

Legend of Queen Opala Origins

Hand Holding Edition

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Section 1: Version History

V2.14- After reports of devils dice changes and a newly added story element in the beginning of the game. This greatly changes the order in which we can do pre Rivulet Hills stuff. With some reshuffling done in the walkthrough it should effect players who are loading a previous save. Just go to Homestead north of Colussia. I don't know WHEN devils dice in pubs was changed where you can only win so much, but the changes have been added to reflect the limit.

V 2.08- With the release of the latest beta and my job takes me away for months on end. I am uploading a pre 3.0 release. Another complete rewrite with less back and forth, with added chapters for easier walkthrough management! Expect revisions! I didn't do the Title Chart. I just updated it. Whoever uploaded on the wiki, credit goes to them. A lot was changed with the game in general under the hood as well. Goldeen Beetleblade spawn rate for example. It was lowered greatly. 8% encounter rate! So initial grinding will take forever. I will try to find another way to do the walkthougth without having to spend an hour there to get maybe 3. This is a walkthrough for the latest BETA so don't expect it to be pretty pased the end of EP 02 content.

V 2.0- With the release of Episode 2 another complete run through was required. Since new quests and such were added another complete rewrite.

V 1.3- With release of 1.13, new stuff was added. Too bad it broke the prediction. Also Master Hen'Tai was removed from earlier times in the game so you wouldn't see him in bed at the whore house and running around. Prediction cards that you could get of Beatrix were also changed so that was fixed. So new playthrough again!

V 1.2- Errors and missed items were fixed to a point. I have a feeling I am still missing a Ruby Coin after 3 full playthroughs as of V1.10. Least that is what Gabe told me :/ Additions that these two versions had been added such as Area Maps.

V 1.1- With the inclusion of episode two betas. The walkthrough get a complete rewrite since many things were added since episode one. I don't know how much of this sexy porn game I can take. Let alone 50 pages of redo's is bleh to say the least.

V 1.0 - This is the initial put together version. This is just to get something on the wiki with most information out there. This is by NO MEANS complete. Loads of typos and just kind of a mess to look at. Yet it has most important things in EP. 01

Section 2: Why do this?

Well after playing LoQO: O I noticed I had like 10 windows open to make sure I didn't miss anything after going through the game myself. Since no one has made any walkthroughs of this game, I said WTH, why not.

Some of this information is directly from the wiki. A lot information on the wiki is from this. So it is a give and take relationship.

This is the **hand holding version** of the walkthrough. What that means it that is tells you exactly where to go. If you feel like someone needs to hold your hand, this is what you need. If not, oh well. If I have time I will throw together a checklist version.

Some things may be missable during a playthrough. Since some are so early and are one time areas. This can change of course.

Section 3: Basic stuff/ TIPS (BST)

Everything can be controlled on the number pad. You can also use arrows and any Enter key.

Enter or **C**: Search/ Talk/ Confirm. Basically all usable actions.

0 or **X**: Cancel/ Back

A: Running when Item obtained. Hitting the A key twice has been fixed. It took 2 games, but it has at least been fixed in my game. If it doesn't activate after you get the ability to run you may have to hit it twice.

Alt+Enter: Makes the game full screen

Titles: Titles are earned from many things - killing enemies, searching stuff, mining etc. After obtaining titles, they give you the ability to unlock rewards. Please do these or spend more time trying to find/ do things then actually just completing titles.

Rewards: You get the option to get rewards by getting titles. They include things such as picking higher tier locks, showing where golden beetles lie, search spots highlighted, or even which people give you quests! To buy the abilities you need to kill Golden Beetleblades and get **golden tokens**

General TIPS

__Search all desks, small tables, furniture with glass doors, and wardrobes without glass doors. Dressers and bookshelves don't seem to have anything. Sometimes people will get mad at you for stealing their stuff. As of now there really isn't anything negative (yet) by them getting angry. Searching everything known to man nets you good titles to unlock higher tier locks.

__Some quest and quest givers can only be accepted or completed at night. Same goes for places where items can be looted.

__Choices have an effect on how much the person likes you. You can piss them off or you can make them like you more.

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Some scenes and/or events can only be triggered by a bad or good choice. If I don't write a choice down it has no ill effects, as of yet.

__What you pick in scenes changes them obviously. ALTHOUGH it doesn't unlock all the variations in the art gallery. Multiple playthroughs are required to see all variations. What you pick as MC doesn't matter, as it will unlock those parts for all playthroughs. This may be subject to change.

__Some things are locked. A lock pick can be obtained to open them. Important one time hard to find items will have pictures to show where. First time items found will have a description next to them. If I list the same item twice it means it came from two separate looting points. This is a perfectionist thing. Example would be 2 sets of Beldorian Ale x1. Means you get one ale from two separate spots.

__There are safes in the game that require a 4 digit number code to open. Safes contain **Illustrations**. When trying to open a safe it will cause areas to glow around the safe for the combination to the safe.

__If you run into a blue crystal, talk to it, it will activate. This is for teleporting and to reach a neat little place for later. Some will activate as white crystals and will say if you use them it will break.

__Devil's Dice is a highest rolled wins game to get money. It is a great way to earn cash throughout some the game. It requires **Common Dice** to play. 2 dice are rolled though you get no choice if they will roll high, low, or tied. You roll and if your number is higher than theirs you win. All people you play have a limited cash supply to throw this walkthrough off.

__Prediction for trading cards is a High, Low game, just like Devil's Dice. You must have at least **Common Dice** to play. You **BET** a card that they want though. If you don't have a card they want they won't play you. Good news is if you lose the card just goes back to where you found it. PHEW! Some cards can be bought.

__When you hit cancel on the world map you bring up a camp screen. This is where you can check all your books and have conversations with your party members.

__Fighting enemies a lot will get you get the **Vanquisher** title. It will spawn a **LEGENDARY** monster somewhere in the world. So for every new entry you get of a monster, fight until you get the title of that monster. Unless stated otherwise.

__Getting the **Vanquisher** title means kill that many mobs of them. Not individual enemies. So 30 flies means 30 battles against flies.

__Replacing posters later in the game will help with Gabrielle's reputation in towns for a mini-game :)

__When you get costumes you can change them at the camp site.

__Normal monsters will be labeled in black. Story bosses and rare will be labeled in **Dark Green**. Legendary and Ultimate will be marked with **Danger Red**.

__Golden Beetleblade locations will be shown and what mob to kill.

__To get area names to appear on the map you will need to buy an area map from the large towns. So far there are only three area maps to buy. Area maps don't show secret areas so you still have to find them.

__Lewd boxes were added to the game. You get lewd boxes by completing titles. They offer photoshoot pictures. You get WAYYYY more lewd boxes from starting a game from scratch versus loading up a EP 2 run. If you think it isn't that many it is around 100, at least, more lewd boxes from playing from scratch.

BUGS

__Visiting your mother then going to Rivulet hills can sequence break the game. In this game. Not good. Game flags were never changed to account the fact you can leave Colussia without talking to Craydon to continue story. Gabe should do what Gabe did for Fierra Falls later in the game. AKA kick them out if they didn't do the flag of meeting jester.

__When investigating Arlon with your party the building with Mhu'Tiki will have a search spot that is her running instead of the glowing icon. Unknown if it only does this if you have the item that makes search spots glow.

__Typos and sentence structure. Considering Gabe isn't a native English speaker the dialog is very well done over all. A typo here and there isn't bad. Good on you. Though it is clear that someone writes the scenes and someone does general NPC chat and game dialog. Odidania is clear of that. The scene with Laquadia and Osira makes them both seem retarded. Simple mistakes but with that many in one spot makes it look really bad. You can look at page 161 if you want some. Not even all. I didn't want two pages of correction for it. I hope Gabe fixes it before EP 3 launch

__Music bugs. Windy Canyon was the first of these. Normal music, of the area, would play until you heard gun shots and would reset and wouldn't reset until you left the map and went back in. I didn't test this in this BETA, 2.14, to see if it would reset Windy Canyon to its' old music. Though Odidania doesn't reset to town music after speech from MC (Main Character) after talking to the mayor.

__Illustration tracking. As of IDK when. The illustration tracking is still wrong. 120/118 is still there. Least it tracks that you got the illustration from the Ravaged Booty but doesn't update the total... Something I brought up in a previous walkthrough.

__Paintings give wrong number. 15/14.

__You still can't buy "The Heavenly Fate." Not exactly a "bug" but if you don't remind Gabe of things over and over it doesn't get changed

__You still can't get past the dog in Colussia to reach the sewer cover. Another one that was noted by Gabe a long time ago but most likely just forgot. Recommend to be able to get it AFTER Kythe get the post operation.

__Scene in Blackguard Strong with Mhu'tiki doesn't add to CG Set #1 gallery.

Section 3.1: Characters (CHR)

Section is all playable characters ingame. This will include description, starting level, skills, stats, general uses, equipment uses.

Devon

Description: He is your main character. You can select your species you play. He is the balanced character in the game. Though overall higher total stats than all other character he doesn't become explosive in any one area. He has both healing and physical attacks with elements. Only weak attacks hit all enemies.

Equipment

Weapon: Dual Blades

Arm: Gauntlets

Head: Helm

Body: Plate

Starting Lvl: 1

HP: 741 **MP:** 534

STR: 67 **DEX:** 54

AGI: 64 **INT:** 57

Lvl. 99 **XP:** 3,355,202

HP: 7467 **MP:** 5500

STR: 635 **DEX:** 564

AGI: 672 **INT:** 535

Skills

Level	Name	Cost	Effect	Notes
1	Sacred Cross	100	Crusader's special move, more effective against undead creatures	Default Skill
2	X Blades	50	Crusader's special move, deals low damage to all enemies	
5	Heal	80	Restores a little HP to one ally	
10	Whirlwind Strike	150	Crusader's special move, deals wind damage	
16	Greater Heal	160	Restores a lot of HP to one ally	

24	Judgement Cut	200	Crusader's special move, has a chance to cause one enemy to attack its allies	
32	Revive	220	Revives one fallen ally	
40	Reaver Blades	150	Crusader's special move, deals damage to all enemies	
50	Final Stance	300	Crusader's special move, deals big damage	

FARAH

Description:

Equipment

Weapon: Bow

Arm: Bracelet

Head: Circlet

Body: Mail

Starting Lvl: 4

HP: 739 **MP:** 805

STR: 55 **DEX:** 96

AGI: 98 **INT:** 55

Lvl. 99 **XP:** 3,355,202

HP: 5382 **MP:** 6436

STR: 443 **DEX:** 780

AGI: 764 **INT:** 462

Skills

Level	Name	Cost	Effect	Notes
1	Alluring Dance	60	Dancer's special move, has a chance to lower DEF/Hit Rate of one enemy	Default Skill
5	Focused Shot	100	Dancer's special move, more effective against avian creatures	
10	Encouragement	50	Nurture one ally back from all negative states except Poison/Blindness	
16	Sealing Arrow	150	Dancer's special move, has a chance to prevent magic use of one enemy	
24	Erotic Striptease	160	Dancer's special move, has a chance to lower DEF/Hit Rate of all enemies	
32	Unleashed Shock	200	Dancer's special move, has a chance to prevent movement of one enemy	
40	Team Cheering	100	Nurture all allies back from all negative states except Poison/Blindness	
50	Thousand Stingers	300	Dancer's ultimate move, deals heavy damage	

Section 4: Walkthrough (WLK)

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Chapter 9:

Chapter 10:

Chapter 11:

Chapter 12:

Chapter 1

The only differences, so far, between the types is the illustrations during **SCENES** only. Beastman Modes you play as a Beastman... So obvious is obvious.

Start your new game, pick your type and what your MC will look like. Pick a name or stick with default.

Note: Make at least two Renegade choices before you turn in your first batch of Dimensional Shards.

Getting Started

CHURCH

ITEM

__Handkerchief- Quest Item

__Lewd Box

TITLE

__Victorious Prayer- Only if scene is taken

JOURNAL

__Laquadia

After the intro talk to people if you want. Get information. You know IMMERSION! Head up any flight of stairs, raid desks and get the **Handkerchief**. Soon you won't be able to come back here so make sure you raid the desks here.

Talk to the person in White. First choice doesn't matter. First time players take 3cb. If you want all scenes.

Choice 1: **1000K**

Choice 2: Armor: At blacksmith No gold

Choice 2a: Promotion: **Nothing**

Choice 2b: Something personal: **SCENE**

Choice 3: **Renegade +1**

Choice 3a: Free armor at the town blacksmith

Choice 3b: Promotion: **Nothing**

Choice 3c: Something more personal: **SCENE**

I suggest taking the scene. Monsters drop money anyway. Also you can get loads from a game we will play soon.

During the scene you will get another choice

Choice 1: Cums on her tits and ends scene

Choice 2: Surprise BJ: **SCENE CHANGE. Laquadia-1**

Laquadia has been added to journal.

Victorious Prayer title added. If scene was taken. **Lewd Box x1.**

COLUSSIA

ITEMS

__450K

__Basic Mineral x2 - used for Forging weapons and armor

__Beldorian Ale x1 - Restores 10% of TOTAL HP to one ally

__Beldorian Ale x1

__**Boots of Rushing**- Lets you run around outside. Hit A 1-3 times for it to work

__Citrine Earring x1- Sell for monies. Lock pick required

__Costume Fabric - Farah- used for making outfits for Farah. Behind locked house NW side

__Cute Ribbon x1- Gift item

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- __ Elixir x1- Restores full HP/SP
- __ Erotic Novel x1- Gift item
- __ Grey Mouse x1- Basement of the Pub
- __ Illustration 02 - Next to the church
- __ Illustration 49 – Ruby Chest 2x coins. Bathhouse inside castle.
- __ Illustration 63- From safe 2
- __ Illustration 112- From safe 1 next to armor shop
- __ Illustration 134- In a dark house next to Laquadia Fan quest. Envelope
- __ Lewd Box x2
- __ **Lock pick Set**- Able to open lvl. 1 locks
- __ Northern Region Map- Shows names of common location on the world map
- __ Pickaxe- To mine ore... DUH
- __ Quest Log- See what quests are open/closed
- __ Rabbit Pelt x2- Used for forging weapons and armor
- __ Ring of Strength x1
- __ Roses x1
- __ **Ruby Coin x1**- Opens RED CHESTS. These contain Illustrations
- __ **Ruby coin x1**- Same place as fabric
- __ Sandstone x3- Used for forging weapons and armor
- __ Seed of Life x1- Increases Max HP by 50
- __ Seed of Mana x1- Increases max SP by 25
- __ Seed of Strength x1- Increase Strength by 1
- __ **Sexy Underwear**- Quest Item
- __ Small Spirit Potion x1 - Restores little SP to one ally
- __ Snare Trap- To Capture animals in town/wild
- __ Treasure Shovel- Dig up treasures from treasure maps

CARD

- __ Beatrix No. 03- Found in locked desk

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__Beatrix No. 08

__Beatrix No. 09

__Laquadia No. 1- Locked desk in castle

ENEMIES

__Enraged Sailor- Unique. Only can ever fight them here once

TITLE:

__Curious Looter

__Lock Apprentice

JOURNAL

__Beatrix

__Black Dame

__Crayden

QUESTS

__Introduction

__What Goes Around

__Laquadia's Fan

As the tip suggested, search everything! You will find **Beldorian Ale x1** in one of the desks. Talk to soldier next to dog for journal entry.

Helsike, vad du skräms..! Which basically means you scared the shit out of me or you startled me. Least from my bad remembrance of when I was in Europe. Whatever you decide.

Beatrix Added to journal. I love her BTW!

She will get mad if you search her room. Exit the room, and talk to people. These were added recently. After that, go straight west and talk to the man there.

Crayden Added to journal.

Search every desk and wardrobe. Leave the room and go up to the right passage. One desk is locked. We will come back to this later. A LOT later. Go across hall and search everything again in this room to find a locked wardrobe. Exit this room and head south and south again. The guards will stop you. Keep in mind for scene in a tad :)

So head up then west. You will see a black and white painting on the wall. We don't have the **art razor** to cut this out yet and even if we did we still can't get it. You will be coming back here a lot later to get it.

So head west again into the soldiers barracks. Search desks here for **Beldorian Ale x1, Small Spirit Potion x1** and another locked desk! Head back out the south then east. Search everything for **Cute Ribbon x1, Basic Mineral x2, Ruby Coin x1**

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and a **Seed of Mana x1**.

You now have free time. I suggest you take it to do fun things in town. I hope you can manage to find the exit to this place. If not, I fear for you. Once leaving here you will enter,

COLUSSIA CITY

On the outside you will meet a new character. Dhalmir. He gives you **450k** to repay his gambling debt. He gives you some info about the Dream Blight disease. Also about another Crusader named Van.

Side quest Tutorial Read it. Learn it, love it, live it!

First things first. Let's get the lock pick and the ability to run like Sonic! It automatically starts the **Introduction** side quest.

So head south and south again. Head east when you can and east again. Talk to the man on the bench for,

Quest: "Introduction"

Location: Colussia - Near the park in Eastern region



Description: Meet a man near the park benches who has information on the infamous Black Dame. Head left 2 screens enter the pub! Building with tables in front. Go downstairs talk to only person in the basement. Note the red chest for later. You can't catch the mouse yet.

Reward: Lock pick set

Black Dame added to journal.

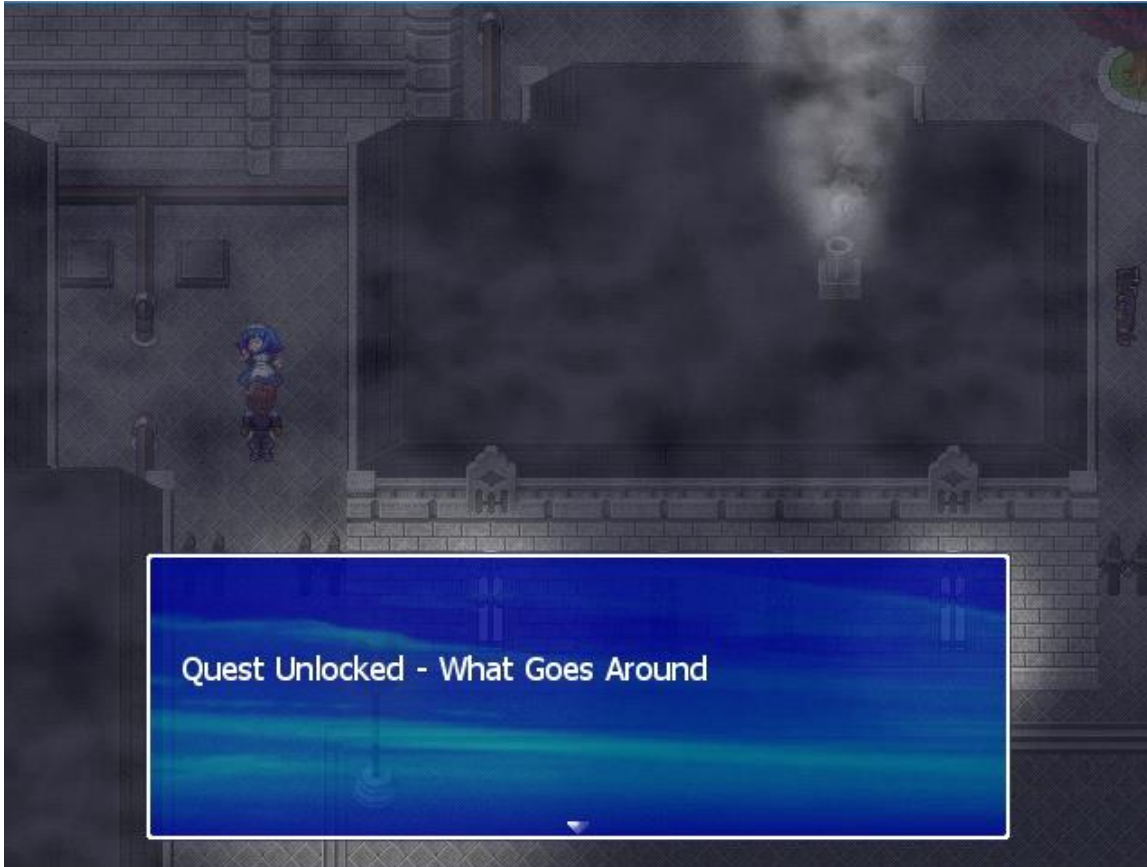
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Head out of the pub and go west. Talk to the silver haired woman outside the building. It doesn't seem to matter for the second or third choice. So pick either 2/3, expensive right now but it's worth it. This will unlock a scene we are going to see sooner or later. Go left and talk to the woman on the ground.

Quest: "What Goes Around"

Location: Colussia - Collapsed maid in Western District



Description: Find the man with red hair the collapsed maid told you about. West of the Item Shop. That is East, North, and then west. Speak with him, then go back to the maid and find a few men surrounding her. You get a choice.

Choice 1: Save Her. **Heroic** and a fight with unique enemies. Fight IS pretty hard if you didn't buy armor. Use skills.

Choice 2: Teaching her a lesson. **Renegade**

Reward: No Reward

I would say fight since they are unique enemies.

Go south and into the Inn. Talk to the man with the mortarboard on. That is the guy with the square cap. This is the **Traveling Scholar!**

Traveling scholar: **100K**. Worth it!

Q1: Beldorian Empire

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Q2: Colussia

Q3: The Jadeite Order

Q4: Darkthorn Keep

Q5: 52

GRATS you can run outside. Pressing **A** 1-3 times will turn it on. DOESN'T work indoors, caves etc. Go raid the desks here for a **Seed of Life x1**.

After that we are going to do the next mission. Head east three times. Then through the gates. West house. Raid the desks first before talking to the man there for a **Seed of Strength x1**

Quest: Laquadia's Fan

Location: Colussia - Inside a building in the eastern district with two guards outside. East as far as you go and SE part between a fence area. This place was "hard" to find for me. I was just being dumb...



Description: Gather two pieces of Laquadia's clothing; 1st part is in her room within the castle (Lock pick lvl. 1 needed) and the 2nd part is in the Cathedral desks on the top floor.

Reward: Ring of Strength

Before we run off to the castle, we are going to raid the entire town. The items you can get here are listed for both town and the castle. Since this town is so large I won't be giving directions to every little thing here. One thing you are going to do is buy **Common Dice** from the Item shop so we can get cards and make monies.

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You should basically be broke but worry not!

SAFE 1: 4624



Reward: Illustration 112

SAFE 2: 5535



REWARD: Illustration 63

ILLUSTRATION 02

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Ruby Coin and costume Fabric Farah



If you haven't gotten the **Curious Looter** title you didn't raid desks etc. So off to the Castle we go to unlock some desks.

COLUSSIA CASTLE

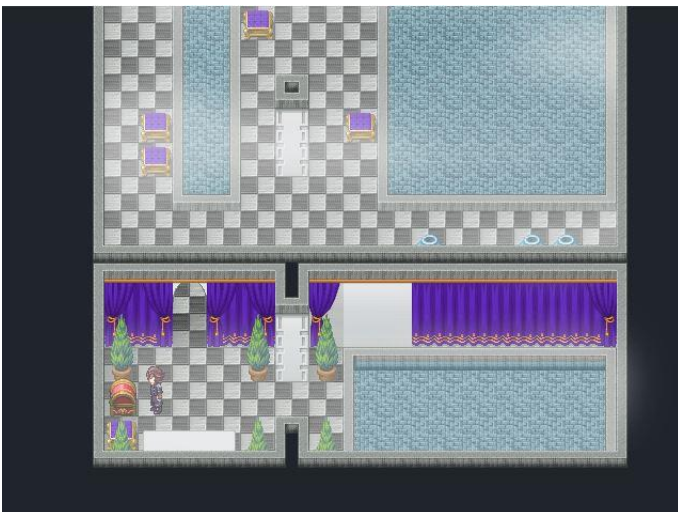
Locked Desk lvl. 1



Reward: Laquadia No. 1

After getting the trading card head to east and east again. South to the bath house. Go south to the door and you are given a choice

Red Chest: 2 ruby coins



Reward: Illustration 49

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This chest is missable until way later in the game. I wouldn't recommend continuing if you didn't grab this.

After that, head on north to your room and search the desk Beatrix got mad at you for. **Erotic Novel x1.**

Go to Laquadia's room



QUEST ITEM: Sexy Underwear.

At this point you should have gotten the **Lock Apprentice** title. Leave the castle and turn in your quest for a **Ring of Strength**. Leave the building and head straight north into the market. A newly added gift shop is there. Purchase **Roses**.

Go to the Inn again and speak to a man there to gamble your cards to win his. **Beatrix Card No. 8**, and **9**. Go to the pub. Talk to the man at the counter and play him at a game of Devil's Dice. Play until you cleaned him out. You should have **5920K**. It isn't as much as you could get before but we can get certain items we do need. Go to the item shop and buy **Quest Log, Northern Region Map, Snare Trap, Treasure Shovel** and a **Pickaxe**. This will help so we don't bounce around too much later. Go to the basement in the pub and capture a **Grey Mouse x1**.



Head south, south, south out of the city. If you haven't talked to the crystal please do so!

There is a reason we are doing a lot of running around now vs later in the game. It gives you items and collections you can't get until later in the game. If you don't want to do it, don't.

Welcome to the World!

Read the tutorial.

Before heading where we are supposed to go, head northwest to a port town called

Port Ronod

ITEM

__Illustration 58

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__ Illustration 113

__ Costume Fabric - Gabrielle

__ **Crystal Fragment**- Allows for teleportation with Blue stones

__ Dimensional Shard x1

__ Dimensional Shard x1

__ Rabbit Pelt x3

__ Revival Potion x1- Revives a dead ally

__ Ring of Agility- increases agility by 15

QUEST

__ Catch-A-Lie

__ Animal hunter

__ Peeping Tom

CARDS

__ Beatrix No. 04

JOURNAL

__ Illumi

Quest: "Catch-A-Lie"

Location: Port Ronod - Man in the corner near the entrance to the town



Description: Deliver a message to the owner of the inn in **Brightstone**.

Right when you walk in talk to the man on the left. After accepting the quest, go north and activate the crystal. Then go into the building next to it. There is a safe on the first floor.

SAFE 1: 6869



Reward: Illustration 113

After cracking that safe. Please talk to people. Leave the building. Go straight east! Not down the stairs. The gap between the building and down. You get **Illustration 58**. Head back then down the stairs. Go east. In the first door there is a painting we can't get. There is **Rabbit Pelt x3** in here.

Leave and go into the next building. Talk to the only person there

Quest: "Animal Hunter"

Location: Port Ronod - Rightmost building behind the church



Description: Catch 3 - 5 Wood Squirrels. (Unlock the reward "Animal Whistle" to help with this quest)

After this leave the room. If you go into the door below you can chose to donate to the church.

Head west then west again. In the northern building you will run into a locked **wardrobe lvl. 2**. We will keep this in mind for later. Leave the building

Go west Talk to the green-haired woman for a quest.

Quest: "Peeping Tom"

Location: Port Ronod - Woman in front of inn during the day



Description: Locate the man straight west of here two screens who is peeping into a window **at night** and chat him up.

Reward: Ring of Agility

This is a night/day type of quest. So before we sleep we will do other things. Accept it and move on.

Get **Revival Potion x1**. From the inn, leave head west. You can play a Devil's Dice at the pub for more money. After cleaning him out you should have **6620K**. Save beforehand of course. Go west to the stone looking sign building. This is a material shop. There is a man there that will sell you **Beatrix Card No. 04** for **1500K**. Buy it of course.

Head out and south to the first door you see on your west. It should be locked. You can unlock it. Leave it since nothing is here for now.

Search desks in the other door. Leave here go north then west to the next screen. Head south at the first docking area and on the boat. Head down the stairs and to the back to find.

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Costume Fabric - Gabrielle



The guy here can be played a game of prediction, but we don't have a card he wants. So that will wait until later. Head to the inn and sleep until night time. Just walk into a bed and you will get the option. Leave the Inn and head west.

Do the second part of the **Peeping Tom** quest by talking to the man staring in the window. After he leaves, go to the docks area. Down the second pier and into the boat we go. Our homie the **Traveling Scholar** will be there. Pay the **250K** to play him.

Q1: Masquerade

Q2: Paladins

Q3: Broncallo

Q4: Northern Fields

Q5: Yellow

Reward: Crystal Fragment.

With the Crystal fragment in hand we can teleport if you activated the Crystals. An interesting quest that has some scenes attached to it. Go the Crystal and pick transport. Go north for a scene. She gives you a **Dimensional Shard x1**. With this you will be able to see them located on other maps. Illumi is also a pointer. I call them that considering they point you where you need to go. So if you are ever stuck she can help you.

Choice 1: **Illumi +1**.

Choice 2: Illumi -1

Illumi added to the Journal.

Head back south then to the Port Ronod crystal. Go back to the Inn and sleep until morning. Talk to the green haired lady to get **Ring of Agility x1**, thus ending **Peeping Tom** quest. I recommend equipping it over the ring of strength considering going first in combat is better than hitting harder.

Head west a screen and south. You will see a black swirling orb. Search it for **Dimensional Shard x1**. Since we can pick up **Dimensional Shards** now so we are going to places that you can't come back to until much later in the game. So leave town and head straight south to

WESTERN LIGHTHOUSE

ITEM

__ Illustration 08

__ Dimensional Shard x1

__ Lewd Box

__ Ruby coin x1

__ Seed of Agility- Increases Agility by 1

TITLE

__ Western Lighthouse Cleared

NE corner. If you can't find it. Sorry. You are blind as shit. You will find **Illustration 08** on the ground. Also raid the only desk for a **Seed of Agility x1** and the chest for a **Ruby Coin x1**. On the second floor is a **Dimensional Shard x1**. You should get **Western Lighthouse Cleared!** Leave here. Follow the road south to the bridge. Walk into it

GRAND BRIDGE

ITEM

__ Dimensional Shard x1

__ Lewd Box

TITLE

__ Grand Bridge Cleared

You can talk to Beatrix she is on the first screen next to her puppy. Go far west. Right before you leave there is a **Dimensional Shard x1**. After picking this up you should get **Grand Bridge Cleared!** Exit to the west.

IMPERIAL MANOR

ITEM

__Dimensional Shard x1

As soon as you enter go straight east to here. Search it. This **SCENE** is so missable it hurts!



After that awesomeness, go to the north east area for a **Dimensional Shard x1**. Go through the Grand Bridge again then head to the north of Colussia.

Homestead

JOURNAL

__Cecily

This is your home. Go inside the shed to get a little backstory on your character. Enter house and meet your mother Cecily. Your choice doesn't matter. Least you find out why your MC is poor as hell. Give her the roses as well.

You get a choice on a set of questions on having a girlfriend

Choice 1/2: Nothing

Choice 3: **Cecily +1**

There is nothing to loot here. It is your home after all. Leave here and whatever you do, **DO NOT ENTER RIVULET HILLS!**

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It will hit a flag to set the game farther ahead than it should and cause all sorts of broken story. Head back to

Colussia

ITEMS

__Art Gallery

__Map Folder

__Dimensional Shard x1

JOURNAL

__Masquerade

Go north one screen until you reach a pond. On the west side there is an opening between fences to the south. Grab the **Dimensional Shard x1**. Go north one more screen and into the item shop. Sell the citrine earring we got earlier to put us over the 5k mark so we can buy the rest of the key items. Purchase the **Art Gallery** and the **Map Folder**. You should have **20K** left. Ouch! Mama going to have to wait for more money! **You could sell a lewd box for 2500K** but I don't know if by the end of EP 3 or the game in general if the lewd boxes will cover all the unlockables. So up to you. I am going ahead with you haven't sold one.

Head north into the castle and report back to Crayden. You meet an interesting character named Masquerade. She gets added to the journal. Leave town and head north to

Rivulet Hills

RIVULET HILLS

ITEMS

__Dimensional Shard x1

__250 K

__Bronze Ore x2

__Golden Token x5- used for unlocking skills and stuff :) Important!!

__Iron Ore x2

__Iron Ore x3

__Lewd Box x4

__Ruby Coin x1

__Small Health Potion x2

__Wood Squirrel x1

__Wood Squirrel x1

ENEMIES

__Werewuffie: Kill 30 MOBS of these

__Contoad: Kill 30 MOBS of these

__Golden Beetleblade

TITLES

__Werewuffie Slayer/ Vanquisher

__Contoad Slayer/ Vanquisher

Journal Entries

__Werewuffie

__Contoad

__Golden Beetleblade



Crayden will join your party. He is much stronger than you so you should use that to your advantage. Kill all enemies until you get the **Vanquisher Title** from doing so. Don't leave this map until you do. Considering you have Crayden it will make it A LOT easier. To kill quickly just go back and forth between screens until you get the titles. Do this between screens that have both enemies to make the process quicker.

Go up past the first screen. Go immediately right and enter the cave. Here are your Contoads. There is **Iron Ore x2** here. This cave and enemies outside is a place to get the vanquisher titles. Frogs inside and dogs outside.

After getting the titles or not head north up the ramp then west across a bridge. Head into the cave. There is a **Bronze Ore x2** and an **Iron Ore x3** here. East of the iron ore is a **Dimensional Shard X1**. Head out the cave and get **250k** from the chest. You will notice a **squirrel** there.



Wood Squirrel x1

Head through the cave go east then north past another ramp. Go east first at the T intersection to the next screen. In Between the trees there right when you walk in is a chest with a **Ruby Coin X1**. Nothing much further east. There is another **Wood Squirrel** here.



Go west and keep going west across the bridge to the chest with **Health Potion X2**. Exit the area to the north.

I recommend going back in over and over to the picture to get Beetle blade tokens. You have to leave to the world map not the screen. Since we have Crayden and he is max level they won't be able to run away, if you had Crayden attack them. I will say get 5 now or you will have to wait a long time to be able to hit them. They are fast and run away from battle. This will take time. Like 1 or 2 hours. It is all up to chance. I assure you they do spawn! Since their spawn rate has been nerfed pretty bad. After getting 1 I would just SGEDIT the rest in. Honestly for a porn game their spawn rate is just too low.

After all that grinding. You should be anywhere from lvl 5-9 with the beetle blade grind. Exit out of here. If you head east to the mountains Crayden will be mad at you. So head west to,

CAIMRIDGE

ITEM

__ Illustration 27- Between buildings on second screen

__ Illustration 59- Ruby Chest. 3x coins

__ Antidote x2- Town hall upstairs

__ Costume Fabric – Gabrielle- Basement town hall

__ Dimensional Shard x1- Basement town hall

__Grey Mouse x1- Basement town hall

__Ruby Coin x1- Shed first screen

__Ruby Coin x1- Shed 2nd screen

__Seed of Dexterity- Desk First house

Activate the blue crystal after the little chat. Explore the houses. First house has a **Seed of Dexterity x1**. Shed has a **Ruby Coin x1**.

Next screen between two houses up north is an envelope with **Illustration 27**. Shed to the right has **Ruby Coin x1**.

Town Hall has an **Antidote x2** upstairs and downstairs is a **Dimensional Shard x1**, **Costume Fabric - Gabrielle**, **Grey Mouse x1** and a chest that takes 3x ruby coins for **Illustration 59**.



Leave the house and you will be prompted with a choice.

Choice 1- **Heroic**

Choice 2-**Renegade**

Oh no! WE lost our OP monster! SHAME!!! Before we continue the story. Head to Colussia via the blue crystal.

COLUSSIA

ITEM

__ **Art Razor- To cut out paintings around the world!**

__ Illustration 62

JOURNAL ENTRY

__ Farah

When you get there read the Tutorial. Head into the building straight east of you. Pay the 50k and talk to the exotic dancer right when you walk in. You get a choice

Choice 1: Nothing

Choice 2: **Renegade +1**

Farah added to journal.

Go to the inn and use the **Encyclopedia**. Since we got some golden tokens earlier we are going to unlock art razor. Go under rewards and select **Art Razor**. Unlock it. Head back to where you had to do the Laquadia quest. That would be east three screens. Go south between the gates and enter the left building. Get **Illustration 62** on the back wall.

Head back to the castle and north

Run into Laquadia

Choice 1: nothing

Choice 2: **Laquadia -1**

You still can't get the painting here. Head to the royal bath again to run in Beatrix

Choice 1: Nothing

Choice 2: **Beatrix +1**

Choice 3: **Beatrix +1**

Choice 3a: Nothing

Choice 3b: Makes her angry

Go see the Emperor. After that fun, welcome to the amazing vacation spot for the family!

Chapter 2: Betrayed

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DARKTHORN KEEP

ITEM

- __ Masquerade No. 03
- __ Illustration 05
- __ Barrier Herb x2
- __ Dimensional Shard x1
- __ Lewd Box 3x
- __ Ruby Coin x1
- __ Ruby Coin x1
- __ Small Spirit Potion x1
- __ Sun Blades x1- Light based weapon for Devon
- __ **Utility Hook- For opening Manhole Covers**

ENEMIES

- __ Slimebag- Kills 12 MOBS here. Reason for later

JOURNAL

- __ Slimebag
- __ Gabrielle

TITLE

- __ Prison Breakout-Story based. Can't be missed
- __ Slimebag Slayer
- __ Treasure Newbie

Darkthorn keep is a onetime visit only as of now. So what you miss here you have to start a new game.

Now that you have read the nice boldly bold writing. Search tables in the corners of each room for **Masquerade No. 03** and a **Ruby Coin x1** then head east to the next room. Talk to the old man to the far east. Either choice. It matters not.

Laquadia visits you.

Choice 1: **Heroic +1**

Choice 2: **Renegade +1. Laquadia -1 Scene**

I would pick choice 2 unless you are playing this game for a different reason.

This is your last chance to raid the desks. SO DO IT IF YOU HAVEN'T. Talk to the old man in the cell east of you. You will receive the key item **Utility Hook**. Go to the far west and talk to the new guy there. Go south to the manhole cover. Head down.

There are traps here and they kind of hurt. So expect some environmental damage.

Get the chest right there, derp, for all your stuff back. Make sure you kill **at least 11 Slimebags here**. Go left for a **Dimensional Shard x1**. There is a chest with a **Ruby Coin x1**. Back east then north up the stairs. Red chest for **Illustration 05**. Head back south then east. **There is a gate south that requires lock pick Lvl. 2. That means you have to get it in a new game plus.** It doesn't have anything behind it anyway. So go east then south. Chest has a **Small Spirit Potion x1**. Head east for a chest with **Barrier Herb x2**. Head back west then north.

When you reach two switches have them both point west/left. Get the chest for **Sun Blades**. This is it. **If you leave here you can't come back. So make sure you killed 11 Slimebags at least!** You should have received the **Treasure Newbie** title in here.

You meet a strange woman

Choice 1/2: **Gabrielle +1**

Choice 3: **Gabrielle -1**

Gabrielle added to journal

Head to

Colussia

ITEM

Bolt Mail x1- Resistant to Thunder damage. Women only

Dimensional Shard x1

Illustration 121

Lewd Box x1

QUEST

Nightfall Raid

JOURNAL

Master Hen'Tai

TITLE

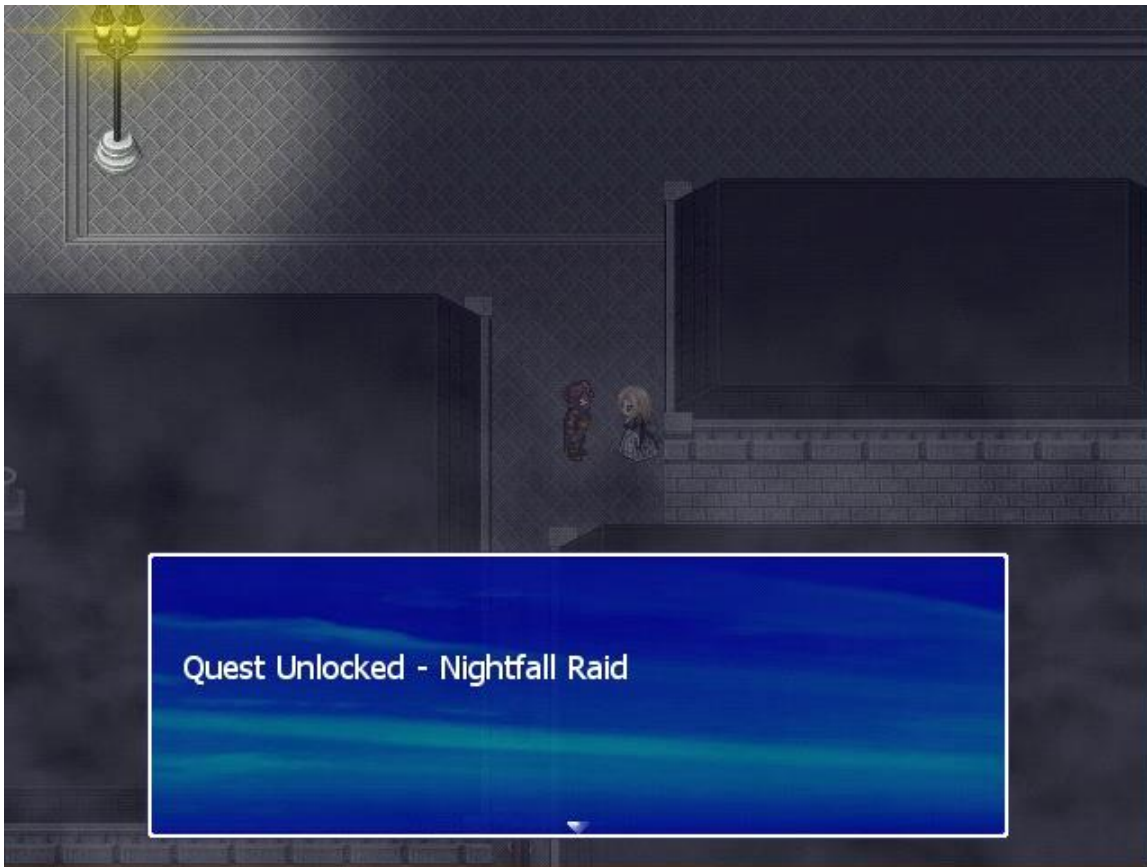
Chronology Protector

Head towards the armor shop. Straight below the house next to it is an open area between fences. Open the grate for a **Dimensional Shard x1**. You should get the **Chronology Protector** title. Open the gate for the chest with **Bolt Mail x1**. Head to the house to the east of it and you will notice a barrel slamming into the wall over and over. Go talk to it to receive **Illustration 121**.

Master Hen'Tai added to the journal.

Head north to the church area. Talk to this woman in the picture to accept

Quest: Nightfall Raid



Description: Steal mirror from the Material shop in Port Ronod at night. Bring it back to her.

Reward: Ruby Coin x3

PORT RONOD

ITEM

__ Illustration 10

__ Illustration 85

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__Hand Mirror- Quest Item

__Gold Dice - Farah- Helps with prediction games containing Farah cards... Maybe..

On the east side of town, the second to last building up top has a painting. Cut her out for **Illustration 10**. Head to the Inn and sleep until nightfall. Go to the material shop, at night, pick the lock. Get the chest in there for **Hand Mirror**. Head right next to the pub there and down the sewer grate.

Another little puzzle. From left to right, **Combo is 3-1-2-4**. Do it in numerical order and not press far left button 3 times. Grab the chest for **Gold Dice - Farah!** Head straight south and enter the first door on the left. Strike the barrel for **Illustration 85**. Teleport to Caimridge

CAIMRIDGE

ITEM

__Illustration 23

__Golden Dice - Gabrielle- Helps games of prediction with Gabrielle cards

__Lewd Box x1

__Necklace of Clarity- Makes unsearched things glow. Ex- Desks, Wardrobes etc.

QUEST

__Sleep Deprivation

TITLE

__Quiz Solver

Go into the first house and talk to the lady there to get a quest. Since it is night we can do all of it right now.

Quest: Sleep Deprivation



Description: Talk to the man chopping down wood at night, then go back to the woman in the house. Then talk to the man again and back to the woman.

Reward: Gold Dice - Gabrielle

Go to the next screen. Enter the shed to see the magic barrel again. Strike it to receive **Illustration 23**. Now head to the town hall. Time for another Traveling Scholar quiz! **300K** is the price

Q1: Slimebag

Q2: The Fellhorn Juggernaut

Q3: Golden Token

Q4: Seven

Q5: Windy Canyon

Necklace of Clarity obtained! You should also get the **Quiz Solver** title. Teleport back to

COLUSSIA

ITEM

__ Illustration 72

__ 400K

__ 2000k

__ Gold Dice - Laquadia- Makes prediction easier with Laquadia cards.

__ Lewd Box x2

__ Might Herb x2- Temporarily raises ATK of all allies. Battle item.

__ Ruby Coin x1

__ Ruby Coin x3

__ Sun Plate x1- Male only. Resistant to light damage.

__ Wolf Pelt x2

CARDS

__ Laquadia No. 03

ENEMIES

__ Club Bouncer

__ Slimebag

TITLE

__ Slimebag Vanquisher

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__Making History

QUEST

__Punching Slimebag

Turn in the quest to complete **Night raid. Ruby Coin x3** gained. Hurray! Head straight into the Heavenly Fate. Pay the **50K** and head on in.

Choice 1: Nothing good...

Choice 2: **Scene**

Both choices lead to second choice

Choice 1: **Heroic**

Choice 2: **Renegade**

Go west into sewer grate. Check the desk. Head north then east. Don't bother fighting enemies at all yet. Just keep following the path to a chest with **400K**. Go east to the next screen and up a ladder for **Illustration 72**. Keep going east until another chest with **Might Herb x2**. Head north then east. Before talking to anyone use the latter and the bottom of the area. Head to the armor shop.

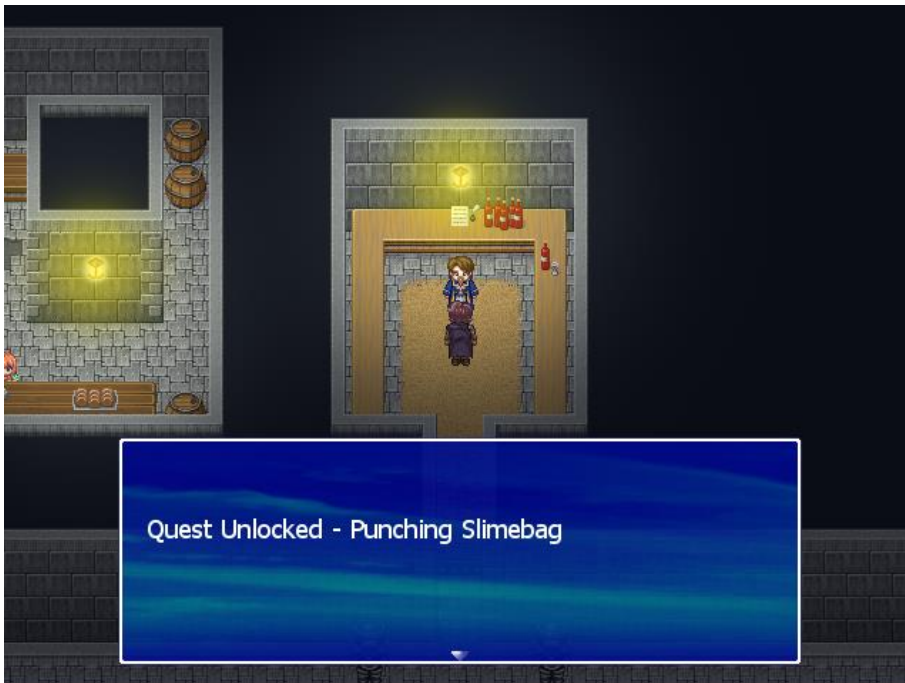
Choice 1: **Farah +1**

Choice 2/3: Nothing

Equip her with the bolt mail and buy her some other armor.

Head back down into the sewers. Grab the chest for a **Ruby Coin x1**. Search the desks for **Wolf Pelt x2**. There is a pub like place there. Right before it though are two guards. Take to the man in the room to get the quest

Quest: Punching Slimebag



Description: Kill all mobs of Slimebags in the sewers.

Reward: (For killing all Slimebags) Gold Dice - Laquadia and 2000K

Before we run off and start murdering everything in sight let get some stuff out of the pub. You can buy **Laquadia No. 03** for **1200k**. Buy it of course. If you can't afford wait till the quest is complete. You may recognize someone there if you played LoQO 2. Head west.

KILL EVERY SLIMEBAG YOU SEE. The game will say when they have all been killed. Ignore the first north. Take the other way north. Follow the path around. You will get to ladders. At the top get the **Sun Plate** from the chest. Keep following the path. Ignore the south and keep going. Ignore the next north. When you go across a bridge, head east. At the next branch head north kill the Slimebag then go east across the bridge. Kill the Slimebag north there then take the south east exit. When you get to the bridge go north and kill the last enemy there.

After killing them all it will tell you. You should also get **Slimebag Vanquisher** title if you did what I said earlier. Head back to the owner to get your reward. **Gold Dice - Laquadia and 2000K. We will not be getting the Ruby Chest in the pub. Trust me, it will make for much less backtracking later on.** So leave town!

Choice 1: **Scene Farah +1.**

Choice 1a. Nothing

Choice 1b. **Farah +1**

Choice 1c. Scene Finish

Choice 1d. **SCENE** change

2: No scene :(

Get **Making History** title

So let's head to you **Homestead** and enter your home. You will get another scene. Due to the dialog it seems you could have gotten this earlier. Maybe between visiting the first time and Rivulet hills. Only time the dialog would fit. Head west to,

PORT RONOD

ENEMIES

__Beldorian Knight- Unique ish..

QUEST

__Obedience- It is an unmarked quest for titles

JOURNAL

__Farsyne

__Kythe

You will get a safe tutorial but since we have opened many, it doesn't matter much.

Head west to the dock area. When you get there you will see a hooded figure on a boat. Go talk to him.

Farsyne added to journal.

Go sleep at the inn until nightfall. Head straight east to the church building steal their donation and leave. Soon as you walk out you will start the "**Obedience**" unmarked quest. Head west. Go to the far boat you can get on.

Kythe added journal.

It isn't a bug, but stealing the donation here doesn't count for the Donation Thief title. Same with the Flasher title. It is so you can see them on different game modes. Same for much later titles.

Head to the second boat, after your scripted battle, camp. Talk to Farah. Pick the first choice for a **Farah +1**. Sleep until sunrise. Leave camp, head east to the road the leads into a canyon. Welcome to

WINDY CANYON

ITEM

__420k

__Barrier Herb x2

__Bolt Bow x1- Has lightning based damage

__Bronze x3

__Bronze x4

__Bronze x4

__Ceremonial Gauntlet x1

__Dimensional Shard x1

__Illustration 04

__Illustration 13- Ruby chest. 3x coins

__Illustration 25

__Illustration 42

__Iron x2

__Iron x2

__Iron x3

__Iron x3

__Lewd Box x5

__Ruby Coin x1

__Wolf Pelt x3

__Grey Mouse x1

__Wood Squirrel x1

__Wood Squirrel x1

ENEMIES

__Beldorian Knight- Unique

__Dilizard- Kill 30 MOBS of them

__Werewuffie

__Golden Beetleblade

__Pharaoh Handblast

QUESTS

__Blessing quest- Unmarked quest to find altars around the world

JOURNAL

__Dilizard

TITLE

__Art Sampler

__Dilizard Slayer/Vanquisher

__Novice Miner

__Windy Canyon Clear

Golden Beetleblade

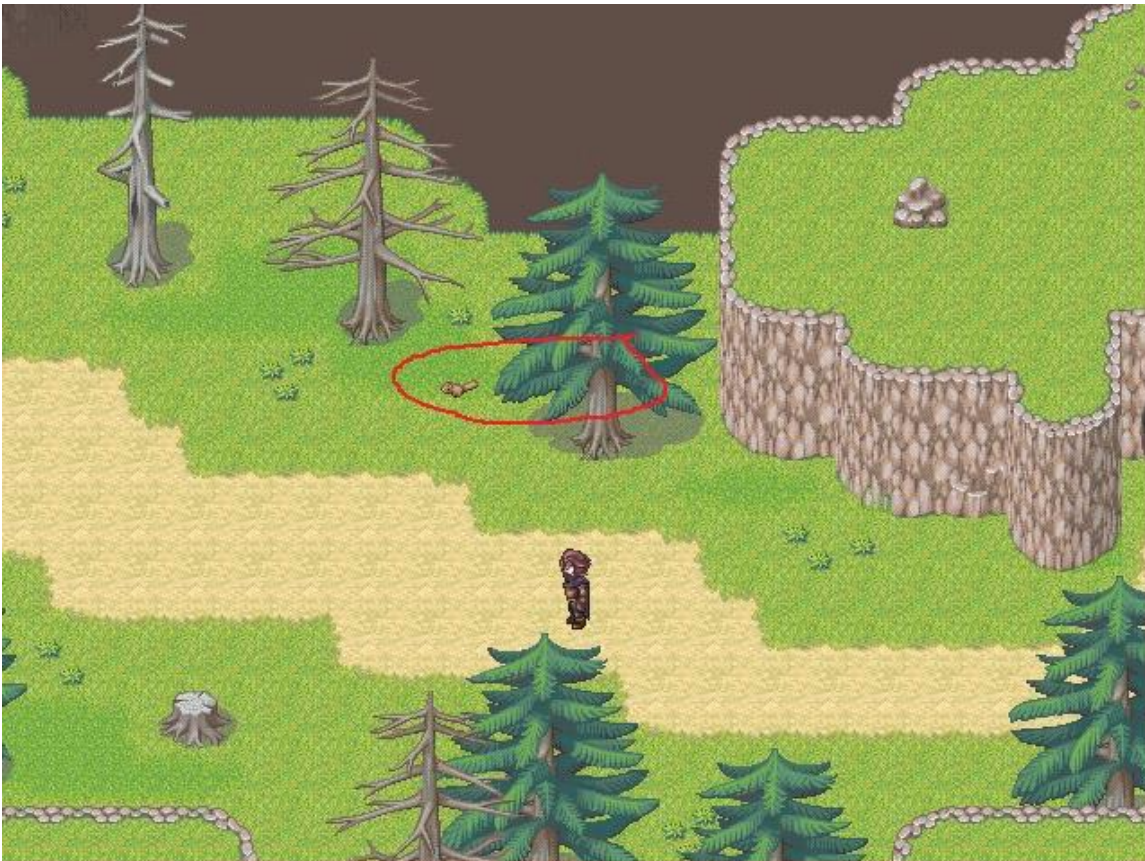


Just keep going east. After the bridge fight you get two choices.

Whatever you pick out of these choices affects a scene later. So choose wisely.

Head into the cave go to the altar and inspect it. After the boxes of dialogue you will start the unmarked quest "**Blessing**" and get **Illustration 04**. **When going to altars it drops your HP to 1 so remember to heal afterwards.** Grab the chest there for a **Bolt Bow**. Exit and head east.

Ignore north for now and head a tad east. Grab the **Wood Squirrel**.



Then head back a tad go north across the bridge. Go into the house and capture the **Grey Mouse** there. Grab **Illustration**
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42 off the ground. To the north of the house is another **Wood Squirrel**. One more then we can complete a quest.



Head a tad west and find another **Dimensional Shard x1**. Go into the cave right there and mine for **Iron x2**. There is a chest with **Illustration 13. Art Sampler** should have been earned. Head south then east into the cave.

Ignore first south spot since dead end. Head down the stairs then west. Get **Iron x3** and **420k** from the chest. Before heading back up the stairs get **Bronze x4**. Take the south path.

Get **Bronze x4**. Down the stairs for **Bronze x3**, a chest with **Barrier Herb x2**. Head east a tad then south. Go west at the T for a **Ceremonial Gauntlet x1**. East for **Iron x2**. Go back whence we came up the stairs, west, north then east.

Ignore the first south. There should be a shadow creature down there. This is the **Legendary Pharaoh Handblast**. We are way too weak to kill it now so avoid it! Instead head east gather the **Iron x3**. You should get the **Novice Miner** title. Head south for a chest with **Wolf Pelt x3**. Exit the cave to the north east.

You should hear gun shots and be prompted with text. If you didn't it is because you didn't come here during the day. You get two choices.

Choice 1: **Heroic- Potential SCENE**

Choice 2: **Renegade- NO Potential SCENE**

Before heading out go east a tad and up the ramp. Under a tree to the left is a chest with a **Ruby Coin x1**. You should get the **Windy Canyon Cleared** title.

If you ignore it and continue on there will be some added text at the next location. If you do this you will miss out on a scene and getting a party member sooner.

So now the fun part of heading all the way back to the beginning where the house was. When you get there you will be given another choice.

Choice 1: A fight.

Choice 2: **SCENE**

I of course recommend the scene unless it isn't your first playthrough. Gabrielle joins your party! Finally a party of 4! Believe it or not we can kill our first legendary. It will be a little tough but it is VERY doable. Just fight everything on the way there. Go here and touch the shadow.



ENEMY: Pharaoh Handblast HP: 7800 STRENGTH: SEDUCE WEAKNESS: WATER



REWARD: Illustration 25

This will be an uphill battle at this point in the game. Still though. He casts Force on you. I don't know what this does. If he does have Farah use Encouragement on them. Just don't be dumb and you will be fine. Have MC use Whirlwind Strike on him over and over for about 600-900 a hit. Farah will be on healing duty via items. Kythe will be using Might on MC and Gabrielle then barrier on people. Gabrielle will be attacking/ healing. If you bought gear for your guys his attacks should take around 500. DO NOT let your HP get below 600. Your reward is **Illustration 25**.

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Head out through the east exit.

Head east to the tower so we can get it on our map

Iron Spire added

Setup camp and talk to Gabrielle. You will be given a choice

Choice 1: **Gabrielle +1**

Choice 2: **Gabrielle -1**

Exit camp and head south. Go into the building you see there. Welcome to

HIGHLAND INN

ITEMS

__ Dimensional Shard x1

__ Illustration 17

__ Illustration 108

__ Lewd Box x1

__ Seed of Life x1

TRADING CARDS

__ Farah No. 01

TITLES

__ Highland Inn Clear

If you got Gabrielle in Windy Canyon.

Right when you walk in activate the blue crystal. You see the hooded figure north of the crystal. You will see the barrel bouncing around. Strike it for **Illustration 108**. Before resting at the inn we are going to look around. **Dimensional Shard x1** in the North West part of the area. **Illustration 17** in the stable. Head inside the Inn.

Before talking to the old man buy **Farah Card No. 01** from the purple head guy for **1800K**. Raid desks for a **Seed of Life x1** and the **Highland Inn Cleared** title. Talk to the old man at the counter. Both rooms cost 200K total

You get a scene.

You get a choice during it. During Windy Canyon if you chose the either option

Choice 1: **Farah +1**

Choice 2: **Farah -1**

*** If you didn't get Gabrielle in Windy Canyon.***

Everything is basically the same until you go inside the Inn.

Gabrielle isn't there obviously to say anything. This is where things become different. You don't rent both rooms and instead just rent one. So it is 100K cheaper. After you leave the Inn she comes up to you and she joins your party.

Although you miss 2 **SCENES**, the dialog is pretty funny when she talks to you. I would recommend doing this on a **New Game +** of course.

Either way. Exit the inn head west to

Nillia Woods

NILLIA WOODS

ITEMS

- __500k
- __Dimensional Shad x1
- __Ice Flintlock x1- Weapon with Ice based attack. Gabrielle only
- __Intelligence Crystal x2
- __Lewd Box x3
- __Might Herb x3
- __Ruby Coin x1
- __Forest Rabbit x1
- __Forest Rabbit x1

TRADING CARD

- __Masquerade No. 02

ENEMIES

- __Mischief- Kill 30 MOBS of these
- __Contoads
- __Golden Beetleblade

JOURNAL

- __Mischief

TITLES

__ Mischief Slayer/Vanquisher

__ Nillia Woods Clear

CAN'T GET YET

Wild Rabbit x2

Golden Beetleblade



Head west straight into the next screen. Go straight into the woods west and there is a chest with a **Ruby Coin x1**. Frogs here are just Contoads so don't even bother. South is a rabbit we can't catch yet. Head west into next screen.

Straight north is a rabbit we can catch



Forest Rabbit x1. West is a chest with **500k** in it. Go back to the road and follow it west to a log. Head up it to a chest with **Ice Flintlock x1**. Go west to the next screen.

The North West corner has a chest with **Might Herb x3**. Take the north path and keep heading up. In the tent is **Masquerade Card No. 02**. To the west of the tent is a **Dimensional Shard x1**. Head way back south two screens then head west.

To the mid north is a chest with **Intelligence Crystal x2**. There is another rabbit to the west we can't catch yet. Noted for future. Take the path south. In the south west corner is a rabbit we can catch.



Wild Rabbit x1. On the south east side of the area there are logs that lead to a chest with a **Ceremonial Collar x1**. After grabbing this you should get the **Nillia Woods Cleared** title.

So head north and find/take the west exit. Head north into

HOLLOW GORGE

ITEMS

__Illustration 16- Ruby Chest. 2x coins

__Silver Ore x4

__Steel x3

__Steel x3

ENEMIES

__ **Waste Gourger**- We will come back later for it

Head straight west and enter the cave. Mine **Silver Ore x4** and **Steel x3**. Exit the cave ignoring the only enemy there. Go north into a cave. Get the **Steel x3** there and a chest with **Illustration 16**.

Leave here and go south to

Grassland Road

ITEMS

__700k

__Dimensional Shard x1

__Illustration 123

__Lewd Box x6

__Revival Potion x2

__Ruby Coin x1

__Silver x3

__Steel x3

__Steel x4

__Wood Squirrel x1

ENEMIES

__ Firewolf- Kill 30 MOBS of these

__ Wild Stinger- Kill 30 MOBS of these

__ Golden Beetleblade

QUESTS

__ Blessing Unmarked quest

TITLES

__ Animal Tracker

__ Grassland Road Clear

__ Firewolf Slayer/Vanquisher

__ Wild Stinger slayer/Vanquisher



Head south. In the next area, the North West part has a chest with **Revival Potion x2**. Straight south of there is **Wood Squirrel x1**. This should also net you the **Animal Tracker** title. Woot we finally have 5 for the quest!



Keep heading south east to a chest with **700k** in it. Go up the ramp and go North West to a **Dimensional Shard x1**. Go into the cave to the east. Mine **Steel x3** and leave. Head to the west exit.

Follow the path over the little bridge then take the shore route east to a chest with a **Ruby Coin x1**. Head into the cave. Hit the altar up for **Illustration 123** and another step into the **Blessing** unmarked quest. Go in the other cave for **Silver x3** and **Steel x4**. You should get **Grassland Road Cleared** title. Leave the cave head east then keep going south to the exit.

Side Stuff

Setup camp

CAMP

ITEM

__Animal Whistle- Lvl. 2 capture

__Golden Detector- Only if you have 4 golden tokens or more. Otherwise get later. Tells you when golden Beetleblade appear on the map.

Go into you Encyclopedia and unlock **Animal Whistle**. If you managed to capture **5 golden tokens** from Beetleblades earlier unlock **Golden Detector** as well. Leave and head west to

ROYAL COTTAGE

ITEM

__Illustration 31

Right when you walk in go to the pier in the lake. Grab **Illustration 31**. Leave. Head west to the town

WHITEHAVEN

ITEM

__Dimensional Shard x1

__Gold x2

__Illustration 19

__Illustration 86

__Illustration 122

__Jewel of Magnification- You can zoom in on pictures you have collected in Art Gallery

__Lewd Box x3

__Seed of Strength x1

CARDS

__Beatrix No. 05

__Laquadia No. 04

__Laquadia No. 05

__Laquadia No. 06

__Masquerade No. 09

QUEST

__Obedience

TITLES

__Donation Thief

__Pervert Seeker

__Whitehaven Clear

Straight north to get a **Dimensional Shard x1**. Then go up the stairs to the south into the first building you see and strike the barrel. You get **Illustration 19** and the **Pervert Seeker** title. Remember to search desks now. In the Inn there is a **Seed of Strength x1** and our Traveling Scholar. Pay him the **350k**.

Question 1: River Checkpoint

Question 2: Green

Question 3: Kin'Aurea

Question 4: Vargonia

Question 5: A beach

You get the **Jewel of Magnification** for your trouble. You can also talk to your party members in town now and invite them out for fun if you have seduced them before. Only at night. In the house straight west of you is a **Beatrix Card No. 05** in a desk. Also a safe!

SAFE 1: 8350



Reward: Illustration 122

Go to the building straight south for **Gold x2** and a man who will play prediction with you only during the day. You will get **Laquadia Card No. 4, 5, 6**. You need at least **Laquadia No. 01** to play him. Straight south west next to a sailor on the ground is **Illustration 86**. Search inside the boat there and you should get the **Whitehaven Cleared** title. Talk to the sailor in the boat and you can buy **Masquerade Card No. 09** for **2200K**. Of course pick it up. If you are having a hard time with cash you can always sell a lewd box or two.

Head to the Inn, or camp and sleep until night. **In the church you can talk to Hentai and he will reward you for your titles. Even if you are in a new game or not. Hope Gabe remembers to get rid of him or fix it so you don't double your lewd boxes. You should have 66 right now.** Raid the donation plate in the church and leave town while at night. You should get the **Donation Thief** title. Go onto the boat and talk to the north sailor for the **Obedience** quest. Leave town and head south to the

GENTLEMAN'S CLUB

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ITEM

__ Ceremonial Circlet

__ Dimensional Shard x1

__ Illustration 18

__ Illustration 19

__ Illustration 104

__ Lewd Box x1

__ Seed of Life x1

__ Wolf Pelt x2

CARDS

__ Gabrielle No. 04

QUEST

__ Obedience unmarked quest

TITLE

__ Gentleman's Club Clear

Go into the stable and strike the barrel for **Illustration 19** and the chest for a **Ceremonial Circlet**. Head into the club and take the painting for **Illustration 18**. Check the desks for **Seed of Life x1** and **Wolf Pelt x2**. Talk to the patrons if you please. A Man will sell you **Gabrielle Card No. 04** for **1600K**. A man will ask for some Farah service for the **Obedience** unmarked quest for **240K**.

Go upstairs and talk to a man who is Senior Date El'Rape. Doesn't seem to matter what choice you pick. Talk to him again and agree. You will get a **SCENE**. You will earn **1500K** for your trouble. If you didn't have enough for the card you should now.

Leave the building and head to the one in the back. Grab the **Dimensional Shard** and get the **Gentleman's Club Cleared** title. Pick up **Illustration 104** from the ground. The green haired lady will let you practice for a fee. **500k** to see Farahs boobs again. Leave the place.

Camp out.

CAMP

ITEM

__ Torsion Wrench- Lvl. 2 unlock

Unlock **Torsion Wrench** in the Encyclopedia. Sleep until morning. Head east to the big town. Welcome to

Chapter 3: Neifu and New Blood?

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Brightstone

ITEM

__Lewd Box x1

TITLE

__A Road Closer

Right when you walk in you get a choice. It doesn't really matter what you pick. You get **A Road Closer** title free of charge! Go up and immediately active the blue crystal and teleport.

TELEPORT HUB

ITEM

__Lewd Box x1

TITLE

__Doing Business

Don't do this until you have at least made 2 RENEGADE choices if you want a chance at another SCENE. So if you got the Laquadia scenes earlier you are fine. Report to Illumi. We could have done this earlier but I decided to wait until it was convenient. If you don't remember where Illumi is just go north in the teleport room.

Choice 1: 2000K

Choice 2: Gold Plate

Choice 3: Ask for something personal. **SCENE**

Choice 3a: **Illumi +1**

Choice 3b: **Illumi -1**

Choice 3ba: Finishes scene

Choice 3bb: Change in **SCENE. Recommended.** You must have made 2 **RENEGADE** choices to get this option.

You get another choice during choice 3bb.

Choice 1: She seems scared when she talks to you from now on

Choice 2: She calls you master when she speaks to you

Earned title **Doing Business.** If you want scenes unlocked you have to pick the second choices. Otherwise be nice and get a scene in another playthrough. I recommend picking the second choices of course. If it is even possible to. Teleport to

PORT RONOD

ITEM

__1000k

__Costume Fabric – Farah

__Lewd Box x1

__Sapphire Ring

TITLE

__Port Ronod Clear

Turn in the Squirrel quest to the guy in the far north east building. Doesn't really seem worth capturing the other 2 just for 1000k... You will get **1000k** and **Costume Fabric - Farah**. Head west two screens and enter the house next to the Inn. Second floor is a wardrobe we can unlock now for a **Sapphire Ring**. You should get the **Port Ronod Cleared** title. Go back to Brightstone

BRIGHTSTONE

ITEM

__Coin Purse- Gift item

__Costume Fabric - Farah

__Costume Fabric - Gabrielle

__Dimensional Shard

__Illustration 15

__Illustration 29

__Illustration 43

__Illustration 68

__Lantern

__Lewd Box x1

__Luxury Bedroll

__Ring of Resonance- Makes mobs with golden Beetleblade to glow gold

__Rock Wand x1- Earth Based weapon for Mages

__Southern Region Map

__Seed of Intelligence x1

__Treasure Map 03

__Wolf Pelt x3

CARDS

__Beatrix No. 01

__Gabrielle No. 03

__Masquerade No. 01

__Masquerade No. 04

__Masquerade No. 05

COSTUME

__Bellydancer

__Classic Thief

POSTERS

__Next to the Jadeite order temple

QUEST

__Catch-A-Lie

__Heroic Savoir

__Obedience unmarked quest

__Tavern Wench Unmarked quest- Doesn't Count

TITLE

__Safe Cracker

Go right into the Inn and get **Gabrielle Card No. 03**, **Seed of Intelligence x1** from desks and talk to the Inn keeper to complete **Catch-A-Lie** for **Treasure Map 03**. Speak to the Traveling Scholar. Pay him the **400K**.

Question 1: Rabbit Pelt

Question 2: Hollow Gorge

Question 3: Six

Question 4: Kahr

Question 5: The High Lord Gathering

You will get the **Ring of Resonance**. A very nice item that makes hunting Beetleblade much easier! Go into the first

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house west and there is a safe

CODE: 0825

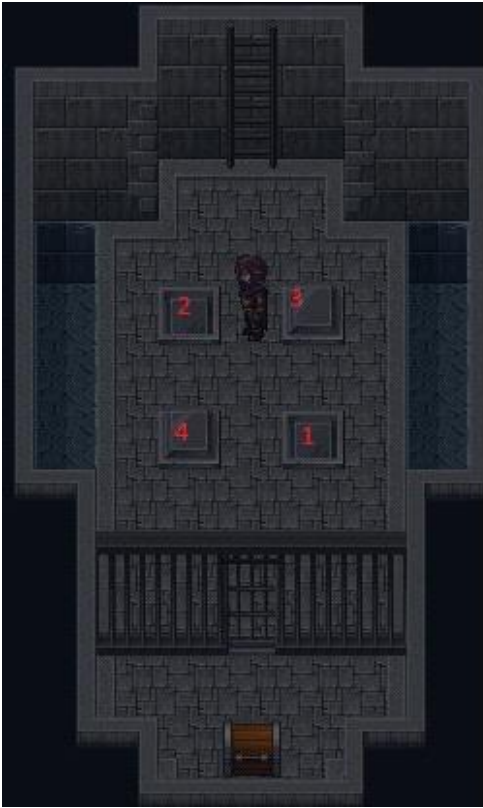


REWARD: Illustration 68

Safe Cracker title should be given. Go west to the next screen. Talk to the women outside of the house there. Go in. **Coin Purse** can be found in here. Talk to the boy and go to the other window for a **SCENE**. Leave the house and go into the one south west of it. There is a gap in the fence. Grab **Illustration 43** from it. Talk to the man at the end of the street for another step in the **Obedience** quest. You get **360K** from it.

Start heading to the east side of town and right past the inn is a path down you can take to get a **Dimensional Shard x1**. North on the next screen is a merchant that sell a **Lantern**, **Luxury Bedroll** and **Southern Region Map**. I would buy at least the lantern if not all three.

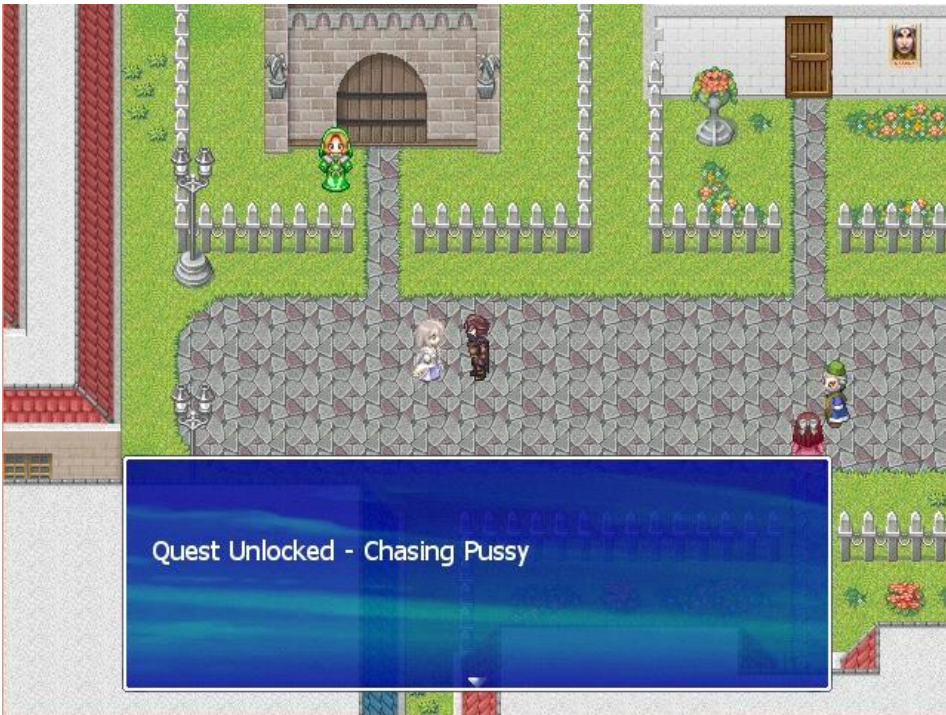
In the item shop is a man that will sell you **Masquerade Card No. 05** for **2000K**. There is also an outfit shop here. For making outfits for people if you have at least 3 pieces per. We don't have enough right now. Right above the item shop there is a sewer grate.



REWARD: Rock Wand

Head straight west. Talk to the Pale as hell woman there. Thought it was a ghost at first. LOL

QUEST: Chasing Pussy



Description: Find the woman's lost pussy. It is behind the Inn

Reward: Costume Fabric – Farah!

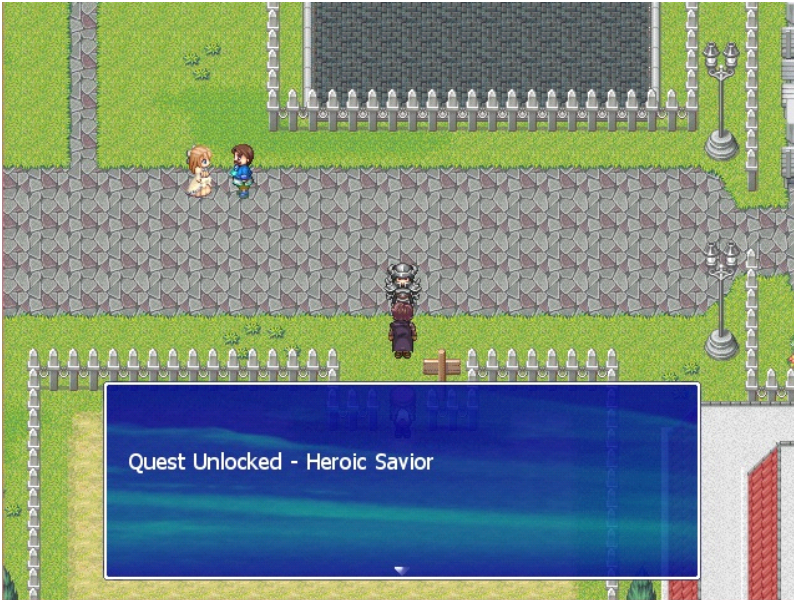
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Before we run off and do the quest. Go into the church and talk to the nun in there. You can play Prediction for **Masquerade Card No. 01, 04**. After winning, head into the southern house for **Wolf Pelt x3**. Strike the barrel for **Illustration 15**. Go behind the Inn and talk to the cat. Then head back to the ghostly women at the shrine. **Costume Fabric - Farah** is the reward. Now that we have 3 pieces of costume supplies lets go make an outfit for Farah. Pay the **1500K**. **Bellydancer** costume unlocked.

Head northeast to the next screen. Talk to man in silver armor to get

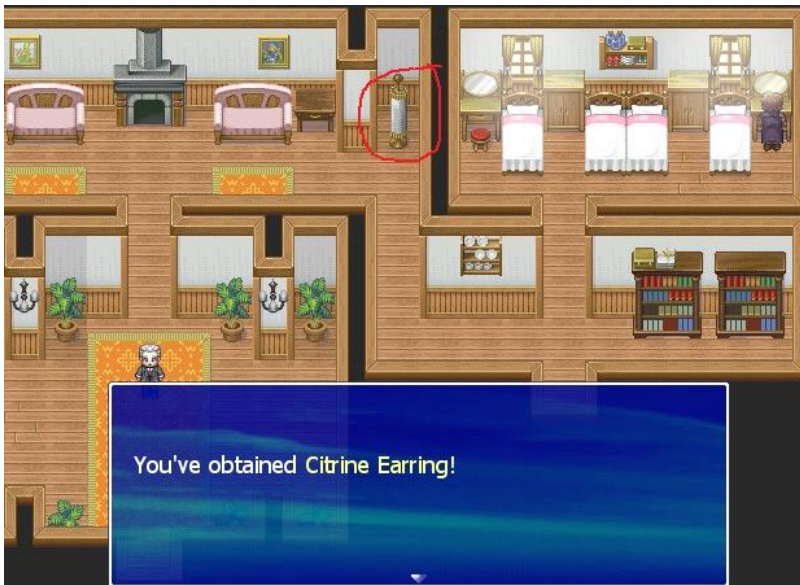
QUEST: Heroic Savior



Description: Clear out the Werewuffie den in Rivulet hills. Helping the girl does nothing.

Reward: Treasure Map 04

We will get to this in a few. First head into the house right above him. Check desks for **Beldorian Ale x2** and **Citrine Earring x1**. There is also **Costume Fabric – Gabrielle**



Leave here and before entering the pub at the end there. Talk to the purple haired guy to buy **Beatrix Card No. 01** for **1800K**. Enter the pub. Pick the first choice **SCENE**. You get **200K**. At 10k per cup. DAMN! You get another choice

Choice 1: **Gabrielle +1**

Choice 2: **Gabrielle -1**

You get another set of choices. They don't affect anything. Then another set of choices.

Choice 1: Talk to the Mayor

Choice 2: Go to the Crimson Forest

I of course picked choice 2. This also starts the **Tavern Wench** unmarked quest. Since we can make an outfit for Gabrielle now we are going to. Go to the outfit maker and pay the **1500K**. **Classic Thief** costume added.

As noted way earlier the first tavern wench challenge doesn't count towards the titles

Before we continue on with the story we are going to knock out some stuff first. Mainly Gabrielle and Farah side quests. Along with Heroic Savior.

Sleep at the Inn or camp until nightfall. Go raid the shrine for **750K** and go into the house right next to the shrine. Replace the **Poster**. Take the painting for **Illustration 29**. Check the desks and wardrobes if you didn't do it earlier. Leave town and head over to

WHITERAVEN

POSTER

__ Building west of the pub

QUEST

__ Tavern Wench

After trekking here go to the building west of the pub. Replace the **Poster** there. Go to the pub and play the **Tavern Wench** unmarked quest. Head back to Brightstone and teleport to

COLUSSIA

ITEM

__ Lewd Box x2

__ Silver Candlestick x1

CARDS

__ Gabrielle No. 05

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__Gabrielle No. 06

POSTER

__Outside the Inn

__Inside the Inn

__Inside the Pub

__Southern building of the Blacksmith

__West of the Item shop by an old man

__In the sewer where you first entered with Farah

QUEST

__Tavern Wench unmarked quest x2

__Obedience unmarked quest x3

TITLE

__Cum Swallower

__Shy Flasher

Head straight for the pub and replace the **Poster** there. Talk to the barkeep to play the **Tavern Wench** unmarked quest. Head to the Cathedral to the right side near the lamp post. Farah's **Obedience** unmarked quest. There are 5 other posters here. Head south until you can't anymore then west. Replace the **Poster** there. Two down!

Go west and on the Inn is another **Poster**. Replace it. **Poster** inside the Inn as well. 2 to go. Head east one screen and north then west from the item shop. Replace the **Poster** here. Go south between the fence and west. Talk to the man there for the **Obedience** unmarked quest. Head down into the sewer. There is a **Poster** that can be replaced.

Leave back up the ladder and enter the house in the far North West in this area. There is a desk there we can unlock for a **Silver Candlestick**.

Head east and off to the right of the item shop is a house you can enter. Play the maid. You can win **Gabrielle Card No. 05, 06** from her. You won't be able to get in her safe for some time. Head to the bar area down in the sewers. There is another guy for the **Obedience** unmarked quest down there in a room with just barrels.

Head to the tavern and do the **Tavern Wench** unmarked quest. You should get the **Cum Swallower** and the **Shy Flasher** titles. Now we teleport

PORT RONOD

CARDS

__Laquadia No. 02

POSTER

__On building in the fish market

__On building east of the teleport crystal

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QUESTS

__ Tavern Wench Challenge

__ Obedience quest

Head strait east. Replace the **Poster**. Head to the fish market area. That is 3 screens west and down past the bridge. Replace the **Poster** as on the building to the west. Head over to the docks and enter the last boat. Inside there will be a sailor that will help with **Obedience** unmarked quest. Go into the first boat and play the sailor in Prediction for **Laquadia No. 02**. Head over to the pub and do the **Tavern Wench** unmarked quest.

Teleport to

CAIMRIDGE

CARDS

__ Farah No. 02

__ Farah No. 03

QUEST

__ Obedience unmarked quest

Go west to the last screen and see a farmer standing there day/night. **Obedience** unmarked quest. Head into the town hall and up the stairs. Play the old man there in a game of Prediction for **Farah Card No. 02** and **No. 03**.

Now let's head out setup camp and sleep until daytime. Leave camp and head into

RIVULET HILLS

ITEM

__ Bronze x3

__ Costume Fabric - Ra'Tiki

__ Golden Token x3 or not

__ Illustration 12- Mountain Grinder

__ Illustration 44

__ Illustration 105- Wuffie Cave. Ruby Chest. 2x coins

__ Iron x2

__ Iron x3

__ Lewd Box x1

__Treasure Map 04

__Wood Squirrel x1

ENEMIES

__Mountain Grinder

CARDS

__Gabrielle No. 01

QUEST

__Heroic Savior

TITLE

__Rivulet Hills Clear

Yes you read correctly. We are going to farm 3 **Golden Beetleblades**. It is an annoying task but you should be fast enough now to hit them. If they are running away before you are able to hit them, wait until a tad later. We are going to be gaining some levels soon anyway. I will post the picture again where the mob is that they appear in. You should see them glowing gold now anyway.



In the same area NW of beetleblade spawn. There is a **Wood Squirrel** we couldn't catch earlier we can now.



After getting that head north and take the east path. We are going to fight another legendary. Make sure Gabrielle has the Ice Flintlock equipped.

ENEMY: MOUNTAIN GRINDER HP: 8600 WEAKNESS: ICE STRENGTHS: EARTH/ SEDUCE



REWARD: Illustration 12

This guy is weak to ice. So I hope you have the Ice Flintlock on Gabrielle. If you are a decent level you should have Frostbite Shot. So you will get a pretty big damage boost. If you are keeping gear updated he hits around 400. Have Kythe cast Might on Gabrielle to boost her damage even more. Then MC then Farah. Kythe is basically pure support this fight. Farah is on healing duty as well if needed. Otherwise attack. MC does his strongest attack. Your reward for winning is **Illustration 12**.

Talk to the man on the bridge. Raid **Illustration 44** and **Costume Fabric - Ra'Tiki** from the tents. Go into the cave. Get **Iron x3** and kill everything. After the bridge head east to get **Bronze x3**. Go north now. Grab the **Iron x2**. Grab the ruby chest for **Illustration 105**. Search the desk for **Gabrielle Card No. 01**. You should get **Rivulet Hills Cleared**.

Now the fun part. Walking her ass out of there. Just kidding! You don't need to wait for her just leave the cave. You get **Treasure Map 04** for your trouble. Exit Rivulet Hills to the south. Go to Windy canyon.

WINDY CANYON

ITEM

__Ring of Earth x2

__Golden Token x1

Head to this screen and stand where the picture is. This is Treasure Map #3. Search here for

Ring of Earth x2.



If you were lucky enough to get the **Golden Beetleblade** to appear.



I will say get 1 **Golden Token** for later use but from here on out since it tells you there is one and you can find them I will just post where they are with a purty picture. I will however tell you to get certain skills so it is up to you to farm. Exit windy canyon to the east.

Head into Nillia Woods

NILLIA WOODS

ITEM

__ Ruby Coin x4

__ Forest Rabbit x1

__ Forest Rabbit x1

Go west to the second screen head south west to a spot around here



Forest Rabbit x1. After getting that. Head west another three screens. **Golden Beetleblade** is here.



Head west a little more to this area

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Capture another **Forest Rabbit** x1. From there head south east around to the bottom of the pond there.



Follow the path to the dig spot. **Ruby Coin** x4 found. Woot for coins! Exit this place to the east. Head to Highland Inn.

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Teleport to Colussia

Stock up on lots of healing potions and antidotes! I can't stress this enough!

Leave, camp, sleep till night and head to

LAKE FAIRLIGHT

ITEMS

__ Ceremonial Mail x1

__ Dimensional Shard x1

__ Gold x3

__ Gold x4

__ Ice Mail x1

__ Illustration 03- Inside tent in the abandoned camp

__ Illustration 129- Altar Quest

__ Lewd Box x3

__ Ruby Coin x1

__ Seed of Mana x1

__ Steel x3

__ Radiant Butterfly

__ Radiant Butterfly

__ Radiant Butterfly

__ Radiant Butterfly

ENEMIES

__ Broncallo: Don't bother killing 30 MOBS yet

__ Venom Hornet: Kill 30 MOBS of these

__ Golden Beetleblade

QUEST

__ Blessing unmarked

TITLES

__Altar Worshiper

__Venom Hornet Slayer/ Vanquisher

JOURNAL

__Broncallo

__Venom Hornet



Right when you walk in



Radiant Butterfly. Broncallo's have stupidly high HP, 38k worth, for livestock and are weak to fire. More than the 2 bosses we fight later. So if you can take ONE these down you will be ready for the bosses. I mean with that many HP it will take time. Besides the **250 XP** they drop **2800K**. Venom Hornets have around 6400 HP and are weak to wind. So use it to your advantage!

If enemies here are kicking your ass too much just come back at a later time to kill these guys for their vanquisher titles. I would recommend you get the Hornet one though.

First head west and south little ways down is a bridge that heads into the water to a chest with **Steel x3** and a **Radiant Butterfly**.



Go south. Grab the **Ice Mail x1** and **Seed of Mana x1** from the tents. Leave and go north then take the east way from the entrance.

As soon as you enter the screen take the path south for a **Dimensional Shard x1**. Just follow the path east for another **Radiant Butterfly**.



Head to the next screen. Raid the tents for **Illustration 03**.

Go to north east to the next cave for **Gold x3**, **Gold x4** and **Ceremonial Mail x1**. Leave the cave head straight south and grab another **Radiant Butterfly**.



Head east into the cave for the **Blessing** quest to receive **Illustration 129**, along with the **Altar Worshiper** title. Leave the cave and head south for a **Ruby Coin x1**.

Leave and camp until sunrise. We are going to kill another legendary since we are strong enough to do so, while continuing story. If you managed to get the **Vanquisher** title for the Venom Hornets here you should have gained around 3-5 levels. If you stayed here forever to get the Broncallo Vanquisher title as well you should have gained anywhere from 7-9 levels!

Head to Brightstone. Get whatever you can made, or buy, out of gold in terms of armor. Get as much as you can. Steel equipment is weaker than gold. Leave town and head to the woods north of it.

CRIMSON FOREST

ITEMS

- __ Beam Blades: Weapon for MC. Light infused
- __ Emerald Gem x1
- __ Ceremonial Plate x1
- __ Costume Fabric - Ra'Tiki
- __ Illustration 64
- __ Illustration 66-Wolheim Howler
- __ Illustration 75
- __ Lewd Box x4
- __ Reflex Herb x2: Increases EVA stat in battle only
- __ Ruby Coin x1
- __ Silver x3
- __ Steel x3
- __ Steel x3
- __ Steel x4
- __ Treasure Map 01
- __ Tribal Crayons: Gift Item
- __ Wolf Pelt x3
- __ Shadow Hare x1
- __ Shadow Hare x1

ENEMIES

- __ Nectarfluster: Kill 30 MOBS of these
- __ Sylvan Fungus: Kill 30 MOBS of these

__ **Golden Beetleblade**

__ **Giantus Golem**: Story Boss. 29k HP and is rather tough

__ **Wolheim Howler**: Requires 30 Firewolf kills

TITLES

__ Nectarfluster Slayer/ Vanquisher

__ Sylvan Fungus Slayer/ Vanquisher

JOURNAL

__ Nectarfluster

__ Sylvan Fungus

__ Ra'Tiki

CAN'T GET YET

Shadow Hare: Requires more than trap and animal whistle

Shadow Hare: Requires more than trap and animal whistle

Weak Wall: Noted for when we can access it



Well new enemies so you know the routine. Head east a screen. Nectarflusters are really tiny especially if you are

playing this in windowed mode. Right at the fork in the road go south a tad and get **Shadow Hare x1**.



In the north east corner is a chest with **Wolf Pelt x3**. Head north to the next screen. West of the road is a chest with **Tribal Crayons x1**. There are caves to the east and west. Enter the west cave for **Steel x3** and a chest with **Reflex Herb x2**.

East is another hare but we can't capture it yet. Head into the eastern cave for **Steel x4**, **Silver x3** and a chest with **Beam Blades**. I will say fight the legendary monster here since we can kill a cow.

ENEMY: Wolheim Howler HP: 12500 WEAKNESS: FIRE STRENGTH: WATER



REWARD: Illustration 66

Just go full tilt and you shouldn't have issues. It does around 300 damage to one person. At 50% HP or less it casts Rage which can be a bad thing for you. MC should use Whirlwind slash always. Farah attacks unless simple healing is needed. Kythe buff your MC with Might/ POWER and Gabrielle use frostbite shot. **Illustration 66** is rewarded after killing it. Yes

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you can stack power and might which makes physical attacks 175% stronger.

Ignore going north and head back south to the fork then east. If you follow the road north there is another **Shadow Hare** we can't capture. Towards the south east is a chest that contains **Ruby Coin x1**. Exit to the east when ready.

Heal up and save. Boss battle coming! Equip those earth rings on your MC and Kythe. Equip the Power ring on Gabrielle. Agility on Farah.

ENEMY: Giantus Golem HP: 3000 STRENGTH: POISON WEAKNESS: SILENCE



REWARD: Emerald Gem x1

Now you know why I wanted you to kill a cow. This guy can be pretty hard. It has less HP than the cow. He hits for around 400 on one. Tremor takes around 600-800 off 1. Smasher takes around 600 off 1. With the level boosts from Lake Fairlight we should be okay. Use a barrier herb if you have too. Not too many because you may need them for a later fight. MC use Whirlwind Strike, Farah use Focused shot/ item heal, have Kythe cast Power/ Might on MC to make him hit hard then power on Gabrielle use frostbite shot.

Ra'Tiki added to Journal.

So after that, head east. You can't go north yet but east is a cave. Inside are **Steel x3** and a chest with **Treasure Map 01**. Don't go into the stone building yet. South is a bridge to a chest with **Ceremonial Plate x1**. In the tents is **Illustration 64** and **Costume Fabric - Ra'Tiki**.

Head into the stone building and strike the barrel on the first floor for **Illustration 75**. Head upstairs for some story. Head down stairs and get a choice. This may make it not possible to get a scene later. I will find out more later when I have time

Choice 1: Possible **SCENE** later

Choice 2:??

Choice 3: ??

There is a **Dimensional Shard x1** to the far north as well as a **Weak Wall** that we can't access yet. There is also a **Shadow Hare x1** here. This one we can capture



So hike all the way out and setup camp.

CAMP

ITEM

__Monster Lure: Makes Golden Beetleblades appear more often

Speak to Ra'Tiki

Choice 1: Nothing

Choice 1a/b: **Ra'Tiki +1**

Choice 2: **Ra'Tiki -1**

Unlock the reward **Monster Lure** in your Encyclopedia. She joins at the meager level of 10! OUCH! She is, so far, the best offensive caster you have. So getting her up to scratch isn't such a bad idea! Though I will recommend doing that later. Also since we have Ra'Tiki we can get cards for her, though we will do all that after some story. So head back to

BRIGHTSTONE

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ITEMS

__Illustration 101

__Lewd Box x2

__Ruby Coin x1

__Ruby Coin x1

__Seed of Dexterity x1

JOURNAL

__Willheed

__Farah

TITLE

__Brightstone Clear

__Frame Stealer

Just take the north east exit and keep heading north. Enter the house with the two Beldorian guards in front of it. Raid his desks of course before talking to him for **Ruby Coin x1**. Talk to the mayor.

Willheed added to journal.

After this, head to the place with the gold guards standing outside. You get a choice.

Choice 1: **Mother Farah +1**.

Choice 2: **Nothing**

An automatic **SCENE** occurs.

Mama Farah added to journal.

Check the desks for **Seed of Dexterity x1**. Grab the painting for **Illustration 101** and the title **Frame Stealer**. In Farah's room search her desk for **Ruby Coin x1**. This should net you the **Brightstone Cleared** title. Talk to Farah.

Both choices lead to the same

Choice 1: **Mother Farah +1**

Choice 2: **Mother Farah -1**

You get another choice but it just changes dialog.

Make sure everyone is decked out in gold gear. It is better than steel. If you decide to bring Ra'Tiki make sure she is in full Wolf Gear. And a Wolf collar for Kythe. Leave town then west back to

ROYAL COTTAGE

ITEM

__Lewd Box x2

__Emerald Gem x1

ENEMIES

__Masquerade

CARD

__Gabrielle No. 02

TITLE

__Royal Cottage Clear

__The Lost Cause

SAVE BEFORE ENTERING THE BUILDING. You can be stuck here forever without a way to beat her besides cheating your way out of it. So if she wipes the floor with you do some level grinding at Fairlight. Whoever you decided to leave out to level Ra'Tiki will be about the same level. If you didn't take Farah she has LESS HP and SP then Ra'Tiki at the same level. Though she can Seduce her.

Go upstairs and raid the desks for **Gabrielle Card No. 02** and get the **Royal Cottage Cleared** titles. Move to the sleeping man. The choices do not matter

ENEMY: Masquerade HP: 35000 WEAKNESS: SEDUCE STRENGTH: NONE



REWARD: Emerald Gem x1

She is pretty tough. Able to hit all your characters at once. Lightly armor characters like Ra'Tiki, Kythe and Farah will take around 600-700 damage. She can also poison you. Her base attack is rather weak at around 200-400. Good news is if you have Farah you can seduce her. MC Whirlwind Strike, Ra'Tiki use a might Herb, Kythe POWER MC, Gabrielle Frostbite Shot and Farah use Alluring dance.

After defeating her you get an **Emerald Gem x1**. Along with **The Lost Cause** title.

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Chapter 4: Clean up

Chapter 4 will consist of A LOT of side stuff before we move on to the next section of the game. So hope you are ready to jump around everywhere!

So leave the Royal Cottage and take the path that leads into the trees. If you went to the correct spot you will wind up at the

Summer Cove

ITEM

__ Illustration 33- Barrel. Must have Ra'Tiki with you

__ Illustration 56- Ruby chest. 4x coins

__ Lewd Box x1

__ Dimensional Shard x1

CARDS

__ Beatrix No. 06

__ Beatrix No. 07

TITLE

__ Summer Cove Clear

__ Local Tourist

You should get the **Local Tourist** title when walking in. We could have entered here earlier but we would have Ra'Tiki with us which changes some things. Straight west is a **Dimensional Shard x1** on the ground. You should get the **Summer Cove Cleared** title. Right behind Ra'Tiki is a barrel. Slash it for **Illustration 33**. There is a red chest in the second hut for **Illustration 56**. You can play the man on the SW side for **Beatrix Card No. 06, 07**. Requires **Beatrix No. 03** at least. You will see Masquerade standing there. Talk to her.

Masquerade +1

Least she is easy to get her to like you. You get a unmarked quest from her to find the lost Baron's Ring. She says to go to the Gentlemen's Club. So leave, set up camp and sleep till night. Enter the club.

Go upstairs in the main building and talk to the grey haired man at the table.

Choice 1: Does nothing

Choice 2: Pay for his waitress

Choice 3: Threaten him

I would just threaten him or pay his waitress. Your choice. He tells you to go to Fellhorn Ruins. Head to Brightstone and teleport to Cairnridge. Camp out and sleep until daytime. Exit then enter the ruins to the east.

FELLHORN RUINS

ITEM

__Cursed Ring

__Dimensional Shard x1

__Grey Mouse x1

__Illustration 07

__Illustration 81

__Lewd Box x6

__Ruby Coin x1

__Seed of Dexterity x1

__Treasure Map 05

__Wind Claws

ENEMIES

__Bone Wanderer: Kill 30 MOBS of these

__Dark Bat: Kill 30 MOBS of these

__Golden Beetleblade

__Rainway Demon

JOURNAL

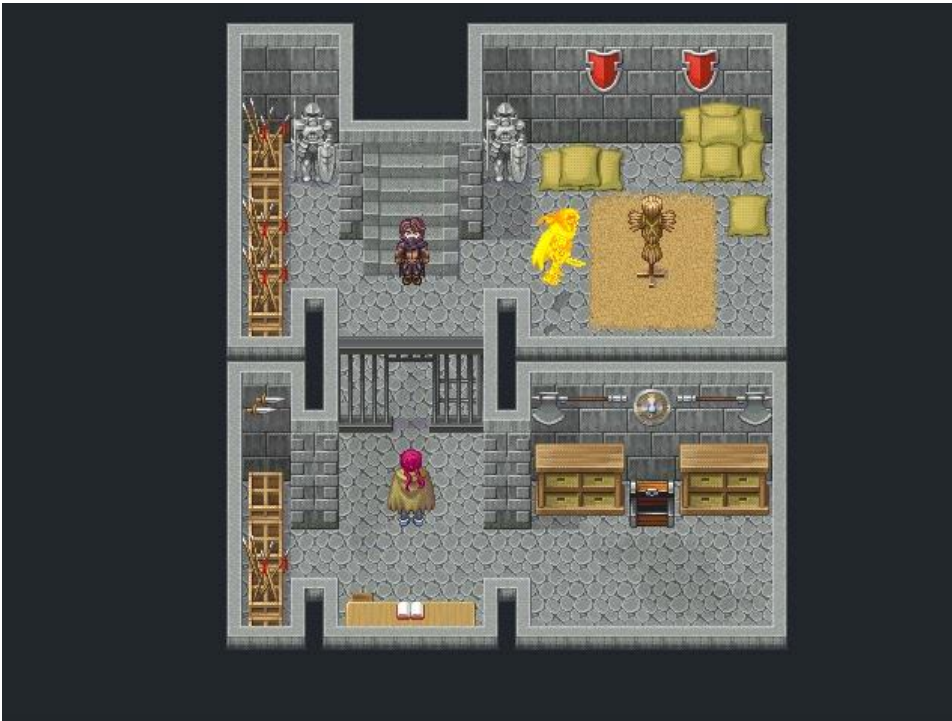
__Bone Wanderer

__Dark Bat

TITLES

__Bone Wanderer Slayer/ Vanquisher

__Dark Bat Slayer/ Vanquisher



Enemies will still be tough and more so with Ra'Tiki at a low lvl. So take your time. First building you come across has a downstairs. Grab the chest with the **Wind Claws** in them. Head north to the next screen.

In the east building is a **Dimensional Shard x1**. To the north west of the before the bridge there is a building hiding a chest with a **Ruby Coin x1**. Across the bridge in the western building, head down the stairs.

Capture the **Grey Mouse x1** and grab a **Seed of Dexterity x1** from the desk. Head back up the step



On the SE side there is a chest holding **Broncallo Pelt x2**. The building to the north has steps that lead to **Illustration 07**, a locked gate, and a chest with the **Cursed Ring**.

Head north and in front of the door is the **Rainway Demon**, but it will be hard with Ra'Tiki. You can still take it down

though. We killed a cow after all!

ENEMY: Rainway Demon HP: 24000 WEAKNESS: WIND STRENGTH: EARTH, WATER



REWARD: Illustration 81

It is weak to wind which is good for us because MC will use Whirlwind Strike, Kythe will Might/ Power MC then cast Hurricane on him. Gabrielle will frostbite shot of course and Ra'Tiki will Thunder him. If Farah along instead of Ra'Tiki or Gabrielle have her use Focus shot/ heals. Do not use water or earth on him. Ice is not water. It uses Water based attacks and mutes your peoples. If it hits Ra'Tiki it does about 900 to her. Flood will do about 1700! OUCH! Your reward is **Illustration 81**. Ra'Tiki should be leveled a tad by now. She gained 10 lvls with me. Still should be way below others.

After fighting him head up to the NW part to find a chest with **Treasure Map 05**. Go ahead and leave here.

Go to Caimridge and teleport to Port Ronod.

PORT RONOD

CARDS

__Ra'Tiki No. 01

Go to the end of the peer during daytime and talk to the guy at the end. Buy **Ra'Tiki Card No. 01** for **2200K**. With this in hand we can get more of her cards :)

Teleport to

COLUSSIA

ITEM

__Illustration 37

__Lewd Box x1

CARDS

__Ra'Tiki No. 04

__Ra'Tiki No. 05

__Ra'Tiki No. 06

ENEMY

__Resurrected Baron

TITLE

__Legendary Knight

Have Gabrielle in your party. Go to the nobleman's house we did the Laquadia quest for. From the crystal it is north, east, east then down in-between the gates. Left house. Talk to the guard in front of the fire place. **Ra'Tiki Card No. 04, 05, and 06** are the rewards. Head into the sewers via pub basement access. We are still not grabbing that chest yet. Work your way all the way north.

Equip **Beam blades** on your MC .

ENEMY: Resurrected Baron HP: 17500 WEAKNESS: LIGHT /UNDEAD STRENGTH: DARK/ SEDUCE/ POISON



REWARD: Illustration 37

Okay this guy can be a joke if you did the preparation of having the Beam Blades on MC and having Gabrielle in the party. This dude is **UNDEAD** and weak to **LIGHT**. Since MC and Gabrielle have attack that are strong against undead we are going to hurt this dude. He casts dark spells and fear on you. Nothing TOO bad. Just have your MC use Sacred Cross, have Kythe use MIGHT/ POWER on your MC and Gabrielle use Holy Round. Shouldn't take more than a few turns. He died in less than 3 rounds for me so other then what I posted I can't help you.

You should get the **Legendary Knight** title. Now leave and go to

RIVULET HILLS

ITEM

__Golden Dice - Masquerade

Go up to the second screen to here



Dig here to get **Golden Dice - Masquerade**. Leave here to the south and head to

LAKE FAIRLIGHT

ITEM

__Lewd Box x2

CARDS

__Ra'Tiki No. 7

__Ra'Tiki No. 8

TITLE

__Broncallo Slayer/ Vanquisher

Head to the South West camp and in a tent is a man that will gamble **Ra'Tiki Card No. 07** and **08**. Now for the arduous task of getting Broncallo **Slayer/ Vanquisher**. Equip your earth rings on you MC and Gabrielle/ Farah since they are going to be you main attackers. Might/ Power you MC and have him use their strongest attack. Good Luck! After all that my toons were lvl 28 and Ra'Tiki was 23. We can fight a legendary here but we will hold off until later. Exit this place.

WESTERN LIGHTHOUSE

ITEM

__Illustration 67

ENEMY

__Sir Troublemaker

Honestly this guy is kind of a joke. I recommend having Farah instead of Gabrielle with you. Make sure she has the Thunder Bow equipped.

ENEMY: Sir Troublemaker HP: 10000 WEAKNESS: THUNDER/ SEDUCE STRENGTH: WATER



REWARD: Illustration 67

He has high PDEF and MDEF so you won't be doing loads of damage. He will call for allies. I would just ignore them and just aim for him. Just rape him with Ra'Tiki electric type spell and have Kytte MIGHT/ POWER Farah and have her just attack. With all that on her she should be doing over 2k damage to it with normal attacks. He will put people to sleep so having Farah is a big plus. I don't know if killing the Mischiefs forces him to call more of them. He didn't live long enough for me to find out.

Head to Port Ronod and port to Highland Inn

NILLIA WOODS

ITEM

__Illustration 65

ENEMY

__Demonicon Eye

Head west 3 screens then straight north. You should see a legendary enemy.



ENEMY: Demonicon Eye HP: 9200 WEAKNESS: LIGHT STRENGTH: DARK



REWARD: Illustration 65

I guess it may have High Evasion stat but I don't know. The worst thing it can do is confuse you. Since you have Beam blades equipped and Gabrielle on you team just use your light attacks and have Kythe MIGHT/ Power MC and POWER Gabrielle. I doubt it will live more than two or three turns.

After this, head out of here via west exit. I would take Ra'Tiki out of the party for Farah. Go to

HOLLOW GORGE

ITEM

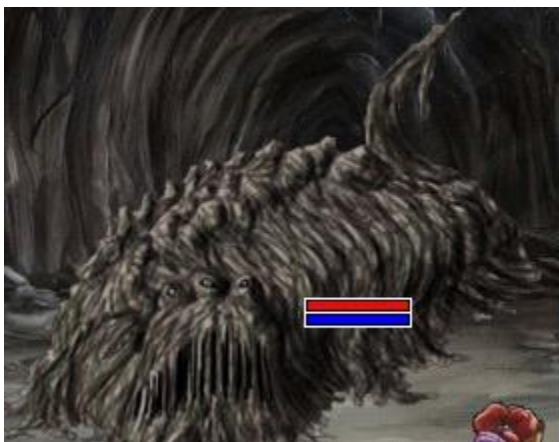
__Illustration 69

ENEMY

__Waste Gourger

So enter the cave west from the entrance. Enter battle with

ENEMY: Waste Gourger HP: 15000 WEAKNESS: FIRE STRENGTH: EARTH/ POISON



REWARD: Illustration 69

Since we can't exploit its' weakness we have to just duke it out. This thing seems to just attack. It can also cast Resist. This boosts its bad MDEF 25%. It has higher than normal PDEF but low MDEF. Ra'Tiki was doing over 2k a hit with thunder. MIGHT/ POWER MC and put a POWER on Gabrielle. It died in around 3 rounds with me so I can't give a better strat for lower levels.

Leave here and go south to

GRASSLAND ROAD

ITEM

__Illustration 26

ENEMY

__Queen Stinger

Head south a screen in then to the south east corner of the area. Up the ramp, then into the cave to the north east.

ENEMY: Queen Stinger HP: 20000 WEAKNESS: WIND STRENGTH: EARTH



REWARD: Illustration 26

Equip the wind claws on Kythe. This thing is fast and nimble. It calls allies so wail into the first round. Ignore called allies of course. It heals itself for a decent amount at 50% and can greatly increase its attack power. First round cast grand barrier with Kythe to mitigate some damage. Then keep casting Hurricane. MC use Whirlwind Strike. Don't cast earth based spells on a flying creature. DUH! Just do what you want with other toons.

Leave here to the south and head to

ROYAL COTTAGE

ITEM

__ Illustration 52

ENEMY

__ Necrophant x2

ENEMY: **Necrophant x2** HP: **32000 EACH** WEAKNESS: **EARTH** STRENGTH: **POISON/ SEDUCE**



REWARD: Illustration 52

It wouldn't be so bad if it was just one but yes... It is two of them. They hit hard and have a good amount of HP. They can also cast RAGE for even more damage and defense, though it lowers their Mdef! It is Ra'Tiki time to shine! Smash them with Tremor and have Kythe cast Grand Barrier a few times so they don't curb stomp you too easily. Might/ power and Kythe can actually DESTROY them to lower their PDEF. MC with a MIGHT/ POWER and a DESTROYED on he can do

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around 4-5k in damage. You can use a Reflex Herb if you feel the need. It basically makes it so they can't hit you. You are rewarded with **Illustration 52** for your trouble. Leave here and go back to

SUMMER COVE

Go give the Cursed Ring to Masquerade and enjoy the **SCENE**. After which leave and head to the

RIVER CHECKPOINT

ITEM

__Illustration 46

ENEMY

__Toad Ninjutsu

He is right when you walk in... You can't miss him

ENEMY: Toad Ninjutsu HP: 17500 WEAKNESS: THUNDER/SEDUCE STRENGTH: WATER



REWARD: Illustration 46

This guy can heal himself at 50% and give himself physical protection. Just do the usual. MIGHT/ POWER the MC and cast Thunder with Ra'Tiki. If you are feeling cheeky you can always seduce him and wreck him faster. He will go down rather quickly. He lasted only 3 turns for me.

Leave here and go to the

Leave here and back to Brightstone

Chapter 5: Who will rule all the farmers?

BRIGHTSTONE

JOURNAL

__Osira added

Go see Mayor Willheed and deliver the bad news.

Before heading to the bar go visit Mama Farah and get a choice

Choice 1: **Mama Farah +1.**

Choice 2: **Mama Farah -1**

Head to the pub now. Choice doesn't matter. You see the guy that has been following us around and someone new or someone we know well if you played the other games. She knows Illumi or is Illumi. The plot soup thickens!

Osira added to the journal.

Go back to Mama Farah. **SCENE.** After the scene you get some choices.

First choice doesn't matter.

Second question

Choice 1: **Mama Farah +1**

Choice 2: Nothing!

Answers for the third question do not matter. Although some of the replies are funny. After that lengthy set of scenes head on out. Go back to the Mayors house. Leave here and head to

WHITEHAVEN

ITEM

__Diplomatic Contract

__Ribbon of Speech: Lets you talk to animals. Temporary :(

Head to the peer and on the boat is Mayor Willheed. He will give you the **Diplomatic Contract**. Talk to the captain and choose to leave. This seems like a perfect time to give gifts to people but gifting isn't enabled yet. Don't go downstairs yet. Talk to Ra'Tiki then Farah. You can make a choice. These may affect a scene later?

Choice 1: We'll give us some time?

Choice 2: We'll invite Kythe as well?

As of yet I don't know if they change anything. I am listing them here though for the future. Since it has been so long. I doubt it actually will affect anything.

Then talk to Gabrielle. You learn something neat! You get the **Ribbon of Speech**. Talk to Kythe. Learn some cool things. I picked from the choices that we could share Gabrielle. Lol.

Whatever you try to do you can't keep it. **LOST RIBBON OF SPEECH** :(Damn you Gabrielle. Let me keep it! Head downstairs. Then head upstairs. Once we arrive in Port Ronod go straight to the Grand Bridge. If you missed the **dimensional shard** here earlier this is the time to grab it. Move on out of it and enter

IMPERIAL MANOR

ITEM

__ Illustration 92

__ Illustration 99

__ Lewd Box x2 potential 3

__ Elixir x3

JOURNAL

__ Layla

__ Opala

__ Mhu'Tiki

TITLE

__ Breeding Lesson

__ Imperial Manor cleared

__ Observant Looter- If not received earlier

Everything is missable until you start a new game. So grab it now. As soon as you enter go to the stable on the right side of the screen. We couldn't enter there earlier do to the scene that took place. Grab **Illustration 99** off the ground there. If you missed the **dimensional shard** grab it now before entering the building. It is on the north east side of the area.

Layla added to the journal.

Search the desks before leaving this area for **Elixir x3**. Go up and you get a **SCENE**.

You get a choice

Choice 1: **Heroic Path**

Choice 2: **Renegade Path**

Opala added to journal

Try to go up the stairs. Choice doesn't matter. Talk to Layla before going out the door. Leave here. Leave the camp and head back to the Imperial Manor.

Head to the west side of the building. Go upstairs grab the painting for **Illustration 92** and check the desks for **Imperial Manor Cleared** title. Head into the bedchamber.

Choice 1: **SCENE**

Choice 2: Funny dialog but no scene :/

You get a choice.

Choice 1: Finishes

Choice 2: **SCENE CHANGE**

I would pick the second option for another **Scene**.

Mhu'Tiki added to journal and **Breeding Lesson** title if you took the second scene.

Head down stairs and get a choice

Choice 1: Nothing

Choice 2: **Mhu'Tiki +1**

Go to the North West room and exit the window. **We can't come back here so if you haven't gotten everything you are SOL.**

Instead of going left run straight at the guards. You get an **ENDING SCENE** for doing this. I highly suggest doing this considering it is a **SCENE**. You get a second chance. Select it and now go west.

Go to the grand bridge. "Vad skall detta föreställa" Basically what is this or what is happening.

After all that you get a choice. Doesn't matter which. Choice one seems to be the better answer though. Respectfully anyway. "Kom till min sida, Tharg" Come to my side, Tharg. You get another choice

Choice 1: **Beatrix +1**

Choice 2: **Beatrix -1**

Since she is your home girl tell her the truth. You should have received the **Observant Looter** title by now. If not you missed a decent amount of loot spots. Head to

COLUSSIA

ITEM

__ Illustration 135

__ Lewd Box x1

TITLE

__ Spoils of War- Very Missable if you are nice

Head 2 screens north then east between the fences. Enter the building. We can finally get to the safe! We still can't open the wardrobe though...

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CODE: 1944



REWARD: Illustration 135.

Go to the pub there and you will see Beatrix standing at the bar.

Talk to her. "Jag är en vinter kvinna! Enkrigare, en moder!" I am a woman of winter! A warrior, a mother... I love you Beatrix! Choice doesn't matter.

The second choice does matter though

Choice 1: **Heroic Path** "Ja, det kanske är dags att dra sig tillbaka." Yes, maybe it's time to retreat. "Du är en sann gentleman" You are a true gentleman.

Choice 2: **Renegade path**

If you are doing Heroic path pick choice one so you can get the **scene** and **Heroic** points. You will get another set of choices. The right thing would be to take her home.... NAHHH

Choice 1: Take her home. Little short event after doing the right thing..

Choice 2: **SCENE**. "Se så, var en duktig pojke" See, be a good boy.

Choice 2a: If you do her. **Spoils of War** title

Choice 2b: If you pick Kythe to do her you get a neat visual after.

"I forgot you were so great!"

I would advise you do her for the **Spoils of War** title. Let Kythe do her on another playthrough.

Off To The Boonies

TITLE

__Doubtful Match

Teleport to Brightstone, leave town then head to Gentlemen's Club and talk to Senior Date El'Rape. The choice affects the dialog. Agree either way. You get a **SCENE**. You get **3000K** for your troubles. Leave and setup camp

Talk to Mhu'Tiki

Choice 1: **Mhu'Tiki +1**

Choice 2: **Mhu'Tiki -1**

Talk to here again and you get another choice

Choice 1: **Mhu'Tiki +1**

Choice 2: **Mhu'Tiki -1**

Doing this gives you a side quest to get a Lewd Latcher for Ra'Tiki. Rest until daytime. Leave camp and go to Whitehaven. Go to the pier to the far west and talk to the guy fishing. Head into the building with the sailor standing next to the door. Talk to the man with the blue bandana on and purchase one for **8500K**. You can haggle to make it cost **4000K**.

Leave town and setup camp. Speak to Mhu'Tiki for a choice. The choice just affects Dialog. You get a **SCENE**.

During the scene you get a choice

Choice 1: Finishes scene with **Ra'Tiki**

Choice 2: Finishes scene with **Mhu'Tiki**.

The two choices have different sets of scenes. You can only get one each playthrough. So if you want a complete scene index you have to play through twice on each edition.

Camp again and speak to Ra'Tiki twice to get a **Ra'Tiki +1** and a **SCENE**

First choices doesn't matter

Choice 2a: Finishes scene

Choice 2b: **SCENE** change. Recommend on first playthrough

You receive the **Doubtful Match** title and a lewd box.

Head east to

BRIGHTSTONE

Head to Mama Farahs place. Just a quick chat is all. Head to Mayor Willheed's place and speak with him. After the fun head out of here to run into Black Dame. Go back to see Mama Farah for a **SCENE**. Leave town and straight south to

RIVER CHECKPOINT

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ITEMS

__Dimensional Shard x1

__Lewd Box x1

CARDS:

__Black Dame Card No. 01

TITLE

__River Checkpoint Clear

Right when you see the two guards walking south talk to the civilian off to the left. He sells **Black Dame Card No.1** for **2500K**. After that head south and right before you leave to the left is a **Dimensional Shard x1**.

River Checkpoint Cleared title obtained.

Arlon Farmlands

The first big city you see is **Arlon**. It is where we are supposed to go. Yet we want to explore!

Right there is a path to a bridge. Welcome to

SERENITY BRIDGE

ITEMS

__780K

__Ceremonial Glove

__Gold x2

__Gold x2

__Gold x3

__Gold x3

__Illustration 28

__Illustration 30- Ruby Chest. 2 coins

__Lewd Box x6

__Mithril x2

__ Mithril x3

__ Mithril x4

__ Mithril x4

__ Rock Cloak x1- Resists Earth Based attacks

__ Ruby Coin x1

ENEMIES

__ Fishmouth: Kill 30 MOBS of these

__ Albino Finmouth: Kill 30 MOBS of these

__ Golden Beetleblade

JOURNAL

__ Fishmouth

__ Albino Fishmouth

TITLES

__ Fishmouth Slayer/ Vanquisher

__ Albino Finmouth Slayer/ Vanquisher

__ Advanced Miner

__ Treasure Seeker



Head north into the tent for **Illustration 28**.

Head into the cave then head east. The chest has **Ruby Coin x1**. Mine the node for **Mithril x3**. Head down the stairs. Mine the **Gold x3**. Open the ruby chest for **Illustration 30**. Head back up the stairs.

Go on the west side and keep heading west. Mine for **Gold x2**. Go down at the cross section then down the stairs.

Take right path for a chest with a **Ceremonial Glove x1**. North and east is **Mithril x4**. West is **Mithril x2**. You should get the **Advanced Miner** title as well. If you are having a hard time finding the **Albino Finmouth** it does blend in with the background. There is one in this area though.

Head north to the next screen. Take the west path to a chest with **780K**. North of there is a node for **Gold x2**. Take the east path to get **Gold x3**. Head up the stairs. Go south then east to a node for **Mithril x4**. Go north around to a chest with a **Rock Cloak x1**. If you head upstairs we will find a weak wall for later. So keep it in mind.

That is all there is here for us. You should get the **Treasure Seeker** title here. Leave via east exit over the bridge. To the north is a tower. Enter if for

TOWER OF DESCENT

ITEMS

__ Dimensional Shard x1

__ Full Health Potion x3

__ Gold x2

__ Gold x3

__ Lewd Box

__ Reflex Herb x2

ENEMIES

__ Green Goblin

__ Golden Beetleblade

TITLE

__ Green Goblin Slayer

JOURNAL

__ Green Goblin



There is no need to get the Vanquisher title from the green goblins here. We will soon be fighting them in spades. Just kill the ones as you go.

Head in a little bit and go up the west ramp. South west of there is a chest with **Full Health Potion x3**. Following the path to near the building go west until you find a cave. Mine the **Gold x2, Gold x3** and the chest for **Reflex Herb's x2**. Leave the cave and to the south east corner is a **Dimensional Shard x1**. We are done here.

Straight south is

PRESTIGE RANCH

ITEMS

__ Dimensional Shard x1

__ Costume Fabric- Farah x1

__ Illustration 06

__ Illustration 09

__ Illustration 50

On the far south east part of the area is a purty envelope for **Illustration 50**. On the right side of the building north of

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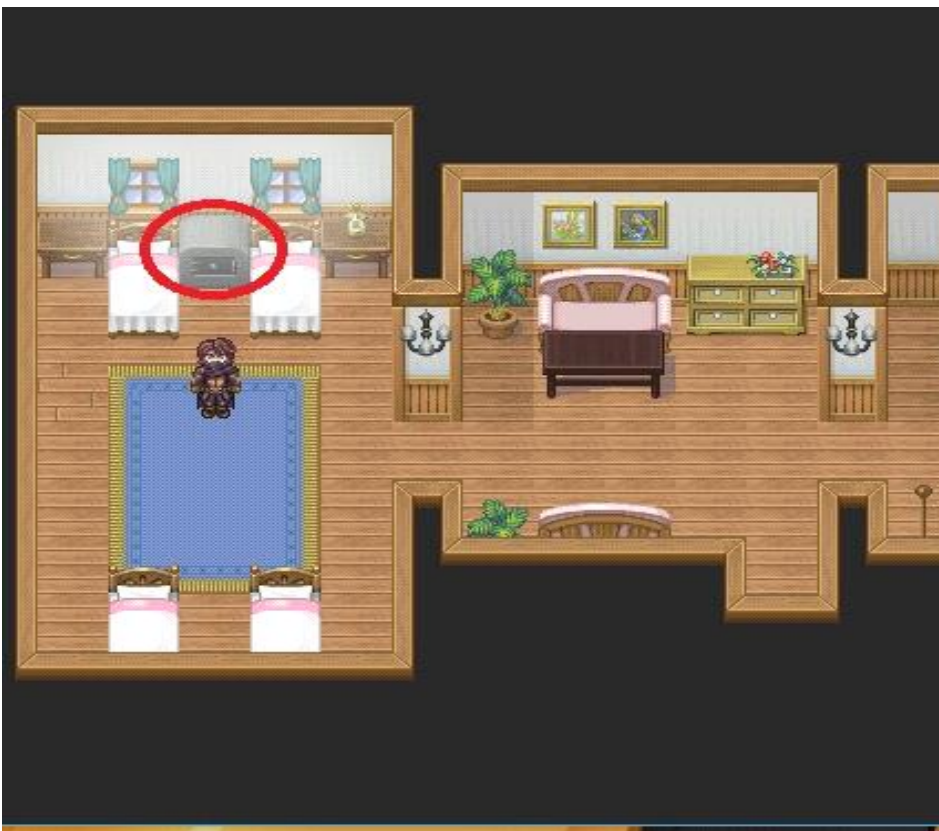
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there is a **Dimensional Shard x1**. Inside the building is **Costume Fabric- Farah x1**



Upstairs and cut out **Illustration 09**. The desk requires the lvl 3 lock pick set to open. Downstairs is a safe

SAFE: 2073



REWARD: Illustration 06

Leave this place before Gabrielle starts having flashbacks!

Head south and follow the road around to the east and north

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FIERRA FALLS

It will boot you out. East is

VALLEY CHECKPOINT

CARD

__Mama Farah No. 03

Talk to the guy near the paladin to buy **Mama Farah Card No. 03** for **3200K**. Leave and go south a cunt hair to

FOUR SEASONS INN

ITEMS

__Dimensional Shard x1

__Illustration 47

__Illustration 60

__Lewd Box x2

__Silver Candlestick x1

__Ruby Coin x1

__Costume Fabric - Farah

CARDS

__Mhu'Tiki No. 02

__Gabrielle No. 07

__Gabrielle No. 08

__Masquerade No. 07

TITLE

__Chronology Defender

__Four Seasons Inn Clear

Go to the left to find a **Dimensional Shard x1**. You should get the **Chronology Defender** title. Head south and to the head right. Talk to the guy there to buy a **Mhu'Tiki Card 02** for **3500K**.

The Stable next to him houses an envelope for **Illustration 47**. In the south east building, Inn, you can play a guard at prediction for Betting **Gabrielle No. 04 or No. 05**. And winning **Gabrielle No. 7, 8**.

Northwest building in a desk contains **Masquerade No. 7**. Straight south is a desk that requires lock pick. Contains a

Silver Candlestick. Next building contains **Ruby Coin x1** in a desk and **Costume Fabric - Farah!**



After searching everything, **Four Season Inn Cleared** title is earned.

Go out and setup camp then sleep until nightfall. Head back into the inn unlock the door.

SAFE: 1192



REWARD: Illustration 60

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Leave setup camp, sleep until sunrise. To the south is

UNCLE DAD'S FARM

ITEMS

__ Costume Fabric – Gabrielle

__ Dimensional Shard x1

__ Illustration 103

__ Lewd Box x2

__ Wolf Pelt x3

JOURNAL

__ Sunny-Sue Ellen

TITLE

__ Fatman Locater

__ Uncle Dad's Farm Clear

Place has an interesting name to it. Talk to the girl standing next to the door.

Sunny-Sue Ellen has been added to the journal.

East past the building and up above the pig pen is a **Dimensional Shard x1**. Far East the follow the path north contains **Costume Fabric - Gabrielle**. In the barn is Rancid Horace. You get some dialog. Inside the house is Master Hen'Tai wondering around in his barrel. Strike it to get **Illustration 103**. **Fatman Locater** title for your trouble as well. Search the desks of course for **Wolf Pelt x3**. **Uncle Dad's Farm Cleared** title. Leave.

Head west then south to

SMUGGLER'S ROUTE

ITEMS

__ Seed of Mana X x1

__ Tremor Wand- Earth based weapon. Stronger then Rock wand

CARDS:

__ Osira No. 4

Talk to the man outside of the building for **Osira Card No. 4**. He sells it for **2900k**. Inside the building are **Seed of Mana X x1** and a chest with a **Tremor Wand**. Leave then head to the building north to

FORGOTTEN CEMETERY

ITEMS

__Dimensional Shard x1

__Illustration 53

__Lewd Box x2

__Ruby Coin x1

ENEMIES

__Lost Spirit: Kill 30 MOBS of these

JOURNAL

__Lost Spirit

TITLE

__Lost Spirit Slayer/ Vanquisher

North east part of the area is a chest with a **Ruby Coin x1**. Inside the fenced area of the building up northwest is a **Dimensional Shard x1**. Inside the building is an envelope containing **Illustration 53**. There is a downstairs but nothing to do there yet. All there is for now. Leave.

Now follow the path all the way back around past Arlon and south to

DESERT CHECKPOINT

ITEM

__Illustration 106- Ruby Chest. 2x coins

__Ariba'd Loco x3

CARD

Beatrix No. 10

To the bottom right area is a ruby chest that contains **Illustration 106**. To the west is a cave. You can't get in unless you have 40 trading cards. Assuming you have been following the guide you should have 42 cards. We can get in.

MyGeek: The Summoning

To play any of the 3 champions you need to have at least 8 cards of that type. So if you want Beatrix card No. 10 you need to have at least 8 of hers anyway.

Grab the chest for **Ariba'd Loco x3**. Go talk to the guy in the turban. Chose to play against the Beatrix champ and collect **Beatrix Card No. 10**. Leave here. Head into the forest right to the east is in the glade and it is conveniently called...

IMMEMORIAL GLADE

ITEMS

__Dimensional Shard x1

__Lewd Box

__Ruby Coin x1

TITLE

__Immemorial Glade Clear

Right when you walk in head up then follow the area east. There is a **Dimensional Shard x1** sitting right next to a tree. In the south east corner past the shard is a chest that contains a **Ruby Coin x1. Immemorial Glad Cleared** title achieved.

There is a nice looking crystal there... Don't use the crystal just yet.

Leave here and go northwest to the **Illusion Forest** to get in in the logs. Just leave as there is nothing to do here. Go into

ARLON

ITEMS

__Agility Crystal x4

__Costume Fabric - Ra'Tiki

__Dimensional Shard x1

__Illustration 22

__Illustration 36

__Illustration 39- Ruby Chest. 3 coins

__Illustration 114- House right of the crystal. Strike the barrel

__Lewd Box x4

__Mithril x3

__Nal'Tara Wine x1

__Ruby Coin x1

__Seed of Life x1

__Small Health Potion X x1

__Amulet of Assistance- Makes quest givers glow!

__ **DYNAMITE!!**- With this stuff you can destroy weak walls.

CARDS:

__ Black Dame No. 02

__ Black Dame No. 03

__ Black Dame No. 04

__ Laquadia No. 07

POSTER

__ East screen next to man past the fence. Can't miss it.

QUEST

__ Obedience unmarked quest

__ Tavern Wench Challenge

__ Pop Quiz Wizard

TITLES

__ Arlon Cleared

__ Coin Toss

__ Trouble in Paradise

__ Quiz Challenger

Well you get the title **Trouble in Paradise** right when you enter. Activate a crystal for the first time in a long time. In the Pub in the back room is a Ruby coin chest with **Illustration 39**. You should be getting the **Coin Toss** title. Up the stairs and in the right house check desk for **Laquadia Card No. 7**. Strike the barrel for **Illustration 114**. To the far left house is **Costume Fabric - Ra'Tiki** and a **Ruby Coin x1**.



Head straight up past the house and enter the cave. Mine the **Mithril x3**. We can't get the chest in the water yet. In the basement of the item shop there is a safe.

SAFE: 6545



REWARD: Illustration 22

In the northwest house let's cut out **Illustration 36**. Desk here has **Nal'Tara Wine**. Building next to it contains **Seed of Life**. Also our friendly Scholar. Quiz time. Cost **500K**.

Question 1: Tel Ravida

Question 2: Steel Demoness

Question 3: Prediction

Question 4: Three

Question 5: Nal'Quenias

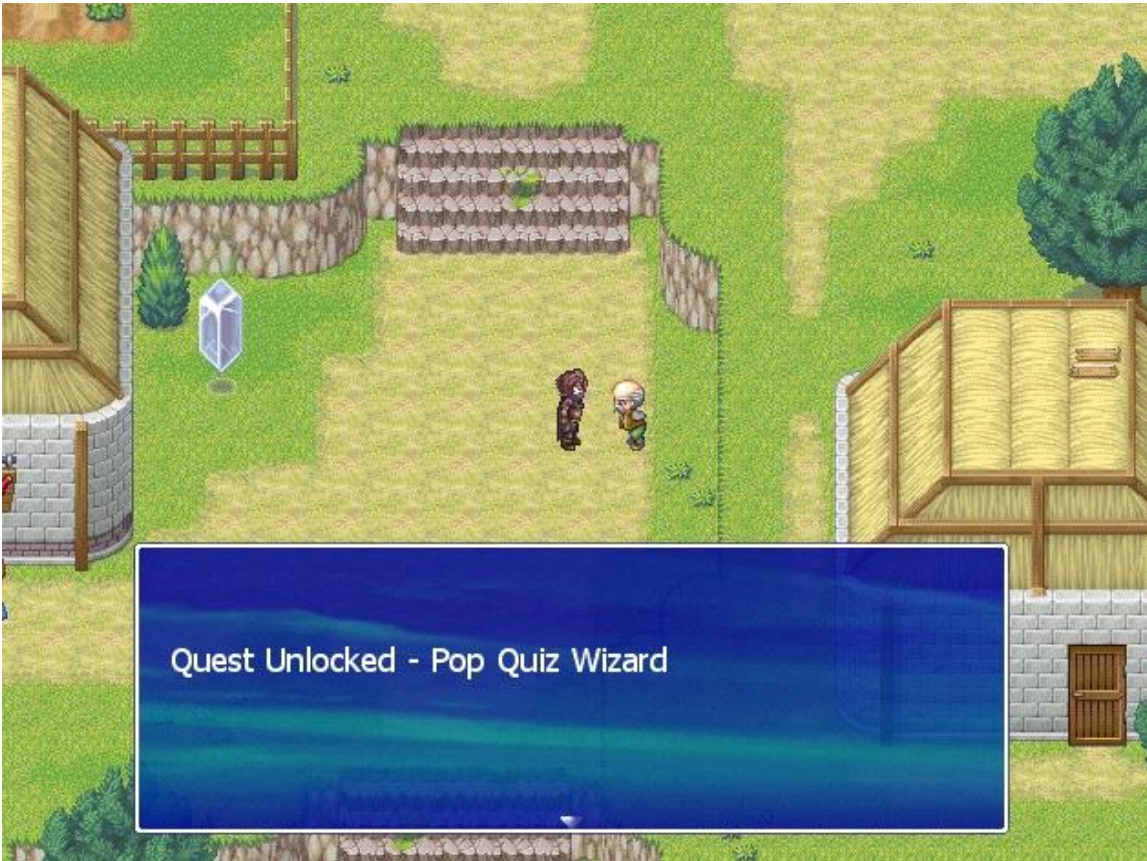
You win the **Amulet of Assistance** as well as the **Quiz Challenger** title. After getting all that stuff, there is a path that leads east below the item shop. Take it to another part of town.

Speak to Ra'Tiki. The north east next to the shrine is a **Dimensional Shard x1**. Replace the **poster** next to the man in the fenced area. The house next to him contains **Small Health Potion X x1**.

Crate move, enter cave... Chest has **Agility Crystal x4**. You should get the **Arlon Cleared** title.

Well we can actually talk to villagers now! The farmer, after leaving the cave, next to the east building for the **Obedience** quest. Talk to the old man near the crystal for a **Quest**

QUEST: Pop Quiz Wizard



Description: Beat the wizard in Fierra Falls at a quiz game on a bridge.

REWARD: Ring of Intelligence

Back in the pub with the red chest you can play the old man in a game of Prediction. You need **Black Dame No. 01**. You win **Black Dame Card No. 2, 3, 4**. Make sure and buy **dynamite** from the item store. You should be kind of rolling in cash right now so I recommend just buying **11** for the rest of the game. That is **22000K** worth. Most expensive thing so far.

Sleep in the cave until night time. Go into the shrine and steal their monies! Go to the pub and do the **Tavern Wench Challenge**. You can buy **Vintage Booze** here. Sleep until daytime

You should, by now, have received the Observant Looter and Treasure Seeker title. Since missing a drawer and chest here and there is easy to do, I will just put it here. If you don't have them you missed A LOT of searchable areas.

COLUSSIA

ITEM

__Lewd Box

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__Seed of Agility x1

__Treasure Map 06

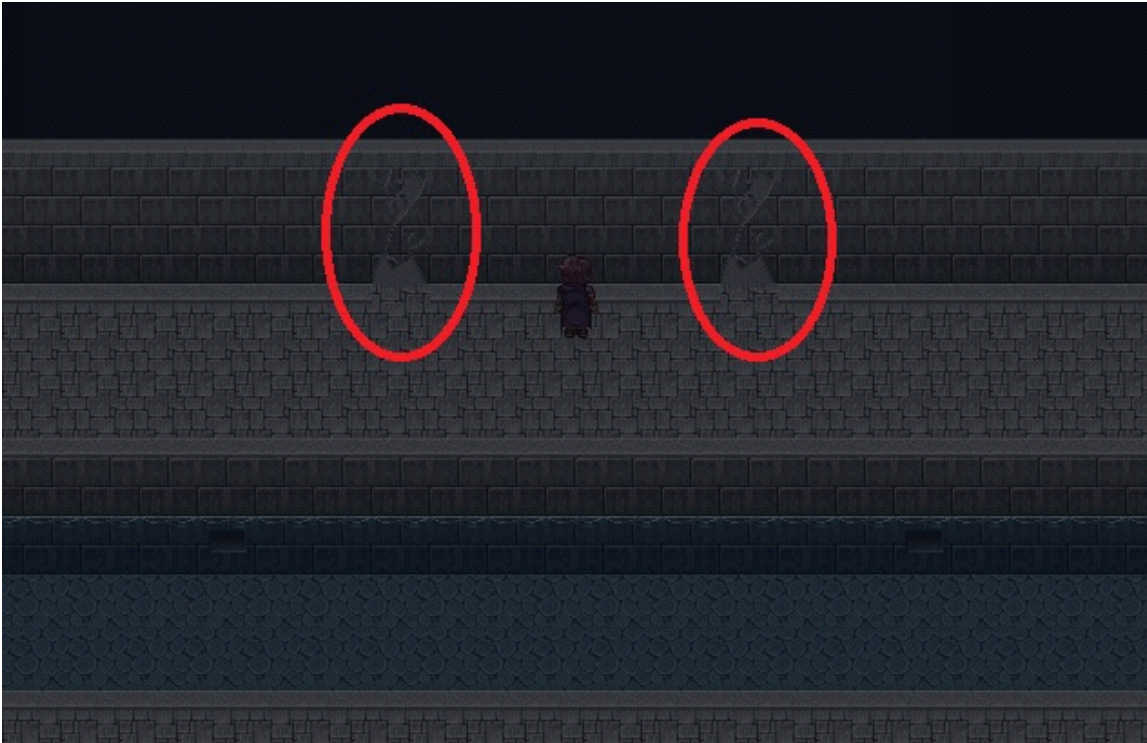
CARDS

__Mhu'Tiki No. 01

TITLE

__Stone Remover

Go north to the second screen past the first turn and up past the second where an old man is standing through the fence. Down into the sewers we go. Go west to here.



Blow them up and go in for **Treasure Map 06**, **Mhu'Tiki Card No. 01** and **Seed of Agility x1**. You should also get the **Stone Remover** Title. Not bad :)

Leave town camp and unlock **Rock Charges**. You obtain +2 more materials from ore deposits now. Head to

All mining values will now reflect the +2 from rock charges. So if you didn't get it -2 from the values listed. If you couldn't unlock rock charges now wait till later.

LAKE FAIRLIGHT

ITEM

__Gold x5

__Illustration 51- Thorn of Fairlight

__Illustration 98- Ruby Chest. 2 coins

__Lewd Box

ENEMY

__Thorn of Fairlight

TITLE

__Lake Fairlight Cleared

Go to the far east screen. NW part of the screen is a weak wall. Destroy it and mine the **Gold x5, Lake Fairlight Cleared** title and the Ruby Chest with **Illustration 98**. Leave the cave and enter the closest cave to you. To the top right of the cave is a legendary

ENEMY: Thorn of Fairlight HP: 20000 WEAKNESS: FIRE STRENGTH: EARTH/ POISON



REWARD: Illustration 51

This guy is a thorn in your side and can mess up your party if you let things get out of hand. Poison is easy to deal with but he can paralyze and slow your entire party. That can be an issue. So have Farah with you and at least Kythe. You can silence it with Farah's Sealing Arrow. It will basically make it a punching bag. Otherwise hit it hard and fast. DON'T drag this fight out. **Illustration 51** is your reward.

We could have fought this guy way earlier, but I decided to wait until we had charges and enough coins to make the trip worth it.

BRIGHTSTONE

ITEM

__Lewd Box

TITLE

__Outfitter

Go to the clothing shop and get an outfit for Ra'Tiki for **1500k**. Leave and head north to Leave town and go north to

CRIMSON FOREST

ITEM

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__Gold Dice - Ra'Tiki

__Silver x5

__Silver x7

__Thunder Bow x1

Head east 1 screen and north 1 screen to this spot



Dig up the **Thunder Bow**. Head all the way back to the Neifu settlement. Instead of going into the settlement, go north instead.



Head into the cave for **Silver x7, Silver x5** and the chest for **Gold Dice - Ra'Tiki**. So leave here and head back Arlon then to Immemorial Glade. Use the crystal there now. Exit the area and welcome to Detroit! There isn't a map for naming

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places here. Head north to Stonehenge

RUINS OF THE PAST

ITEMS

__ Illustration 79

__ Illustration 91

__ Lewd Box

ENEMIES

__ Hollow Man: Kill 30 MOBS

JOURNAL

__ Hollow Man

TITLE

__ Hollow Man Slayer/ Vanquisher

__ Wall Demolisher

Head up and activate the blue crystal! New edition. Go to where the cave was in Arlon and now there is a weak wall here. You should receive the **Wall Demolisher** title. Go inside the cave and get the Ruby Chest for **Illustration 79**. Nothing else on the first screen. Head to the east part of town. In the house on the southern part is **Illustration 91**. Interestingly enough there is a powerful seal on the shrine. Maybe more later?

Head to the newly activated crystal and teleport. A brand new area! Least to me! You can talk to the ghouls in here to get some story. No idea when this area was added. It is a replica of the normal teleport area as it seems to be exploding. Frozen in time. Like this world.

Leave and head north to

THE LAST TOWER

There is absolutely nothing here for us. So just leave and go back to the other world by using the crystal again in the Immemorial Glade.

Oh the areas that Gabe forgot. Leave this place and head to

FIERRA FALLS

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ITEMS

- __ Antidote X x1
- __ Barrier Herb x3
- __ Emerald Gem x1
- __ Ceremonial Helm x1
- __ Dimensional Shard x1
- __ Frostbite Flintlock: Gun with stronger ICE based attack
- __ Hurricane Claws: Stronger Wind based attack
- __ Illustration 34- Ruby Chest. 2 coins. If you travelled back
- __ Illustration 109
- __ Illustration 125- Shrine Quest
- __ Lewd Box x3
- __ Mithril x4
- __ Mithril x4
- __ Mithril x4
- __ Mithril x4
- __ Mithril x4
- __ Mithril x4
- __ Mithril x5
- __ Mithril x6
- __ Platinum x5
- __ Platinum x5
- __ Platinum x6
- __ Platinum x6
- __ Ruby Coin x1
- __ Ruby coin x1
- __ Tiger Pelt x3
- __ Treasure Map 02
- __ Wood Squirrel- Up the ramp from south entrance
- __ Wood Squirrel- Right before bridge Pop Quiz Wizard

ENEMIES

__Ironard Bandit: Kill 30 MOBS

__Giga Plump-Kill one. Come back later.

__Green Goblin Kill 30 MOBS

__Golden Beetleblade

__Tordose Shell

__BOSS: **Spiriwood**

TITLE

__Art Enthusiast- If you traveled back

__Ironard Bandit Slayer/ Vanquisher

__Green Goblin Vanquisher

QUEST:

__Pop Quiz Wizard

__Blessing

JOURNAL

__Gigaplump

__Ironard Bandit

__Tordose Shell



We are here to find the secret pathway. So let's find it. Right from the entrance head right. Go up the stairs into the cave. There are some people in here. Mine the **Mithril x4**. Go up to the altar for **Illustration 125** and get the chest for a **Ceremonial Helm x1**. Mine the **Platinum x5** and get out of here.

Go up the ramp from the entrance to capture a **Wood Squirrel**.



Go NW to a cave. Mine **Platinum x6** off to the right. Follow the path. Mine **Mithril x4**. Exit the cave north grab the chest for **Treasure Map 02**. Go back through the cave and head east. Follow the path to the next screen. Grab the chest for **Tiger Pelt x3**. Go left at the T section until you can go south. You should see another **Wood Squirrel**



You will run into a guy on the bridge.

Question 1: WHAT... Is your name?

Question 2: WHAT... Is your quest?

Question 3: WHAT... is the size difference between High Priestess Laquadia and Farah's breasts?

If you don't get the nod to the movie you are too young to play this game.

Continue on to a chest. **Ruby Coin x1**. Don't bother going north unless you are killing your 30 enemies. Otherwise head west and you should see another **Wood Squirrel**. So grab that sucker



Go up and right and behind some trees is a cave that has a chest with **Hurricane Claws**. Head down the stairs for a **Dimensional Shard x1**. Go west in to cave. Mine the **Mithril x4**. Exit the cave. Head east until you see a nice shadow enemy

ENEMY: Tordose Shell HP: 38000 WEAKNESS: LIGHTNING STRENGTHS: WATER/ SEDUCE/ SILENCE



REWARD: Illustration 109

This thing is pretty tough. It has unsurprisingly high defense. It hits with all water based attacks. Singular and the entire party. So be prepared for a long battle. You can't seduce him with Farah which is a shame. Turtle loving and all that. Just have Ra'Tiki caste Lightning based spells/ cast MDEF spells on your party.

Head down the stairs. Blow up the wall area that looks way off. **This doesn't count towards the title.** Enter the cave.

Follow the path to a chest off to the right bridge. **Antidote X x1.** Take the left bridge and get the **Mithril x5.** Go into the next section. Take the north bridge, mine the **Platinum x6.** . Ignore the Giga Plump. After going north take the right path to a chest. **Barrier Herb x3.** Go left and mine the **Mithril x4.** Head north to the next section.

Take the first path north to a chest with a **Frostbite Flintlock.** Continue along the path to a **Platinum x5.** Go east to nodes of **Mithril x6** and **Mithril x4.** Follow the path to a chest containing a **Ruby Coin x1.** The Giga Plump is a really hard enemy. Just go all out and you will eventually take it down.

You could head all the way back to the Ruby Chest we couldn't open. Open it for Illustration 34 and the Art Enthusiast title. I recommend just waiting until after the assault but I thought I should put it here. It is up to you.

Now go back to the split where we went right. Go up instead. Save if you wish. I recommend you do so. Also equip earth rings on your low MDEF toons. AKA Kythe.

BOSS: Spiriwood HP: 40000 WEAKNESS: FIRE/ WIND/ THUNDER STRENGTH: EARTH/ WATER



Weak against wind, fire and thunder. Almost had a band name there. It absorbs earth and water attacks so those are a no no. It can cast earth based spells that attack single/ party. So if you brought Kythe you are in luck! Honestly if you have been fighting the Giga Plumps here this guy won't be too much trouble. Otherwise Shore up and cast might/ defense spells and beat the hell out of it!

After the battle you get 750 XP per person, 2200K and an **Emerald Gem x1.** Head north 2 screens and enter

CASTLE WARRENGARD

ENEMIES

___Ironard Bandit

___Steel Demoness

__Baron Ironard

ITEMS

__Lewd Box

__Prison Keychain x1

__Seed of Dexterity x1

CARDS

__Mama Farah No. 01

__Mama Farah No. 02

TITLE

__Beast Trainer

JOURNAL

__Ironard

__Steel Demoness

Keep going north. Ignore the north east part in here. Fight the guard for the **Prison Keychain**. You have a choice.

Choice 1: **Mhu'Tiki +1**

Choice 2: **Mhu'Tiki -1**

Your choice of course. Don't forget to raid the desks for a **Seed of Dexterity x1**. Head upstairs. Ignore going north. Least I couldn't find anything. Head west.

On a side note. Interesting enough if you leave through the south door and make your way back to Arlon all the villagers are back and Mhu'Tiki is chilling there with some dialog. Some of the villagers have unique dialog during this small window of time. She is in the eastern cave. So you can leave if you want to see all that. On the way out though there is a butt load of enemies that actively chase you.

Head up through the door to get into a scripted battle. You are given a choice. If you need to heal and all that pick lets rest first. To get out, just run straight south. You will have to avoid a as load of enemies on the way out though. If you are ready pick time to meet the Baron and o straight into another boss fight

BOSS: Steel Demoness HP: 46000 WEAKNESS: NONE STRENGTHS: NONE



REWARD: Emerald Gem x1

She hits hard. She attacks with only physical attacks. Single and party. It will most likely wreck lower defense toons like Ra'Tiki. A single attack called bone shatterer causes massive damage to a single person. You found barrier herbs so I recommend using them. She has a high 46k HP pool and pretty high defense. Just hit her harder than she hits you. **800 XP** and **200K** monies, **Emerald Gem** as well.

Well after that you get into it with the Baron... Yeah I don't know how much HP. Maybe around 500 tops. It has to be that low because he died in 1 hit... Poor little fella. He does taunt over and over again! **50 XP**..... **2500K** though! As well as an **Emerald Gem**.

Ironard added to the journal. After all the chattering.

Mhu'Tiki is a playable party member now! This is new as of EP. 03

At this point in the game you can start buying places to support your castle. Check (PRT) for the properties. They will all be in their own area near the bottom of the guide. I do recommend you do all weapons/ armor upgrades before buying places in towns. We will buy one place. So we will wait until we get to Khar..

Talk to the farmer sitting at the table. You can play him at prediction for **Mama Farah Card No. 01, 02**.

Activate the crystal. Go down to the jail cells and talk to the farmer. You get some choices

Choice 1: **Heroic +1**

Choice 2: **Renegade +1 SCENE**

Choice 3: **Renegade +1 SCENE**

You get choices during the scene

Choice 1: **SCENE change**. Finish on her chest

Choice 2: Anal. You get the option to cum in her or on her. Remember what you picked for future playthroughs.

After the scene you get another set of choice

Choice 1: **Renegade +1**

Choice 2: Lets both of them go

Steel Demoness added to journal. Taking the scene nets you the **Beast Trainer** title. I picked sample first, tit fuck, then

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kept them in jail. If you want all scenes you need to tit fuck her. Go to the teleport room.

ON THE ROAD TO KHAR

Teleport Hub

ITEM

__Illustration 34- If not grabbed earlier

TITLE

__Art enthusiast- If not grabbed earlier

Go and speak to Illumi. Since we have picked up a total of 30 shards we can get a little something extra. She gives you a choice.

Choice 1: 4000k

Choice 2: Mithril Plate

Choice3: **SCENE**

As usual ask for something personal to get a **SCENE**. Having her call you master from earlier doesn't affect any dialog during this scene. Go back to Castle Warrengard and exit to the south. **If you didn't roam all the way back through Fierra Falls, do so now to unlock the chest for Illustration 34. Entering from the north. That is one screen south and one screen west into the far western cave. Chest is on the west side in the cave. Leave the map via north.**

Head east to

ISLAND OF MIST

ITEMS

__Illustration 90- Shrine Quest

__Illustration 127

__Bear Pelt x4

ENEMY

__Tordose Barrier

QUESTS

__Blessing

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When you first enter go south then east past the cave to find a chest that holds **Bear Pelt x4**. Enter the cave now and pray at the altar for the **Legend of Perverts Quest**. You receive **Illustration 90**. Go east to the next screen. There is a legendary

ENEMY: Tordose Barrier HP: 38000 Strength: EARTH Weakness: WATER



REWARD: Illustration 127

XP: 2200 CASH: 2000K

It has a pretty good amount of health. Very high PDEF. It can cast Tremor on a single target and earthquake on the party for ouchies. It absorbs earth spells. You can break it to lower PDEF. If you have Mhu'Tiki she can cast flood on it. Just play it smart and it shouldn't take too long.

That is all you can do here for now. Leave. Go to the castle and port to

ARLON

ITEM

__ Lewd Box

__ Lovelorn's Confession

__ Ring of Intelligence

CARD

__ Sunny-Sue Ellen No. 01

QUEST

__ Pop Quiz Wizard complete

__ Farmer's Daughter

TITLE

__ Unemployed

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Return back to Arlon and turn in your quest to the old man near the crystal. Your reward is a **Ring of Intelligence x1** and **Unemployed** title. Go west past the pub and down the stairs. There should be a man with the farmers hat there requesting your help! Accept his quest for

QUEST: Farmer's Daughter



REWARD: Bear Pelt x9

Head up to the middle building at top and you can buy a **Sunny-Sue Ellen Card No. 01** from a guy for **3200K**. You can speak to all the villagers for thanks. Head back out to

SERENITY BRIDGE

ITEM

__ Illustration 70

__ Lewd Box

ENEMY

__ Psycho Warrior

TITLE

__ Legendary Crusader

He is north of the east entrance.



ENEMY: **Psycho Warrior** HP: **28000** WEAKNESSES: **SEDUCE** STRENGTH: **NONE**



REWARD: **Illustration 70**

I don't know. I guess I am so overpowered from killing cows this guy wasn't much of a problem. I can't even formulate a strategy since he died so fast. He can do a multiple hit attack on the party and rage himself. So I would say try to break him with Kythe. You should receive the **Legendary Crusader** title for your trouble.

If you haven't been opening up Lewd Boxes you should have 99 of them. I recommend open a good amount of them. Save some to sell if need be. Lewd boxes sell for 2500K and Emerald Gems sell for 750K. So after unlocking all of the galleries for boxes it is recommended you get up to 80 gems for now. Save some boxes for future updates. Otherwise you may not be able to unlock the entire gallery. Assuming there will be more.

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Leave the map and run all the way to **UNLCE DAD'S FARM**. Go speak to Sunny-Sue by the building and give her the letter. Also, **BUY THIS PLACE**. It costs **8000K** but it will stop it from interfering when we buy everything else. Go back to Arlon

ARLON

ITEM

__ Bear Pelt x9

Turn in the quest and receive **Bear Pelt x9**. Hit up the teleport crystal

CAIMRIDGE

ITEM

__ Ceremonial Claw

__ Lewd Box

TITLE

__ Swashbuckler

Go here since we got Treasure Map 02 from Fierra Fields



REWARD: Ceremonial Claw x1

Swashbuckler title is rewarded as well.

Teleport back to **Brightstone** and head towards Mayor Willheed's to receive some depressing sights. If you go to try and see Mama Farah and Queen Opala they are gone and replaced with some soldiers. You can talk to them for information about what happened to them.

Head to Arlon now and head east and south to the Smuggler's Route. West of Uncle Dad's Farm.

Heading to Kahr

SMUGGLER'S ROUTE

ITEM

__450K

__Dimensional Shard x1

__Dispel Leaf X x2

__Gold Dice – Illumi

__Lewd Box x2

__Illustration 110

__Mithril x4

__Mithril x4

__Mithril x5

__Mithril x5

__Platinum x6

__Ruby Coin x1

__Tiger Pelt x3

__Grey Mouse- Inside building in south entrance

ENEMIES

__Golden Beetleblade

__Scorbane

__Queen Hornet

JOURNAL

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__Scorbane

TITLE

__Scorbane Slayer

__Smuggler's Route Clear



Don't bother going for the vanquisher title yet here. You will be able to fight more while working on another title. Just kill the ones on the way.

So talk to the man guarding the path. After a little convo he will let you pass. Enter the cave. Grab the **Mithril x4** then east for a chest with **Dispel Leaf X x2**. Follow the path south to the next screen.

Grab the **Platinum x6** and **Mithril x5**. West is a chest with a **Ruby Coin x1** and south of that is **Mithril x5** Follow the path south to the next screen.

Take the first south you come across then take the cave exit out. Follow the narrow path to the right for a chest with **Gold Dice - Illumi**. Head back and take the other path south. Before exiting go east to mine **Mithril x4**.

Before exiting south go east up the ramp. You can find **450K** in the shack. There is also a **Grey Mouse**. Outside there is a chest west with **Tiger Pelt x3**. North of that through a narrow path is a **Dimensional Shard x1**. **Smuggler's Route Cleared** title is given. There is a juicy shadow enemy. You should be able to win. If not just read who to bring in battle breakdown.

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ENEMY: Queen Hornet HP: 20000 STRENGTH: EARTH WEAKNESS: WIND



REWARD: Illustration 110

This thing is nimble. Weak to wind and IMMUNE to earth. It calls allies usually on the first or second turn. Which can be a nightmare. Six of them to boot! All Venom Hornets! So if you had a hard time with them earlier you are in a world of hurt. Once you get it down under 50% it heals itself for a good amount. So if you have Kythe with you, you can hurt her real good. Get her as close to 50% as possible Power/ might MC and have him use Whirlwind Strike for around 5-10k damage and have Kythe then cast hurricane. Even if you “kill” her before she called allies she will anyway. Just be smart and you will do fine.

Exit this place from the south.

Enter the first place that you see and welcome to

PARADISUS OASIS

ITEM

__ Ceremonial Cowl x1

__ Diamond x3

__ Dimensional Shard x1

__ Illustration 14

__ Illustration 48

__ Illustration 83

__ Lewd Box x6

__ Mithril x4

__ Platinum x5

__ Revival Potion X x1

__ Ruby Coin x1

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__Treasure Map 08

__Grey Mouse

ENEMY

__Fire Demoness

__Scorbane

__Goblin Overlord

__Golden Beetleblade

JOURNAL

__Fire Demoness

TITLE

__Area Explorer

__Fire Demoness Slayer/ Vanquisher

__Paradisus Clear

__Pilgrimage Monk

__Scorbane Vanquisher



Straight north past the sign above the pond is a chest with **Revival Potion X x1**. Southeast of the building is a **Dimensional Shard x1**. Inside the building on the ground is an envelope with **Illustration 14**. There is also a **Grey Mouse** off to the left. Head through the door and follow the path west inside the cave. Grab the chest for **Treasure Map 08**. Mine the **Mithril x4** and **Platinum x5**. Interact with the altar to get **Illustration 83** along with the **Pilgrimage Monk** title. Remember to heal your MC. Go back through the building.

Head west a screen. There is a shadow enemy. **Whatever you do don't have Light based weapons equipped!** Attack it if you dare. Equip sun plate on MC at least. I would leave Gabrielle home for this fight. Since both Ra'Tiki and Farah can silence.

ENEMY: Goblin Overlord HP: 48000 STRENGTH: LIGHT WEAKNESS: DARK/ SILENCE



REWARD: Illustration 48

He has lots of HP. He casts blessing and divinity that are light based damage. He can also poison the entire party which always sucks. He can also silence the entire party. Good news is that he can be silenced which stops his spells. He is weak to dark spells. Can't exploit that at all!

In the northeast part is a chest with **Diamond x3**. There is a weak wall to west of the chest.



Blow it up. Inside the cave are chests with **Ruby Coin x1** and a **Ceremonial Cowl x1**. **Paridus Oasis Cleared** title should be given with the **Area Explorer** title. After all that fun leave.

Head back to

SMUGGLERS ROUTE

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ITEM

__Illustration 131- Ruby Chest. 2 coins

Head up the ramp to the shack and get the ruby chest for **Illustration 131**. Leave.

Head west to and into the Desert Checkpoint

DESERT CHECKPOINT

ITEM

__Dimensional Shard

__Lewd Box

TITLE

__Desert Checkpoint Clear

On the North West side of the area is a **Dimensional Shard x1** laying on the ground. You should get the **Desert Checkpoint Cleared** title. Leave to the west to an area that looks like a circle of sand before Kahr to reach

PIT OF ROR'GA

ITEM

__Ceremonial Cloak x1

__Costume Fabric – Mhu'Tiki

__Dimensional Shard

__Full Revival Potion x2

__Lewd Box

__Ruby Coin x1

TITLE

__Pit of Ror'Ga Clear

When we enter here go east, down the ramp and follow the east way to a chest with **Full Revival Potion x2**. Keep following the path around and down another ramp. Go south to another chest with **Ruby Coin x1**. Go back up towards the ramp and head east instead of up the ramp. Down the next ramp. At the bottom there is a **Dimensional Shard**. Head into the building then down the stairs. Grab **Costume Fabric – Mhu'Tiki** and **Ceremonial Cloak** from the chest. You should get the **Pit of Ror'Ga Cleared** title. That is all we can do here so leave.



Make sure your party has Ra'Tiki, Mhu'Tiki/ Kythe and Farah. Now go and enter

KAHR

ITEM

- __ Citrine Earring x1
- __ Costume Fabric - Ra'Tiki
- __ Dimensional Shard x1
- __ Glorious Pick- lvl. 3 unlocking ability!
- __ Gold Dice - Beatrix
- __ Golden Bowl
- __ Grey Mouse- Building next to blue crystal
- __ Grey Mouse- Building with Illustration 21 next to beds. Left side. Can't see!
- __ Illustration 01
- __ Illustration 21
- __ Illustration 45
- __ Illustration 74
- __ Illustration 88

__ Illustration 95

__ Illustration 128

__ Lewd Box x

__ Ruby Coin x1

__ Ruby Coin x1

__ Savage Whiskey x2

__ Seed of Strength X x1

__ Wolf Pelt x4

CARD

__ Layla No. 01

__ Masquerade No. 06

__ Ra'Tiki No.02

__ Ra'Tiki No. 03

__ Sunny-Sue Ellen No. 02

__ Sunny-Sue Ellen No. 03

__ Sunny-Sue Ellen No. 04

POSTER

__ On a wall on the outside of a building on the west side of town

__ On a wall on the east side of town. SE building

ENEMY

__ Kahr Thief

__ Void Chaos

QUEST

__ Cleaning The Streets

__ Obedience

__ Rainbow Stones

__ Tavern Wench Challenge

JOURNAL

__ Zweibelle

TITLE

__ Canvas Robber

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__ A Temple in Sand

__ Sperm Drinker

__ Strongbox Raider

You get **A Temple in Sand** title right when walking in. Activate the blue crystal. In the building right next to the crystal is **Illustration 88**. Capture the **Grey Mouse** running on the left side. Right next to the blue crystal is a knight there for the quest

Quest: Cleaning the Streets



Description: Be bait in alley ways at night for thieves and only attack those at threaten you with violence.

REWARD: Gold Dice - Beatrix

To the west of the inn up a narrow path you can find **Layla Card No. 01**. The east narrow path doesn't have anything but it still counts as looting!

Head north into the next screen and upgrade your armor and weapons as you please. Mithril forged stuff is weaker then platinum, stuff you can buy.

Straight west of the armor shop is a house with a fence with a goat in it for a **Seed of Strength X x1**. House west has nothing but an empty desk. Outside the house with the empty desk past the beastman is an envelope that contains

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Illustration 95. In the material shop there is a beastman that will play you for **Sunny-Sue Ellen Card No. 02, 03, 04.**

Head to the west area and go north between the buildings to get **Savage Whiskey x2.** There is a **Grey Mouse** next to the bottom of the left bed. You can't see it. You have to wait until night time to get the painting though. You can play prediction beast man in the top right corner. He is rather hard to see. You must have at least **Ra'Tiki No. 04** and he wagers **Ra'Tiki Card No. 02, 03.**

The item store sells full HP, SP, Revive, and Elixir's. They are pretty pricey but if you can afford it get some. Mainly for the upcoming Legendary we are going to be fighting.

House next the item shop has **Ruby Coin x1** and **Wolf Pelt x4.** Head north up the street for a **POSTER** that needs to be changed. The house next to it contains a safe.

SAFE: 9116



REWARD: Illustration 01

You should get the **Strongbox Raider** title for your trouble. Head north to the next screen. The first house west has **Costume Fabric - Ra'Tiki.**



The house west of it has a **Citrine Earring x1** in a locked desk. You can't take the painting while the guard is there. Head north up the road and talk to the red haired woman for a quest

QUEST: Rainbow Stones



DESCRIPTION: Find colored jewels around Harmonia Sands. Blue, Red, and one green

REWARD: Treasure Map 07

West, at the temple, there is a **Dimensional Shard x1** sitting there on the ground. Now head back to the center of town. That is where the Pub is. Head east this time.

The first building is the public Sauna. Head into it and the NW room has a barrel to strike for **Illustration 74**. Head south east to find a building with another **POSTER** on it. Talk to the mouse man there for the **Obedience** quest. To the northeast is Mayor Rickstedt's house. Before we go in and say hi.

Equip their strongest armor aka Platinum and silk gear. Make sure Ra'Tiki has the ring of Intelligence equipped. Weapon doesn't matter for it

Rest until night time. Head up the alley NE of the blue crystal and run into a thief. Fight. We will track these all down. Head into the pub and play the **Tavern Wench Challenge**. **Sperm Drinker** title is rewarded. You can also buy **Ariba'd Loco** from the bartender. You can play Devil's Dice here too. South of the material shop is another thief to fight.

Go west and in between the building again to snatch **Illustration 21** from the wall. Between the item shop and the home is another thief to fight. Next to the poster you changed is a guy that will sell you **Masquerade Card No. 06** for **3800K**.

Go north one screen and into the far west building and snatch **Illustration 45** from the wall. You should get **Canvas Robber** title from it as well. Head up to the temple and head west again into the shrine. Snag the temples funds.

Head all the way east, past the pub and head straight south of the sauna then to the SW a tad for the last thief. Enter the small building with a **Ruby Coin x1** and a **LEGENDARY**.

ENEMY: VOID CHAOS HP: 32000 WEAKNESS: SILENCE, PARALYZE, FEEBLE STRENGTH: DARK and PHYSICAL IMMUNE



REWARD: Illustration 128

This guy can wreck your world or be a piece of cake. If you read above you can't damage him via Physical attacks. Period! The reason I had you bring Farah is because of her Sealing Arrow ability. It won't physically damage it but it is almost guaranteed to work, like 90% chance to silence it. Make sure you do this ON every 3rd turn or he will nuke you with dark magic that hits the entire party. If you keep him silenced he doesn't do anything besides get beat up. He may attack you but it does like 100 damage.

You can go into the mayor's house and snag a **Golden Bowl** from a locked desk. Don't talk to him yet. Head back to the knight by the blue crystal and turn in your quest. Head into the inn and open up the encyclopedia and unlock the Glorious Pick. You can't unlock the leather leash. Sleep until day. Leave via crystal and teleport to Caimridge

Quests

Leave and head into Fellhorn Ruins. We could have done this earlier, but without the glorious lockpick it defeats the purpose.

FELLHORN RUINS

ITEM

__ Costume Fabric – Farah!

__ Ominous Potion

__ Overflowing Pitcher

__ Grey Mouse

CARDS

__ Osira No. 01

__ Osira No. 02

JOURNAL

__ Vhazar

Head all the way north to the top screen and enter the first door you run straight into. The left lizardman will play you in prediction. Requires **Osira No. 4** and you win **Osira Card No. 01, 02**. Left cell has a **Grey Mouse**. Right in there is **Costume Fabric- Farah**. Leave the room and enter the door north of here.

You meet Vhazar from the scene earlier. After some talking, Osira will give you the **Ominous Potion**. If you agree she gives you the **Overflowing Pitcher**.

If you don't agree to help, it just puts it off until later or you decide to never do it. So agree

Vhazar added to the Journal.

Leave here and head to Caimridge and teleport to

COLUSSIA

ITEM

__ Illustration 93

__ Diamond Pitcher

__ Garnet Necklace

Before heading to the castle, visit Gloria's place. It is east of the item shop, with the two guards outside. Open the

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Wardrobe for a **Garnet Necklace**.

Head to the castle and go to the door. You will be prompted. Drink the potion. Head all the way up and cut out the painting you couldn't earlier for **Illustration 93**. Before going into Laquadia's room enter the Emperors room and open the desk we couldn't get to earlier. If you didn't unlock the **Glorious Pick** you are screwed. **Diamond Pitcher** received. If you didn't raid all the desks and such in the beginning of the game this is your last chance to do it. Head into Laquadia's chambers and just read along. You get some choices.

Choice 1/2: Leads to another choice

Choice 1/2 a/b: Makes her drink it.

Choice 1/2 c: makes her drink another cup

Choice 1/2 d: You just leave.

Choice 3: She doesn't drink it and you fail your mission in a sense.

Even if you pick choice 3 and head back to Osira it just changes the dialog a tad. He doesn't reveal that she didn't drink it. I recommend you get her to drink it of course for some sweet revenge. Leave here and report back to Osira.

FELLHORN RUINS

You get some very nice backstory on Crayden and Laquadia. A lot of information actually. Talk to her again and get some choices

Choice 1: Leads to another choice

Choice 1a: **Osira -1**

Choice 1b: **Osira +1**

Choice 2: Leads to another choice

Choice 2a: Nothing!

Choice 2b: **Osira +1**

If you picked the +1 options on either you get another batch of choices. They don't seem to affect much that I can find as of yet. I picked choice 1 and 1b. For the second batch I picked the second choice. It is up to you of course.

So leave here and head back to Arlon. If you don't have about 10 revive potions I recommend buying cheap ones. Leave and head to

PRESTIGE RANCH

ITEM

__ Golden Bowl

__ Illustration 24

CARD

__ Mhu'tiki No. 03

__ Mhu'Tiki No. 04

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__Mhu'Tiki No. 05

ENEMY

__Rock Worm

TITLE

__Prestige Ranch Cleared

Right when you walk in just head up. You will see him there.

ENEMY: ROCK WORM HP: 40000 WEAKNESS: WATER, POISON, SLEEP STRENGTHS: EARTH(ABSORB) SEDUCE SILENCE PARALYZE, AND FEEBLE(IMMUNE)



REWARD: Illustration 24

Every 3 rounds it instant kills someone. No matter what. It has rather high PDEF. That is the only gimmick with this. Every 3 rounds someone dies. Revive, Rinse and repeat. You will take him down. Slowly but you will.

After defeating him head into the building and upstairs. We can finally unlock the desk for a **Golden Bowl** and the **Prestige Ranch Cleared** title. Talk to the guard sitting at the table to play him for **Mhu'Tiki card No. 03, 04, 05**. Head back to Arlon and port to Kahr. Leave town and head to

DESERT CHECKPOINT

ITEM

__Colored Stone

Enter and go to the NE side by the tower. You will see a green stone on the ground. Grab it for a **Colored Stone**. Leave and go to

PARADISUS OASIS

ITEM

__Colored Stone

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Go to the NE build and head through the back door. Near the cave entrance you will see a red stone on the ground. **Colored Stone** obtained. One more to go. Leave and head into the smuggler's route.

SMUGGLER'S ROUTE

ITEM

__Colored Stone

Right when you enter head east and up the ramp. You should see it right there. Grab the **Colored Stone**. Head back to

KAHR

ITEM

__Treasure Map 07

Go all the way to the temple area to turn in this quest. She is the red head standing next to the 2 guards. You are rewarded with **Treasure Map 07**. Before we run off and continue the story. Head over to smuggler's route

SMUGGLER'S Route

ITEM

__Ruby Coin x4

After completing the quest for stones we received treasure map 07. Head over to where you fought the legendary to here. Dig it up.



REWARD: Ruby Coin x4

After all that head back to Kahr

Kahr Temple

Enter the NE house on the east side of town. Talk to the fat man at the table. Leave for more talkies. You get a choice.

Choice 1: **Farah +1**

Choice 2: **Gabrielle +1**

Bring who you want. Go ahead and head to the temple. When walking up you get some conversation with the local riff raff.

Zweibelle added to the journal.

If you haven't bought the lantern then go buy it.

Enter the temple.

TEMPLE OF DOOM

ITEM

__ Illustration 117- Ruby Chest. 3 coins

I could resist using the name. There is nothing upstairs at all. You can try to talk to Mistress Gloria but she won't give you the time of day. Speak to Zwebelle and ask her what you will.

Head down stairs and open the chest for **Illustration 117**. Talk to people if you want and head into the only path there. If you don't have the lantern you are screwed big time. Even if you leave to speak to Gloria she is gone.

Even with it you only see like 5 feet. So this place is a maze and of course you can only see a few feet. Thanks Gabe! Also, there are not any treasures on the first floor at all.

I will be giving directions based on where to turn. If the path only turns left, say a corner, I won't say turn left until you get to a split. Not the normal North South East West.

From the start go up of course. Right. Right and up.

Talk to the guy in there. You can examine the skeleton to find out that people have been dying in here for some time. Leave the room.

Left. Left. Left. Up. Up. Right. Talk to the woman. Right. Up. Right. Right. Left. Up. Right.

Talk to the man. Exit small room and go UP. Right. Up. Up. You should be at the door. Well if you followed correctly you should be anyway.

Or skip all that stuff and head straight there ;) Left, Up, Up, Right, Up, Right, Right, Up, Up

Enter said door and enjoy the conversation. Head north. Well the farther you go the more you want to turn back. I recommend saving. You find Megasatur. After some conversation, you get some choices. Doesn't matter what you

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pick. You get shot up with Heroine and wake up in a

UKNNOWN LAB

ITEM

__ Costume Fabric – Mhu’Tiki

__ Reflex Herb x3

__ Ruby Coin x1

ENEMY

__ Mana Golem- Don’t fight

JOURNAL

__ Mana Golem

After some more conversation you get some choices. First ones don’t matter. Second one does though.

Choice 1: **Zweibelle +1. SCENE.**

The choice in the scene just effects dialog

Choice 2: **Zweibelle -1.** Nothing

She opens the curtain to see Mama Farah getting screwed by a Gai’Deld! For 3 days apparently. I find it amazing that the hero understands so much German, and the amount of ze’s... She wants your seed for the experiment. We learn that she did something to Francesca and in “good health.” You are her “first class subject” it seems. Why is it in everything Germans are evil scientist?

After that you will be woken up by the masked mercenary. Grab your gear, talk to her and leave the room.

Mana Golems have like 32k HP. Little intense if you ask me. If you fight them with who you have. GL. Since it is only the 2 of you I wouldn’t fight any of them. If you do, they cast earth based spells so equipping earth rings is vital to fight them. Come back later to fight them.

Go up north into the room. After some conversation, **Mama Farah +1.** Head south and in the middle room. Search the cabinets/ desks in the back for a **Ruby Coin x1** and **Reflex Herb x3.** Head east to the next room for a **Costume Fabric – Mhu’Tiki.** There is nothing in either northern rooms.

Head south and try to open the gate. After some conversation search the filing cabinets for nothing but it helps. When you exit to the south you will come to place we haven’t been in a long time. Welcome back to Hollow Gorge! You still can’t interact with the ghosts though.

Leave the area via the south. Our next destination is back to Castle Warrengard. So head though Grassland Road to Brightstone. Teleport to Castle Warrengard.

Taking the Offensive

CASTLE WARRENGARD

Head up to regroup with your people. If you went in with Gabrielle or Farah, Farah runs up and slaps you pissed as hell. Depending on who you did go in with she will say something different. After some conversation you are given some choices

Choice 1: **Black Dame +1**

Choice 2/3: Nothing

After some more Conversation you have your next goal. Iron Spire. Before heading out though talk to Mama Farah and get some choices. They don't seem to affect anything right now.

At this point in the game you can start upgrading your castle. To do so you will need properties and such check section **(PRT)** for a list of all properties and **(WRN)** for castle upgrades and what they take.

You can of course can now or have been doing it. I just won't be addressing it right now. It is a good thing. You will know soon enough. Before I say to do all that upgrading, let's head to the Iron Spire.

Make sure to fill your party back up. Otherwise you will be by yourself. Make sure you at least have Farah and Gabrielle in your party.

Head to the crystal and teleport to **Highland Inn** then leave. Head NE to

IRON SPIRE

ITEMS

__2000k

__Illustration 57

__Illustration 132

__Lewd Box

__Nal'Tara Wine x2

__Ruby Coin x1

ENEMIES

__Beldorian Knight

__Farsyne

__Imperial Archknight

__Magihound

TITLE

__Iron Spire Cleared

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As soon as we enter you get a warning. This is another PNR. Point of No Return. Also this is a ONE TIME ONLY place.

So if you are ready select let's go and you will get into a fight with Beldorian Knights and their Magihounds. Gabrielle can kill everything with her Bullet Barrage skill. Even more enemies come. I think these are the same guys from Port Ronod from way earlier Just more of them. You then get into a fight with a

ENEMY: Imperial Archknight HP: 36000 STRENGTH: NONE WEAKNESS: ALL STATUS SPELLS



REWARD: NONE

Here we go, an actually enemy. He is just a stronger knight. He doesn't do anything to crazy. He didn't do anything to me besides attack. He doesn't even drop anything. All the enemies here are one fight and gone. So farming potions here isn't a thing.

So after beating them, head inside. Grab the chest for **2000K**. Grab the painting in the back there for **Illustration 132**. Head upstairs. Raid the desks for **Ruby Coin x1** the head up the next set of stairs. Grab the envelope on the floor for **Illustration 57**. Head up the stairs and read the conversation.

Raid the desks for **Nal'Tara Wine x2**. This should net you the **Iron Spire Cleared** title. Head all the way down to the first floor. Go into the new opened path and see a nice save crystal. Use it and continue south.

You run into a familiar face. After some conversation you get into a fight with them all. The minions are not much of an issue.

ENEMY: Farsyne HP: 38000 STRENGTH: MOST STATUS WEAKNESS: SEDUCE



REWARD: Emerald Gem x1

He can cast Grand Blindness on your entire party making you always miss. Electrocute is a high damage thunder spell that hits in the entire party as well. Most his spells are thunder based. He has pretty good MDEF so spells won't do much against him. You can seduce him easily. This makes him weaker to physical damage. So just rip into him with physical attacks. He should go down rather quickly as long as you are not blinded.

You get some choices. Pick what you will. You automatically head to

Castle Warrengard

ITEM

__Lewd Box

TITLE

__Truning the Tide

JOURNAL

__Kythie

You earn the **Turning the Tide** title and **Kythie** journal entries.

You need to leave the castle through the front door and exit to the world map. ***This is due to a flag issue with the end of EP 2 and the start of EP 3. Hope gabe fixes it*** Teleportation crystal doesn't make the story advance farther. So leave and come back in and talk to Black Dame to advance the story. You get a choice

Choice 1: **Black Dame +1**

Choice 2: **Black Dame -1**

On the way out you talk to your group. You get some choices. As far as I know, since I haven't played through EP 03 dozens of times, the choices only affect some scenes in a minor fashion. I went with teach Kythie everything.

Kythie is now playable.

Head to where she was and socialize with here and get choices

Choice 1: **Kythie +1**

Choice 2: **Kythie -1**

THINGS TO DO BEFORE WE MOVE ON

We are going to finish up all the content we left behind before we move on, story wise, to "EP 03." Just like with all the betas so far, the newest episode adds things you can get to from a fresh play through earlier. Examples are Illusion Forest, lewd boxes, talking to your mother and even some trading cards. This is why I don't like doing BETA

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Walkthroughs!

Put Kythie in your party just cause. We need a fair share of Krowns to buy all the property. **152,075K** We are going to take care of that now. Go basement to

FIERRA FALLS

ITEM

__Lewd Box x2

ENEMY

__Giga Plump

TITLE

__Giga Plump Slayer/ Vanquisher

So spend forever here getting those titles. Giga Plumps give **2400K**. So times 29 is **69600K**. Almost half way there!

HOLLOW GORGE

ITEM

__Lewd Box x2

ENEMY

__Mana Golem

TITLE

__Mana Golem Slayer/ Vanquisher

Enter the labs and get your titles.

Mana Golems give **2500K**. So times 30 is **75000K**. So just doing the vanquisher titles on those two monsters nets you **144600k**. Not bad. You should have enough now to buy basically all properties. You can also sell all your collectables, Citrine Rings etc. With just that you should have plenty to buy every property. If not you are maybe 2 mana golem battles away from it.

Buy at least 30 properties. So we can unlock the Hunting gloves to capture the rest of the animals that have been long forgotten. If you don't buy 4 of the most expensive properties the price comes down **54000k!** Although after fighting all those Giga Plumps and Mana Golems you should have enough to get all the upgrades that you currently can get.

For purchasing all things go to [Section 9](#).

STUFF TO GET WHILE BUYING PROPERTIES

__ Illustration 94. Ruby Chest. 3x coins

While in Brightstone get a new **outfit for Farah** if you didn't do so earlier.

Remember a long time ago when I told you NOT to grab the chest from the Colussia Pub basement? Yeah you can get it when buying stuff in Colussia. **Illustration 94**

CASTLE WARRENGARD (Upgrading)

ITEM

__ Illustration 41

__ Illustration 96

__ Illustration 40

__ Granite x3

__ Granite x3 (Possible)

__ Seed of Dexterity(Possible)

__ Seed of Life x1

__ Seed of Life x1 (Possible)

__ Vintage Booze x2

CARDS

__ Layla No. 03

__ Layla No. 04

__ Naz'Raala No. 01

ENEMY

__ **Corrus Spawn**

I really recommend you don't upgrade everything at once. The reason for this is because if you take rubble away from a spot the search items come back. First things first we need workers. Head up to Black Dame and recruit 9 workers.

I will give a quick order. The rubble above, west of the save crystal and to the east in the next area. Walk out to the world map and back in.

Raiding these desks here doesn't help the Looter Title

Head up into the door and find **Illustration 96** on the ground. Leave the room. Go to the west area and search the desks for **Naz'Raala Card No. 01** and **Vintage Booze x2**.

Head down the stairs on the left. The desks and such contain **Seed of Life x1** and **Granite x3**. After that, talk to the guy down there and have him clear it out. Head up both sets of stairs and pick up **Illustration 40**. You can find a guy at the table and play him at Prediction for **Layla Card No. 03, 04**. You need **Layla No. 01** to play.

Leave the castle from the door and setup camp Make sure you have Farah, Gabrielle and Ra'Tiki in your party. Equip the Frostbite Flintlock on Gabrielle and put the ring of strength. Also put the Ring of Agility on Farah.

When you use the teleport crystal and come back it makes the items in the prison cells will be back. So head west and downstairs to raid the desks again for **Seed of Life x1** and **Granite x3** again. Leave the room east go up and fight the

ENEMY: CORRUS SPAWN HP: 42000 WEAKNESS: WATER, ICE, PARALYZE STRENGTH: FIRE(ABSORB) EARTH



REWARD: Illustration 41

This guy can be pretty hard! He has many fire based spells for single and party. Good news is he is weak to ICE AND PARALYZE! If you did what I said have Farah use Unleashed Shock on him to paralyze him. Ra'Tiki use Grand resist and Gabrielle use her Ice Shot. Farah must use it every 3rd turn. If you do it he won't even be able to attack. Period.

After all that we are going to head to the east. Search the desks again, if you did the first time while raiding here, for another **Seed of Dexterity x1**. Last but not least head out the front door and talk to the guy to clear the rubble. Leave come back and talk to the two people there and have them do their work. That is all we can do. If you did all the upgrading 3 people will be standing off to the left of the crystal.

Open up your Encyclopedia and unlock **Hunter Gloves**! Finally we can capture all 2 animals that we forgot about chapters ago. So teleport to Brightstone and leave for the Crimson Forest.

CRIMSON FOREST

ITEM

__Lewd Box

__Shadow Hare- Screen with the 2 caves. Below small water area

__Shadow Hare- Third screen east. Follow the road a tad on the left side near a tree

TITLE

__Wildlife Catcher

Head east to the second screen then up north to the next screen. Go around the trees then below the water



After the head south then east to the next screen. Up the pathway a little bit you will see another Hare to capture.



You should get the **Wildlife Catcher** title. So leave this place and teleport to Arlon. Leave then walk to the Tower of Descent.

TOWER OF DESCENT

ITEM

__ Illustration 118

ENEMY

__ M1-A Prototype

This is where you have to put your big boy pants on. Head into the cave there and enter a rather tough battle!

ENEMY: M1-A PROTOTYPE HP: 50000 WEAKNESS: CONFUSE, WEAKEN, BLINDESS, SLOW STRENGTH: POISON, FEAR, SILENCE, SLEEP AND FEEBLE.



REWARD: Illustration 118

The guy hits hard with both physical and magic. Can hit the entire party with both as well. You can exploit some of his weaknesses. You can still destroy him though. I wouldn't bet the fight on it though. Just have Kythe Might/ Power MC and power Gabrielle as usual. No real strat here just fight it out until you win.

After all that stuff we are going to fight an Ultima Monster Head to Serenity Bridge. Make sure it is **daytime**.

SERENITY BRIDGE

ENEMY

__ Roseus

Journal

__ Roseus

Head all the way through the cave system to the weak wall and blow it up. WE could have done this as soon as you get the dynamite, but it is pretty strong and would wipe the floor with you. To get there go into the cave, down the stairs

and head left and down to another set of stairs. Head north then NE up the stairs and up the next. Blow the wall up.

Start walking towards the pond. You see someone new. If you are playing as a beastman you get a different dialog. Neat! You get a choice.

Choice 1: Ends the game. Wish some scene was attached to it though. Would have made it a possible choice.

Choice 2: Battle!!

This is it! The biggest baddest enemy so far.

ENEMY: Roseus HP: 120000 STRENGTH: WATER/ EARTH/ ALL STATUS EFFECTS WEAKNESS: FIRE/ THUNDER



REWARD: Emerald Gem x1

That isn't a typo. 120,000 HP! And she has no status weaknesses. Luckily she is weak to Fire AND thunder so least we have that on our side. Use your Herbs to your hearts content! She is a bad plant. Have Gabrielle use Inferno Shot and Ra'Tiki use Thunder. She casts flood and tsunami. She can seduce a person. She can also poison the entire party.

2000 XP and 10000K with a Emerald gem are your rewards.

After all that pain **Roseus** is added to the journal.

You can talk to her afterwards and get 3 choices

Choice 1: You come to feed her **SCENE**

Choice 2: You inquire if she can be moved

Choice 3: She is hungry. You leave

Go ahead and leave here for now head to the cemetery.

FORGOTTEN CEMENTARY

ITEM

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__Illustration 115

ENEMY

__Giganto Brutus

So go all the way inside the building and head down the stairs at the top. Attack the shadow

ENEMY: GIGANTO BRUTUS HP: 52000 WEAKNESS: SEDUCE, POISON, CONFUSE, BLINDNESS, SLOW STRENGTH: IMMUNE TO FEAR, SILENCE, SLEEP, PARALYZE, WEAKEN, FEEBLE



REWARD: ILLUSTRATION 115

So we can seduce him. That makes him 50% more likely to miss with his physicals. He does physical attacks that can hit the entire party. Around 50% HP he will cast rage on himself. He can also fear the entire party. Have Farah seduce him with Alluring Dance. When he rages his MDEF will drop a lot.

After that, leave

Chapter 8: Road To The Second Spire

First things first. Head to Uncle Dads Ranch.

Depending on the choice you made with Mhu'Tiki awhile ago changes what Kythie will say? Will find out another time.

Head into the NE shack and have a conversation you get a choice

Choice 1: **Black Dame +1**

Choice 2: **Black Dame -1**

You automatically jump down the hole

TIJIA FOREST

ITEM

__Complex Weapon x3

__Illustration 61- Envelope right when you drop down

__Illustration 73- Ruby Chest. 3 coins

__Lewd Box x5

__Platinum x4

__Platinum x5

__Seed of Life X x1

CARD

ENEMY

__Cockalot

__Earth Demoness

__Golden Beetleblade- Second screen from entrance. Next to a log

__Masquerade

__Mr. Fuzzyfurl

JOURNAL

TITLE

__Cockalot Slayer/ Vanquisher

__Earth Demoness Slayer/ Vanquisher



Right when you jump down there is an envelope with **Illustration 61**. Just keep following the tunnel. You will run into an old friend. After some conversation she will initiate battle

ENEMY: Masquerade HP: 46000 STRENGTH: POSION WEAKNESS: SEDUCE, WEAKEN



ENEMY: Mr. Fuzzyfurl HP: 20000 STRENGTH: All STATUS WEAKNESS: FIRE

Here is an odd battle. She is the same fight as before, but hits harder and has more HP. She has a new move called Trickster's Prank which hits one person. The bear. IDK it just sat there. He gets angry? Fireshot hurt the hell out of it. Outside of that it is a pretty straight forward battle. She can still poison you. **4000 xp** reward.

You get a choice

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Choice 1: **Heroic +1**

Choice 2: **Renegade +1**

Inside the cave is a **Platinum x5**. Go west to the next area up the stairs, follow the path to a **Platinum x4**. Head back out of the cave.

Search the tents for **Seed of Life X x1** a future quest giver and a ruby chest for **Illustration 73**. Head east an screen then north. In the northwest corner is a chest with **Complex Weapon x3**. This map is basically one big circle with not much in it. The Earth Demoness like to hang around the edges of the areas. After you get your vanquisher titles leave the area to the north.

Southern Meadow

Welcome to our new area of the world map to explore! It will be a very large area to explore once it is complete. About the size of Northern AND Southern plains.

DUKE'S TAVERN

ITEM

__Illustration 80- Barrel

You can talk to some of the people outside to find out you can't get into this place without a special invitation and that it was built in tribute to Laquadia. So go west into the stable and smash the barrel for **Illustration 80**. Then leave

You can go south east between the mountains and see a ship stuck on the shore.

RAVANGED BOOTY

JOURNAL

__Bal'Rana

Nothing to special just yet, but if you go into the ship you can talk to the captain. If you played the previous games you heard of her or met her. The infamous Pirate Queen herself **Bal'Rana**. This will most likely be an interesting store in the future. There is an item called the Mirror of Choice that she has in her possession, which I believe, will let you buy scenes that you may have missed or couldn't get during your playthrough. Hell, it may even let you get scenes from other arty styles that you can pick before the game even starts. You trade in Emerald Gems, formally known as boss gems, to buy these scenes. **Bal'Rana** gets added to the journal. It is currently un usable though.

Go North to the massive town.

ODIDANIA

ITEM

- __ Costume Fabric – Gabrielle
- __ Costume Fabric – Mhu'Tiki
- __ Eastern Region Map
- __ Garnet Necklace x1
- __ Granite x4
- __ Illustration 11- Next to armor shop in alley
- __ Illustration 119- Clothing/ Material Store. Night Only.
- __ Illustration 133- House left of the Inn. Strike barrel behind door
- __ Illustration 136- Mayor's house behind a locked door. Painting
- __ Illustration 149- House right of the Inn. Painting
- __ Illustration 188- Safe
- __ Illustration 193- Behind weak wall in a house on eastern dock
- __ Lewd Box x2
- __ Nal'Tara Wine x2
- __ Rage Herb x3
- __ Ruby Coin x1
- __ Ruby Coin x1- House left of the inn. In a desk
- __ Sapphire Ring x1
- __ Seed of Life x1

CARD

- __ Black Dame No. 05
- __ Black Dame No. 06
- __ Kythie No. 04
- __ Farah No. 04
- __ Farah No. 05
- __ Farah No. 06
- __ Zweibelle No. 01

POSTER

__Front of the Inn. Only at night

__Front of the costume and material shop

__Far east docks. Right next to a ship

QUEST

__Obedience- Old man in blue next the the armor shop

__Obedience- Sailor next to the ship at the east dock

__Tavern Wench Challenge- Bar on eastern Docks. Night only

JOURNAL

TITLE

__Charity Balancer

__Lock Handler

__Painting Marauder

When you walk in you are greeted by a welcome man. You learn the slave trade market is a very alive thing here in Odidania. Depending on what you picked for Mhu'Tiki to teach Kythie she will respond differently. You need to visit the mayor and Gabrielle wants to get a ghost exorcised. You all agree to meet back up at the mayor's house.

If you find yourself low on cash, like 50,000K I wouldn't buy gear just yet. Maybe weapon or two for those you don't have platinum gear . The reason is because of the property. Around 25,000K for property is required. You can also get some diamond ore to make gear. Finally you can make gear as strong as the ones you can just buy.

Odidania is a very large city that doesn't have a circular layout like Colussia or a T layout like Kahr or Brightstone. It can be pretty easy, for a 2d game, to get a tad lost.

So head north and activate the crystal! First new one in a while. Head west and enter the first house to the south you see. You can get **Nal'Tara Wine x2** from the chest. We can't get to the desk/ wardrobe yet. The man in the kitchen will play prediction for **Black Dame No. 05, 06**. You must have **Black Dame No. 01**. Leave and enter the house on the left for nothing. Search spots though. Also a senile old man. Leave the house and take the path north and enter the inn.

Before we start buying properties here lets buy the stuff we actually really need. Search the desks for **Granite x4** talk to the man in the turbin to buy **Kythie Card No. 04** for **4000k**. Buy the **Eastern Region Map** from the item shop.

Go ahead and leave and start heading east. First house has **Illustration 149** and **Costume Fabric – Gabrielle!** Head east to the next screen and straight north. Talk to the man in the blue for the **Obedience** quest. The house north of that for some searching. Leave and swap the **POSTER** out then head down to the armor shop. Upgrade to diamond if you can afford it. Stuff is getting very expensive. Leave armor shop and enter the alley next to it for **Illustration 11**. Head north

Enter the house right there to your left. Search the desks and play the guard at prediction. **Farah Card No. 04, 05, 06**. Requires **Mama Farah 01**. North is where we need to go so we are ignoring that for now. Even if you try to go to the house you are not allowed in to see him.

Head south then east immediately. Head down and into the first building for **Zweibelle Card No. 01**. In the next house

has a **Rage Herb x3** and a locked wardrobe for a **Garnet Necklace x1**. You get the **Lock Handler** title for your trouble. Head south and just follow the path

Krystallia finally after all this time! Seems she may know Elin? Beatrix daughter. Signs point that she is with her. After the scene head into the house directly below you for a **Ruby Coin x1**. Blow the weak wall and get **Illustration 193** and a chest with **6800k**. Leave the house and replace the **POSTER** then talk to the sailor in the blue bandana for the **Obedience** quest. Inside the pub in the storage room is **Costume Fabric – Mhu'Tiki**.

So now head ALLLLLLL the way back to the Inn. Head west. In the first house is a barrel behind a door for **Illustration 133**. Search the desks for **Ruby Coin x1** and a **Seed of Life**. Leave the house and go around and into the next house. Go to the safe

SAFE: 7713



REWARD: Illustration 188

Head back to the Inn and sleep until night fall. Head outside and replace the **POSTER** and go south into the house and search the desk/ wardrobe for a **Sapphire Ring x1**. Leave the house and steal the donations to the right for the **Charity Balancer** title.

The house that has the safe is loaded with thieves'. Possible quest?

Head back to the inn and start heading east. First house is locked so pick it for nothing inside. Go to the Clothing/ Material shop, pick the lock and take the painting for **Illustration 119**. Head east to the next screen then the southeast exit. Head into the bar for the **Tavern Wench Challenge**.

Head back to the inn and sleep until day time. Make you way east again. This time stopping by the Clothing store and make a costume for Mhu'Tiki since we have 3 parts.

If you want or have been buying the properties in Odidania you will need **24,300K**. That is less than a few pieces of upgraded gear. Go to [Section 9](#) for the list of properties.

Exit and take the northern exit and head towards the mayors house. Enter the mayor's house and unlock the door. Raid the desks and such for a **Seed of Intelligence x1** and the painting **Illustration 136**. You should get the **Painting Marauder** title as well.

Head upstairs and get into a conversation with the mayor. After all the heavy disposition you are taken to Osira and Luquadia having a conversation. An automatic **SCENE** occurs. Enjoy.

***There are a few typos during their conversation. Nothing crazy. I am sure Gabe will fix it in time.**

Osira: He knew as a child, I always were fascinated by the gods of my land and creatures of legends.

It should be, He knew as a child, I was always fascinated by the gods of my land and creatures of legend.

Osira: That I would often sneak into the Royal Palace library and borrowed scrolls of ancient tales to learn more.

That I would often sneak into the Royal Palace library and borrow scrolls of ancient tales to learn more.

Osira: The Serpent God agreed to my term.

It should be, The Serpent god agreed to my terms or The serpent god agreed to my condition. Even though term is technically correct.

Osira: "The fallen mistress who copulate with monsters."

Should be, The fallen mistress who copulates with monsters.

Laquadia: Why are you bothering telling me this?

Should be, Why bother to tell me this OR why are you bothering to tell me this

Laquadia: T-Threat me all you want, Vhazar.

It should be T-Threaten me all you want Vhazar.

Vhazar: Says something about face fucking her until she suffocate

It should be, suffocates.

Overall they may not seem bad. They are not if it was really only one or two mistakes. Though, so many throughout the conversation makes it look very sloppy. There were a couple more, I just typed the worst one. Yes I get English isn't the primary language of Gabe. It seems Gabe reads my walkthroughs cause Gabe finally fixed the typo from episode 1 of the Gold to Krowns of the friendly scholar.

It seems the music for the motivational speech continues throughout town until you leave and come back in. That may just be a limitation of RPGmaker though. I am not sure. Reminds me of Windy Canyon after hearing the gunshots.

Off To The Second Spire, Just Not Yet!

In terms of collectables. There isn't much PAST this point. There is plenty of story though to get through. This will be drastically changed though when EP 3 is actually released due to quest, animals, and random treasures that are usually added at the last beta before public release. Let's hope it isn't like EP 2 and a shit ton of stuff is added a week before public release.

Anyway. Leave town to get away from the insane motivational music! On the way out MORE Paladins have shown up around town. Interesting. Go west to here



Isolated Shack

CARD

__Masquerade No. 08

Head west and into the Isolated Shack for some interesting scenes. In the desks is a **Masquerade Card No. 08**. Look at Mr. Fuzzywurl to be interrupted and then leave. North is the

Northern Creek

ITEM

__Diamond x3

__Diamond x5

__Illustration 54- Northern Creek. Altar Quest.

__Illustration 126- Envelope in the cave next to bed

__Lew Box x2

__Platinum x4

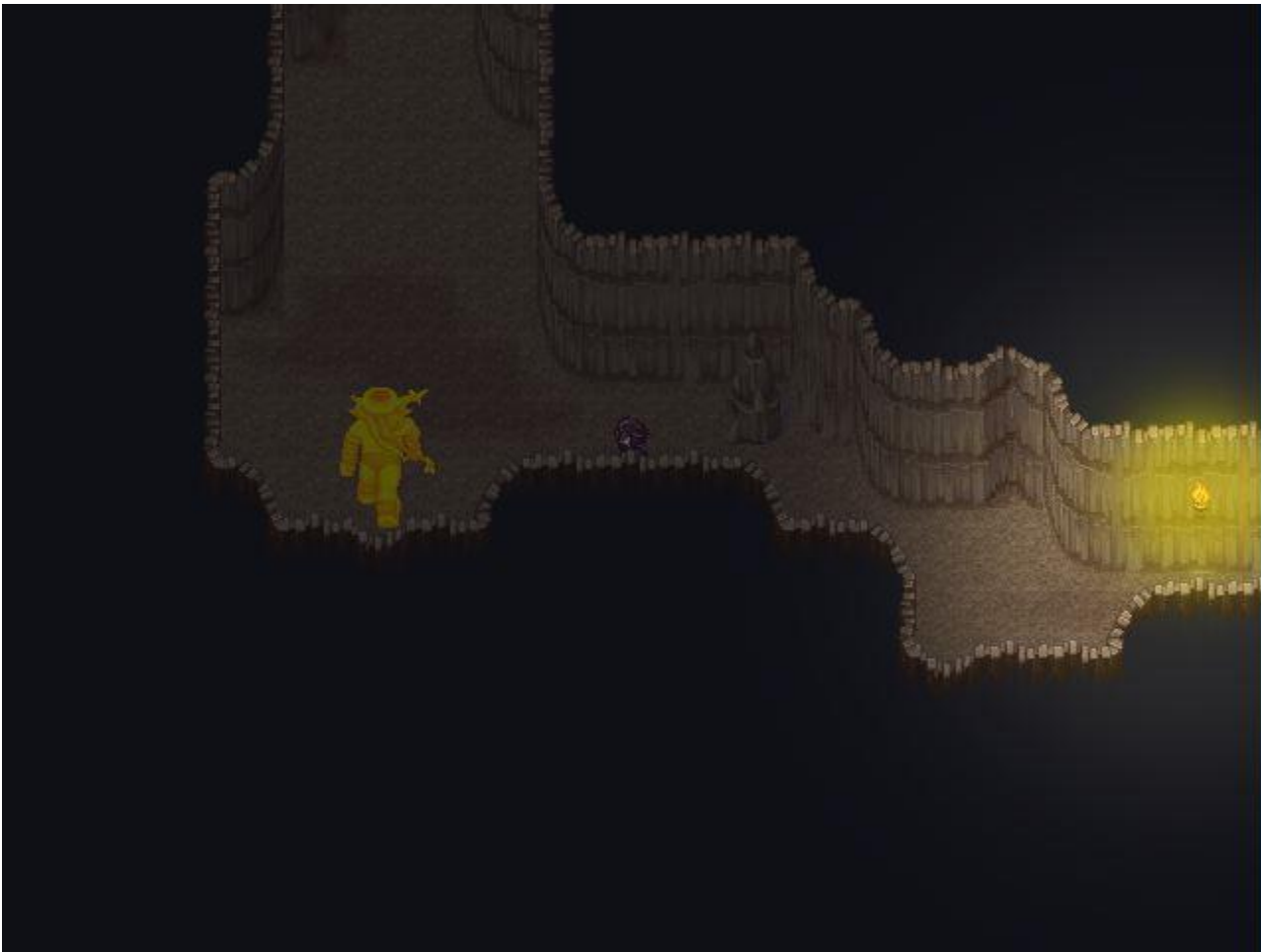
ENEMY

__Clank Giant

__Golden Beetleblade

TITLE

__Clank Giant Slayer/ Vanquisher



Clank Giants battle formations seem off or it was intentional. Other battle formations, so far into the game, are based into the center of the screen and split off left and to the right respectively to give the battle formations a balance. The formations here start from the left and work their way right. Once again not a huge issue but isn't consistent with the rest of the game.

***During your battles you may notice Kythie just disappeared from your formation. Head to camp and bring someone**
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else in if this happens. If you talk to Mhu'Tiki in camp she will say that she may have tracked a scent that she couldn't help herself from tracking. This is unknown as of right now. I will test further when I have time to test correctly. This event may only appear if you pick the option to have Mhu'Tiki teach her everything. I have no idea as of yet. I doubt it though.*

Walk west into the cave and follow the path. When you can go east do so for a **Platinum x4** and a little more for **Illustration 126**. Head back and exit to the north. Go north over the log and into the cave. **Illustration 54** from the alter. Leave, over the log and head to the SW area. Follow the path until you get to a weak wall



Head in for **Diamond x3** and **Diamond x5**.

After all that leave this area. Head straight south between the hills to

THE RAVAGED BOOTY

ITEM

__Illustration 107

You can get her to move, so you get access to the cave with an art chest, but there is a 8% chance for her to sun bath. Seems all rare things in this game are 8% chance. This might bring you back to when you were hunting your first golden tokens with Crayden at the start of the game. Difference is you only have to go south for like 2 seconds to see if she is there, so it goes by much faster! So enter over and over and over to see if she is on the mat under the umbrella. If she is, the guy in front of the cave will not be there since he is watching her sunbath topless instead of guarding the treasure. If not enter and open the Ruby Chest for **Illustration 107**.

IF Kythie left your group while killing giants, Head to Uncle Dads Farm. Teleport from Odidania to Arlon because it is just quicker. Head to the stable where Rancid Horace is and enter it. You will get a **SCENE**. After Kythie will be back at camp like nothing ever happened. If you want her back into your party switch her out with whoever you brought to replace her.

After all that stuff from above. Head to Odidania and head south. West of The Ravaged Booty to the "Prarceps Isle."

IRON SPIRE #2/ PRAECEPS ISLE

ITEMS

- __2500K
- __Advanced Mineral x4
- __Barrier Herb x3
- __Ceremonial Bow x1
- __Full Revival Potion x2
- __Illustration 168
- __Nal'Tara Wine x3
- __Platinum x4
- __Platinum x5
- __Ruby Coin x1
- __Ruby Coin x1
- __Seed of Dexterity x1
- __Seed of Life X x1
- __Wolf Pelt x6

ENEMIES

- __Beldorian Arch Knight
- __Beldorian Knight
- __Magi Hound

JOURNAL

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__Van

This is a onetime only area. So make sure you search everything.

When you get here everyone is dead. Every sign says they are dead. Just ignore the dead, "Incapacitated" soldiers on the ground. On the second screen on the right side there is a chest for a **Ceremonial Bow**. You can search the second floor for **Barrier Herb x3** and **Advanced Mineral x4**. Head up to the next floor and get some talkies. Since our MC has the smarts of a 3 year old. He doesn't know that is Beatrix... On this floor is a **Seed of Life X x1**. Go downstairs and fight another legion. Head south and meet a old friend.

"ditt ondsinta djväul's väsen" Basically means you evil devil .

In the top left of the chest where you can find a **Ruby Coin x1**. Follow the path into a cave for **Platinum x4**, **Platinum x5** and a chest with **Full Revival Potion x2**. Once you exit the cave you meet someone we only heard about. You get a choice.

Choice 1: **Heroic**

Choice 2: **Renegade**

After getting captured, you get some dialog. A guard says something about Starberry Cake? It was supposed to be some Gabrielle came up with for the code name of the rebels? I never heard this conversation, so I must have missed it somewhere. **Van** gets added to the journal.

Check the crates and Masquerade shows up. During your conversation with her you will be given a choice

Choice 1: **Masquerade +1**

Choice 2: Nothing

Head back to the crate and down the hole we go. Head left, since nothing right, and walk around. On the southern wall are gaps. Walk into the gaps to find your party members to see what they are up too. Eventually you will find one that gives a **SCENE**.

During the scene you learn some interesting things about Francesca. Poor girl. You learn that the warden may know something about where she is. Just keep following the path as there are no chests. You can't operate the switch. Ignore the stairs as you can't swim and up the ladder. Get the 3 chests in the center room for **Wolf Pelt x6**, **2500K**, and **Your Equipment**.

You can't fight anyone in the disguise as it is too tight.

Ignore the other sewer grate as there is nothing there. Talk to the guards to learn of what has been going on if you are interested. On the eastern side is Mhu'Tiki, Gabrielle, And Bal'Rana. If you talk to Bal'Rana you get 3 choices

Choice 1: You agree to help her escape later. Possible scene later?

Choice 2: Nothing

Choice 3: Another set

Choice 3A: She will join your fight. **Bal'Rana +1**

Choice 3B: Completely hates you. **Bal'Rana -1**

Choice 3C: Another set

Choice 3CA: Spend one night with her later. Maybe..

Choice 3CB: **Bal'Rana -1**

I would say, as of now, to pick choice 3A. As it is a +1 for her and you may get a scene anyway later. More on that when info is there.

Left side is Kythie. Talk to her and she will tell you about the keys. Talk to all the knights until you find one that has the keys. On your way to the east cells Masquerade is there. Talk to her to open up a option soon. You get a choice

Choice 1: Get Prison Keys B

Choice 2: **Masquerade +1**

I suggest taking choice 2 although choice 1 has good dialog. If you went with choice 2 head back to the center room and talk to Masquerade. She will agree to help. Head back to the knight as ask for Masquerade for help again and she will distract the guard and you get the keys. Either choice you pick the place gets attacked.

Go let Beatrix out and you split up for now. Search desks for **Nal'Tara Wine x3**. Release your party members and Bal'Rana as well. If you asked her to join your party she does so now. Once you release Mhu'Tiki you are treated to another **SCENE**. You get a choice

Choice 1: Finishes scene

Choice 2: Changes **SCENE**.

I recommend choice 2 during you first time.

On the way to release Kythie search the desks for **Ruby Coin x1** and a **Seed of Dexterity x1**. In the bottom left cell is a envelope containing **Illustration 168**. Once all your people are released head back to the sewers to meet up with your party. Depending on your choices with Bal'Rana they will comment on it. Beatrix will join your party! Talk to those you want in your party. Head east to the switch you tried to open earlier.

After some talkies you get some choices. They all lead to the same answer. You find out the machine hasn't been used in 100 years by Zweibelle of the Wuldur. You get into a battle. These aren't simple slimebags. They have around 4700 HP and fire doesn't really seem to hurt them. They are weak to ICE though.

Once you leave you find out you were moved to a place called **Blackgard Stronghold**. I could have separated them in the walkthrough though decided not to. The plan now is to get Farah back and meet outside of Blackthorn Keep. There are enemies wandering about if you want to kill some guys. Otherwise head west to the next screen. And west again. Leave via south.

RESCUING FARAH AND BEYOND!

So on the world map we aren't far from where we were. Head west on the road and you are treated to a little scene. You will learn Van sucks at his job and Farah was taken by Harpies! None of the other areas are open as of yet so don't bother trying to go there. SO after the scene head NW to a place called

Skalhalm

ITEM

__ Bear Pelt x4

__ Costume Fabric – Bal’rana

__ Diamond x6

__ Ruby Coin x1

__ Silver x6

__ Silver x6

__ Silver x7

__ Steel x5

__ Steel x5

__ Steel x7

ENEMIES

__ Mercenary

__ Mercenary Chief

JOURNAL

__ Paellicia

__ Young Harpy

QUEST

__ Obedience- Miner in SE area of town. Doesn't appear until it is freed

POSTER

__ Right above entrance when you walk in. Above a mine cart

PROPERTY

__ The Hazy Cloud: 4000K

TITLE

__ Young Harpy Slayer/ Vanquisher

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Upon entering this depressing place you learn everyone is afraid to go outside. Before heading to the tavern search the houses for **Bear Pelt x4** and **Costume Fabric – Bal’Rana**. Activate the crystal. Don’t forget to steal the donations in the church! You can also replace a **POSTER** a little west of the crystal.

Head into the tavern for a choice.

Choice 1: **Heroic**

Choice 2: **Renegade**

Before you leave make sure you buy the tavern! Head up into the NW cave and mine **Steel x7, Steel x5** and **Silver x6**. Up the rope ladder and exit the cave. ***Don’t forget to get your slayer/vanquisher title because the enemies disappear. Your choice earlier doesn’t affect anything*** At the split head west and into the cave. Follow it around and out to a chest with **Ruby Coin x1**. Head back and go east instead. You will be in another cave and mine for **Silver x7, Silver x6** and **Steel x5**. Follow the path west to a node for **Diamond x6**. Head back and exit to the north. After some conversation you will learn a few things about the miners of the town.

Paellicia has been added in the journal.

On your way out you will run into some guys from the Guild of Heroes. They will engage you in combat. These guys are kind of a joke. So wreck their world and move on. Go back to the tavern for some more convo. You get a choice.

Choice 1: You forgive the people of the town.

Choice 2: Send his ass to prison.

You get some scenes of the Railway Cannons. It seem Zweibelle has been busy extracting material for something called the Arc and you get information that the blackness of Colussia is called the Ethereal Barrier. It seems the Ethereal Barrier is cause do to the Serpent God’s influence of the area. It is expanding by him trying to materialize into this world.

You can’t reenter the tavern without it replaying the entire scene including the one of the rail guns. So if you didn’t buy the tavern you can’t until more of the story is added.

Talk to the miner in the SE part of town for the **Obedience** sidequest.

There is still some more stuff to do though. Head out on the world map and enter camp. Take short nap for a **SCENE**.

If you have Bal’Rana in your party, head back into town and teleport to Odidania. Go to the tavern and Bal’Rana will join the Tavern Wench challenge.*

Teleport back to Castle Warrengard and you will notice it received a huge upgrade during our travels! Some of the search spots have respawned as well. So if you want a few more items go get them. Head straight into the door by the crystal. Talk to the redheaded woman there and have her clear the vines. Go into the west wing and north. Talk to the guy there and he will turn it into your private quarters. Leave to the world map and come back in. Head to the courtyard and upgrade it if you want.

With your private quarters done you can find Bal’Rana in there, if you recruiter her. You can play a game called Strippin’ o’ Die. To play you need to score 12 points. Every 3 points removes a piece of clothing. You get a tutorial. Don’t expect to ever win though. I never have.

Now that we have access to the courtyard we are going to get a summon. You read that correctly. A summon. So teleport to Arlon. Leave there and head to Serenity Bridge. Head ALL the way back to Roseus. Talk to her and tell her that you have a place for her to live. Leave here and teleport back to Castle Warrengard. Head to the courtyard and talk to Roseus and Devon will learn **Summon: Roseus!**

That is the everything so far in the Current Beta of 2.14

Section 5: ITEMS (ITM)

Section 5.1 Consumables (CONTS)

Small Health Potion- Restores 500 HP

Large Health Potion- Restores 2000 HP

Full Health Potion- Restores All HP

Small Health Potion X- Restores 500 HP/ Party

Large Health Potion X- Restores 2000 HP/ Party

Full Health Potion X- Restores All HP/ Party

Small Spirit Potion- Restores 500 SP

Large Spirit Potion- Restores 2000 SP

Full Spirit Potion- Restores all SP

Small Spirit Potion X- Restores 500 SP/ Party

Large Spirit Potion X- Restores 2000 SP/ Party

Full Spirit Potion X- Restores All SP/ Party

Elixir- Restores 2000 HP/ SP

Full Elixir- Restores All HP/ SP

Elixir X- Restores 2000 HP/SP /Party

Revival Potion- Revives dead person at 50% max HP

Full Revival Potion- Revives dead person with full HP

Revival Potion X- Revives party at 50% max HP

Full Revival Potion X- Revives party with full HP

Antidote- Heals Poison

Antidote X- Heals poison Party

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Dispel Leaf- Heals all status
Dispel leaf X- heals all status Party
Might Herb- Battle only. Boosts ATK party
Barrier Herb- Battle only. Raises PDEF party
Resist Herb- Battle only. Raises MDEF party
Reflex Herb- Battle only. Raises EVA party
Rage Herb- Battle only. Raises ATK/PDEF to all but lowers MDEF
Beldorian Ale- Restores 10% HP
Vintage Booze- Restores 10% of SP
Savage Whiskey- Restores 25% of HP
Ariba'd Loco- Restores 25% SP
Nal'Tara Wine- Restores 25% HP/SP
Seed of Life- Increase Max HP by 50
Seed of Life X- Increase Max HP by 100
Seed of Mana- Increase Max SP by 25
Seed of Mana X- Increase Max SP by 50
Seed of Strength- Increase STR by 1
Seed of Strength X- Increase STR by 5
Seed of Dexterity- Increase DEX by 1
Seed of Dexterity X- Increase DEX by 5
Seed of Agility- increase AGI by 1
Seed of Agility X- Increase AGI by 5
Seed of Intelligence- Increase INT by 1
Seed of Intelligence X- Increase INT by 5
Lewd Box- Unlocks photoshoot pictures and can give emerald gems
Golden Detector- Turns notification of Beetleblades ON/OFF
Orb of Restoration- Resets game for New Game +

Section 5.2 WEAPONS (WPN)

Twin Blades

Practise Blades- weapon that can't be equipped or broken down.

Bronze Blades- 116 ATK. Starter weapon.

Silver Blades- 128 ATK

Gold Blades- 142 ATK

Platinum Blades- 156 ATK

Diamond Blade- 192 ATK

Iron Blades- 124 ATK

Steel Blades- 132 ATK

Mithril Blades- 148 ATK

Titanium Blades-

Sun Blades- 124 ATK. **Light Based.**

Beam Blades- 148 ATK. **Light Based.**

Bows

Bronze Bow- 114 ATK

Silver Bow- 126 ATK

Gold Bow- 140 ATK

Platinum Bow- 154 ATK

Diamond Bow- 190 ATK

Iron Bow- 122 ATK

Steel Bow- 134 ATK

Mithril Bow- 148 ATK

Titanium Bow-

Bolt Bow- 122 ATK. **THUNDER based.**

Thunder Bow- 148 ATK. **THUNDER based.**

Claws

Bronze Claws- 112 ATK 115 MDEF

Silver Claws- 124 ATK 136 MDEF

Gold Claws- 138 ATK 174 MDEF

Platinum Claws- 152 ATK 228 MDEF

Diamond Claws- 188 ATK

Iron Claws- 120 ATK 128 MDEF

Steel Claws- 130 ATK 152 MDEF

Mithril Claws- 146 ATK 196 MDEF

Titanium Claws-

Wind Claws- 120 ATK 132 MDEF. **WIND based**

Hurricane Claws- 146 ATK 202 MDEF

Flintlocks

Bronze Flintlock- 114

Silver Flintlock- 126 ATK

Gold Flintlock- 140 ATK

Platinum Flintlock- 154 ATK

Diamond Flintlock-

Iron Flintlock- 122 ATK. Base weapon

Steel Flintlock- 134 ATK

Mithril Flintlock- 148 ATK

Titanium Flintlock-

Ice Flintlock- 122 ATK. **ICE based**. Great for some enemies and bosses

Frostbite Flintlock- 148 ATK. **ICE based**

Wands

Silver Wand- 118 ATK. Starter Weapon

Gold Wand- 132 ATK

Platinum Wand- 146 ATK

Diamond Wand-

Iron Wand- 114 ATK. Why bother

Steel Wand- 124 ATK. Why bother

Mithril Wand- 140 ATK

Titanium Wand-

Rock Wand- 114 ATK. **EARTH based**. Okay vs. some enemies and less bosses

Tremor Wand- 140 ATK. **EARTH based**

Mace

Platinum Mace- 158 ATK

Books

Platinum Book

Section 5.3 Armor (AMR)

Section 5.3.1 Sub Arms

Gauntlet

Bronze Gauntlet- 24 PDEF 18 MDEF

Silver Gauntlet- 40 PDEF 34 MDEF

Gold Gauntlet- 54 PDEF 50 MDEF

Platinum Gauntlet- 80 PDEF 80 MDEF

Diamond Gauntlet-

Iron Gauntlet- 34 PDEF 31 MDEF

Steel Gauntlet- 42 PDEF 40 MDEF

Mithril Gauntlet- 70 PDEF 66 MDEF

BRACELET

Bronze Bracelet- 20 PDEF 22 MDEF

Silver Bracelet- 36 PDEF 38 MDEF

Gold Bracelet- 50 PDEF 54 MDEF

Platinum Bracelet- 80 PDEF 80 MDEF

Diamond Bracelet-

Iron Bracelet- 31 PDEF 34 MDEF

Steel Bracelet- 40 PDEF 42 MDEF

Mithril Bracelet- 64 PDEF 72 MDEF

Collar

Cotton Collar- 103 PDEF

Wool Collar- 140 PDEF

Silk Collar- 193 PDEF

Leather Collar- 257 PDEF

Rabbit Collar- 114 PDEF

Wolf Collar- 154 PDEF

Tiger Collar- 220 PDEF

Bear Collar- 285 PDEF

Broncallo Collar- 302 PDEF

Gloves

Cotton Gloves- 16 PDEF 20 MDEF

Wool Gloves- 26 PDEF 31 MDEF

Silk Gloves- 45 PDEF 55 MDEF

Leather Gloves- 65 PDEF 68 MDEF

Rabbit Gloves- 18 PDEF 24 MDEF

Wolf Gloves- 30 PDEF 35 MDEF

Tiger Gloves- 50 PDEF 60 MDEF

Bear Gloves- 70 PDEF 74 MDEF

Broncallo Gloves- 86 PDEF 94 MDEF

Section 5.3.2 Head gear

Helmet

Bronze Helm- 43 PDEF 37 MDEF

Silver Helm-60 PDEF 54 MDEF

Gold Helm- 80 PDEF 72 MDEF

Platinum Helm- 100 PDEF 85 MDEF

Diamond Helm-

Iron Helm- 56 PDEF 48 MDEF

Steel Helm- 72 PDEF 63 MDEF

Mithril Helm 93 PDEF 81 MDEF

Circlet

Bronze Circlet- 37 PDEF 43 MDEF

Silver Circlet- 54 PDEF 60 MDEF

Gold Circlet- 72 PDEF 80 MDEF

Platinum Circlet- 85 PDEF 100 MDEF

Diamond Circlet-

Iron Circlet- 48 PDEF 56 MDEF

Steel Circlet- 63 PDEF 72 MDEF

Mithril Circlet- 81 PDEF 83 MDEF

Cowl

Cotton Cowl- 32 PDEF 35 MDEF

Wool Cowl- 42 PDEF 44 MDEF

Silk Cowl- 58 PDEF 62 MDEF

Leather Cowl- 72 PDEF 82 MDEF

Rabbit Cowl- 36 PDEF 40 MDEF

Wolf Cowl- 47 PDEF 52 MDEF

Tiger Cowl- 61 PDEF 68 MDEF

Bear Cowl- 79 PDEF 87 MDEF

Broncallo Cowl- 90 PDEF 105 MDEF

Section 5.3.3 Body

Plate

Bronze Plate- 68 PDEF 61 MDEF

Silver Plate- 90 PDEF 86 MDEF

Gold Plate- 120 PDEF 116 MDEF

Platinum Plate- 150 PDEF 146 MDEF

Diamond Plate-

Iron Plate- 76 PDEF 70 MDEF

Steel Plate- 110 PDEF 104 MDEF

Mithril Plate- 142 PDEF 132 MDEF

Sun Plate- 76 PDEF 70 MDEF. **RESIST LIGHT based damage**

Beam Plate- 142 PDEF 132 MDEF. **RESIST LIGHT based damage**

Mail

Bronze Mail- 59 PDEF 66 MDEF

Silver Mail- 84 PDEF 88 MDEF

Gold Mail- 112 PDEF 116 MDEF

Platinum Mail- 141 PDEF 145 MDEF

Diamond Mail-

Iron Mail 68 PDEF 76 MDEF

Steel Mail- 102 PDEF 108 MDEF

Mithril Mail- 130 PDEF 140 MDEF

Thunder Mail- 130 PDEF 140 MDEF. **RESIST THUNDER based damage**

Boltstorm Mail- 165 PDEF 170 PDEF. **RESIST THUNDER based damage**

Cloak

Cotton Cloak- 55 PDEF 60 MDEF

Wool Cloak- 72 PDEF 78 MDEF

Silk Cloak- 90 PDEF 99 MDEF

Leather Cloak- 120 PDEF 128 MDEF

Rabbit Cloak- 60 PDEF 64 MDEF

Wolf Cloak- 77 PDEF 82 MDEF

Tiger Cloak- 109 PDEF 115 MDEF

Bear Cloak- 136 PDEF 144 MDEF

Broncallo Cloak- 150 PDEF 155 MDEF

Tremor Cloak- 109 PDEF 115 MDEF. **RESIST EARTH based damage**

Section 5.4 Accessory (ACS)

Ring of Strength- +15 STR

Ring of Greater Strength- +25 STR

Ring of Divine Strength- +50 STR

Ring of Agility- +15 AGI

Ring of Greater Agility-

Ring of Divine Agility- +50 AGI

Ring of Intelligence- +15 INT

Ring of Greater Intelligence-

Ring of Divine Intelligence- +50 INT

Ring of Earth- **Resist EARTH damage**

Section 5.5 Miscellaneous (MSC)

Animal

Forest Rabbit- Only spawns during the daytime

Shadow Hare- Spawns in darkened Woods

Woods Squirrel- Spawns in bright outside areas with trees

Dark Squirrel- ??

Grey Mouse- Usually in basements

Radiant Butterfly- Lake Fairlight. Only spawns during the nighttime

Craft Item

Bronze- Used for creating weapons and armor

Silver- Used for creating weapons and armor

Gold- Used for creating weapons and armor

Platinum- Used for creating weapons and armor

Iron- Used for creating weapons and armor

Steel- Used for creating weapons and armor

Mithril- Used for creating weapons and armor

Rabbit Pelt- Used for creating armor

Wolf Pelt- Used for creating armor

Tiger Pelt-

Bear Pelt-

Broncallo Pelt- Used for creating armor

Sandstone- Used for creating weapons and armor

Granite- Used for creating weapons and armor

Fire Ore- Used for Fire based Weapons and Armor

Water Ore- Used for Water based Weapons and Armor

Wind Ore- Used for Wind based Weapons and Armor

Dark Ore- Used for Darkness based Weapons and Armor

Simple Material- Used for creating simple Weapons and Armor

Advanced Material- Used for creating advanced Weapons and Armor

Simple Weapon- Used to make simple Weapons

Simple Sub Arms- Used to make simple arm pieces

GIFTS

Flowers-

Cute Ribbon-

Coin Purse-

Tribal Crayons-

Erotic Novel-

Golden Choker-

Invaluable Mask-

Historical Bandana-

SELLABLE ITEMS

Citrine Earring- 250K

Silver Candlestick-375K

Sapphire Ring- 500K

Golden Bowl- 750K

Garnet Necklace- 1000K

Diamond Pitcher- 2000K Colussia Castle. Emperor's room. Lvl. 3 lock pick only during Osira quest

Emerald Gem- 1000K can be sold OR used for something else? Don't sell

Section 5.6 Key Item (KYS)

Golden Detector- Lets you know if Golden Beetleblades appear on maps

Common Dice- Used for playing Devil's Dice and Prediction

Golden Dice - Laquadia-

Golden Dice - Farah-

Golden Dice - Masquerade-

Golden Dice - Illumi- From Treasure Map 06

Golden Dice - Gabrielle-

Golden Dice - Ra'Tiki-

Golden Dice - Beatrix

Overflowing Pitcher- Quest item from Osira

Snare Trap- Used to capture Animals

Animal Whistle- Makes capturing Lvl. 2

Hunting Gloves- Makes capturing Lvl. 3

Treasure Shovel- Used for Digging up treasures

Metal Sensor- Treasure digging Lvl. 2

Steam Drill- Treasure digging Lvl. 3

Pickaxe- Used for mining ore nodes

Rock Charges- Adds +2 to mined materials

Mining Gear-

Lock pick Set- Colussia. Black Dame. Enables Lvl. 1 lock picking

Torsion Wrench- Enables Lvl. 2 lock picking

Glorious Pick- Enables Lvl. 3 lock picking

Art Razor- Enables Lvl. 1 Painting stealing

Utility Hook- Enables access to sewer grates

Lantern- Lights up caverns a little bit

Luxury Bedroll- Restores HP/SP when sleeping in a camp site

Ruby Coin- Found everywhere. Used for unlocking Red Chests

Golden Token- Dropped by Golden Beetleblade. Used to unlock Rewards

Dimensional Shard- Turn in to Illumi for rewards

Deed Contract- From buying property

Crystal Fragment- Allows transport via Blue Crystals

Necklace of Clarity- Makes searchable spots glow

Ring of Resonance- Makes Golden Beetleblade mobs glow gold if present

Amulet of Assistance- Makes quest givers have a ! on their bodies

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Monster Lure- Makes Golden Beetleblades spawn more often
Boots of Rushing- Enables sprinting in outside areas. Press A to use
Ribbon of Speech- Talk to animals. Only get temporary
Bandana of the Unseen- Makes traps visible
Gloves of Finesse- Makes Card holders easier to spot
Jewel of Magnification- Enables zooming on pictures and scenes
Mysterious Jewelry- Start the game with it
Club Ticket- Bought at the Heavenly Fate in Colussia
Handkerchief- Quest Item. Found in the Church
Sexy Underwear- Quest Item. Found in Laquadia's room
Hand Mirror- Quest Item. Found during Night Raid quest
Cursed Ring- Quest Item. Found in Fellhorn Ruins
Boyfriends Note- Quest Item. From quest giver in Port Ronod
Diplomatic Contract- Quest Item. Papers to represent Brightstone at the High Lord Gathering
Prison Keychain- Unlock prison cells at Castle Warrengard
Ominous Potion- Quest Item. Given to you by Osira
Northern Region Map- Makes location names visible around Colussia
Southern Region Map- Makes location names visible around Brightstone and Arlon areas
Eastern Region Map- Makes location names visible east of the Valley Checkpoint

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SECTION 5.8: Trading Cards (TDC)

Masquerade

Masquerade No. 01- Brightstone. Prediction against Nun. Requires No. 2 or 5

Masquerade No. 02- Nillia Woods. Tent overlooking Darkthorn Keep

Masquerade No. 03- Darkthorn Keep. Desk in the jail cells

Masquerade No. 04- Brightstone. Prediction against Nun. Requires No. 2 or 5

Masquerade No. 05- Brightstone. Material shop. Bought for 2000K from a man inside

Masquerade No. 06- Kahr. Night time only. West screen next to poster. 3800K.

Masquerade No. 07- Four Seasons Inn. In a desk in the NW building

Masquerade No. 08- Isolated Shack. west of Odidania. Inside desk

Masquerade No. 09- Whitehaven. Inside boat. Buy for 2500K

Masquerade No. 10-

Gabrielle

Gabrielle No. 01- Rivulet Hills. In desk next to the girl during Heroic Savoir

Gabrielle No. 02- Royal Cottage. Cabinet on the second floor

Gabrielle No. 03- Brightstone. Table inside the Inn

Gabrielle No. 04- Gentlemen's Club. Buy from man in first building. 1600K. Night time only

Gabrielle No. 05- Colussia. Maid in Gloria's Manor. Requires No. 3 or 4

Gabrielle No. 06- Colussia. Maid in Gloria's Manor. Requires No. 3 or 4

Gabrielle No. 07- Four Seasons Inn. Prediction inside the Inn. Requires No. 4 or 5

Gabrielle No. 08- Four Seasons Inn. Prediction inside the Inn. Requires No. 4 or 5

Gabrielle No. 09-

Gabrielle No. 10-

Farah

Farah No. 01- Highland Inn. Buy from a guy for 1800K

Farah No. 02- Caimridge. Prediction on 2nd floor. Requires No. 1

Farah No. 03- Caimridge. Prediction on 2nd floor. Requires No. 1

Farah No. 04- Odidinia. Guard. Prediction. House one screen below the mayor's house

Farah No. 05- Odidinia. Guard. Prediction. House one screen below the mayor's house

Farah No. 06- Odidinia. Guard. Prediction. House one screen below the mayor's house

Farah No. 07-

Farah No. 08-

Farah No. 09-

Farah No. 10-

Beatrix

Beatrix No. 01- Brightstone. Purple haired guy outside pub for 1500K

Beatrix No. 02-

Beatrix No. 03- Colussia. Inside building west of Twin Trades. Requires Lock pick

Beatrix No. 04- Port Ronod. Purchase from guy in the material store. 1500K

Beatrix No. 05- Whitehaven. From table inside house west of the Inn

Beatrix No. 06- Summer Cove. Man SW side of beach. Requires at least Beatrix No. 03

Beatrix No. 07- Summer Cove. Man SW side of beach. Requires at least Beatrix No. 03

Beatrix No. 08- Colussia. Prediction inside the Inn. Requires No. 3 or 4

Beatrix No. 09- Colussia. Prediction inside the Inn. Requires No. 3 or 4

Beatrix No. 10- Desert Checkpoint. My geek. Requires at least 8 Beatrix cards to play.

Ra'Tiki

Ra'Tiki No. 01- Port Ronod. Purchase at the end of the pier. Ra'Tiki must be recruited

Ra'Tiki No. 02- Kahr. Prediction. Must have at least No. 04.

Ra'Tiki No. 03- Kahr. Prediction. Must have at least No. 04

Ra'Tiki No. 04- Colussia. Prediction. Guard in Laquadia's Fans House. Requires No. 1

Ra'Tiki No. 05- Colussia. Prediction. Guard in Laquadia's Fans House. Requires No. 1

Ra'Tiki No. 06- Colussia. Prediction. Guard in Laquadia's Fans House. Requires No. 1

Ra'Tiki No. 07- Lake Fairlight. Prediction. Guy in one of the tents. Requires No. 4 or 5 or 6

Ra'Tiki No. 08- Lake Fairlight. Prediction. Guy in one of the tents. Requires No. 4 or 5 or 6

Ra'Tiki No. 09-

Ra'Tiki No. 10-

Laquadia

Laquadia No. 01- Colussia Castle. Locked desk in the barracks. Requires lock pick

Laquadia No. 02- Port Ronod. Prediction. You need Laquadia No. 5 or Masquerade No. 5

Laquadia No. 03- Colussia Sewer. Buy from guy inside the pub. 1200K

Laquadia No. 04- Whitehaven. Prediction. Inside Fish storage. Daytime only.

Laquadia No. 05- Whitehaven. Prediction. Inside Fish Storage. Daytime only.

Laquadia No. 06- Whitehaven. Prediction. Inside Fish Storage. Daytime only.

Laquadia No. 07- Arlon. Inside desk in the right house as you enter town.

Laquadia No. 08-

Laquadia No. 09-

Laquadia No. 10-

Opala

Opala No. 01-

Opala No. 02-

Opala No. 03-

Opala No. 04-

Opala No. 05-

Opala No. 06-

Opala No. 07-

Opala No. 08-

Opala No. 09-

Opala No. 10-

Mama Farah

Mama Farah No. 01- Castle Warrengard. Prediction. Farm before top room. Requires Card No. 03

Mama Farah No. 02- Castle Warrengard. Prediction. Farm before top room. Requires Card No. 03

Mama Farah No. 03- Valley Checkpoint. Buy from man for 3200K

Mama Farah No. 04-

Mama Farah No. 05-

Mama Farah No. 06-

Mama Farah No. 07-

Mama Farah No. 08-

Mama Farah No. 09-

Mama Farah No. 10-

Osira

Osira No. 01- Fellhorn Ruins. Far north screen. After High Lord Gathering. Lizardman. Requires Osira No. 04

Osira No. 02- Fellhorn Ruins. Far north screen. After High Lord Gathering. Lizardman. Requires Osira No. 04

Osira No. 03-

Osira No. 04- Smuggler's Route. Buy from man outside of building for 2900K

Osira No. 05-

Osira No. 06-

Osira No. 07-

Osira No. 08-

Osira No. 09-

Osira No. 10-

Mhu'Tiki

Osira No. 01- Colussia Sewer. Behind weak walls.

Osira No. 02- Four Seasons Inn. Buy from guy in front of the stable. 3500K

Osira No. 03- Prestige Ranch. Prediction. Guard upstairs. Requires No. 1 or 2

Osira No. 04- Prestige Ranch. Prediction. Guard upstairs. Requires No. 1 or 2

Osira No. 05- Prestige Ranch. Prediction. Guard upstairs. Requires No. 1 or 2

Osira No. 06-

Osira No. 07-

Osira No. 08-

Osira No. 09-

Osira No. 10-

Zweibelle

Zweibelle No. 01- Odidania. House near docks on the east. Search a desk.

Zweibelle No.02-

Zweibelle No. 03-

Zweibelle No. 04-

Zweibelle No. 05-

Zweibelle No. 06-

Zweibelle No.07-

Zweibelle No. 08-

Zweibelle No. 09-

Zweibelle No. 10-

Black Dame

Black Dame No. 01- River Checkpoint. Buy from guy on bridge. After High lord Gathering. 2500K

Black Dame No. 02- Arlon. Inside Pub back room. Prediction. Requires No. 1

Black Dame No. 03- Arlon. Inside Pub back room. Prediction. Requires No. 1

Black Dame No. 04- Arlon. Inside Pub back room. Prediction. Requires No. 1

Black Dame No. 05- Odidania. Inside house on second screen. Prediction. Requires No. 01

Black Dame No. 06- Odidania. Inside house on second screen. Prediction. Requires No. 01

Black Dame No. 07-

Black Dame No. 08-

Black Dame No. 09-

Black Dame No. 10-

Sunny-Sue Ellen

Sunny-Sue Ellen No. 01- Arlon. Bought for 3200 in building with the quiz guy

Sunny-Sue Ellen No.02- Kahr. Gamble card 1 against Beastman in the material shop

Sunny-Sue Ellen No. 03- Kahr. Gamble card 1 against Beastman in the material shop

Sunny-Sue Ellen No. 04- Kahr. Gamble card 1 against Beastman in the material shop

Sunny-Sue Ellen No. 05-

Sunny-Sue Ellen No. 06-

Sunny-Sue Ellen No.07-

Sunny-Sue Ellen No. 08-

Sunny-Sue Ellen No. 09-

Sunny-Sue Ellen No. 10-

Naz'Raala

Naz'Raala No. 01- Castle Warrengard. Desk. After clearing west rubble in main room

Naz'Raala No.02-

Naz'Raala No. 03-

Naz'Raala No. 04-

Naz'Raala No. 05-

Naz'Raala No. 06-

Naz'Raala No.07-

Naz'Raala No. 08-

Naz'Raala No. 09-

Naz'Raala No. 10-

Layla

Layla No. 01- Kahr. West of Inn up narrow path to a house.

Layla No. 02-

Layla No. 03- Castle Warrengard. Prediction. Man at table after clearing east stair rubble. Requires Layla No. 01

Layla No. 04- Castle Warrengard. Prediction. Man at table after clearing east stair rubble. Requires Layla No. 01

Layla No. 05-

Layla No. 06-

Layla No. 07-

Layla No. 08-

Layla No. 09-

Layla No. 10-

Illumi

Illumi No. 01-

Illumi No. 02-

Illumi No. 03-

Illumi No. 04-

Illumi No. 05-

Illumi No. 06-

Illumi No. 07-

Illumi No. 08-

Illumi No. 09-

Illumi No. 10-

Kythie

Kythie No. 01-

Kythie No. 02-

Kythie No. 03-

Kythie No. 04- Odidnia. Inn. Buy for 4000K from turban wearing man

Kythie No. 05-

Kythie No. 06-

Kythie No. 07-

Kythie No. 08-

Kythie No. 09-

Kythie No. 10-

Section 6: Monsters (MONR)

Section 6.1 COMMON ENEMIES (CMN)

Albino Finmouth

Region: Serenity Bridge

HP: 1340 SP: 760 Exp: 64 Gold: 98

Class: Aquatic

Spell: Splash, Flood

Weakness: Thunder

Resist: Water

Status Resist: Seduce, Confuse, Blindness

Drop: Water Ore (40%)

Bone Wanderer

Region: Fellhorn Ruins

HP: 8600 SP: 1800 Exp: 92 Gold: 284

Class: Undead

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[Walkthrough](#)

Spell: None

Weakness: Light

Resist: Dark

Status Resist: Poison, Seduce

Drop: Steel (40%)

Broncallo

Region: Lake Fairlight

HP: 38000 SP: 3200 Exp: 250 Gold: 2800

Class: Beast

Spell: Rock, Tremor, Might

Weakness: Fire

Resist: None

Status Resist: Fear, Silence, Confuse, Sleep, Paralyze, Weakness, Blindness, Slow, Feeble, Break, Destroy, Force, Crush, Poison (Immune)

Drop: Broncallo Pelt (40%)

Clank Giant

Region: Northern Creek

HP: 3860 SP: 1650 Exp: 182 Krown: 210

Class: Monster

Spell: None

Weakness: Thunder Seduce, Confuse, Blindness, Slow

Resist: Water (Immune)

Status Resist: Fear, Silence, Paralyze, Weaken, Feeble (Immune)

Drop: Pure Mineral (40%)

Cockalot

Region: Tijia Woods

HP: 3390 SP: 1340 Exp: 174 Krown: 148

Class: Avian

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[Walkthrough](#)

Spell: Sleep, Paralyze, Confuse

Weakness: None besides Avian

Resist: None

Status Resist: All

Drop: Marble 40%

Contoad

Region: Rivulet Hills/Nillia Woods

HP: 380 SP: 280 Exp: 5 Gold: 40

Class: Aquatic

Spell: None

Weakness: Thunder

Resist: Water

Status Resist: Seduce

Drop: Sandstone (40%)

Dark Bat

Region: Fellhorn Ruins

HP: 7800 SP: 1600 Exp: 85 Gold: 290

Class: Undead

Spell: Void

Weakness: Light

Resist: Dark

Status Resist: Seduce, Blindness (Immune)

Drop: Dark Ore (40%)

Dilizard

Region: Windy Canyon

HP: 720 SP: 480 Exp: 16 Gold: 52

Class: Reptile

Spell: None

Weakness: Ice

Resist: None

Status Resist: Seduce

Drop: Basic Mineral (40%)

Earth Demoness

Region: Tijia Woods

HP: 2890 SP: 1500 Exp: 152 Krown: 192

Class: Demon

Spell: Rock, Tremor, Earthquake

Weakness: Fire, Silence, fear, blindness

Resist: Immune to Water

Status Resist: Immune Seduce, Poison, Confuse, Paralyze, Weaken and Slow

Drop: Earth Ore 40%

Fire Demoness

Region: Paradise Oasis

HP: 2180 SP: 1240 Exp: 90 Gold: 164

Class: Demon

Spell: Fire, Blaze, Inferno

Weakness: Water

Resist: Fire (Absorb)

Status Resist: Immune to Confuse, Paralyze, Weaken, Slow

Drop: Fire Ore (40%)

Firewolf

Region: Grassland Road

HP: 892 SP: 575 Exp: 32 Gold: 68

Class: Beast

Spell: Fire

Weakness: Water

Resist: Fire

Status Resist: None

Drop: Wolf Pelt (40%)

Fishmouth

Region: Serenity Bridge

HP: 1260 SP: 680 Exp: 58 Gold: 94

Class: Aquatic

Spell: Splash

Weakness: Thunder

Resist: Water

Status Resist: Seduce, Confuse, Blindness

Drop: Advanced Mineral (40%)

Giga Plump

Region: Fierra Falls- In east cave

HP: 36000 SP: 3200 Exp: 220 Gold: 2400

Class: Monster

Spell: None

Weakness: Light, Earth

Resist: None

Status Resist: Immune to Poison, Fear

Drop: Diamond (40%)

Green Goblin

Region: Tower of Descent/Fierra Falls

HP: 1310 SP: 720 Exp: Gold:

Class: Monster

Spell: None

Weakness: Earth, Light

Resist: None

Status Resist: Poison, Fear, Blindness, Slow

Drop: Tiger Pelt (40%)

Hollow Man

Region: Ruins of the Past

HP: 1438 SP: 680 Exp: 78 Gold: 112

Class: Undead

Spell: None

Weakness: Light

Resist: Dark

Status Resist: Seduce, Poison, Fear, Blindness

Drop: Gold (40%)

Ironard Bandit

Region: Fierra Falls

HP: 1380 SP: 750 Exp: 70 Gold: 105

Class: Human

Spell: None

Weakness: None

Resist: None

Status Resist: Poison

Drop: Large Health Potion (40%)

Lost Spirit

Region: Forgotten Cemetery

HP: 1120 SP: 980 Exp: 74 Gold: 98

Class: Undead

Spell: Fear, Paralyze

Weakness: Light

Resist: Dark

Status Resist: Seduce, Poison, Fear, Paralyze

Drop: Fear Stone

Mana Golem

Region: Hollow Gorge

HP: 36000 SP: 3000 Exp: 230 Gold: 2500

Class: Ancient

Spell: Sweeping arm, Tremor, Earthquake

Weakness: None

Resist: None

Status Resist: Immune to Poison, Sleep

Drop: Platinum (40%)

Mischief

Region: Nillia Woods

HP: 850 SP: 520 Exp: 22 Gold: 62

Class: Demon

Spell: Void, Silence

Weakness: Light

Resist: Dark

Status Resist: None

Drop: Silver (40%)

Nectarfluster

Region: Crimson Forest

HP: 964 SP: 592 Exp: 38 Gold: 74

Class: Avian

Spell: Gust

Weakness: Fire

Resist: None

Status Resist: Seduce, Silence (Immune)

Drop: Wind Ore (40%)

Scorbane

Region: Smuggler's Route/ Paradise Pasis

HP: 1890 SP: 980 Exp: 82 Gold: 112

Class: Beast

Spell: Paralyze, Grand Paralyze

Weakness: Water, Earth

Resist: Fire

Status Resist: Immune to Seduce, Poison, Paralyze

Drop: Mithril (40%)

Slimebag

Region: Darkthorn Keep/Colussia (Sewers)

HP: 640 SP: 380 Exp: 12 Gold: 48

Class: Monster

Spell: Reflex

Weakness: Ice

Resist: Fire

Status Resist: Poison (Immune)

Drop: Iron (40%)

Sylvan Fungus

Region: Crimson Forest

HP: 1010 SP: 610 Exp: 44 Gold: 80

Class: Nature

Spell: Sleep, Feeble

Weakness: Fire

Resist: Water

Status Resist: Seduce, Poison (Immune)

Drop: Granite (40%)

Venom Hornet

Region: Lake Fairlight

HP: 6400 SP: 1340 Exp: 72 Gold: 230

Class: Avian

Spell: Poison

Weakness: Wind

Resist: Earth

Status Resist: Seduce, Poison (Immune)

Drop: Poison Stone (40%)

Werewuffie

Region: Rivulet Hills/Windy Canyon

HP: 520 MP: 320 Exp: 7 Gold: 32

Class: Beast

Spell: None

Weakness: Fire

Resist: None

Status Resist: None

Drop: Rabbit Pelt (40%)

Wild Stinger

Region: Grassland Road

HP: 874 MP: 560 Exp: 30 Gold: 72

Class: Avian

Spell: Paralyze

Weakness: Wind

Resist: Earth

Status Resist: Seduce, Poison (Immune)

Drop: Paralyze Stone (40%)

Young Harpy

Region: Sklholm

HP: 3240 MP: 1850 Exp: 164 Gold: 198

Class: Avian

Spell: Gust, Hurricane, Confuse

Resist: None

Status Resist: Seduce, Poison, Confuse, Weaken, Slow

Drop: Confuse stone (40%)

Section 6.2 Rare Monster (RRE)

Golden Beetleblade

HP: 1800 MP: 200 Exp: 0 Gold: 500

Class: Ancient

Spells: None

Weakness: Fire

Resist: Earth

Status Resist: Immune to all negative statuses.

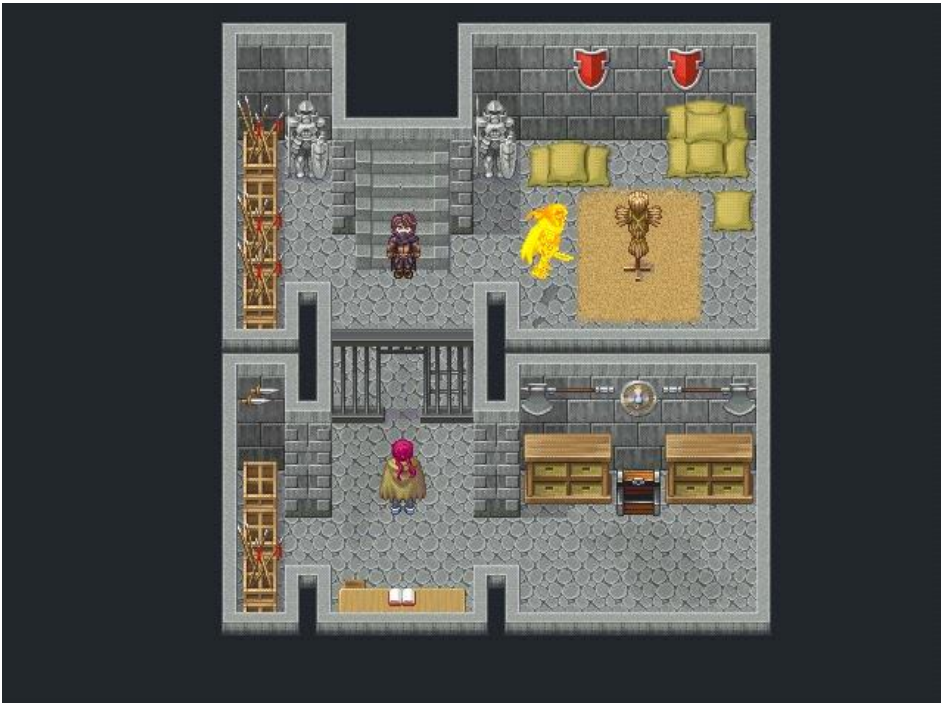
Drop: Golden Token (100%)

LOCATIONS

Crimson Forest



Fellhorn Ruins



Fierra Falls



Grassland Road



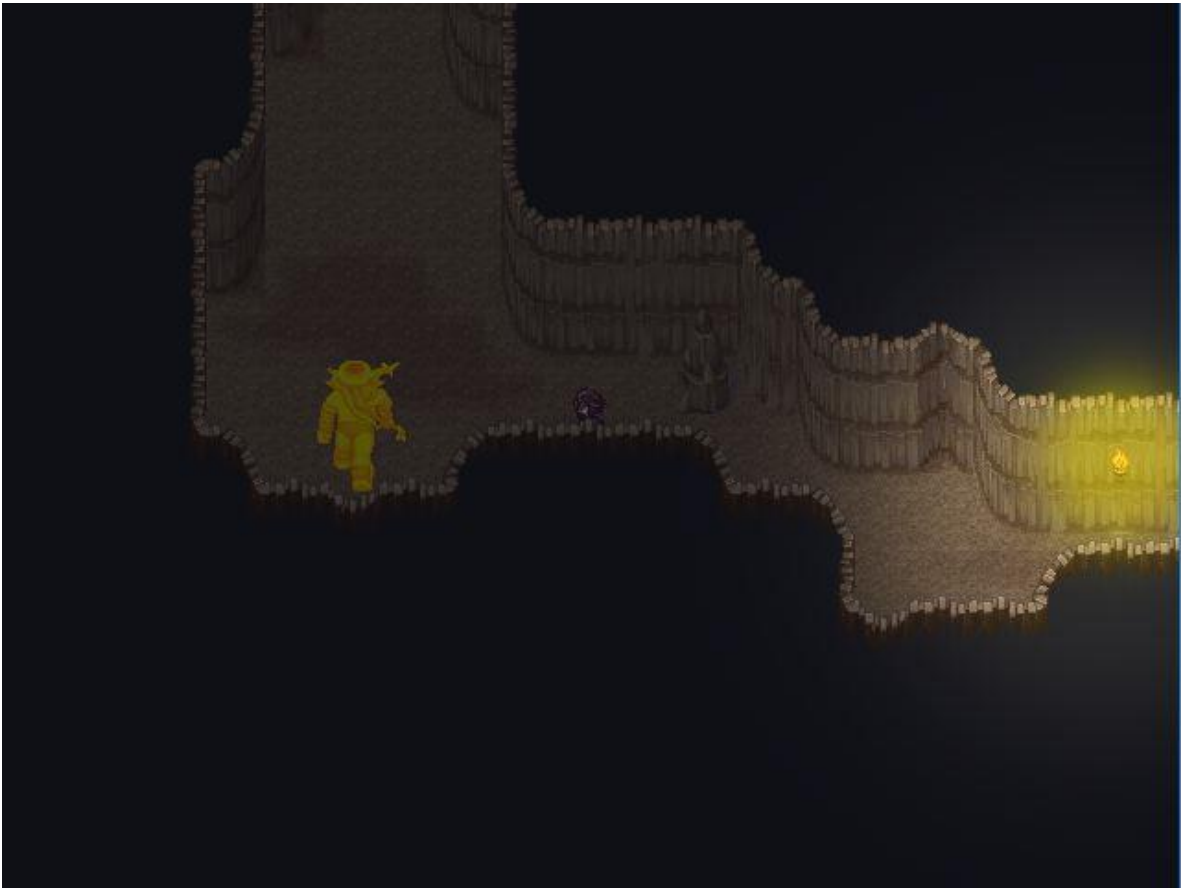
Lake Fairlight



Nillia Woods



Northern Creek



Paradise Oasis



Rivulet Hills



Serenity Bridge



Smuggler's Route



Tijia Woodland



Windy Canyon



Section 6.3 EVENTS (EVT)

Baron Ironard

Region: Castle Warrengard- Story Boss

HP: 400 SP: 2600 Exp: 50 Gold: 2500

Class: Human

Spells: Taunt

Weakness: None

Resist: None

Status Resist: Immune to Poison Fear

Drop: Emerald Gem (100%)

Beldorian Knight

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Region: Port Ronod/Windy Canyon/ Iron Spire

HP: 680 SP: 450 Exp: 18 Gold: 64

Class: Human

Spells: None

Weakness: None

Resist: None

Status Resist: None

Drop: Small Health Potion (40%)

Club Bouncer

Region: Colussia - Heavenly Fate Club

HP: 550 SP: 325 Exp: 7 Gold: 42

Class: Human

Spells: None

Weakness: None

Resist: None

Status Resist: None

Drop: Small Spirit Potion (40%)

Enraged Sailor

Region: Colussia - Quest: "What Goes Around"

HP: 380 SP: 280 Exp: 5 Gold: 40

Class: Human

Spells: None

Weakness: None

Resist: None

Status Resist: None

Drop: Small Health Potion (40%)

Giantus Golem

Region: Crimson Forest- Story Boss

HP: 30000 SP: 2400 Exp: 400 Gold: 1200

Class: Ancient

Spells: Tremor, Earthquake

Weakness: None

Resist: None

Status Resist: Poison (Immune,) Sleep (Immune)

Drop: Emerald Gem (100%)

Imperial Archknight

Region: Iron Spire- Story Boss

HP: 36000 SP: 3000 Exp: 215 Gold: 2350

Class: Human

Spell: Might, Barrier, Heal

Weakness: None

Resist: None

Status Resist: NONE!!

Drop: Full Health Potion (40%)

Magihound

Region: Iron Spire- Story Battle

HP: 1680 SP: 1860 Exp: 920 Gold: 158

Class: Human

Spell: Gust, Hurricane, Cyclone, Grand Break

Weakness: None

Resist: None

Status Resist: None

Drop: Large Spirit Potion (40%)

Masquerade

Region: Royal Cottage- Story Boss

HP: 35000 SP: 2600 Exp: 550 Gold: 1800

Class: Human

Spells: Poisoning Piruett, Carousel of Chaos

Weakness: None

Resist: None

Status Resist: Poison (Immune) Fear (Immune)

Drop: Emerald Gem (100%)

Masquerade 2

Region: Tijia Woods

HP: 46000 SP: 4000 Exp: 950 Krown: 3500

Class: Human

Spells: Poisoning Piruett, Carousel of Chaos, Trickster's Prank

Weakness: Seduce, Weaken

Resist: None

Status Resist: Poison and Fear Immune

Drop: Emerald Gem (100%)

Mercenary

Region: Skalhalm

HP: 1680 SP 980 Exp: 168 Krown: 196

Class: Human

Spells: None

Weakness: None

Resist: None

Status Resist: None

Drop: Large Health Potion (40%)

Mercenary Chief

Region: Skalhalm

HP: 3860 SP: 1650 Exp: 182 Krown: 210

Class: Human

Spells: None

Weakness: Seduce, Silence, Confuse

Resist: None

Status Resist: None

Drop: Full Health Potion (40%)

Spiriwood

Region: Fierra Falls- Story Boss

HP: 40000 SP: 2800 Exp: 750 Gold 2200

Class: Nature

Spells: Tremor, Earthquake, Rock, Sweeping Arm

Weakness: Fire, Thunder, Wind

Resist: Water (Absorb) Earth (Absorb)

Status Resist: Immune to Poison, Silence, Sleep and Paralyze

Drop: Emerald Gem (100%)

Steel Demoness

Region: Castle Warrengard- Story Boss

HP: 46000 SP: 3200 Exp: 800 Gold: 200

Class: Human

Spells: Bone Shatterer, Bull Rush

Weakness: None

Resist: None

Status Resist: Immune to all status

Drop: Emerald Gem (100%)

Section 6.4 LEGENDARY (LGD)

Corrus Spawn (Fire Demoness x30)

Region: Castle Warrengard- After clearing prison rubble

HP: 42000 SP: 3200 Exp: 600 Gold: 2800

Class: Demon

Spells: Blaze, Inferno, Crush, Grand Crush

Weakness: Water, Ice

Resist: Earth, Fire (Absorb)

Status Resist: Immune to all but Paralyze, Slow and Feeble

Reward: Illustration 41

Demonicon Eye (Dark Bat x30)

Region: Nillia Woods (NE corner of screen that has north fork in road)

HP: 9200 SP: 1640 Exp: 200 Gold: 650

Class: Demon

Spells: Void, Darkness, Confuse

Weakness: Light

Resist: Dark (Immune)

Status Resist: Immune to Confuse.

Reward: Illustration 65

Giganto Brutus (Giga Plump x30)

Region: Lost Cemetery- Basement in north building.

HP: 52000 SP: 3400 Exp: 780 Gold 3700

Class: Monster

Spells: Rage, Mowing Strike, Fear, Grand Fear

Weakness: None

Resist: None

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Status Resist: Immune to all but Seduce, Poison, Confuse, Blindness and Slow

Reward: Illustration 115

Goblin Overlord (Green Goblin x30)

Region: Paradise Oasis

HP: 42000 SP:3600 Exp: 650 Gold: 3200

Class: Reptile

Spells: Silence, Grand Silence, Prayer, Blessing, Divinity, Poison, Grand Poison

Weaknesses: Dark

Resist: Light (Immune)

Resist: Immune to all but Silence, Weaken, Feeble.

Reward: Illustration 48

M1-A Prototype (Mana Golem x30)

Region: Tower of Descent. NW cave

HP: 50000 SP: 3800 Exp: 750 Gold: 3500

Class: Ancient

Spell: Sweeping Arm, Void, Darkness, Eclipse

Weakness: None

Resist: None

Status Resist: Immune to Poison, Fear, Silence, Sleep, Paralyze and Feeble

Reward: Illustration ??

Mountain Grinder (Dilizard x30)

Region: Rivulet Hills (Near Guild of Heroes Outpost)

HP: 8600 SP: 1520 Exp: 175 Gold: 500

Class: Reptile

Spells: Rock, Earthquake

Weakness: Ice

Resist: Earth (Immune)

Status Resist: Seduce

Reward: Illustration 12

Necropants (Broncallo x30)

Region: Royal Cottage

HP: 32000 SP: 2800 Exp: 250 Gold: 800

Class: Beast

Spells: Break, Rage

Weakness: Earth

Resist: None

Status Resist: Immune to Seduce and Poison

Reward: Illustration 52

Pharaoh Handblast (Werewuffie x30)

Region: Windy Canyon (Large Cave near Exit)

HP: 7800 SP: 1480 Exp: 150 Gold: 400

Class: Beast

Spells: Fire, Force

Weakness: Water

Resist: Fire (Immune)

Status Resist: Seduce

Reward: Illustration 25

Psycho Warrior (Ironard Bandit x30)

Region: Serenity Bridge (Eastern Exit/ Entrance)

HP: 28000 SP: 2600 Exp: 450 Gold: 1400

Class: Human

Spells: Bringing the Pain, Break, Rage

Weakness: None

Resist: None

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Status Resist: Immune to Poison, Fear and Silence

Reward: Illustration 70

Queen Hornet (**Venom Hornet x30**)

Region: Smugglers Route (northern part close to southern exit)

HP: 20000 SP: 2300 Exp: 350 Gold: 900

Class: Acian

Spell: Greater Heal, Power

Weakness: Wind

Resist: Earth

Status Resist: Poison (Immune)

Reward: Illustration 110

Queen Stinger (**Wild Stinger x30**)

Region: Grassland Road (Eastern Cave)

HP: 20000 SP: 2300 Exp: 350 Gold: 900

Class: Avian

Spells: Greater Heal, Power

Weakness: Wind

Resist: Earth

Status Resist: Immune to Poison

Reward: Illustration 26

Rainway Demon (**Nectarfluster x30**)

Region: Fellhorn Ruins (near the Fortress)

HP: 24000 SP: 2500 Exp: 400 Gold: 1000

Class: Demon

Spells: Flood, Tsunami, Silence

Weakness: Wind

Resist: Earth, Water (Immune)

Status Resist: Immune to Poison and Silence.

Reward: Illustration 81

Resurrected Baron (Bone Wanderer x30)

Region: Colussia Sewers (North)

HP: 17500 SP: 2100 Exp: 290 Gold: 800

Class: Undead

Spells: Darkness, Eclipse, Fear

Weakness: Light

Resist: Dark (Immune)

Status Resist: Immune to Seduce, Poison and Fear.

Reward: Illustration 37

Rock Worm (Scorbane x30)

Region: Prestige Ranch- North of Exit

HP: 40000 SP: 1000 Exp: 600 Gold: 2600

Class: Aquatic

Spell: Death's Swallow

Weakness: Water

Resist: Earth (Immune)

Status Resist: Immune to Seduce, Silence, Paralyze and Feeble

Reward: Illustration 24

Sir Troublemaker (Mischief x30)

Region: Western Lighthouse

HP: 10000 SP: 1820 Exp: 225 Gold: 700

Class: Demon

Spells: Grand Weaken, Grand Sleep

Weakness: Thunder

Resist: Water

Status Resist: Immune to Poison, Sleep and Weaken.

Reward: Illustration 67

Thorn of Fairlight (**Sylvan Fungus x30**)

Region: Lake Fairlight (Eastern Cave)

HP: 20000 SP: 2300 Exp: 350 Gold: 900

Class: Nature

Spells: Poison, Grand Slow, Grand Paralyze

Weakness: Fire

Resist: Earth

Status Resist: Immune to Poison, Paralyze, and Slow.

Reward: Illustration 51

Toad Ninjutsu (**Contoad x30**)

Region: River Checkpoint

HP: 17500 SP: 2100 Exp: 290 Gold: 800

Class: Aquatic

Spells: Barrier, Heal

Weakness: Thunder

Resist: Water

Status Resist: Immune to Poison

Reward: Illustration 46

Tordose Shell (**Fishmouth x30**)

Region: Fierra Falls

HP: 38000 SP: 2800 Exp: 550 Gold: 2000

Class: Aquatic

Spells: Flood, Tsunami

Weakness: Thunder

Resist: Water (Absorb)

Status Resist: Immune to Seduce, Silence, Paralyze and Feeble

Reward: Illustration 109

Tordose Barrier (**Albino Finmouth x30**)

Region: Island of Mist

HP: 38000 SP: 2800 Exp: 550 Gold: 2000

Class: Aquatic

Spells: Tremor, Earthquake

Weakness: Water

Resist: Absorbs Earth

Status Resist: Immune to Seduce, Silence, Paralyze and Feeble

Reward: Illustration 127

Void Chaos (**Lost Spirit x30**)

Region: Kahr- House south of Sauna. Night only

HP: 32000 SP: 4800 Exp: 700 Gold: 3400

Class: Demon

Spells: Void, Darkness, Eclipse, Fear, Grand Fear

Weakness: Light

Resist: Immune to physical and Dark

Status Resist: Immune to all but Silence, Paralyze and Feeble

Reward: Illustration 128

Waste Gourger (**Slimebag x30**)

Region: Hollow Gorge (Southern Cave)

HP: 15000 SP: 1960 Exp: 270 Gold: 800

Class: Monster

Spells: Resist

Weakness: Fire

Resist: Earth

Status Resist: Immune to Poison

Reward: Illustration 69

Wolheim Howler (Firewolf x30)

Region: Crimson Forest (Cave near Howling Moon lands)

HP: 12500 SP: 1960 Exp: 240 Gold: 750

Class: Beast

Spells: Rage

Weakness: Fire

Resist: Water

Status Resist: None

Reward: Illustration 66

Section 6.5 ULTIMATES

Roseus

Region: Serenity Bridge. Behind weak wall. After events in Kahr

HP: 120000 SP: 3800 Exp: 2000 Gold: 10000

Class: Nature

Spell: Flood, Tsunami, Seductive Kiss, Pheromones Aroma

Weakness: Fire, Thunder

Resist: Earth. Water (Immune)

Status Resist: Immune to everything

Reward: Nothing. You lose. Good Day Sir

Section 7: Titles (TTL)

ADVENTURER

Prison Breakout Achieved by escaping Darkthorn Keep	A Road Closer Achieved by arriving at Brightstone	The Lost Cause Achieved by defeating Masquerade
Trouble in Paradise Achieved by arriving at Arlon	A Temple in Sand Achieved by arriving at the city of Kahr	Turning the Tide Achieved by destroying the first Iron Spire
Unemployed 5 Completed Side-Quests	Problem Solver 15 Completed Side-Quests	Role Model 30 Completed Side-Quests
Treasure Newbie 10 Treasure Chests Opened	Treasure Seeker 50 Treasure Chests Opened	Treasure Hoarder 80 Treasure Chests Opened
Swashbuckler 5 Treasure Maps Solved	Buccaneer 15 Treasure Maps Solve	Pirate King 30 Treasure Maps Solved
Altar Worshipper 3 Altars Visited	Pilgrime Monk 6 Altars Visited	Goddess Appeaser 15 Altars Visited

MONSTER HUNTER		
Legendary Knight 5 Legendary Monsters Defeated	Legendary Crusader 15 Legendary Monsters Defeated	Legendary Paladin 30 Legendary Monsters Defeated
Werewuffie 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Contoad 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Slimebag 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
Dilizard 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Mischief 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monste	Firewolf 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
Wild Stinger 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Sylvan Fungus 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Nectarfluster 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
Bonewanderer 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Dark Bat 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster	Broncallo 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
Venom Hornet	Green Goblin	Giga Plump

<ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
<p align="center">Fishmount</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<p align="center">Ironard Bandit</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<p align="center">Albino Fishmount</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
<p align="center">Lost Spirit</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<p align="center">Scorbane</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<p align="center">Fire Demoneess</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster
<p align="center">Mana Golem</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<p align="center">Cockalot</p> <ol style="list-style-type: none"> 1. Defeat 10 Mobs 2. Defeat 30 Mobs 3. Defeat Legendary Monster 	<p align="center">Earth Demoneess</p> <ol style="list-style-type: none"> 4. Defeat 10 Mobs 5. Defeat 30 Mobs 6. Defeat Legendary Monster
<p align="center">Clank Giant</p> <ol style="list-style-type: none"> 7. Defeat 10 Mobs 8. Defeat 30 Mobs 9. Defeat Legendary Monster 	<p align="center">Hollowman</p> <ol style="list-style-type: none"> 4. Defeat 10 Mobs 5. Defeat 30 Mobs 6. Defeat Legendary Monster 	
COMPLETIONIST		
<p align="center">Chronology Protector</p> <p align="center">10 Dimensional Shards Found</p>	<p align="center">Chronology Defender</p> <p align="center">25 Dimensional Shards Found</p>	<p align="center">Chronology Guardian</p> <p align="center">50 Dimensional Shards Found</p>
<p align="center">Quiz Solver</p> <p align="center">3 Scholar Quizzes Solved</p>	<p align="center">Quiz Challenger</p> <p align="center">6 Scholar Quizzes Solved</p>	<p align="center">Quiz Master</p> <p align="center">10 Scholar Quizzes Solved</p>
THIEF		
<p align="center">Lock Apprentice</p> <p align="center">5 Picked Locks</p>	<p align="center">Lock Handler</p> <p align="center">20 Picked Locks</p>	<p align="center">Lock Breaker</p> <p align="center">40 Picked Locks</p>
<p align="center">Curious Looter</p> <p align="center">40 Furniture Looted</p>	<p align="center">Observant Looter</p> <p align="center">160 Furniture Looted</p>	<p align="center">Dedicated Looter</p> <p align="center">400 Furniture Looted</p>
<p align="center">Frame Stealer</p> <p align="center">5 Stolen Paintings</p>	<p align="center">Canvas Robber</p> <p align="center">10 Stolen Paintings</p>	<p align="center">Painting Marauder</p> <p align="center">15 Stolen Paintings</p>
<p align="center">Donation Thief</p> <p align="center">1 Donations Looted</p>	<p align="center">Charity Balancer</p> <p align="center">5 Donations Looted</p>	<p align="center">Jadeite Nemesis</p> <p align="center">10 Donations Looted</p>

Safe Cracker 5 Safes Cracked	Strongbox Raider 10 Safes Cracked	Vault Dweller 15 Safes Cracked
EXPLORER		
Local Tourist 22 Locations Discovered	Beldorian Sightseer 44 Locations Discovered	Empire Traveler 66 Locations Discovered
Area Explorer 22 Locations Cleared	Region Clearer 44 Locations Cleared	World Completionist 66 Locations Cleared
Colussia <ul style="list-style-type: none"> • Location Cleared • 2x Ruby Chest Unlocked • 3x Lost Illustrations Found • 1x Legendary Monster Defeated • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 2x Painting Collected • 3x Safe Cracked 	Rivulet Hills <ul style="list-style-type: none"> • Location Cleared • 1x Ruby Chest Unlocked • 1x Lost Illustration Found • 1x Legendary Monster Defeated 	Caimridge <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked • 1x Lost Illustration Found • 1x Master Hen'Tai Discovered
Port Ronod <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 1x Painting Collected • 1x Safe Cracked 	Western Lighthouse <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Legendary Monster Defeated 	Lake Fairlight <ul style="list-style-type: none"> • Location Cleared • 1 Ruby Chest Unlocked • 1x Lost Illustration Found • 1x Legendary Monster Defeated • 1x Pilgrimage Altar Prayed
Darkthorn Keep <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked 	Fellhorn Ruins <ul style="list-style-type: none"> • 1x Lost Illustration Found • 1x Legendary Monster Defeated 	Windy Canyon <ul style="list-style-type: none"> • Location Cleared • 1x Ruby Chest Unlocked • 1x Lost Illustrations Found • 1x Legendary Monster Defeated • 1x Pilgrimage Altar Prayed
Grand Bridge <ul style="list-style-type: none"> • Location Cleared 	Imperial Manor <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Painting Collected 	Iron Spire <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Painting Collected
Highland Inn <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found 	Nillia Woods <ul style="list-style-type: none"> • Location Cleared • 1x Legendary Monster Defeated 	Hollow Gorge <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked • 1x Legendary Monster Defeated

<ul style="list-style-type: none"> • 1x Master Hen'Tai Discovered 		
<p style="text-align: center;">Grassland Road</p> <ul style="list-style-type: none"> • Location Cleared • 1x Legendary Monster Defeated • 1x Pilgrimage Altar Prayed 	<p style="text-align: center;">Brightstone</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 2x Painting Collected • 1x Safe Cracked 	<p style="text-align: center;">Crimson Forest</p> <ul style="list-style-type: none"> • 1x Legendary Monster Defeated • 1x Master Hen'Tai Discovered
<p style="text-align: center;">Royal Cottage</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Legendary Monster Defeated 	<p style="text-align: center;">River Checkpoint</p> <ul style="list-style-type: none"> • Location Cleared • 1x Legendary Monster Defeated 	<p style="text-align: center;">Gentlemen's Club</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 1x Painting Collected
<p style="text-align: center;">Whitehaven</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 1x Safe Cracked 	<p style="text-align: center;">Summer Cove</p> <ul style="list-style-type: none"> • Location Cleared • 1x Ruby Chest Unlocked • 1x Master Hen'Tai Discovered 	<p style="text-align: center;">Serenity Bridge</p> <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked • 1x Lost Illustration Found • 1x Legendary Monster Defeated
<p style="text-align: center;">Tower of Descent</p> <ul style="list-style-type: none"> • 1x Legendary Monster Defeated 	<p style="text-align: center;">Arlon</p> <ul style="list-style-type: none"> • Location Cleared • 1x Ruby Chest Unlocked • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 1x Painting Collected • 1x Safe Cracked 	<p style="text-align: center;">Desert Checkpoint</p> <ul style="list-style-type: none"> • Location Cleared • 1x Ruby Chest Unlocked
<p style="text-align: center;">Prestige Ranch</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Legendary Monster Defeated <ul style="list-style-type: none"> • 1x Painting Collected • 1x Safe Cracked 	<p style="text-align: center;">Fierra Falls</p> <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked • 1x Legendary Monster Defeated • 1x Pilgrimage Altar Prayed 	<p style="text-align: center;">Four Season Inn</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Safe Cracked
<p style="text-align: center;">Illusian Forest</p>	<p style="text-align: center;">Valley Checkpoint</p>	<p style="text-align: center;">Uncle Dad's Farm</p> <ul style="list-style-type: none"> • Location Cleared • 1x Master Hen'Tai Discovered
<p style="text-align: center;">Forgotten Cemetery</p>	<p style="text-align: center;">Smuggler's Route</p>	<p style="text-align: center;">Immemorial Glade</p>

<ul style="list-style-type: none"> • 1x Lost Illustration Found • 1x Legendary Monster Defeated 	<ul style="list-style-type: none"> • Location Cleared • 1x Ruby Chest Unlocked • 1x Legendary Monster Defeated 	<ul style="list-style-type: none"> • Location Cleared
<p style="text-align: center;">Castle Warrengard</p> <ul style="list-style-type: none"> • 2x Lost Illustration Found • 1x Legendary Monster Defeated 	<p style="text-align: center;">Island of Mist</p> <ul style="list-style-type: none"> • 1x Legendary Monster Defeated • 1x Pilgrimage Altar Prayed 	<p style="text-align: center;">Kahr</p> <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked • 2x Lost Illustration Found • 1x Legendary Monster Defeated • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 2x Painting Collected • 1x Safe Cracked
<p style="text-align: center;">Paradisus Oasis</p> <ul style="list-style-type: none"> • Location Cleared • 1x Lost Illustration Found • 1x Legendary Monster Defeated • 1x Pilgrimage Altar Prayed 	<p style="text-align: center;">Pit of Ror'Ga</p> <ul style="list-style-type: none"> • Location Cleared 	<p style="text-align: center;">Tijia Woodland</p> <ul style="list-style-type: none"> • 1x Ruby Chest • 1x Lost Illustration Found
<p style="text-align: center;">Duke's Tavern</p> <ul style="list-style-type: none"> • Master Hen'Tai Discovered 	<p style="text-align: center;">The Ravaged Booty</p> <p>1x Ruby Chest Unlocked</p>	<p style="text-align: center;">Praecept Isle</p>
<p style="text-align: center;">Odidania</p> <ul style="list-style-type: none"> • 2x Lost Illustration Found • 1x Master Hen'Tai Discovered <ul style="list-style-type: none"> • 2x Painting Collected • 1x Safe Cracked 	<p style="text-align: center;">Northern Creek</p> <ul style="list-style-type: none"> • 1x Lost Illustration Found • 1x Pilgrimage Altar Prayed 	<p style="text-align: center;">Isolated Shack</p>
<p style="text-align: center;">????????</p>	<p style="text-align: center;">Ruins of the Past</p> <ul style="list-style-type: none"> • 1x Ruby Chest Unlocked • 1x Lost Illustration Found 	<p style="text-align: center;">The Last Tower</p>
TRADER		
<p style="text-align: center;">Animal Tracker</p> <p>10 Wildlife Caught</p>	<p style="text-align: center;">Wildlife Catcher</p> <p>30 Wildlife Caught</p>	<p style="text-align: center;">Master Hunter</p> <p>50 Wildlife Caught</p>
<p style="text-align: center;">Novice Miner</p> <p>10 Ore Deposits Mined</p>	<p style="text-align: center;">Advanced Miner</p> <p>30 Ore Deposits Mined</p>	<p style="text-align: center;">Professional Miner</p> <p>50 Ore Deposits Mined</p>

Stone Remover	Wall Destroyer	Cave Destroyer
1 Collapsed Weak Walls	5 Collapsed Weak Walls	10 Collapsed Weak Walls
Outfitter	Cosplayer	Fashionist
3 Costumes Obtained	6 Costumes Obtained	10 Costumes Obtained
Deed Acquirer	Property Magnate	Estate Conqueror
10 Properties Secured	30 Properties Secured	50 Properties Secured
UNKNOWN TITLE		
COLLECTOR		
Art Sampler	Art Enthusiast	Art Completionist
20 Illustrations Collected	80 Illustrations Collected	150 Illustrations Collected
Pervert Seeker	Fatman Locator	Hen'Tai Buster
5 Master Hen'Tai Encountered	10 Master Hen'Tai Encountered	15 Master Hen'Tai Encountered
Coin Tosser	Red Fascinator	Ruby Spender
10 Art Chests Unlocked	20 Art Chests Unlocked	30 Art Chests Unlocked
Priestess Collector	Dancer Collector	Outlaw Collector
10 Laquadia Cards Obtained	10 (Teen) Farah Cards Obtained	10 Gabrielle Cards Obtained
Fortune Collector	Mercenary Collector	Neifu Collector
10 Illumi Cards Obtained	10 Masquerade Cards Obtained	10 Ra'Tiki Cards Obtained
Queen Collector	Matriarch Collector	Empress Collector
10 Opala Cards Obtained	10 (Adult) Farah Cards Obtained	10 Osira Cards Obtained
Broker Collector	Maid Collector	Farmer Collector
10 Black Dame Cards Obtained	10 Layla Cards Obtained	10 Sunny-Sue Cards Obtained
Concubine Collector	Skymaiden Collector	Barbarian Collector
10 Mhu'Tiki Cards Obtained	10 Beatrix Cards Obtained	10 Naz'Raala Cards Obtained
Unknown	Magihound Collector	Unknown
	10 Kythie Cards Obtained	
Scientist Collector	Unknown	Unknown
10 Zweibelle Cards Obtained		
PROCURER		
Victorious Prayer	Making History	Without Trying
Achieved by seducing or fucking Laquadia	Achieved by seducing or fucking [Teen] Farah	Achieved by seducing or fucking Gabrielle
Doing Business	Dangerous Game	Doubtful Match
Achieved by seducing or fucking Illumi	Achieved by seducing or fucking Masquerade	Achieved by seducing or fucking Ra'tiki
?????????????	?????????????	???????????

?????	?????	????
Spoils of War Achieved by seducing or fucking Beatrix	Breeding Lesson Achieved by seducing or fucking Mhu'Tik	Beast Trainer Achieved by seducing or fucking Steel Demoness
Shy Flasher 5 Perverts Entertained	Indecent Streaker 15 Perverts Entertained	Shameless Nudist 30 Perverts Entertained
Cum Swallower 3 Taverns Challenged	Sperm Drinker 6 Taverns Challenged	Jizz Addiction 10 Taverns Challenged

Section 8: Rewards (RWD)

Art Razor Able to remove painting Cost: 1 Golden Token Requirement: 1 Thief Title	Golden Dectector Let you know if Golden is on map Cost: 2 Golden Tokens Requirement: 10 Monster Hunter Title	Monster Lure Says it boosts spawn of Golden? Cost: 3 Golden Tokens Requirement: 20 Monster Hunter Title
Torsion Wrench Lvl.2 Lockpicking Cost: 1 Golden Token Requirement: 3 Thief Titles	Glorious Pic Lvl. 3 Lockpicking Cost: 2 Golden Tokens Requirement: 8 Thief Titles	?????? ??? ?? ?
Animal Whistle Lvl. 2 Animal Capture Cost: 1 Golden Token Requirement: 2 Trader Titles	Hunting Gloves Lvl. 3 Animal Capture Cost: 2 Golden Tokens Requirement: 8 Trader Titles	?????? ??? ?? ?
Rock Charges +2 When Mining Nodes Cost: 1 Golden Token Requirement: 4 Trader Titles	Mining Gear +4 When Mining Nodes Cost: 2 Golden Tokens Requirement: 10 Trader Titles	?????? ??? ?? ?
Leather Leash Unknown Cost: 1 Golden Token Requirement: 10 Procurer Titles/ Slave Coller	?????? ??? Cost: 2 Golden Tokens Requirement: 20 Procurer Titles	?????? ??? ?? ?

Section 9: Property Management (PRT)

[Table of Contents](#)

[Walkthrough](#)

They will be arranged by the order they appear in the explorer title page. Item Stores, Bars, Inns material shops can be bought for supplies. Just about everything in the game that can take money from you. These are important for upgrading you castle. So if you want a badass home fort you should pick these up when you can.

Yes the numbers are correct. 154,000K Save the huge properties until last of course. Take note you only need a max of 80 workers. So 800 food

Colussia

- __ Bordello: 2500K: Beverage x100
- __ Enchanted Armory: 2500K: Iron x200 Steel x200
- __ Heart of Happiness: 1000K: Food x100 Cloth x100
- __ Heavenly Fate: ?????
- __ Rising Tide: 3500K: Food x100 Beverage x100
- __ Steaming Tab: 4000K: Food x100 Beverage x100
- __ Twin Trade's Equipment: 1000K: Tools x200 Stone x100
- __ Twin Trade's Potions: 1000K: Glass x200 Clay x100
- __ Weary Traveler: 3000K Cloth x100 Water x100

Port Ronod

- __ Cotton Seaside: 3000K: Cloth x100 Water x100
- __ Midnight Fox: 4000K: Food x100 Beverage x100
- __ Yo'Bro Material Store: 1500K: Stone x200 Clay x200 Wood x100

HighLand Inn

- __ Inn: 12000K: Cloth x100 Water x100

Brightstone

- __ Clothing Store: 2000K: Tools x400 Cloth x400
- __ Marketplace: 2500k: Tools x200 Stone x100
- __ Material Store: 2000: Stone x200 Clay x200 Wood x100
- __ Potion Store: 2000K: Glass x200 Clay x100
- __ Shining Forge: 3500K: Iron x200 Steel x200
- __ Soft Sunrise: 4000K: Cloth x100 Water x100
- __ Sword n' Shield Tavern: 5000K: Food x100 Beverage x100

Gentlemen's Club

__ Club: 20000K: Beverage x100

Whitehaven

__ Western Wave Inn: 4000K: Cloth x100 Water x100

__ Western Wave Tavern: 4000K: Food x100 Beverage x100

Arlon

__ Equipment Store: 2000K Tools x200 Stone x100

__ Arlon's Drunkard: 4000K Food x100 Beverage x100

Prestige Ranch

__ Ranch: 14000K: Hay x400 Wood x200 Water x100

Four Season Inn

__ Inn: 12000K: Cloth x100 Water x100

Uncle Dad's Farm

__ Farm: 8000K: Hay x400 Wood x200 Water x100

Kahr

__ Diamond Dust: 4500K: Iron x200 Steel x200

__ Equipment Store: 2000K: Tools x200 Stone x100

__ Golden Goat: 7500K: Food x100 Beverage x100

__ Journey's End Sauna: 6000K: Clay x100 Food x200

__ Material Store: 2000K: Stone x200 Clay x200 Wood x100

__ Potion Store: 2000K: Glass x200 Clay x100

__ Transcended Rose: 5000K: Cloth x100 Water x100

Odidania

__ Mythic Widomaker: 7500K: Food x100 Beverage x100

__ Odidania Clothing Store: 2000K: Tools x400 Cloth x400

__ Odidania Equipment Store: 2000K: Tools x200 Stone x100

__ Odidania Material Store: 2000K: Stone x200 Clay x200 Woods x100

__ Odidania Potion Store: 2000K: Glass x200 Clay x100

__ Samson's Blade: 3500K: Iron x200 Steel x200

__ The Azure Sheet: 5000K: Cloth x100 Water x100

SKALHALM

The Hazy Cloud: 4000K: Food x100 Beverage x100

Section 10: Castle Warrengard (WRN)

After completing story events at Kahr you can start upgrading your castle. To do so you need materials you get from buying trade routes from properties. Each upgrade expands your castle at the cost of said materials. It also requires manpower which requires food and beverage. To get more manpower you talk to Black Dame in the throne room area to hire more workers. Hired workers come in base 10. Means each worker you hire is actually 10 of them. They cost 1000k per batch and take 100 food and beverage. Unlike other resources once you hire workers they are there forever.

To get the actual work to get done just go to the teleport room and teleport back. This counts as "Time Passed."

Every time you expand a new area it counts as a fresh zone. So if there were places to search before upgrading you lose the items. The reverse is also possible. If you search the desks before it is upgraded the desks become searchable again.

UPGRADES

Part 1

Main Hall

__ Rubble right above save crystal: Tools x200, Clay x200, Manpower x40

__ Rubble left of save crystal: Tools x100, Clay x100, Manpower x10

East Sleeping Quarters

__ Rubble near stairs: Tools x300, Clay x200, Manpower x60

Prison Areas

__ Rubble near exit: Tools x200, Clay x100, Manpower x40

Outside

__ Walls: Stone x600, Glass x200, Manpower x60

__ Road: Tools x200, Stone x400, Manpower x80

__ Moat: Clay x400, Wood x200, Manpower x80

Part 2: Get passed Blackgate Stronghold for a upgrade

__ Courtyard unblocking: Tools x100, Iron x200, Manpower x40

__ Courtyard: Water x400, Hay x600, Manpower x80

__ Private Quarters: Steel x400, Cloth x400, Manpower x60

Section 11: What I need to fix and extras?

MIRROR CODES

3482- Founder's Set. Includes Founder's Blades, gauntlet, helm, plate necklace an elixer and 5000K

7688- Matriarch Costume for Farah

BUG FIXES FOR BETAS

1292- Fixes bugged illustration if you gathered it from May Naidhar's house in Odidania

1121- If you finished blackgard stronghold in 2.10. Resets event

9898- Resets party. ONLY USE IF PARTY GLITCHED BETWEEN 2.10 AND 2.14. Otherwise it can break your game