap	1 north of Light Human #11 (HL11)
Archer #1 (A1)	Down 3	Ethereal Arrow	Light Human #10 (HL10)
Archer #2 (A2)	Down 3	Ethereal Arrow	Light Human #11 (HL11)
Mage #3 (M3)	Down 3	None	N/A
Mage #4 (M4)	Down 3	None	N/A
Round #2			
Arch-Mage	N/A	Poison Fog	Heavy Goblin #5 (GH5)
Human Defender #4 (D4)	None	Sentinel	Self
Human Defender #5 (D5)	None	Sentinel	Self
Human Defender #6 (D6)	None	Sentinel	Self
Mage #1 (M1)	Left 1	Fire All	Between HL5 and HL6
Mage #2 (M2)	Right 1	Fire All	Between EL6 and EL7
Ranger #1 (Ra1)	Left 1, Down 1	Boost Attack	2 north of D5
Ranger #2 (Ra2)	Right 1, Down 1	Boost Magic	2 north of D5
Healer #3 (H3)	None	Multi-Heal	Between D4 and D5
Healer #4 (H4)	None	Heal	Human Defender #6 (D6)
Dwarven Defender #1 (D1)	Up 1	Sentinel	Self
Dwarven Defender #2 (D2)	Up 1	Sentinel	Self
Dwarven Defender #3 (D3)	Up 1	Sentinel	Self

Rogue #1 (Ro1)	Up 1, Left 1	None	N/A
Rogue #2 (Ro2)	Up 1, Right 1	None	N/A
Healer #1 (H1)	Up 2	Heal	Dwarven Defender #1 (D1)
Healer #2 (H2)	Up 2	Heal	Dwarven Defender #3 (D3)
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self
Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	Up 1	Shock Trap	1 left of GL10
Engineer #2 (E2)	Up 1	Ice Trap	1 right of GL11
Archer #1 (A1)	Up 1, Left 1	Attack x1	Light Human #10 (HL10)
Archer #2 (A2)	Up 1, Right 1	Attack x1	Light Human #11 (HL11)
Mage #3 (M3)	None	Fire All	Between HL10 and HL11
Mage #4 (M4)	None	Fire All	1 Right of HL11
Round #3			
Arch-Mage	N/A	Imbue First Strike	Between D2 and D3
Mage #1 (M1)	After spell Up 2	Fire All	Heavy Elf #1 (EH1)
Mage #2 (M2)	After spell Up 2	Fire All	Heavy Goblin #2 (GH2)
Ranger #1 (Ra1)	After boost Up 2	Boost Attack	1 NE of H3
Ranger #2 (Ra2)	After boost Up 2	Boost Magic	1 NW of H4
Healer #3 (H3)	After spell Up 3	Heal	Human Defender #5 (D5)
Healer #4 (H4)	After spell Up 3	Heal	Human Defender #6 (D6)
Human Defender #4 (D4)	Up 3	Sentinel	Self
Human Defender #5 (D5)	Right 1, Up 3	Sentinel	Self
Human Defender #6 (D6)	Up 3	Sentinel	Self
Dwarven Defender #1 (D1)	Up 1	Sentinel	Self
Dwarven Defender #2 (D2)	Up 1	Sentinel	Self
Dwarven Defender #3 (D3)	Up 1	Sentinel	Self
Rogue #1 (Ro1)	Up 1, Right 1	None	N/A
Rogue #2 (Ro2)	Up 1, Left 1	None	N/A
Healer #1 (H1)	None	Heal	Dwarven Defender #2 (D2)
Healer #2 (H2)	None	Heal	Dwarven Defender #3 (D3)
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self

Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	None	Shock Trap	Furthest down tile
Engineer #2 (E2)	None	Ice Trap	Furthest down tile
Archer #1 (A1)	None	Attack x1	Light Goblin #10 (GL10)
Archer #2 (A2)	None	Attack x1	Light Goblin #11 (GL11)
Mage #3 (M3)	None	Fire1	Light Goblin #10 (GL10)
Mage #4 (M4)	None	Fire1	Light Goblin #11 (GL11)
Round #4			
Arch-Mage	N/A	Regen Mist	2 north of D2
Mage #1 (M1)	After spell Up 2	Fire All	Heavy Elf #1 (EH1)
Mage #2 (M2)	After spell Up 2	Fire All	Heavy Human #3 (HH3)
Ranger #1 (Ra1)	After spell Up 2	Boost Attack	2 Right of Ra1
Ranger #2 (Ra2)	After spell Up 2	Boost Magic	2 Left of Ra2
Healer #3 (H3)	After spell Up 2	Heal	Human Defender #5 (D5)
Healer #4 (H4)	Up 2	None	N/A
Human Defender #4 (D4)	None	Sentinel	Self
Human Defender #5 (D5)	None	Sentinel	Self
Human Defender #6 (D6)	None	Sentinel	Self
Rogue #1 (Ro1)	Up 2	None	N/A
Rogue #2 (Ro2)	Up 2	None	N/A
Healer #1 (H1)	Up 2	Heal	Dwarven Defender #1 (D1)
Healer #2 (H2)	Up 2	Heal	Dwarven Defender #3 (D3)
Dwarven Defender #1 (D1)	Up 2	Sentinel	Self
Dwarven Defender #2 (D2)	Right 1, Up 2	Sentinel	Self
Dwarven Defender #3 (D3)	Up 2	Sentinel	Self
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self
Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	None	Shock Trap	Furthest down tile
Engineer #2 (E2)	None	Ice Trap	Furthest down tile
Archer #1 (A1)	None	Attack x1	Light Goblin #7 (GL7)
Archer #2 (A2)	None	Attack x1	Light Goblin #7 (GL7)
Mage #3 (M3)	None	Fire1	Light Goblin #7 (GL7)

Mage #4 (M4)	Down 2	Fire1	Light Goblin #7 (GL7)
Round #5			
Arch-Mage	N/A	Regen Mist	2 Up from D8
Human Defender #4 (D4)	None	Sentinel	Self
Human Defender #5 (D5)	None	Sentinel	Self
Human Defender #6 (D6)	None	Sentinel	Self
Mage #1 (M1)	None	Fire All	Heavy Human #2 (HH2)
Mage #2 (M2)	None	Fire All	Heavy Goblin #4 (GH4)
Ranger #1 (Ra1)	None	Boost Attack	Right 2 of Ra1
Ranger #2 (Ra2)	None	Boost Magic	Left 2 of Ra2
Healer #3 (H3)	None	Multi-Heal	Human Defender #5 (D5)
Healer #4 (H4)	None	None	N/A
Dwarven Defender #1 (D1)	Right 2	Sentinel	Self
Dwarven Defender #2 (D2)	None	Sentinel	Self
Dwarven Defender #3 (D3)	None	Sentinel	Self
Rogue #1 (Ro1)	None	None	N/A
Rogue #2 (Ro2)	None	None	N/A
Healer #1 (H1)	None	Multi-Heal	Dwarven Defender #2 (D2)
Healer #2 (H2)	None	Heal	Dwarven Defender #3 (D3)
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self
Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	None	Shock Trap	Furthest down tile
Engineer #2 (E2)	None	Ice Trap	Furthest down tile
Archer #1 (A1)	None	Attack x1	Light Goblin #9 (GL9)
Archer #2 (A2)	None	Attack x1	Light Human #8 (HL8)
Mage #3 (M3)	None	Fire All	Light Human #8 (HL8)
Mage #4 (M4)	After spell Up 2	Fire All	Light Human #8 (HL8)
Round #6			
Arch-Mage	N/A	Imbue First Strike	Between D7 and D8
Human Defender #4 (D4)	None	Sentinel	Self
Human Defender #5 (D5)	None	Sentinel	Self
Human Defender #6 (D6)	None	Sentinel	Self

Mage #1 (M1)	None	Fire All	Heavy Goblin #6 (GH6)
Mage #2 (M2)	None	None	Heavy Elf #7 (EH7)
Ranger #1 (Ra1)	None	Boost Attack	Right 2 of Ra1
Ranger #2 (Ra2)	None	Boost Magic	Left 2 of Ra2
Healer #3 (H3)	None	None	N/A
Healer #4 (H4)	None	None	N/A
Dwarven Defender #1 (D1)	Left 1	Sentinel	Self
Dwarven Defender #2 (D2)	None	Sentinel	Self
Dwarven Defender #3 (D3)	None	Sentinel	Self
Rogue #1 (Ro1)	Right 2, Up 2	None	N/A
Rogue #2 (Ro2)	None	Attack x9	Light Goblin #2 (GL2)
Healer #1 (H1)	None	Heal	Dwarven Defender #2 (D2)
Healer #2 (H2)	None	Heal	Dwarven Defender #3 (D3)
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self
Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	None	Shock Trap	Furthest down tile
Engineer #2 (E2)	None	Ice Trap	Furthest down tile
Archer #1 (A1)	None	Attack x1	Light Human #9 (HL9)
Archer #2 (A2)	None	Attack x1	Light Human #9 (HL9)
Mage #3 (M3)	Down 1	Fire 1	Light Elf #9 (EL9)
Mage #4 (M4)	Down 2, Left 1	Fire 1	Light Elf #9 (EL9)
Round #7			
Arch-Mage	N/A	Regen Mist	1 SE of H1
Human Defender #4 (D4)	None	Sentinel	Self
Human Defender #5 (D5)	None	Sentinel	Self
Human Defender #6 (D6)	None	Sentinel	Self
Mage #1 (M1)	Right 1	Fire All	Heavy Elf #6 (EH8)
Mage #2 (M2)	Left 1	Fire All	Heavy Goblin #7 (GH7)
Ranger #1 (Ra1)	None	Boost Attack	Right 2 of Ra1
Ranger #2 (Ra2)	None	Boost Magic	Left 2 of Ra2
Healer #3 (H3)	None	None	N/A
Healer #4 (H4)	None	None	N/A
Dwarven Defender #1 (D1)	None	Sentinel	Self

Dwarven Defender #2 (D2)	None	Sentinel	Self
Dwarven Defender #3 (D3)	None	Sentinel	Self
Rogue #1 (Ro1)	None	None	N/A
Rogue #2 (Ro2)	Down 1	Attack x9	Light Human #4 (HL4)
Healer #1 (H1)	None	Heal	Dwarven Defender #2 (D2)
Healer #2 (H2)	None	Heal	Dwarven Defender #3 (D3)
Elven Defender #7 (D7)	None	Sentinel	Self
Elven Defender #8 (D8)	None	Sentinel	Self
Elven Defender #9 (D9)	None	Sentinel	Self
Engineer #1 (E1)	None	Shock Trap	Furthest down tile
Engineer #2 (E2)	None	Ice Trap	Furthest down tile
Archer #1 (A1)	None	Attack x1	Light Human #9 (HL9)
Archer #2 (A2)	None	Attack x1	Light Human #9 (HL9)
Mage #3 (M3)	Down 1	Fire 1	Light Elf #9 (EL9)
Mage #4 (M4)	Down 2, Left 1	Fire 1	Light Elf #9 (EL9)
Round #8			
Arch-Mage	N/A	Arbitrary	Any
Mage #1 (M1)	Down 2	Fire 1	Heavy Elf #8 (EH8)
Victory!			

After three long grueling battles, you'll have defeated the Dark Army and saved Wystonia. You will be rewarded by the World Council depending on how many citizens you saved during your defense of Wystonia (including both the Floating Fortress and the Tactics scenarios) and the difficulty you chose for the Wystonia Tactics Scenarios. The table below lists the rewards based on the total number of citizens saved for each difficulty:

Difficulty	Citizens Lost	Treasure
Hard	0	5× Perfect Elixirs, 5× Resurrection Elixirs, Sapphire Armor, Sapphire Robe, Sapphire Sword, Sapphire Staff
	1	5× Perfect Elixirs, 5× Resurrection Elixirs, Sapphire Armor, Sapphire Robe
	2 to 3	5× Perfect Elixirs, 5× Resurrection Elixirs, Sapphire Shield, Sapphire Cloak
	4 to 8	5× Perfect Elixirs, 5× Resurrection Elixirs, Sapphire Shoes, Sapphire Boots
	9 to 13	5× Perfect Elixirs, 5× Resurrection Elixirs
	14 to 18	3× Perfect Elixirs, 3× Resurrection Elixirs
	19 to 23	3× Rejuvenating Elixirs, 3× Resurrection Elixirs
	24 or More	Refreshing Elixir
Normal	0	5× Perfect Elixirs, 5× Resurrection Elixirs
	1	3× Perfect Elixirs, 3× Resurrection Elixirs
	2 to 3	3× Rejuvenating Elixirs, 3× Resurrection Elixirs
	4 to 8	Refreshing Elixir
	9 to 13	Refreshing Elixir
	14 to 18	Refreshing Elixir
	19 to 23	Refreshing Elixir
	24 or More	Refreshing Elixir
Normal	0	Refreshing Elixir
	1	Refreshing Elixir
	2 to 3	Refreshing Elixir
	4 to 8	Refreshing Elixir
	9 to 13	Refreshing Elixir
	14 to 18	Refreshing Elixir
	19 to 23	Refreshing Elixir
	24 or More	Refreshing Elixir

Even after the attack by the Dark Army, the World Council still doesn't know who leads the Dark Army or for what purpose they attacked Wystonia. They suggest returning to the origin of the Dark Army – Rockwood to continue your investigation. Once you're ready, leave the Floating Fortress and return to the surface.

8.11 THE DWARVEN ALLIANCE

8.11.1 Return to Rockwood

Suggested Level: 99 (Initial Level +34)

Enemies: Octopus, Crab, Jellyfish, Finned Sea Serpent, Lantern Fish

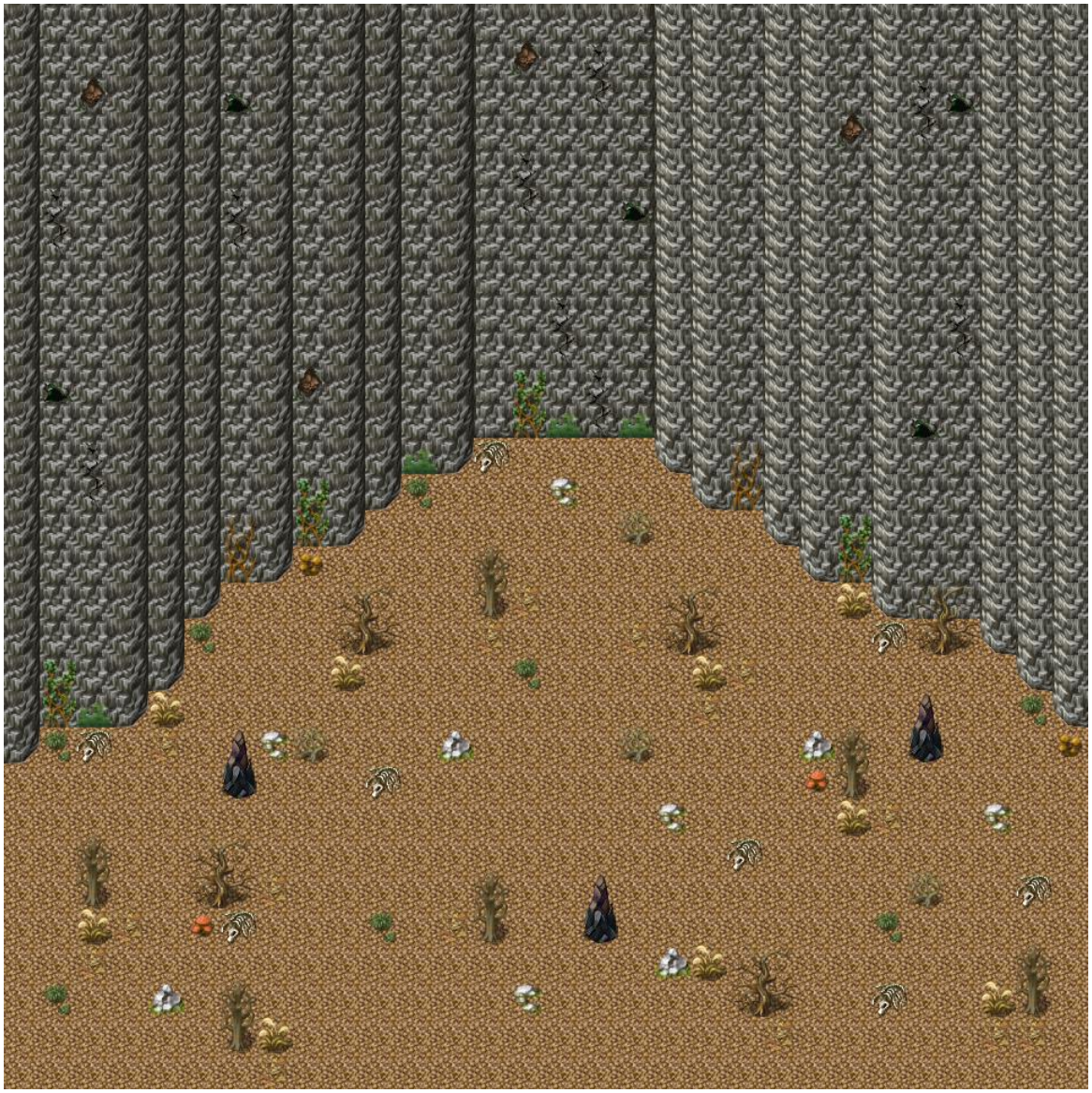


To reach the Ruins of Rockwood from Wystonia, head south through the Wystonia Main Gate to your ship docked at the southern Port. Sail due west until you reach an island/continent surrounded by dangerous rock-infested waters. Sail north along the eastern coastline and continue due north until you reach the southern coastline of Orphos. Head west and then NW until you reach North Bay. From there, sail west until you reach the eastern coastline of North Aldrin. If you sail slightly north, you'll see that the Port is completely blocked, so you'll have to head to the southern Port near the South Aldrin Ferry. Disembark at the southern port and then head north and take the Western Trade Route to reach eastern Aldrin. Head SE until you reach the Ruins of Rockwood which you will discover have taken on a dramatic transformation.

The Ruins of Rockwood are no more. In their place is a fortress encircled in a newly formed mountain range that blocks your entrance to the Shadow Fortress. On the western edge of the mountain range, you'll notice a trail that leads into the Shadow Mountains.

8.11.2 Shadow Mountains

Suggested Level: 99 (Initial Level +34)



After you enter the Shadow Mountains, walk north and there will be a short event where you look up at the towering cliff faces and realize that it would be impossible to scale these mountains. There is nothing left to do here, but you may be back, depending on the path that you choose ahead. After you leave the Shadow Mountains, you'll spot a small tent to the west along the eastern coastline of the river. Trek west and enter the Isolated Outpost.

8.11.3 Isolated Outpost

Suggested Level: 100 (Initial Level +35)



After entering the Isolated Outpost, head west and enter the tent. Inside, you'll find the Aged Adventurer who tells you that all the other remaining survivors of Rockwood have moved on to Kort or Necht. He continues to tell you that he's scouted the mountains and not found a passable point. He goes on and tells you of tales of Phoenixes that one of the Elves told him after the destruction of Rockwood. The Elf moved onto Kort which makes that your next stop. You can also rest inside the Aged Adventurer's tent if you're weary.

Once you've wrapped up with the Aged Adventurer, leave the Isolated Outpost. Head north along the river and then west across the bridge until you reach the Western Trade Route. Take the Western Trade Route to the western portion of North Aldrin and then head south across another bridge. Follow the river's southern bank SW until you reach Kort. You'll find the Elf that the Aged Adventurer spoke of in the SE corner of Kort. The Elven Mercenary tells that the Phoenixes are no myth. The gigantic birds live on a large island to the SE that is encircled by rocky waters. The Elven Mercenary suggest that you seek out the Young Ship Captain in Necht who may be bold enough to take you to the Phoenix's Aerie Island.

8.11.4 To Mount Vilu

Suggested Level: 100 (Initial Level +35)



With this new information, it's almost time to head to Necht. But first, you should visit Mount Vilu to gather Maxmilian's Climbing Gear which will come in extremely handy in scaling the cliffs of the Phoenix's Aerie. So before visiting Necht, you'll set sail for Huldra. From Kort, head south to your docked Ship. Board it and sail south until you reach the port at the northern tip of South Aldrin. Don't dock at the port; instead, head east until you reach the northern tip of Huldra. Sail clockwise along the Huldra coastline until you reach the port south of the Southeast Huldra Outpost.

From there, head north along the eastern coastline and continue NE between the river and the coastline. Follow the southern coastline south below the mountains and then east and NE through the forest. Continue following the coastline until you reach Mt. Vilu that was earlier blocked by excessive snow melt. The waters have evaporated and you can finally reach Mt. Vilu.

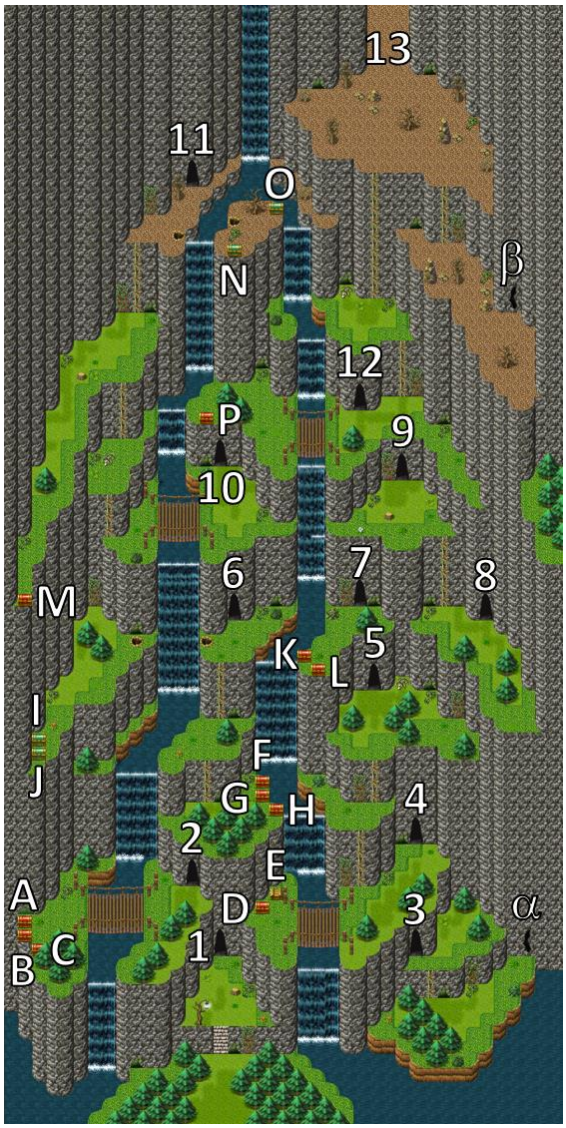
8.11.5 Mt. Vilu

Cliff Face

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll

Treasure Chest Legend	
A	Great Potion
B	Medium AP Orb
C	Great Magic Potion
D	Rejuvenating Elixir
E	5× Mining Bombs
F	Giant Magic Potion
G	Small AP Orb
H	Giant Potion
I	3× Essence of the Phoenix (Green Chest)
J	Full Elixir (Green Chest)
K	Small AP Orb
L	Large Cottage
M	Large AP Orb
N	Sapphire Cloak (Green Chest)
O	Sapphire Robe (Green Chest)
P	Warden Ring
α	Massive SP Orb
β	*Empty*



Mount Vilu is the second largest mountain on Firma except for Mt. Agni. The famed mountaineer Maximilian was the first person to ever reach the peak of Mt. Vilu. Upon his death, Maximilian asked that his remains and his trusty Climbing Gear be buried at the peak of the mountain. Maximilian's Climbing Gear makes the Phoenix's Aerie substantially easier and you'll also pick up some nice treasures, especially if you have an Engineer in your Party.

From the entrance, head north and enter the passageway (*1*). In the Passageway, you'll be immediately presented with a north/NE fork. If you have an Engineer in your Party, take the Tunnel to the west; otherwise, take the north fork and follow the path as it loops west and then south to the exit (*2*). Back on the Cliff Face, head west across a bridge and collect three treasures at the end of path (**Great Potion** – ***A***, **Medium AP Orb** – ***B***, **Great Magic Potion** – ***C***). With the treasures in hand, return east across the bridge and re-enter the Passageway (*2*).

Battle Notes: *In this area, you'll encounter five new enemy types: Earth Titans, Azure Wyrms, Opal Dragons, Aerie Wyrms, and Mountain Trolls.*



Name: Earth Titan
Stealable Items: Great Potion, Rejuvenating Elixir, Soft

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
20,000	6,500	340	595	270	230	155	150	10	80,000	760	Titan Rubble

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Earthen Club	300	200% Normal Attack to one enemy
Stone Attack	300	Normal attack that inflicts stone
Quake	0	Stuns and ~300 HP damage with earth element to all enemies



Name: Azure Wyrm
Stealable Items: Giant Magic Potion, Electric Death Bomb, Medium Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	6,500	320	310	325	390	170	180	3	75,000	760	Azure Wyrm Fang

Skill	MP Cost	Description
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Zephyr	225	~650 HP damage with wind element to one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Nightmare Dust	150	Sleeps and poisons all enemies
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Red Mist	150	Paralysis and DEF -20% to one enemy
Mind Meld	0	Absorbs (50% INT) MP from one enemy



Name: Opal Dragon
Stealable Items: Great Potion, Ultra Blitz Tonic, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
12,500	6,500	330	330	290	310	165	160	7	72,500	1,086	Dragon Talon

Skill	MP Cost	Description
Snarl	200	ATK +10%, CRT +100% to user for 5 turns
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Crushing Jaws	150	ATK +20% to user for 5 turns
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party



Name: Aerie Wyrm
Stealable Items: Cyclonic Burst Bomb, Medium Cottage, Giant Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,250	6,500	305	315	335	305	190	360	5	65,000	738	Aerie Wyrm Tooth

Skill	MP Cost	Description
Electric Dynamo	350	~300 HP damage with thunder element to all enemies
Squall	350	~300 HP damage with wind element to all enemies
Cauterize	350	~300 HP damage with fire element to all enemies
High Voltage	225	~650 HP damage with thunder element to one enemy
Zephyr	225	~650 HP damage with wind element to one enemy
Blaze	225	~650 HP damage with fire element to one enemy



Name: Mountain Troll
Stealable Items: Magma Blast Bomb, Ultra Wall Tonic, Giant SP Orb

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

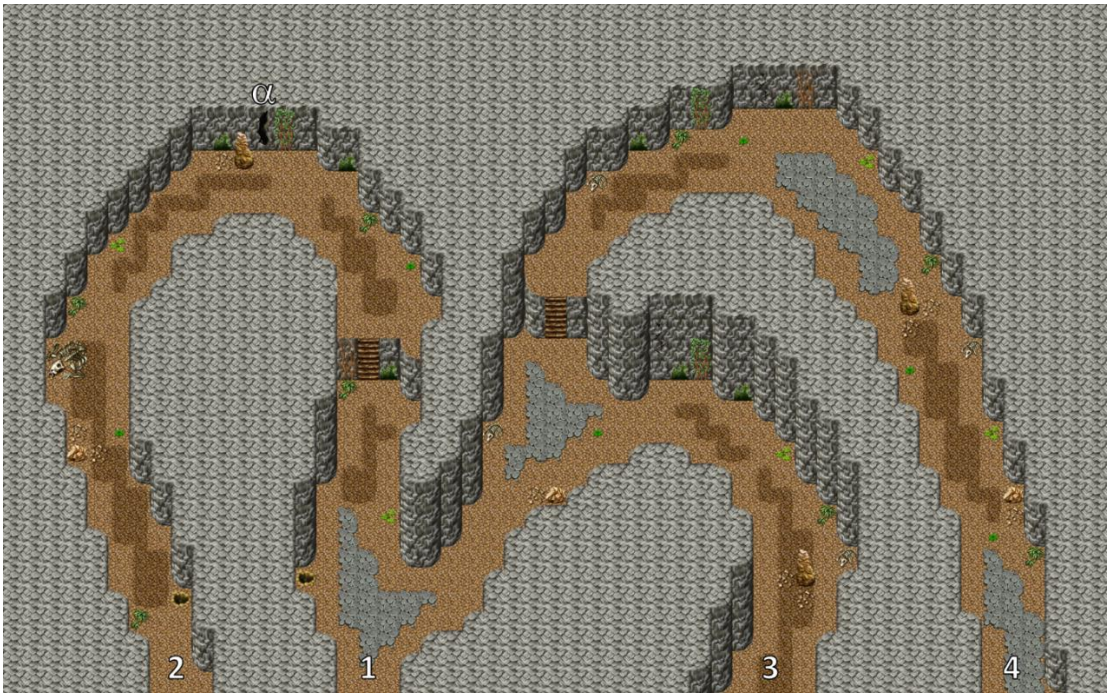
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,000	6,500	325	485	280	290	170	170	25	70,000	716	Mountain Troll Skull

Skill	MP Cost	Description
Massive Club	800	400 HP damage + 125% Normal Attack to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy

Passageway #1

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend	
α	*Empty*

If you are attempting to acquire 100% of the in-game achievements, head north along the path until you reach the Mining Crevice (α), use a *Mining Bomb* to open the excavated chamber, and then head south to the fork; otherwise, take the Tunnel if you have an Engineer or loop north, east, and south to the fork. From the fork, head NE until you reach a north/east fork. Take the eastern fork and continue along the path as it turns south to the exit (*3*).

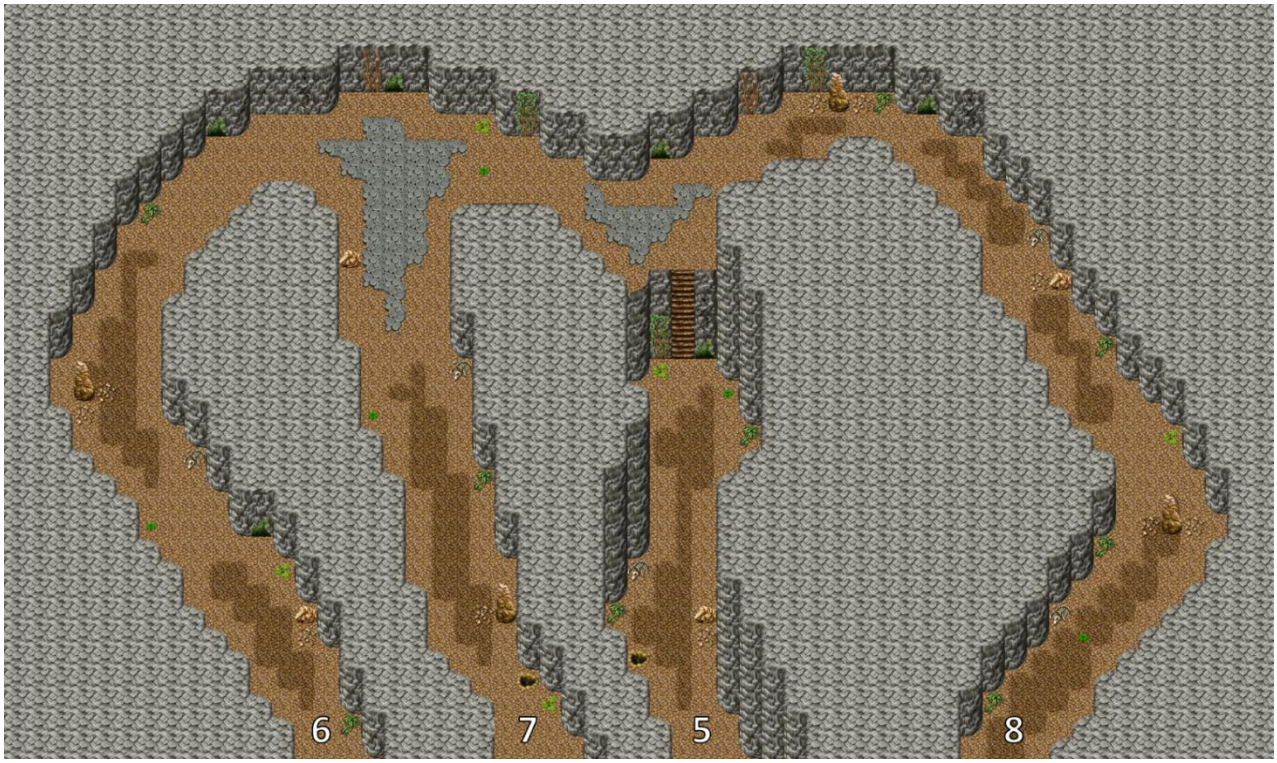
Back on the Cliff Face, climb down a set of vines and then head east to a Mining Crevice (α ***on Cliff Face***). Use a Mining Bomb to open the excavated chamber and collect the treasure (**Massive SP Orb** – α ***in Cliff Face***). After collecting the treasure, leave the chamber, head west, climb the vines, and then head back inside the Passageway (*3*). Head north and then west until you reach a fork. Take the northern path, climb a set of stairs, and then follow the path as it curves east and then south to the exit (*4*). Back on the Cliff Face, head SW and then cross a bridge. Collect the two treasures on the western side of the bridge (**Rejuvenating Elixir** – ***D on Cliff Face***, **5× Mining Bombs** – ***F on Cliff Face***). After gathering the treasures, return east across the bridge and then climb the vines to the next level. Head north and enter Passageway #2 (*5*).

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

Passageway #2

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



In Passageway #2, head north and climb a long set of stairs until you reach an east/west fork. Take the western fork and continue until you reach a west/south fork. Take the western fork and follow the path until you reach the southern exit (*6*). Back on the Cliff Face, head down two sets of vines and then east through a narrow gap between the cliff face and trees. Collect the treasures at the end of the path (**Giant Magic Potion** – ***F on Cliff Face***, **Small AP Orb** – ***G on Cliff Face***, **Giant Potion** – ***H on Cliff Face***). With the treasures in hand, return west and up the two sets of vines. If you have an Engineer in your Party, then take the Tunnel to the west, head SW to collect the two Green Chests (**3× Essences of the Phoenix** – ***I on Cliff Face***, **Full Elixir** – ***J on Cliff Face***), and then return through the Tunnel. Re-enter Passageway #2 (*6*) and head north along the path until you reach the south/east fork. Take the southern fork and continue along the path until you reach the southern exit (*7*).

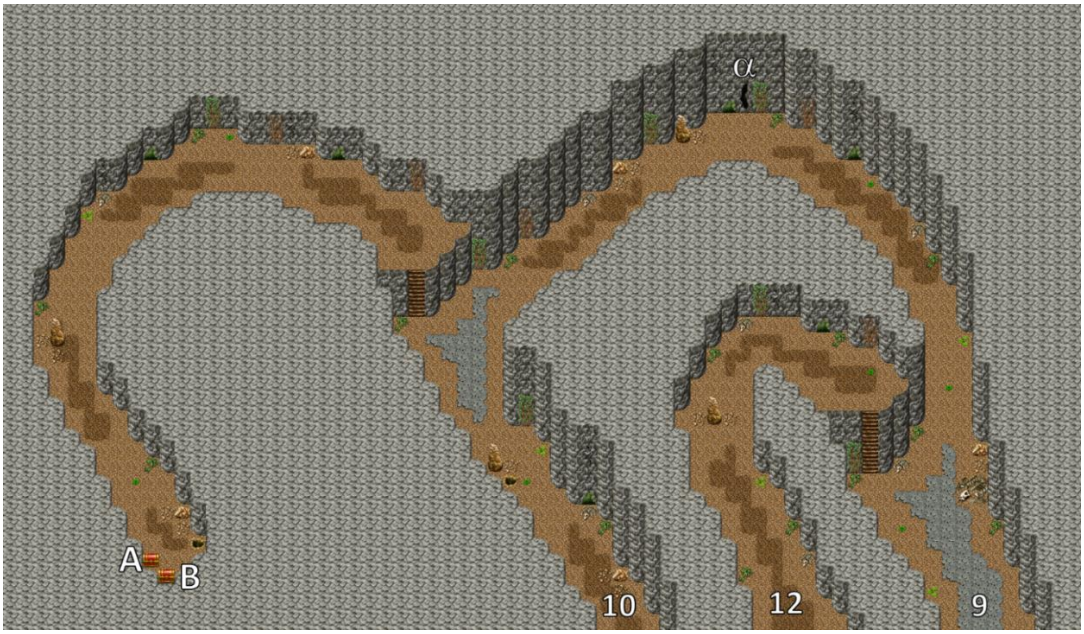
Back on the Cliff Face, take a few steps SW and collect the two treasures (**Small AP Orb** – ***K on Cliff Face***, **Large Cottage** – ***L on Cliff Face***). After gathering the treasures, return NE and enter Passageway #2. Head north until you reach the east/west fork. Take the eastern fork and continue east through the next fork and follow the path until you reach the southern exit (*8*). Back on the Cliff Face, take a few steps NW and climb the vines until you reach upper level. Head north and enter Passageway #3 (*9*).

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

Passageway #3

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend			
A	Medium AP Orb	α	Phoenix Ashes, Resurrection Elixir, Ultra Ward Tonic, Perfect Elixir
B	Shepherd Ring		

In Passageway #3, head north until you reach a north/NW fork. Take the NW fork and climb the stairs to the upper level. Continue along the path as it turns west and then south to the southern exit (*10*). Back on the Cliff Face, head west across a bridge and then climb the sets of vines. On the upper level, head south along the thin ledge and grab the treasure (**Large AP Orb** – ***M on Cliff Face***). With the treasure in hand, return north and then climb another vine until you reach a Tunnel. If you have an Engineer in your Party, then take the Tunnel, gather the two Green Chests on the island (**Sapphire Cloak** – ***N on Cliff Face***, **Sapphire Robe** – ***O on Cliff Face***), and then return through the Tunnel.

From the eastern end of the Tunnel, head north and enter the passageway (*11*). This passageway leads to the only puzzle of Mount Vilu. For the puzzle solution, see Puzzle Solutions (Section ***8.16.14***). After completing the puzzle, leave the puzzle area and head south down three sets of vines. Cross the bridge to the east and return inside Passageway #3 (*10*). Head NW until you reach a Tunnel. If you have an Engineer in your Party, then take the Tunnel, collect the treasures, and return through the Tunnel; otherwise, continue NW to a NW/NE fork and take the NW fork. Continue along the path until the end, acquiring the treasures at the end of the path (**Medium AP Orb** – ***A***, **Shepherd Ring** – ***B***). With the treasures in hand, return via the previous fork and this time, follow the NE path. Continue along the path until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasures inside (**Phoenix Ashes, Resurrection Elixir, Ultra Ward Tonic, Perfect**

Elixir – α). After gathering the treasures, leave the chamber and head SE until you reach a west/south fork. Take the western fork, climb the stairs, and then follow the path until you reach the southern exit (*12*).

Back on the Cliff Face, head west across a bridge and collect the treasure at the end of the path (**Warden Ring** – ***P***). With the treasure in hand, return east across the bridge and climb two sets of vines to the top level. If you are attempting to acquire all the excavation achievements then head east, descend the vines, and head SE until you reach a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber, enter the chamber, leave, and then return up the vines. Finally, head north until you reach the Peak (*13*).

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

Peak

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend	
A	Climbing Gear

After you've reached the Peak (*13*), continue west until you reach the apex of Mount Vilu where you'll find Maximilian's tombstone. Investigate the tombstone and you'll find his **Climbing Gear** which will be a great asset when you explore the Phoenix's Aerie. With the *Climbing Gear* acquired, it's time to leave Mount Vilu. The quickest way to leave is to use a *Warp Stone* or Warp spell; otherwise, backtrack down the Peak and Cliff Face to the exit.

With the *Climbing Gear* in hand, it's time to return to Necht and find the Young Ship Captain. From Mount Vilu, return to the Southeast Huldra Outpost, board your ship, and sail counterclockwise around the coastline until you are due west of Volundra. Sail west through the Ocean until you reach the northern tip of South Aldrin. Dock your ship and head south through South Aldrin until you reach Necht. Enter the Harbor on the eastern edge of town then head down the second pier to the south and you'll find the Young Ship Captain. The Captain won't have his bravery questioned and offers to sail you to the island for 100,000G. Accept his offer and a short cutscene will play where the Young Ship Captain will take you to the Phoenix's Aerie Island.

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

8.11.6 Phoenix's Aerie Island

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



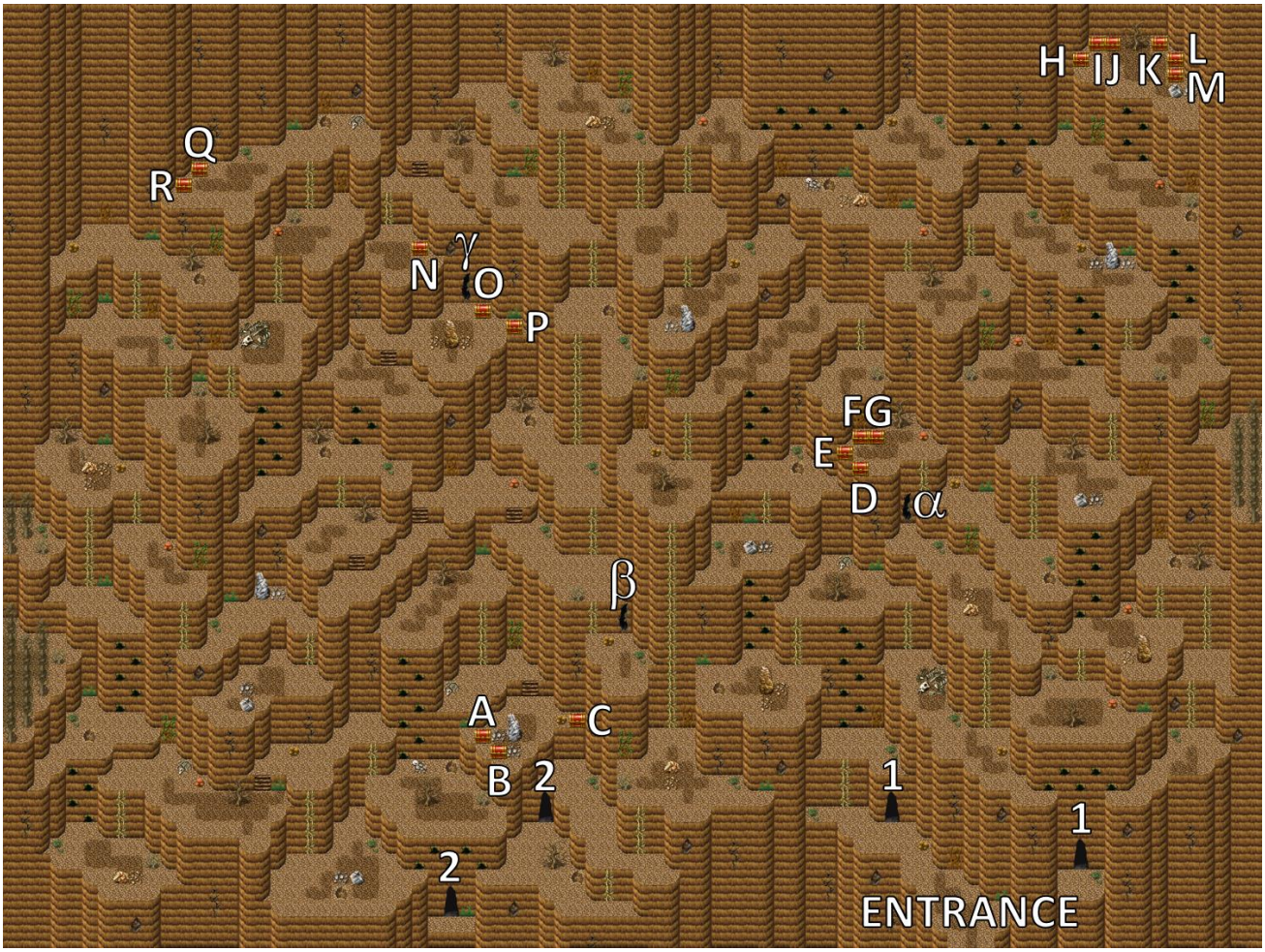
The Phoenix's Aerie Island is a vast tract of unexplored territory. The Young Ship Captain will wait at the port ready to take you back to Necht if you need to resupply or you find the enemies of the island too strong. It's a long circuitous route around the island to reach the Phoenix's Aerie and there is only one other location to explore on the island. Your first stop will be the Wild Cliffs which is closer than the Phoenix's Aerie. To start, head NW while hugging the southern edge of the mountains. When you reach the end of the mountain range, loop around their western edge and head due east along the southern edge of the lake to the north. Loop counterclockwise around the lake until you are heading west. Continue west until a river blocks your way, at which point you should then head southwest until you find the entrance to the Wild Cliffs.

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

8.11.7 Wild Cliffs

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend					
A	Resurrection Elixir	**H**	Cryogenic Bomb	**O**	Rejuvenating Elixir
B	Medium AP Orb	**I**	Holy Devastation Bomb	**P**	Hyper Remedy
C	Stone Ring	**J**	Electric Death Bomb	**Q**	Sapphire Dagger
D	Recipe for Bulwark Helm	**K**	Magma Blast Bomb	**R**	Recipe for Vapor Knife
E	Massive SP Orb	**L**	Demonic Shadow Bomb	α	Ambrosia, Perfect SP Orb
F	Nectar	**M**	Cyclonic Burst Bomb	β	Resurrection Elixir, Ultra Vigor Tonic
G	Rejuvenating Elixir	**N**	Large AP Orb	γ	Ultra Jolt Tonic, 60,000G

In the Middle Cliffs, head NW and you'll find a Passageway (*3*). Ignore it because it is only used to return back to the main path if you've fallen when attempting to climb across a horizontal climbing

path later in your exploration of the Middle Cliffs. Instead, take a few steps west and climb a set of vines. Next, climb a vertical cliff face and you'll find vines leading down to the east and west. First, take the western set of vines and climb the vertical cliff face a few steps to the west. Climb another set of vines and climb another vertical cliff face. There are vines to the NE and SW that both lead down. The vines to the NE lead to a dead end so head SW and climb down four sets of vines. Take a few steps to the west and you'll find a Passageway (*4*) and a horizontal climbing path to the west. If you fall, you'll have to take the Passageway (*4*) back to the beginning of the climbing path and try again. After successfully crossing, head west and climb the vines. At this point, you'll find a fork. To the west you'll find a set of stairs, while to the east you'll find a set of vines leading down the cliffs.

First, descend the vines to the east, take a few steps east, and then climb the vertical cliff face. Next, head NE, descend a set of vines, and then head down some stairs until you reach a group of treasures (**Resurrection Elixir** – ***A***, **Medium AP Orb** - ***B***, **Stone Ring** – ***C***). Next, return to the previous fork, climb down a set of vines, and then head east across a horizontal climbing path. After successfully crossing, head east and then climb four consecutive vines. Take a few steps east, descend a vertical cliff face, climb down a set of vines, and then climb down another vertical cliff face. Finally, take a few steps east and climb a set of vines until you reach the original east/west fork.

Now, take the eastern path and descend down the far eastern vines. Head SE and then climb the first set of vines that you come across. Head NW until you find a Mining Crevice (α). Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Ambrosia, Perfect SP Orb** – α). With the treasure in hand, return SE and descend the vine to the lower level. Take a few steps SE and you'll find a horizontal climbing path with a Passageway (*3*) below. If you fall, you'll have to take the Passageway (*3*) back to near the beginning and retrace your steps to the beginning of the climbing path. After successfully crossing, head NE and climb two sets of vines. Next, descend one set of vines, head west, and then climb a vertical cliff face. Here, you'll find a fork in your path with vines leading down to the NW and vines leading up to the north. First, take the vines leading down and then head NW. Climb the vines and then collect all the treasures at the end of the path (**Recipe for Bulwark Helm** – ***D***, **Massive SP Orb** – ***E***, **Nectar** – ***F***, **Rejuvenating Elixir** – ***G***)

Synthesis Recipe!	
Item	Bulwark Helm
Bonus	DEF +40
Ingredients	Sapphire Helm, 3× Slug Slimes, 3× Phantom Essences, and 3× Earthen Bones

After gathering the treasures, return down and then up the vines to the previous fork. Now, take vines to the NE leading up and then climb up the vertical cliff face. Once again, you'll be confronted by a fork with vines to the east and west, both leading down. The western path is a dead end and is only used if you fall during a later climbing path, so take a few steps east and then descend the vines. Head NE and climb two vertical cliff-faces until you reach a treasure trove in the NE corner (**Cryogenic Bomb** – ***H***, **Holy Devastation Bomb** – ***I***, **Electric Death Bomb** – ***J***, **Magma Blast Bomb** – ***K***, **Demonic Shadow Bomb** – ***L***, **Cyclonic Burst Bomb** – ***M***).

With the treasures in hand, climb down the vertical cliff face and then head west until you reach a horizontal climbing path to the west. Make the climb west and cross a secondary horizontal climbing path. If you fall in either case, you'll have to make the crossing again to proceed through the Middle

Cliffs. After successfully crossing the two horizontal climbing paths, descend a set of vines then you'll find yourself at a fork with vines to the north leading up and to the south leading down. The vines to the south are a dead end, so climb up the vines to the north. Head NW and then climb down one set of vines until you reach another fork. Head west, down a set of stairs, and then down some vines until you reach a single treasure (**Large AP Orb** – ***N***).

After collecting the treasure, return to the previous fork and take the eastern vines down. Descend three more sets of vines until you find a Mining Crevice (β). Use a Mining Bomb to open the excavated chamber and collect the treasure (**Resurrection Elixir, Ultra Vigor Tonic** – β). After grabbing the treasure, leave the chamber and then return up one set of vines. Head NW and climb a short set of stairs. Next, take a few steps west and descend another set of stairs. Head SW, climb a short set of stairs, and then ascend a set of vines until you reach a fork with vertical cliff faces to the NE and NW. First, climb the NW vertical cliff face, head NE up a set of stairs, then continue until you reach two treasures (**Rejuvenating Elixir** – ***O***, **Hyper Remedy** – ***P***). After gathering the treasures, use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Ultra Jolt Tonic, 60,000G** – γ).

After clearing the excavated chamber, leave and head SW down the stairs. Next, descend the vertical cliff face until you reach the previous fork. Now, climb the western vertical cliff face and you'll find vines leading down to the west and leading up to the north. First, take the northern path and climb two sets of vines. On the top level, head west and grab the two final treasures (**Sapphire Dagger** – ***Q***, **Recipe for Vapor Knife** – ***R***).

Synthesis Recipe!	
Item	Vapor Knife
Bonus	AGI, PRE +45
Ingredients	Sapphire Dagger, 3× Aerie Wyrm Teeth, 3× Serpent Teeth, and 3× Silver Pelts

After collecting the final treasures, use a Warp spell or Warp Stone to quickly exit the Wild Cliffs. Now its time to visit the Phoenix's Aerie. From the Wild Cliffs, head northeast along the river until a path opens to the east. Follow the path east with the mountains to the north and river to the south until mountains block your way and you must turn south. Walk south until mountains block the way and then head east along the northern edge of the mountains until you reach the eastern coastline. Continue counterclockwise along the coastline until you run into a major mountain range that nearly splits the eastern and western portions of the continent in half. Head SW along the southern edge of the mountains until you reach the southern coastline. From there, head clockwise along the coastline until you reach another set of mountains. Head south, east, and then NE until you reach the mountain trail leading to the Phoenix's Aerie.

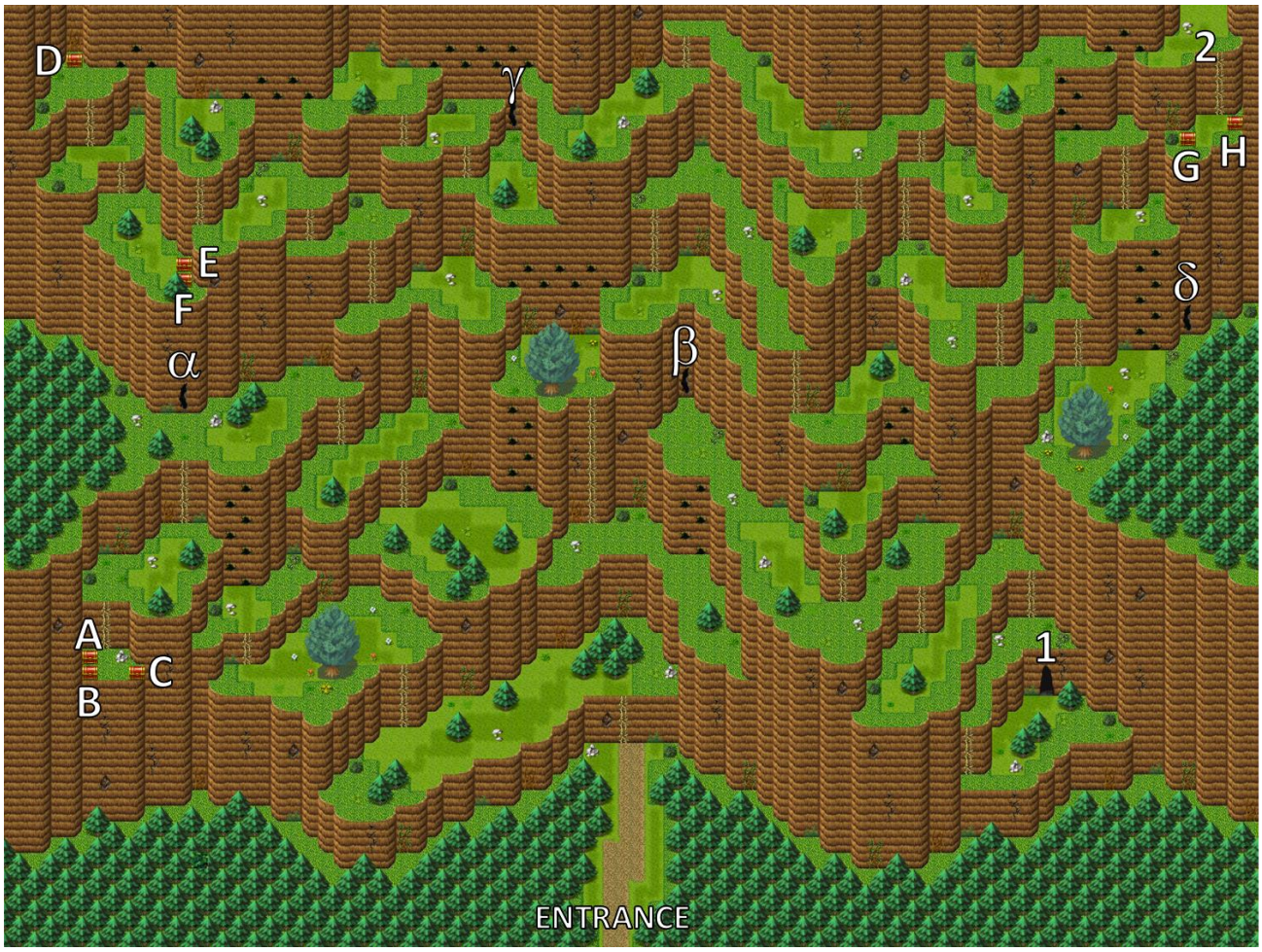
Battle Notes: *See the Battle Notes for Section **8.11.5**.*

8.11.8 Phoenix's Aerie

Lower Cliffs

Suggested Level: 100 (Initial Level +35)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend					
A	Resurrection Elixir	**E**	Medium AP Orb	α	40,000G, Great SP Orb
B	Medium AP Orb	**F**	Massive SP Orb	β	Great Potion, Ultra Mind Tonic
C	Sapphire Gloves	**G**	Great Potion	γ	Great Magic Potion
D	Recipe for Enduring Shield	**H**	Great Magic Potion	δ	Rejuvenating Elixir

The tops of the cliffs of the Phoenix's Aerie are lost above the clouds. No Human, Elf, Goblin, or Dwarf has ever before set foot on these mysterious grounds. From the entrance, head north and climb the vines. On the elevated level, head SW until you reach another set of vines. Climb them and head west past the large tree until you reach a third set of vines. Climb the vines and you'll find yourself

confronted with a tall cliff face. If you collected the Climbing Gear, you can easily climb the vertical cliff face; otherwise, you must perform a perfect button matching sequence to climb the cliff face. If you fail, you will alert nearby monsters and have to fight them. After falling once, you will still have to perform a perfect button matching sequence but you'll no longer draw any monsters.

Climb the cliff face and then head a few steps west until you find a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**40,000G, Great SP Orb** – α). After collecting the treasure, leave the chamber, head south down two sets of vines and collect three more treasures (**Resurrection Elixir** – ***A***, **Medium AP Orb** – ***B***, **Sapphire Gloves** – ***C***). With the treasures in hand, climb back up the two sets of vines and head east until you find vines leading down. Head SE and climb down two sets of vines. Next, head east and you'll find a vertical cliff face marked with hand holds. Climb the vertical cliff face, loop around the large tree, and then descend the long vines to the lower level. Head east and climb another vertical cliff face. From there, take a few steps north until you reach a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and collect the treasures inside (**Great Potion, Ultra Mind Tonic** – β).

After acquiring the treasures, leave the chamber, head SE past a set of vines leading up until you reach another set of vines leading down. Climb down three sets of vines and you'll find a passageway (*1*). Enter and you'll find the first puzzle of the Phoenix's Aerie (*1*). For the puzzle solution, see Puzzle Solutions (Section ***8.16.15***). After completing the puzzle, climb three sets of vines and then take a few steps west until you reach the vines leading up. Climb the vines, head NE, and climb up the vertical cliff face. Take a few steps west and climb another set of vines. From there, head NW and then climb down a set of vines until you reach a cliff face that you have to climb horizontally. If you fail climbing across this section, you will have to retrace your steps back to the start of the climb. After successfully climbing across the horizontal space, head west and climb three sets of vines. Take a few steps NW, climb west across the horizontal space, and then collect the treasure (**Recipe for Enduring Shield** – ***D***).

After collecting the treasure, climb down two sets of vines and gather two more treasures (**Medium AP Orb** – ***E***, **Massive SP Orb** – ***F***). Next, return up the two vines, climb across the gap to the east, and head east. Climb to the east across another gap and then head east until you reach a set of vines leading down. Climb down two sets of vines and take a few steps to the NE until you find a Mining Crevice (γ). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Great Magic Potion** – γ). With the treasure in hand, leave the chamber and then return up the two sets of vines where you'll find a climbing path to the east. Climb across the gap to the east and then continue east until you reach a set of vines. Climb the vines and then head SE. Ignore the first set of vines to the south and then climb down the next four set of vines. On the lower level, take a few steps east past the climbing path up the vertical cliff face until you reach a Mining Crevice (δ). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Rejuvenating Elixir** – δ).

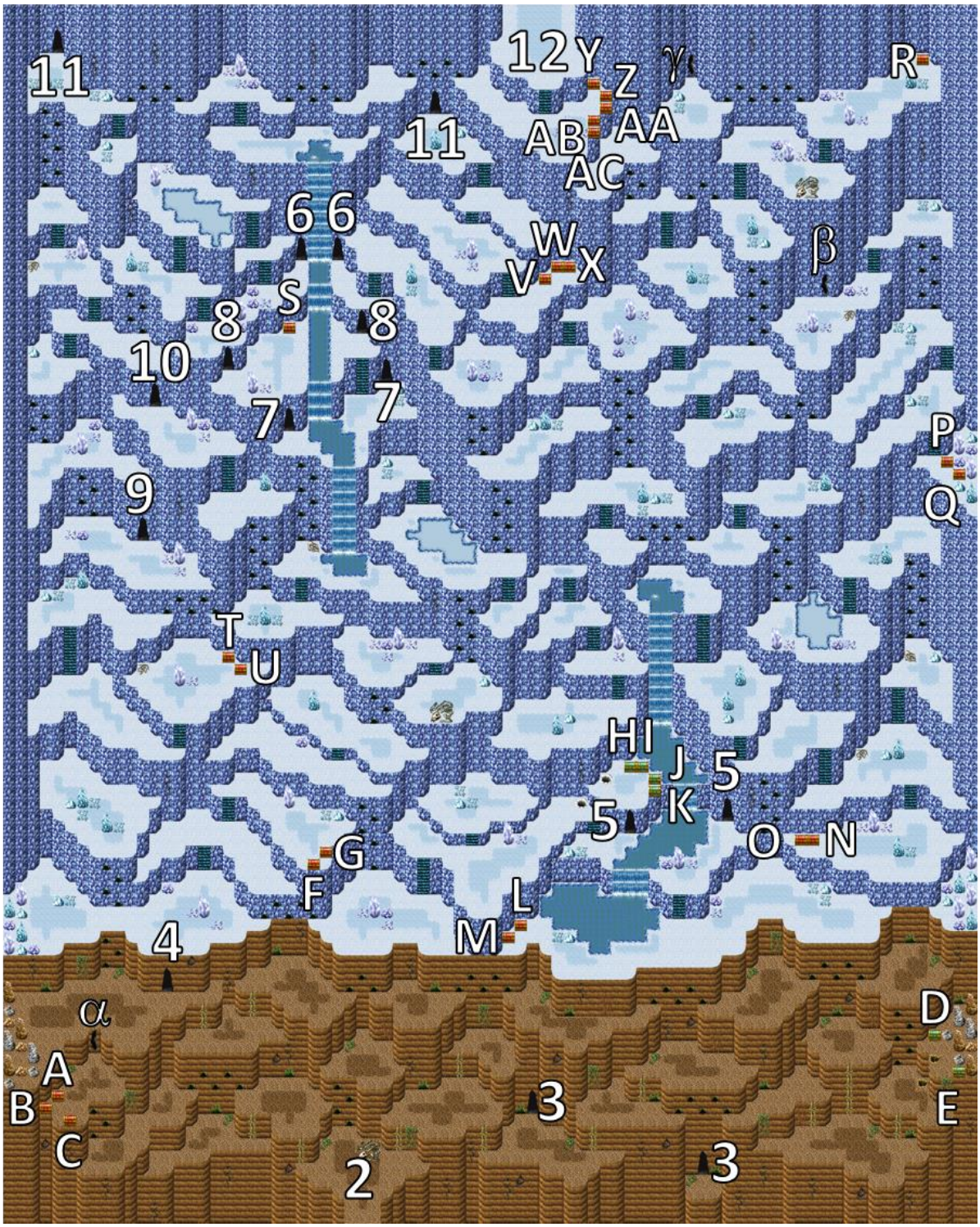
Leave the chamber and then climb the vertical cliff face. Climb another set of vines and another vertical cliff face until you see a climbing path to the east. Climb across the gap and before you head north to the Middle Cliffs, descend the vines below and collect the final two treasures (**Great Potion** – ***G***, **Great Magic Potion** – ***H***). After grabbing the treasures, return up the vine and head north up to the Upper Cliffs (*2*).

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

Upper Cliffs

Suggested Level: 102 (Initial Level +37)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend					
A	Recipe for Suspending Spear	**L**	Recipe for Crushing Axe	**W**	Resurrection Elixir
B	Sapphire Spear	**M**	Ambrosia	**X**	Sapphire Boots
C	Great Magic Potion	**N**	Recipe for Elemental Hat	**Y**	Expert Ring
D	Aegis Gauntlets (Green Chest)	**O**	Hyper Remedy	**Z**	Resurrection Elixir
E	Aegis Gloves (Green Chest)	**P**	Nectar	**AA**	Great SP Orb
F	Great Magic Potion	**Q**	Ambrosia	**AB**	Rejuvenating Elixir
G	Great Potion	**R**	Huge AP Orb	**AC**	Large AP Orb
H	5× Perfect Elixir (Green Chest)	**S**	Genji Ring	α	Nectar
I	Full Ambrosia (Green Chest)	**T**	Sapphire Whip	β	Ultra Jolt Tonic, Resur. Elixir
J	Full Nectar (Green Chest)	**U**	Recipe for Waning Whip	γ	Ambrosia, Nectar
K	Full Elixir (Green Chest)	**V**	Great SP Orb		

From the entrance of the Upper Cliffs (*2*), head north and you'll find a fork with vines to the NW, a vertical cliff face to the north, and another set of vines to the NE. The vines to the NW and the vertical cliff face to the north both lead to a dead end, so climb the vines to the NE. Take a few steps east and you'll find vines to the north leading up and vines to the south leading down. The northern vines lead to a dead end so climb down the vines to the south. A few steps to the east you'll find a passageway (*3*) that is only used if you fall while climbing an upcoming horizontal climbing path. Bypass the passageway (*3*) and continue east until you reach a set of vines leading up. Climb the vines and head east past a set of vines until you reach a horizontal climbing path. If you fall while crossing the horizontal climbing path, then you'll need to take the passageway (*3*) back and try again. After successfully crossing, head east and then descend a set of vines. Take a few steps east past the first set of vines leading up until you get to the second set of vines. Climb the vines and you'll come to a Tunnel. If you have an Engineer in your Party, then take the Tunnel, collect the two Green Chest treasures (**Aegis Gauntlets** – ***D***, **Aegis Gloves** – ***E***), and then return through the Tunnel.

Climb the vertical cliff face to the north and then take a few steps west until you reach a horizontal climbing path. In this step, you'll actually cross four straight horizontal climbing paths to the west. If you fall at any point, you'll have to retrace your steps and make the climb again. After successfully crossing all four horizontal climbing paths, continue west, descend a set of vines, and then after a few steps west, climb another vine. Next, head west until you reach a cave entrance (*4*) which leads to a puzzle area. For the solution, see Puzzle Solutions (Section ***8.16.16***). After completing the puzzle, head a few steps west until you reach a vertical climbing path leading up into the snow-capped areas above. In the snowy area of the cliffs, you'll find a vertical cliff face directly to the north, a set of stairs to the NE, and a horizontal climbing path to the east. The vertical cliff face above is a dead end, so head NE and climb two sets of stairs. From there, head SE and collect two treasures (**Great Magic Potion** – ***F***, **Great Potion** – ***G***).

Return down the two sets of stairs and then walk SE until you reach the horizontal climbing path. If you fall while crossing, you'll have to retrace your steps through the lower area back to the snowy upper area. After successfully crossing, take a few steps east and you'll find a vertical climbing path to the north and stairs to the NE. Take the stairs and then head east past a short set of stairs until you reach

a Tunnel. If you have an Engineer in your Party, then take the Tunnel and collect the four Green Chest treasures (**5× Perfect Elixirs** – ***H***, **Full Ambrosia** – ***I***, **Full Nectar** – ***J***, **Full Elixir** – ***K***) and return through the Tunnel. Next, descend a short set of stairs to the south and then head through a passageway (*5*) to the eastern side of the waterfall. From there, head SW, down a set of stairs, and then west until you reach two treasures (**Recipe for Crushing Axe** – ***L***, **Ambrosia** – ***M***).

Synthesis Recipe!	
Item	Crushing Axe
Bonus	Inflicts DEF -25%
Ingredients	Sapphire Axe, 5× Amber Sludges, and 5× Earthen Bones

Return east past the stairs to the north until you reach a vertical climbing path. Climb the vertical cliff face and you'll find a fork with stairs leading up to the west and stairs leading down to the east. First, take the stairs to the east down and after a few steps east, you'll find another fork with stairs to the north and south. Take the southern stairs and head west to a set of two treasures (**Recipe for Elemental Hat** – ***N***, **Hyper Remedy** – ***O***).

Synthesis Recipe!	
Item	Elemental Hat
Bonus	50% resistance against Fire, Thunder, and Dark elements
Ingredients	Sapphire Hat, 5× Phantom Essences, and 5× Grotesque Skulls

With the treasures in hand, return to the east and head north up two sets of stairs until you reach a vertical cliff face. Climb up the cliff face, head west, and descend the stairs. Loop south, west, and north around the frozen water until you reach another vertical cliff face. Climb the vertical cliff face, head west, descend a set of stairs, and take a few steps west until you reach a horizontal climbing path. If you fall, you'll have to retrace your steps to the beginning. After successfully crossing, head up a set of stairs and then climb up a vertical cliff face where you'll find a fork with stairs to the east and west. The western set of stairs is a dead end so head east and descend the stairs where you'll find another fork with stairs to the south and a vertical cliff face to the NE. First, descend the stairs to the south, head east, and cross the horizontal climbing path. Again, if you fall, you'll have to retrace your path until you reach the beginning again. After successfully crossing, head NE, climb a vertical cliff face, and then descend a set of stairs to the west. Take a few steps SW and you'll find a Mining Crevice (β). Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Ultra Jolt Tonic, Resurrection Elixir** – β).

After grabbing the treasure, leave the chamber and return along the path, up the stairs, down the vertical cliff face. Rather than heading SW to return to the horizontal climbing path, head south and descend two sets of stairs until you reach a couple of treasures (**Nectar** – ***P***, **Ambrosia** – ***Q***). Return up the two sets of stairs and then head SW to the horizontal climbing path. Cross to the west then climb a set of stairs to the west. Head NE and climb the vertical cliff face where you'll find a fork with stairs to the north and a horizontal climbing path to the NW. First, climb the stairs to the north, head east, and climb another set of stairs. From there, head NE and collect the treasure in the corner (**Huge AP Orb** – ***R***).

With the treasure in hand, head west, crossing the horizontal climbing path until you reach a Mining Crevice (γ) along the northern wall. Use a Mining Bomb to open the excavated chamber (**Ambrosia, Nectar** – γ). Now, you've cleared this portion of the Phoenix's Aerie and it's time to return back to near the beginning of the Upper Cliffs. To start, leave the chamber, cross the horizontal climbing path to the east, descend two sets of stairs, and then climb down the vertical cliff face to the south. Head west, climb up a set of stairs, and then descend the vertical cliff face to the SW. Next, descend a set of stairs, climb a horizontal climbing path to the east, climb up a set of stairs, and finally descend a vertical cliff face to the east. From there, loop south, east, and north around the frozen water and then climb a set of stairs. Head east, descend a vertical cliff face, and head down a set of stairs. Next, head SW, climb a set of stairs, and take a few steps SW until you reach a vertical cliff face to the south. Descend the cliff face, head SW, climb a set of stairs, and then take the passageway (*5*) behind the waterfall. On the western side, take a few steps west, head up the stairs, and then continue west past a set of stairs to the north until you find stairs leading down to the south. Descend the stairs and head west and you'll find the vertical cliff face that leads to the remaining portion of the Upper Cliffs.

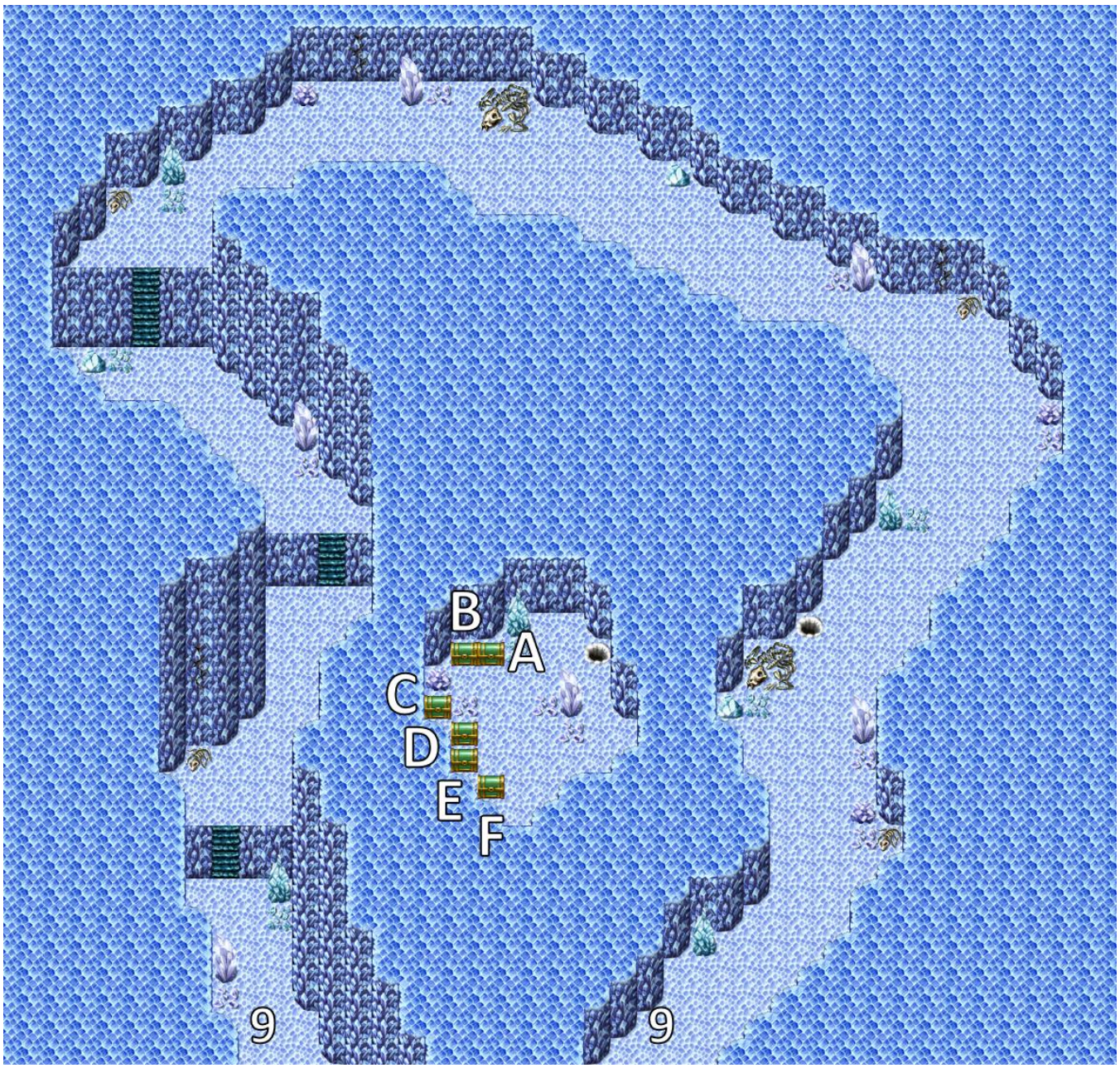
Climb the vertical cliff face and head west until you reach a set of stairs. Climb the stairs and then take a few steps NE and climb the vertical cliff face. From there, head east, descend a set of stairs, take a few steps east, and then climb up another vertical cliff face. Here, you'll find an intersection with stairs leading up to the NW, a vertical cliff face to the NE, and stairs leading down to the east. The stairs to the NW and to the east are both dead ends so climb the vertical cliff face to the NE. Climb another vertical cliff face a bit to the NW and then head NW until you reach a set of stairs. Climb the stairs and continue NW until you find a set of stairs leading down. Descend the stairs and head NW until you reach a Passageway (*6*). Take the passageway (*6*) behind the waterfall, take a few steps SW and then climb two sets of stairs. Loop west, south, and east until you reach a set of stairs leading down. Descend the stairs and you'll find a fork with a vertical cliff face to the SW and stairs leading down to the SE. The stairs to the SE are a dead end so climb down the vertical cliff face to the SW. Head west and you'll find stairs to the north and south. First, take the stairs leading down and then climb down two consecutive cliff-faces. Head east and enter the Frozen Passageway (*9*).

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

Frozen Passageway

Suggested Level: 102 (Initial Level +37)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend			
A	Piercing Magma Bomb (Green Chest)	**D**	Piercing Shadow Bomb (Green Chest)
B	Piercing Electric Bomb (Green Chest)	**E**	Piercing Cyclone Bomb (Green Chest)
C	Piercing Holy Bomb (Green Chest)	**F**	Piercing Cryogenic Bomb (Green Chest)

From the entrance of the Frozen Passageway (*9*), head north up three sets of stairs and follow the path clockwise until you reach a Tunnel. If you have an Engineer in your Party, then travel through the Tunnel to the west, collect the six Green Chests (**Piercing Magma Bomb** – ***A***, **Piercing Electric Bomb** – ***B***, **Piercing Holy Bomb** – ***C***, **Piercing Shadow Bomb** – ***D***, **Piercing Cyclone Bomb** – ***E***, **Piercing Cryogenic Bomb** – ***F***), and then return through the Tunnel. Next, head south and exit the Frozen Passageway through the SE exit (*9*).

Back on the Upper Cliffs, head SE, descend the stairs, and climb down the vertical cliff face. From there, head east, climb the stairs, take a few steps north, and climb the vertical cliff face. There, you'll find a Passageway (*7*) that leads behind the waterfall to the east. Travel through the Passageway (*7*), take a few steps west and then climb the stairs to another Passageway (*8*). Take the Passageway (*8*) behind the waterfall and then head NE to collect another treasure (**Genji Ring** – ***S***). After grabbing the treasure, it's time to backtrack. From the treasure, head SW and take the Passageway (*9* back to the eastern side of the waterfall. Next, head down the stairs and then take another Passageway (*7*) to the western side of the waterfall. From there, descend the vertical cliff face below, descend the stairs to the south, and then take a few steps west past the vertical cliff face to a horizontal climbing path to the west. Cross the horizontal path, continue west, and descend a set of stairs. Next, head SE, climb a set of stairs, and head NE to two treasures (**Sapphire Whip** – ***T***, **Recipe for Waning Whip** – ***U***).

Synthesis Recipe!	
Item	Waning Whip
Bonus	Inflicts MGD -25%
Ingredients	Sapphire Whip, 5× Gluttonous Soul Hearts, and 5× Amber Sludges

Climb the vertical cliff face, head NW up a set of stairs, and then continue NW to the Frozen Passageway (*10*). Return counterclockwise through the Frozen Passageway and pass through the SW exit (*9*). Next, head NW and then climb two vertical cliff-faces. Next, climb three sets of stairs to the north until you reach a vertical cliff face. Climb the cliff face and you'll find a Passageway (*11*). Travel through Passageway (*11*) and then descend three sets of stairs until you reach a collection of three treasures (**Great SP Orb** – ***V***, **Resurrection Elixir** – ***W***, **Sapphire Boots** – ***X***). Grab the treasures and then return up the stairs and through the Passageway (*11*). Next, climb east across three consecutive horizontal climbing paths and then head east and collect the final treasures of the Upper Cliffs (**Expert Ring** – ***Y***, **Resurrection Elixir** – ***Z***, **Great SP Orb** – ***AA***, **Rejuvenating Elixir** – ***AB***, **Large AP Orb** – ***AC***). After grabbing the treasures, return a few steps west, climb the stairs, and head north to the Phoenix's Lair (*12*).

Battle Notes: *See the Battle Notes for Section **8.11.5**.*

Phoenix's Lair

Suggested Level: 103 (Initial Level +38)

Enemies: Earth Titan, Azure Wyrm, Opal Dragon, Aerie Wyrm, Mountain Troll



Treasure Chest Legend			
A	Champion Ring	**C**	Phoenix Ashes
B	Phoenix Ashes	**D**	Conjurer Ring

You've finally reached the Phoenix's Lair at the top of the mountain. From the entrance (*11*), head west and follow the path to a set of two treasures (**Champion Ring** – ***A***, **Phoenix Ashes** – ***B***). Then return along the path to the central 4-way intersection. Next, head east and follow the path to the other two treasures in this area (**Phoenix Ashes** – ***C***, **Conjurer Ring** – ***D***). With the treasures in hand, return to the 4-way intersection and head north. After a few steps, you'll come to a Save Point (***S.P.***). If you have the option, then save your game. Next, head north and you'll find the Great Phoenix, the boss of the Phoenix's Aerie. Make sure you are fully prepared before engaging the Great Phoenix.

Boss Battle: Great Phoenix



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
200,000	15,000	495	600	515	415	215	300	5	1,500,000	0	7,500

Skill	MP Cost	Description
Hurricane	400	~350 HP damage with wind element to all enemies
Solar Flare	400	~350 HP damage with fire element to all enemies
Thunderstorm	400	~350 HP damage with thunder element to all enemies
Arctic Blast	400	~350 HP damage with ice element to all enemies
Jet Stream	200	~750 HP damage with wind element to one enemy
Incinerate	200	~750 HP damage with fire element to one enemy
Giga Bolt	200	~750 HP damage with thunder element to one enemy
Glaciation	200	~750 HP damage with ice element to one enemy
Mental Anguish	0	Drain 10% MP from all enemies
Mind Flay	600	Absorbs (100% INT) MP from one enemy
Mystic Wall	350	No resist silence for 3 rounds to all enemies
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

The Phoenix is unique amongst the enemies of Firma in that it can revive itself once and return to full strength. Therefore, it's relatively low 200,000 HP (on Hard) is actually double that (400,000 HP on Hard). The Phoenix is a magical beast that can unleash Fire, Ice, Thunder, and Wind elemental attacks on either your entire Party or a single target. It can also drain MP from all enemies (with Mental Anguish) or from a single character (with Mind Flay). It can also silence your characters with Mystic Wall. Its sole physical attack, 250 Cuts, can be deadly by inflicting a -15% HP/turn bleeding state.

Your characters should attempt to buff their MGD as much as possible during this battle because the majority of the Great Phoenix's attacks can be guarded against with high MGD. Meanwhile, Clotting Rings that make you immune to bleeding states can help protect against Mystic Wall. Finally, having a plentiful supply of MP restoring items can be helpful in counteracting the MP draining skills of the Great Phoenix.

During the battle against the Great Phoenix, Knights should use Dark Ward to boost MGD, Adamantine Vest to double Max HP, and then unleash their most powerful single target physical attacks such as Septuple Stab, Devastation, and Rush Assault. Monks should begin with Nirvana to boost MGD and DEF and then boost ACC to maximize their number of hits if not already maximized. Then Monks should alternate between regular attacks and Knuckle Breaker. Thieves should start with Invisibility Cloak to boost AGI, then Hamstring and Behind Enemy lines to debuff the Phoenix. Once the buffs and debuffs have been applied, use attacks such as Armed Robbery and Burglary. Hunters should begin with Ultra Scan and inflict debuffs like Hamstring. With the buffs and debuffs set, use attacks like Komodo Fang and Rain of Death.

White Mages should start with Citadel, Magic Bulwark, and Giant to boost MGD, DEF, and Max HP. With the buffs applied, the White Mage needs to focus on keeping the Party fully healed and restoring the Parties drained MP. Black Mages should begin with Crumble to further decrease the Great Phoenix's already relatively low MGD and then use Genius to boost INT. Next, Black Mages should use Wind 8 to take advantage of the Great Phoenix's elemental weakness and Annihilation. Engineers should fill the role of healer with fish if the Party has no White Mage; otherwise, use Tonics to boost the Party's MGD and then unleash powerful single target attacks like Scientific Fury. Gray Mage's should follow either the Knight or Black Mage strategy depending on their build.

After a difficult battle, you will prevail against the Great Phoenix who will submit to your will allowing you to ride him through the skies and explore new areas that were impossible to reach by sea or by foot. After you mount the Phoenix, he will fly you to the bottom of the Phoenix's Aerie where you can once again mount him and fly around the world. If you remember, you acquired the Phoenix so that you could pass over the Shadow Mountains, so it's time to return to the Ruins of Rockwood.

From the Phoenix's Aerie, fly NW until you reach the large mountain range that splits North Aldrin in half. Follow it north until you reach the river west of Rockwood and then follow it east until you reach the Shadow Mountains that surround the Shadow Fortress inside. With the Phoenix, there is a single tile where you can land inside the mountains. Dismount the Phoenix and head into the Shadow Fortress Courtyard.

8.11.9 Shadow Fortress Courtyard

Suggested Level: 103 (Initial Level +38)

Enemies: Dark Human Guard, Dark Goblin Guard, Dark Elf Guard, Dark Human Elite Guard, Dark Goblin Elite Guard, Dark Elf Elite Guard



After entering the Shadow Fortress Courtyard, you'll quickly be confronted with a mindless horde of Dark Army soldiers who block the way. Their massive numbers make you question whether attempting to fight your way through would be the wisest course of action. You have two options: stay and attempt to fight through the horde or seek help from the Wystonia World Council.

If you choose to fight, then you must defeat 43 consecutive waves of enemies with no rest in between. If you are successful, then you can go directly inside the Shadow Fortress. In this case, you should skip to Section ***8.13.1*** for the guide to the Shadow Fortress. If you'd rather not wade through the horde, choose to leave and board your Phoenix.

To reach Wystonia from the Shadow Fortress, fly east over the Orphos until you reach the Mercenaries' Guild Camp. From there, fly south and you'll find Wystonia. Dismount the Phoenix and head inside Wystonia. When you reach the Wystonia Teleporter, the Royal Guard will be alarmed at the news you bring of the Shadow Fortress built on the site of the Rockwood Ruins and escorts you to the Floating Fortress immediately.

Once inside the Floating Fortress, head to the fourth floor to meet with the World Council. They want to bring the full force of the united races against the Dark Army but the Shadow Mountains cannot be breached by their forces. Jaxa suggest seeking out the Dwarfs to help mine through the mountains. The World Council agrees and they suggest you travel to Svarta and ask the Dwarf King, Darfal, for help in reaching the Shadow Fortress.

After your discussion with the World Council, leave the Floating Fortress and Wystonia. Mount your Phoenix and fly west for a short period until you find Svarta encircled by mountains. Land and then enter Svarta.

Battle Notes: *In this area, you'll encounter five new enemy types: Dark Human Guards, Dark Goblin Guards, Dark Elf Guards, Dark Human Elite Guards, Dark Human Goblin Guards, and Dark Elf Elite Guards.*



Name: Dark Human Guard
Stealable Items: Massive Potion, Giant Magic Potion, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
22,500	7,500	340	350	350	335	210	215	10	50,000	1,000	2,500	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies



Name: Dark Goblin Guard
Stealable Items: Massive Potion, Giant Magic Potion, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
17,500	6,500	325	335	335	320	240	230	10	50,000	1,000	2,500	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies



Name: Dark Elf Guard
Stealable Items: Massive Potion, Giant Magic Potion, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
22,500	8,500	355	335	365	350	225	200	10	50,000	1,000	2,500	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies



Name: Dark Human Elite Guard
Stealable Items: Great Potion, Giant Magic Potion, Great SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
25,000	8,500	350	360	360	345	220	225	10	75,000	1,250	3,000	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies



Name: Dark Goblin Elite Guard
Stealable Items: Great Potion, Giant Magic Potion, Great SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
22,500	7,500	335	345	345	330	250	240	10	75,000	1,250	3,000	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
Immobilize	150	250 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies



Name: Dark Elf Elite Guard
Stealable Items: Great Potion, Giant Magic Potion, Great SP Orb

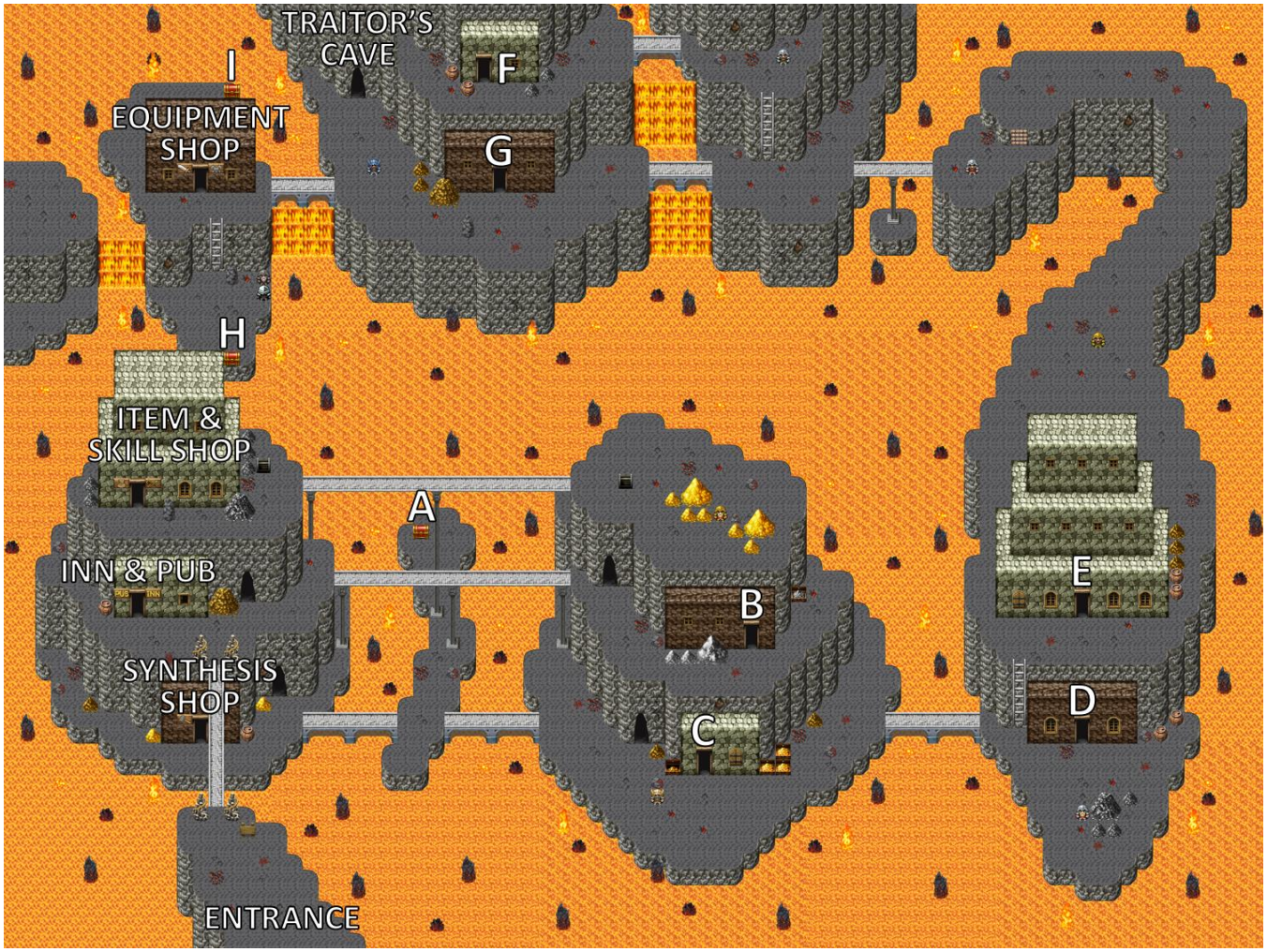
FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	B	C	B	D

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
27,500	8,500	365	345	375	360	235	210	10	75,000	1,250	3,000	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

8.11.10 Svarta

Suggested Level: 103 (Initial Level +38)



Treasure Chest Legend					
A	Perfect Elixir	**D**	Recipe for Odd Staff	**G**	Recipe for Defender Dagger
B	5× Mining Bombs	**E**	Perfect SP Orb, Tyrfing Blade	**H**	117,000G
C	351,000G	**F**	234,000G	**I**	175,500G

The Dwarves are a hearty people who feel most at home with solid rock above their heads. They also don't mind extremely hot temperatures such as those you'll find in Svarta which is mined from the heart of a lava lake. From the entrance of Svarta, head north over a bridge where you'll find Svarta's Inn and Pub. If you're weary, rest at the Inn and then stock up on Tonics at the Pub. Once you're finished leave the Inn and head into the Passageway to the east. Inside, you'll find ladders leading up and down. First, head down the ladder and exit the chamber where you'll find yourself on the lowest floor of Svarta.

Head inside the Synthesis Shop to the west and synthesize some of the new Sapphire-level recipes you picked up in the Phoenix's Aerie.

After you finish, leave the Synthesis Shop and head east across a bridge until you find a skinny land bridge. Head north and you'll find a treasure at the end of the land bridge (**Perfect Elixir** – ***A***). After collecting the treasure, return south and west across the bridge. Enter the passageway, climb up the ladders, and then exit the chamber to reach the top level of Svarta. Head west inside the Item and Skill Shop and replenish your stock of items. If you require additional SP to learn new skills, head to the Skill Shop on the 2nd floor to purchase SP Orbs. Once you're finished, leave the shop and head east across the upper bridge.

After crossing the bridge, head down the ladder and then exit the chamber to find yourself on the middle level of the island. Head east and enter the Dwarven residence where you'll find a wooden crate (**5× Mining Bombs** – ***B***). After collecting the treasure, exit the residence and return NW to the passageway. Head inside, descend a ladder, and exit the chamber. You'll find yourself on the lowest level of the island. Head east a few steps, enter another residence, and collect the treasure inside (**351,000G** – ***C***). With the treasure in hand, exit the residence and head east across a bridge over the lava. Continue east past the ladder and enter the residence on the lowest level. Grab the treasure inside (**Recipe for Odd Staff** – ***D***) and then exit the residence.

Synthesis Recipe!	
Item	Odd Staff
Bonus	CRT +45
Ingredients	Sapphire Staff, 5× Grotesque Skulls, and 5× Baked Skulls

Next, climb the ladder to the west of the residence and head NW to the Dwarven King's Stronghold. Head inside and collect the treasure in the NW corner of the 1st floor (**Perfect SP Orb** – ***E***). With the treasure in hand, head upstairs and talk to the Dwarf King, Darfal. If you have already found Tyrfing's Hilt, then he will tell you that Tyrfing can only be reforged by acquiring Brimstone, according to the old legends. He further asks if he can take Tyrfing's Hilt and keep it safe since he is the keeper of Tyrfing's Blade which resides in a locked chest upstairs. Brimstone can be found later in Mt. Agni, but you probably aren't strong enough yet to acquire it. If you insist on attempting to acquire Brimstone, skip to Section ***8.14*** on Mt. Agni. If you acquire Brimstone and bring it to him, he gives you the key to Tyrfing's Blade and asks you to bring the pieces of Tyrfing and Brimstone to the local Dwarven Synthesis Master who should be able to reforge the blade. Head back to the Svarta Synthesis Shop and talk to the Synthesizer who will quickly reforge the legendary sword. Bring the sword back to Darfal and he will offer you 500,000G in exchange for their sacred sword. If you decline, he will be angered but will increase the sum to 750,000G. If you choose to decline that offer, then the Dwarf King will be furious and will demand that you give him the sword or suffer the consequences. If you refuse his final demand, he will call his guards who you will have to defeat. After you kill them, he will call even more guards who will escort you from Svarta and you will be banned forevermore from the Dwarven city. You can keep the powerful Tyrfing sword; however, you won't be able to get the Dwarves help in mining through the Shadow Mountains and you'll be forced to fight your way through the Dark Army in the Shadow Fortress Courtyard. Choose wisely based on your Party composition and current needs.

Assuming that you either don't have the required ingredients for Tyrfing or that you agreed to give Tyrfing back to Darfal, then you can still talk to Darfal about him helping you with the Shadow Fortress. He tells you that he prefers not to meddle in affairs of the Overworld and that his people are safe, far from the threat of the Dark Army. He tells you emphatically that he cannot help you, leaving you seemingly without recourse. After your short conversation with the Dwarf King, leave the King's Stronghold and head north. Follow the path as it curves west across a bridge until you reach a fork with a bridge to the north and bridge to the west. Climb the ladder and follow the path west until you find a Dwarven residence. Head inside and collect the treasure (**234,000G** – ***F***). After grabbing the treasure, exit the residence and return to the previous fork. Head west across the bridge and enter the next residence you come to. Enter and gather the treasure inside (**Recipe for Defender Dagger** – ***G***).

Synthesis Recipe!	
Item	Defender Dagger
Bonus	DEF +40
Ingredients	Sapphire Dagger, 5× Charred Goo, and 5× Demon Skulls

After collecting the treasure, exit the residence and head west across another bridge where you'll find the Dwarven Armor and Weapon Shops. Svarta is unique amongst the cities of Firma in that you can purchase rare Sapphire-level equipment. Head inside the Equipment Shop and purchase whatever Sapphire-level equipment that offers you an upgrade. Once you've finished at the Equipment Shop, exit the shop, descend the ladder, and collect the treasure at the southern edge of the rocky outcropping (**117,000G** – ***H***). After grabbing the treasure, head up the ladder and loop behind the Equipment Shop to find the final treasure (***175,500G*** – ***I***).

With all the treasures in hand, return to the front of the Equipment Shop, cross the bridge to the east, and then head north to the cave entrance along the northern wall. Head inside and you'll find a seemingly empty chamber. Approach the crack along the wall and choose to investigate. You'll find two levers inside (top and bottom). Flipping the top will result in spikes shooting up through the ground and gravely injuring your Party members. Instead, flip the bottom and open a secret passageway that leads into the Traitor's Cave.

Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Sapphire Sword	150,000G	124	0	0	50	NO
Sapphire Dagger	132,000G	107	0	0	40	NO
Sapphire Axe	138,000G	200	0	0	95	YES
Sapphire Spear	135,000G	80	0	66	14	NO
Sapphire Bow	129,000G	86	0	44	8	NO
Sapphire Whip	130,500G	68	0	68	14	NO
Sapphire Staff	150,000G	40	124	0	9	NO

Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Sapphire Armor	96,000G	95	35							300	
Sapphire Robe	96,000G	65	65								150
Sapphire Shield	75,000G	85							30		
Sapphire Cloak	75,000G	60	50								
Sapphire Hat	75,000G	50	60								
Sapphire Helm	75,000G	62	48								
Sapphire Gloves	75,000G	40		70							
Sapphire Gauntlets	75,000G	42			26			42			
Sapphire Shoes	75,000G	40				35	35				
Sapphire Boots	75,000G	50				30	30				

Skill Shop

ITEM NAME	SUMMARY	PRICE
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G
Massive SP Orb	Gains 8,000 Skill Points	20,000G
Great SP Orb	Gains 10,000 Skill Points	25,000G
Perfect SP Orb	Gains 15,000 Skill Points	37,500G

Pub

ITEM NAME	SUMMARY	PRICE
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
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
Great Potion	Restores 50% HP for one ally	25,000G
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

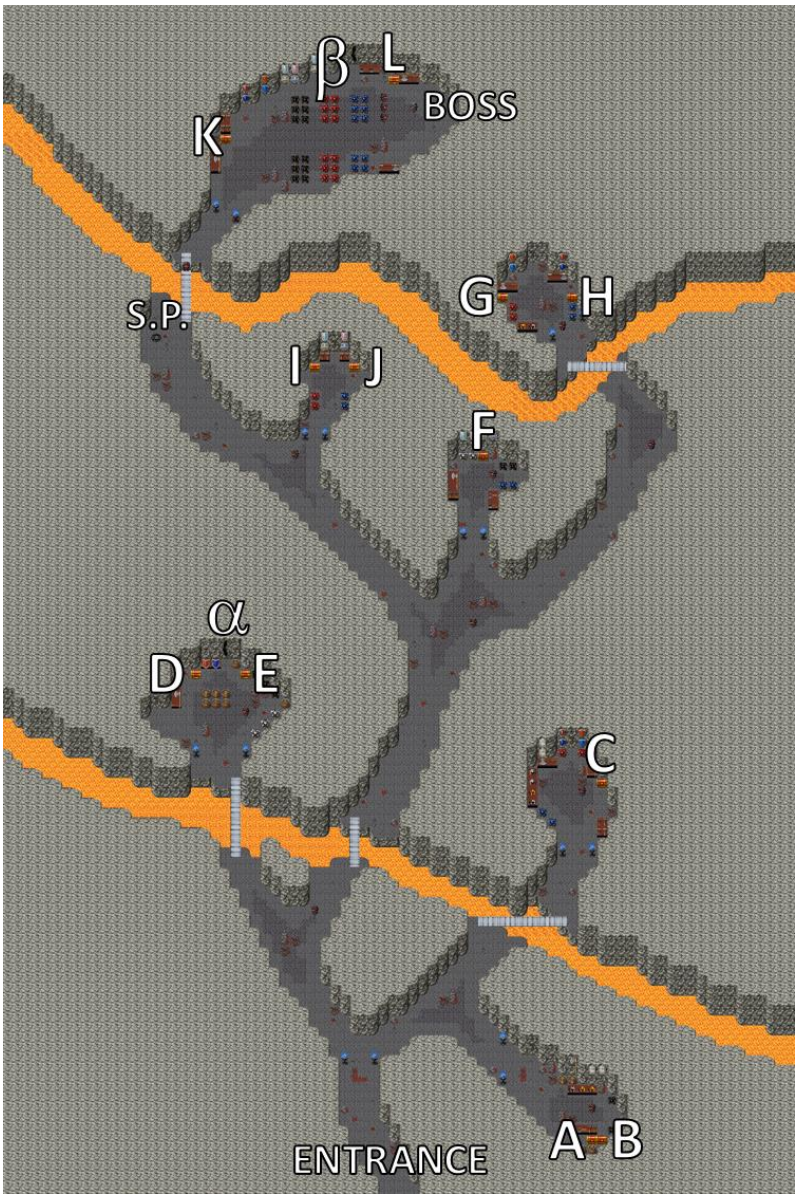
Vocalizer Serum	Cures silence	500G
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	2,500G
Hyper Remedy	Cures all status effects for one ally; includes zombification, jinx, and disease	10,000G
Sleeping Bag	Recovers 30 HP for Party	75G
Tent	Recovers 100 HP for Party	300G
Small Cottage	Recovers 300 HP & 300 MP for Party	2,500G
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000G
Large Cottage	Recovers All HP & MP for entire Party	10,000G
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	~500 HP damage with fire element to all enemies	2,500G
Sonic Boom Bomb	~500 HP damage with thunder element to all enemies	2,500G
Holy Fire Bomb	~500 HP damage with holy element to all enemies	2,500G
Black Void Bomb	~500 HP damage with dark element to all enemies	2,500G
Vicious Tornado Bomb	~500 HP damage with wind element to all enemies	2,500G
Blizzard Bomb	~500 HP damage with ice element to all enemies	2,500G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G

8.11.11 Traitor's Cave

Suggested Level: 103 (Initial Level +38)

Enemies: Dark Army Dwarf

Treasure Chest Legend	
A	Great Potion
B	Great Magic Potion
C	Ambush Ring
D	Ambrosia
E	Nectar
F	Medium AP Orb
G	Perfect Elixir
H	Berserker Ring
I	Large AP Orb
J	Perfect SP Orb
K	Resurrection Elixir
L	Phoenix Ashes
α	Great Potion, Great Magic Potion
β	Resurrection Elixir



In the Traitor's Cave, you'll find a variety of Booby Traps and the Dwarves who have fallen under the mind control of the force behind the Dark Army. They are plotting to overthrow King Darfal and bring the rest of the Dwarves into the Dark Army.

From the entrance, head north until you reach a NW/NE fork. Take the NE fork and you'll quickly come to a NE/SE fork. Take the SE fork but go slowly to avoid the booby trap. When you see a crack along the northern wall, make sure you that you hug the northern wall. Approach the crack and flip the lever inside to deactivate the booby trap. After you've deactivated the booby trap, head SE and defeat the Dark Army Dwarf at the end of the corridor. Next, collect the two treasures (**Great Potion** – ***A***, **Great Magic Potion** – ***B***) and then return NW to the previous fork.

Now, take the NE fork across a bridge and then proceed very slowly. Stop before you reach the twin bonfires of blue flame. The gap between them is two spaces wide and if you step on the western tile, you will trigger the booby trap which will gravely injure your Party. You can bypass the trap by

walking north across the eastern tile (covered by a small bit of reddened rock). After crossing to the north, defeat the Dark Army Dwarf and then head to the northern end of the chamber where you'll find a crack in the wall. Reach inside and flip the switch to deactivate the booby trap. Next, collect the treasure (**Ambush Ring** – ***C***) and then return to the previous fork. Head SW and after a few steps you'll reach the original fork with paths to the NW and south. Take the NW fork and continue until you reach a NE/NW fork.

Take the NW fork and continue across the bridge. On the western edge of the chamber, you'll see another crack in the wall. Based on the pattern so far, you'd expect that the lever inside this crack would similarly deactivate whatever trap is hidden within the chamber. The trick is that there is no trap except for the lever inside the chamber. If you flip it, then you will trigger the trap and be gravely injured. By simply ignoring the lever inside the crack, you can avoid the trap. Defeat the Dark Army Dwarf within the chamber and then grab the two treasures (**Ambrosia** – ***D***, **Nectar** – ***E***). Before leaving, use a Mining Bomb on the Mining Crevice (α) to open the excavated chamber. Grab the treasure inside (**Great Potion, Great Magic Potion** - α) and then leave the chamber.

With the treasures in hand, return south to the previous fork. Take the NE path and follow it until you reach a 4-way intersection. Defeat the Dark Army Dwarf patrolling the area and then approach the crack in the wall to the NE. There is a lever inside the crack which when flipped will activate the trap for the path to the north. Therefore, ignore the lever and take the northern path and defeat the Dark Army Dwarf inside the chamber. Next, gather the treasure (**Medium AP Orb** – ***F***) and then return south to the 4-way intersection.

Take the NE fork and follow the path across a bridge. Defeat the Dark Army Dwarf inside the chamber and then proceed slowly. Along the northern wall, you'll see a crack in the wall. If you walk on any tile south of the crack (except the one closest to the crack), you will activate the trap. To deactivate the trap, hug the northern wall and pull the lever inside the crack. With the trap deactivated, collect the two treasures in the chamber (**Perfect Elixir** – ***G***, **Berserker Ring** – ***H***).

After gathering the two treasures, return south along the path to the 4-way intersection. Take the NW path and follow it until you reach a NE/NW fork. Take the NE fork and defeat the Dark Army Dwarf outside the chamber. Pass between the twin bonfires and head north but be careful not to step on the tile that is three spaces below the crack along the northern wall. If you do, you will activate the trap. To deactivate the trap, hug either the eastern or western wall and flip the switch inside the crack on the northern wall. After deactivating the trap, gather the two treasures (**Large AP Orb** – ***I***, **Perfect SP Orb** – ***J***).

With the treasures in hand, return SW to the previous fork and take the NW path. Continue until you reach a Save Point (***S.P.***). If you can, use the Save Point and then head north across the bridge. Defeat the Dark Army Dwarf and then before approaching the twin bonfires of blue flame, make sure that your Party is fully healed and prepped for battle. Once you're ready, head NE between the bonfires and you'll trigger a short scene where you'll overhear the Dwarven Ringleader talking about assassinating the Dwarf King. At this point, you'll rush in and engage the Ringleader and his guards. The battle against the Dwarven Ringleader and his three Dark Army Dwarf guards is most difficult at the beginning when all of his guards are still alive. Focus your attacks on dispatching his guards because once they are dead, the Dwarven Ringleader is relatively weak compared to other bosses. The Dwarves utilize entirely physical-based attacks, relying on a combination of debuffs and bleeding states to cripple your Party. AGI, PRE, and bleeding state immunity can greatly improve your chances of winning this battle. Keep your Party fully healed and you should defeat the Dwarven Ringleader and his cohort.

Boss Battle: Dwarven Ringleader + 3× Dark Army Dwarf



Items to Steal

Ambrosia (5%), Nectar (5%), Perfect Elixir (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
150,000	7,500	400	450	400	400	250	250	15	500,000	50,000	2,500

Skill	MP Cost	Description
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Charge	600	400 HP damage + 125% Normal Attack to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy

After defeating the Dwarven Ringleader, you'll take him into custody so that you have proof to present to Darfal, the Dwarven King. Before you leave, collect the final two treasures (**Resurrection Elixir** – ***K***, **Phoenix Ashes** – ***L***) and then find the Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Resurrection Elixir** – β). After gathering the final treasures, backtrack through the Traitor's Cave and return to the King's Stronghold.

Darfal will be doubtful that the Dwarf you have in custody is plotting to kill him and order you to release him. Before you can refuse, the Ringleader breaks free from his restraints, vows to kill Darfal for his master, and then charges him. Luckily, you can knock the Ringleader unconscious before he can harm Darfal. Finally, the Dwarf King believes you and sees that nowhere is safe from the evil that is sweeping Firma. He agrees to help you with explosives and mining equipment to pass through the Shadow Mountains. He tells you that he will meet you there traveling via secret caves. He tells you to alert the World Council to gather their forces, making this your next stop.

After finishing with the Dwarf King, leave his stronghold and then exit Svarta. Board your Phoenix and fly east to Wystonia. Return to the Teleporter and the Royal Guard will once again let you see the World Council. When you meet with the World Council, they will tell you that many of their troops are scattered through their respective nations but they will send their able-bodied troops to the Shadow Mountains while they rally more troops. With Wystonian soldiers and Dwarves to help, you can finally penetrate the Shadow Mountains and defeat the Dark Army horde that guards the Shadow Fortress.

Once you venture into the Shadow Fortress, you've started your descent into the final dungeon of the game. While you can still escape the final dungeon up until you engage the final boss, we will take this opportunity to explore Firma and visit some of the locations that are now accessible with the aid of

the Phoenix. Therefore, rather than returning to the Shadow Mountains, you'll next head to the Mountain Trail, home to the mythical Red Moa.

The Mountain Trail is on a small island NE of Wystonia. To reach it from Wystonia, simply fly exactly NE and you'll spot the island. Land near the southern tip where there is a small grassland clearing where you can land your Phoenix. Dismount and then travel counterclockwise until you reach the Mountain Trial.

Battle Notes: *In this area, you'll find one new enemy type: Dark Army Dwarfs.*



Name: Dark Human Guard
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
25,000	7,500	350	350	300	300	225	175	5	100,000	5,000	1,000

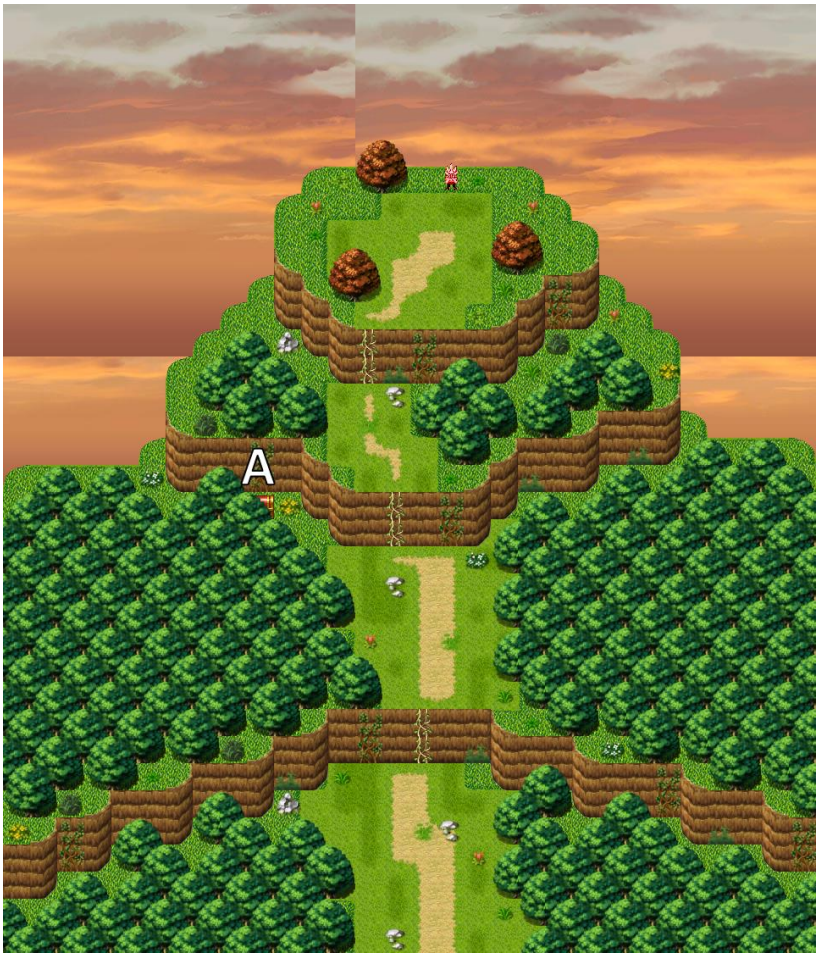
Skill	MP Cost	Description
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Charge	600	400 HP damage + 125% Normal Attack to one enemy

8.12 On the Wings of the Phoenix

8.12.1 Mountain Trail

Suggested Level: 103 (Initial Level +38)

Treasure Chest Legend	
A	Perfect Elixir



If you don't have a Hunter in your Party, then the only thing to do on the Mountain Trail is to gather the treasure. To do so, head north, climb a set of vines, and then walk NW to the lone treasure chest (**Perfect Elixir** – ***A***). If you don't have a Hunter, then return south and exit the area. Otherwise, approach the Red Moa at the top of the Mountain Trail. If you've been closely following the guide, then you'll remember that the Goblin Pupfish that you acquired in the Hobgar Undercity is the key to taming the Red Moa. If you acquired it earlier during your travels, you'll be prompted to feed it to the Red Moa. Otherwise, the Red Moa will ignore your normal taming attempts. If you tame the Red Moa, then you can swap the Phoenix for the Red Moa who can not only fly, but can land in forested areas which makes it much easier to reach certain areas, especially Mt. Agni.

After finishing at the Mountain Trail, you'll next head to the Igloo Outpost which sits at the northern tip of North Aldrin. To reach it from the Mountain Trail, fly north until you reach the northern coastline of Orphos and then fly due west until you reach the northern tip of North Aldrin and the Igloo Outpost.

8.12.2 Igloo Outpost

Suggested Level: 103 (Initial Level +38)

NPC Treasures: Longneck Eel, Oilfish, Remora, Dragonfish, Warmouth, Zingel, Spiny Eel, 3x Perfect Elixirs

Treasure Chest Legend	
A	Perfect Elixir
B	Resurrection Elixir
C	5x Mining Bombs



If you talked to all of the NPCs in Volundra Castle earlier, then you may remember the Nostalgic Elf and the story he tells of his friend who was lost centuries ago in the northern tundra of North Aldrin when the Elves abandoned the Frozen Tower. It turns out that the lost Elf still lives and he has made his home in a small igloo at the northern tip of the North Aldrin continent.

From the western entrance, head east and collect the treasures along the eastern edge in clockwise order (**Perfect Elixir** – ***A***, **Resurrection Elixir** – ***B***, **5x Mining Bombs** – ***C***). After grabbing the treasures, head west and enter the Igloo. Inside you'll find the Ancient Elf who will ask for your help in returning to Volundra. Agree to help him and he'll join you. At this point, you should fly back to Volundra. When you enter Volundra, the Ancient Elf will thank you for your help, reward you with seven different Icewater fish (**Longneck Eel, Oilfish, Remora, Dragonfish, Warmouth, Zingel, and Spiny Eel**), and then head inside the Castle. Follow him inside the Castle and then talk to the Nostalgic Elf and you'll learn that the two have quickly re-united and they want to be returned to the Ancient Elf's igloo. Agree to help them and they will both join you. Fly back to the Igloo and once you enter the Igloo, they will reward you with **3x Perfect Elixirs** for your help. Your work with the two Elves is now complete and its time to head to the next stop in your journey.

After finishing at the Igloo Outpost, you'll next head to the Master Spear Fisher's Camp which sits on a small island off the eastern coast of Orphos. To reach it from the Igloo Outpost, east until you reach the northeastern tip of Orphos. From there, fly southwest and you'll the Master Spear Fisher's Camp.

8.12.3 Master Spear Fisher's Camp

Suggested Level: 103 (Initial Level +38)

NPC Treasures: Recipe for Master Fishing Spear

Treasure Chest Legend	
A	5x Mining Bombs
B	Perfect Elixir



The Master Spear Fisher lives a hermit's life and dedicates all his time to perfecting his craft. After you enter the Master Spear Fisher's Camp, head west past his tent and then grab the treasure in the wooden crate (**5x Mining Bombs** – ***A***). With the treasure in hand, return to the tent and head inside. Collect the treasure (**Perfect Elixir** – ***B***) and then return outside. With both the treasures gathered, head west to the dock and talk to the Master Spear Fisher. If you haven't yet acquired the Deluxe Fishing Spear, the Master Spear Fisher will tell you to return later once you've acquired it. If you do possess the Deluxe Fishing Spear, then the Master Spear Fisher will give you the **Recipe for Master Fishing Spear** and ask you to gather the required ingredients as a test of your fishing prowess. Once you've acquired the required ingredients for the Master Fishing Spear, return to the Master Spear Fisher and he will synthesis it for you. The Master Fishing Spear requires special bait that can only be purchased from the Master Spear Fisher. With the Master Fishing Spear and its special bait, you'll be able to acquire the most powerful Saltwater Fish in the game, including the famed Leviathan.

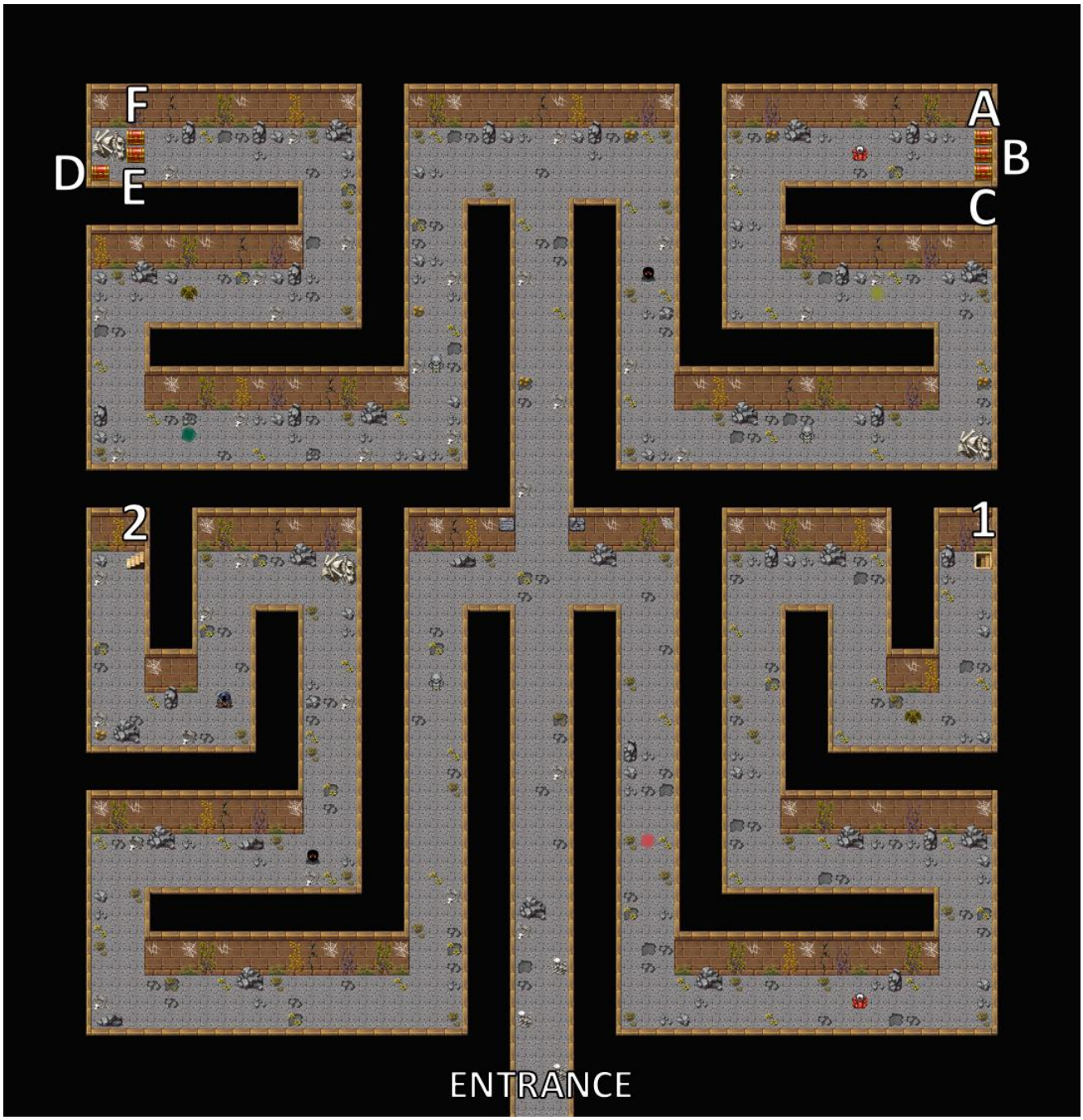
After finishing at the Master Spear Fisher's Camp, you'll next head to the Tower of Pestilence on Ugbar. From the Master Spear Fisher's Camp, fly east over the continent of Ugbar until you reach the eastern coastline. Follow the coastline south until you see the unbelievably tall Tower of Pestilence. Land your Phoenix or Red Moa and walk NW to the Tower of Pestilence. Before entering, use a Cottage to restore your Party and save your game. Once you're fully prepared, head inside.

8.12.4 Tower of Pestilence

Floor #1

Suggested Level: 103 (Initial Level +38)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Ambrosia	**C**	Nectar	**E**	Medium AP Orb
B	Recipe for Armored Axe	**D**	Large Cottage	**F**	Sapphire Dagger

Little is known of the Tower of Pestilence, as no explorer has set foot inside since Arthur's first discovery of the tower approximately 500 years ago. Most surviving knowledge mostly pertains to the wastelands that are slowly growing around the tall tower. Those wastelands have engulfed half of Ugbar and will soon threaten Hobgar if something doesn't change. The Tower has existed since time immemorial and even after Arthur's exploration, it remains largely a mystery.

The Tower of Pestilence is filled with discrete (visible) enemies that include the tremendously powerful Grisly Reapers that should be avoided unless your party is massively over-leveled. If you happen to leave the Tower of Pestilence, then all of the enemies that you've defeated will respawn. Therefore, if you can help it, it is best not to leave the Tower or else you may have to fight many more enemies. In the Tower of Pestilence, you'll also find floating toxic clouds that can inflict Disease, Zombification, and Jinx on your entire Party if you accidentally run into them.

From the entrance, head north until you reach a 4-way intersection. First, take the eastern path and follow it as it twists and turns until you reach stairs leading down (*1*). Descend the stairs and you'll find the only puzzle of the Tower of Pestilence. For the puzzle solution, see Puzzle Solutions (Section ***8.16.18***). After completing the puzzle, return up the stairs and back along the path until you reach the original 4-way intersection. Next, take the northern path until you reach an east/west fork. Take the eastern fork and continue along the path until you reach a set of three treasures (**Ambrosia** – ***A***, **Recipe for Armored Axe** – ***B***, **Nectar** - ***C***).

Synthesis Recipe!	
Item	Armored Axe
Bonus	DEF +150
Ingredients	Sapphire Axe, 5× Troll Skulls, and 5× Mountain Troll Skulls

After grabbing the treasure, return to the previous fork and follow the western path until you reach another set of treasures (**Large Cottage** – ***D***, **Medium AP Orb** – ***E***, **Sapphire Dagger** – ***F***). With the treasures in hand, return to the previous fork and then head south to the original 4-way intersection. Take the western path and follow it until you reach the stairs to the 2nd floor (*2*).

Battle Notes: *In this area, you'll find five new enemy types: Night Crawlers, Silver Werewolves, Suparnas, Specters, and Grisly Reapers.*



Name: Night Crawler
Stealable Items: Holy Devastation Bomb, Ultra Wall Tonic, Hyper Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
9,500	7,000	345	500	330	415	180	190	5	82,500	918	0	Crawler Slime

Skill	MP Cost	Description
Viral Infection	500	Disease on all enemies
Devil's Breath	62	Applies all status effects to all enemies
Contagion	350	Normal Attack that inflicts disease
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Evil Eye	600	10K DMG after 3 turns



Name: Silver Werewolf
Stealable Items: Electric Death Bomb, Rejuvenating Elixir, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
9,250	7,000	350	510	290	370	185	200	7	80,000	996	0	Silver Pelt

Skill	MP Cost	Description
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Crushing Jaws	150	ATK +20% to user for 5 turns
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Maim	250	150% Normal attack with chance to stun
Lacerate	300	300 HP damage + 125% Normal Attack to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy



Name: Suparna
Stealable Items: Medium Cottage, Giant Magic Potion, Mega Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
9,000	7,000	320	335	340	330	195	440	5	85,000	946	0	Suparna Feather

Skill	MP Cost	Description
Hurricane	400	~350 HP damage with wind element to all enemies
Jet Stream	200	~750 HP damage with wind element to one enemy
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Mind Flay	600	Absorbs (100% INT) MP from one enemy
Demonic Guard	500	Regenerates 10% HP/turn and DEF +25% to one ally for 5 turns



Name: Specter
Stealable Items: Hyper Remedy, Cyclonic Burst Bomb, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
8,500	7,000	305	330	350	400	210	220	3	75,000	970	0	Specter Essence

Skill	MP Cost	Description
Strangling Shade	400	~350 HP damage with dark element to all enemies
Black Spear	400	~750 HP damage with dark element to one enemy
Lifeforce	100	Drain 25% Max HP
Contagion	350	Normal Attack that inflicts disease
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy
Death's Touch	500	Death's Touch



Name: Grisly Reaper
Stealable Items: Perfect Elixir, Ambrosia, Nectar

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

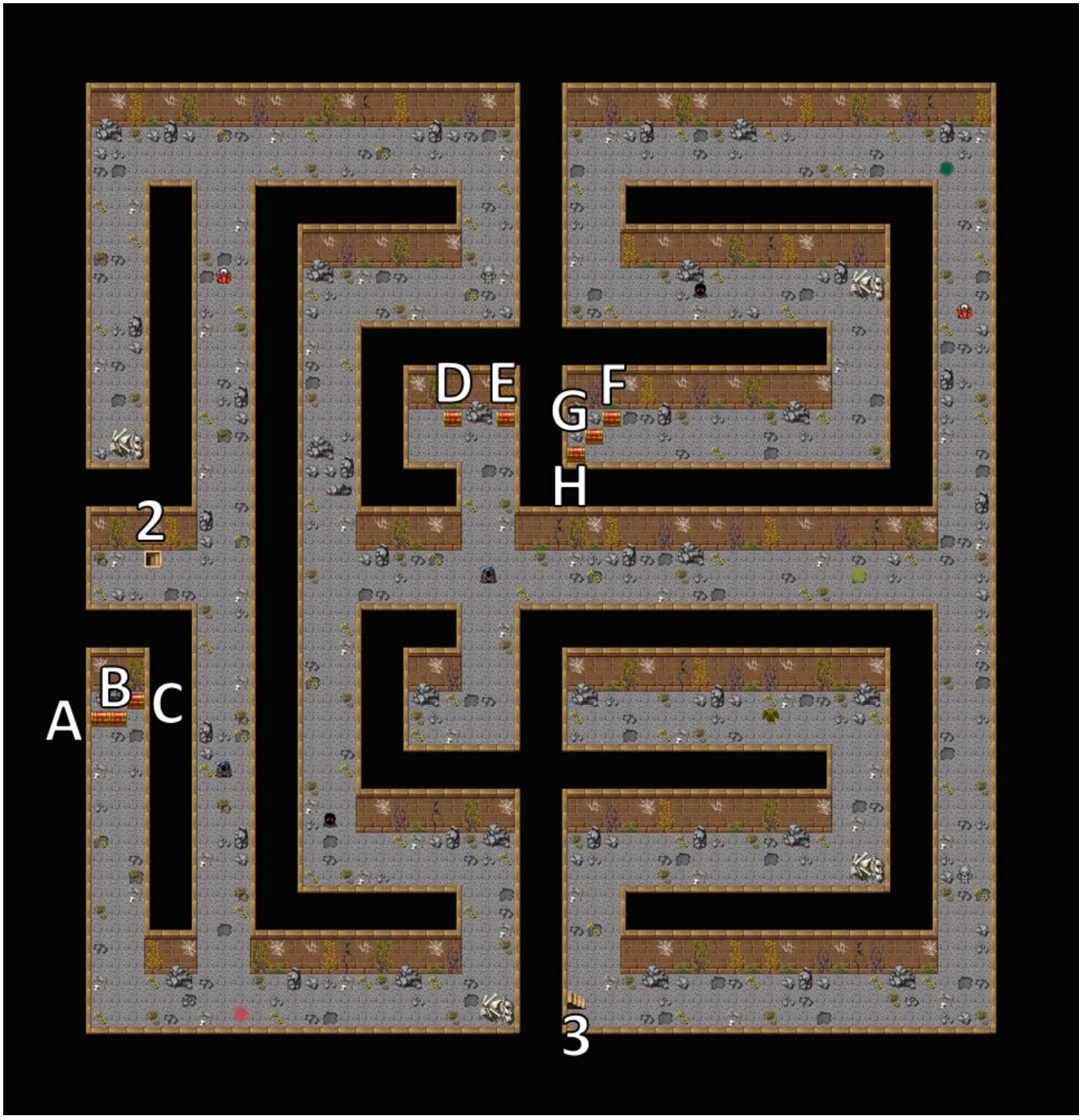
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
350,000	25,000	500	525	525	515	175	225	25	250,000	2,500	0	Reaper Sickle

Skill	MP Cost	Description
Evil Eye	600	10K DMG after 3 turns
No Hope	500	Reduces one enemy to 1 HP
Death's Touch	500	Instant Death
Execution	500	150% Normal attack with chance to instant kill
Strangling Shade	400	~350 HP damage with dark element to all enemies
Black Spear	400	~750 HP damage with dark element to one enemy
Desecrated Strike	150	250 HP damage + 125% normal attack with holy element to one enemy
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease

Floor #2

Suggested Level: 103 (Initial Level +38)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Great Magic Potion	**D**	Ultra Shock Tonic	**G**	Recipe for Dissipating Whip
B	Large Cottage	**E**	Ultra Mind Tonic	**H**	Medium AP Orb
C	Great Potion	**F**	Phoenix Ashes		

After climbing the stairs to the 2nd floor (*2*), take a few steps east and you'll find a north/south fork. Take the southern fork and continue until you reach an east/west fork. Head west and follow the path until you find the treasures at the end of the corridor (**Great Magic Potion** – ***A***, **Large Cottage** – ***B***, **Great Potion** – ***C***). Then return to the previous fork and head east. Continue to follow the winding path through all of its twists and turns until you reach a north/east fork. Take the eastern fork and you'll quickly find a north/south fork. Take the northern fork and collect the two treasures just a bit to the north (**Ultra Shock Tonic** – ***D***, **Ultra Mind Tonic** – ***E***).

With the treasures in hand, return to the previous fork and head east. Continue east until you reach a north/south fork. First, take the northern fork and follow its sidewinding path until you reach the dead end with a set of three treasures (**Phoenix Ashes** – ***F***, **Recipe for Dissipating Whip** – ***G***, **Medium AP Orb** – ***H***).

Synthesis Recipe!	
Item	Dissipating Whip
Bonus	Absorbs 2% of damage dealt as MP
Ingredients	Sapphire Whip and 10× Candle Wicks

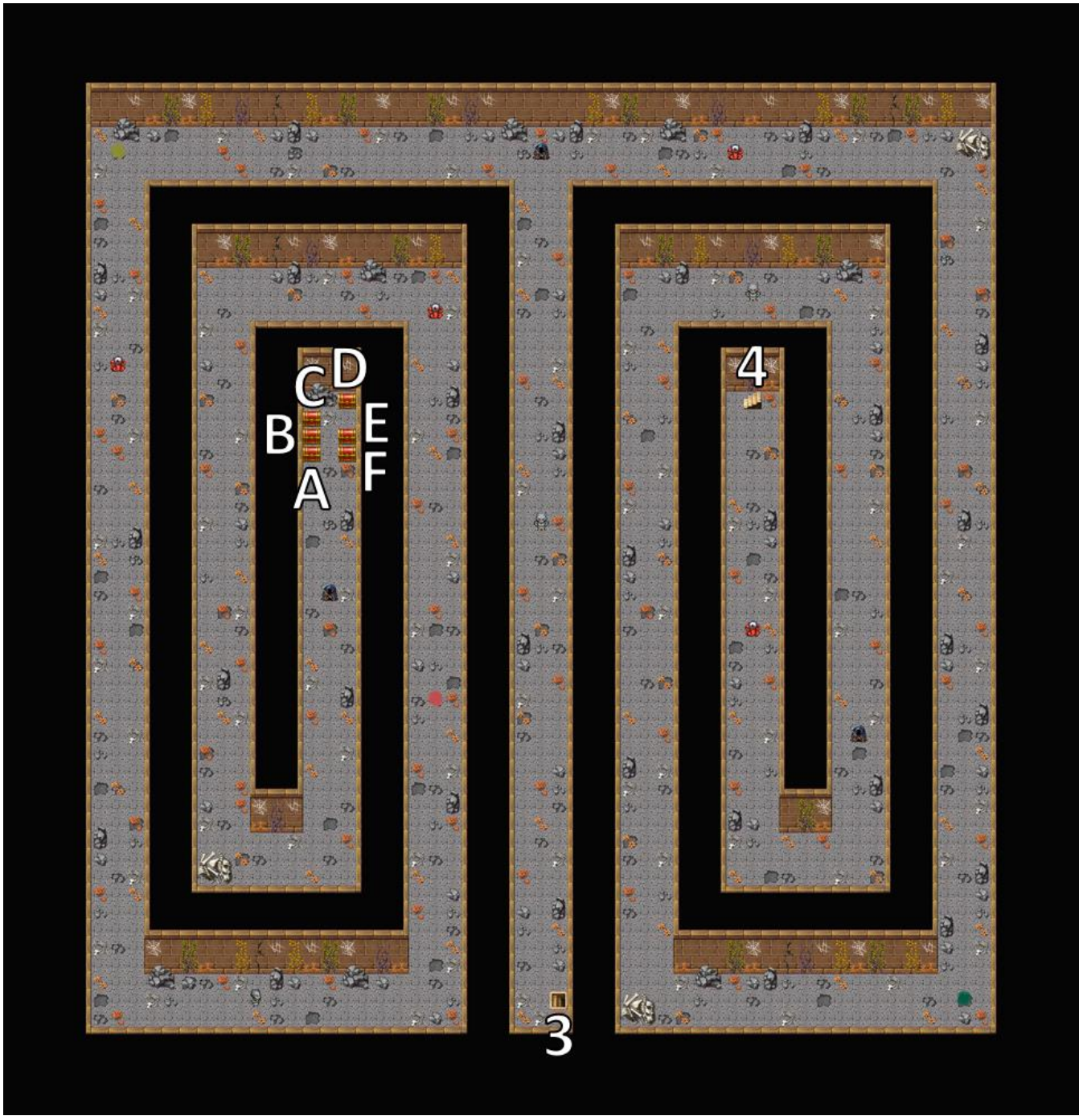
After collecting the treasures, return along the path to the previous fork. Now, head south and follow the path until you reach a set of stairs leading up (*3*). Climb the stairs (*3*) to ascend to the 3rd floor.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #3

Suggested Level: 104 (Initial Level +39)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Great SP Orb	**C**	Recipe for Vanishing Cloak	**E**	Ambrosia
B	Resurrection Elixir	**D**	Medium AP Orb	**F**	Nectar

After climbing the stairs to the 3rd floor (*3*), head north until you reach an east/west fork. Head west and follow the path until you reach a dead end with a total of six treasures (**Great SP Orb** – ***A***, **Resurrection Elixir** – ***B***, **Recipe for Vanishing Cloak** – ***C***, **Medium AP Orb** – ***D***, **Ambrosia** – ***E***, **Nectar** – ***F***).

Synthesis Recipe!	
Item	Vanishing Cloak
Bonus	PRE +50
Ingredients	Sapphire Cloak, 5× Crawler Slimes, and 5× Blue Dragon Scales

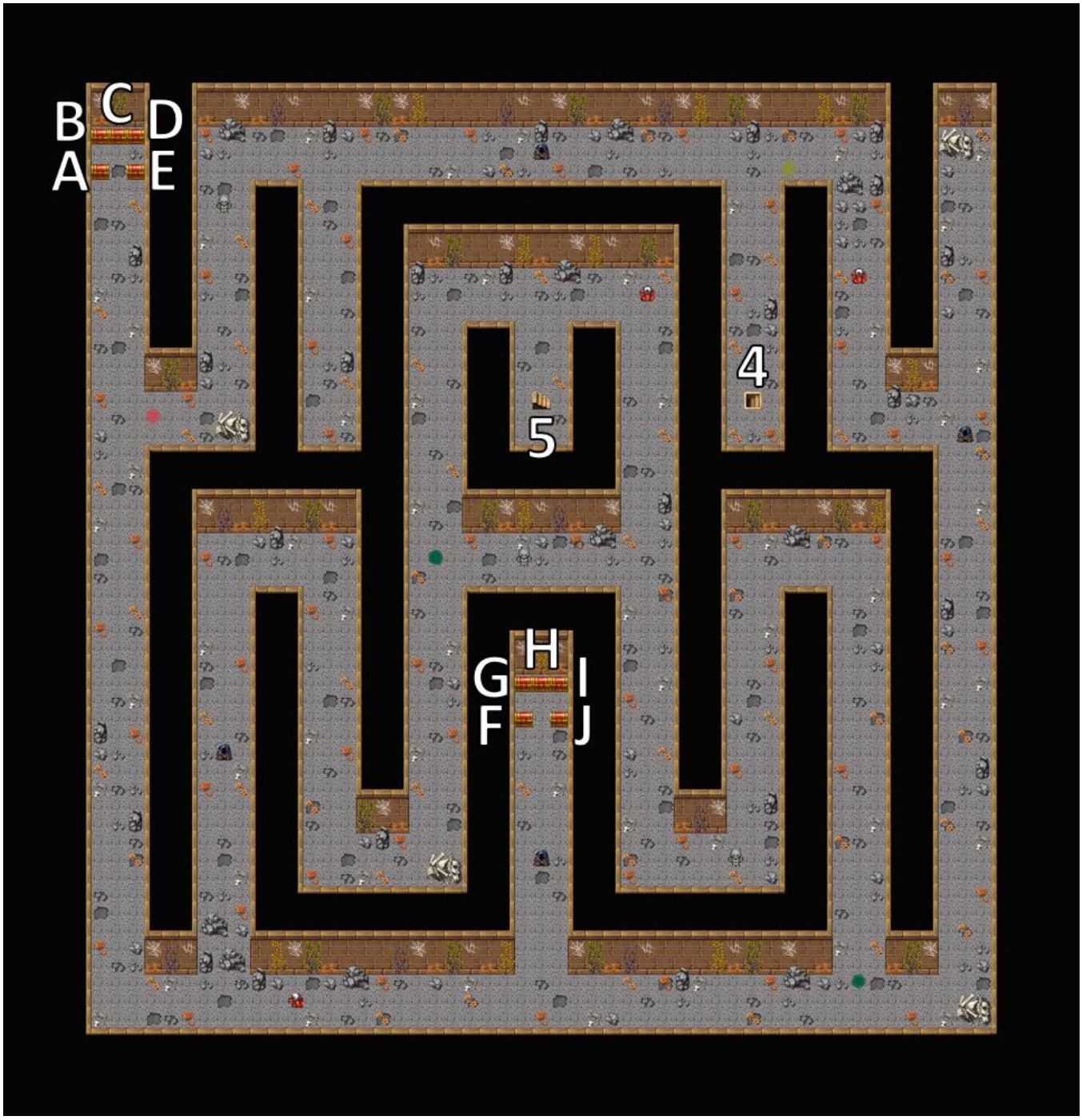
After gathering the treasures, return along the path until you reach the previous fork. Now, take the eastern path, follow it until you reach the end of the corridor, and then climb the stairs to the 4th floor (*4*).

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #4

Suggested Level: 104 (Initial Level +39)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Massive SP Orb	**E**	Massive SP Orb	**I**	Resurrection Elixir
B	Hyper Remedy	**F**	Sapphire Shoes	**J**	Sapphire Gloves
C	Medium AP Orb	**G**	Resurrection Elixir		
D	Perfect Elixir	**H**	Large AP Orb		

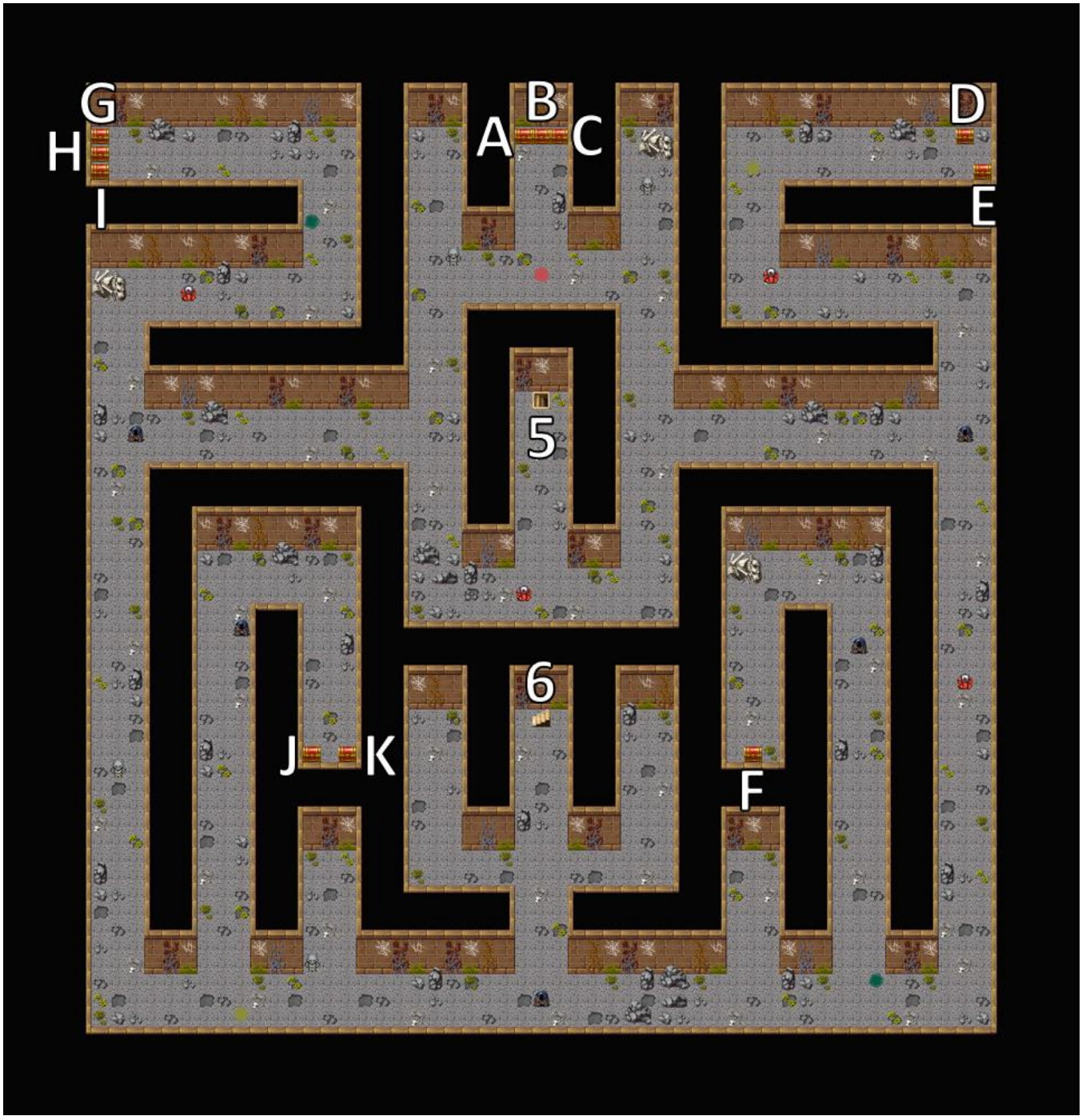
After reaching the 4th floor (*4*), head north until you reach an east/west fork. Take the western fork and follow it until you reach a west/south fork. The southern fork is a dead end so head west and follow it until you reach a north/south fork. Head north and collect the treasures and the end of the corridor (**Massive SP Orb** – ***A***, **Hyper Remedy** – ***B***, **Medium AP Orb** – ***C***, **Perfect Elixir** – ***D***, **Massive SP Orb** – ***E***). Acquire the treasures and return to the previous fork, heading south. Follow the path until you reach a north/east fork. Rubble blocks the northern fork, so continue east until you reach another north/east fork. Take the northern fork and collect the five treasures at the end of the corridor (**Sapphire Shoes** – ***F***, **Resurrection Elixir** – ***G***, **Large AP Orb** – ***H***, **Resurrection Elixir** – ***I***, **Sapphire Gloves** – ***J***). With the treasures in hand, return south to the previous fork. Take the eastern path and continue until you reach a north/east fork. Take the northern path and follow it as it twists and turns until you reach a north/west fork. Take the northern path and follow it until you reach a west/south fork. Take the southern fork and then climb the stairs to the 5th floor (*5*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #5

Suggested Level: 105 (Initial Level +40)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Great Potion	**E**	Ambrosia	**I**	Rejuvenating Elixir
B	Medium AP Orb	**F**	Recipe for Repairing Bow	**J**	Ultra Wall Tonic
C	Great Magic Potion	**G**	Rejuvenating Elixir	**K**	Ultra Ward Tonic
D	Nectar	**H**	Large AP Orb		

After reaching the 5th floor (*5*), head south until you reach an east/west fork. The western fork is a dead end blocked by rubble so head east and follow the path until you reach a north/east fork. Take the northern fork and you'll quickly reach a north/west fork. Take the western fork and after a few steps you'll reach another north/west fork. Take the northern path and collect the treasures at corridor's end (**Great Potion** – ***A***, **Medium AP Orb** – ***B***, **Great Magic Potion** – ***C***). Then return south to the previous fork. Head east and then south until you come to a south/east fork. Take the eastern fork and continue until you reach a north/south fork. Take the northern fork and collect the two treasures at the dead end (**Nectar** – ***D***, **Ambrosia** – ***E***).

With the treasures in hand, return south until you reach the previous fork. Take the southern fork and continue until you reach a north/west fork. Take the northern fork and follow the path as it twists and turns. Collect the treasure at the end of the corridor (**Recipe for Repairing Bow** – ***F***) and then return to the previous fork.

Synthesis Recipe!	
Item	Repairing Bow
Bonus	Restores 5% HP/turn
Ingredients	Sapphire Bow, 5× Suparna Feathers, and 5× Dragon Talons

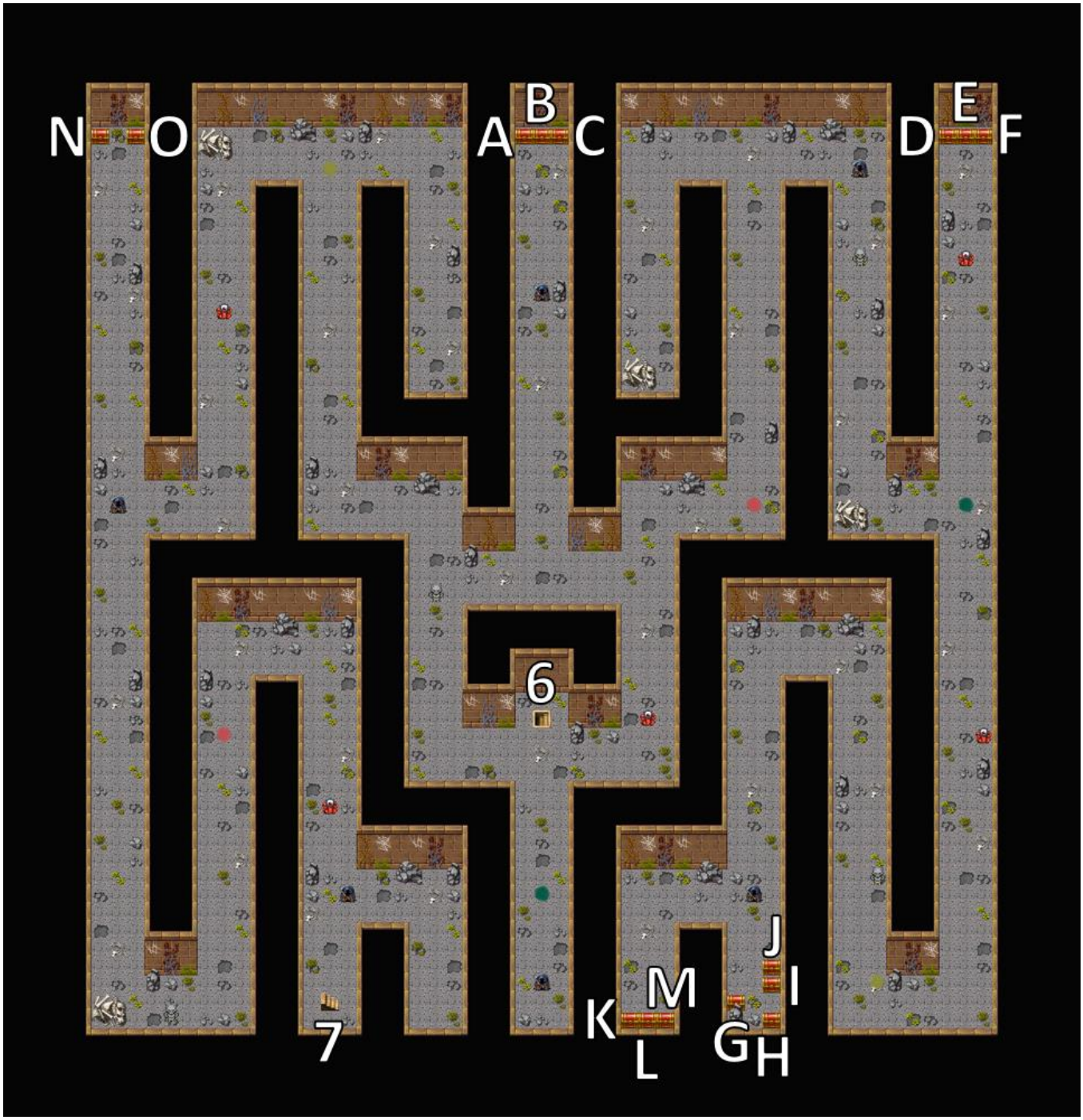
Head east and follow the path until you reach a north/west fork. Take the western fork and continue until you reach a north/south fork. Head north and you'll quickly come to a north/west fork. Head west past through the next fork and then south at the next intersection. Continue south for a few steps and you'll reach a south/west fork. Take the western path and continue until you reach a north/south fork. Head north and gather the three treasures (**Rejuvenating Elixir** – ***G***, **Large AP Orb** – ***H***, **Rejuvenating Elixir** – ***I***). After grabbing the treasures, return along the path to the previous fork. Head south and continue until you reach a north/east fork. Take the northern path and follow it to two treasures (**Ultra Wall Tonic** – ***J***, **Ultra Ward Tonic** – ***K***). Then return along the path to the previous fork and head east. Continue through the next fork until you reach another north/east fork. Take the northern fork and continue north through the 4-way intersection. At the end of the corridor, climb the stairs to the 6th floor (*6*).

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #6

Suggested Level: 105 (Initial Level +40)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Great Potion	**F**	Ultra Surge Tonic	**K**	Perfect SP Orb
B	Perfect Elixir	**G**	Sapphire Whip	**L**	Augmentation Ring
C	Great Magic Potion	**H**	Sapphire Hat	**M**	Large AP Orb
D	Ultra Bubble Tonic	**I**	Sapphire Dagger	**N**	Massive SP Orb
E	Medium AP Orb	**J**	Sapphire Shoes	**O**	Hyper Remedy

After reaching the 6th floor (*6*), you'll find yourself at a 3-way intersection with paths to the east, west, and south. The southern path is a dead end so take the western path and follow it until you reach a north/east fork. Take the eastern path and follow for a few steps until you reach another north/east fork. This time, take the northern fork and continue up the corridor until you reach three treasures (**Great Potion** – ***A***, **Perfect Elixir** – ***B***, **Great Magic Potion** – ***C***). After grabbing the treasures, return south to the previous fork. Head east and you'll quickly come to a north/south fork. Take the northern fork and follow it until you reach an east/west fork. The western path is a dead end so head east and follow the path until you reach a north/south fork. Head north and collect the three treasures at the end of the corridor (**Ultra Bubble Tonic** – ***D***, **Medium AP Orb** – ***E***, **Ultra Surge Tonic** – ***F***).

With the treasures in hand, return south until you reach the previous fork. Take the southern path and continue along it until you reach a west/south fork. First, take the southern fork and collect the four treasures at the end of the short corridor (**Sapphire Whip** – ***G***, **Sapphire Hat** – ***H***, **Sapphire Dagger** – ***I***, **Sapphire Shoes** – ***J***). After grabbing the treasures, return to the previous fork and take the western path to another set of three treasures (**Perfect SP Orb** – ***K***, **Augmentation Ring** – ***L***, **Large AP Orb** – ***M***).

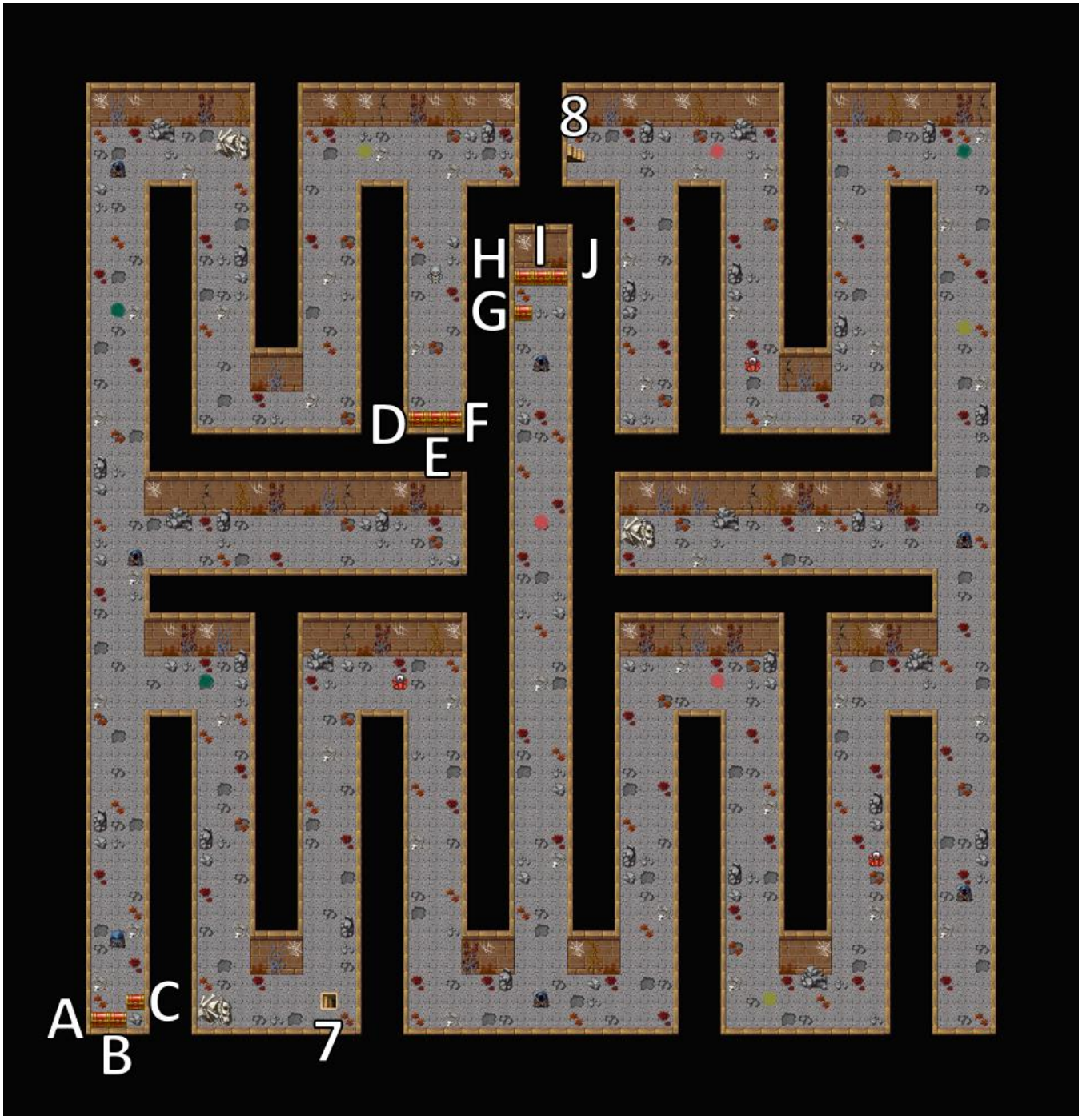
After collecting the treasures, return to the previous fork and head north along the long twisting corridor until you reach a north/west fork. Take the western fork and continue until you reach a west/south fork. Head south and continue until you reach another south/west fork. Take the western fork this time and pass through the next fork while continuing west until you reach a north/south fork. Take the northern path and continue until you reach an east/west fork. Head west and follow the corridor until you reach a north south fork. Take the northern fork and follow the path to the end of the corridor and two treasures (**Massive SP Orb – N, Hyper Remedy – O**). With treasure in hand, return to the previous fork and take the southern path along the long, twisting corridor until you reach an east/south fork. Take the southern fork and climb the stairs to the 7th floor (7).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #7

Suggested Level: 106 (Initial Level +41)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Nectar	**E**	Recipe for Master's Hat	**I**	Clandestine Ring
B	Ambrosia	**F**	Recipe for Immaculate Armor	**J**	Sapphire Hat
C	Medium AP Orb	**G**	Large AP Orb		
D	Recipe for Primordial Robe	**H**	Sapphire Cloak		

Ascend the stairs to the 7th floor (*7*), heading west along the path at the top until you reach a north/south fork. Take the southern fork and continue until you reach three treasures at the end of the corridor (**Nectar** – ***A***, **Ambrosia** – ***B***, **Medium AP Orb** – ***C***). Then return north to the previous fork. Head north and continue north through the next fork. Follow the path until you reach a set of three recipes (**Recipe for Primordial Robe** – ***D***, **Recipe for Master's Hat** – ***E***, **Recipe for Immaculate Armor** – ***F***).

Synthesis Recipe!	
Item	Primordial Robe
Bonus	50% resistance to all elemental damage
Ingredients	Sapphire Robe, 3× Hellion Wings, 3× Baked Skulls, and 3× Charred Goo

Synthesis Recipe!	
Item	Master's Hat
Bonus	Max HP and Max MP +50%
Ingredients	Sapphire Hat, 5× Crawler Slimes, and 5× Djinn Bottles

Synthesis Recipe!	
Item	Immaculate Armor
Bonus	Immunity to all status effects including zombification, disease, and jinx
Ingredients	Sapphire Armor, 3× Titan Rubbles, 3× Serpent Teeth, and 3× Silver Pelts

After gathering the three recipes, return along the twisting corridor until you reach a south/east fork. The eastern fork is a dead end so head south. After a few steps you'll reach another south/east fork. This time, take the eastern fork past the stairs (*7*) leading down to the 6th floor until you reach an east/north fork. Head north and collect the final four treasures of the floor (**Large AP Orb** – ***G***, **Sapphire Cloak** – ***H***, **Clandestine Ring** – ***I***, **Sapphire Hat** – ***J***).

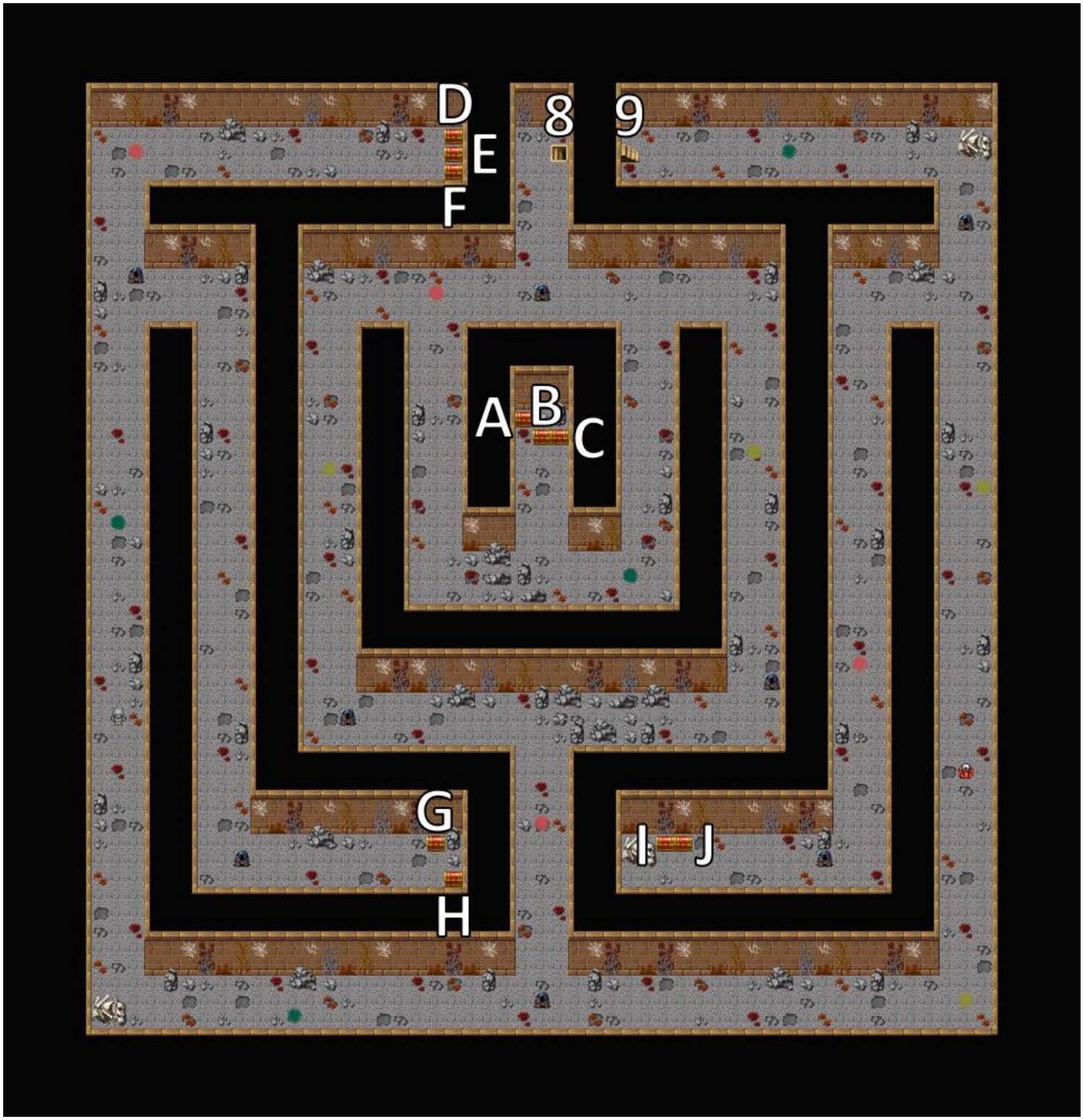
With the treasures in hand, return south to the previous fork. Take the eastern path and follow the twisting corridor until you reach a north/south fork. Head north through the next fork, continuing along the corridor until you reach a stairwell. Ascend the steps to the 8th floor (*8*).

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #8

Suggested Level: 106 (Initial Level +41)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Great Potion	**E**	Huge AP Orb	**I**	Perfect Elixir
B	Ultra Blitz Tonic	**F**	Sorcerer Ring	**J**	Perfect SP Orb
C	Great Magic Potion	**G**	Sapphire Gloves		
D	Sapphire Robe	**H**	Resurrection Elixir		

Once you access the 8th floor (*8*), head south until you reach an east/west fork. Take the eastern fork and you'll quickly come to an east/south fork. Take the southern fork and follow the path until you reach a set of three treasures (**Great Potion** – ***A***, **Ultra Blitz Tonic** – ***B***, **Great Magic Potion** – ***C***). After acquiring the treasures, return to the previous fork and head west until you run into a western wall block your way. Now, head south and continue following the twisting corridor until you reach an east/south fork along the southern wall. Take the western fork and follow it until you reach an east/north fork. Head north and gather the treasures at the end of the corridor (**Sapphire Robe** – ***D***, **Huge AP Orb** – ***E***, **Sorcerer Ring** – ***F***).

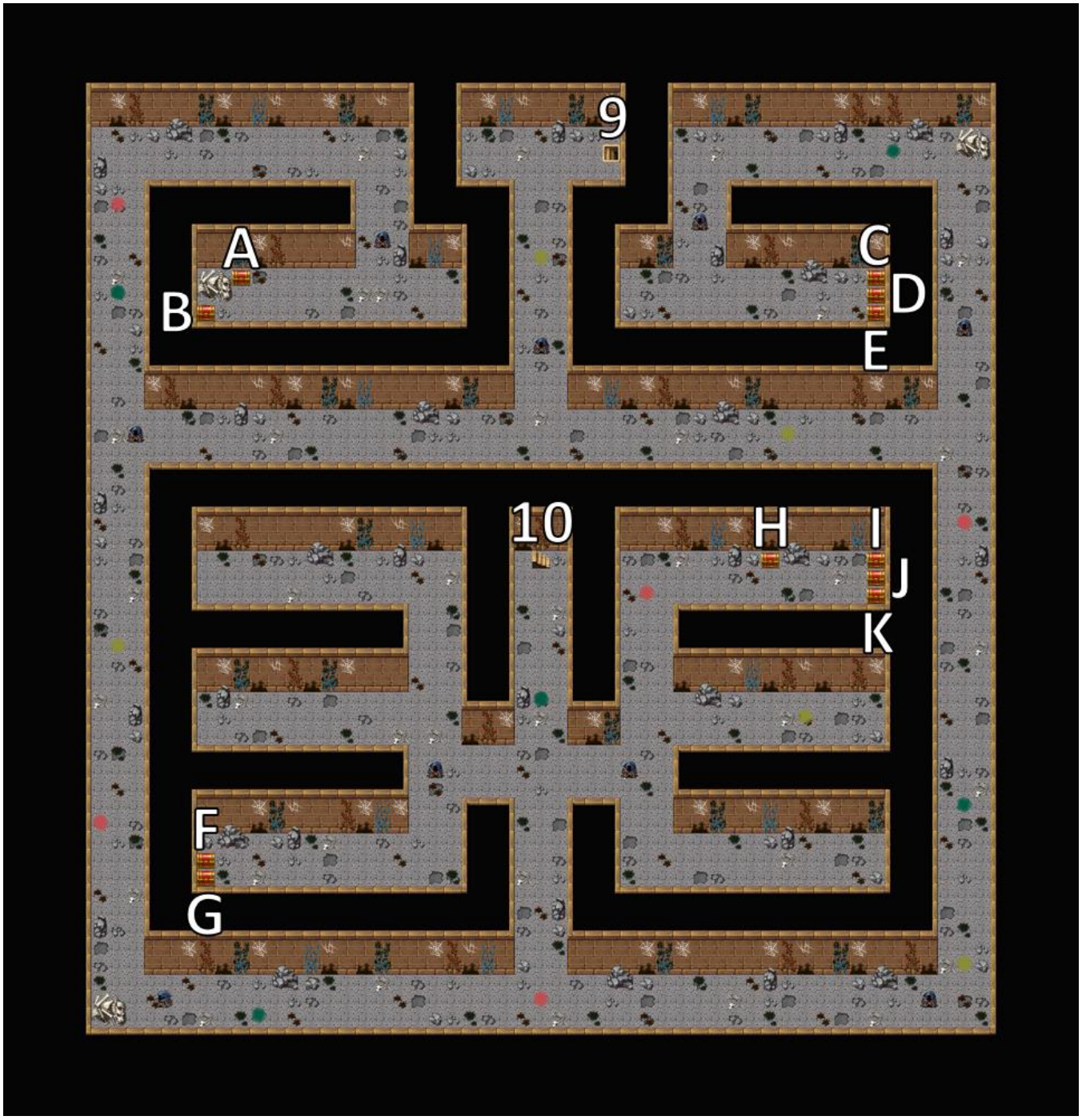
With the treasures in hand, return to the previous fork and head east. Continue along the path until you reach a dead end with two treasures (**Sapphire Gloves** – ***G***, **Resurrection Elixir** – ***H***). After collecting the two treasures, return along the path to the previous fork. Now, head south and continue until you reach an east/north fork. Head east and continue until you reach a north/west fork. Take the western fork and follow the corridor until it dead ends at two treasures (**Perfect Elixir** – ***I***, **Perfect SP Orb** – ***J***). Grab the treasures, return to the previous fork, and follow the northern path. Continue along the corridor and then climb the stairs to the 9th floor (*9*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #9

Suggested Level: 107 (Initial Level +42)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Phoenix Ashes	**E**	Recipe for Devouring Sword	**I**	Nectar
B	Perfect Elixir	**F**	Sapphire Bow	**J**	Ambrosia
C	Warlock Ring	**G**	Hyper Remedy	**K**	Great SP Orb
D	Huge AP Orb	**H**	Massive SP Orb		

After reaching the 9th floor (*9*), head south until you reach an east/west fork. First, take the western fork and continue until you reach a north/south fork along the western wall. Take the northern fork and continue along the corridor until you reach two treasures at the dead end (**Phoenix Ashes** – ***A***, **Perfect Elixir** – ***B***). After grabbing the treasures, return along the path to the previous fork. Return east through the central fork until you reach the far eastern wall and a north/south fork. Take the northern fork and continue until you reach a collection of three treasures (**Warlock Ring** – ***C***, **Huge AP Orb** – ***D***, **Recipe for Devouring Sword** – ***E***).

Synthesis Recipe!	
Item	Devouring Sword
Bonus	Absorbs 7% of damage dealt
Ingredients	Sapphire Sword, 5× Dragon Talons, and 5× Candle Wicks

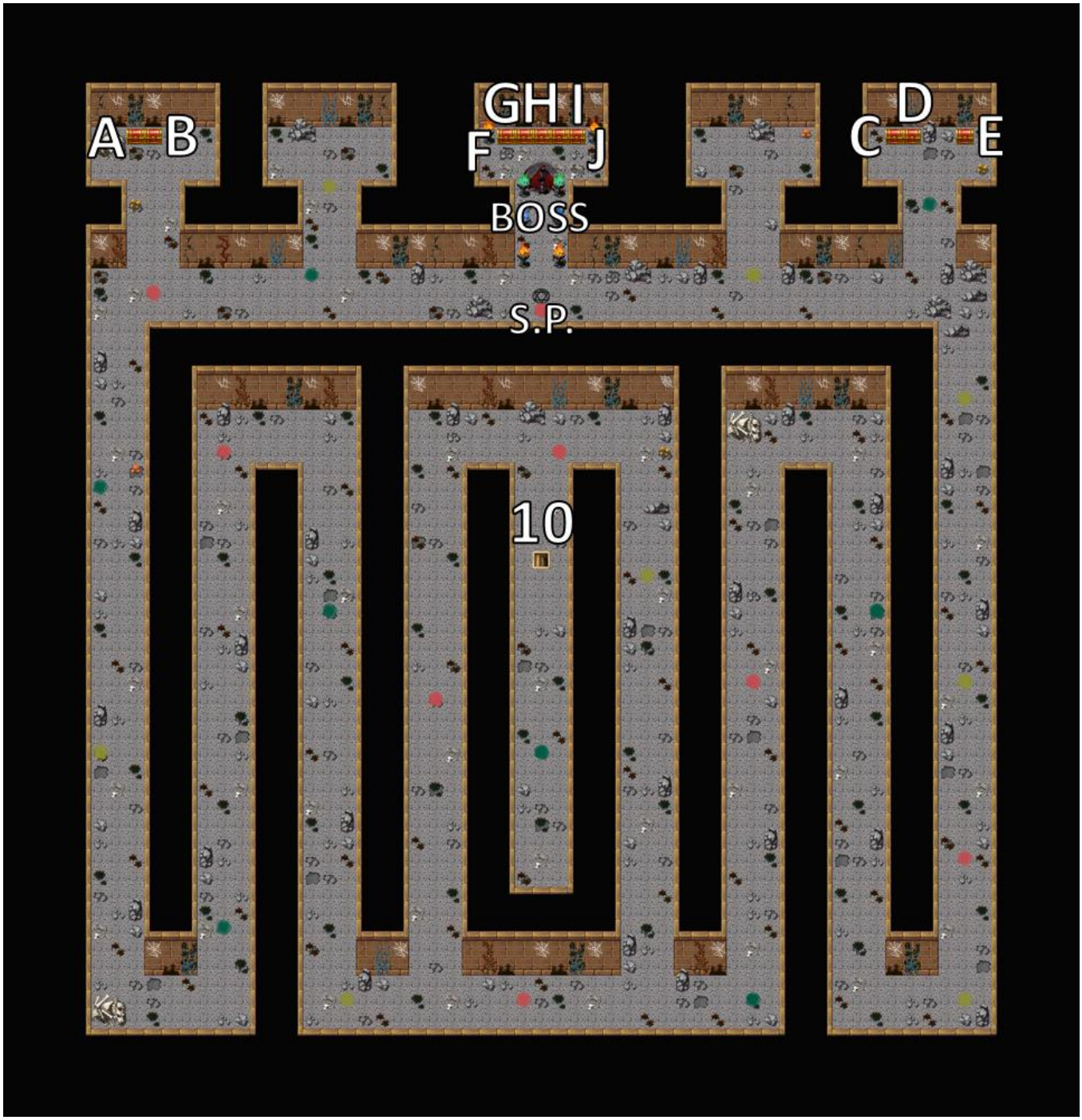
After collecting the treasures, return along the corridor to the previous fork. Take the southern fork and continue until you reach a north/west fork. Take the northern fork and you'll quickly come to a 4-way intersection. First, head west, south, and then west and collect the two treasures (**Sapphire Bow** – ***F***, **Hyper Remedy** – ***G***). With the treasures in hand, return to the central 4-way intersection and then head east, north to a blocking wall, and then east to the final four treasures (**Massive SP Orb** – ***H***, **Nectar** – ***I***, **Ambrosia** – ***J***, **Great SP Orb** – ***K***). Once you've collected the treasures, return to the central 4-way intersection, head north, and climb the stairs to the 10th and final floor (*10*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #10

Suggested Level: 107 (Initial Level +42)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter, Grisly Reaper



Treasure Chest Legend					
A	Phoenix Ashes	**E**	Elemental Ring	**I**	Ancient Ring
B	Resurrection Elixir	**F**	Seer's Cloak	**J**	Luminescent Gloves
C	Sapphire Staff	**G**	Master Ring		
D	Sapphire Robe	**H**	Ancient Robe		

After reaching the 10th floor (*10*), head north until you reach an east/west fork. Take the western fork and follow the path until you reach another east/west fork. Again, take the western fork and continue along the path until you reach a north/east fork in the NW corner of the floor. Head north and collect two treasures (**Phoenix Ashes** – ***A***, **Resurrection Elixir** – ***B***). With the treasures in hand, return to the previous fork and then head east across the entire floor until you reach the far eastern wall. From there, turn north and collect another three treasures (**Sapphire Staff** – ***C***, **Sapphire Robe** – ***D***, **Elemental Ring** – ***E***).

After collecting the treasures, return south and then west until you reach the Save Point (*S.P.*). If you are able, use the Save Point and then make sure that your Party is fully prepared. You'll want to be fully healed before you engage the boss of the Tower of Pestilence, Adirael. If you're hanging by a thread at this point, consider warping out, healing up, and then retracing your steps through the Tower. When you're sure that you're ready, take a few steps north and engage Adirael.

Boss Battle: Adirael



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Master Ring (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
450,000	15,000	555	585	575	565	200	175	5	2,000,000	0	9,000

Skill	MP Cost	Description
Evil Eye	600	10K DMG after 3 turns
No Hope	500	Reduces one enemy to 1 HP
Death's Touch	500	Instant Death
Execution	500	150% Normal attack with chance to instant kill
Umbra	400	~400 HP damage with dark element to all enemies
Dark Shroud	400	~850 HP damage with dark element to one enemy
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Diseased Scythe	350	Normal attack to all enemies with chance to inflict disease

Adirael is the enigmatic source of the corruption that plagues the continent of Ugbar. He is largely resistant to magical attacks but is partially weak to Ice elemental attacks and fully weak to Holy elemental attacks. His attacks span the range from physical to magical to status infliction. You'll want to make sure that your Party members are immune to both disease and instant death before facing Adirael. Immunity to bleeding states is another valuable defense while battling Adirael. Finally, resistance to Dark elemental attacks will aid you in the fight.

When battling Adirael, Knights should start with buffs such as Adamantine Vest, Iron Skin, and Bloodlust and then unleash powerful attacks such as Septuple Stab, Devastation, and Whirlwind Massacre. Monks should begin with Nirvana and boost ACC with Tonics and Enter the Dragon if not maxed out on the number of normal attack hits. Once buffed, Monks should unleash Knuckle Breaker interspersed with normal attacks. Thieves should start with Invisibility Cloak and then use attacks such as Burglary and Armed Robbery, focusing their efforts on stealing the rare Master Ring that Adirael possesses. Hunters should begin with Ultra Scan to buff the Party and then Hamstring to debuff Adirael. With the buffs and debuffs applied, the Hunter should unleash attacks such as Komodo Fang, Rain of Death, and Eternal Arrow if slightly over-leveled.

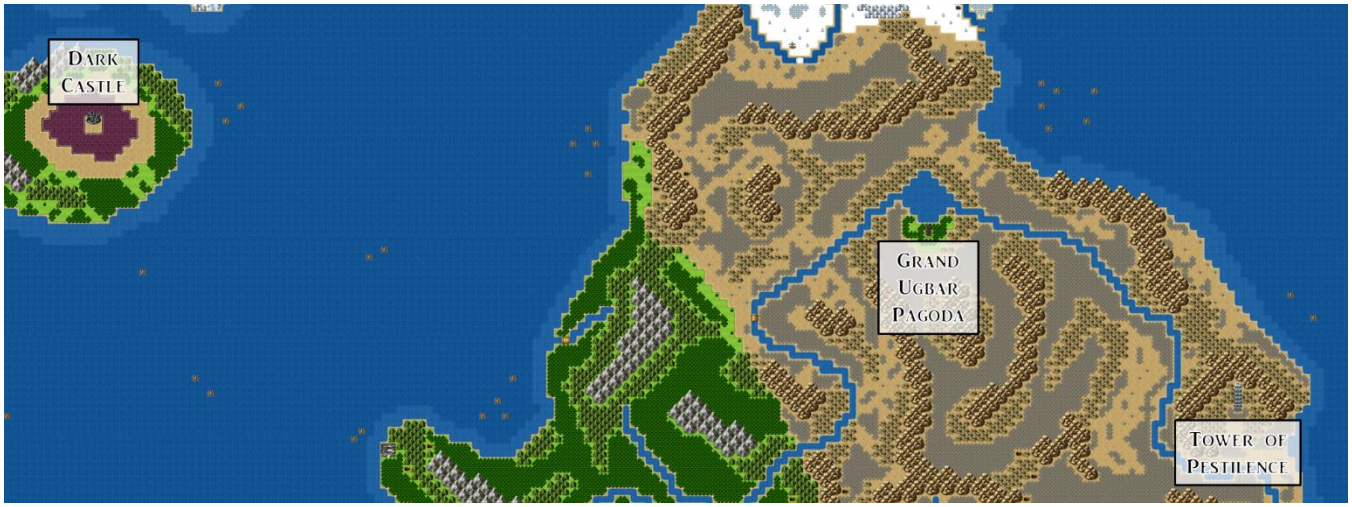
White Mages can deal massive amounts of damage in this battle by using their most powerful Holy elemental attacks such as Heaven's Light. Before unleashing Holy elemental spells, White Mages should start with Citadel and Giant to boost the Party's DEF, MGD, and Max HP. When not devastating Adirael with Heaven's Light, White Mages should also keep the Party fully healed and cure any status effects that are inflicted. Black Mages should use start with Crumble and Genius to maximize magic damage and then unleash Ice 8. Engineers should either serve as a healer with Fish if the Party doesn't have a White Mage or use Holy elemental Icewater fish or Holy elemental piercing bombs (or normal bombs) to deal maximum damage. If the Engineer exhausts the supply of Holy elemental items, then attacks such as Scientific Fury can still deal significant damage. Finally, Gray Mages should follow either the Black Mage or Knight strategy depending on their build.

After defeating Adirael, you can plunder the treasure trove behind him (**Seer's Cloak** – ***F***, **Master Ring** – ***G***, **Ancient Robe** – ***H***, **Ancient Ring** – ***I***, **Luminescent Gloves** – ***J***). Some of these items may be upgrades for your Party, so make sure you go through your new equipment and upgrade where you can. With Adirael vanquished and all rewards collected, it's time to leave the Tower of Pestilence. Either backtrack down the Tower or use a Warp spell or Warp Stone to exit the Tower.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

8.12.5 From Tower to Castle

Suggested Level: 108 (Initial Level +43)



After defeating the forces of darkness that dwell within the Tower of Pestilence, it's time to visit the other major site that is only accessible with a Phoenix: the Dark Castle. The Dark Castle lies on an eastern peninsula on the continent of Orphos surrounded by a toxic bog. To reach the Dark Castle from the Tower of Pestilence, fly NW until you reach the small lake north of the Grand Ugbar Pagoda. From there, fly west over Ugbar and the ocean until you reach the coastline of Orphos. Fly north for a short period and you'll spot the Dark Castle surrounded by a purple bog that makes it impossible to reach without the ability to fly. Land your Phoenix or Red Moa inside the bog and then use a Cottage to heal your Party and save your game. Once your party is ready, head inside the Dark Castle.

8.12.6 The Dark Castle

Entryway

Suggested Level: 108 (Initial Level +43)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



The Dark Castle was once home to a brilliant inventor whose experiment went horribly wrong. As you travel through the Dark Castle, the truth and horror of its origins will slowly reveal itself. From the entrance, head north and you'll encounter the first enemy of the Dark Castle. After defeating the enemy, you'll notice a plaque on the northern wall. Reading such plaques will reveal some of the nightmarish history behind the Dark Castle. Next, head east and then south and enter Floor #1 of the Dark Castle (*1*).

Battle Notes: *In this area, you'll find five new enemy types: Vile Serpents, Festering Trolls, Black Candles, Djinns, and Blue Dragons.*



Name: Vile Serpent
Stealable Items: Ultra Ward Tonic, Massive SP Orb, Medium Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
10,000	7,500	350	510	320	390	200	235	10	87,500	1,020	0	Serpent Tooth

Skill	MP Cost	Description
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy
Tail Slam	300	175% Normal Attack to one enemy



Name: Festering Troll
Stealable Items: Ultra Blitz Tonic, Magma Blast Bomb, Medium Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
18,000	7,500	365	350	315	310	175	225	15	85,000	946	0	Troll Skull

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Massive Club	800	400 HP damage + 125% Normal Attack to one enemy
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy

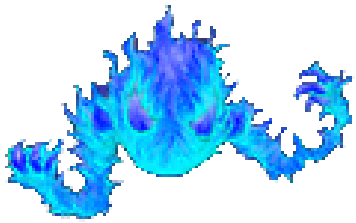


Name: Black Candle
Stealable Items: Mega Mind Tonic, Mega Ward Tonic, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
19,000	7,500	340	480	350	330	185	190	10	80,000	918	0	Candle Wick

Skill	MP Cost	Description
Magma	300	~250 HP damage with fire element to all enemies
Incinerate	200	~750 HP damage with fire element to one enemy
Bombshell	350	Kill self to deal ~1,000 HP damage to all enemies



Name: Djinn
Stealable Items: Mega Bubble Tonic, Great Potion, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
8,500	7,500	320	340	365	405	205	440	3	95,000	1,360	0	Djinn Bottle

Skill	MP Cost	Description
Solar Flare	400	~350 HP damage with fire element to all enemies
Incinerate	200	~750 HP damage with fire element to one enemy
Thunderstorm	400	~350 HP damage with thunder element to all enemies
Giga Bolt	200	~750 HP damage with thunder element to one enemy
Malicious Concentration	100	INT +25% to user for 5 turns
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns



Name: Blue Dragon
Stealable Items: Great Potion, Giant Magic Potion, Cryogenic Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
10,000	7,500	345	520	335	345	195	230	7	90,000	970	0	Blue Dragon Scale

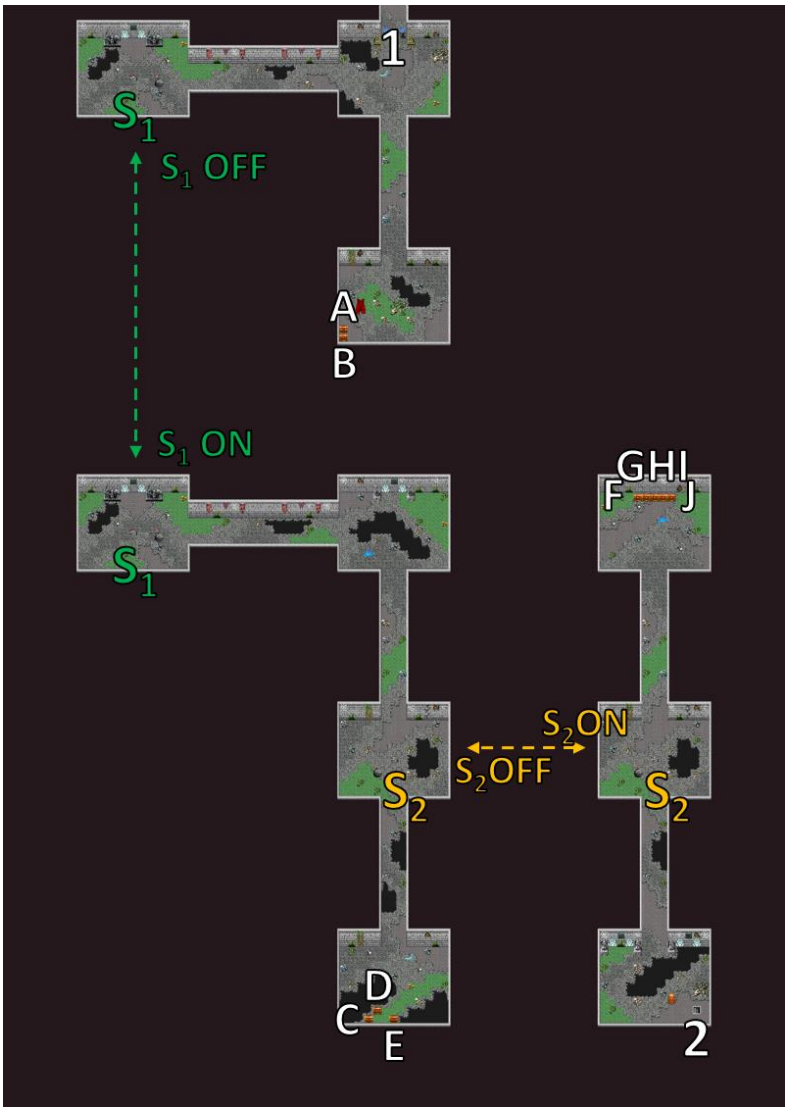
Skill	MP Cost	Description
Incinerate	200	~750 HP damage with fire element to one enemy
Dragon's Breath	450	~400 HP damage with fire element to all enemies
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Tail Slam	300	175% Normal Attack to one enemy

Main Floor

Suggested Level: 108 (Initial Level +43)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle

Treasure Chest Legend	
A	Massive SP Orb
B	Large Cottage
C	Demonic Shadow Bomb
D	Cyclonic Burst Bomb
E	Magma Blast Bomb
F	Phoenix Ashes
G	Ambrosia
H	Large Cottage
I	Nectar
J	Resurrection Elixir



On the Main Floor, head south and you'll find corridors to the west and south. First, head south and collect the two treasures in the room (**Massive SP Orb** – ***A***, **Large Cottage** – ***B***). After grabbing the treasures, return north to the first room and then head west. In the western room, you'll find a switch (***S1***). Flip it and you'll see a short message stating that you feel a faint sensation of movement, implying that the room itself has moved. After flipping the switch (***S1***), head east and you'll discover that the room has changed due to this shift.

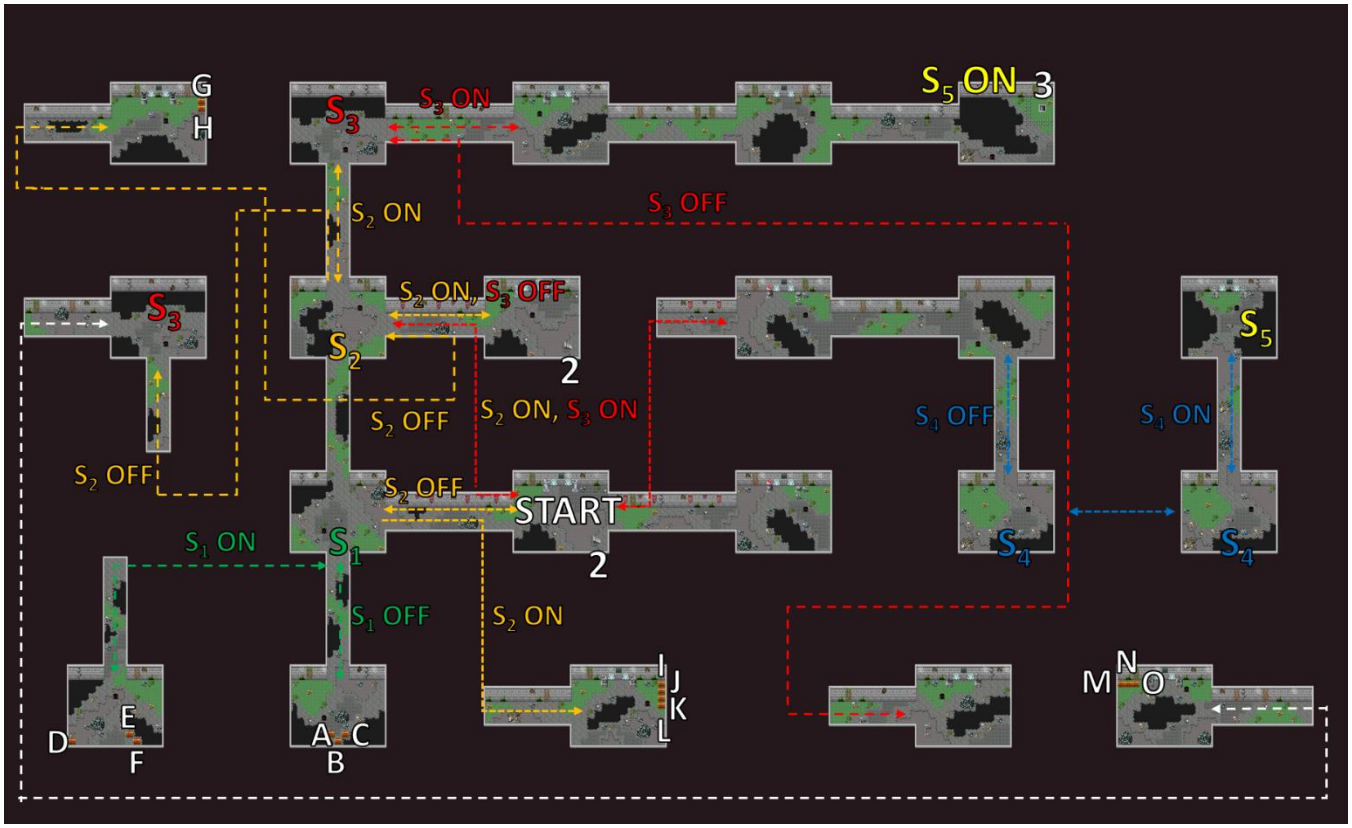
From the new room, head south and you'll find another switch (***S2***). Ignore the switch for now and head south and collect three treasures (**Demonic Shadow Bomb** – ***C***, **Cyclonic Burst Bomb** – ***D***, **Magma Blast Bomb** – ***E***). With the treasures in hand, return to the previous switch (***S2***) and flip it. Again, you'll feel a faint sensation of movement as the room moves to the east. Head north and you'll find that the rooms have one again changed. Collect the five treasures (**Phoenix Ashes** – ***F***, **Ambrosia** – ***G***, **Large Cottage** – ***H***, **Nectar** – ***I***, **Resurrection Elixir** – ***J***) and then return south to the room with the switch (***S2***). Continue south and you'll reach the final room of the Main Floor. When you're ready, descend the stairs to Basement #1 (*2*).

Battle Notes: *See the Battle Notes for the* ***Entryway****.*

Basement #1

Suggested Level: 109 (Initial Level +44)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	Sapphire Dagger	**F**	Ambrosia	**K**	Resurrection Elixir
B	Sapphire Bow	**G**	Recipe for Eagle Eye Cloak	**L**	Ultra Bubble Tonic
C	Sapphire Gauntlets	**H**	Recipe for Thaumaturgical Helm	**M**	Perfect SP Orb
D	Medium AP Orb	**I**	Ultra Blitz Tonic	**N**	Medium AP Orb
E	Nectar	**J**	Phoenix Ashes	**O**	Perfect Elixir

Floor #1 introduced you to moving rooms of the Dark Castle and Basement #1 expands greatly on this premise. You'll start in the room with the stairs (***2***) marked "START" on the map. With all of the switches in the "off" state to begin with, the starting room has passages to the east and west. The eastern path is a dead end, so head west into the room with the first switch (***S₁***). Before flipping the switch (***S₁***), head south and collect the three treasures in the room (**Sapphire Dagger** – ***A***, **Sapphire Bow** – ***B***, **Sapphire Gauntlets** – ***C***).

After gathering the treasures, return to the previous room with the first switch (***S₁***) and then flip it. Next, return south through the same passageway, which now leads to a different room due to the

shifting of the southern rooms. Collect the three new treasures contained within the room (**Medium AP Orb** – ***D***, **Nectar** – ***E***, **Ambrosia** – ***F***). With the treasures in hand, return north to the room containing the first switch (***S₁***) and then head through the northern passageway. In the room to the north, you'll find the second switch (***S₂***) which controls access to a large number of rooms. First, head through the eastern passageway and collect the two treasures in the next room (**Recipe for Eagle Eye Cloak** – ***G***, **Recipe for Thaumaturgical Helm** – ***H***).

Synthesis Recipe!	
Item	Eagle Eye Cloak
Bonus	ACC +50
Ingredients	Sapphire Cloak, 5× Spirit Coals, and 5× Slug Slimes

Synthesis Recipe!	
Item	Thaumaturgical Helm
Bonus	MGD +50
Ingredients	Sapphire Helm, 5× Mountain Troll Skulls, and 5× Troll Skulls

After collecting the two treasures, return to the previous room with the second switch (***S₂***). Now, flip the switch (***S₂***) and then head south into the room with the first switch (***S₁***). Head east through the passageway that used to lead into the starting room (***START***) with the stairs (***2***). Flipping the switch (***S₂***) has moved the rooms such that this now leads to a new room filled with treasures. Collect the four treasures (**Ultra Blitz Tonic** – ***I***, **Phoenix Ashes** – ***J***, **Resurrection Elixir** – ***K***, **Ultra Bubble Tonic** – ***L***) and then return to the previous room with the first switch (***S₁***). Head north into the room with the second switch (***S₂***) and flip the switch (***S₂***) off temporarily. Next, head north which will take you into a room with the third switch (***S₃***). Based on the state of the switches, your only option should be a path to the west in this room. Take this western passageway and collect the last three treasures in Basement #1 (**Perfect SP Orb** – ***M***, **Medium AP Orb** – ***N***, **Perfect Elixir** – ***O***).

After grabbing the treasures, return east into the room containing the third switch (***S₃***). Flip the switch (***S₃***) and then return south to the room with the second switch (***S₂***). Head east and you'll find yourself back in the entry room (***START***) with the stairs back to Floor #1 (***2***). Continue east through this room and you'll no longer find a dead end. Continue east through the next room and then head south in the next room until you reach the fourth switch (***S₄***) in a dead-end room. Flip the switch (***S₄***) and the room itself will move to the east. Exit through the northern passageway and you'll find yourself in a new room with the fifth and final switch (***S₅***). Flip the switch (***S₅***) to lower the spikes surrounding the stairs leading to Basement #2 (***3***).

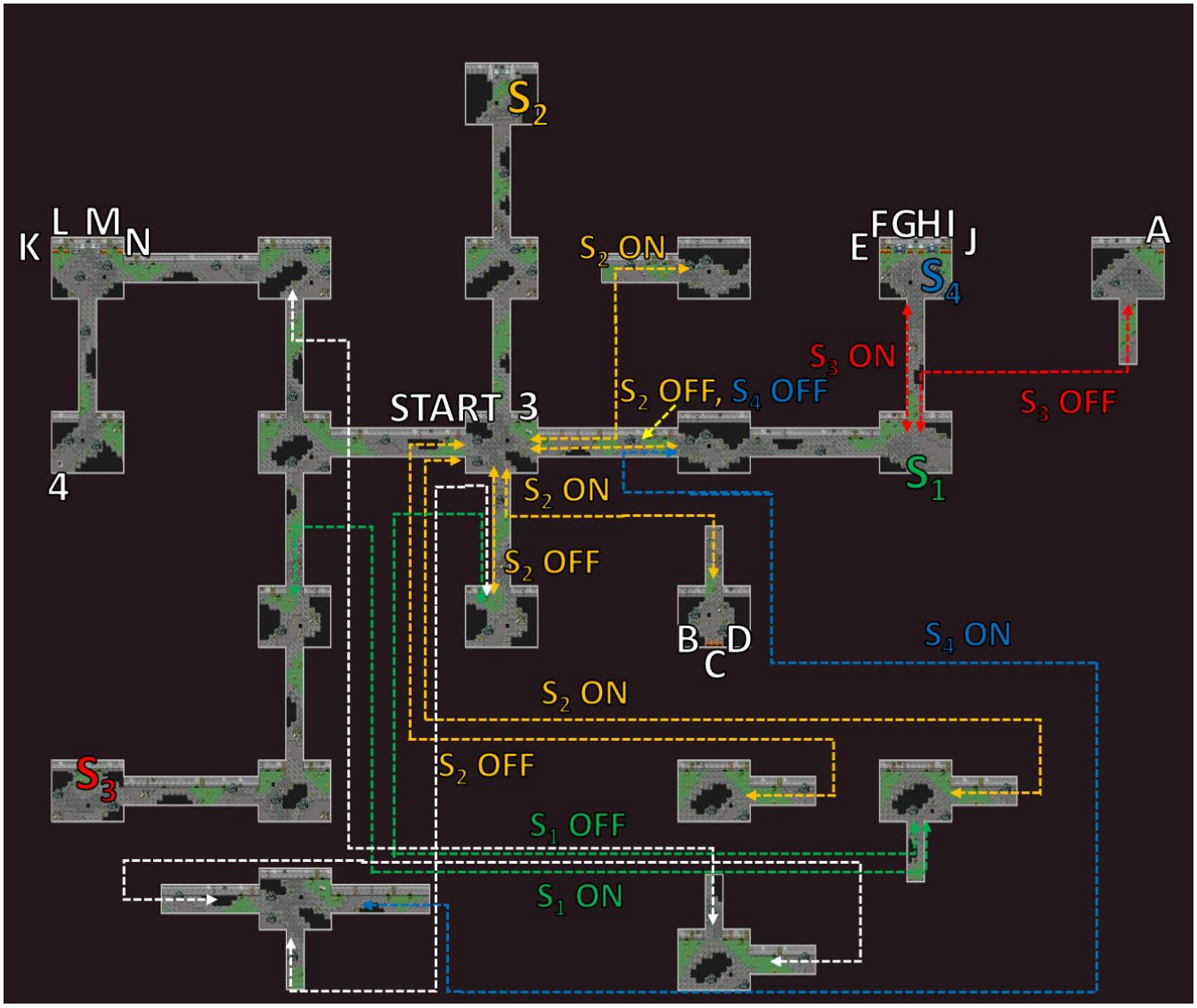
Now, return south and flip the fourth switch (***S₄***) to the off position to move the room back to the western position. Exit through the northern passageway and then make your way back through the rooms until you reach the room with the second switch (***S₂***). Next, head north and you'll find that an eastern passageway is now available in the room with the third switch (***S₃***). Head east through two rooms until you find the final room with the stairs leading to Basement #2. Since you flipped the fifth switch (***S₅***), the spike strip surrounding the stairs will be lowered and you can proceed to Basement #2 (***3***).

Battle Notes: *See the Battle Notes for the* ***Entryway****.*

Basement #2

Suggested Level: 109 (Initial Level +44)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	3× Rejuvenating Elixir	**F**	Rejuvenating Elixir	**K**	Ambrosia
B	Recipe for Murderous Bow	**G**	Sapphire Boots	**L**	Great Potion
C	Magnification Ring	**H**	Sapphire Helm	**M**	Great Magic Potion
D	Recipe for Immaculate Robe	**I**	Sapphire Shoes	**N**	Hyper Remedy
E	Ultra Ward Tonic	**J**	Ultra Surge Tonic		

After descending to Basement #2, you'll find yourself in a room with stairs (***3***) and four paths to the north, east, south, and west. To start, head east through one room until you reach the first switch (***S_1***). Flip the switch (***S_1***) and then head north into a dead-end room with a single treasure (**3× Rejuvenating Elixir** – ***A***). After gathering the treasure, return to the previous room with the first switch (***S_1***). Keep the switch (***S_1***) in its on position and then head west through one room to the original room with the stairs (***3***). Next, head north through one room until you reach the second switch (***S_2***) in a dead-end room. Flip the second switch (***S_2***) and then return south through one room to the original starting room with the stairs (***3***). Now, head south and collect the three treasures (**Recipe for Murderous Bow** – ***B***, **Magnification Ring** – ***C***, **Recipe for Immaculate Robe** – ***D***).

Synthesis Recipe!	
Item	Murderous Bow
Bonus	ATK +45
Ingredients	Sapphire Bow, 5× Spirit Coals, and 5× Brute's Tails

Synthesis Recipe!	
Item	Immaculate Robe
Bonus	Immunity to all status effects including Zombification, Jinx, and Disease
Ingredients	Sapphire Robe, 3× Azure Wyrm Fangs, 3× Djinn Bottles, and 3× Specter Essences

After grabbing the treasures, return north to the starting room with the stairs (***3***). From there, head west one room, south two rooms, and finally west one room until you reach the room with the third switch (***S_3***). Flip the switch and then return east one room, north two rooms, and east one room to the original starting room with the stairs (***3***). Head north two rooms until you reach the second switch (***S_2***) and flip it to the off position. Return south two rooms and then head east two rooms until you reach the room with the first switch (***S_1***). Now, head north and you'll find that the room has changed after flipping the third switch (***S_3***). Now, you'll find the fourth and final switch (***S_4***) and six treasures (**Ultra Ward Tonic** – ***E***, **Rejuvenating Elixir** – ***F***, **Sapphire Boots** – ***G***, **Sapphire Helm** – ***H***, **Sapphire Shoes** – ***I***, **Ultra Surge Tonic** – ***J***). After grabbing the treasures, flip the switch (***S_4***) and then return one room south and two rooms west to the original starting room with the stairs (***3***).

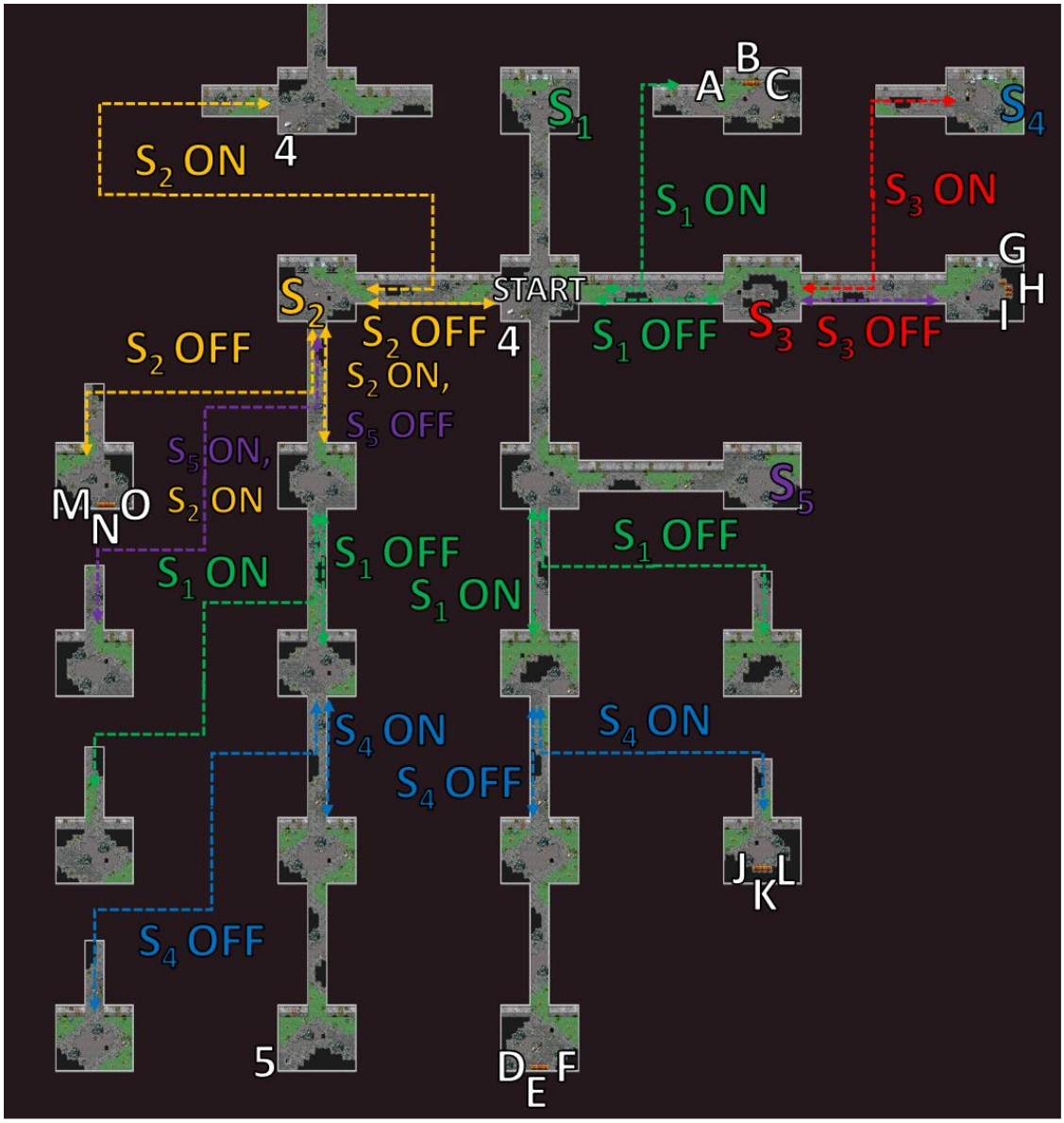
You'll notice that the room has changed after flipping the fourth switch (***S_4***) in that the northern passageway has disappeared. Head west and you'll find a new passageway leading to the north. Head north one room and then west one room and you'll find a room with four treasures (**Ambrosia** – ***K***, **Great Potion** – ***L***, **Great Magic Potion** – ***M***, **Hyper Remedy** – ***N***). After gathering the treasures, head south and descend the stairs (***4***) to Basement #3.

Battle Notes: *See the Battle Notes for the* ***Entryway****.*

Basement #3

Suggested Level: 110 (Initial Level +45)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	Ultra Wall Tonic	**F**	Resurrection Elixir	**K**	Valor Ring
B	Recipe for Recharging Lance	**G**	Sapphire Shield	**L**	Medium AP Orb
C	Ultra Bubble Tonic	**H**	Large AP Orb	**M**	Great Potion
D	Phoenix Ashes	**I**	Sapphire Spear	**N**	Recipe for Elemental Shield
E	Sapphire Armor	**J**	Perfect Elixir	**O**	Great Magic Potion

After descending to Basement #3, you'll find yourself next to stairs (***4***) in a room with 4 paths leading to the north, east, south, and west. To start, head north one room until you reach the room with the first switch (***S_1***). Flip the switch (***S_1***) and then return south one room. Head east one room and you'll find a room with three treasures (**Ultra Wall Tonic** – ***A***, **Recipe for Recharging Lance** – ***B***, **Ultra Bubble Tonic** – ***C***).

Synthesis Recipe!	
Item	Recharging Lance
Bonus	+50 MP/turn
Ingredients	Sapphire Spear, 3× Sprite Cinders, 3× Ethereal Orbs, and 3× Hellion Wings

After collecting the treasures, return west one room to the starting location with the stairs (***4***). Next, head south four rooms until you reach a room with three treasures (**Phoenix Ashes** – ***D***, **Sapphire Armor** – ***E***, **Resurrection Elixir** – ***F***). With the treasures in hand, return north through the previous four rooms to the starting room with the stairs (***4***). Now, head one room north to the room with the first switch (***S_1***) and flip it to the off position. Afterwards, return south one room and then east one room to the room with the third switch (***S_3***). Ignore it for now and continue east another room until you arrive in a room with three treasures along the eastern wall (**Sapphire Shield** – ***G***, **Large AP Orb** – ***H***, **Sapphire Spear** – ***I***).

After grabbing the treasures, return west one room and then flip the switch (***S_3***). Return east and you'll find that the room has changed. Inside, you'll find the fourth switch. Flip it (***S_4***) and then return west two rooms to the starting room with the stairs (***4***). Now, head north and flip the switch (***S_1***) to the on position again and then return south to the room with the stairs (***4***). Next, head south three rooms and you'll find that the rooms have changed again due to flipping the fourth switch (***S_4***). Collect the three treasures in the room (**Perfect Elixir** – ***J***, **Valor Ring** – ***K***, **Medium AP Orb** – ***L***). After gathering the treasures, return north three rooms until you are once again in the starting room with the stairs (***4***). Head one room north and once again flip the first switch (***S_1***) to the off position and then return south one room. From there, head west one room and you'll find the second switch (***S_2***). Before you flip it, head south and collect the final three treasures (**Great Potion** – ***M***, **Recipe for Elemental Shield** – ***N***, **Great Magic Potion** – ***O***).

Synthesis Recipe!	
Item	Elemental Shield
Bonus	Protects against Fire, Thunder, and Darkness
Ingredients	Sapphire Shield, 5× Hell Hound Fangs, and 5× Grotesque Skulls

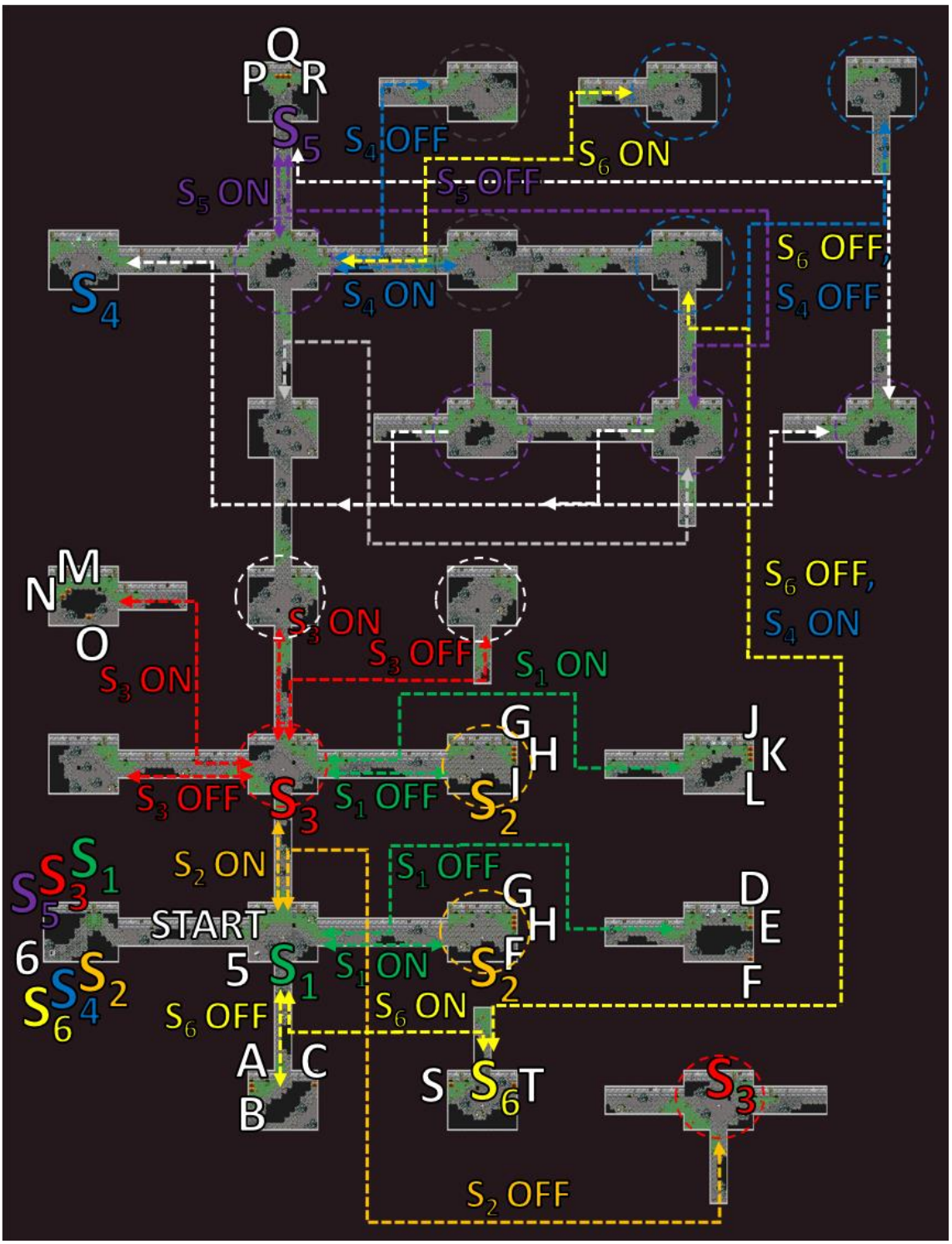
After collecting the treasure, return north to the previous room and flip the second switch (***S_2***). Now, head south four rooms and you'll find a dead-end room with stairs (***5***). Descend the stairs (***5***) to reach Basement #4.

Battle Notes: *See the Battle Notes for the* ***Entryway****.*

Basement #4

Suggested Level: 110 (Initial Level +45)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	Resurrection Elixir	**H**	Hyper Remedy	**O**	Sapphire Sword
B	Phoenix Ashes	**I**	Ambrosia	**P**	Large AP Orb
C	Element Ring	**J**	Sapphire Helm	**Q**	Guardian Ring
D	Resurrection Elixir	**K**	Huge AP Orb	**R**	Sapphire Armor
E	Perfect Elixir	**L**	Sapphire Shield	**S**	Recipe for Invigorating Sword
F	Massive SP Orb	**M**	Great Magic Potion	**T**	Recipe for Radiant Staff
G	Nectar	**N**	Great Potion		

Basement #4 looks complicated but it's not as complex as the previous two floors. There are multiple duplicate rooms on the map, so for clarity, these areas are circled with a dashed line of the same color. This floor will mark your final encounter with the mysterious movement of the Dark Castle rooms. To complete this floor, you must navigate a careful path of activating all levers and then deactivating all levers except for the sixth switch (***S₆***). From the starting location in the room with the stairs (***5***) and the first switch (***S₁***), head south and collect the three treasures (**Resurrection Elixir** – ***A***, **Phoenix Ashes** – ***B***, **Element Ring** – ***C***). After grabbing the treasures, return north to the starting room with the first switch (***S₁***).

Before flipping the switch, head east one room and collect the three treasures at the eastern end of the world (**Resurrection Elixir** – ***D***, **Perfect Elixir** – ***E***, **Massive SP Orb** – ***F***). With the treasures in hand, return west one room to the original room with the first switch (***S₁***). Flip it and then return east to find that the room has changed. Inside, you'll find the second switch (***S₂***). Don't switch it yet; instead, grab the three treasures in the room (**Nectar** – ***G***, **Hyper Remedy** – ***H***, **Ambrosia** – ***I***) and then return one room west to the starting room with the first switch (***S₁***). Next, head one room north and you'll find the third switch (***S₃***). Ignore it and head east one room and you'll find three treasures (**Sapphire Helm** – ***J***, **Huge AP Orb** – ***K***, **Sapphire Shield** – ***L***).

After gathering the treasures, return west one room to the room with the third switch (***S₃***). Flip the switch (***S₃***) and then head one more room west. Gather the three treasures (**Great Magic Potion** – ***M***, **Great Potion** – ***N***, **Sapphire Sword** – ***O***) and then return east one room to the room with the third switch (***S₃***). Now, head north three rooms until you reach a room with passageways to the north and west. First, head west one room and you'll find the fourth switch (***S₄***). Flip the switch (***S₄***) and then return to the east. Next, head north and find the fifth switch (***S₅***). Flip the switch (***S₅***) and then grab the three treasures along the northern wall. Next, head south one room, east two rooms, and south one room until you reach the room with the sixth and final switch (***S₆***). Flip the switch (***S₆***) and then collect the final two treasures (**Recipe for Invigorating Sword** – ***S***, **Recipe for Radiant Staff** – ***T***).

Synthesis Recipe!	
Item	Invigorating Sword
Bonus	+200 HP/turn
Ingredients	Sapphire Sword, 3× Hell Hound Fangs, 3× Demon Skulls, and 3× Brute's Tails

Synthesis Recipe!	
Item	Radiant Staff
Bonus	Max MP +100%
Ingredients	Sapphire Staff, 3× Azure Wyrm Fangs, 3× Djinn Bottles, and 3× Specter Essences

Head one room north and you'll find that things have shifted once again after flipping the sixth switch (***S_6***), with the room you were previously in moving back to just south of the starting room. You've also now flipped the critical sixth switch (***S_6***) to lower the innermost spike strip that protects the stairs to the west. Unfortunately, while reaching it you've also flipped all other switches to the on position. You now must retrace your steps and turn off all of the switches. This time, you'll flip the switches off in reverse order starting with the fifth switch (***S_5***).

To start, head east one room, flip the second switch (***S_2***), and then return west one room. Next, head north five rooms and flip the fifth switch (***S_5***) to the off position. Next, head south one room and west one room and flip the fourth switch (***S_4***) to the off position. You've finished with the northern portion of Basement #4, so head east one room and south three rooms. Flip the third switch (***S_3***) to the off position. Now, head south one room and then east one room. Flip the second switch (***S_2***) to the off position and then finally head west one room and flip off the first switch (***S_1***). All the switches except the sixth switch (***S_6***) will be in the off position which will lower all of the spike strips. From the starting room with the stairs (***5***), head west and then descend the stairs (***6***) to the final floor, Basement #5.

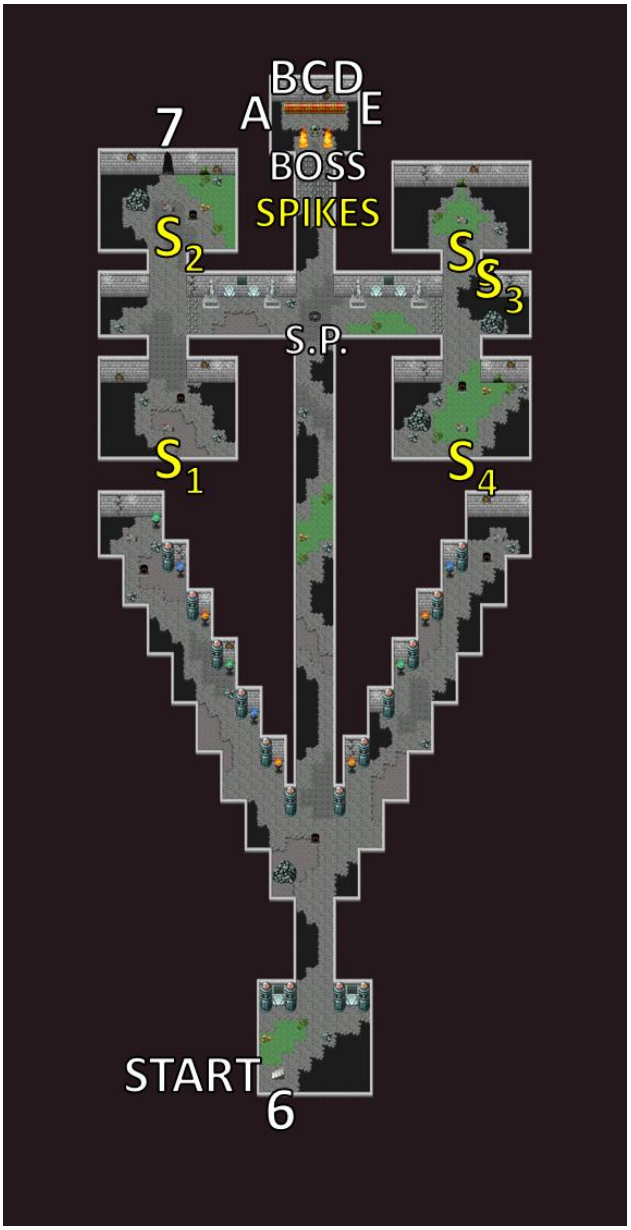
Battle Notes: *See the Battle Notes for the* ***Entryway****.*

Basement #5

Suggested Level: 111 (Initial Level +46)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle

Treasure Chest Legend			
A	Veteran's Shield	**D**	Master Ring
B	Ancient Ring	**E**	Pearlescent Gauntlets
C	Ancient Armor		



Basement #5 is a relatively small room in comparison to the upper basements. From the stairs (***6***), head north until you reach a 4-way intersection. Take the central northern path and continue until you reach the Save Point (***S.P.***) at another 4-way intersection. If you have the option, save your game and then head west until you reach a north/south fork. Head south and flip the switch in the southern room (***S_1***). Next, return to the previous fork and head north. Flip the second switch (***S_2***) and then continue north and enter the passageway along the northern wall (***7***). Inside, you'll find the only puzzle in the Dark Castle. See Puzzle Solutions (Section ***8.16.17***) for the solution.

After completing the puzzle, return to Basement #5 and then head south to the previous fork. Take the eastern path to the Save Point and a 4-way intersection. Head east and then north at the north/south fork. Flip the third switch (***S_3***) and then return south to the previous intersection. Next, head south and flip the fourth and final switch (***S_4***) to lower the last set of spikes that block access to the Dark Castle's boss. From the switch (***S_4***), head north to the previous fork and then west to the Save Point (***S.P.***). Finally, head north across the newly lowered spike strips where you'll find the boss, Belial.

The magical forces that move the rooms of the Dark Castle accidentally created a portal that allowed the demon, Belial, to enter this world. He is more powerful than Adirael and will be a challenging foe. If you weren't able to save your game or if you're low on health or supplies, you may consider warping out of the Dark Castle and using a Large Cottage or even returning to town to heal and resupply. Once you're ready, step forward and engage Belial.

Belial can drastically reduce your ATK by inflicting Jinx on you with attacks such as Vex and Torment; therefore, you'll want to have immunity to Jinx for this battle. He can also inflict Earth and

Wind elemental damage with Upheaval and Flapping Wings. You'll want Earth and Dark elemental resistance to protect against those attacks. Finally, he can unleash powerful physical attacks such as Violent Strike and Total Demolition for which your only defense is increasing your Party's DEF with tonics, better equipment, or buffing skills. Finally, he can significantly increase his DEF and MGD with Miasmetic Shield during which period you should focus on healing up and further buffing your Party. Belial's DEF is significantly higher than his MGD, so use spells – especially Holy elemental spells such as the White Mage's Heaven's Light or the Ice/Wind elemental spells – to deal the most damage.

Boss Battle: Belial



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ancient Ring (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	15,000	575	750	565	500	220	190	5	2,250,000	0	10,000

Skill	MP Cost	Description
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Upheaval	0	~400 HP damage with earth element to all enemies
Flapping Wings	450	~400 HP damage with wind element to all enemies
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Vex	350	Normal attack that inflicts jinx
Torment	550	Normal attack with Jinx status effect to all enemies

After a long battle with Belial, you'll emerge victorious and be able to claim his treasure (**Veteran's Shield** – ***A***, **Ancient Ring** – ***B***, **Ancient Armor** – ***C***, **Master Ring** – ***D***, **Pearlescent Gauntlets** – ***E***). With the treasures in hand and Belial dead, you've completed the Dark Castle. It's time to leave, so either Warp out or backtrack through the dungeon (all enemies will already be defeated from your journey down).

Battle Notes: *See the Battle Notes for the* ***Entryway****.*

8.13 Journey's End

With the Tower of Pestilence and Dark Castle complete, it's time to finally set off for your ultimate destination: the Shadow Fortress that stands on Rockwood's Ruins. If you haven't completed all of your character specific sidequests, see Section ***8.15***; otherwise, prepare to journey to the Shadow Fortress. From the Dark Castle, you can simply fly west on your Phoenix or Red Moa over Orphos and across the Ocean until you reach the eastern coast of Orphos. Fly a short way south and you'll see the Shadow Mountains. The Shadow Fortress Courtyard was already covered earlier, so we'll assume that you'll enter via the Shadow Mountains rather than fighting your way through the Dark Army horde. Therefore, you'll want to land outside the Shadow Mountains and enter them via mountain trail along the western edge. Inside the Shadow Courtyard, you'll now find the Dwarves and Wystonia Army waiting for you.



8.13.1 Shadow Fortress

Courtyard

After entering, a short scene will play where the Dwarves will plant explosives and open an entrance to the warren of caves inside the Shadow Mountains. You'll then enter and spend several days (all during the cutscene) wandering the caves until you finally find your way just outside the Shadow Fortress. With the Wystonia Army in tow, you can count on them to clear the way through the horde of Dark Army troops that block the way into the Shadow Fortress. Note that if you have previously fought your way through the Shadow Courtyard, once you enter the Shadow Fortress, the Wystonia Army will clear the first two floors of the Shadow Fortress. If you have already accomplished this feat, congratulations. However, this guide will assume that you did not clear the Shadow Courtyard of the Dark Army troops; therefore, the Wystonia Army will clear the exterior troops and you'll be responsible for all of the interior troops. Once you're ready, head inside the Shadow Fortress.

Floor #1

Suggested Level: 111 (Initial Level +46)

Enemies: Shadow Fortress Human Guard, Shadow Fortress Goblin Guard, Shadow Fortress Elven Guard, Shadow Fortress Human Elite, Shadow Fortress Goblin Elite, Shadow Fortress Elven Elite

Treasure Chest Legend	
A	Massive SP Orb
B	Medium AP Orb
C	Massive SP Orb
D	Phoenix Ashes
E	Resurrection Elixir
F	Ancient Ring
G	Master Ring
H	Cryogenic Bomb
I	Magma Blast Bomb



The Shadow Fortress encompasses a total of 4 floors and you'll enter on the first and lowest floor. Throughout the Shadow Fortress, you'll find Shadow Fortress soldiers patrolling the hallways. You can either avoid them by hiding them in the offshooting rooms or directly engage them to clear them for the future. From the southern entrance (***ENTRANCE***), head north until you reach a 4-way intersection. First, head west and enter the second room to the north. Gather the three treasures inside (**Massive SP Orb** – ***A***, **Medium AP Orb** – ***B***, **Massive SP Orb** – ***C***) and then return to the corridor.

Next, return east to the 4-way intersection. Head east at the intersection and then enter the first room to the north. Grab the three treasures inside (**Phoenix Ashes** – ***D***, **Resurrection Elixir** – ***E***) and then return to the outer corridor. Further down the corridor, you'll find a locked door to a room with two treasures inside; however, you cannot access them at this time because they require the *Gold Key* to unlock the gate. Therefore, you'll want to return west to the 4-way intersection and then head north until you come to another 4-way intersection. Head west and enter the last room to the north. Collect the two treasures inside (**Cryogenic Bomb** – ***H***, **Magma Blast Bomb** – ***I***) and then return to the outer corridor.

You've acquired all the treasures from the first floor, so now it's time to find the stairs leading to the second floor. From your current location, head west to the previous 4-way intersection and then head south until you reach the southern 4-way intersection. Take the eastern path and follow the corridor east, north, and then west until you reach an open doorway. Pass through and then head east,

south, and then west along the outer corridor of the first floor until you reach the stairs (***1***). When you're ready to move on, climb the stairs (***1***) to the second floor.

Battle Notes: *In this area, you'll find six new enemy types: Shadow Fortress Goblin Guards, Shadow Fortress Human Guards, Shadow Fortress Elf Guards, Shadow Fortress Goblin Elites, Shadow Fortress Human Elites, and Shadow Fortress Elf Elites:*



Name: Shadow Fortress Goblin Guard
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
22,500	7,500	345	355	355	340	260	250	10	75,000	1,000	3,000	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
High Explosive	950	~450 HP non-elemental damage to all enemies



Name: Shadow Fortress Human Guard
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
25,000	8,500	360	370	370	355	230	235	10	75,000	1,000	3,000	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
High Explosive	950	~450 HP non-elemental damage to all enemies



Name: Shadow Fortress Elf Guard
Stealable Items: Great Potion, Giant Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
25,000	9,500	375	355	385	370	245	220	10	75,000	1,000	3,000	N/A

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
High Explosive	950	~450 HP non-elemental damage to all enemies



Name: Shadow Fortress Goblin Elite
Stealable Items: Great Potion, Massive Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
27,500	7,500	355	365	365	350	270	260	10	100,000	1,250	3,000	N/A

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
High Explosive	950	~450 HP non-elemental damage to all enemies
Immobilize	150	250 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies



Name: Shadow Fortress Human Elite
Stealable Items: Great Potion, Massive Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
30,000	8,500	370	380	380	365	240	245	10	100,000	1,250	3,000	N/A

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
High Explosive	950	~450 HP non-elemental damage to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies



Name: Shadow Fortress Human Elite
Stealable Items: Great Potion, Massive Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
30,000	8,500	370	380	380	365	240	245	10	100,000	1,250	3,000	N/A

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
High Explosive	950	~450 HP non-elemental damage to all enemies
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

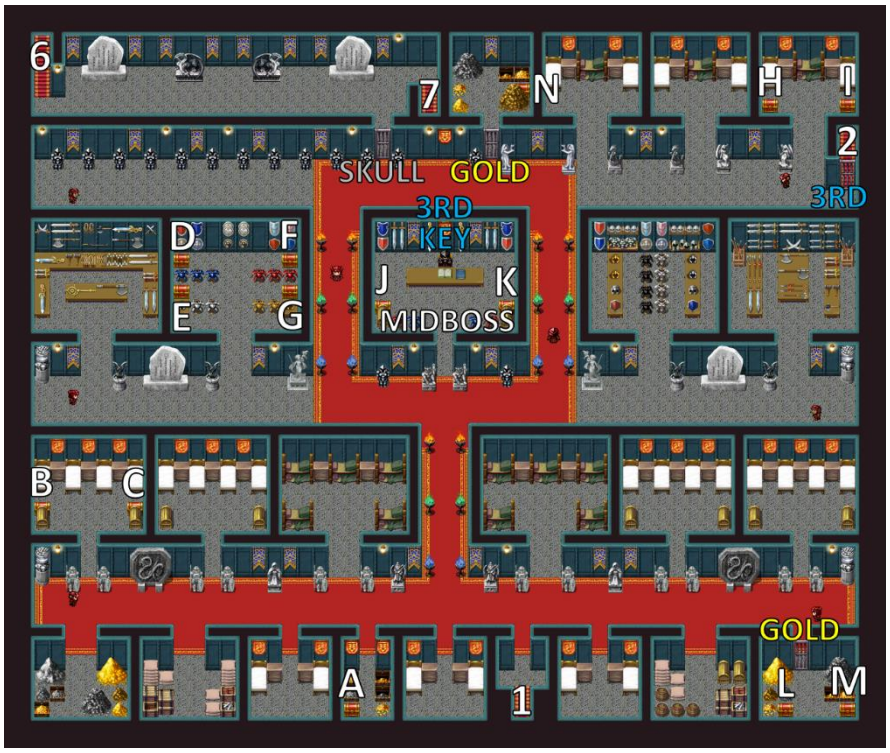
Floor #2

Suggested Level: 112 (Initial Level +47)

Enemies: Shadow Fortress Human Guard, Shadow Fortress Goblin Guard, Shadow Fortress Elven Guard, Shadow Fortress Human Elite, Shadow Fortress Goblin Elite, Shadow Fortress Elven Elite

NPC Treasures: 3rd Floor Key

Treasure Chest Legend	
A	Huge AP Orb
B	Massive Potion
C	Massive Magic Potion
D	Cyclonic Burst Bomb
E	Electric Death Bomb
F	Holy Devastation Bomb
G	Demonic Shadow Bomb
H	Hyper Remedy
I	Great SP Orb
J	Ambrosia
K	Nectar
L	Sorcerer Ring
M	Undefeated Ring
N	Clandestine Ring



Ascend the stairs to the second floor and you'll find yourself near the middle of the southern wall (***1***). Head north into the main corridor where you'll find paths leading to the east and west. First, head west and enter the 2nd room you find along the southern wall. Enter and collect the single treasure (**Huge AP Orb** – ***A***) and then return to the corridor. Continue west and enter the last room to the north. Head inside and gather the two treasures (**Massive Potion** – ***B***, **Massive Magic Potion** – ***C***).

With the treasures in hand, return east down the corridor until you reach a 4-way intersection. At the far eastern end of the corridor, there is a locked gate to the south; however, it requires the *Gold Key* to unlock the gate, so you'll have to return later to obtain the treasures. For now, head north until you reach another 4-way intersection. Head west until your each a north/west fork. Continue west through the fork and then enter the first room to the north where you'll find four treasures (**Cyclonic Burst Bomb** – ***D***, **Electric Death Bomb** – ***E***, **Holy Devastation Bomb** – ***F***, **Demonic Shadow Bomb** – ***G***). Collect the treasures and then exit the room. Return east to the previous fork and take the northern path. At the east/west fork, take the eastern path and continue down the corridor until you reach the last room to the north. Enter and collect two more treasures (**Hyper Remedy** – ***H***, **Great SP Orb** – ***I***).

Leave the room and then return west down the corridor until you reach a west/south fork. Just to the west, you'll spot a locked gate but it also requires the *Gold Key* to open, so head south at the fork.

Continue south until you reach an east/west fork. Take this corridor west and then enter the first room to the north to discover the chamber of the Shadow Fortress Lieutenant. This Mid-Boss holds the *3rd Floor Key* which unlocks the gate in the NE corner of the 2nd Floor. To proceed through the Shadow Fortress you must acquire this item, so head inside the room, grab the two treasures (**Ambrosia** – ***J***, **Nectar** – ***K***), and engage the Shadow Fortress Lieutenant in battle.

Mid-Boss Battle: Shadow Fortress Lieutenant



Items to Steal
Ambrosia (5%), Nectar (5%), Perfect Elixir (5%), Sapphire Boots (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	475	475	475	475	350	200	10	250,000	5,000	2,500

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

The Shadow Fortress Lieutenant is a beefed-up version of the Shadow Fortress Elite guards with the Obliterate attack of the Shadow Fortress Human Elites and the 500 Cuts attack of the Shadow Fortress Elf Elites. He also possesses Violent Strike, a more powerful physical attack. Clotting Rings or another piece of specialized equipment that protects against bleeding states can be useful in protecting against 500 Cuts and Vicious Slice. Otherwise, high DEF will help protect against the rest of the Shadow Fortress Lieutenant's attacks. He has equal DEF and MGD, so you should attack either physically or magically depending on the makeup of your Party. If you have a magical Party, then exploit his weaknesses to Thunder and Holy elemental attacks.

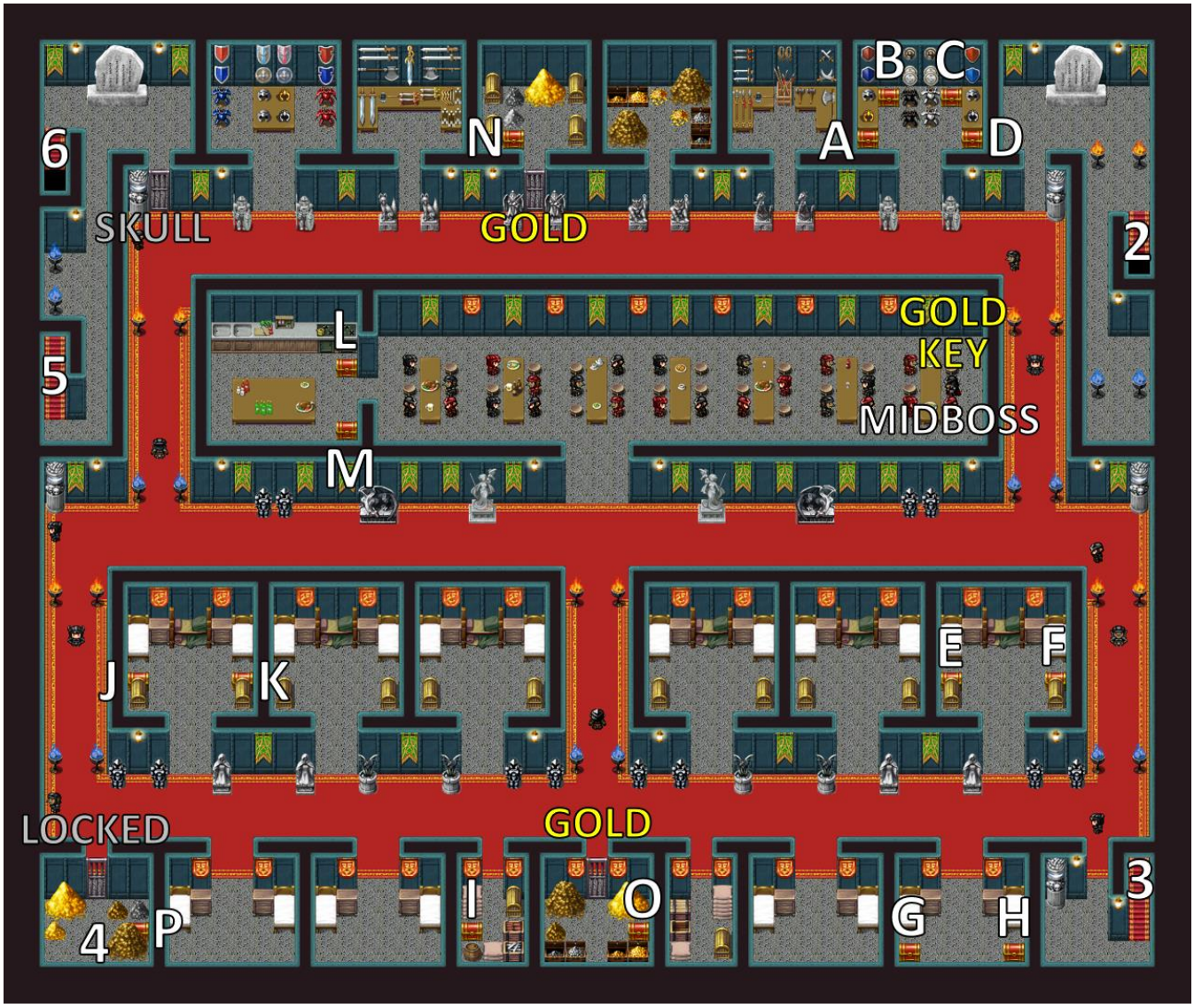
After you defeat the Shadow Fortress Lieutenant, you'll acquire the **3rd Floor Key**. Exit the room and then head east down the corridor until you reach a north/east fork. Take the northern fork until you reach an east/west fork. Finally, head east down the corridor and then use the *3rd Floor Key* to unlock the gate that blocks the stairs in the NE corner (***2***). Climb the stairs to reach Floor #3.

Battle Notes: *See the Battle Notes for the **Floor #1**.*

Floor #3

Suggested Level: 112 (Initial Level +47)

Enemies: Shadow Fortress Human Guard, Shadow Fortress Goblin Guard, Shadow Fortress Elven Guard, Shadow Fortress Human Elite, Shadow Fortress Goblin Elite, Shadow Fortress Elven Elite



Treasure Chest Legend					
A	Massive Potion	**G**	Hyper Remedy	**M**	Nectar
B	Great Potion	**H**	Resurrection Elixir	**N**	Guardian Ring
C	Great Magic Potion	**I**	Medium AP Orb	**O**	Magnification Ring
D	Massive Magic Potion	**J**	Perfect Elixir	**P**	Augmentation Ring
E	Perfect SP Orb	**K**	Resurrection Elixir		
F	Large AP Orb	**L**	Ambrosia		

After climbing the stairs to Floor #3 (***2***), you'll find yourself in the NE corner of the floor. To start, head NW and then exit the room to the exterior corridor. Take a few steps west and enter the first room to the north which contains four treasures (**Massive Potion** – ***A***, **Great Potion** – ***B***, **Great Magic Potion** – ***C***, **Massive Magic Potion** – ***D***). Collect the treasures and then exit the room. Take a few steps east and then follow the exterior corridor south until you reach the SE corner of the room. From there, head west down the southern corridor and then enter the first room to the north. Grab the two treasures inside (**Perfect SP Orb** – ***E***, **Large AP Orb** – ***F***) and then return to the corridor.

Next, take a few steps west and enter the next room you find to the south. Gather the two treasures inside (**Hyper Remedy** – ***G***, **Resurrection Elixir** – ***H***) and then return to the corridor once more. From there, head west until you reach a north/west fork. To the south, you'll see a gated room but it also requires the *Gold Key* to enter. You'll be able to acquire the *Gold Key* soon, but ignore the room for now. Take the western fork and enter the next room to the south. Grab the treasures (**Medium AP Orb** – ***I***) and then return to the outer corridor. Head west and enter the last room to the north. Collect the two treasures inside (**Perfect Elixir** – ***J***, **Resurrection Elixir** – ***K***) and then exit to the corridor.

You've now acquired all the easily accessible treasures. The only remaining ones either required passing through the Shadow Fortress Mess Hall filled with Shadow Fortress soldiers or acquiring the *Gold Key*. It turns out, you'll have to enter the Mess Hall to achieve both goals. The *Gold Key* is held by the Shadow Fortress Captain who you'll find at the eastern end of the Mess Hall. From your current location, return east along the corridor until you reach a north/east fork. Take the northern fork and then continue north into the Mess Hall. When the soldiers in the Mess Hall see you, they will attack and you'll have to plow through their ranks. To start, head west and continue until you reach the kitchen at the western end of the Mess Hall. Collect the two treasures inside (**Ambrosia** – ***L***, **Nectar** – ***M***).

Mid-Boss Battle: Shadow Fortress Captain



Items to Steal

Ambrosia (5%), Nectar (5%), Perfect Elixir (5%), Aegis Gauntlets (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
350,000	20,000	500	500	500	500	375	225	15	500,000	15,000	3,500

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Triangle Cut	500	DMG = Target Max HP/2 to one enemy

With the treasures in hand, head east out of the kitchen and make your way through the soldiers in the Mess Hall until you reach the Shadow Fortress Captain at the far eastern end of the Mess Hall. After making sure you're fully healed, engage the Shadow Fortress Captain. He is even stronger than the Shadow Fortress Lieutenant, with the same arsenal of skills except for one new attack: Triangle Cut. This skill allows him to deal 50% of the Max HP of a character in a single blow. The same strategies used against the Shadow Fortress Lieutenant will work in this battle.

After defeating the Captain, you will obtain the **Gold Key** and it will be time to do some backtracking. First, leave the Mess Hall and then find the locked door along the northern wall of the northern corridor. Unlock the door with the *Gold Key* and then collect the treasure inside (**Guardian Ring** – ***N***). After grabbing the treasure, leave the room and then head to the central portion of the southern corridor. Unlock the gate and gather the treasure inside (**Magnification Ring** – ***O***). The last treasure in the SW room cannot be obtained at this time. The gate is jammed and can only be opened from the inside. Once you reach the 4th floor, you'll be able to drop down into that room and obtain the treasure, but for now return to the stairs that descend to Floor #2 (***2***) in the NE corner.

First, head to the SE corner of the floor and use the *Gold Key* to unlock the gate. Collect the two treasures inside (**Sorcerer Ring** – ***L on Floor #2***, **Undefeated Ring** – ***M on Floor #2***). After grabbing the treasures, return to the northern corridor and use the *Gold Key* to unlock the eastern of the two locked gates. Gather the treasure inside (**Clandestine Ring** – ***N on Floor #2***) and then exit the room. You've now acquired all the additional treasures that were blocked by the *Gold Key* gates so it's time to head down to Floor #1 to collect the final missing treasures.

Head to the southern corridor and then descend the stairs (***1***) to Floor #1. From the stairs (***1***) on Floor #1, head east, north, and then west until you can pass south into the interior corridor. Next, head east, south, and then west for a few steps until you find the locked gate. Use the *Gold Key* to unlock the gate and then collect the two treasures inside (**Ancient Ring** – ***F***, **Master Ring** – ***G***). Those two treasures are the only *Gold Key* treasures on Floor #1, so return the way you came back up to the Floor #3. From the stairs (***2***), head outside of the NE room and then follow the exterior corridor south until you reach the stairs (***3***) up to Floor #4 in the SE corner.

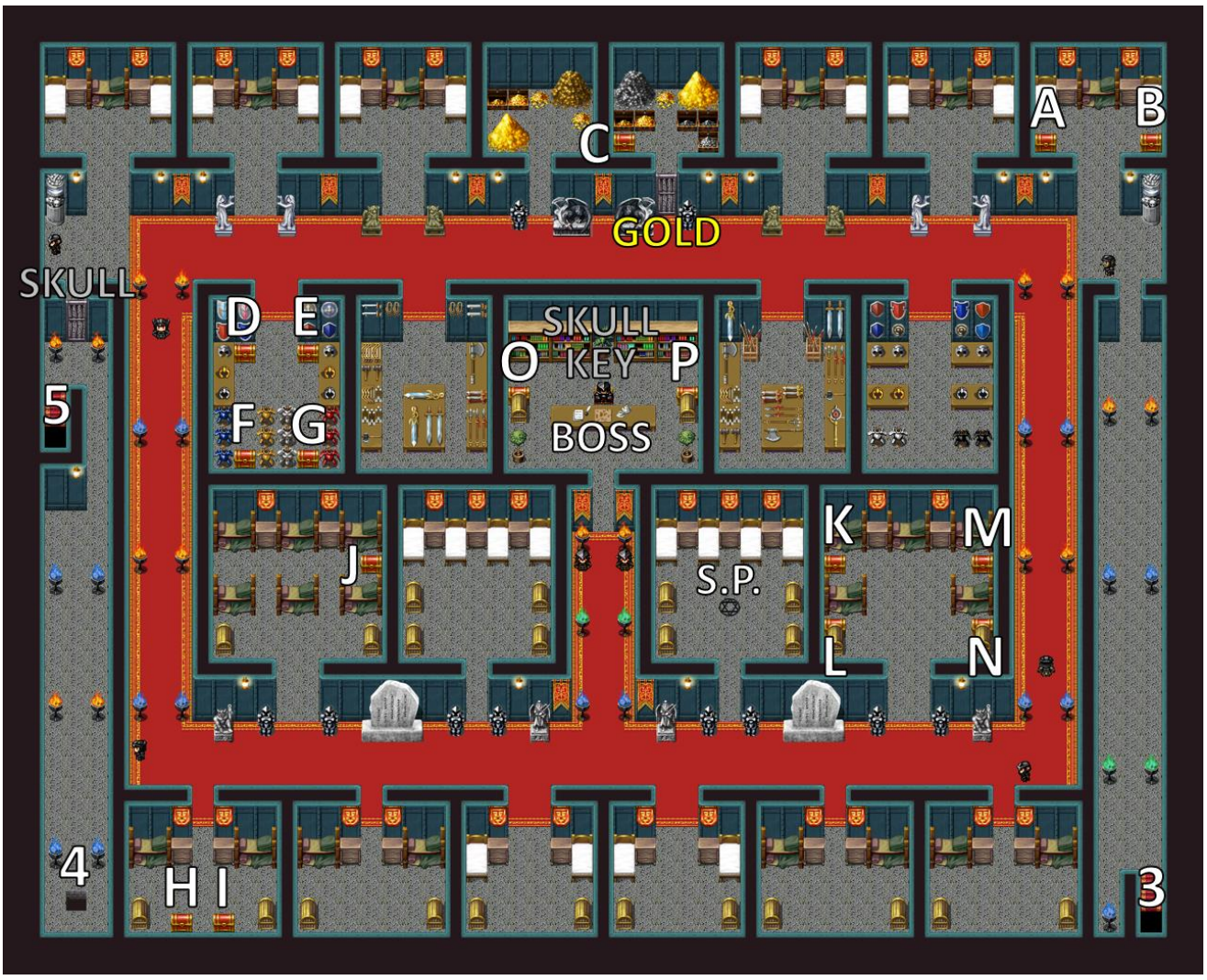
Battle Notes: *See the Battle Notes for the **Floor #1**.*

Floor #4

Suggested Level: 113 (Initial Level +48)

Enemies: Shadow Fortress Human Guard, Shadow Fortress Goblin Guard, Shadow Fortress Elven Guard, Shadow Fortress Human Elite, Shadow Fortress Goblin Elite, Shadow Fortress Elven Elite

NPC Treasures: Skull Key



Treasure Chest Legend					
A	Ambrosia	**G**	Demonic Shadow Bomb	**M**	Phoenix Ashes
B	Nectar	**H**	2× Medium AP Orbs	**N**	Massive SP Orb
C	Valor Ring	**I**	2× Perfect Elixirs	**O**	Phoenix Ashes
D	Magma Blast Bomb	**J**	Large AP Orb	**P**	Resurrection Elixir
E	Electric Death Bomb	**K**	Resurrection Elixir		
F	Holy Devastation Bomb	**L**	Medium AP Orb		

After climbing the stairs to Floor #4 (***3***), you'll find yourself in the SE corner of the floor. From the stairs (***3***), head north and into the exterior corridor. Next, step into the room to the north and collect the two treasures (**Ambrosia** – ***A***, **Nectar** – ***B***). With the treasures in hand, leave the room and then head west until you find a locked gate along the northern wall. Use the *Gold Key* to unlock the gate and gather the treasure inside (**Valor Ring** – ***C***). After obtaining the treasure, leave the room and then continue west down the corridor. Enter the last room to the south and then collect the four treasures inside (**Magma Blast Bomb** – ***D***, **Electric Death Bomb** – ***E***, **Holy Devastation Bomb** – ***F***, **Demonic Shadow Bomb** – ***G***). After gathering the four treasures, return to the outer corridor and take a few steps west until the corridor turns south.

Head south down the corridor and enter the first room to the south. Grab the two treasures inside (**2× Medium AP Orbs** – ***H***, **2× Perfect Elixirs** – ***I***) and then return to the exterior corridor. Cross NE across the corridor and enter the first room to the north. Collect the treasure inside (**Large AP Orb** – ***J***) and then return to the corridor. Continue east through the next fork and enter the last room to the north (**Resurrection Elixir** – ***K***, **Medium AP Orb** – ***L***, ***Phoenix Ashes*** – ***M***, **Massive SP Orb** – ***N***). With the treasures in hand, return to the exterior corridor and then head west until you reach the next room to the north. Head inside and use the Save Point (***S.P.***) if you can; otherwise, proceed to the fork and then head north up the central corridor. Enter the central chamber and collect the two treasures along the eastern and western walls (**Phoenix Ashes** – ***O***, **Resurrection Elixir** – ***P***). Make sure you're fully healed and then engage the boss of the Shadow Fortress, the Shadow Fortress Commander.

Boss Battle: Shadow Fortress Commander



Items to Steal

Ambrosia (5%), Nectar (5%), Perfect Elixir (5%), Aegis Cloak (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	25,000	550	550	550	550	415	250	25	750,000	25,000	5,000

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Triangle Cut	500	DMG = Target Max HP/2 to one enemy
Sweeping Blade	750	DMG = Target Max HP/2 to all enemies

The Shadow Fortress Commander is an even more powerful version of the Shadow Fortress Lieutenant and the Shadow Fortress Captain. He has the same elemental weaknesses and skills except for one new unique attack: Sweeping Blade. Sweeping Blade deals 50% of the Max HP to the entire enemy Party. Use the same strategy as earlier and you'll eventually defeat him. In doing so, you'll earn the **Skull Key** which unlocks the remaining gates in the Shadow Fortress.

After defeating the Shadow Fortress Commander, head south out of the room until you reach an east/west fork. Take the western fork and then follow the corridor north until you reach the skull gate near the NE corner of Floor #4. Use the Skull Key to unlock the gate and head south past the stairs (***5***) until you reach a square hole at the end of the corridor (***4***). Jump down and you'll find yourself inside the room with the locked gate in the SW corner of Floor #3. Collect the treasure (**Augmentation Ring** – ***P on Floor #3***) and then open the gate to the exterior corridor. Head north along the western wall until you reach the skull gate on Floor #3. Use the *Skull Key* to unlock the gate and then descend the stairs in the NW corner (***6***).

On Floor #2, head east past the skull gate and descend the stairs to Floor #1 (***7***). Finally, follow the exterior corridor west, south, and then east until you reach a hole in the ground (***8***). Before entering, make sure you're fully stocked and fully healed because you're about to enter the Black Cavern, the final dungeon. If you're feeling weary, you should Warp out of the Shadow Fortress or simply backtrack and then use a Cottage or visit your favorite city to heal up and restock on goods. If you're feeling strong, jump into the hole (***8***) and you'll find yourself once again in the Guild Grotto.

For a refresher on the Guild Grotto, see Section ***8.1.2***. Head deeper into the Guild Grotto from the Outer Grotto, through the Middle Grotto (and puzzle area), and into the Inner Grotto. Inside the Inner Grotto, you'll find a single new hole in the ground that leads deeper into the earth. Jump in and you'll find yourself in the Underground Passageway.

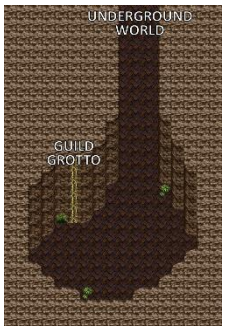
Battle Notes: *See the Battle Notes for the **Floor #1**.*

8.13.2 The Underground World

The Underground Passageway

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle

Suggested Level: 113 (Initial Level +48)



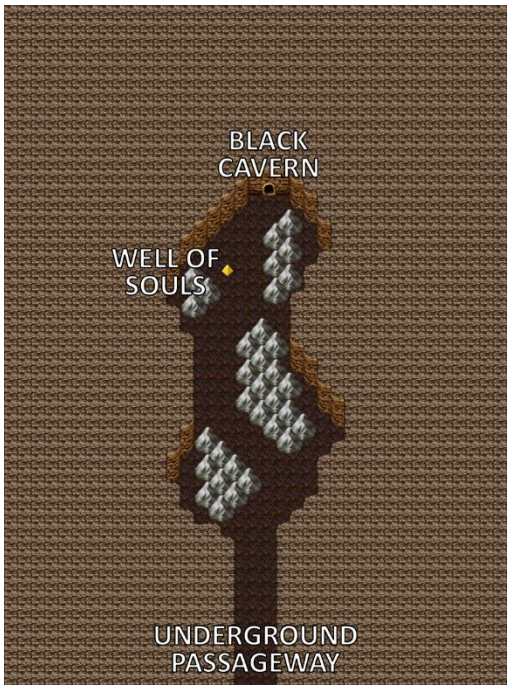
The Underground Passageway is a small intermediate area between the Guild Grotto and the Underground World. It's also the first area as you approach the Black Cavern that will have a limited field of view due to the lack of daylight. There is little to do here except descend the vines and then head NE into the Underground World.

Battle Notes: *See the Battle Notes for* ***The Dark Castle****.*

The Underground World

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle

Suggested Level: 113 (Initial Level +48)



The Underground World is a vast chamber that is the work of the Vanir approximately 50,000 years ago when they first visited Firma. After completing their research on the mysterious Trees of Life, they sunk the Well of Souls deep underground to keep it from the immature races that they planned to seed the world with. When those races came of age, they would eventually discover the Well of Souls, but by that time they would be ready to realize its secrets.

The only two locations in the Underground World are the Well of Souls, which is nearly an exact duplicate of the one that you found on your journey through Terra, and the Black Cavern which is your ultimate destination. From the southern entrance to the Underground World, head north until you reach the Well of Souls. There is nothing to do in the Well of Souls but you may explore it if you like. The only significant difference is that the hole that the Vanir drilled atop the Well of Souls on Terra is missing here on Firma. Therefore, there is no way to enter and nothing to do at the Well of Souls. Instead, continue north and enter the Black Cavern.

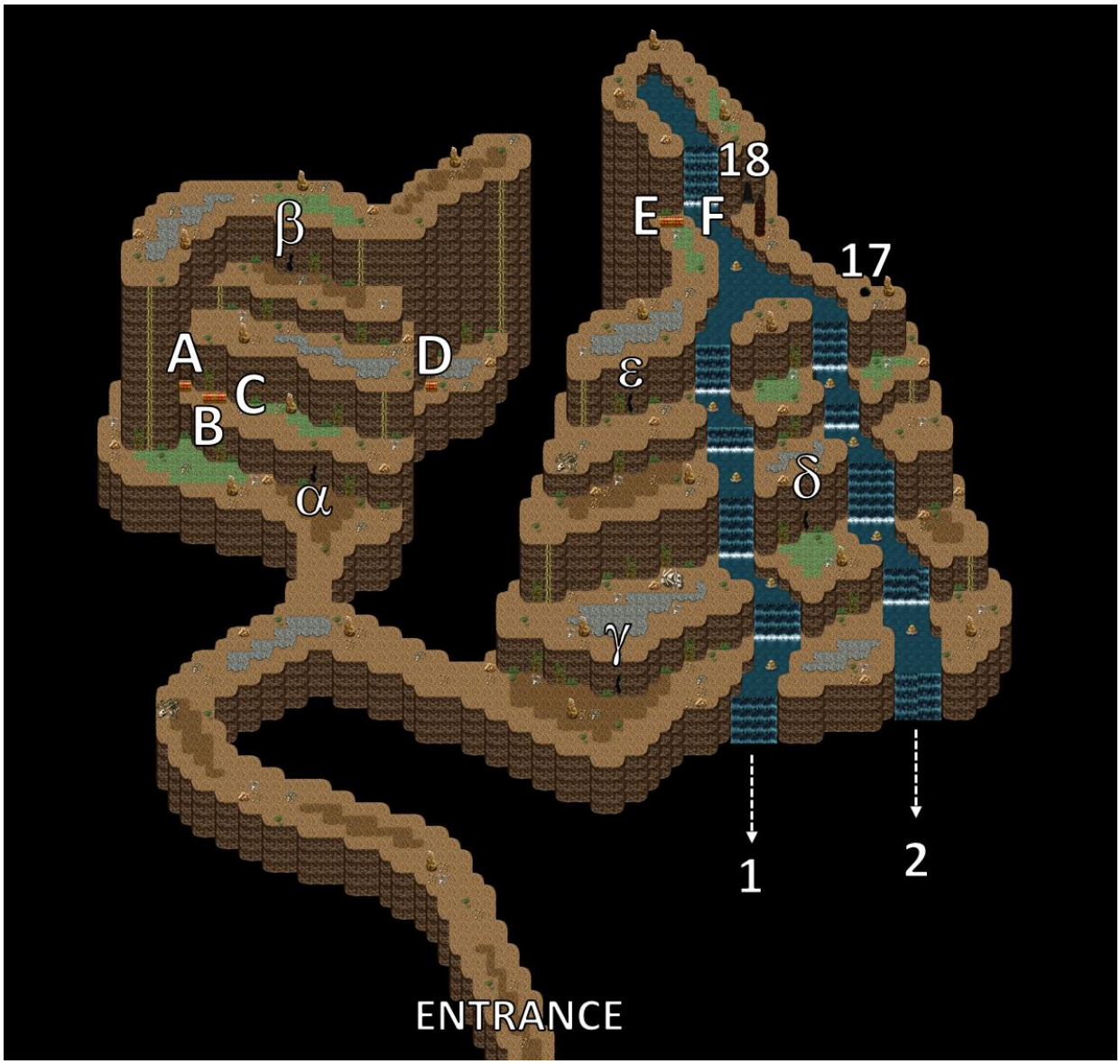
Battle Notes: *See the Battle Notes for* ***The Dark Castle****.*

8.13.3 Black Cavern

Entrance

Suggested Level: 114 (Initial Level +49)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	Great Magic Potion	**E**	Rejuvenating Elixir	γ	Inflation Tonic
B	Massive SP Orb	**F**	Resurrection Elixir	δ	Resurrection Elixir
C	Perfect Elixir	α	Precision Tonic	ε	Ambush Tonic
D	3× Magma Blast Bombs	β	Ambrosia, Nectar		

You've finally done it! You've reached the Black Cavern and you'll soon learn the source of the evil that attempted to overthrow Firma. The Shadow Army lies in your wake and you must continue to drive on deeper and deeper into the bowels of Firma. The darkness that started in the Underground Passageway continues on throughout the first portion of the Black Cavern.

From the entrance (***ENTRANCE***), head north along the narrow path until you reach a north/east fork. First, take the northern fork and continue north until you reach a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Precision Tonic** – α). After acquiring the treasures, leave the chamber and then head west until you spot a set of vines leading up the cliff face. Climb the vines and then head east along the top of the cliff until you reach a set of vines leading down. Climb down and take a few steps west until you reach another Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Ambrosia, Nectar** – β). With the treasures in hand, leave the chamber. Descend two sets of vines and then head west to a dead end where you'll find three treasures (**Great Magic Potion** – ***A***, **Massive SP Orb** – ***B***, **Perfect Elixir** – ***C***).

After grabbing the treasures, return up the previous three sets of vines and then head east along the top of the cliff until you find a long set of vines leading down. Descend the vines and then collect the lone treasure at the bottom of the ledge (**3× Magma Blast Bombs** – ***D***). After gathering the treasure, return to the vines and climb back to the top of the cliff. Head to the far western end of the cliff top and then descend the vines back to the lower level. Head SE until you reach the original fork. Now, take the eastern path and continue until you find a Mining Crevice (γ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and grab the treasure inside (**Inflation Tonic** – γ).

After plundering the excavated chamber, leave and continue east across two streams by hopping across the stones in the streams. Climb the vines at the end of the path and then hop over the next stream to the west until you find a Mining Crevice (δ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and gather the treasure inside (**Resurrection Elixir** – δ). Leave the chamber and continue west across another stream and then climb the vines to the next level. Head east and jump over the two streams and then climb another set of vines to a next level. Now, head west across the same two streams until you reach a Mining Crevice (ε) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and grab the treasure inside (**Ambush Tonic** – ε). Leave the chamber, climb the vines to the west, and then head north until you find the last two treasures of this area (**Rejuvenating Elixir** – ***E***, **Resurrection Elixir** – ***F***). Finally, take a few steps SE and attempt to jump over the stream.

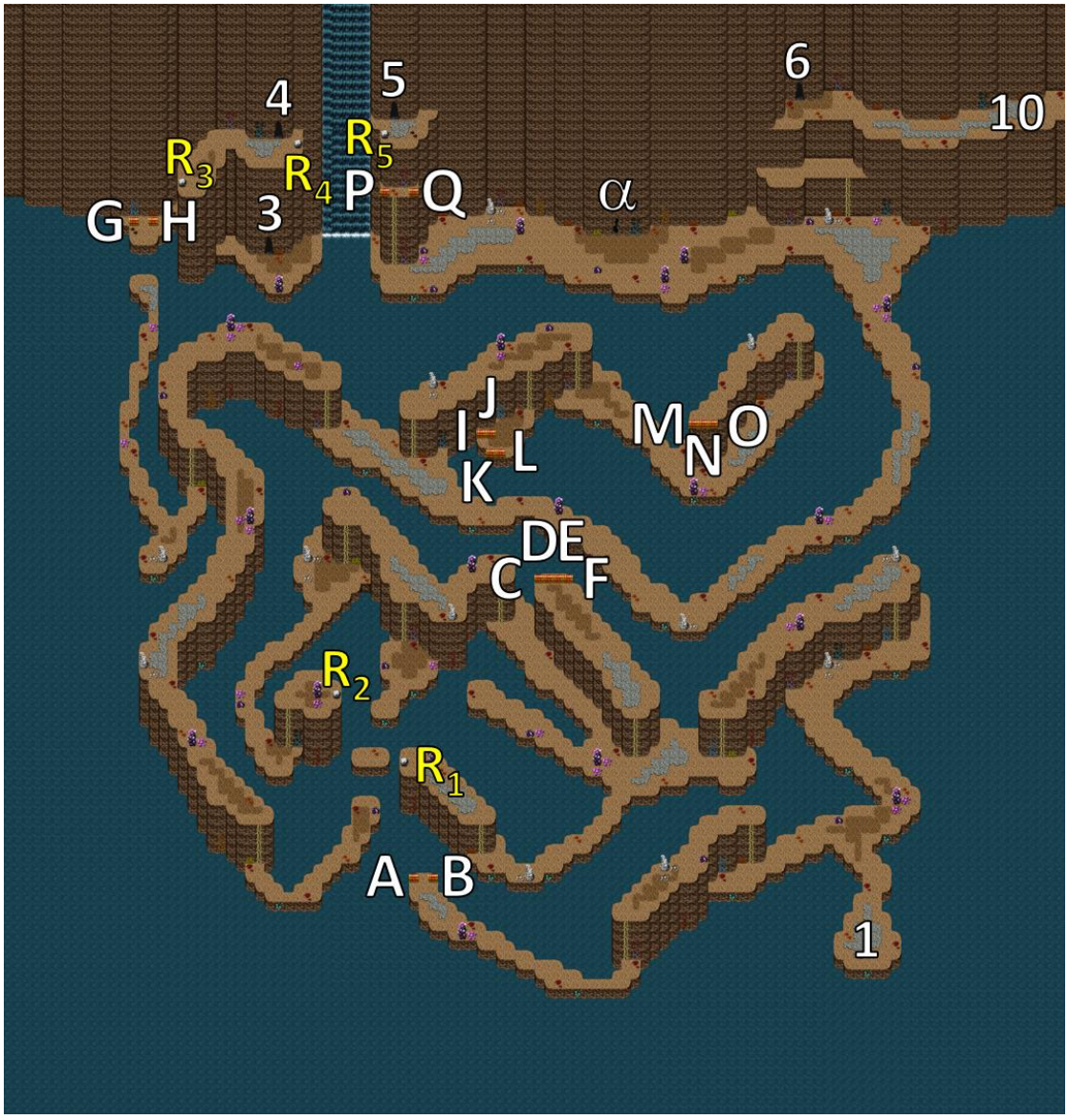
When you do so, the rock will crumble beneath your feet and your Party will fall into the water. As they are pushed downstream by the current, they will be separated into two separate Parties of two characters each. Each of the two character Parties will flow down one of the streams and they'll end up in two different locations afterwards. One half of your Party will end up in the Subterranean Lake while the other half will end up in the Upper Cave System. You can switch between your two-Party halves by using [Pg. Up + Pg. Down]. You will be given control over one Party half in the Subterranean Lake first, but you can switch to the other Party in the Lower Cave System if you'd prefer to play through that section first. This guide will cover the Subterranean Lake first with the Lower Cave System coming directly afterwards.

Battle Notes: *See the Battle Notes for* ***The Dark Castle****.*

Subterranean Lake

Suggested Level: 115 (Initial Level +50)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	Perfect Elixir	**G**	Aegis Shoes	**M**	Magma Blast Bomb
B	Resurrection Elixir	**H**	Aegis Helm	**N**	Holy Devastation Bomb
C	Nectar	**I**	Ultra Bubble Tonic	**O**	Cyclonic Burst Bomb
D	Medium AP Orb	**J**	Ultra Mind Tonic	**P**	Great Potion
E	Massive SP Orb	**K**	Ultra Eagle Eye Tonic	**Q**	Great Magic Potion
F	Ambrosia	**L**	Ultra Wall Tonic	**α**	Perfect SP Orb

You may have been underwhelmed by the difficulty of the enemies in the Black Cavern entrance, but now that you're fighting them with only two characters, it will be a fight for your life. The goal now is to guide your two-Party halves through the Black Cavern so that they can unite. After falling down the underground waterfall, you'll find yourself in the SE corner of the Subterranean Lake (***1***). To start, head north until you reach an east/west fork. First, take the western fork and follow the path west until you reach two treasures (**Perfect Elixir** – ***A***, **Resurrection Elixir** – ***B***). Grab the two treasures and then return to the previous fork. Now, take the eastern path and continue along the path as it turns north until you reach a set of vines. Climb them and then head SW and descend the vines at the end of the path. From there, take a few steps west, climb the vines, and journey NW to a set of four treasures (**Nectar** – ***C***, **Medium AP Orb** – ***D***, **Massive SP Orb** – ***E***, **Ambrosia** – ***F***). Collect the treasures and then return SE and down the vines. Here, you'll have three options to the NW, west, and SW. First, head SW and follow the path up a set of vines to a lone boulder (***R_1***). Push the boulder (***R_1***) into the water below and you'll partially bridge the gap in the path below.

Return along the path to the previous fork and this time take the NW path. Climb the vines and then head west along the cliff top past the first set of vines. Continue to the end of the cliff top and then descend the second set of vines. Follow the path south and up a set of vines until you reach another boulder (***R_2***). Push it into the water below and you'll make the path below passable. Return down the vines, north along the path, and up another set of vines. Head SE and descend the first set of vines you find. Now, head south and you can use the boulders (***R_1*** and ***R_2***) that you pushed earlier to cross the large gaps in your path. Continue along the path as it twists and turns until you reach a north/south fork with vines to the south and the continuing path to the north.

Take the southern fork down the vines and then follow the path until you reach a seeming dead end. At this point, you require the other half of your Party for help. A boulder (***R_3***) on the cliff top above must be pushed down to bridge the gap in the water. For instructions on pushing down the boulder (***R_3***), see the section on ***Upper Cave System***. After the boulder (***R_3***) has been pushed down, you can switch back to the Party in the Subterranean Lake and cross the gap to the two treasures (**Aegis Shoes** – ***G***, **Aegis Helm** – ***H***). With the treasures in hand, return across the gap and back to the previous fork.

Now, head north along the path and continue along the path and down a set of vines until you reach a north/east fork with vines to the north. Climb the vines and head NE until you find a set of vines to the south. Descend the vines and then collect the four treasures (**Ultra Bubble Tonic** – ***I***, **Ultra Mind Tonic** – ***J***, **Ultra Eagle Eye Tonic** – ***K***, **Ultra Wall Tonic** – ***L***). After gathering the treasures, return up the vines and head NE a few steps until you reach a set of vines leading down at the end of the cliff top. Descend the vines and then follow the path east and up a set of vines to three treasures at the end (**Magma Blast Bomb** – ***M***, **Holy Devastation Bomb** – ***N***, **Cyclonic Burst Bomb** – ***O***).

Collect the treasures, head NE along the cliff top, and then descend the vines. Next, head west and climb the vines you come across. At the top, head west again to the western edge of the cliff top, and then descend the vines. At this point, you'll be at the previous fork. Now, head east and follow it until you reach the northern shore. The vines to the north are a dead end, so head west along the shore until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Perfect SP Orb** – α).

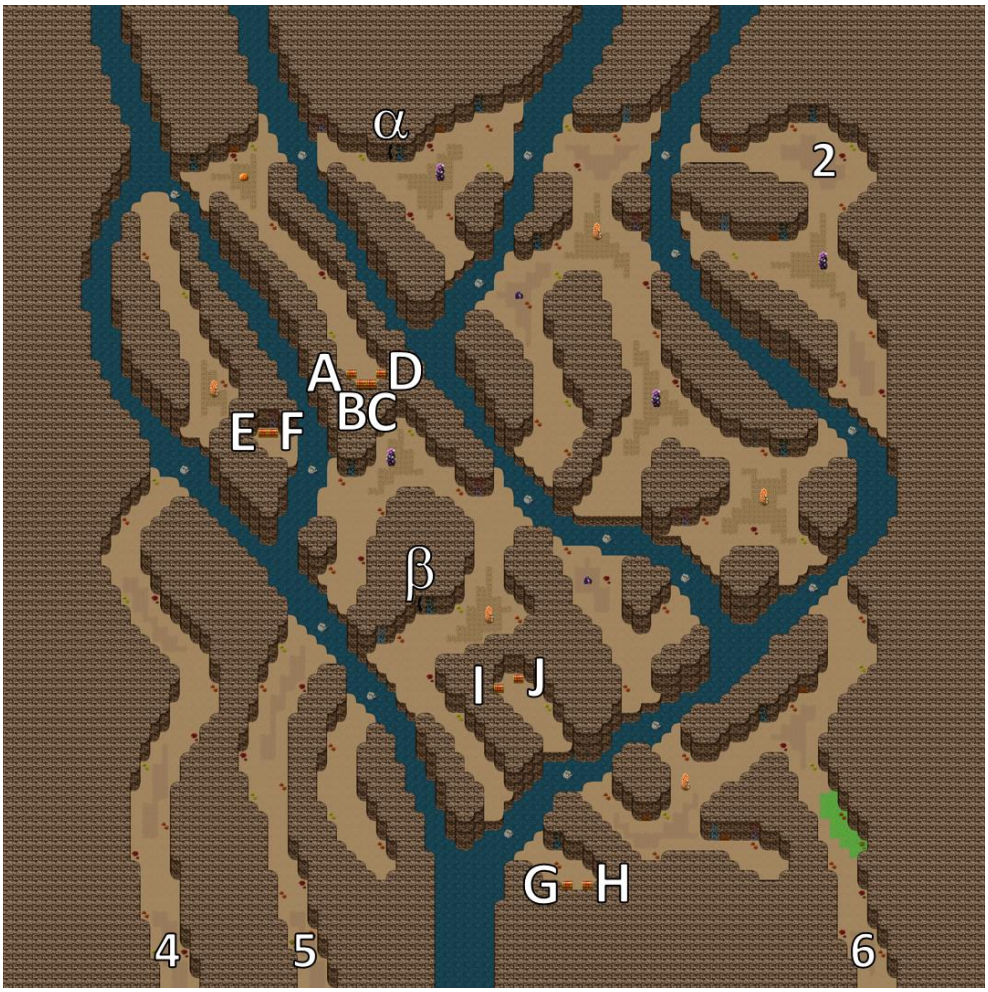
Next, head west and climb the vines at the end of the path to the final two treasures (**Great Potion** – ***P***, **Great Magic Potion** – ***Q***). After collecting the two treasures, descend the vines and you'll find that there is nowhere to go. This is another point where you need the help of your other Party half to cross the water. Again, for instructions on pushing the boulders (***R_4*** and ***R_5***) to bridge the gap, see the

section on ***Upper Cave System.*** After you've bridge the gap, jump across the water and then enter the passageway (***3***) that leads into the Lower Cave System. At this point, we'll cover the first section for the other Party half. For information on the Lower Cave System, skip to the ***Lower Cave System.***

Upper Cave System

Suggested Level: 115 (Initial Level +50)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter



Treasure Chest Legend					
A	Cryogenic Bomb	**E**	Massive SP Orb	**I**	Nectar
B	Holy Devastation Bomb	**F**	Medium AP Orb	**J**	Ambrosia
C	Cyclonic Burst Bomb	**G**	Aegis Gloves	α	2× Perfect Elixir
D	Demonic Shadow Bomb	**H**	Aegis Whip	β	Phoenix Ashes

The second half of your Party will start in the NE corner of the Upper Cave System. The Upper Cave System is a warren of interconnected caves where you can easily get lost. From the start (***2***), head west across two small streams until you reach a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**2× Perfect Elixir** – α). Leave the chamber and then continue west across two more streams. Follow the path as it turns south, cross another stream, and then continue south until you reach a southern exit (***4***). This will lead you into the Subterranean Lake where you can push a boulder (***R_3***) down into the water below to bridge the gap for the other Party half. After doing so, return to the Upper Cave System and retrace your steps across the last two streams and turn south when possible. Follow the path until it dead ends at a grouping of four treasures (**Cryogenic Bomb** – ***A***, **Holy Devastation Bomb** – ***B***, **Cyclonic Burst Bomb** – ***C***, **Demonic Shadow Bomb** – ***D***).

Collect the treasures and then return NW until you reach an east/west fork. Head east across the stream and then turn SE when you see the Mining Crevice (α) along the northern wall. Cross the stream and you'll come to a NE/SE fork. Take the SE fork and follow the path over another stream at which point you'll find a NW/south fork. Head NW and continue west until you find a stream blocking your way. Cross it and collect two more treasures (**Massive SP Orb** – ***E***, **Medium AP Orb** – ***F***). With the treasures in hand return across the stream and then head south across the stream and through another southern exit (***5***). This leads to the Subterranean Lake again and allows you to push two more boulders (***R_4*** and ***R_5***) into the water below and bridge the final gap for the other Party half. Push the boulders (***R_4*** and ***R_5***) and then return through the passageway (***5***) to the Upper Cave System. Return north across the stream until you reach an east/west fork. Head east until you come to a NE/south fork with a stream to the NE. Head south and follow the path until you find a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Phoenix Ashes** – β).

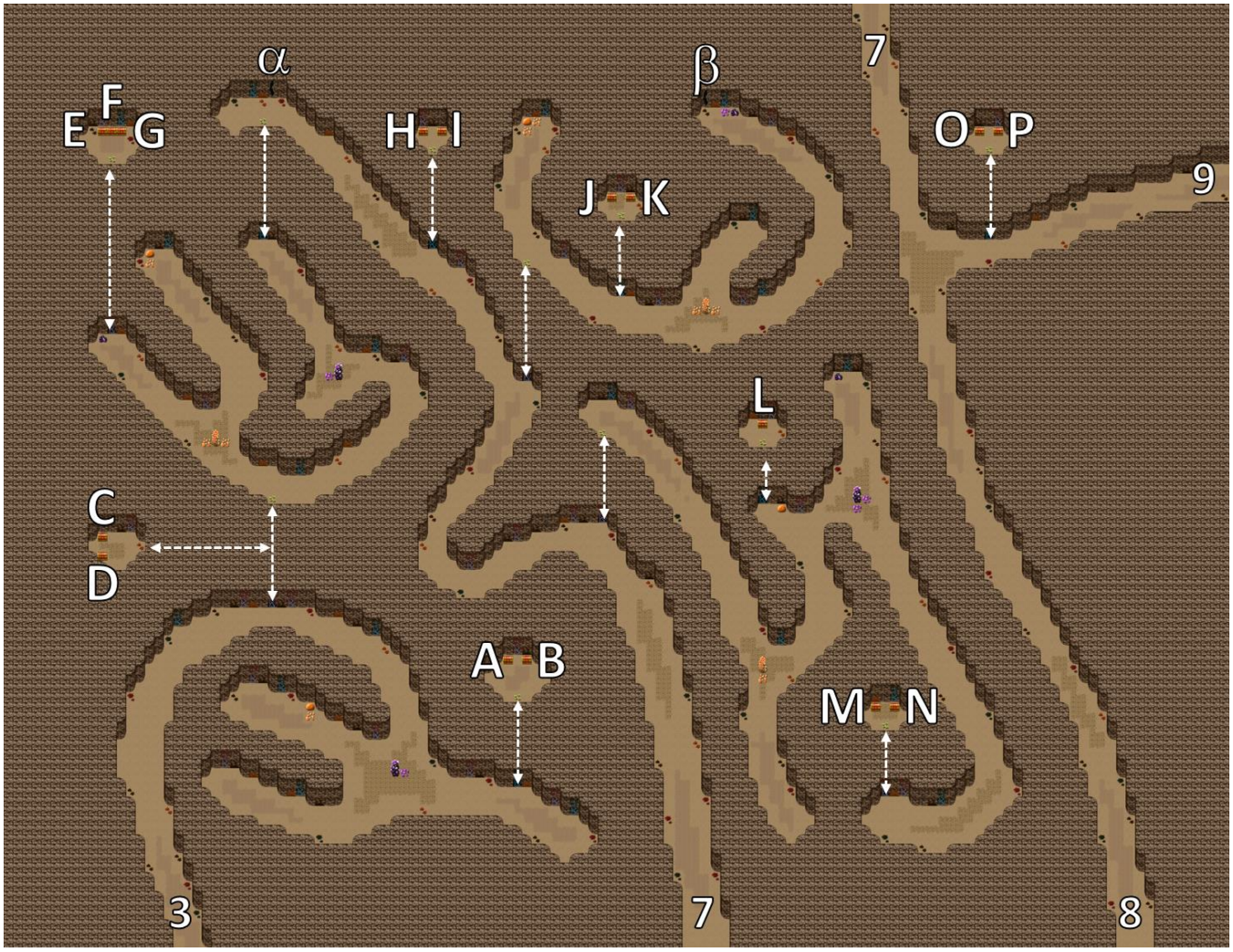
After obtaining the treasure, leave the chamber and head south until you come to a SW/SE fork. The SW crosses the stream but is a dead end, so head SE and cross another stream. Grab the two treasures (**Aegis Gloves** – ***G***, **Aegis Whip** – ***H***) and then return across the stream to the previous fork. Head NE and continue until you reach a NW/NE fork. Head NE across the stream and then continue north until you reach a NE/NW fork. This time, take the NE fork and then hug the stone wall to the east as you loop around clockwise until you're heading south. Continue until you reach a SW/SE fork. Take the SW fork straight through the next intersection and cross another stream. Follow the path SW until you reach a SW/south fork. The southern fork leads to an exit to the Subterranean Lake (***6***) while the other path leads to the last two treasures. Before exiting, head SW and continue SW through the next intersection until your reach the southern wall. At this point, head NW and then cross another stream. Gather the last two treasures (**Nectar** – ***I***, **Ambrosia** – ***J***) and then retrace your steps back to the fork with the exit to the south. You've fully explored the Upper Cave System, so head south, exit to the Subterranean Lake (***6***), and then head east along the ledge and into the Cliff Face (***10***).

Battle Notes: *See the Battle Notes for the* ***Tower of Pestilence****.*

Lower Cave System

Suggested Level: 116 (Initial Level +51)

Enemies: Night Crawler, Silver Werewolf, Suparna, Specter



Treasure Chest Legend					
A	Great Magic Potion	**G**	Cyclonic Burst Bomb	**M**	Aegis Bow
B	Great Potion	**H**	Perfect Elixir	**N**	Aegis Boots
C	Ultra Wall Tonic	**I**	Resurrection Elixir	**O**	Ambrosia
D	Ultra Surge Tonic	**J**	Medium AP Orb	**P**	Nectar
E	Demonic Shadow Bomb	**K**	Massive SP Orb	**α**	Ambrosia, Nectar
F	Holy Devastation Bomb	**L**	Large AP Orb	**β**	Champion Tonic

After your first Party half leaves the Subterranean Lake, you'll find yourself in the Lower Cave system. This is perhaps the most confusing portion of the Black Cavern because at first glance it appears

to be a dead end. But there are actually small tunnels through the rock walls. If you carefully investigate the walls, you'll find these tunnels and be able to navigate the area. From the entrance (***3***), head north and follow the northern wall until you reach the eastern dead end. A few steps to the west, you'll find a hidden passage. Head north through the passage and grab the two treasures inside the chamber (**Great Magic Potion** – ***A***, **Great Potion** – ***B***).

After collecting the treasures, return through the passage and then follow the northern wall west until you reach the northernmost section where the wall flattens out. Near the middle, you'll find another hidden passageway leading north. Enter the passageway and take a few steps north and then test the western wall until you find an offshoot that leads to the west. Continue down the offshoot path and then collect the two treasures (**Ultra Wall Tonic** – ***C***, **Ultra Surge Tonic** – ***D***). With the treasures in hand, return east through the offshoot path and then north through the hidden passageway into another large area of the Lower Cave System.

In this area, you'll find an east/west fork. First, take the western path and follow the southern wall until you reach an apparent dead end. But the path doesn't end, instead there is a hidden passageway that leads north to three treasures (**Demonic Shadow Bomb** – ***E***, **Holy Devastation Bomb** – ***F***, **Cyclonic Burst Bomb** – ***G***). Return south through the hidden passageway and then loop counterclockwise around the area until you reach another apparent dead end. Pass through the hidden passageway north until you arrive in another section of the Lower Cave System. Take a few steps north and you'll find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Ambrosia, Nectar** – α).

After collecting the treasure inside the chamber, leave and head SE while hugging the northern wall. Continue until you find a hidden passageway leading northward. Enter the hidden passageway and then gather the two treasures in the chamber (**Perfect Elixir** – ***H***, **Resurrection Elixir** – ***I***). After grabbing the treasures, return south through the hidden passageway and then continue SE along the path until you come to another hidden passageway. Pass north through the hidden passageway and then take a few steps east in the new cave until you reach another hidden passageway. Head north through the passageway and gather the two treasures inside (**Medium AP Orb** – ***J***, **Massive SP Orb** – ***K***). With the treasures in hand, leave the chamber and then loop counterclockwise around the cave until you reach a Mining Crevice (β) at the end of the path. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Champion Tonic** – β).

Leave the chamber and then return clockwise until you find the hidden passageway to the south through which you entered this area. The trick to finding the location of the hidden passageway is that there are small green sprouts at the northern end of the passageway. Once you've found it, head south through the passageway and then continue to follow the path south until you find another hidden passageway along the northern wall of the path. Head north through the hidden passageway and then SE in the new cave. Continue SE until you reach a south/NE fork. The southern path is a dead end so take the NE fork and follow it while hugging the western wall. When the path turns east, you'll find a hidden passageway to the north. Pass through the passageway and grab the treasure inside (**Large AP Orb** – ***L***). After collecting the treasure, return through the passageway to the south and then head east until you reach the far eastern wall. Head south and follow the path as it turns west. Near the end of the path, you'll find a hidden passageway to the north. Pass through and collect two more treasures inside (**Aegis Bow** – ***M***, **Aegis Boots** – ***N***).

Afterwards, leave the chamber and then return north to the previous fork. Head west until you reach a north/south fork. Follow the path north until you see green sprouts along the southern wall of

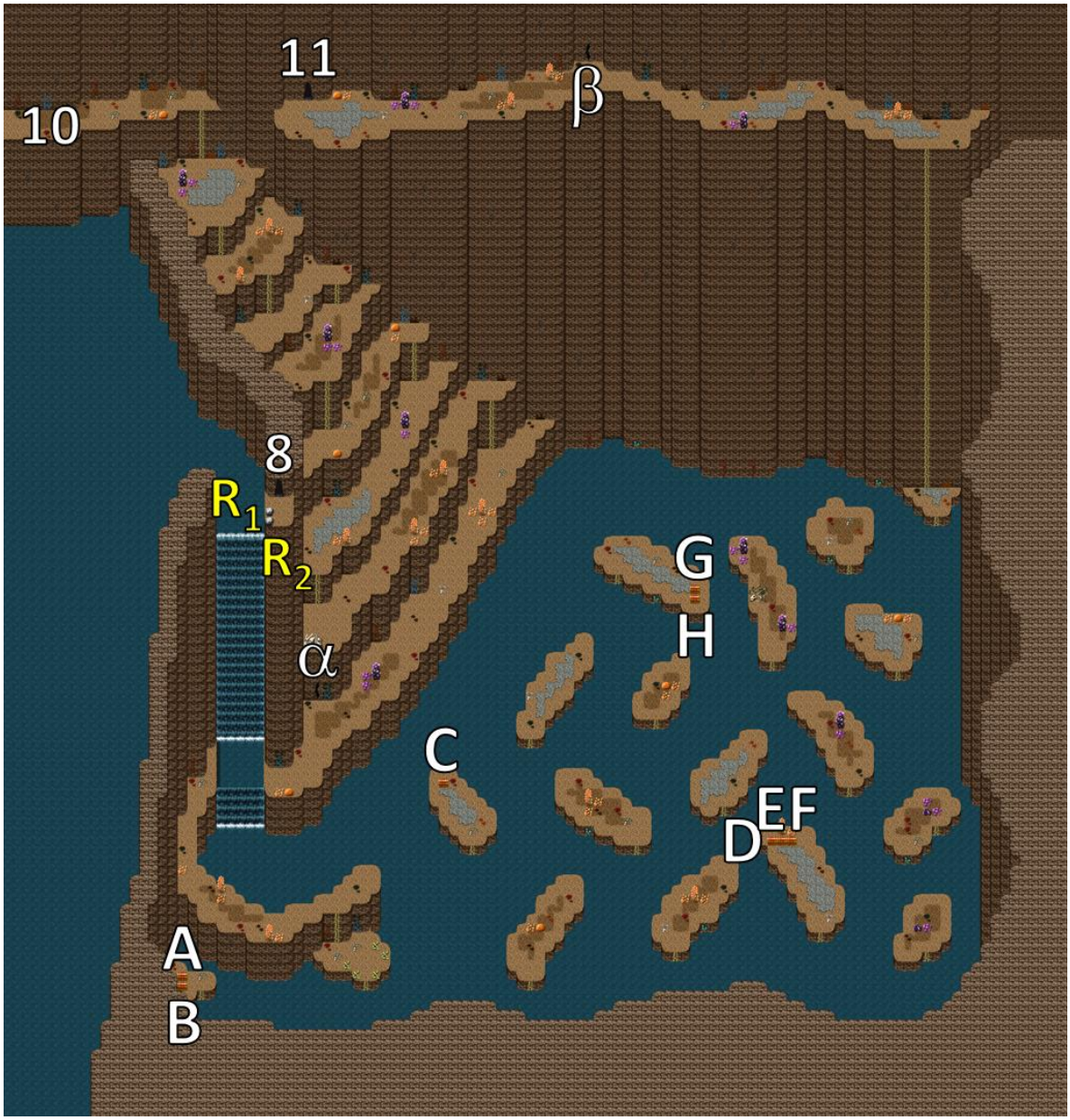
the path indicating a hidden passageway to the south. Pass through the passageway and then head south along the new path until you reach the southern exit (***7***) leading to another section of the Lower Cave System. Continue south until you reach an east/south fork. The eastern fork is your ultimate destination, but first, continue south until you reach an exit to the Cliff Face (***8***). On the Cliff Face, you'll find yourself on a high ledge with a boulder (***R_1*** and ***R_2***). Push the boulder down and you'll make a path for the other Party half that will soon pass through the Cliff Face. Once you're done, return into the Lower Cave System and then head north until you reach the previous fork. Head east and after a few steps you'll spot a hidden passageway along the northern wall. Pass through and collect the last two treasures in the Lower Cave System (**Ambrosia** – ***O***, **Nectar** – ***P***). With the last two treasures in hand, return south through the hidden passageway and then head east until you reach the exit to the Inner Cave System (***9***). At this point, the guide will switch back to the Cliff Face and the other Party half for the last section before both Party halves reach the Inner Cave System.

Battle Notes: *See the Battle Notes for the* ***Tower of Pestilence****.*

Cliff Face

Suggested Level: 116 (Initial Level +51)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle



Treasure Chest Legend					
A	Ultra Mind Tonic	**E**	Magma Blast Bomb	α	Perfect SP Orb
B	Ultra Vigor Tonic	**F**	Electric Death Bomb	β	Resurrection Elixir, Phoenix Ashes
C	Recipe for Unyielding Shield	**G**	Aegis Shield		
D	Cyclonic Burst Bomb	**H**	Aegis Hat		

After entering the Cliff Face (***10***), head east and then descend a series of 8 vines until you reach the bottom level just above the lake. Head SW until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Perfect SP Orb** – α). After gathering the treasure, leave the chamber and head SW to a small waterfall that blocks your path. If you pushed the boulders earlier with your other Party half, then the path of the stream will be bridged and you can cross.

Head across and then follow the path until you reach a set of vines. Descend the vines and you'll find wood that you can use to build a raft. After constructing a raft, board it and sail west until you reach a small outcropping with two treasures (**Ultra Mind Tonic** – ***A***, **Ultra Vigor Tonic** – ***B***). Grab the treasures and then sail east to the starting location and then turn NE. Climb off your raft and collect the single treasure on the island (**Recipe for Unyielding Shield** – ***C***).

Synthesis Recipe!	
Item	Unyielding Shield
Bonus	DEF, MGD, and CRT +20
Ingredients	Aegis Shield, 5× Imoogi Scales, and 5× Infernal Dragon Teeth

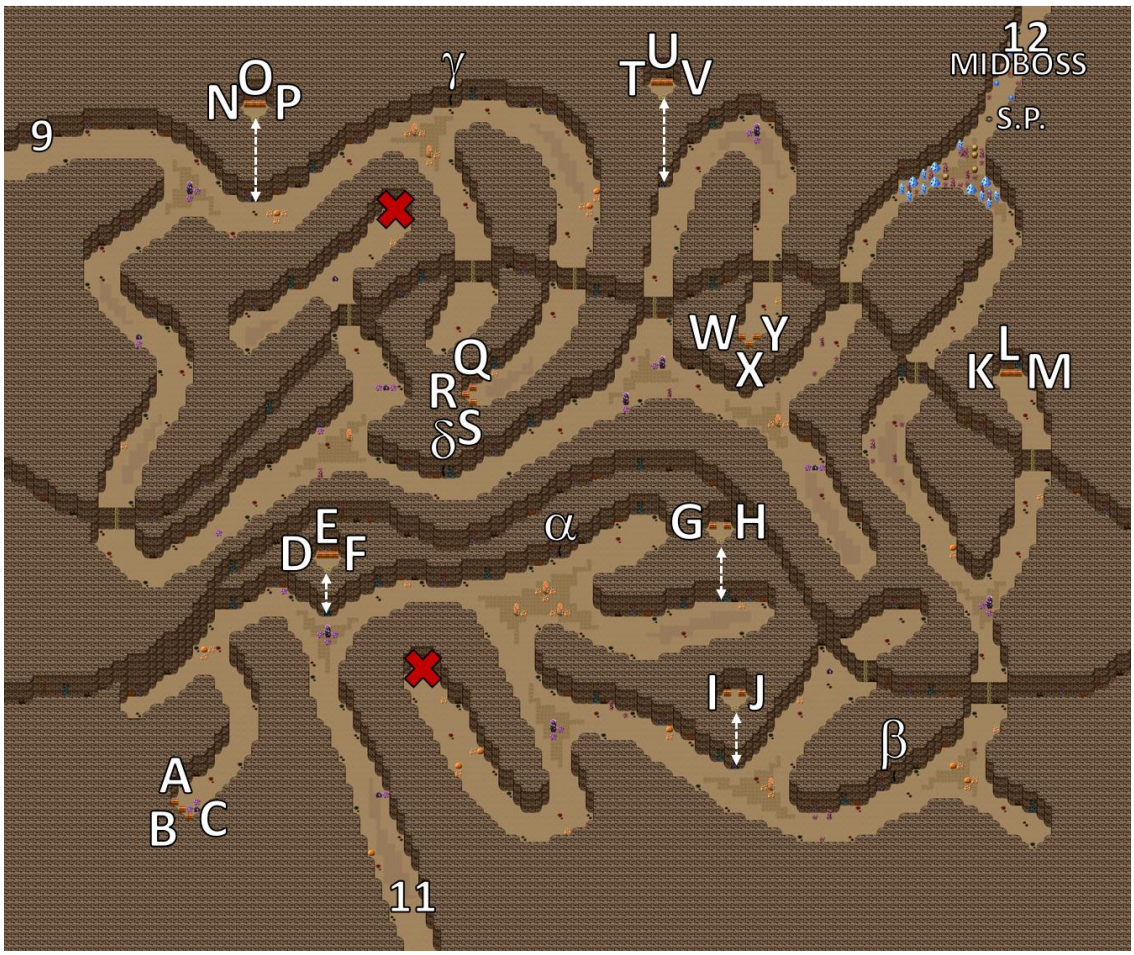
Get back on your raft and then sail east until you arrive at another island without any treasures. From there, sail SE and collect the three treasures on the island (**Cyclonic Burst Bomb** – ***D***, **Magma Blast Bomb** – ***E***, **Electric Death Bomb** – ***F***). After grabbing the treasure, get back on your raft and head north around the eastern edge of the island. When you reach the next island to the north, head NW and then get off your raft at the NW island. Grab the last two treasures (**Aegis Shield** – ***G***, **Aegis Hat** – ***H***) and then climb back on your raft. From there, sail north to the tall cliff face and then east until you reach a small outcropping attached to the cliff face. Get off your raft and then climb the long set of vines up to the ledge above. Head west and you'll eventually reach a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Resurrection Elixir, Phoenix Ashes** – β). After grabbing the treasure, leave the chamber and head west until you find a passageway at the end of the path (*11*). Pass through and enter the Inner Cave System (*11*).

Battle Notes: *See the Battle Notes for* ***The Dark Castle****.*

Inner Cave System

Suggested Level: 117 (Initial Level +52)

Enemies: Vile Serpent, Festering Troll, Djinn, Blue Dragon, Black Candle, Night Crawler, Silver Werewolf, Suparna, Specter



Treasure Chest Legend					
A	Ultra Vigor Tonic	**K**	Demonic Shadow Bomb	**U**	Large AP Orb
B	Ultra Shock Tonic	**L**	Magma Blast Bomb	**V**	Recipe for Undying Hat
C	Ultra Ward Tonic	**M**	Cryogenic Bomb	**W**	Electric Death Bomb
D	Massive SP Orb	**N**	Great Magic Potion	**X**	Cyclonic Burst Bomb
E	Perfect SP Orb	**O**	Rejuvenating Elixir	**Y**	Electric Death Bomb
F	Massive SP Orb	**P**	Great Potion	**α**	Ambush Tonic
G	Aegis Gauntlets	**Q**	Ambrosia	**β**	Perfect Elixir, Phoenix Ashes
H	Recipe for Citadel Spear	**R**	Ultra Ward Tonic	**γ**	666,000G
I	Hyper Remedy	**S**	Nectar	**δ**	Conjurer Tonic
J	Large AP Orb	**T**	Aegis Spear		

Both your Party halves have reached the Inner Cave System and you're close to re-uniting them. This guide will begin by guiding the second Party half (that started in the Upper Cave System) through the southern section of the Cave System. Afterwards, the other Party half will be covered. From the beginning (***11***), head north until you reach an east/west fork. Take the western fork and then head south at the next fork. Continue along the path until you reach a set of three treasures (**Ultra Vigor Tonic** – ***A***, **Ultra Shock Tonic** – ***B***, **Ultra Ward Tonic** – ***C***). After grabbing the treasures, return to the previous fork and find the hidden passageway to the north. Pass through and collect the three treasures inside the chamber (**Massive SP Orb** – ***D***, **Perfect SP Orb** – ***E***, **Massive SP Orb** – ***F***). After gathering the treasures, leave the chamber and then head east while following the northern wall. Continue until you reach a Mining Crevice (α) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Ambush Tonic** – α). Next, leave the chamber and you'll see paths to the NE and east. Ignore the NE path and take the eastern fork instead. Continue along the northern wall of the path until you find a hidden passageway. Head inside and then collect the two treasures inside (**Aegis Gauntlets** – ***G***, **Recipe for Citadel Spear** – ***H***).

Synthesis Recipe!	
Item	Citadel Spear
Bonus	DEF +50
Ingredients	Aegis Spear, 5× Firebird Feathers, and 5× Soul Shards

After grabbing the treasures, leave the chamber and then head west until you find a path to the south. Take it for a few steps until you reach a south/east fork. The southern fork leads to a dead end so instead head east until you find a hidden passageway along the northern wall just before a NE/east fork. Head into the hidden chamber and collect the treasures inside (**Hyper Remedy** – ***I***, **Large AP Orb** – ***J***). Next, leave the chamber and then head east at the fork. Continue until you find a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Perfect Elixir, Phoenix Ashes** – β).

After gathering the treasure, leave the chamber and then head east for a few steps until you reach a NE/SE fork. The SE fork is a short dead end, so head NE and follow the path north until you reach a NE/NW fork. First, take the NE fork and then grab the treasures at the end of the path (**Demonic Shadow Bomb** – ***K***, **Magma Blast Bomb** – ***L***, **Cryogenic Bomb** – ***M***). With the treasures in hand, return to the previous fork. At this point, you could continue up the NW fork; however, you'd find icy spires blocking your way. The trick here is that you must create a torch to melt the ice that blocks the way. You must head west from your current location to the location of the red "X" in the southern portion of the Inner Cave System. Grab a torch and then return to the previous fork and take the NW path up to the ice that blocks the way. Use the torch to melt your way through. At this point, you've cleared the southern portion of the Inner Cave System and you'll switch Parties to clear the northern portion.

From the starting location (***9***), head east until you reach a SW/east fork. Take the eastern fork and after a few steps you'll find a hidden passageway along the northern wall. Pass through and collect the three treasures in the hidden chamber (**Great Magic Potion** – ***N***, **Rejuvenating Elixir** – ***O***, **Great Potion** – ***P***). Leave the chamber and then follow the northern wall east until you find a Mining Crevice (γ). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**666,000G** – γ). Afterwards, leave the chamber and then head east along the path. Continue along the path as it turns

south and then west. Grab the three treasures at the dead end (**Ambrosia** – ***Q***, **Ultra Ward Tonic** – ***R***, **Nectar** – ***S***) and then return to the previous fork near the Mining Crevice (γ). The southern fork is a dead end, so return west until you reach a NW/SW fork near the entrance (***9***). Take the SW fork and continue along the path until you reach a NE/SE fork.

The NE fork leads to the torches you'll need to melt the way through the ice for the northern portion of the Inner Cave System; however, you should gather the remaining treasures first. Therefore, head SE and continue along the path until you find a Mining Crevice (δ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Conjurer Tonic** – δ). Next, leave the chamber and continue east until you reach a north/SE fork. Take the north fork first and continue along the path until you find a hidden passageway along the NW wall. Head through the hidden passageway and gather the treasure inside (**Aegis Spear** – ***T***, **Large AP Orb** – ***U***, **Recipe for Undying Hat** – ***V***).

With the treasures in hand, leave the hidden chamber and return south to the cave. Head NE and clockwise around the path until you reach three treasures at the dead end (**Electric Death Bomb** – ***W***, **Cyclonic Burst Bomb** – ***X***, **Electric Death Bomb** – ***Y***). Then return along the path to the previous fork. Now, return west to the location of the red "X" and grab a torch. Race back to the east to the previous fork and take the NE fork. Using the torch, melt the ice at the end of the path to finally reunite your two-Party halves. Take a few steps NE and you'll find a Save Point (***S.P.***). Save if you can; otherwise, take a few more steps NE and you'll find the first Mid-Boss of the Black Cavern, the Twisted Imoogi. Before engaging the Twisted Imoogi, make sure that you're fully healed and well-stocked on items. Once you're prepared, engage the beast.

Boss Battle: Twisted Imoogi



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (5%), Aegis Cloak (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
650,000	17,500	540	580	600	650	235	200	5	2,500,000	0	10,000

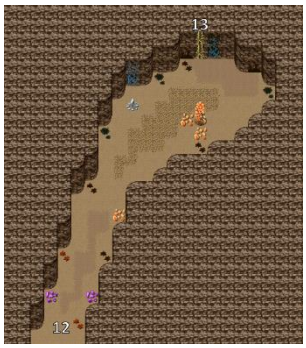
Skill	MP Cost	Description
Combustion	450	~400 HP damage with fire element to all enemies
Crystallize	450	~400 HP damage with ice element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Glacial Bolt	325	~850 HP damage with ice element to one enemy
Penultimate Blast	650	~450 HP non-elemental damage to all enemies
Fire and Ice	500	~500 HP damage with fire and ice elements to all enemies
Frozen Hell	750	DMG = 3*Target Max HP/4 to enemy Party

As the Twisted Imoogi uses a combination of fire and ice elemental attacks, equip fire and ice protective equipment to minimize the damage from the Twisted Imoogi's attacks. The Twisted Imoogi also can unleash one of the most powerful percentage damage attacks that you've seen up to this point: Frozen Hell. This skill will inflict 75% Max HP damage on all Party members. The Twisted Imoogi has lower DEF than MGD so you should unleash your arsenal of physical attacks to deal the most damage; however, if you must use magic due to your Party composition, then make sure to exploit his Thunder elemental weakness. After defeating the Twisted Imoogi, head NE and leave the Inner Cave System (***12***).

Winding Cave – Section #1

Suggested Level: 117 (Initial Level +52)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



The next sections of the Black Cavern involve the Winding Cave that leads back up to the Black Cavern entrance, but now on the eastern side of the stream that you failed to cross earlier. The Winding Cave is also the first section in which you'll have to battle the more powerful enemies that you'll see for the remainder of the Black Cavern. Even with your Party reunited, these enemies will be a challenge. In the first section of the Winding Cave, simply head NE from the entrance (12) to the vines along the northern wall (13). Climb the vines (13) to reach the second section.

Battle Notes: *In this area, you'll find nine new enemy types: Sinful Devils, Empty Skulls, Tortured Souls, Firebirds, Imoogis, Souls Guardians, Infernal Dragons, Chimeric Titans, and Decaying Dragons:*



Name: Sinful Devil
Stealable Items: Massive Magic Potion, Holy Devastation Bomb, Ultra Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
25,000	9,999	355	390	395	625	225	500	10	105,000	1,224	0	Sinful Devil Horn

Skill	MP Cost	Description
Penultimate Blast	650	~450 HP non-elemental damage to all enemies
Typhoon	450	~400 HP damage with wind element to all enemies
Windstorm	325	~850 HP damage with wind element to one enemy
Flapping Wings	450	~400 HP damage with wind element to all enemies
Torment	550	Normal attack with Jinx status effect to all enemies
Vex	350	Normal attack that inflicts jinx



Name: Tortured Soul
Stealable Items: Ultra Shock Tonic, Hyper Remedy, Magma Blast Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
26,000	9,999	365	390	390	365	205	240	7	100,000	1,088	0	Tortured Essence

Skill	MP Cost	Description
Umbra	400	~400 HP damage with dark element to all enemies
Dark Shroud	400	~850 HP damage with dark element to one enemy
Execution	500	150% Normal attack with chance to instant kill
Death's Touch	500	Instant Death



Name: Firebird
Stealable Items: Ultra Mind Tonic, Massive SP Orb, Large Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
27,500	9,999	370	380	400	425	215	480	3	102,500	1,700	0	Firebird Feather

Skill	MP Cost	Description
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Combustion	450	~400 HP damage with fire element to all enemies
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies



Name: Imoogi
Stealable Items: Ambrosia, Electric Death Bomb, Ultra Bubble Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
28,000	9,999	355	380	405	400	250	230	5	107,500	1,142	0	Imoogi Scale

Skill	MP Cost	Description
Combustion	450	~400 HP damage with fire element to all enemies
Crystallize	450	~400 HP damage with ice element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Glacial Bolt	325	~850 HP damage with ice element to one enemy



Name: Souls Guardian
Stealable Items: Rejuvenating Elixir, Massive SP Orb, Ultra Wall Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
30,000	9,999	380	425	410	425	230	250	3	120,000	1,360	0	Soul Shard

Skill	MP Cost	Description
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
No Hope	500	Reduces one enemy to 1 HP
Combustion	450	~400 HP damage with fire element to all enemies
Crystallize	450	~400 HP damage with ice element to all enemies
Typhoon	450	~400 HP damage with wind element to all enemies
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Monsoon	450	~400 HP damage with water element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Glacial Bolt	325	~850 HP damage with ice element to one enemy
Windstorm	325	~850 HP damage with wind element to one enemy
Electron Beam	325	~850 HP damage with thunder element to one enemy
Water Pike	325	~850 HP damage with water element to one enemy



Name: Empty Skull
Stealable Items: Ambrosia, Ultra Mind Tonic, Large Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
30,000	9,999	370	600	375	350	210	220	3	110,000	1,196	0	Empty Skull Shard

Skill	MP Cost	Description
Evil Eye	600	10K DMG after 3 turns
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Hex	220	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Soulless Cleanse	250	Removes all negative states from allies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Corruption Protection	400	DEF, MGD +20% to all allies for 5 turns
Mystic Fog	150	Blinds and INT -25% to all enemies



Name: Infernal Dragon
Stealable Items: Ambrosia, Cryogenic Bomb, Massive Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
29,000	9,999	395	420	360	380	225	225	7	112,500	1,196	0	Inf. Drag. Tooth

Skill	MP Cost	Description
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Immobilize	150	250 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies



Name: Chimeric Titan
Stealable Items: Ambrosia, Massive SP Orb, Ultra Blitz Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
32,000	9,999	410	400	380	350	190	205	25	115,000	1,116	0	Titan Skull

Skill	MP Cost	Description
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Upheaval	0	~400 HP damage with earth element to all enemies
Tail Slam	300	175% Normal Attack to one enemy
Whiplash	300	250% Normal Attack to one enemy



Name: Decaying Dragon
Stealable Items: Rejuvenating Elixir, Ultra Wall Tonic, Ultra Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
29,500	9,999	405	390	370	360	210	230	10	107,500	1,332	0	Rot. Drag Tooth

Skill	MP Cost	Description
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease
Consume	250	Normal Attack and absorb 100% of damage
Diseased Bite	450	200% normal attack that inflicts disease on one enemy
Diseased Assault	450	Normal attack to all enemies with chance to inflict disease
Contagion	350	Normal Attack that inflicts disease

Winding Cave – Section #2

Suggested Level: 117 (Initial Level +52)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



After climbing up the vines (***13***) into the second section of the Winding Cave, you'll find yourself in a small room. There is nothing to do except take a few steps NE and climb the vines along the northern wall (***14***) to the third section of the Winding Cave.

Battle Notes: *See the Battle Notes for **Winding Cave – Section #1***.

Winding Cave – Section #3

Suggested Level: 117 (Initial Level +52)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



After climbing the vines to the third section of the Winding Cave (***14***), head NW and you'll find a passageway along the northern wall (***15***). Head inside and you'll find the only puzzle in the Black Cavern. For the puzzle solution, see Puzzle Solutions (Section ***8.16.19***). After completing the puzzle, return to the Winding Cave and then climb the vines to the NE along the northern wall (***16***) to the fourth and final section of the Winding Cave.

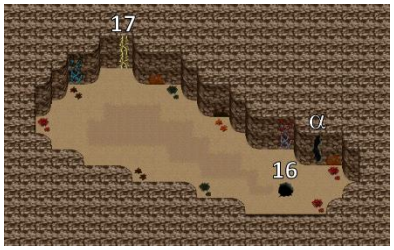
Battle Notes: *See the Battle Notes for **Winding Cave – Section #1***.

Winding Cave – Section #4

Suggested Level: 117 (Initial Level +52)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon

Treasure Chest Legend	
α	Resurrection Elixir



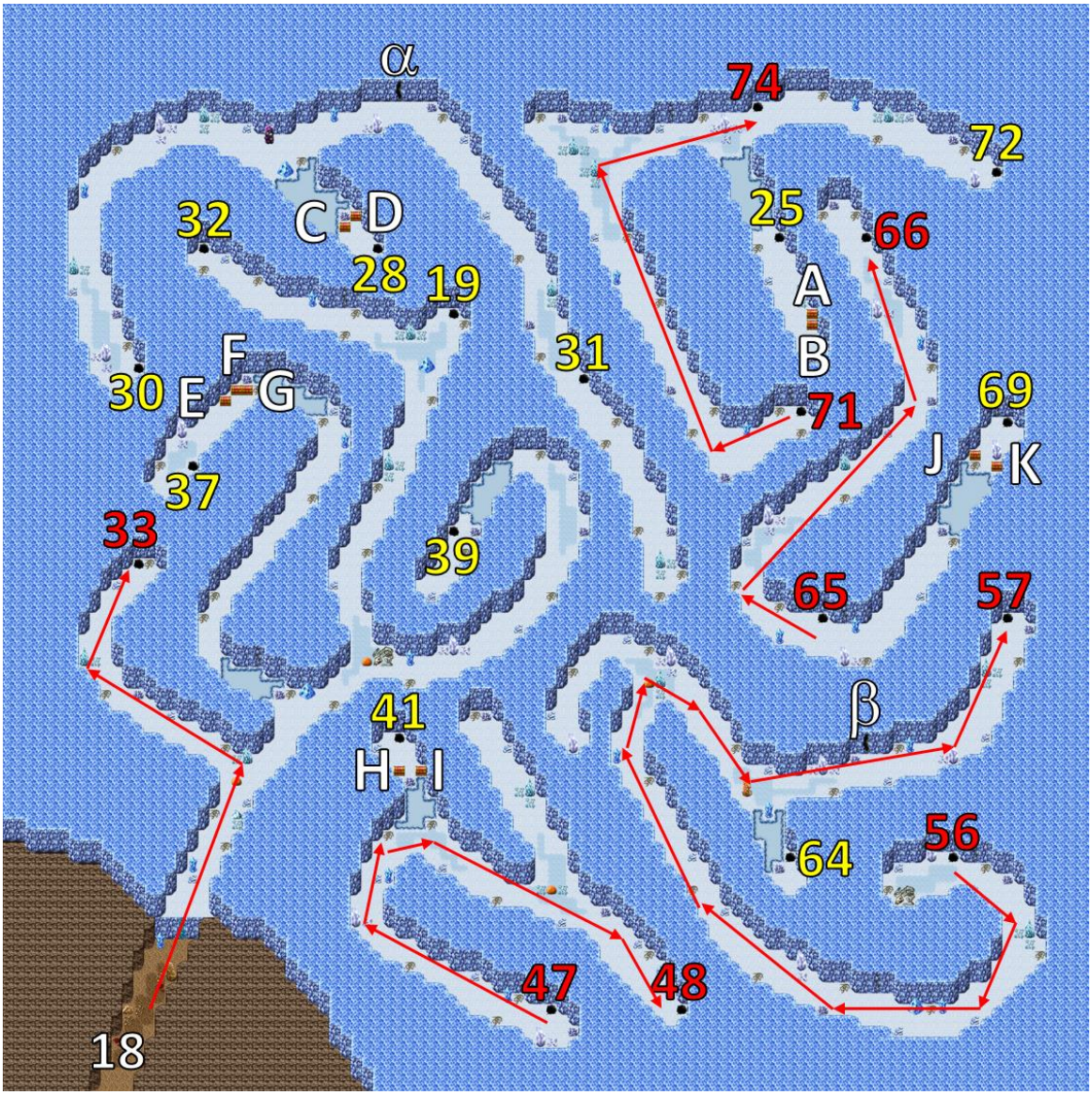
In the fourth section, take a few steps NE and use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Resurrection Elixir** – α). After collecting the treasure, head NE and climb the vines (***17***) that lead back to the Black Cavern Entrance.

Battle Notes: *See the Battle Notes for **Winding Cave – Section #1***.

Upper Crystal Cave

Suggested Level: 118 (Initial Level +53)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



Treasure Chest Legend					
A	Great Magic Potion	**F**	Electric Death Bomb	**K**	Perfect SP Orb
B	Great Potion	**G**	Cryogenic Bomb	α	Tilapia, Regeneration Potion
C	Ambrosia	**H**	Resurrection Elixir	β	Inflation Tonic
D	Nectar	**I**	Medium AP Orb		
E	Holy Devastation Bomb	**J**	Large AP Orb		

After climbing that last set of vines (***17***), you'll find yourself back in the Black Cavern Entrance but now on the eastern side of the stream that you attempted to cross earlier. Head NW and enter the passageway along the northern wall (***18***) to enter the Upper Crystal Cave. Upon entering the Crystal Cave, you'll find that the darkness has abated. The light that enters the Crystal Cave is infinitely reflected off the glittering crystals making it light enough for you to see clearly. The Crystal Cave itself is made up of three massive floors: Upper (your current location), Middle, and Lower. The Crystal Cave may be the most complicated labyrinth in the game because the three floors of the Crystal Cave are interconnected through a complex series of caves. At major intersection inside the Crystal Cave, you'll find strange orange stones made of a soft rock that you can etch directions into. These stones are meant to be an aid to help you navigate the cave, especially if you aren't using the guide.

Every hole and vine set in the Crystal are numbered. The quickest route through the Crystal Cave is marked with red arrows and the holes and vines along the way are labeled in red. The holes and vines that are not part of the route through the dungeon are labeled in yellow (for holes) and green (for vines). Because the Upper, Middle, and Lower portions of the Crystal Cave are inextricably linked, it is impossible to have the walkthrough cover the Upper section separate from the Middle or Lower caves. Therefore, the walkthrough will break up the exploration into two sections: the exploration of the Crystal Cave that does not lead to the exit and then the route through the cave while gathering all the treasures.

From the entrance (***18***), head north east until you reach a NE/NW fork. If you want to take the quickest route through the Crystal Cave, then take the NW fork and follow the marked red arrows through the floors of the Crystal Cave to the exit (***76***); otherwise, take the NE fork and continue a few steps until you reach another fork. At the north/east fork, take the northern fork and continue north until you reach a hole (***19***) leading down into the Middle Crystal Cave. Descend into the hole (***19***), and then head west while hugging the northern wall until you find another hole (***20***) leading into the Lower Crystal Cave. Descend into the hole (***20***) and then head SE until you reach an east/south fork. Take the southern fork and follow the path as it loops around to the first two treasures you'll find (**Aegis Gauntlets** – ***A in Lower Crystal Cave***, **Aegis Gloves** – ***B in Lower Crystal Cave***).

With the treasures in hand, return to the previous fork and head east. Continue along the path until you reach a NE/SW fork. Take the NE fork and then gather the three treasures at the end of the path (**Aegis Axe** – ***C in Lower Crystal Cave***, **Aegis Spear** – ***D in Lower Crystal Cave***, **Aegis Whip** – ***E in Lower Crystal Cave***). Then return to the previous fork and head south. Continue along the path and head west at the next fork. Head NW and then climb the vines (***20***) that originally brought you down to this area. Back in the Middle Crystal Cave, head south along the path and grab the two treasures at the end of the path (**Ambrosia** – ***A in Middle Crystal Cave***, **Nectar** – ***B in Middle Crystal Cave***).

After collecting the treasures, return to the previous fork. Head east while hugging the northern wall until you come to an east/west fork with a set of vines (***19***) on the northern wall. Take the southern fork and continue along the path until you reach its end. Descend into the hole (***21***) at the end path and you'll once again be in the Lower Crystal Cave. You'll immediately find a SW/SE fork. The SE fork is a dead end, so head SW and continue until you reach a south/east fork. The eastern fork is a short dead end, so instead head south until you see a set of vines (***22***) along the wall to the east. Climb the vines (***22***) back to the Middle Crystal Cave. You'll find yourself in a small chamber with two treasures (**Large AP Orb** – ***C in Middle Crystal Cave***, **Rejuvenating Elixir** – ***D in Middle Crystal Cave***). Grab the treasures and then return down the hole (***22***) to the Lower Crystal Cave. From the vines (***22***), take a few steps west and then head north along the path to the vines along the northern wall (***21***) that lead back to the Middle Crystal Cave (***21***). Head NW along the path until you reach an east/west fork. Take the eastern fork and follow

it until you reach a hole (***23***) at the end of the path. Descend into the hole (***23***) back to the Lower Crystal Cave. Here, you'll be presented with a NW/SE fork. The SE fork is a dead end, so head NW for a few steps until you reach a west/north fork. Take the northern fork and you'll quickly come to an east/north fork. Head north and continue north until you reach a Mining Crevice (α ***in Lower Crystal Cave***) at the end of the path. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Resurrection Elixir, Perfect Elixir, Conjurer Tonic** – α ***in Lower Crystal Cave***).

After grabbing the treasure inside the chamber, return outside and then head south until you find a set of vines (***24***) leading up to the Middle Crystal Cave. Head NW until you reach a NW/south fork. Take the NW fork and after a few more steps you'll come to an east/west fork along with a hole (***27***) leading down and vines (***28***) leading up. Ignore both for now and instead take the western fork. Continue along the western path until you find a Mining Crevice (α ***in Middle Crystal Cave***) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Precision Tonic** – α ***in Middle Crystal Cave***). After grabbing the treasure, leave the chamber and then head east until you reach the vines (***25***) at the end of the path. Climb the vines (***25***) to the Upper Crystal Cave, take a few steps south, and then collect the two treasures (**Great Magic Potion** – ***A in Upper Crystal Cave***, **Great Potion** – ***B in Upper Crystal Cave***).

Return down the hole (***25***) to the Middle Crystal Cave after collecting the treasures and then head west past the first hole you find (***26*** – it is a dead end) until you reach a west/south fork. Near the fork, you'll find a hole (***27***) and a set of vines (***28***). Ignore the hole (***27***), because it is also a dead end. Instead, climb up the vines (28), and then gather the two treasures in the small chamber (**Ambrosia** – ***C in Upper Crystal Cave***, **Nectar** – ***D in Upper Crystal Cave***). After gathering the treasures, return down the hole (***28***) to the Middle Crystal Cave. From there, head west until you reach a SW/NW fork. First, take the NW fork and descend into the hole (***29***) leading down into the Lower Crystal Cave at the end of the path. Grab the two treasures in the small area (**Aegis Bow** – ***F in Lower Crystal Cave***, **Aegis Dagger** – ***G in Lower Crystal Cave***) and then return up the vines (***29***) to the Middle Crystal Cave.

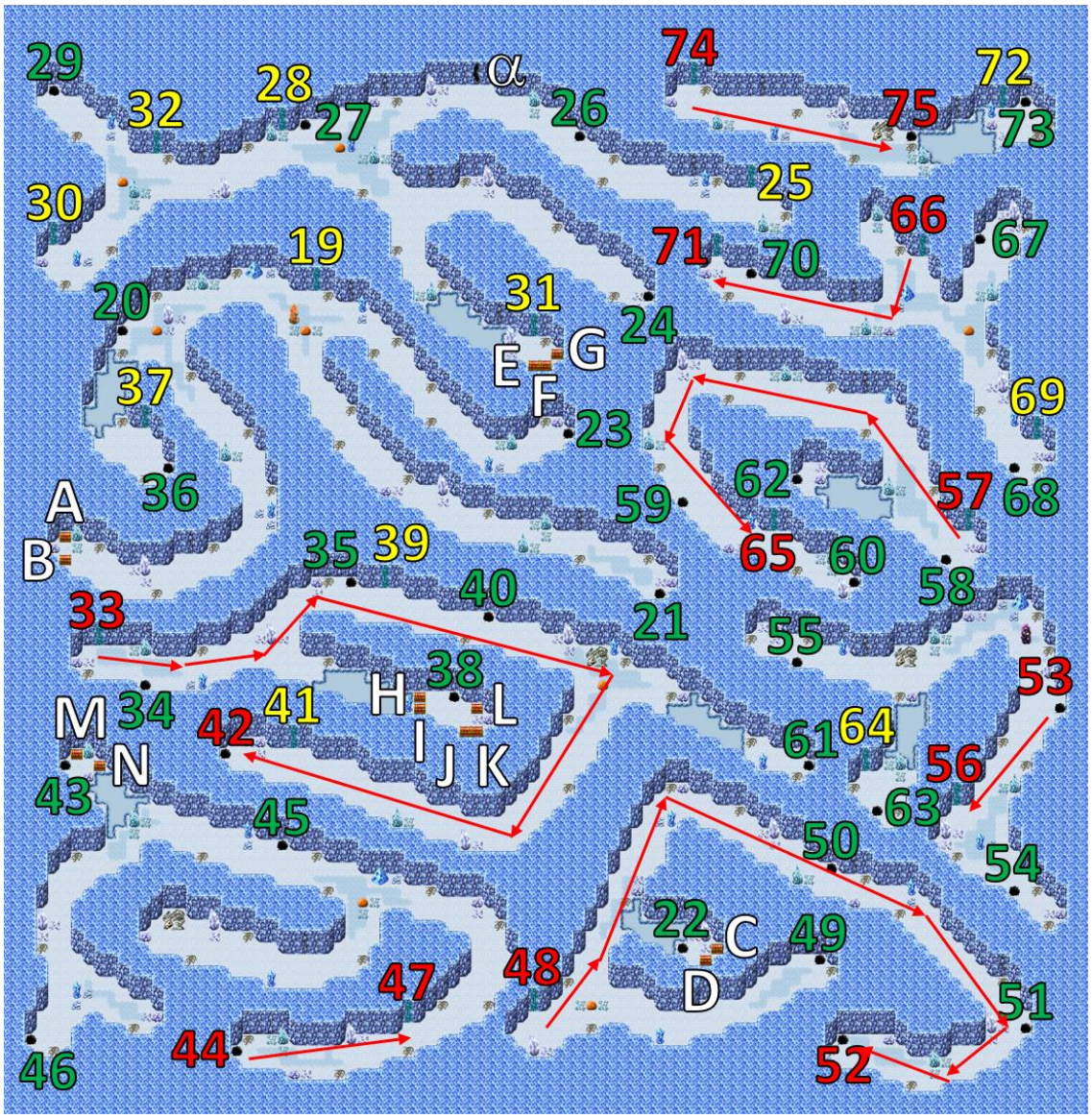
Next, head SE to the previous fork and now head SW and climb the vines (***30***) to the Upper Crystal Cave. Head north and then east along the path until you reach a Mining Crevice (α ***in Upper Crystal Cave***). Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Tilapia, Regeneration Potion** – α ***in Upper Crystal Cave***). After obtaining the treasure, leave the chamber and then head SE along the path until you reach a hole (***31***) leading back down to the Middle Crystal Cave. Gather the three treasures in the small chamber (**Demonic Shadow Bomb** – ***E in Middle Crystal Cave***, **Magma Blast Bomb** – ***F in Middle Crystal Cave***, **Cryogenic Bomb** – ***G in Middle Crystal Cave***). Climb up the vines (***31***) back to the Upper Crystal Cave after grabbing the treasures and then return NW, west, and then south along the path to the hole (***30***) at the end of the path. Climb down into the hole (***30***) to the Middle Crystal Cave and then head NE until you find vines (***32***) along the northern wall leading back to the Upper Crystal Cave (***32***). Climb the vines and you'll find yourself back in the Upper Crystal Cave just a short ways west of the hole (***19***) that you originally descended. At this point, you've cleared the portion of the Crystal Cave that does not connect with the exit route.

Battle Notes: *See the Battle Notes for* ***Winding Cave – Section #1***.

Middle Crystal Cave

Suggested Level: 119 (Initial Level +54)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



Treasure Chest Legend					
A	Ambrosia	**F**	Magma Blast Bomb	**K**	Ultra Jolt Tonic
B	Nectar	**G**	Cryogenic Bomb	**L**	Ultra Shock Tonic
C	Large AP Orb	**H**	Ultra Surge Tonic	**M**	Large AP Orb
D	Rejuvenating Elixir	**I**	Ultra Bubble Tonic	**N**	Perfect SP Orb
E	Demonic Shadow Bomb	**J**	Ultra Blitz Tonic	**α**	Precision Tonic

Now that you've cleared the non-exit section of the Crystal Cave, head SE from the hole (***32***) that you just climbed out of. Continue along the path as it turns south until you reach a SW/east fork. Take the SW path and you'll quickly come to a south/west fork. Now, take the western fork and continue along the path until you reach a hole (***33***) that leads down into the Middle Crystal Cave. Take a few steps east and you'll find a hole (***34***) leading down into the Lower Crystal Cave. Grab the two treasures (**Aegis Helm** – ***H in Lower Crystal Cave***, **Aegis Hat** – ***I in Lower Crystal Cave***).

After collecting the treasure, return up the vines (***34***) to the Middle Crystal Cave. Next, head east while following the northern wall. Continue until you reach a hole (***35***) next to some vines (***39***). Descend into the hole (***35***) to the Lower Crystal Cave and then head a few steps NW and climb a set of vines (***36***) back to the Middle Crystal Cave. You'll find yourself in a small area with another set of vines (***37***) leading up to the Upper Crystal Cave. Climb the vines (***37***) and then collect the three treasures in the small area (**Holy Devastation Bomb** – ***E in Upper Crystal Cave***, **Electric Death Bomb** – ***F in Upper Crystal Cave***, **Cryogenic Bomb** – ***G in Upper Crystal Cave***). After gathering the treasure, return down the previous two holes (***37*** and ***36***) back to the Lower Crystal Cave. Next, head SE while hugging the northern wall until you reach a set of vines (***38***) in the SE corner of the area. Climb the vines (***38***) to the Middle Crystal Cave and then grab all five of the treasures in the small area (**Ultra Surge Tonic** – ***H in Middle Crystal Cave***, **Ultra Bubble Tonic** – ***I in Middle Crystal Cave***, **Ultra Blitz Tonic** – ***J in Middle Crystal Cave***, **Ultra Jolt Tonic** – ***K in Middle Crystal Cave***, **Ultra Shock Tonic** – ***K in Middle Crystal Cave***). After gathering the treasures, return down the hole (***38***) to the Lower Crystal Cave.

Head NW and then climb the first set of vines (***35***) you find and you'll find yourself in the Middle Crystal Cave. Next, head east past the vines (***39*** – it is a dead end) and then climb down the hole (40) leading down into the Lower Crystal Cave. Collect the two treasures in the small area (**Aegis Shoes** – ***J in Lower Crystal Cave***, **Aegis Sword** – ***K in Lower Crystal Cave***) and then return up the vines (***40***) to the Middle Crystal Cave. Head east and then follow the path until you reach a set of vines (***41***) leading up to the Upper Crystal Cave. Grab the two treasures in the small chamber (**Resurrection Elixir** – ***H in Upper Crystal Cave***, **Medium AP Orb** – ***I in Upper Crystal Cave***). With the treasures in hand, climb down the hole (***41***) and then take a few steps west and climb down another hole (***42***) to the Lower Crystal Cave. From there, head east and follow the path as it loops south and then west until you reach a Mining Crevice (β ***in Lower Crystal Cave***) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Great Regeneration Potion, 2× Perfect SP Orb** – β ***in Lower Crystal Cave***). After obtaining the treasure, leave the chamber and the head NW until you reach a north/east fork. Take the northern fork and climb the vines (***43***) leading to the Middle Crystal Cave. Gather the two treasures in the small chamber (**Large AP Orb** – ***M in Middle Crystal Cave***, **Perfect SP Orb** – ***N in Middle Crystal Cave***) and then climb down the hole (***43***) back to the Lower Crystal Cave.

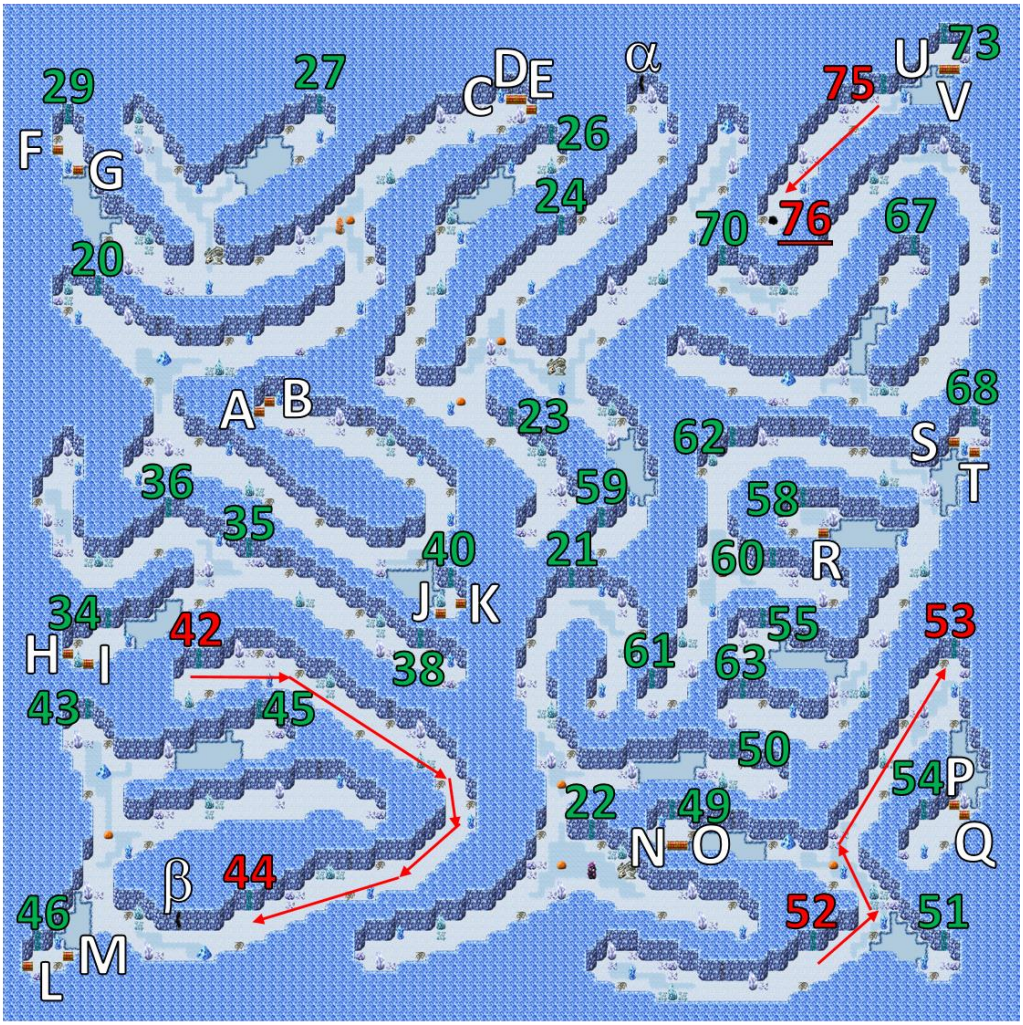
Head south and then east until you reach a set of vines (***44***) leading back to the Middle Crystal Cave. Climb the vines (***44***) and then head east past a set of vines (***47***). Continue along the path until you reach a south/west fork. The southern fork is a dead end, so head west past the first hole (***45*** – it is a dead end) until you find a hole (***46***) in the SW corner. Climb down into the hole (***46***) and collect the two treasures (**Aegis Armor** – ***L in Lower Crystal Cave***, **Aegis Sword** – ***M in Lower Crystal Cave***). After acquiring these items, return up the vines (***46***) to the Middle Crystal Cave. Loop clockwise around the path until you reach vines (***47***) leading up to the Upper Crystal Cave. Head NW and follow the path until you reach a north/south fork. Head south and descend the hole (***48***) into the Middle Crystal Cave.

Battle Notes: *See the Battle Notes for* ***Winding Cave – Section #1***.

Lower Crystal Cave

Suggested Level: 120 (Initial Level +55)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



Treasure Chest Legend					
A	Aegis Gauntlets	**I**	Aegis Hat	**Q**	Aegis Axe
B	Aegis Gloves	**J**	Aegis Shoes	**R**	Aegis Robe
C	Aegis Axe	**K**	Aegis Sword	**S**	Aegis Armor
D	Aegis Spear	**L**	Aegis Armor	**T**	Aegis Shield
E	Aegis Whip	**M**	Aegis Sword	**U**	Aegis Cloak
F	Aegis Bow	**N**	Aegis Cloak	**V**	Aegis Staff
G	Aegis Dagger	**O**	Aegis Boots	**α**	Resurrection Elixir, Perfect Elixir, Conjurer Tonic
H	Aegis Helm	**P**	Aegis Dagger	**β**	Great Regeneration Potion, 2× Perfect SP Orb

From the vines (***48***), take a few steps east until you reach a NE/east fork. Take the eastern fork first and continue along the path until you reach a hole (***49***) leading into the Lower Crystal Cave. Gather the two treasures in the small area (**Aegis Cloak** – ***N in Lower Crystal Cave***, **Aegis Boots** – ***O in Lower Crystal Cave***) and then return up the vines (***49***) to the Middle Crystal Cave. Backtrack west to the previous fork, this time embarking on the NE path. Follow the path past the first two holes (***50*** and ***51***) until you reach the last hole (***52***) at the end of the path. Climb down the hole (***52***) and then head north along the path ignoring the two short dead ends to the west. Climb the vines (***53***) to the Middle Crystal Cave and then head south past a set of vines (***56***) until you reach a hole (***54***) leading down into the Lower Crystal Cave. Climb down the hole (***54***), collect the two treasures (**Aegis Dagger** – ***P in Lower Crystal Cave***, **Aegis Axe** – ***Q in Lower Crystal Cave***), and then climb back up the vines (***54***) to the previous area.

Take a few steps NW and climb the vines (***56***) to the Upper Crystal Cave. The hole (***55***) at the other end of the area can be ignored as it leads to a dead end. Head south and continue clockwise along the path until you reach an east/west fork. Take the eastern path and continue until you reach a Mining Crevice (β ***in Upper Crystal Cave***). Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Inflation Tonic** – β ***in Upper Crystal Cave***). After obtaining the treasure, leave the chamber and then continue east along the path until you reach a hole (***57***) leading down to the Middle Crystal Cave. Climb down the hole (***57***) and then take a few steps south to another hole (***58***). Climb down into the hole (***58***) to the Lower Crystal Cave and collect the single treasure in the area (**Aegis Robe** – ***R in Lower Crystal Cave***).

After grabbing the treasure, climb back up the vines (***58***) and then head north past the vines (***57***) looping counterclockwise. Pass the first hole (***59*** – it's a dead end) and climb the vines (***65***) that lead up to the Upper Crystal Cave. The hole (***60***) at the end of the previous corridor can be safely ignored because it and all of its connecting holes/vines (***61***, ***62***, ***63***, and ***64***) are a dead end. After climbing the vines (***65***), you'll arrive at an east/west fork. Take the western fork and follow the path north until you reach a hole (***66***) at the end of the path. Climb down the hole (***66***) into the Middle Crystal Cave and head south until you reach a hole (***68***) in the SE corner of the area. The hole (***67***) to the east of the previous area can be safely ignored because it's a dead end. After climbing down the hole (***68***) into the Lower Crystal Cave, collect the two treasures (**Aegis Armor** – ***S in Lower Crystal Cave***, **Aegis Sword** – ***T in Lower Crystal Cave***) and then return up the vines (***68***) to the previous area in the Middle Crystal Cave.

Take a few steps north and climb the vines (***69***) to the Upper Crystal Cave. Grab the two treasures (**Large AP Orb** – ***J in Upper Crystal Cave***, **Perfect SP Orb** – ***K in Upper Crystal Cave***) and then return down the hole (***69***) back to the Middle Crystal Cave. Retrace your steps and then continue west at the fork. Continue west past the hole (***70***) and then up the vines (***71***) at the end of the corridor. In the Upper Crystal Cave, follow the path west, north, and then east past the first hole (***74***) until you reach the other hole (***72***) at the end of the path. Climb down into the hole (***72***) into a small area and then descend into another hole (73) to reach the Lower Crystal Cave. Grab the two treasures (**Aegis Cloak** – ***U in Lower Crystal Cave***, **Aegis Staff** – ***V in Lower Crystal Cave***) and then climb back up the previous two vines (***73*** and ***72***) to the Upper Crystal Cave. Head west to the hole you skipped earlier (***74***) and climb down into the Middle Crystal Cave. In the next area, head east and descend another hole (***75***) to the Lower Crystal Cave. Finally, head SW and descend down the last hole (***76***), exiting the Crystal Cave and entering into the Coiled Cave.

Battle Notes: *See the Battle Notes for* ***Winding Cave – Section #1***.

Coiled Cave

Suggested Level: 121 (Initial Level +56)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



Treasure Chest Legend					
A	Recipe for Hermetic Helm	**E**	Recipe for Mana Surge Robe	**I**	Recipe for Devil's Dagger
B	Recipe for Titan's Armor	**F**	Recipe for Damned Whip	**J**	Recipe for Expansion Cloak
C	Recipe for Cursed Sword	**G**	Recipe for Lucent Bow	**α**	White Croaker
D	Recipe for Divine Staff	**H**	Recipe for Monstrous Axe		

After a long journey through the Crystal Cave, you'll have the opportunity to save at a Save Point (***S.P.***), depending on your game options. Make sure you're fully healed and then head a few steps north to engage the second Mid-Boss of the Black Cavern, the Arcane Guardian. A being of pure energy, the Arcane Guardian is unique amongst the enemies that you have encountered in that he will die if he runs out of MP. Therefore, you can actually defeat him by simply waiting him out. He has 20,000 Max MP, so it will require ~15 to 20 rounds of combat in order for the Arcane Guardian to run out of MP.

If you'd prefer to defeat the Arcane Guardian the old-fashioned way, then you should be prepared for a difficult battle. The being has three attacks that ignore your characters' defense and either reduce one or all of your Party members' health to 1 HP (No Hope and Absolutely No Hope) or deal damage equivalent to 50% of the Party's Max HP (Arcane Tendrils). In addition, Arcane Guardian possesses powerful Thunder and Non-elemental attacks that will either target a single Party member or the entire Party (Tesla Coil, Electronic Beam, Energy Explosion, and Energy Spear). Thunder resistant

equipment can protect you against the first two attacks; however, only high MGD will protect you against Energy Explosion or Energy Spear. Finally, the Arcane Guardian can absorb all of the MP from a single Party member with Mind Devour and boost its DEF or MGD with Miasmetic Shield. The Arcane Guardian will also absorb all magical attacks, so you must stick to physical attacks. Therefore, if you have a magical-heavy Party, you may want to simply wait out the Arcane Guardian.

Boss Battle: Arcane Guardian



Items to Steal
Ambrosia (25%), Nectar (25%), Perfect Elixir (5%), Aegis Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
750,000	20,000	575	600	650	675	250	250	3	2,750,000	0	15,000

Skill	MP Cost	Description
No Hope	500	Reduces one enemy to 1 HP
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Electron Beam	325	~850 HP damage with thunder element to one enemy
Absolutely No Hope	500	Reduces all enemies to 1 HP
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Mind Devour	0	Absorbs All MP from one enemy
Energy Explosion	500	~400 HP non-elemental damage to all enemies
Energy Spear	50	~850 HP non-elemental damage to one enemy
Arcane Tendrils	750	DMG = 50% Max HP to enemy Party

After defeating the Arcane Guardian, take a few steps north and you'll come to a NE/NW fork. This is a major fork as both paths are immense spirals. The NE fork leads to a cache of treasures left by the Vanir as well as a teleporter which will allow you to leave the Black Cavern if you are having difficulty, especially after your encounter with the Arcane Guardian. The treasures are entirely Aegis-level recipes and can be extremely valuable in boosting the strength of your Party if you're having trouble. Take the NE fork first and follow the spiral inward until you reach the small chamber at its center. Collect all the recipes (**Recipe for Hermetic Helm** – ***A***, **Recipe for Titan's Armor** – ***B***, **Recipe for Cursed Sword** – ***C***, **Recipe for Divine Staff** – ***D***, **Recipe for Mana Surge Robe** – ***E***, **Recipe for Damned Whip** – ***F***, **Recipe for Lucent Bow** – ***G***, **Recipe for Monstrous Axe** – ***H***, **Recipe for Devil's Dagger** – ***I***, **Recipe for Expansion Cloak** – ***J***).

Synthesis Recipe!	
Item	Hermetic Helm
Bonus	Protects against all debuffs
Ingredients	Aegis Helm, 5× Empty Skull Shards, and 5× Soul Shards

Synthesis Recipe!	
Item	Titan's Armor
Bonus	Max HP +100%
Ingredients	Aegis Armor, 5× Empty Skull Shards, and 5× Titan Skulls

Synthesis Recipe!	
Item	Cursed Sword
Bonus	Inflicts all status effects
Ingredients	Aegis Sword, 5× Infernal Dragon Teeth, and 5× Rotted Dragon Teeth

Synthesis Recipe!	
Item	Divine Staff
Bonus	INT, MGD +30
Ingredients	Aegis Staff, 5× Sinful Devil Horns, and 5× Tortured Essences

Synthesis Recipe!	
Item	Mana Surge Robe
Bonus	Max MP +100%
Ingredients	Aegis Robe, 3× Sinful Devil Horns, 3× Tortured Essences, and 3× Firebird Feathers

Synthesis Recipe!	
Item	Damned Whip
Bonus	Inflicts all status effects
Ingredients	Aegis Whip, 3× Imoogi Scales, 3× Infernal Dragon Teeth, and 3× Rotted Dragon Teeth

Synthesis Recipe!	
Item	Lucent Bow
Bonus	ATK, PRE +25, AGI +30
Ingredients	Aegis Bow and 10× Firebird Feathers

Synthesis Recipe!	
Item	Monstrous Axe
Bonus	ATK +200
Ingredients	Aegis Axe and 10× Titan Skulls

Synthesis Recipe!	
Item	Devil's Dagger
Bonus	ATK , AGI +50
Ingredients	Aegis Dagger, 5× Sinful Devil Horns, and 5× Soul Shards

Synthesis Recipe!	
Item	Expansion Cloak
Bonus	Max HP, Max MP +50%
Ingredients	Aegis Cloak, 3× Rotted Dragon Teeth, 3× Imoogi Scales, and 3× Tortured Essences

If you're near death, use the Teleporter to escape the Black Cavern; otherwise, return out of the spiral back to the previous fork. Now, take the NW fork and proceed inward along the spiral path until you reach a Mining Crevice (α) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**White Croaker** – α). After obtaining the treasure, leave the chamber and continue inward along the spiral path. Once you reach the center, climb down the hole (***77***) into the Descending Cave.

Battle Notes: *See the Battle Notes for* ***Winding Cave – Section #1***.

Descending Cave – Section #1

Suggested Level: 121 (Initial Level +56)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon

The descending cave is a small intermediate room where you'll climb ever deeper into the Black Cavern. From the vines that you climbed down (***77***), head east and climb down into the hole (***78***) in the eastern area of the room.

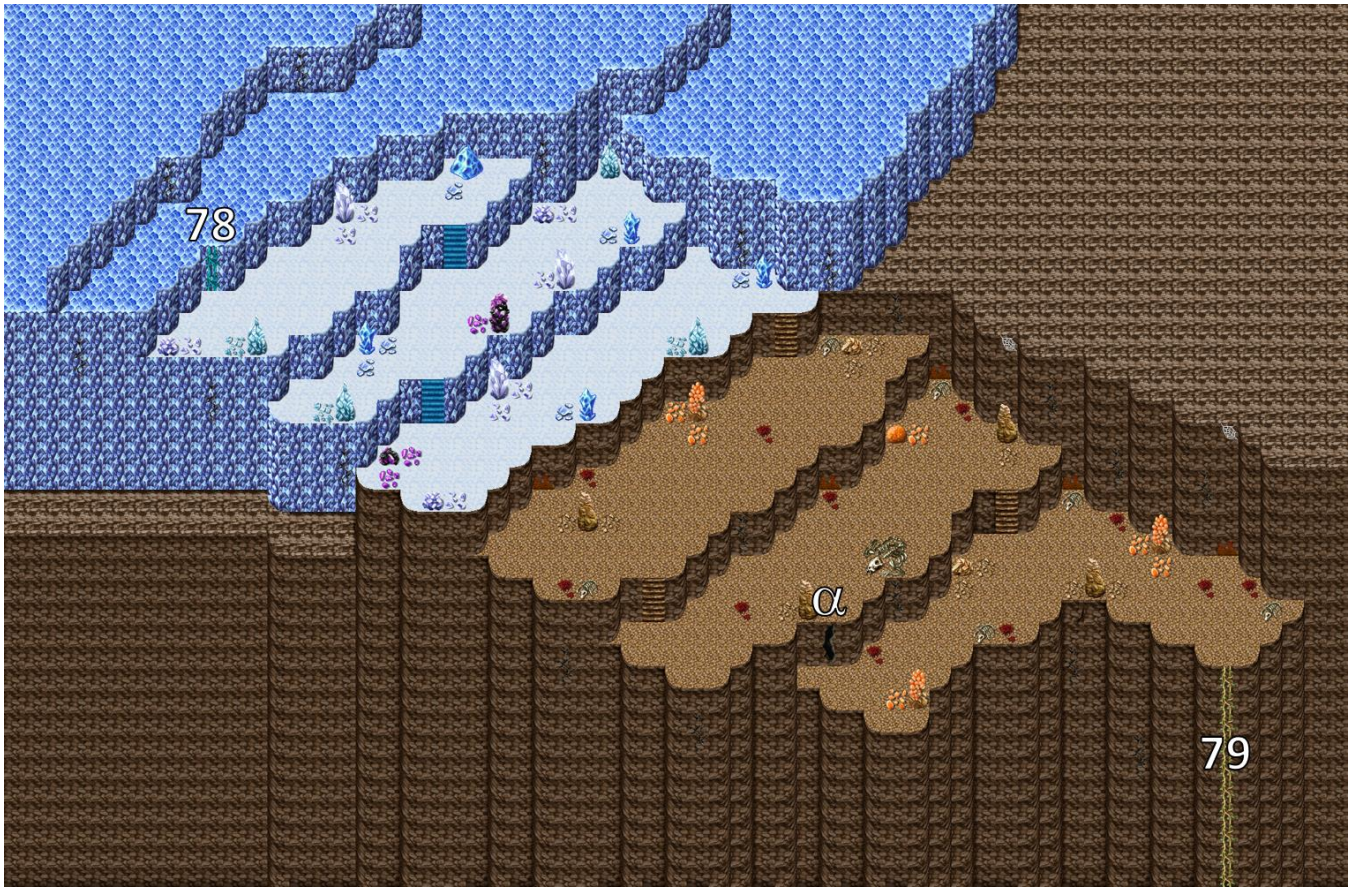


Battle Notes: *See the Battle Notes for* ***Winding Cave – Section #1***.

Descending Cave – Section #2

Suggested Level: 121 (Initial Level +56)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon



Treasure Chest Legend	
α	2× Perfect SP Orbs

After climbing down the vines (***78***), you'll find yourself at the top of the 2nd section of the Descending Cave. Make your way down five sets of stairs while zig zagging back and forth along the ledges. Once you reach the lowest ledge, head to the SW corner to find a Mining Crevice (α). Use a *Mining Bomb* to open an excavated chamber and collect the treasure inside (**2× Perfect SP Orbs** – α). After gathering the treasure, leave the chamber and then head to the eastern edge of the ledge. Finally, descend the vines (***79***) to the Ring of Fire.

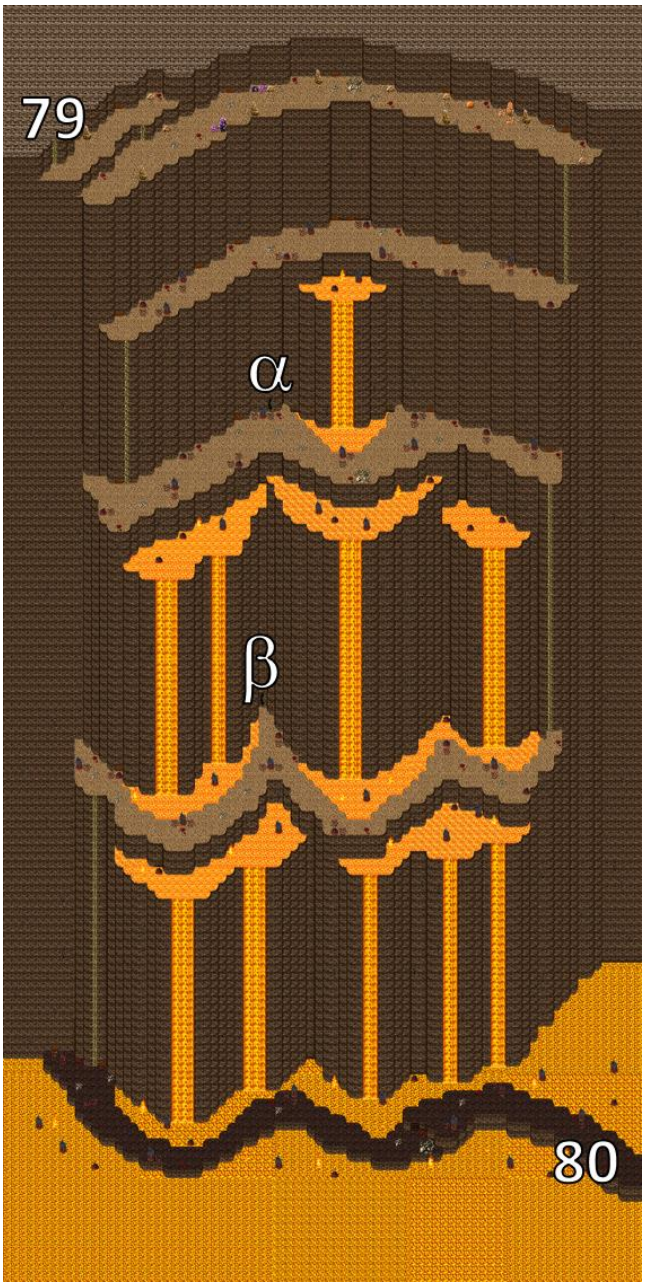
Battle Notes: *See the Battle Notes for **Winding Cave – Section #1***.

Ring of Fire

Suggested Level: 122 (Initial Level +57)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon

Treasure Chest Legend	
α	Champion Tonic
β	Great Renewing Potion, Great Regeneration Potion



You're deep within the bowels of Firma now. The intense pressure of the rock and stone above your head along with the natural geothermal heating sources has turned the rock to magma. The Ring of Fire is a massive cliff face where the magma source spills forth and creates a series of magma falls down the cliff face. The design is simple and requires that you zig zag from one end of a ledge to another after climbing down a set of vines.

From the start (***79***), descend a short set of vines one level and then head east to the far eastern edge of the ledge. Descend the vine and then do the same thing on the next level until you are on the 3rd ledge down (not including the small ledge on which you started). Head east while hugging the northern wall until you reach a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open an excavated chamber and collect the treasure inside (**Champion Tonic** – α). After gathering the treasure, leave the chamber and then proceed east to another set of vines. Descend the vines and then head west. Continue west until you reach a Mining Crevice (β) along the northern wall. Use another *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Great Renewing Potion, Great Regeneration Potion** – β). With the treasures in hand, leave the chamber and head west until you reach a set of vines leading down. Climb down the vines to the lowest level and then head east through the magma lake to the eastern exit (80) that leads to Mephistopheles' Lair!

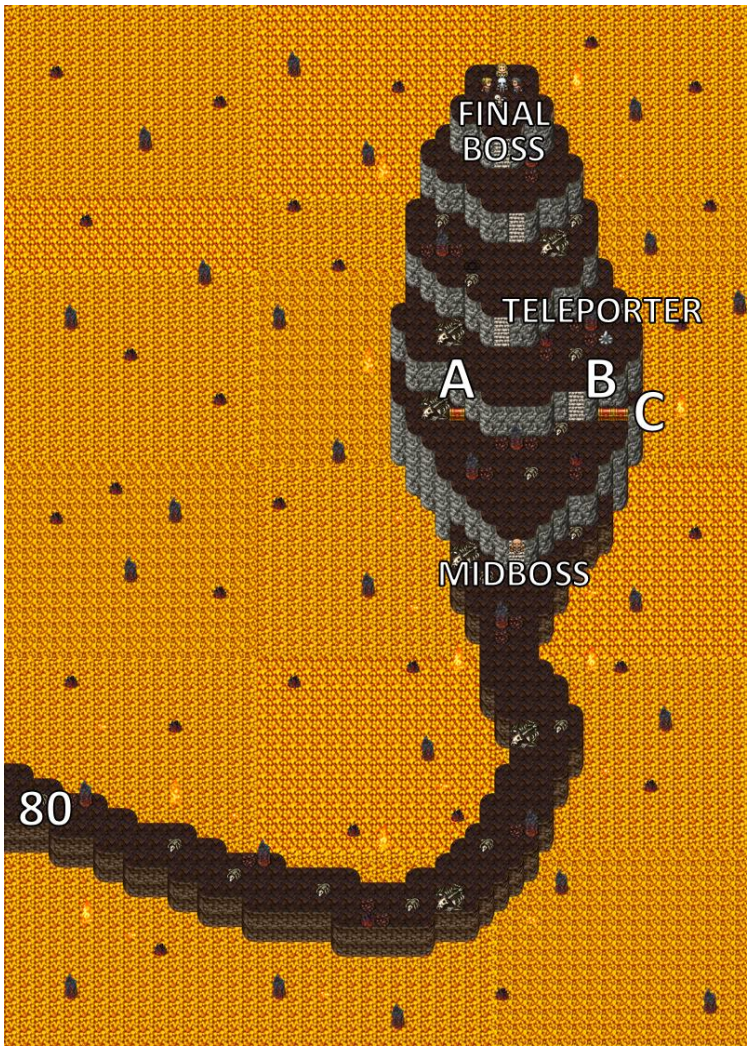
Battle Notes: *See the Battle Notes for* ***Winding Cave – Section #1***.

Mephistopheles' Lair

Suggested Level: 123 (Initial Level +58)

Enemies: Sinful Devil, Empty Skull, Tortured Soul, Firebird, Imoogi, Souls Guardian, Infernal Dragon, Chimeric Titan, Decaying Dragon

Treasure Chest Legend	
A	Aegis Robe
B	Aegis Staff
C	3× Huge AP Orbs

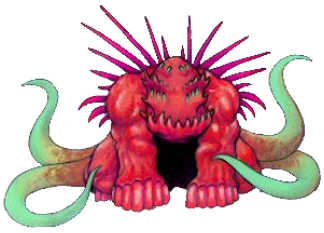


After your long journey through Firma, you've never been closer to your ultimate destination. From the western entrance (***80***), head east and follow the path as it turns north. At the top of the stairs, you'll find the last Mid-Boss of the Black Cavern, the Corrupted Titan.

The Corrupted Titan is a physical Juggernaut. He has two physical attacks that ignore defense. Sledgehammer will reduce any Party member's health to 1 HP while Titan's Wrath deals 75% Max HP to all Party members, so it's imperative for you to stay healed up during this battle to avoid being annihilated by Titan's Wrath. Eruption is a unique attack that Stuns the Party and inflicts 200% damage to each Party member. Make sure that you're immune to Paralysis and Stun for this battle to avoid being caught off guard by Eruption. Whiplash and Tail Slam are two powerful single target attacks while Upheaval and Complete Obliteration will deal significant damage to the entire Party.

It can be difficult to use Max HP boosting skills due to the difficulty in healing such large amounts of HP after Titan's Wrath hits. If you are flush with Ambrosias, powerful Saltwater Fish, or other strong healing spells, then Max HP boosting skills can make this battle significantly easier. If you aren't able to heal vast quantities of HP, then it's best not to boost your Max HP at all and instead focus entirely on boosting DEF as much as possible. Combine synthesis equipment, Ultra Wall Tonics, Freshwater Fish, and other buffing skills to boost your Party's DEF as much as possible. The Corrupted Titan is weak to Ice elemental attacks and has lower MGD than DEF, so you can deal the most damage by hitting him with the Black Mage's Ice 8, Piercing and regular Cryogenic Bombs (especially used by the Engineer), and the Gray Mage's Frost Sword.

Boss Battle: Corrupted Titan



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (5%), Aegis Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
950,000	22,500	675	650	625	625	275	210	10	3,000,000	0	20,000

Skill	MP Cost	Description
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Upheaval	0	~400 HP damage with earth element to all enemies
Tail Slam	300	175% Normal Attack to one enemy
Whiplash	300	250% Normal Attack to one enemy
Sledgehammer	800	Reduce one enemy to 1 HP
Eruption	600	Stun and ~200% Normal Attack to all enemies
Titan's Wrath	950	DMG = 75% Max HP to enemy Party

After you defeat the Corrupted Titan, head NW and grab the first treasure (**Aegis Robe** – ***A***). After obtaining the treasure, head east and collect the other two treasures (**Aegis Staff** – ***B***, **3× Huge AP Orbs** – ***C***). Next, head up the stairs to the next level and you'll find a teleporter. If your Party has been crippled after the tough battle with the Corrupted Titan, then you should live to fight another day and use the Teleporter to escape from the Black Cavern. If you're still going strong, head up three more flights of stairs until you stand face to face with the surviving Vanir and the crystallized form of Mephistopheles, the source of Firma's woes. One of the Vanir recently perished due to the strain of containing Mephistopheles and the others are near their breaking point due to the additional burden. When you're ready, investigate the massive crystal cocoon and Phaendar will walk out from behind the crystal. He informs you that they are ready to shatter the crystal but they are too weak to fight. When you're ready, tell Phaendar and then prepare for the final battle against Mephistopheles!

Mephistopheles has an impressive arsenal of attacks, some of which, when combined, can be devastating. His most fearsome attacks are Sunder, Absolutely No Hope, and Mephistopheles' Shadow. Sunder is an extremely powerful single target physical attack, Absolutely No Hope will decrease the health of all Party members to 1 HP, and Mephistopheles' Shadow is a powerful dark elemental attack that hits all Party members. Mephistopheles can also heal himself for ~150,000 HP. He also has a wide variety of elemental attacks that can target both a single character and your Party as a whole. Finally, he can also use Frozen Hell and Arcane Tendrils to deal massive percentage damage to the entire Party.

Mephistopheles has no elemental weaknesses and will absorb Holy elemental damage. Mephistopheles will always start the first two rounds of combat with Miasmetic Shield followed by Malicious Concentration. Afterwards, all of his skills are randomly selected, and with 50,000 MP it will take him a long time to run out of MP. One important point to note is that none of Mephistopheles' skills inflict status effects so you can unequip any status protection equipment or accessories that you were

wearing in order to equip gear that will benefit your character in other ways, either through elemental resistances, attribute boosts, or HP/MP regeneration or absorption. The battle against Mephistopheles will be long and you'll have to make sure that you keep your characters buffed at all times. Keep a careful eye on your status window and recast buffing skills whenever skills are about to expire.

Final Boss Battle: Mephistopheles



Items to Steal

3× Perfect Elixir (25%), 3× Essence of the Phoenix (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
1,500,000	50,000	700	750	800	700	300	300	5	1	0	1

Skill	MP Cost	Description
Sunder	800	1500 HP damage + 200% Normal Attack to one enemy
No Hope	500	Reduces one enemy to 1 HP
Mephistopheles' Shadow	500	~500 HP damage with dark element to all enemies
Absolutely No Hope	500	Reduces all enemies to 1 HP
Soulless Cleanse	250	Removes all negative states from allies
Malicious Concentration	100	INT +25% to user for 5 turns
Dark Infusion	500	Heals 10% HP for user
Combustion	450	~400 HP damage with fire element to all enemies
Crystallize	450	~400 HP damage with ice element to all enemies
Typhoon	450	~400 HP damage with wind element to all enemies
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Monsoon	450	~400 HP damage with water element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Glacial Bolt	325	~850 HP damage with ice element to one enemy
Windstorm	325	~850 HP damage with wind element to one enemy
Electron Beam	325	~850 HP damage with water element to one enemy
Water Pike	325	~850 HP damage with water element to one enemy
Arcane Tendrils	750	DMG = 50% Max HP to enemy Party
Frozen Hell	750	DMG = 3*Target Max HP/4 to enemy Party
Mind Devour	0	Absorbs All MP from one enemy
Energy Explosion	500	~400 HP non-elemental damage to all enemies
Energy Spear	500	~850 HP non-elemental damage to one enemy
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Evil Eye	600	10K DMG after 3 turns

After you defeat Mephistopheles, the story will fork depending on whether or not you have cleared the super dungeon, Mt. Agni. If you defeated the all-powerful Asmodeus in the deepest depths of Mt. Agni, then Mephistopheles will fly into a blind rage. His deepest desire was to take revenge upon Asmodeus and when he learns that you took that privilege from him, he does the unthinkable… He calls upon the Dark God of the Pitluhrians, Astaroth. When Astaroth materializes, Mephistopheles is instantly vaporized and the Vanir use the last of their strength to withstand the magnificent heat. Prepare yourself for an epic battle because Astaroth has 10,000,000 HP and attributes that more than double Mephistopheles. For this final challenge, we'll leave it to you to devise a strategy to defeat the Dark God.

Super Boss Battle: Astaroth



Items to Steal

Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
10,000,000	250,000	1510	1480	1540	1375	625	850	5	1	0	1

Skill	MP Cost	Description
Absolutely No Hope	500	Reduces all enemies to 1 HP
Death's Dream	400	Uncurable sleep for 4 turns to one enemy
Sledgehammer	800	Reduce one enemy to 1 HP
Parasite	1,000	-10% HP/turn to all enemies for entire battle
Lockdown	5,000	Uncurable paralysis to one enemy for 10 turns
The Dark God	2,000	~5,000 HP damage with dark element to all enemies
Astaroth's Wrath	1,500	DMG = 75% Max HP to enemy Party
Hellish Fury	1,500	~10,000 HP damage with non-elemental damage to one enemy
Dark Energy	5,000	Heals 25% of Max HP
Astaroth's Claws	1,500	Deals ~7,500 HP damage + 200% normal attack to one enemy Inflicts -10% HP/turn for 10 turns

If you manage to defeat Astaroth, or if you never defeated Asmodeus in Mt. Agni, then after the battle, the Vanir will thank you for doing what they could not. They admit to pulling you back from Earth and promise to never again call on you again. You can live out the rest of your days in peace with your family. They then use the very last of their strength to send you back to your homeworlds: Earth and Terra for your three companions. At this point, sit back, relax, and watch the ending cutscene. You've earned it! Congratulations on completing Last Dream: World Unknown!

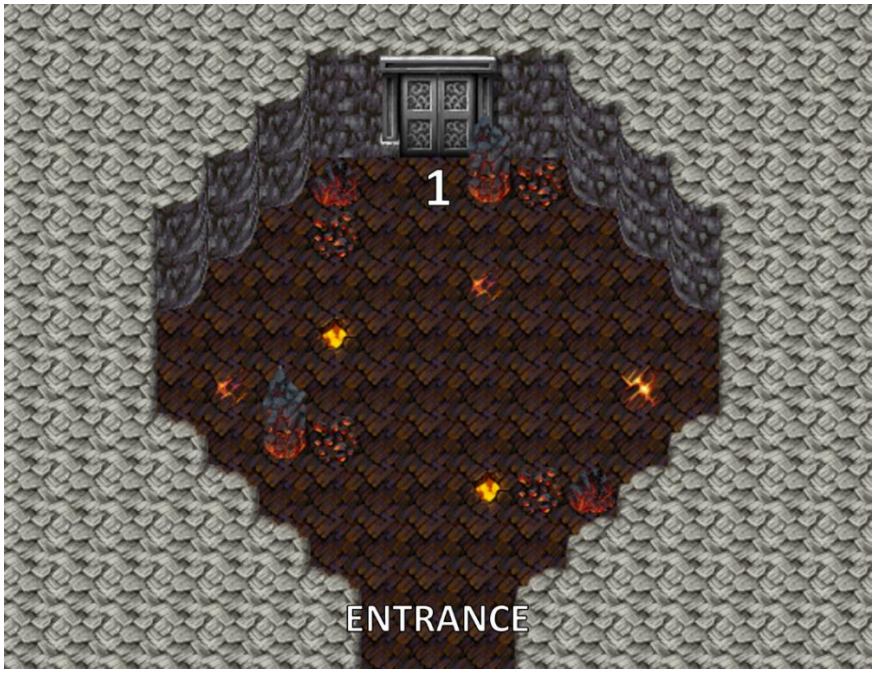
But is it really over? There is another challenge awaiting you in Mt. Agni…

8.14 The Super Dungeon: Mt. Agni

Floor #1

Suggested Level: 125 (Initial Level +60)

Enemies: None



If you've watched the cutscenes throughout World Unknown, you know that Mt. Agni is the home of the Pitluhrians, a race of rapidly evolved lizards. Mephistopheles and his compatriots, Pythius, Merihem, and Olivier all came from within the so-called "Blessed Mountain." At this point, they are dead but the leader of the Pitluhrians, Asmodeus still remains. Asmodeus is a fair leader for his kind, but he cares nothing for the realm of the Overworlder or the lives of its inhabitants (Humans, Goblins, Elves, and even Dwarves). If he can avoid the wrath of the Vanir, Asmodeus will lead his kind from Mt. Agni at his first opportunity and eradicate those who you have worked so hard to save. Therefore, it is now your choice whether or not you want to explore the most dangerous place on Firma and attempt to defeat Asmodeus.

Within Mt. Agni, you'll find the most dangerous monsters on all of Firma. You likely will not be strong enough to defeat these monsters until you stand in Mephistopheles' Lair. As discussed earlier, the only way to face Astaroth, the most powerful super boss in World Unknown, is to challenge and defeat Asmodeus in the deepest depth of Mt. Agni. You can explore Mt. Agni once you have acquired the Phoenix (or Red Moa). With the Phoenix, you'll have to navigate the mazelike mountains of the Mt. Agni continent to arrive at the gates of Mt. Agni. If you happen to have a Red Moa, you can land just outside the entrance. Once inside the entrance of Mt. Agni, simply head north and the massive gates (***1***) will open, leading you to the first floor of Mt. Agni. *Maps, legends, and enemy information are provided for Mt. Agni, but we will leave it to you to explore the massive Super Dungeon. Good Luck!*

Floor #1

Suggested Level: 125 (Initial Level +60)

Enemies: Black Widow, Brimstone, Soulless Slime



Treasure Chest Legend					
A	Large AP Orb	**J**	Great Magic Potion	**S**	Watchful Ring
B	Great SP Orb	**K**	Perfect Elixir	**T**	Abnormal Ring
C	Huge AP Orb	**L**	Great Potion	**U**	Brimstone
D	Regeneration Potion	**M**	Great Potion	α	Resurrection Elixir, Hyper Remedy
E	Renewing Potion	**N**	Great Magic Potion	β	Ambrosia, Nectar
F	Resurrection Elixir	**O**	Nectar	γ	Phoenix Ashes
G	Phoenix Ashes	**P**	Ambrosia	δ	Ambush Tonic
H	Hyper Remedy	**Q**	Aegis Gloves	ε	Perfect Elixir
I	10× Black Widow Abdomens	**R**	Aegis Axe		

Battle Notes: *In this area, you'll find three new enemy types: Black Widow, Brimstone, Soulless Slime:*



Name: Black Widow
Stealable Items: Great SP Orb, Ambrosia, Ambush Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
25,000	9,999	440	435	445	445	270	525	15	125,000	1260	0	Black Widow's Abdomen

Skill	MP Cost	Description
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
Combustion	450	~400 HP damage with fire element to all enemies
Acidic Venom	250	200% Normal Attack, poisons, and DEF -20% (for battle) to one enemy



Name: Brimstone
Stealable Items: Ambrosia, Regeneration Potion, Great Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
30,000	9,999	465	575	415	420	245	265	10	127,500	1,322	0	Brimstone Rubble

Skill	MP Cost	Description
Blitz	800	600 HP damage + 125% Normal Attack to one enemy
Earthen Club	300	200% Normal Attack to one enemy
Rockskin	100	DEF +100% to user
Total Demolition	500	500 HP damage + Normal Attack to all enemies



Name: Soulless Slime
Stealable Items: Rejuvenating Elixir, Renewing Potion, Ambrosia

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

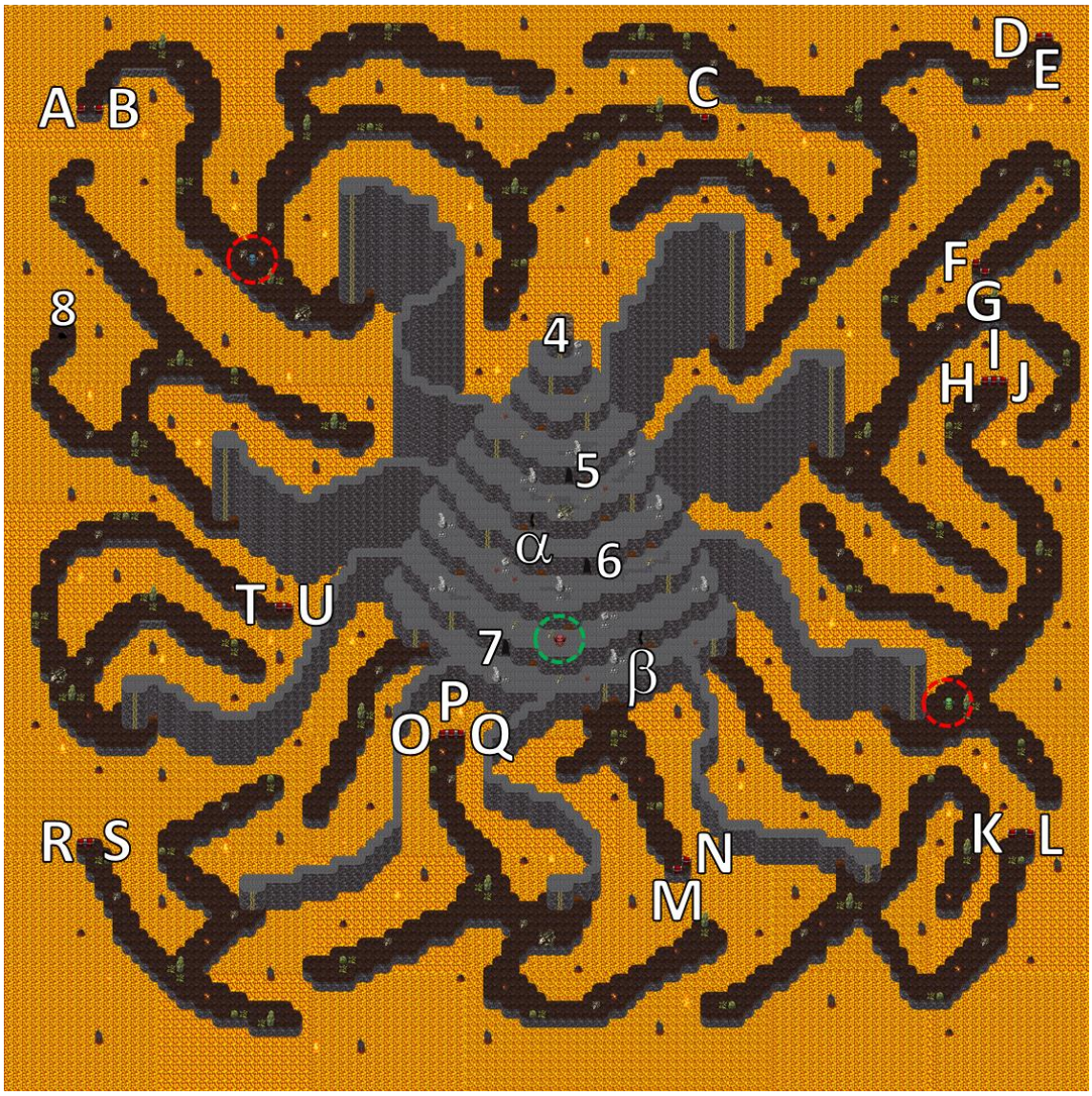
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
22,500	9,999	425	435	470	575	245	250	3	130,000	1,366	0	Soulless Eye

Skill	MP Cost	Description
Combustion	450	~400 HP damage with fire element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Electron Beam	325	~850 HP damage with thunder element to one enemy
Ultimate Blast	900	~1250 HP non-elemental damage to all enemies

Floor #2

Suggested Level: 127 (Initial Level +62)

Enemies: Black Widow, Brimstone, Soulless Slime

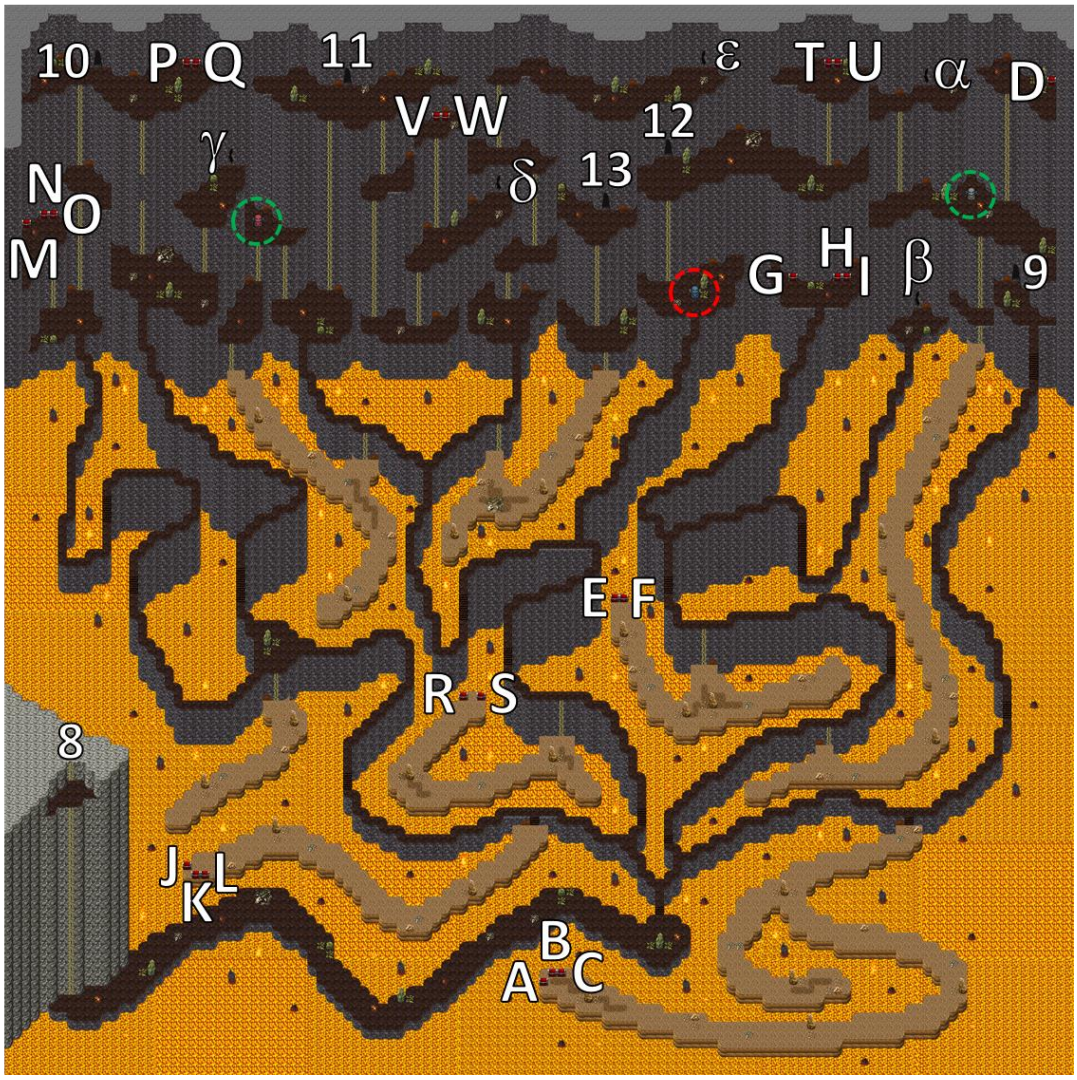


Treasure Chest Legend					
A	Great Magic Potion	**I**	Perfect Elixir	**Q**	Great Magic Potion
B	Great Potion	**J**	Resurrection Elixir	**R**	Ambrosia
C	Recipe for Consuming Axe	**K**	Regeneration Potion	**S**	Nectar
D	Invisibility Ring	**L**	Renewing Potion	**T**	Aegis Boots
E	Celerity Ring	**M**	Huge AP Orb	**U**	Aegis Shield
F	Hyper Remedy	**N**	Large AP Orb	**α**	Hyper Remedy, Precision Tonic
G	10× Brimstone Rubbles	**O**	Great Potion	**β**	Perfect SP Orb
H	Phoenix Ashes	**P**	Great SP Orb		

Floor #3

Suggested Level: 129 (Initial Level +64)

Enemies: Black Widow, Brimstone, Soulless Slime

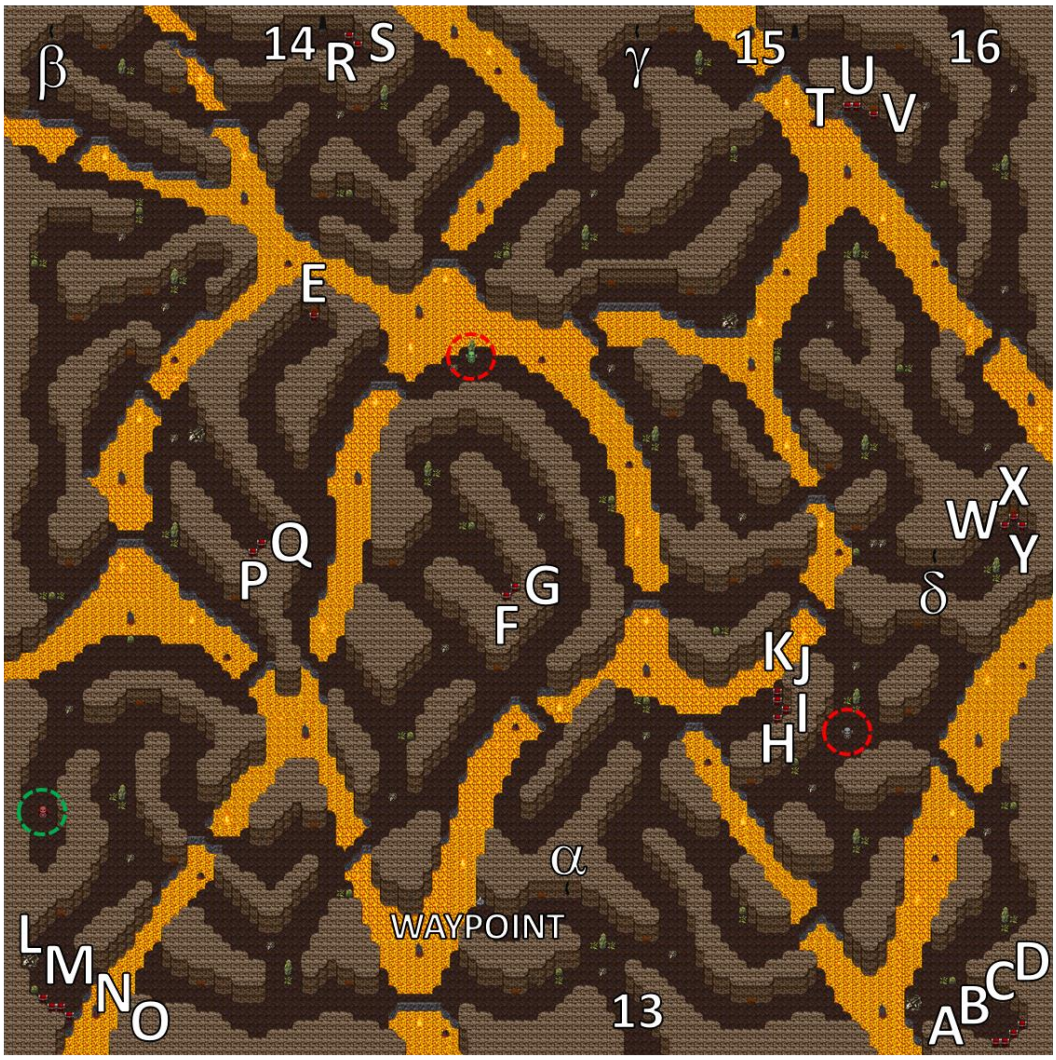


Treasure Chest Legend					
A	Aegis Dagger	**K**	Perfect SP Orb	**U**	Renewing Potion
B	Aegis Gauntlets	**L**	Large AP Orb	**V**	Hyper Remedy
C	Aegis Axe	**M**	Phoenix Ashes	**W**	10× Soulless Eyes
D	Rec. for Regenerative Shield	**N**	Resurrection Elixir	α	Ambrosia, Nectar
E	Great Magic Potion	**O**	Perfect Elixir	β	Hyper Remedy
F	Great Potion	**P**	Giant Ring	γ	Resurrection Elixir, Phoenix Ashes
G	Great Magic Potion	**Q**	Mana Ring	δ	Ambush Tonic, Inflation Tonic
H	Great SP Orb	**R**	Nectar	ε	*Empty*
I	Great Potion	**S**	Ambrosia		
J	Huge AP Orb	**T**	Regeneration Potion		

Floor #4

Suggested Level: 129 (Initial Level +66)

Enemies: Necromancer, Sulfur Golem, Stunted Wyrm



Treasure Chest Legend					
A	Aegis Whip	**K**	Large AP Orb	**U**	Hyper Remedy
B	Aegis Shield	**L**	Great Renewing Potion	**V**	10× Necromancer Staffs
C	Aegis Shoes	**M**	Regeneration Potion	**W**	Resurrection Elixir
D	Aegis Gloves	**N**	Renewing Potion	**X**	Perfect Elixir
E	R. Soul Stealing Dagger	**O**	Great Regeneration Potion	**Y**	Phoenix Ashes
F	Scholar's Ring	**P**	Ambrosia	α	*Empty*
G	Citadel Ring	**Q**	Nectar	β	Perfect Elixir, Perfect SP Orb
H	Perfect SP Orb	**R**	Great Potion	γ	Ambrosia, Nectar
I	Huge AP Orb	**S**	Great Magic Potion	δ	Champion, Conjurer, Precision Tonic
J	Great SP Orb	**T**	Full Remedy		

Battle Notes: *In this area, you'll find three new enemy types: Necromancer, Sulfur Golem, Stunted Wyrm:*



Name: Necromancer
Stealable Items: Great Magic Potion, Electric Death Bomb, Renewing Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
30,000	9,999	435	440	500	495	295	550	3	132,500	1,472	0	Necromancer's Staff

Skill	MP Cost	Description
Soul Leech	600	~900 HP damage with dark element to one enemy; -33% HP/turn to one enemy for 3 turns
Evil Eye	600	10K DMG after 3 turns
Umbra	400	~400 HP damage with dark element to all enemies
Dark Shroud	400	~850 HP damage with dark element to one enemy
Abomination	450	~400 HP damage with holy element to all enemies
Divergence	325	~850 HP damage with holy element to one enemy
Walking Dead	250	Zombify all enemies



Name: Sulfur Golem
Stealable Items: Ambrosia, Great SP Orb, Cryogenic Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
35,000	9,999	505	630	450	465	315	275	10	135,000	1,408	0	Sulfurous Debris

Skill	MP Cost	Description
Earthen Club	300	200% Normal Attack to one enemy
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Whiplash	300	250% Normal Attack to one enemy
Ground Strike	600	~800 HP damage with earth elemental to one enemy; Chance to inflict confusion



Name: Stunted Wyrm
Stealable Items: Great SP Orb, Piercing Cyclone Bomb, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
32,500	9,999	490	500	480	470	300	310	7	137,500	1,428	0	Stunted Wyrm Tooth

Skill	MP Cost	Description
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy
Siphon	500	Drain life from all enemies with DMG = 2.5*INT - MGD
Consume	250	Normal Attack and absorb 100% of damage
Execution	500	150% Normal attack with chance to instant kill

Passageway

Suggested Level: 129 (Initial Level +66)

Enemies: Necromancer, Sulfur Golem, Stunted Wyrm

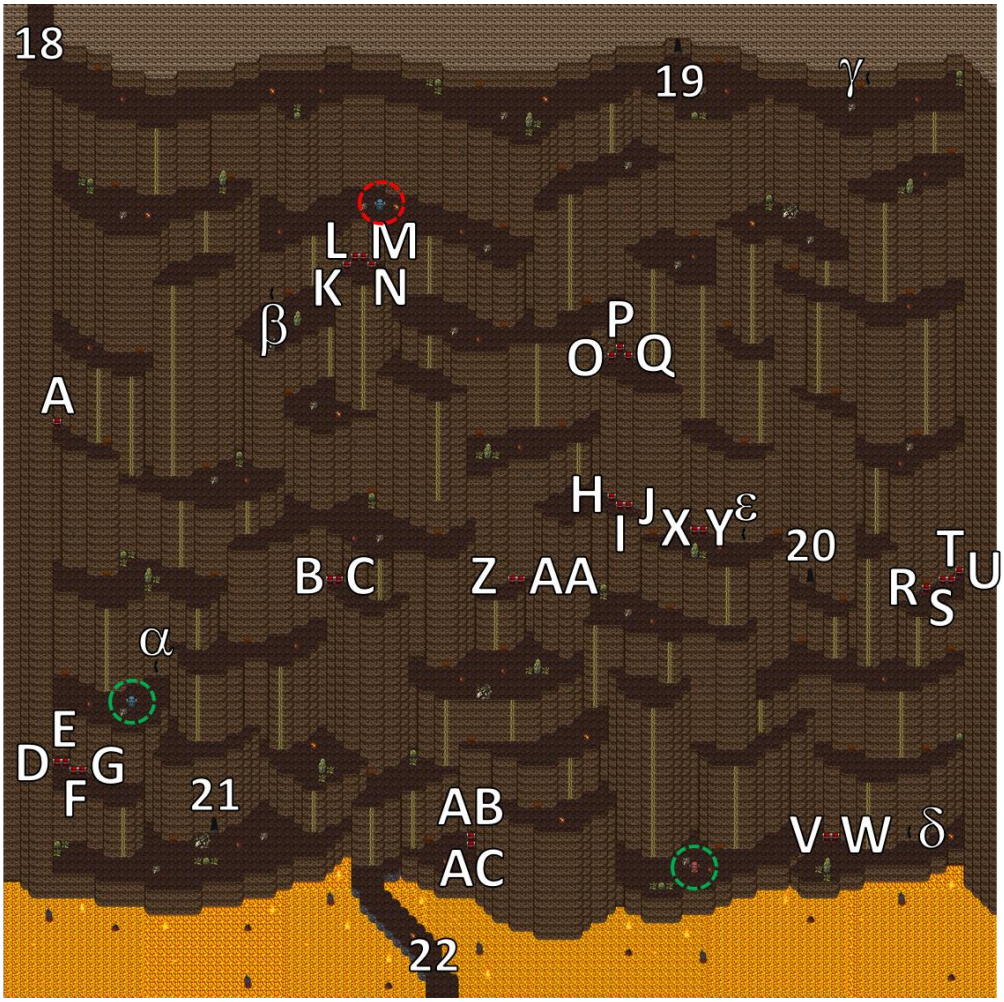


Treasure Chest Legend	
α	Perfect SP Orb

Floor #5

Suggested Level: 133 (Initial Level +68)

Enemies: Necromancer, Sulfur Golem, Stunted Wyrm

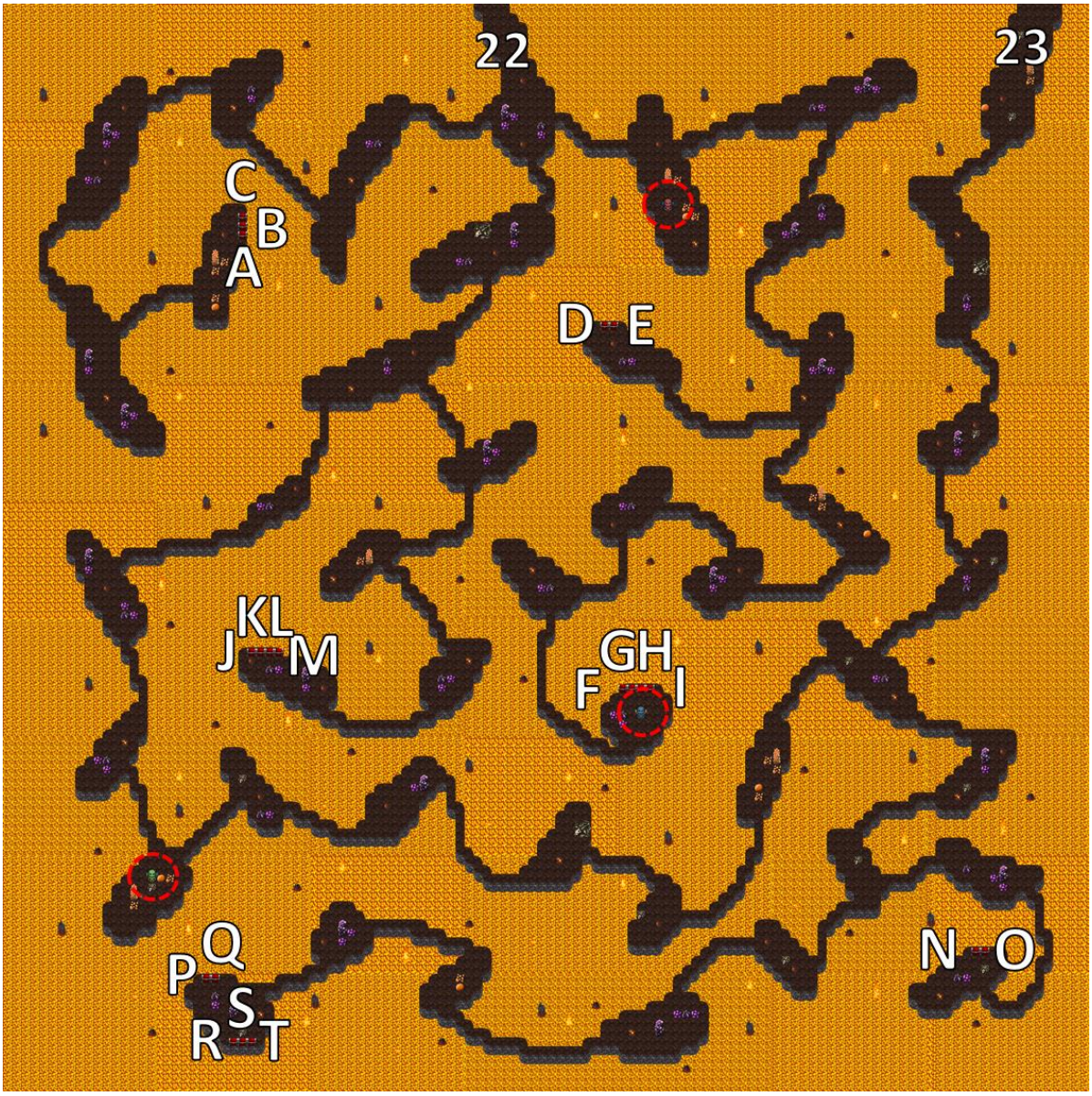


Treasure Chest Legend					
A	Recipe for Proteus Whip	**M**	Aegis Boots	**Y**	Great Potion
B	10× Sulfurous Debris	**N**	Aegis Hat	**Z**	Nectar
C	Hyper Remedy	**O**	Full Nectar	**AA**	Ambrosia
D	Great Renewing Potion	**P**	Full Remedy	**AB**	Great Magic Potion
E	Great Regeneration Potion	**Q**	Full Ambrosia	**AC**	Great Potion
F	Regeneration Potion	**R**	Large AP Orb	**α**	Resurrection Elixir
G	Renewing Potion	**S**	Great SP Orb	**β**	Perfect Elixir
H	Resurrection Elixir	**T**	Huge AP Orb	**γ**	Phoenix Ashes, Inflation Tonic
I	Perfect Elixir	**U**	Perfect SP Orb	**δ**	Ambrosia, Nectar
J	Phoenix Ashes	**V**	Juggernaut Ring	**ε**	Conjurer Tonic, Hyper Remedy
K	Aegis Dagger	**W**	Bastion Ring		
L	Aegis Helm	**X**	Great Magic Potion		

Floor #6

Suggested Level: 135 (Initial Level +70)

Enemies: Necromancer, Sulfur Golem, Stunted Wyrm

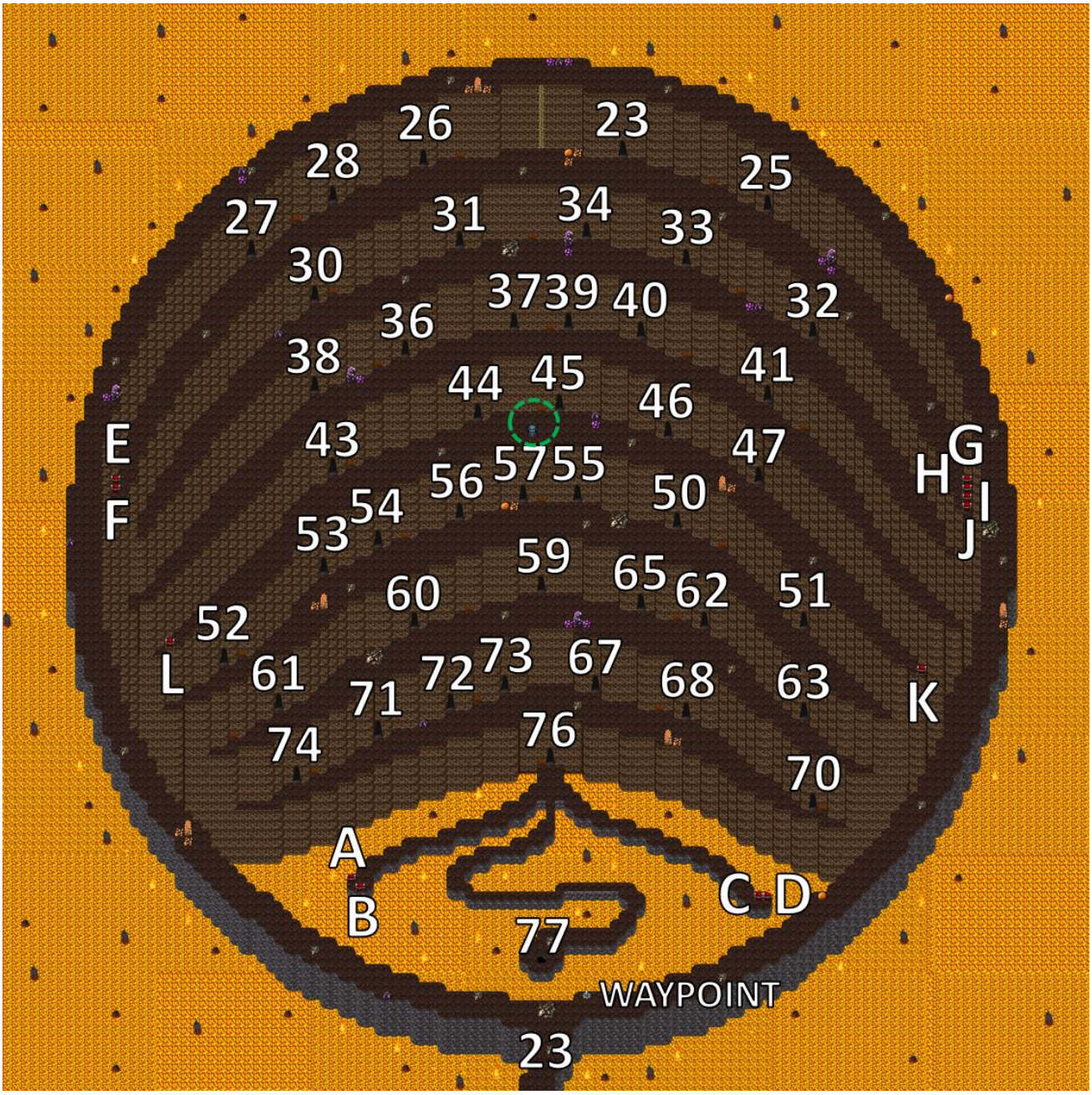


Treasure Chest Legend					
A	Large AP Orb	**H**	Full Elixir	**O**	Recipe for Revivifying Hat
B	Great SP Orb	**I**	Full Nectar	**P**	Abnormal Ring
C	Huge AP Orb	**J**	Regeneration Potion	**Q**	Giant Ring
D	Hyper Remedy	**K**	Great Renewing Potion	**R**	Aegis Whip
E	10× Stunted Wyrm Tooth	**L**	Great Regeneration Potion	**S**	Aegis Bow
F	Full Remedy	**M**	Renewing Potion	**T**	Aegis Gauntlets
G	Full Ambrosia	**N**	Recipe for Immortal Helm		

Floor #7

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent



Treasure Chest Legend					
A	Resurrection Elixir	**E**	Perfect Elixir	**I**	Great SP Orb
B	Phoenix Ashes	**F**	Resurrection Elixir	**J**	Huge AP Orb
C	Ambrosia	**G**	Perfect SP Orb	**K**	10× Hellish Essences
D	Nectar	**H**	Large AP Orb	**L**	3× Great Regeneration Potions

Battle Notes: *In this area, you'll find three new enemy types: Hellish Soul, Infernal Bomb, Scourge Serpent:*



Name: Hellish Soul
Stealable Items: Regeneration Potion, Conjurer Tonic, Ambrosia

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
35,000	9,999	465	475	525	515	305	590	5	140,000	1,352	0	Hellish Essence

Skill	MP Cost	Description
Electrocution	550	~450 HP damage with thunder element to all enemies
Firebolt	425	~950 HP damage with thunder element to one enemy
Inferno	550	~450 HP damage with fire element to all enemies
Coruscate	425	~950 HP damage with fire element to one enemy
Runic Corruption	400	MGD -25% to all enemies for 5 turns
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies



Name: Infernal Bomb
Stealable Items: Ambrosia, Great SP Orb, Great Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
40,000	9,999	480	720	545	505	280	200	3	142,500	1545	0	Infernal Wick

Skill	MP Cost	Description
Inferno	550	~450 HP damage with fire element to all enemies
Coruscate	425	~950 HP damage with fire element to one enemy
Critical Mass	750	Kill self to deal ~5,000 HP damage to all enemies



Name: Scourge Serpent
Stealable Items: Ambrosia, Great SP Orb, Champion Tonic

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

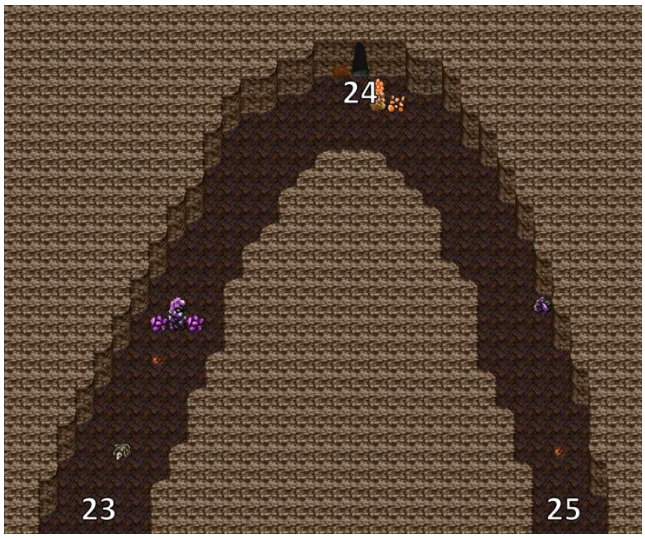
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
40,000	9,999	535	495	475	490	320	320	7	145,000	1,512	0	Scourge Serpent Scale

Skill	MP Cost	Description
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy

Passageways #1 & 2

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent





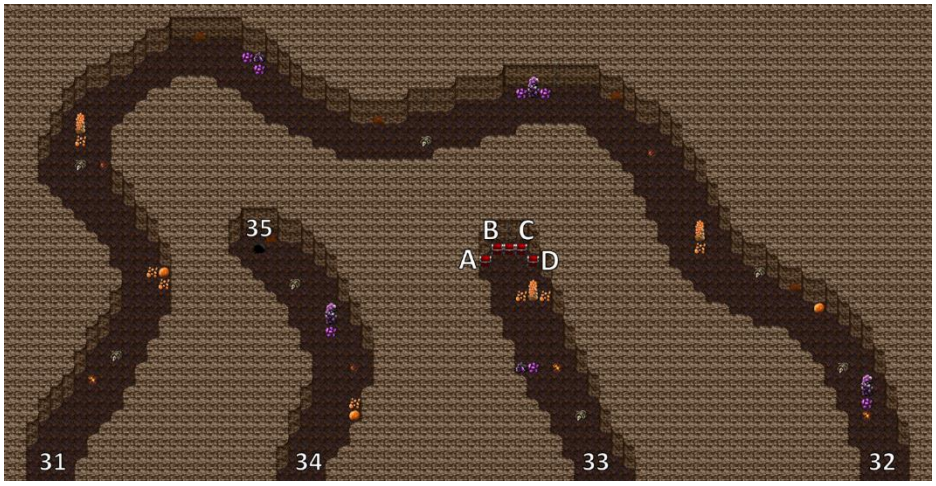
Treasure Chest Legend	
α	Full Ambrosia, Full Nectar

Passageway #3 & 4

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent





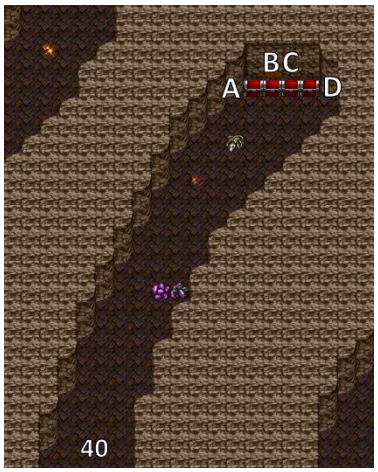
Treasure Chest Legend							
A	Full Ambrosia	**B**	Full Remedy	**C**	Full Nectar	**D**	Full Elixir

Passageway #5 & 6

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent





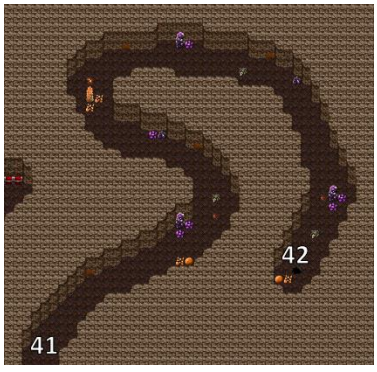
Treasure Chest Legend	
α	Champion Tonic, Conjurer Tonic

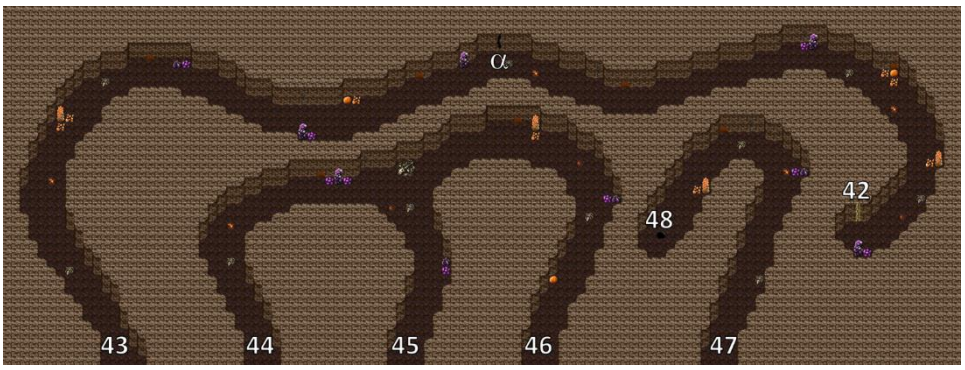
Treasure Chest Legend			
A	Regeneration Potion	**C**	Great Regeneration Potion
B	Great Renewing Potion	**D**	Renewing Potion

Passageway #7 & 8

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent



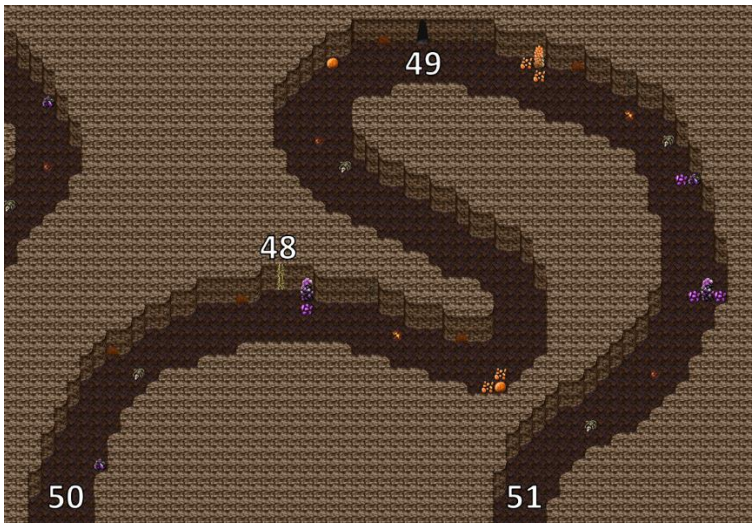


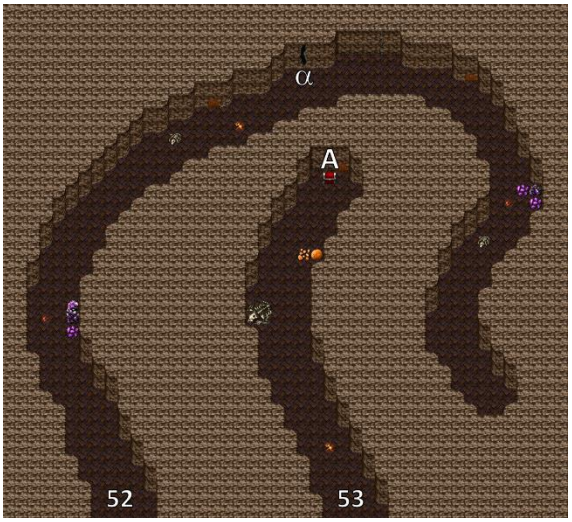
Treasure Chest Legend	
α	2× Essence of the Phoenix

Passageway #9 & 10

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent



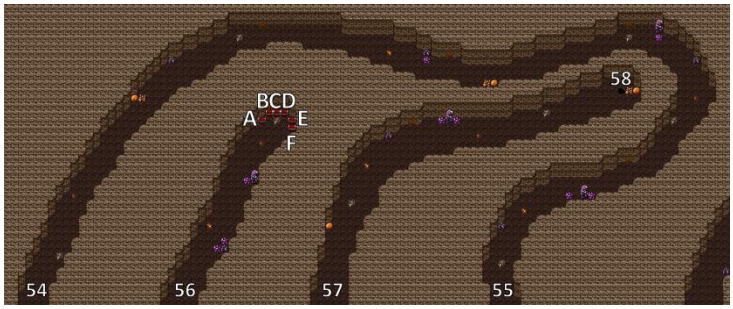


Treasure Chest Legend			
A	Recipe for Draining Bow	α	2× Phoenix Ashes

Passageway #11 & 12

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent





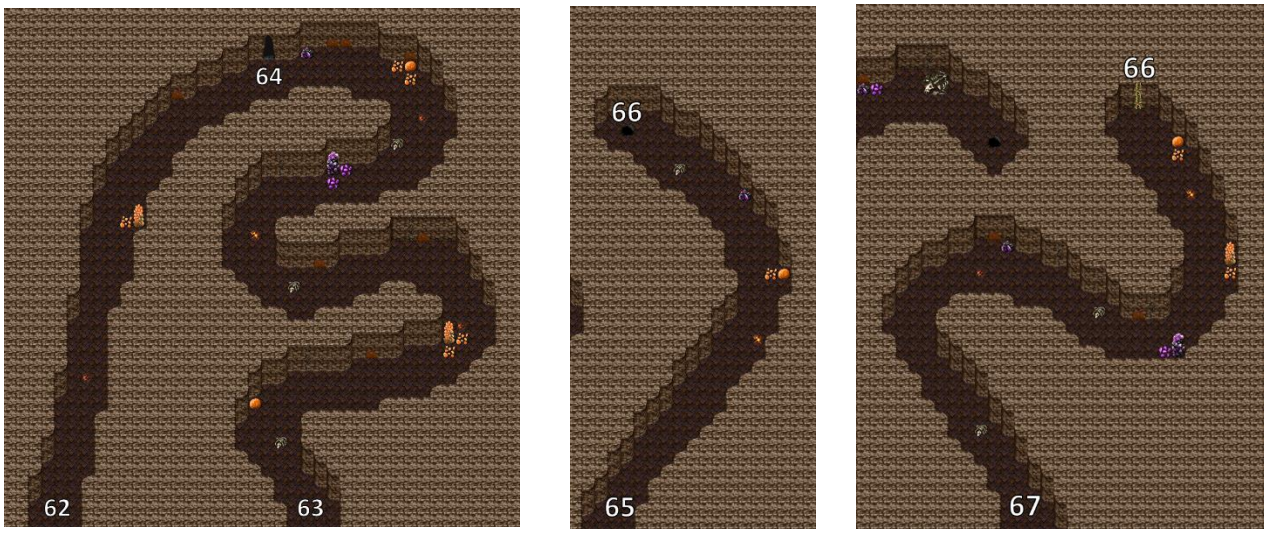
Treasure Chest Legend					
A	Celerity Ring	**C**	Aegis Helm	**E**	Aegis Hat
B	Aegis Spear	**D**	Aegis Shoes	**F**	Watchful Ring

Treasure Chest Legend	
α	Full Ambrosia, Full Nectar

Passageway #13 & 14 & 15

Suggested Level: 137 (Initial Level +72)

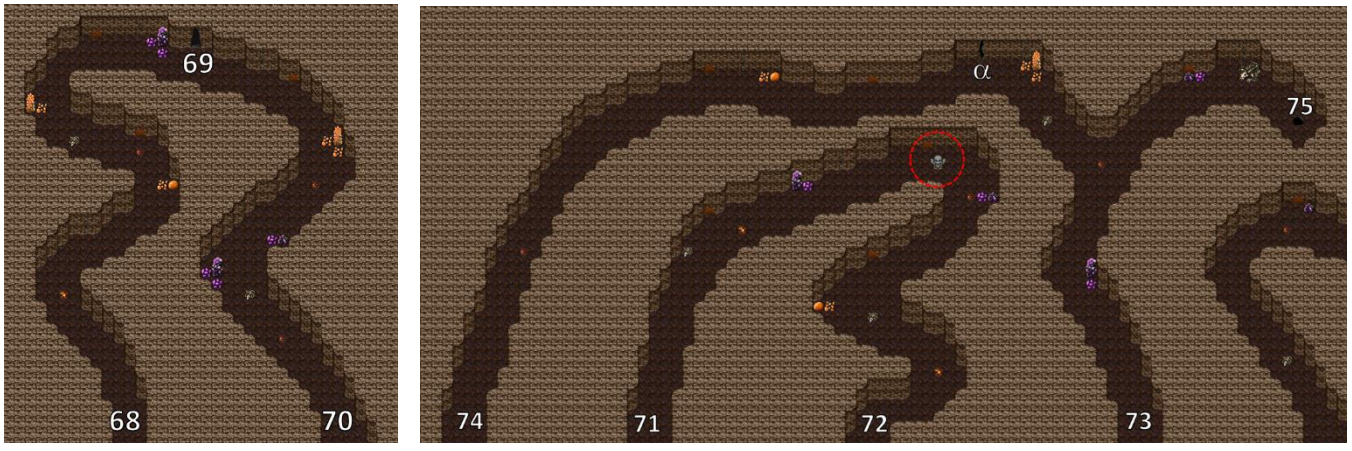
Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent



Passageway #16 & 17

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent



Treasure Chest Legend	
α	2× Full Elixir

Passageway #18

Suggested Level: 137 (Initial Level +72)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent

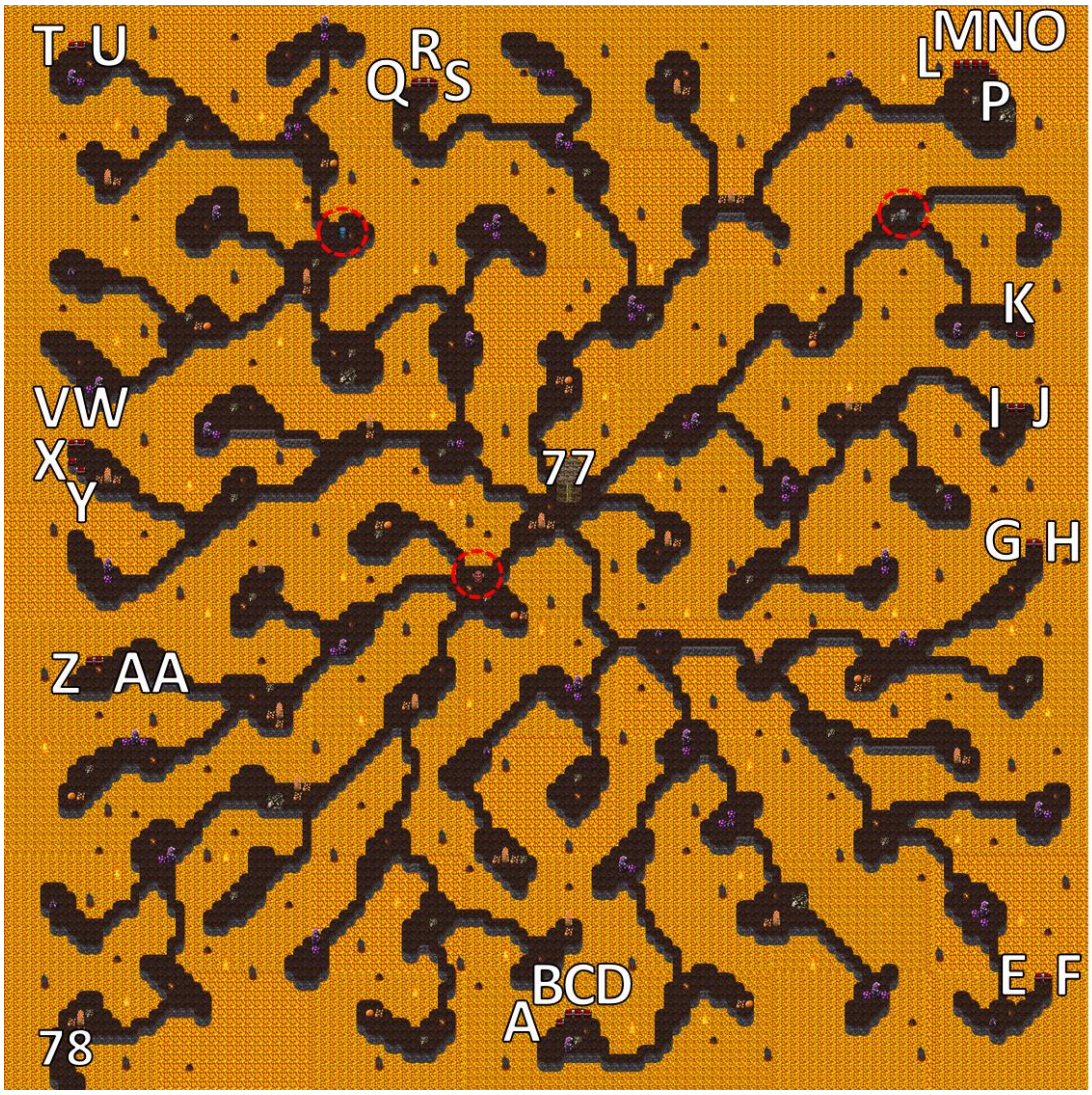


Treasure Chest Legend	
α	Great Regeneration Potion, Great Renewing Potion

Floor #8

Suggested Level: 139 (Initial Level +74)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent

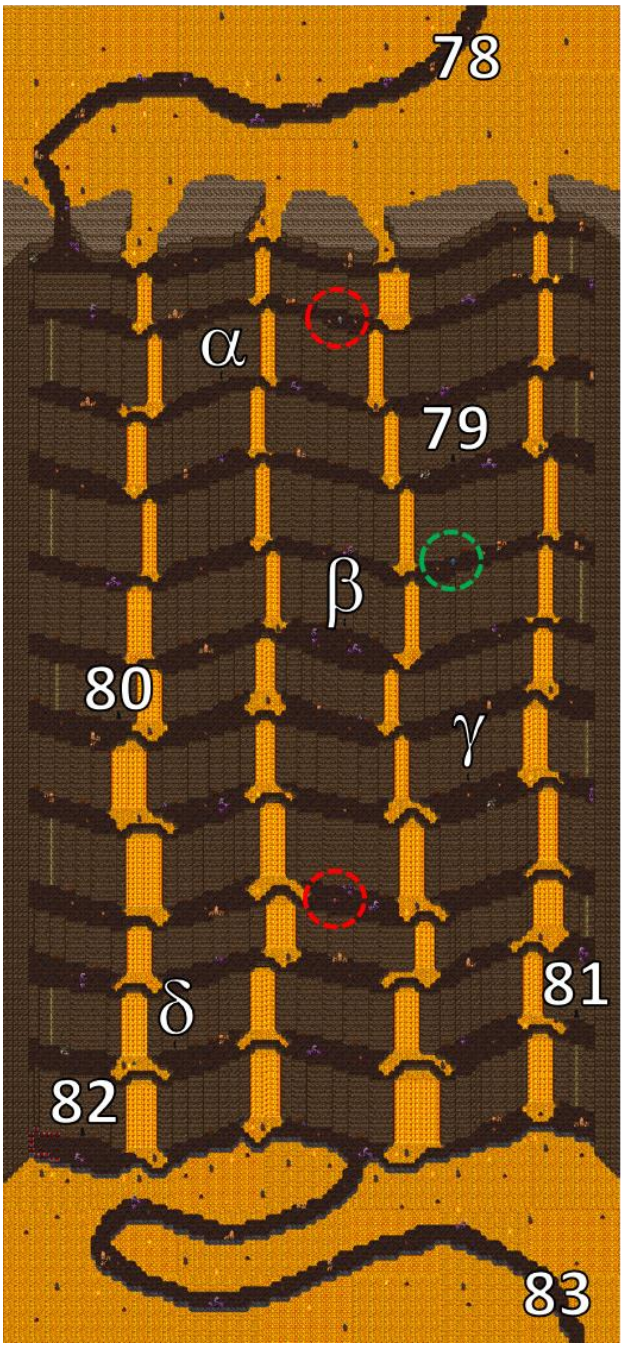


Treasure Chest Legend					
A	Regeneration Potion	**J**	Resurrection Elixir	**S**	Piercing Cyclone Bomb
B	Great Renewing Potion	**K**	Recipe for Ancient Spear	**T**	Aegis Cloak
C	Great Regeneration Potion	**L**	Full Elixir	**U**	Aegis Bow
D	Renewing Potion	**M**	Full Nectar	**V**	Great SP Orb
E	Invisibility Ring	**N**	Full Remedy	**W**	Perfect SP Orb
F	Citadel Ring	**O**	Essence of the Phoenix	**X**	Large AP Orb
G	Hyper Remedy	**P**	Full Ambrosia	**Y**	Huge AP Orb
H	10× Infernal Wicks	**Q**	Piercing Electric Bomb	**Z**	Ambrosia
I	Phoenix Ashes	**R**	Piercing Cryogenic Bomb	**AA**	Nectar

Floor #9

Suggested Level: 141 (Initial Level +76)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent

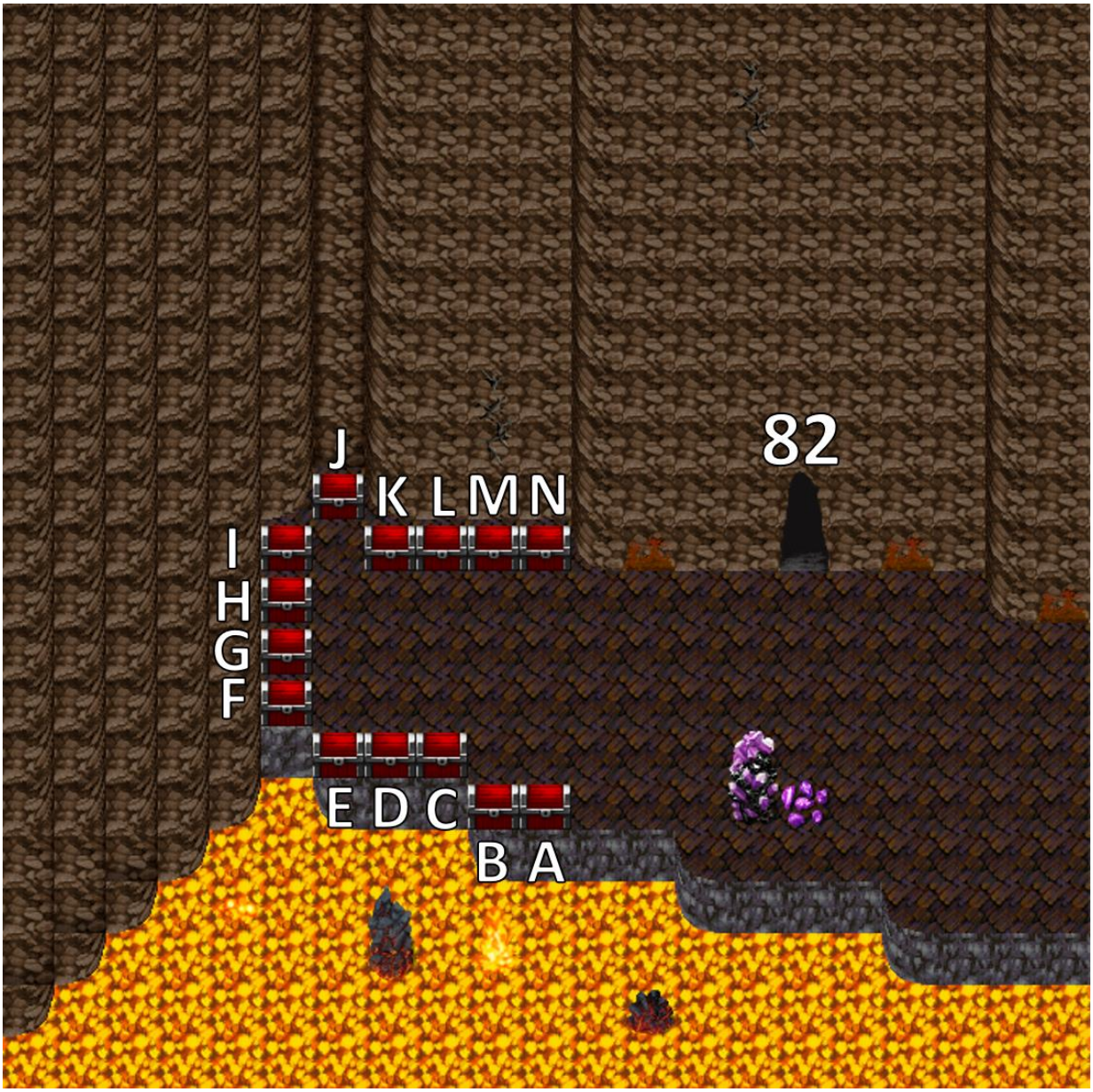


Treasure Chest Legend			
α	Great Regeneration Potion, Great Renewing Potion	γ	Essence of the Phoenix
β	Full Elixir	δ	Full Ambrosia, Full Nectar

Floor #9 – Bottom

Suggested Level: 141 (Initial Level +76)

Enemies: Hellish Soul, Infernal Bomb, Scourge Serpent

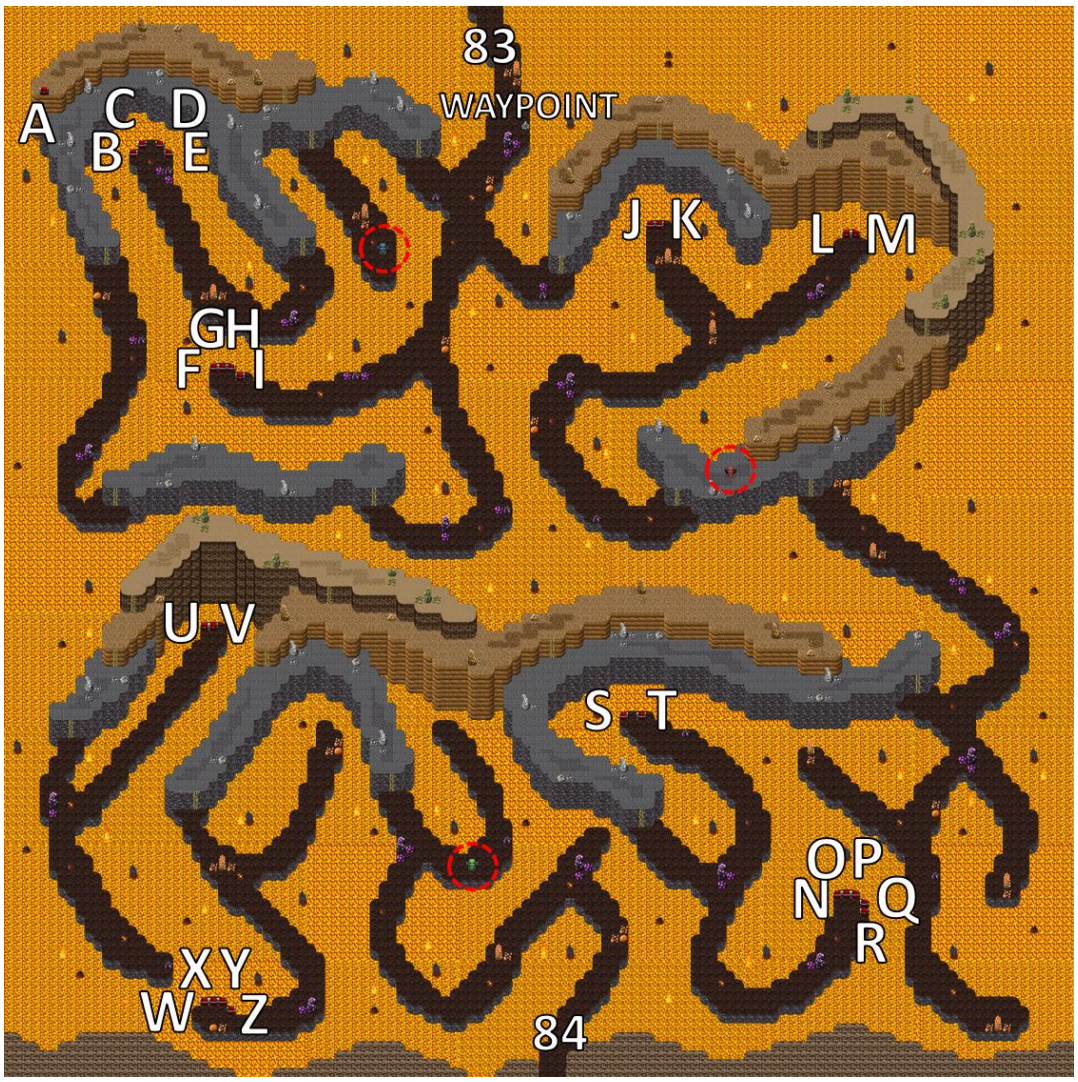


Treasure Chest Legend					
A	3× Piercing Cryogenic Bomb	**F**	Full Nectar	**K**	Renewing Potion
B	Aegis Spear	**G**	Full Ambrosia	**L**	Regeneration Potion
C	Huge AP Orb	**H**	Great Renewing Potion	**M**	10× Scourge Serpent Scales
D	Scholar's Ring	**I**	Essence of the Phoenix	**N**	Great SP Orb
E	Bastion Ring	**J**	Recipe for Everlasting Cloak		

Floor #10

Suggested Level: 143 (Initial Level +78)

Enemies: Stygian Slime, Gargantua, Sapphire Dragon



Treasure Chest Legend					
A	10× Stygian Sludges	**J**	Ambrosia	**S**	Phoenix Ashes
B	Full Ambrosia	**K**	Nectar	**T**	Resurrection Elixir
C	Full Remedy	**L**	Juggernaut Ring	**U**	Aegis Cloak
D	Full Elixir	**M**	Mana Ring	**V**	Aegis Robe
E	Full Nectar	**N**	Piercing Electric Bomb	**W**	Renewing Potion
F	Huge AP Orb	**O**	Piercing Holy Bomb	**X**	Great Regeneration Potion
G	Perfect SP Orb	**P**	Piercing Shadow Bomb	**Y**	Great Renewing Potion
H	Huge AP Orb	**Q**	Piercing Cyclone Bomb	**Z**	Regeneration Potion
I	Great SP Orb	**R**	Piercing Magma Bomb		

Battle Notes: *In this area, you'll find three new enemy types: Stygian Slime, Gargantua, Sapphire Dragon:*



Name: Stygian Slime
Stealable Items: Nectar, Piercing Shadow Bomb, Great Regeneration Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
37,500	9,999	530	525	535	545	310	695	10	147,500	1,680	0	Stygian Sludge

Skill	MP Cost	Description
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies
Darkest Night	500	~500 HP damage with dark element to all enemies
Pitch Black Trident	500	~1,000 HP damage with dark element to one enemy
Mind Devour	0	Absorbs All MP from one enemy



Name: Gargantua
Stealable Items: Ambrosia, Piercing Cryogenic Bomb, Great Regeneration Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
45,000	9,999	555	575	505	485	290	310	10	150,000	1,658	0	Gargantuan Tusk

Skill	MP Cost	Description
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Gargantua's Horn	600	DMG = 200% Normal Attack, -33% HP/turn for 3 turns to one enemy
Whiplash	300	250% Normal Attack to one enemy
Blitz	800	600 HP damage + 125% Normal Attack to one enemy



Name: Sapphire Dragon
Stealable Items: Ambrosia, Precision Tonic, Nectar

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

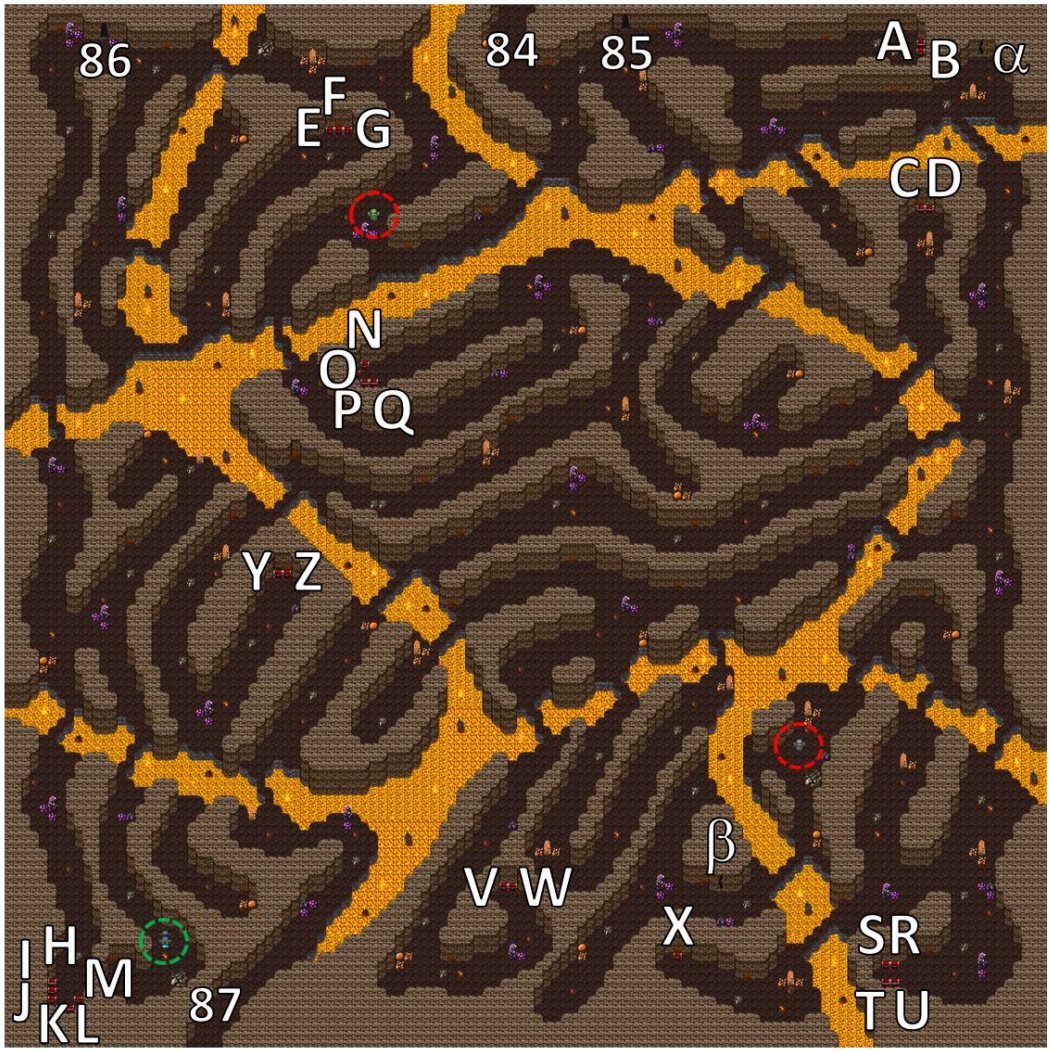
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
42,500	9,999	545	555	515	515	345	330	10	152,500	1,636	0	Sapphire Scale

Skill	MP Cost	Description
Vicious Bite	500	500 HP damage + 150% Normal Attack with -20% HP/turn to one enemy
750 Cuts	800	750 HP damage + 50% Normal Attack and -20% HP/turn to enemy Party
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy

Floor #11

Suggested Level: 145 (Initial Level +80)

Enemies: Stygian Slime, Gargantua, Sapphire Dragon

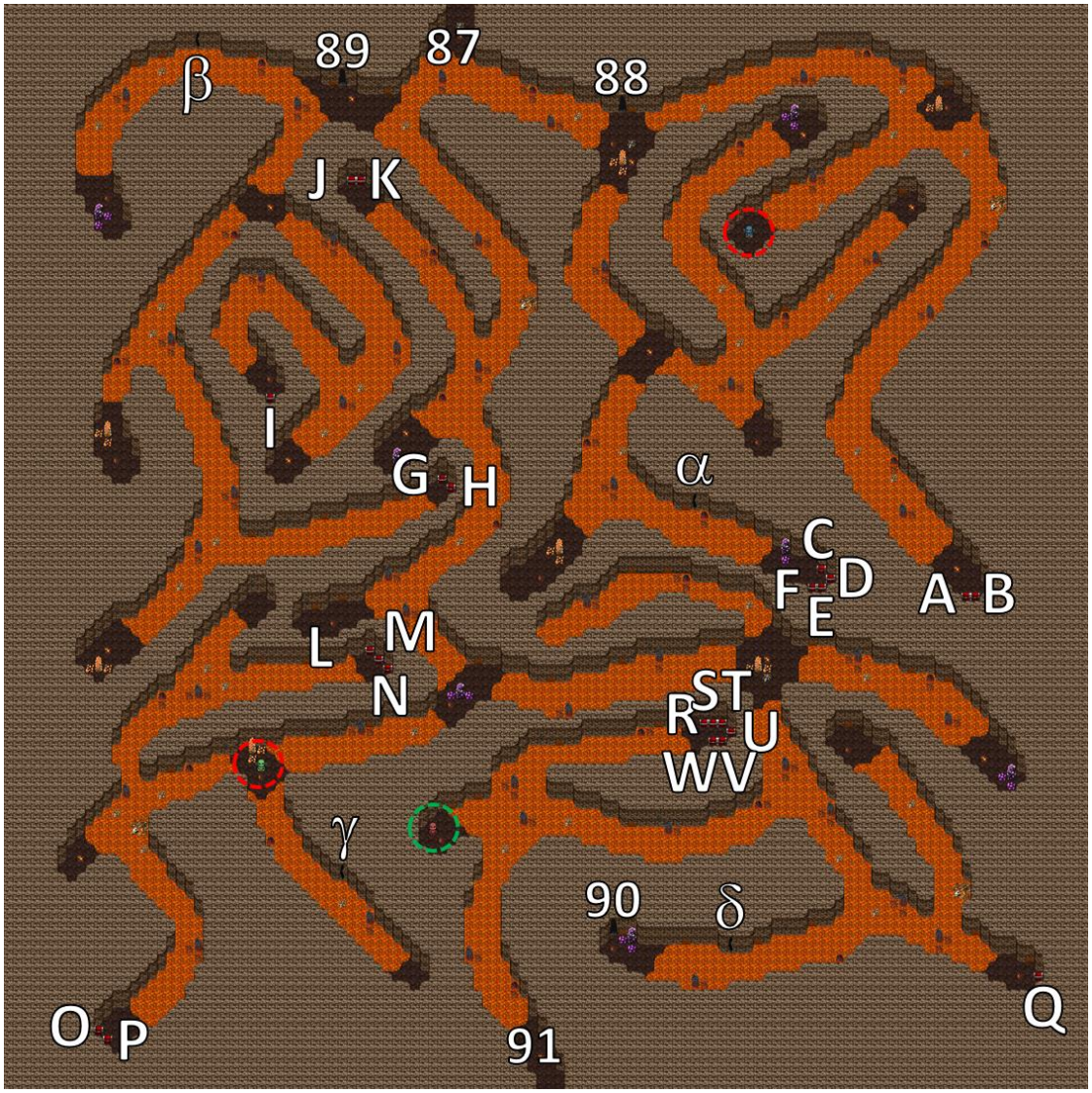


Treasure Chest Legend					
A	Resurrection Elixir	**K**	Piercing Cryogenic Bomb	**U**	Full Remedy
B	Phoenix Ashes	**L**	Piercing Holy Bomb	**V**	Odd Ring
C	Perfect SP Orb	**M**	Piercing Magma Bomb	**W**	Eagle Eye Ring
D	Huge AP Orb	**N**	Renewing Potion	**X**	Recipe for Asmodeus' Robe
E	Nectar	**O**	Great Renewing Potion	**Y**	Aegis Staff
F	Perfect Elixir	**P**	Great Regeneration Potion	**Z**	10× Gargantuan Tusks
G	Ambrosia	**Q**	Regeneration Potion	**α**	2× Essences of the Phoenix
H	Piercing Shadow Bomb	**R**	Full Nectar	**β**	Full Ambrosia
I	Piercing Electric Bomb	**S**	Full Elixir		
J	Piercing Cyclone Bomb	**T**	Full Ambrosia		

Floor #12

Suggested Level: 147 (Initial Level +82)

Enemies: Stygian Slime, Gargantua, Sapphire Dragon

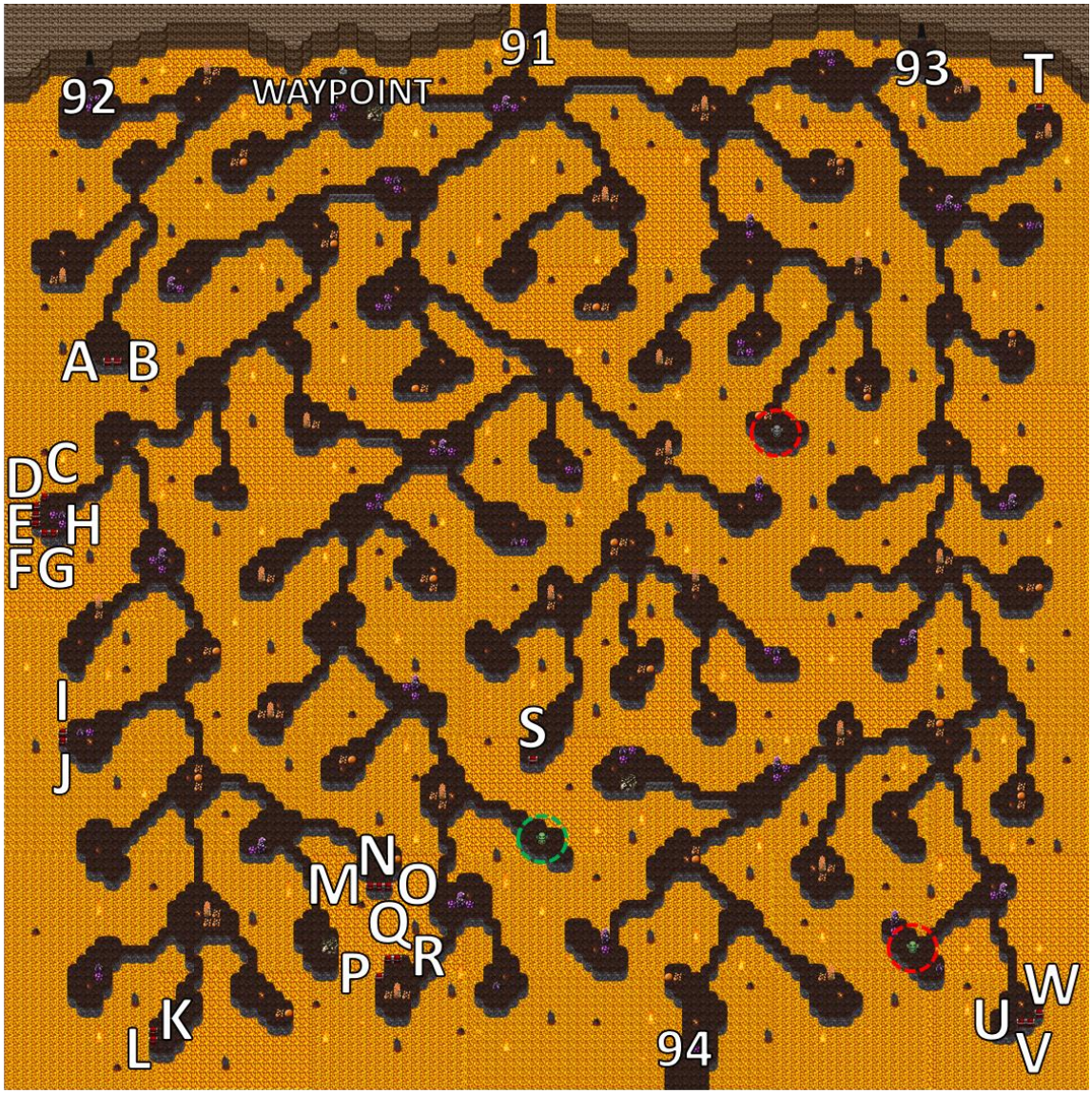


Treasure Chest Legend					
A	Ethereal Ring	**J**	Nectar	**S**	Piercing Cyclone Bomb
B	Alacrity Ring	**K**	Ambrosia	**T**	Piercing Cryogenic Bomb
C	Full Remedy	**L**	Huge AP Orb	**U**	Piercing Magma Bomb
D	Full Elixir	**M**	Perfect SP Orb	**V**	Piercing Holy Bomb
E	Full Nectar	**N**	Huge AP Orb	**W**	Piercing Shadow Bomb
F	Full Ambrosia	**O**	Aegis Robe	**α**	Essence of the Phoenix
G	Great Regeneration Potion	**P**	Aegis Armor	**β**	Perfect Elixir, Perfect SP Orb
H	Great Renewing Potion	**Q**	Recipe for Osmosis Staff	**γ**	Great Regen. Potion, Great Renew. Potion
I	10× Sapphire Scales	**R**	Piercing Electric Bomb	**δ**	Full Elixir

Floor #13

Suggested Level: 149 (Initial Level +84)

Enemies: Hulking Brute, Earthen Emperor, Lucifer's Spawn



Treasure Chest Legend					
A	Great Renewing Potion	**I**	Aegis Staff	**Q**	Full Ambrosia
B	Great Regeneration Potion	**J**	Aegis Sword	**R**	Full Nectar
C	Piercing Cyclone Bomb	**K**	Oceanic Ring	**S**	Recipe for Asmodeus' Armor
D	Piercing Cryogenic Bomb	**L**	Titan Ring	**T**	10× Hulking Tail
E	Piercing Magma Bomb	**M**	Huge AP Orb	**U**	Full Remedy
F	Piercing Shadow Bomb	**N**	Perfect SP Orb	**V**	Full Elixir
G	Piercing Electric Bomb	**O**	Huge AP Orb	**W**	2× Essence of the Phoenix
H	Piercing Holy Bomb	**P**	Full Elixir		

Battle Notes: *In this area, you'll find three new enemy types: Hulking Brute, Earthen Emperor, Lucifer's Spawn:*



Name: Hulking Brute
Stealable Items: Ambrosia, Champion Tonic, Nectar

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
47,500	9,999	575	565	535	510	320	1010	10	155,000	1,786	0	Hulking Tail

Skill	MP Cost	Description
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Whiplash	300	250% Normal Attack to one enemy
Tail Slam	300	175% Normal Attack to one enemy
Brute's Fury	650	DMG = 75% Max HP to one enemy
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Crushing Jaws	150	ATK +20% to user for 5 turns



Name: Earthen Emperor
Stealable Items: Ambrosia, Great Renewing Potion, Nectar

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
50,000	9,999	585	755	520	540	300	325	5	157,500	1,848	0	Earthen Ruble

Skill	MP Cost	Description
Rockskin	100	DEF +100% to user
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Emperor's Assault	650	DMG = 30% Max HP to enemy Party
Earthen Club	300	200% Normal Attack to one enemy



Name: Soulless Slime
Stealable Items: Great Regeneration Potion, Great Renewing Potion, Perfect Elixir

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

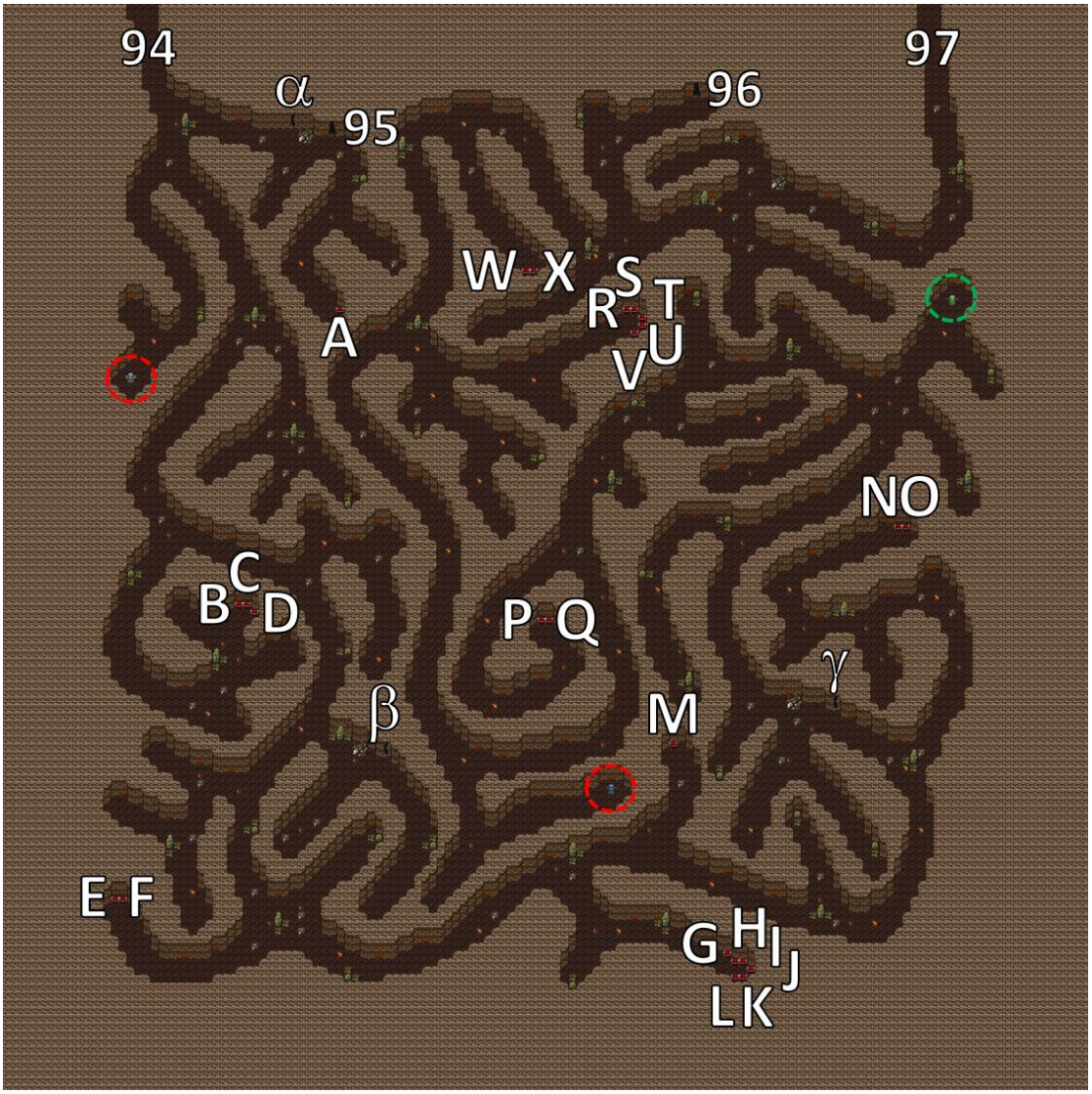
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
66,666	9,999	666	666	666	666	666	666	6	160,000	1,892	0	Spawn Heart

Skill	MP Cost	Description
No Hope	500	Reduces one enemy to 1 HP
Sunder	800	1500 HP damage + 200% Normal Attack to one enemy
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Sickness of the Spawn	750	DMG = 50% Max HP to enemy Party and chance to inflict all status effects
Unholy Power	500	Bestows +25% ATK, DEF to user

Floor #14

Suggested Level: 151 (Initial Level +86)

Enemies: Hulking Brute, Earthen Emperor, Lucifer's Spawn

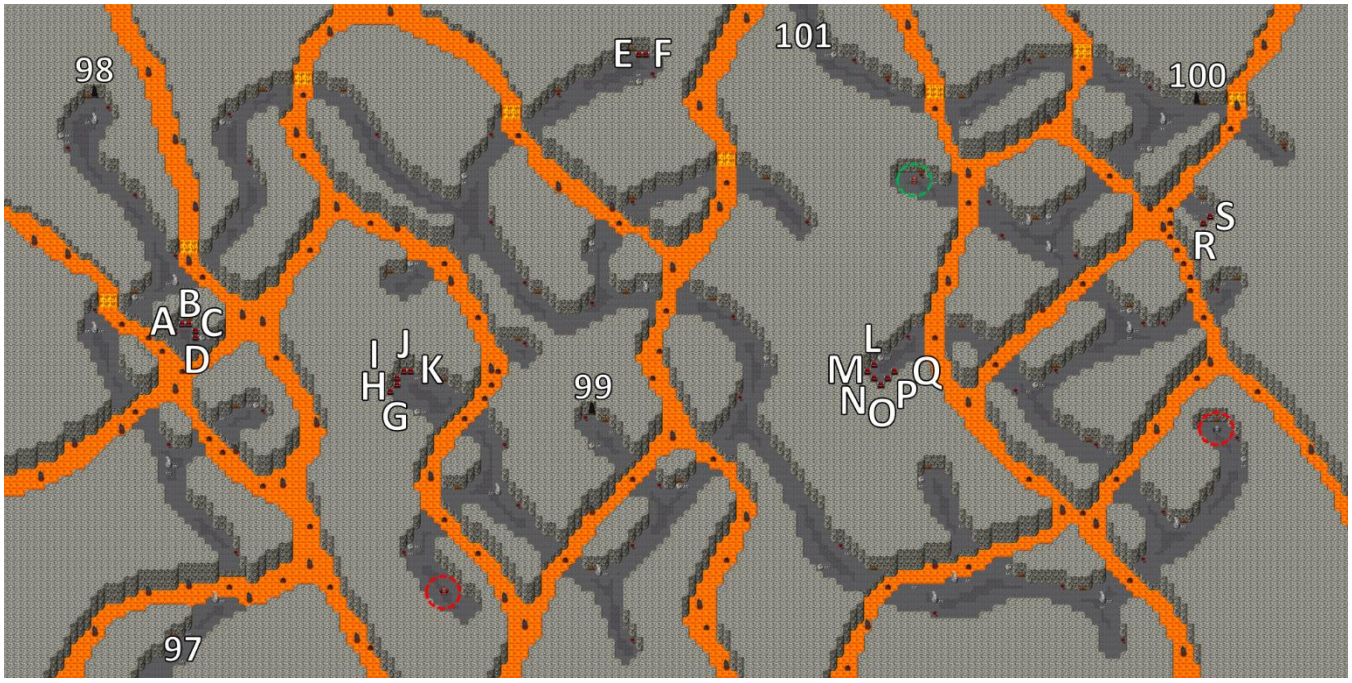


Treasure Chest Legend					
A	10× Earth Rubble	**J**	Piercing Shadow Bomb	**S**	Full Elixir
B	Huge AP Orb	**K**	Piercing Magma Bomb	**T**	Full Remedy
C	Perfect SP Orb	**L**	Piercing Cryogenic Bomb	**U**	Essence of the Phoenix
D	Huge AP Orb	**M**	Recipe for Sinful Sword	**V**	Full Ambrosia
E	Full Elixir	**N**	Fortress Ring	**W**	Aegis Armor
F	Essence of the Phoenix	**O**	Genius Ring	**X**	Aegis Sword
G	Piercing Holy Bomb	**P**	Great Renewing Potion	**α**	Full Ambrosia, Full Nectar
H	Piercing Electric Bomb	**Q**	Great Regeneration Potion	**β**	*Empty*
I	Piercing Cyclone Bomb	**R**	Full Nectar	**γ**	Essence of the Phoenix

Floor #15

Suggested Level: 153 (Initial Level +88)

Enemies: Hulking Brute, Earthen Emperor, Lucifer's Spawn



Treasure Chest Legend					
A	Full Ambrosia	**H**	Precision Tonic	**O**	Piercing Shadow Bomb
B	Full Elixir	**I**	Ambush Tonic	**P**	Piercing Cyclone Bomb
C	Full Nectar	**J**	Conjurer Tonic	**Q**	Piercing Cryogenic Bomb
D	Full Remedy	**K**	Champion Tonic	**R**	Stronghold Ring
E	2× Great Regeneration Potion	**L**	Piercing Holy Bomb	**S**	Bloodlust Ring
F	2× Great Renewing Potion	**M**	Piercing Magma Bomb		
G	Inflation Tonic	**N**	Piercing Electric Bomb		

Asmodeus' Lair

Suggested Level: 155 (Initial Level +90)

Enemies: Hulking Brute, Earthen Emperor, Lucifer's Spawn, Pandemonium

Super Boss Battle: Pandemonium



Items to Steal
3× Perfect Elixirs (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
2,500,000	250,000	1250	1400	1350	1300	500	750	5	5,000,000	0	75,000

Skill	MP Cost	Description
Bloody Pulp	300	4,000 HP damage + 300% Normal Attack (ignoring DEF) to one enemy
No Hope	500	Reduces one enemy to 1 HP
1,000 Cuts	800	1,000 HP damage + 50% Normal Attack (ignoring DEF) to all enemies Inflicts -15% HP/turn for 5 turns
Mind Devour	0	Absorbs All MP from one enemy
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Evil Eye	600	10K DMG after 3 turns
Whiplash	300	250% Normal Attack to one enemy
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Morph	500	Normal attack that inflicts Morph
Bedlam	1,500	DMG = 75% Max HP to enemy Party
Pandemonium	1,500	Random damage from 0 to 125% Max HP to all enemies Chance to inflict all status effects
Mutation	2,500	Regenerate 1% HP/turn and MP/turn for user for 10 turns



Super Boss Battle: Asmodeus



Items to Steal

3× Full Ambrosias (25%), 3× Full Nectars (25%), 3× Full Elixirs (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
5,000,000	250,000	1300	1350	1350	1375	525	725	5	15,000,000	0	50,000

Skill	MP Cost	Description
Asmodeus' Wrath	1,750	DMG = 75% Max HP to enemy Party; Inflicts -20% HP/turn for 5 turns
Asmodeus' Fire	750	~5,000 HP damage with fire element to one enemy
Asmodeus' Blade	1,500	Deals ~5,000 HP damage + 200% normal attack to one enemy; Inflicts -25% HP/turn
Astaroth's Blessing	3,000	Heals 500,000 HP
1,000 Cuts	800	1,000 HP damage + 50% Normal Attack (ignoring DEF) to all enemies Inflicts -15% HP/turn for 5 turns
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Death Strike	1,000	Deals ~10,000 HP damage to one enemy that ignores DEF

8.15 CHARACTER SPECIFIC SIDEQUESTS

These quests are only available if you have a particular character in your Party, so at most, you'll be able to do 4 of these sets of sidequests. Each character, except the Engineer, has a set of 3 sidequests of increasing difficulty. For simplicity, we'll start with the Knight's missions which are available through the Wystonia Arena at the Escort Mission Liaison counter.

8.15.1 Knight: Initial Escort Missions

Suggested Level: 75 (Initial Level +10)

You'll find the Escort Mission Liaison at the far eastern end of the basement of Wystonia Arena. If you don't have a Knight in your Party, the Liaison will tell you that they're not hiring right now; otherwise, the Liaison will attempt to hire you to escort clients around Firma. You will be paid for your services after completing three successful escort missions. If you accept the offer, the Liaison will tell you about your first mission. Each of the three escort missions will require you to find a citizen and escort them from their current location to another city. The relevant information for each of the escort missions is given in the table below:

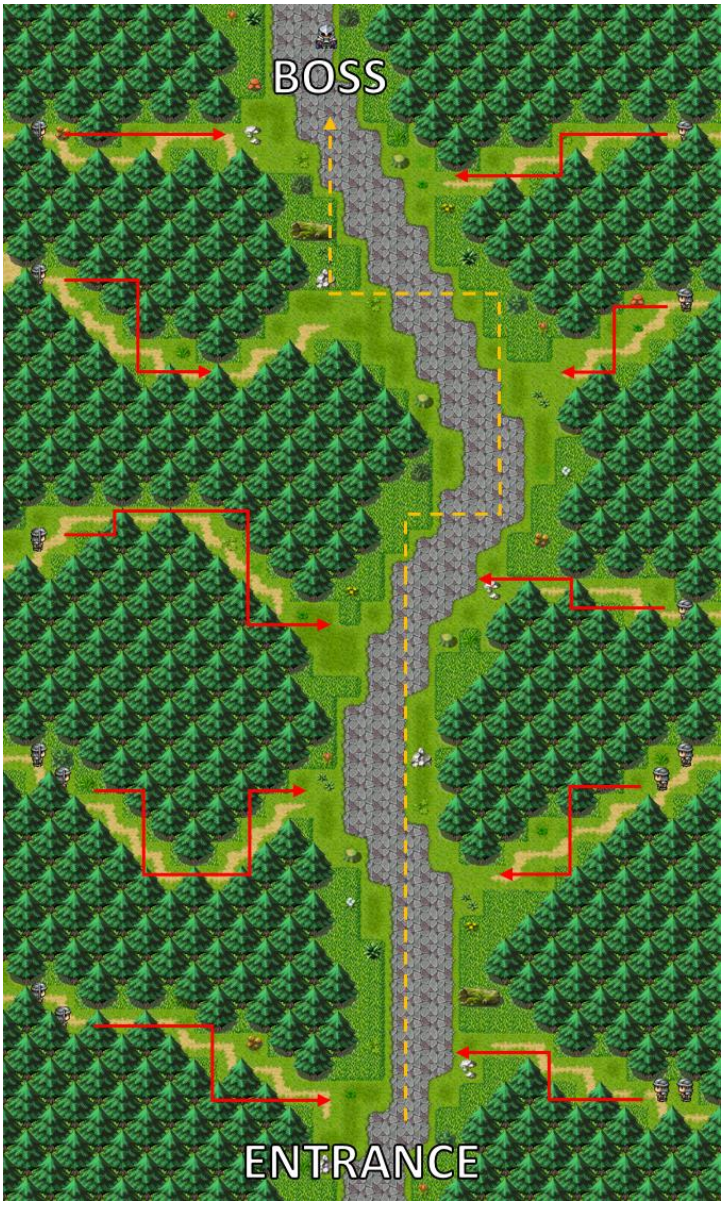
Mission Number	Client Location	Client Name	Client Destination
1	North Bay Inn (Pub Area)	Wealthy Merchant	Gremlar
2	Volundra (1st Floor East Wing)	Elven Researcher	Sacred Goblin Tree
3	Necht (Harbor Entrance)	Casino High Roller	Wystonia

After you complete all three escort missions, you'll receive your reward of either 750,000G or training from the Veteran Gladiator. If you're performing a speed run and in desperate need of gold, then the 750,000G may be worthwhile; otherwise, select the training and head to the Pub on the 2nd floor of the Arena. Talk to the Veteran Gladiator and he will teach you a new skill: Last Stand. Last Stand allows the Knight to resurrect once during battle with 1 HP. Last Stand is a passive skill so you don't need to cast it during battle; it automatically takes effect at the beginning of each battle. After receiving your reward, you should return to the Escort Mission Liaison for your next mission.

8.15.2 Knight: Theopolis Forest

Suggested Level: 85 (Initial Level +20)

Enemies: Hired Soldier, Hired Soldier Elite



Talk to the Escort Mission Liaison and he will tell you that you have been personally selected for this mission. The client, Sir Edmund of the Theopolis City Council, wants you to escort him to Theopolis. He believes that someone wishes to assassinate him and he wants you to protect him. If you agree to the mission, then you will learn that Edmund is ready to leave. When you're prepared, let the Escort Mission Liaison know and a short scene will play near the entrance of Wystonia.

Edmund will thank you for agreeing to escort him to Theopolis and you'll then start your convoy to Theopolis. When you reach the Theopolis Forest just after crossing the bridge, the Wagon will break down and you'll be forced to go on foot. In the forest, you'll be ambushed by a large enemy force and you must protect Edmund. To start, four groups of enemy soldiers will attack and you'll have to defeat them. Afterwards, Edmund will flee northward. The enemy soldiers will target Edmund and if they reach him, they will kill him. You must kill the soldiers before they can reach Edmund.

Edmund will roughly follow the path of the dashed yellow line in the map to the right. Enemy soldiers will flood in from the paths to the east and west (marked in red). Even if you defeat all the enemy soldiers, you must still defeat the boss at the northern edge of the forest before Edmund reaches that location or else the boss will kill Edmund and you'll fail the mission.

The movements of the enemy soldiers are too chaotic to give step-by-step directions, so you will have to develop your own winning strategy to defeating the flood of attackers. Once you've defeated all the incoming enemy soldiers, make sure you head northward to engage the boss before Edmund reaches him. The Hired Soldier Commander uses a variety of physical attacks to cut you down, including several attacks (Vicious Slice, 500 Cuts) that inflict bleeding states. Clotting Rings can be an effective defense against him. Likewise, skill and item boosts of DEF are useful in reducing the physical damage that he

inflicts. Exploit his relatively low MGD and Dark elemental weakness for maximum damage. The numerous Hired Soldier battles prior to engaging the boss can make this battle more difficult, but if you are well-stocked and fully healed prior to engaging the Hired Soldier Commander, you should defeat him.

Boss Battle: Hired Soldier Commander



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (5%), Vaccine Ring (5%), Sapphire Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	385	410	370	350	165	165	10	600,000	25,000	2,500

Skill	MP Cost	Description
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
High Explosive	950	~450 HP non-elemental damage to all enemies
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy

After defeating the Commander, wait for Edmund to reach the northern edge of the Theopolis Forest and you'll have successfully completed the mission. Afterwards, a short scene will play where Edmund thanks you for saving his life and tells you that he has made arrangements for your reward with the Escort Mission Liaison.

At this point, you're finished in Theopolis and you should return to the Escort Mission Liaison in the basement of the Wystonia Arena. The Liaison will inform you that Edmund has offered you the choice of his sword (Edmund's Sword) or shield (Edmund's Shield). Edmund's Sword is a powerful weapon (more powerful than an Aegis Sword) that regenerates 300 HP/turn and inflicts silence on the enemy. Edmund's Shield will protect the user against all bleeding states (similar to the Clotting Ring). It is your choice as to which piece of equipment you choose. Make your choice based on your current equipment and needs. After you've chosen your reward, see the Escort Mission Liaison once again for the final escort mission.

Battle Notes: *In this area, you'll find two new enemy types: Hired Soldiers and Hired Soldier Elites.*



Name: Hired Soldier
Stealable Items: Giant Potion, Full Magic Potion, Full SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
10,000	6,500	250	270	260	260	130	150	10	50,000	500	3,000	N/A

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Grenade	750	~300 HP non-elemental damage to all enemies



Name: Hired Soldier Elite
Stealable Items: Massive Potion, Giant Magic Potion, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
15,000	7,500	265	285	275	275	140	165	10	65,000	650	5,000	N/A

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Grenade	750	~300 HP non-elemental damage to all enemies
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

8.15.3 Knight: Northern Tundra Passageway

To Aureus' Mansion

Suggested Level: 95 (Initial Level +30)



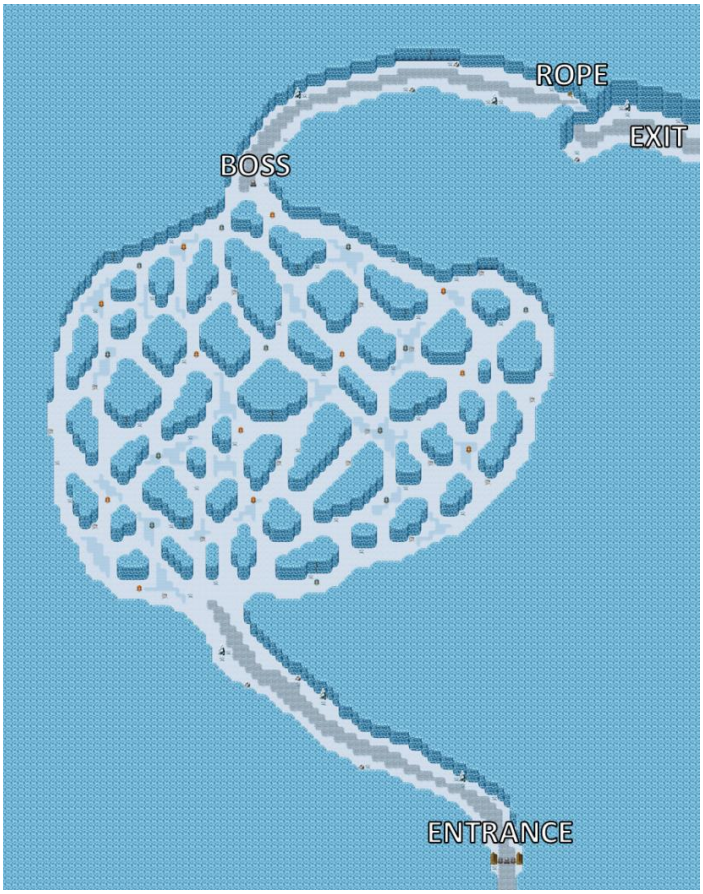
After completing the escort mission for Edmund, return to the Escort Mission Liaison in the basement of the Wystonia Arena. He will inform you that Aureus, the owner of the Wystonia Casino, plans to travel to his mansion in the northern tundra of Orphos. After hearing of your exploits, he won't trust anyone but you to escort him. Accept the mission and then head to the Casino to find Aureus. You'll find him on the 2nd floor of the Wystonia Casino inside the High Roller area. If you don't have High Roller status, Aureus will grant it to you so that you will be allowed to see him.

Aureus tells you that he prefers to travel without a caravan. Instead, he wants to travel by foot. His private mansion is completely isolated from Orphos by high mountains and the only way inside is through a long icy passageway north of Theopolis. Aureus will join your Party and then it's time to stock up on supplies and head north to Orphos. Hit the Wystonia shops if you're short on supplies and then depart the town. If you have acquired the Phoenix at this point, then board your Phoenix and fly west to the western coastline of Vir and then north until you see the bridge that crosses from desert to tundra on Orphos. Just north of the bridge, you'll find the southern entrance to the Northern Tundra Passageway. If you haven't yet acquired the Phoenix, then board your ship and sail clockwise around the coastline until you reach the NW tip of Vir. From there, sail north and dock your Ship at the southern port on Orphos. Head west until you find the boundary between the grasslands and desert and then follow it north until you find the bridge crossing from the southern desert to northern tundra. You'll find the southern entrance to the Northern Tundra Passageway just to the north of the bridge.

Northern Tundra Passageway

Suggested Level: 95 (Initial Level +30)

Enemies: Thief, Bandit



After entering the Northern Tundra Passageway, you'll find that Aureus' Passageway guards have been murdered. He has faith in your strength and suggests that you meet the upcoming threat head on. Head NW up the corridor until the chamber opens up to a warren of intertwining caves. At this point, Aureus will separate from your Party and your Party will split in half so that you can simultaneously protect Aureus and venture north to defeat the boss.

If you defeat the boss, then the rest of the bandits will flee. Once the scenario begins, all of the bandits throughout the Passageway will begin to converge on Aureus' position. Only the Bandit Leader will remain at his initial location. If any of the bandits reach Aureus, then you will fail the mission. Likewise, if either of your split Parties is defeated, then it is Game Over.

There are two strategies for completing Aureus' escort mission. The first strategy requires keeping both of your Party groups near Aureus and switching back and forth between them as Bandits get near to each Party. This requires a large number of battles but is the safest strategy since you can always keep an eye on Aureus. The other strategy is to keep one half of the Party near Aureus and to send the other north as quickly as possible to defeat the boss. This strategy is dangerous because you won't be able to see the Bandits around Aureus, and the Bandits may ignore your Party and hone in on Aureus leading to a Game Over while you aren't watching. To complete this strategy successfully, you'll have to switch back and forth between your Parties every ~5 seconds to check on the incoming bandits. If you can do so efficiently, you may manage to avoid a large number of battles by defeating the Bandit Leader quickly.

Regardless of which strategy you choose, the scenario will not end until the Bandit Leader is defeated. He uses a variety of physical attacks, include Vicious Slice which inflicts a bleeding state. His most dangerous attacks are High Explosive and Total Demolition which can deal massive damage to your entire Party. He is well-balanced between DEF and MGD so your attack strategy will be Party dependent. If magic heavy, then use Darkness 8 to exploit his Dark elemental weakness. Alternatively, you can exploit the same weakness with Dark elemental bombs (Demonic Shadow Bombs or Piercing Shadow Bombs).

Boss Battle: Bandit Leader



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (5%), Vaccine Ring (5%), Aegis Dagger (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	450	450	450	450	325	250	10	950,000	50,000	3,500

Skill	MP Cost	Description
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
Total Demolition	500	500 HP damage + Normal Attack to all enemies

After you defeat the Bandit Leader, the rest of the remaining Bandits (if any remain) will flee and you can once again join up with Aureus. Head NE and east until you reach a sheer cliff with no clear way down. Just above it, you'll find a coiled rope. Investigate it and you'll be able to lower the rope down the cliff face to create a path down. Head east to the exit and then make your way to Aureus' Mansion. Safely inside his mansion, Aureus will thank you for your protection. He tells you that the Veteran Gladiator has been instructed to teach you his most powerful technique. There are no treasures inside Aureus' Mansion, so return to Wystonia and visit the Veteran Gladiator on the 2nd floor of the Arena. True to Aureus' word, he will teach you a new skill called Calamity which deals a 1000% normal attack to a single enemy making it your most powerful single target attack.

At this point, you've completed the Knight's sidequests and there is nothing more to do for the Escort Mission Liaison.

Battle Notes: *In this area, you'll find two new enemy types: Thieves and Bandits.*



Name: Thief
Stealable Items: Massive Potion, Giant Magic Potion, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
15,000	8,500	255	265	285	265	160	200	10	75,000	750	5,000	N/A

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
100 Cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party



Name: Bandit
Stealable Items: Great Potion, Massive Magic Potion, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
20,000	8,500	270	280	300	280	175	225	10	85,000	850	7,500	N/A

Skill	MP Cost	Description
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

8.15.4 Monk: Working for the Witch Doctor

Suggested Level: 75 (Initial Level +10)

You'll find the Goblin Witch Doctor in the Ugbar Swamp as discussed in Section ***8.9.7***. If you don't have a Monk in your Party, then the Goblin Witch Doctor will tell you to go away. If you do have a Monk in your Party, then the Goblin Witch Doctor will ask for your help in brewing a special concoction. This constitutes the Monk's first Sidequest mission where he asks you to collect four sets of ingredients for his concoction. The location for each of the ingredients is listed in the table below:

Ingredient	Location
3× Baked Skulls	Dropped by Burning Souls in the Spiral Cave
3× Phantom Essences	Dropped by Phantom Souls in the Sacred Goblin Tree
Eye of Newt	Inside bottle on table in Gremlar Item Shop
Toe of Frog	Inside Set of Vials in Hobgar Castle Library

After collecting the ingredients, return to the Goblin Witch Doctor and he will reward you with a new skill called Mirage. Mirage, when used in battle, gives the Monk a massive 10,000 AGI boost for the duration of a battle and can be extremely useful in boss battles to avoid physical attacks. It's also useful for boosting the Party average AGI so that you can run from normal enemies.

The Goblin Witch Doctor isn't done with you yet. If you talk with him after he rewards you with Mirage, he will tell you the story of Ambar. The once thriving Goblin city was abandoned due to a mysterious Goblin treasure hunter who brought *Cursed Gauntlets* back to Ambar. The *Cursed Gauntlets* unleashed a plague of zombification and disease on Ambar and today Ambar is nothing more than a Graveyard. Most Goblins prefer not to speak of the place, but the Goblin Witch Doctor fears nothing and believes he can cleanse the curse on the *Cursed Gauntlets*. He asks you to travel the Ambar to retrieve the *Cursed Gauntlets*.



To reach Ambar from the Ugbar Swamp, head south along the eastern edge of the mountains until the range ends. Then head west across a bridge, north and then west along the edge of the river you just crossed, and then cross another bridge to the west. Head south along a thin strip of land with mountains to the west until you reach the southern coast. Head west along the coast until you reach mountains blocking the way. Head north through the forest until you reach a bridge crossing to the west. Cross the bridge, head SW along the southern edge of the mountain range until you reach the western coastline. Head north along the coastline until you reach Ambar.

8.15.5 Monk: Ambar – Forsaken City

Forsaken City

Suggested Level: 85 (Initial Level +20)

Enemies: Plague Rat, Virulent Clay, Grotesque Infection, Viral Crawler



Treasure Chest Legend (All Purple Chests)			
A	Medium AP Orb	**C**	Hyper Remedy
B	Ambrosia, Nectar	**D**	Rejuvenating Elixir, Massive SP Orb

With the Ambar Key from the Goblin Witch Doctor, you can enter the Forsaken City. Inside the city gates, head NW to the house with the blue roof. Collect the treasure inside the residence (**Medium AP Orb** – ***A***) and then return outside. Next, head west and then follow the stone path NW between the green- and brown-roofed houses until you reach the gray-roofed residence in the NW corner of Ambar. Head inside, collect the two treasures (**Ambrosia, Nectar** – ***B***), and then return outside.

With the treasures in hand, head east past the red-roofed residence to the green-roofed house in the NE corner of town. Enter the house, collect the treasure (**Hyper Remedy** – ***C***), and then return outside. Head south and enter the gray-roofed residence. Grab the treasures inside (**Rejuvenating Elixir, Massive SP Orb** – ***D***) and then exit. Once you're finished, head SE to the well in the corner of town. Investigate and descend the ladder leading to the bottom of the well (***1***).

Battle Notes: *In this area, you'll find four new enemy types: Plague Rats, Virulent Clays, Grotesque Infections, and Viral Crawlers.*



Name: Plague Rat
Stealable Items: Giant Potion, Full Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
7,000	5,000	325	315	280	275	165	275	10	65,000	650	0	Rodent Tail

Skill	MP Cost	Description
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Contagion	350	Normal Attack that inflicts disease
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Oozing Pus	150	ACC -25% to all enemies for 5 turns



Name: Virulent Clay
Stealable Items: Avalanche Bomb, Hyper Remedy, Mega Wall Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
7,500	4,500	350	420	265	330	145	150	3	63,000	690	0	Clay Remnants

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Contagion	350	Normal Attack that inflicts disease



Name: Grotesque Infection
Stealable Items: Inferno Bomb, Hyper Remedy, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
8,000	6,000	310	365	345	350	135	165	50	68,000	624	0	Grotesque Skull

Skill	MP Cost	Description
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Meteoric Blast	700	~250 HP non-elemental damage to all enemies
Fiendish Suffering	500	Max HP +50% to all allies for battle
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Contagion	350	Normal Attack that inflicts disease



Name: Viral Crawler
Stealable Items: Giant Potion, Hyper Remedy, Mega Bubble Tonic

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

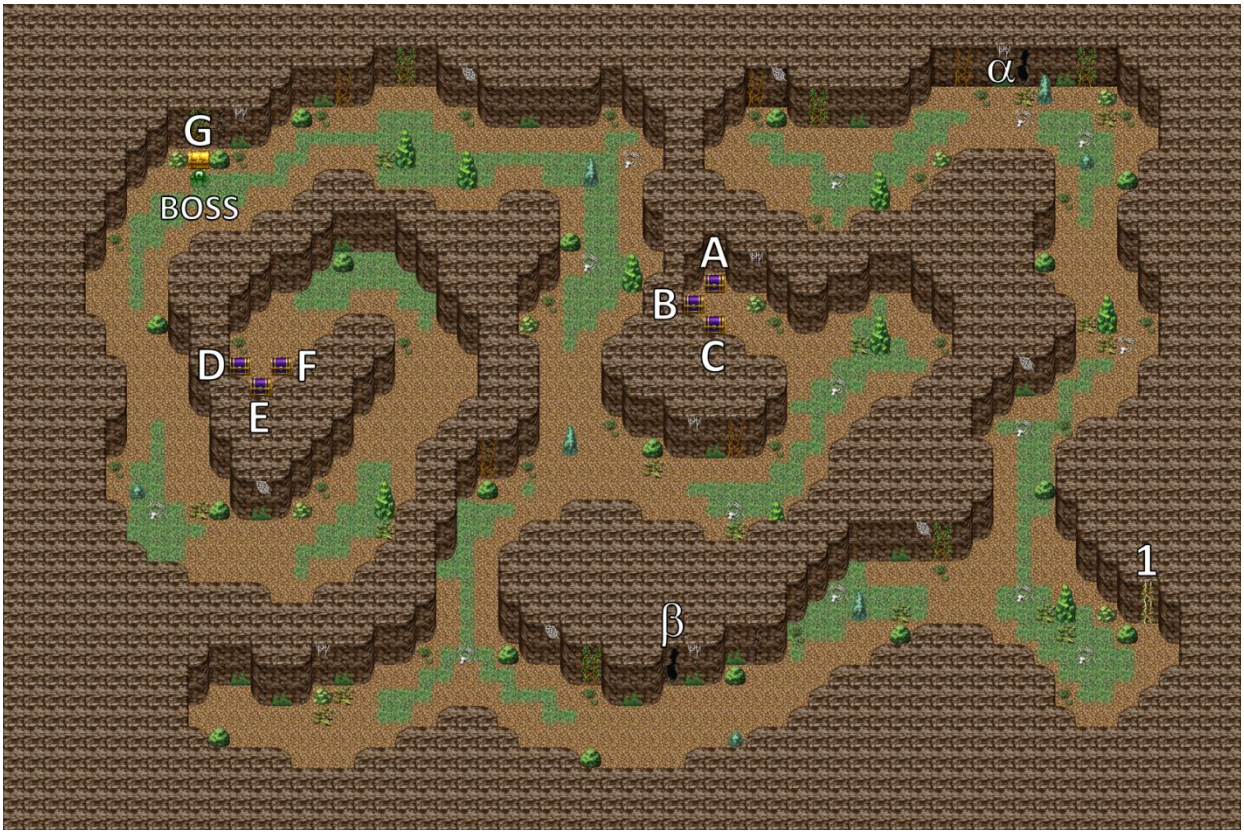
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
13,500	7,000	365	400	320	415	180	190	5	82,500	740	0	Crawler Slime

Skill	MP Cost	Description
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Strangling Shade	400	~350 HP damage with dark element to all enemies
Viral Infection	500	Disease on all enemies

Underground Cave

Suggested Level: 95 (Initial Level +30)

Enemies: Plague Rat, Virulent Clay, Grotesque Infection, Viral Crawler



Treasure Chest Legend (All Purple Chests)					
A	Large AP Orb	**D**	Phoenix Ashes	**G**	Cursed Gauntlets
B	Nectar	**E**	Great SP Orb	α	Renewing Potion, Regeneration Potion
C	Ambrosia	**F**	Resurrection Elixir	β	Perfect SP Orb

When you reach the bottom of the well (***1***), you'll find an Underground Cave. Take a few steps NW and you'll find a north/west fork. Take the northern fork and follow it until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Renewing Potion, Regeneration Potion** – α). After collecting the treasure, return south to the previous fork. Now, take the western fork and follow it until you reach another Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Perfect SP Orb** – β). Once you've collected the treasure, leave the chamber and head west until you reach a west/north fork. The western fork is a short dead end so head north along the corridor until you reach a north/east fork. First, take the eastern fork and follow it until you reach a set of three treasures (**Large AP Orb** – ***A***, **Nectar** – ***B***, **Ambrosia** – ***C***).

With the treasures in hand, return along the path to the previous fork. Now, take the northern fork and follow it until you reach Aerico, the boss of Ambar. Before engaging it, continue along the path until you reach another set of treasures (**Phoenix Ashes** – ***D***, **Great SP Orb** – ***E***, **Resurrection Elixir** – ***F***). Gather the treasures and then return to Aerico, a powerful mutation of one of the Viral Crawlers you'll find inside Ambar. Aerico uses multiple Disease inflicting attacks, so make sure all of your characters are immune to Disease before the battle. He can also heal himself and deal an impressive amount of Dark elemental attacks, so Dark elemental resistance is helpful. Make sure you're fully prepared and then engage Aerico. Depending on the level at which you've attempted Aerico, he can be either extremely challenging or a push over. After you defeat him, collect the treasure inside the Golden Chest behind him (**Cursed Gauntlets** – ***G***). With the treasure in hand, it's time to return to the Goblin Witch Doctor.

Boss Battle: Aerico



Items to Steal

Holy Devastation Bomb (25%), Ultra Wall Tonic (50%), Large Cottage (25%), Vaccine Ring (5%)

Elemental Affinities

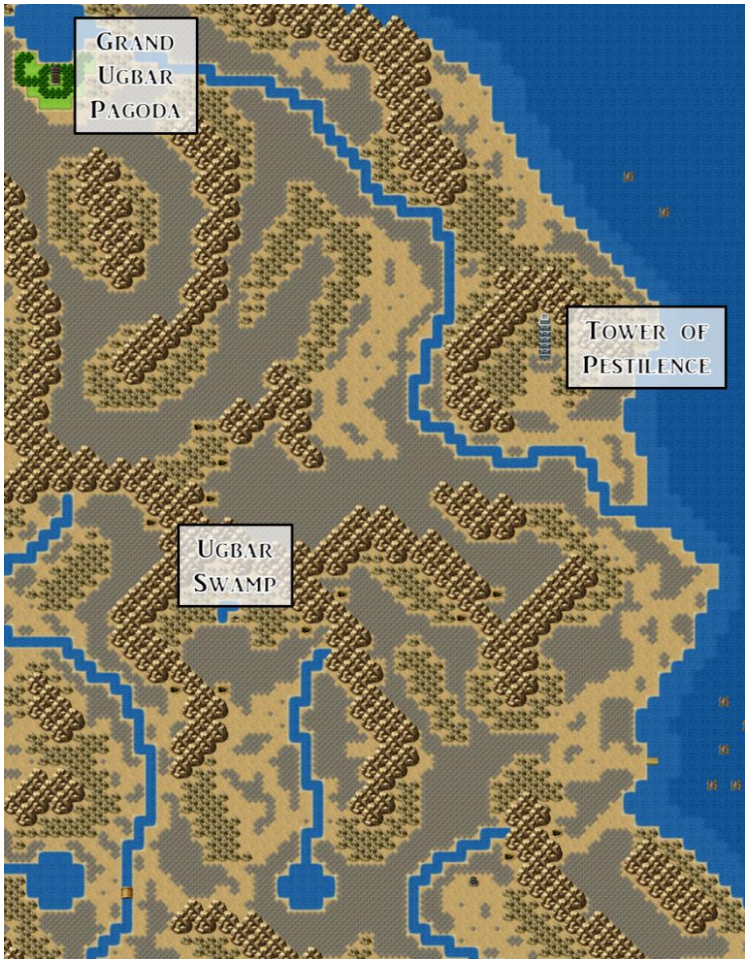
FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	F	C

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	535	600	520	615	220	290	5	500,000	0	5,000

Skill	MP Cost	Description
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Enveloping Shadow	300	~750 HP damage to dark element to all enemies
Viral Infection	500	Disease on all enemies
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Diseased Bite	450	200% normal attack that inflicts disease on one enemy
Diseased Assault	450	Normal attack to all enemies with chance to inflict disease
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy

8.15.6 Monk: Grand Ugbar Pagoda

Suggested Level: 95 (Initial Level +30)



When you return to the Goblin Witch Doctor with the Cursed Gauntlets, he will demand them and offer an ancient technique "Fusions Fists" in exchange. You have two choices: keep the Cursed Gauntlets and equip them or give them to the Goblin Witch Doctor. While the Cursed Gauntlets are a fine piece of equipment, you cannot progress to the final Goblin Witch Doctor quest unless you give him the Cursed Gauntlets. Furthermore, Fusion Fists is an excellent passive skill that adds 2% damage absorption to the Monk's attack.

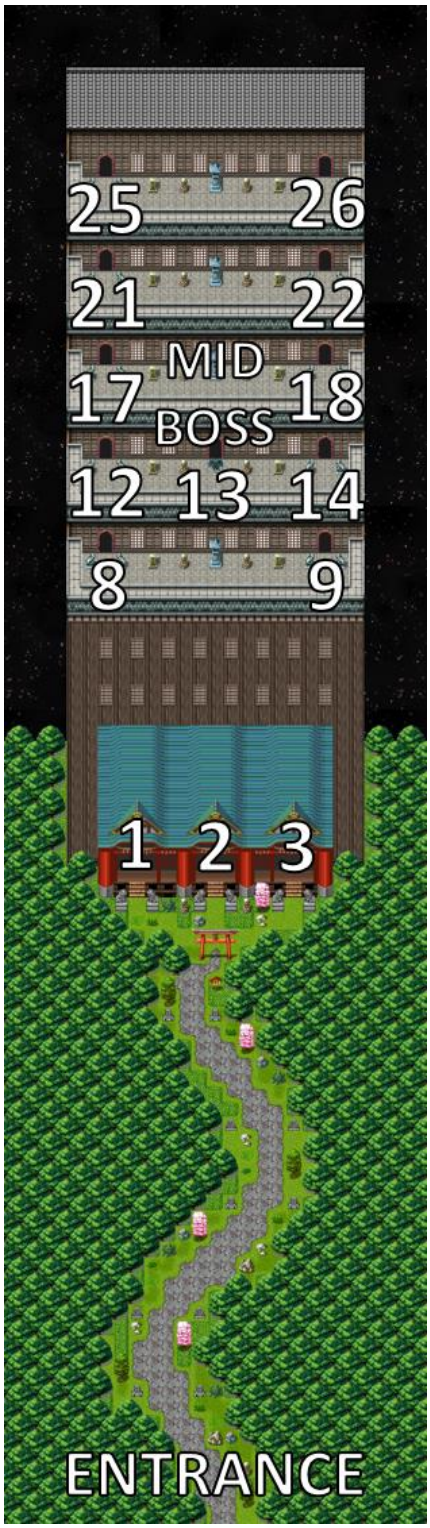
Assuming that you give the Cursed Gauntlets to the Goblin Witch Doctor, he will reward you with Fusion Fists and then tell you some interesting Goblin history. Long before the Goblins worshipped their Sacred Trees, they worshipped the night and darkness. The Grand Ugbar Pagoda still stands as a monument to the old Goblin religion, but today Goblins prefer to pretend that it doesn't exist. The Goblin Witch Doctor wants you to infiltrate the Grand Ugbar Pagoda and collect the Pagan text of the old Goblin religion. If you agree to his mission, then he will grant any Monks in your Party immunity to the strange, crippling effect known as Desecration that infects the old Temple. He also casts a spell on you that allows you to pass the invisible barrier that otherwise blocks access to the Pagoda.

After you've finished with the Goblin Witch Doctor, it's time to set off to the Grand Ugbar Pagoda to the north. To reach it, start by heading south with mountains to the west and a river to the east. Continue until you reach a small lake to the east. Loop east around the lake and then head NE between the mountains and another river. Continue NE until you reach the eastern coastline. Follow it north until you reach a river and then follow its southern bank until mountains block your way. Head south along the eastern edge of the mountains and then loop west and north. Continue north until you find the small grassland area where you'll find the Grand Ugbar Pagoda.

Exterior

Suggested Level: 95 (Initial Level +30)

Dark magic keeps the lands around the Grand Ugbar Pagoda green while the surrounding lands waste away. The old magic of the Pagoda fights the corrupting influence of the Tower of Pestilence, but make no mistake, the magic of the Pagoda is equally horrific. From the entrance, head north along the winding path until you find the strange structure that blocks access to those without the magical gift granted by the Goblin Witch Doctor. When you walk through, your Party (except the Monk) will be inflicted with Desecration which is essentially a permanent and incurable paralysis that will only disappear upon leaving the Grand Ugbar Pagoda. This means that only Monks will be useful inside the Pagoda and you'll likely be fighting solo with a single Monk. Next, you'll be presented with three doorways. The western and central doorways are both dead ends so take the eastern doorway (*3*) inside.



Battle Notes: *In this area, you'll find three new enemy types: Beryl Slimes, Amorphous Shades, and Corpulent Monstrosities.*



Name: Beryl Slime
Stealable Items: Giant Magic Potion, Ultra Mind Tonic, Holy Devastation Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
8,000	7,000	265	305	335	300	175	300	10	65,000	718	0	Beryl Eye

Skill	MP Cost	Description
Absolutely No Hope	500	Reduces all enemies to 1 HP (only used by Beryl Slime when HP < 10%)
No Hope	500	Reduces one enemy to 1 HP (only used by Beryl Slime when HP < 25%)
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Electron Beam	325	~850 HP damage with thunder element to one enemy
Water Pike	325	~850 HP damage with water element to one enemy
Typhoon	450	~400 HP damage with wind element to all enemies
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies



Name: Amorphous Shade
Stealable Items: Hyper Remedy, Giant Magic Potion, Ultra Wall Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
7,750	7,000	300	370	315	330	220	190	3	66,500	698	0	Dark Essence

Skill	MP Cost	Description
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Soulless Cleanse	250	Removes all negative states from allies
Umbra	400	~400 HP damage with dark element to all enemies
Dark Shroud	400	~850 HP damage with dark element to one enemy



Name: Corpulent Monstrosity
Stealable Items: Giant Magic Potion, Ultra Bubble Tonic, Massive SP Orb

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

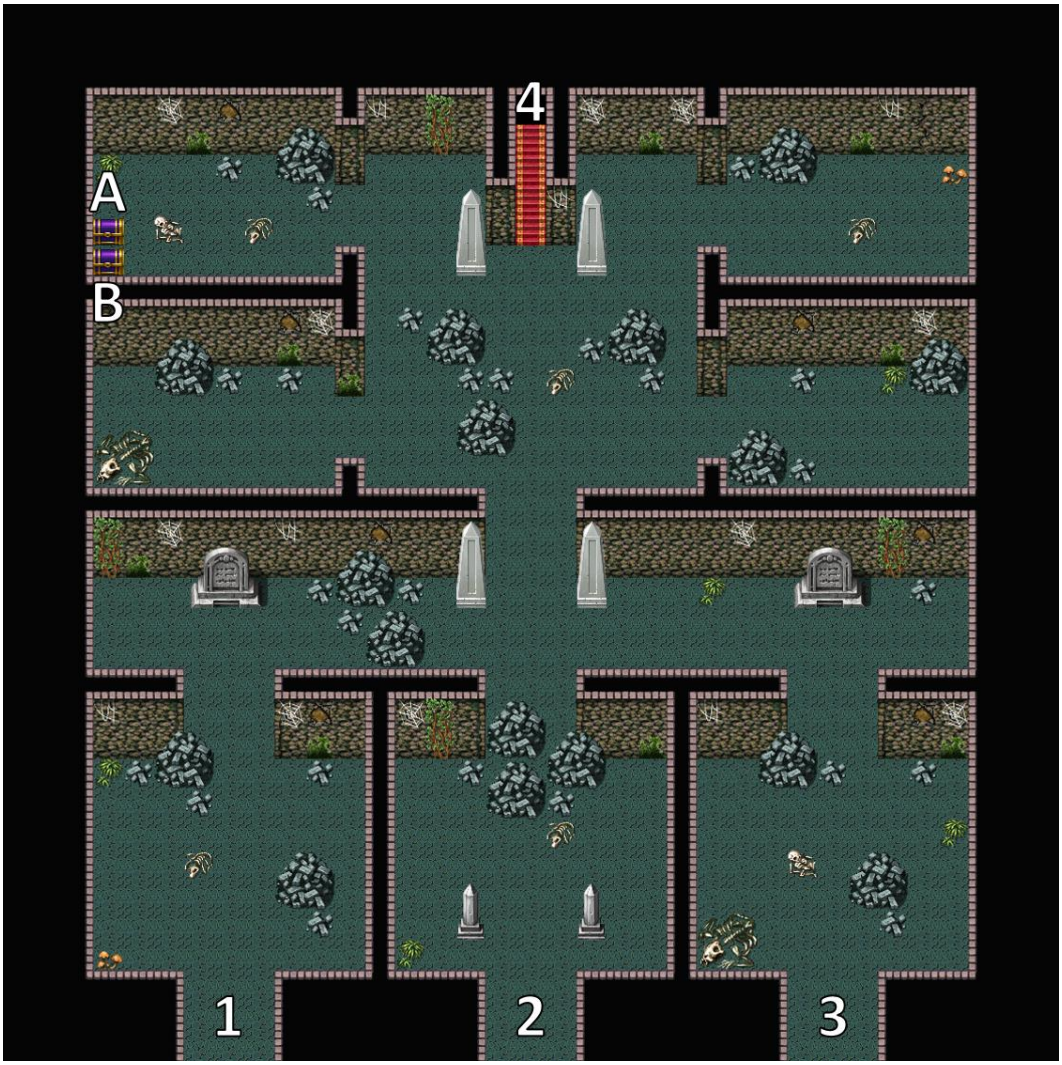
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Gold	Remains
14,250	6,000	330	330	260	300	165	160	5	71,000	738	0	Monstrous Blubber

Skill	MP Cost	Description
Siphon	500	Drain life from all enemies with DMG = 2.5*INT - MGD
Consume	250	Normal Attack and absorb 100% of damage
Mind Flay	600	Absorbs (100% INT) MP from one enemy
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Preserve	200	Regenerate 100% HP/turn for user for 5 turns

Floor #1

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity



Treasure Chest Legend (All Purple Chests)			
A	Great Magic Potion	**B**	Great Potion

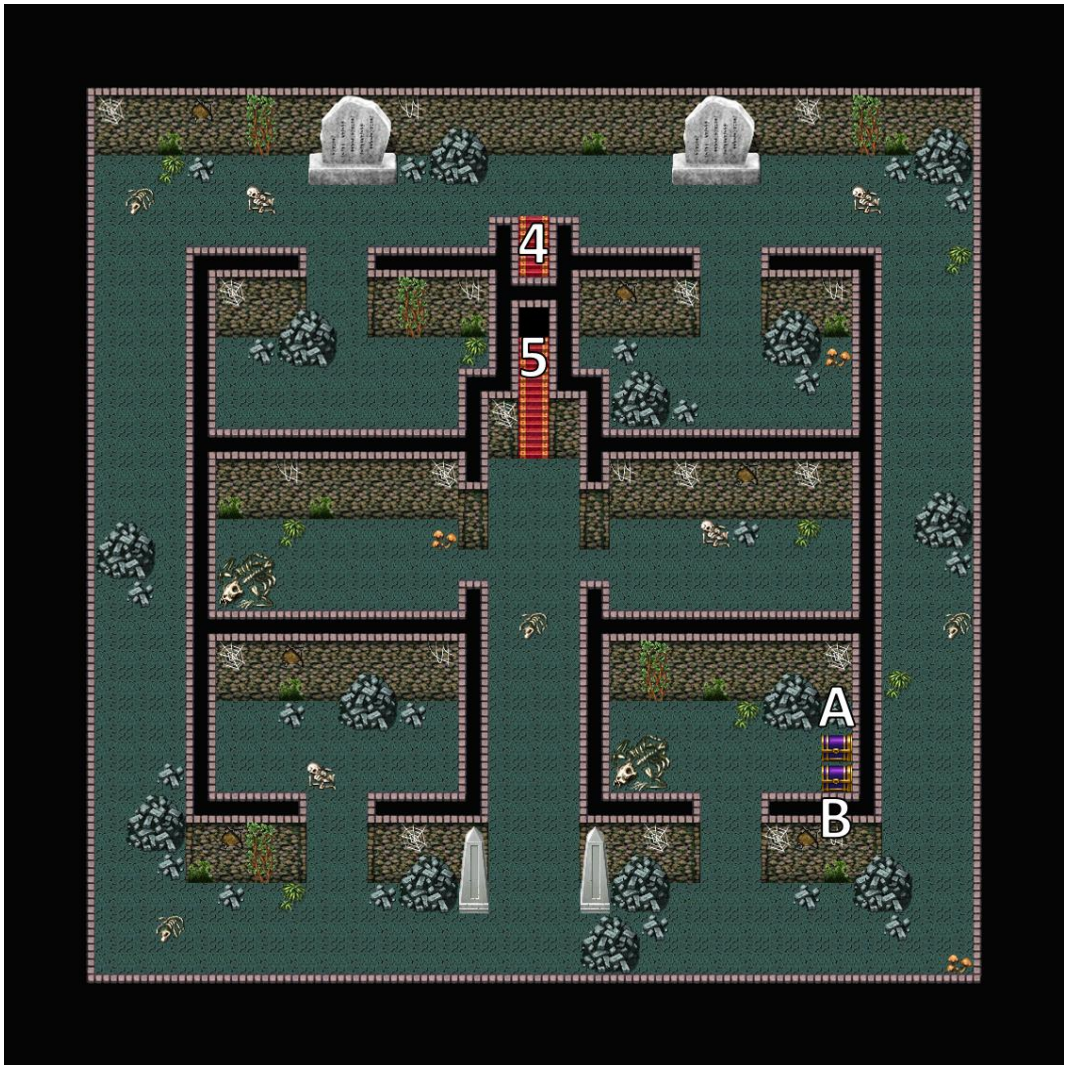
After entering Floor #1 (*3*), head north until you reach a large tombstone. Turn west and continue until rubble blocks your way. Next, head north and you'll come to an open chamber attached to four rooms. Three of the rooms are empty, but the NW room contains two treasures (**Great Magic Potion** – ***A***, **Great Potion** – ***B***). Collect the treasures and then return to the previous chamber with the four connected rooms. Head north and climb the stairs (*4*) to Floor #2.

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #2

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity



Treasure Chest Legend (All Purple Chests)			
A	Large AP Orb	**B**	Massive SP Orb

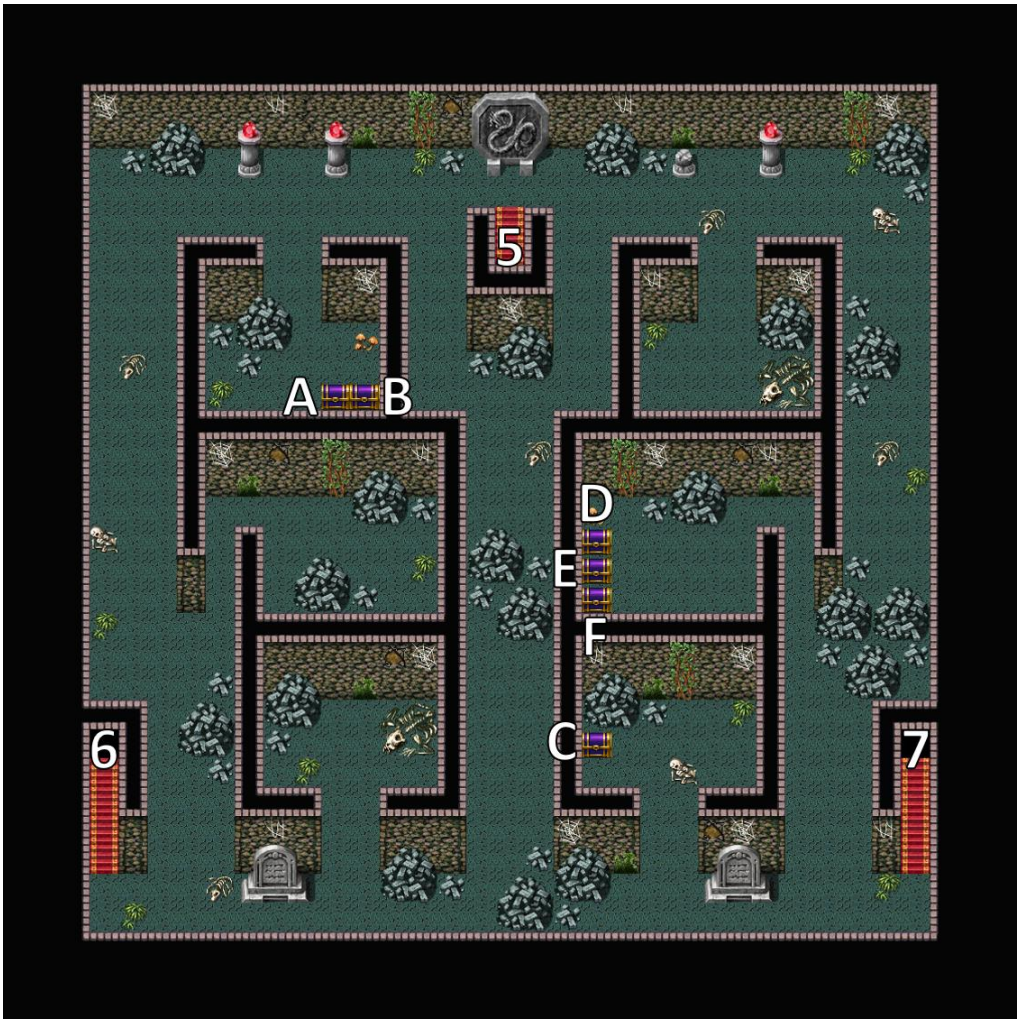
From the Floor #2 stairs (*4*), head east to the far eastern wall. Head south to the SE corner of Floor #2, take a few steps west, and enter the room to the north. Collect the two treasures inside (**Large AP Orb** – ***A***, **Massive SP Orb** – ***B***) and then return to the original set of stairs (*4*). Now, head west to the far western wall, south to the southern wall, and then east until the way is blocked by rubble. Finally, head north and climb the stairs to Floor #3 (*5*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #3

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity



Treasure Chest Legend (All Purple Chests)					
A	Ambrosia	**C**	Inflation Ring	**E**	Ultra Eagle Eye Tonic
B	Nectar	**D**	Ultra Vigor Tonic	**F**	Ultra Bubble Tonic

From the stairs (*5*), take a few steps west and you'll find a south/west fork. Take the western fork for a few steps and you'll find a room to the south. Enter the room and collect the two treasures inside (**Ambrosia** – ***A***, **Nectar** – ***B***). After grabbing the treasures, exit the room, take a few steps west, and then head south. Continue south until you reach the SW corner and then climb the stairs to Floor #4 (*6*).

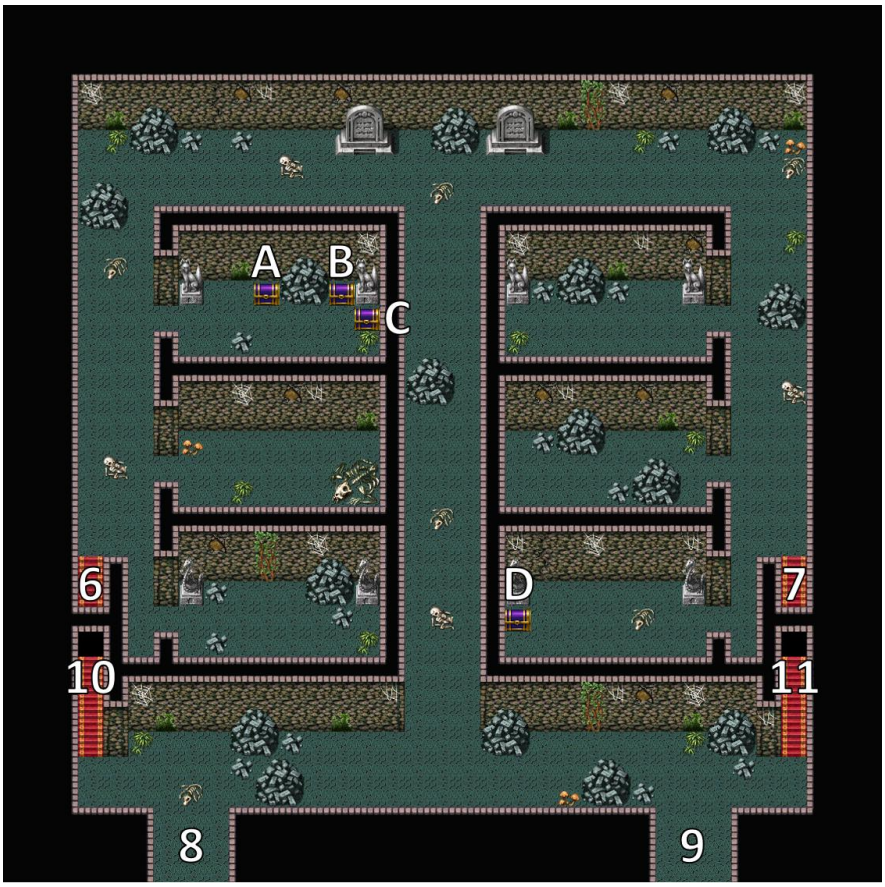
Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #4

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity

Treasure Chest Legend (All Purple Chests)	
A	Great SP Orb
B	Great Potion
C	Great Magic Potion
D	Large AP Orb



After climbing the stairs to Floor #4 (*6*), head north past one room and then enter the second room to the east. Gather the treasures inside (**Great SP Orb** – ***A***, **Great Potion** – ***B***, **Great Magic Potion** - ***C***) and then exit the room. Take a few steps north to the NW corner and then head east until you reach a south/east fork. Take the eastern fork and continue until you reach the NE corner. From there, head south and enter the last room to the west. Head inside and gather the treasure (**Large AP Orb** – ***D***).

With the treasure in hand, exit the room and then head down the stairs to Floor #3 (*7*). From the stairs, take a few steps west and you'll reach a north/west fork. Take the western fork and then enter the room to the north. Grab the treasure inside (**Inflation Ring** – ***C on Floor #3***) and then return to the previous fork. Now head north and follow the path until you reach the three treasures (**Ultra Vigor Tonic** – ***D on Floor #3***, **Ultra Eagle Eye Tonic** – ***E on Floor #3***, **Ultra Bubble Tonic** – ***F on Floor #3***).

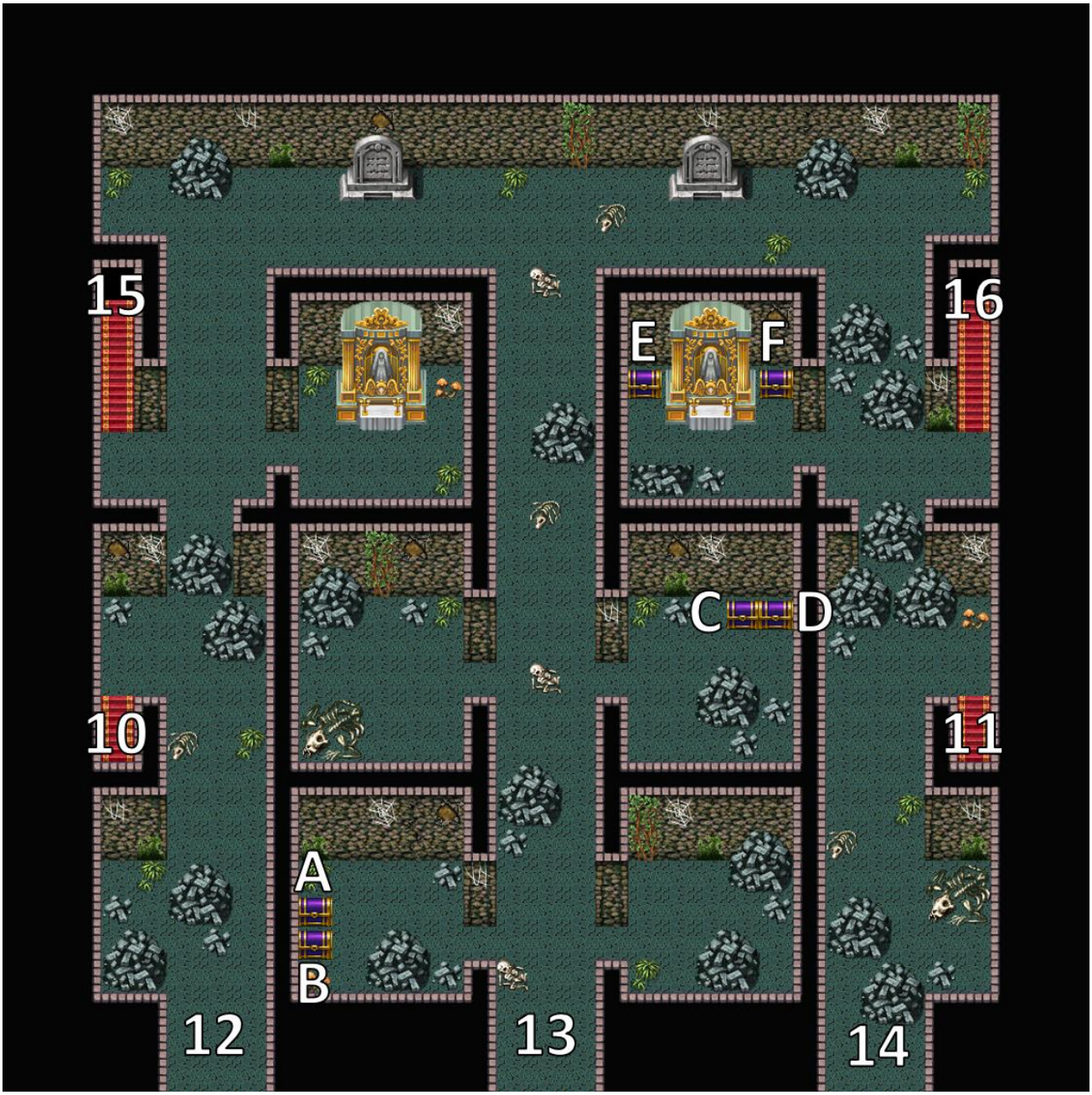
Collect the treasures and then return to the stairs on the SE corner (*7*). Climb the stairs to Floor #4 and then head north until you reach the NE corner. From there, head west until you reach a south/west fork. Take the southern fork and continue until you reach an east/west fork. The western path is blocked by rubble so head east and you'll find an exit (*9*) to the exterior and stairs (*11*) up to Floor #5. The stairs lead to a dead end so take the exit (*9*) to the Pagoda Exterior. On the Pagoda Exterior, head west and then re-enter Floor #4 (*8*). Back inside the Pagoda, head NW and climb the stairs to Floor #5 (*10*).

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #5

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity



Treasure Chest Legend (All Purple Chests)					
A	Ambrosia	**C**	Resurrection Elixir	**E**	Perfect Elixir
B	Nectar	**D**	Rejuvenating Elixir	**F**	Perfect SP Orb

After climbing to Floor #5 (*10*), you'll find that the way north is blocked. Therefore, head south and exit to the Pagoda Exterior (*12*). Head east and you'll find two doorways. The eastern doorway leads to a corridor that is blocked by rubble while the central doorway is blocked by the Mid-Boss of the Grand Ugbar Pagoda, a Desecrator. Desecrators are powerful enigmatic demons that inhabit the Grand Ugbar Pagoda. They can inflict instant death with Execution or unleash devastating Dark elemental attacks with Black Spear. Therefore, you'll want to make sure that your Monk has instant death protection (which he should with Aligning Chakras) and that he has Dark elemental resistance. Otherwise, a high DEF will help protect against Strangling Grip and Barrage.

Mid-Boss Battle: Desecrator



Items to Steal
Ambrosia, (25%), Nectar (25%), Perfect Elixir (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
50,000	9,500	550	425	515	550	400	350	3	250,000	0	1,000

Skill	MP Cost	Description
Black Spear	400	~750 HP damage with dark element to one enemy
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy
Execution	500	150% Normal attack with chance to instant kill
Barrage	700	500 HP damage + 125% Normal Attack to one enemy

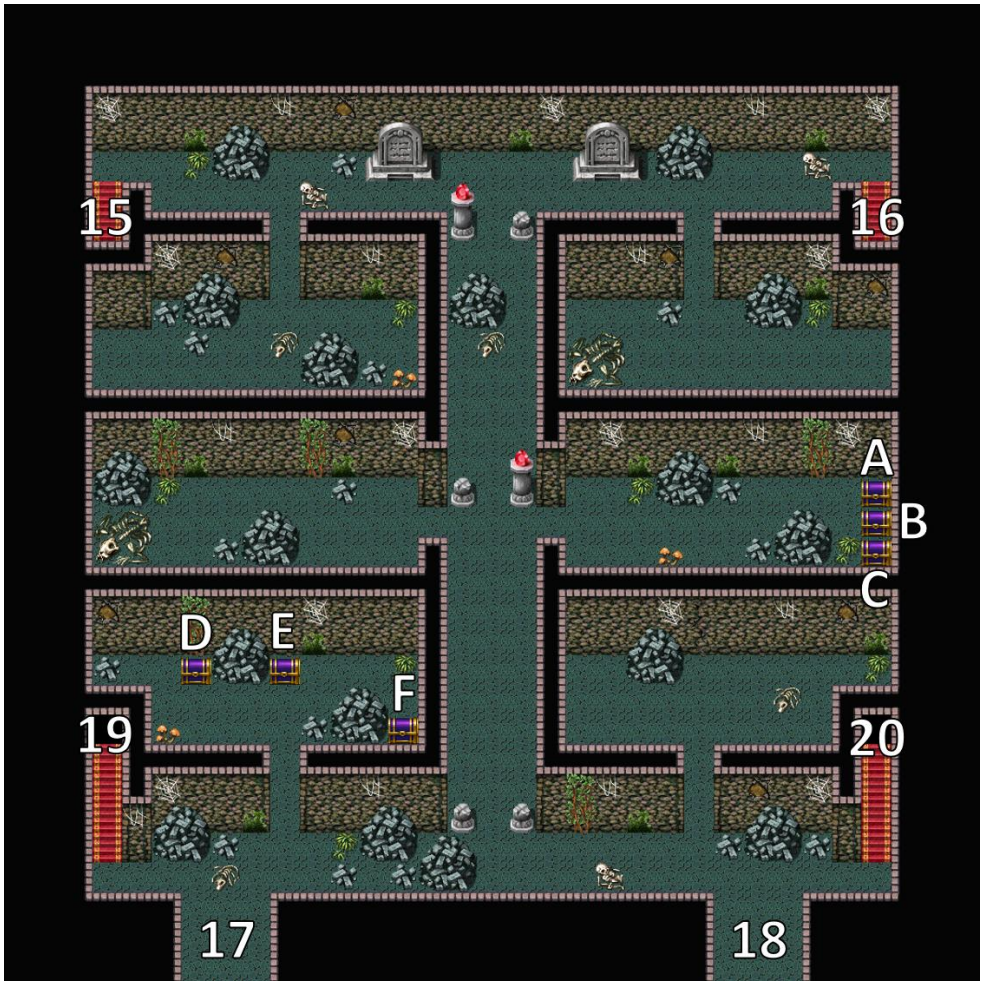
The Desecrator shouldn't be too difficult but he gives you a taste of what's in store at the top of the Grand Ugbar Pagoda where more Desecrators lurk. After defeating the Desecrator, head inside to Floor #15 (*13*) and enter the first room to the west. Collect the two treasures inside (**Ambrosia** – ***A***, **Nectar** – ***B***) and then return to the central corridor. Head north and enter the second room to the east. Grab the treasures in the room (**Resurrection Elixir** – ***C***, **Rejuvenating Elixir** – ***D***) and then return to the central corridor. Head north until you reach an east/west fork. The eastern path leads to a dead end blocked by rubble so head west and climb the stairs to Floor #6 (*15*). On Floor #6 (*15*), head until you reach the stairs leading back to Floor #5 (*16*). Descend the stairs, head west, and collect the last two treasures on the floor (**Perfect Elixir** – ***E***, **Perfect SP Orb** – ***F***). After grabbing the treasures, return east and climb the stairs back to Floor #6 (*16*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #6

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity



Treasure Chest Legend (All Purple Chests)					
A	Massive SP Orb	**C**	Great SP Orb	**E**	Phoenix Ashes
B	Huge AP Orb	**D**	Rejuvenating Elixir	**F**	Resurrection Elixir

On Floor #6 (*16*), head west past the first room to the south until you reach a south/west fork. The western fork leads back the way you originally came, so head south until you reach rooms to the east and west. Head into the eastern room and collect the three treasures (**Massive SP Orb** – ***A,*** **Huge AP Orb** – ***B***, **Great SP Orb** – ***C***). With the treasures in hand, return to the central corridor and head south until you reach the southern wall. The western path is blocked by rubble so head east until you reach stairs leading to Floor #7 (*20*) and an exit to the exterior (*18*). First, head up the stairs to Floor #7 (*20*).

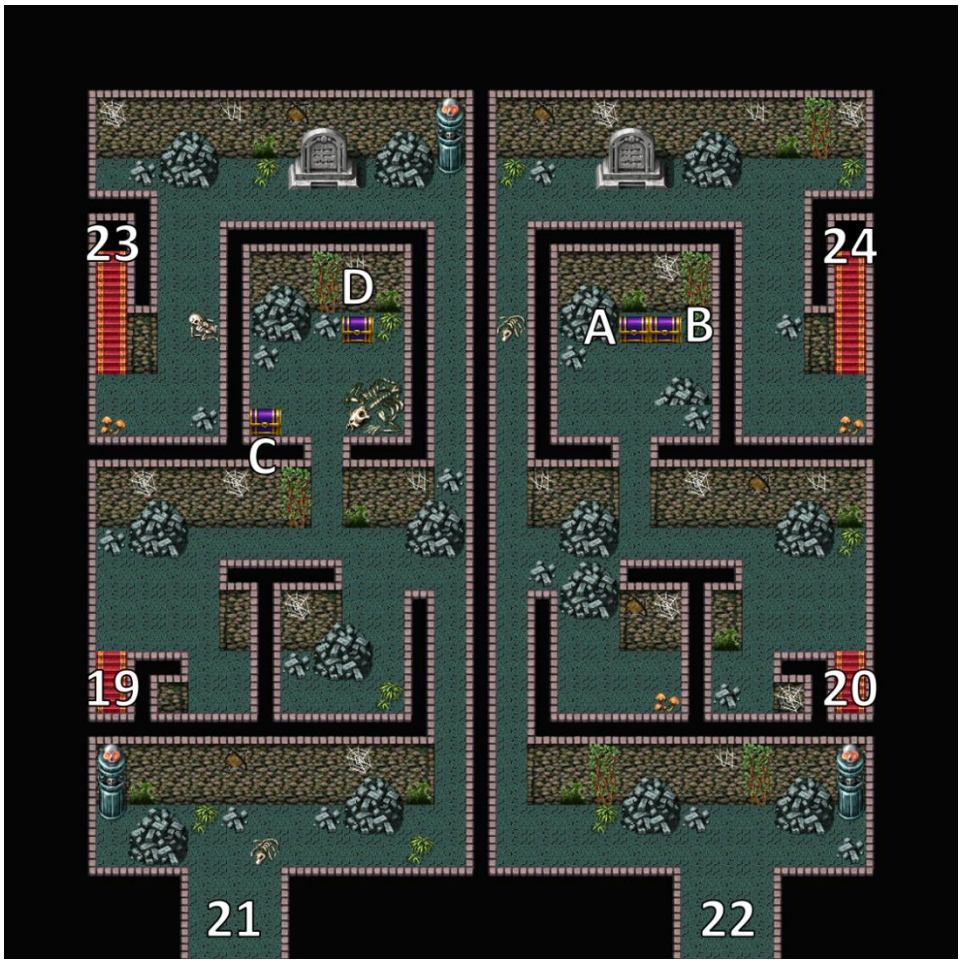
Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #7

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity

Treasure Chest Legend (All Purple Chests)	
A	Perfect SP Orb
B	Perfect Elixir
C	Phoenix Ashes
D	Resurrection Elixir



From the stairs (*20*), head NW along the corridor until you reach the room with two treasures (**Perfect SP Orb** – ***A***, **Perfect Elixir** – ***B***). Gather the treasures and then return down the stairs to Floor #6 (*20*). Take a few steps and take the exit to the exterior (*18*). Head west and re-enter Floor #6 on the western side (*17*). Before climbing the stairs, collect the three treasures in the room to the north (**Rejuvenating Elixir** – ***D on Floor #6***, **Phoenix Ashes** – ***E on Floor #6***, **Resurrection Elixir** – ***F on Floor #6***). After grabbing the treasures, head up the stairs in the SW corner (*19*) to Floor #7.

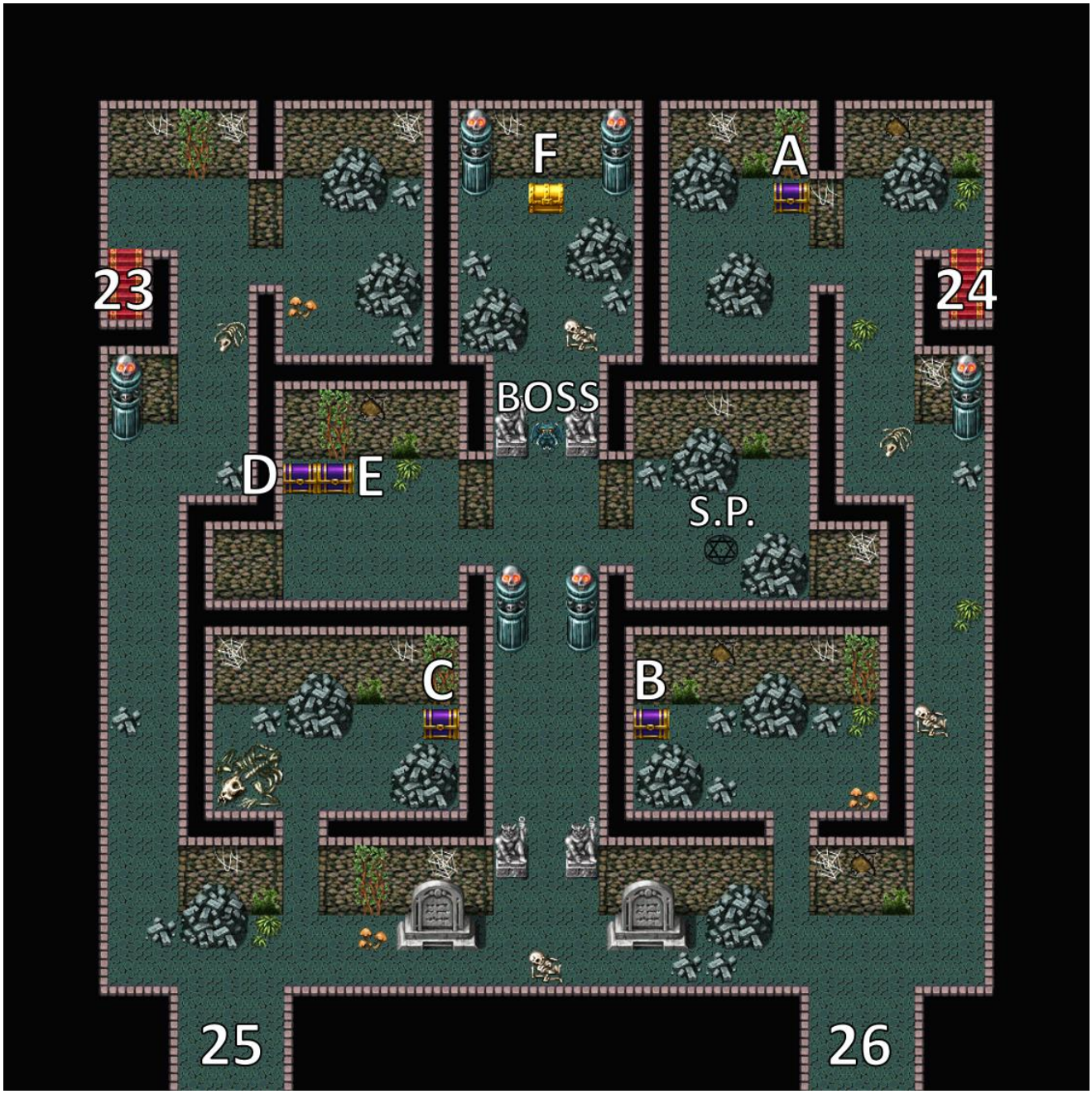
Follow the corridor east until you find a room to the north. Head inside and collect the treasure (**Phoenix Ashes** – ***C***, **Resurrection Elixir** – ***D***). After grabbing the treasures, exit the room and head east until you find a wall blocking the way. Follow the corridor south, then west, and exit to the exterior (*21*). Head east and then re-enter Floor #7 through the eastern entrance (*22*). Follow the circuitous path until you reach a set of stairs in the NE corner. Climb the stairs (*24*) to Floor #8.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #8

Suggested Level: 95 (Initial Level +30)

Enemies: Beryl Slime, Amorphous Shade, Corpulent Monstrosity



Treasure Chest Legend (All Purple Chests)					
A	Huge AP Orb	**C**	Perfect Elixir	**E**	Nectar
B	Champion Ring	**D**	Ambrosia	**F**	Goblin Pagan Scriptures

From the stairs (*24*), head west, enter a small room, and collect the single treasure (**Huge AP Orb** – ***A***). After gathering the treasure, return to the outer corridor and head south. Continue until you reach the SE corner with an exit (*26*) to the south and a room to the NW. Enter the room, collect the treasure (**Champion Ring** – ***B***), and then exit to the exterior (*26*). On the exterior, head west and then re-enter Floor #8 on the western side (*25*). The stairs in the NW corner of the floor lead to a dead end so instead take a few steps NE and enter a small room. Grab the treasure inside (**Perfect Elixir** – ***C***) and then return to the outer corridor. Head east until you find a passageway to the north. Continue north until you reach corridors to the east and west. Head into the western room and collect the two treasures inside (**Ambrosia** – ***D***, **Nectar** – ***E***).

With the treasures in hand, return east to the central corridor. If you have the option, use the Save Point (***S.P.***) in the room to the right and then head north until you reach the boss of the Grand Ugbar Pagoda. You'll once again have to fight a Desecrator, but this time it will be accompanied by two Corpulent Monstrosities. For reference on the Desecrator, refer to the Mid-Boss battle. The same strategies you applied in the previous battle will work here, but you must focus on killing the Corpulent Monstrosities first. After you defeat the Desecrator, head north and open the Golden Chest (**Goblin Pagan Scriptures** – ***F***). With the item you came for in your possession, it's time to leave the Pagoda. It's quickest to use a Warp Stone or Warp spell; otherwise, you can backtrack through the Pagoda.

Return to the Goblin Witch Doctor and present him with the Goblin Pagan Scriptures (they are of no use to you). In return, he will reward you with an amazing new skill called Reincarnation. Reincarnation allows the Monk to revive to 100% HP once during battle if he becomes incapacitated. At this point, you've finished all of the Goblin Witch Doctor's tasks and there is nothing more to do with him.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

8.15.7 Thief: The Cocky Thief

Suggested Level: 75 (Initial Level +10)

The Thief's sidequests start in the Volundra Thieves' Hideout with the Cocky Thief. If you have a Thief in your Party, then the Cocky Thief will ask for your help in stealing several items that are scattered throughout Firma. In exchange for your help stealing the items, the Cocky Thief promises you a share of the profits. Once you agree to help him, he will tell you the locations of each of the items which are listed in the table below:

Item	Location	Gold
Royal Teapot	Metal table in SE corner of North Bay Inn Kitchen	75,000G
Royal Bust	Eastern edge of counter in Gremlar Synthesis Shop	225,000G
Magical Tome	Far western exhibition on 2nd Floor of the Wystonia Library	450,000G

After you gather all three items, you'll have acquired a total of 750,000G for your theft. The Cocky Thief has nothing more for you and you'll have to move onto the Thieves' Hideout in Wystonia for the next quest.

8.15.8 Thief: Mines of Karanor

Volundra to Wystonia

Suggested Level: 85 (Initial Level +20)



To reach Wystonia from Volundra, head east through the grasslands and then cross a bridge. Continue along the grassland path east and then follow it north across another bridge. Keep following the grassland path north until you reach the North Huldra Outpost. Assuming that you've docked your Ship at the northern port, head north through the Outpost and board your ship.

Sail NE until you reach the coastline of Vir. Sail counterclockwise along the coastline until you reach the southern port. Disembark from your Ship, head north through the Wystonia Main Gate, and then enter Wystonia. See Section ***8.6.6*** for the location of the Wystonia Thieves' Hideout. Enter the Wystonia Thieves' Hideout and find the Mysterious Thief.

The Mysterious Thief

Suggested Level: 85 (Initial Level +20)

NPC Treasures: Karanor Key

If you've completed various thievery tasks for the Cocky Thief, then the Mysterious Thief will tell you that he's looking for someone with your skillset for a dangerous task. When you accept, he tells you about the island of Karanor and the governor who commissioned a magnificent dagger. As the story goes, the Dwarven smiths created something dark and evil within the blade that consumed the governor, and later the entire populace of Karanor. Dwarves no longer dare set foot in Karanor but the Mysterious Thief has acquired a key to the Mines of Karanor and wants you to find the Karanor Dagger. If you agree, he will tell you that you can reach the Mines of Karanor by using a tunnel underneath the water channel that separates the island of Karanor from the main continent of North Aldrin. Before you leave, the Mysterious Thief will give you the **Karanor Key** to unlock the gates of the Mines of Karanor.



With the key in hand, it's time to head to the Mines of Karanor. If you happen to have already acquired the Phoenix, you can simply fly to the island of Karanor; otherwise, you'll have to head through Western Karanor to reach the Mines of Karanor. If you haven't yet acquired the Phoenix, then leave Wystonia, head south through the Wystonia Main Gate, and then board your Ship (assuming it's docked at the southern port of Vir). Sail west until you reach the coastline of the Phoenix's Aerie island. Sail counterclockwise around the coastline of the land mass until you reach the NW corner of the coastline. From there, sail west and make port at the southern North Aldrin port. Head north through North Aldrin and take the Western Trade Route to the eastern portion of the continent.

Head east through the grassland across a bridge and then SE until you reach another bridge to the south. Cross the bridge and then head SW through the forest until you find a mountain range running north/south. Follow the mountains south until you find the end of the range and then loop west and north. Continue north until you reach Western Karanor. Inside Western Karanor, head NE, enter the Dwarven Stronghold, and head to the far eastern end of the area. For additional details on Western Karanor, see Section ***8.2.6***. There, you'll find a gate that can be unlocked with the Karanor Key. The long passageway past the gate will take you to the Old Karanor Cave which lies on the same island as the Mines of Karanor. From the Old Karanor Cave, head west and enter the Mines of Karanor.

Entrance

Suggested Level: 85 (Initial Level +20)



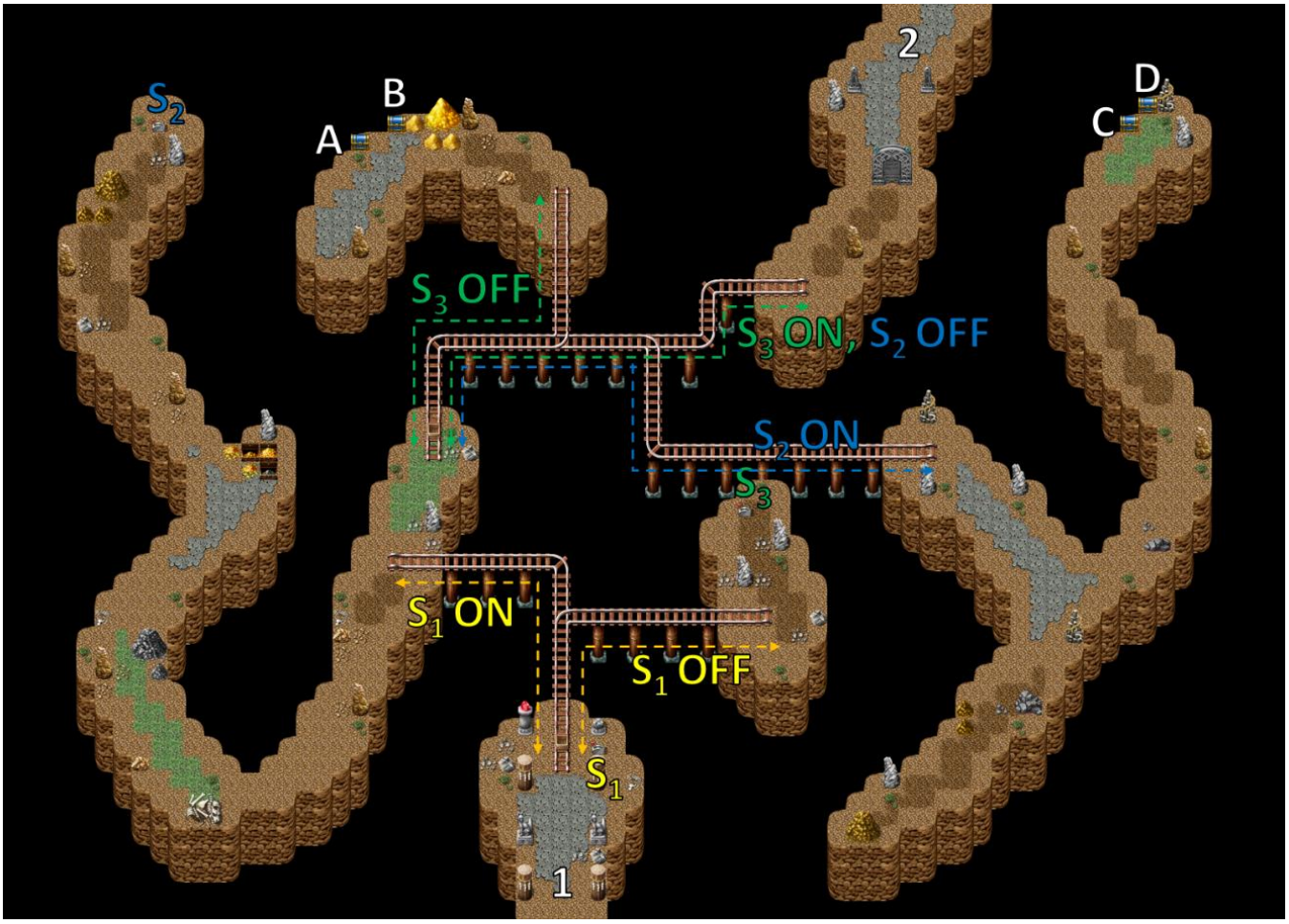
Treasure Chest Legend	
A	5× Mining Bombs

In the Mines of Karanor entrance, open the wooden crate along the eastern wall (**5× Mining Bombs** – ***A***) and then head to the metal gate along the northern wall. Use the *Karanor Key* to unlock the gate and then enter the Outer Chamber (*1*).

Outer Chamber

Suggested Level: 85 (Initial Level +20)

Enemies: Abyssal Cockatrice, Crimson Gargoyle, Mutated Goblin



Treasure Chest Legend (All Blue Chests)			
A	Ultra Bubble Tonic	**C**	Resurrection Elixir
B	Perfect Elixir	**D**	Medium AP Orb

From the southern entrance of the Outer Chamber (*1*), head north and you'll find a mine cart on a set of wooden tracks along with a switch (*S_1*). Flip the switch (*S_1*) and then hop on the mine cart. It will take you north and then west to an isolated section of land. After disembarking the mine cart, you'll find a north/south fork. Take the northern fork and you'll quickly find another mine cart. Hop on the mine cart and you'll ride north, east, and north. After getting off the mine cart, head west and collect the two treasures (**Ultra Bubble Tonic** – ***A***, **Perfect Elixir** – ***B***).

With the treasures in hand, return to the mine cart and ride it back to the previous area. Head south past the first mine cart and continue along the sinuous land bridge south, west, and finally north

until you reach a second switch (S_2). Flip the switch (S_2) and then return to the other end of the land bridge (the northern tip). Jump on the mine cart again and you'll ride north, east, south, and east to the eastern isolated land area. After hopping off the mine cart, head SE and you'll reach a NE/SW fork. The SW path is a dead end, so head NE and continue along the path until you find a grouping of treasures (**Resurrection Elixir** – ***C***, **Medium AP Orb** – ***D***). Grab the treasures and then return to the mine cart. Board the mine cart and ride back to the previous area.

Take a few steps south and you'll find the original mine cart. Hop on and ride it back to the beginning. Flip the switch at the entrance (S_1) again and then jump back on the mine cart. This time it will take you north and then east to a small island. After disembarking from the mine cart, head north and flip the switch (S_3). Return to the mine cart, ride it back to the entrance, and flip the switch near the entrance (S_1). Once again, hop back on the mine cart and ride it north and then west. Jump off the mine cart and head south, west, and then north along the land bridge until you reach the switch at the northern end (S_2). Flip the switch and then reverse course. Continue until you reach the northern tip where the mine cart resides. Jump aboard and ride the mine cart north, east, north, and east until you reach the land area in the NE corner of the Outer Chamber. Head NE and continue into the Inner Chamber (*2*).

Battle Notes: *In this area, you'll find three new enemy types: Abyssal Cockatrices, Crimson Gargoyles, and Mutated Goblins.*



Name: Abyssal Cockatrice
Stealable Items: Full Magic Potion, Remedy, Small Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,500	7,500	270	260	300	280	185	180	3	56,000	650	Abyssal Cockatrice Beak

Skill	MP Cost	Description
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Squall	350	~300 HP damage with wind element to all enemies
Zephyr	225	~650 HP damage with wind element to one enemy
Stone Attack	300	Normal attack that inflicts stone
Stone Gaze	350	Normal attack on all enemies with chance to inflict stone



Name: Crimson Gargoyle
Stealable Items: Full Magic Potion, Mega Mind Tonic, Heavenly Judgment Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,250	7,500	295	315	285	280	210	190	15	52,500	482	Crimson Gargoyle Wing

Skill	MP Cost	Description
Blaze	225	~650 HP damage with fire element to one enemy
Zephyr	225	~650 HP damage with wind element to one enemy
High Voltage	225	~650 HP damage with thunder element to one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Malicious Concentration	100	INT +25% to user for 5 turns
Stone Attack	300	Normal attack that inflicts stone
Stone Gaze	350	Normal attack on all enemies with chance to inflict stone



Name: Mutated Goblin
Stealable Items: Mega Shock Tonic, Medium Cottage, Full Magic Potion

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

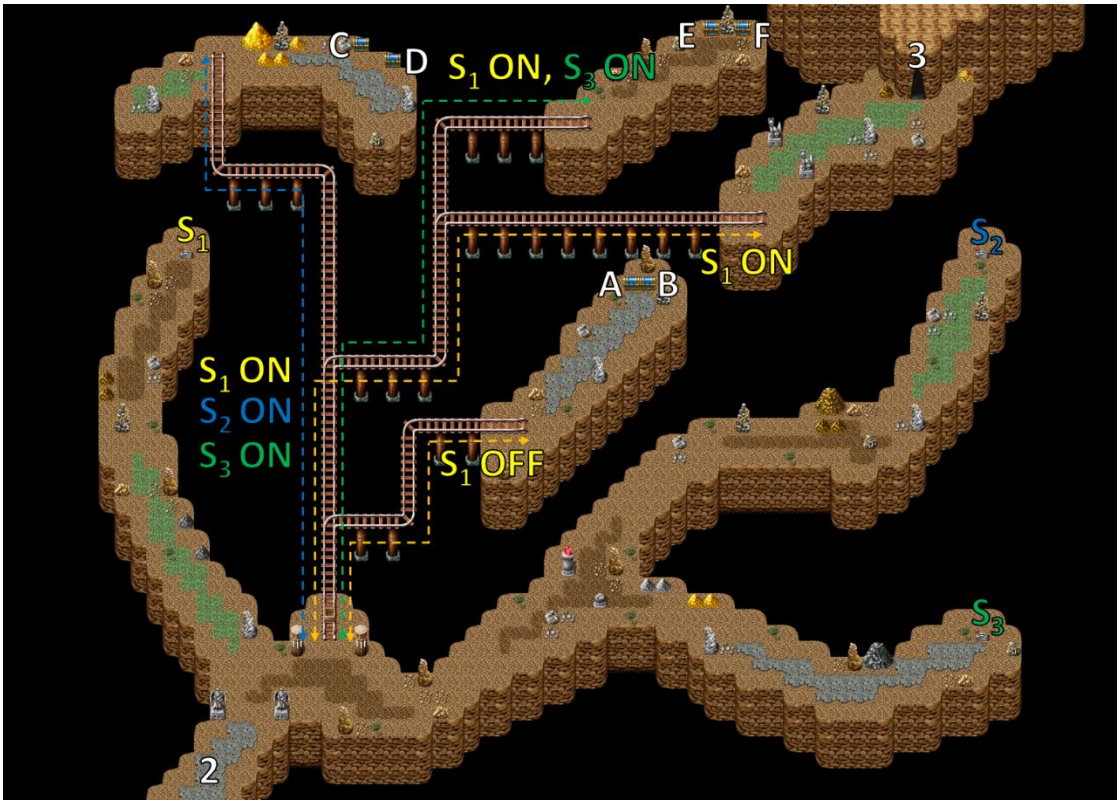
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,500	6,500	270	275	255	265	200	320	10	48,500	508	Mutated Goblin Teeth

Skill	MP Cost	Description
Iceberg	350	~300 HP damage with ice element to all enemies
Frigid Spear	225	~650 HP damage with ice element to one enemy
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy

Inner Chamber

Suggested Level: 85 (Initial Level +20)

Enemies: Abyssal Cockatrice, Crimson Gargoyle, Mutated Goblin



Treasure Chest Legend (All Blue Chests)					
A	Hyper Remedy	**C**	Large AP Orb	**E**	175,000G
B	Great SP Orb	**D**	Resurrection Elixir	**F**	Perfect Elixir

From the entrance of the Inner Chamber (*2*), head NE until you reach the mine cart. Hop on and ride it north, east, north, and east to a small island. Walk NE and collect the two treasures at the end of the island (**Hyper Remedy** – ***A***, **Great SP Orb** – ***B***). After grabbing the treasures, return to the mine cart and ride it back to the beginning.

Next, head west and then north up a long land bridge until you reach a switch (*S_1*). Flip the switch (*S_1*) and then return to the mine cart. If you're in a hurry, then you can ride the mine cart straight to the Relic Chamber; otherwise, ignore the mine cart and head east until you reach a NE/east fork. First, take the NE fork and flip the switch at the end of the path (*S_2*). After flipping the switch, return to the previous fork and now take the eastern fork. Head to the end of the path and flip the switch at the end (*S_3*). After flipping both switches, head west through the previous fork to the mine cart.

Hop on the mine cart and ride it north, west, and north to the northernmost island. Head to the eastern end of the island and collect the two treasures (**Large AP Orb** – ***C***, **Resurrection Elixir** – ***D***). With

the treasures in hand, return to the mine cart and ride it back to near the entrance. Next, head east until you reach a NE/east fork. Take the NE fork and turn off the switch (S_2) at the end of the path. Return to the mine cart and ride it north, east, north, and east and then gather the two treasures on the island (**175,000G** – ***E***, **Perfect Elixir** – ***F***). After grabbing the treasures, ride the mine cart back to the entrance and then head east. At the NE/east fork, take the eastern fork and turn off the switch (S_3) at the end of the path. Return west to the mine cart and ride to NE to the final area. Walk NE and head inside the cave entrance (*3*) that leads to the Relic Chamber.

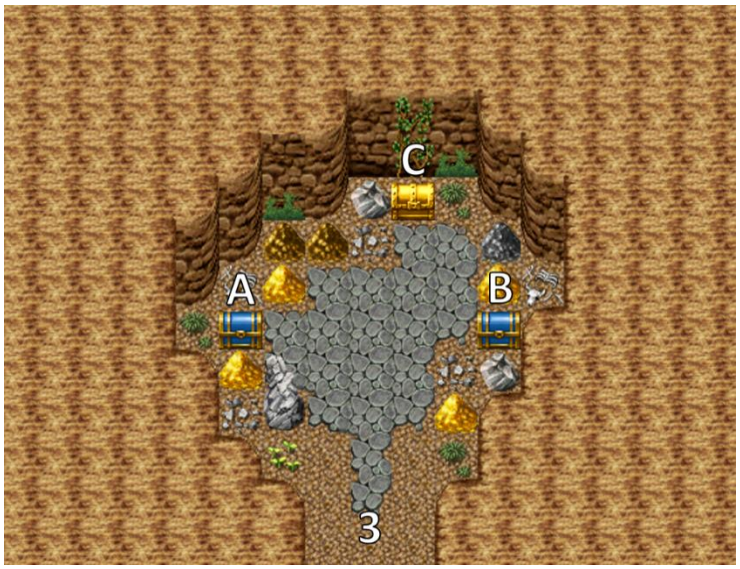
Battle Notes: *See the Battle Notes for the **Outer Chamber**.*

Relic Chamber

Suggested Level: 85 (Initial Level +20)

Enemies: Abyssal Cockatrice, Crimson Gargoyle, Mutated Goblin

Treasure Chest Legend (All Blue Chests)	
A	3× Ambrosia
B	3× Nectar
C	Karanor Dagger



From the Relic Chamber entrance (*3*), head north and collect the three treasures (**3× Ambrosia** – ***A***, **3× Nectar** – ***B***, **Karanor Dagger** – ***C***). Now that you've acquired the Karanor Dagger, it's time to leave the Mines of Karanor. The quickest way is to use a Warp Stone or Warp spell; otherwise, backtrack through the Mines of Karanor to the exit. Return to the Mysterious Thief in the Wystonia Thieves' Hideout with the Karanor Dagger. You'll be given the option of either giving the Karanor Dagger to the Mysterious Thief or keeping it for yourself. The Karanor Dagger is an impressive blade that regenerates 3% MP/turn and also yields an additional 25,000G for each battle. If you keep the blade, then you cannot take on the final Thief's quest and you will not be rewarded by the Mysterious Thief. If you choose to give the Karanor Dagger to the Mysterious Thief, then you will be rewarded with the skill Master Burglar which doubles the chance to steal from enemies. Assuming that you've chosen to give the Karanor Dagger to the Mysterious Thief, then the final stop in the Thief's quests is the Gremlar Thieves' Hideout.

Battle Notes: *See the Battle Notes for the **Outer Chamber**.*

8.15.9 Thief: Forgotten Elven Outpost

Wystonia to Gremlar



To reach Gremlar from Wystonia, leave Wystonia and head south through the Wystonia Main Gate to your ship at the port. If you have the Phoenix at this point, you can simply fly NE and arrive at Gremlar; otherwise, board your ship and sail due east until you reach a small barren island south of Ugbar. Once you hit the coastline of the island, sail north until you reach the southern coastline of Ugbar. Sail counterclockwise around the coastline of Ugbar until you reach Gremlar and dock your ship at the port. Enter Gremlar and head towards the Gremlar Mine Shaft (see Section ***8.9.13*** for information on Gremlar). Head to the NE corner of the Gremlar Mine Shaft and you'll find the Gremlar Thieves' Hideout and the Dangerous Thief (see the section on the ***Mine Shaft*** for information on the Gremlar Mine Shaft).

Dangerous Thief

Suggested Level: 95 (Initial Level +30)

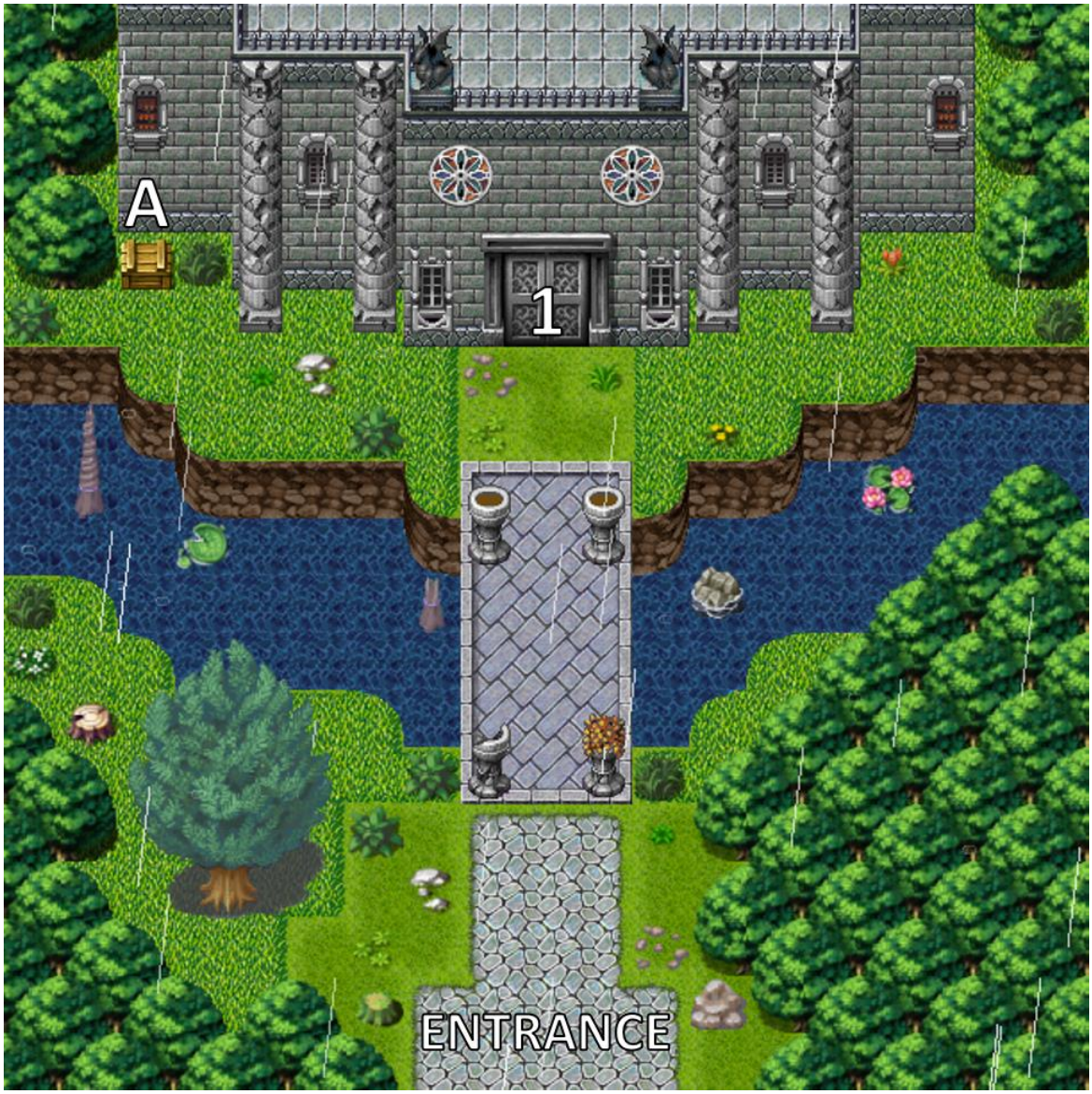
When the Dangerous Thief hears that you've acquired the Karanor Dagger, he will be impressed with your skill and ask you for your help in another job. If you accept, he will tell you about an ancient artifact that resides in the Forgotten Elven Outpost. There are numerous traps throughout the Forgotten Elven Outpost and it will be dangerous, but the reward will be worth it. If you agree, the Dangerous Thief will give you the Forgotten Outpost Key to unlock the front gate. Your next stop is Huldra and the Forgotten Elven Outpost which lies near the center of the continent.



If you have the Phoenix, fly SW over Wystonia until you reach Volundra. From Volundra fly south by SE and you'll spot the small tower where the Forgotten Elven Outpost is located. To reach the Forgotten Elven Outpost by ship, leave Gremlar and board your ship. Sail counterclockwise around the coastline until you reach the SW port of Ugbar. From there, sail west to the coastline of Vir and then clockwise along the coastline until you reach the southern port. Next, sail SW until you reach the coastline of Huldra and then clockwise along the Huldran coastline until you reach the SE Huldra port. Anchor your ship and head north along the grassland path across a bridge until you reach a second bridge to the west. Rather than crossing the bridge to the west head north through the forest through a narrow gap in the mountains. After passing through the gap, head west and you'll find the Forgotten Elven Outpost nestled in the mountains.

Entrance

Suggested Level: 95 (Initial Level +30)



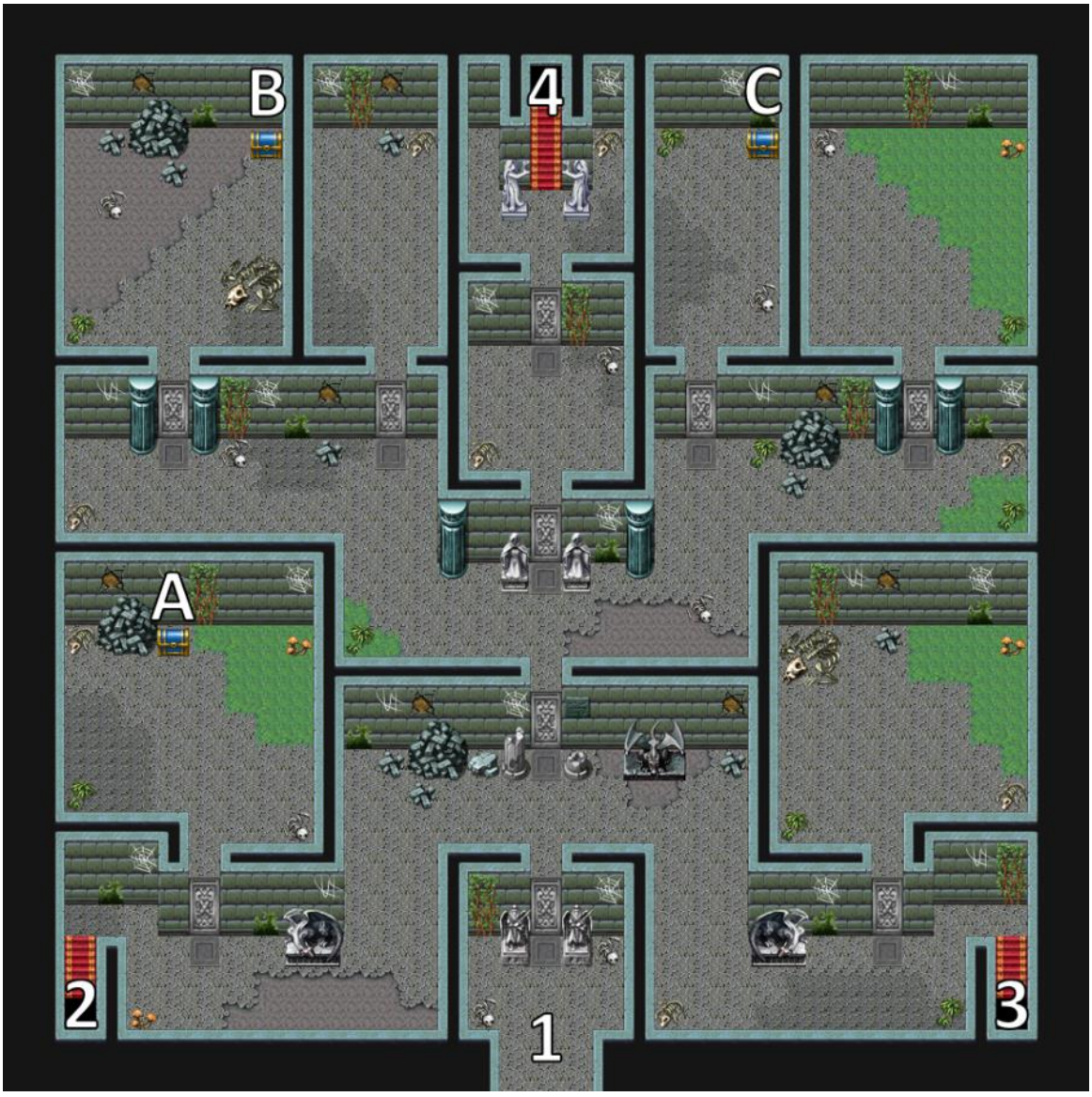
Treasure Chest Legend	
A	5× Mining Bombs

The Forgotten Elven Outpost still stands but the exterior stonework has slowly eroded over time. The Elves pretend that the place doesn't exist, which means that there has been no upkeep in centuries. The forest now grows up to the very walls of the outpost but the ancient stone path to the front gate remains. From the entrance, head north across the bridge and then NW to collect the treasure from the wooden crate (**5× Mining Bombs** - ***A***). After collecting the treasure, return SE to the front gate of the Forgotten Elven Outpost (*1*) and then head inside.

Floor #1

Suggested Level: 95 (Initial Level +30)

Enemies: Ruby Arachnid, Dracomage, Tormented Soul



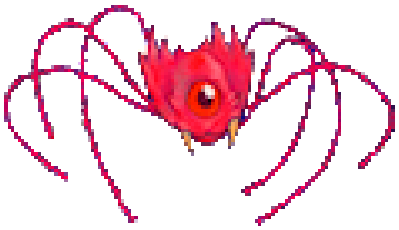
Treasure Chest Legend (All Blue Chests)			
A	2× Rejuvenating Elixir	**C**	2× Great Potion
B	2× Great Magic Potion		

After entering the Forgotten Elven Outpost (*1*), you'll find yourself on Floor #1 in a small room with a locked door at the northern end. To open the door, you'll have to stand on a trap door in the floor. If you trigger the trap door by failing to safely unlock the door, you'll fall to the room below (the

Basement, in this case). The doors in the Forgotten Elven Outpost have locks that can either be broken through brute force or unlocked through a complex series of lock picking steps. If you choose the brute force option, then you will have a certain probability (starting at 90%) to break the lock without trigger the trap door mechanism. The higher floors have tougher locks that drop the probability as low as 25%. If you choose to pick the lock, then you will have to successfully complete a button matching sequence that starts easy on the lower floors but becomes more difficult on the higher floors.

From the entrance (*1*), head north and unlock the door by picking or breaking the lock. All future mentions of unlocking the doors in the Forgotten Elven Outpost will implicitly assume the picking or breaking of the lock. Furthermore, it is assumed that you don't trigger the trapdoor. After unlocking the door, head west down the corridor until you find a door to the north. Unlock the door and then collect the treasure inside (**2× Rejuvenating Elixir** – ***A***). With the treasure in hand, leave the chamber and then head east until you find a door to the north and another door to the south that you originally entered through. Unlock the northern door and then head west until you reach the far western wall. Unlock the door along the northern wall and then gather the treasure inside (**2× Great Magic Potion** – ***B***). Finally, leave the room and head east along the corridor past two doors and then enter the second to last door along the northern wall. Unlock the door and grab the treasure inside (**2× Great Potion** – ***C***). With the treasures in hand, leave the room and head west until you reach the next door along the northern wall. Unlock the door, head north through a small room, unlock a second door, and then you'll find the stairs to Floor #2 (*4*). Rather than climbing the stairs, return to the SW corner of the floor and descend the stairs (*2*) to the Basement. If you have already fully explored the Basement because you fell through a trapdoor earlier, then disregard the instructions to descend to the Basement and instead climb the stairs to ***Floor #2***.

Battle Notes: *In this area, you'll find three new enemy types: Ruby Arachnids, Dragomages, and Tormented Souls.*



Name: Ruby Arachnid
Stealable Items: Great Potion, Rejuvenating Elixir, Hyper Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,300	6,500	335	320	330	315	190	360	25	75,000	786	Ruby Spider Eye

Skill	MP Cost	Description
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
Chitinous Armor	250	DEF +50% to user for 5 turns
Cauterize	350	~300 HP damage with fire element to all enemies
Blaze	225	~650 HP damage with fire element to one enemy
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy



Name: Dracomage
Stealable Items: Giant Magic Potion, Giant SP Orb, Ultra Ward Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,000	7,500	320	340	355	355	170	205	3	77,500	802	Dracomage Staff

Skill	MP Cost	Description
Penultimate Blast	650	~450 HP non-elemental damage to all enemies
Mind Flay	0	Absorbs (100% INT) MP from one enemy
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Squall	350	~300 HP damage with wind element to all enemies
Electric Dynamo	350	~300 HP damage with thunder element to all enemies
Zephyr	225	~650 HP damage with wind element to one enemy
High Voltage	225	~650 HP damage with thunder element to one enemy



Name: Tormented Soul
Stealable Items: Giant Magic Potion, Large Cottage, Magma Blast Bomb

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

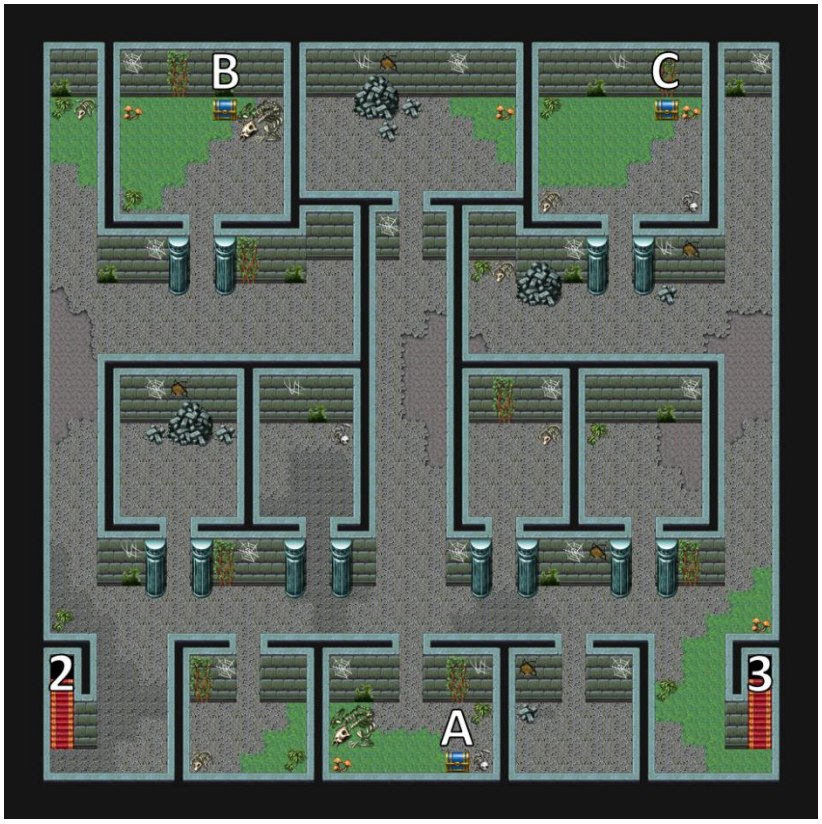
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,000	7,000	345	325	345	340	205	190	7	73,000	772	Tormented Essence

Skill	MP Cost	Description
Execration	350	~300 HP damage with holy element to all enemies
Apostasy	225	~650 HP damage with holy element to one enemy
Nightmare Dust	150	Sleeps and poisons all enemies
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy
Walking Dead	250	Zombify all enemies
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies

Basement

Suggested Level: 95 (Initial Level +30)

Enemies: Ruby Arachnid, Dracomage, Tormented Soul



Treasure Chest Legend (All Blue Chests)					
A	2× Resurrection Elixir	**B**	2× Ambrosia	**C**	2× Nectar

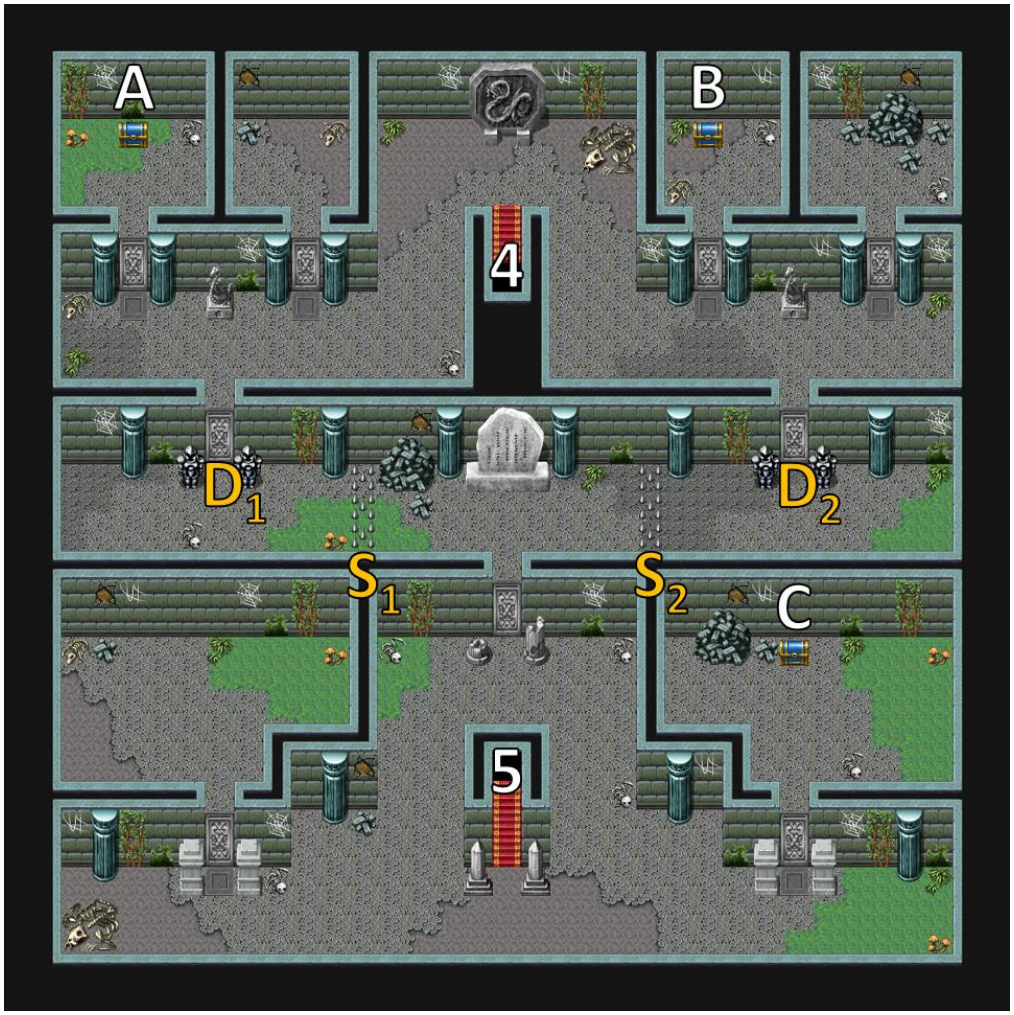
From the SW stairs (*2*) head north until you reach a 4-way intersection. Head east and then enter the second room to the south. Enter the room, collect the treasure (**2× Resurrection Elixir** – ***A***), and then return to the outer corridor. Head west until you reach the far western wall. Follow the western wall north until you reach a north/east fork. Take the eastern fork and you'll quickly come to a room to the north. Head inside the room and grab the treasure (**2× Ambrosia** – ***B***). With the treasure in hand, exit the room, head west, and then follow the western wall south until you find a corridor leading east. Take the corridor east across the entire wall until you reach the far eastern wall. Follow the eastern wall north until you reach a north/west fork. Take the western fork and then enter the room to the north. Collect the treasure inside (**2× Nectar** – ***C***) and then leave the room. Finally, head to the stairs in the SE corner (*3*) and climb back to Floor #1. On Floor #1, head west to the central doorway and then north through the unlocked doors until you find the stairs to Floor #2 (*4*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #2

Suggested Level: 95 (Initial Level +30)

Enemies: Ruby Arachnid, Dracomage, Tormented Soul



Treasure Chest Legend (All Blue Chests)			
A	2× Phoenix Ashes	**C**	2× Perfect Elixir
B	2× Large AP Orb		

From the stairs on Floor #2 (*4*), head west down the corridor until you reach the far western wall. Unlock the door to the north, enter the room, and collect the treasure inside (**2× Phoenix Ashes** – ***A***). After gathering the treasure, leave the room and return east to the stairs (*4*). From the stairs (*4*), head east and unlock the first room to the north. Head inside and grab the treasure contained within (**2× Large AP Orb** – ***B***). After collecting the treasure, exit the room and take a few steps SE until you find a door along the southern wall. Even though you can't see it behind the door, there is still a trapdoor for doors

D_1 and D_2. These doors are labeled because opening them flips a switch which lowers corresponding spike strips. For example, unlocking door D_1 will lower the spikes labeled S_1.

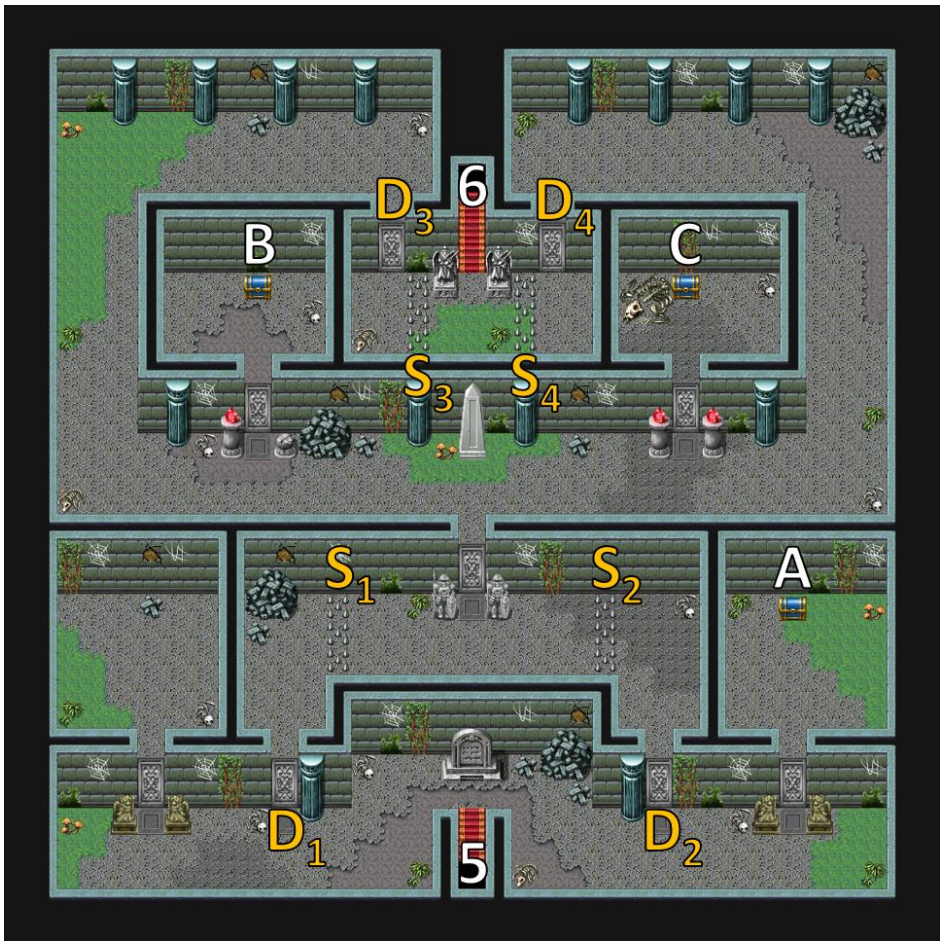
Unlock the door D_2 (lowering the spikes S_2) and then head west until you find another door to the south. Unlock the door and then head SE until you find a door leading into the room to the north. Unlock the door to the room, head inside, and grab the treasure inside (**2× Perfect Elixir** – ***C***). With the treasures in hand, exit the room and head west until you find a set of stairs (*5*). You've fully explored Floor #2 so climb the stairs (*5*) to Floor #3.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #3

Suggested Level: 95 (Initial Level +30)

Enemies: Ruby Arachnid, Dracomage, Tormented Soul



Treasure Chest Legend (All Blue Chests)			
A	2× Piercing Electric Bombs	**C**	2× Piercing Cryogenic Bombs
B	Ambush Ring, Berserker Ring		

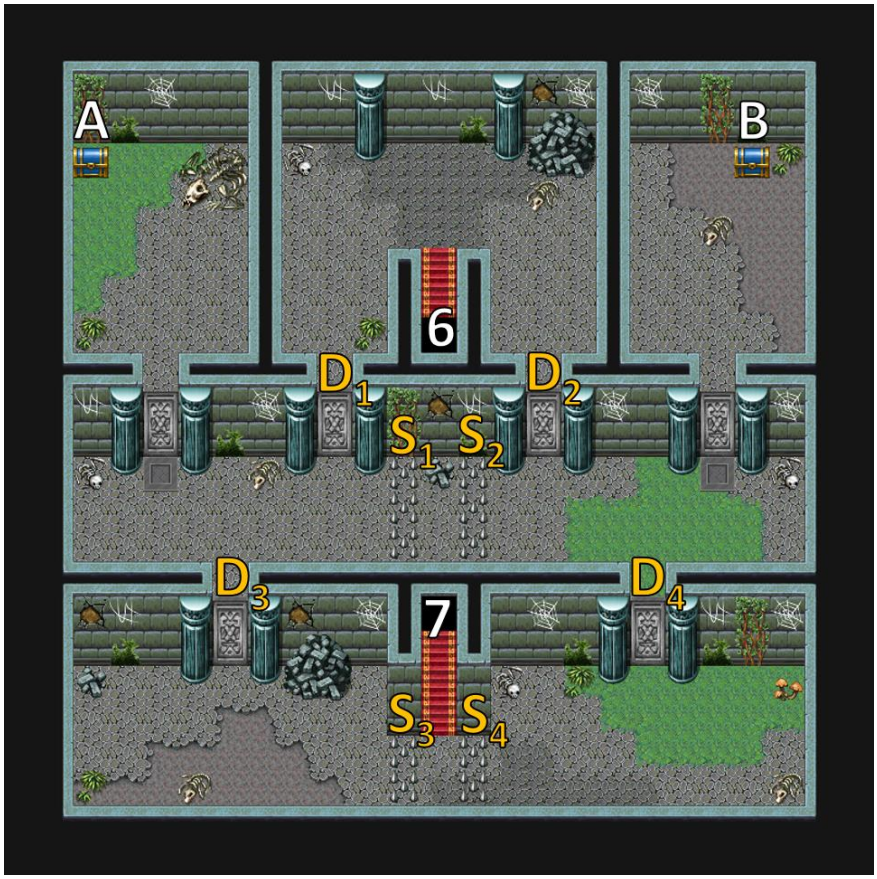
From the stairs (*5*), head east until you reach the last door to the north. Unlock the door and then collect the treasure inside (**2× Piercing Electric Bombs** – ***A***). After gathering the treasures, exit the room and return west to the next door along the northern wall (D_2). Unlock the door (lowering the spikes S_2) and then head NW until you find a central door along the northern wall. Unlock the door and head west until you find a door along the northern wall. Unlock the door, head inside, and grab the treasure inside (**Ambush Ring, Berserker Ring** – ***B***). With the treasure in hand, exit the room and head east until you reach another door along the northern wall. Unlock the door and collect the treasure inside (**2× Piercing Cryogenic Bombs** – **C)**. Exit the room and then head east, north, and west until you find a doorway to the south (D_4) lowering the spikes (S_4). From the door, head west and then climb the stairs (*6*) to Floor #4.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

Floor #4

Suggested Level: 95 (Initial Level +30)

Enemies: Ruby Arachnid, Dracomage, Tormented Soul



Treasure Chest Legend (All Blue Chests)			
A	2× Renewing Potions	**B**	2× Precision Tonics

From the stairs (*6*), head SW and unlock the door D_1 (which also lowers the spikes S_1). Head through the doorway and then west until you find a door to the north. Unlock the door and then grab the treasure in the NW corner (**2× Renewing Potions** – ***A***). Then leave the chamber and then return through the previous doorway (D_1) to the stairs. Head east and unlock the other door (D_2) along the southern wall (which lowers the other set of spikes S_2).

Head through the doorway and then east until you find a door along the northern wall. Unlock the door, head inside, and gather the treasure (**2× Precision Tonics** – ***B***). With the treasures in hand, leave the chamber and then head south to find a door (D_4) along the southern wall. Unlock the door (D_4) which will also lower the eastern spikes (S_4). Head west and then climb the stairs (*7*) to the top floor, Floor #5.

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #5

Suggested Level: 95 (Initial Level +30)

Enemies: Ruby Arachnid, Dracomage, Tormented Soul



Treasure Chest Legend (All Blue Chests)			
A	2× Perfect SP Orb	**C**	2× Regeneration Potions
B	Emerald Eye		

After climbing the stairs to Floor #5 (*7*), take a few steps north and you'll find Zir, the boss of the Forgotten Elven Outpost. Before engaging Zir, collect the treasures to the right and left (**2× Perfect SP Orbs** – ***A***, **2× Regeneration Potions** – ***C***). Zir is an extremely powerful Dracomage that guards the Emerald Eye, an Elven relic of mysterious power. Zir will attack you with a variety of magical attacks and therefore high MGD is your best defense against him since he uses a range of elemental and non-elemental attacks.

He can also absorb a single character's entire supply of MP with Mind Devour. Make sure all your characters are immune to Silence to avoid being debilitated by Magical Ward and Omega Flash. Once you're ready, go ahead and engage Zir.

Boss Battle: Zir



Items to Steal
Ambrosia, (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Staff (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	530	540	575	575	240	255	3	750,000	0	7,500

Skill	MP Cost	Description
Penultimate Blast	650	~450 HP non-elemental damage to all enemies
Mind Devour	0	Absorbs All MP from one enemy
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Typhoon	450	~400 HP damage with wind element to all enemies
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Windstorm	325	~850 HP damage with wind element to one enemy
Electron Beam	325	~850 HP damage with thunder element to one enemy
Dragon's Breath	450	~400 HP damage with fire element to all enemies
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies
Dragon Fire	600	DMG = (70% HP) to all enemies

After defeating Zir, collect the treasure in the Golden Chest (**Emerald Eye** – ***B***). You've completed your quest so now it's time to leave the Forgotten Elven Outpost. If you have a Warp Stone or Warp spell, use it to leave the tower; otherwise, you can backtrack and make use of any opened trapdoors to take shortcuts down the tower. Once outside the tower, return via Ship or Phoenix to Gremlar and see the Dangerous Thief. If you give the Emerald Eye to the Dangerous Thief as agreed, he will reward you with a new skill called Plunder. It allows you to steal from and attack all enemies while dealing 300% damage. While not the Thief's best skill in boss battles, it will possibly be his best skill while fighting enemies in random encounters. At this point, you've completed all of the Thief's quests and there is nothing more to do.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

8.15.10 Hunter: The Rat King

The Volundra Mercenaries' Guild Scout

Suggested Level: 75 (Initial Level +10)

The Mercenaries' Guild has scouts posted in the capital cities of Huldra, Ugbar, and Orphos. Each has special missions for a Party capable of tracking powerful monsters through the wilderness (e.g. if you have a Hunter in your Party). The first target is given to your Party by the Mercenaries' Guild scout in Volundra, who is seated just outside a dining room in the east wing of the 3rd floor of Volundra Castle.



In order to feel comfortable turning over such a mission to you, you'll have to have earned the trust of the Mercenaries' Guild. This means that you must have finished Tier #1 of the Mercenaries' Guild targets. If you have, then the Guild Scout will tell you about the Rat King who leads a swarm of Vile Rodents and the threat he poses to the cities of Huldra. The Rat King was last spotted far to the south of Volundra just north of the southern Tundra, as shown in the map to the right.

To reach the Rat King from Volundra, leave the city and then head south along the grassland path through the forest across two bridges. Continue south along the grassland path until you reach another bridge to the south. Cross it and then head SW along the northern edge of a small mountain range to the south. You'll reach a small gap with mountains to the east and west. Pass through and continue due south until you reach mountains to the south. From there, head west between the mountains and the river to the north until you reach the Rat King.

The Rat King relies heavily on physical attacks along with bleeding states to deal damage. Although it's relatively early in the game to have obtained Clotting Rings, they will be very valuable in this battle. You'll want to boost your DEF as much as possible through skills, accessories, and tonics during the battle against the Rat King. This battle is unique because the Rat King will summon his Rat Swarm once the Rat King's HP drops below 25% of its Max HP. This will certainly be the most difficult point in the battle since you'll have to battle 6 Vile Rodents along with the Rat King. Kill the Vile Rodents as quickly as possible and keep your Party members from falling in battle and you should prevail. After you defeat the Rat King, return to Volundra and the Mercenaries' Guild Scout will reward your Hunter with a new skill: Toxic Arrow. Toxic Arrow adds random status effects to the Hunter's regular attack. Note that it is a passive skill and doesn't require any MP to use.

Target Battle: Rat King



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Shoes (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	435	395	425	375	215	225	3	250,000	0	1,500

Skill	MP Cost	Description
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Swarm Attack	250	Normal Attack to all enemies
Strength of the Pack	400	3× 75% Normal Attacks
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy

8.15.11 Hunter: The Grizzly Bear

The Hobgar Mercenaries' Guild Scout

Suggested Level: 85 (Initial Level +20)



After you've completed Tier #2 of the Mercenaries' Guild targets, the Mercenaries' Guild Scout in Hobgar will have enough faith in you to turn over information regarding the Grizzly Bear to you. You can find the Ugbar Mercenaries' Guild Scout in Hobgar Castle on the first floor just NE of the entrance.

The Hobgar Mercenaries' Guild Scout will tell you about the Grizzly Bear that has terrorizing travelers near the Southwest Ugbar Outpost. The Goblins who were sent to hunt it were unsuccessful in locating the beast, so they need someone with tracking skill (e.g. a Hunter) to aid in their efforts. You'll find the Grizzly Bear near the red "X" in the map to the right. Once you're prepared, set out from Hobgar in search of the Grizzly Bear.

From Hobgar, head NW across a bridge and then west along the northern edge of the river you crossed. Continue until you find a bridge crossing to the south. Cross the bridge, take a few steps SW, and then cross a bridge to the west. Follow the eastern edge of the mountains south until you find a bridge to the south. Cross it and continue south until you find another bridge. Cross it and then head NE until you find the Grizzly Bear.

Like the Rat King, the Grizzly Bear uses an array of physical attacks to deal damage. In addition, the Grizzly Bear uses an array of attacks that inflict bleeding states to inflict additional damage. If you have Clotting Rings or other equipment that grant immunity to bleeding states at this point, they can be extremely useful. You'll want to raise your Party's DEF as high as possible through a combination of skills, accessories, and tonics. The Grizzly Bear fight is unique in that the Grizzly Bear that you find and initially engage in combat is not the same bear that has been terrorizing Goblin travelers. Once the Grizzly Bear's HP drops below 50% of its Max HP, the Mama Bear will appear. The Mama Bear is significantly stronger and the battle will take a drastic turn when you're confronted with two powerful bears at once. Keep focusing on the Grizzly Bear until it is defeated so that you can focus on only a single target. The appearance of the Mama Bear will mark the most difficult portion of the battle, but if you can defeat the Grizzly Bear, you should prevail in the battle.

After defeating the Grizzly Bear and Mama Bear, return to Hobgar and speak with the Mercenaries' Guild Scout. As a reward for killing the bears, the Scout will reward you with the **Hobgar Bow**. The *Hobgar Bow* is a unique item that is more powerful than an *Aegis Bow* and also regenerates 75 MP/turn.

Target Battle: Grizzly Bear



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	20,000	425	415	365	395	195	215	5	250,000	0	3,500

Skill	MP Cost	Description
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies

Target Battle: Mama Bear



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
350,000	20,000	455	445	395	415	215	235	15	350,000	0	4,500

Skill	MP Cost	Description
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Crushing Blows	250	DMG = (Target Max HP/2 - Target DEF) to all enemies
Strength of the Pack	400	3× 75% Normal Attacks
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Crushing Jaws	150	ATK +20% to user for 5 turns
Immobilize	150	250 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies

8.15.12 Hunter: The Accursed Dragon

Suggested Level: 95 (Initial Level +30)



After you've defeated Tier #3 of the Mercenaries' Guild, the Theopolis Mercenaries' Guild Scout (located in the SE corner of town) will have enough trust in you to tell you about the Accursed Dragon that has been ravaging the countryside of Orphos. The beast was last spotted near the South Orphos Outpost and you will find it near the location of the red "X" on the map above.

To reach the Accursed Dragon from Theopolis, head east past the first bridge to the south while hugging the southern bank of the river to the north. Continue until you find another bridge to the south and cross a river to the south. Cross the bridge and then follow the eastern bank of the river south until it ends in a small lake. At this point, you'll see a river to the east. Follow it until you spot the Accursed Dragon.

The Accursed Dragon is unique because it will transform into the more powerful Draconis Rex when you reduce its HP below 50% of its Max HP. Furthermore, it will fully heal itself. Before transformation, the Accursed Dragon uses a variety of physical attacks, some of which inflict bleeding states. He can also use fire attacks such as Firestorm and Dragon's Breath. The Draconis Rex gets the extremely powerful Dragon Fire attack that deals 70% Max HP damage to all enemies. In addition, the Draconis Rex can use Thermite Plasma to deal massive fire damage and Total Demolition to massacre your entire Party.

The battle will be difficult, but once you've emerged victorious, return to Theopolis and the Mercenaries' Guild Scout. He will reward your Hunter with a new skill: Arrow Storm. Arrow Storm is a more powerful version of Rain of Death that attacks seven random enemies and each attack has a chance to inflict a myriad of status effects. At this point, you've completed all of the Hunter's special targets!

Target Battle: Accursed Dragon



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	25,000	590	610	600	540	205	225	5	400,000	0	5,500

Skill	MP Cost	Description
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Crushing Blows	250	DMG = (Target Max HP/2 - Target DEF) to all enemies
Incinerate	200	~750 HP damage with fire element to one enemy
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Dragon's Breath	450	~400 HP damage with fire element to all enemies

Target Battle: Draconis Rex



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	25,000	640	650	650	590	225	255	10	500,000	0	7,500

Skill	MP Cost	Description
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Crushing Blows	250	DMG = (Target Max HP/2 - Target DEF) to all enemies
Incinerate	200	~750 HP damage with fire element to one enemy
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Dragon's Breath	450	~400 HP damage with fire element to all enemies
Dragon Fire	600	DMG = (70% HP) to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Total Demolition	500	500 HP damage + Normal Attack to all enemies

8.15.13 Gray Mage: The Gray Mage Researcher

Suggested Level: 75 (Initial Level +10)

On the 2nd floor of the Wystonia Magical Laboratory, you'll find the Gray Mage Researcher. He's intent upon demonstrating that Gray Magic is superior to either purely white or purely black magic. If you have a Gray Mage in your Party, then he will tell you about his latest research that has culminated in a spell called Cosmic Pressure. But to test his theory and use the spell, he requires certain ingredients. He asks you to acquire the ingredients for him, and if you do, he will reward you by teaching you his new spell: Cosmic Pressure. The ingredients, the enemies that drop them, and their most common location are shown in the table below:

Ingredient	Enemy	Location
Spirit Coal	Magma Spirit	Spiral Cave
Amber Sludge	Oozing Sludge	Sacred Goblin Tree
Hellion Wing	Dessicated Hellion	Volundra Catacombs

After you return with the ingredients, the Gray Mage Researcher will hold up his end of the bargain and teach you Cosmic Pressure which deals 50% of current HP damage to all enemies. This is a great opening attack but quickly diminishes in strength since it is 50% of the current HP and not 50% of the Max HP. Once you've learned Cosmic Pressure, the Gray Mage Researcher will tell you about his next line of research. He has learned of the existence of an ancient weapon known as the Infernal Sword which was crafted by Dwarven metallurgists and imbued with Fire magic by Elven wizards. He believes the sword was lost in the volcanic caves of an island far to the east. He promises to reward you handsomely if you retrieve it for him.



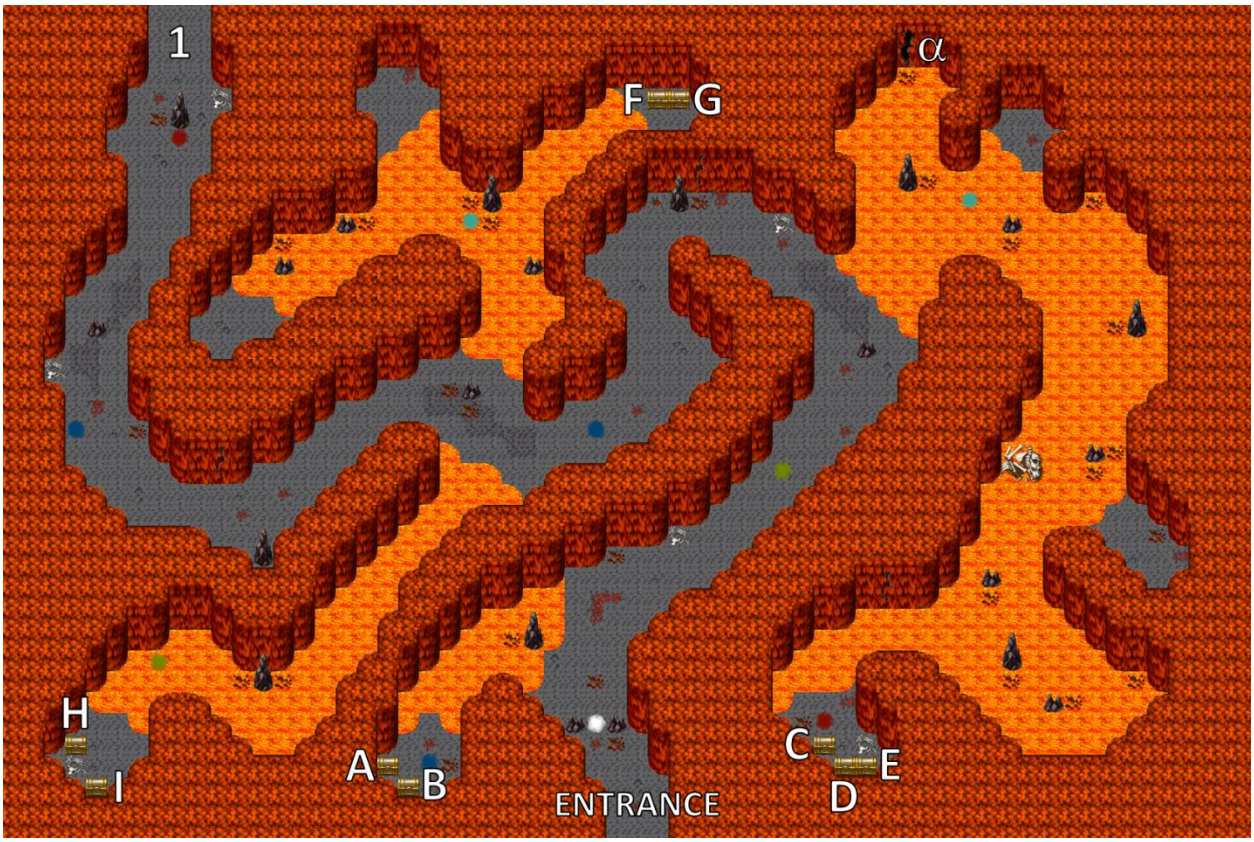
To reach the Lava Tubes from Wystonia, leave Wystonia and head south to the southern Vir port. Board your ship and sail SE until you reach the northern tip of the Huldra peninsula that holds Mt. Vilu. From there, head east and you'll eventually reach the volcanic island where the Lava Tubes are located. Dock your ship and head east until you reach the Lava Tubes.

8.15.14 Gray Mage: Lava Tubes

Floor #1

Suggested Level: 85 (Initial Level +20)

Enemies: Angry Wind Spirit, Angry Ice Spirit, Angry Fire Spirit, Angry Thunder Spirit



Treasure Chest Legend (All Gray Chests)					
A	Hyper Remedy	**E**	Ultra Bubble Tonic	**I**	Cryogenic Bomb
B	Great SP Orb	**F**	Rejuvenating Elixir	α	Ambrosia, Nectar
C	Ultra Blitz Tonic	**G**	Resurrection Elixir		
D	Ultra Surge Tonic	**H**	Cryogenic Bomb		

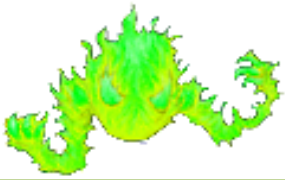
From the entrance of the Lava Tubes, head north and communicate with the spirit. If you don't have a Gray Mage in your Party, then it will refuse to let you enter; otherwise, it will move to the side and allow you to pass. After entering, take a few steps north and you'll find an east/west fork. Take the west fork and you'll cross lava on the floor. The lava deals 2% of your current HP damage per step meaning that it is very expensive to keep your HP near its Max inside the Lava Tubes. If you're strong enough, it is strongly recommended that you attempt to keep your HP at ~50% of Max since that will require far less healing. After crossing the lava, you'll find a group of Angry Ice Spirits. Note: all of the

enemies in the Lava Tubes are visible on the screen. After defeating the enemies, collect the two treasures (**Hyper Remedy** – ***A***, **Great SP Orb** – ***B***) and then return across the lava to the previous fork.

Now head NE until you reach a NW/NE fork. Take the NE fork into the lava first and then head due north until you find a Mining Crevice (α) along the northern wall. Use a Mining Bomb to open the excavated chamber and then collect the treasures inside (**Ambrosia, Nectar** – α). With the treasures in hand, exit the chamber and then follow the western wall in the lava-covered area. Continue south until you reach a set of treasures (**Ultra Blitz Tonic** – **C**, **Ultra Surge Tonic** – **D**, **Ultra Bubble Tonic** – **E**). After grabbing the treasures, return to the previous fork where you entered the lava-covered area.

Now, take the NW fork and follow the path until you reach a 4-way intersection with lava-covered areas to the north and south. First, take the northern path and continue until you reach another fork with paths to the NE and NW. Take the NE path and then gather the two treasures at the end of the path (**Rejuvenating Elixir** – ***F***, **Resurrection Elixir** – ***G***). Then return to the 4-way intersection and then head south into the lava. Continue and grab the last two treasures in the first area (**Cryogenic Bomb** – ***H***, **Cryogenic Bomb** – ***I***). With the treasures in hand, return to the previous 4-way intersection and then head west. Continue along the path and head into the second area, Floor #2 (*1*).

Battle Notes: *In this area, you'll find three new enemy types: Angry Wind Spirits, Angry Ice Spirits, Angry Fire Spirits, and Angry Thunder Spirits:*

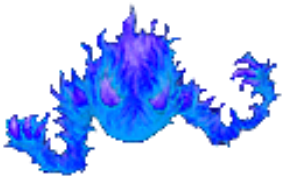


Name: Angry Wind Spirit
Stealable Items: Massive Potion, Full Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,500	7,500	250	345	375	390	280	250	3	85,000	675	Angry Spirit Essence

Skill	MP Cost	Description
Hurricane	400	~350 HP damage with wind element to all enemies
Jet Stream	200	~750 HP damage with wind element to one enemy



Name: Angry Ice Spirit
Stealable Items: Massive Potion, Full Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,500	7,500	250	345	375	390	280	250	3	85,000	675	Angry Spirit Essence

Skill	MP Cost	Description
Arctic Blast	400	~350 HP damage with ice element to all enemies
Glaciation	200	~750 HP damage with ice element to one enemy

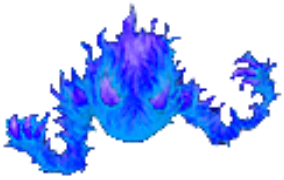


Name: Angry Fire Spirit
Stealable Items: Massive Potion, Full Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,500	7,500	250	345	375	390	280	250	3	85,000	675	Angry Spirit Essence

Skill	MP Cost	Description
Solar Flare	400	~350 HP damage with fire element to all enemies
Incinerate	200	~750 HP damage with fire element to one enemy



Name: Angry Thunder Spirit
Stealable Items: Massive Potion, Full Magic Potion, Refreshing Elixir

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

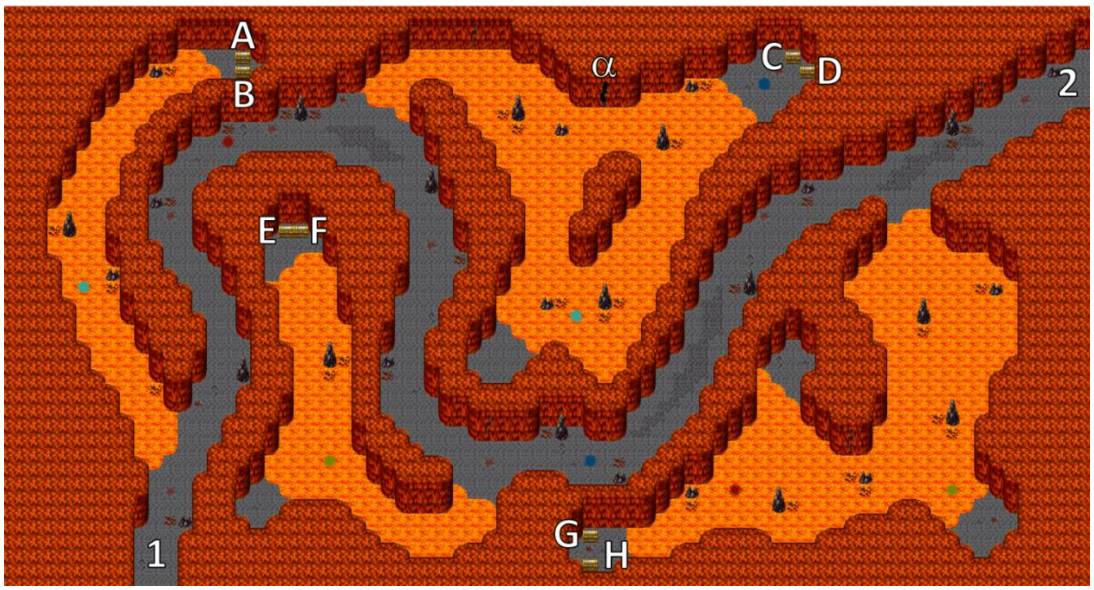
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,500	7,500	250	345	375	390	280	250	3	85,000	675	Angry Spirit Essence

Skill	MP Cost	Description
Thunderstorm	400	~350 HP damage with thunder element to all enemies
Giga Bolt	200	~750 HP damage with thunder element to one enemy

Floor #2

Suggested Level: 85 (Initial Level +20)

Enemies: Angry Wind Spirit, Angry Ice Spirit, Angry Fire Spirit, Angry Thunder Spirit



Treasure Chest Legend (All Gray Chests)					
A	Resurrection Elixir	**D**	Massive SP Orb	**G**	Great Magic Potion
B	Phoenix Ashes	**E**	Nectar	**H**	Great Potion
C	Large AP Orb	**F**	Ambrosia	α	Great SP Orb

From the entrance to Floor #2 (*1*), head north until you reach a NW/NE fork. Take the NW fork into the lava and continue until you reach the end of the path. Collect the two treasures (**Resurrection Elixir** – ***A***, **Phoenix Ashes** – ***B***) and then return to the previous fork. Now, take the NE fork and continue until you reach a NE/SE fork. Take the NE fork into the lava and follow the northern wall until you reach a Mining Crevice (α). Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Great SP Orb** – α).

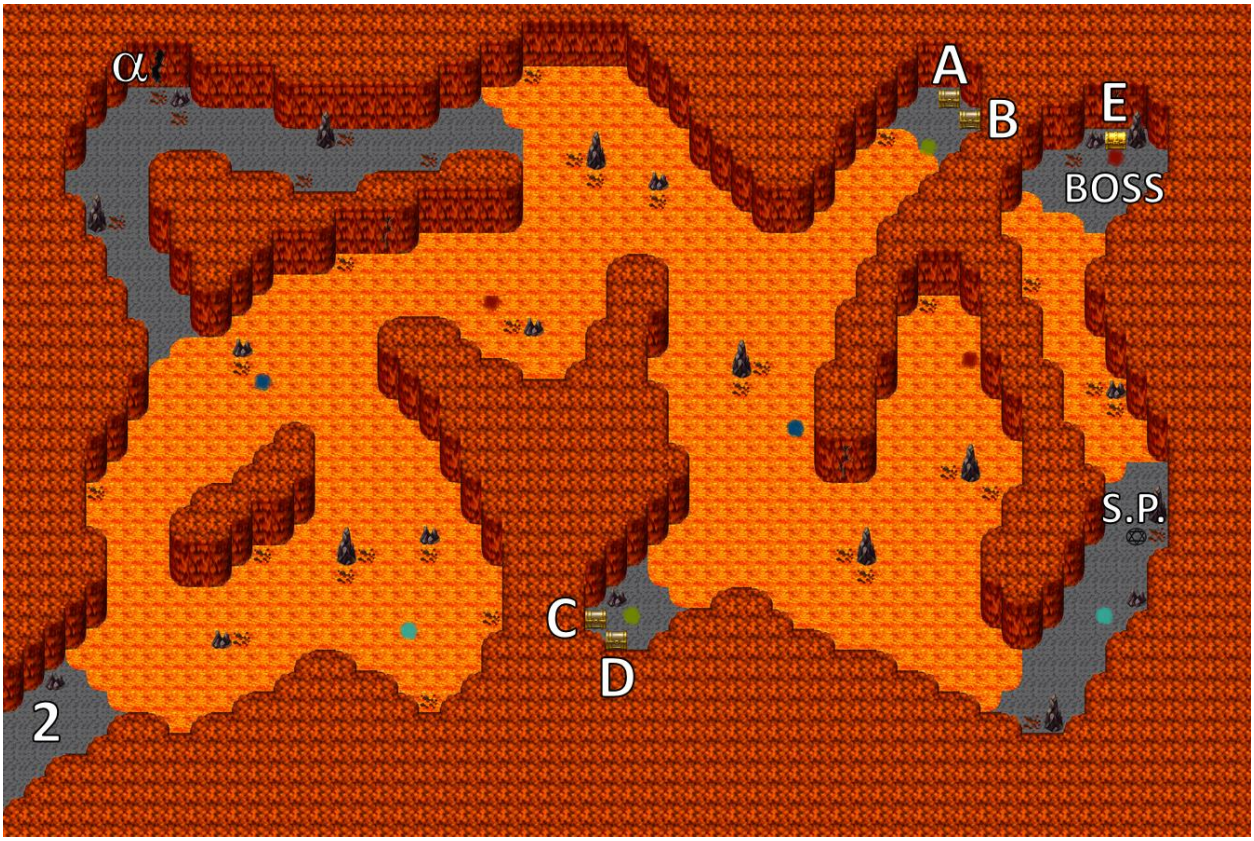
With the treasure in hand, return out of the chamber and then head east until you reach a small area of land not covered by lava. Grab the two treasures (**Large AP Orb** – ***C***, **Massive SP Orb** – ***D***) and then return through the lava to the previous fork. Now, take the SE fork and continue until you reach a south/east fork. Take the southern fork into the lava and continue through the lava until you reach two treasures at the northern end of the area (**Nectar** – ***E***, **Ambrosia** – ***F***). Gather the treasures and then return to the previous fork. Next, take the eastern fork and continue until you reach an east/south fork. First, take the southern fork and head through the lava. Head to the SW corner and collect the two treasures (**Great Magic Potion** – ***G***, **Great Potion** – ***H***). After grabbing the treasures, return to the previous fork and then head east into the final area (*2*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #3

Suggested Level: 85 (Initial Level +20)

Enemies: Angry Wind Spirit, Angry Ice Spirit, Angry Fire Spirit, Angry Thunder Spirit



Treasure Chest Legend (All Gray Chests)					
A	Ambrosia	**C**	Perfect SP Orb	**E**	Infernal Sword
B	Nectar	**D**	Large AP Orb	α	Regeneration Potion, Renewing Potion

From the entrance of the final area (*2*), head north while following the western wall until you find a Mining Crevice in the NW corner (α). Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Regeneration Potion, Renewing Potion** – α). After grabbing the treasures, leave the chamber and head east while following the northern wall. Continue until you reach two treasures in a small NE alcove (**Ambrosia** – ***A***, **Nectar** – ***B***).

Grab the treasures and then head south while following the eastern wall. Continue south when the wall ends until you reach the southern wall and then take a few steps west into a small alcove. Collect the two treasures (**Perfect SP Orb** – ***C***, **Large AP Orb** – ***D***) and then head east while following the southern wall. When the wall turns north follow it and continue until you reach a save point (*S.P.*). Save if you have the opportunity and then continue north until you reach the boss in the NE corner.

The Furious Magma Spirit, a magical-based enemy, guards the Infernal Sword. He uses a variety of Fire elemental attacks (Combustion, Thermite Plasma, and Hell Fire) and can also boost his own INT and decrease your Party's MGD with Malicious Concentration and Runic Corruption. Finally, he can put himself into a regenerative state of +10% Max HP/turn for 5 turns. Because of his relatively high MGD, you should attack him with physical attacks when possible; otherwise, magical attacks should exploit his Ice elemental weakness.

Battle: Furious Magma Spirit



Items to Steal
Ambrosia, (25%), Nectar (25%), Perfect Elixir (25%), Ruby Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	550	425	575	475	325	275	3	500,000	0	2,500

Skill	MP Cost	Description
Combustion	450	~400 HP damage with fire element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Hell Fire	100	~500 HP fire damage to all enemies; Inflicts Burn (-10% HP/turn)
Invigorate	300	Regenerate 10% HP/turn for user for 5 turns
Malicious Concentration	100	INT +25% to user for 5 turns
Runic Corruption	400	MGD -25% to all enemies for 5 turns

After you defeat the Furious Magma Spirit, collect the treasure from the Golden Chest (**Infernal Sword** – ***E***). Now you can either use a Warp Stone, Warp spell, or backtrack through the Lava Tubes to the exit. Return to the Wystonia Magical Laboratories, talk to the Gray Mage Researcher, and he will ask for the Infernal Sword. The Infernal Sword absorbs 50% of Fire damage and also has a Fire affinity meaning it deals additional damage to enemies weak to Fire. You can choose to keep the sword, but the consequence will be that you will forfeit both the Gray Mage Researcher's reward for the current quest as well as the invitation to attempt the third and final quest. Therefore, it is assumed that you agree to return the Infernal Sword to the Gray Mage Researcher. He will reward you with a new skill, Infernal Strike, that deals a massive amount of damage to a single target and is also Fire elemental, so it will deal additional damage to enemies weak to Fire, making it the bane of the undead.

Battle Notes: *See the Battle Notes for* ***Floor #1****.*

8.15.15 Gray Mage: Sarno Mine

NPC Treasures: Sarno Key

After completing the second quest, the Gray Mage Researcher will ask for your help in acquiring the legendary Ash Totem. The relic was once the prized possession of the dread Warlock, Sarno, who came near to conquering the entirety of Huldra before being beaten back by the combined forces of Volundra. The Ash Totem could not be destroyed so it was hidden deep within the icy depths of Sarno Mine. If you agree to acquire the Ash Totem for the Gray Mage Researcher, he will provide you with the **Sarno Key** which will unlock the gate at the entrance of the Mine. Once you're in possession of the Sarno Key, you can set off for the Sarno Mine, located in the southern tundra of Huldra.



To reach Sarno Mine from Wystonia, leave Wystonia and head south through the Wystonia Main Gate to the southern port. Board your ship and then sail due south. Eventually, you'll see the western coastline of the eastern Huldra peninsula (near Mt. Vilu). Follow the coastline west until you reach the South Huldra Outpost. Dock your ship and then head NW along the grassland path through the forest. Cross a bridge and then continue along the path west across another bridge until you reach a fork. Take the SE fork and continue along the grassland path until you reach the southern tundra. In the Tundra, head east until you reach the eastern coastline, south, and then west again until you reach the entrance to Sarno Mine.

Entrance

Suggested Level: 95 (Initial Level +30)



Treasure Chest Legend	
A	5× Mining Bombs

From the entrance of Sarno Mine, take a few steps NE and open the wooden crate (**5× Mining Bombs** – ***A***). After collecting the treasure, head NW to the gate (*1*). Use the *Sarno Key* to open the gate and head inside.

Floor #1

Suggested Level: 95 (Initial Level +30)

Enemies: Ice Dragon, Flying Fiend, Mysterious Rime



Treasure Chest Legend (All Gray Chests)					
A	250,000G	**C**	Cryogenic Bomb	α	Perfect SP Orb
B	Cyclonic Burst Bomb	**D**	Magma Blast Bomb		

After entering Floor #1 of Sarno Mine (*1*), head a few paces north and you'll be confronted with a NW/NE fork. The NE fork is a dead end so head NW and follow the winding path until you reach an east/south fork. Take the southern fork and continue to the end of the path. Collect the treasure (**250,000G** – ***A***) and then return to the previous fork. Take the eastern fork for only a few steps and you'll find another east/south fork. First, take the eastern fork and continue until you find a Mining Crevice (α) along the northern wall. Use a Mining Bomb to open the excavated chamber and gather the treasure inside (**Perfect SP Orb** – α).

With the treasure in hand, leave the chamber and take a few steps east until you find a gigantic pit blocking your way. This is the ancient elevator shaft that connects all the floors of Sarno Mine. Unfortunately, the elevator platform is currently on another floor so you can't ride it. Instead, return west to the previous fork and then take the southern path. Continue along the path until you reach a dead end. Climb into the hole (*2*) to reach Floor #2.

Battle Notes: *In this area, you'll encounter three new enemy types: Ice Dragons, Flying Fiends, and Mysterious Rimes:*



Name: Ice Dragon
Stealable Items: Great Potion, Ultra Blitz Tonic, Hyper Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,500	6,500	350	345	305	285	170	170	10	78,000	736	Ice Dragon Claw

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
Maim	250	150% Normal attack with chance to stun
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Charge	600	400 HP damage + 125% Normal Attack to one enemy



Name: Flying Fiend
Stealable Items: Magma Blast Bomb, Ultra Shock Tonic, Ultra Jolt Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,000	9,500	310	285	345	445	200	330	3	72,000	784	Fiend Wing

Skill	MP Cost	Description
Freeze	500	Uncurable, short duration (3 turns) paralysis to one enemy
Iceberg	350	~300 HP damage with ice element to all enemies
Frigid Spear	225	~650 HP damage with ice element to one enemy



Name: Mysterious Rime
Stealable Items: Giant Magic Potion, Massive SP Orb, Ultra Wall Tonic

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

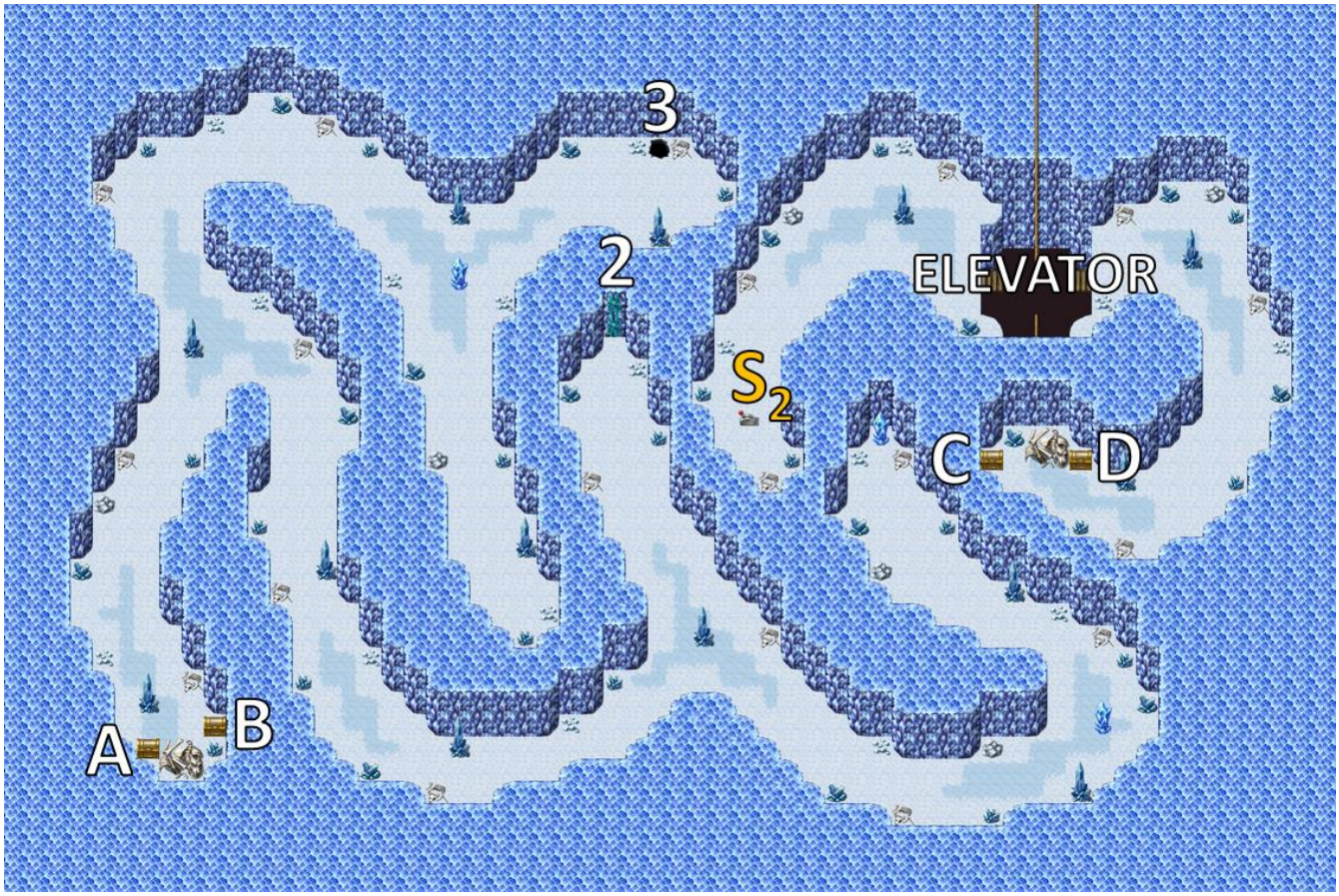
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	7,500	330	675	325	345	130	180	5	75,000	822	Ice Chunk

Skill	MP Cost	Description
Icy Spines	0	Reflects physical damage
Cryogenic Blast	450	ACC, AGI -50% for 5 turns; ~300 HP damage with ice element to all enemies
Ice Stalagmite	400	~900 HP damage with ice element to a single enemy

Floor #2

Suggested Level: 95 (Initial Level +30)

Enemies: Ice Dragon, Flying Fiend, Mysterious Rime



Treasure Chest Legend (All Gray Chests)			
A	Great Potion	**C**	Rejuvenating Elixir
B	Great Magic Potion	**D**	Resurrection Elixir

After climbing down to Floor #2 (*2*), head south and you'll reach a SW/SE fork. The SE fork leads to a dead end so instead head SW and continue along the curving path until you reach a north/south fork. Take the southern path and collect the two treasures at the end of the path (**Great Potion** – ***A***, **Great Magic Potion** – ***B***). After grabbing the treasures return to the previous fork and then head north. Follow the northern fork as it turns east until you reach a south/east fork. The southern fork is a dead end so take a few steps east until you reach a hole in the ground. Descend the hole (*3*) to reach Floor #3.

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #3

Suggested Level: 95 (Initial Level +30)

Enemies: Ice Dragon, Flying Fiend, Mysterious Rime



Treasure Chest Legend (All Gray Chests)					
A	Ultra Surge Tonic	**D**	Massive SP Orb	α	Phoenix Ashes, Resurrection Elixir
B	Ultra Mind Tonic	**E**	Huge AP Orb		
C	Ultra Ward Tonic	**F**	Great SP Orb		

On Floor #3 (*3*), head south until you reach an east/west fork. First, take the western fork and continue until you reach the far western wall and a north/south fork. First, take the southern fork and then gather the treasures at the end of the path (**Ultra Surge Tonic** – ***A***, **Ultra Mind Tonic** – ***B***, **Ultra Ward Tonic** – ***C***). After grabbing the treasures return to the previous fork and then head north. Use a Mining Bomb on the Mining Crevice (α) at the end of the path to open the excavated chamber. Collect the treasures inside (**Phoenix Ashes, Resurrection Elixir** – α) and then return to the previous fork.

From there, head east to the original fork and then head east until you reach a 4-way intersection. Take the NW path and grab the three treasures at the end of the path (**Massive SP Orb** – ***D***, **Huge AP Orb** – ***E***, **Great SP Orb** – ***F***). With the treasures in hand, return to the 4-way intersection and then take the SE fork. Continue along the path and then climb into the hole down to Floor #4 (*4*).

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #4

Suggested Level: 95 (Initial Level +30)

Enemies: Ice Dragon, Flying Fiend, Mysterious Rime



Treasure Chest Legend (All Gray Chests)					
A	Large AP Orb	**D**	Conjurer Ring	**G**	Perfect Elixir
B	Great SP Orb	**E**	Champion Ring	**H**	Nectar
C	Huge AP Orb	**F**	Ambrosia		

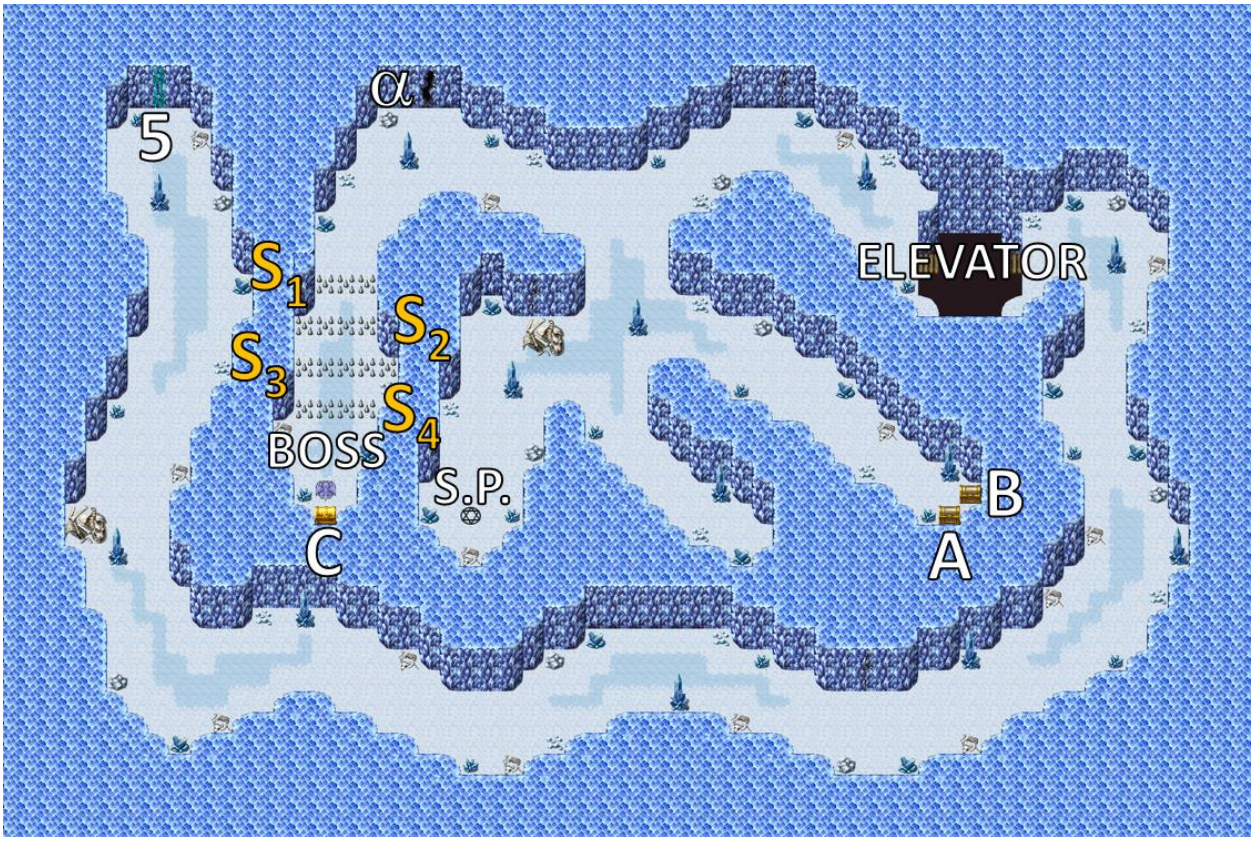
The vines leading down into Floor #4 (*4*), head west and you'll quickly come to a north/west fork. First, take the wester fork and continue along the twisting path until you reach a SW/SE fork. The SE fork is a dead end so take the SW fork to a set of three treasures (**Large AP Orb** – ***A***, **Great SP Orb** – ***B***, **Huge AP Orb** – ***C***). After gathering the treasures, return to the previous fork and head north. Continue along the path until you reach the original fork. Head north and follow the corridor until you reach the end of the path. Climb down the hole (*5*) to Floor #5.

Battle Notes: *See the Battle Notes for **Floor #1**.*

Floor #5

Suggested Level: 95 (Initial Level +30)

Enemies: Ice Dragon, Flying Fiend, Mysterious Rime



Treasure Chest Legend (All Gray Chests)			
A	Perfect Elixir	**C**	Ash Totem
B	Resurrection Elixir	α	Great Regeneration Potion, Great Renewing Potion

From the entrance to Floor #5 (*5*), head south, east, and then north along the path until you reach the elevator. Climb aboard and take the elevator to Floor #1. On Floor #1, get off the elevator to the east and then head south until you reach a SW/SE fork. Take the SW fork and continue along the path until you reach a set of three treasures (**Cyclonic Burst Bomb** – ***B on Floor #1,*** **Cryogenic Bomb** – ***C on Floor #1***, **Magma Blast Bomb** – ***D on Floor #1***). With the treasures in hand, return to the previous fork and head down the SE fork. Continue along the path until you reach the switch (S_1). Flip the switch (S_1) and then return to the elevator. Climb aboard and take the elevator to Floor #2.

On Floor #2, get off the elevator to the east and follow the path until you arrive at two treasures (**Rejuvenating Elixir** – ***C on Floor #2***, **Resurrection Elixir** – ***D on Floor #2***). Grab the treasures and then return to the elevator. Rather than change floors, get off and head west. Continue along the corridor until you reach the switch (S_2) at the end of the path. Flip the switch (S_2) and then return to the elevator.

Climb aboard and take the elevator to Floor #3. On Floor #3, get off to the west and you'll see a switch (S_3). Flip the switch (S_3) and then return to the elevator. Climb aboard and take the elevator to Floor #4.

On Floor #4, get off the elevator to the east and continue along the path until you reach a north/NW fork. First, take the NW fork and collect the two treasures at the end of the path (**Conjurer Ring** – ***D on Floor #4***, **Champion Ring** – ***E on Floor #4***). With the treasures in hand, return to the previous fork and head north. Flip the switch (S_4) at the end of the path and then return to the elevator. Rather than riding to a different floor, cross the elevator to the west and collect three more treasures (**Ambrosia** – ***F on Floor #4***, **Perfect Elixir** – ***G on Floor #4***, **Nectar** – ***H on Floor #4***). Then return to the elevator and ride it to Floor #5.

On Floor #5, get off the elevator to the west and continue until you reach a 5-way intersection. First, take the SE path and collect the two treasures at the end of the path (**Perfect Elixir** – ***A***, **Resurrection Elixir** – ***B***). Next, return to the 5-way intersection. If you can use Save Points (***S.P.***), then take the SW fork and save your game; otherwise, take the NW fork and continue until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Great Regeneration Potion, Great Renewing Potion** – α). After grabbing the treasures, leave the chamber and then head south over the lowered spikes (S_1, S_2, S_3, and S_4) until you reach the boss of Sarno Mine, the Frozen Wyrm.

Battle: Frozen Wyrm



Items to Steal

Ambrosia, (25%), Nectar (25%), Perfect Elixir (25%), Aegis Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	550	545	505	485	270	190	5	750,000	0	7,500

Skill	MP Cost	Description
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Maim	250	150% Normal attack with chance to stun
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Frozen Bite	500	Uncurable, short duration (3 turns) paralysis to one enemy; Deals 300 HP + 150% normal attack damage
Cryogenic Blast	450	ACC -50% and AGI -50% to all enemies for 5 turns; ~300 HP damage with ice element to all enemies
Icy Spines	0	Reflects physical damage
Crystallize	450	~400 HP damage with ice element to all enemies
Glacial Bolt	325	~850 HP damage with ice element to one enemy

The Frozen Wyrm has both physical and magical attacks that he can unleash upon you. His most dangerous skill may be Icy Spines which allows him to reflect damage back at you. His magical attacks are all Ice elemental (Cryogenic Blast, Crystallize, Glacial Bolt) so Ice elemental resistance will be valuable when fighting him. You'll also want immunity to Paralysis/Stun (for Maim) and Bleeding (for Vicious Slice) if possible. Exploit his weakness to Fire elemental attacks with your most powerful magical attacks in order to defeat him.

After you defeat the Frozen Wyrm, collect the treasure from the Golden Chest (**Ash Totem** – ***C***). At this point, you've fully explored Sarno Mine and it's time to leave. Use a Warp Stone, Warp spell, or take the elevator back to Floor #1 and backtrack to the exit. Once outside Sarno Mine, return to your ship and sail back to Wystonia. Head to the Wystonia Magical Laboratories and visit the Gray Mage Researcher. The Ash Totem has no value to you, so give it to the Gray Mage Researcher when he requests it. He will reward you with his most powerful skill: Triple Threat. This new skill deals non-elemental damage to a single enemy, heals all allies, and also unleashes 5 physical random attacks against the enemy Party. You've now fully completed the Gray Mage Researcher's quests.

Battle Notes: *See the Battle Notes for **Floor #1**.*

8.15.16 White Mage: The White Mage Researcher

Suggested Level: 75 (Initial Level +10)

On the 2nd Floor of the Wystonia Magical Laboratories, you'll find the White Mage Researcher. She has been studying a new spell but requires some rare monster remains in order to cast the spell. If you have a White Mage in your Party, she will ask you to collect the ingredients in exchange for teaching you a powerful White Magic spell called Inflation. The monster-remains ingredients, the enemies that they belong to, and their respective locations are shown in the table below:

Ingredient	Enemy	Location
5× Ethereal Orb	Ethereal Spirit	Sacred Goblin Tree
5× Charred Goo	Charred Slime	Spiral Cave
5× Earth Bone	Earthern Fist	Volundra Catacombs

Venture out to the Spiral Cave, Volundra Catacombs, and Sacred Goblin Tree to gather the required ingredients and then return to the Wystonia Magical Laboratories. As reward for the ingredients, the White Mage Researcher will teach you Inflation which boosts Max HP and MP by 200%. If you speak with the White Mage Researcher again, she will tell you that Mages sometimes imbue artifacts with powerful magic. She has learned of one such artifact located on a deserted island south of Orphos and asks you to gather it for her.

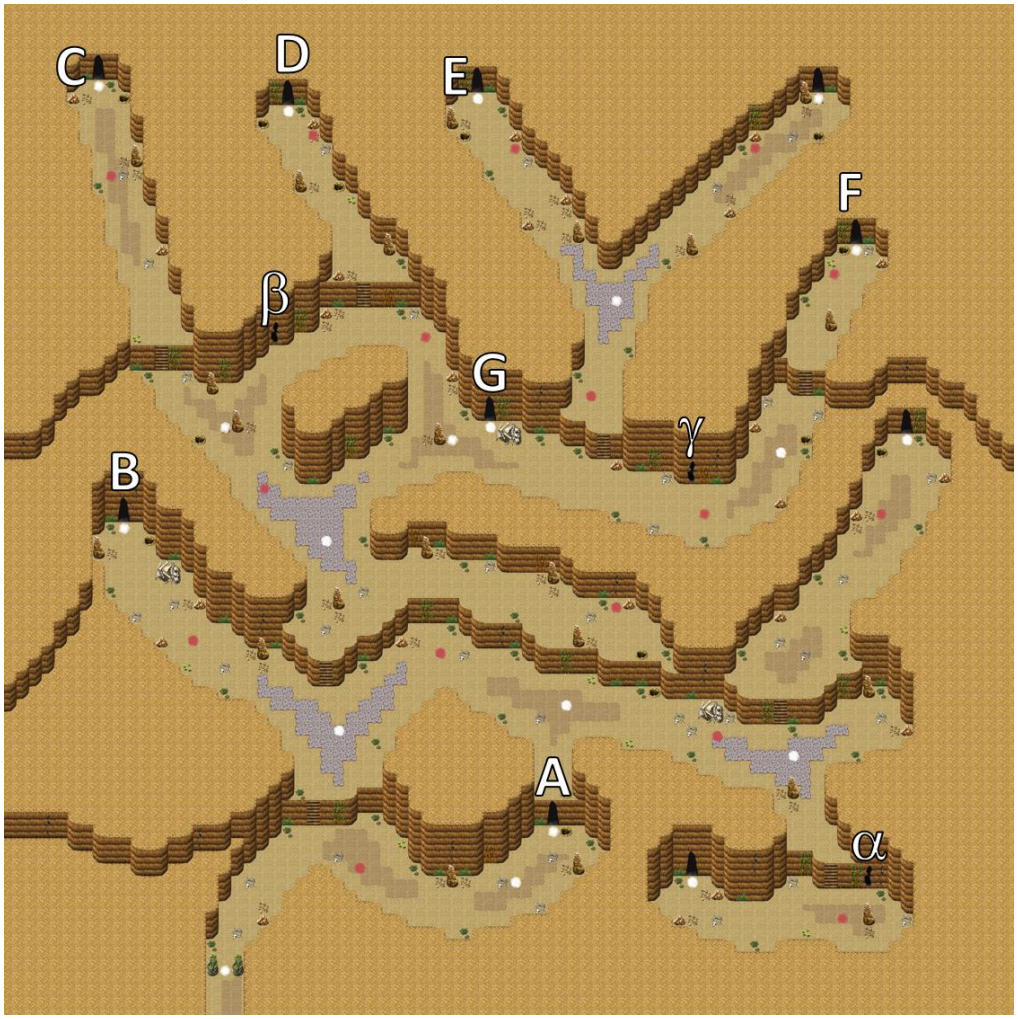


To reach the artifact from Wystonia, leave Wystonia and head south to your Ship. Board your Ship and then sail clockwise along the coastline until you reach the NW corner of the continent. Sail west from there until you spot the desert island. Make landfall at the port and then disembark from your Ship. Head north through the mountains and you'll eventually reach the Wispy Spirit Cave.

8.15.17 White Mage: Wispy Spirit Cavern

Suggested Level: 85 (Initial Level +20)

Enemies: Angry Spirit, Wispy Spirit



Treasure Chest Legend (All Yellow Chests)					
A	Ambrosia, Nectar	**E**	Great Potion, Great Magic Potion	β	Ultra Blitz Tonic, Ultra Bubble Tonic, Ultra Vigor Tonic
B	Magma Blast Bomb, Cryogenic Bomb, Holy Devastation Bomb	**F**	Rejuvenating Elixir, Resurrection Elixir	γ	Regeneration Potion, Renewing Potion
C	Resurrection Elixir, Phoenix Ashes	**G**	Ring of Gressil		
D	Massive SP Orb, Medium AP Orb, 160,000G, Large AP Orb, Great SP Orb	α	Perfect SP Orb		

From the entrance in the SW corner, take a few steps north and you'll encounter a Spirit blocking the way. If you have a White Mage in your Party, it will allow you to pass; otherwise, you will be blocked from entering. In the Wispy Spirit Cave, you'll encounter two different types of enemies, both of which are visible on the screen: Angry Spirits (reddish purple clouds) and Wispy Spirits (white clouds at cave entrances). After entering, head NE until you reach a fork with stairs to the north and a path to the east. First, take the path to the east until you reach a Wispy Spirit guarding a cave entrance (*A*). The Wispy Spirits yearn to have their story known and if you speak with the roaming Wispy Spirits, they will tell you what befell them. Each Wispy Spirit Guardian will ask you a question, which if answered correctly, will allow you to pass without incident. If you answer incorrectly, you must fight the angered Wispy Spirit to clear the path. In order to acquire the artifact in the Wispy Spirit Cave, you must clear all of the Wispy Spirit Guardians. The Wispy Spirit Guardian at the first cave entrance (*A*) asks you:

Q: Who was the first King of the Elves?
A: Axylan

After answering correctly, the Wispy Spirit will disappear and you can enter the cave and grab the treasure (**Ambrosia, Nectar** – ***A***). Then leave the chamber and return west to the previous fork. Now, head up the stairs and after a few steps north you'll come to a 4-way intersection with paths to the NE and NW and stairs directly north. First, take the NW path until you reach a Wispy Spirit Guardian in front of another cave entrance (*B*). He will ask you:

Q: What is the name of the volcano that the Elven force was commanded to explore?
A: Mt. Agni

After answering correctly, the Wispy Spirit Guardian will disappear and you can enter and collect the treasure inside (**Magma Blast Bomb, Cryogenic Bomb, Holy Devastation Bomb** – ***B***). After gathering the treasure, leave the chamber and then return to the previous 4-way intersection. Take the NE path and continue east until you reach a north/south fork with stairs to the north and south. Descend the southern stairs and take a few steps east to a Mining Crevice (α). Use a *Mining Bomb* to open the excavated chamber and gather the treasure inside (**Perfect SP Orb** – α). With the treasure in hand, leave the chamber and then head to the western end of the corridor where you'll find another Wispy Spirit Guardian in front of a cave entrance. He asks you:

Q: Which of these heroes was not a member of the Triumvirate that headed the exploratory force?
A: Axylan

After answering correctly, return to the previous north/south fork since the cave entrance that the Wispy Spirit Guardian was guarding is empty. Now, take the northern fork up the stairs and continue until you reach another Wispy Spirit Guardian in front of a cave entrance. He asks you:

Q: Who woke the slumbering demon?
A: Uxni

After answering correctly, continue south along the path and down the stairs to the previous fork. Head west until you reach stairs leading up to the next level. Climb the stairs and you'll be confronted with a north/east fork. The eastern fork is a dead end, so head north until you reach a NW/NE fork. Take the NW fork and follow the western wall until you reach another Wispy Spirit Guardian in front of a cave entrance (*C*). He asks you:

Q: What is the name of the demon who claims to be the Prince of Powers?
A: Carnivale

After answering correctly, enter the cave and collect the treasure inside (**Resurrection Elixir, Phoenix Ashes** – ***C***). After grabbing the treasures, leave the chamber and return south until you reach a SE/NE fork. Take the NW fork and you'll quickly find a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Ultra Blitz Tonic, Ultra Bubble Tonic, Ultra Vigor Tonic** – β). After grabbing the treasure, depart the chamber and head a few paces east to a set of stairs. Ascend the stairs and then follow the path north to another Wispy Spirit Guardian. He asks you:

Q: What is the name of the demon who claims to be the Prince of Thrones?
A: Gressil

After answering correctly, enter the cave and gather the treasures inside (**Massive SP Orb, Medium AP Orb, 160,000G, Large AP Orb, Great SP Orb** – ***D***). After acquiring the treasures, leave the chamber and then return south, descend the stairs, heading SW until you find another Wispy Spirit Guardian in front of a cave entrance (*G*). This Wispy Spirit Guardian is the final one you will encounter and will not yield until you've freed all the other Wispy Spirits. From there, head east until you find a set of stairs leading north. Climb the stairs and continue north until you reach a NW/NE fork. First, take the NW fork and continue until you reach a Wispy Spirit Guardian in front of a cave entrance (*E*). He asks you:

Q: Who sacrificed himself when fighting the Prince of Thrones?
A: Govran

After answering correctly, enter the cave and collect the treasures inside (**Great Potion, Great Magic Potion** – ***E***). With the treasures in hand, leave the chamber and then return to the previous fork. Now, take the NE path and continue until you reach another Wispy Spirit Guardian. He asks you:

Q: Who put on the ring of the Prince of Thrones?
A: Hunril

After answering correctly, return to the previous fork and then south down the stairs. Head east and you'll find a Mining Crevice (γ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Regeneration Potion, Renewing Potion** – γ). After gathering the treasures, leave the chamber and then head east down the path. Continue up a set of stairs until you reach another Wispy Spirit Guardian in front of a cave entrance (*F*). He asks you:

Q: What is the name of Axylan's shield?
A: Svalinn

After answering correctly, enter the cave and collect the treasures inside (**Rejuvenating Elixir, Resurrection Elixir** – ***F***). Once you've acquired the treasures, leave the chamber and then return south and then west to the last Wispy Spirit Guardian in front of the final cave entrance (*G*). If you've followed the instructions, you will have freed all of his brethren and he will allow you to enter. Head inside and collect the artifact that you came to collect (**Ring of Gressil** – ***G***). At this point, you've acquired the relic you wanted, so you can either use a Warp Stone, Warp spell, or backtrack to the exit.

From the Wispy Spirit Cave, return to Wystonia and the Magical Laboratories. Find the White Mage Researcher and she will ask for the Ring of Gressil. You have the choice of keeping the Ring of Gressil which grants INT and MGD +75, but if you do, you won't receive the White Mage Researcher's reward nor will you be able to take on the third and final quest. Assuming that you choose to return the Ring of Gressil to the White Mage Researcher, she will reward you with Bastion which boosts DEF and MGD +75% and +10% for 5 turns during battle for the entire Party.

Battle Notes: *In this area, you'll encounter two new enemy types: Angry Spirits and Wispy Spirits:*

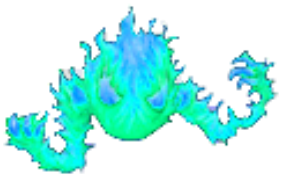


Name: Angry Spirit
Stealable Items: Massive Potion, Full Magic Potion, Refreshing Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,500	7,500	250	345	375	390	280	250	3	85,000	675	Angry Spirit Essence

Skill	MP Cost	Description
Thunderstorm	400	~350 HP damage with thunder element to all enemies
Solar Flare	400	~350 HP damage with fire element to all enemies
Arctic Blast	400	~350 HP damage with ice element to all enemies
Hurricane	400	~350 HP damage with wind element to all enemies
Tsunami	400	~350 HP damage with water element to all enemies



Name: Wispy Spirit
Stealable Items: Great Potion, Full Magic Potion, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
125,000	9,500	450	375	525	450	300	250	3	150,000	1,500	Wispy Spirit Essence

Skill	MP Cost	Description
Thunderstorm	400	~350 HP damage with thunder element to all enemies
Solar Flare	400	~350 HP damage with fire element to all enemies
Arctic Blast	400	~350 HP damage with ice element to all enemies
Hurricane	400	~350 HP damage with wind element to all enemies
Tsunami	400	~350 HP damage with water element to all enemies
Corruption Protection	400	DEF, MGD +20% to all allies for 5 turns
Mental Anguish	0	Drain 10% MP from all enemies
Demonic Guard	500	Regenerates 10% HP/turn and DEF +25% to one ally for 5 turns

8.15.18 White Mage: Parallel Dimension

The White Mage Researcher's Theory

Suggested Level: 95 (Initial Level +30)



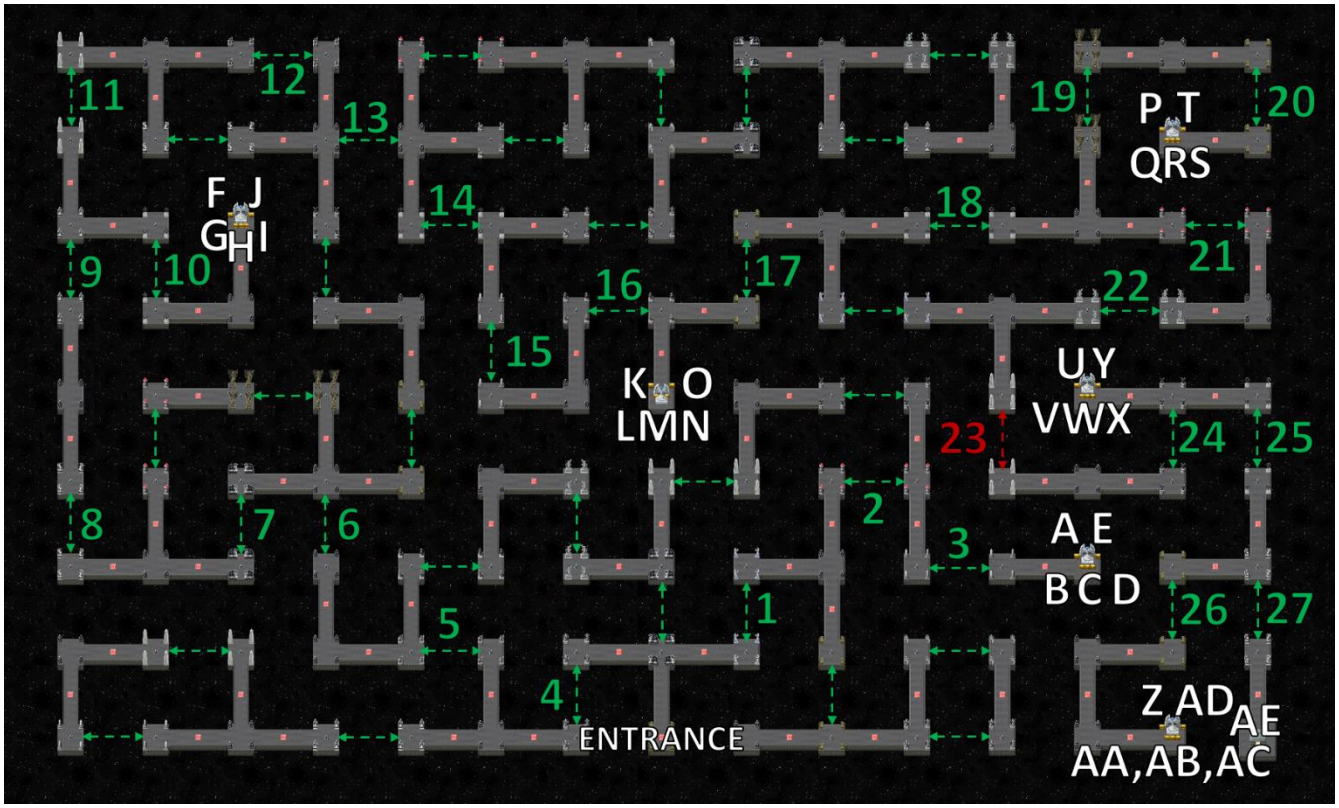
After learning Bastion, talk to the White Mage Researcher and she'll tell you about her latest theory. She believes that with the powerful magic within the Ring of Gressil, she can create a portal to a parallel dimension. To open the portal, she requires Runestones which many believe are but a legend. Combined with the Black Mage Researcher, they have narrowed the locations to three possible sites. The Runestone location for the White Mage is a small island SE of Huldra. To reach it, you'll need to have the Phoenix (or Red Moa). Agree to help the White Mage and she'll have the portal opened when you reach the Runestones.

To reach the Runestones for the Parallel Dimension portal, leave Wystonia and board your Phoenix. Fly due south and you'll see the eastern edge of a forested island. Fly to its eastern edge and then due south until you reach a tundra island SE of Huldra. Unless you have the Red Moa, you'll have to land near the SE corner and walk through the forest around the island to reach the Runestones. As promised, the portal will be open. Before you enter, use a Cottage and save your game. Once you're fully prepared, enter the portal to the Parallel Dimension.

Main Area

Suggested Level: 95 (Initial Level +30)

Enemies: Minotaur, Crimson Imp, Giant Hornet



Treasure Chest Legend (All Yellow Chests)					
A	Ambrosia	**L**	Great SP Orb	**W**	Cryogenic Bomb
B	Resurrection Elixir	**M**	Perfect SP Orb	**X**	Demonic Shadow Bomb
C	Rejuvenating Elixir	**N**	Great SP Orb	**Y**	Electric Death Bomb
D	Phoenix Ashes	**O**	Massive SP Orb	**Z**	Conjurer Ring
E	Nectar	**P**	Ultra Mind Tonic	**AA**	Large AP Orb
F	Great Potion	**Q**	Ultra Shock Tonic	**AB**	Huge AP Orb
G	Phoenix Ashes	**R**	Ultra Vigor Tonic	**AC**	Large AP Orb
H	Rejuvenating Elixir	**S**	Ultra Eagle Eye Tonic	**AD**	Shaman Ring
I	Resurrection Elixir	**T**	Ultra Ward Tonic	**AE**	Ivory Artifact
J	Great Magic Potion	**U**	Magma Blast Bomb		
K	Massive SP Orb	**V**	Cyclonic Burst Bomb		

The Parallel Dimension that you've stepped into is a strange place. In the void of space, you'll find yourself traversing peculiar metal bridges spanned by teleportation devices. There are a myriad of paths

that can be taken to acquire all of the treasures in the Parallel Dimension, but the most direct route is detailed here. From the entrance, head north and you'll be confronted by a 4-way intersection with paths to the east and west and a teleporter directly to the north. Take the eastern fork and then step into the teleporter (*1*) which will warp you one span to the north. On the next metal platform, head east until you come to a north/south fork. Take the northern fork and enter the teleporter (*2*) at the end of the path which warps you one span to the east. On the next platform, you'll immediately be presented with a north/south fork. Take the southern path and enter the teleporter (*3*) at the southern end of the platform to be warped one span to the east. Head to the end of the next platform and you'll find the first cache of treasures (**Ambrosia** – ***A***, **Resurrection Elixir** – ***B***, **Rejuvenating Elixir** – ***C***, **Phoenix Ashes** – ***D***, **Nectar** – ***E***).

After collecting the treasures, retrace your steps through the three teleporters (*3, 2, 1*) until you are on the initial platform where you entered. Head to the western end of the platform and enter the teleporter (*4*) that will warp you one span to the south. On the next platform, head west and you'll find a north/west fork. Take the northern fork and then enter the teleporter (*5*) to warp one span to the west. You'll be immediately presented with a north/west fork. Take the western fork and follow it as it turns north. Enter the teleporter (*6*) at the end of the path to warp one span north to another platform. Here, you'll find a 4-way intersection with new paths to the west, north, and east. Take the western path and enter the teleporter (*7*) to warp one span to the south. Next, head west until you reach a north/west fork. Take the western fork and then enter the teleporter (*8*) to warp one span north. Continue north along the long metal platform and then enter the teleporter at the northern end (*9*) to warp one span north to another platform. On this platform, you'll be immediately confronted with a north/east fork. Take the eastern fork and then enter the teleporter at the end (*10*) to warp one span to the south. Walk east and then north to the second cache of treasures (**Great Potion** – ***F***, **Phoenix Ashes** – ***G***, **Rejuvenating Elixir** – ***H***, **Resurrection Elixir** – ***I***, **Great Magic Potion** – ***J***).

Collect the treasures and then return through the last teleporter (*10*) to the previous platform. Head east but ignore the teleporter (*9*) and instead head north. Enter the teleporter at the northern end of the platform (*11*) to warp one span to the north. Next, head east until you reach a south/east fork. Take the eastern fork and continue until you reach a teleporter (*12*) at the end of the platform. Enter the teleporter (*12*) and warp one span to the east. Head south and enter another teleporter (*13*) that will warp you to a new platform one span to the east. You'll immediately find a 4-way intersection with new paths to the north, east, and south. Take the southern path and enter the teleporter (*14*) at the southern end of the platform to warp one span to the east. Once again, you'll have an immediate fork in the road with paths to the east and south. Take the southern fork and enter the teleporter (*15*) to warp one span to the south. Walk the length of the next platform to the east and north and then enter the teleporter (*16*) to warp one span to the east to another platform. With paths to the east and south, head south to the third cache of treasures (**Massive SP Orb** – ***K***, **Great SP Orb** – ***L***, **Perfect SP Orb** – ***M***, **Great SP Orb** – ***N***, **Massive SP Orb** – ***O***).

Gather the treasures and then head north and east to the teleporter (*17*) at the eastern end of the platform. You'll warp one span to the north and then head east on the next platform until you reach a south/east fork. Take the eastern fork and enter the teleporter (*18*) to warp one span to the east. Head east on the next platform until you reach a north/east fork. First, take the northern fork and then enter the teleporter at the northern end of the path (*19*) to warp one span to the north. Walk east along the platform until you reach the teleporter at the far eastern end (*20*). Enter and you'll warp one span to the

south. At the western end of the platform, you'll find the fourth cache of treasures (**Ultra Mind Tonic** – ***P***, **Ultra Shock Tonic** – ***Q***, **Ultra Vigor Tonic** – ***R***, **Ultra Eagle Eye Tonic** – ***S***, **Ultra Ward Tonic** – ***T***).

Grab the treasures and then back track through the last two teleporters (*20* and *19*). After warping south through the second teleporter (*19*), head south and you'll find an east/west fork. Take the eastern fork and enter the teleporter (*21*) to warp one span to the east. Walk south and west along the platform until you find another teleporter (*22*). Enter the teleporter to warp one span to the west and then continue west until you reach a south/west fork. Take the southern fork and then enter the teleporter (*23*) at the southern end of the platform. The teleporter you've just entered is a bit "glitchy" and rather than warping you one span south as you might expect, it warps you north in a disorienting fashion. Luckily, the warp actually does take you back to the southern end of the teleporter point (23); it only does so in a confusing manner. From there, head east along the length of the platform and enter the teleporter (*24*) at the eastern end to warp one span to the north. On the next platform, you'll immediately be confronted with an east/west fork. First, take the western fork and you'll find the fifth treasure cache at the western end of the path (**Magma Blast Bomb** – ***U***, **Cyclonic Burst Bomb** – ***V***, **Cryogenic Bomb** – ***W***, **Demonic Shadow Bomb** – ***X***, **Electric Death Bomb** – ***Y***).

Collect the treasures and then return east to the previous fork. Now, take the eastern fork and enter the teleporter at the end (*25*) to warp one span to the south. On the next platform, head south and ignore the first teleporter (*27*); instead, head west and enter the teleporter at the western end of the platform (*26*) to warp one span to the south. Head west, south, and east along the next platform to reach the sixth cache of treasures (**Conjurer Ring** – ***Z***, **Large AP Orb** – ***AA***, **Huge AP Orb** – ***AB***, **Large AP Orb** – ***AC***, **Shaman Ring** – ***AD***). Grab the treasures and then return along the platform and back through the previous teleporter (*26*). Now, head east and then enter the teleporter you skipped earlier (*27*). You'll warp one span south and then head south until you find a strange edifice at the southern end of the platform. Enter and collect the treasure from the Golden Chest inside (**Ivory Artifact** – ***AE***). After acquiring the treasure, the White Mage Researcher will manage to reopen the portal back to Firma.

Jump into the portal and you'll find yourself back on Firma amongst the Runestones. Return to your Phoenix (or Red Moa) and fly back to the White Mage Researcher at the Wystonia Magical Laboratories. She will ask for the Ivory Artifact that you found in the Parallel Dimension. Since the artifact has no value to you, give it to her and she will reward you with her highest form of training: High Priestess Training. This is a passive skill that grants INT +50, MGD +50, and Max MP +1000. After learning the skill, the White Mage Researcher will thank you for all your help but tell you that there is nothing more for her to teach you. At this point, you've completed the White Mage's quests.

Battle Notes: *In this area, you'll encounter three new enemy types: Minotaurs, Crimson Imps, and Giant Hornets:*



Name: Minotaur
Stealable Items: Great Potion, Ultra Bubble Tonic, Ultra Blitz Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
15,000	6,500	355	375	295	275	160	160	5	80,000	722	Minotaur Hoof

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Massive Axe	800	400 HP damage + 125% Normal Attack to one enemy
Split	250	DMG = Target Max HP/2 to one enemy
Upheaval	0	~400 HP damage with earth element to all enemies



Name: Crimson Imp
Stealable Items: Great Magic Potion, Magma Blast Bomb, Holy Devastation Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,500	8,500	295	315	345	385	230	340	3	74,000	776	Imp Heart

Skill	MP Cost	Description
Cauterize	350	~300 HP damage with fire element to all enemies
Blaze	225	~650 HP damage with fire element to one enemy
Electric Dynamo	350	~300 HP damage with thunder element to all enemies
High Voltage	225	~650 HP damage with thunder element to one enemy
Strangling Shade	400	~350 HP damage with dark element to all enemies
Black Spear	400	~750 HP damage with dark element to one enemy
Malicious Concentration	100	INT +25% to user for 5 turns
Nightmare Dust	150	Sleeps and poisons all enemies
Mystic Fog	150	Blinds and INT -25% to all enemies
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies



Name: Giant Hornet
Stealable Items: Rejuvenating Elixir, Hyper Remedy, Large Cottage

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,000	7,000	330	325	325	315	250	200	10	72,000	754	Giant Stinger

Skill	MP Cost	Description
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
Swarm Attack	250	Normal Attack to all enemies
250 Stings	300	250 HP damage + 100% Normal Attack to all enemies
Savage Hornet Sting	450	400 HP damage + Normal Attack
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy

8.15.19 Black Mage: The Black Mage Researcher

Suggested Level: 75 (Initial Level +10)

You'll find the Black Mage Researcher in the NE corner of the 2nd floor of the Wystonia Magical Laboratories. Like the White Mage Researcher, the Black Mage Researcher has been researching various combinations of monster remains and has a request to make, if you have a Black Mage in your Party. Without a Black Mage in your Party, the Black Mage Researcher will have no use for you. With a Black Mage in your Party, the Black Mage Researcher asks you if you have acquired three different types of ingredients so that he can master a new spell called Darkness 8. The ingredients, the enemies that drop them, and the enemies' locations are listed in the table below:

Ingredient	Enemy	Location
5× Slug Slimes	Twisted Slug	Sacred Goblin Tree
5× Gluttonous Soul Hearts	Gluttonous Soul	Volundra Catacombs
5× Hell Hound Fangs	Hell Hound	Spiral Cave

Venture forth to each of the locations and gather the required remains for the Black Mage Researcher. As a reward for acquiring the ingredients, the Black Mage Researcher will teach you Darkness 8, the most powerful Dark elemental spell you can learn. After he teaches you the spell, talk to him again and he will tell you about an ancient artifact that he's been pursuing. He believes the artifact is imbued with a powerful spell and that after acquiring it, he can learn the spell. In addition, he promises to teach you the spell, too, if you acquire the artifact for him. He tells you that the artifact is located in an old cave, known as the Elemental Cave, to the NE of Theopolis.



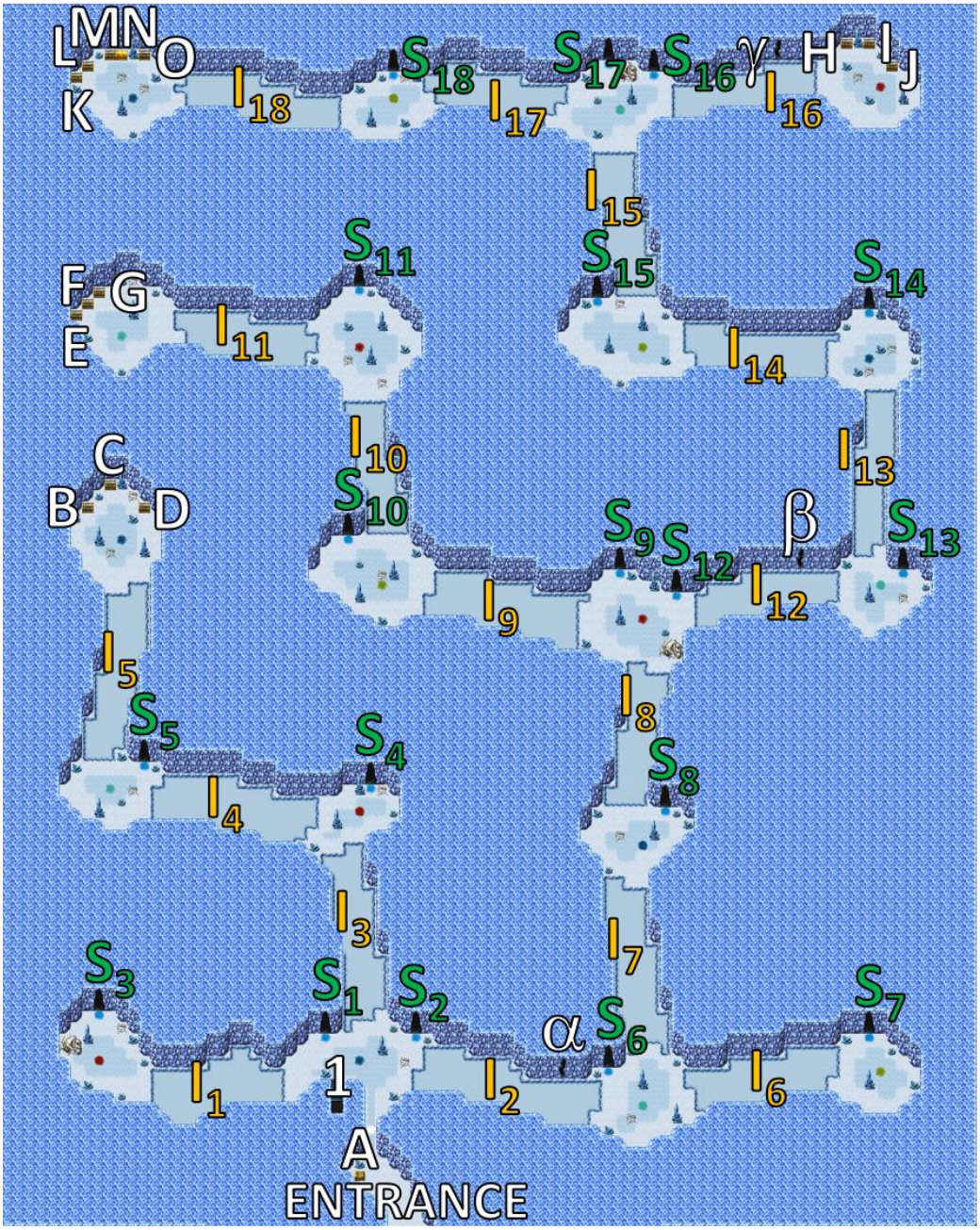
To reach the Elemental Cave from Wystonia, leave Wystonia and head south through the Wystonia Main Gate and board your ship. Alternatively, if you have the Phoenix already, then climb aboard, fly due north, and you'll soon reach the northern tundra of Orphos and the Elemental Cave. If you are traveling by ship, then sail clockwise around the coastline until you reach the NW edge of the continent. From there, sail north until you reach the southern port of Orphos. Follow the grassland path through the forests until you reach the Theopolis dock on the western shore of Theopolis Lake. Walk to the northern edge of Theopolis Lake and then head due north between the mountains and river that surrounds the city of Theopolis. Continue north into the tundra and then turn east. Eventually, you'll reach the entrance to the Elemental Cave.

8.15.20 Black Mage: Elemental Cave

Upper Cave

Suggested Level: 85 (Initial Level +20)

Enemies: Angry Frozen Spirit, Angry Wind Spirit, Angry Ice Spirit, Angry Fire Spirit, Angry Thunder Spirit



Treasure Chest Legend (All Black Chests)					
A	5× Mining Bombs	**G**	Nectar	**M**	Phoenix Ashes
B	95,000G	**H**	Massive SP Orb	**N**	Ring of Shiva
C	Massive SP Orb	**I**	Rejuvenating Elixir	**O**	Large AP Orb
D	Medium AP Orb	**J**	Massive SP Orb	α	2× Magma Blast Bomb, 2× Magma Blast Bomb
E	Ambrosia	**K**	Great SP Orb	β	Inflation Tonic, Champion Tonic
F	Perfect Elixir	**L**	Resurrection Elixir	γ	Perfect SP Orb

From the entrance of the Elemental Cave, take a few steps north and you'll find a wooden crate (**5× Mining Bombs** – ***A***). Grab the treasure inside the crate and take another few steps until you are blocked by a spirit. If you have a Black Mage in your Party - and you most likely do if you've accepted the Black Mage Researcher's quest - then the spirit will let you pass; otherwise, it will block your way. The unique aspect of the Elemental Cave is that there are numerous areas of frozen water, each of which has weak points in the ice. If you fall through one of the weak points, you will fall to the Underground Cave below the Upper Cave in the Elemental Cave. There are spirits inside the Elemental Cave that will allow you a special sight to see the hazards in the ice; however, it requires you to fight an Angry Frozen Spirit.

After passing by the initial spirit that blocked your way, you'll find a set of stairs (*1*) to your west that lead down to the Underground Cave. It is assumed in this walk through of the Elemental Cave that you fight all the Angry Frozen Spirits and therefore you won't fall into the Underground Cave. For simplicity, the exploration of the Underground Cave is covered separately in the next section. From the stairs, you'll see blue spirits (Angry Frozen Spirits) to the NW (S_1) and NE (S_2). They are blocking the entrances to two separate Telepathic Caves. Inside these caves, the Wispy Spirits can give you the "second sight" for the icy sections to the west (I_1) and east (I_2). Defeat both of the Angry Frozen Spirits and then see the Wispy Spirits for the second sight. Next, head west across the ice section (now with the holes visible). Fight the Angry Frozen Spirit in front of the Telepathic Cave at the far western end of the corridor (S_3) and then see the Wispy Spirit inside for the second sight. This will allow you to see the holes in the ice in the icy section north of the stairs (I_3).

After defeating the third Angry Frozen Spirit (S_3), return east across the previous icy area (I_1). Here, you'll find paths to the north (I_3) and east (I_2). First, take the northern path (I_3) until you reach the Angry Frozen Spirit along the northern wall (S_4). Defeat it and then see the Wispy Spirit inside to gain the second sight for the icy area to the west (I_4). Cross to the west (I_4) and you'll find another cave entrance guarded by an Angry Frozen Spirit (S_5) where the corridor turns north. Defeat the Angry Frozen Spirit (S_5) and once again see the Wispy Spirit inside for the second sight of the path ahead (I_5). Head north and then collect your well-deserved treasures at the northern dead end (**95,000G** – ***B***, **Massive SP Orb** – ***C***, **Medium AP Orb** – ***D***).

After collecting the treasures, return through the three previous icy areas (I_5, I_4, and I_3) until you reach the area near the stairs (*1*). From here, head east across another icy area (I_2) until you find a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasures inside (**2× Magma Blast Bomb, 2× Magma Blast Bomb** – α). With the treasures in hand, leave the chamber and then take a few more steps east until you find another Angry Frozen Spirit (S_6). Defeat the Spirit (S_6) and then see the Wispy Spirit inside to gain the second sight for the icy area to the east (I_6). Cross to the east and you'll find a dead end with only an Angry Frozen Spirit (S_7). Defeat the Spirit

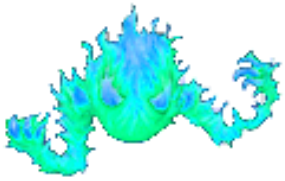
(S_7) and then see the Wispy Spirit inside to gain the second sight for the icy area to the west and then north (I_7).

After gaining the second sight, return across the icy area to the west (I_6) and then across the newly crossable icy area to the north (I_7). Here, you'll find another Angry Frozen Spirit (S_8). Defeat the Spirit (S_8) and then see the Wispy Spirit inside to gain the second sight for the icy area to the north (I_8). Cross the icy area (I_8) and you'll reach a west/east (I_9/I_{12}) fork along with two Angry Frozen Spirits (S_9, S_{12}). Defeat both of the Angry Frozen Spirits (S_9, S_{12}) and see the Wispy Spirits inside to gain the second sight for the icy areas to the west (I_9) and west (I_{12}). Take the western fork (I_9) first until you see another Angry Frozen Spirit (S_{10}). Defeat the Spirit (S_{10}) and then see the Wispy Spirit inside to gain the second sight for the icy area to the north (I_{10}). Cross the icy area to the north (I_{10}) and you'll find the final Angry Frozen Spirit on this branch (S_{11}). Defeat the Spirit (S_{11}) and then see the Wispy Spirit inside to gain the second sight for the icy area to the west (I_{11}). Cross the icy area to the west (I_{11}) and then gather the three treasures at the end of the corridor (**Ambrosia** – ***E***, **Perfect Elixir** – ***F***, **Nectar** – ***G***).

With the treasures in hand, return through the last three icy areas (I_{11}, I_{10}, and I_9) until you reach the previous fork. Now, head to the east across another icy area (I_{12}) until you find a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Inflation Tonic, Champion Tonic** – β). After collecting the treasure, leave the chamber and then take a few steps east until you find another Angry Frozen Spirit (S_{13}). Defeat the Spirit (S_{13}) and then see the Wispy Spirit inside to gain the second sight for the icy area to the north (I_{13}). In the corridor to come, you need to defeat the Angry Frozen Spirit (S_{14}), see the Wispy Spirit inside the Telepathic Cave for the second sight for the icy area (I_{14}) and then cross to the west. Repeat the same steps for the Angry Spirit (S_{15}) to gain the second sight for the icy area (I_{15}) to the north. Cross the ice to the north and you'll find an east/west fork along with two Angry Frozen Spirits (S_{16}, S_{17}). Defeat them both and you'll gain access to the second sight for the icy areas to the east (I_{16}) and west (I_{17}) after talking to the Wispy Spirits inside the two caves. First, cross to the east (I_{16}) until you find a Mining Crevice (γ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and then gather the treasure inside (**Perfect SP Orb** – γ). After collecting the treasure, leave the chamber and then continue east until you reach the three treasures at the end of the corridor (**Massive SP Orb** – ***H***, **Rejuvenating Elixir** – ***I***, **Massive SP Orb** – ***J***).

Grab the three treasures and then return west across the icy area (I_{16}). Continue west and cross the next icy area to the west (I_{17}) until you find the final Angry Frozen Spirit (S_{18}). Defeat the Spirit (S_{18}) and then see the Wispy Spirit inside for the second sight for the icy area to the west (I_{18}). Cross to the west and you'll find the final treasures of the Elemental Cave (**Great SP Orb** – ***K***, **Resurrection Elixir** – ***L***, **Phoenix Ashes** – ***M***, **Ring of Shiva** – ***N***, **Large AP Orb** – ***O***). At this point, you've acquired the treasure that you came for (*Ring of Shiva*) and it's time to leave. Use a Warp Stone or Warp spell to quickly exit the Elemental Cave; otherwise, you can backtrack through the icy areas until you reach the southern exit. Note: If you haven't yet explored the Underground Cave, then descend the stairs (*1*) and follow the walk through for the next section.

Battle Notes: *In this area, you'll encounter one new enemy type: Angry Frozen Spirits. You'll also encounter Angry Fire Spirits, Angry Wind Spirits, Angry Ice Spirits, and Angry Thunder Spirits. For information on those enemy types, see the Battle Notes for Section* ***8.15.14****.*



Name: Angry Frozen Spirit
Stealable Items: Great Potion, Great Magic Potion, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
75,000	7,500	550	375	550	450	300	250	3	150,000	1,500	Angry Spirit Essence

Skill	MP Cost	Description
Crystallize	450	~400 HP damage with ice element to all enemies
Glacial Bolt	325	~850 HP damage with ice element to one enemy
Freeze	500	Uncurable, short duration (3 turns) paralysis to one enemy
Mental Anguish	0	Drain 10% MP from all enemies
Invigorate	300	Regenerate 10% HP/turn for user for 5 turns
Malicious Concentration	100	INT +25% to user for 5 turns

Underground Cave

Suggested Level: 85 (Initial Level +20)

Enemies: Angry Wind Spirit, Angry Ice Spirit, Angry Fire Spirit, Angry Thunder Spirit



Treasure Chest Legend (All Black Chests)					
A	3× Great SP Orbs	**G**	Nectar	**M**	Resurrection Elixir
B	Ultra Jolt Tonic	**H**	Demonic Shadow Bomb	α	Perfect Elixir
C	Ultra Wall Tonic	**I**	Electric Death Bomb	β	Ambrosia, Nectar, Medium AP Orb
D	Ultra Vigor Tonic	**J**	Holy Devastation Bomb	γ	Resurrection Elixir, Phoenix Ashes
E	Ambrosia	**K**	Phoenix Ashes		
F	Perfect Elixir	**L**	Large AP Orb		

If you fall from the Upper Cave into the Underground Cave, then you'll fall directly down into a new location in the Underground Cave based on your location in the Upper Cave. Assuming that you didn't fall, and that you're exploring this starting from the stairs (*1*), you'll find yourself at a 3-way intersection with paths to the west, east, and north. The eastern and western paths are dead ends so head north and follow the path as it turns east until you come to a 5-way intersection. Take the path to the east and follow it as it loops south and then west. Continue until you reach a Mining Crevice (α) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure inside (**Perfect Elixir** – α). After grabbing the treasure, leave the chamber and then continue west to gather the treasure at the end of the corridor (**3× Great SP Orbs** – ***A***).

After acquiring the treasure, return to the 5-way intersection and take the NE path. Follow the path as it twists and turns and then grab the three treasures at the end of the corridor (**Ultra Jolt Tonic** – ***B***, **Ultra Wall Tonic** – ***C***, **Ultra Vigor Tonic** – ***D***). With the treasures in hand, return once again to the 5-way intersection and now take the NW path until you come to a SW/north fork. First, take the SW fork and continue west until you reach a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and gather the treasures inside (**Ambrosia, Nectar, Medium AP Orb** – β). With the treasures in hand, leave the chamber and return to the previous fork. Now, head north and you'll quickly come to an east/west fork. Take the western fork and continue until you reach a north/south fork. Take the northern fork and continue until you come to an east/north fork. First, take the northern fork and continue along the corridor until you reach three treasures at the end of the path (**Ambrosia** – ***E***, **Perfect Elixir** – ***F***, **Nectar** – ***G***).

After gathering the treasures, return to the previous fork and head east. Continue east until you find an east/south fork. The southern fork is a dead end, so head east for a few steps and you'll come to a north/east fork. Here, the northern fork is a dead end, so head east and continue until you reach a NE/east fork. First, take the eastern fork and continue until you reach three treasures at the end of the path (**Demonic Shadow Bomb** – ***H***, **Electric Death Bomb** – ***I***, **Holy Devastation Bomb** – ***J***). Acquire the treasures and then return along the corridor to the previous fork. Now, take the NE path and you'll very quickly come to a north/east fork. Take the eastern fork and continue until you find a Mining Crevice (γ) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Resurrection Elixir, Phoenix Ashes** – γ). After gathering the treasures, leave the chamber and then head east, north, and then west to the final three treasures in the Underground Cave (**Phoenix Ashes** – ***K***, **Large AP Orb** – ***L***, **Resurrection Elixir** – ***M***). Once you've acquired the treasures, you've finished exploration of the Elemental Cave and it's time to leave.

Battle Notes: *See the Battle Notes for the **Upper Cave**.*

8.15.21 Black Mage: Eerie Dimension

To the Runestones

After finishing at the Elemental Cave, return to the Black Mage Researcher at the Wystonia Magical Laboratories. The Black Mage Researcher will ask you to trade the Ring of Shiva in exchange for Occult training. You have the choice of keeping the powerful Ring of Shiva, which grants INT +100 and Max MP +500, or you can trade the Ring of Shiva for training called Master of the Occult. Master of the Occult is a passive skill that grants INT +35, MGD +35, and Max MP +750. If you choose to keep the Ring of Shiva, then you won't acquire the Master of the Occult training, nor will you be able to take on the Black Mage Researcher's final quest. The choice is yours, but this guide will assume that you trade the Ring of Shiva to the Black Mage Researcher in exchange for the Master of the Occult training. After acquiring the training, talk to the Black Mage Researcher again and he will tell you that with the Ring of Shiva he believes he can open a portal to another dimension that is the source of Black Magic energies. Like the White Mage Researcher, he can only open the portal at the location of ancient Runestones. The site of his Runestones is a forested island NE of Huldra.

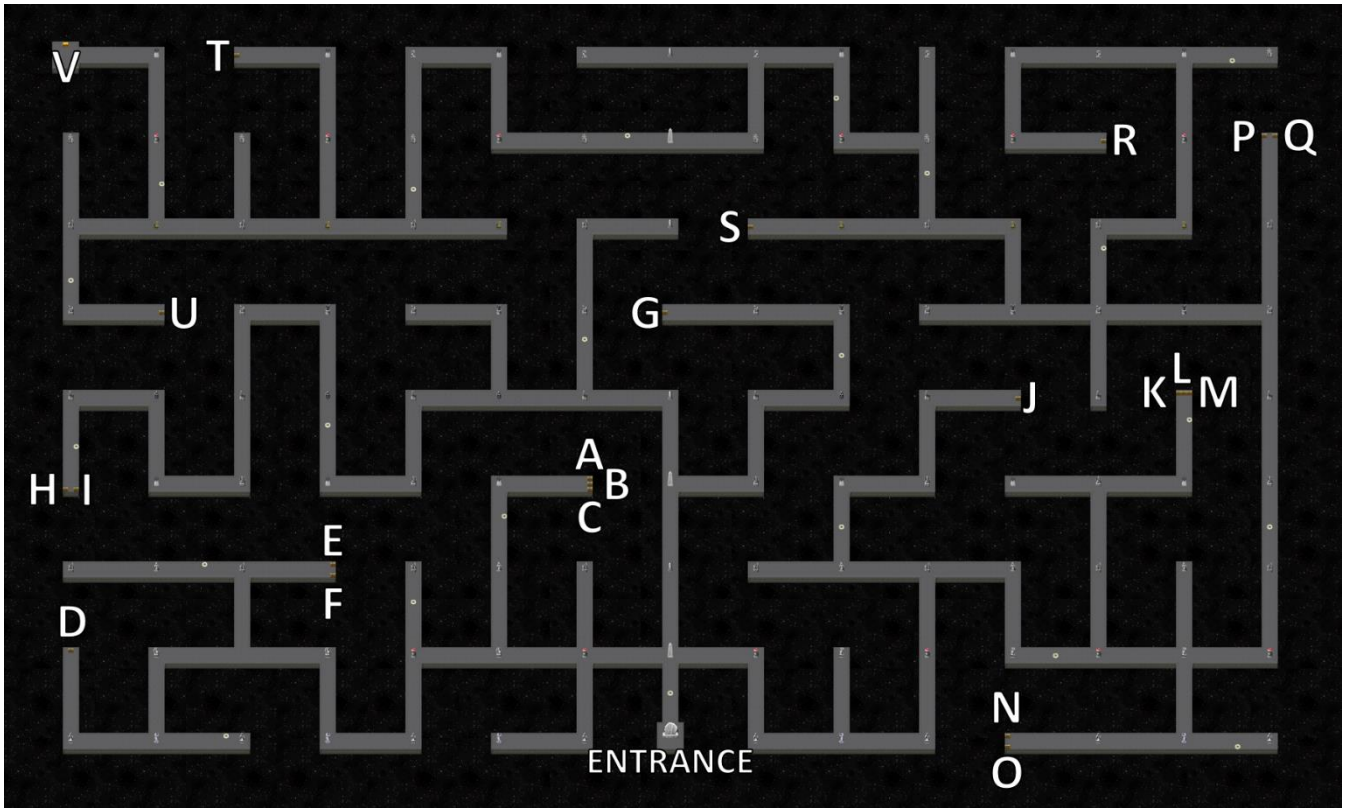
To reach the Runestones and the portal that will take you to the Eerie Dimension, leave Wystonia and climb aboard your Phoenix. If you haven't acquired the Phoenix yet, then you won't be able to reach the Eerie Dimension because there are no ports on the island where the Runestones are located. Fly your Phoenix south from Wystonia until you see the western coastline of a small island. Fly east and then land inside the mountains where you'll find the Runestones. At the center of the Runestones, you'll find the Portal that the Black Mage Researcher created with the Ring of Shiva. Before entering, use a Large Cottage to restore your Party and save your game. Once you're fully prepared, jump into the portal and enter the Eerie Dimension.



Eerie Dimension

Suggested Level: 95 (Initial Level +30)

Enemies: Oni, Skeletal Warrior, Tormented Soul



Treasure Chest Legend (All Yellow Chests)					
A	Ultra Blitz Tonic	**I**	Shaman Ring	**Q**	Great Potion
B	Ultra Ward Tonic	**J**	500,000G	**R**	3× Great SP Orbs
C	Ultra Wall Tonic	**K**	Holy Devastation Bomb	**S**	3× Perfect Elixirs
D	3× Great SP Orbs	**L**	Magma Blast Bomb	**T**	3× Large AP Orbs
E	Ambrosia	**M**	Electric Death Bomb	**U**	3× Resurrection Elixirs
F	Nectar	**N**	Nectar	**V**	Obsidian Artifact
G	3× Rejuvenating Elixirs	**O**	Ambrosia		
H	Magus Ring	**P**	Great Magic Potion		

Navigating through the Eerie Dimension can be disorienting, not because of its confusing layout, but because the controls themselves shift in time. The controls shift every ~33 seconds and there are three different control mappings which are detailed in the next table:

Control Type	Normal Control	Eerie Dimension Control
Type 1	Up	Right
	Down	Up
	Left	Down
	Right	Left
Type 2	Up	Left
	Down	Right
	Left	Up
	Right	Down
Type 3	Up	Down
	Down	Left
	Left	Right
	Right	Up

To further complicate your journey, there are hexagrams that will teleport you back to the entrance if you step on one. Avoid them and you'll be fine; otherwise, you'll find yourself having to do some major backtracking through the Eerie Dimension. From the entrance, head north until you reach a 4-way intersection. Take the western fork and continue west through the next fork. When you reach a north/west fork, take the northern fork and follow it until you reach the first three treasures (**Ultra Blitz Tonic** – ***A***, **Ultra Ward Tonic** – ***B***, **Ultra Wall Tonic** – ***C***).

Collect the treasures and then return to the previous fork. Head west and then take the southern path at the next north/south fork. Continue along the path until you reach a north/west fork. Take the western fork and then head west at the east/west fork. Grab the treasure at the end of the path (**3× Great SP Orbs** – ***D***). After gathering the treasure, return to the previous fork and head north. Continue north and then east until you reach a north/east fork. Take the northern fork and then head east at the next fork. Continue east and grab the two treasures at the end of the path (**Ambrosia** – ***E***, **Nectar** – ***F***).

With the treasures in hand, return to the previous fork and head south. Continue south until you reach an east/west fork and take the eastern fork. Continue until you reach a north/east fork. Take the eastern fork and then continue east through the next fork until you reach the original 4-way intersection. Now, head north and continue until you reach a north/east fork. Take the eastern fork and follow the path until you reach a single treasure (**3× Rejuvenating Elixirs** – ***G***). After collecting the treasure, return to the previous fork and take the northern fork. Follow the path north and west until you come to a north/west fork. Take the western fork and continue west through the next fork. Follow the path as it twists and turns until you arrive at two treasures at the end of the path (**Magus Ring** – ***H***, **Shaman Ring** – ***I***).

After grabbing the treasures, return along the path to the previous fork. Take the eastern fork and continue east through the next fork. Follow the path east and south until you reach a south/east fork. Head south and continue until you reach the original 4-way intersection. Now, take the eastern path and follow it until you reach a north/east fork. Take the eastern fork and continue east and then north until you find an east/west fork. First, take the western fork and then turn north at the next fork. Follow the path to the end and collect the single treasure at the end (**500,000G** – ***J***).

After acquiring the treasure, return to the previous fork and take the eastern fork. Continue east through the next fork until you reach another north/east fork. Take the northern fork and then head

east along the east/west fork. Collect the three treasures at the end of the path (**Holy Devastation Bomb** – ***K***, **Magma Blast Bomb** – ***L***, **Electric Death Bomb** – ***M***) and then return to the previous fork. Take the southern fork and then head east at the east/west fork. You'll quickly come to a north/south fork. Take the southern fork and then head west at the next fork. Grab the two treasures at the end of the path (**Nectar** – ***N***, **Ambrosia** – ***O***) and then return to the previous fork. Take the northern path and then head east at the 4-way intersection you come to. Follow the path east and then north for a ways until you reach a north/west fork. Take the northern fork, collecting the two treasures at the end of the path (**Great Magic Potion** – ***P***, **Great Potion** – ***Q***).

After gathering the treasures, return to the previous fork and head west. Continue west until you reach a north/south fork. Take the northern fork and then head west at the east/west fork. Continue west until you reach the single treasure at the end of the path (**3× Great SP Orbs** – ***R***). Grab the treasure and then return to the previous fork. Take the southern fork and then head west at the 4-way intersection. When you come to a north/west fork, take the northern fork and then continue until you reach another north/west fork. This time, take the western fork and grab the treasure at the end of the path (**3× Perfect Elixirs** – ***S***).

With the treasure in hand, return to the previous fork and take the northern fork. Head north for a short time and you'll quickly come to a north/west fork. Take the western fork and then follow the path until you reach a west/south fork. Take the southern fork and continue along the path until you reach an east/west fork. Take the western fork and then head north at the next fork. Continue north along the path until you reach a single treasure (**3× Large AP Orbs** – ***T***). Gather the treasure and then return to the previous fork. Now, take the western fork and continue west through the next two forks. Turn south at the north/south fork and then collect the penultimate treasure at the end of the path (**3× Resurrection Elixirs** – ***U***). After acquiring the treasure, return to the previous fork and take the eastern path. Continue east for a short time until you reach a north/east fork. Take the northern fork and then collect the final treasure form the Golden Chest at the end of the path (**Obsidian Artifact** – ***V***).

At this point, you've gathered all of the treasures in the Eerie Dimension and obtained the Obsidian Artifact that you originally sought to acquire. After you open the Golden Chest, the Black Mage Researcher will manage to reopen the portal which can take you back to Firma. Jump into the portal to return to the Wystonia Magical Laboratories. The Black Mage Researcher will see the Obsidian Artifact and recognize it as something from the Eerie Dimension. He asks for it and since it has no value to you, you should agree to give it to him. In exchange for the Obsidian Artifact, the Black Mage Researcher will teach you the enormously powerful Thorn Armor spell that reflects all physical damage against the attacker. After learning Thorn Armor, you will have completed the Black Mage's side quest and there will be nothing more to do for the Black Mage Researcher.

Battle Notes: *In this area, you'll encounter three new enemy types: Onis, Skeletal Warriors, and Tormented Souls.*



Name: Oni
Stealable Items: Great Potion, Ultra Blitz Tonic, Rejuvenating Elixir

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
14,500	6,500	345	355	305	295	160	170	7	78,000	755	Oni Club

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Massive Club	800	400 HP damage + 125% Normal Attack to one enemy
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Confusing Blow	350	150% Normal Attack to one enemy; chance to inflict confusion
Ground Shock	500	~400 HP damage with earth elemental to one enemy; chance to inflict confusion



Name: Skeletal Warrior
Stealable Items: Magma Blast Bomb, Holy Devastation Bomb, Ultra Wall Tonic

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,000	7,500	335	325	325	385	210	195	5	75,000	768	Skeleton Bone

Skill	MP Cost	Description
Brutal Slice	30	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Desecrated Strike	150	250 HP damage + 125% normal attack with holy element to one enemy
Execution	500	150% Normal attack with chance to instant kill



Name: Tormented Soul
Stealable Items: Great Magic Potion, Magma Blast Bomb, Hyper Remedy

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
7,250	8,000	310	315	345	355	200	350	3	72,000	734	Tormented Essence

Skill	MP Cost	Description
Umbra	400	~400 HP damage with dark element to all enemies
Dark Shroud	400	~850 HP damage with dark element to one enemy
Execration	350	~300 HP damage with holy element to all enemies
Apostasy	225	~650 HP damage with holy element to one enemy
Evil Eye	600	10K DMG after 3 turns
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies
Walking Dead	250	Zombify all enemies

8.15.22 Engineer: The Radar Device

Suggested Level: 75 (Initial Level +10)

NPC Treasures: Radar Blueprint, Thorium Map, Thorium, Silver Map, Silver, Crystal Map, Crystal, Radar Device

The Engineer's first quest is unique amongst all the character classes because his first quest may be completed even if you don't have an Engineer in your Party. The Engineer's first sidequest involves gathering the required parts to build a Radar Device for the Eccentric Inventor. You'll find the Eccentric Inventor on the 2nd floor of the Wystonia Scientific Laboratories.

Talk to the Eccentric Inventor and you'll find that the *Radar Device* is only a means to an end. His goal is to reproduce the Teleporter technology that links Wystonia to the Floating Fortress. To do so, he requires a rare metal that he hopes to find using a device he calls Radar; however, he does not yet have the pieces he needs to build the Radar Device. He asks you to travel around the world and collect the pieces for the Radar Device. If you agree, he will give you the **Radar Blueprint** and tell you that his colleagues who can help are in Tisaren, Theopolis, and Hobgar.

To gather the Radar pieces, you'll have to travel to each city, find the Eccentric Inventor's colleagues, acquire their maps, and then use the Shovel to dig them up. All relevant information for each of the Radar pieces is detailed in the table below and in the map at the bottom of the page:

Radar Piece	Colleague Location	Colleague Name
Thorium	Tisaren Keep – 1st Floor West Wing	Bald Researcher
Silver	Theopolis Castle – West Tower Top	Avid Researcher
Crystal	Hobgar Castle – 1st Floor Library	Astute Researcher

Each of the researchers will give you a Map (**Thorium Map, Silver Map, and Crystal Map**) that you can use to find the required Radar Piece. After you've acquired all of the Radar Pieces, return to the Eccentric Inventor who will build the **Radar Device**. With it, you can hunt down a variety of treasures buried deep underground around Firma. At this point, you can only proceed if you have an Engineer in your Party.



8.15.23 Engineer: Quicksand Cavern

The Quest for Orichalcum

Suggested Level: 85 (Initial Level +20)

If you have an Engineer in your Party, then the Eccentric Inventor will ask you to find the rare metal, *Orichalcum*, which he needs in order to test his Teleportation Device. Finding the *Orichalcum* may be more difficult than other character sidequests because the Eccentric Inventor gives you no information as to the location of the *Orichalcum* and, therefore, you must scour Firma until you find it. The *Orichalcum* is located in the Ugbar Desert, 10 paces north and 4 east of the Ugbar Swamp. If you use the *Radar Device* at that location, you'll see the classic Radar response. Investigate the location and you'll find an underground cave that requires Tunneling to enter. Tunnel inside and you'll find yourself in the Quicksand Cavern.

Upper Cave

Suggested Level: 85 (Initial Level +20)

Enemies: Desert Scorpion, Swarm of Hornets, Diamondback

Treasure Chest Legend (All Green Chest)	
A	Orichalcum
α	*Empty*
β	*Empty*



The Quicksand Cavern is unique amongst the dungeons of Firma in that it contains quicksand that can suck you down into the Underground Cave below. The quicksand only exists in narrow corridors and each step on quicksand has a 10% chance to drag you down. If you're feeling daring, or if you want to try to navigate through the Quicksand Cavern as quickly as possible, then it may be worth taking the risk of crossing the quicksand.

After you enter, you'll immediately find a hole (***1***) leading to the Underground Cave below. Don't descend into the hole yet, since it is meant to be the way to climb back up if you fall. However, all of the treasure in the Quicksand Cavern is located in the Underground Cave, so you will want to explore it at

some point. For the quickest (and safest) exploration, you'll explore the Underground Cave after completing the Upper Cave. From the entrance, you'll find a narrow quicksand path to the south and a safe path to the west. Take the western path and follow the northern wall until you reach the far western wall. Next, head south while hugging the western wall until you reach a room with a 4-way intersection. The SW and SE paths both contain quicksand, so take the NE path and follow it east to another chamber with a 4-way intersection. The northern path is filled with quicksand and leads back toward the entrance while the southern path is also filled with quicksand. Therefore, for the safest route, head east and continue until you reach a Mining Crevice (α). The excavated chamber inside the Mining Crevice (α) is empty, so unless you are attempting to acquire all the Excavation Achievements, ignore the Mining Crevice; otherwise, use a *Mining Bomb* to enter and then leave. From the Mining Crevice (α), head east until you reach the far eastern wall.

Next, head SW and then head SW while hugging the far eastern wall. Continue until you reach a chamber with a 4-way intersection. The SW and SE paths are both filled with quicksand, so head NW and continue until you reach another 4-way intersection. Take the SW path and continue until you reach the far western wall. Follow the western wall south until you reach the other Mining Crevice (β). Once again, the chamber is empty, so only use a *Mining Bomb* if you are attempting to acquire all the Excavation Achievements. Once finished at the Mining Crevice (β), head east hugging the southern wall until you reach the Golden Chest in the SE corner of the Upper Cave. Open the chest (**Orichalcum** – ***A***) and then backtrack through the cave to the entrance. Before climbing up the vines, descend into the hole (***1***) to the Underground Cave.

Battle Notes: *In this area, you'll encounter three new enemy types: Desert Scorpions, Swarms of Hornets, and Diamondbacks.*

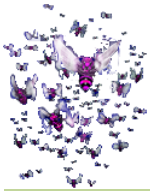


Name: Desert Scorpion
Stealable Items: Mega Vigor Tonic, Massive Potion, Full Magic Potion

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
10,000	7,500	290	335	265	285	185	185	10	55,000	550	Desert Scorpion Stinger

Skill	MP Cost	Description
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Nightmare Dust	150	Sleeps and poisons all enemies
Chitinous Armor	250	DEF +50% to user for 5 turns
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Scorpion's Tail	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy



Name: Swarm of Hornets
Stealable Items: Typhoon Bomb, Remedy, Giant SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,250	5,500	285	310	275	260	210	280	3	46,000	525	Jar of Hornet Stingers

Skill	MP Cost	Description
Distracting Stings	100	Normal attack that poisons one enemy; Target loses a round of combat
Swarm Attack	250	Normal Attack to all enemies
Annoying Sting	125	250 HP damage + 75% Normal Attack with Poison to one enemy
250 Stings	300	250 HP damage + 100% Normal Attack to all enemies
Hornet Sting	350	300 HP damage + Normal Attack & -10% ATK, INT to one enemy



Name: Diamondback
Stealable Items: Hyper Remedy, Refreshing Elixir, Giant SP Orb

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

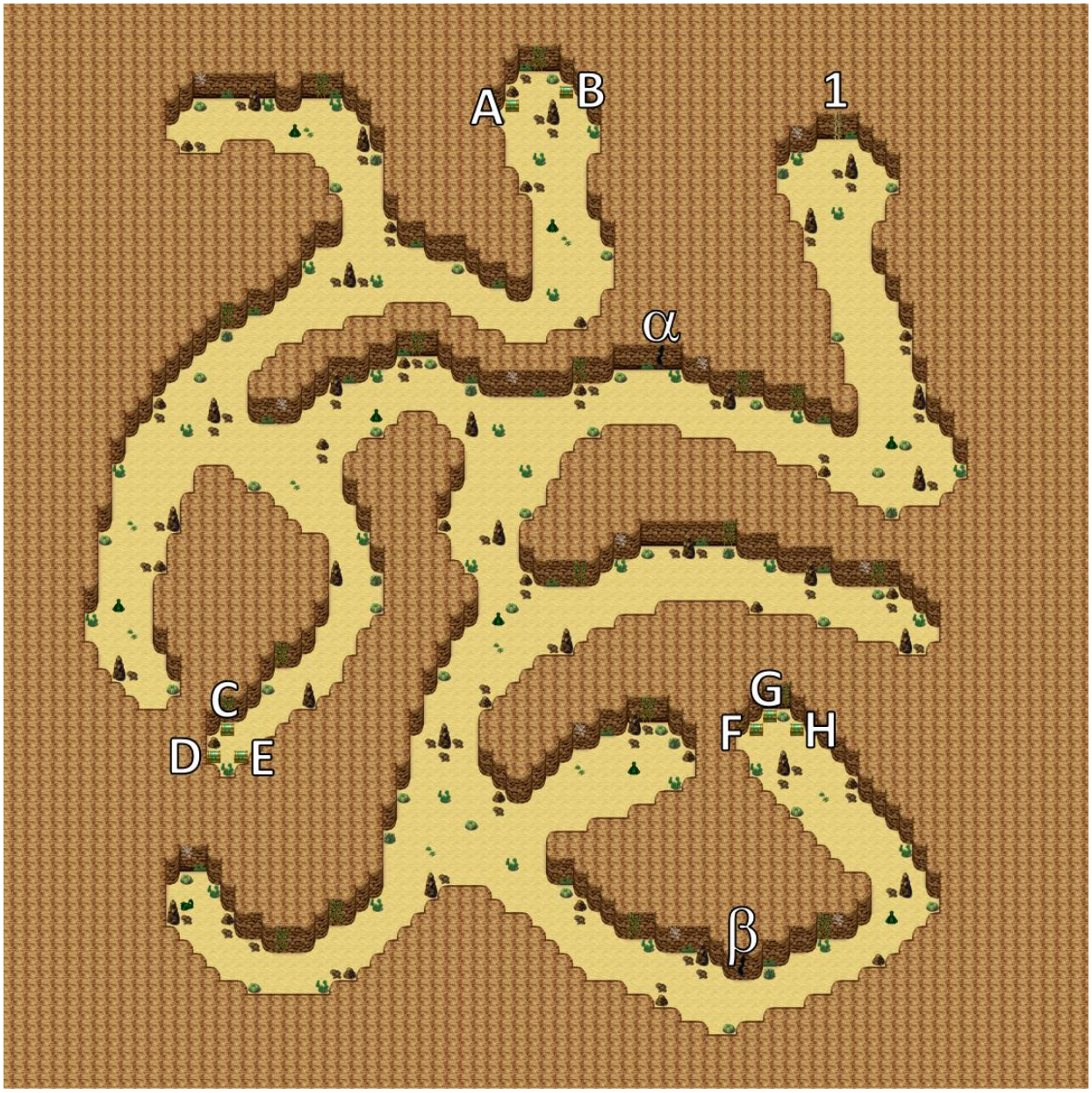
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
9,000	7,500	280	315	285	305	195	195	5	52,500	525	Diamondback Venom

Skill	MP Cost	Description
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy
Incapacitate	150	100 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies

Underground Cave

Suggested Level: 85 (Initial Level +20)

Enemies: Desert Scorpion, Swarm of Hornets, Diamondback



Treasure Chest Legend (All Green Chests)					
A	Ultra Wall Tonic	**E**	Massive Magic Potion	α	Perfect SP Orb, Massive SP Orb, Medium AP Orb
B	Ultra Ward Tonic	**F**	Rejuvenating Elixir	β	Regeneration Potion, Renewing Potion
C	Massive Potion	**G**	Hyper Remedy		
D	Resurrection Elixir	**H**	Refreshing Elixir		

From the vines (***1***), follow the corridor south and then west until you reach a Mining Crevice (α) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Perfect SP Orb, Massive SP Orb, Medium AP Orb** – α). After gathering the treasure, leave the chamber and then head west until you reach a south/west fork. First, take the western fork and continue until you reach a west/south fork. Take the western fork and you'll immediately come to a north/south fork. Take the northern fork and then follow the southern wall through the next intersection until you reach a collection of two treasures (**Ultra Wall Tonic** – ***A***, **Ultra Ward Tonic** – ***B***).

Grab the two treasures and then return through the previous fork until you reach a south/east fork. Take the eastern fork and you'll immediately come to a NE/south fork. Take the southern fork and then gather the three treasures at the end of the path (**Massive Potion** – ***C***, **Resurrection Elixir** – ***D***, **Massive Magic Potion** – ***E***). With the treasures in hand, return to the previous fork and take the NE path. Continue until you reach the original fork and now head south. After a few steps you'll come to a south/east fork. The eastern path is a dead end so head south and continue until you reach a 4-way intersection. Take the SE path and continue until you reach a Mining Crevice (β). Use a *Mining Bomb* to open the excavated chamber and then collect the treasure inside (**Regeneration Potion, Renewing Potion** – β). After gathering the treasure, leave the chamber and then continue east and then north until you reach the final three treasures (**Rejuvenating Elixir** – ***F***, **Hyper Remedy** – ***G***, **Refreshing Elixir** – ***H***). At this point, you've collected all the treasures within the Quicksand Cavern and it's time to leave. Use a Warp Stone or Warp spell to immediately leave, or backtrack to the exit.

With the *Orichalcum* acquired, return to the Eccentric Inventor at the Wystonia Scientific Laboratories. The Eccentric Inventory will ask for the Orichalcum and if you agree to give it you him, he will race toward the lower basement of the Wystonia Scientific Laboratories where he has been constructing his Teleportation Device. Meet him down there and he will already have installed the Orichalcum. He claims that the Teleportation Device is active and asks if you will be the first one to test it out. If you agree, then he will give you a Teleportation Stone and tell you to hit the switch on the Teleporter to travel to any town on Firma. With the Teleportation Stone, you can immediately teleport back to Wystonia. The Teleportation Device will grant you instant transport around Firma even if you haven't acquired the Phoenix yet. If you have tamed the Phoenix, don't worry about losing it after using the Teleportation Stone to return to Wystonia. The Phoenix will always fly back to Wystonia after you use the Teleportation Stone. You've now finished the Eccentric Inventor's storyline, but there is still more for the Engineer to do.

8.15.24 Engineer: Insane Goblin's Cave

The Ingenious Engineer

Suggested Level: 95 (Initial Level +30)

The final Engineer quest is carried out working for the Ingenious Engineer. If you speak to the Ingenious Engineer (located on the 2nd Floor of the Wystonia Scientific Laboratories) after completing the Teleportation Device, he will ask for your help with his own device. If you agree to help him, he will ask you to meet him in the first basement of the laboratory.

Meet him there and he will tell you that his device is inside but he is unable to activate it. He requires a special Power Source that he believes your Radar Device will be able to detect. He adjusts your Radar Device to detect the unique Power Source signature and tells you that he believes the Power Source is to the east, perhaps in the Ocean or on an island. With that information, you're ready to set off in search of the Power Source.



To reach the Power Source from Wystonia, you'll need to have the Phoenix (or Red Moa). The Power Source is located on an island due east of Wystonia. This island has no ports, so you'll have to fly there and then walk to the location of the Power Source. Leave Wystonia and board your Phoenix. Fly directly east until you see the badlands island south of Ugbar. If you have the Red Moa, you can land directly in front of the entrance; otherwise, you'll have to land near the eastern coastline and walk to the Power Source location. Once you reach the cave entrance, use the Radar Device and you'll see the Power Source signature emanating from the cave. Head inside the cave and you'll find yourself in the Insane Goblin's Cave.

Goblin's Cave

Suggested Level: 95 (Initial Level +30)



Treasure Chest Legend	
A	5× Mining Bombs

After entering the Insane Goblin's Cave, you'll find a Goblin pacing the east/west length of the room. Talk to him and he'll react in a very paranoid fashion, claiming that you are there to kill him. He'll quickly run to the Tunnel at the northern end of the room and jump in. After he's gone, collect the treasure from the wooden crate on the western edge of the room (**5× Mining Bombs** – ***A***). If you don't have an Engineer in your Party, then you won't be able to follow the Insane Goblin. But if you are already in the midst of this sidequest, we will assume that your party does include an Engineer, in which case you should travel through the Tunnel to follow the Goblin into the Goblin's Labyrinth.

Goblin's Labyrinth

Suggested Level: 95 (Initial Level +30)

Enemies: Mud Monstrosity, Oozing Scum, Sapphire Demon

NPC Treasures: Power Source



Treasure Chest Legend (All Green Chests)					
A	Resurrection Elixir	**I**	Hyper Remedy	**Q**	Ambrosia
B	Perfect Elixir	**J**	Nectar	**R**	Massive SP Orb
C	Large AP Orb	**K**	Great SP Orb	**S**	Nectar
D	Great SP Orb	**L**	Magus Ring	α	150,000G
E	Large AP Orb	**M**	Perfect Elixir	β	Resurrection Elixir, Phoenix Ashes
F	Shaman Ring	**N**	Huge AP Orb	γ	Perfect Elixir, Perfect SP Orb
G	Ambrosia	**O**	Resurrection Elixir		
H	Massive SP Orb	**P**	Great Magic Potion		

The Goblin's Labyrinth contains a warren of tunnels built by the Insane Goblin. They are poorly constructed and will cave-in if you travel through any of them twice. In order to acquire all the treasures, you must travel through certain caves twice, and therefore, you'll be caught in a cave-in which will wash you outside via an underground river. You'll have to re-enter the Goblin's Labyrinth and start again. If you aren't interested in the treasures, you can quickly travel to the Insane Goblin and his prized Power Source which he keeps deep in the cave. If you don't care to gather the treasures, then travel through the following tunnels: 9, 12, 13, 18, 19, 21, and 24. The rest of the walkthrough for this section will assume that you want to acquire all of the treasures.

From the entrance (***1***), head NW and travel through the northern tunnel (***2***). In the next area, take a few steps north and travel through the far western tunnel (***3***). This will take you to a chamber that is a NW/NE fork. Take the NW fork and travel through the tunnel (***4***) at the end of the path. Head east while following the northern wall until you reach a Mining Crevice (a). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**150,000G** – α). After gathering the treasure, leave the chamber and then take a few steps east to a set of three treasures (**Resurrection Elixir** – ***A***, **Perfect Elixir** – ***B***, **Large AP Orb** – ***C***).

After grabbing the treasures, head SE and then travel through the tunnel at the end of the path (***5***). This will take you south to the previous chamber. In this room, you've already traveled through both tunnels (***3*** and ***4***) so you'll have to deal with a cave-in. Head to the southern end of the chamber and enter the tunnel (***3***). The tunnel will cave-in and you'll be washed to the exterior of the Insane Goblin's Cave.

Retrace your steps to the entrance of the Goblin's Labyrinth (***1***). From there, head NE and then travel through the northern tunnel (***2***). In the next chamber, head NE and pass through the northernmost tunnel in the chamber (***6***). The tunnel (***6***) takes you to the east into a chamber with two more tunnels to the NE and SE. Take the SE tunnel (***7***) to the east and then collect the three treasures in the small chamber (**Great SP Orb** – ***D***, **Large AP Orb** – ***E***, **Shaman Ring** – ***F***). After grabbing the treasures, you'll have to return through the previous tunnel (***7***) which will result in a cave-in and you being washed outside once again.

Re-enter to the entrance of the Goblin's Labyrinth (***1***). Once again, head NE but this time, take the eastern tunnel (***9***). In the chamber to the east, head east along the southern wall until you reach the far eastern tunnel (***10***). Head through it and then follow the corridor in the next chamber until you reach a set of four treasures (**Ambrosia** – ***G***, **Massive SP Orb** – ***H***, **Hyper Remedy** – ***I***, **Nectar** – ***J***). Grab the treasures and then head NE until you reach the tunnel (***11***) at the end of the corridor. Take the tunnel (***11***) to the west and then head to the western edge of the room. Take the tunnel (***6***) to the west and then head SE and take the tunnel at the end of the path (***8***). Now, head east while following the northern wall until you reach the tunnel in the NE corner of the chamber (***12***). Take the tunnel to the east and then head NE until you reach the only other tunnel in the chamber (***13***). Take the tunnel (***13***) underneath the long corridor and into the eastern section of the Goblin's Labyrinth. In the new chamber, head to the southern end of the chamber and take the tunnel (***14***) to the south. Follow the curve of the next chamber to the eastern tunnel (***15***) and take it to a small chamber with three treasures (**Great SP Orb** – ***K***, **Magus Ring** – ***L***, **Perfect Elixir** – ***M***). Then you'll have no choice but to return through the previous tunnel (***15***) which will cause a cave-in.

Retrace your steps to the entrance of the Goblin's Labyrinth (***1***). From there, head NE and take the eastern tunnel (***9***). In the next chamber, head east and then travel through the NE tunnel (***12***). Follow the next chamber NE and then travel through the tunnel at the end of the chamber (***13***). In the next chamber head NE and take the tunnel (***16***) to the east. Next, head north and then travel through the

western tunnel (***17***) to a small chamber with three treasures (**Huge AP Orb** – ***N***, **Resurrection Elixir** – ***O***, **Great Magic Potion** – ***P***). Then you'll have to backtrack through the previous tunnel (***17***) which will cause a cave-in.

Retrace your steps to the entrance of the Goblin's Labyrinth and follow the same steps as your previous journey through the Labyrinth up to tunnel #13 (***9, 12, 13***). This time, head to the northern end of the chamber and pass through the northern tunnel (***18***). In the next chamber, head west and then gather the three treasures along the western wall (**Ambrosia** – ***Q***, **Massive SP Orb** – ***R***, **Nectar** – ***S***). Then head NE and pass through the tunnel (***19***) at the end of the corridor. Now, head east until you reach a Mining Crevice (β) along the northern wall. Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Resurrection Elixir, Phoenix Ashes** – β). With the treasures inside, leave the chamber and then head west while hugging the northern wall. Travel through the western tunnel (***21***) and then follow the northern wall west until you reach another Mining Crevice (γ). Use a *Mining Bomb* to open the excavated chamber and collect the treasure inside (**Perfect Elixir, Perfect SP Orb** – γ). After grabbing the treasures, leave the chamber and then head west until you reach a tunnel (***24***) at the end of the path. Take the tunnel (***24***) to the SW and you'll end up in a small chamber with the Insane Goblin trapped inside. He'll scream at you for chasing him and then give you his "garbage" relic (the **Power Source**). He'll then run off and jump into the tunnel that you just came through. At this point, you can either use a Warp Stone or Warp spell to leave the cave; otherwise, you can exit nearly as quickly by simply re-entering the tunnel (***24***) that you just entered from.

You have what you came for, so it's time to return to Ingenious Engineer at the Wystonia Scientific Laboratories. Meet him in the first basement with the Power Source. After giving it to him, he will install the Power Source and start his machine. The machine creates revolutionary powders that can be used to develop new, more powerful bombs that pinpoint individual targets. You may have already picked up a few of these bombs in your journey; they are called "Piercing Bombs". It's still an expensive process for him to create the Piercing Bombs, but he will now allow you to purchase them directly from him. Purchase a variety of Piercing Bombs from the Ingenious Engineer to fully exploit the Engineer's Bomb boosting skills. After you finish up with the Ingenious Engineer, you've finished the Engineer's sidequests and there is nothing more to do.

Battle Notes: *In this area, you'll encounter three new enemy types: Mud Monstrosities, Oozing Scums, and Sapphire Demons:*



Name: Mud Monstrosity
Stealable Items: Ultra Bubble Tonic, Great Potion, Cryogenic Bomb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
15,000	7,000	345	350	290	300	160	180	15	80,000	772	Monstrosity Mud

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Earthen Club	300	200% Normal Attack to one enemy



Name: Oozing Scum
Stealable Items: Rejuvenating Elixir, Hyper Remedy, Massive SP Orb

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,500	7,000	335	405	305	315	185	190	3	75,000	726	Sickening Scum

Skill	MP Cost	Description
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Contagion	350	Normal Attack that inflicts disease
Diseased Assault	450	Normal attack to all enemies with chance to inflict disease



Name: Sapphire Demon
Stealable Items: Giant Magic Potion, Holy Devastation Bomb, Ultra Shock Tonic

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

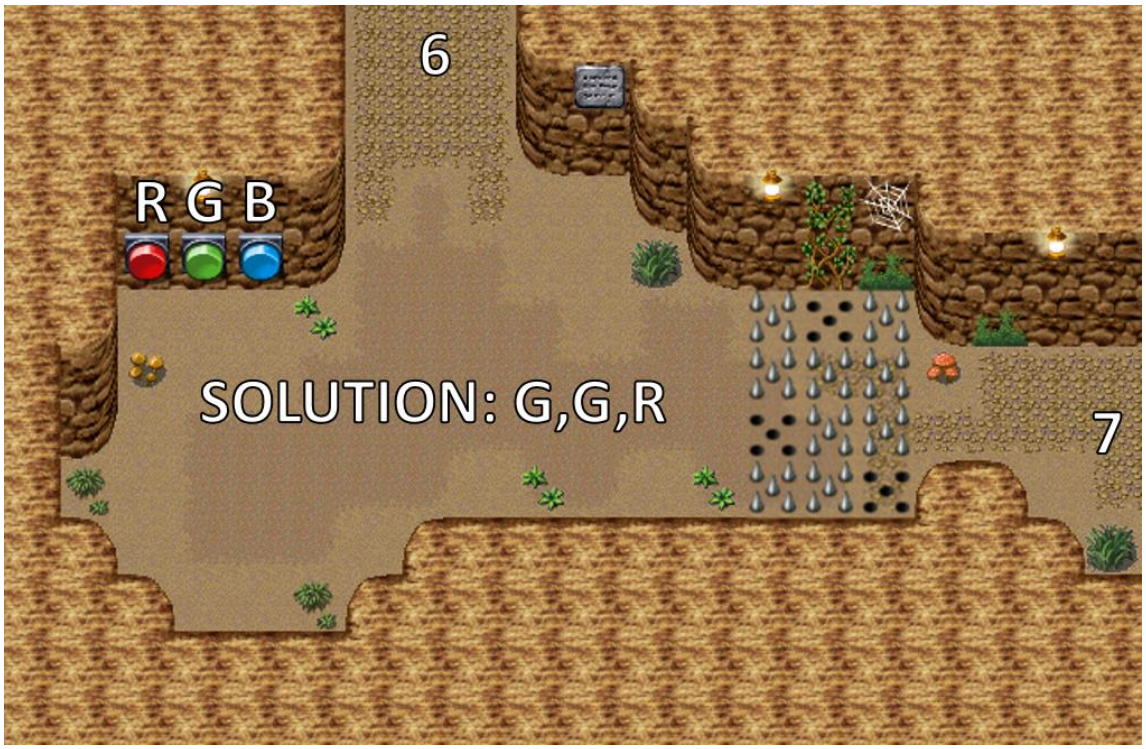
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	SP	Remains
8,750	7,500	300	295	345	350	200	350	5	79,000	746	Sapphire Fiber

Skill	MP Cost	Description
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Cauterize	350	~300 HP damage with fire element to all enemies
Blaze	225	~650 HP damage with fire element to one enemy
Penultimate Blast	650	~450 HP non-elemental damage to all enemies
Iceberg	350	~300 HP damage with ice element to all enemies
Frigid Spear	225	~650 HP damage with ice element to one enemy

8.16 PUZZLE SOLUTIONS

8.16.1 Puzzle #1 – Guild Grotto

Puzzle Reward: N/A



The first puzzle you'll find is located in the Guild Grotto. The goal of the puzzle is to align the gaps in the three spike strips to the right so that you can pass through to the right. If you simply want to get through the puzzle, **press the buttons in the following order: Green (G), Green (G), and Red (R)**. Each of the colored buttons (left=red (R), middle=green (G), right=blue (B)) controls more than one of the three spike strips on the right. The two ways to solve this puzzle (besides simply reading the explicit solution) are: 1) full understanding of how the buttons control the spike strips or 2) trial and error. This puzzle is relatively simple, so trial and error will work but for completeness the exact spike strip movements for each button are also given. The red button moves the left spike strip gap up one and the middle spike strip down one. The green button moves the middle spike strip up two and the right spike strip up one. The blue button moves left spike strip down two and the right spike strip down one. The key point to understand about this puzzle is that when a "gap" reaches the border of strip, it does not loop back around but instead stays at the edge. This means that when you hit the Green button twice, the middle spike strip (which already has its "gap" at the top edge) doesn't move. Instead, only the right spike strip "gap" moves up twice. Then hitting the Red button will move the left and middle "gaps" in to a line with the right "gap" creating a line through to the next area. There are directly rewarded treasures for this puzzle; instead, it only unlocks the third and final area of the Guild Grotto. Return to the ***Inner Grotto*** walkthrough.

8.16.2 Puzzle #2 – Frozen Tower A

Puzzle Reward: Emerald Cloak, Recipe for Invisibility Cloak, Emerald Spear, Recipe for Flash Lance



The second puzzle you'll encounter is in the Frozen Tower The Elves have kept a special stock of Emerald Equipment in their armory and protected it through a complex series of mathematical puzzles using Elven Numerals (Roman Numerals). A previous treasure hunter, Lionel, has left a legend for the ancient Elven Numerals. In order to complete the puzzle, you must properly solve mathematical riddles by passing through the door with the plaque that correctly matches the question on the large central stone tablet in each room. After you've passed through each of the seven rooms, you must pass one final test by answering how much gold was in the small sacks in each of the previous seven rooms. The table below shows the solution to each of the seven rooms as well as the final question:

Room	Question	Translated Question	Answer	Translated Answer	Door
1	II+III	2 + 3	V	5	Far Right
2	LXIV/VIII	64/8	VIII	8	Center
3	CCI + CLVII - CCLIV	201 + 157 - 254	CIV	104	Center
4	(LXXIV*LIX)/II	(74*59)/2	MMCLXXXIII	2183	2nd from Left
5	((IV/LXIV)*XXXII-I)*XVI	((4/64)*32-1)*16	XVI	16	Far Left
6	(CDXLIV-CCXXII)/CXI-I	(444-222)/111-1	I	1	Center
7	IIb-VIII+(VI*IV)=XX	2b-8+(6*4)=20	II	2	Far Right
8	Total gold in last 7 rooms?		247		N/A

After you've answered the final question, the spike strips that protect the treasures will lower. With the treasures in hand, it's time to leave the puzzle area. Return to ***The Frozen Tower*** walkthrough.

8.16.3 Puzzle #3 – Frozen Tower B

Puzzle Reward: 2× Holy Devastation Bombs, 2× Cyclonic Burst Bombs, 2× Magma Blast Bombs



The third puzzle you'll come across is located in the Frozen Tower. The goal of the puzzle is to unravel the cipher written using the left and right stone tablets. A large hint to the puzzle is given in the scattered notes in the SW corner of the room. The notes claim that the two large stone tablets contain the same information, only that the left is written in the traditional Firman alphabet (e.g. English) while the right is written in the Huldran cipher. The central plaque along the northern wall states that the treasures are protected by the Huldran cipher and asks you to enter the sacred number (zlclu obukylk mvyaf vul) to lower the spike strips that protect the treasures. For those who aren't interested in how to solve the puzzle, the solution is **741**. Enter that number and the spike strips will lower, allowing you gather the treasures.

For those interested in how to solve the puzzle, the key is to create a cross-reference between the letters on the right and left plaques since they contain the same information. Once you have that information, you can begin to piece together the cipher. The information from the two plaques is repeated below:

```
Remember the sacred number
Yltltily aol zhjylk ubtily
```

To create the cross-reference table, simply record the connection between each individual letter (e.g. R -> Y, E -> L, etc.). The table below cross-references the right and left plaques:

Firman	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Huldran	H	I	J	K	L			O					T	U				Y	Z	A	B					

Unfortunately, the cross-reference table is incomplete. We don't immediately know what certain letters correspond to (e.g. there is no cross-reference entry for the Firman 'F'). You may have already noticed a pattern in the cross-reference table, but we'll leave that for a bit later. Instead, let's assume that this is all the information we have and attempt to solve the puzzle. Using the information from the cross-reference array and the Huldra cipher for the sacred number, we can develop a solution:

```
zlclu obukylk mvyaf vul
?e?en hundred ??rt? ?ne
```

This leaves us with incomplete information about the solution, but you have one complete word (hundred) so you should begin to realize that the sacred number is spelled out in the text. Furthermore, certain numbers here can be guessed despite the missing letters. But for the moment, let's assume that you are still unable to solve the puzzle and decipher the missing letters. Let's return to the Huldra cipher and investigate a bit more. If you look at the pattern of the letters, you'll realize that the cross-referenced letters in the Huldran cipher are all in order, and only offset compared to the Firman alphabet. Therefore, we can attempt to fill in the missing gaps in the cross-reference table:

Firman	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Huldran	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G

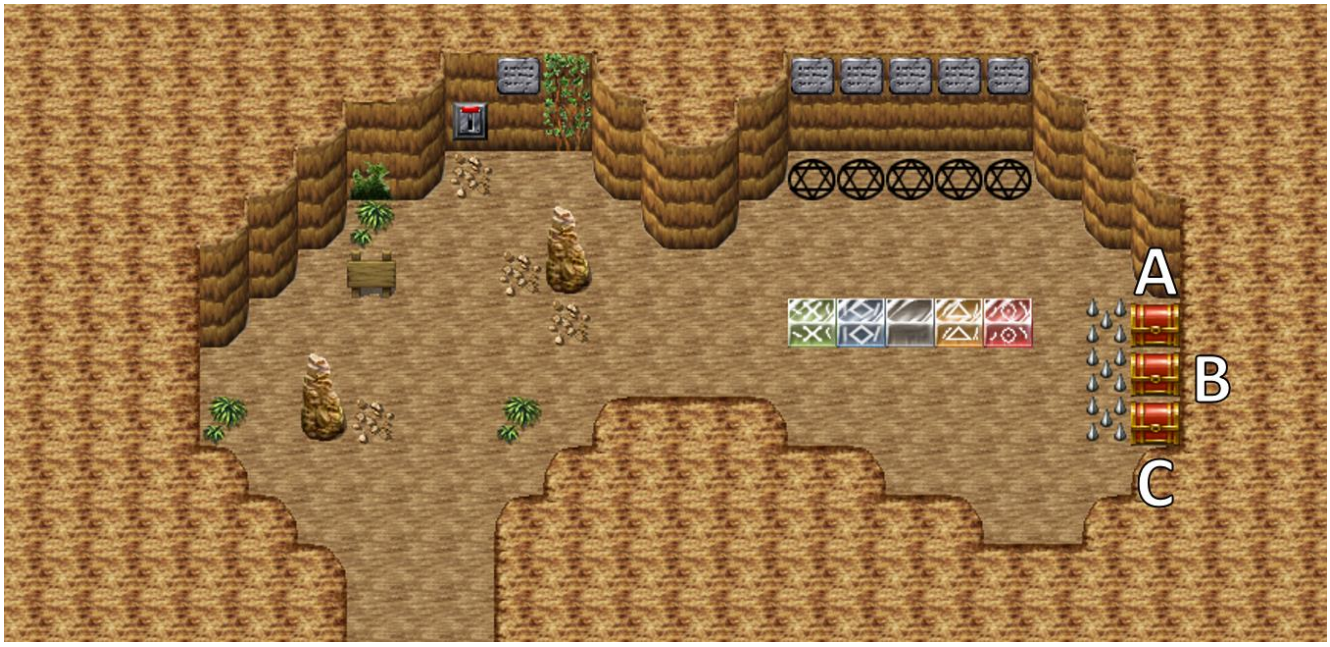
First, we look at the cross-reference table to make sure that it still follows a logical pattern (e.g. there are no discontinuities in the pattern). After careful inspection, we see that each letter only appears once and that the Huldra cipher is simply a constant offset throughout the alphabet. With our new cross-reference table, we can once again attempt to solve the puzzle for the sacred number:

```
zlclu obukylk mvyaf vul
Seven hundred forty one
```

We've solved the puzzle and all that remains is convert the words to numerals and enter into the central plaque. Enter the number 741 to lower the spike strips and acquire the treasures. Return to ***The Frozen Tower*** walkthrough.

8.16.4 Puzzle #4 – Abandoned Tunnel A

Puzzle Reward: Regeneration Potion, Resurrection Elixir, Renewing Potion

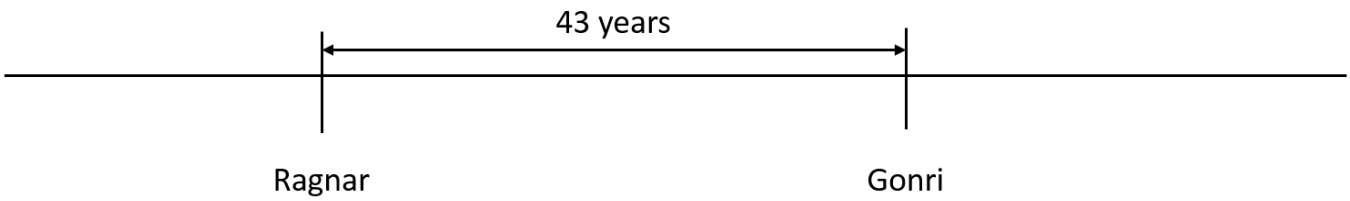


The fourth puzzle you'll find on Firma is located in the Abandoned Tunnel. The goal of this puzzle is to push the colored (and symbolled) blocks into their correct location on the northern wall. Each block represents an ancient Dwarven King. Along the NW wall, there is a switch to reset the puzzle and just to the right of that there is a plaque connecting the Dwarven Kings to each block: Gonri the Gray, Doromir the Blue (diamond), Stynamir the Yellow (triangle), Ragnar the Red (circle), and Vilanir the Green (x). To prove your Dwarven ancestry and gain access to the treasure, you must order the kings according to their birth.

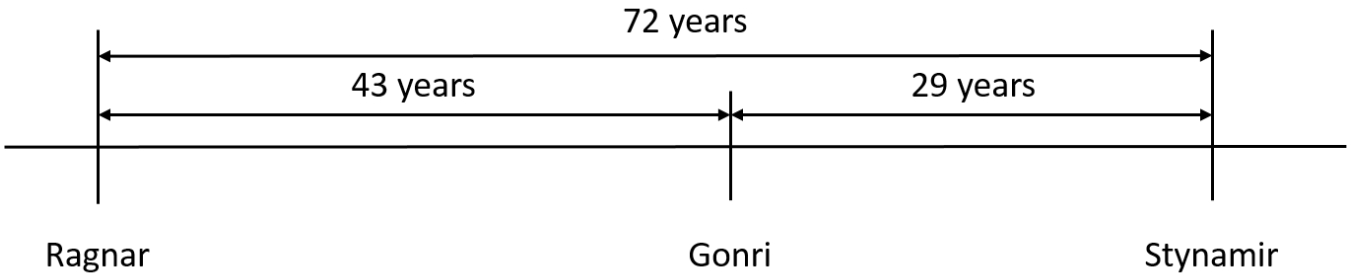
The wooden plaque was left by the great Ahmad Khan approximately 500 years ago and leaves information as to the relative ages of the Dwarven Kings. These clues are the only information you have to solve the puzzle:

Dwarven King Clues
Gonri was born 43 years after Ragnar
Vilanir is 20 years younger than Doromir
Doromir is 35 years older than Stynamir
Ragnar is 72 years older than Stynamir

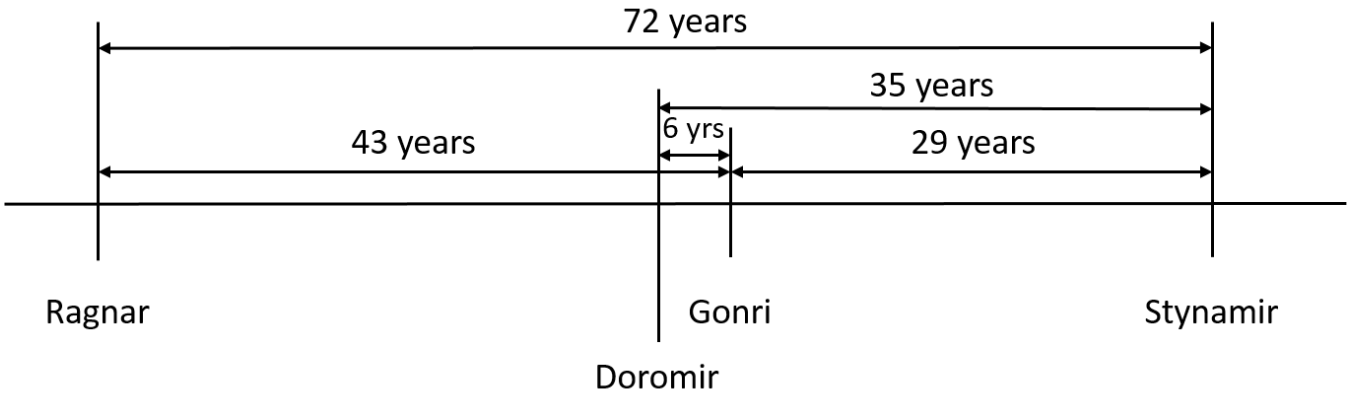
This is a classic logic puzzle and you should create a number line based on these clues to solve the puzzle. Start with the first clue (**Gonri was born 43 years after Ragnar**) and insert these into the number line:



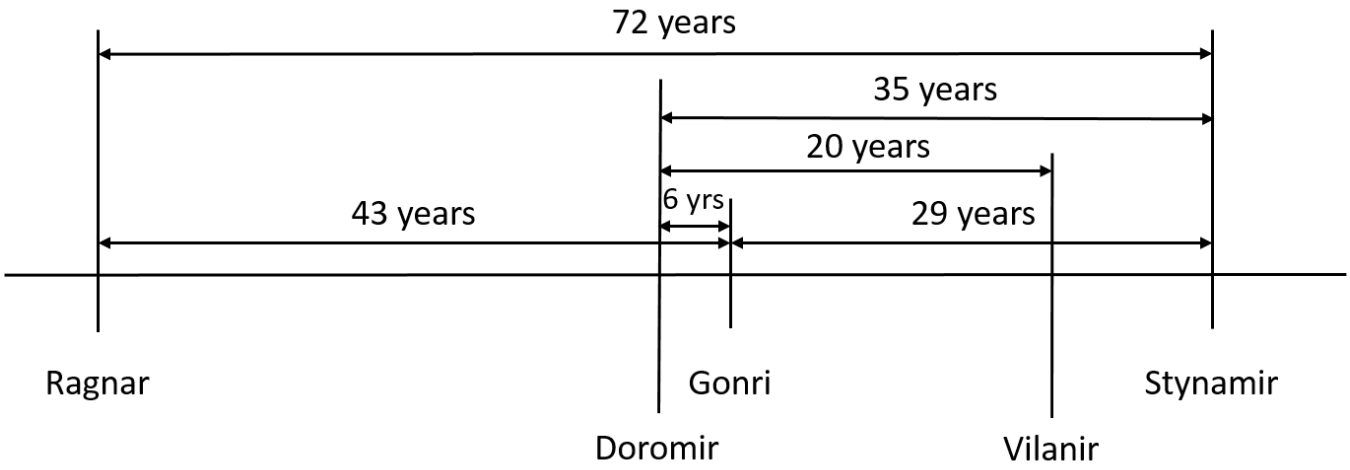
While you could go the next clue and insert it into the number line, it isn't very useful information at this point because neither Vilanir nor Doromir has any concrete difference from either Ragnar or Gonri. Instead, we'll skip to the final clue which includes Ragnar from the first clue and a new King, Stynamir: **Ragnar is 72 years old than Stynamir**. With this information, we can place Stynamir on the first number line:



Notice that not only have we included the fact that Ragnar is 72 years older than Stynamir, but we've also included information not explicitly stated – Gonri is 29 years older than Stynamir. This is easily deduced on the number line from the 1st and 4th clues. Again, the 2nd clue still does not contain information on any of the three Dwarven Kings that have been included in our hints so far. Therefore, we'll skip to the third clue (Doromir is 35 years older than Stynamir) and include that information in our number line:



If we had not computed the age difference between Gonri and Stynamir, then the 3rd clue would not have obviously shown that Doromir is older than Gonri. Since we had already explicitly computed the age difference, adding Doromir's age compared to the other three Kings was relatively simple. Notice that the difference between Doromir and Gonri's ages has also been deduced based on our combined information from the number line. Now that we have Doromir included in our number line, we can include the information from the 2nd and final remaining clue (Vilanir is 20 years younger than Doromir):



Pre-computing the age difference between Doromir and Gonri along with the prior information for the age difference between Doromir and Stynamir makes it simple to place Vilanir properly between Gonri and Stynamir in the number line. At this point, we've solved the puzzle, we simply need to connect the Kings with their proper blocks and put them in the proper order.

Based on our number line, the solution is: Ragnar, Doromir, Gonri, Vilanir, and Stynamir. Based on the initial information connecting the Kings with their colors and symbols, this means that the proper order for the blocks is: Red (circle), Blue (diamond), Gray (no symbol), Green (x), and Yellow (triangle). Now, you just have to get down to the business of pushing the blocks to the correct location. Remember, if you make a mistake, use the switch next to the stone plaque in the NW corner of the room to reset the locations of the blocks.

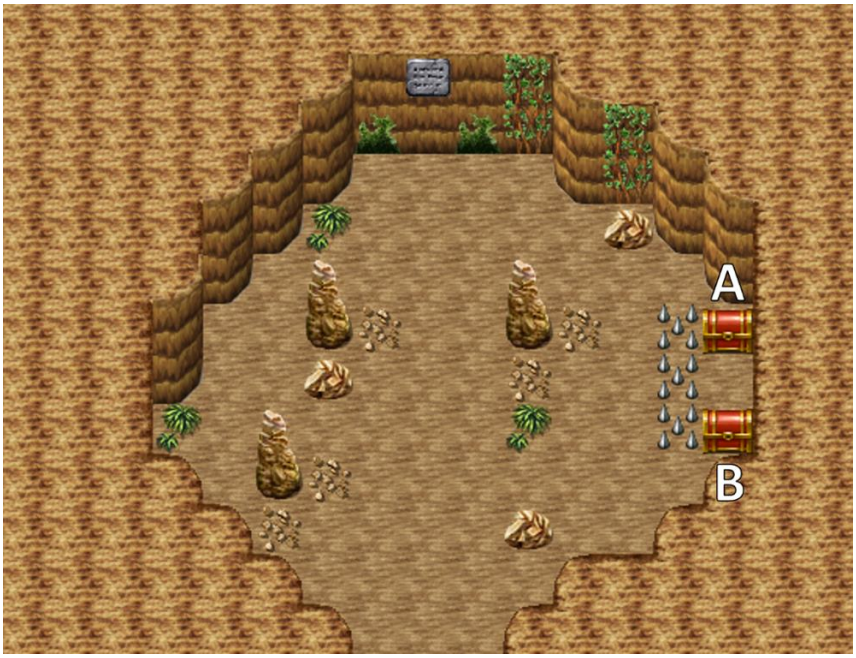
The table below shows the proper number of squares to push each of the colored blocks:

Block	Movement Pattern
Red (Circle)	2 up, 4 left, 1up
Blue (Diamond)	3 up
Gray (No Symbol)	3 up
Green (X)	2 up, 3 right, 1 up
Yellow (Triangle)	1 right, 3 up

If you've followed the instructions properly, the spikes around the treasure will lower and you can gather your deserved rewards. Then return to the Abandoned Tunnel – ***Amethyst Passageway*** walkthrough.

8.16.5 Puzzle #5 – Abandoned Tunnel B

Puzzle Reward: Recipe for Rejuvenating Cloak, Emerald Cloak



The fifth puzzle you'll find is located in the Abandoned Tunnel. The goal of this puzzle is to solve the problem presented by the stone plaque at the top of the room. The problem reads: *In the beginning, there was Brimir - the first Dwarf. On the first day, Brimir was lonely and brought from the nothingness ten more of his kind. For the next 3 days, each dwarf brought ten more of his kind into the world. According to legend, how many dwarves including Brimir were in existence after four days?* For those who simply want the solution, enter **14,641** (= 11^4) to lower the spikes.

This is a math problem that requires a bit of thought. The most straightforward way to solve the puzzle is to consider each day separately and sequentially rather than trying to perform the entire problem at once. We know that **at the end of the first day** there was Brimir and 10 more of his kind for **a total of 11 Dwarves**. The plaque then states that for each of the next 3 days, each Dwarf brought ten more of his kind into the world. So, this means that each of the original 11 Dwarves problem 10 more of his kind into the world on the second day. This means that a total of 110 Dwarves were brought into the world. **The mistake that is most often made here is to neglect the 11 Dwarves that were already there**. This means that **at the end of the second day**, there were **121 Dwarves (11 original + 110 new)**.

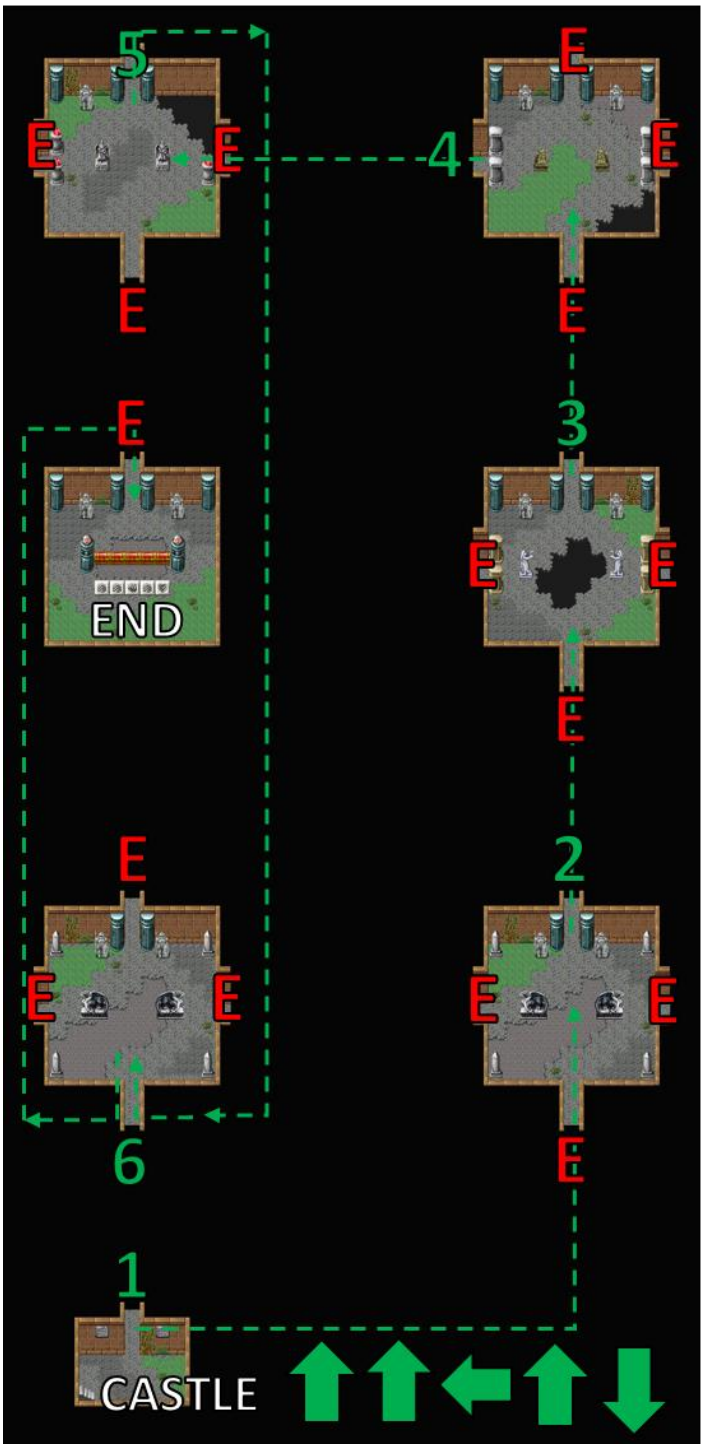
Continuing on with this pattern, on the third day, the 121 Dwarves each brought in ten more for a total of 1,210 new Dwarves. Again, combining the original and new Dwarves leads to **1,331 Dwarves (121 original + 1,210 new Dwarves) at the end of the third day**. On the fourth and final day, each of the 1,331 Dwarves brought in ten more of their kind for a total of 13,310 new Dwarves. Combining new and original Dwarves leads to a **total of 14,641 Dwarves (13,310 + 1,331)** which is the solution to the puzzle. Use the number input at the stone plaque to enter 14,641 which will lower the spikes around the treasure. Return to the ***Tiger's Eye Passageway*** walkthrough.

8.16.6 Puzzle #6 – Theopolis Castle

Puzzle Reward: 25,000G, Ambrosia, Perfect Elixir, Nectar, 25,000G

The sixth puzzle you'll find is located in the basement of Theopolis Castle. The puzzle is a labyrinth created by the Mad King Argus to torture those he thought treasonous. It is comprised of six rooms (not including the entrance room). In any of the six rooms, if you choose the wrong doorway, you will return to the entrance room. The wrong doorways for each room are marked with red "E"s. To reach the treasure room, you must choose the correct doorway for each room (marked with a green number). The clues as to the proper direction in the labyrinth are very subtle. If you examine each room carefully, you'll find three small plants on the ground. The doorway that does not have plant next to it is the correct path.

To start, head north from the entrance and pass through the initial doorway (***1***) into the labyrinth. From here, head through the following doorways in each room: **north (2), north (3), west (4), north (5), south (6)**. The puzzle is further complicated because the penultimate room is almost a perfect duplicate of the first room. If you are looking at the plants on the ground, you'll notice the difference and choose south rather than north as you did originally. After properly following the path, you'll arrive in the treasure room. Then return through the northern doorway to reach the entrance room that leads back to the castle. Return to the ***Castle*** walkthrough.

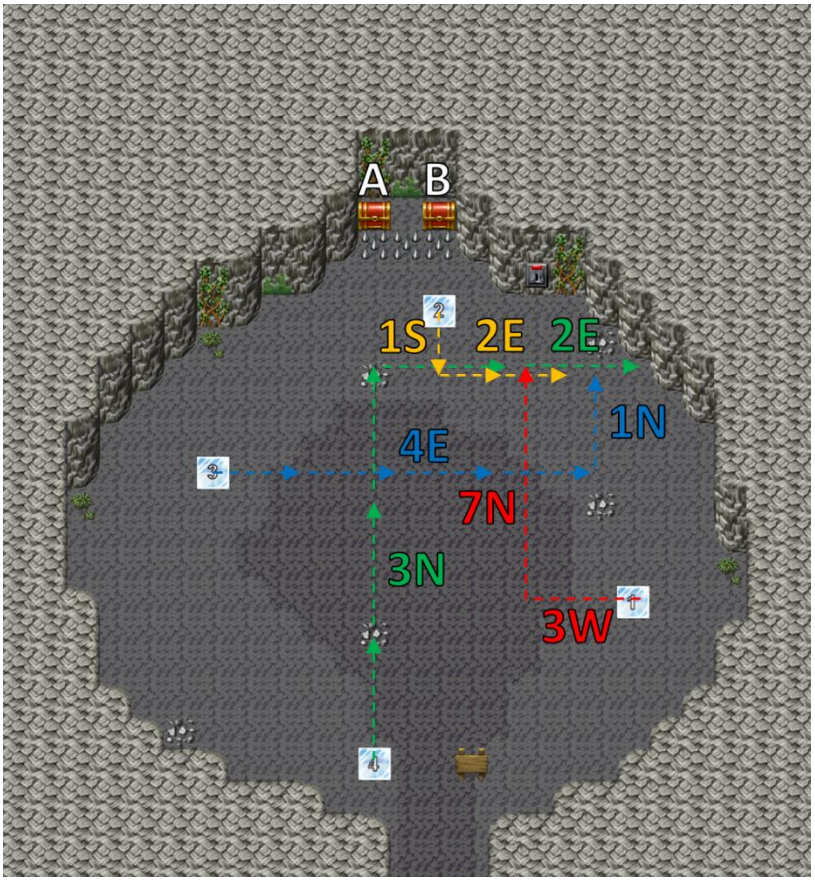


8.16.7 Puzzle #7 – Spiral Cave B

Puzzle Reward: Perfect SP Orb, Perfect Elixir

The seventh puzzle you'll find is located in the Spiral Cave. In this puzzle, you'll have to align the numbered blocks in ascending order from left to right (e.g. 1, 2, 3, 4 with 1 on the far left and 4 on the far right). The wooden sign near the entrance also mentions the ethereal nature of the blocks. This means that the blocks can pass through each other and through walls. Another unique feature of this puzzle is that each block moves the number of tiles listed on the block itself. This means that the block with a '4' on it will move 4 tiles each time you push on it. Similarly, the block with a '3' on it will move 3 tiles each time you push on it.

There is only one solution to this puzzle, so follow these steps to lower the spikes that block the treasure. Note that N = north, S = south, E = east, W = west in the map.

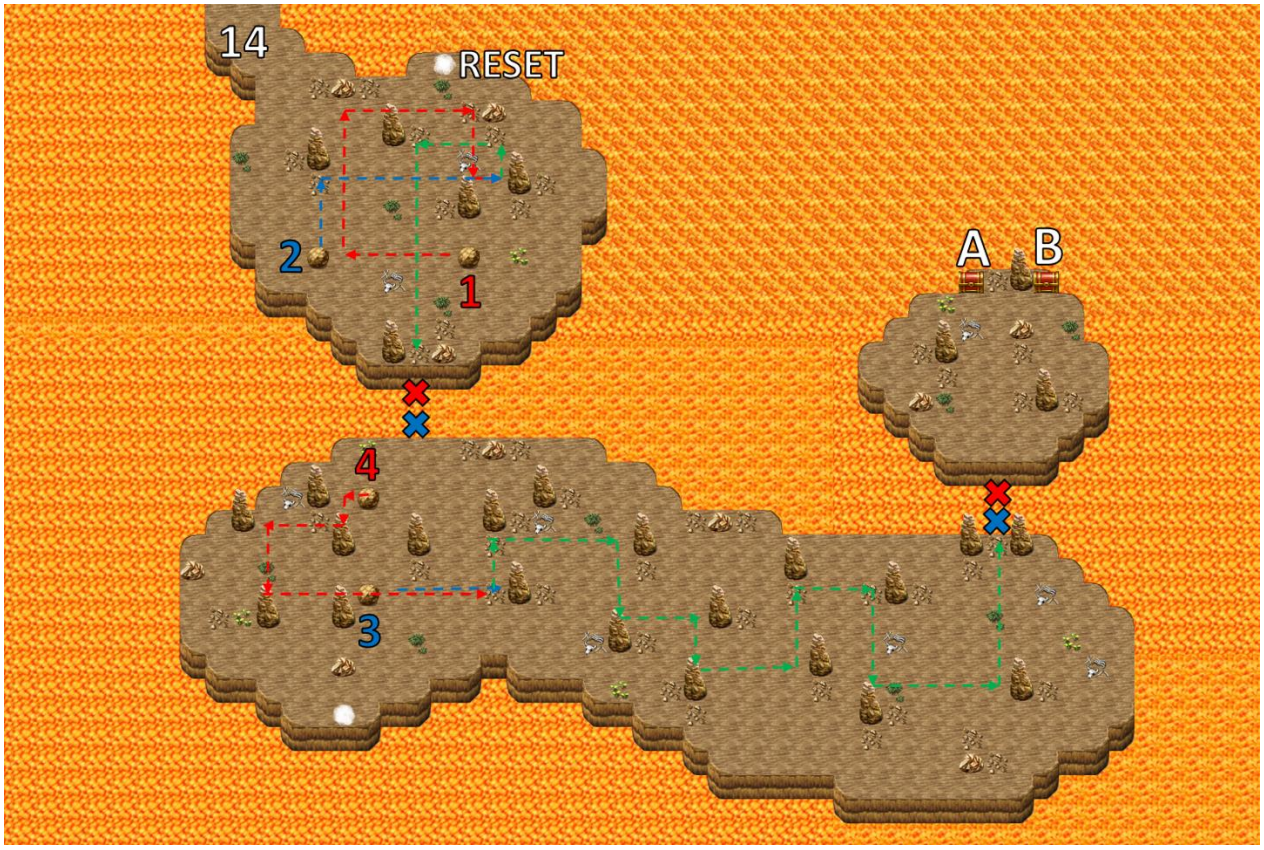


Block	Directions
1	3 west, 7 north
2	1 south, 2 east
3	4 east, 1 north
4	3 north, 2 east

After aligning the blocks, the numbers will align and the spikes will lower so that you can gather the treasure. Return to the ***Inner Lava Lake*** walkthrough.

8.16.8 Puzzle #8 – Spiral Cave A

Puzzle Reward: Great Regeneration Potion, Great Renewing Potion



The eighth puzzle that you'll find is located in the Spiral Cave. In this puzzle, you must push the boulders on each island to create bridges over the lava. The boulders on the first island must be pushed in a specific order because one boulder must be pushed into the other. The paths of each boulder are marked on the map above. The table below shows the order in which you need to move the boulders:

Boulder Number	Directions
1	W, N, E, S, E, N, W, S
2	N, E, N, W, S
3	E, N, E, S, E, S, E, N, E, S, E, N
4	W, S, W, S, E, N, E, S, E, S, E, N, E, S, E, N

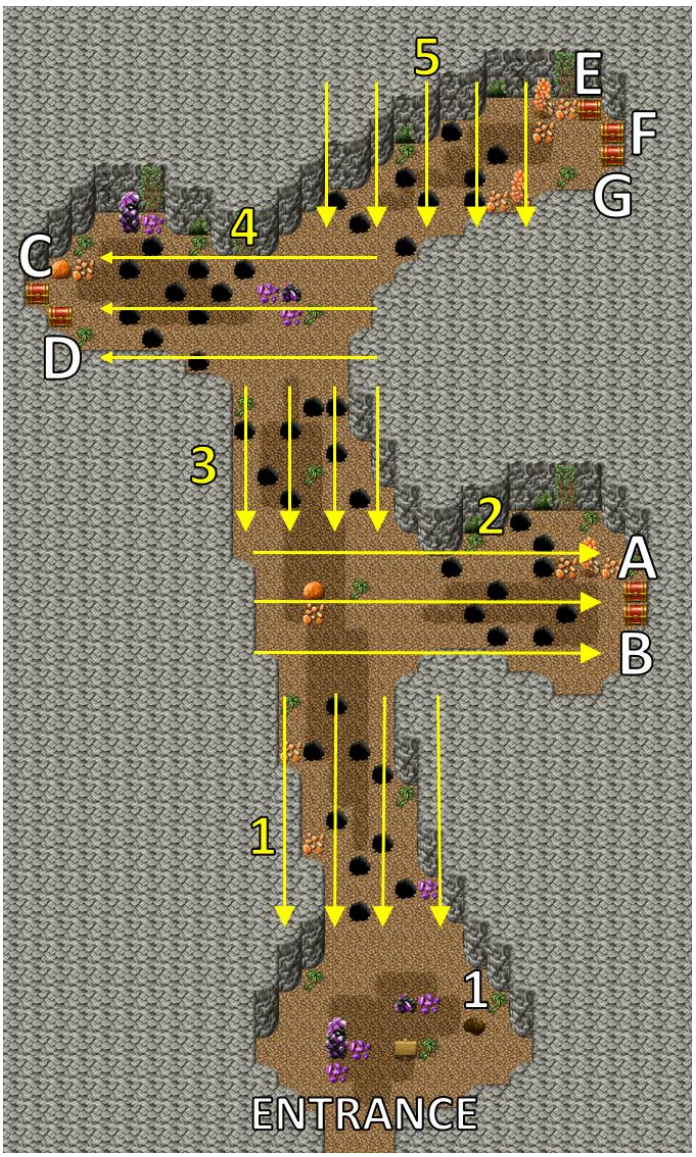
Moving boulders 1 and 2 will created a bridge to the second island while moving boulders 3 and 4 will created a second bridge to the third island where you can gather the treasures. Return to *the **Inner Lava Lake*** walkthrough.

8.16.9 Puzzle #9 – Gremlar Mine Shaft

Puzzle Reward: Ambrosia, Nectar, Perfect Elixir, Hyper Remedy, Resurrection Elixir, Recipe for Elemental Helm, Ruby Helm

The ninth puzzle you'll find is located in the Gremlar Mine Shaft. In this puzzle, you'll have to avoid the holes in the ground while dealing with the strong winds that will blow you in a specific direction. The winds will blow you in three different directions depending on where you are in the cave. If you fall into a hole, you'll find yourself in an Underground Cave. Head to the southern end of the cave and climb the vines back to the upper level (***1***).

The cave is divided up into 5 sections depending on which direction the wind blows. There is no secret strategy to navigating the winds except to be careful and always move immediately after the wind blows you back. Make sure you walk (rather than sprint) and turn off fast forward to make the puzzle as easy as possible. Often, it is more difficult to return between the holes after collecting the treasures at the end of each path, so you may choose to simply fall down and then restart from the beginning.

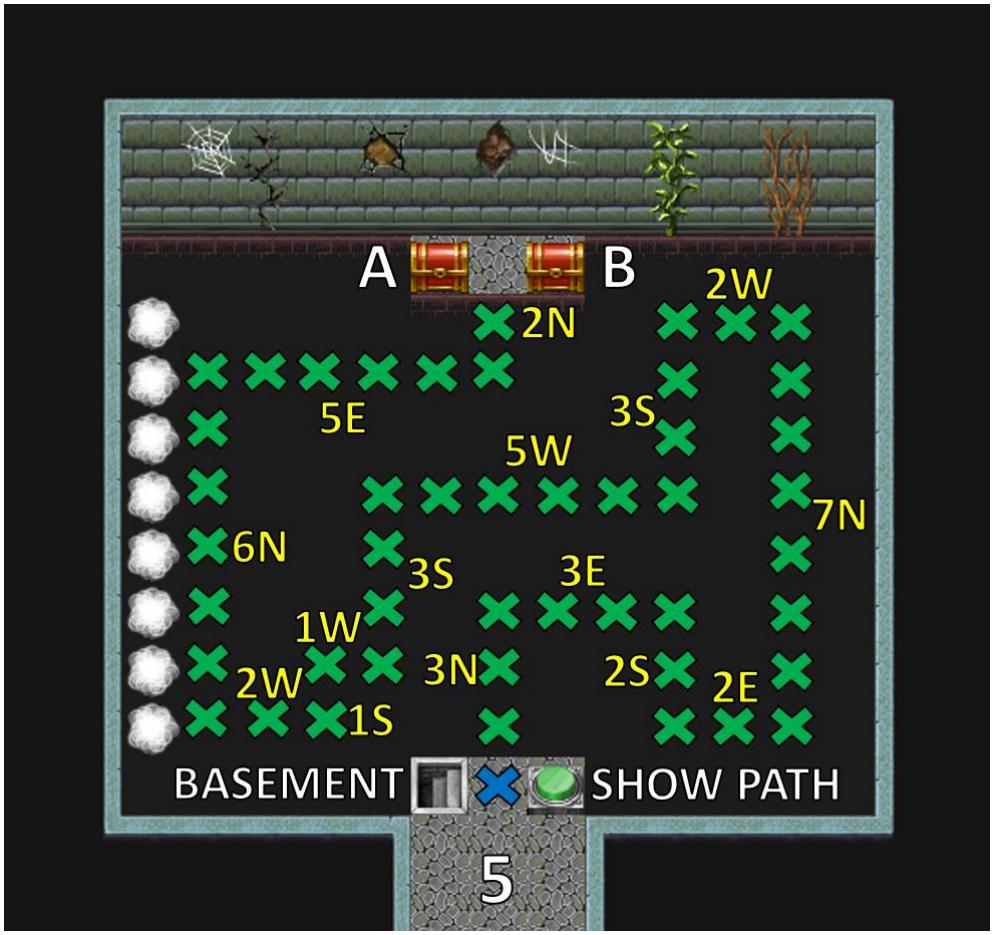


Section Number	Wind Direction
1	South
2	East
3	South
4	West
5	South

The map to the right shows the wind directions in each section. The wind directions are also listed in the table above. Navigate through each section without falling and collect the treasures. Return to the ***Mine Shaft*** walkthrough.

8.16.10 Puzzle #10 – Volundra Catacombs A

Puzzle Reward: Ruby Staff, Ruby Bow

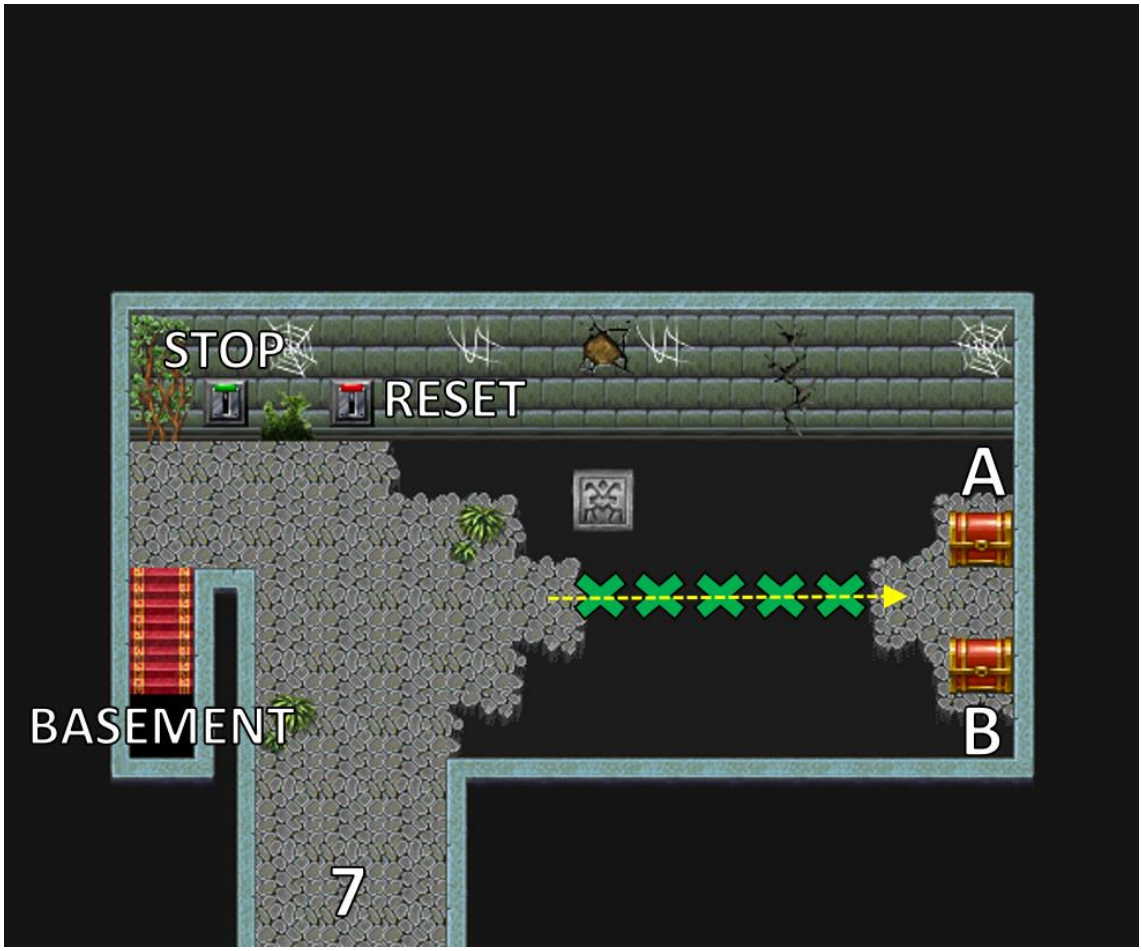


The tenth puzzle you'll find is located in the Volundra Catacombs. In this puzzle, you'll have to traverse an invisible path to treasures on a small outcropping along the northern wall. Just to the north of the entrance of the puzzle area, you'll find stairs leading down into the basement (only used if you happen to fall off the invisible path) and a green button that allows you to briefly see the invisible path. Without this guide, the strategy to solving this puzzle would be to repeatedly press the green button to create a map of your own that would tell you how many steps to take in each direction. Alternatively, you could take the painful route of trial and error, but that would require numerous attempts and add a large number of extra battles while you're climbing back up from the basement below. The map above shows the proper path to the treasures and the table below shows the number of steps in each direction to solve the puzzle (starting at the blue 'X'). Follow the steps below and you'll reach the treasures. Return to the Volundra Catacombs ***Passageway*** walkthrough.

Step Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Directions	3N	3E	2S	2E	7N	2W	3S	5W	3S	1W	1S	2W	6N	5E	2N

8.16.11 Puzzle #11 – Volundra Catacombs B

Puzzle Reward: Wind Ring, Dark Ring



The eleventh puzzle you'll find is located in the Volundra Catacombs. In this puzzle, you'll have to stop moving platforms of increasing speed along a straight line to construct a bridge to the treasures at the eastern end of the room. If you step into the blackness, you will fall into the basement and have to climb back up several stairs to the puzzle. There are monsters in the basement, so make sure that you aren't too badly hurt. Theoretically, the theme of solving this puzzle is simple: flip the "stop" switch such that the platforms that appear from left to right create a bridge; however, the puzzles increase in speed and will move a short ways between when you flip the "stop" switch and when they stop.

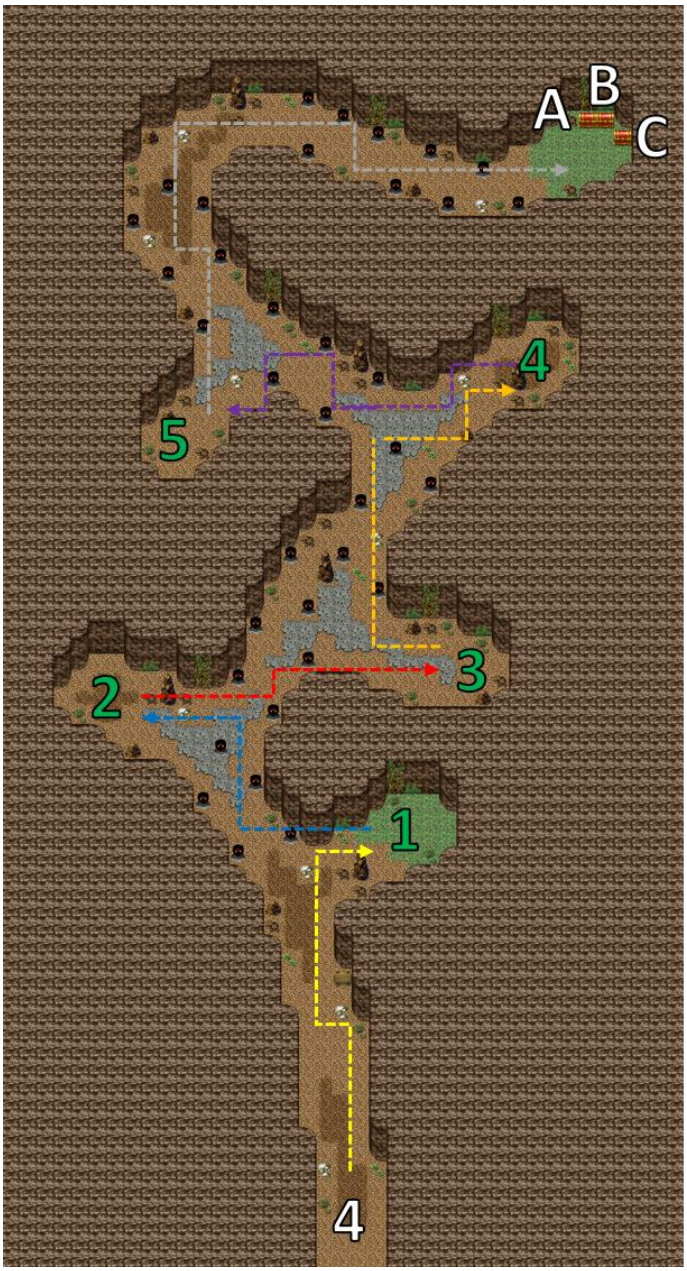
For the first three platforms, flip the switch just before the platform reaches the centerline. For the 4th platform, flip the switch approximately one platform width before it reaches the centerline. The final platform is the most difficult because you must flip the switch far before it reaches the centerline. You'll want to flip the switch approximately when the platform is at the outer wall. If you make a mistake in the process, use the red reset switch. Once you've created the bridge, collect the treasures at the eastern end of the chamber. Return to the Volundra Catacombs ***Ancient Burial Ground*** walkthrough.

8.16.12 Puzzle #12 – Sacred Tree A

Puzzle Reward: Ruby Spear, Ruby Whip, Recipe for Onslaught Spear

The twelfth puzzle you'll find is located in the Sacred Goblin Tree. In this puzzle, you'll have to navigate through tight corridors filled with wraiths that come alive when the lights go out in the cave. The length of time that the lights stay on varies in a predictable pattern. The pattern is shown in the table below:

Cycle Number	Light/Dark	Length
1	Light	5 seconds
2	Dark	5 seconds
3	Light	3.33 seconds
4	Dark	1.66 seconds
5	Light	5 seconds
6	Dark	3.33 seconds

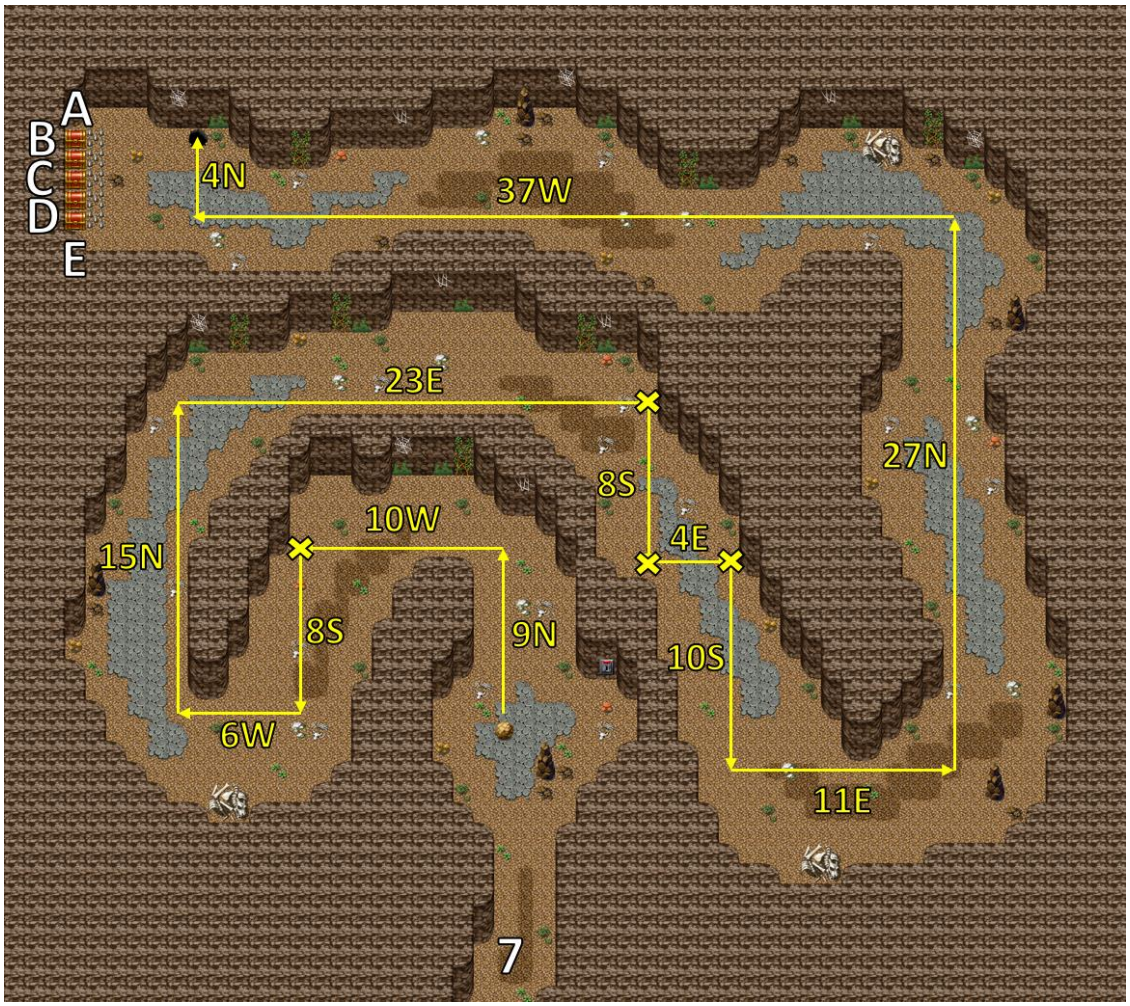


To complete the puzzle, you should travel only during the light cycles. If you travel during the dark cycles, you will most likely be sensed by a wraith which will quickly catch you and drain the life from you. Being caught by a Wraith is not Game Over; however, you will only have 1 HP and you will have to restart the puzzle from near the entrance. The ideal strategy to avoid the Wraiths is to only travel during the long light cycles (1 and 5). If you're feeling risky, you can travel during the second light cycle (3).

Use the alcoves to the east and west of the main corridor to hide from the Wraiths during the dark periods. To start, head north and hide in the first eastern alcove (***1***) during the first long light cycle. Wait during the dark (and possibly short light cycle) and then head NW to the next western alcove (***2***). Repeat this process of hopping from alcove to alcove during long light cycles until you reach the treasure in the NE corner of the chamber. Make sure that you leave during a long light cycle when you head from the last alcove (***5***) to the treasures. Return to ***The Sacred Goblin Tree*** walkthrough.

8.16.13 Puzzle #13 – Sacred Tree A

Puzzle Reward: Champion Tonic, Conjurer Tonic, Ambush Tonic, Precision Tonic, Inflation Tonic

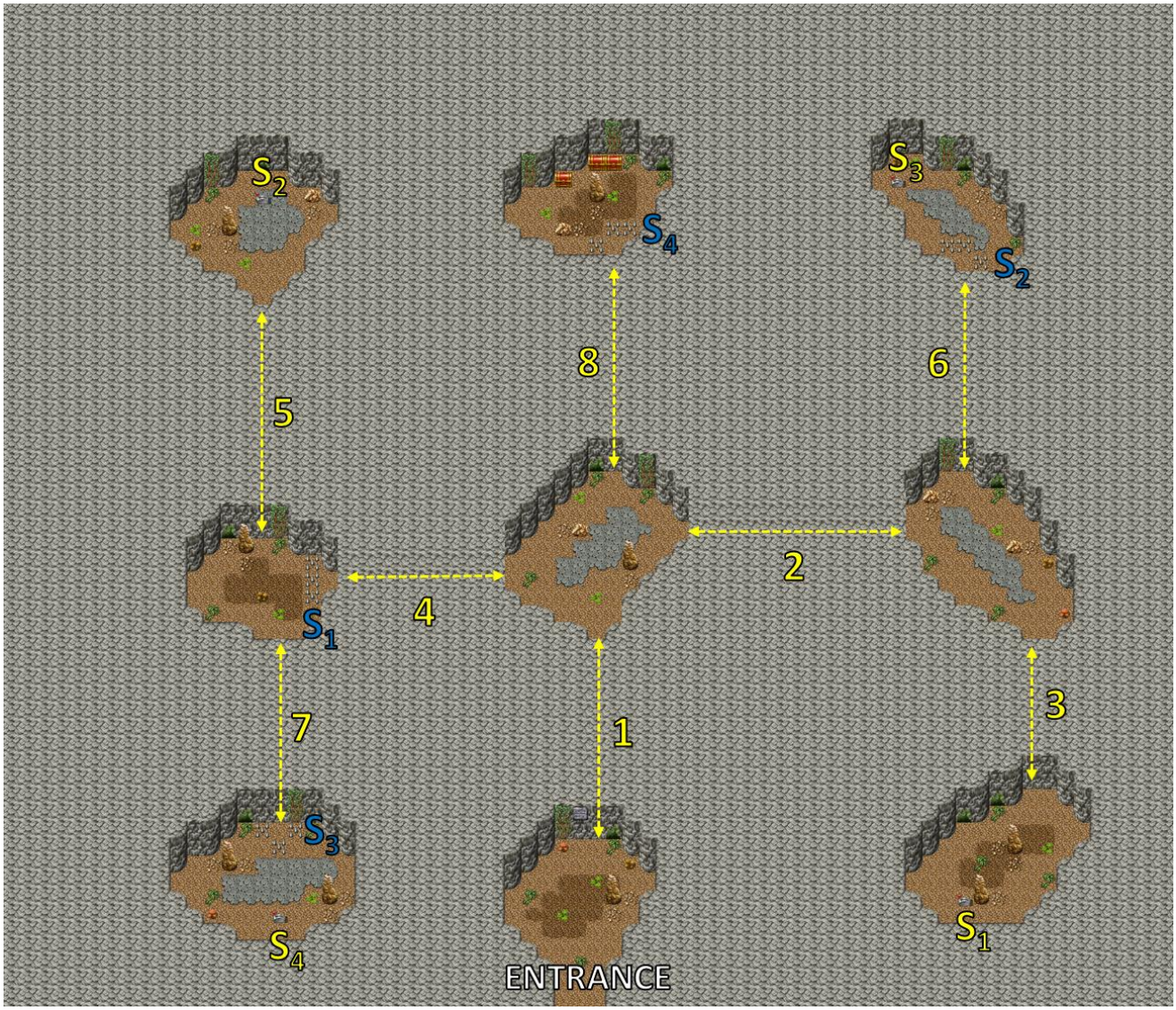


The thirteenth puzzle you'll find is located in the Sacred Goblin Tree. In this puzzle, you'll have to push a moving boulder through a relatively narrow corridor and into a hole near the end in order to lower the spikes that block the treasure. You must make sure that the boulder never hits a wall where it will get stuck against that wall. Therefore, you'll need to move quickly and keep the boulder away from the walls. There are numerous paths that the boulder can take to reach the end, but they are all minor variations a core path since the corridor is relatively narrow. The ideal path for taking the boulder through the corridor is marked in yellow in the map above. The number of spaces (along with the direction) labels each of the marked paths. Finally, locations where the boulder can safely hit the wall are marked with yellow "X"s. The directions for the boulder are summarized in the table below. Return to ***The Sacred Goblin Tree*** walkthrough.

Step Number	1	2	3	4	5	6	7	8	9	10	11	12	13
Directions	9N	10W	8S	6W	15N	23E	8S	4E	10S	11E	27N	37W	4N

8.16.14 Puzzle #14 – Mt. Vilu

Puzzle Reward: Ruby Spear, Perfect SP Orb, Perfect Elixir



The fourteenth puzzle you'll find is located in Mt. Vilu. In this puzzle, you'll be confronted with an apparent dead end; however, the plaque on the wall will alert you to the fact that the walls are not as solid as they appear. In fact, there are hidden passageways that connect a total of nine rooms. You must navigate the hidden passages to flip a sequence of switches and lower the spikes in front of the treasures in the northern room. The table below summarizes the steps to solve the puzzle. For more detailed information, see the descriptions below:

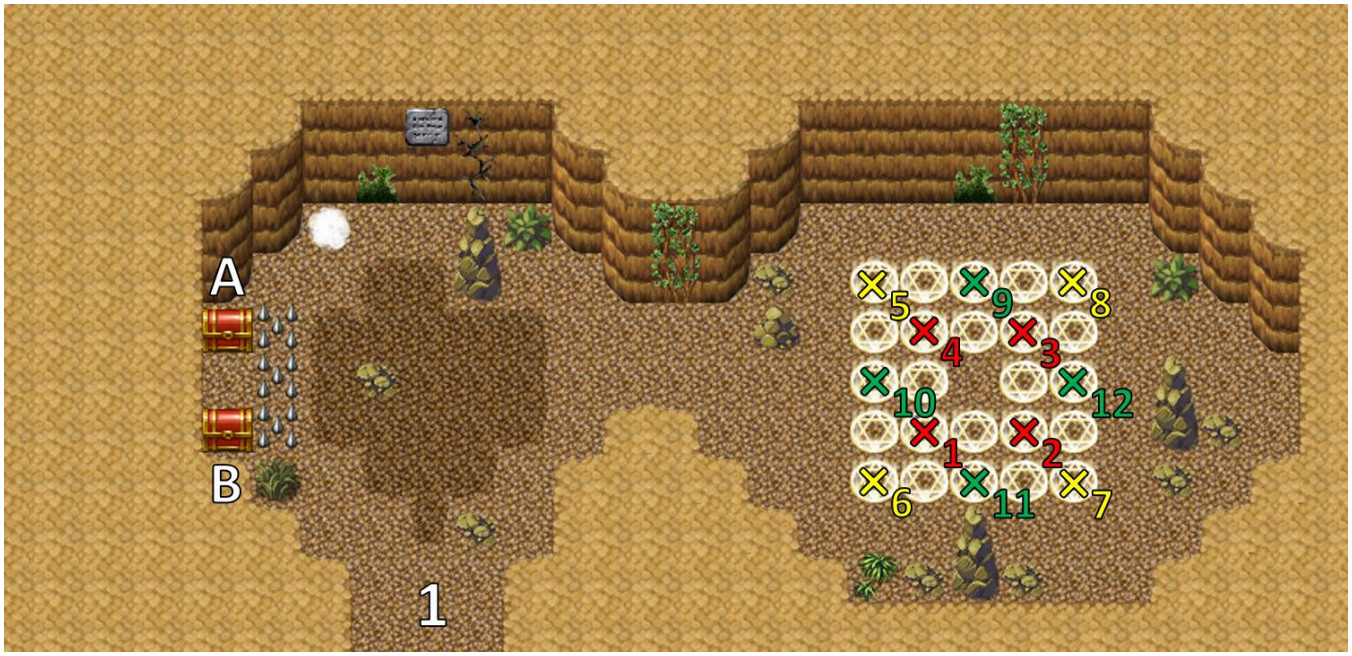
Step #1	1	2	3	4	5
Directions	1, 2, 3, S_1	3, 2, 4, 5, S_2	5, 4, 2, 6, S_3	6, 2, 4, 7, S_4	7, 4, 8

From the entry room, head north through a hidden passageway (***1***) into the central room. Next, head through the eastern hidden passageway (***2***). Finally, head to the southern end of the next chamber and then through the southern hidden passageway (***3***). Flip the switch (***S_1***) and then return through the previous two hidden passageways (***3*** and ***2***) to the central room. Now, head through the western hidden passageway (***4***) and over the newly lowered spike strip (***S_1***). Next, head through the northern hidden passageway (***5***) and flip the switch (***S_2***) at the northern end of the chamber. Finally, return through the previous two passageways (***5*** and ***4***) to the central chamber.

Next, head through the eastern hidden passageway (***2***) and then through the northern hidden passageway (***6***). Cross over the newly lowered spike strips (***S_2***) and flip the switch at the northern end of the chamber (***S_3***). You're nearly finished, but there are still a few steps remaining. Return through the previous two hidden passageways (***6*** and ***2***) to the central room. Next, head through the western hidden passageway (***4***) and then south through the hidden passageway (***7***) in the next chamber. Cross over the newly lowered spike strip (***S_3***) and then flip the switch (***S_4***). Next, return through the previous two hidden passageways (***7*** and ***4***) to the central room. Finally, head through the northern hidden passageway (***8***) and cross the newly lowered spike strips (***S_4***) to the treasures. Return to the ***Mt. Vilu*** walkthrough.

8.16.15 Puzzle #15 – Phoenix's Aerie A

Puzzle Reward: Perfect SP Orb, Perfect Elixir



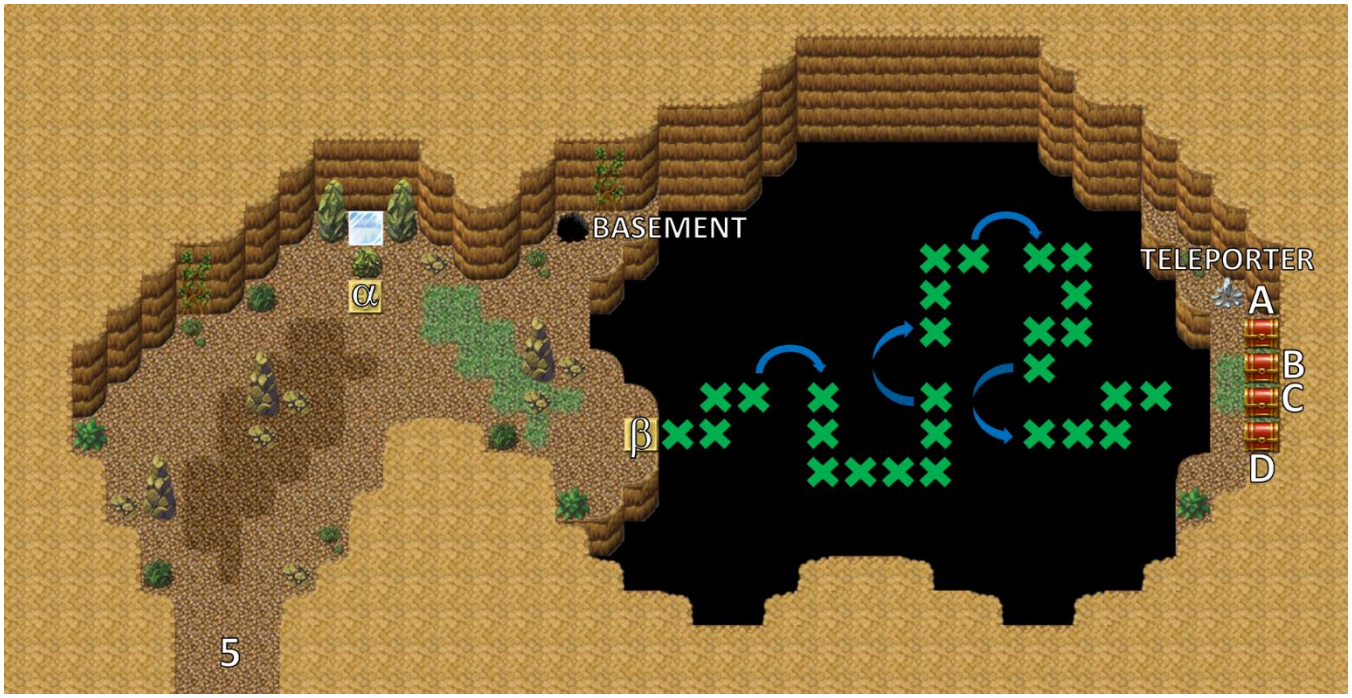
The fifteenth puzzle you'll find is located in the Phoenix's Aerie. In this puzzle, the goal is to turn all the hexagrams to black. Whenever you step (or jump) on a hexagram, it will switch the state of not only the one that you step on, but all the adjacent hexagrams, too. Another unique feature of this puzzle is that dash is disabled and the "dash" button causes the player to jump two spaces forward (i.e. jump over one space). There are multiple solutions to this puzzle, many of them chaotic, but the most efficiency (i.e. the one that requires the fewest moves) is covered here. The most efficient solution to solving this puzzle utilizes jumping.

The solution is broken into three rounds and each round contains four symmetric moves, each of which is labeled on the map above. To start, move two spaces to the west of the space labeled ***X₁*** and jump onto ***X₁***. Then move two spaces to the east and step on ***X₂***. Next, move two spaces north to step on ***X₃*** and finally move two spaces west to step on ***X₄***. This completes round #1.

In round #2, move one space north and one space west to step on ***X₅***. Next, circle around the overall hexagram area and step on the SW (***X₆***), SE (***X₇***), and NE (***X₈***) hexagrams in order to complete Round #2. In Round 3, once again circle counterclockwise around the edge of the overall hexagram area. Start by stepping on ***X₉*** and then continue with ***X₁₀***, ***X₁₁***, and ***X₁₂*** to complete the puzzle and turn all the hexagrams to black. This will lower the spikes that protect the treasures. Return to the ***Lower Cliffs*** walkthrough.

8.16.16 Puzzle #16 – Phoenix's Aerie B

Puzzle Reward: Sapphire Armor, 2× Piercing Cyclone Bomb, Recipe for Primordial Armor



The sixteenth puzzle you'll find is located in the Phoenix's Aerie. In this puzzle, you'll have to traverse an invisible path to treasure on the eastern edge using a pattern given to you rapidly by standing on a special tile (α). If you have an eidetic memory, perhaps you can watch the pattern once and then traverse the invisible path; otherwise, the best practice for this puzzle (other than using this guide) is to repeatedly watch the pattern and build a step-by-step set of directions. Note that the "J" in the pattern stands for jump. As in the previous puzzle, dash is disabled and the "dash" button will allow you to jump two spaces forward. If you fall off the invisible path into the blackness, then you will fall into the basement and you'll have to climb back up while risking a battle. The table below shows the full step-by-step directions for traversing the invisible path starting from the special tile (β). After solving the puzzle and collecting the treasure, use the Teleporter to return to the western side of the chamber. Return to the ***Upper Cliffs*** walkthrough.

Legend: N = north, E = east, S = south, W = west, J = jump	
Directions	E, E, N, E, J, E, S, S, E, E, E, N, N, J, N, N, E, J, E, S, S, W, S, J, E, E, N, E, J

8.16.17 Puzzle #17 – Dark Castle

Puzzle Reward: Great Regeneration Potion, Great Renewing Potion, Inflation Tonic, Champion Tonic



The seventeenth puzzle you'll find is located in the Dark Castle. In this puzzle, you'll have to correctly place the pieces of a tile "jigsaw" puzzle to create an image of Belial, the boss of the Dark Castle. The puzzle is centered around four pieces located at the center of the room which cannot be moved. The other pieces scattered around the edge of the room must be moved to build the image around the anchored center pieces.

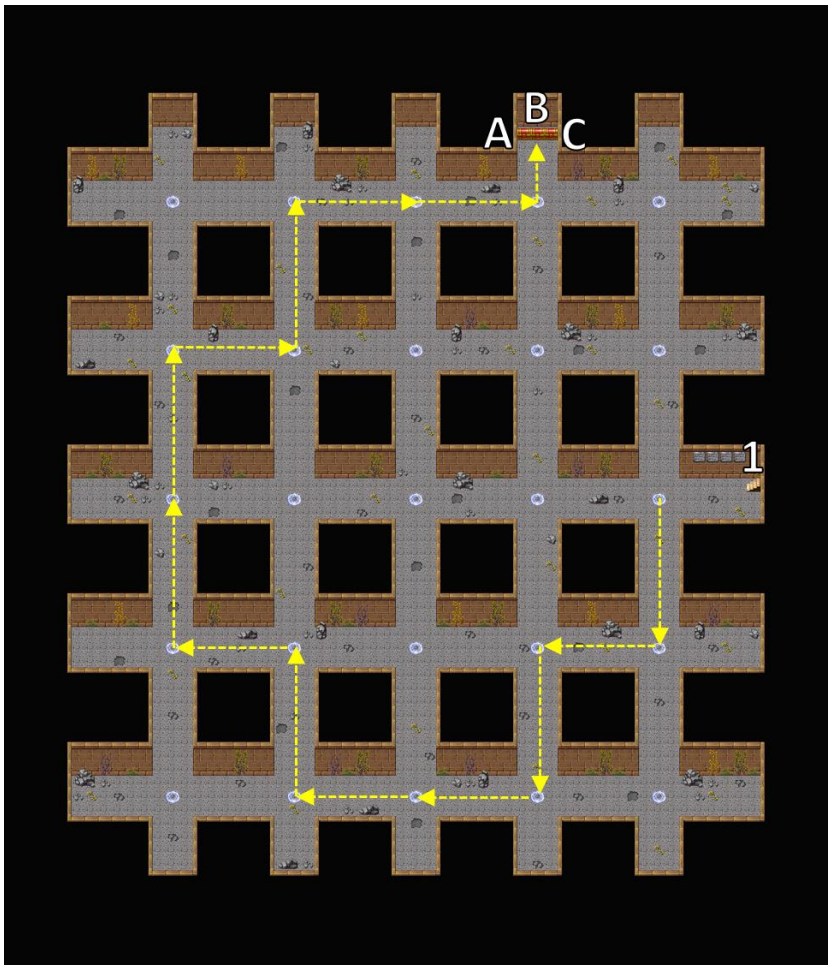
The concept is simple but you must be careful not to move tiles into corners where they cannot be moved again, especially against the edges of the partially completed puzzle. Also, a few of the pieces have only very minor images which can be difficult to place. The image above labels all the pieces and cross-references the yellow and green numbers to show where each piece should be located. Move the pieces in order to their proper locations and the spike strip guarding the treasure will be lowered. Return to ***The Dark Castle*** walkthrough.

8.16.18 Puzzle #18 – Tower of Pestilence

Puzzle Reward: Huge AP Orb, 2× Perfect SP Orbs

The eighteenth puzzle that you'll find is located in the Tower of Pestilence. In this puzzle, you must traverse a seemingly open maze based on the noises that you hear at each intersection. The key to the maze is on the four plaques near the stairs. These plaques link elements (Wind, Earth, Fire, and Water) with four directions (North, South, East, and West). At each intersection throughout the maze, you'll find a hexagram which makes an elemental sound which you must then link to a direction using the information from the plaques.

The path through the maze is shown in yellow and also listed in the bottom table below. Follow the path and you'll find the treasure. Return to the ***Tower of Pestilence*** walkthrough.

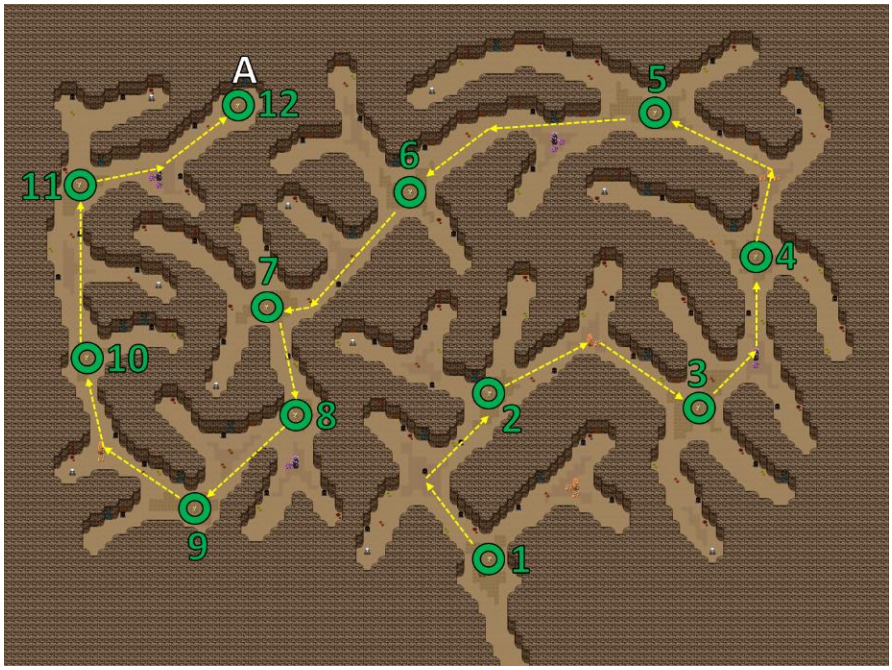


Plaque Text	Direction	Element
The north Wind blows…	North	Wind
Vast swaths of Earth lie to the south…	South	Earth
The Fiery sun rises to the east…	East	Fire
The Wet rains pass to the west…	West	Water

Step Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Direction	S	W	S	W	W	N	W	N	N	E	N	E	E	N

8.16.19 Puzzle #19 – Black Cavern

Puzzle Reward: Mephistopheles' Ring



The nineteenth puzzle you'll find is in the Black Cavern. In this puzzle, you must traverse a warren of dark caves filled with wraiths that will swarm you when it's dark. To avoid the wraiths, you must keep a lit torch as you traverse the caves. Throughout the caves, there are a dozen piles of wood that can be used for torches. Each lit torch will only last for 5 seconds, so you must quickly proceed between each of the firewood areas. The torch wood locations are circled in green and the path between them is marked with a dashed yellow line in the map above.

To complete the puzzle, head north from the entrance and light a torch at the first firewood location (***1***). There, you'll find a NE/NW fork. Take the NW fork and you'll come to a 4-way intersection. Take the NE path until you reach the second firewood location (***2***). Light another torch and then take the eastern path and then head SE at the next fork until you reach the third firewood location (***3***). Light another torch and then head NE and then north at the next fork. Continue north until you reach another firewood location (***4***) at a 4-way intersection.

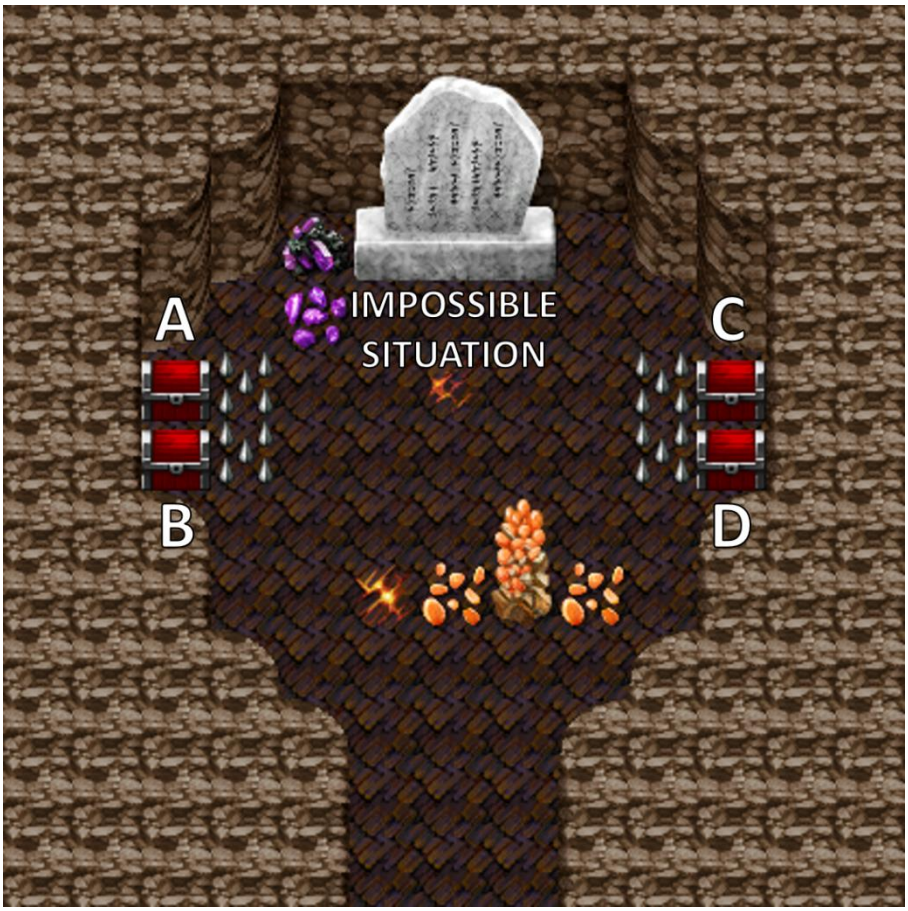
Light another torch and then take the northern path. Head west at the next fork and continue until you reach the fifth firewood location (***5***). Light another torch and then take the SW path until you come to a west/SW fork. Take the western path until you reach the sixth firewood location (***6***). Light another torch and take the SW path through the next fork until you reach the seventh firewood location (***7***). Light another torch and then take the southern path (that lies slightly to the east) for a short jaunt until you reach the eighth firewood location (***8***).

Light yet another torch and take the SW path through the next fork until you reach the ninth firewood location (***9***). Light another torch and then head NW through the next two forks until you reach the tenth firewood location (***10***). Light another torch and then head due north through the next two forks until you reach the eleventh firewood location (***11***). Light your penultimate torch and then take the eastern path until you reach an east/NE fork. Take the NE path and continue until you reach the final firewood location (***12***). Light your final torch and then collect the treasures. To return to the entrance, either retrace your steps while using torches to light your path and keep the wraiths away or let a wraith catch you and automatically return you to the beginning of the puzzle. Return to the ***Black Cavern*** walkthrough.

8.16.20 Puzzle #20 – Mt. Agni

Part #1

Puzzle Reward: 2× Great Regeneration Potions, 2× Great Renewing Potions



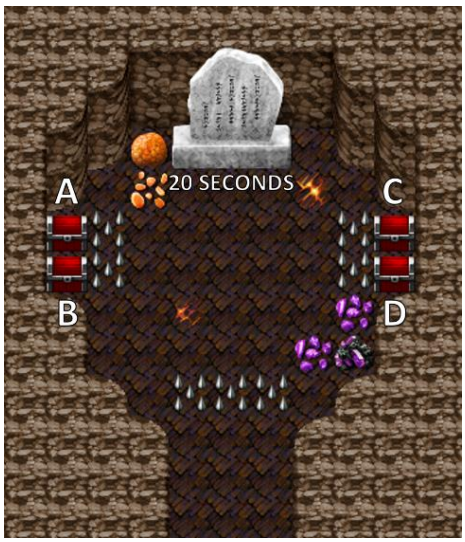
The twentieth puzzle you'll find is located in Mt. Agni. In this puzzle (which is broken into three parts), you'll be faced by three separate riddles. In Part #1, you'll have to solve the so-called "Barber Paradox" based on Russell's Paradox. The language is changed for this puzzle but the logic is identical to the "Barber Paradox". The language of the riddle is repeated below:

In the underworld, every demon either hunts for their own food or is provided food by Gressil, the Prince of Thrones. Gressil is a demon in the underworld who provides for all those, and only those, demons who do not feed themselves. Who feeds Gressil?

The language here results in a contradiction and an impossible situation. Gressil provides food only to demons who do not feed themselves. By this language, he cannot feed himself. Similarly, if he does not feed himself, then he fits into the group of demons who would be fed by Gressil, meaning that he would have to feed himself. The answer to the "Barber Paradox" is that it is an impossible situation. Return to ***The Super Dungeon: Mt. Agni*** walkthrough.

Part #2

Puzzle Reward: Full Remedy, Full Elixir, Full Ambrosia, Full Nectar



In Part #2 of the Mt. Agni puzzle, you'll be faced by "Zeno's Paradox – Achilles and the Tortoise", once again with the language changed. The riddle is repeated below:

Carnivale makes a game of hunting his prey. He offers a 100 span head start to the prey. Both Carnivale and his prey are running at constant speeds. After giving his prey a 100 span head start, Carnivale begins his hunt and after 10 seconds, he has covered the original 100 span head start. At this point, the prey has covered a shorter distance of 50 spans. 5 seconds later, Carnivale has covered the 50 spans that the prey had previously run. Meanwhile, the prey has covered another 25 spans. Each time Carnivale arrives at the previous location, the prey has run half the previous distance. Will Carnivale catch his prey, and if so, how long will it take?

For those who are impatient and simple want the solution: the answer is 20 seconds. The crux of the paradox is that it appears that it would require an infinite number of segments for Carnivale to reach his prey, with each segment being a smaller and smaller fraction of distance (and time). One might therefore guess that either that Carnivale will never catch his prey or that it will take an infinite amount of time; however, neither is true. The riddle can be solved by performing some simple calculations to find the velocity of both Carnivale and his prey. The riddle states that Carnivale covers 100 spans in 10 seconds and the prey covers 50 spans in 10 seconds. Therefore, Carnivale and the prey's velocities are:

$$v_c = \frac{d_c}{t} = \frac{100\ spans}{10\ seconds} = 10\ spans/second \qquad v_p = \frac{d_p}{t} = \frac{50\ spans}{10\ seconds} = 5\ spans/second$$

We then want to know at which point the distance covered by Carnivale, x_c, is equal to the distance covered by his prey, x_p. That is the point at which Carnivale will overtake his prey. This can be expressed by a simple equivalence of the distances covered and then substituting the equations for the distance traveled in terms of starting distance and velocity:

$$x_c = x_p \rightarrow x_{c,0} + v_c t = x_{p,0} + v_p t$$

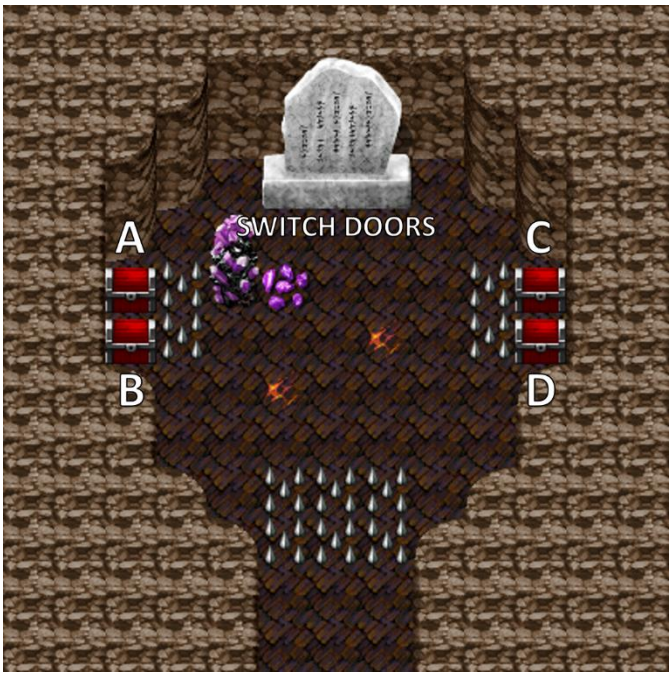
The goal is to solve for the time at which these two distances are equal:

$$t = \frac{x_{p,0} - x_{c,0}}{v_c - v_p} = \frac{100\ spans - 0\ spans}{10\frac{spans}{second} - 5\frac{spans}{second}} = \frac{100\ spans}{5\ spans/second} = 20\ seconds$$

Thus, we have the solution: Carnivale will reach his prey after **20 seconds**. Return to ***The Super Dungeon: Mt. Agni*** walkthrough.

Part #3

Puzzle Reward: 4× Huge AP Orbs



In Part #3 of the Mt. Agni puzzle, you'll face the so-called "Monty Hall Problem", once again with the language changed. The language of the riddle is repeated below:

Lucifer plays a game of chance with you for your soul. Three doors lie before you. Behind one is salvation, while the other two offer eternal damnation. You first choose a door, and then Lucifer, who knows what lies behind each door, will open another door that offers eternal damnation. Lucifer then asks you whether you want to stay with your original choice or switch to the third door. What should you do?

For those who are impatient, the solution is to "**switch doors**". This puzzle can be deceptively difficult because the first instinct is often that it doesn't matter whether you switch doors or not; however, this is not the case. There are three doors and only one offers salvation. Therefore, your initial choice had a 1/3 probability of choosing salvation. Since the probability must add to 100%, there is also a 2/3 probability that your initial choice offers initial damnation (and not salvation). Extending this a bit further, this means that there is a 2/3 probability that salvation lies behind one of the two doors that you did not pick. When Lucifer shows you Eternal Damnation behind one of the two doors that you didn't choose, he has offered you additional information that you did not have before. Lucifer has eliminated one of the doors and shown you that Salvation must lie behind either the door you originally chose or the third door that he did not open. Remember that there was a 2/3 probability that Salvation was behind the two doors that you did not choose; therefore, there is still a 2/3 probability that Salvation lies behind the lone third door that Lucifer did not open. Making one last comparison: your original choice had a 1/3 probability of choosing the correct door while you will have a 2/3 probability of choosing the correct door if you switch. Therefore, the **correct answer is to switch doors**.

Perhaps the previous argument was not compelling. Instead, imagine 1,000 doors. You choose one door and then Lucifer will open 998 of the remaining doors that offer eternal damnation. Your original choice had a 1/1,000 probability of being the correct choice. This means that there is a 999/1,000 probability that you didn't choose the correct door. When Lucifer opens the 998 doors, he eliminates all the incorrect choices leaving only a single door that has a 999/1,000 probability of offering salvation. In this case, it is much clearer that you should switch doors. If you're still questioning the logic of this puzzle, perform some tests with a deck of cards to prove it to yourself. Return to ***The Super Dungeon: Mt. Agni*** walkthrough.

Part #4

Puzzle Reward: Asmodeus' Ring



There is no riddle here. The only requirement to obtain the treasure is that you have completed Parts #1, #2, and #3 of the Mt. Agni puzzle. Return to ***The Super Dungeon: Mt. Agni*** *walkthrough.*

8.17 THE MERCENARIES' GUILD

8.17.1 Mercenaries' Guild Camp

The Mercenaries' Guild Camp is unique in that it grows in size as you defeat higher tier targets. The table below details the new shops and businesses that are added to the Mercenaries' Guild Camp for each completed tier of the Guild:

Guild Tier Complete	New Additions
I	Mercenaries' Guild Camp Appears
II	Inn and Item Shop
III	Equipment Shop
IV	Ring Shop
V	Synthesis Shop (with Remains Dealer)
VI	No Change

In order to make the most of the Mercenaries' Guild Camp, you'll have to recruit NPCs from around the world to either run the new business or yield additional bonuses. The table below shows the NPC names, locations, and the bonuses that they offer in the Mercenaries' Guild Camp:

NPC Name	Location	Bonus	Guild Tier Complete
Destitute Innkeeper	North Bay Inn	Makes Inn Available	I
Elven Bartender	Volundra Castle Pub	Sells Tonics at Inn	I
Explosives Expert	Svarta Inn	Sells Tier V Bombs	II
Goblin Fishmonger	Gremlar Harbor	Sells Fish up to Red Snapper	III
Lonely Widow	Wystonia Inn	25% Item Shop Discount	III

Completing Tier V of the Mercenaries' Guild opens up the Guild Synthesis Shop which also contains a Remains Shop. At the Remains Shop, you have the unique opportunity to purchase monter remains up to and including remains from the Dark Castle and Tower of Pestilence. Although the remains are sold at a hefty markup, the Remains Shop can be extremely helpful in completing high-level synthesis equipment.

Pub

ITEM NAME	SUMMARY	PRICE
Mega Blitz Tonic	Boosts ATK +50 & ATK +10% during battle	10,000G
Mega Wall Tonic	Boosts DEF +50 & DEF +10% during battle	10,000G
Mega Mind Tonic	Boosts INT +50 & INT +10% during battle	10,000G
Mega Ward Tonic	Boosts MGD +50 & MGD +10% during battle	10,000G
Mega Jolt Tonic	Boosts AGI +50 & AGI +10% during battle	10,000G
Mega Shock Tonic	Boosts PRE +50 & PRE +10% during battle	10,000G
Mega Bubble Tonic	Boosts Max HP +150% during battle	10,000G
Mega Surge Tonic	Boosts Max MP +150% during battle	10,000G
Mega Vigor Tonic	Boosts CRT +50 & CRT +10% during battle	10,000G
Mega Eagle Eye Tonic	Boosts ACC +50 & ACC +10% during battle	10,000G
Ultra Blitz Tonic	Boosts ATK +75 & ATK +10% during battle	25,000G
Ultra Wall Tonic	Boosts DEF +75 & DEF +10% during battle	25,000G
Ultra Mind Tonic	Boosts INT +75 & INT +10% during battle	25,000G
Ultra Ward Tonic	Boosts MGD +75 & MGD +10% during battle	25,000G
Ultra Jolt Tonic	Boosts AGI +75 & AGI +10% during battle	25,000G
Ultra Shock Tonic	Boosts PRE +75 & PRE +10% during battle	25,000G
Ultra Bubble Tonic	Boosts Max HP +200% during battle	25,000G
Ultra Surge Tonic	Boosts Max MP +200% during battle	25,000G
Ultra Vigor Tonic	Boosts CRT +75 & CRT +10% during battle	25,000G
Ultra Eagle Eye Tonic	Boosts ACC +75 & ACC +10% during battle	25,000G

Armor Shop (Sapphire Equipment Only Available After Completing Tier IV)

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Emerald Armor	60,000G	75	25							200	
Emerald Robe	60,000G	55	45								100
Emerald Shield	45,000G	65							20		
Emerald Cloak	45,000G	50	40								
Emerald Hat	45,000G	40	50								
Emerald Helm	45,000G	52	38								
Emerald Gloves	45,000G	30		60							
Emerald Gauntlets	45,000G	34			22			34			
Emerald Shoes	45,000G	32				29	29				
Emerald Boots	45,000G	42				24	24				
Ruby Armor	77,000G	85	30							250	

Ruby Robe	77,000G	60	55									125
Ruby Shield	60,000G	75								25		
Ruby Cloak	60,000G	55	45									
Ruby Hat	60,000G	45	55									
Ruby Helm	60,000G	57	43									
Ruby Gloves	60,000G	35		65								
Ruby Gauntlets	60,000G	38			24				38			
Ruby Shoes	60,000G	36				32	32					
Ruby Boots	60,000G	46				27	27					
Sapphire Armor	96,000G	95	35								300	
Sapphire Robe	96,000G	65	65									150
Sapphire Shield	75,000G	85								30		
Sapphire Cloak	75,000G	60	50									
Sapphire Hat	75,000G	50	60									
Sapphire Helm	75,000G	62	48									
Sapphire Gloves	75,000G	40		70								
Sapphire Gauntlets	75,000G	42			26				42			
Sapphire Shoes	75,000G	40				35	35					
Sapphire Boots	75,000G	50				30	30					

Weapon Shop (Sapphire Equipment Only Available After Completing Tier IV)

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Emerald Sword	75,000G	90	0	0	40	NO
Emerald Dagger	66,000G	77	0	0	30	NO
Emerald Axe	69,000G	135	0	0	75	YES
Emerald Spear	67,500G	54	0	38	12	NO
Emerald Bow	64,500G	64	0	26	7	NO
Emerald Whip	65,000G	46	0	46	12	NO
Emerald Staff	75,000G	26	90	0	7	NO
Ruby Sword	100,000G	106	0	0	45	NO
Ruby Dagger	88,000G	91	0	0	35	NO
Ruby Axe	92,000G	165	0	0	85	YES
Ruby Spear	90,000G	66	0	52	13	NO
Ruby Bow	86,000G	74	0	35	7	NO
Ruby Whip	87,000G	56	0	56	13	NO

Ruby Staff	100,000G	32	106	0	8	NO
Sapphire Sword	150,000G	124	0	0	50	NO
Sapphire Dagger	132,000G	107	0	0	40	NO
Sapphire Axe	138,000G	200	0	0	95	YES
Sapphire Spear	135,000G	80	0	66	14	NO
Sapphire Bow	129,000G	86	0	44	8	NO
Sapphire Whip	130,500G	68	0	68	14	NO
Sapphire Staff	150,000G	40	124	0	9	NO

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
Full Potion	Restores 1,000 HP for one ally	5,000G
Giant Potion	Restores 2,500 HP for one ally	10,000G
Massive Potion	Restores 5,000 HP for one ally	20,000G
Great Potion	Restores 50% HP for one ally	25,000G
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
Holy Water Flask	Cures zombification	750G
Ruse Powder	Cures jinx	750G
Serum	Cures disease	1,000G
Remedy	Cures all status effects for one ally	2,500G
Hyper Remedy	Cures all status effects for one ally; includes zombification, jinx, and disease	10,000G
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
Medium Cottage	Recovers 1,000 HP & 500 MP for Party	5,000G
Large Cottage	Recovers All HP & MP for entire Party	10,000G
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G

Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Warp Stone	Allows warping out of some dungeons	5,000G
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
Full SP Orb	Gains 4,000 Skill Points	10,000G
Giant SP Orb	Gains 6,000 Skill Points	15,000G
Massive SP Orb	Gains 8,000 Skill Points	20,000G
Great SP Orb	Gains 10,000 Skill Points	25,000G

Explosives Expert

ITEM NAME	SUMMARY	PRICE
Inferno Bomb	~1,000 HP damage with fire element to all enemies	7,500G
Electric Blast Bomb	~1,000 HP damage with thunder element to all enemies	7,500G
Heavenly Judgment Bomb	~1,000 HP damage with holy element to all enemies	7,500G
Black Hole Bomb	~1,000 HP damage with dark element to all enemies	7,500G
Typhoon Bomb	~1,000 HP damage with wind element to all enemies	7,500G
Avalanche Bomb	~1,000 HP damage with ice element to all enemies	7,500G
Magma Blast Bomb	~1,500 HP damage with fire element to all enemies	15,000G
Electric Death Bomb	~1,500 HP damage with thunder element to all enemies	15,000G
Holy Devastation Bomb	~1,500 HP damage with holy element to all enemies	15,000G
Demonic Shadow Bomb	~1,500 HP damage with dark element to all enemies	15,000G
Cyclonic Burst Bomb	~1,500 HP damage with wind element to all enemies	15,000G
Cryogenic Bomb	~1,500 HP damage with ice element to all enemies	15,000G

Ring Shop

RING	PRICE	ATK	DEF	INT	MGD	AGI	PRE	ACC	CRT	HP	MP
Transendent Ring	50,000G	50									
Protector Ring	50,000G		50								
Orphic Ring	50,000G			50							
Harbinger Ring	50,000G				50						
Larceny Ring	50,000G					50					
Winged Ring	50,000G						50				
Faultless Ring	50,000G							50			
Deadly Ring	50,000G								30		
Champion Ring	100,000G	50	50								
Conjurer Ring	100,000G			50	50						
Ambush Ring	100,000G					50	50				
Warden Ring	100,000G		50		50						
Inflation Ring	100,000G									75%	75%
Shaman Ring	100,000G			50							75%
Shepherd Ring	100,000G		50							75%	
Berserker Ring	100,000G	50							30		
Magus Ring	100,000G			50			50				
Expert Ring	100,000G	10	10	10	10	10	10	10	10	10	10
Undefeated Ring	150,000G	45	45							75%	
Sorcerer Ring	150,000G			45	45						75%
Clandestine Ring	150,000G					45	45	45			
Guardian Ring	150,000G		45		45					75%	
Magnification Ring	150,000G		45							75%	75%
Augmentation Ring	150,000G				45					75%	75%
Warlock Ring	150,000G			45			45				75%
Valor Ring	150,000G	45							30	75%	
Master Ring	150,000G	15	15	15	15	15	15	15	15	15	15
Ancient Ring	150,000G	Resists all status effects include zombification, jinx, and disease									

For Remains Shop information, refer to Section ***9.10***. All prices are multiplied by 10.

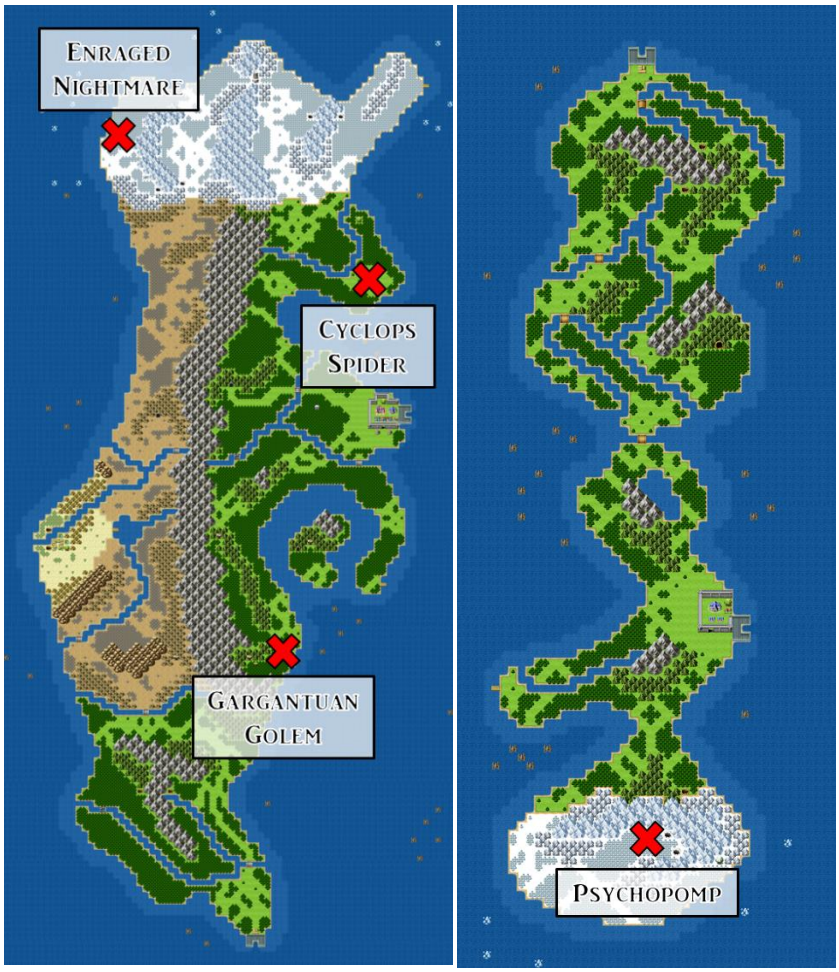
8.17.2 Tier #1 – North and South Aldrin

Target	Reward
Cyclops Spider	Mercenaries' Shoes, Mercenaries' Boots
Enraged Nightmare	Mercenaries' Gloves, Mercenaries' Gauntlets
Psychopomp	Mercenaries' Helm, Mercenaries' Hat
Gargantuan Golem	Mercenaries' Shield, Mercenaries' Cloak

Once you've joined the Mercenaries' Guild, you can take on targets that are scattered throughout Firma. At first, as a Tier #1 Hunter, these targets are confined to North and South Aldrin.

The Mercenaries' Guild rewards its members handsomely for dispatching targets with special sets of equipment that have similar traits to synthesizable equipment. 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: Cyclops Spider

Last Known Location: North Aldrin – South of Northern Giant Moa Forest



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Emerald Staff (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
80,000	5,000	450	360	360	420	300	450	10	80,000	0	1,300

Skill	MP Cost	Description
Annoying Sting	125	250 HP damage + 75% Normal Attack with Poison to one enemy
Chitinous Armor	250	DEF +50% to user for 5 turns
Acidic Venom	250	200% Normal Attack, poisons, and DEF -20% (for battle) to one enemy
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
500 Stings	800	500 HP damage + 100% Normal Attack to all enemies

Target Battle: Enraged Nightmare

Last Known Location: North Aldrin – Near Northern Tundra Outpost



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Emerald Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
90,000	4,500	475	400	350	520	230	225	10	90,000	0	1,400

Skill	MP Cost	Description
Apocalyptic Light	350	Zombify and ~1,000 HP damage with holy element to all enemies
Sacrilege	300	~250 HP damage with holy element to all enemies
Nightmare Dust	150	Sleeps and poisons all enemies
Death's Touch	500	Instant Death
Vex	350	Normal attack that inflicts jinx
Walking Dead	250	Zombify all enemies

Target Battle: Psychopomp

Last Known Location: South Aldrin – West of Southern Giant Moa Forest



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Emerald Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
100,000	5,500	500	380	400	370	275	450	10	100,000	0	1,500

Skill	MP Cost	Description
Howling Death	250	-20% Max HP to all enemies for 5 turns
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Soulless Cleanse	250	Removes all negative states from allies
Alpha Flash	200	Blinds and ~150 HP damage with fire element to all enemies
Death's Touch	500	Instant Death
Engulfing Gloom	300	~500 HP damage to dark element to all enemies
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Dark Bolt	150	~550 HP damage with dark element to one enemy

Target Battle: Gargantuan Golem

Last Known Location: North Aldrin – Near Eastern Entrance of Abandoned Tunnel



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Emerald Sword (5%)

Elemental Affinities

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

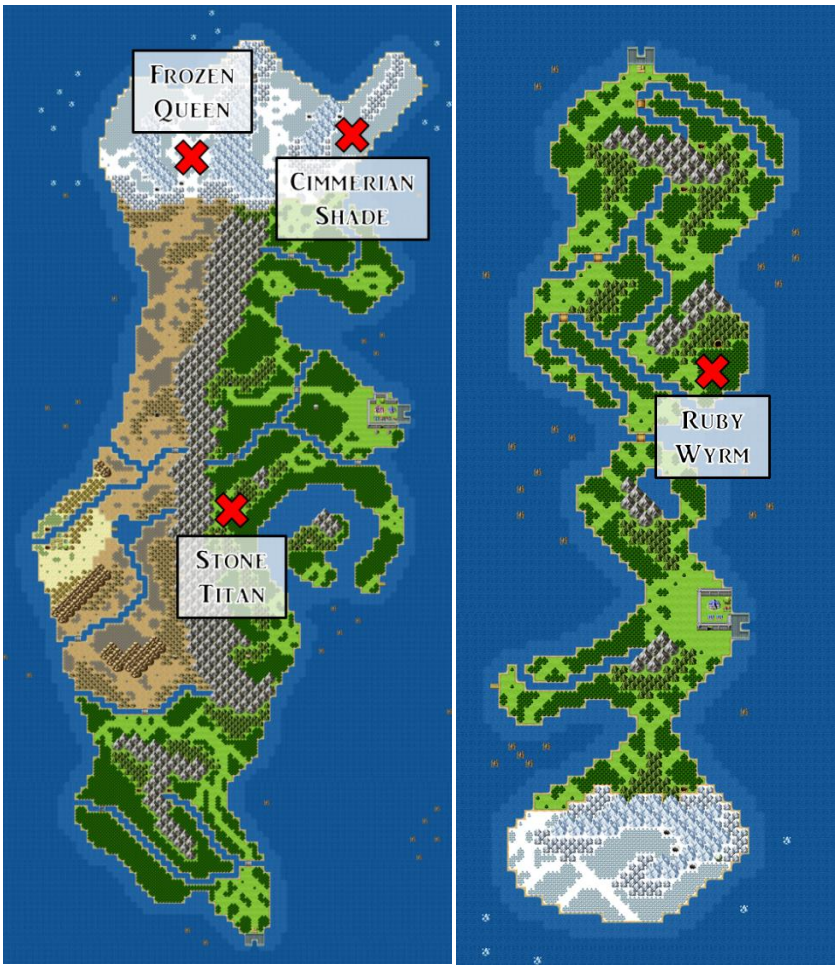
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
110,000	4,500	525	490	285	335	210	125	10	110,000	0	1,600

Skill	MP Cost	Description
Rocksin	100	DEF +100% to user
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Cleave	500	300 HP damage + 125% Normal Attack to one enemy

8.17.3 Tier #2 – North and South Aldrin

Target	Reward
Frozen Queen	Mercenaries' Armor, Mercenaries' Robe
Cimmerian Shade	Mercenaries' Dagger, Mercenaries' Axe
Stone Titan	Mercenaries' Spear, Mercenaries' Whip
Ruby Wyrm	Mercenaries' Sword, Mercenaries' Staff, Mercenaries' Bow

You'll have to wait until you acquire the Ship to start on the Tier #2 targets. With Rockwood destroyed, the Mercenaries' Guild will temporarily relocate to Theopolis (if you haven't completed Tier #1) or setup camp far to the east of Theopolis. The four Tier #2 targets are once again spread across North and South Aldrin. There are three on North Aldrin and one on South Aldrin.



Target Battle: Frozen Queen

Last Known Location: North Aldrin – Southwest of Frozen Tower



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Bow (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
150,000	5,500	370	400	450	500	260	220	25	120,000	0	1,700

Skill	MP Cost	Description
Frozen Solid	100	~350 HP damage with AGI, ACC -20% to all enemies
Deep Freeze	150	~550 HP damage with ice element to one enemy
Frigid Blight	300	~250 HP damage with ice element to all enemies

Target Battle: Cimmerian Shade

Last Known Location: North Aldrin – West of North Aldrin Dock



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Cloak (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
175,000	9,000	400	380	530	600	240	220	5	130,000	0	1,800

Skill	MP Cost	Description
Demented Darkness	450	Blind, silence, and absorb 50% Max HP from all enemies
Nightmare Dust	150	Sleeps and poisons all enemies
No Hope	500	Reduces one enemy to 1 HP
Mystic Fog	150	Blinds and INT -25% to all enemies
Death's Touch	500	Instant Death
Soulless Cleanse	250	Removes all negative states from allies
Dark Shroud	400	~850 HP damage with dark element to one enemy
Enveloping Shadow	300	~750 HP damage to dark element to all enemies

Target Battle: Stone Titan

Last Known Location: North Aldrin – Between Hidden Forest and Western Karanor



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Shield (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
400,000	12,500	545	480	380	400	240	220	25	140,000	0	1,900

Skill	MP Cost	Description
Sledgehammer	800	Reduce one enemy to 1 HP
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies

Target Battle: Ruby Wyrm

Last Known Location: South Aldrin – South of South Aldrin Cave



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Spear (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
450,000	8,000	580	560	410	440	300	240	10	150,000	0	2,000

Skill	MP Cost	Description
Earthshake	200	Confuse, stun, and ~500 HP damage + 75% Normal Attack to all enemies
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Tail Slam	300	175% Normal Attack to one enemy

8.17.4 Tier #3 – Western Firma

After completing all of the Tier #3 targets, you can start immediately on the Tier #3 targets. As a seasoned Tier #3 Guild member, you will be expected to stalk targets not only on North and South Aldrin, but now on Orphos, Huldra, and in the nearby oceans. You can visit the Guild Captain in North Bay to travel automatically (500,000G) to the Angler Fish and Jormungand.



Target	Reward
Desert Chimera	Virgil's Boots, Virgil's Shoes
Dessicated Dragon	Virgil's Gloves, Virgil's Gauntlets
Death Stalker	Virgil's Helm, Virgil's Hat
Deathwood	Virgil's Shield, Virgil's Cloak
Angler Fish	Virgil's Armor, Virgil's Robe
Grimalkin	Virgil's Dagger, Virgil's Axe
Jormungand	Virgil's Spear, Virgil's Whip
Emerald Fire	Virgil's Sword, Virgil's Bow, Virgil's Staff

Target Battle: Desert Chimera

Last Known Location: North Aldrin – West of Western Trade Route



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
250,000	15,000	520	530	525	510	325	315	25	160,000	0	2,100

Skill	MP Cost	Description
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Incinerate	200	~750 HP damage with fire element to one enemy
Solar Flare	400	~350 HP damage with fire element to all enemies
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy

Target Battle: Dessicated Dragon

Last Known Location: Orphos – Southwest of Western Oasis



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
300,000	12,500	555	460	490	555	350	450	7	170,000	0	2,200

Skill	MP Cost	Description
Brutal Exsiccation	600	DMG = (66% Max HP) to all enemies
Crushing Jaws	150	ATK +20% to user for 5 turns
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy

Target Battle: Death Stalker

Last Known Location: North Aldrin – Between Northern Tundra Outpost and Western Trade Route



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Staff (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
325,000	15,000	605	565	500	525	320	165	25	180,000	0	2,300

Skill	MP Cost	Description
Infectious Puncture	500	150% Normal attack with all status effects to all enemies
Chitinous Armor	250	DEF +50% to user for 5 turns
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
500 Stings	800	500 HP damage + 100% Normal Attack to all enemies
Piercing Tail	750	1,000 HP damage + Normal Attack & -25% ATK, INT to one enemy

Target Battle: Deathwood

Last Known Location: South Aldrin – South of South Aldrin Ferry



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Ruby Armor (5%)

Elemental Affinities

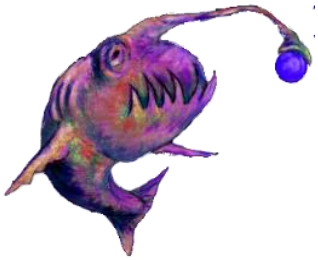
FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	F	C

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
350,000	15,000	575	585	530	565	240	195	15	190,000	0	2,400

Skill	MP Cost	Description
Twisted Roots	450	Paralyze, AGI, PRE -50%, and absorb 50% HP from all enemies
Typhoon	450	~400 HP damage with wind element to all enemies
Windstorm	325	~850 HP damage with wind element to one enemy
Tortured Branches	650	750 HP damage + 75% Normal Attack, -25% AGI, and Poison to all enemies
Toxic Spores	400	125% Normal Attack + Poisons and Sleeps all enemies

Target Battle: Angler Fish

Last Known Location: Ocean – South of North Bay



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Shield (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
400,000	17,500	510	540	640	575	260	220	7	200,000	0	2,500

Skill	MP Cost	Description
Lure	500	Normal Attack to all enemies unless (INT < INT_user) DMG = 5*ATK
Tesla Coil	450	~400 HP damage with thunder element to all enemies
Electron Beam	325	~850 HP damage with thunder element to one enemy

Target Battle: Grimalkin

Last Known Location: Huldra – North of West Huldra Dock



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Cloak (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
350,000	15,000	615	575	475	515	345	225	25	210,000	0	2,600

Skill	MP Cost	Description
Piercing Horn	500	DMG = 4*ATK and DEF -10% to one enemy
750 Cuts	800	750 HP damage + 50% Normal Attack and -20% HP/turn to enemy Party
Snarl	200	ATK +10%, CRT +100% to user for 5 turns
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns

Target Battle: Jormungand

Last Known Location: Ocean – North of South Huldra Outpost



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Bow (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	20,000	650	675	575	560	350	190	15	220,000	0	2,700

Skill	MP Cost	Description
Ferocious Bite	650	Normal attack with CRT +100% and -10% HP/turn for battle
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Crushing Jaws	150	ATK +20% to user for 5 turns
750 Cuts	800	750 HP damage + 50% Normal Attack and -20% HP/turn to enemy Party
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Typhoon	450	~400 HP damage with wind element to all enemies
Monsoon	450	~400 HP damage with water element to all enemies
Windstorm	325	~850 HP damage with wind element to one enemy
Water Pike	325	~850 HP damage with water element to one enemy

Target Battle: Emerald Dragon

Last Known Location: South Aldrin – West of Necht



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Spear (5%)

Elemental Affinities

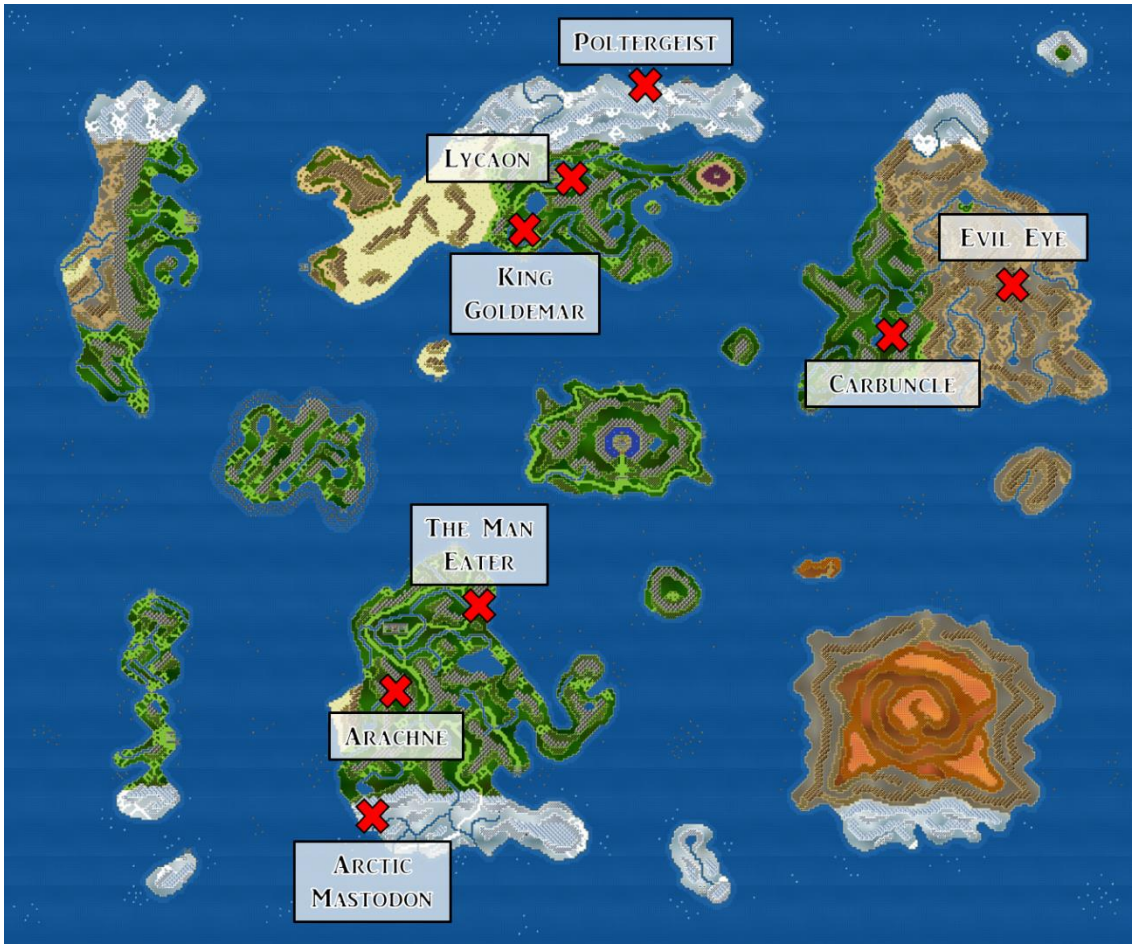
FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	B	A	D	F	C

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	20,000	630	700	620	615	300	180	10	230,000	0	2,800

Skill	MP Cost	Description
Dragon Fire	600	DMG = (70% HP) to all enemies
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Inferno	550	~450 HP damage with fire element to all enemies
Coruscate	425	~950 HP damage with fire element to one enemy
Toxic Bite	500	1500 HP damage + 150% Normal Attack with Poison to one enemy
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies

8.17.5 Tier #4 – Orphos, Huldra, and Ugbar

After completing the Tier #3 targets, Ignatius will inform you that a new crop of powerful monsters has arisen. These beasts are of such ferocity that you are the only one who has any hope of dispatching them. The targets have left North and South Aldrin and are now appearing entirely on Orphos, Huldra, and Ugbar.



Target	Reward
King Goldemar	Ignatius' Boots, Ignatius' Shoes
Arachne	Ignatius' Gloves, Ignatius' Gauntlets
The Man Eater	Ignatius' Helm, Ignatius' Hat
Poltergeist	Ignatius' Shield, Ignatius' Cloak
Arctic Mastodon	Ignatius' Armor, Ignatius' Robe
Evil Eye	Ignatius' Dagger, Ignatius' Axe
Lycaon	Ignatius' Spear, Ignatius' Whip
Carbuncle	Ignatius' Sword, Ignatius' Bow, Ignatius' Staff

Target Battle: King Goldemar

Last Known Location: Orphos – North of South Orphos Outpost



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Dagger (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
500,000	20,000	660	670	605	620	365	325	3	250,000	0	2,900

Skill	MP Cost	Description
Decapitate	500	DMG = 2,500 HP
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Engulfing Gloom	300	~500 HP damage to dark element to all enemies

Target Battle: Arachne

Last Known Location: Huldra – East of West Huldra Dock



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Axe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
525,000	20,000	650	690	620	675	375	260	15	275,000	0	3,000

Skill	MP Cost	Description
Lying in Wait	500	ATK +35% and AGI, ACC +100% to user for 3 turns
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Diseased Bite	450	200% normal attack that inflicts disease on one enemy
Sleep Dust	100	Sleeps all enemies
Nightmare Dust	150	Sleeps and poisons all enemies
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy

Target Battle: The Man Eater

Last Known Location: Huldra – East of Volundra



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Shield (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
550,000	20,000	655	760	600	650	310	245	15	300,000	0	3,100

Skill	MP Cost	Description
Rotten Breath	600	Jinx, poison, stun, and DMG = 66% to all enemies
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Whiplash	300	250% Normal Attack to one enemy
Gnarled Roots	550	750 HP damage + 75% Normal Attack, -75% AGI, and Disease to all enemies
Toxic Spores	400	125% Normal Attack + Poisons and Sleeps all enemies

Target Battle: Poltergeist

Last Known Location: Orphos – West of North Orphos Outpost



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Cloak (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
520,000	25,000	645	695	680	760	345	185	15	325,000	0	3,200

Skill	MP Cost	Description
Winterstorm	750	~650 HP damage with ice element to all enemies; ACC -33% for 5 turns to all enemies
Flash Freeze	750	~750 HP damage with ice element to all enemies; Chance to freeze all enemies
Absolute Zero	550	~450 HP damage with ice element to all enemies
Cryogenic Pike	425	~950 HP damage with ice element to one enemy
Malicious Concentration	100	INT +25% to user for 5 turns
Mind Devour	0	Absorbs All MP from one enemy
Mind Flay	0	Absorbs (100% INT) MP from one enemy

Target Battle: Arctic Mastodon

Last Known Location: Huldra – Northwest of Tisaren



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Staff (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
650,000	20,000	675	790	620	655	310	225	15	350,000	0	3,300

Skill	MP Cost	Description
Tusked Charge	600	Stun and ~750 HP damage + 125% Normal Attack to all enemies
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Tusk Gore	450	750 HP damage + 100% Normal Attack with 20% HP/turn damage to one enemy
Ice Tusk	650	125% Normal Attack and Freezes one enemy

Target Battle: Evil Eye

Last Known Location: Ugbar – Southwest of Tower of Pestilence



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
600,000	22,500	675	665	685	690	305	325	5	375,000	0	3,400

Skill	MP Cost	Description
Enchant	100	Jinx, confuse, and incurable sleep (1 turn) to all enemies
Entangling Tentacles	350	500 HP + 100% Normal Attack to all enemies; paralyzes all enemies
Mystic Fog	150	Blinds and INT -25% to all enemies
Evil Eye	600	10K DMG after 3 turns
Engulfing Gloom	300	~500 HP damage to dark element to all enemies
Pitch Black Trident	500	~1,000 HP damage with dark element to one enemy
Diseased Assault	450	Normal attack to all enemies with chance to inflict disease
Contagion	350	Normal Attack that inflicts disease

Target Battle: Lycaon

Last Known Location: Orphos – Southeast of Theopolis



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
640,000	25,000	725	680	605	620	335	455	15	400,000	0	3,500

Skill	MP Cost	Description
Rabid Attack	750	5× random attacks with 100% DMG, inflicts -10% HP/turn, and can confuse
Werewolf Regen.	500	Regenerate 5% HP/turn for user for 5 turns
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
750 Cuts	800	750 HP damage + 50% Normal Attack and -20% HP/turn to enemy Party

Target Battle: Carbuncle

Last Known Location: Ugbar – Southeast of Hobgar Dock



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Sapphire Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
700,000	25,000	640	800	750	795	315	270	100	425,000	0	3,600

Skill	MP Cost	Description
Death's Dream	400	Uncurable sleep for 4 turns to one enemy
Electrocution	550	~450 HP damage with thunder element to all enemies
Firebolt	425	~950 HP damage with thunder element to one enemy
Combustion	450	~400 HP damage with fire element to all enemies
Coruscate	425	~950 HP damage with fire element to one enemy
Crystallize	450	~400 HP damage with ice element to all enemies
Glacial Bolt	325	~850 HP damage with ice element to one enemy
Winterstorm	750	~650 HP damage with ice element to all enemies; ACC -33% for 5 turns to enemies
Mind Devour	0	Absorbs All MP from one enemy
Malicious Conc.	100	INT +25% to user for 5 turns

8.17.6 Tier #5 – Eastern Ugbar

After completing the Tier #4 targets, Ignatius and Virgil will let you know that it seems as if the Gates of Hell have burst open flooding the land of Firma with the most powerful beasts that have ever been seen. The capital cities of each nation are at risk and only you can save them.



Target	Reward
Infernal Entity	Khan's Shoes, Khan's Boots
Colossal Sludge	Khan's Gloves, Khan's Gauntlets
Unnatural Abomination	Khan's Helm, Khan's Hat
Thoas	Khan's Shield, Khan's Cloak
Crimson Magus	Khan's Armor, Khan's Robe
Cerberus	Khan's Dagger, Khan's Axe
The Yawning Void	Khan's Spear, Khan's Whip
Agrius	Khan's Sword, Khan's Bow, Khan's Staff

Target Battle: Infernal Entity

Last Known Location: Orphos – South of Dark Castle



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Helm (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
725,000	25,000	680	700	750	700	375	680	15	450,000	0	3,700

Skill	MP Cost	Description
Brimstone	600	~1,000 HP damage with fire element and MGD -10% to all enemies for 5 turns
Malicious Conc.	100	INT +25% to user for 5 turns
Flame Shield	800	DEF, MGD +50% for user for 5 turns
Unearthly Inferno	600	Silences and ~650 HP damage with fire element to all enemies
Runic Corruption	400	MGD -25% to all enemies for 5 turns
Infernal Bite	575	1,250 HP damage + Normal Attack
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party

Target Battle: Colossal Sludge

Last Known Location: Ugbar – East of Hobgar



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Cloak (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
750,000	25,000	790	900	700	700	365	280	5	500,000	0	3,800

Skill	MP Cost	Description
Noxious Gas	750	Poison, Confuse, INT, ATK -25%, DMG = (66% Max HP) to all enemies
Scourge	650	300% Normal Attack that inflicts disease on a single enemy
Outbreak	850	200% Normal attack to all enemies with chance to inflict disease
Devour	550	200% Normal Attack and absorb 100% of damage

Target Battle: Unnatural Abomination

Last Known Location: Huldra – Southeast of Mt. Vilu



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Shield (5%)

Elemental Affinities

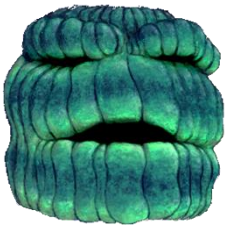
FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	D	A	F

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
750,000	25,000	800	740	760	800	390	330	15	550,000	0	3,900

Skill	MP Cost	Description
Self-Immolation	1,000	DMG = (5*INT_user + 10*ATK_target) to one enemy; Damages user 10,000 HP
Abominable Blast	900	~1,000 HP non-elemental damage to all enemies
Black Sludge	600	Paralyzes one enemy in black sludge for 3 turns
Body Slam	500	DMG = Target Max HP/2 to enemy Party
Unnatural Remedy	300	Heals 30,000 + 20*INT to user

Target Battle: Thoas

Last Known Location: Ugbar – Southwest of Ugbar Swamp



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Axe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
800,000	25,000	680	980	790	900	340	300	25	600,000	0	4,000

Skill	MP Cost	Description
Achilles Heel	200	CRT +200% to user for 5 turns
Mega Quake	0	~750 HP damage with earth element to all enemies; Chance to stun and confuse
Chitinous Armor	250	DEF +50% to user for 5 turns
Ground Devastation	800	~1500 HP damage with earth elemental to one enemy; Chance to confuse
Suffocating Darkness	300	~1,000 HP damage to dark element to all enemies
Enveloping Shadow	300	~750 HP damage to dark element to all enemies
Body Slam	500	DMG = Target Max HP/2 to enemy Party

Target Battle: Crimson Magus

Last Known Location: Ugbar – South of Tower of Pestilence



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
750,000	30,000	710	760	800	800	400	280	10	650,000	0	4,100

Skill	MP Cost	Description
Demonic Void	400	-25% HP/turn to all enemies for 5 turns
Corrupt Insight	200	INT +25%, CRT +25 to all allies for 5 turns
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Flame Shield	800	DEF, MGD +50% for user for 5 turns
Unearthly Inferno	600	Silences and ~650 HP damage with fire element to all enemies
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Suffocating Darkness	300	~1,000 HP damage to dark element to all enemies
Ultimate Blast	900	~1250 HP non-elemental damage to all enemies
Soul Leech	600	~900 HP damage with dark element to one enemy; -33% HP/turn for 3 turns

Target Battle: Cerberus

Last Known Location: Orphos – West of Theopolis



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Staff (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
825,000	60,000	800	830	640	760	420	320	25	700,000	0	4,200

Skill	MP Cost	Description
Strength of the Pack	400	3× 75% Normal Attacks
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party

Target Battle: The Yawning Void

Last Known Location: Ugbar – Between Grand Ugbar Pagoda and Gremlar



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
900,000	30,000	760	790	810	810	390	320	10	750,000	0	4,300

Skill	MP Cost	Description
Twilight	200	Zombify and uncurable sleep (1 turn) to all enemies
Void	750	Absorbs all HP from one enemy
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
No Hope	500	Reduces one enemy to 1 HP
Soul Leech	600	~900 HP damage with dark element to one enemy; -33% HP/turn for 3 turns
Apocalyptic Light	350	Zombify and ~1,000 HP damage with holy element to all enemies
Black Hole	750	Absorbs DMG = 66% Max HP from all enemies

Target Battle: Agrius

Last Known Location: Huldra – East of Volundra



Items to Steal

Ambrosia (25%), Nectar (25%), Perfect Elixir (25%), Aegis Sword (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
1,000,00	30,000	875	900	750	750	380	320	50	800,000	0	4,400

Skill	MP Cost	Description
Shatter the Earth	1,000	Stun and ~3000 HP damage + Normal Attack with earth element to all enemies
Complete Obliter.	900	750 HP damage + Normal Attack to all enemies
Bloody Pulp	300	4,000 HP damage + 300% Normal Attack (ignoring DEF) to one enemy
Sunder	800	1500 HP damage + 200% Normal Attack to one enemy
1,000 Cuts	800	1,000 HP damage + 50% Normal Attack (ign. DEF) to all; -15% HP/turn for 5 turns
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Whiplash	300	250% Normal Attack to one enemy
Tail Slam	300	175% Normal Attack to one enemy
Sledgehammer	800	Reduce one enemy to 1 HP

8.17.7 Tier #6 – Super Bosses

It's time for the final challenge. Four godlike beings have arisen from the ashes of the foes that you've defeated. Ignatius tells you that each of these beasts could be labeled a "World Killer". These foes: Ryujin, Mursa, The Behemoth, and Lucifer are like nothing you've seen before. They will be a true test of your strength.



Target	Reward
Ryujin	Ryujin's Armor
Mursa	Mursa Robe
The Behemoth	Behemoth Blade
Lucifer	Lucifer's Amulet

Target Battle: Ryujin

Last Known Location: Ocean – Far South of Hobgar



Items to Steal

Full Amb. (25%), Full Nec. (25%), Full Elixir (25%), Ryujin's Armor (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
1,500,000	50,000	900	925	960	875	425	345	30	5,000,000	0	5,000

Skill	MP Cost	Description
Boa	1,000	DMG = (5*ATK + 5*DEF) to one enemy
Tidal Erosion	500	-25% ATK to all enemies for battle
White Horses	1,000	~1250 HP damage with water element to all enemies
Ocean Implosion	750	~2,000 HP damage with water element to one enemy
Crushing Jaws	150	ATK +20% to user for 5 turns
Ferocious Bite	650	Normal attack with CRT +100% and -10% HP/turn for battle
Tidal Bore	850	DMG = 75% Max HP to enemy Party
1,000 Cuts	800	1,000 HP damage + 50% Normal Attack (ignoring DEF) to all; -15% HP/turn for 5 turns
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns

Target Battle: Mursa

Last Known Location: Orphos – Northwest of Western Oasis



Items to Steal

Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Mursa Robe (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
2,000,000	60,000	925	1,000	960	1025	440	370	15	6,000,000	0	6,000

Skill	MP Cost	Description
Fever	1500	DMG = 1,750 HP and uncurable paralysis (1 turn)
Plague	500	ATK, INT, DEF, MGD -33%, and -25% HP/turn to all enemies
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Scourge	650	300% Normal Attack that inflicts disease on a single enemy
Outbreak	850	200% Normal attack to all enemies with chance to inflict disease
Devour	550	200% Normal Attack and absorb 100% of damage
Noxious Gas	750	Poison, Confuse, INT, ATK -25%, DMG = (66% Max HP) to all enemies
Rotten Breath	600	Jinx, poison, stun, and DMG = 66% to all enemies

Target Battle: The Behemoth

Last Known Location: Huldra – Southeast of Volundra



Items to Steal

Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Behemoth Blade (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
2,500,000	80,000	1025	1050	920	990	475	380	30	7,500,000	0	7,000

Skill	MP Cost	Description
Piercing Bite	1,250	DMG = 400% Normal Attack, -33% HP/turn for 3 turns to one enemy
Absolutely No Hope	500	Reduces all enemies to 1 HP
Bloody Pulp	300	4,000 HP damage + 300% Normal Attack (ignoring DEF) to one enemy
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Brutal Exsiccation	600	DMG = (66% Max HP) to all enemies
Sledgehammer	800	Reduce one enemy to 1 HP

Target Battle: Lucifer

Last Known Location: Southwest of Mt. Agni



Items to Steal

Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Lucifer's Amulet (5%)

Elemental Affinities

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

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
3,000,000	100,000	1125	1170	1150	1200	500	440	30	10,000,000	0	8,000

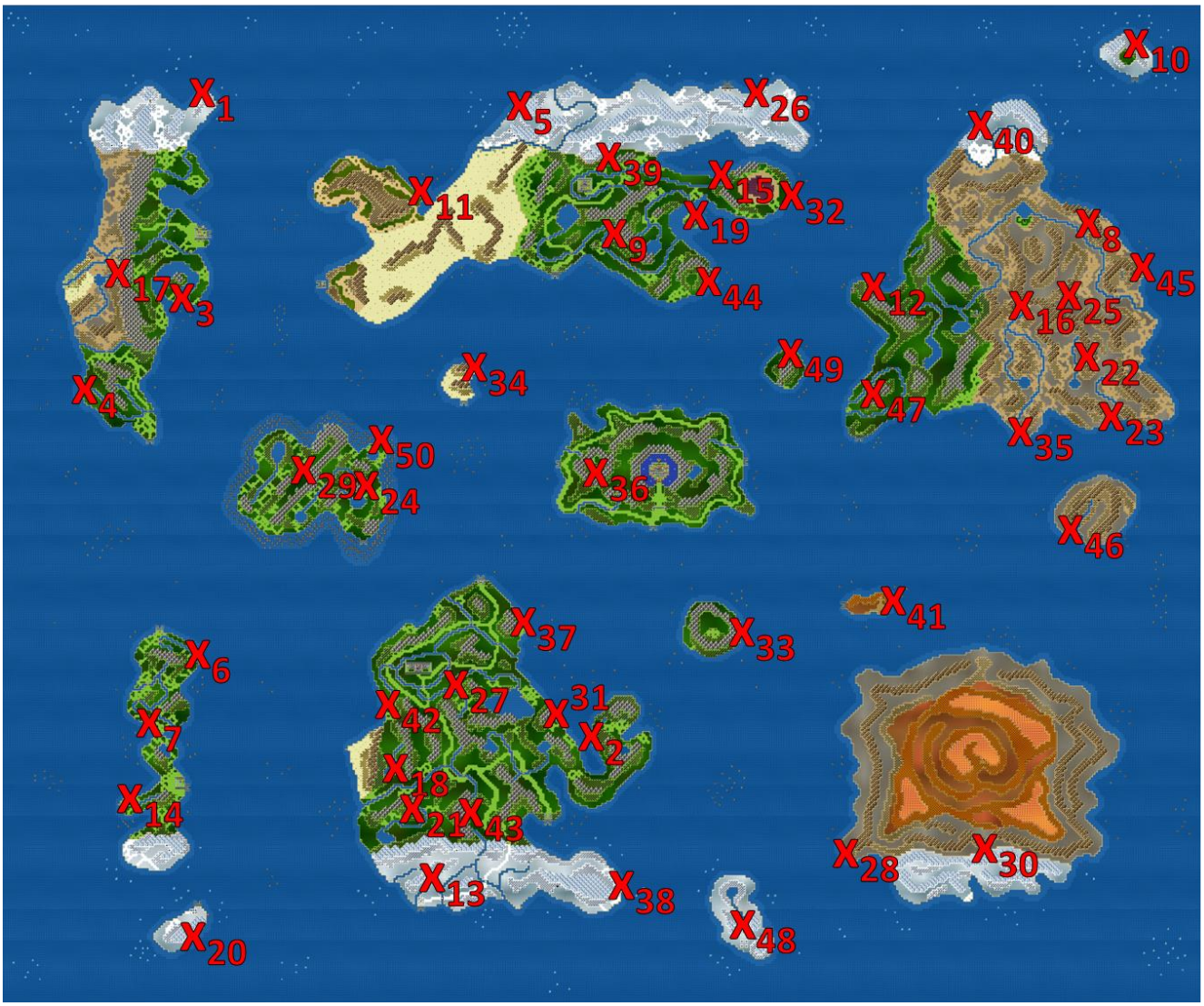
Skill	MP Cost	Description
Thievery	1,000	Normal attack that steals equipped item from one enemy
Devil's Tongue	1,500	Uncurable confusion (for 5 turns) to one enemy
Evil Eye	600	10K DMG after 3 turns
Suffocating Darkness	300	~1,000 HP damage to dark element to all enemies
Malicious Conc.	10	INT +25% to user for 5 turns
Brimstone	600	~1,000 HP damage with fire element and MGD -10% to all enemies for 5 turns
Death Strike	1,000	Deals ~10,000 HP damage to one enemy that ignores DEF
Death's Dream	450	Blind, silence, and absorb 50% Max HP from all enemies
Demonic Void	400	-25% HP/turn to all enemies for 5 turns
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Mind Devour	0	Absorbs All MP from one enemy
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Lucifer's Wrath	1,750	DMG = 75% Max HP to enemy Party; inflicts -20% HP/turn for 5 turns

8.18 BURIED TREASURE

When you arrive in North Bay, you can acquire the Shovel from the Dirty Goblin. With the Shovel, you can dig up buried treasure and add valuable items to your inventory. Some of these items (Thorium, Silver, and Crystal) are required in order to create the Radar Device that allows you acquire even more valuable items. The table below shows the location of each treasure map, the identity of the treasure map (e.g. Treasure Map #10), the location of each treasure, and finally, the treasure itself.

Item	Map	Map Location	Treasure Location
Tyrfing Hilt	None	Notes in Western Karanor	North of Dark Castle in Tundra
3× Warp Stones	Treasure Map #10	Somber Man in Rockwood Inn	North of Theopolis Dock
5× Holy Water, Ruse Powder	Treasure Map #11	Aimless Goblin in Rockwood Harbor	East of Dark Castle
3× Ultra Bubble Tonics	Treasure Map #12	Irate Wife in Necht Tree of Life	North of Hobgar
3× Ambrosia	Treasure Map #13	Sniveling Tour Guide in North Bay	Near Ancient Trade Route
5× Cryogenic Bombs	Treasure Map #14	Hungry Traveler in Theopolis Inn	South of Wystonia
5× Resurrection Elixirs	Treasure Map #15	Meditative Elf in Volundra	West of North Orphos Dock
5× Rejuvenating Elixirs	Treasure Map #16	Absent-Minded Historian in Tisaren Keep	East of Dark Castle
3× Nectars	Treasure Map #17	Visiting Historian in Hobgar Castle	South of Abandoned Tunnel
2× Phoenix Ashes	Treasure Map #18	Goblin Fleecer in Gremlar	West of Hobgar Moa Forest
4× Perfect SP Orbs	Treasure Map #19	Morose Merchant in Wystonia West Complex	South of Descent into Hell
3× Perfect Elixir	Treasure Map #20	Bookcase in Svarta, King's Stronghold	North of Svarta
Thorium	Thorium Map	Bald Researcher in Tisaren Keep	NW of Tisaren in Tundra
Silver	Silver Map	Avid Researcher in Theopolis Castle	Southwest of Theopolis
Crystal	Crystal Map	Astute Researcher in Hobgar Castle	Northwest of Hobgar

8.19 RADAR TREASURES



After acquiring the Radar Device from the Eccentric Engineer in the Wystonia Scientific Laboratories, you can use Radar to find deeply buried treasures that are not accessible with the Shovel. In total, there are 50 such buried treasures (including one that leads to the Quicksand Cavern), 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	83	36	7× Full Magic Potions
2	247	306	5× Giant Magic Potions
3	73	123	5× Massive Magic Potion
4	32	160	5× Great Magic Potion
5	220	39	3× Nectar
6	81	272	7× Full Potion
7	62	300	5× Giant Potions
8	454	93	5× Massive Potions
9	256	93	5× Great Potions
10	470	12	3× Ambrosia
11	175	77	7× Full SP Orbs
12	360	116	5× Giant SP Orbs
13	178	364	5× Massive SP Orbs
14	52	331	5× Great SP Orbs
15	301	71	3× Perfect SP Orbs
16	426	125	5× Ultra Blitz Tonic
17	48	113	5× Magma Blast Bomb
18	163	318	5× Large Cottages
19	288	87	5× Perfect Bait
20	78	388	7× Refreshing Elixirs
21	169	333	5× Rejuvenating Elixirs
22	453	146	3× Perfect Elixirs
23	461	172	3× Resurrection Elixirs
24	151	199	3× Phoenix Ashes
25	445	125	Secret Cave

The first 24 buried treasures are collections of valuable items. The 25th location is the Quicksand Cavern which is accessible only with an Engineer in your Party. All of these locations are accessible without the Phoenix.

Number	X	Y	Treasure
26	314	37	4× Medium AP Orbs
27	188	284	4× Large AP Orbs
28	351	354	4× Huge AP Orbs
29	124	194	3× Piercing Cryogenic Bombs
30	413	344	1× Full Elixir
31	229	296	Transcendent Ring
32	328	78	Protector Ring
33	307	265	Orphic Ring
34	197	150	Harbinger Ring
35	425	179	Larceny Ring
36	247	194	Winged Ring
37	217	257	Faultless Ring
38	258	366	Deadly Ring
39	251	64	Ruby Armor
40	406	51	Ruby Staff
41	370	250	Ruby Sword
42	159	292	Ruby Robe
43	193	336	Ruby Gauntlets
44	295	114	Ruby Shoes
45	476	110	Sapphire Armor
46	447	218	Sapphire Staff
47	364	162	Sapphire Sword
48	308	382	Sapphire Robe
49	328	143	Sapphire Cloak
50	157	181	Sapphire Helm

The last 25 buried treasures are a mixture of valuable items, rings, and high-level equipment. Some of these items require the Phoenix to acquire, but the majority are available immediately after acquiring the Radar Device.

8.20 The Developer's Room

When you reach Theopolis, you can find the entrance to the Developer's Room by descending a well in the SE courtyard outside of Theopolis Castle. In the entrance, you'll find a total of 9 plaques, each of which asks for a passcode for a specific Firman city. In the course of your travels, you'll find these passcodes written on notes in random buildings in each Firman city. The table below lists the location and combination for each city code. The Developer's Room is a completely optional Easter egg that lets you learn a bit more about the development team behind Last Dream: World Unknown.

City Code Label	Combination Code	Code Location
Kort	01231984	Kort Inn
Necht	12161983	Necht Residence of Hopeful Parent (Near Tree of Life Entrance)
North Bay	03082013	Empty North Bay Residence (Southeast Corner of Town)
Theopolis	04101980	Theopolis Apartment of Native Theopolian (Northwest Complex)
Tisaren	07312013	Tisaren Residence of Delineating Elf (Northeast Corner of Town)
Volundra	04021980	Western Wing of 2nd Floor of Volundra Castle
Gremlar	03112014	Gremlar Residence of Anxious Goblin (Northwest Corner of Town)
Hobgar	07041985	1st Floor of Hobgar Castle (Library near Astute Researcher)
Wystonia	05281983	1st Floor of Wystonia Scientific Laboratories

9 Game Database

9.1 Consumable Items

Please note that prices are based on Hard (or lower) difficulties. Multiply the price by 1.5 for Very Hard and 2.0 for Legendary.

NAME	CONSUMABLE 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	1,000
HUGE POTION	Restores 500 HP for one ally	2,500
FULL POTION	Restores 1,000 HP for one ally	5,000
GIANT POTION	Restores 2,500 HP for one ally	10,000
MASSIVE POTION	Restores 5,000 HP for one ally	20,000
GREAT POTION	Restores 50% HP for one ally	25,000
AMBROSIA	Restores 100% HP for one ally	50,000
FULL AMBROSIA	Restores 100% HP for the entire Party	100,000
	MAGIC POTIONS	
TINY MAGIC POTION	Restores 15MP for one ally	250
SMALL MAGIC POTION	Restores 25 MP for one ally	500
MEDIUM MAGIC POTION	Restores 50MP for one ally	1,000
LARGE MAGIC POTION	Restores 100MP for one ally	2,000
HUGE MAGIC POTION	Restores 250 MP for one ally	5,000
FULL MAGIC POTION	Restores 500 MP for one ally	10,000
GIANT MAGIC POTION	Restores 1,000 MP for one ally	20,000
MASSIVE MAGIC POTION	Restores 2,500 MP for one ally	40,000
GREAT MAGIC POTION	Restores 50% MP for one ally	50,000
NECTAR	Restores 100% MP for one ally	100,000
FULL NECTAR	Restores 100% MP for the entire Party	200,000

NAME	CONSUMABLE ITEM DESCRIPTION	PRICE
	RESURRECTION ITEMS	
RESURRECTION ELIXIR	Resurrects one ally and restores 25% HP	75,000
ESSENCE OF THE PHOENIX	Resurrects all allies with 100% HP	500,000
	ELIXIRS	
REFRESHING ELIXIR	Restores 25% HP & MP for one ally	25,000
REJUVENATING ELIXIR	Restores 50% HP & MP for one ally	50,000
PERFECT ELIXIR	Restores 100% HP & MP for one ally	150,000
FULL ELIXIR	Restores 100% HP & MP for the entire Party	250,000
	REGENERATIVE ITEMS	
REGENERATION POTION	Restores 250 HP per turn. For one ally for battle	50,000
RENEWING POTION	Restores 50 MP per turn. For one ally for battle	50,000
GREAT REGENERATION POTION	Restores 500 HP per turn. For one ally for battle	100,000
GREAT RENEWING POTION	Restores 100 MP per turn. For one ally for battle	100,000
	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	2,500
MEDIUM COTTAGE	Recovers 1,000 HP & 500 MP for Party	5,000
LARGE COTTAGE	Recovers All HP & MP for entire Party	10,000
	STATUS EFFECT ITEMS	
ANTIDOTE	Cures poison for one ally	75
EYE DROPS	Cures blindness for one ally	60
SMELLING SALTS	Cures confusion for one ally	150
MUSCLE RELAXER	Cures paralysis and stun for one ally	120
SOFT	Cures stone for one ally	1,000
VOCALIZER SERUM	Cures silence for one ally	500
HOLY WATER FLASK	Cures zombification for one ally	750
RUSE POWDER	Cures jinx for one ally	750
SERUM	Cures disease for one ally	1,000
REMEDY	Cures all status effects for one ally; does not include zombification, jinx, or disease	2,500
HYPER REMEDY	Cures all status effects for one ally; includes zombification, jinx, and disease	10,000
FULL REMEDY	Cures all status effects for Party; includes zombification, jinx, and disease	25,000

NAME	CONSUMABLE ITEM DESCRIPTION	PRICE
	SP ORBS	
TINY SP ORB	Gains 40 Skill Points	100
SMALL SP ORB	Gains 200 Skill Points	500
MEDIUM SP ORB	Gains 500 Skill Points	1,250
LARGE SP ORB	Gains 1,000 Skill Points	2,500
HUGE SP ORB	Gains 2,000 Skill Points	5,000
FULL SP ORB	Gains 4,000 Skill Points	10,000
GIANT SP ORB	Gains 6,000 Skill Points	15,000
MASSIVE SP ORB	Gains 8,000 Skill Points	20,000
GREAT SP ORB	Gains 10,000 Skill Points	25,000
PERFECT SP ORB	Gains 15,000 Skill Points	37,500
	AP ORBS	
SMALL AP ORB	Gives 10 Ability Points	1
MEDIUM AP ORB	Gives 25 Ability Points	1
LARGE AP ORB	Gives 50 Ability Points	1
HUGE AP ORB	Gives 100 Ability Points	1
	MONSTER BAIT (HUNTER ONLY)	
LURING MONSTER BAIT	Doubles encounter rate	500
NORMAL MONSTER BAIT	Reset encounter rate to normal	500
REPELLING MONSTER BAIT	Halves encounter rate	500
	MISCELLANEOUS	
WARP STONE	Allows warping out of some dungeons	5,000
PHOENIX ASHES	The smoldering ashes of a Legendary Phoenix	50,000
	TONICS	
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250
MIND TONIC	Boosts INT +10 & INT +10% during battle	250
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250
BUBBLE TONIC	Boosts Max HP +50% during battle	250
SURGE TONIC	Boosts Max MP +50% during battle	250
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250

EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250
HYPER BLITZ TONIC	Boosts ATK +30 & ATK +10% during battle	2,500
HYPER WALL TONIC	Boosts DEF +30 & DEF +10% during battle	2,500
HYPER MIND TONIC	Boosts INT +30 & INT +10% during battle	2,500
HYPER WARD TONIC	Boosts MGD +30 & MGD +10% during battle	2,500
HYPER JOLT TONIC	Boosts AGI +30 & AGI +10% during battle	2,500
HYPER SHOCK TONIC	Boosts PRE +30 & PRE +10% during battle	2,500
HYPER BUBBLE TONIC	Boosts Max HP +100% during battle	2,500
HYPER SURGE TONIC	Boosts Max MP +100% during battle	2,500
HYPER VIGOR TONIC	Boosts CRT +30 & CRT +10% during battle	2,500
HYPER EAGLE EYE TONIC	Boosts ACC +30 & ACC +10% during battle	2,500
MEGA BLITZ TONIC	Boosts ATK +50 & ATK +10% during battle	10,000
MEGA WALL TONIC	Boosts DEF +50 & DEF +10% during battle	10,000
MEGA MIND TONIC	Boosts INT +50 & INT +10% during battle	10,000
MEGA WARD TONIC	Boosts MGD +50 & MGD +10% during battle	10,000
MEGA JOLT TONIC	Boosts AGI +50 & AGI +10% during battle	10,000
MEGA SHOCK TONIC	Boosts PRE +50 & PRE +10% during battle	10,000
MEGA BUBBLE TONIC	Boosts Max HP +150% during battle	10,000
MEGA SURGE TONIC	Boosts Max MP +150% during battle	10,000
MEGA VIGOR TONIC	Boosts CRT +50 & CRT +10% during battle	10,000
MEGA EAGLE EYE TONIC	Boosts ACC +50 & ACC +10% during battle	10,000
ULTRA BLITZ TONIC	Boosts ATK +75 & ATK +10% during battle	25,000
ULTRA WALL TONIC	Boosts DEF +75 & DEF +10% during battle	25,000
ULTRA MIND TONIC	Boosts INT +75 & INT +10% during battle	25,000
ULTRA WARD TONIC	Boosts MGD +75 & MGD +10% during battle	25,000
ULTRA JOLT TONIC	Boosts AGI +75 & AGI +10% during battle	25,000
ULTRA SHOCK TONIC	Boosts PRE +75 & PRE +10% during battle	25,000
ULTRA BUBBLE TONIC	Boosts Max HP +200% during battle	25,000
ULTRA SURGE TONIC	Boosts Max MP +200% during battle	25,000
ULTRA VIGOR TONIC	Boosts CRT +75 & CRT +10% during battle	25,000
ULTRA EAGLE EYE TONIC	Boosts ACC +75 & ACC +10% during battle	25,000
CHAMPION TONIC	Boosts ATK, DEF +50 & ATK, DEF +10%. For one ally during battle	50,000
CONJURER TONIC	Boosts INT, MGD +50 & INT, MGD +10%. For one ally during battle	50,000
AMBUSH TONIC	Boosts AGI, PRE +50 & AGI, PRE +10%. For one ally during battle	50,000

PRECISION TONIC	Boosts ACC, CRT +50 & ACC, CRT +10%. For one ally during battle	50,000
INFLATION TONIC	Boosts HP, MP +150%. For one ally during battle	50,000

NAME	CONSUMABLE ITEM DESCRIPTION	PRICE
	BOMBS	
FIRE BOMB	~50 HP damage with fire element to all enemies	250
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250
HOLY BOMB	~50 HP damage with holy element to all enemies	250
DARK BOMB	~50 HP damage with dark element to all enemies	250
WIND BOMB	~50 HP damage with wind element to all enemies	250
ICE BOMB	~50 HP damage with ice element to all enemies	250
BLAZE BOMB	~150 HP damage with fire element to all enemies	1,000
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1,000
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1,000
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1,000
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1,000
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1,000
HELLFIRE BOMB	~500 HP damage with fire element to all enemies	2,500
SONIC BOOM BOMB	~500 HP damage with thunder element to all enemies	2,500
HOLY FIRE BOMB	~500 HP damage with holy element to all enemies	2,500
BLACK VOID BOMB	~500 HP damage with dark element to all enemies	2,500
VICIOUS TORNADO BOMB	~500 HP damage with wind element to all enemies	2,500
BLIZZARD BOMB	~500 HP damage with ice element to all enemies	2,500
INFERNO BOMB	~1,000 HP damage with fire element to all enemies	7,500
ELECTRIC BLAST BOMB	~1,000 HP damage with thunder element to all enemies	7,500
HEAVENLY JUDGMENT BOMB	~1,000 HP damage with holy element to all enemies	7,500
BLACK HOLE BOMB	~1,000 HP damage with dark element to all enemies	7,500
TYPHOON BOMB	~1,000 HP damage with wind element to all enemies	7,500
AVALANCHE BOMB	~1,000 HP damage with ice element to all enemies	7,500
MAGMA BLAST BOMB	~1,500 HP damage with fire element to all enemies	15,000
ELECTRIC DEATH BOMB	~1,500 HP damage with thunder element to all enemies	15,000
HOLY DEVASTATION BOMB	~1,500 HP damage with holy element to all enemies	15,000
DEMONIC SHADOW BOMB	~1,500 HP damage with dark element to all enemies	15,000
CYCLONIC BURST BOMB	~1,500 HP damage with wind element to all enemies	15,000
CRYOGENIC BOMB	~1,500 HP damage with ice element to all enemies	15,000

PIERCING MAGMA BOMB	~2,500 HP damage with fire element to one enemy	25,000
PIERCING ELECTRIC BOMB	~2,500 HP damage with thunder element to one enemy	25,000
PIERCING HOLY BOMB	~2,500 HP damage with holy element to one enemy	25,000
PIERCING SHADOW BOMB	~2,500 HP damage with dark element to one enemy	25,000
PIERCING CYCLONE BOMB	~2,500 HP damage with wind element to one enemy	25,000
PIERCING CYROGENIC BOMB	~2,500 HP damage with ice element to one enemy	25,000
MINING BOMB	An explosive device used to excavate rock while mining	0

NAME	CONSUMABLE ITEM DESCRIPTION	PRICE
	BAIT	
JUNK BAIT	The cheapest bait available	10
HQ VEGGIE BAIT	Slightly better than Junk Bait but still inadequate	50
WORM BAIT	Middle-of-the-Road Bait	100
MAGIC BAIT	Good bait imbued with a mysterious power	500
SUPER BAIT	Very good bait that attracts the best fish possible for a given rod	1,000
FRESHWATER BAIT	Allows you to catch freshwater fish	2,000
ICE WATER BAIT	Allows you to catch fish in near freezing conditions	2,000
MYSTERIOUS BAIT	A mysterious bait to catch large sea creatures	1,500
AMAZING BAIT	Amazingly alluring bait to catch gigantic sea creatures	2,500
CAPTAIN'S BAIT	Nearly the best bait available	3,500
PERFECT BAIT	The best possible bait available to catch the giants of the sea	5,000
	SALTWATER FISH	
GOLDFISH	Restores 25 HP for one ally	40
ANCHOVY	Restores 1 MP for one ally	60
CATFISH	Restores 25 HP for entire Party	80
ALBACORE	Restores 1 MP for entire Party	100
COD	Restores 75 HP for one ally	125
BASS	Restores 3 MP for one ally	150
SALMON	Restores 75 HP for entire Party	175
CARP	Restores 3 MP for entire Party	200
MACKEREL	Restores 150 HP for one ally	225
BLUEGILL	Restores 10 MP for one ally	250
BULL TROUT	Restores 150 HP for entire Party	300
GOBY	Restores 10 MP to entire Party	375

GUPPY	Restores 350 HP for one ally	500
HALIBUT	Restores 25 MP for one ally	625
KOI	Restores 350 HP to entire Party	750
LION FISH	Restores 25 MP to entire Party	875
KING FISH	Restores 750 HP for one ally	1,000
PIKE	Restores 60 MP for one ally	1,250
FLOUNDER	Restores 750 HP to entire Party	1,500
PERCH	Restores 60 MP to entire Party	1,750
RED SNAPPER	Restores 1500 HP for one ally	2,000
TUNA	Restores 120 MP for one ally	2,500
MARLIN	Restores 1500 HP to entire Party	3,000
BULL SHARK	Restores 120 MP to entire Party	3,500
THRESHER SHARK	Restores 50% HP and MP for one ally	5,000
SAW SHARK	Restores 50% HP and MP for entire Party	7,500
GREAT WHITE SHARK	Restores 100% HP for one ally	10,000
ORCA	Restores 100% MP for one ally	12,500
WHALE SHARK	Restores 100% HP for entire Party	15,000
BLUE WHALE	Restores 100% MP for entire Party	17,500
GIANT SQUID	Restores 100% HP and MP for one ally	20,000
LEVIATHAN	Restores 100% HP and MP for entire Party	40,000
	FRESHWATER FISH	
SOLE	Boosts ATK +15 & ATK +10% during battle to all allies	5,000
ANGLER	Boosts DEF +15 & DEF +10% during battle to all allies	5,000
BIGEYE	Boosts INT +15 & INT +10% during battle to all allies	5,000
BLACKFISH	Boosts MGD +15 & MGD +10% during battle to all allies	5,000
CRESTFISH	Boosts AGI +15 & AGI +10% during battle to all allies	5,000
DARTER	Boosts PRE +15 & PRE +10% during battle to all allies	5,000
DORY	Boosts Max HP +75% during battle to all allies	5,000
FLATHEAD	Boosts Max MP +75% during battle to all allies	5,000
FROGFISH	Boosts CRT +15 & CRT +10% during battle to all allies	5,000
GAR	Boosts ACC +15 & ACC +10% during battle to all allies	5,000
HAGFISH	Boosts ATK +30 & ATK +10% during battle to all allies	7,500
JACKFISH	Boosts DEF +30 & DEF +10% during battle to all allies	7,500
KNIFEFISH	Boosts INT +30 & INT +10% during battle to all allies	7,500

LOUVAR	Boosts MGD +30 & MGD +10% during battle to all allies	7,500
MARBLEFISH	Boosts AGI +30 & AGI +10% during battle to all allies	7,500
NASE	Boosts PRE +30 & PRE +10% during battle to all allies	7,500
TETRA	Boosts Max HP +100% during battle to all allies	7,500
OPAH	Boosts Max MP +100% during battle to all allies	7,500
PADDLEFISH	Boosts CRT +30 & CRT +10% during battle to all allies	7,500
PEARLYEYE	Boosts ACC +30 & ACC +10% during battle to all allies	7,500
	ICEWATER FISH	
YELLOWTAIL	~500 HP damage with fire element to one enemy	5,000
POACHER	~500 HP damage with thunder element to one enemy	5,000
LAMPREY	~500 HP damage with holy element to one enemy	5,000
GOOSEFISH	~500 HP damage with dark element to one enemy	5,000
DEVIL RAY	~500 HP damage with wind element to one enemy	5,000
COBIA	~500 HP damage with ice element to one enemy	5,000
HOKI	~1,000 HP non-elemental damage to one enemy	7,500
LONGNECK EEL	~1,000 HP damage with fire element to one enemy	7,500
OILFISH	~1,000 HP damage with thunder element to one enemy	7,500
REMORA	~1,000 HP damage with holy element to one enemy	7,500
DRAGONFISH	~1,000 HP damage with dark element to one enemy	7,500
WARMOUTH	~1,000 HP damage with wind element to one enemy	7,500
ZINGEL	~1,000 HP damage with ice element to one enemy	7,500
SPINY EEL	~2,000 HP non-elemental damage to one enemy	10,000
	HIGH LEVEL FISH	
PORGY	Resurrect one ally with 10% HP	5,000
RIBBONFISH	Resurrect all dead allies with 10% HP	7,500
SAND DIVER	Resurrect one ally with 25% HP	10,000
SAND TIGER	Resurrect all dead allies with 25% HP	12,500
SEAMOTH	Resurrect one ally with 50% HP	15,000
TENCH	Resurrect all dead allies with 50% HP	17,500
TILAPIA	Cures all status effects for all allies	20,000
WHITE CROAKER	Boosts ATK, DEF +25, MGD, INT +50 during battle for all allies	30,000

9.2 KEY ITEMS

NAME	KEY ITEM DESCRIPTION
	TREASURE MAPS
TREASURE MAP #10	Check the Map menu option for directions to this buried treasure
TREASURE MAP #11	Check the Map menu option for directions to this buried treasure
TREASURE MAP #12	Check the Map menu option for directions to this buried treasure
TREASURE MAP #13	Check the Map menu option for directions to this buried treasure
TREASURE MAP #14	Check the Map menu option for directions to this buried treasure
TREASURE MAP #15	Check the Map menu option for directions to this buried treasure
TREASURE MAP #16	Check the Map menu option for directions to this buried treasure
TREASURE MAP #17	Check the Map menu option for directions to this buried treasure
TREASURE MAP #18	Check the Map menu option for directions to this buried treasure
TREASURE MAP #19	Check the Map menu option for directions to this buried treasure
TREASURE MAP #20	Check the Map menu option for directions to this buried treasure
	KEYS
TUNNEL KEY	A key that unlocks the gate of the Abandoned Tunnel
INTREPID EXPLORER'S KEY	A key to open the Intrepid Explorer's chest
CATACOMBS KEY	A key that unlocks the vault of Lord Jhaeros
AMBAR KEY	A key to the forsaken Goblin town of Ambar
SARNO KEY	A key to the Mines of Sarno
KARANOR KEY	A key to the Mines of Karanor
FOROGOTTEN OUTPOST KEY	A key that opens the Forgotten Elven Outpost
FORTRESS GOLD KEY	A key that unlocks gates in the Shadow Fortress. A gold coin symbol is etched into the key
FORTRESS SKULL KEY	A key that unlocks gates in the Shadow Fortress. A skull symbol is etched into the key
FORTRESS 3RD FLOOR KEY	A key for the 3rd floor gate in the Shadow Fortress. A "3" is etched into the key
TYRFING KEY	A key to open the chest that holds Tyrfing's Hilt
	FISHING SPEARS
OLD FISHING SPEAR	An old fishing spear that can still get the job done
DELUXE FISHING SPEAR	A fishing spear hand-crafted by an experienced fisherman
MASTER FISHING SPEAR	The finest of fishing spears. Crafted by a masterful artisan

NAME	KEY ITEM DESCRIPTION
	SIDEQUEST DUNGEON COMPLETION ITEMS
ASH TOTEM	A mysterious totem made from finely sanded ash
EMERALD EYE	A strange artifact found in the Forgotten Elven Outpost
GOBLIN PAGAN SCRIPTURES	The lost scriptures of an ancient Goblin religion
IVORY ARTIFACT	A bizarre ivory artifact from a parallel dimension
OBSIDIAN ARTIFACT	An odd obsidian artifact from a parallel dimension
	TRANSPORTED NPCS
INTREPID EXPLORER	The Intrepid Explorer is being transported by your Party. Return him to Rockwood.
CONSERVATIVE MERCHANT	The Conservative Merchant is being transported by your Party. Take him to Wystonia.
WEALTHY MERCHANT	The Wealthy Merchant is being transported by your Party. Take him to Gremlar.
ELVEN RESEARCHER	The Elven Researcher is being transported by your Party. Take her to the Sacred Goblin Tree.
CASINO HIGH ROLLER	The Casino High Roller is being transported by your Party. Take him to Wystonia.
AUREUS – CASINO OWNER	Aureus is being transported by your Party. Take him to his mansion in the Northern Tundra.
EXPLOSIVES EXPERT	The Explosives Expert is being transported by your Party. Take him to the Mercenaries' Guild Camp.
DESTITUTE INNKEEPER	The Destitute Innkeeper is being transported by your Party. Take her to the Mercenaries' Guild Camp.
LONELY WIDOW	The Lonely Widow is being transported by your Party. Take her to the Mercenaries' Guild Camp.
GOBLIN FISHMONGER	The Goblin Fishmonger is being transported by your Party. Take him to the Mercenaries' Guild Camp.
ELVEN BARTENDER	The Elven Bartender is being transported by your Party. Take him to the Mercenaries' Guild Camp.
ANCIENT ELF	The Ancient Elf is being transported by your Party. Return him to Volundra.
ANCIENT ELF & NOSTALGIC ELF	The Ancient Elf and Nostalgic Elf are being transported by your Party. Return them to the Igloo
DWARVEN RINGLEADER	The Dwarven Ringleader is in your custody. Present him to the Dwarf King
	RADAR CONSTRUCTION ITEMS
RADAR BLUEPRINT	Blueprint for a Radar device
THORIUM MAP	Check the Map menu option for directions to this buried treasure
SILVER MAP	Check the Map menu option for directions to this buried treasure
CRYSTAL MAP	Check the Map menu option for directions to this buried treasure
THORIUM	One of the materials required to construct a Radar device
SILVER	One of the materials required to construct a Radar device
CRYSTAL	One of the materials required to construct a Radar device
RADAR	Allows excavation of deeply buried treasures on the world map

NAME	KEY ITEM DESCRIPTION
	MAJOR DUNGEON "HELPER" ITEMS
CLIMBING GEAR	Great for scaling steep cliff faces
LIQUID EXPLOSIVES	Explosives designed for the rock types in the SE Human territories
SACRED TREE MAP	Map of the caves beneath the Sacred Tree. Press [Cancel] to open the map while beneath the Tree
	TYRFING SIDEQUEST ITEMS
TYRFING HILT	The broken hilt of the legendary sword, Tyrfing
TYRFING BLADE	The broken blade of the legendary sword, Tyrfing
BRIMSTONE	A mysterious yellow stone from the caldera of Mt. Agni
	ENGINEERING SIDEQUEST ITEMS
POWER SOURCE	A rare substance capable of generating massive amounts of energy
ORICHALCUM	A metal required to construct the teleportation device
TELEPORTATION STONE	A stone that allows teleportation back to Wystonia
	THIEF SIDEQUEST ITEMS
ROYAL TEAPOT	A teapot once used by the Elven royal family
ROYAL BUST	A bust of the 14th King of Huldra
MAGICAL TOME	A rare magical tome filled with dark incantations
	MONK SIDEQUEST ITEMS
EYE OF NEWT	The shriveled eye of a newt
TOE OF FROG	The small toe of a frog
	OTHER SPECIAL ITEMS
SHOVEL	Allows excavation on the world map. Hold action button for 1 second at treasure location
DARK ARTIFACT	A strange artifact found after the destruction of Rockwood
GRAPPLING HOOK	Allows crossing large chasms
ALOE	A few aloe leaves
GOBLIN HOLE PUPFISH	A critically endangered fish. Found only in a single pool in the Hobgar Undercity
WRIT OF PASSAGE	A writ of passage from the Decadal World Council. Allows passage through Wystonia Main Gate

9.3 RECIPES

NAME	RECIPE DESCRIPTION
ITEM RECIPES	
RECIPE FOR ESSENCE OF THE PHOENIX	Mix Phoenix Ashes and Resurrection Elixir
FISHING SPEAR RECIPES	
RECIPE FOR OLD FISHING SPEAR	Mix 3× Pike, 6× King Fish, 9× Lion Fish, 5× Behemoth Horns, 5× Spectral Eyes, and 3× Qilin Horns
RECIPE FOR DELUXE FISHING SPEAR	Mix 5× Marlin, 10× Tuna, 15× Red Snapper, 5× Sprite Cinders, 5× Demon Skulls, and 5× Brute's Tails
RECIPE FOR MASTER FISHING SPEAR	Mix 5× Orca, 10× Great White and 15× Saw Sharks, 10× Infernal Dragon Teeth, 1× Goblin Hole Pupfish
WEAPON RECIPES	
RECIPE FOR SAPPING SWORD	Mix Emerald Sword, 3× Icy Essences, 3× Foul Slimes, and 3× Banshee Locks
RECIPE FOR JINXING SWORD	Mix Emerald Dagger, 5× Dracomancer Staffs, and 5× Phantom Wings
RECIPE FOR MAMMOTH AXE	Mix Emerald Axe, 5× Bull Horns, and 5× Serpent Spikes
RECIPE FOR FLASH LANCE	Mix Emerald Spear, 5× Banshee Locks, and 5× Clusters of Stingers
RECIPE FOR ZOMBIFYING BOW	Mix Emerald Bow, 5× Zombie Claws, and 5× Anomalous Claws
RECIPE FOR REPLENISHING WHIP	Mix Emerald Whip, 3× Cockatrice Beaks, 3× Spectral Eyes, and 3× Congealed Darknesses
RECIPE FOR LEARNED STAFF	Mix Emerald Staff and 10× Cockatrice Beaks
RECIPE FOR BASTION SWORD	Mix Emerald Sword, 5× Mysterious Stones, and 5× Golem Clays
RECIPE FOR SAVAGE DAGGER	Mix Emerald Dagger, 5× Green Dragon Scales, and 5× Wyrm Intestines
RECIPE FOR ETHEREAL AXE	Mix Emerald Axe, 3× Large Spider Eyes, 3× Cobra Venom, and 3× Desert Hybrid Claws
RECIPE FOR VAMPIRIC SPEAR	Mix Emerald Spear, 3× Scourge Stingers, 3× Twisted Branches, and 3× Golem Clays
RECIPE FOR DEFIANT BOW	Mix Emerald Bow, 3× Haunted Essences, 3× Golden Dragon Fangs, and 3× Serpent Spikes
RECIPE FOR ERRATIC WHIP	Mix Emerald Whip, 5× Behemoth Horns, and 5× Phantom Wings
RECIPE FOR LUMINOUS STAFF	Mix Emerald Staff, 3× Twisted Branches, 3× Hail Shards, and 3× Congealed Darknesses
RECIPE FOR MERCURIAL SWORD	Mix Ruby Sword, 5× Octopus Tentacles, and 5× Creeper Puss
RECIPE FOR AURIC DAGGER	Mix Ruby Dagger, 5× Badlands Horns, and 5× Spirit Bloods
RECIPE FOR UNLUCKY AXE	Mix Ruby Axe, 3× Gargantuan Seeds, 3× Demonic Goos, and 3× Infested Branches
RECIPE FOR CUNNING SPEAR	Mix Ruby Spear, 3× Jellyfish Stingers, 3× Gargoyle Wings, and 3× Badlands Horns
RECIPE FOR SUPPLE BOW	Mix Ruby Bow, 5× Desert Wyrm Talons, and 5× Sea Lanterns
RECIPE FOR FEROCIOUS WHIP	Mix Ruby Whip, 3× Colossal Tusks, 3× Ogre Skulls, and 3× Werewolf Claws
RECIPE FOR OBSTRUCTING STAFF	Mix Ruby Staff, 3× Crab Pincers, 3× Harpy Talons, and 3× Cerulean Skulls
RECIPE FOR QUICKSILVER SWORD	Mix Ruby Sword, 3× Gremlin Teeth, 3× Rodent Tails, and 3× Desert Wyrm Talons
RECIPE FOR BLOODY DAGGER	Mix Ruby Dagger, 3× Jellyfish Stingers, 3× Werewolf Claws, and 3× Colossal Tusks
RECIPE FOR AURA AXE	Mix Ruby Axe, 3× Gargoyle Wings, 3× Wraith's Robes, and 3× Harpy Talons
RECIPE FOR ONSLAUGHT SPEAR	Mix Ruby Spear, 3× Serpent Fins, 3× Mammoth Tusks, and 3× Ogre Skulls

RECIPE FOR NATIVE'S BOW	Mix Ruby Bow, 3× Tarantula Legs, 3× Bat Fangs, and 3× Titan Skull Shards
RECIPE FOR SANCTUARY WHIP	Mix Ruby Whip, 5× Clay Remnants, and 5× Infested Branches
RECIPE FOR RESTORING STAFF	Mix Ruby Staff, 5× Tarantula Legs, and 5× Mammoth Tusks
RECIPE FOR INVIGORATING SWORD	Mix Sapphire Sword, 3× Hell Hound Fangs, 3× Demon Skulls, and 3× Brute's Tails
RECIPE FOR DEFENDER DAGGER	Mix Sapphire Dagger, 5× Charred Goo, and 5× Demon Skulls
RECIPE FOR CRUSHING AXE	Mix Sapphire Axe, 5× Amber Sludges, and 5× Earthen Bones
RECIPE FOR RECHARGING LANCE	Mix Sapphire Spear, 3× Sprite Cinders, 3× Ethereal Orbs, and 3× Hellion Wings
RECIPE FOR MURDEROUS BOW	Mix Sapphire Bow, 5× Spirit Coals, and 5× Brute's Tails
RECIPE FOR WANING WHIP	Mix Sapphire Whip, 5× Gluttonous Soul Hearts, and 5× Amber Sludges
RECIPE FOR ODD STAFF	Mix Sapphire Staff, 5× Grotesque Skulls, and 5× Baked Skulls
RECIPE FOR DEVOURING SWORD	Mix Sapphire Sword, 5× Dragon Talons, and 5× Candle Wicks
RECIPE FOR VAPOR KNIFE	Mix Sapphire Dagger, 3× Aerie Wyrm Teeth, 3× Serpent Teeth, and 3× Silver Pelts
RECIPE FOR ARMORED AXE	Mix Sapphire Axe, 5× Troll Skulls, and 5× Mountain Troll Skulls
RECIPE FOR SUSPENDING SPEAR	Mix Sapphire Spear, 5× Aerie Wyrm Teeth, and 5× Suparna Feathers
RECIPE FOR REPAIRING BOW	Mix Sapphire Bow, 5× Suparna Feathers, and 5× Dragon Talons
RECIPE FOR DISSIPATING WHIP	Mix Sapphire Whip and 10× Candle Wicks
RECIPE FOR RADIANT STAFF	Mix Sapphire Staff, 3× Azure Wyrm Fangs, 3× Djinn Bottles, and 3× Specter Essences
RECIPE FOR CURSED SWORD	Mix Aegis Sword, 5× Infernal Dragon Teeth, and 5× Rotted Dragon Teeth
RECIPE FOR DEVIL'S DAGGER	Mix Aegis Dagger, 5× Sinful Devil Horns, and 5× Soul Shards
RECIPE FOR MONSTROUS AXE	Mix Aegis Axe and 10× Titan Skulls
RECIPE FOR CITADEL SPEAR	Mix Aegis Spear, 5× Firebird Feathers, and 5× Soul Shards
RECIPE FOR LUCENT BOW	Mix Aegis Bow and 10× Firebird Feathers
RECIPE FOR DAMNED WHIP	Mix Aegis Whip, 3× Imoogi Scales, 3× Infernal Dragon Teeth, and 3× Rotted Dragon Teeth
RECIPE FOR DIVINE STAFF	Mix Aegis Staff, 5× Sinful Devil Horns, and 5× Tortured Essences
RECIPE FOR SINFUL SWORD	Mix Aegis Sword, 5× Spawn Hearts, and 5× Earthen Rubbles
RECIPE FOR SOUL STEALING DAGGER	Mix Aegis Dagger, 5× Stunted Wyrm Teeth, and 5× Necromancer's Staffs
RECIPE FOR CONSUMING AXE	Mix Aegis Axe, 5× Soulless Eyes, and 5× Brimstone Rubbles
RECIPE FOR ANCIENT SPEAR	Mix Aegis Spear, 5× Infernal Wicks, and 5× Hellish Essences
RECIPE FOR DRAINING BOW	Mix Aegis Bow, 5× Infernal Wicks, and 5× Scourge Serpent Scales
RECIPE FOR PROTEUS WHIP	Mix Aegis Whip, 5× Sulfurous Debris, and 5× Stunted Wyrm Teeth
RECIPE FOR OSMOSIS STAFF	Mix Aegis Staff, 5× Gargantuan Tusks, and 5× Stygian Sludges
ARMOR RECIPES	
RECIPE FOR GIANT'S ARMOR	Mix Emerald Armor, 3× Rotten Seeds, 3× Green Dragon Scales, and 3× Behemoth Horns
RECIPE FOR RESERVOIR ROBE	Mix Emerald Robe, 5× Spectral Eyes, and 5× Frost Wolf Pelts
RECIPE FOR BARRIER SHIELD	Mix Emerald Shield, 5× Mysterious Stones, and 5× Qilin Horns
RECIPE FOR INVISIBILITY CLOAK	Mix Emerald Cloak, 5× Dracomancer Staffs, and 5× Gecko Tails

RECIPE FOR GOLDEN HELM	Mix Emerald Helm, 3× Bull Horns, 3× Scourge Stingers, and 3× Golden Dragon Fangs
RECIPE FOR ALCHEMIC HAT	Mix Emerald Hat, 3× Rotten Seeds, 3× Wyrm Intestines, and 3× Hail Shards
RECIPE FOR PURIFIED ARMOR	Mix Emerald Armor, 5× Haunted Essences, and 5× Gecko Tails
RECIPE FOR PURIFIED ROBE	Mix Emerald Robe, 5× Qilin Horns, and 5× Foul Slimes
RECIPE FOR WINGED SHIELD	Mix Emerald Shield, 3× Large Spider Eyes, 3× Icy Essences, and 3× Cobra Venom
RECIPE FOR REJUVENATING CLOAK	Mix Emerald Cloak, 5× Zombie Claws, and 5× Clusters of Stingers
RECIPE FOR RAIDING HELM	Mix Emerald Helm, 5× Bull Horns, and 5× Anomalous Claws
RECIPE FOR SHIELD HAT	Mix Emerald Hat, 3× Frost Wolf Pelts, 3× Desert Hybrid Claws, and 3× Haunted Essences
RECIPE FOR EXPERT ARMOR	Mix Ruby Armor, 5× Emerald Fibers, and 5× Wraith's Robes
RECIPE FOR EXPERT ROBE	Mix Ruby Robe, 5× Spirit Bloods, and 5× Cerulean Skulls
RECIPE FOR WARD SHIELD	Mix Ruby Shield, 3× Frozen Skulls, 3× Giant Eyes, and 3× Clay Remnants
RECIPE FOR STONE CLOAK	Mix Ruby Cloak, 3× Demon Branches, 3× Spider Silks, and 3× Satyr Hooves
RECIPE FOR HASTE HELM	Mix Ruby Helm, 5× Gremlin Teeth, and 5× Kirin Hooves
RECIPE FOR CONJURING HAT	Mix Ruby Hat, 3× Emerald Fibers, 3× Serpent Fins, and 3× Kobold Fangs
RECIPE FOR DARK KNIGHT'S ARMOR	Mix Ruby Armor, 5× Crab Pincers, and 5× Frozen Skulls
RECIPE FOR WARLOCK'S ROBE	Mix Ruby Robe, 3× Kirin Hooves, 3× Spider Silks, and 3× Creeper Puss
RECIPE FOR GORING SHIELD	Mix Ruby Shield, 5× Demon Branches, and 5× Satyr Hooves
RECIPE FOR ELEMENTAL CLOAK	Mix Ruby Cloak, 3× Rodent Tails, 3× Titan Skulls Shards, and 3× Giant Eyes
RECIPE FOR ELEMENTAL HELM	Mix Ruby Helm, 5× Demonic Goos, and 5× Gargantuan Seeds
RECIPE FOR SAGE'S HAT	Mix Ruby Hat, 5× Bat Fangs, and 5× Kobold Fangs
RECIPE FOR PRIMORDIAL ARMOR	Mix Sapphire Armor, 3× Sprite Cinders, 3× Ethereal Orbs, and 3× Gluttonous Soul Hearts
RECIPE FOR PRIMORDIAL ROBE	Mix Sapphire Robe, 3× Hellion Wings, 3× Baked Skulls, and 3× Charred Goo
RECIPE FOR ELEMENTAL SHIELD	Mix Sapphire Shield, 5× Hell Hound Fangs, and 5× Grotesque Skulls
RECIPE FOR EAGLE EYE CLOAK	Mix Sapphire Cloak, 5× Spirit Coals, and 5× Slug Slimes
RECIPE FOR BULWARK HELM	Mix Sapphire Helm, 3× Slug Slimes, 3× Phantom Essences, and 3× Earthen Bones
RECIPE FOR ELEMENTAL HAT	Mix Sapphire Hat, 5× Phantom Essences, and 5× Grotesque Skulls
RECIPE FOR IMMACULATE ARMOR	Mix Sapphire Armor, 3× Titan Rubbles, 3× Serpent Teeth, and 3× Silver Pelts
RECIPE FOR IMMACULATE ROBE	Mix Sapphire Robe, 3× Azure Wyrm Fangs, 3× Djinn Bottles, and 3× Specter Essences
RECIPE FOR ENDURING SHIELD	Mix Sapphire Shield, 5× Titan Rubbles, and 5× Blue Dragon Scales
RECIPE FOR VANISHING CLOAK	Mix Sapphire Cloak, 5× Crawler Slimes, and 5× Blue Dragon Scales
RECIPE FOR THAUMATURGICAL HELM	Mix Sapphire Helm, 5× Mountain Troll Skulls, and 5× Troll Skulls
RECIPE FOR MASTER'S HAT	Mix Sapphire Hat, 5× Crawler Slimes, and 5× Djinn Bottles
RECIPE FOR TITAN'S ARMOR	Mix Aegis Armor, 5× Empty Skull Shards, and 5× Titan Skulls
RECIPE FOR MANA SURGE ROBE	Mix Aegis Robe, 3× Sinful Devil Horns, 3× Tortured Essences, and 3× Firebird Feathers
RECIPE FOR UNYIELDING SHIELD	Mix Aegis Shield, 5× Imoogi Scales, and 5× Infernal Dragon Teeth
RECIPE FOR EXPANSION CLOAK	Mix Aegis Cloak, 3× Rotted Dragon Teeth, 3× Imoogi Scales, and 3× Tortured Essences

RECIPE FOR HERMETIC HELM	Mix Aegis Helm, 5× Empty Skull Shards, and 5× Soul Shards
RECIPE FOR UNDYING HAT	Mix Aegis Hat, 5× Titan Skulls, and 5× Empty Skull Shards
RECIPE FOR ASMODEUS' ARMOR	Mix Aegis Armor, 5× Hulking Tails, and 5× Spawn Hearts
RECIPE FOR ASMODEUS' ROBE	Mix Aegis Robe, 5× Stygian Sludges, and 5× Sapphire Scales
RECIPE FOR REGENERATIVE SHIELD	Mix Aegis Shield, 5× Black Widow Abdomens, and 5× Brimstone Rubbles
RECIPE FOR EVERLASTING CLOAK	Mix Aegis Cloak, 5× Scourge Serpent Scales, and 5× Hellish Essences
RECIPE FOR IMMORTAL HELM	Mix Aegis Helm, 5× Stunted Wyrm Teeth, and 5× Sulfurous Debris
RECIPE FOR REVIVIFYING HAT	Mix Aegis Hat, 5× Sulfurous Debris, and 5× Necromancer's Staffs

9.4 Armor Stats

Please note that prices are based on Hard (or lower) difficulties. Multiply the price by 1.5 for Very Hard and 2.0 for Legendary.

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
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				
Emerald Armor	60,000	75	25							200	
Emerald Robe	60,000	55	45								100
Emerald Shield	45,000	65							20		
Emerald Cloak	45,000	50	40								
Emerald Hat	45,000	40	50								
Emerald Helm	45,000	52	48								
Emerald Gloves	45,000	30		60							
Emerald Gauntlets	45,000	34			22			34			
Emerald Shoes	45,000	32				29	29				
Emerald Boots	45,000	42				24	24				
Ruby Armor	77,000	85	30							250	
Ruby Robe	77,000	60	55								125
Ruby Shield	60,000	75							25		
Ruby Cloak	60,000	55	45								
Ruby Hat	60,000	45	55								
Ruby Helm	60,000	57	43								
Ruby Gloves	60,000	35		65							
Ruby Gauntlets	60,000	38			24			38			
Ruby Shoes	60,000	36				32	32				
Ruby Boots	60,000	46				27	27				
Sapphire Armor	96,000	95	35							300	
Sapphire Robe	96,000	65	65								150
Sapphire Shield	75,000	85							30		

Sapphire Cloak	75,000	60	50										
Sapphire Hat	75,000	50	60										
Sapphire Helm	75,000	62	48										
Sapphire Gloves	75,000	40		70									
Sapphire Gauntlets	75,000	42			26				42				
Sapphire Shoes	75,000	40				35	35						
Sapphire Boots	75,000	50				30	30						
Aegis Armor	150,000	110	45								450		
Aegis Robe	150,000	70	80										250
Aegis Shield	120,000	100								35			
Aegis Cloak	120,000	70	60										
Aegis Hat	120,000	60	70										
Aegis Helm	120,000	75	55										
Aegis Gloves	120,000	50		80									
Aegis Gauntlets	120,000	46			28				46				
Aegis Shoes	120,000	46				42	42						
Aegis Boots	120,000	56				37	37						

9.5 Weapon Stats

Please note that prices are based on Hard (or lower) difficulties. Multiply the price by 1.5 for Very Hard and 2.0 for Legendary.

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Adamantium Sword	50,000	76	0	0	35	NO
Adamantium Dagger	44,000	62	0	0	25	NO
Adamantium Axe	46,000	110	0	0	65	YES
Adamantium Spear	45,000	44	0	32	11	NO
Adamantium Bow	43,000	56	0	20	6	NO
Adamantium Whip	43,500	38	0	38	11	NO
Adamantium Staff	50,000	22	76	0	6	NO
Emerald Sword	75,000	90	0	0	40	NO
Emerald Dagger	66,000	77	0	0	30	NO
Emerald Axe	69,000	135	0	0	75	YES
Emerald Spear	67,500	54	0	38	12	NO
Emerald Bow	64,500	64	0	26	7	NO
Emerald Whip	65,000	46	0	46	12	NO
Emerald Staff	75,000	26	90	0	7	NO
Ruby Sword	100,000	106	0	0	45	NO
Ruby Dagger	88,000	91	0	0	35	NO
Ruby Axe	92,000	165	0	0	85	YES
Ruby Spear	90,000	66	0	52	13	NO
Ruby Bow	86,000	74	0	34	7	NO
Ruby Whip	87,000	56	0	56	13	NO
Ruby Staff	100,000	32	106	0	8	NO
Sapphire Sword	150,000	124	0	0	50	NO
Sapphire Dagger	132,000	107	0	0	40	NO
Sapphire Axe	138,000	200	0	0	95	YES
Sapphire Spear	135,000	80	0	66	14	NO
Sapphire Bow	129,000	86	0	44	8	NO
Sapphire Whip	130,500	68	0	68	14	NO
Sapphire Staff	150,000	40	124	0	9	NO
Aegis Sword	250,000	150	0	0	55	NO
Aegis Dagger	220,000	131	0	0	45	NO
Aegis Axe	230,000	250	0	0	100	YES
Aegis Spear	225,000	100	0	80	15	NO
Aegis Bow	215,000	105	0	60	9	NO
Aegis Whip	217,500	86	0	86	15	NO
Aegis Staff	250,000	52	150	0	10	NO

9.6 SYNTHESIZABLE EQUIPMENT

Throughout your journey, you'll find recipes in chests and acquire them from townspeople. Expert blacksmiths around the world who operate Synthesis Shops can imbue your base equipment (purchasable from Equipment Shops around Firma) with unique effects. The unique effect varies from recipe to recipe, but generally can be inferred from the recipe name. For example, the Jinxing Knife imbues an Emerald Dagger with the ability to inflict jinx on enemies. Other recipes allow weapons to absorb enemy HP 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 ***9.3***. Synthesizable equipment is available starting with Emerald equipment 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
Sapping Sword	Emerald Sword	**INT -25%**, ATK +5	Frozen Tower
Bastion Sword	Emerald Sword	**DEF +30**, ATK +10	Abandoned Tunnel
Mercurial Sword	Ruby Sword	**CRT +35**, ATK +5	Sacred Goblin Tree
Quicksilver Sword	Ruby Sword	**PRE +40**, ATK +8	Volundra Catacombs
Invigorating Sword	Sapphire Sword	**HP +200/turn**, ATK +6	Dark Castle
Devouring Sword	Sapphire Sword	**Absorb 7% DMG dealt**, ATK +8	Tower of Pestilence
Cursed Sword	Aegis Sword	**Add All Status Ailments**, ATK +6	Black Cavern
Sinful Sword	Aegis Sword	**ATK +60**	Mt. Agni

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Flash Lance	Emerald Spear	**PRE +25**, ATK +4	Frozen Tower
Vampiric Spear	Emerald Spear	**Absorb 5% DMG dealt**, ATK +8, PRE +4	Necht
Cunning Spear	Ruby Spear	**SP +50%**, ATK, PRE +4	South Huldra Outpost
Onslaught Spear	Ruby Spear	**ATK +40**, PRE +8	Sacred Goblin Tree
Recharging Lance	Sapphire Spear	**MP +50/turn**, ATK +5, PRE +4	Dark Castle
Suspending Spear	Sapphire Spear	**PRE -35% to enemy**, ATK, PRE +10	Phoenix Aerie
Citadel Spear	Aegis Spear	**DEF +50**, ATK, PRE +6	Black Cavern
Ancient Spear	Aegis Spear	**ATK, DEF, PRE +20**	Mt. Agni

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Mammoth Axe	Emerald Axe	**ATK +100**	Kort
Ethereal Axe	Emerald Axe	**PRE +60**, ATK +5	Western Karanor
Unlucky Axe	Ruby Axe	**Add Jinx & Zombie**, ATK +5	North Bay
Aura Axe	Ruby Axe	**MP +50/turn**, ATK +10	Hobgar
Crushing Axe	Sapphire Axe	**DEF -25%**, ATK +10	Phoenix Aerie
Armored Axe	Sapphire Axe	**DEF +150**, ATK +20	Tower of Pestilence
Consuming Axe	Aegis Axe	**Absorbs 5% DMG dealt to MP**, ATK +10	Mt. Agni
Monstrous Axe	Aegis Axe	**ATK +200**	Black Cavern

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Jinxing Knife	Emerald Dagger	**Add Jinx**, ATK +4	Rockwood Harbor
Savage Dagger	Emerald Dagger	**ATK +30**	Abandoned Tunnel
Auric Dagger	Ruby Dagger	**+5000G/battle**, ATK +4	Spiral Cave
Bloody Dagger	Ruby Dagger	**Absorb 5% DMG dealt**, ATK +8	Volundra Catacombs
Defender Dagger	Sapphire Dagger	**DEF +40**, ATK +6	Svarta
Vapor Knife	Sapphire Dagger	**AGI, PRE +45**, ATK +13	Phoenix Aerie
Soul Stealing Dagger	Aegis Dagger	**Absorbs 3% DMG dealt to MP**, ATK +6	Mt. Agni
Devil's Dagger	Aegis Dagger	**ATK +50, AGI +50**	Black Cavern

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Zombifying Bow	Emerald Bow	**Add Zombie**, ATK, PRE +4	Northern Tundra Outpost
Defiant Bow	Emerald Bow	**DEF +30**, ATK +3, PRE +2	Western Karanor
Supple Bow	Ruby Bow	**PRE +35**, ATK +2	Volundra
Native's Bow	Ruby Bow	**Drop Rate +25%**, ATK, PRE +4	Spiral Cave
Murderous Bow	Sapphire Bow	**ATK +45**, PRE +2	Dark Castle
Repairing Bow	Sapphire Bow	**HP +200/turn**, ATK, PRE +4	Tower of Pestilence
Draining Bow	Aegis Bow	**Absorb 10% of DMG dealt**, ATK, PRE +6	Mt. Agni
Lucent Bow	Aegis Bow	**ATK, PRE +25, AGI +30**	Black Cavern

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Replenishing Whip	Emerald Whip	**MP +25/turn**, ATK, PRE +4	Frozen Tower
Erratic Whip	Emerald Whip	**CRT +30**, ATK, PRE +8	Necht
Ferocious Whip	Ruby Whip	**ATK +35**, PRE +4	Gremlar
Sanctuary Whip	Ruby Whip	**DEF +40**, ATK, PRE +8	Sacred Goblin Tree
Waning Whip	Sapphire Whip	**MGD -25%**, ATK, PRE +4	Phoenix Aerie
Dissipating Whip	Sapphire Whip	**Absorbs 2% DMG to MP**, ATK, PRE +8	Tower of Pestilence
Damned Whip	Aegis Whip	**Add All Status Ailments**, ATK, PRE +6	Black Cavern
Proteus Whip	Aegis Whip	**ATK, DEF, AGI +30**, PRE +4	Mt. Agni

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Learned Staff	Emerald Staff	**SP +50%**, ATK +4, INT +5	South Aldrin Cave
Luminous Staff	Emerald Staff	**INT +35**, ATK +8	Western Karanor
Obstructing Staff	Ruby Staff	**MGD +35**, ATK, INT +4	Volundra Catacombs
Restoring Staff	Ruby Staff	**HP +100/turn**, ATK, INT +8	Spiral Cave
Odd Staff	Sapphire Staff	**CRT +45**, ATK +4, INT +6	Svarta
Radiant Staff	Sapphire Staff	**MP +100%**, ATK +8, INT +12	Dark Castle
Osmosis Staff	Aegis Staff	**MP +75/turn**, ATK, INT +5	Mt. Agni
Divine Staff	Aegis Staff	**INT, MGD +30**, ATK +8	Black Cavern

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Giant's Armor	Emerald Armor	**HP +50%**, DEF, MGD +5, MAX HP +20	Frozen Tower
Purified Armor	Emerald Armor	**Resist Poison, Jinx, Zombie,** DEF, MGD +10, MAX HP +40	Rockwood
Expert Armor	Ruby Armor	**All Stats +5**	Volundra Catacombs
Dark Knight's Armor	Ruby Armor	**DEF, MGD +17**, MAX HP +20	Spiral Cave
Primordial Armor	Sapphire Armor	**Resist All Elemental DMG**, DEF, MGD +5, MAX HP +20	Phoenix Aerie
Immaculate Armor	Sapphire Armor	**Resists All Status Ailments**, DEF, MGD +10, MAX HP +40	Tower of Pestilence
Titan's Armor	Aegis Armor	**HP +100%**, DEF, MGD +5, Max HP +25	Black Cavern
Asmodeus' Armor	Aegis Armor	**DEF, MGD +30**, Max HP +50	Mt. Agni

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Reservoir Robe	Emerald Robe	**MP +50%**, DEF, MGD +5, MAX MP +10	Frozen Tower
Purified Robe	Emerald Robe	**Resist Poison, Jinx, Zombie,** DEF, MGD +10, MAX MP +20	Rockwood
Expert Robe	Ruby Robe	**All Stats +5**	Sacred Goblin Tree
Warlock's Robe	Ruby Robe	**DEF, MGD +17**, MAX MP +20	Volundra Catacombs
Primordial Robe	Sapphire Robe	**Resist All Elemental DMG**, DEF, MGD +5, MAX MP +10	Tower of Pestilence
Immaculate Robe	Sapphire Robe	**Resists All Status Ailments**, DEF, MGD +10, MAX HP +40	Dark Castle
Mana Surge Robe	Aegis Robe	**MP +100%**, DEF, MGD +5, Max HP +15	Black Cavern
Asmodeus' Robe	Aegis Robe	**DEF, MGD +30**, Max MP +30	Mt. Agni

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Barrier Shield	Emerald Shield	**DEF +25**, CRT +5	Necht
Winged Shield	Emerald Shield	**PRE +30**, DEF, CRT +10	Western Karanor
Ward Shield	Ruby Shield	**MGD +35**, DEF, CRT +5	Theopolis
Goring Shield	Ruby Shield	**ATK +40**, DEF, CRT +10	Spiral Cave
Elemental Shield	Sapphire Shield	**Resist Fire, Thunder, Dark**, DEF, CRT +5	Dark Castle
Enduring Shield	Sapphire Shield	**Resist All Debuffs**, DEF, CRT +10	Phoenix Aerie
Regenerative Shield	Aegis Shield	**HP +300/turn**, DEF, CRT +5	Mt. Agni
Unyielding Shield	Aegis Shield	**DEF, MGD, CRT +20**	Black Cavern

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Alchemic Hat	Emerald Hat	**INT +25**, DEF, MGD +5	Western Karanor
Shield Hat	Emerald Hat	**DEF +30**, MGD +10	Abandoned Tunnel
Conjuring Hat	Ruby Hat	**MGD +35**, DEF +5	Sacred Goblin Tree
Sage's Hat	Ruby Hat	**SP +100%**, DEF, MGD +10	Volundra Catacombs
Elemental Hat	Sapphire Hat	**Resist Fire, Thunder, Dark**, DEF, MGD +5	Phoenix Aerie
Master's Hat	Sapphire Hat	**HP, MP +50%**, DEF, MGD +10	Tower of Pestilence
Revivifying Hat	Aegis Hat	**MP +75/turn**, DEF, MGD +5	Mt. Agni
Undying Hat	Aegis Hat	**DEF, MGD, INT +20**	Black Cavern

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Golden Helm	Emerald Helm	**+15,000G/battle**, DEF, MGD +5	Western Trade Route
Raiding Helm	Emerald Helm	**ATK +30**, DEF, MGD +10	Abandoned Tunnel
Haste Helm	Ruby Helm	**PRE +35**, DEF, MGD +5	Spiral Cave
Elemental Helm	Ruby Helm	**Resist Ice, Wind, Holy**, DEF, MGD +10	Gremlar Mine Shaft
Bulwark Helm	Sapphire Helm	**DEF +40**, MGD +5	Phoenix Aerie
Thaumaturgical Helm	Sapphire Helm	**MGD +50**, DEF +10	Dark Castle
Hermetic Helm	Aegis Helm	**Resist All Debuffs**, DEF, MGD +5	Black Cavern
Immortal Helm	Aegis Helm	**DEF, MGD, ATK +20**	Mt. Agni

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Invisibility Cloak	Emerald Cloak	**PRE +25**, DEF, MGD +5	Frozen Tower
Rejuvenating Cloak	Emerald Cloak	**HP +100/turn**, DEF, MGD +10	Abandoned Tunnel
Stone Cloak	Ruby Cloak	**DEF +35**, MGD +5	Sacred Goblin Tree
Elemental Cloak	Ruby Cloak	**Resist Ice, Wind, Holy**, DEF, MGD +10	Tisaren
Eagle Eye Cloak	Sapphire Cloak	**ACC +50**, DEF, MGD +5	Dark Castle
Vanishing Cloak	Sapphire Cloak	**PRE +50**, DEF, MGD +10	Tower of Pestilence
Expansion Cloak	Aegis Cloak	**HP, MP +50%**, DEF, MGD +5	Black Cavern
Everlasting Cloak	Aegis Cloak	**DEF, PRE, AGI +20**, MGD +10	Mt. Agni

9.7 RINGS

Please note that prices are based on Hard (or lower) difficulties. Multiply the price by 1.5 for Very Hard and 2.0 for Legendary.

ITEM	DESCRIPTION	PRICE
Ascendent Ring	+50 ATK	50,000
Occult Ring	+50 INT	50,000
Sentinel Ring	+50 DEF	50,000
Augury Ring	+50 MGD	50,000
Mugging Ring	+50 AGI	50,000
Energetic Ring	+50 PRE	50,000
Omphalos Ring	+50 ACC	50,000
Dangerous Ring	+30 CRT	50,000
Transcendent Ring	+75 ATK	75,000
Orphic Ring	+75 INT	75,000
Protector Ring	+75 DEF	75,000
Harbinger Ring	+75 MGD	75,000
Larceny Ring	+75 AGI	75,000
Winged Ring	+75 PRE	75,000
Faultless Ring	+75 ACC	75,000
Deadly Ring	+50 CRT	75,000
Juggernaut Ring	+150 ATK	250,000
Scholar's Ring	+150 INT	250,000
Bastion Ring	+150 DEF	250,000
Citadel Ring	+150 MGD	250,000
Invisibility Ring	+150 AGI	250,000
Celerity Ring	+150 PRE	250,000
Watchful Ring	+150 ACC	250,000
Abnormal Ring	+100 CRT	250,000
Bloodlust Ring	+175 ATK	350,000
Genius Ring	+175 INT	350,000
Stronghold Ring	+175 DEF	350,000
Fortress Ring	+175 MGD	350,000
Ethereal Ring	+175 AGI	350,000
Alacrity Ring	+175 PRE	350,000
Eagle Eye Ring	+175 ACC	350,000
Odd Ring	+125 CRT	350,000
Champion Ring	+50 ATK, DEF	100,000
Conjurer Ring	+50 INT, MGD	100,000
Ambush Ring	+50 AGI, PRE	100,000
Warden Ring	+50 DEF, MGD	100,000

ITEM	DESCRIPTION	PRICE
Magus Ring	+50 INT, PRE	100,000
Berserker Ring	+50 ATK and +30 CRT	100,000
Shaman Ring	+50 INT, +75% MAX_MP	100,000
Shepard Ring	+50 DEF, +75% MAX_HP	100,000
Expert Ring	+10 to all stats	100,000
Undefeated Ring	+45 ATK, DEF, and +75% MAX_HP	150,000
Sorcerer Ring	+45 INT, MGD, and +75% MAX_MP	150,000
Clandestine Ring	+45 AGI, PRE, ACC	150,000
Guardian Ring	+45 DEF, MGD, and +75% MAX_HP	150,000
Magnification Ring	+45 DEF and +75% MAX_HP, MAX_MP	150,000
Augmentation Ring	+45 MGD and +75% MAX_HP, MAX_MP	150,000
Warlock Ring	+45 INT, PRE, and +75% MAX_MP	150,000
Valor Ring	+45 ATK, +30 CRT, and +75% MAX_HP	150,000
Master Ring	+15 to all stats	200,000
Balloon Ring	+25% MAX_HP	25,000
Reservoir Ring	+25% MAX_MP	25,000
Expansion Ring	+50% MAX_HP	50,000
Torrent Ring	+50% MAX_MP	50,000
Inflation Ring	+75% MAX_HP, MAX_MP	100,000
Giant Ring	+200% MAX_HP	250,000
Mana Ring	+200% MAX_MP	250,000
Titan Ring	+250% MAX_HP	350,000
Oceanic Ring	+250% MAX_MP	350,000
Boost Ring	+25% SP from battle and SP orbs	25,000
Growth Ring	+50% SP from battle and SP orbs	50,000
Forgetful Ring	Ring that reduces EXP gain to Zero (Hidden item in Rockwood)	1
Fire Ring	Resistance to Fire DMG	15,000
Thunder Ring	Resistance to Thunder DMG	15,000
Ice Ring	Resistance to Ice DMG	15,000
Wind Ring	Resistance to Wind DMG	15,000
Dark Ring	Resistance to Dark DMG	15,000
Holy Ring	Protects against Holy DMG	15,000
Poison Ring	Protects against Poison	25,000
Silence Ring	Protects against Silence	25,000
Sleep Ring	Protects against Sleep	25,000
Paralysis Ring	Protects against Paralysis and Stun	25,000
Confusion Ring	Protects against Confusion	25,000
Blind Ring	Protects against Darkness	25,000
Stone Ring	Protects against Stone	25,000
Zombie Ring	Protects against Zombification	50,000
Jinx Ring	Protects against Jinx	50,000
Vaccine Ring	Protects against Disease	75,000

ITEM	DESCRIPTION	PRICE
Stasis Ring	Protects against Darkness and Poison	50,000
Serene Ring	Protects against Confusion and Silence	50,000
Vigilant Ring	Protects against Sleep, Paralysis, and Stun	100,000
Purge Ring	Protects against Poison, Darkness, and Silence	100,000
Protect Ring	Protects against instant death attacks	100,000
Clever Ring	Protects against Confusion, Sleep, Paralysis, and Stun	200,000
Clotting Ring	Protects against all Bleed states	250,000
Thawing Ring	Protects against Frozen state	250,000
Ancient Ring	Protects against all curable Status Effects	500,000
Genji Ring	Protects against all curable Status Effects excluding Zombification, Disease, and Jinx	500,000
Ring of Gressil	+75 INT, MGD	250,000
Ring of Shiva	+100 INT, +500 MAX_MP	250,000
Mephistopheles' Ring	Protects against all curable Status Effects and Bleed states	750,000
Lucifer's Amulet	+25 to all stats, +250 MAX_HP, +125 MAX_MP, regen 15% MAX_HP, MAX_MP per turn, and protects against all curable Status Effects	975,000
Asmodeus' Ring	+200 ATK, INT, DEF, MGD, AGI, PRE. ½ MP cost, 2×EXP gain, protects against all curable Status Effects, Resistance to all elemental damage, and 5% HP Regen	999,999

9.8 SPECIAL EQUIPMENT

Throughout your journey you'll find special, powerful equipment. In the tables that follow, the base equipment, unique effect, and location where the special equipment is acquired are listed.

Special Item	Base Equipment	Unique Effect	Item Location
Absolution Helm	Ruby	+3 DEF, MGD. Restores 100 HP and 25 MP per combat turn	***Wystonia Arena***: Ladder
Ancient Armor	Sapphire	+5 DEF, MGD, +50 MAX_HP, protects against all curable Status Effects and 50% Resistance to all elemental DMG	***Wystonia Arena***: Ladder and The Dark Castle: ***Boss*** Battle: Belial
Ancient Robe	Sapphire	+5 DEF, MGD, +25 MAX_MP, ½ MP cost, +100 MP per turn	***Wystonia Arena***: Ladder and Tower of Pestilence: ***Boss*** Battle: Adirael
Asmodeus' Ring	N/A	+200 ATK, INT, DEF, MGD, AGI, PRE. ½ MP cost, 2×EXP gain, protects against all curable Status Effects, 50% Resistance to all elemental damage, and 5% HP Regen	***Puzzle #20 – Mt. Agni***
Azure Armor	Emerald	+5 DEF, +3 MGD, +25 MAX_HP. Protects against Zombification, Disease, & Jinx	***Secret Military Outpost***
Azure Robe	Emerald	+3 DEF, +5 MGD, +15 MAX_MP. Protects against Zombification, Disease, & Jinx	***Secret Military Outpost***
Azure Shield	Ruby	+5 DEF, +3 CRT. 50% Resistance to all Elemental DMG	***Secret Military Outpost***
Azure Cloak	Ruby	+3 DEF, +3 MGD. 50% Resistance to all Elemental DMG	***Secret Military Outpost***
Azure Gloves	Sapphire	+5 DEF, +5 MP. ½ MP costs.	***Secret Military Outpost***
Azure Gauntlets	Sapphire	+2 DEF, ACC, +1 ATK. ½ MP costs.	***Secret Military Outpost***
Azure Helm	Aegis	+5 DEF, MGD. +300 HP per turn	***Secret Military Outpost***
Azure Hat	Aegis	+5 DEF, MGD. +75 MP per turn	***Secret Military Outpost***
Azure Shoes	Aegis	+4 DEF, +3 AGI, PRE. Protects against all curable Status Effects and resists all Elemental DMG	***Secret Military Outpost***

Special Item	Base Equipment	Unique Effect	Item Location
Azure Boots	Aegis	+4 DEF, +3 AGI, PRE. Protects against all curable Status Effects and 50% resistance to all Elemental DMG	***Secret Military Outpost***
Behemoth Blade	Aegis Sword	+150 ATK	The Behemoth: ***Tier #6*** – Super Bosses Mercenary Guild Target
Cursed Gauntlets	Aegis	+6 DEF, ACC, +17 ATK. Absorbs 5% DMG dealt and chance to inflict Disease	***Monk: Ambar – Forsaken City***
Edmund's Shield	Aegis	+20 DEF, +20 CRT. Protects against all Bleed states.	***Knight: Theopolis Forest***
Edmund's Sword	Aegis	+15 ATK, +300 HP per turn, chance to inflict Silence	***Knight: Theopolis Forest***
Experimental Armor	Aegis	+10 DEF, +5 MGD, +25 MAX_HP, +200 HP per turn in battle	***Wystonia*** – A World unto Itself: Engineering Laboratories
Experimental Robe	Aegis	+10 DEF, +20 MGD, +25 MAX_MP, +50 MP per turn in battle	***Wystonia*** – A World unto Itself: Engineering Laboratories
Hobgar Bow	Aegis	+20 ATK and +75 MP per turn	***Hunter: The Grizzly Bear***
Ignatius' Armor	Aegis	Protects against Bleed	Arctic Mastodon: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Robe	Aegis	Protects against Bleed	Arctic Mastodon: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Shield	Aegis	50% Resistance to all Elemental DMG	Poltergeist: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Cloak	Aegis	50% Resistance to all Elemental DMG	Poltergeist: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Helm	Aegis	+50 DEF	The Man Eater: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Hat	Aegis	+50 MGD	The Man Eater: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Gloves	Aegis	2×EXP gain	Arachne: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target

Special Item	Base Equipment	Unique Effect	Item Location
Ignatius' Gauntlets	Aegis	2×EXP gain	Arachne: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Shoes	Aegis	½ MP costs	King Goldemar: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Boots	Aegis	½ MP costs	King Goldemar: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Sword	Aegis	+75 MP per turn	Carbuncle: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Dagger	Aegis	Absorb 7% of DMG dealt	Evil Eye: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Axe	Aegis	Absorb 7% of DMG dealt	Evil Eye: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Spear	Aegis	+91 PRE	Lycaon: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Bow	Aegis	Inflicts Fire and Ice Elemental DMG with attack	Carbuncle: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Whip	Aegis	Absorb 3% MP of DMG dealt	Lycaon: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Ignatius' Staff	Aegis	Double SP gain	Carbuncle: ***Tier #4*** – Orphos, Huldra, and Ugbar Mercenary Guild Target
Infernal Sword	Aegis	+5 ATK. Inflicts Fire DMG with attack and absorbs 50% of Fire DMG received	***Gray Mage: Lava Tubes***
Khan's Armor	Aegis	+15 DEF, +5 MGD, +100 MAX_HP. Prevents all curable Status Effects and 50% resistance to all Elemental DMG	Crimson Magus: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Robe	Aegis	+10 DEF, +10 MGD, +50 MAX_MP. Prevents all curable Status Effects and 50% resistance to all Elemental DMG	Crimson Magus: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Shield	Aegis	+60 DEF, +5 CRT	Thoas: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Cloak	Aegis	+60 DEF, +10 MGD	Thoas: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target

Special Item	Base Equipment	Unique Effect	Item Location
Khan's Helm	Aegis	+30 DEF, MGD	Unnatural Abomination: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Hat	Aegis	+30 DEF, MGD	Unnatural Abomination: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Gloves	Aegis	+10 DEF, INT, +100 MP per turn	Colossal Sludge: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Gauntlets	Aegis	+6 DEF, ATK, ACC. +400 HP per turn	Colossal Sludge: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Shoes	Aegis	+6 DEF, PRE, AGI. Double EXP and SP gain	Infernal Entity: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Boots	Aegis	+6 DEF, PRE, AGI. Double EXP and SP gain	Infernal Entity: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Sword	Aegis	+25 ATK. Absorb 10% of DMG dealt	Agrius: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Dagger	Aegis	+19 ATK. Attacks have chance to inflict: Poison, Darkness, Silence, Confusion, Sleep, Paralysis, Stun, and Instant Death	Cerberus: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Axe	Aegis	+50 ATK, +150 PRE	Cerberus: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Spear	Aegis	+15 ATK, +16 PRE. Absorb 10% of DMG dealt	The Yawning Void: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Bow	Aegis	+15 ATK, +5 PRE, +50 CRT	Agrius: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Whip	Aegis	+14 ATK, PRE. +100 MP per turn	The Yawning Void: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Khan's Staff	Aegis	+8 ATK, +25 INT. +50% MAX_HP & MAX_MP	Agrius: ***Tier #5*** – Eastern Ugbar Mercenary Guild Target
Karanor Dagger	Aegis	+14 ATK, +75 MP per turn, and +25,000G per battle	***Thief: Mines of Karanor***
Lucifer's Amulet	N/A	+25 to all stats, +250 MAX_HP, +125 MAX_MP, regen 15% MAX_HP, MAX_MP per turn, and protects against all curable Status Effects	Lucifer: ***Tier #6*** – Super Bosses Mercenary Guild Target

Special Item	Base Equipment	Unique Effect	Item Location
Luminescent Gloves	Ruby	Double SP gain and +17,500 gold per battle.	***Wystonia Arena***: Ladder and Tower of Pestilence: ***Boss*** Battle: Adirael
Mercenaries' Armor	Ruby	Protects against Poison, Darkness, and Confusion	Frozen Queen: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Robe	Ruby	Protects against Silence, Sleep, Stun, and Paralysis	Frozen Queen: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Shield	Ruby	Prevents Enemy critical attacks	Gargantuan Golem: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Cloak	Ruby	Resists Fire, Ice, and Thunder Elemental DMG	Gargantuan Golem: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Helm	Ruby	Protects against Zombification and Instant Death	Psychopomp: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Hat	Ruby	Protects against Zombification and Instant Death	Psychopomp: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Gloves	Ruby	2× SP per battle and from SP orbs	Enraged Nightmare: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Gauntlets	Ruby	2× SP per battle and from SP orbs	Enraged Nightmare: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Shoes	Ruby	+35 PRE	Cyclops Spider: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Boots	Ruby	+35 DEF	Cyclops Spider: ***Mercenaries' Guild Camp*** The Mercenaries' Guild
Mercenaries' Sword	Ruby	Absorb 3% of DMG dealt	Ruby Wyrm: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Dagger	Ruby	Chance to inflict Confusion with attack	Cimmerian Shade: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Axe	Ruby	Inflicts Fire Elemental DMG with attack	Cimmerian Shade: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Spear	Ruby	Absorb 3% of DMG dealt	Stone Titan: ***Tier #2*** – North and South Aldrin Mercenary Guild Target

Special Item	Base Equipment	Unique Effect	Item Location
Mercenaries' Bow	Ruby	+35 ATK	Ruby Wyrm: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Whip	Ruby	+35 PRE	Stone Titan: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mercenaries' Staff	Ruby	+25 MP per turn in battle	Ruby Wyrm: ***Tier #2*** – North and South Aldrin Mercenary Guild Target
Mursa Robe	Aegis	+55 DEF, +45 MGD. Protects against all curable Status Effects. 2×EXP and SP per battle	Mursa: ***Tier #6*** – Super Bosses Mercenary Guild Target
Pearlescent Gauntlets	Ruby	Double SP gain and +17,500 gold per battle.	***Wystonia Arena***: Ladder and The Dark Castle: ***Boss*** Battle: Belial
Ring of Gressil	N/A	+75 INT, MGD	***White Mage: Wispy Spirit Cavern***
Ring of Shiva	N/A	+100 INT, +500 MAX_MP	***Black Mage: Elemental Cave***
Ryujin's Armor	Aegis	+90 DEF, +5 MGD, +50 MAX_HP. Protects against all curable Status Effects. 2×EXP and SP per battle	Ryujin: ***Tier #6*** – Super Bosses Mercenary Guild Target
Saelithil's Armor	Aegis	+15 DEF, +5 MGD, +50 MAX_HP	***Hidden Waterfall***
Saelithil's Shield	Aegis	+10 DEF, +5 CRT	***Hidden Waterfall***
Saelithil's Helm	Aegis	+5 DEF, +5 MGD	***Hidden Waterfall***
Saelithil's Gaunlets	Aegis	+12 ATK, +4 DEF, ACC	***Hidden Waterfall***
Saelithil's Boots	Aegis	+4 DEF, +3 AGI, PRE	***Hidden Waterfall***
Shadow Boots	Sapphire	Protects against all curable Status Effects	***Wystonia Arena***: Ladder
Shadow Shoes	Sapphire	Protects against all curable Status Effects	***Wystonia Arena***: Ladder

Special Item	Base Equipment	Unique Effect	Item Location
Salvation Hat	Ruby	+3 DEF, MGD. Restores 100 HP and 25 MP per turn	***Wystonia Arena***: Ladder
Seer's Cloak	Sapphire	+5 DEF, MGD. Double EXP gain	Tower of Pestilence: ***Boss*** Battle: Adirael
Tyrfing	Aegis Sword	+15 ATK, Fast Attack	***Svarta***: Dwarf King, Darfal
Veteran's Shield	Sapphire	+5 DEF, MGD. Double EXP gain	***Wystonia Arena***: Ladder and The Dark Castle: ***Boss*** Battle: Belial
Virgil's Armor	Sapphire	+200 HP per turn in battle	Angler Fish: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Robe	Sapphire	+50 MP per turn in battle	Angler Fish: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Shield	Sapphire	+30 CRT	Deathwood: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Cloak	Sapphire	+40 MGD	Deathwood: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Helm	Sapphire	+50% HP healing	Death Stalker: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Hat	Sapphire	+50% MP recovery	Death Stalker: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Gloves	Sapphire	+40 INT	Dessicated Dragon: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Gauntlets	Sapphire	+40 ATK	Dessicated Dragon: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Shoes	Sapphire	Prevents Zombification, Jinx, Disease, and Instant Death	Desert Chimera: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Boots	Sapphire	Prevents Zombification, Jinx, Disease, and Instant Death	Desert Chimera: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Sword	Sapphire	+71 ATK	Emerald Fire: ***Tier #3*** – Western Firma Mercenary Guild Target

Special Item	Base Equipment	Unique Effect	Item Location
Virgil's Dagger	Sapphire	Chance to inflict Poison, Blindness, and Silence	Grimalkin: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Axe	Sapphire	+100 ACC	Grimalkin: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Spear	Sapphire	Inflicts Ice Elemental DMG with attack	Jormungand: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Bow	Sapphire	Absorb 5% of DMG dealt	Emerald Fire: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Whip	Sapphire	Absorb 5% of DMG dealt	Jormungand: ***Tier #3*** – Western Firma Mercenary Guild Target
Virgil's Staff	Sapphire	+35 INT	Emerald Fire: ***Tier #3*** – Western Firma Mercenary Guild Target

9.9 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 the enemy attributes.

REGULAR MONSTERS

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Guild Grotto												
Mutated Slime	2500	1500	170	170	250	235	105	120	5	8500	0	292
Rotten Fly Trap	5000	1500	185	190	170	210	90	105	5	8750	0	300
Rogue Boulder	3500	1500	200	300	170	200	70	100	7	9500	0	312
Horned Behemoth	3000	1500	205	180	180	220	100	110	15	8250	0	296
One-Eyed Arachnid	2300	1500	175	170	200	225	120	240	15	7500	0	286
Northern & Southern Aldrin Tundra												
Frost Wolf	4000	1500	265	220	180	210	105	120	10	12000	0	338
Frozen Qilin	2500	1500	190	310	190	255	115	115	8	11500	0	328
Ice Sorceress	3500	1500	185	200	225	250	95	110	50	11750	0	338
Hail Shard	3000	1500	180	325	255	220	90	105	3	10000	0	322
Banshee	2750	1500	185	180	215	230	100	240	5	11000	0	316
Abandoned Tunnel												
Subterranean Gecko	3500	2000	200	210	200	230	130	260	7	15500	0	343
Earthen Golem	7000	2000	225	250	190	200	90	110	50	20000	0	372
Sunken Wyrm	4500	2000	275	375	190	220	100	115	5	17500	0	364
Golden Dragon	4000	2000	210	375	210	290	115	130	3	16000	0	348
Spectral Slime	3000	2000	190	190	265	300	95	120	10	15000	0	358
Frozen Tower												
Haunted Soul	4000	2000	225	350	190	220	95	120	7	19000	0	372
Floating Anomaly	3750	2000	215	225	255	210	110	130	10	18000	0	348
Zombie Hound	3500	2000	210	215	190	200	130	260	5	16000	0	344
Phantom Wyvern	3500	2000	190	200	250	300	95	110	50	17500	0	364
Nebulous Shadow	3750	2000	200	190	265	300	90	110	3	16500	0	358
North Aldrin Badlands												
Scourge Scorpion	5000	2500	270	250	200	215	110	110	10	27000	0	402
King Cobra	4250	2500	205	225	210	225	140	280	8	25000	0	390
Winged Bull	5000	2500	250	270	200	210	95	115	50	26500	0	398
Demonic Cockatrice	3500	2500	190	200	270	300	115	120	3	26000	0	650
Desert Hybrid	4000	2500	200	220	220	240	120	130	5	24000	0	382

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
South Aldrin												
Spiked Serpent	4500	2500	240	375	210	250	125	130	5	25000	0	390
Tortured Tree	5500	2500	250	260	220	225	85	120	50	27000	0	410
Dracomancer	4000	2500	200	220	250	375	100	135	3	27500	0	402
Green Dragon	7500	2500	280	280	205	220	115	110	7	28000	0	418
Swarm of Bees	4250	2500	225	240	225	240	150	260	10	26000	0	398
Kort Assault												
Necht Mil. Soldier	10000	1500	225	250	200	225	125	200	10	15000	1000	300
Necht Mil. Mercenary	12500	2000	235	260	210	235	130	225	10	20000	1250	350
Necht Mil. Elite	15000	2500	250	275	225	250	135	250	10	25000	1500	400
Necht Mil. Lieutenant	20000	3000	265	285	235	265	140	275	10	30000	2000	450
Necht Mil. Captain	25000	3500	275	300	250	275	145	300	10	40000	2500	500
Ronkar												
Goblin Brawler	15000	2500	275	300	250	300	135	275	10	40000	1500	400
Goblin Soldier	25000	3500	300	325	275	325	145	300	10	60000	2500	500
Ocean												
Octopus	5500	3000	250	260	225	260	175	125	50	34000	0	442
Crab	5000	3000	270	400	230	325	140	135	7	32500	0	426
Jellyfish	4500	3000	225	250	315	325	130	120	3	31000	0	452
Finned Sea Serpent	9000	3000	340	300	250	240	110	115	10	35000	0	422
Lantern Fish	4750	3000	240	260	240	250	160	280	5	30000	0	436
Western Orphos Desert & Badlands												
Putrid Creeper	5750	3500	245	245	210	300	120	120	50	36000	0	470
Infested Tree	8750	3500	260	400	225	230	125	125	10	37000	0	482
Desert Wyrm	5500	3500	235	265	245	235	155	300	5	40000	0	456
Demonic Slime	5000	3500	230	260	305	305	135	130	3	38000	0	486
Badlands Behemoth	5250	3500	310	285	235	235	150	140	7	39000	0	464
Theopolis Forest & Grassland												
Rabid Werewolf	9000	3500	315	260	215	225	120	120	10	36000	0	456
Kobold	5750	3500	260	265	210	235	155	140	50	38000	0	466
Demonic Satyr	5500	3500	245	400	225	235	135	300	5	40000	0	470
Gargoyle	5250	3500	235	255	265	260	130	130	50	42500	0	482
Harpy	5000	3500	235	245	265	320	125	125	3	41000	0	486
Northern & Southern Firma Tundra												
Frost Specter	6000	4500	260	425	245	330	140	155	5	43000	0	540
Arctic Berserker	9750	4500	285	275	230	265	135	150	50	47000	3000	530
Glacial Mammoth	10000	4500	350	285	225	245	130	130	10	50000	0	522
Ice Gremlin	6500	4500	270	275	235	255	160	320	10	48500	0	508
Frozen Wraith	6000	4500	260	285	305	330	140	160	3	45000	0	832

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Volundra Forest												
Vile Rodent	5250	4000	245	255	235	245	160	280	3	38000	0	470
Giant Tarantula	5750	4000	260	265	225	255	155	140	50	40000	0	478
Silk Spinner	6000	4000	340	410	215	235	130	120	10	42000	0	504
Gargantuan Fly Trap	9250	4000	270	275	215	235	125	120	50	43000	0	488
Cerulean Wyrm	5500	4000	235	250	300	320	135	130	7	45000	0	780
Hobgar Forest & Grassland												
Mystic Spirit	5250	4000	235	260	300	320	135	135	5	60000	0	540
Kirin	6000	4000	270	265	235	255	140	280	50	43000	0	500
Colossal Ogre	9500	4000	350	275	215	235	125	120	10	44000	0	508
Vampire Bat	5500	4000	260	255	225	245	165	140	50	42000	0	488
Reclusive Eye	5250	4000	245	250	200	315	130	130	3	40000	0	525
Ugbar Badlands												
Titan Skull	6500	4500	275	375	285	265	130	130	50	45000	0	540
Clay Slime	6000	4500	270	420	225	330	130	130	3	43000	0	508
Tusked Colossus	10000	4500	365	285	245	245	140	145	10	51000	0	518
Demon Wood	6500	4500	285	415	235	255	140	140	50	47000	0	530
Emerald Demon	5750	4500	260	265	285	330	150	150	5	49000	0	526
Secret Military Outpost												
Zombie	7500	5000	250	240	220	220	165	120	10	10000	0	350
Ghoul	8000	5500	260	250	230	230	170	130	10	12500	0	400
Wight	8500	6000	270	260	240	240	175	140	10	15000	0	450
Dark Zombie	9000	6500	280	270	250	250	180	150	10	17500	0	500
Dark Ghoul	9500	7000	290	280	260	260	185	160	10	20000	0	550
Dark Wight	10000	7500	300	290	270	270	190	170	10	22500	0	600
Shadow Zombie	10500	8000	310	300	280	280	195	180	10	25000	0	650
Shadow Ghoul	11000	8500	320	310	290	290	200	190	10	27500	0	750
Shadow Wight	11500	9000	330	320	300	300	205	200	10	30000	0	850
Revenant	12500	9500	350	340	320	320	210	225	10	35000	0	1000
Wandering Spirit	7500	7500	250	275	340	350	200	250	3	10000	0	400
Evil Spirit	10000	8500	300	325	390	400	225	275	3	20000	0	550
Malevolent Spirit	12500	9500	350	375	440	450	250	300	3	30000	0	700
Ancient Trade Route – Monster Den												
Subterranean Wyrm	5500	3500	345	315	285	335	155	400	5	60000	0	550
Chthonic Slime	6000	4500	340	420	295	330	130	130	3	63000	0	590
Sunken Slug	6500	5000	325	320	305	350	180	190	7	62500	0	608

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Spiral Cave												
Burning Soul	6250	5000	260	270	285	270	145	140	50	55000	0	570
Hell Hound	10500	5000	360	280	240	250	155	150	10	65000	0	562
Fire Sprite	6000	5000	250	260	280	335	145	135	3	52500	0	580
Charred Slime	6500	5000	270	400	220	330	140	130	7	50000	0	544
Magma Spirit	7000	5000	260	275	225	245	150	300	5	50000	0	552
Beneath the Sacred Goblin Tree												
Fallen Demon	10500	5000	270	405	235	245	140	130	10	57500	0	562
Oozing Sludge	7000	5000	265	405	225	315	145	140	3	50000	0	526
Twisted Slug	6500	5000	255	270	235	250	180	290	7	52500	0	530
Phantom Soul	6250	5000	250	265	230	320	145	300	5	55000	0	534
Ethereal Spirit	6000	5000	250	260	300	310	160	150	3	57500	0	580
Volundra Basement												
Mimic Chest	15000	5000	325	350	250	300	125	300	10	50000	5000	500
Volundra Catacombs												
Dessicated Hellion	6500	5000	255	250	285	315	150	145	3	52500	0	580
Gluttonous Soul	6250	5000	250	250	280	320	155	150	5	51000	0	858
Grotesque Anomaly	6750	5000	270	265	285	250	145	135	50	55000	0	552
Reptilian Brute	11000	5000	360	270	225	245	140	130	10	60000	0	544
Earthen Fist	7000	5000	260	405	235	310	160	140	7	50000	0	562
Theopolis Forest [Knight Sidequest]												
Hired Soldier	10000	6500	250	270	260	260	130	150	10	50000	3000	500
Hired Soldier Elite	15000	7500	265	285	275	275	140	165	10	65000	5000	650
Northern Tundra Cave [Knight Sidequest]												
Thief	15000	8500	255	265	285	265	160	200	10	75000	5000	750
Bandit	20000	8500	270	280	300	280	175	225	10	85000	7500	850
Ambar – Forsaken City [Monk Sidequest]												
Plague Rat	7000	5000	325	315	280	275	165	275	10	65000	0	650
Virulent Clay	7500	4500	350	420	265	330	145	150	3	63000	0	690
Grotesque Infection	8000	6000	310	365	345	350	135	165	50	68000	0	624
Viral Crawler	13500	7000	365	400	320	415	180	190	5	82500	0	740
Grand Ugbar Pagoda [Monk Sidequest]												
Beryl Slime	8000	7000	265	305	335	340	175	300	10	65000	0	718
Amorphous Shade	7750	7000	300	370	315	330	220	190	3	66500	0	698
Corpulent Monstrosity	14250	6000	330	330	260	300	165	160	5	71000	0	738

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Mines of Karanor [Thief Sidequest]												
Abyssal Cockatrice	9500	7500	270	260	300	280	185	180	3	56000	0	650
Crimson Gargoyle	10250	7500	295	315	285	280	310	190	15	52500	0	482
Mutated Goblin	8500	6500	270	275	255	265	220	320	10	48500	0	508
Forgotten Elven Outpost [Thief Sidequest]												
Ruby Aracnid	8300	6500	335	320	330	315	190	360	25	75000	0	786
Dracomage	14000	7500	320	340	355	355	170	205	3	77500	0	802
Tormented Soul	9000	7000	345	325	345	340	205	190	7	73000	0	772
Lava Tubes [Gray Mage Sidequest], Elemental Cave [Black Mage Sidequest]												
Angry Wind Spirit	14500	7500	250	345	375	390	280	250	3	85000	0	675
Angry Ice Spirit	14500	7500	250	345	375	390	280	250	3	85000	0	675
Angry Fire Spirit	14500	7500	250	345	375	390	280	250	3	85000	0	675
Angry Thunder Spirit	14500	7500	250	345	375	390	280	250	3	85000	0	675
Elemental Cave [Black Mage Sidequest]												
Angry Frozen Spirit	75000	7500	550	375	550	450	300	250	3	150000	0	1500
Sarno Mine [Gray Mage Sidequest]												
Ice Dragon	8500	6500	350	345	305	285	170	170	10	78000	0	736
Flying Fiend	7000	9500	310	285	345	330	200	330	3	72000	0	784
Mysterious Rime	7500	7500	330	675	325	345	130	180	5	75000	0	822
Wispy Spirit Cavern [White Mage Sidequest]												
Angry Spirit	14500	7500	250	345	375	390	280	250	3	85000	0	275
Wispy Spirit	125000	7500	450	375	525	450	300	250	3	150000	0	1500
Parallel Dimension [White Mage Sidequest]												
Minotaur	15000	6500	355	375	295	275	160	160	5	80000	0	722
Crimson Imp	7500	8500	295	315	345	385	230	340	3	74000	0	776
Giant Hornet	8000	7000	330	325	325	315	250	200	10	72000	0	754
Eerie Dimension [Black Mage Sidequest]												
Oni	14500	6500	345	355	305	295	160	170	7	78000	0	755
Skeletal Warrior	8000	7500	335	325	325	385	210	195	5	75000	0	768
Tormented Soul	7250	8000	310	315	345	355	200	350	3	72000	0	734
Quicksand Cavern [Engineer Sidequest]												
Desert Scorpion	10000	7500	290	335	265	285	185	185	10	55000	0	550
Swarm of Hornets	8250	5500	285	310	275	260	210	280	3	46000	0	525
Diamondback	9000	7500	280	315	285	305	195	195	5	52500	0	525
Insane Goblin's Labyrinth [Engineer Sidequest]												
Mud Monstrosity	15000	7000	345	350	290	300	160	180	15	80000	0	772
Oozing Scum	8500	7000	335	405	305	315	185	190	3	75000	0	726
Sapphire Demon	8750	7500	300	295	345	350	200	350	5	79000	0	746

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Wystonia Assault												
Dark Army Human	35000	7500	325	325	325	300	240	275	10	50000	2500	750
Dark Army Goblin	35000	6500	275	275	300	275	280	325	10	50000	2500	750
Dark Army Elf	35000	8500	300	300	350	325	260	300	10	50000	2500	750
Dark Army Human Elite	45000	8500	350	350	350	325	260	300	10	75000	3000	1000
Dark Army Goblin Elite	45000	7500	300	300	325	300	300	350	10	75000	3000	1000
Dark Army Elf Elite	45000	9500	325	325	375	350	280	325	10	75000	3000	1000
Svarta Traitor's Cave												
Dark Army Dwarf	50000	7500	400	400	300	300	225	300	25	75000	5000	1000
Phoenix Aerie												
Earth Titan	20000	6500	330	595	270	230	155	150	10	80000	0	760
Azure Wyrm	7500	6500	310	310	365	390	170	180	3	75000	0	760
Opal Dragon	12500	6500	415	330	290	310	165	160	7	72500	0	1086
Aerie Wyrm	8250	6500	320	315	285	305	190	360	5	65000	0	738
Mountain Troll	8000	6500	330	485	280	290	170	170	50	70000	0	716
Dark Castle												
Vile Serpent	10000	7500	350	510	320	390	180	215	10	87500	0	1020
Festering Troll	9000	7500	460	330	315	310	195	225	50	85000	0	946
Djinn	8500	7500	320	350	400	405	170	220	3	95000	0	1360
Blue Dragon	20000	7500	340	520	330	325	185	200	7	90000	0	970
Black Candle	19000	7500	465	320	280	300	165	190	10	80000	0	918
Tower of Pestilence												
Night Crawler	9500	7000	335	500	320	415	160	190	5	82500	0	918
Silver Werewolf	9250	7000	425	510	300	300	165	200	7	80000	0	996
Suparna	9000	7000	320	335	400	330	195	440	5	85000	0	946
Specter	8500	7000	315	310	410	400	190	220	3	75000	0	970
Grisly Reaper	250000	9999	400	425	425	415	175	275	50	77500	0	2500
Shadow Fortress												
Dark Human Guard	45000	8500	350	350	350	325	260	300	10	10000	2500	1000
Dark Goblin Guard	45000	7500	300	300	325	300	300	350	10	10000	2500	1000
Dark Elf Guard	45000	9500	325	325	375	350	280	325	10	10000	2500	1000
Dark Human Elite Guard	55000	8500	375	375	375	350	280	325	10	15000	3000	1250
Dark Goblin Elite Guard	55000	7500	325	325	350	325	320	375	10	15000	3000	1250
Dark Elf Elite Guard	55000	9500	350	350	400	375	300	350	10	15000	3000	1250
Shad. Fort. Human Grd	45000	8500	350	350	350	325	260	300	10	75000	2500	1000
Shad. Fort. Goblin Grd	45000	7500	300	300	325	300	300	350	10	75000	2500	1000
Shad. Fort. Elven Grd	45000	9500	325	325	375	350	280	325	10	75000	2500	1000
Shad. Fort. Human Elite	55000	8500	375	375	375	350	280	325	10	100000	3000	1250
Shad. Fort. Goblin Elite	55000	7500	325	325	350	325	320	375	10	100000	3000	1250

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Shad. Fort. Elf Elite	55000	9500	350	350	400	375	300	350	10	100000	3000	1250
Black Cavern												
Sinful Devil	15000	9999	375	390	500	675	225	380	10	105000	0	1224
Empty Skull	30000	9999	400	600	485	450	210	375	3	110000	0	1196
Tortured Soul	14000	9999	385	390	600	565	205	325	7	100000	0	1088
Firebird	16000	9999	380	580	615	525	215	300	3	102500	0	1700
Imoogi	28000	9999	530	380	360	400	250	800	5	107500	0	1142
Souls Guardian	30000	9999	425	800	400	675	230	390	3	120000	0	1360
Infernal Dragon	29000	9999	535	620	380	380	225	400	7	112500	0	1196
Chimeric Titan	31000	9999	545	400	350	350	190	250	50	115000	0	1116
Decaying Dragon	15500	9999	525	590	370	560	210	350	10	107500	0	1332
Mt. Agni												
Black Widow	35000	9999	500	510	495	505	300	625	50	125000	0	1260
Brimstone	60000	9999	625	635	475	480	290	490	10	127500	0	1322
Soulless Slime	30000	9999	485	495	630	635	295	505	3	130000	0	1366
Necromancer	40000	9999	590	605	765	760	315	730	3	132500	0	1472
Sulfur Golem	80000	9999	800	815	595	590	325	595	10	135000	0	1408
Stunted Wyrm	45000	9999	615	805	615	755	310	710	7	137500	0	1428
Hellish Soul	50000	9999	685	695	880	885	375	690	5	140000	0	1352
Infernal Bomb	100000	9999	720	720	690	705	320	870	10	142500	0	1534
Scourge Serpent	90000	9999	875	885	715	870	330	720	7	145000	0	1512
Stygian Slime	60000	9999	790	790	1005	1015	310	795	50	147500	0	1680
Gargantua	120000	9999	1000	990	795	785	350	810	10	150000	0	1658
Emerald Dragon	115000	9999	825	825	805	810	345	995	10	152500	0	1636
Hulking Brute	140000	9999	1000	1010	1015	990	340	1010	50	155000	0	1786
Earthen Emperor	150000	9999	1050	1275	975	1240	300	975	10	157500	0	1848
Lucifer's Spawn	200000	9999	1250	1265	1245	1270	375	1000	10	160000	0	1892
Pitluhrian	100000	9999	750	725	700	700	710	675	5	250000	0	2500
Pitluhrian Elite	150000	9999	700	775	750	750	760	685	5	300000	0	3000
Pitluhrian Elect	200000	9999	850	825	800	800	810	695	5	350000	0	3500
Pitluhrian Noble	250000	9999	900	875	850	850	860	705	5	400000	0	4000
Pitluhrian Prime	350000	9999	950	925	900	900	910	715	5	500000	0	5000

CITY GUARDS

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Rockwood City Guard	15000	2500	250	275	225	250	125	250	10	5000	750	300
Kort Human Guard	17500	3000	275	300	250	275	135	275	10	6000	1000	350
Kort Goblin Guard	15000	2500	250	275	225	250	135	300	10	5000	750	350
Necht City Guard	20000	3500	300	325	275	300	150	300	10	7000	1250	400
North Bay City Guard	750	100	60	35	15	35	30	30	8	350	175	45
Theopolis City Guard	1500	100	60	40	40	40	30	30	8	500	250	50
Tisaren City Guard	1000	100	70	40	20	40	35	35	8	450	200	55
Volundra City Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Gremlar City Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Hobgar City Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Wystonia City Guard	2500	100	125	75	20	75	40	40	8	750	300	100
Svarta City Guard	1500	100	100	50	20	50	40	40	8	750	250	65

MID-BOSSES

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Anxious Bandit	25000	5000	255	275	215	205	195	135	10	15000	1500	275
Watchful Isolationist	100000	500	500	500	450	550	450	999	50	1	10	1
Lava Worm	75000	7500	325	325	350	375	225	375	5	300000	0	3500
Wyrm King	500000	9500	445	415	385	435	205	200	5	500000	0	3500
Dismissive Elf	150000	7500	650	600	450	500	555	380	8	50000	7500	1000
Dark Army Sergeant	75000	9500	375	375	375	350	280	325	10	150000	3500	1500
Anomalous Zombie	250000	8500	440	420	400	400	230	175	10	250000	0	2500
Mutated Wight	450000	9500	510	490	470	470	250	195	10	450000	0	4500
Paranoid Dwarf	75000	7500	450	400	390	400	255	280	8	75000	7500	1000
Sh. Fort Lieutenant	250000	9999	475	475	475	475	350	475	10	200000	5000	2500
Sh. Fort Captain	350000	9999	500	500	500	500	375	500	15	400000	15000	3500
Sh. Fort Commander	450000	9999	550	550	550	550	415	550	25	600000	25000	5000
Twisted Imoogi	250000	9999	630	480	460	500	425	900	5	500000	0	10000
Arcane Guardian	350000	9999	625	1000	600	875	500	590	3	750000	0	15000
Corrupted Titan	450000	9999	845	700	650	650	550	550	50	1000000	0	20000

HUNTER'S GUILD TARGETS

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Tier #1												
Cyclops Spider	80000	5000	450	360	360	420	300	450	10	80000	0	1300
Enraged Nightmare	90000	4500	475	400	350	520	230	225	10	90000	0	1400
Psychopomp	100000	5500	500	380	400	370	275	450	10	100000	0	1500
Gargantuan Golem	110000	4500	425	490	285	335	210	125	10	110000	0	1600
Tier #2												
Frozen Queen	150000	5500	370	400	450	500	260	220	75	120000	0	1700
Cimmerian Shade	175000	6000	400	380	530	600	240	220	5	130000	0	1800
Stone Titan	400000	3500	450	500	380	400	240	220	75	140000	0	1900
Ruby Wyrm	450000	4000	550	550	380	440	300	230	15	150000	0	2000
Tier #3												
Desert Chimera	100000	6000	400	440	440	480	325	280	10	160000	0	2100
Faithful Mate	150000	5000	450	350	350	400	450	300	5	100000	0	1000
Dessicated Dragon	110000	5500	470	530	490	470	350	600	10	170000	0	2200
Death Stalker	240000	5000	540	500	400	430	270	220	20	180000	0	2300
Deathwood	260000	5500	500	520	440	450	280	260	75	190000	0	2400
Angler Fish	140000	7500	480	520	480	500	360	560	10	200000	0	2500
Grimalkin	300000	5000	620	570	470	470	345	300	15	210000	0	2600
Jormungand	320000	5500	680	600	500	480	300	250	20	220000	0	2700
Emerald Fire	340000	6000	560	560	410	440	300	240	15	230000	0	2800
Tier #4												
King Goldemar	200000	7000	600	490	395	440	365	525	75	250000	0	2900
Arachne	220000	6500	600	490	420	475	375	560	75	275000	0	3000
The Man Eater	480000	6000	625	760	400	440	300	245	75	300000	0	3100
Poltergeist	260000	7500	375	395	450	460	345	455	15	325000	0	3200
Arctic Mastodon	560000	6500	650	790	420	455	310	265	15	350000	0	3300
Evil Eye	600000	8000	455	465	545	590	305	525	5	375000	0	3400
Lycaon	640000	7000	590	480	405	420	335	455	15	400000	0	3500
Carbuncle	680000	9000	440	600	550	595	315	270	7	425000	0	3600
Tier #5												
Infernal Entity	400000	9999	580	600	850	600	475	680	75	450000	0	3700
Colossal Sludge	425000	9999	590	900	500	700	465	680	5	500000	0	3800
Unnatural Abomination	450000	9999	600	740	660	700	390	330	75	550000	0	3900
Atlas	900000	9999	580	580	650	700	340	300	75	600000	0	4000
Crimson Magus	950000	9999	550	560	650	700	400	680	10	650000	0	4100
Cerberus	1000000	9999	800	930	540	560	420	720	20	700000	0	4200
The Yawning Void	1050000	9999	560	590	640	710	390	720	10	750000	0	4300
Agrius	1100000	9999	800	900	500	550	380	320	20	800000	0	4400

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Hunter's Special Targets												
Rat King	250000	5000	435	395	425	375	215	225	3	250000	0	1500
Grizzly Bear	250000	7500	425	415	365	395	195	215	5	250000	0	3500
Mama Bear	350000	9500	455	445	395	415	215	235	15	350000	0	4500
Accursed Dragon	500000	9999	590	610	600	540	205	225	5	400000	0	5500
Draconis Rex	500000	9999	640	650	650	590	225	255	10	500000	0	7500

BOSSES

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Two-headed Ogre	100000	5000	475	375	250	325	115	105	15	250000	0	3500
Garuda	50000	5000	425	395	325	270	150	145	10	250000	0	3500
Necht M. Commander	50000	5000	300	325	275	300	150	325	10	250000	5000	1500
Necht Lieutenant	25000	3500	275	300	250	275	150	300	10	50000	2500	500
Necht Captain	35000	5000	310	350	300	315	160	325	10	90000	5000	2000
Goblin Chieftain	75000	5000	325	350	300	350	160	325	10	100000	7500	2500
Olivier	100000	10000	350	350	300	400	375	400	5	600000	0	5000
Merihem	200000	10000	450	550	300	350	190	250	10	600000	200000	10000
Pythius	100000	10000	330	350	375	370	425	400	5	600000	0	5000
Hired Soldier Cmdr.	250000	9999	385	410	370	350	165	165	10	600000	25000	2500
Bandit Leader	250000	8500	450	450	450	450	325	250	10	950000	50000	3500
Aerico	250000	7000	535	600	520	615	220	290	5	500000	0	5000
Desecrator	50000	9500	550	425	515	550	400	350	3	250000	0	1000
Zir	250000	9999	530	540	575	575	240	255	3	750000	0	7500
Furious Magma Spirit	250000	9500	550	425	575	475	325	275	3	500000	0	2500
Furious Spirit	250000	9500	550	425	575	475	325	275	3	500000	0	2500
Frozen Wyrm	250000	9999	550	545	505	485	270	190	5	750000	0	7500
Great Phoenix	250000	15000	500	600	350	415	175	300	5	800000	0	7500
Dark Army Ringleader	150000	7500	400	450	400	400	250	250	15	500000	50000	2500
Patient Zero	750000	9500	595	575	510	535	550	215	5	2000000	0	7500
Belial	350000	9999	550	750	450	500	450	1000	5	1000000	0	10000
Adirael	450000	9999	475	550	450	450	475	1000	5	1000000	0	9000
Mephistopheles	750000	9999	900	850	1200	1200	650	500	5	1	0	1

SUPER-BOSSES

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Ryujin	2000000	9999	1050	1845	960	1250	425	645	30	500000	0	5000
Mursa	3000000	9999	1000	1900	960	1125	440	570	15	600000	0	6000
The Behemoth	4000000	9999	1400	2350	1110	1250	475	1050	30	700000	0	7000
Lucifer	5000000	9999	1125	1170	1650	2200	500	1140	30	800000	0	8000
Pandemonium	2500000	25000	1800	1800	1450	1600	999	750	5	5000000	0	75000
Asmodeus	5000000	50000	1700	1750	1650	1675	1125	1800	30	5000000	0	50000
Astaroth	10000000	99999	2000	2500	2000	2500	1125	1500	10	1	0	1

9.10 ENEMY REMAINS

REGULAR MONSTERS

NAME	MONSTER REMAINS	VALUE (G)
Guild Grotto		
Mutated Slime	Foul Slime	3100
Rotten Fly Trap	Rotten Seed	3300
Rogue Boulder	Mysterious Stone	3500
Horned Behemoth	Behemoth Horn	3200
One-Eyed Arachnid	Large Spider Eye	3000
Northern & Southern Aldrin Tundra		
Frost Wolf	Frost Wolf Pelt	3750
Frozen Qilin	Qilin Horn	3500
Ice Sorceress	Icy Essence	3600
Hail Shard	Hail Shard	3400
Banshee	Banshee Locks	3350
Abandoned Tunnel		
Subterranean Gecko	Gecko Tail	3750
Earthen Golem	Golem Clay	4250
Sunken Wyrm	Wyrm Intestines	4000
Golden Dragon	Golden Dragon Fang	3850
Spectral Slime	Spectral Eye	3900
Frozen Tower		
Haunted Soul	Haunted Essence	4200
Floating Anomaly	Anomalous Claw	3900
Zombie Hound	Zombie Claw	3750
Phantom Wyvern	Phantom Wing	4100
Nebulous Shadow	Congealed Darkness	4000
North Aldrin Badlands		
Scourge Scorpion	Scourge Stinger	4800
King Cobra	Cobra Venom	4300
Winged Bull	Bull Horn	4600
Demonic Cockatrice	Cockatrice Beak	4500
Desert Hybrid	Desert Hybrid Claw	4150
South Aldrin		
Spiked Serpent	Serpent Spike	4400
Tortured Tree	Twisted Branch	4700
Dracomancer	Dracomancer Staff	4600
Green Dragon	Green Dragon Scale	5000

NAME	MONSTER REMAINS	VALUE (G)
Swarm of Bees	Cluster of Stingers	4550
Kort Assault		
Necht Mil. Soldier	None	N/A
Necht Mil. Mercenary	None	N/A
Necht Mil. Elite	None	N/A
Necht Mil. Lieutenant	None	N/A
Necht Mil. Captain	None	N/A
Ronkar		
Goblin Brawler	None	N/A
Goblin Soldier	None	N/A
Ocean		
Octopus	Octopus Tentacle	5100
Crab	Crab Pincer	5000
Jellyfish	Jellyfish Stinger	4800
Finned Sea Serpent	Serpent Fin	5250
Lantern Fish	Sea Lantern	4600
Western Orphos Desert & Badlands		
Putrid Creeper	Creeper Puss	4800
Infested Tree	Infested Branch	5000
Desert Wyrm	Desert Wyrm Talon	5400
Demonic Slime	Demonic Goo	5200
Badlands Behemoth	Badlands Horn	10500
Theopolis Forest & Grassland		
Rabid Werewolf	Werewolf Claw	4800
Kobold	Kobold Fang	4800
Demonic Satyr	Satyr Hoof	5200
Gargoyle	Gargoyle Wing	5500
Harpy	Harpy Talon	5400
Northern & Southern Firma Tundra		
Frost Specter	Frozen Skull	5500
Arctic Berserker	None	N/A
Glacial Mammoth	Mammoth Tusk	6500
Ice Gremlin	Gremlin Tooth	6250
Frozen Wraith	Wraith's Robe	5750
Volundra Forest		
Vile Rodent	Rodent Tail	5000
Giant Tarantula	Tarantula Leg	5250
Silk Spinner	Spider Silk	5500

NAME	MONSTER REMAINS	VALUE (G)
Gargantuan Fly Trap	Gargantuan Seed	5750
Cerulean Wyrm	Cerulean Skull	6000
Hobgar Forest & Grassland		
Mystic Spirit	Spirit Blood	12000
Kirin	Kirin Hoof	5500
Colossal Ogre	Ogre Skull	5750
Vampire Bat	Bat Fang	5000
Reclusive Eye	Giant Eye	5250
Ugbar Badlands		
Titan Skull	Titan Skull Shard	5750
Clay Slime	Clay Remnants	5500
Tusked Colossus	Colossal Tusk	6500
Demon Wood	Demon Branch	6000
Emerald Demon	Emerald Fiber	6250
Secret Military Outpost		
Zombie	Zombie Bone	0
Ghoul	Ghoul Bone	0
Wight	Wight Bone	0
Dark Zombie	Dark Zombie Bone	0
Dark Ghoul	Dark Ghoul Bone	0
Dark Wight	Dark Wight Bone	0
Shadow Zombie	Shadow Zombie Bone	0
Shadow Ghoul	Shadow Ghoul Bone	0
Shadow Wight	Shadow Wight Bone	0
Revenant	Revenant Bone	0
Wandering Spirit	Wandering Spirit Essence	7500
Evil Spirit	Evil Spirit Essence	10000
Malevolent Spirit	Malevolent Spirit Essence	12500
Ancient Trade Route – Monster Den		
Subterranean Wyrm	Subterranean Talon	7400
Chthonic Slime	Disgusting Slime	7500
Sunken Slug	Sunken Slime	7700
Spiral Cave		
Burning Soul	Baked Skull	6250
Hell Hound	Hell Hound Fang	14000
Fire Sprite	Sprite Cinder	6750
Charred Slime	Charred Goo	6500
Magma Spirit	Spirit Coal	6500

NAME	MONSTER REMAINS	VALUE (G)
Beneath the Sacred Goblin Tree		
Fallen Demon	Demon Skull	7000
Oozing Sludge	Amber Sludge	6250
Twisted Slug	Slug Slime	6500
Phantom Soul	Phantom Essence	6500
Ethereal Spirit	Ethereal Orb	6750
Volundra Basement		
Mimic Chest	None	N/A
Volundra Catacombs		
Dessicated Hellion	Hellion Wing	6500
Gluttonous Soul	Gluttonous Soul Heart	6250
Grotesque Anomaly	Grotesque Skull	6750
Reptilian Brute	Brute's Tail	7000
Earthen Fist	Earthen Bone	6000
Theopolis Forest [Knight Sidequest]		
Hired Soldier	None	N/A
Hired Soldier Elite	None	N/A
Northern Tundra Cave [Knight Sidequest]		
Thief	None	N/A
Bandit	None	N/A
Ambar – Forsaken City [Monk Sidequest]		
Plague Rat	Rodent Tail	5000
Virulent Clay	Clay Remnants	5500
Grotesque Infection	Grotesque Skull	6750
Viral Crawler	Crawler Slime	8250
Grand Ugbar Pagoda [Monk Sidequest]		
Beryl Slime	Beryl Eye	8250
Amorphous Shade	Dark Essence	8750
Corpulent Monstrosity	Monstrous Blubber	9000
Mines of Karanor [Thief Sidequest]		
Abyssal Cockatrice	Abyssal Cockatrice Beak	7500
Crimson Gargoyle	Crimson Gargoyle Wing	8500
Mutated Goblin	Mutated Goblin Tooth	7250
Forgotten Elven Outpost [Thief Sidequest]		
Ruby Aracnid	Ruby Spider Eye	8000
Dracomage	Dracomage Staff	8600
Tormented Soul	Tormented Essence	8200

NAME	MONSTER REMAINS	VALUE (G)
Lava Tubes [Gray Mage Sidequest], Elemental Cave [Black Mage Sidequest]		
Angry Wind Spirit	Angry Spirit Essence	10000
Angry Ice Spirit	Angry Spirit Essence	10000
Angry Fire Spirit	Angry Spirit Essence	10000
Angry Thunder Spirit	Angry Spirit Essence	10000
Elemental Cave [Black Mage Sidequest]		
Angry Frozen Spirit	Angry Spirit Essence	10000
Sarno Mine [Gray Mage Sidequest]		
Ice Dragon	Ice Dragon Claw	8550
Flying Fiend	Fiend Wing	8250
Mysterious Rime	Ice Chunk	9000
Wispy Spirit Cavern [White Mage Sidequest]		
Angry Spirit	Angry Spirit Essence	10000
Wispy Spirit	Wispy Spirit Essence	50000
Parallel Dimension [White Mage Sidequest]		
Minotaur	Minotaur Hoof	8950
Crimson Imp	Imp Heart	8200
Giant Hornet	Giant Stinger	8600
Eerie Dimension [Black Mage Sidequest]		
Oni	Oni Club	8800
Skeletal Warrior	Skeleton Bone	8300
Tormented Soul	Tormented Essence	8550
Quicksand Cavern [Engineer Sidequest]		
Desert Scorpion	Desert Scorpion Stinger	25000
Swarm of Hornets	Jar of Hornet Stingers	7550
Diamondback	Diamondback Venom	7300
Insane Goblin's Labyrinth [Engineer Sidequest]		
Mud Monstrosity	Monstrosity Mud	8550
Oozing Scum	Sickening Scum	8250
Sapphire Demon	Sapphire Fiber	8750
Wystonia Assault		
Dark Army Human	None	N/A
Dark Army Goblin	None	N/A
Dark Army Elf	None	N/A
Dark Army Human Elite	None	N/A
Dark Army Goblin Elite	None	N/A
Dark Army Elf Elite	None	N/A

NAME	MONSTER REMAINS	VALUE (G)
Svarta Traitor's Cave		
Dark Army Dwarf	None	N/A
Phoenix Aerie		
Earth Titan	Titan Rubble	8500
Azure Wyrm	Azure Wyrm Fang	18000
Opal Dragon	Dragon Talon	8250
Aerie Wyrm	Aerie Wyrm Tooth	7500
Mountain Troll	Mountain Troll Skull	8000
Dark Castle		
Vile Serpent	Serpent Tooth	8750
Festering Troll	Troll Skull	8500
Djinn	Djinn Bottle	9500
Blue Dragon	Blue Dragon Scale	9000
Black Candle	Candle Wick	8000
Tower of Pestilence		
Night Crawler	Crawler Slime	8250
Silver Werewolf	Silver Pelt	8000
Suparna	Suparna Feather	8500
Specter	Specter Essence	7500
Grisly Reaper	Reaper Sickle	7750
Shadow Fortress		
Dark Human Guard	None	N/A
Dark Goblin Guard	None	N/A
Dark Elf Guard	None	N/A
Dark Human Elite Guard	None	N/A
Dark Goblin Elite Guard	None	N/A
Dark Elf Elite Guard	None	N/A
Shad. Fort. Human Grd	None	N/A
Shad. Fort. Goblin Grd	None	N/A
Shad. Fort. Elven Grd	None	N/A
Shad. Fort. Human Elite	None	N/A
Shad. Fort. Goblin Elite	None	N/A
Shad. Fort. Elf Elite	None	N/A
Black Cavern		
Sinful Devil	Sinful Devil Horn	12000
Empty Skull	Empty Skull Shard	13500
Tortured Soul	Tortured Essence	11000
Firebird	Firebird Feather	11500

NAME	MONSTER REMAINS	VALUE (G)
Imoogi	Imoogi Scale	13000
Souls Guardian	Soul Shard	15000
Infernal Dragon	Infernal Dragon Tooth	14000
Chimeric Titan	Titan's Skull	14500
Decaying Dragon	Rotted Dragon Tooth	12500
Mt. Agni		
Black Widow	Black Widow's Abdomen	18000
Brimstone	Brimstone Rubble	18500
Soulless Slime	Soulless Eye	19000
Necromancer	Necromancer's Staff	19500
Sulfur Golem	Sulfurous Debris	20000
Stunted Wyrm	Stunted Wyrm Tooth	20500
Hellish Soul	Hellish Essence	21000
Infernal Bomb	Infernal Wick	21500
Scourge Serpent	Scourge Serpent Scale	22000
Stygian Slime	Stygian Sludge	22500
Gargantua	Gargantuan Tusk	23000
Emerald Dragon	Sapphire Scale	23500
Hulking Brute	Hulking Tail	24000
Earthen Emperor	Earthen Rubble	24500
Lucifer's Spawn	Spawn Heart	25000
Pitluhrian	None	N/A
Pitluhrian Elite	None	N/A
Pitluhrian Elect	None	N/A
Pitluhrian Noble	None	N/A
Pitluhrian Prime	None	N/A

CITY GUARDS

NAME	MONSTER REMAINS	VALUE (G)
Rockwood City Guard	None	N/A
Kort Human Guard	None	N/A
Kort Goblin Guard	None	N/A
Necht City Guard	None	N/A
North Bay City Guard	None	N/A
Theopolis City Guard	None	N/A
Tisaren City Guard	None	N/A
Volundra City Guard	None	N/A
Gremlar City Guard	None	N/A

NAME	MONSTER REMAINS	VALUE (G)
Hobgar City Guard	None	N/A
Wystonia City Guard	None	N/A
Svarta City Guard	None	N/A

MID-BOSSES

NAME	MONSTER REMAINS	VALUE (G)
Anxious Bandit	None	N/A
Watchful Isolationist	None	N/A
Lava Worm	Lava Worm Bile	5400
Wyrm King	Desert Wyrm Talon	100000
Dismissive Elf	None	N/A
Dark Army Sergeant	None	N/A
Anomalous Zombie	Dark Zombie Bone	0
Mutated Wight	Mutated Wight	0
Paranoid Dwarf	None	N/A
Sh. Fort Lieutenant	None	N/A
Sh. Fort Captain	None	N/A
Sh. Fort Commander	None	N/A
Twisted Imoogi	Imoogi Scale	13000
Arcane Guardian	Soul Shard	15000
Corrupted Titan	Titan Skull	14500

HUNTER'S GUILD TARGETS

NAME	MONSTER REMAINS	VALUE (G)
Tier #1		
Cyclops Spider	Large Spider Eye	3000
Enraged Nightmare	Haunted Essence	4200
Psychopomp	Banshee Locks	3350
Gargantuan Golem	Mysterious Stone	3500
Tier #2		
Frozen Queen	Icy Essence	3600
Cimmerian Shade	Congealed Darkness	4000
Stone Titan	Golem Clay	4250
Ruby Wyrm	Wyrm Intestines	4000
Tier #3		
Desert Chimera	Desert Hybrid Claw	4150

NAME	MONSTER REMAINS	VALUE (G)
Faithful Mate	Desert Hybrid Claw	4150
Dessicated Dragon	Desert Wyrm Talon	5400
Death Stalker	Scourge Stinger	4800
Deathwood	Twisted Branch	4700
Angler Fish	Sea Lantern	4600
Grimalkin	Badlands Horn	10500
Jormungand	Serpent Fin	5250
Emerald Fire	Green Dragon Scale	5000
Tier #4		
King Goldemar	Kobold Fang	4800
Arachne	Tarantula Leg	5250
The Man Eater	Gargantuan Seed	5750
Poltergeist	Anomalous Claw	3900
Arctic Mastodon	Mammoth Tusk	6500
Evil Eye	Giant Eye	5250
Lycaon	Werewolf Claw	4800
Carbuncle	Spirit Blood	12000
Tier #5		
Infernal Entity	Baked Skull	6250
Colossal Sludge	Amber Sludge	6250
Unnatural Abomination	Grotesque Skull	6750
Atlas	Titan Skull Shard	5750
Crimson Magus	Emerald Fiber	6250
Cerberus	Hell Hound Fang	14000
The Yawning Void	Phantom Essence	6500
Agrius	Brute's Tail	7000
Hunter's Special Targets		
Rat King	Rodent Tail	5000
Grizzly Bear	None	N/A
Mama Bear	None	N/A
Accursed Dragon	None	N/A
Draconis Rex	None	N/A

BOSSES

NAME	MONSTER REMAINS	VALUE (G)
Two-headed Ogre	Giant Skull	50000
Garuda	Garuda Feather	50000
Necht M. Commander	None	N/A
Necht Lieutenant	None	N/A
Necht Captain	None	N/A
Goblin Chieftain	None	N/A
Olivier	Oliver's Heart	150000
Merihem	Merihem's Heart	150000
Pythius	Pythius' Heart	150000
Hired Soldier Cmdr.	None	N/A
Bandit Leader	None	N/A
Aerico	Crawler Slime	8250
Desecrator	Piercing Fangs	9000
Zir	Dracomage Staff	8600
Furious Magma Spirit	Furious Spirit Essence	150000
Furious Spirit	Furious Spirit Essence	150000
Frozen Wyrm	Ice Dragon Claw	8550
Great Phoenix	Gigantic Phoenix Talon	200000
Dark Army Ringleader	None	N/A
Patient Zero	Patient Zero Bone	0
Belial	Belial's Wings	250000
Adirael	Adirael's Skull	300000
Mephistopheles	Mephistopheles' Heart	500000

SUPER BOSSES

NAME	MONSTER REMAINS	VALUE (G)
Ryujin	None	N/A
Mursa	None	N/A
The Behemoth	None	N/A
Lucifer	None	N/A
Pandemonium	None	N/A
Asmodeus	None	N/A
Astaroth	None	N/A

9.11 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
Guild Grotto						
Mutated Slime	D	B	C	A	F	C
Rotten Fly Trap	A	D	C	D	F	C
Rogue Boulder	D	B	D	D	F	C
Horned Behemoth	D	C	B	C	F	C
One-Eyed Arachnid	A	D	C	B	F	C
Northern & Southern Aldrin Tundra						
Frost Wolf	A	F	C	D	F	C
Frozen Qilin	A	F	C	B	F	C
Ice Sorceress	A	F	C	B	F	C
Hail Shard	A	F	C	B	F	C
Banshee	A	F	C	C	A	F
Abandoned Tunnel						
Subterranean Gecko	D	B	A	C	F	C
Earthen Golem	D	A	C	D	F	C
Sunken Wyrm	D	B	A	D	F	C
Golden Dragon	D	B	A	C	F	C
Spectral Slime	C	D	B	C	A	F
Frozen Tower						
Haunted Soul	A	D	C	A	A	F
Floating Anomaly	A	D	C	A	A	F
Zombie Hound	A	D	C	C	A	F
Phantom Wyvern	A	D	C	A	A	F
Nebulous Shadow	A	D	C	C	A	F
North Aldrin Badlands						
Scourge Scorpion	A	D	C	C	F	C
King Cobra	D	C	A	D	F	C
Winged Bull	B	C	C	A	F	C
Demonic Cockatrice	A	D	C	B	A	F
Desert Hybrid	C	C	B	B	F	C

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
South Aldrin						
Spiked Serpent	D	B	A	C	F	C
Tortured Tree	A	D	C	D	F	C
Dracomancer	D	B	A	C	A	F
Green Dragon	D	B	A	D	F	C
Swarm of Bees	D	D	C	A	F	C
Kort Assault						
Necht Mil. Soldier	C	C	B	C	F	A
Necht Mil. Mercenary	C	C	B	C	F	A
Necht Mil. Elite	C	C	B	C	F	A
Necht Mil. Lieutenant	C	C	B	C	F	A
Necht Mil. Captain	C	C	B	C	F	A
Ronkar						
Goblin Brawler	C	C	B	C	F	A
Goblin Soldier	C	C	B	C	F	A
Ocean						
Octopus	C	C	A	D	F	C
Crab	C	C	A	C	F	C
Jellyfish	C	C	A	B	F	C
Finned Sea Serpent	C	C	A	C	F	C
Lantern Fish	C	C	A	C	F	C
Western Orphos Desert & Badlands						
Putrid Creeper	A	D	C	C	F	C
Infested Tree	A	D	C	D	F	C
Desert Wyrm	D	B	A	A	F	C
Demonic Slime	A	D	C	C	A	F
Badlands Behemoth	B	C	B	C	F	C
Theopolis Forest & Grassland						
Rabid Werewolf	B	C	B	C	F	C
Kobold	B	C	B	C	F	C
Demonic Satyr	D	D	C	A	A	F
Gargoyle	C	D	B	B	A	F
Harpy	B	C	C	A	F	C
Northern & Southern Firma Tundra						
Frost Specter	A	F	C	A	F	C
Arctic Berserker	B	F	B	D	F	A
Glacial Mammoth	A	F	C	D	F	C
Ice Gremlin	B	F	C	C	F	C
Frozen Wraith	A	F	C	A	A	F
Volundra Forest						
Vile Rodent	B	C	B	C	F	C
Giant Tarantula	A	D	C	D	F	C
Silk Spinner	A	D	C	B	F	C
Gargantuan Fly Trap	A	D	C	D	F	C
Cerulean Wyrm	D	B	A	C	F	C

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Hobgar Forest & Grassland						
Mystic Spirit	D	D	D	B	F	C
Kirin	B	C	B	C	F	C
Colossal Ogre	D	B	D	D	F	C
Vampire Bat	B	C	B	B	F	C
Reclusive Eye	A	D	C	C	A	F
Ugbar Badlands						
Titan Skull	A	D	C	D	F	C
Clay Slime	D	A	C	C	F	C
Tusked Colossus	B	C	B	D	F	C
Demon Wood	A	D	C	D	A	F
Emerald Demon	B	D	C	B	A	F
Secret Military Outpost						
Zombie	A	D	C	C	A	F
Ghoul	A	D	C	C	A	F
Wight	A	D	C	C	A	F
Dark Zombie	A	D	C	C	A	F
Dark Ghoul	A	D	C	C	A	F
Dark Wight	A	D	C	C	A	F
Shadow Zombie	A	D	C	C	A	F
Shadow Ghoul	A	D	C	C	A	F
Shadow Wight	A	D	C	C	A	F
Revenant	A	D	C	C	A	F
Wandering Spirit	A	D	C	B	A	F
Evil Spirit	A	D	C	B	A	F
Malevolent Spirit	A	D	C	B	A	F
Ancient Trade Route – Monster Den						
Subterranean Wyrm	D	B	A	A	F	C
Chthonic Slime	D	A	C	C	F	C
Sunken Slug	A	D	C	A	A	F
Spiral Cave						
Burning Soul	F	A	C	A	F	C
Hell Hound	F	A	C	D	F	C
Fire Sprite	F	A	C	C	F	C
Charred Slime	F	A	C	C	F	C
Magma Spirit	F	A	C	C	F	C
Beneath the Sacred Goblin Tree						
Fallen Demon	A	D	C	D	A	F
Oozing Sludge	D	B	C	C	F	C
Twisted Slug	B	D	B	C	A	F
Phantom Soul	A	D	C	A	A	F
Ethereal Spirit	A	D	C	A	A	F
Volundra Basement						
Mimic Chest	B	D	B	D	F	C

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Volundra Catacombs						
Dessicated Hellion	A	D	C	A	A	F
Gluttonous Soul	A	D	C	B	A	F
Grotesque Anomaly	A	D	C	D	A	F
Reptilian Brute	D	D	A	D	F	C
Earthen Fist	A	D	C	C	A	F
Theopolis Forest [Knight Sidequest]						
Hired Soldier	C	C	B	C	F	A
Hired Soldier Elite	C	C	B	C	F	A
Northern Tundra Cave [Knight Sidequest]						
Thief	C	C	B	C	F	A
Bandit	C	C	B	C	F	A
Ambar – Forsaken City [Monk Sidequest]						
Plague Rat	A	D	C	C	F	C
Virulent Clay	D	A	C	C	F	C
Grotesque Infection	A	D	C	D	F	C
Viral Crawler	A	D	C	D	F	C
Grand Ugbar Pagoda [Monk Sidequest]						
Beryl Slime	A	B	D	D	A	F
Amorphous Shade	A	D	D	A	A	F
Corpulent Monstrosity	A	D	B	D	A	F
Mines of Karanor [Thief Sidequest]						
Abyssal Cockatrice	A	D	C	B	A	F
Crimson Gargoyle	D	B	C	B	A	F
Mutated Goblin	C	F	C	C	F	C
Forgotten Elven Outpost [Thief Sidequest]						
Ruby Aracnid	A	D	C	B	F	C
Dracomage	D	B	A	C	A	F
Tormented Soul	A	D	C	A	A	F
Lava Tubes [Gray Mage Sidequest], Elemental Cave [Black Mage Sidequest]						
Angry Wind Spirit	D	C	A	F	F	C
Angry Ice Spirit	A	F	C	D	F	C
Angry Fire Spirit	F	A	C	D	F	C
Angry Thunder Spirit	D	A	F	C	F	C
Elemental Cave [Black Mage Sidequest]						
Angry Frozen Spirit	A	F	C	D	F	C
Sarno Mine [Gray Mage Sidequest]						
Ice Dragon	A	F	C	D	F	C
Flying Fiend	A	F	C	A	F	F
Mysterious Rime	A	F	C	D	F	C
Wispy Spirit Cavern [White Mage Sidequest]						
Angry Spirit	A	D	C	B	A	F
Wispy Spirit	A	D	C	B	A	F

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Parallel Dimension [White Mage Sidequest]						
Minotaur	D	A	B	D	F	C
Crimson Imp	F	A	C	A	A	F
Giant Hornet	A	D	C	A	F	C
Eerie Dimension [Black Mage Sidequest]						
Oni	D	A	B	D	F	C
Skeletal Warrior	A	D	C	C	A	F
Tormented Soul	A	D	C	B	A	F
Quicksand Cavern [Engineer Sidequest]						
Desert Scorpion	B	C	B	D	F	C
Swarm of Hornets	D	D	C	A	F	C
Diamondback	D	C	A	D	F	C
Insane Goblin's Labyrinth [Engineer Sidequest]						
Mud Monstrosity	D	A	C	D	F	C
Oozing Scum	D	B	C	C	F	C
Sapphire Demon	B	D	C	B	A	F
Wystonia Assault						
Dark Army Human	C	C	B	C	B	D
Dark Army Goblin	C	C	B	C	B	D
Dark Army Elf	C	C	B	C	B	D
Dark Army Human Elite	C	C	B	C	B	D
Dark Army Goblin Elite	C	C	B	C	B	D
Dark Army Elf Elite	C	C	B	C	B	D
Svarta Traitor's Cave						
Dark Army Dwarf	C	C	B	C	B	D
Phoenix Aerie						
Earth Titan	D	B	C	D	F	C
Azure Wyrm	D	B	A	A	F	C
Opal Dragon	D	B	A	B	F	C
Aerie Wyrm	F	B	A	A	F	C
Mountain Troll	B	C	B	D	F	C
Dark Castle						
Vile Serpent	D	B	A	D	F	C
Festering Troll	B	D	C	D	F	C
Djinn	F	A	C	C	F	C
Blue Dragon	D	B	A	D	F	C
Black Candle	F	A	C	C	F	C
Tower of Pestilence						
Night Crawler	A	D	C	C	A	F
Silver Werewolf	B	C	B	C	F	C
Suparna	C	C	B	A	F	C
Specter	A	D	C	A	A	F
Grisly Reaper	A	D	C	C	A	F

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Shadow Fortress						
Dark Human Guard	C	C	B	C	B	D
Dark Goblin Guard	C	C	B	C	B	D
Dark Elf Guard	C	C	B	C	B	D
Dark Human Elite Guard	C	C	B	C	B	D
Dark Goblin Elite Guard	C	C	B	C	B	D
Dark Elf Elite Guard	C	C	B	C	B	D
Shad. Fort. Human Grd	C	C	B	C	B	D
Shad. Fort. Goblin Grd	C	C	B	C	B	D
Shad. Fort. Elven Grd	C	C	B	C	B	D
Shad. Fort. Human Elite	C	C	B	C	B	D
Shad. Fort. Goblin Elite	C	C	B	C	B	D
Shad. Fort. Elf Elite	C	C	B	C	B	D
Black Cavern						
Sinful Devil	D	B	C	A	A	F
Empty Skull	D	D	D	D	F	D
Tortured Soul	A	D	C	B	A	F
Firebird	D	A	C	A	F	C
Imoogi	D	B	A	D	F	C
Souls Guardian	F	F	F	F	F	F
Infernal Dragon	D	B	A	D	F	C
Chimeric Titan	D	A	C	D	F	C
Decaying Dragon	A	D	C	D	A	F
Mt. Agni						
Black Widow	B	C	C	C	F	C
Brimstone	D	B	C	D	F	C
Soulless Slime	B	D	B	B	A	F
Necromancer	D	D	A	C	A	F
Sulfur Golem	D	B	C	D	F	C
Stunted Wyrm	D	C	A	A	F	C
Hellish Soul	B	D	C	B	A	F
Infernal Bomb	D	D	C	D	F	C
Scourge Serpent	D	D	A	C	F	C
Stygian Slime	D	C	B	C	F	C
Gargantua	D	B	B	D	F	C
Emerald Dragon	D	D	A	D	F	C
Hulking Brute	D	D	A	D	F	C
Earthen Emperor	D	B	C	D	F	C
Lucifer's Spawn	D	D	C	D	A	F
Pitluhrian	D	D	C	D	A	F
Pitluhrian Elite	D	D	C	D	A	F
Pitluhrian Elect	D	D	C	D	A	F
Pitluhrian Noble	D	D	C	D	A	F
Pitluhrian Prime	D	D	C	D	A	F

CITY GUARDS

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Rockwood City Guard	C	C	B	C	F	A
Kort Human Guard	C	C	B	C	F	A
Kort Goblin Guard	C	C	B	C	F	A
Necht City Guard	C	C	B	C	F	A
North Bay City Guard	C	C	B	C	F	A
Theopolis City Guard	C	C	B	C	F	A
Tisaren City Guard	C	C	B	C	F	A
Volundra City Guard	C	C	B	C	F	A
Gremlar City Guard	C	C	B	C	F	A
Hobgar City Guard	C	C	B	C	F	A
Wystonia City Guard	C	C	B	C	F	A
Svarta City Guard	C	C	B	C	F	A

MID-BOSSES

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Anxious Bandit	C	C	B	C	F	A
Watchful Isolationist	C	C	B	C	F	A
Lava Worm	F	A	C	D	F	C
Wyrm King	D	B	A	A	F	C
Dismissive Elf	C	C	B	C	F	A
Dark Army Sergeant	C	C	B	C	B	D
Anomalous Zombie	A	D	C	C	A	F
Mutated Wight	A	D	C	C	A	F
Paranoid Dwarf	C	C	B	C	F	A
Sh. Fort Lieutenant	C	C	B	C	B	D
Sh. Fort Captain	C	C	B	C	B	D
Sh. Fort Commander	C	C	B	C	B	D
Twisted Imoogi	D	D	A	D	F	C
Arcane Guardian	F	F	F	F	F	F
Corrupted Titan	D	A	C	D	F	C

HUNTER'S GUILD TARGETS

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Tier #1						
Cyclops Spider	A	D	C	B	F	C
Enraged Nightmare	A	D	C	A	A	F
Psychopomp	A	F	C	C	A	F
Gargantuan Golem	D	B	D	D	F	C
Tier #2						
Frozen Queen	A	F	C	B	F	C
Cimmerian Shade	A	D	C	C	A	F

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Stone Titan	D	A	C	D	F	C
Ruby Wyrm	B	D	C	D	F	C
Tier #3						
Desert Chimera	C	C	B	B	F	C
Faithful Mate	B	C	B	C	F	C
Dessicated Dragon	D	B	A	A	F	C
Death Stalker	A	D	C	C	F	C
Deathwood	A	D	C	D	F	C
Angler Fish	C	C	A	C	F	C
Grimalkin	B	C	B	C	F	C
Jormungand	C	C	A	C	F	C
Emerald Fire	D	B	A	D	F	C
Tier #4						
King Goldemar	B	C	B	C	F	C
Arachne	A	D	C	D	F	C
The Man Eater	A	D	C	D	F	C
Poltergeist	A	D	C	A	A	F
Arctic Mastodon	A	F	C	D	F	C
Evil Eye	A	D	C	C	A	F
Lycaon	B	C	B	C	F	C
Carbuncle	D	D	D	B	F	C
Tier #5						
Infernal Entity	F	A	C	A	F	C
Colossal Sludge	D	B	C	C	F	C
Unnatural Abomination	A	D	C	D	A	F
Atlas	A	D	C	D	F	C
Crimson Magus	B	D	C	B	A	F
Cerberus	F	A	C	D	F	C
The Yawning Void	A	D	C	A	A	F
Agrius	D	D	A	D	F	C
Hunter's Special Targets						
Rat King	B	C	B	C	F	C
Grizzly Bear	A	C	C	C	F	C
Mama Bear	A	C	C	C	F	C
Accursed Dragon	D	B	A	D	F	C
Draconis Rex	D	B	A	D	F	C

BOSSES

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Two-headed Ogre	B	D	C	D	F	C
Garuda	C	C	B	A	F	C
Necht M. Commander	C	C	B	C	F	A
Necht Lieutenant	C	C	B	C	F	A
Necht Captain	C	C	B	C	F	A
Goblin Chieftain	C	C	B	C	F	A
Olivier	F	A	C	D	F	C
Merihem	D	B	D	D	F	D
Pythius	A	D	C	C	A	F
Hired Soldier Cmdr.	C	C	B	C	F	A
Bandit Leader	C	C	B	C	F	A
Aerico	A	D	C	C	F	C
Desecrator	A	F	C	C	F	C
Zir	D	B	A	C	A	F
Furious Magma Spirit	F	A	C	D	F	C
Furious Spirit	A	D	C	B	A	F
Frozen Wyrm	A	F	B	D	F	C
Great Phoenix	B	D	C	A	F	C
Dark Army Ringleader	C	C	B	C	B	D
Patient Zero	A	D	C	C	A	F
Belial	D	B	D	B	A	F
Adirael	D	B	D	D	A	F
Mephistopheles	C	C	C	C	F	C

SUPER BOSSES

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Ryujin	D	B	A	D	F	C
Mursa	D	B	D	D	F	D
The Behemoth	A	D	C	D	F	C
Lucifer	D	B	C	C	A	F
Pandemonium	B	D	B	D	A	F
Asmodeus	B	D	C	A	F	C
Astaroth	C	C	C	C	F	C

9.12 ENEMY STEALABLE ITEMS

REGULAR MONSTERS

NAME	STEALABLE ITEMS
Guild Grotto	
Mutated Slime	Large Magic Potion (10%), Remedy (25%), Hyper Ward Tonic 25%)
Rotten Fly Trap	Huge Potion (25%), Small Cottage (25%), Hellfire Bomb (25%)
Rogue Boulder	Hyper Wall Tonic (25%), Full Potion (25%)
Horned Behemoth	Hyper Vigor Tonic (25%), Refreshing Elixir (5%)
One-Eyed Arachnid	Remedy (25%), Antidote (50%), Medium SP Orb (25%)
Northern & Southern Aldrin Tundra	
Frost Wolf	Huge Potion (25%), Refreshing Elixir (5%)
Frozen Qilin	Hyper Ward Tonic (25%), Hyper Wall Tonic (25%), Small Cottage (25%)
Ice Sorceress	Hellfire Bomb (25%), Hyper Ward Tonic (25%), Huge Potion (25%)
Hail Fire	Medium SP Orb (25%), Large Magic Potion (10%), Hellfire Bomb (25%)
Banshee	Holy Fire Bomb (25%), Eye Drops (50%)
Abandoned Tunnel	
Subterranean Gecko	Large SP Orb (25%), Sonic Boom Bomb (25%), Hyper Jolt Tonic (25%)
Earthen Golem	Full Potion (25%), Hyper Blitz Tonic (25%), Small Cottage (25%)
Sunken Wyrm	Hyper Wall Tonic (25%), Hellfire Bomb (25%)
Golden Dragon	Refreshing Elixir (5%), Large SP Orb (25%)
Spectral Slime	Large Magic Potion (10%), Remedy (25%), Hyper Mind Tonic (25%)
Frozen Tower	
Haunted Soul	Holy Fire Bomb (25%), Refreshing Elixir (5%)
Floating Anomaly	Large Magic Potion (10%), Holy Water (25%), Hyper Mind Tonic (25%)
Zombie Hound	Full Potion (25%), Holy Water (50%), Hyper Shock Tonic (25%)
Phantom Wyvern	Small Cottage (25%), Large SP Orb (25%), Hellfire Bomb (25%)
Nebulous Shadow	Remedy (25%), Holy Water (50%)
North Aldrin Badlands	
Scourge Scorpion	Hyper Blitz Tonic (25%), Hellfire Bomb (25%), Large SP Orb (25%)
King Cobra	Remedy (25%), Full Potion (25%), Small Cottage (25%)
Winged Bull	Vicious Tornado Bomb (25%), Hyper Vigor Tonic (25%), Large SP Orb (25%)
Demonic Cockatrice	Huge Magic Potion (10%), Remedy (25%), Soft (50%)
Desert Hybrid	Refreshing Elixir (5%), Hyper Jolt Tonic (25%)

NAME	STEALABLE ITEMS
South Aldrin	
Spiked Serpent	Sonic Boom Bomb (25%), Large SP Orb (25%), Hyper Ward Tonic (25%)
Tortured Tree	Hellfire Bomb (25%), Small Cottage (25%), Hyper Vigor Tonic (25%)
Dracomancer	Huge Magic Potion (10%), Hyper Blitz Tonic (25%), Large SP Orb (25%)
Green Dragon	Giant Potion (25%), Refreshing Elixir (5%), Huge SP Orb (25%)
Swarm of Bees	Full Potion (25%), Remedy (25%), Vicious Tornado Bomb (25%)
Kort Assault	
Necht Mil. Soldier	Full Potion (25%), Large Magic Potion (10%), Refreshing Elixir (5%)
Necht Mil. Mercenary	Full Potion (25%), Huge Magic Potion (10%), Refreshing Elixir (5%)
Necht Mil. Elite	Giant Potion (25%), Huge Magic Potion (10%), Rejuvenating Elixir (5%)
Necht Mil. Lieutenant	Giant Potion (25%), Full Magic Potion (10%), Rejuvenating Elixir (5%)
Necht Mil. Captain	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Ronkar	
Goblin Brawler	Giant Potion (25%), Giant Magic Potion (10%), Refreshing Elixir (5%)
Goblin Soldier	Great Potion (25%), Great MP Potion (10%), Rejuvenating Elixir (5%)
Ocean	
Octopus	Mega Vigor Tonic (25%), Electric Blast Bomb (25%), Large SP Orb (25%)
Crab	Mega Wall Tonic (25%), Small Cottage (25%), Electric Blast Bomb (25%)
Jellyfish	Huge Magic Potion (10%), Antidote (50%), Remedy (25%)
Finned Sea Serpent	Giant Potion (25%), Refreshing Elixir (5%), Mega Blitz Tonic (25%)
Lantern Fish	Mega Jolt Tonic (25%), Huge SP Orb (25%), Mega Mind Tonic (25%)
Western Orphos Desert & Badlands	
Putrid Creeper	Mega Ward Tonic (25%), Serum (50%), Giant Potion (5%)
Infested Tree	Giant Potion (25%), Inferno Bomb (25%), Remedy (25%)
Desert Wyrm	Typhoon Bomb (25%), Huge SP Orb (25%), Small Cottage (25%)
Demonic Slime	Huge Magic Potion (10%), Heavenly Judgment Bomb (25%), Vocalizer Serum (50%)
Badlands Behemoth	Refreshing Elixir (5%), Mega Blitz Tonic (25%), Giant Potion (25%)
Theopolis Forest & Grassland	
Rabid Werewolf	Giant Potion (25%), Electric Blast Bomb (25%), Small Cottage (25%)
Kobold	Mega Vigor Tonic (25%), Huge SP Orb (25%), Giant Potion (25%)
Demonic Satyr	Refreshing Elixir (5%), Huge SP Orb (25%), Mega Jolt Tonic (25%)
Gargoyle	Huge Magic Potion (10%), Mega Mind Tonic (25%), Heavenly Judgment Bomb (25%)

NAME	STEALABLE ITEMS
Harpy	Vocalizer Serum (50%), Typhoon Bomb (25%), Mega Ward Tonic (25%)
Northern & Southern Firma Tundra	
Frost Specter	Inferno Bomb (25%), Mega Wall Tonic (25%), Giant Potion (25%)
Arctic Berserker	Giant Potion (25%), Black Hole Bomb (25%), Small Cottage (25%)
Glacial Mammoth	Giant Potion (25%), Refreshing Elixir (5%), Mega Blitz Tonic (25%)
Ice Gremlin	Mega Shock Tonic (25%), Medium Cottage (25%), Huge MP Potion (10%)
Frozen Wraith	Remedy (25%), Huge SP Orb (25%), Typhoon Bomb (25%)
Volundra Forest	
Vile Rodent	Mega Jolt Tonic (25%), Huge SP Orb (25%), Medium Cottage (25%)
Giant Tarantula	Mega Vigor Tonic (25%), Antidote (25%), Inferno Bomb (25%)
Silk Spinner	Typhoon Bomb (25%), Remedy (25%), Giant Potion (25%)
Gargantuan Fly Trap	Giant Potion (25%), Refreshing Elixir (5%), Inferno Bomb (25%)
Cerulean Wyrm	Huge Magic Potion (10%), Electric Blast Bomb (25%), Huge SP Orb (25%)
Hobgar Forest & Grassland	
Mystic Spirit	Soft (50%), Refreshing Elixir (5%), Huge SP Orb (25%)
Kirin	Inferno Bomb (25%), Huge SP Orb (25%), Giant Potion (25%)
Colossal Ogre	Giant Potion (25%), Avalanche Bomb (25%), Mega Bubble Tonic (25%)
Vampire Bat	Mega Vigor Tonic (25%), Small Cottage (25%), Remedy (25%)
Reclusive Eye	Huge Magic Potion (10%), Heavenly Judgment Bomb (25%), Vocalizer Serum (50%)
Ugbar Badlands	
Titan Skull	Remedy (25%), Inferno Bomb (25%), Huge SP Orb (25%)
Clay Slime	Avalanche Bomb (25%), Mega Ward Tonic (25%), Small Cottage (25%)
Tusked Colossus	Giant Potion (25%), Refreshing Elixir (5%), Mega Bubble Tonic (25%)
Demon Wood	Heavenly Judgment Bomb (25%), Mega Wall Tonic (25%), Serum (50%)
Emerald Demon	Huge Magic Potion (10%), Mega Mind Tonic (25%), Remedy (25%)
Secret Military Outpost	
Zombie	Full Potion (25%), Huge Magic Potion (10%), Refreshing Elixir (5%)
Ghoul	Full Potion (25%), Huge Magic Potion (10%), Refreshing Elixir (5%)
Wight	Full Potion (25%), Huge Magic Potion (10%), Refreshing Elixir (5%)
Dark Zombie	Giant Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Dark Ghoul	Giant Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Dark Wight	Giant Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)

NAME	STEALABLE ITEMS
Shadow Zombie	Massive Potion (25%), Giant Magic Potion (10%), Rejuvenating Elixir (5%)
Shadow Ghoul	Massive Potion (25%), Giant Magic Potion (10%), Rejuvenating Elixir (5%)
Shadow Wight	Massive Potion (25%), Giant Magic Potion (10%), Rejuvenating Elixir (5%)
Revenant	Great Potion (25%), Giant Magic Potion (10%), Rejuvenating Elixir (5%)
Wandering Spirit	Full Potion (25%), Huge Magic Potion (10%), Refreshing Elixir (5%)
Evil Spirit	Giant Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Malevolent Spirit	Massive Potion (25%), Giant Magic Potion (10%), Rejuvenating Elixir (5%)
Ancient Trade Route – Monster Den	
Subterranean Wyrm	Cyclonic Burst Bomb (25%), Giant SP Orb (25%), Great Magic Potion (10%)
Chthonic Slime	Cryogenic Bomb (25%), Ultra Ward Tonic (25%), Medium Cottage (25%)
Sunken Slug	Holy Devastation Bomb (25%), Great Potion (10%), Rejuvenating Elixir (5%)
Spiral Cave	
Burning Soul	Full MP Potion (10%), Avalanche Bomb (25%), Full SP Orb (25%)
Hell Hound	Massive Potion (25%), Rejuvenating Elixir (5%), Medium Cottage (25%)
Fire Sprite	Eye Drops (50%), Mega Mind Tonic (25%), Medium Cottage (25%)
Charred Slime	Avalanche Bomb (25%), Full SP Orb (25%), Remedy (25%)
Magma Spirit	Avalanche Bomb (25%), Mega Blitz Tonic (25%), Massive Potion (25%)
Beneath the Sacred Goblin Tree	
Fallen Demon	Massive Potion (25%), Mega Bubble Tonic (25%), Medium Cottage (25%)
Oozing Sludge	Rejuvenating Elixir (5%), Full SP Orb (25%), Remedy (25%)
Twisted Slug	Heavenly Judgment Bomb (25%), Massive Potion (25%), Hyper Remedy (5%)
Phantom Soul	Typhoon Bomb (25%), Medium Cottage (25%), Full MP Potion (10%)
Ethereal Spirit	Vocalizer Serum (50%), Mega Surge Tonic (25%), Full SP Orb (25%)
Volundra Basement	
Mimic Chest	Ambrosia (25%), Nectar (25%), Perfect Elixir (5%)
Volundra Catacombs	
Dessicated Hellion	Full MP Potion (10%), Typhoon Bomb (25%), Eye Drops (50%)
Gluttonous Soul	Heavenly Judgment Bomb (25%), Mega Ward Tonic (25%), Full SP Orb (25%)
Grotesque Anomaly	Hyper Remedy (25%), Electric Blast Bomb (25%), Massive Potion (25%)
Reptilian Brute	Massive Potion (25%), Rejuvenating Elixir (5%), Medium Cottage (25%)
Earthen Fist	Inferno Bomb (25%), Mega Mind Tonic (25%), Mega Bubble Tonic (25%)

NAME	STEALABLE ITEMS
Theopolis Forest [Knight Sidequest]	
Hired Soldier	Giant Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Hired Soldier Elite	Massive Potion (25%), Giant Magic Potion (10%), Giant SP Orb (25%)
Northern Tundra Cave [Knight Sidequest]	
Thief	Massive Potion (25%), Giant Magic Potion (10%), Giant SP Orb (25%)
Bandit	Great Potion (25%), Massive Magic Potion (10%), Massive SP Orb (25%)
Ambar – Forsaken City [Monk Sidequest]	
Plague Rat	Giant Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Virulent Clay	Avalanche Bomb (25%), Hyper Remedy (25%), Mega Wall Tonic (25%)
Grotesque Infection	Inferno Bomb (25%), Hyper Remedy (25%), Giant SP Orb (25%)
Viral Crawler	Giant Potion (25%), Hyper Remedy (25%), Mega Bubble Tonic (25%)
Grand Ugbar Pagoda [Monk Sidequest]	
Beryl Slime	Giant Magic Potion (10%), Ultra Mind Tonic (25%), Holy Devastation Bomb (25%)
Amorphous Shade	Giant Magic Potion (10%), Hyper Remedy (25%), Ultra Wall Tonic (25%)
Corpulent Monstrosity	Giant Magic Potion (10%), Ultra Bubble Tonic (25%), Massive SP Orb (25%)
Mines of Karanor [Thief Sidequest]	
Abyssal Cockatrice	Full Magic Potion (10%), Remedy (25%), Small Cottage (25%)
Crimson Gargoyle	Full Magic Potion (10%), Mega Mind Tonic (25%), Heavenly Judgment Bomb (25%)
Mutated Goblin	Mega Shock Tonic (25%), Medium Cottage (25%), Full Magic Potion (10%)
Forgotten Elven Outpost [Thief Sidequest]	
Ruby Aracnid	Great Potion (25%), Rejuvenating Elixir (5%), Hyper Remedy (25%)
Dracomage	Giant Magic Potion (10%), Giant SP Orb (25%), Ultra Ward Tonic (25%)
Tormented Soul	Giant Magic Potion (10%), Large Cottage (25%), Magma Blast Bomb (25%)
Lava Tubes [Gray Mage Sidequest], Elemental Cave [Black Mage Sidequest]	
Angry Wind Spirit	Massive Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Angry Ice Spirit	Massive Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Angry Fire Spirit	Massive Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Angry Thunder Spirit	Massive Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Elemental Cave [Black Mage Sidequest]	
Angry Frozen Spirit	Great Potion (25%), Great Magic Potion (10%), Rejuvenating Elixir (5%)

NAME	STEALABLE ITEMS
Sarno Mine [Gray Mage Sidequest]	
Ice Dragon	Great Potion (25%), Ultra Blitz Tonic (25%), Hyper Remedy (25%)
Flying Fiend	Magma Blast Bomb (25%), Ultra Shock Tonic (25%), Ultra Jolt Tonic (25%)
Mysterious Rime	Giant Magic Potion (10%), Massive SP Orb (25%), Ultra Wall Tonic (25%)
Wispy Spirit Cavern [White Mage Sidequest]	
Angry Spirit	Massive Potion (25%), Full Magic Potion (10%), Refreshing Elixir (5%)
Wispy Spirit	Great Potion (25%), Giant Magic Potion (10%), Rejuvenating Elixir (5%)
Parallel Dimension [White Mage Sidequest]	
Minotaur	Great Potion (25%), Ultra Bubble Tonic (25%), Ultra Blitz Tonic (25%)
Crimson Imp	Great Magic Potion (10%), Magma Blast Bomb (25%), Holy Devastation Bomb (25%)
Giant Hornet	Rejuvenating Elixir (5%), Hyper Remedy (25%), Large Cottage (25%)
Eerie Dimension [Black Mage Sidequest]	
Oni	Great Potion (25%), Ultra Blitz Tonic (25%), Rejuvenating Elixir (5%)
Skeletal Warrior	Magma Blast Bomb (25%), Holy Devastation Bomb (25%), Ultra Wall Tonic (25%)
Tormented Soul	Great Magic Potion (10%), Magma Blast Bomb (25%), Hyper Remedy (25%)
Quicksand Cavern [Engineer Sidequest]	
Desert Scorpion	Mega Vigor Tonic (25%), Massive Potion (25%), Full Magic Potion (10%)
Swarm of Hornets	Typhoon Bomb (25%), Remedy (25%), Giant SP Orb (25%)
Diamondback	Hyper Remedy (25%), Refreshing Elixir (5%), Giant SP Orb (25%)
Insane Goblin's Labyrinth [Engineer Sidequest]	
Mud Monstrosity	Ultra Bubble Tonic (25%), Great Potion (25%), Cryogenic Bomb (25%)
Oozing Scum	Rejuvenating Elixir (5%), Hyper Remedy (25%), Massive SP Orb (25%)
Sapphire Demon	Giant Magic Potion (10%), Holy Devastation Bomb (25%), Ultra Shock Tonic (25%)
Wystonia Assault	
Dark Army Human	Massive Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Dark Army Goblin	Massive Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Dark Army Elf	Massive Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Dark Army Human Elite	Great Potion (25%), Giant Magic Potion (10%), Massive SP Orb (25%)
Dark Army Goblin Elite	Great Potion (25%), Giant Magic Potion (10%), Massive SP Orb (25%)
Dark Army Elf Elite	Great Potion (25%), Giant Magic Potion (10%), Massive SP Orb (25%)

NAME	STEALABLE ITEMS
Svarta Traitor's Cave	
Dark Army Dwarf	Great Potion (25%), Giant Potion (10%), Massive SP Orb (25%)
Phoenix Aerie	
Earth Titan	Great Potion (25%), Refreshing Elixir (5%), Soft (50%)
Azure Wyrm	Giant Magic Potion (10%), Electric Death Bomb (25%), Medium Cottage (25%)
Opal Dragon	Great Potion (25%), Ultra Blitz Tonic (25%), Giant SP Orb (25%)
Aerie Wyrm	Cyclonic Burst Bomb (25%), Medium Cottage (25%), Giant MP Potion (10%)
Mountain Troll	Magma Blast Bomb (25%), Ultra Wall Tonic (25%), Giant SP Orb (25%)
Dark Castle	
Vile Serpent	Ultra Ward Tonic (25%), Massive SP Orb (25%), Medium Cottage (25%)
Festering Troll	Ultra Blitz Tonic (25%), Magma Blast Bomb (25%), Medium Cottage (25%)
Djinn	Mega Mind Tonic (25%), Mega Ward Tonic (5%), Rejuvenating Elixir (5%)
Blue Dragon	Great Potion (25%), Giant Magic Potion (10%), Cryogenic Bomb (25%)
Black Candle	Mega Bubble Tonic (25%), Great Potion (25%), Giant SP Orb (25%)
Tower of Pestilence	
Night Crawler	Holy Devastation Bomb (25%), Ultra Wall Tonic (25%), Hyper Remedy (25%)
Silver Werewolf	Electric Death Bomb (25%), Rejuvenating Elixir (5%), Massive SP Orb (25%)
Suparna	Medium Cottage (25%), Giant Magic Potion (10%), Mega Ward Tonic (25%)
Specter	Hyper Remedy (25%), Cyclonic Burst Bomb (25%), Giant SP Orb (25%)
Grisly Reaper	Perfect Elixir (5%), Ambrosia (5%), Nectar (5%)
Shadow Fortress	
Dark Human Guard	Massive Potion (25%), Giant Magic Potion (10%), Full SP Orb (25%)
Dark Goblin Guard	Massive Potion (25%), Giant Magic Potion (10%), Full SP Orb (25%)
Dark Elf Guard	Massive Potion (25%), Giant Magic Potion (10%), Full SP Orb (25%)
Dark Human Elite Guard	Great Potion (25%), Giant Magic Potion (10%), Great SP Orb (25%)
Dark Goblin Elite Guard	Great Potion (25%), Giant Magic Potion (10%), Great SP Orb (25%)
Dark Elf Elite Guard	Great Potion (25%), Giant Magic Potion (10%), Great SP Orb (25%)
Shad. Fort. Human Grd	Great Potion (25%), Giant Magic Potion (10%), Massive SP Orb (25%)
Shad. Fort. Goblin Grd	Great Potion (25%), Giant Magic Potion (10%), Massive SP Orb (25%)
Shad. Fort. Elven Grd	Great Potion (25%), Giant Magic Potion (10%), Massive SP Orb (25%)
Shad. Fort. Human Elite	Great Potion (25%), Massive Magic Potion (10%), Massive SP Orb (25%)
Shad. Fort. Goblin Elite	Great Potion (25%), Massive Magic Potion (10%), Massive SP Orb (25%)

NAME	STEALABLE ITEMS
Shad. Fort. Elf Elite	Great Potion (25%), Massive Magic Potion (10%), Massive SP Orb (25%)
Black Cavern	
Sinful Devil	Massive Magic Potion (10%), Holy Devastation Bomb (25%), Ultra Ward Tonic (25%)
Empty Skull	Ambrosia (25%), Ultra Mind Tonic (25%), Large Cottage (25%)
Tortured Soul	Ultra Shock Tonic (25%), Hyper Remedy (25%), Magma Blast Bomb (25%)
Firebird	Ultra Mind Tonic (25%), Massive SP Orb (25%), Large Cottage (25%)
Imoogi	Ambrosia (25%), Electric Death Bomb (25%), Ultra Bubble Tonic (50%)
Souls Guardian	Rejuvenating Elixir (5%), Massive SP Orb (25%), Ultra Wall Tonic (25%)
Infernal Dragon	Ambrosia (25%), Cryogenic Bomb (25%), Massive Magic Potion (10%)
Chimeric Titan	Ambrosia (25%), Massive SP Orb (25%), Ultra Blitz Tonic (25%)
Decaying Dragon	Rejuvenating Elixir (5%), Ultra Wall Tonic (25%), Ultra Ward Tonic (25%)
Mt. Agni	
Black Widow	Great SP Orb (25%), Ambrosia (25%), Ambush Tonic (25%)
Brimstone	Ambrosia (25%), Regeneration Potion (5%), Nectar (10%)
Soulless Slime	Rejuvenating Elixir (5%), Renewing Potion (5%), Ambrosia (25%)
Necromancer	Great Magic Potion (5%), Electric Death Bomb (25%), Renewing Potion (5%)
Sulfur Golem	Ambrosia (25%), Great SP Orb (25%), Cryogenic Bomb (25%)
Stunted Wyrm	Great SP Orb (25%), Piercing Cyclone Bomb (25%), Rejuvenating Elixir (5%)
Hellish Soul	Regeneration Potion (5%), Conjurer Tonic (25%), Ambrosia (25%)
Infernal Bomb	Ambrosia (25%), Great SP Orb (25%), Great Magic Potion (10%)
Scourge Serpent	Ambrosia (25%), Great SP Orb (25%), Champion Tonic (25%)
Stygian Slime	Nectar (10%), Piercing Shadow Bomb (25%), Great Regeneration Potion (5%)
Gargantua	Ambrosia (25%), Piercing Cryogenic Bomb (25%), Great Regeneration Potion (5%)
Sapphire Dragon	Ambrosia (25%), Precision Tonic (25%), Nectar (10%)
Hulking Brute	Ambrosia (25%), Champion Tonic (25%), Nectar (10%)
Earthen Emperor	Ambrosia (25%), Great Renewing Potion (5%), Nectar (10%)
Lucifer's Spawn	Great Regeneration Potion (5%), Great Renewing Potion (5%), Perfect Elixir (5%)
Pitluhrian	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Pitluhrian Elite	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Pitluhrian Elect	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Pitluhrian Noble	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Pitluhrian Prime	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)

CITY GUARDS

NAME	STEALABLE ITEMS
Rockwood City Guard	Huge Potion (25%), Large Magic Potion (10%), Large SP Orb (25%)
Kort Human Guard	Huge Potion (25%), Large Magic Potion (10%), Large SP Orb (25%)
Kort Goblin Guard	Huge Potion (5%), Large Magic Potion (10%), Large SP Orb (25%)
Necht City Guard	Full Potion (25%), Huge Magic Potion (10%), Huge SP Orb (25%)
North Bay City Guard	Giant Potion (25%), Huge Magic Potion (10%), Huge SP Orb (25%)
Theopolis City Guard	Massive Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Tisaren City Guard	Giant Potion (25%), Huge Magic Potion (10%), Huge SP Orb (25%)
Volundra City Guard	Massive Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Gremlar City Guard	Giant Potion (25%), Huge Magic Potion (10%), Huge SP Orb (25%)
Hobgar City Guard	Massive Potion (25%), Full Magic Potion (10%), Full SP Orb (25%)
Wystonia City Guard	Great Potion (25%), Giant Magic Potion (10%), Giant SP Orb (25%)
Svarta City Guard	Ambrosia (25%), Massive Magic Potion (10%), Massive SP Orb (25%)

MID-BOSSES

NAME	STEALABLE ITEMS
Anxious Bandit	Resurrection Elixir (25%), Perfect Elixir (5%), Massive SP Orb (25%)
Watchful Isolationist	None
Lava Worm	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Wyrm King	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Dismissive Elf	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Dark Army Sergeant	Ambrosia (25%), Nectar (10%), Massive SP Orb (25%)
Anomalous Zombie	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Mutated Wight	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Paranoid Dwarf	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Sh. Fort Lieutenant	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Boots (5%)
Sh. Fort Captain	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Gauntlets (5%)
Sh. Fort Commander	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Cloak (5%)
Twisted Imoogi	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Dagger (5%)
Arcane Guardian	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Armor (5%)
Corrupted Titan	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Sword (5%)

HUNTER'S GUILD TARGETS

NAME	STEALABLE ITEMS
Tier #1	
Cyclops Spider	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Staff (5%)
Enraged Nightmare	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Robe (5%)
Psychopomp	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Armor (5%)
Gargantuan Golem	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Sword (5%)
Tier #2	
Frozen Queen	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Bow (5%)
Cimmerian Shade	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Cloak (5%)
Stone Titan	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Shield (5%)
Ruby Wyrm	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Spear (5%)
Tier #3	
Desert Chimera	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Robe (5%)
Faithful Mate	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Dessicated Dragon	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Sword (5%)
Death Stalker	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Staff (5%)
Deathwood	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Armor (5%)
Angler Fish	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Shield (5%)
Grimalkin	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Cloak (5%)
Jormungand	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Bow (5%)
Emerald Fire	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Spear (5%)
Tier #4	
King Goldemar	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Dagger (5%)
Arachne	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Axe (5%)
The Man Eater	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Shield (5%)
Poltergeist	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Cloak (5%)
Arctic Mastodon	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Staff (5%)
Evil Eye	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Robe (5%)
Lycaon	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Sword (5%)
Carbuncle	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Armor (5%)

NAME	STEALABLE ITEMS
Tier #5	
Infernal Entity	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Helm (5%)
Colossal Sludge	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Cloak (5%)
Unnatural Abomination	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Shield (5%)
Atlas	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Cloak (5%)
Crimson Magus	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Robe (5%)
Cerberus	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Staff (5%)
The Yawning Void	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Armor (5%)
Agrius	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Sword (5%)
Hunter's Special Targets	
Rat King	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Shoes (5%)
Grizzly Bear	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Mama Bear	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Armor (5%)
Accursed Dragon	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Draconis Rex	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Sword (5%)

BOSSES

NAME	STEALABLE ITEMS
Two-headed Ogre	Ambrosia (25%), Massive SP Orb (25%), Emerald Armor (5%)
Garuda	Nectar (10%), Perfect Elixir (5%), Emerald Robe (5%)
Necht M. Commander	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Sword (5%)
Necht Lieutenant	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Necht Captain	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Gauntlets (5%)
Goblin Chieftain	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Emerald Cloak (5%)
Olivier	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Robe (5%)
Merihem	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Armor (5%)
Pythius	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Sword (5%)
Hired Soldier Cmdr.	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Armor (5%)
Bandit Leader	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Dagger (5%)
Aerico	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Vaccine Ring (5%)
Desecrator	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)

Zir	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Staff (5%)
Furious Magma Spirit	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Armor (5%)
Furious Spirit	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ruby Robe (5%)
Frozen Wyrm	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Armor (5%)
Great Phoenix	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Sapphire Robe (5%)
Dark Army Ringleader	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Aegis Helm (5%)
Patient Zero	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%)
Belial	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Ancient Ring (5%)
Adirael	Ambrosia (25%), Nectar (10%), Perfect Elixir (5%), Master Ring (5%)
Mephistopheles	3× Perfect Elixir (25%), 3× Essence of the Phoenix (25%)

SUPER BOSSES

NAME	STEALABLE ITEMS
Ryujin	Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Ryujin's Armor (5%)
Mursa	Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Mursa Robe (5%)
The Behemoth	Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Behemoth Blade (5%)
Lucifer	Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%), Lucifer's Amulet (5%)
Pandemonium	3× Perfect Elixir (25%)
Asmodeus	3× Full Ambrosia (25%), 3× Full Nectar (25%), 3× Full Elixir (25%), Asmodeus' Ring (5%)
Astaroth	Full Ambrosia (25%), Full Nectar (25%), Full Elixir (25%)

9.13 ENEMY LOCATIONS

The World Map and Dungeon locations where you can find each enemy type are listed in the table below.

REGULAR MONSTERS

NAME	Dungeon Location	World Map Location
Guild Grotto		
Mutated Slime	Guild Grotto, Hidden Forest	Eastern Grasslands of North Aldrin, Vir
Rotten Fly Trap	Guild Grotto, Hidden Forest	Eastern Grasslands of North Aldrin, Vir
Rogue Boulder	Guild Grotto, Hidden Forest	Eastern Grasslands of North Aldrin, Vir
Horned Behemoth	Guild Grotto, Hidden Forest	Eastern Grasslands of North Aldrin, Vir
One-Eyed Arachnid	Guild Grotto, Hidden Forest	Eastern Grasslands of North Aldrin, Vir
Northern & Southern Aldrin Tundra		
Frost Wolf	N/A	Snowy Tundra of North and South Aldrin
Frozen Qilin	N/A	Snowy Tundra of North and South Aldrin
Ice Sorceress	N/A	Snowy Tundra of North and South Aldrin
Hail Fire	N/A	Snowy Tundra of North and South Aldrin
Banshee	N/A	Snowy Tundra of North and South Aldrin
Abandoned Tunnel		
Subterranean Gecko	Western Karanor, Abandoned Tunnel	N/A
Earthen Golem	Western Karanor, Abandoned Tunnel	N/A
Sunken Wyrm	Western Karanor, Abandoned Tunnel	N/A
Golden Dragon	Western Karanor, Abandoned Tunnel	N/A
Spectral Slime	Western Karanor, Abandoned Tunnel	N/A
Frozen Tower		
Haunted Soul	Frozen Tower	N/A
Floating Anomaly	Frozen Tower	N/A
Zombie Hound	Frozen Tower	N/A
Phantom Wyvern	Frozen Tower	N/A
Nebulous Shadow	Frozen Tower	N/A
North Aldrin Badlands		
Scourge Scorpion	N/A	North Aldrin Badlands
King Cobra	N/A	North Aldrin Badlands
Winged Bull	N/A	North Aldrin Badlands

NAME	Dungeon Location	World Map Location
Demonic Cockatrice	N/A	North Aldrin Badlands
Desert Hybrid	N/A	North Aldrin Badlands
South Aldrin		
Spiked Serpent	South Aldrin Cave	Southern Grasslands of North Aldrin, Grasslands of South Aldrin
Tortured Tree	South Aldrin Cave	Southern Grasslands of North Aldrin, Grasslands of South Aldrin
Dracomancer	South Aldrin Cave	Southern Grasslands of North Aldrin, Grasslands of South Aldrin
Green Dragon	South Aldrin Cave	Southern Grasslands of North Aldrin, Grasslands of South Aldrin
Swarm of Bees	South Aldrin Cave	Southern Grasslands of North Aldrin, Grasslands of South Aldrin
Kort Assault		
Necht Mil. Soldier	Kort Assault Scenario	N/A
Necht Mil. Mercenary	Kort Assault Scenario	N/A
Necht Mil. Elite	Kort Assault Scenario	N/A
Necht Mil. Lieutenant	Kort Assault Scenario	N/A
Necht Mil. Captain	Kort Assault Scenario	N/A
Ronkar		
Goblin Brawler	Ronkar Slaughter Scenario	N/A
Goblin Soldier	Ronkar Slaughter Scenario	N/A
Ocean		
Octopus	N/A	All Oceans
Crab	N/A	All Oceans
Jellyfish	N/A	All Oceans
Finned Sea Serpent	N/A	All Oceans
Lantern Fish	N/A	All Oceans
Western Orphos Desert & Badlands		
Putrid Creeper	Ancient Trade Route, Underground Lake	Western Orphos Desert and Badlands, Western Huldra Desert
Infested Tree	Ancient Trade Route, Underground Lake	Western Orphos Desert and Badlands, Western Huldra Desert
Desert Wyrm	Ancient Trade Route, Underground Lake	Western Orphos Desert and Badlands, Western Huldra Desert

NAME	Dungeon Location	World Map Location
Demonic Slime	Ancient Trade Route, Underground Lake	Western Orphos Desert and Badlands, Western Huldra Desert
Badlands Behemoth	Ancient Trade Route, Underground Lake	Western Orphos Desert and Badlands, Western Huldra Desert
Theopolis Forest & Grassland		
Rabid Werewolf	Spiral Cave	Theopolis Forest and Grassland
Kobold	Spiral Cave	Theopolis Forest and Grassland
Demonic Satyr	Spiral Cave	Theopolis Forest and Grassland
Gargoyle	Spiral Cave	Theopolis Forest and Grassland
Harpy	Spiral Cave	Theopolis Forest and Grassland
Northern & Southern Firma Tundra		
Frost Specter	Gremlar Mine Shaft	North Orphos Tundra, North Ugbar Tundra, South Huldra Tundra
Arctic Berserker	Gremlar Mine Shaft	North Orphos Tundra, North Ugbar Tundra, South Huldra Tundra
Glacial Mammoth	Gremlar Mine Shaft	North Orphos Tundra, North Ugbar Tundra, South Huldra Tundra
Ice Gremlin	Gremlar Mine Shaft	North Orphos Tundra, North Ugbar Tundra, South Huldra Tundra
Frozen Wraith	Gremlar Mine Shaft	North Orphos Tundra, North Ugbar Tundra, South Huldra Tundra
Volundra Forest		
Vile Rodent	N/A	Huldra Forest and Grassland
Giant Tarantula	N/A	Huldra Forest and Grassland
Silk Spinner	N/A	Huldra Forest and Grassland
Gargantuan Fly Trap	N/A	Huldra Forest and Grassland
Cerulean Wyrm	N/A	Huldra Forest and Grassland
Hobgar Forest & Grassland		
Mystic Spirit	N/A	Ugbar Forest and Grassland
Kirin	N/A	Ugbar Forest and Grassland
Colossal Ogre	N/A	Ugbar Forest and Grassland
Vampire Bat	N/A	Ugbar Forest and Grassland
Reclusive Eye	N/A	Ugbar Forest and Grassland
Ugbar Badlands		
Titan Skull	Sacred Goblin Temple	Ugbar Badlands
Clay Slime	Sacred Goblin Temple	Ugbar Badlands

NAME	Dungeon Location	World Map Location
Tusked Colossus	Sacred Goblin Temple	Ugbar Badlands
Demon Wood	Sacred Goblin Temple	Ugbar Badlands
Emerald Demon	Sacred Goblin Temple	Ugbar Badlands
Secret Military Outpost		
Zombie	Secret Military Outpost	N/A
Ghoul	Secret Military Outpost	N/A
Wight	Secret Military Outpost	N/A
Dark Zombie	Secret Military Outpost	N/A
Dark Ghoul	Secret Military Outpost	N/A
Dark Wight	Secret Military Outpost	N/A
Shadow Zombie	Secret Military Outpost	N/A
Shadow Ghoul	Secret Military Outpost	N/A
Shadow Wight	Secret Military Outpost	N/A
Revenant	Secret Military Outpost	N/A
Wandering Spirit	Secret Military Outpost	N/A
Evil Spirit	Secret Military Outpost	N/A
Malevolent Spirit	Secret Military Outpost	N/A
Ancient Trade Route – Monster Den		
Subterranean Wyrm	Ancient Trade Route - Monster Den Only	N/A
Chthonic Slime	Ancient Trade Route - Monster Den Only	N/A
Sunken Slug	Ancient Trade Route - Monster Den Only	N/A
Spiral Cave		
Burning Soul	Spiral Cave	N/A
Hell Hound	Spiral Cave	N/A
Fire Sprite	Spiral Cave	N/A
Charred Slime	Spiral Cave	N/A
Magma Spirit	Spiral Cave	N/A
Beneath the Sacred Goblin Tree		
Fallen Demon	Sacred Goblin Tree	N/A
Oozing Sludge	Sacred Goblin Tree	N/A
Twisted Slug	Sacred Goblin Tree	N/A

NAME	Dungeon Location	World Map Location
Phantom Soul	Sacred Goblin Tree	N/A
Ethereal Spirit	Sacred Goblin Tree	N/A
Volundra Basement		
Mimic Chest	Volundra Basement	N/A
Volundra Catacombs		
Dessicated Hellion	Volundra Catacombs	N/A
Gluttonous Soul	Volundra Catacombs	N/A
Grotesque Anomaly	Volundra Catacombs	N/A
Reptilian Brute	Volundra Catacombs	N/A
Earthen Fist	Volundra Catacombs	N/A
Theopolis Forest [Knight Sidequest]		
Hired Soldier	Theopolis Forest Scenario	N/A
Hired Soldier Elite	Theopolis Forest Scenario	N/A
Northern Tundra Cave [Knight Sidequest]		
Thief	Northern Tundra Passageway Scenario	N/A
Bandit	Northern Tundra Passageway Scenario	N/A
Ambar – Forsaken City [Monk Sidequest]		
Plague Rat	Ambar - Forsaken City	N/A
Virulent Clay	Ambar - Forsaken City	N/A
Grotesque Infection	Ambar - Forsaken City	N/A
Viral Crawler	Ambar - Forsaken City	N/A
Grand Ugbar Pagoda [Monk Sidequest]		
Beryl Slime	Grand Ugbar Pagoda	N/A
Amorphous Shade	Grand Ugbar Pagoda	N/A
Corpulent Monstrosity	Grand Ugbar Pagoda	N/A
Mines of Karanor [Thief Sidequest]		
Abyssal Cockatrice	Mines of Karanor	N/A
Crimson Gargoyle	Mines of Karanor	N/A
Mutated Goblin	Mines of Karanor	N/A
Forgotten Elven Outpost [Thief Sidequest]		
Ruby Aracnid	Forgotten Elven Outpost	N/A

NAME	Dungeon Location	World Map Location
Dracomage	Forgotten Elven Outpost	N/A
Tormented Soul	Forgotten Elven Outpost	N/A
Lava Tubes [Gray Mage Sidequest], Elemental Cave [Black Mage Sidequest]		
Angry Wind Spirit	Lava Tubes, Elemental Cave	N/A
Angry Ice Spirit	Lava Tubes, Elemental Cave	N/A
Angry Fire Spirit	Lava Tubes, Elemental Cave	N/A
Angry Thunder Spirit	Lava Tubes, Elemental Cave	N/A
Elemental Cave [Black Mage Sidequest]		
Angry Frozen Spirit	Elemental Cave	N/A
Sarno Mine [Gray Mage Sidequest]		
Ice Dragon	Sarno Mine	N/A
Flying Fiend	Sarno Mine	N/A
Mysterious Rime	Sarno Mine	N/A
Wispy Spirit Cavern [White Mage Sidequest]		
Angry Spirit	Wispy Spirit Cavern	N/A
Wispy Spirit	Wispy Spirit Cavern	N/A
Parallel Dimension [White Mage Sidequest]		
Minotaur	Parallel Dimension	N/A
Crimson Imp	Parallel Dimension	N/A
Giant Hornet	Parallel Dimension	N/A
Eerie Dimension [Black Mage Sidequest]		
Oni	Eerie Dimension	N/A
Skeletal Warrior	Eerie Dimension	N/A
Tormented Soul	Eerie Dimension	N/A
Quicksand Cavern [Engineer Sidequest]		
Desert Scorpion	Quicksand Cavern	N/A
Swarm of Hornets	Quicksand Cavern	N/A
Diamondback	Quicksand Cavern	N/A
Insane Goblin’s Labyrinth [Engineer Sidequest]		
Mud Monstrosity	Insane Goblin's Labyrinth	N/A
Oozing Scum	Insane Goblin's Labyrinth	N/A
Sapphire Demon	Insane Goblin's Labyrinth	N/A

NAME	Dungeon Location	World Map Location
Wystonia Assault		
Dark Army Human	Wystonia Assault Scenario	N/A
Dark Army Goblin	Wystonia Assault Scenario	N/A
Dark Army Elf	Wystonia Assault Scenario	N/A
Dark Army Human Elite	Wystonia Assault Scenario	N/A
Dark Army Goblin Elite	Wystonia Assault Scenario	N/A
Dark Army Elf Elite	Wystonia Assault Scenario	N/A
Svarta Traitor's Cave		
Dark Army Dwarf	Svarta Traitor's Cave	N/A
Phoenix Aerie		
Earth Titan	Mt. Vilu, Phoenix's Aerie	Phoenix's Aerie Island
Azure Wyrm	Mt. Vilu, Phoenix's Aerie	Phoenix's Aerie Island
Opal Dragon	Mt. Vilu, Phoenix's Aerie	Phoenix's Aerie Island
Aerie Wyrm	Mt. Vilu, Phoenix's Aerie	Phoenix's Aerie Island
Mountain Troll	Mt. Vilu, Phoenix's Aerie	Phoenix's Aerie Island
Dark Castle		
Vile Serpent	Dark Castle, Black Cavern	N/A
Festering Troll	Dark Castle, Black Cavern	N/A
Djinn	Dark Castle, Black Cavern	N/A
Blue Dragon	Dark Castle, Black Cavern	N/A
Black Candle	Dark Castle, Black Cavern	N/A
Tower of Pestilence		
Night Crawler	Tower of Pestilence, Black Cavern	N/A
Silver Werewolf	Tower of Pestilence, Black Cavern	N/A
Suparna	Tower of Pestilence, Black Cavern	N/A
Specter	Tower of Pestilence, Black Cavern	N/A
Grisly Reaper	Tower of Pestilence, Black Cavern	N/A
Shadow Fortress		
Dark Human Guard	Shadow Fortress Courtyard	N/A
Dark Goblin Guard	Shadow Fortress Courtyard	N/A
Dark Elf Guard	Shadow Fortress Courtyard	N/A

NAME	Dungeon Location	World Map Location
Dark Human Elite Guard	Shadow Fortress Courtyard	N/A
Dark Goblin Elite Guard	Shadow Fortress Courtyard	N/A
Dark Elf Elite Guard	Shadow Fortress Courtyard	N/A
Shad. Fort. Human Grd	Shadow Fortress	N/A
Shad. Fort. Goblin Grd	Shadow Fortress	N/A
Shad. Fort. Elven Grd	Shadow Fortress	N/A
Shad. Fort. Human Elite	Shadow Fortress	N/A
Shad. Fort. Goblin Elite	Shadow Fortress	N/A
Shad. Fort. Elf Elite	Shadow Fortress	N/A
Black Cavern		
Sinful Devil	Black Cavern	N/A
Empty Skull	Black Cavern	N/A
Tortured Soul	Black Cavern	N/A
Firebird	Black Cavern	N/A
Imoogi	Black Cavern	N/A
Souls Guardian	Black Cavern	N/A
Infernal Dragon	Black Cavern	N/A
Chimeric Titan	Black Cavern	N/A
Decaying Dragon	Black Cavern	N/A
Mt. Agni		
Black Widow	Mt. Agni	Mt. Agni Continent
Brimstone	Mt. Agni	Mt. Agni Continent
Soulless Slime	Mt. Agni	Mt. Agni Continent
Necromancer	Mt. Agni	N/A
Sulfur Golem	Mt. Agni	N/A
Stunted Wyrm	Mt. Agni	N/A
Hellish Soul	Mt. Agni	N/A
Infernal Bomb	Mt. Agni	N/A
Scourge Serpent	Mt. Agni	N/A
Stygian Slime	Mt. Agni	N/A

NAME	Dungeon Location	World Map Location
Gargantua	Mt. Agni	N/A
Sapphire Dragon	Mt. Agni	N/A
Hulking Brute	Mt. Agni	N/A
Earthen Emperor	Mt. Agni	N/A
Lucifer's Spawn	Mt. Agni	N/A
Pitluhrian	Mt. Agni	N/A
Pitluhrian Elite	Mt. Agni	N/A
Pitluhrian Elect	Mt. Agni	N/A
Pitluhrian Noble	Mt. Agni	N/A
Pitluhrian Prime	Mt. Agni	N/A

CITY GUARDS

NAME	Town Location
Rockwood City Guard	Rockwood
Kort Human Guard	Kort
Kort Goblin Guard	Kort
Necht City Guard	Necht
North Bay City Guard	North Bay
Theopolis City Guard	Theopolis
Tisaren City Guard	Tisaren
Volundra City Guard	Volundra
Gremlar City Guard	Gremlar
Hobgar City Guard	Hobgar
Wystonia City Guard	Wystonia
Svarta City Guard	Svarta

MID-BOSSES

NAME	Town/Dungeon Location
Anxious Bandit	Rockwood
Watchful Isolationist	Northern Tundra Outpost, Kort
Lava Worm	Spiral Cave
Wyrm King	Ancient Trade Route

NAME	Town/Dungeon Location
Dismissive Elf	Wystonia
Dark Army Sergeant	Wystonia Floating Fortress
Anomalous Zombie	Secret Military Outpost
Mutated Wight	Secret Military Outpost
Paranoid Dwarf	Svarta
Sh. Fort Lieutenant	Shadow Fortress
Sh. Fort Captain	Shadow Fortress
Sh. Fort Commander	Shadow Fortress
Twisted Imoogi	Black Cavern
Arcane Guardian	Black Cavern
Corrupted Titan	Black Cavern

HUNTER'S GUILD TARGETS

NAME	World Map Location
Tier #1	
Cyclops Spider	North Aldrin - South of Giant Moa Forest
Enraged Nightmare	North Aldrin - Near Northern Tundra Outpost
Psychopomp	South Aldrin - West of Giant Moa Forest
Gargantuan Golem	North Aldrin - Near Eastern Entrance of Abandoned Tunnel
Tier #2	
Frozen Queen	North Aldrin - Southwest of Frozen Tower
Cimmerian Shade	North Aldrin - West of North Aldrin Dock
Stone Titan	North Aldrin - Between Hidden Forest and Western Karanor
Ruby Wyrm	South Aldrin - South of South Aldrin Cave
Tier #3	
Desert Chimera	North Aldrin – West of Western Trade Route
Faithful Mate	North Aldrin – West of Western Trade Route
Dessicated Dragon	Orphos – Southwest of Western Oasis
Death Stalker	North Aldrin – Between Northern Tundra Outpost and Western Trade Route
Deathwood	South Aldrin – South of South Aldrin Ferry
Angler Fish	Ocean – South of North Bay
Grimalkin	Huldra – North of West Huldra Dock

NAME	World Map Location
Jormungand	Ocean – North of South Huldra Outpost
Emerald Fire	South Aldrin – West of Necht
Tier #4	
King Goldemar	Orphos – North of South Orphos Outpost
Arachne	Huldra – East of West Huldra Dock
The Man Eater	Huldra – East of Volundra
Poltergeist	Orphos – West of North Orphos Outpost
Arctic Mastodon	Huldra – Northwest of Tisaren
Evil Eye	Ugbar – Southwest of Tower of Pestilence
Lycaon	Orphos – Southeast of Theopolis
Carbuncle	Ugbar – Southeast of Hobgar Dock
Tier #5	
Infernal Entity	Orphos – South of Dark Castle
Colossal Sludge	Ugbar – East of Hobgar
Unnatural Abomination	Huldra – Southeast of Mt. Vilu
Atlas	Ugbar – Southwest of Ugbar Swamp
Crimson Magus	Ugbar – South of Tower of Pestilence
Cerberus	Orphos – West of Theopolis
The Yawning Void	Ugbar – Between Grand Ugbar Pagoda and Gremlar
Agrius	Vir – Northeast of Wystonia
Hunter's Special Targets	
Rat King	Huldra - Northeast of Giant Moa Forest
Grizzly Bear	Ugbar - Northeast of Southwest Ugbar Outpost
Mama Bear	Ugbar - Northeast of Southwest Ugbar Outpost
Accursed Dragon	Orphos - South of Mercenaries' Guild Camp
Draconis Rex	Orphos - South of Mercenaries' Guild Camp

BOSSES

NAME	Dungeon/Town Location
Two-headed Ogre	Abandoned Tunnel
Garuda	Frozen Tower
Necht M. Commander	Kort Assault Scenario

NAME	Dungeon/Town Location
Necht Lieutenant	Necht
Necht Captain	Necht
Goblin Chieftain	Ronkar Slaughter Scenario
Olivier	Spiral Cave
Merihem	Sacred Goblin Tree
Pythius	Volundra Catacombs
Hired Soldier Cmdr.	Theopolis Forest Scenario
Bandit Leader	Northern Tundra Passageway Scenario
Aerico	Ambar - Forsaken City
Desecrator	Grand Ugbar Pagoda
Zir	Forgotten Elven Outpost
Furious Magma Spirit	Lava Tubes
Furious Spirit	Wispy Spirit Cave
Frozen Wyrm	Sarno Mine
Great Phoenix	Phoenix's Aerie
Dark Army Ringleader	Svarta Traitor's Cave
Patient Zero	Secret Military Outpost
Belial	Dark Castle
Adirael	Tower of Pestilence
Mephistopheles	Black Cavern

SUPER BOSSES

NAME	World Map/Dungeon Location
Ryujin	Ocean – Far South of Hobgar
Mursa	Orphos – Northwest of Western Oasis
The Behemoth	Huldra – Southeast of Volundra
Lucifer	Southwest of Mt. Agni
Pandemonium	Mt. Agni - Asmodeus' Lair
Asmodeus	Mt. Agni - Asmodeus' Lair
Astaroth	Black Cavern - Mephistopheles' Lair

9.14 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 of these enemy-specific skills. All skills (physical and magical) are listed in alphabetical order.

Enemy Skills

Name	MP Cost	Description
100 Cuts	400	100 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
1,000 Cuts	800	1,000 HP damage + 50% Normal Attack (ignoring DEF) to all enemies Inflicts -15% HP/turn for 5 turns
250 Cuts	800	250 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
250 Stings	300	250 HP damage + 100% Normal Attack to all enemies
500 Cuts	800	500 HP damage + 50% Normal Attack and -15% HP/turn to enemy Party
500 Stings	800	500 HP damage + 100% Normal Attack to all enemies
750 Cuts	800	750 HP damage + 50% Normal Attack and -20% HP/turn to enemy Party
Abominable Blast	900	~1,000 HP non-elemental damage to all enemies
Abomination	450	~400 HP damage with holy element to all enemies
Absolute Zero	550	~450 HP damage with ice element to all enemies
Absolutely No Hope	500	Reduces all enemies to 1 HP
Achilles Heel	200	CRT +200% to user for 5 turns
Acidic Slime	200	Normal Attack and DEF -25% to one enemy for battle
Acidic Venom	250	200% Normal Attack, poisons, and DEF -20% (for battle) to one enemy
Alpha Burst	250	Blinds, Poisons, and ~250 HP damage with fire element to all enemies
Alpha Flash	200	Blinds and ~150 HP damage with fire element to all enemies
Anathema	425	~950 HP damage with holy element to one enemy
Annoying Sting	125	250 HP damage + 75% Normal Attack with Poison to one enemy
Apocalyptic Light	250	Zombify and ~1,000 HP damage with holy element to all enemies
Apostasy	225	~650 HP damage with holy element to one enemy
Aqua Jet	125	~450 HP damage with water element to one enemy
Aqua Lance	425	~950 HP damage with water element to one enemy
Arc Lightning	250	~200 HP damage with thunder element to all enemies
Arcane Tendrils	750	DMG = 50% Max HP to enemy Party
Arctic Blast	400	~350 HP damage with ice element to all enemies
Arctic Chill	200	~150 HP damage with ice element to all enemies

Name	MP Cost	Description
Asmodeus' Blade	1500	Deals ~5,000 HP damage + 200% normal attack to one enemy Inflicts -25% HP/turn
Asmodeus' Fire	750	~5,000 HP damage with fire element to one enemy
Asmodeus' Wrath	1750	DMG = 75% Max HP to enemy Party; Inflicts -20% HP/turn for 5 turns
Astaroth's Blessing	3000	Heals 500,000 HP
Astaroth's Claws	1500	Deals ~7,500 HP damage + 200% normal attack to one enemy Inflicts -10% HP/turn for 10 turns
Astaroth's Wrath	1500	DMG = 75% Max HP to enemy Party
Ball Lightning	300	~250 HP damage with thunder element to all enemies
Barrage	700	500 HP damage + 125% Normal Attack to one enemy
Bedlam	1500	DMG = 75% Max HP to enemy Party
Black Hole	750	Absorbs DMG = 66% Max HP from all enemies
Black Sludge	600	Paralyzes one enemy in black sludge for 3 turns
Black Spear	400	~750 HP damage with dark element to one enemy
Black Wind	300	Blinds and ~250 HP damage with dark element to all enemies
Blasphemy	400	~350 HP damage with holy element to all enemies
Blaze	225	~650 HP damage with fire element to one enemy
Blitz	800	600 HP damage + 125% Normal Attack to one enemy
Blizzard Bomb	0	~500 HP damage with ice element to all enemies
Bloody Pulp	300	4,000 HP damage + 300% Normal Attack (ignoring DEF) to one enemy
Boa	1,000	DMG = (5*ATK + 5*DEF) to one enemy
Body Slam	500	DMG = Target Max HP/2 to enemy Party
Bombshell	350	Kill self to deal ~1,000 HP damage to all enemies
Bone Breaker	150	150 HP + Normal Attack and AGI -25% to one enemy
Bone Crusher	250	450 HP + Normal Attack and AGI -50% to one enemy
Breeze	100	~350 HP damage with wind element to one enemy
Brimstone	600	~1,000 HP damage with fire element and MGD -10% to all enemies for 5 turns
Brutal Exsiccation	600	DMG = (66% Max HP) to all enemies
Brutal Slice	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Brute's Fury	650	DMG = 75% Max HP to one enemy
Catatonic	1500	DMG = 1,750 HP and uncurable paralysis (2 turns)
Cauterize	350	~300 HP damage with fire element to all enemies
Charge	600	400 HP damage + 125% Normal Attack to one enemy
Chitinous Armor	250	DEF +50% to user for 5 turns
Cleave	500	300 HP damage + 125% Normal Attack to one enemy

Name	MP Cost	Description
Cloudburst	550	~450 HP damage with water element to all enemies
Combustion	450	~400 HP damage with fire element to all enemies
Complete Obliteration	900	750 HP damage + Normal Attack to all enemies
Confusing Blow	350	150% Normal Attack to one enemy; Chance to inflict confusion
Consume	250	Normal Attack and absorb 100% of damage
Contagion	350	Normal Attack that inflicts disease
Corrupt Insight	200	INT +25%, CRT +25 to all allies for 5 turns
Corrupt Protection	400	DEF, MGD +20% to all allies for 5 turns
Coruscate	425	~950 HP damage with fire element to one enemy
Cripple	150	500 HP damage + 75% Normal Attack and -75% AGI, PRE to one enemy
Crippling Sting	750	2500 HP damage + Normal Attack & -25% ATK, INT to one enemy
Critical Blast	500	~500 HP non-elemental damage to all enemies
Critical Mass	750	Kill self to deal ~5,000 HP damage to all enemies
Crushing Blows	250	DMG = (Target Max HP/2 - Target DEF) to all enemies
Crushing Jaws	150	ATK +20% to user for 5 turns
Cryogenic Blast	450	ACC -50% and AGI -50% to all enemies for 5 turns ~300 HP damage with ice element to all enemies
Cryogenic Pike	425	~950 HP damage with ice element to one enemy
Crystallize	450	~400 HP damage with ice element to all enemies
Curse	400	ATK, DEF, INT, MGD, AGI, and PRE -25% for all enemies
Cursed Remedy	300	Heals (1500 + 3*INT) to all allies
Dark Aura	500	Heals 50% HP for user
Dark Blessing	100	~350 HP damage with holy element to one enemy
Dark Bolt	150	~550 HP damage with dark element to one enemy
Dark Energy	5000	Heals 25% of Max HP
Dark Infusion	500	Heals 10% HP for user
Dark Shroud	400	~850 HP damage with dark element to one enemy
Darkest Night	500	~500 HP damage with dark element to all enemies
Death Strike	1,000	Deals ~10,000 HP damage to one enemy that ignores DEF
Death's Dream	400	Uncurable sleep for 4 turns to one enemy
Death's Touch	500	Instant Death
Debilitating Sting	250	500 HP damage + Normal Attack & -10% ATK, INT to one enemy
Decapitate	500	DMG = 2,500 HP
Deep Freeze	150	~550 HP damage with ice element to one enemy

Name	MP Cost	Description
Deep Slice	300	100 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Defilement	125	~450 HP damage with holy element to one enemy
Deluge	350	~300 HP damage with water element to all enemies
Demented Darkness	450	Blind, silence, and absorb 50% Max HP from all enemies
Demolish	50	50 HP damage + 75% Normal Attack to entire Party
Demonic Guard	500	Regenerates 10% HP/turn and DEF +25% to one ally for 5 turns
Demonic Void	400	-25% HP/turn to all enemies for 5 turns
Desecrated Scythe	350	Normal attack with holy element to all enemies
Desecrated Strike	150	250 HP damage + 125% normal attack with holy element to one enemy
Desecration	150	~550 HP damage with holy element to one enemy
Detestation	550	~450 HP damage with holy element to all enemies
Devil's Tongue	1,500	Uncurable confusion (for 5 turns) to one enemy
Devour	550	200% Normal Attack and absorb 100% of damage
Diseased Assault	450	Normal attack to all enemies with chance to inflict disease
Diseased Bite	450	200% normal attack that inflicts disease on one enemy
Diseased Scythe	350	Normal attack to all enemies with chance to inflict disease
Diseased Strike	150	250 HP damage + 125% normal attack with chance to inflict disease
Distracting Stings	100	Normal attack that poisons one enemy; Target loses a round of combat
Divergence	325	~850 HP damage with holy element to one enemy
Dragon Fire	600	DMG = (70% HP) to all enemies
Dragon's Breath	450	~400 HP damage with fire element to all enemies
Drown	200	~150 HP damage with water element to all enemies
Earthen Club	300	200% Normal Attack to one enemy
Earthshake	200	Confuse, stun, and ~500 HP damage + 75% Normal Attack to all enemies
Electric Dynamo	350	~300 HP damage with thunder element to all enemies
Electric Jolt	150	~550 HP damage with thunder element to one enemy
Electrocution	550	~450 HP damage with thunder element to all enemies
Electron Beam	325	~850 HP damage with thunder element to one enemy
Electrostatic Discharge	200	~150 HP damage with thunder element to all enemies
Emperor's Assault	650	DMG = 30% Max HP to enemy Party
Enchant	100	Jinx, confuse, and uncurable sleep (1 turn) to all enemies
Energy Explosion	500	~400 HP non-elemental damage to all enemies
Energy Spear	500	~850 HP non-elemental damage to one enemy
Engulfing Gloom	300	~500 HP damage to dark element to all enemies

Name	MP Cost	Description
Entangle	50	Paralyze one enemy
Entangling Tentacles	350	500 HP + 100% Normal Attack to all enemies; Paralyzes all enemies
Enveloping Shadow	300	~750 HP damage to dark element to all enemies
Eruption	600	Stun and ~200% Normal Attack to all enemies
Evil Eye	600	10K DMG after 3 turns
Execration	350	~300 HP damage with holy element to all enemies
Execution	500	150% Normal attack with chance to instant kill
Explosive Blast	250	~200 HP non-elemental damage to all enemies
Ferocious Bite	650	Normal attack with CRT +100% and -10% HP/turn for battle
Fever	1,500	DMG = 1,750 HP and uncurable paralysis (1 turn)
Fiendish Suffering	500	Max HP +50% to all allies for battle
Fierce Strike	500	300 HP damage + 150% Normal Attack to one enemy
Fire and Ice	500	~500 HP damage with fire and ice elements to all enemies
Firebolt	425	~950 HP damage with thunder element to one enemy
Firehose	150	~550 HP damage with water element to one enemy
Firestorm	1,000	Fire element DMG = (50% Max HP - MGD) to Party
Flame Shield	800	DEF, MGD +50% for user for 5 turns
Flapping Wings	450	~400 HP damage with wind element to all enemies
Flash Freeze	750	~750 HP damage with ice element to all enemies; Chance to freeze all enemies
Flood	250	~200 HP damage with water element to all enemies
Freeze	500	Uncurable, short duration (3 turns) paralysis to one enemy
Freezer Burn	100	~350 HP damage with ice element to one enemy
Frigid Blight	300	~250 HP damage with ice element to all enemies
Frigid Spear	225	~650 HP damage with ice element to one enemy
Frisky	0	AGI +100% to one ally
Frostbite	125	~450 HP damage with ice element to one enemy
Frozen Bite	500	Uncurable, short duration (3 turns) paralysis to one enemy Deals 300 HP + 150% normal attack damage
Frozen Hell	750	DMG = 3*Target Max HP/4 to enemy Party
Frozen Solid	100	~350 HP damage with AGI, ACC -20% to all enemies
Fry	150	~550 HP damage with fire element to one enemy
Gale	125	~450 HP damage with wind element to one enemy
Gamma Burst	600	Blinds, Poisons, and ~400 HP damage with fire element to all enemies
Gamma Flash	250	Blinds and ~250 HP damage with fire element to all enemies

Name	MP Cost	Description
Gargantua's Horn	600	DMG = 200% Normal Attack, -33% HP/turn for 3 turns to one enemy
Ghostly Shadows	300	~350 HP damage to dark element to all enemies
Giga Bolt	200	~750 HP damage with thunder element to one enemy
Glacial Bolt	325	~850 HP damage with ice element to one enemy
Glaciation	200	~750 HP damage with ice element to one enemy
Gnarled Roots	550	750 HP damage + 75% Normal Attack, -75% AGI, and Disease to all enemies
Gore	250	300 HP damage + 150% Normal Attack with 20% HP/turn damage to one enemy
Gregorian Chant	200	~150 HP damage with holy element to all enemies
Grenade	750	~300 HP non-elemental damage to all enemies
Grotesque Regeneration	0	Regenerate 5% HP/turn and MP/turn for user for 5 turns
Ground Devastation	800	~1500 HP damage with earth elemental to one enemy; Chance to inflict confusion
Ground Shock	500	~400 HP damage with earth elemental to one enemy; Chance to inflict confusion
Ground Strike	600	~800 HP damage with earth elemental to one enemy; Chance to inflict confusion
Heavy Gust	150	~250 HP damage with wind element to all enemies
Hellfire Bomb	0	~500 HP damage with fire element to all enemies
Hellish Fury	1500	~10,000 HP damage with non-elemental damage to one enemy
Heresy	250	~200 HP damage with holy element to all enemies
Hex	200	ATK, DEF, INT, MGD, AGI, and PRE -35% for one enemy
High Explosive	950	~450 HP non-elemental damage to all enemies
High Voltage	225	~650 HP damage with thunder element to one enemy
Hornet Sting	350	300 HP damage + Normal Attack & -10% ATK, INT to one enemy
Howling Death	250	-20% Max HP to all enemies for 5 turns
Hulking Brute	150	ATK, DEF, MGD +10% to all allies for 5 turns
Hurricane	400	~350 HP damage with wind element to all enemies
Hyper Feet	75	AGI, PRE +25% to user for 5 turns
Hypersonic Blast	425	~950 HP damage with wind element to one enemy
Ice Stalagmite	400	~900 HP damage with ice element to a single enemy
Ice Tusk	650	125% Normal Attack and Freezes one enemy
Iceberg	350	~300 HP damage with ice element to all enemies
Icy Spines	0	Reflects physical damage
Ignite	250	~200 HP damage with fire element to all enemies
Immobilize	150	250 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies
Immortal	1,000	Revive with 50% Max HP if incapacitated; Lasts for 3 turns
Incapacitate	150	100 HP damage + 75% Normal Attack and -75% AGI, PRE to all enemies

Name	MP Cost	Description
Incinerate	200	~750 HP damage with fire element to one enemy
Infected Assault	550	Normal Attack that inflicts zombification to all enemies
Infected Bite	450	Normal Attack that inflicts zombification
Infectious Puncture	500	150% Normal attack with all status effects to all enemies
Infernal Bite	575	1,250 HP damage + Normal Attack
Inferno	550	~450 HP damage with fire element to all enemies
Initial Blast	300	~200 HP non-elemental damage to all enemies
Ink Attack	500	50% Normal Attack to entire Party with chance to inflict blindness
Invigorate	300	Regenerate 10% HP/turn for user for 5 turns
Jet Stream	200	~750 HP damage with wind element to one enemy
Jugular	300	200% Normal attack with 200% chance for critical to one enemy
Lacerate	300	300 HP damage + 125% Normal Attack to one enemy
Licking Wounds	200	Regenerate 10% HP/turn for one ally for 5 turns
Lifeforce	100	Drain 25% Max HP
Lightning Bolt	125	~450 HP damage with thunder element to one enemy
Lockdown	5000	Uncurable paralysis to one enemy for 10 turns
Lucifer's Wrath	1750	DMG = 75% Max HP to enemy Party; Inflicts -20% HP/turn for 5 turns
Lullaby	50	Sleeps one enemy
Lure	500	Normal Attack to all enemies unless (INT < INT_user) DMG = 5*ATK
Lying in Wait	500	ATK +35% and AGI, ACC +100% to user for 3 turns
Magical Guard	200	MGD, DEF +10% to all allies for 5 turns
Magical Ward	250	Silences and INT -20% to all enemies for 5 turns
Magma	300	~250 HP damage with fire element to all enemies
Maim	250	150% Normal attack with chance to stun
Malevolent Intent	100	INT +15% to user for 5 turns
Malevolent Ivy	250	100 HP damage + 75% Normal Attack, -25% AGI, and Poison to all enemies
Malicious Concentration	100	INT +25% to user for 5 turns
Massive Axe	800	400 HP damage + 125% Normal Attack to one enemy
Massive Club	800	400 HP damage + 125% Normal Attack to one enemy
Mate in Danger	0	ATK, INT, PRE +20% to one ally
Maul	100	150 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Mega Quake	0	~750 HP damage with earth element to all enemies Chance to inflict stun and confusion
Melt	125	~450 HP damage with fire element to one enemy

Name	MP Cost	Description
Mental Anguish	0	Drain 10% MP from all enemies
Mephistopheles' Shadow	500	~500 HP damage with dark element to all enemies
Meteoric Blast	700	~250 HP non-elemental damage to all enemies
Miasmetic Shield	800	DEF, MGD +50% for user for 5 turns
Mind Devour	0	Absorbs All MP from one enemy
Mind Flay	0	Absorbs (100% INT) MP from one enemy
Mind Meld	0	Absorbs (50% INT) MP from one enemy
Monsoon	450	~400 HP damage with water element to all enemies
Morph	500	Normal attack that inflicts Morph
Mutation	2500	Regenerate 1% HP/turn and MP/turn for user for 10 turns
Mutilate	150	250 HP damage + 75% Normal Attack and -50% AGI, PRE to one enemy
Mystic Fog	150	Blinds and INT -25% to all enemies
Mystic Wall	350	No resist silence for 3 rounds to all enemies
Nightmare Dust	150	Sleeps and poisons all enemies
No Hope	500	Reduces one enemy to 1 HP
Noxious Gas	750	Poison, Confuse, INT, ATK -25%, DMG = (66% Max HP) to all enemies
Obliterate	200	200 HP damage + 75% Normal Attack to all enemies
Ocean Implosion	750	~2,000 HP damage with water element to one enemy
Ogre's Club	150	DMG = Target Max HP/2 to one enemy
Omega Flash	600	Blinds, Silences, and ~450 HP damage with fire element to all enemies
Omega Light	200	~750 HP damage with holy element to one enemy
Oozing Pus	150	ACC -25% to all enemies for 5 turns
Outbreak	850	200% Normal attack to all enemies with chance to inflict disease
Pandemonium	1500	Random damage from 0 to 125% Max HP to all enemies Chance to inflict all status effects
Paralyzing Bite	150	Normal attack with chance to paralyze one enemy
Parasite	1,000	-10% HP/turn to all enemies for entire battle
Penultimate Blast	650	~450 HP non-elemental damage to all enemies
Pestilence	450	150% Normal Attack that inflicts disease on a single enemy
Phantom Grip	250	100 HP damage + Normal Attack with -50% AGI, PRE to one enemy
Piercing Bite	1,250	DMG = 400% Normal Attack, -33% HP/turn for 3 turns to one enemy
Piercing Horn	500	DMG = 4*ATK and DEF -10% to one enemy
Piercing Tail	750	1,000 HP damage + Normal Attack & -25% ATK, INT to one enemy
Pitch Black	750	Uncurable blind to all enemies for 3 turns Uncurable confusion to all enemies for 1 turn

Name	MP Cost	Description
Pitch Black Trident	500	~1,000 HP damage with dark element to one enemy
Plague	500	ATK, INT, DEF, MGD -33%, and -25% HP/turn to all enemies
Polar Frost	250	~200 HP damage with ice element to all enemies
Preserve	200	Regenerate 100% HP/turn for user for 5 turns
Pressure Wash	100	~350 HP damage with water element to one enemy
Quake	0	Stuns and ~300 HP damage with earth element to all enemies
Quicksilver	100	AGI, PRE +50% to all allies for 5 turns
Rabid Attack	750	5× random attacks with 100% DMG Each attack inflicts -10% HP/turn and has a chance to confuse
Red Mist	150	Paralysis and DEF -20% to one enemy
Rend	200	100 HP damage + 125% Normal Attack to one enemy
Rock Spines	0	Reflects physical damage
Rockskin	100	DEF +100% to user
Rotten Breath	600	Jinx, poison, stun, and DMG = 66% to all enemies
Runic Corruption	400	MGD -25% to all enemies for 5 turns
Sacrilege	300	~250 HP damage with holy element to all enemies
Savage Hornet Sting	450	400 HP damage + Normal Attack
Savage Slice	250	125% Normal Attack with 15% HP/turn damage to one enemy
Scorpion's Tail	300	300 HP damage + 125% Normal Attack with 15% HP/turn damage to one enemy
Scourge	650	300% Normal Attack that inflicts disease on a single enemy
Self-Immolation	1,000	DMG = (5*INT_user + 10*ATK_target) to one enemy; Damages user 10,000 HP
Sever	300	200 HP damage + 125% Normal Attack to one enemy
Shatter the Earth	1,000	Stun and ~3000 HP damage + Normal Attack with earth element to all enemies
Sickness of the Spawn	750	DMG = 50% Max HP to enemy Party and chance to inflict all status effects
Siphon	500	Drain life from all enemies with DMG = 2.5*INT - MGD
Skull Bash	200	300 HP damage + Normal Attack with INT -25% to one enemy
Skull Crusher	600	600 HP damage + Normal Attack with INT -50% to one enemy
Skull Slam	100	150 HP damage + Normal Attack with INT -25% to one enemy
Skull Smasher	150	450 HP damage + Normal Attack with INT -25% to one enemy
Slashing Bite	200	Normal Attack with -20% HP/turn for 5 turns to one enemy
Sledgehammer	800	Reduce one enemy to 1 HP
Sleep Dust	100	Sleeps all enemies
Smashing Club	250	DMG = Target Max HP/2 to all enemies
Smolder	200	~150 HP damage with fire element to all enemies

Name	MP Cost	Description
Snarl	200	ATK +10%, CRT +100% to user for 5 turns
Solar Flare	400	~350 HP damage with fire element to all enemies
Sonic Boom Bomb	0	~500 HP damage with thunder element to all enemies
Soul Leech	600	~900 HP damage with dark element to one enemy -33% HP/turn to one enemy for 3 turns
Soulless Cleanse	250	Removes all negative states from allies
Split	250	DMG = Target Max HP/2 to one enemy
Squall	350	~300 HP damage with wind element to all enemies
Static Shock	100	~350 HP damage with thunder element to one enemy
Stone Attack	300	Normal attack that inflicts stone
Stone Gaze	350	Normal attack on all enemies with chance to inflict stone
Strangling Grip	350	250 HP damage + 125% Normal Attack with -50% AGI, PRE to one enemy
Strangling Shade	400	~350 HP damage with dark element to all enemies
Strength of the Pack	400	3× 75% Normal Attacks
Suffocating Darkness	300	~1,000 HP damage to dark element to all enemies
Sunder	800	1500 HP damage + 200% Normal Attack to one enemy
Swarm Attack	250	Normal Attack to all enemies
Sweeping Blade	750	DMG = Target Max HP/2 to all enemies
Tail Slam	300	175% Normal Attack to one enemy
Tempest	250	~200 HP damage with wind element to all enemies
Tesla Coil	450	~400 HP damage with thunder element to all enemies
The Dark God	2000	~5,000 HP damage with dark element to all enemies
Thermite Plasma	325	~850 HP damage with fire element to one enemy
Thievery	1,000	Normal attack that steals equipped item from one enemy
Thunderstorm	400	~350 HP damage with thunder element to all enemies
Tidal Bore	850	DMG = 75% Max HP to enemy Party
Tidal Erosion	500	-25% ATK to all enemies for battle
Tidal Wave	300	~250 HP damage with water element to all enemies
Titan's Wrath	950	DMG = 75% Max HP to enemy Party
Toast	100	~350 HP damage with fire element to one enemy
Torment	550	Normal attack with Jinx status effect to all enemies
Tornado	300	~250 HP damage with wind element to all enemies
Torrent	225	~650 HP damage with water element to one enemy
Tortured Branches	650	750 HP damage + 75% Normal Attack, -25% AGI, and Poison to all enemies

Name	MP Cost	Description
Total Demolition	500	500 HP damage + Normal Attack to all enemies
Toxic Bite	500	1500 HP damage + 150% Normal Attack with Poison to one enemy
Toxic Spores	400	125% Normal Attack + Poisons and Sleeps all enemies
Toxic Vapors	75	100 HP damage + 50% Normal Attack with Poison to all enemies
Tremor	0	~250 HP damage with earth element to all enemies
Triangle Cut	500	DMG = Target Max HP/2 to one enemy
Tsunami	400	~350 HP damage with water element to all enemies
Tusk Gore	450	750 HP damage + 100% Normal Attack with 25% HP/turn damage to one enemy
Tusked Charge	600	Stun and ~750 HP damage + 125% Normal Attack to all enemies
Twilight	200	Zombify and uncurable sleep (1 turn) to all enemies
Twisted Roots	450	Paralyze, AGI, PRE -50%, and absorb 50% HP from all enemies
Twister	550	~450 HP damage with wind element to all enemies
Typhoon	450	~400 HP damage with wind element to all enemies
Ultimate Blast	900	~1250 HP non-elemental damage to all enemies
Umbra	400	~400 HP damage with dark element to all enemies
Unearthly Flame	400	Silences and ~250 HP damage with fire element to all enemies
Unearthly Inferno	600	Silences and ~650 HP damage with fire element to all enemies
Unholy Power	500	Bestows +25% ATK, DEF to user
Unnatural Remedy	300	Heals 30,000 + 20*INT to user
Upheaval	0	~400 HP damage with earth element to all enemies
Venomous Bite	250	200 HP damage + 100% Normal Attack with Poison to one enemy
Vex	350	Normal attack that inflicts jinx
Vicious Bite	500	500 HP damage + 150% Normal Attack with -20% HP/turn to one enemy
Vicious Slice	700	200% Normal Attack with 25% HP/turn damage to one enemy for 5 turns
Vile Insight	200	INT +10%, CRT +20 to all allies for 5 turns
Violent Strike	500	750 HP damage + 150% Normal Attack to one enemy
Viral Infection	500	Disease on all enemies
Void	750	Absorbs all HP from one enemy
Walking Dead	250	Zombify all enemies
Water Pike	325	~850 HP damage with water element to one enemy
Water Spout	200	~750 HP damage with water element to one enemy
Werewolf Regeneration	500	Regenerate 5% HP/turn for user for 5 turns
Whiplash	300	250% Normal Attack to one enemy
Whirlwind	200	~150 HP damage with wind element to all enemies

Name	MP Cost	Description
White Horses	1,000	~1250 HP damage with water element to all enemies
Windstorm	325	~850 HP damage with wind element to one enemy
Winterstorm	750	~650 HP damage with ice element to all enemies ACC -33% for 5 turns to all enemies
Zephyr	225	~650 HP damage with wind element to one enemy
Zombifying Bite	650	200% Normal Attack that inflicts zombification

9.15 ACHIEVEMENTS

There are 241 achievements in Last Dream: World Unknown. These range from acquiring the Shovel to the Ultimate Challenge (completing the game on Legendary, Grind Encounters, and No Saving in Dungeons). To experience the most from Last Dream, acquire 100% of the Achievements. If you are successful, your name will be posted on the Last Dream: World Unknown website (whitegiantrpg.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 (and please let us know how many games it takes you: info@whitegiantrpg.com).

Name	Description
Shovel Master	
Misadventures with a Shovel	Acquire the Shovel
Novice Shoveler	Acquire 5 Shovel Items
Shovelin' Fool	Acquire 10 Shovel Items
Shovel Expert	Acquire 15 Shovel Items
Raking Up Kills	
Monster Crippler	Defeat 100 Monsters
Monster Maimer	Defeat 250 Monsters
Monster Dispatcher	Defeat 500 Monsters
Monster Punisher	Defeat 1,000 Monsters
Monster Destroyer	Defeat 2,500 Monsters
Monster Eradicator	Defeat 5,000 Monsters
Monster Annihilator	Defeat 10,000 Monsters
Assault on Kort	
Mercenary's Revenge	Acquire the Refreshed Mercenary's Help in Kort
Guilty Conscience	Convince a Necht Militia Member to avoid the Assault on Kort
Thief's Redemption	Acquire the Anxious Bandit's Help in Kort
Perfect Defense	Do Not Let Any Villagers Die in the Assault on Kort
Every Nook and Cranny	
Tendency for Getting Lost	Visit 10 Firman Locations
Here and There	Visit 20 Firman Locations
Rambling Man	Visit 30 Firman Locations
Wandering Soul	Visit 40 Firman Locations
Well-Traveled	Visit 50 Firman Locations
World Traveler	Visit 60 Firman Locations
You Really Get Around	Visit 70 Firman Locations
Around the World	Visit 80 Firman Locations

Name	Description
Leave No Stone Unturned	Visit 90 Firman Locations
There and Back Again	Visit All Firman Locations
Puzzler	
Amateur Puzzler	Complete 5 Puzzles
Puzzle Apprentice	Complete 10 Puzzles
Puzzle Solver	Complete 15 Puzzles
Puzzle Wizard	Complete 20 Puzzles
Fishing Spears	
Never Hungry	Synthesize the Old Fishing Spear
Giants of the Sea	Synthesize the Deluxe Fishing Spear
Master Fisherman	Synthesize the Master Fishing Spear
Search with Radar	
Radar Tinkerer	Find 10 Radar Items
Radar Specialist	Find 20 Radar Items
Radar Professional	Find 30 Radar Items
Radar Expert	Find 40 Radar Items
Radar Master	Find all 50 Radar Items
Tough Decisions	
Ronkar Slaughter	Put the Village of Ronkar to the Sword
Attack on Necht Harbor	Aid the Goblins in Their Attack on Necht
Synthesizer	
Pump the Bellows	Synthesize 10% of All Possible Equipment
Synthesize This!	Synthesize 25% of All Possible Equipment
Synthesizing Fool	Synthesize 50% of All Possible Equipment
Synthesis Snob	Synthesize 75% of All Possible Equipment
Master's Apprentice	Synthesize 90% of All Possible Equipment
Fully Outfitted	Synthesize 95% of All Possible Equipment
Can't Get Enough	Synthesize 98% of All Possible Equipment
Master Blacksmith	Synthesize 100% of All Possible Equipment
Just a Few Recipes	Collect 10% of All Recipes
Building a Cookbook	Collect 25% of All Recipes
Recipe Gatherer	Collect 50% of All Recipes
Recipe Collector	Collect 75% of All Recipes
Pile of Recipes	Collect 90% of All Recipes
Recipe Hoarder	Collect 95% of All Recipes
Nearly Complete	Collect 98% of All Recipes
Recipe Master	Collect 100% of All Recipes
Mercenaries' Guild	
Rookie	Complete Tier #1 of the Mercenaries' Guild

Name	Description
Hunter	Complete Tier #2 of the Mercenaries' Guild
Veteran	Complete Tier #3 of the Mercenaries' Guild
Legendary Mercenary	Complete Tier #4 of the Mercenaries' Guild
Firma's Defender	Complete Tier #5 of the Mercenaries' Guild
A God Among Men	Complete Tier #6 of the Mercenaries' Guild
Guild Recruiter	Recruit All of the Possible NPCs to the Mercenaries' Guild Camp
Assault on Wystonia	
Fortress Defender	Do Not Allow Any Fortress Residents To Die During the Wystonia Assault
Not On My Watch	Do Not Allow Any Defenders to Die During the Wystonia Assault on Hard Scenario Difficulty
Dark Army Defeated!	Do Not Allow Any Residents to Die During the Wystonia Assault on Hard Scenario Difficulty
Wystonia's Hero	Complete the Wystonia Assault on Normal Scenario Difficulty
Wystonia's Savior	Complete the Wystonia Assault on Hard Scenario Difficulty
Gambling Problem	
Gambler	Win 10,000 Tokens at the Casino
Hot Streak	Win 25,000 Tokens at the Casino
Gambling Addict	Win 50,000 Tokens at the Casino
Casino VIP	Win 100,000 Tokens at the Casino
High Roller	Win 500,000 Tokens at the Casino
Moa Race Fan	Win 50,000 Tokens at the Moa Racetrack
Excavator	
Digger	Open 10 Excavated Areas with Mining Bombs
Miner	Open 20 Excavated Areas with Mining Bombs
Spade	Open 30 Excavated Areas with Mining Bombs
Spelunker	Open 40 Excavated Areas with Mining Bombs
Dredger	Open 50 Excavated Areas with Mining Bombs
Sapper	Open 60 Excavated Areas with Mining Bombs
Prospector	Open 70 Excavated Areas with Mining Bombs
Mole	Open 80 Excavated Areas with Mining Bombs
Collier	Open 90 Excavated Areas with Mining Bombs
Bombardier	Open 100 Excavated Areas with Mining Bombs
Master Miner	Open 110 Excavated Areas with Mining Bombs
Superb Spade	Open 120 Excavated Areas with Mining Bombs
Perfect Prospector	Open 130 Excavated Areas with Mining Bombs
Divine Digger	Open 140 Excavated Areas with Mining Bombs
Expert Excavator	Open 154 Excavated Areas with Mining Bombs
Odds and Ends	
Rapid Rescue	Save the Intrepid Explorer in Under 15 Minutes on Hard or Higher Difficulty
Smooth Criminal	Steal from Theopolis Castle Without Being Caught

Name	Description
Convicted Felon	Get Caught Stealing from Theopolis Castle
Lava Worm	Defeat the Lava Worm in the Spiral Cave
Khan's Legacy	Find and Resupply Khan's Stash in the Spiral Cave
Red Moa	Tame the Red Moa
Saelithil's Gift	Acquire Saelithil's Equipment
Moa Forest Explorer	Find All Giant Moa Forests on Firma
Avid Fisherman	Enter All Fishing Docks on Firma
The Pianist	Play All of the Pianos and Organs on Firma
The Ultimate Challenge	Complete the Game on Legendary Difficulty, Grind Encounter Rate, and "No Saving in Dungeons"
Secret Military Outpost	
Eradicating the Plague	Clear Floors 1 to 4 of the Secret Military Outpost
Zombie Bane	Clear Floors 5 to 7 of the Secret Military Outpost
Patient Zero	Clear Floors 8 to 10 of the Secret Military Outpost
Arena	
Brawler	Complete Arena Cup #3
Fighter	Complete Arena Cup #6
Dueler	Complete Arena Cup #9
Gladiator	Complete Arena Cup #12
God of the Arena	Complete Arena Cup #15
Staying Power	Complete Arena Ladder Rung #10
Climbing Higher	Complete Arena Ladder Rung #20
Marathoner	Complete Arena Ladder Rung #30
Endurance Machine	Complete Arena Ladder Rung #40
Undefeated	Complete Arena Ladder Rung #50
Arena Fan	Win 100,000G at Arena Betting
Monster Killer	
Monster Chaser	Defeat 10% of All Enemy Types
Monster Tracker	Defeat 25% of All Enemy Types
Monster Stalker	Defeat 50% of All Enemy Types
Monster Hunter	Defeat 75% of All Enemy Types
Monster Butcher	Defeat 90% of All Enemy Types
Monster Executioner	Defeat 95% of All Enemy Types
Monster Bane	Defeat 98% of All Enemy Types
Monster Assassin	Defeat 100% of All Enemy Types
Helping Hand (Or Not?)	
The Long and Winding Road	Complete the Spiral Cave Without Liquid Explosives
Mystery No More	Acquire Sacred Goblin Map
Night Vision	Complete the Sacred Goblin Tree Without a Map

Name	Description
Fire in the Hole!	Acquire All Liquid Explosives
Eidetic Memory	Complete the Volundra Catacombs Without Liezel's Help
Maximilian's Legacy	Acquire the Climbing Gear
Free Climber	Complete Phoenix's Aerie without Climbing Gear
Knight's Escort Missions	
Last Stand	Complete the 3 Initial 3 Escort Missions
Edmund's Reward	Escort Edmund to Theopolis
Calamity	Escort Aureus to His Northern Tundra Mansion
Working for the Witch Doctor	
Mirage	Gather the Required Remains and Items for the Goblin Witch Doctor
Fusion Fists	Acquire the Cursed Gauntlets from the Forsaken City of Ambar for the Goblin Witch Doctor
Reincarnation	Acquire the Ancient Goblin Text from the Grand Ugbar Pagoda for the Goblin Witch Doctor
Purple Chests	Acquire All Purple Chests Scattered Throughout Firma
Grand Larceny	
Rolling in the Dough	Steal Items from Around Firma for the Cocky Thief in the Volundra Thieves' Hideout
Master Burglar	Snag the Karanor Dagger from the Mines of Karanor for the Mysterious Thief in the Wystonia Thieves' Hideout
Plunder	Snag the Emerald Eye from the Forgotten Elven Outpost for the Dangerous Thief in the Gremlar Thieves' Hideout
Blue Chests	Acquire All Blue Chests Scattered Throughout Firma
Hunter's Targets	
The Rat King	Defeat the Rat King
Grizzly Bear	Defeat the Grizzly Bear
Accursed Dragon	Defeat the Accursed Dragon
Gray Mage Laboratory	
Cosmic Pressure	Gather the Required Remains for the Gray Mage Researcher in the Wystonia Magical Laboratories
Infernal Strike	Acquire the Infernal Sword from the Lava Tubes and Return it to the Gray Mage Researcher
Triple Threat	Acquire the Ashen Totem from the Sarno Mine for the Gray Mage Researcher
Gray Chests	Acquire All Gray Chests Scattered Throughout Firma
White Mage Laboratory	
Inflation	Gather the Required Remains for the White Mage Researcher in the Wystonia Magical Laboratories
Bastion	Acquire the Ring of Gressil from the Wispy Spirit Cave and Return it to the White Mage Researcher
High Priestess Training	Acquire the Ivory Artifact from the Parallel Dimension for the White Mage Researcher

Name	Description
Yellow Chests	Acquire All Yellow Chests Scattered Throughout Firma
Black Mage Laboratory	
Darkness 8	Gather the Required Remains for the Black Mage Researcher in Wystonia Magical Laboratories
Master of the Occult	Acquire the Ring of Shiva from the Elemental Cave and Return it to the Black Mage Researcher
Thorn Armor	Acquire the Ivory Artifact from the Eerie Dimension for the Black Mage Researcher
Black Chests	Acquire All Black Chests Scattered Throughout Firma
Engineer Laboratory	
Radar	Acquire Radar
Orichalcum	Acquire Orichalcum from the Quicksand Cavern and Return it to the Eccentric Engineer
Piercing Bombs	Acquire the Power Source from the Insane Goblin and Return it to the Ingenious Engineer
Green Chests	Acquire All Green Chests Scattered Throughout Firma
Character Completion	
Knight	Complete the Game with a Knight in Your Party
Monk	Complete the Game with a Monk in Your Party
Thief	Complete the Game with a Thief in Your Party
Hunter	Complete the Game with a Hunter in Your Party
Gray Mage	Complete the Game with a Gray Mage in Your Party
White Mage	Complete the Game with a White Mage in Your Party
Black Mage	Complete the Game with a Black Mage in Your Party
Engineer	Complete the Game with an Engineer in Your Party
Aldrin Treasure Hunter	
Aldrin Drifter	Collect 50% of the Treasures on Aldrin
Aldrin Wanderer	Collect 75% of the Treasures on Aldrin
Aldrin Explorer	Collect 90% of the Treasures on Aldrin
Aldrin Cartographer	Collect 100% of the Treasures on Aldrin
Orphos Treasure Hunter	
Orphos Drifter	Collect 50% of the Treasures on Orphos
Orphos Wanderer	Collect 75% of the Treasures on Orphos
Orphos Explorer	Collect 90% of the Treasures on Orphos
Orphos Cartographer	Collect 100% of the Treasures on Orphos
Ugbar Treasure Hunter	
Ugbar Drifter	Collect 50% of the Treasures on Ugbar
Ugbar Wanderer	Collect 75% of the Treasures on Ugbar
Ugbar Explorer	Collect 90% of the Treasures on Ugbar
Ugbar Cartographer	Collect 100% of the Treasures on Ugbar

Name	Description
Huldra Treasure Hunter	
Huldra Drifter	Collect 50% of the Treasures on Huldra
Huldra Wanderer	Collect 75% of the Treasures on Huldra
Huldra Explorer	Collect 90% of the Treasures on Huldra
Huldra Cartographer	Collect 100% of the Treasures on Huldra
Islands Drifter	
Islands Drifter	Collect 50% of the Treasures on Vir and Other Islands
Islands Wanderer	Collect 75% of the Treasures on Vir and Other Islands
Islands Explorer	Collect 90% of the Treasures on Vir and Other Islands
Islands Cartographer	Collect 100% of the Treasures on Vir and Other Islands
Firman Treasure Hunter	
Firman Drifter	Collect 50% of Treasures on Firma
Firman Wanderer	Collect 75% of Treasures on Firma
Firman Explorer	Collect 90% of Treasures on Firma
Firman Cartographer	Collect 98% of Treasures on Firma
Firman Treasure Master	Collect 100% of Treasures on Firma
Shadow Fortress	
No Help Necessary	Fight Your Way Inside the Shadow Fortress Without the Military's Help
Wystonia's Revenge	Have the Wystonia Military Clear the Courtyard Outside the Shadow Fortress
Late to the Party	Have the Military Defeat the Bottom 2 Floors of the Shadow Fortress
Anytime, Anywhere	
Phoenix	Defeat the Phoenix at LVL 90 or Lower on Hard or Higher Difficulty
Adirael	Defeat Adirael at LVL 100 or Lower on Hard or Higher Difficulty
Belial	Defeat Belial at LVL 100 or Lower on Hard or Higher Difficulty
Mechanical Mayhem	Complete the Dark Castle
Pernicious Pestilence	Complete the Tower of Pestilence
Explore Mt. Agni	
The Gates of Hell	Complete 3 Floors of Mt. Agni on Hard or Higher Difficulty
Hellish Expedition	Complete 6 Floors of Mt. Agni on Hard or Higher Difficulty
Descent into Hell	Complete 9 Floors of Mt. Agni on Hard or Higher Difficulty
Devilish Explorer	Complete 12 Floors of Mt. Agni on Hard or Higher Difficulty
Asmodeus' Downfall	Complete All Floors of Mt. Agni on Hard or Higher Difficulty
Adjustable Difficulty	
Completionist	Complete the Game on Normal Difficulty
Above and Beyond	Complete the Game on Hard Difficulty
Firma's Champion	Complete the Game on Very Hard Difficulty
Legendary Warrior	Complete the Game on Legendary Difficulty
Rarely Running	
Lead Feet	Complete the Game While Escaping from Battle Fewer than 100 Times

Name	Description
Not Afraid of a Battle	Complete the Game While Escaping from Battle Fewer than 50 Times
No Coward	Complete the Game While Escaping from Battle Fewer than 25 Times
Fight Like a Man	Complete the Game While Escaping from Battle Fewer than 10 Times
Never Run From a Battle	Complete the Game While Escaping from Battle Fewer than 5 Times
Leveling Machine	
Overleveled	Complete the Game with an Average Party Level Above 150
Overpowered	Complete the Game with an Average Party Level Above 175
Grinder	Complete the Game with an Average Party Level Above 200
Godlike in Strength	Complete the Game with an Average Party Level Above 250
Every Step Counts	
Worn Soles	Complete the Game in Fewer than 125,000 steps
Weary Traveler	Complete the Game in Fewer than 75,000 steps
A Few Shortcuts	Complete the Game in Fewer than 50,000 steps
Swift of Foot	Complete the Game in Fewer than 35,000 steps
Winged Shoes	Complete the Game in Fewer than 25,000 steps
Innkeeper	
Sporadic Boarder	Complete the Game While Staying at the Inn Fewer than 25 Times on Normal or Higher Difficulty
Rolling Stone	Complete the Game While Staying at the Inn Fewer than 10 Times on Normal or Higher Difficulty
Nomad	Complete the Game While Never Staying at an Inn on Normal or Higher Difficulty
Roughing It	Complete the Game While Staying at the Inn Fewer than 25 Times on Normal or Higher Difficulty
Tree of Life Visits	
Glass Jaw	Complete the Game While Visiting the Tree of Life Fewer than 50 Times on Normal or Higher Difficulty
Stiff Upper Lip	Complete the Game While Visiting the Tree of Life Fewer than 25 Times on Normal or Higher Difficulty
Iron Will	Complete the Game While Visiting the Tree of Life Fewer than 10 Times on Normal or Higher Difficulty
Semper Paratus	Complete the Game While Visiting the Tree of Life Fewer than 5 Times on Normal or Higher Difficulty
Nary a Save	
Infrequent Saver	Complete the Game with 50 or Fewer Saves on Normal or Higher Difficulty
Miserly Saver	Complete the Game with 25 or Fewer Saves on Normal or Higher Difficulty
Scarce Saver	Complete the Game with 10 or Fewer Saves on Normal or Higher Difficulty
Worth the Risk	Complete the Game with 5 or Fewer Saves on Normal or Higher Difficulty
Only in Designated Locations	Complete the Game Using the Save Option “Save Only in Designated Locations” on Normal or Higher Difficulty

Name	Description
No Rest for the Weary	Complete the Game Using the Save Option “No Saving in Dungeons” on Normal or Higher Difficulty
Random Encounters	
Mob of Monsters	Complete the Game with Standard Encounter Rate on Normal or Higher Difficulty
Endless Monster Hordes	Complete the Game with Grind Encounter Rate on Normal or Higher Difficulty
Speed Run	
Pushing the Pace	Complete the Game in Under 20 Hours on Hard or Higher Difficulty
Sprinter	Complete the Game in Under 15 Hours on Hard or Higher Difficulty
Speedster	Complete the Game in Under 12.5 Hours on Hard or Higher Difficulty
Speed Demon	Complete the Game in Under 10 Hours on Hard or Higher Difficulty

10 Game Mechanics Equations

This section includes detailed game mechanics equations that are too complicated for the chapters preceding the walkthrough.

10.1 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 ***3.2***) so that they are targeted more often.

10.2 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.

10.3 Hit Chance

$$HIT\ CHANCE = 100\% \left(e^{-\alpha \frac{WGT_{WEAPON} * AGI_{ENEMY}}{ATK_{USER_BASE} * ACC_{USER}}} \right) \left(e^{-\beta \frac{AGI_{ENEMY}}{ACC_{USER}}} \right)$$

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} = Weapon weight.

$\alpha = 1/4$

$\beta = 1/10$

10.4 Critical Hits

An attack (physical or magical) has a chance to critical based on the character's total CRT at the time of the attack (accounting for all buffs/debuffs and skill modifiers). If the hit criticals, then the damage is increased by the appropriate multiplier given in the Table below. There are six tiers of critical damage in Last Dream: World Unknown depending on the attacker's CRT. The table below summarizes the critical chance and damage based on the attacker's current total CRT:

Critical Tiers

CRT less than:	Critical Chance Percent	Failed Critical DMG Modifier		Successful Critical DMG Modifier	
		Normal	Monk with *8th Degree Black Belt*	Normal	Monk with *8th Degree Black Belt*
100	CRT	1.0	1.0	2.0	2.5
200	CRT-100	2.0	2.5	2.5	3.0
300	CRT-200	2.5	3.0	2.75	3.25
400	CRT-300	2.75	3.25	3.0	3.5
500	CRT-400	3.0	3.5	3.25	3.75
∞	CRT-500	3.25	3.75	3.5	4.0

10.5 PREEMPTIVE/SURPRISE ATTACK

If ($PRE_{PARTY_AVG} > 1.5 * PRE_{ENEMY_AVG}$ *and* $AGI_{PARTY_AVG} > 1.5 * AGI_{ENEMY_AVG}$):
PREEMPTIVE STRIKE CHANCE = $20\%(1 - \frac{PRE_{ENEMY_AVG} * AGI_{ENEMY_AVG}}{PRE_{PARTY_AVG} * AGI_{PARTY_AVG}})$

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

10.6 ESCAPE FORMULA

Escape Chance = $150 - 100 \frac{AGI_{ENEMY_AVG}}{AGI_{PARTY_AVG}}$

Variables

$$AGI_{PARTY_AVG} = \frac{1}{N_{PARTY}} \sum_{i=1}^{N_{PARTY}} AGI_{USER}$$

$$AGI_{ENEMY_AVG} = \frac{1}{N_{ENEMY}} \sum_{i=1}^{N_{PARTY}} AGI_{ENEMY}$$

10.7 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 += 1,000

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

10.8 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 ***5.3***)
INT_{USER}	Total (Base + Item boosts) INT of the attacker (the one that cast the spell).
MGD_{ENEMY}	Total (Base + Item boosts) MGD of the defender (the character/enemy targeted by the spell)

10.9 ABILITY POINTS

Upon leveling up you will gain AP based on your level (see Section ***3.3***). The number of cumulative AP gained at a particular level, N_{CAP}, is based on the following equation:

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

and the number of AP gained per level is defined by the difference between two consecutive levels:

$$N_{AP}(\text{LVL}) = \begin{cases} N_{CAP}(\text{LVL}) & LVL = 1 \\ N_{CAP}(\text{LVL}) - N_{CAP}(\text{LVL} - 1) & LVL \geq 1 \end{cases}$$

In order to increase a given attribute on a character, the player must spend a certain 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:

$$AI = IPSG + Floor(PSGI * ATT_LVL)$$

ATT_LVL	**Attribute Level**: This is the number of times a given attribute has been increased using AP points.
IPC	**Initial Point Cost**: This is how much AP is needed to increase a given attribute the first time (i.e. increase the first ATT_LVL of this attribute).
IPSG	**Initial Point Stat Growth**: This is how much the stat will go up upon gaining the first ATT_LVL of the given attribute.
PCI	**Point Cost Increase**: For every ATT_LVL in the given attribute, the PCI is the increased cost of additional attribute gains.
PSGI	**Point Stat Growth Increase**: For every ATT_LVL in a given attribute, the number of points gained increases by the PSGI value.

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.

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

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

10.10 INITIAL CHARACTER ATTRIBUTES

Upon starting a new game, you are given the choice to manually assign each character's accumulated AP points given their starting level (based on the selected difficulty), or to select a default AP assignement (unique to each class). These initial character builds are really more of an initial suggestion and are by no means optimal builds as they do not take into account your Party's composition or your personal play style (e.g. skill use or what row you like to put a character class on). An example of a possible improvement over these base builds for a party with a Hunter is to utilize the +25 CRT bonus from the Hunter's *Meta Scan* which allows you to save a lot of AP when reducing the Party member's base CRT by 25 points (make sure the Hunter has the highest PRE in your party and she will always use her *Meta Scan* first in battle bringing your CRT back to 100). We hope that on subsequent playthroughs once you become more comfortable in the game mechanics you will manually customize your build.

The tables below give the default initial attributes for each class vs. difficulty with the starting equipment (e.g. rings) equipped. Note that the initial CRT is set to 100 so that your attacks do double damage every time; CRT values above 100 have the possibility to even more damage, see Section ***4.2.1.***

Knight Starting Attributes

Knight	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2347	433	285	266	4	199	89	100	77	92
Hard	2332	425	300	301	4	224	89	100	77	97
Very Hard	2355	425	325	386	4	254	89	100	77	97
Legendary	2355	441	375	501	4	396	89	100	77	97

Monk Starting Attributes

Monk	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2748	328	174	167	5	189	200	100	57	57
Hard	2730	328	179	172	5	214	250	100	57	57
Very Hard	2730	328	221	212	5	254	300	100	57	57
Legendary	3200	328	354	332	5	344	300	100	75	77

Thief Starting Attributes

Thief	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2208	525	249	243	6	205	117	100	174	123
Hard	2208	525	253	273	6	240	117	100	174	119
Very Hard	2221	525	274	338	6	285	117	100	174	124
Legendary	2210	525	329	403	6	425	117	100	174	119

Hunter Starting Attributes

Hunter	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2235	580	258	258	8	215	117	100	121	133
Hard	2248	580	268	283	8	255	107	100	111	137
Very Hard	2262	475	283	353	8	300	107	100	116	137
Legendary	2255	475	338	423	8	426	107	100	111	142

Engineer Starting Attributes

Engineer	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2172	1170	49	203	261	232	19	100	56	72
Hard	2172	1170	49	218	279	277	19	100	56	72
Very Hard	2172	1292	49	248	296	332	19	100	66	97
Legendary	1920	1170	49	318	471	422	19	100	66	82

White Mage Starting Attributes

White Mage	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2029	2471	23	229	335	257	2	1	86	82
Hard	2029	2471	23	249	360	287	2	1	86	82
Very Hard	2050	2471	23	284	398	352	2	1	86	82
Legendary	2040	2471	23	364	515	462	2	1	86	86

Black Mage Starting Attributes

Black Mage	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	1767	1739	23	199	275	237	2	100	41	72
Hard	1830	1808	23	209	290	282	2	100	41	77
Very Hard	1882	1948	23	259	310	347	2	100	46	87
Legendary	1914	1972	23	319	455	457	2	100	71	110

Gray Mage Starting Attributes

Gray Mage: (Magical Build)	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2295	845	71	260	280	226	102	100	71	87
Hard	2310	845	71	285	293	271	82	100	71	92
Very Hard	3495	845	71	370	272	316	82	100	31	27
Legendary	2330	845	71	465	377	431	82	100	71	92

Gray Mage: (Physical Build)	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2295	845	288	260	8	226	102	100	71	87
Hard	2310	845	300	285	8	271	82	100	71	92
Very Hard	2310	845	315	370	8	316	82	100	71	92
Legendary	2330	845	380	465	8	431	82	100	71	92

Gray Mage: (Blended Build)	HP	MP	ATK	DEF	INT	MGD	ACC	CRT	AGI	PRE
Very Easy, Easy, Normal	2295	845	235	260	118	226	102	100	71	87
Hard	2310	845	244	285	127	271	82	100	71	92
Very Hard	3495	845	230	370	113	316	82	100	31	27
Legendary	2330	845	300	465	183	431	82	100	71	92

11 Wystonia Assault Mechanics

Coming Soon. If you have questions regarding the Wystonia Assault mechanics before we complete this section, please contact us at info@whitegiantrpg.com

12 Game Music

12.1 Roaming Music

Location	Artist	Song Title
Continents/Islands		
North Aldrin	Mattias Westlund	Through the Gates
South Aldrin	Peter Mor	Unconditional Surrender (Epic Score)
Orphos	Unknown	Title
Huldra	Clynos	Adventure Overture
Ugbar	Mattias Westlund	Exploration
Vir	Clynos	The Return
Small Islands	Mikel Shane Prather	The Valley
Phoenix Aerie Continent	EuanCaiAtkinson	Elevate
Mt. Agni Continent	Steven O'Brien	Epic Theme No. 1
Towns		
All Tree of Life Areas	Clynos	Somewhere
All Saltwater Docks	Kevin MacLeod	Isolated
All Freshwater Docks	Jason Shaw	Lazy Day
All Icewater Docks	Kevin MacLeod	Erik Satie: Gymnopedie No. 3
All Moa Forests	C. P. Bryan	Sentimental Autumn Interlude
All Thieves' Hideout	Kevin MacLeod	Not As It Seems
Rockwood	Damiano Baldoni	No Man's Land
Rockwood - Mercenaries' Guild	Kevin MacLeod	Traditional: Song of the Volga Boatman
Traveling Merchant's Wagon	Kevin MacLeod	Laconic Granny
Western Trade Route	Lucky Lion Studios	Sprites
Northern Tundra Outpost	Kevin MacLeod	Frost Waltz
Northern Kort Oasis	Jason Shaw	Pioneers
Kort	Slainte	Carolan's Draught
Kort – Under Attack	Butterfly Tea	Andoria Main Title
North Aldrin Ferry	ghost	Reverie (small theme)

Location	Artist	Song Title
South Aldrin Ferry	ghost	Reverie (small theme)
Necht	Jaya Prime	Sacrifice of Form
Rockwood Ruins	Steven Coltart	Barren Land
Isolated Outpost	Clynos	Master Teaches Apprentice
Igloo Outpost	Clynos	A Little Piano Piece
North Bay	Jahzzar	Vladimir Estragon
Western Oasis	Steven Coltart	Fishing in the Maldives
Theopolis	Mattias Westlund	The High King's March
Theopolis Castle	U.S. Army Old Guard	ERAFNAF Fanfare
Theopolis Castle Puzzle	U.S. Army Old Guard	Three Little Drummers from the George Washington Show
Secret Military Outpost (Infested)	Kevin MacLeod	Dark Times
Secret Military Outpost (Cleansed)	Damiano Baldoni	Like in the Sky
Mercenaries' Guild Camp	Kevin MacLeod	Hero Down
South Orphos Outpost	Kevin MacLeod	The Pyre
North Orphos Outpost	Kevin MacLeod	The Pyre
Northern Tundra Passageway	Kevin MacLeod	Invariance
Northern Tundra Passageway – Under Attack (Knight's Quest #3)	Kevin MacLeod	Clenched Teeth
Aureus' Mansion	Kevin MacLeod	As I Figure
Southwest Ugbar Outpost	Kevin MacLeod	The Path of the Goblin King
Southeast Ugbar Outpost	Kevin MacLeod	The Path of the Goblin King
Gremlar	Tunguska Electronic Music Society	Olga Scotland – New Year Evening
Hobgar	Jahzzar	Railroad's Whiskey Co.
Hogbar - Undercity	Kevin MacLeod	Sneaky Snitch
Hobgar Castle	Kevin MacLeod	Death of Kings
Ugbar Swamp	Kevin MacLeod	Moonlight Hall
North Huldra Outpost	Kevin MacLeod	The Path of the Goblin King v2
South Huldra Outpost	Kevin MacLeod	The Path of the Goblin King v2
Tisaren	Brigan	The King of Fairies/The Mermaid
Tisaren Keep	Steven O'Brien	Hub Sweet Hub: Dance of the Sprites
Volundra	Mikel Shane Prather	Elves
Volundra Castle	Steven O'Brien	Utopian Theme

Location	Artist	Song Title
Volundra Castle Basement	Mattias Westlund	The Journeys of St. Tadpole
Old Karanor	Kevin MacLeod	Reflexions Aquatiques
Ronkar	Matias Castro	Kids Video Game 01
Ronkar – Slaughter/Destroyed	Steven Coltart	The Orphanage
Wystonia Main Gate	Kevin MacLeod	The Rule
Wystonia	Kevin MacLeod	The Rule
Wystonia Floating Fortress	Damiano Baldoni	Celtyc Dream
Wystonia Arena	Alejandroh777	Epic Cinematic Intro
Wystonia Casino	Kevin MacLeod	Call to Adventure
Wystonia Engineer Laboratories	Damiano Baldoni	L'elegance
Wystonia Magical Laboratories	Clynos	Visit from a Faun
Wystonia – Under Attack – Part 1	Matias Castro	Medieval Battle Theme 02
Wystonia – Under Attack – Part 2	Mitashihazzard	DJ Mind HazZard's Take on Cinematic Music
Wystonia – Under Attack – Part 3	EuanCaiAtkinson	Business Calls
Hidden Waterfall (Peaceful Sage)	Kevin MacLeod	On the Shore
Hidden Waterfall (Saelithil)	AdrianBiggs	Abandoned Church
Svarta	Zero-project	Homecoming
Svarta – King's Stronghold	Kevin MacLeod	Crusade
Master Spear Fisher's Camp	Jason Shaw	Green Leaves
Mountain Trail	C. P. Bryan	Sentimental Autumn Interlude
Dungeons		
Guild Grotto	Matias Castro	Fantasy
Hidden Forest	HorrorPen	Red Curtain
Western Karanor	Zero-project	Celtic Dream
Abandoned Tunnel	Shu Deelow	Reflexions Aquatiques
Frozen Tower	Lucky Lion Studios	Warbringer
South Aldrin Cave	Steven O'Brien	Hub Sweet Hub: Forest Theme
Shadow Mountains	Distimia	La Entrada en la Sala de los Caidos
Shadow Fortress	Deied	Question
Well of Souls	Axis Mundi Actum	Sum Ut Fiam
Black Cavern	Zero-project	Thanks to the Gods
Secret Military Outpost	Kevin MacLeod	Ghostpocalypse – 6 Crossing the Threshold
Underground Lake	Distimia	La Hoguera

Location	Artist	Song Title
Spiral Cave	AdrianBiggs	Pyschic Combat
Elemental Cave	Mickey Kayline	Double Dutch (Instrumental)
Dark Castle	Mikel Shane Prather	Temptation to Rage
Theopolis Forest – Knight's Quest	Kevin MacLeod	Prelude and Action
Gremlar Mine Shaft	Kevin MacLeod	Heroic Age
Sacred Goblin Temple	Kevin MacLeod	Darkest Child var. A
Quicksand Cavern	Damiano Baldoni	Soldraconis
Ambar – Forsaken City	Damiano Baldoni	Witch
Grand Ugbar Pagoda	Kevin MacLeod	Ghostpolcalypse – 1 Departure
Tower of Pestilence	Kevin MacLeod	Satiate – Only Strings
Volundra Catacombs	Mattias Westlund	The Journeys of St. Tadpole
Mt. Vilu	Alex Cannon	Dungeano
Sarno Mine	Kevin MacLeod	Constancy Part One
Forgotten Elven Outpost	Kevin MacLeod	Constance
Mines of Karanor	Kevin MacLeod	Our Story Begins
Ancient Trade Route	Kevin MacLeod	All This
Corrupted Tree	Karol Piczak	Haunted Hybrd – Happy Hallowean feat. Project α
Wispy Spirit Cave	Damiano Baldoni	Ethereal
Lava Tubes	Kevin MacLeod	Constancy Part Two
Wild Cliffs	Shadowxz	Surfing on the Moon
Phoenix Aerie	Peter Mor	Titanium (Epic Score)
Insane Goblin's Cave	Kevin MacLeod	Constancy Part Three
Parallel Dimension	Kevin MacLeod	Ghostpocalypse – 3 Road of Trials
Eerie Dimension	Kevin MacLeod	Ghostpocalypse – 4 Temptress
Mt. Agni	Kevin MacLeod	The Descent
Vehicles		
Ship	Luminous Flesh Giants	Journey to Rest of The World
Phoenix	Jason Shaw	Solo Acoustic Guitar

12.2 Battle Music

Location	Artist	Song Title
Continents		
North Aldrin	Matias Castro	Medieval Battle Theme
South Aldrin	Matias Castro	Medieval Battle Theme
Orphos	Daniel Bautista	Beyond the Golden Bolt
Huldra	Daniel Bautista	Viking Revenge
Ugbar	DavidKBD	Un Largo Camino de Vuelta a Casa
Vir	Jahzzar	Breaking Bad
Small Islands	Daniel Bautista	SIM1 2013
Phoenix Aerie Continent	Daniel Bautista	Fuego Camina Conmigo 2013
Mt. Agni Continent	DavidKBD	Bienvenido a Dreamland 2013
Ship	Daniel Bautista	Movement 1: Presto (Symphony No. 1 in A minor
Dungeons		
Guild Grotto	Kevin MacLeod	Hitman
Hidden Forest	Zero-project	Gothic
Western Karanor	DavidKBD	El Pantano Del Sufrimiento Eterno
Abandoned Tunnel	Jahzzar	T800
Frozen Tower	Steven Coltart	I Trust My Instincts
South Aldrin Cave	DavidKBD	2030
Shadow Fortress	Daniel Bautista	Kremlin
Black Cavern	Lord Daelith	World Against Us
Secret Military Outpost	Daniel Bautista	True Metal Awaits
Underground Lake	DavidKBD	Litha
Spiral Cave	Daniel Bautista	Opening Theme (from XX Anniversary Album)
Elemental Cave	Daniel Bautista	Symphony No. 25
Dark Castle	Kevin MacLeod	Full On
Theopolis Forest: Knight's Quest	Daniel Bautista	God Hates Kittens
Gremlar Mine Shaft	Daniel Bautista	Softcore 2013
Sacred Goblin Temple	DavidKBD	Bomberman Encuentra el Escondite, y Abre…
Quicksand Cavern	Daniel Bautista	Digital Pendejos
Ambar – Forsaken City	DavidKBD	Yule-2o Moviemiento

Location	Artist	Song Title
Grand Ugbar Pagoda	Else	The Light Brigade
Tower of Pestilence	Yoshimasu Kamiya	Beneath the Sakura Trees (Death Instrumental)
Volundra Catacombs	Mister M	Entering Woods
Mt. Vilu	DavidKBD	Unos fantasmas impiden el paso…
Sarno Mine	Sonorant	The Ancient Abattoir
Forgotten Elven Outpost	Daniel Bautista	Siete
Mines of Karanor	DavidKBD	Yule-Postludio
Ancient Trade Route	Daniel Bautista	Movement 4: Allegro ma non troppo (Sym No. 1 in A)
Corrupted Tree	Daniel Bautista	Agnostic 2013
Wispy Spirit Cave	Daniel Bautista	Tempestad
Lava Tubes	Daniel Bautista	Pushing the Limits
Wild Cliffs	Daniel Bautista	Movement 2: Allegro con brio
Phoenix Aerie	Luminous Flesh Giants	The Fogg
Insane Goblin's Cave	Daniel Bautista	Antagonist March
Parallel Dimension	Daniel Bautista	Sorcerer's Apprentice
Eerie Dimension	Daniel Bautista	Sorcerer's Apprentice
Mt. Agni – Floors #1 - #5	Else	Death Strike
Mt. Agni – Floors #6 - #10	Else	The Final Sacrifice (Avantasia)
Mt. Agni – Floors #11 - End	Else	Requiem for a Lost Empire (Intro)
Mercenaries' Guild Targets		
Tier #1	Daniel Bautista	Action Scene
Tier #2	Daniel Bautista	Action Scene
Tier #3	Daniel Bautista	Action Scene
Tier #4	Daniel Bautista	Action Scene
Tier #5	Daniel Bautista	Action Scene
Tier #6	Luminous Flesh Giants	Anesthesia of Common Day
Rat King	Daniel Bautista	Follow the Leather
Grizzly Bear	Daniel Bautista	Follow the Leather
Accursed Dragon	Daniel Bautista	Follow the Leather
Mid-Bosses, Bosses, and Super Bosses		
Anxious Bandit	Sunsearcher	Movie Rhythm 2
Watchful Isolationist	Sunsearcher	Movie Rhythm 2
Garuda	Daniel Bautista	Gothic Song

Location	Artist	Song Title
Two-Headed Ogre	Lucky Lion Studios	Ntwadumela
Necht Militia Commander	Yoshimasu Kamiya	She Who Wandered: Chaos (Instrumental)
Necht Captain & Lieutenants	Axis Mundi Actum	Consummatum Est
Goblin Chieftain	Stefano Targa	Two Swords
Wyrm King	DavidKBD	Batalla Final
Dismissive Elf	Sunsearcher	Movie Rhythm 2
Lava Worm	Sonorant	Rising Defiant
Olivier	Butterfly Tea	Bionic Crisis
Merihem	Mitashkihazzard	DJ Mind HazZard's Take on Cinematic Music
Pythius	EuanCaiAtkinson	Business Calls
Dark Army Sergeant	DavidKBD	OV-104-072011
Hired Soldier Commander	Jahzzar	Alarm
Bandit Leader	Jahzzar	Alarm
Aerico	Djad	Sitarial
Desecrator	Djad	Sitarial
Zir	DavidKBD	La Tormenta Rompio la Calma
Furious Magma Spirit	Mattias Westlund	The Death of Magic
Furious Spirit	Mattias Westlund	The Death of Magic
Frozen Wyrm	Zero-project	Infinity
Great Phoenix	Zero-project	Benedictus
Paranoid Dwarf	Sunsearcher	Movie Rhythm 2
Dwarven Ringleader	DavidKBD	The Crypt After Midnight
Anomalous Zombie	Axis Mundi Actum	Prophetia
Mutated Wight	Axis Mundi Actum	Prophetia
Patient Zero	DavidKBD	Qosqo
Belial	Kevin MacLeod	Volatile Reaction
Adirael	Peter Mor	Main Theme (Film Music)
Shadow Fortress Lieutenant	Windpearl	Madness
Shadow Fortress Captain	Windpearl	Madness
Shadow Fortress Commander	Windpearl	Madness
Twisted Imoogi	UNK	Bloody Halo
Arcane Guardian	UNK	Bloody Halo
Corrupted Titan	UNK	Bloody Halo

Location	Artist	Song Title
Mephistopheles	Damiano Baldoni	Sir of Dusk
Asmodeus	Damiano Baldoni	Magic Dance WGRPG
Astaroth	Peter Mor	Warship from Hell

12.3 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
Historian's Cutscene		
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: Word Unknown! We would love to hear from you.

Please provide feedback at: http://whitegiantrpg.com/contactus/
Email: info@whitegiantrpg.com