

Paradise Blue Walkthrough

By IMAAK

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2a) Credits & Tedium

Oceans Dream, of course, is the original author of this game. It can be downloaded at: <http://paradiseblue.wordpress.com/>. However, anyone viewing this guide without owning an actual copy of the game may just have too much time on his/her hands. You can read a full list of credits at the aforementioned link, along with character bios, screenshots, a blog (obviously) and so on. Now, moving on.

2b) Introduction

Thanks for viewing this walkthrough. I'm not going to go into the totally irrelevant thanks/verbose introduction nonsense, just enjoy the game (I know you will). You can thank me, Ryan F./IMaAK, for writing it, and that's it (and I guess TFT for giving me the idea. ;D). Even so, Ocean's Dream deserves all the credit for making the game.

2c) How to use this guide

You'll notice I didn't include bosses/quest information within the guide. This is to avoid clutter. You'll see a small index number beside it (e.g.: [0004B]) Simply CTRL+F that index to jump to information about it. Bosses simply have a number like this: (1). Just go that ID in the boss section (Index 3).

3) Index

A list of all the info you need to know about the game. You can link back to these from the main guide using the codes appended onto the titles and the CTRL+F command.

Index 1: Quests

The Gem Token [1B]

A mandatory quest, straightforward.

Palace Meeting [2B]

A mandatory quest, straightforward.

Old Man's Amulet [3B]

Starting: You can find the Old Man wandering near the church in the north part of town in Marsall.

Completing: You can find the amulet in the southwest of town near the armor shop.

Reward: No charge NPC helper and access to several more NPC helpers.

Watch [4B]

Starting: Speak to Abraham in northwest Marsall.

Completing: Go north from beachside or take the travel agency to Justino park.

From the entrance go up the right path, go right, cross the bridge, then go south to find the watch. The monsters here may be difficult for you, so exit and come back later if you'd like. First, go in the right door. Go north through the door then go left. Go through the south door for another chest. Now go left and down to get back to the main room. Go up the large stairs. The diary waits on a table in the north of the room. Opens all the chests to find the basement key. The door on the left is now open. Go down the stairs. Stand beside the left lamppost and walk down for a secret chest containing 1000G! Search the green bottle for a Surely Vintage 399 Wine and then go left for a secret passage with another wine and a Gem Sword! We can now return to Abraham.

Reward: 1500G, 15 ABP and 3 Ethers.

Creature Hunting [5B]

Starting: Talk to the guard north of Marsall's entrance.

Completing: Head back to beachside. The Sea Griffin is northwest of the travel agency walking along the beach.

Optional "Boss": SeaGriffin

HP: 272

MP: 50

Atk: 145

Int: 25

Def: 27

Agility: 72

Strategy:

It can 1 hit the strongest of party members at this point in the game with its annoyingly high attack, so don't be stingy on the Lifes. It also uses Water once it's below 25% HP. If you can't beat it, it's weak against bolt, so go back to Marsall and purchase it.

Reward: 600G, 8 ABP, Pearl.

Palace Meeting [6B]

A mandatory quest, straightforward.

Serene Park [7B]

A mandatory quest, straightforward.

Music Box [8B]

Starting: Talk to the bald man south of the smithy.

Completing: You must have at least 1 Thief in your party. Head north into the castle and go west to the large stairs. The man will appear but be arrested for being a loudmouth, giving you a chance to steal the music box. Go up the stairs, avoiding the guards if possible. The thief's dash ability is helpful to beat the time limit. In the southeast corner you can find 2 chests containing a Scale Sword and an Electric Stone, but there's a mandatory battle, so only do it if you have time. In the Northeast room there's mystic armor in the cabinet, but you can easily get cornered here, so once again only if you have time. The music box is in the Northwest room.

Reward: Bard/Dancer Class

Capital City [9B]

A mandatory quest, straightforward.

Creature Hunting [10B]

Starting: Speak to the guard north of the Weapon/Armor/Item shops.

Completing: Speak to a giant windmill south of Santelha, in the hunting grounds. You can't go there until after defeating Javier.

Optional-“Boss”: Giant

HP: 1025

MP: 24

Atk: 142

Int: 25

Def: 22

Agility: 72

Strategy:

There isn't really a fool-proof strategy to beat this guy except to be well-leveled! Hit him with all you got, healing with needed. He should go down quick if you've been fighting all the monsters so far.

Reward: 500G, Earth Sword

Creature Hunting [11B] –

Starting: Talk to the guard at the Santelha entrance.

Completing: You can find it by backtracking to Justino Park, it's the bird.

Optional-“Boss”: Osprey

HP: 700

MP: 20

Atk: 162

Int: 30

Def: 28

Agility: 83

Strategy:

This is a veritable opponent, as you can see by the stats. If you use blink, however, it's a cute little puppy. Windsong will kill you in one turn if you're low levelled, so save before you fight it! If you're really in a pinch, you should have an electric stone and a magma stone, this'll take about 400 HP off him. Then, cast bolt repeatedly, he REALLY doesn't like Bolt, so it'll cut his HP down fast.

Reward: 3000G, 16 ABP

Castle Meeting [12B]

A mandatory quest, straightforward.

Snakes [13B]

Starting: Talk to Richard, the grey haired man in the 2nd floor of the Castle. He will give you the quest. Then talk to the serpent guards in the northeast corner of town. The one guard the door will trigger a cutscene. Now, head to the inn.

Completing: Travel through town avoiding the guards. If they see you once, you get teleported back. Twice, game over. You can set a trap using Z to stun a guard if you are being pursued. Go back to the where the serpent guards were and climb the vine and down the one adjacent to it. Go in the door and take out the two serpent guards for free wind spears, taking the bones.

Reward: 2000G, and Paladin class

Token [14B]

A mandatory quest, straightforward.

Swamps [15B]

A mandatory quest, straightforward.

Discovery [16B]

A mandatory quest, straightforward.

Creature Hunting [17B]

Starting: Talk to the guard in the west of Vila Estelar.

Completing: You can't miss the Hydra, just exit town the way you came in.

Optional-“Boss” – Hydra:

HP: 1760

MP: 22

Atk: 142

Int: 45

Def: 22

Agl: 84

Strategy:

DoomPlague. He didn't attack me once after that. Check mate! If you don't have it yet, same strategy as all the quest bosses, buff!

Reward: ElectricStone, 2200G, 12 ABP.

Shark [18B]

Starting: Talk to the man on the docks in Vila Estelar, named Plinio.

Completing: You can complete a minigame wherein you kill octopi for a 450G bonus, however, focus on the shark. After the minigame, you can go to the island. Go west from the boat when you arrive to fight a shark.

Mini-“Boss” – Shark:

Stats are dependant on what level you encounter it, with a maximum of Level 25

Strategy:

He shouldn't be hard. If you can afford it, go back and buy an elegant room and get DoomPlague to render him unable to attack at all. Booyah! Otherwise, just buff up

and get ready to fight. Bolt2 if you bought it in Vila Estelar would be a good help here, you may need Bolt3 and Protect Armor if you're on higher levels. After you're done, go climb the lighthouse for a silly message and 10ABP. The shark scales to your level so it's usually best to take it on early.

Reward: x3 Life, 3625G.

Chocolate [19B]

Starting: Talk to the woman named Archeia north of the entrance stairs in Pertida.

Completing: Exit the town to the north. The monsters here may be hard, but Aqua Breath can kill almost all of them in one hit. Climb to the summit to encounter a boss.

Mini-“Boss”: ChocoGolem

HP: 4000

MP: 16

Atk: 146

Int: 30

Def: 1

Agility: 110

Strategy:

This dude is immune to DoomPlague, so that's out of the question. Just hit him with all you got, reviving and healing when necessary, and you should be fine. I beat him fine at level 14. It's worth noting that he's the only monster on the mountain that isn't hurt by Aqua Breath. He can inflict berserk, which is only an issue if he hits your mage. Fire works well here, so Fire2 or Anchatred would be fine to use.

Reward: Chocolatier Class.

Thief [20B]

Starting: Talk to the vogue looking gentleman (The detective) north of the entrance stairs in Pertida.

Completing: First, go to the item shop, then head to the top floor of the aforementioned item shop and attain a box. Talk to the weapon shop owner. Follow the blood and talk to the blue-haired merchant, then talk to the woman south of him. Now, talk to the innkeeper and then return to the quest beginning (vogue gentleman) and he'll head off to the inn. Follow him to complete.

Reward: 2400G

Creature Hunting [21B]

Starting: Talk to the guard on the south stairs in Pertida.

Completing: You can find Luna Wolf on the big bridge, east of Pertida.

Mini-“Boss”: Luna Wolf

HP: 2722
MP: 32
Atk: 210
Int: 90
Def: 90
Agility: 165

Strategy:

Another hard battle that's really easy if you know what to do. If you don't have DoomPlague, go get it now! The strategy is basically: DoomPlague to inflict Berserk and Degen (-55 every turn) and then cast Blink on yourself to take 0 damage. You may die before you get a chance to do so, however, be on your toes with healing and such until he's useless. After that, abuse 250 needles if you have it or just go all out on him.

Reward: Sun Sword, 4000G.

Ancanger [22B]

A mandatory quest, straightforward.

Riverside[23B]

Starting: Talk to the clerk in the arena.

Completing: Complete one battle in each arena. The last arena battle may give you trouble as the Octopus Lusca is on Level 26, so it's recommended you save before you fight, and to set it to fight only one of them unless you are confident in your abilities.

Reward: Black Magic spell Osmose

Creature Hunting [24B]

Starting: Talk to the guard in the Seaside Base.

Completing: Slay the Rage Fish. Go south from the Seaside base to reach to the forest. You shouldn't have trouble as long as you have at least a ~20 party average by now. As long as you keep going east you should find the Rage Fish. Fight the Flora Spirit and head North for the rage fish. This thing is tough, get ready!

Mini-"Boss" : Rage Fish

HP: 13000
MP: 999
Atk: 300
Int: 1
Def: 80
Agility: 190

Strategy:

This guy can use DoomPlague, oh no! You'll want the Revive skill, so you can save MP. DoomPlague him yourself, then have your mage blink everyone. If you keep at it (he's going to kill your party members A LOT), you'll take him down.

Alma [25B]

A mandatory quest, straightforward.

Creature Hunting [26B]

Starting: Talk to the guard in front of the door in Seaside Port.

Completing: Head north through the doors in the first room of the crystal caves, you will fight a L16Doom Spirit.

Mini-"Boss" 11: Doom Spirit

HP: 2722 (Guh ...)

MP: 32

Atk: 210 (He loves hitting people.)

Int: 90

Def: 90

Agility: 165

Strategy:

Another hard battle that's really easy if you know what to do. If you don't have DoomPlague, go get it now! The strategy is basically: DoomPlague to inflict Berserk and Degen (-55 every turn) and then cast Blink on yourself to take 0 damage. You may die before you get a chance to do so, however, be on your toes with healing and such until he's useless. After that, abuse 250 needles if you have it or just go all out on him. Doom Spirit is weak against Lumina, so you can use that. It is a white magic spell.

Reward: Time Magic spell Black Hole, 25 ABP

Statue [27B]

Starting: Search the book case on the top floor of Seaside Port magic shop.

Completing: Go to Narena Temple and open the chest. You will fight a battle against 2 statues.

Optional Boss 12: 2x Statue

HP: 2950 (each)

MP: 45

Atk: 235

Int: 40

Def: 35

Agility: 125

Strategy:

Seriously easy. Just go at them with all you've got. They can use stop attacks and instant death, so bring revive.

Reward: Assassin Class

Painter [28B]

Starting: Talk to Mariana. She's guarding the way to the Rage Fish.

Completing: At the end of the forest, save him from the monsters that are attacking him. Go South from the tree wherein Rage Fish is waiting. *Before you continue, don't have any multi-target attacks equipped. Especially X-Cut/Bows! If you hit him, he dies.*

Reward: Twilight Sword

Ribbon [29B]

Starting: Enter the southeast house in the hunting grounds.

Completing: After the cutscene, head to the northwest corner of town. Murder a level 5 Thief and then head back to the schoolhouse.

Reward: Water Crystal, Friendship

Sketchpad [30B]

Starting: Talk to the girl on the top floor of the house where you gain the "Ribbon" quest.

Completing: The diary is in a bookshelf in that very same floor

Reward: Magic Hammer, Friendship

Mirage [31B]

Starting: Talk to Gabe after finishing the Ribbon quest.

Completing: The seven fabric locations:

- Southeast park in Santelha
- Northeast room in Justino Watch
- Far east in Vila Estelar (on cliff)
- Blonde Musician's room in Pertida
- Third Arena in Azuras
- By the pool at Marsall Inn.
- Seaside Item Shop

Reward: Mirage Robe

Rainbow [32B]

Starting: Talk to Gabe after completing Ribbon.

Completing: Purelight Robe is at the top of Chocolate Mountain. PureDark Robe is in Marsall Palace. Both are guarded by creatures. You have to fight 3 SunSpirits for the PureLight Robe, and a Judge for the PureDark Robe. The Judge has relatively low HP (3333 HP) but has 255 speed and loves to use the all ally attack Comet Rain. Also, physical attacks will not work against the Judge.

Reward: Prism Robe.

School[34B]

Starting: Speak to the Professor wandering near the entrance to seaside port.

Completing: You have to head towards the caves south of Pertida. Go in the caves; go to the west side, and up the stairs. To the right is a skeleton blocking a professor. Slay the undead group and go to Marsall. The place in Marsall you want to go to is the south of town, with the clock towers. Talk to the old man in red there first, and then the scholar.

Optional Boss 13: Lv15 Decayed

HP: 2392

MP: 32

Atk: 182

Int: 24

Def: 75

Agility: 102

Strategy:

Take out the Level 8 bones first, which could probably be 1shotted with a Fire2 or Anchatred spell. It can't be hurt until the other bones are dead and it turns off its defense. When it flashes, then it will add more attacks but will also be vulnerable to attacks. Using Fire and Holy spells are the best way to do damage, as it resists most spell types and reduces attack damage by a lot.

Reward: Able to buy Nuke, Holy, Wall and Meteor

ArcAncanger[35B]

A mandatory quest, straightforward.

Finale [36B]

This is it! You should be able to figure it out.

Index 2: NPC Helpers

Lise:

Location: Marsall (Req: Old Man's Amulet)

Effect: SpellBound: Doubles all of your stats but has an MP Degeneration added as well

Cost: 3000G

Joana:

Location: Marsall (Req: Old Man's Amulet)

Effect: Regen

Cost: 1000G

Diana:

Location: Marsall (Req: Old Man's Amulet)

Effect: SeeHidden

Cost: 100G

Carmelo:

Location: Marsall (Req: Old Man's Amulet)

Effect: DarkForce: Doubles all of your stats but has an HP Degeneration added as well

Cost: 3000G

Helen:

Location: Marsall

Effect: Increases run speed.

Cost: 100G

Old Man:

Location: Marsall

Effect: Auto-Focus

Cost: Free

Guilherme:

Location: Santelha

Effect: Auto-Safe

Cost: 1000G

Calisto:

Location: Santelha

Effect: Increases run speed.

Cost: 100G

Antonio:

Location: Santelha

Effect: No travelling fee.

Cost: 300G

Fitzhugh:

Location: Santelha
Effect: Always have first strike.
Cost: 300G

Victoria:
Location: Santelha
Effect: Auto-Haste
Cost: 7500G

Catarina:
Location: Santelha
Effect: MP Regen
Cost: 10000G

Andres:
Location: Vila Estelar
Effect: Armor Break
Cost: 750G

Deborah:
Location: Vila Estelar
Effect: SpellBound
Cost: 4000G

Mathieu:
Location: Vila Estelar
Effect: DarkForce
Cost: 3000G

Paulo:
Location: Pertida
Effect: SeeHidden Items/Paths
Cost: 100G

Dajhail:
Location: Pertida
Effect: PowerUp
Cost: 3000G

Anabela:
Location: Pertida
Effect: Regen
Cost: 1000G

Ricardo:
Location: Pertida

Effect: Auto-Focus
Cost: 1000G

Theodore Thomas:

Location: Pertida
Effect: Reflect
Cost: 4000G

Tania:

Location: Seaside Port
Effect: Haste
Cost: 7500G

Rufino:

Location: Seaside Port
Effect: First Strike
Cost: 300G

Susana

Location: Seaside Port
Effect: Reflect
Cost: 4000G

Isabel

Location: Seaside Port
Effect: ABP+ after battle
Cost: 10000G

Micaela

Location: Spirit Spire
Effect: Armor Break
Cost: 750G

Fernao

Location: Spirit Spire
Effect: Regenerate MP
Cost: 10000G

Balthasar

Location: Spirit Spire
Effect: Immune to physical attacks.
Cost: 10000G

Gaspar

Location: Spirit Spire

Effect: PowerUP

Cost: 3000G

Index 3: Spells/Skills

Black:

- Fire
- Bolt
- Ice
- Poison
- Dark
- Sleep
- Fire2
- Bolt2
- Ice2
- Drain
- Confuse
- Bio
- Fire3
- Bolt3
- Ice3
- Doom
- Osmose
- Nuke

White:

- Cure
- Blink
- Regen
- Echo
- Pure
- Lamp
- Cure2
- Lumina
- Heal
- Regen2
- Life
- Dispel
- Cure3
- Regen3
- Heal2
- Wall
- Life2
- Holy

Time:

- Slow
- Hold
- Mute
- Demi
- Haste
- Comet
- Warp
- Slow2
- CometRain
- Quarter
- Old
- Slow3
- Quick
- BlackHole
- Meteor

Blue:

- MPBreak
- DarkForce
- AquaBreath
- MoonFlute
- DeathClaw
- Aero
- Aero 2
- Aero 3
- Time Slip
- Image
- BigGuard
- 250 Needles
- White Wind
- Mind Blast
- Magic Breath
- Elemental Break
- DoomPlague
- WindSong

Summon:

- Ancrage
- Ancenforce
- Ancanada
- Anchatred
- Ancoltage
- Ancuard
- Ancera

-Arcancanger

Dark:

- Poison
- Dark
- Sleep
- SPD Break
- Confuse
- Mute
- DP Break
- AP Break
- Mn Break

Bard:

- Power
- Focus
- Charm
- Disable

Choco:

- Chocolate 1
- Chocolate 2
- Chocolate 3
- Chocolate 4
- Chocolate 5
- Chocolate 6
- Chocolate 7
- Chocolate 8

Index 4: Bosses

Boss 1: Amelia

HP: 335

MP: 14

Atk: 58

Int: 3

Def: 3

Agility: 46

Strategy:

As you can see by her insanely high agility, she's going to be doing more

attacking than you are. Of course, this is the first boss, so just all-out attack her until she's finished. Something to note, if the diamond is in front of her, she'll counter with a wave attack, so refrain from attacking her until she lowers her crystal. After this battle, you'll gain the ability to change your classes. Once again, it's your choice. After exiting, you'll gain the quest "Palace Meeting"[0002B].

Optional "Boss" 2: SeaGriffin

HP: 272

MP: 50

Atk: 145 (!)

Int: 25

Def: 27

Agility: 72

Strategy:

I've placed this boss list here because, depending on your levels, it does constitute a boss. It can 1hit the strongest of party member with its annoyingly high attack, so don't be stingy on the Lifes. It also uses Water once it's below 25% HP. If you can't beat it, it's weak against bolt, so go back to Marsall and purchase it.

Boss 3: Evan

HP: 200

MP: 20

Atk: 48

Int: 5

Def: 5

Agility: 63

Strategy:

Make sure you're fully healed before entering this battle! The first turn is pretty harsh.

What I did, was I put auto-safe on everyone who could use it to survive the first turn, changed everyone's class to red mage, and cast blink then spammed ice (it 1hits the archers). After that, heal up and hit Evan with all you've got! If you're well-levelled, he should go down fast! He uses fire at 40% HP, but that shouldn't be a problem.

Congratulations on beating Evan and unlocking the archer class! The archer class is great, as it hits all enemies with a regular attack. By this point, my classes were: Fighter, Red Mage, Dancer, Archer. By the way, try giving an archer LVL2 Attack to finish most battles in 1-2 turns. Go east and search the shell for 500G and the southwest chest for 10ABP.

Mini-"Boss" 4: Osprey

HP: 700

MP: 20

Atk: 162
Int: 30
Def: 28
Agility: 83
Strategy:

This is a veritable opponent, as you can see by the stats. If you use blink, however, it's a cute little puppy. Windsong will kill you in one turn if you're low levelled, so save before you fight it! If you're really in a pinch, you should have an electric stone and a magma stone, this'll take about 400 HP off him. Then, cast bolt repeatedly, he REALLY doesn't like Bolt, so it'll cut his HP down fast. You're rewarded with a whopping 2000G to buy armor with!

Boss 4a: Javier

HP: 755
MP: 6
Atk: 105
Int: 30
Def: 40
Agility: 85

Strategy:

Easy battle, especially if you have an archer with level 3 attack. Take care of Javier first by blinding him, then kill off the guards (Archer with level 3 attack can do this in 2 turns). After that, heal fully and use blink to render Javier useless.

Mini-“Boss” 5: Giant

HP: 1025 (Oh, snap!)
MP: 24
Atk: 142
Int: 25
Def: 22
Agility: 72
Strategy:

There isn't really a fool-proof strategy to beat this guy except to be well-leveled! Hit him with all you got, healing with needed. He should go down quick if you've been fighting all the monsters so far.

Mini-“Boss” 6 – Hydra:

HP: 1760
MP: 22
Atk: 142
Int: 45
Def: 22

Strategy:

DoomPlague. He didn't attack me once after that. Check mate! If you don't have it yet, same strategy as all the quest bosses, buff!

Mini-"Boss" 7 – Shark:**HP:** 755**MP:** 6**Atk:** 105**Int:** 30**Def:** 40**Strategy:**

He shouldn't be hard. If you can afford it, go back and buy an elegant room and get DoomPlague to render him unable to attack at all. Booyah! Otherwise, just buff up and get ready to fight. After you're done, go climb the lighthouse for a silly message and 10ABP. The shark scales to your level so it's usually best to take it on early.

Mini-"Boss" 8: ChocoGolem**HP:** 4000**MP:** 16**Atk:** 146**Int:** 30**Def:** 1**Agility:** 110**Strategy:**

This dude is immune to DoomPlague, so that's out of the question. Just hit him with all you got, reviving and healing when necessary, and you should be fine. I beat him fine at level 14. It's worth noting that he's the only monster on the mountain that isn't hurt by Aqua Breath. He can inflict berserk, which is only an issue if he hits your mage.

Mini-"Boss" 9: Luna Wolf**HP:** 2722 (Guh ...)**MP:** 32**Atk:** 210 (He loves hitting people.)**Int:** 90**Def:** 90**Agility:** 165**Strategy:**

Another hard battle that's really easy if you know what to do. If you don't have DoomPlague, go get it now! The strategy is basically: DoomPlague to inflict Berserk and

Degen (-55 every turn) and then cast Blink on yourself to take 0 damage. You may die before you get a chance to do so, however, be on your toes with healing and such until he's useless. After that, abuse 250 needles if you have it or just go all out on him.

Optional Boss 10: Dark Spirit

HP: 16000

MP: 999

Atk: 350

Int: 80

Def: 1

Agility: 255

Strategy:

Another instance wherein you can use NullSpell and BigGuard to a **huge** advantage if you have them. Be sure to have someone with the Revive ability, because her instant death attacks are a nuisance. Unlike Bed Bug, Dark Spirit actually killed me several times. **Equip protect armor to keep her instant death attacks from killing you.**

Doom – You should be okay if you equipped the protect armor, as it'll resist it a bit. She uses this at < 50%.

BlackHole – Protect armor once again; another instant death attack.

Quake – This seems to miss A LOT.

DeathClaw – Reduces your HP to a small amount + stun

MindBreak – Decreases your INT by 500!

Drain – If she hits a tank, she can gain back a lot of HP, *use wall on your tanks!!*

The main strategy is the following:

Using wall is a good idea, if you have carbunkles. This will reflect some of her basic attacks. Your main strategy is have everyone with the Assassin class, Speed 3 passives and NullSpell and BigGuard to severely weaken her attacks. Dispel is a must.

Mini-“Boss” 11: Doom Spirit

HP: 2722 (Guh ...)

MP: 32

Atk: 210 (He loves 1hitting people.)

Int: 90

Def: 90

Agility: 165

Strategy:

Another hard battle that's really easy if you know what to do. If you don't have DoomPlague, go get it now! The strategy is basically: DoomPlague to inflict Berserk and Degen (-55 every turn) and then cast Blink on yourself to take 0 damage. You may die

before you get a chance to do so, however, be on your toes with healing and such until he's useless. After that, abuse 250 needles if you have it or just go all out on him. The white magic spell Lumina works well too as it's weak against light.

Optional Boss 12: 2x Statue

HP: 2950 (each)
MP: 45
Atk: 235
Int: 40
Def: 35
Agility: 125

Strategy:

Seriously easy. Just go at them with all you've got. They can use stop attacks and instant death, so bring revive.

Optional Boss 13: Lv15 Decayed

HP: 2392
MP: 32
Atk: 182
Int: 24
Def: 75
Agility: 102

Strategy:

Take out the Level 8 bones first, which could probably be 1shotted with a Fire2 or Anchatred spell. It can't be hurt until the other bones are dead and it turns off its defense. When it flashes, then it will add more attacks but will also be vulnerable to attacks. Using Fire and Holy spells are the best way to do damage, as it resists most spell types and reduces attack damage by a lot.

Mini-"Boss" 14: Rage Fish

HP: 13000
MP: 999
Atk: 300
Int: 1
Def: 80
Agility: 190

Strategy:

This guy can use DoomPlague, oh no! You'll want the Revive skill, so you can save MP. DoomPlague him yourself, then have your mage blink everyone. If you keep at it (he's going to kill your party members A LOT), you'll take him down.

Boss 15: Guardian**HP:** 13000**MP:** 999**Atk:** 300**Int:** 1**Def:** 80**Agility:** 190**Strategy:**

If you managed to grab the Prism sword, this should be easy. Otherwise, use DoomPlague and Slow2 on him, Haste on your tank if you have one, and hit him hard! He's only level 18, so he should go down fast.

Final Boss 16: Llorcan**HP:** 13000**MP:** 999**Atk:** 300**Int:** 1**Def:** 80**Agility:** 190**Strategy:**

This is it! If you have the Image blue magic, use it *asap*. Otherwise, just blink your white mage and have him blink the rest. He likes to spam doom, which is no problem if you have protect armor. I highly recommend having the Revive ability for this battle, because he kills like crazy. Have two tanks, as well. If he gets you with MoonFlute, it's all downhill from there. Just hope your berserked tanks kill him before he kills you. If you keep at it, he'll go down.

Index 5: Classes

Fighter:

Location: Default

Skills learned:

10 ABP: Auto-safe

45 ABP: Attack Power + Lv1

105 ABP: Attack Power + Lv2

225 ABP: Attack Power + Lv3

Black Mage:

Location: Default

Skills learned:

10 ABP: Auto-focus

40 ABP: Black Magic

80 ABP: Move-HP+ (Each step you take recovers HP)

150 ABP: Move-MP+ (Each step you take recovers MP)

White Mage:

Location: Default

10 ABP: Auto-Regen

40 ABP: White Magic

120 ABP: Auto-MP Recovery (Recovers some MP at a start of a battle)

275 ABP: Auto-MP Regen (Recovers MP each turn)

Monk:

Location: Default

10 ABP: Kick

40 ABP: Build Up

80 ABP: Max HP + Lv1

160 ABP: Max HP + Lv2

250 ABP: Max HP + Lv3

Red Mage:

Location: Default

50 ABP: Red Magic

120 ABP: Stats + Lv1

210 ABP: Stats + Lv2

400 ABP: Doublecast

Bard/Dancer:

Location: Obtained after completing Music Box.

25 ABP: Dance (Uses 1 of 4 dances randomly. Drain HP, MP, 4x damage or Forced Confuse)

75 ABP: Sing (All ally buffs, no MP cost)

150 ABP: Ribbon (Protects against all status effects)

Blue Mage:

Location: Obtained after fighting a battle at the hunting grounds.

10 ABP: Peep (Show enemy stats and strengths/weaknesses)

40 ABP: Blue Magic

100 ABP: Max MP + Lv1

170 ABP: Max MP + Lv2

250 ABP: Max MP + Lv3

Thief

Location: Default

15 ABP: Dash (Increases movement speed)

90 ABP: See Hidden (See hidden paths and treasures)

350 ABP: Slash (Attempts to slay all enemies)

Paladin:

Location: Snakes Quest

20 ABP: Protect (Adds protection against elemental spells)

80 ABP: Restoration (Recovers from status effects for no MP cost)

160 ABP: Revive (Revives all allies with 1 HP for no MP cost)

Archer:

Location: Obtained after defeating Evan.

20 ABP: Speed + Lv1

800 ABP: Speed + Lv2

200 ABP: Speed + Lv3

350 ABP: Triplecut (Attacks three times)

Chocolatier:

Location: Chocolate Quest.

20 ABP: Choco (Uses a random spell for no MP)

70 ABP: Candy Cane (Halves MP Costs)

150 ABP: Choco Weapon (Temporarily summons powerful weapon/armor)

Time Mage:

Location: Main Quest after defeating Javier

10 ABP: Auto-Haste

40 ABP: Time Magic

125 ABP: Magic Guard (Protection from Elementals, Mute, Mind Break)

Summoner:

Location: Swamp Cave

10 ABP: Resist (30% chance of resisting a status effect)

50 ABP: Summon

150 ABP: Conjure (Randomly casts a summon for no MP)

DarkKnight:

Location: Enemy fort. Talk to Guard.

20 ABP: Dark Magic

60 ABP: Dark Force (Attack/Speed + 50, Degenerates HP)

145 ABP: Sacrifice (Takes 1/3 HP to heal all allies)

230 ABP: Dark Wave (Takes 1/3 HP to damage all enemies)

Assassin:

Location: Chest in Temple Narena.

10 ABP: Auto-Evade (Raises evade rate)

50 ABP: Initiative (Strike first in every battle)

150 ABP: \$Toss (Damage is 1/10th that of the money thrown to all enemies)

Index 6: Main Walkthrough

4) Starting Out + Introduction Cutscene [1A]

Monsters in this area:

4x Guard (Entirely optional.)

Treasure in this area:

X7 Heal, Iron Staff, 125G, Pure, x2 Cure, Ether, Tent, Life, Clock, Broad Sword, Chain Armor

Main:

It's pretty linear from this point, although there is lots of treasure to be collected before you head downstairs! The chests in this room contain: 3x *Heal*, *Iron Staff*, 75G, *Tent*. In the room to the right of the stairs, is contained: 50 G, *Pure*, *Cure*, *Ether*. You can

read a tidbit of lore if you examine the bookshelf to the left of the room; beyond this, just go downstairs.

After a long meeting (I won't ruin it for you), Amelia will join your party! Go left and search the barrel and bookcase immediately to your north for: *Life*, *4x Heal*. If you'd like, you can talk to Joao to fight a test battle. It's nothing special, however, and the cheap bastard won't even give you a reward! Pah! Go south now and search the bookshelf and clock for: *1x Clock*, *1x Cure*. The weapon and armor ornaments can also be grabbed, you will get a Broad Sword and a Chain Armor. Always, always, examine clocks! Once you collect ten clocks you can learn Time Slip. After you're done exploring, agree to leave. At this point, you'll have the option to set up your classes. I'll leave it up to you to decide, as it's part of the experience.

5) Crystal Caves [2A]

Monsters in this area:

L1 Mushroom, L2 Cave Lizard, L2 Water Spirit, L3 Wave Spirit, L1 OddStone, L1 Wildflower, L4 SeaShell

Treasure in this area:

7x Heal, , 1x Life, 1x Spiral Sword, 1x Ether, 2x Tent, 1x Large Sword, 1x Jewel Sword, 1x Wooden Armor, 1x Chain Armor, 2x Pure

Helpers in this section:

Quests in this section:

"The Gem Token"

Main:

After you complete this, you'll appear in the caverns and begin the quest "The Gem Token" [0001B]. You now have access to the class chart, by the way. You'll earn AP by defeating enemies. On the note of the cave, I suggest you fight everything, as monsters don't respawn; therefore, you'll need all the EXP you can get. In the treasure chest directly beside the ladder you'll find: *x3 Heal*. Go north and then west for a treasure chest, containing: *1x Life*. You should have learned some new skills if you fought all the battles so far, so go equip them! Continue west and fight through the cave lizards for a chest containing: *1x Spiral Sword*. Equip it if you have a fighter/thief in your party and continue on west. You'll find two chests containing: *1x Ether*, *1x Heal*. Go west and then north of a chest containing: *1x Tent*. Before you go North to the healing water, go east for a chest containing: *1x Large Sword*. Equip it on a thief if you have one. East further are two chests containing: *1x Jewel Sword*, *1x Wooden Armor*. Go west past the SeaShell (Watch out, confuse hurts at this point in the game!) go a chest containing: *1x Chain Armor*. Make sure you're equipping all these nice treasures! Now go North towards the healing water again for two chests containing: *2x Heal*, *Tent*. Drink from the pool for full healing. Go north for a chest containing: *2x Pure*. By the way, you should have seen

some monsters/chests to the south that were inaccessible. We're coming back later, don't worry.

Continue North, watch the cutscene, and engage in your first boss battle with Amelia! (1)

6) Beachside and Town of Marsall [3A]

Monsters in this area:

L3 Wave Spirit, L1 OddStone, L3 Hunter Bird, L1 WildFlower, L5 SeaSnake, L3 Killer Crab, L3 Flying Fish, L8 Sea Griffin, L4 Guard

Treasure in this area:

2x Clock, Magic Hammer, 2x Cure, 450G, 20ABP, Chain Armor, HealStone, 1x Water Crystal, 2x Hurricane Orb, 1x Fury Fragment, 1x Pearl, 1x Jewel Dagger, 4x Wizard Stone, 12 ABP, 2xCurse Spike, 1x Scale Sword, 1x ElectricStone, 1x Mystic Armor

Helpers in this section:

Lise
Joana
Diana
Carmelo
Helen
Old Man

Quests in this section:

“Old Man's Amulet”
“Creature Hunting”
“Palace Meeting”
“Serene Park”
“Music Box”
“Diary”

Main:

First thing to note, there's an Inn on a cliff up north with two clocks! Go grab them. You can also learn Echo from the bookcase on the second floor. I won't be listing off where the chests are unless they're significant, by the way. I only did it in the Crystal Caves because there was so many. On that note, you can find a Magic Hammer on the cliff to the right of the inn. Once you're done exploring, head to Marsall. If you walk under the cliff-ridge to the North (at the entrance to Justino Park), there's a treasure chest containing 10 ABP! There's another identical chest East of the inn. You can learn poison from a chest here. After you cross the first bridge heading west to Marsall, check the sea shell immediately North of you for a pearl.

Go north as you enter Marsall for a free Jewel Dagger and a Wizard Stone (search the shell further North)! While you're north, talk to the guard to begin the “Creature Hunting” quest. [0004B] There are several clocks here, not unlike as many towns, so be sure to check all the houses! Before you head to the palace, try buying some extra weapons/armor if your current setup isn't sufficient. Also, you can buy spell items if you stay in the luxury rooms at inns but the items themselves are expensive as well as the

room so it's best to wait for now. You can buy Ice, Bolt, Blink, and Regen at the spell shop. Be sure to buy them! Go North to the castle to complete Palace Meeting and watch a cutscene. You'll also begin Serene Park. Before you leave, check the courtyard for 12 ABP in a chest. Head to Beachside and go North to Justino Park.

7) Justino Park [4A]

Monsters in this area:

L4 Tortoise, L4 Firewisp, L2 Wasp, L2 Caterpillar, L3 FireSpirit, L3 Chameleon, L2 Dodo

Treasure in this area:

1x Life, 1x Handaxe, 1x Tent, 3x Broken Glass, 1x Friendship, Power Staff, 500G, 10 ABP.

Helpers in this section:

Quests in this section:

Capital City [0008B]

Main:

Just pick up treasure chests and what not, going northeast. You can go southeast for a haunted house, but we'll come back later when we're levelled a bit more. To the Northeast you'll meet Evan, your second boss battle! (3)

8) Santelha [5A]

Monsters in this area:

L?? MagicJar

Treasure in this area:

1x Chain Armor, 1x Breeze Orb, 2x Friendship, 1x Wind Spear, 1x Friendship, 1x Breeze Orb, 3x Clock, 6x Ether, 2x Carbunkle, 3x Sharp Spike, 2x Water Crystal, 1x House, 2x Hurricane Orb, 2x Curse Spike, 1x Vial, 2x Cure, 1x Pearl, 1x Power Staff, 1x Partisan, 1x Gaea, 4x Crystal Fragment, 1x Magic Hammer, 1x Mithril Hammer, 1x Life, 2x Iron Claw (After Snakes quest), 1x Gust Orb

Helpers in this section:

Guilherme

Calisto

Catarina

Fitzhugh

Antonio

Victoria

Quests in this section:

Creature Hunting [0009B]

Castle Meeting [0011B]

Snakes [0012B]

Token [0013B]

Swamps [0014B]
Hunting[0015B]

Main:

This city is quite big, and you can finally update your equipment! It'll run you about 800G per fighter, though. If you head to the market section and check the barrels near the item shop, you'll be able to learn Aero if you've found all the Breeze Orbs so far. Don't buy a wind spear before you check the crate west of the weapon shop for one! There's a magic shop cluster to the west where you can buy Time, Slow, Mute, Dark, Sleep, Pure and Lamp. By the way, by this point you should be able to afford an elegant room, this is a good chance to buy some of the special spell items. Try to learn everything you can. Find a guy that looks like a Red Mage in the northwest corner of town to learn Focus Song. When you're done exploring, go North to the castle. First, there are treasure chests east and west of the castle doors. Now to decide between the Silver and Golden knight blessings; Personally, I'd go for the EXP (500 EXP is pretty good), but it's your choice. The west hallway is EXP and the east is ABP. If you go west, check the top-left bookcase for an ether. See the pots sitting near the crates? Talk to them to fight Magic Jars. These little guys give you a free 25ABP if you cast Fire on them! Talk to Richard on the second floor to start the Snakes quest.[0012B] When you're ready, go east to continue. After the cutscene, talk to Amelia to start the quest. The only thing I would suggest here is to turn off dash and plan your moves carefully so you don't waste time; it isn't difficult. There is one jar in the bottom left corner and another along the east side of the rafters. Before you examine the trap, heal and prepare for a boss battle with Javier!
(4a)

9) Hunting Grounds and Onward! [6A]

Monsters in this area:

L5 Anaconda, L6 Stoneface, L4 Scorpion, L6 Whitewolf, L5 Aerobird, L4 StingerBug, L4 Jaguar

Treasure in this area:

Helpers in this section:

Quests in this section:

Token [0013B]
Swamps [0014B]

Main:

After the battle, you'll start the Token quest. [0013B] By the way, you can travel anywhere using the Travel Agency now. Go to the fountain in the castle to speak to Abigail (it's south of the library). You'll net the **Time Mage** class. You'll start the "Swamps" quest. [0014B] Head south out of town to the Hunting Range. You can fight in the Arena for some free cash and a token! You can fight monsters here; you'll gain a rank according to how fast you win each battle. There are 4 sets of monsters total. Once again, LVL 3 Attack on a ranger to get A rank with absolutely no effort! Once you fight in at

least one battle, talk to Raul, you'll net the **Blue Mage** class. If you won all the battles with rank A, you should have at least 18,000G. Time to head back to Santelha and get a helper! Continue south. The Giant is here, but it's ... a windmill. Yep. Kill it and head back up to Santelha to complete the quest. You get 500G and Earth Sword, neat.

Next section is exploring, since we have free reign now.

10) Swamps [7A]

Monsters in this area:

L9 Swamp Gas, L5 Dart Frog, L11 Fang Fish, L10 Voltspirit (Amelia in a bikini!?), L6 Poisonvine, L16 Osprey, L10 Hunter, L7 Fang Flower

Items in this area:

Power Staff, 500G, 10ABP, Pearl, Ether, 1x Iron Claw, Sawtooth Sword, 1x Barrier, 1x Iron Claw

Helpers in this section:

Quests in this section:

Discovery [0015B]

Ancanger [0020B]

Flee [0021B]

Seaside [0022B]

If you so decide, you can head back to Justino now, as more is open for you after defeating Javier. Go North at the main fork. You'll notice the monsters are much more difficult here (or least level-wise). Further North is a very groovy-sounding Tribal Land Galeir. Go North and talk a man on the south side of the table to start the "Discovery" quest.[0015B] Go east for some chests and monsters and the sort. You can find 10ABP in the southwest corner if you're willing take some damage. You can find an ether in a mushroom to the east. In the north you can find the entrance to a cave! Enter it! Enjoy the cutscene, and follow the instructions. At the end you'll complete the Discovery quest; you'll also begin the Ancanger Quest. Head back to the walkway village and grab Christina. Now, head west to the ruins. Step on the sparkle by the tree to jump on up! The idea here, as you've probably guessed, is to be avoid being seen. Go down the right stairwell. If you're caught, you'll have to fight some L9 Guards. If your level is high enough, the guards are free Heal Stones. Go north after the first cloister of guards for a treasure chest, then east. The red tiles are traps in this room, watch for them. Watch out for the guard to the south. In the next room, try to avoid the robots. While it may seem fun to fight them, you get teleported out. Don't do it. Open the chest and talk to the guard to gain the Dark Knight class! The green-haired gentleman is hanging out in an odd place, but he's a shopkeeper. Can't complain!

Now that you've flipped the switch go south along the east wall and down the stairs. You'll fight a level 6 Scholar who dies in one hit. That's what he gets for going to college. Pah! You'll complete Ancanger here and start "Flee!". You'll also have access to the Ancangers to fight in, which is great fun. Test it out on the scholars!

After you run a ways, you'll encounter x3 L20 Ancangers. The first are super-vulnerable to Fire and the second group are vulnerable to bolt, so use that your advantage and you'll be out in no time! Just mosey on out. Now go back and talk to Christina to complete the section and the "Flee!" Quest. You'll start the "Seaside" quest, but we're going to do some optional stuff first.

11) Via Estelar [8A]

Monsters in this area:

L6 Vermin, L8 Haunted Bone, L7 Bloodworm, L11 Cactuar (Use dance to dispatch these jerks quickly for 4000G.), L5 Dartfrog, L12 Spikelizard, L6 Spider, L6 Poisonvine, L8 Parasite

Items in this area:

44 ABP, 1x Clock, 1x Gaea, 1x Cure, 200G, Spirit Sword, 1x Wizard Stone

Helpers in this section:

Quests in this section:

Creature Hunting [0016B]

Shark [0017B]

Main:

Exit the Swamplands and go west where the paths intersect to the south. You'll reach another 4-part intersection. Go south. When you see a tower, stop. Go east to the small red flower and south from it to get a great weapon for blue/red mages: Spirit Sword. It's a sword with an INT bonus! Continue to follow the path into Vila Estelar. Keep in mind that ALL the pots here contain 3 ABP! As for quests, you can talk to the man on the docks to the South for the "Shark" quest, or the Guard in the west of town to hunt a Hydra. Also, there's the matter of the Developer Room. Enter the door right of the pub door. Go against the north wall in this house and go east into the hidden passage. There's nothing special here except 3 ABP in the basement and some behind the scenes stuff. Have fun! When in the pub, talk to the scholar to gain the Ancanger of Blessing quest. Then enter the church (northwest) and go west until you see a guard guarding a door. Try to enter and your heartless companion will murder this hard-working father of two, allowing you entrance. You'll enter the basement. You'll see a sparkle, come back for it later. Continue through the dungeon collecting notes as you see them. Eventually, you'll discover that it's *another* sneaking mini-quest. Avoid the robots' line of sight. If they see you, instant game over, so save often. You'll reach two robots patrolling in straight lines by some stairs. The stairs slide like ice, so you can't hide on them. Wait till the first robot is going west, grab the note, and run back to the start. Now wait until the bottom robot is going west and slide down on the very east stair, following it closely. As soon as you get to the final staircase, go up quickly. The sparkle is just a Wizard Stone, grab it. Make sure you have *all* the notes before continuing on, or you're wasting your time! With all the notes, you'll learn the code (4872396) and enter the door. You'll fight two incredibly easy L7 Security robots. Head north for your prize, another Ancanger: Ancera!

Nothing to do but head back out, you *must still watch for the robots*. Before you leave, talk to the priest for a blessing. We're finally done in Via Estelar!

12) Looting the Castle [9A]

Monsters in this area:

L9 Guard, L8 Security

Items in this area:

1251G, 1x Sharp Spike, 1x Water Crystal, 1x Storm Orb, 1x Ether, 1x Clock, 1x Tent, Mage Staff, 4x Pure, 2x Fury Fragment, Scale Sword

Helpers in this section:

Quests in this section:

Main:

Remember the castle you raided for the Ancangers? It's time to add insult to injury and loot it! Head back and enter through the front door this time. You can fight the guards, they shouldn't be hard. In the southwest where you find a cache of chests, the second from the left in the second row, as it contains a Poison Trap and 4x Pure; your choice whether or not you can afford to be poisoned. If you can't, you have to use 4 pures immediately after. Sneaky. After you collected everything on the list, exit the castle; you're done.

13) River Azuras: Arena [10A]

Monsters in this area:

Items in this area:

1x Storm Orb, 235G, 1x Water crystal

Helpers in this section:

Quests in this section:

Riverside[0023B]

Main:

Go back to the intersection and head west, across the big bridge. When you reach a sign, go north. You're in River Azuras! First, let's go check out the Monster Arena! Go north and enter the cave. In the north area there's a green-haired woman at a counter, talk to her to fight. Talk to the men standing in front of the fences to fight afterwards. Choose the max amount if you're feeling risqué.

First Arena:

L3 Flying Fish x2, L2 Water Spirit

Strategy: Easy, just kill em'

When you're done, exit south and follow the path to the next arena.

Second Arena:

L8 Stinger, L8 Decayed x2

Strategy: Aqua Breath to kill off the stinger and Lumina/250 Needles on the Decayed.

Exit again and go to the next arena. There's an inn here, in case you need healing. If you head east when you exit the second arena, there's a blue and purple flower that awards you 3 ethers.

Third Arena:

L16 Voltage Eel x2, L17 Viper Fish

Strategy: Use magic breath to finish it quickly. You might get hit by MoonFlute, which is annoying, as it casts berserk on everyone. I had an archer with level 3 attack, though, so it helped me out a bit.

Head back to the inn in the second arena and get ready for another one. Go south from the door of the second arena to a beach with two boats. Take the east one. Now the north. Head in the cave entrance for another arena.

Third Arena:

1) L28 Lusca

Strategy: **I highly suggest you only choose 1, unless you wish to die.** If you chose one, you fight a L28 Lusca. This is going to be a tough fight if you're average-leveled. First, use DoomPlague (It should inflict Blind, Degen, Sleep and Berserk) and Slow2. Have your white mage cast blink, because Lusca is berserked now. Now, hit him with all you've got until he goes down! I managed it at level 15.

Now return to the first arena and talk to the clerk to complete the quest. You'll learn Osmose! We're done here!

14) Optional boss: Dark Spirit [11A]

Warning: Make sure you're L25+

Monsters in this area:

Items in this area:

Helpers in this section:

Quests in this section:

Main:

First, note that the items for this area are listed in another section, we're focusing on the boss right now. Head back to the intersection south of the arena and go west. From the entrance to Pertida, go south. There are a section of caves on this map; we're headed inside. When you arrive at two stairs, go west. You'll see a door to your immediate south; go inside. Go south then west into the cave entrance to your north. Go north on the east side and you'll spot a woman, she's our target. Keep in mind she's L35, so don't challenge her unless you're ready! To the west of her is a chest containing protect armor, grab it. Equip it before you fight her. Good luck! (10) Also, on the left wall, there's a secret passage leading to 4 chests.

15) Wolf Armor and Looting at Temple Narena [12A]

Warning: Make sure you're at least L18.

Monsters in this area:

L11 Fang Fish, L13 Coral Snake, L14 Spike Lizard, L21 Blood Wolf, L18 Scavenger, L21 Spiral Shell, L17 Obsidian Eye, L19 Seeker Bird, L20 Saber Wolf, L19 Brown Bear, L25 Watch Eye

Items in this area:

1x Vial, 1x Wizard Stone, 650G, 1x Friendship, Sawtooth Sword, 1x Iron Claw, 1x Cure, 1x Pure, 1x Hand Axe, 1x Ether, 1x SharpSpike

Helpers in this section:

Quests in this section:

Main:

Head south from the Dark Spirit cave to temple Narena. You'll notice right away that the levels have jumped a good deal. Make sure you're prepared. You'll notice a wolf wandering near the entrance, *avoid this battle if you're under-leveled*. Explore the houses here for items. On top of the tower-like house in the northwest corner is a pseudo-boss battle. Murder Gouk the Super Saiyan for Wolf armor. No boss list needed because he doesn't actually do anything, only constantly charging. If you go into the temple, there will be a locked chest. We'll come back for it later.

15a) Seaside Quest [1a2]

Monsters in this area:

L5 Dart Frog, L6 Poison Vine, L12 Spike Lizard, L13 Falcon, L18 Scavenger, L14 Spike Lizard

Items in this area:

4x Heal, 4x Life

Helpers in this section:

Quests in this section:

Amalia [0025B]

Main:

Go east from the Temple Narena and enter the second house from the south to complete the Seaside quest. After a cutscene, you'll gain the "Alma" quest. Talk to Bruno. You'll gain the quest "Blessing". This was only here because it was convenient, back to optionals!

16) Hunting the RageFish [13A]

Warning: Make sure you're at least L20!

Monsters in this area:

L5 Dart Frog, L6 Poison Vine, L12 Spike Lizard, L13 Falcon, L18 Scavenger, L14 Spike Lizard, L25 WatchEye, L26 Wild Flower, L24 Killer Bee, L27 Tree Spirit, L28 Light Wisp, L18 Argent Avis

Items in this area:

1x Vial, 1x Wizard Stone, 650G, 1x Friendship, Sawtooth Sword, 1x Iron Claw, 1x Cure, 1x Pure, 1x Hand Axe, 1x Ether, 1x SharpSpike, 1x Carbunkle, 1x Power Armor, 1x Pearl, 2x Barrier, 1x Wolf Armor, 1x Fire Shuriken, 1x Seaside Sword

Helpers in this section:

Quests in this section:

Creature Hunting [0024B]

Main:

The main point of this is to hunt the Rage Fish, obviously. Head east out of Temple Narena's area to a very pink woodland area. Go east further until you find some houses. Talk to the guard in the south-most house to begin the hunt for the RageFish!

Go south to the forest, picking up the “Painter” quest along the way! [0028B]
Before you exit the forest, be sure to complete the “Painter” quest! At the end of the
dungeon is the Seaside Sword, a sword that hits x2 (6 with X-Cut!)

17) Seaside Port [14A]

Monsters in this area:

--

Items in this area:

2x Wizard Stone, 1x Protect Armor, 2x Pearl, 1x Clock, 1x Storm Orb, 1x Friendship, 1x
Clear Gem, 1000G, 1x House

Helpers in this section:

Tania
Isabel
Rufino
Susana

Quests in this section:

School [0025B]
Creature Hunting [0026B]
Statue [0027B]

Main:

Talk to the wizard near the entrance and the guard in front of a door to the north for two quests that we’re going to complete when we return to the Crystal Caves. Grab the Protect armor from the chest if you plan on fighting Dark Spirit later. Talk to the magician for a pearl. The armor here is expensive as all hell, but you should pick up two more Protect armors for Dark Spirit. In the northeast corner you can find a magic shop where you can buy: Fire3, Ice3, Bolt3, Life2, Doom, Quick, Cure3, Regen3, and Heal2. You can learn confuse from the bookcases upstairs, the bookcase near the stairs contains a key and the “Statue” quest. On the very top bridge, go the east and to find lots of crates full of goodies (on the bottom floor, check the wall to the east for a secret passage leading to the pot). You can learn the disable song in the east side of town.

18) Returning to the Crystal Caves [15A]

Warning: Make sure you’re at least L20!

Monsters in this area:

L23 Frost Lizard, L24 Ice Spirit, L28 Lightwisp, L16 Doom Spirit, L26 Blind Lizard,
L26 Megalith

Items in this area:

1x Friendship, 2x Water Crystal, 1x Cure, 1x Prism, 1x Wolf Armor, 1x House, 1x Power armor

Helpers in this section:

Quests in this section:

None, but we're here to complete some.

Main:

Head out of town to the west. The monsters here are pretty difficult, so make sure you're prepared! Remember when I said we were returning, I wasn't lying! Heh. If you encounter the Ice Spirit, just use Lumina on it twice. Also, Magic Breath is a lifesaver in here!! With every precaution, expect to die a lot. If you need it, the beds in the Seaside Base can be used for healing. The battle on the stairs is tough but will net you A LOT of cash (Magic Breath should make it loads easier, along with Lumina). The DoomSpirit is in the room to the north. (11) Next we head east to complete the other quest. There's a cure in the skull to the south. Head east and climb the ladder. Once you go down the ladder you'll be back to the easier half.

19) Temple Narena [16A]

Warning: Make sure you're at least L18.

Monsters in this area:

L11 Fang Fish, L13 Coral Snake, L14 Spike Lizard, L21 Blood Wolf, L18 Scavenger, L21 Spiral Shell, L17 Obsidian Eye, L19 Seeker Bird, L20 Saber Wolf, L19 Brown Bear, L25 Watch Eye

Items in this area:

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Helpers in this section:

Quests in this section:

Main:

Return to Temple Narena in the west and go open the previously closed chest. You'll engage in a boss battle against two L22 Statues. (12) Statue quest completed. You'll be rewarded with the Assassin class.

20) Spirit Spire/Hunting Grounds (Another Ancanger!)[17A]

Warning: Make sure you're at least L20.

This section has a pre-requisite.

Monsters in this area:

L22 Adamantoise, L21 Blood Wold, L20 Saber Wolf, L19 Brown Bear, L5 AeroBird, L18 Argent Avis, L20 Rattler, L13 Falcon

Items in this area:

400G, 20 ABP, 4x Sharp Spike, 1x Magic Hammer, 1x Breeze Orb, 1x Friendship, 1x Wizard Stone, 1x Water Crystal, 3x Shadow Gem

Helpers in this section:

Micaela

Fernao

Balthasar

Gaspar

Quests in this section:

Ribbon [00]

Sketchpad[00]

Main:

Exit east of Seaside port and go North. You'll arrive in the town of Vadeira, right under the hunting grounds. In the magic shop, you can buy Demi, Haste, and Comet for super cheap! You can start Ribbon and Sketchpad here.

As for the spirit spire, go east on the path towards the beach. The shells here contain Shadow gems, goodie! We can enter in section 23.

21) Pertida [18A]**Monsters in this area:**

Items in this area:

1x MagicHammer, 20 ABP, 2x Cure, 1x Iron Armor, 1675G,
2x Friendship, 1x House, 1x Pearl, 3x Shadow Gem, 1x Crystal Fragment, 1x
SharpSpike, 2x Clock, 1x Ether, 2x Wizard Stone, Surely Vintage Wine, 1x Partisan, 2x
Frozen Gem, 1x Barrier,, 1x Shadow Gem, 1x Fury Fragment

Helpers in this section:

Paulo

Dajhail

Ricardo

Theodore Thomas

Anabella

Quests in this section:

Chocolate [0017B]

Thief [0018B]

Creature Hunting [0019B]

Main:

Let's head west at the crossroad towards River Azuras. Go immediately North for 10 ABP. After crossing the bridge, go North and talk to the man. Amelia will kill him and you can take his items free of charge. How nice... Go south and then west to Pertida! Go south of the entrance and search the shells for a pearl. As you enter, talk to a woman named Archeia at a table north of the stairs for the "Chocolate" quest.[0017B] Go west of the stairs and talk to the vogue gentleman to start the "Thief" quest.[0018B] Go further west and talk to the man in the yellow armor to begin the Hunt for Luna Wolf. [0019B] Go to the northwest corner of town and walk through the tower for a magic shop! You can buy Warp, Slow 2, Comet Rain, Quarter, Old, and Slow3. Go west for an item shop/armor shop where you can buy Power Armor (+200 HP!) There's another magic shop east of the Time Magic shop where you can buy Drain, Confuse, Regen2, Life and Dispel. Go south in the white/bio magic shop to the bottom floor and exit to find another magic jar! Free ABP!

22) Another Ancanger (19A)**Monsters in this area:**

L30 Ghost

Items in this area:

1x Leg Breaker, 1x Fury Fragment, 1x Life, 1x Wolf Armor, 2x Water Crystal, 1x SoulSplitter Axe, 1x Protect Armor, 1x Striker Bow, 1x Mystic Armor, 1x Thor's Hammer, 1x Hurricane Orb, 350G, 1x Lava Stone, if you haven't already: look south of Marsall for 10ABP

Helpers in this section:

Quests in this section:

ArcAncanger

Main:

We're returning to the story now. If you can afford it, go to Seaside Port and buy some White armor, it really helps here. As long as everyone in your party is alive, it provides unlimited healing when used outside of battle! Head to Marsall Palace. Head to the throne room and talk to Lord Lucas. Now, to the Marsall library. Alma Complete. Now to get the Ancanger! Go to the house in the northwest of Marsall and enter. Grab the basement key from upstairs and head into the basement. If the light goes down here,

you'll have to fight an incredibly weak L30 Ghost; he's simple at this point in the game, so don't worry. When you encounter two stairwells, go west to a corridor and obtain sparkling object off a table for the key. Now go past the stairwells and head for the southeast corner. You'll obtain **Ancuard!** Report back to Bruno.

23) Another Ancanger (20A)

Monsters in this area:

L16 Leaf Spirit., L13 Light Spirit, L15 Wind Spirit, L14 Blaze Spirit, L14 Sea Spirit

Items in this area:

1x Clock, Prism Sword, Force Armor.

Helpers in this section:

Quests in this section:

Main:

Head to Spirit Spire; we can now enter! The fun kicks off with an uncharacteristically hard Sun Spirit. Once inside, head upstairs and talk to a purple-haired woman. On the third floor, the entire corridor is littered with secret passages. **Do not. I repeat. DO NOT go near that bug without at least saving first.** It's the elusive L50 Bedbug! In the chest behind him, if you can strafe around him, are a **Prism Sword** and Force Armor!! At the top waits the L18 Guardian. (14) Now head back and get ready for the final battle!

23) Wrapping things up (21A)

Monsters in this area:

L20 Guard, L20 Bodyguard

Items in this area:

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Helpers in this section:

Quests in this section:

Finale!

Main:

We're off to Santelha! Talk to Salomon on the stairs. Talk to him again when you're prepared. Save to another file, because we're almost done. Go north and defeat the guards. Easy as pie. If you saved in another file, use Gil Toss to complete these battles

quickly. Time to fight Llorcan! First, however, equip your protect armor to offset his doom attack. (15) Once he goes down, enjoy the ending.

24) Someone didn't die yet! (22A)

Monsters in this area:

L50 Bed Bug

Main:

If you saved in another file, you can now go kill the L50 Bed Bug. This guy is no joke, so be sure you're level 30 before even attempting to face him. I beat him at level 30, but it took forever. Since this is the end, I'll put the boss strategy right in here.

Optional Boss: Bed Bug

HP: 25535

MP: 999

Atk: 500

Int: 200

Def: 150

Agility: 255

Strategy:

Oh, my! This guy is as strong as they come. Your main goals are going to be: Reviving, *keeping wall up* (this is important, because his drain and nuke attacks are reflected!), and keep blink up (blue magic image works well!) Be sure to dispel him *every* time he boosts, because it'll null your damage.

Here's the strategy I used to beat him: Have somebody with the Protect ability, somebody with the White ability, someone with the Blue ability, and a high-hitting tank. First turn he'll boost 100%, dispel it. Carbunkle **only** your tank. Blaze will be reflected as long as one person has reflect status. I'll list party member roles:

Roles:

White Mage – Dispel, Regen3, Life2

Protect – NulSpell *every* turn, this prevents nuke and blaze from killing you.

Blue – BigGuard adds onto your magical protection and prevents the enemy from hitting you with physical attacks. Use MagicBreath when you aren't using BigGuard.

Tank – Triple-Cut if you have it, or just regular attacks. Give the tank PowerUP if you've got it.

At low HP his attacks change and he gains instant death and Death Claw attacks! Don't worry, though. **If you used BigGuard and NullSpell enough, he'll be dealing 0's!**

As always, keep at it and he'll go down.