

# ENCHANTED ARMS™

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EVERY GOLEM**



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3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661  
1-800-733-3000  
www.primagames.com



Created by **Kaizen Media Group**

**Producer:** Howard Grossman

**Author:** Gerald Guess

**Designer:** Troy Silver



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**Product Manager:** Jason Wigle

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# ENCHANTED ARMS

PRIMA OFFICIAL STRATEGY GUIDE

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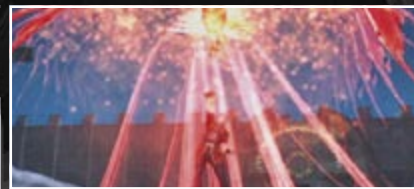
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## CHARACTERS: VITAL STATS

01

ATSUMA

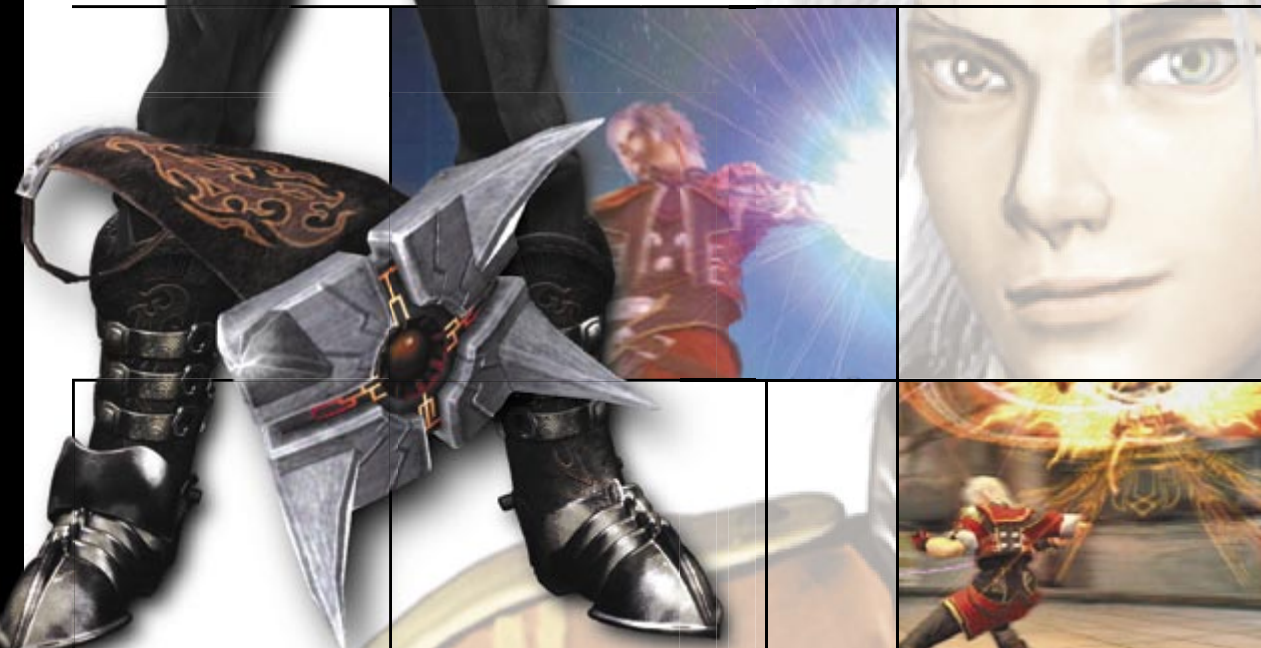


## CHARACTER BIO



<b>GENDER</b>	<b>MALE</b>
<b>AGE</b>	<b>18</b>
<b>HEIGHT</b>	<b>180 CM</b>
<b>WEAPON</b>	<b>BONE KNUCKLE</b>
<b>ELEMENT</b>	<b>FIRE</b>

*Attends the Academy in Yokohama City. Once he gets an idea, he'll charge full steam ahead with it, and generally isn't much for thinking about consequences. His best friend Toya calls him "Red Bubble-Head." He is looked down upon by many students and teachers because of his right arm's habit of neutralizing any Enchants it touches, but Atsuma himself doesn't mind what others think. Excels at fist-based attacks, especially those endowed with Fire Ether.*



# ATSUMA'S EX ATTACKS


Name	Element	PP	EX Cost	Attack Type	Effect	How to Attain Skill
<b>Summon Phoenix</b>	Fire	85	30	Ranged	Gigantic phoenix swoops down on enemy in range	Learn in the London Prison
<b>Mega Phoenix</b>	Fire	115	30	Ranged	Huge flaming phoenix swoops down on enemy in range	Learned after the section Follow Koe
<b>Stun Bead Flare</b>	Fire	175	55	Direct	Flurry of flaming fists strikes single enemy	Learned during the reconstruction of London
<b>Force Pain</b>	None	170	100	Ranged	Intense Ether power zone strikes all enemies	Learned after Sei
<b>Enchant Arm</b>	None	—	35	Ranged	Mysterious power which reduces all to nothingness	Learned during the final battle with Infinity

# ATSUMA'S ATTACK SKILLS

Name	Element	Required SP	PP	EP	Effect
<b>Blow</b>	None	250	40	8	Direct: Weak punch to enemy column
<b>Flare Force</b>	Fire	5000	52	96	Ranged: Grab with Fire Ether discharge on single enemy
<b>Flare Rush</b>	Fire	250	80	15	Direct: [Fire] Weak barrage on single enemy
<b>Grav-Force</b>	None	3000	40	28	Ranged: Weak gravity grab on single enemy
<b>High Blow</b>	None	1500	52	24	Direct: Medium punch to enemy column
<b>High Charge</b>	None	3000	150	26	Cover: Boosts parameters by 50%
<b>High Flare Rush</b>	Fire	1500	104	45	Direct: [Fire] Medium barrage on single enemy
<b>High Recover</b>	None	5000	60	27	Cover: Medium recovery of own HP and EP
<b>Mega Blow</b>	None	5000	64	72	Direct: Strong punch to enemy column
<b>Mega Flare Blow</b>	Fire	5000	64	90	Direct: [Fire] Strong punch to enemy column
<b>Mega Flare Rush</b>	Fire	5000	128	135	Direct: [Fire] Strong barrage on single enemy
<b>Mega Flare Wave</b>	Fire	5000	58	142	Direct: [Fire] Strong shockwave on enemy column
<b>Mega Stampede</b>	None	5000	52	90	Direct: High-impact attack on all enemies in range
<b>Meteor Rush</b>	None	15000	140	180	Direct: Max-power barrage on single enemy
<b>Recover Body</b>	None	1500	48	9	Cover: Light recovery of own HP and EP
<b>Stampede</b>	None	250	32	10	Direct: Low-impact attack on all enemies in range
<b>Taunt</b>	None	1500	—	9	Cover: Enrages enemy column
<b>Wave</b>	None	250	36	13	Direct: Weak shockwave on enemy column

# ATSUMA'S ARSENAL

### BONE KNUCKLE




Stat	Mod
HP	0
EP	0
Direct	20
Ranged	10
Support	10
Agility	10

Required Materials

Power Gems	0
Mind Gems	0
Speed Gems	0

### HAMMER KNUCKLE




Stat	Mod
HP	0
EP	5
Direct	35
Ranged	20
Support	10
Agility	10

Required Materials

Power Gems	8
Mind Gems	0
Speed Gems	4

### ROUGH KNUCKLE




Stat	Mod
HP	0
EP	45
Direct	50
Ranged	50
Support	40
Agility	10

Required Materials

Power Gems	10
Mind Gems	7
Speed Gems	7

### BEAT BLASTER

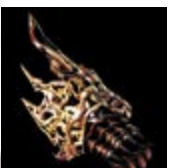


Stat	Mod
HP	60
EP	30
Direct	65
Ranged	55
Support	0
Agility	10

Required Materials

Power Gems	40
Mind Gems	0
Speed Gems	8

### WILD FIRE




Stat	Mod
HP	20
EP	50
Direct	88
Ranged	70
Support	60
Agility	20

Required Materials

Power Gems	48
Mind Gems	24
Speed Gems	24

### IRIS KNUCKLE




Stat	Mod
HP	70
EP	50
Direct	125
Ranged	90
Support	90
Agility	50

Required Materials

Power Gems	128
Mind Gems	32
Speed Gems	32

### SMOKY CHAMP




Stat	Mod
HP	-500
EP	-200
Direct	180
Ranged	180
Support	180
Agility	255

Required Materials

Power Gems	60
Mind Gems	0
Speed Gems	60

### MOONLIGHT GLOVE



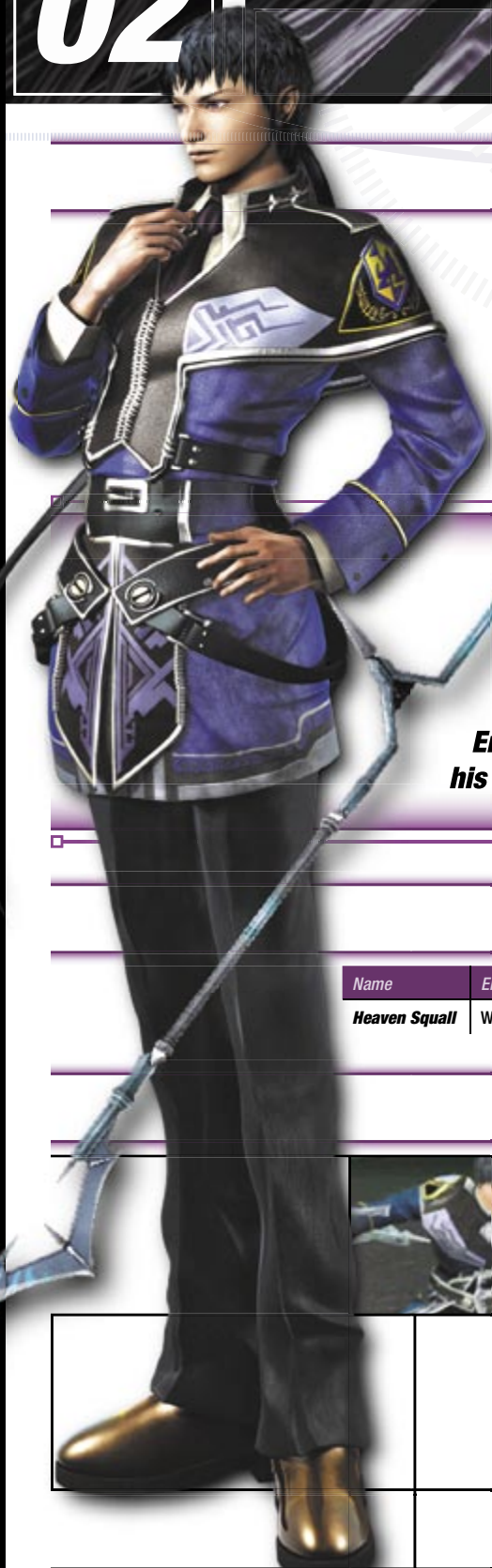
Stat	Mod
HP	511
EP	255
Direct	255
Ranged	255
Support	255
Agility	10

Required Materials

Power Gems	200
Mind Gems	50
Speed Gems	50

CHARACTERS: VITAL STATS

02 TOYA



CHARACTER BIO

<b>GENDER</b>	<b>MALE</b>
<b>AGE</b>	<b>19</b>
<b>HEIGHT</b>	<b>178 CM</b>
<b>WEAPON</b>	<b>AQUA BRUNAK</b>
<b>ELEMENT</b>	<b>WATER</b>

*Atsuma's friend, a.k.a. the "Blue Computer." With his great looks and refined demeanor, he receives incredible attention and support from all of the girls and some of the guys. He has an actual fan club. His lineage from the Ancients gives him a natural prowess with Enchants, and great things are expected of him. Disposes of his enemies with spear and Water Ether attacks.*

TOYA'S EX ATTACKS

Name	Element	PP	EX Cost	Attack Type	Effect	How to Attain Skill
<b>Heaven Squall</b>	Water	96	40	Ranged	An Ether storm squall pours down on all enemies	Originally equipped

TOYA'S ARSENAL

AQUA BRUNAK		
Stat	Mod	
HP	0	
EP	0	
Direct	15	
Ranged	20	
Support	15	
Agility	10	
Required Materials		
Power Gems	0	
Mind Gems	0	
Speed Gems	0	



CHARACTERS: VITAL STATS

# 03 | MAKOTO

## CHARACTER BIO


<b>GENDER</b>	<b>MALE</b>
<b>AGE</b>	<b>19</b>
<b>HEIGHT</b>	<b>182 CM</b>
<b>WEAPON</b>	<b>LOVELY SAX</b>
<b>ELEMENT</b>	<b>LIGHT</b>

Another student at the Academy and a classmate of Atsuma and Toya. A guy among guys, he is so impressed with Toya that he can say, with all sincerity, that his world revolves around him. Atsuma calls him "Golden Maiden." He spends his days writing love poems and cooking crazy meals for Toya. Valuing Toya's opinions and actions more than anything, he often supports him in battle.

## MAKOTO'S EX ATTACKS

Name	Element	PP	EX Cost	Attack Type	Effect	How to Attain Skill
<b>Concerto</b>	Light	78	30	Ranged	Blades of light and sound attack all enemies	Originally equipped

## MAKOTO'S ARSENAL

LOVELY SAX	
	Stat Mod
	HP 0
	EP 0
	Direct 5
	Ranged 15
	Support 20
	Agility 10
Required Materials	
Power Gems	0
Mind Gems	0
Speed Gems	0



## ■ CHARACTERS: VITAL STATS

04

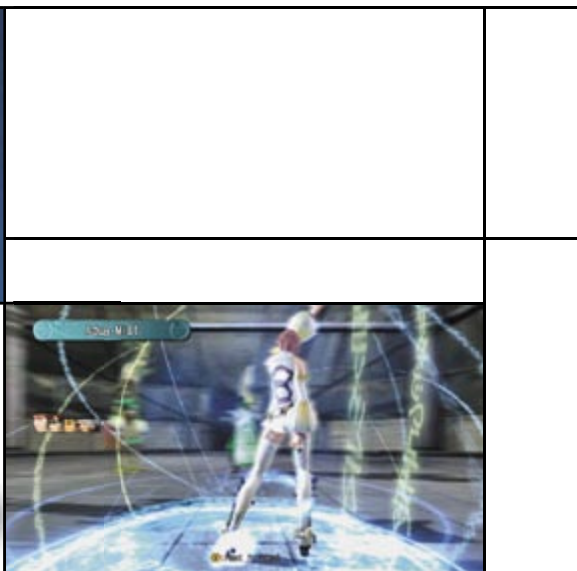
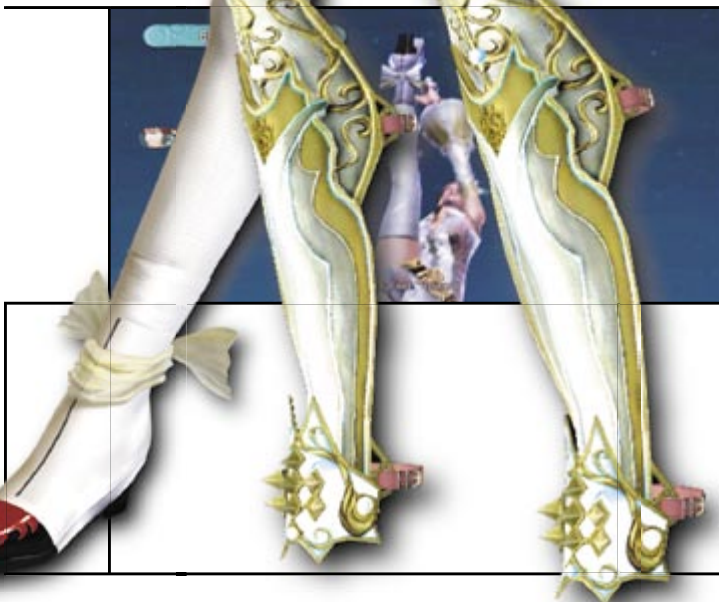
KARIN



## CHARACTER BIO

<b>GENDER</b>	<b>FEMALE</b>
<b>AGE</b>	<b>17</b>
<b>HEIGHT</b>	<b>168 CM</b>
<b>WEAPON</b>	<b>SPIKED LEGGINGS</b>
<b>ELEMENT</b>	<b>WATER</b>

*A member of the Resistance, based in the mountains near London City. Her real home is in the city, but she's usually never there. Her reason is that she hates her father. A certified tomboy, she is very strong-willed and constantly orders her guard, Raigar, around like a servant. Brings victory to her companions with masterful kick attacks and Water Ether-based assist techniques.*



# KARIN'S EX ATTACKS

Name	Element	PP	EX Cost	Attack Type	Effect	How to Attain Skill
<b>Lohengren</b>	Water	92	28	Ranged	Flings countless water bursts at enemy in range	Karin reaches Lv. 8
<b>Floral Steps</b>	None	100	56	Support	Bathes all allies in healing blessings	Karin reaches Lv. 24
<b>Buster Shoot</b>	Water	164	100	Ranged	Water Giant delivers kicks to enemy in range	Karin reaches Lv. 38

# KARIN'S ATTACK SKILLS

Name	Element	Required SP	PP	EP	Effect
<b>Aqua Mist</b>	Water	250	32	10	Ranged: Weak relevel with Water Ether blast to enemy rank
<b>Clear Dance</b>	None	3000	—	36	Cover: Negates own and in-range allies' status problems
<b>Cure Dance</b>	None	250	50	18	Cover: Recovers small amount of own and in-range allies' HP
<b>EP Drain Dance</b>	None	3000	30	36	Cover: Dance drains EP from enemy in range
<b>High Aqua Shoot</b>	Water	1500	50	30	Direct: [Water] Medium kick to enemy column
<b>High Cure Dance</b>	None	1500	70	54	Cover: Recovers medium amount of own and in-range allies' HP
<b>High Shoot</b>	None	1500	50	27	Direct: Medium kick to enemy column
<b>High Wide Shoot</b>	None	1500	44	33	Direct: Medium flurry of kicks to enemy in range
<b>Hi-Return Dance</b>	None	3000	60	90	Cover: Revives allies in range with medium recovery
<b>HP Drain Dance</b>	None	3000	30	33	Cover: Dance drains HP from enemy in range
<b>Mega Aqua Mist</b>	Water	5000	56	96	Ranged: Strong relevel with Water Ether blast to enemy rank
<b>Mega Cure Dance</b>	None	5000	90	162	Cover: Recovers large amount of own and in-range allies' HP
<b>Mega Shoot</b>	None	5000	60	81	Direct: Strong kick to enemy column
<b>Poison Mist</b>	Water	3000	40	39	Ranged: Poison water relevel to enemy rank
<b>Power Dance</b>	None	1500	125	12	Cover: Boosts own and in-range allies' parameters by 25%
<b>Requiem</b>	None	15000	80	270	Cover: Revives allies in range with high recovery
<b>Shoot</b>	None	250	38	9	Direct: Weak kick to enemy column
<b>Wide Shoot</b>	None	250	34	11	Direct: Weak flurry of kicks to enemy in range

# KARIN'S ARSENAL

**SPIKED LEGGINGS**

Stat	Mod
HP	0
EP	10
Direct	10
Ranged	15
Support	20
Agility	10

Required Materials

Power Gems	0
Mind Gems	0
Speed Gems	0

**BLADE LEGGINGS**

Stat	Mod
HP	0
EP	15
Direct	28
Ranged	20
Support	30
Agility	10

Required Materials

Power Gems	4
Mind Gems	4
Speed Gems	4

**BLUE LEGGINGS**

Stat	Mod
HP	0
EP	60
Direct	40
Ranged	50
Support	65
Agility	10

Required Materials

Power Gems	0
Mind Gems	20
Speed Gems	4

**ANGEL WINGS**

Stat	Mod
HP	50
EP	50
Direct	45
Ranged	40
Support	85
Agility	10

Required Materials

Power Gems	10
Mind Gems	28
Speed Gems	10

**AQUA SCREEN**

Stat	Mod
HP	10
EP	60
Direct	70
Ranged	80
Support	85
Agility	30

Required Materials

Power Gems	8
Mind Gems	72
Speed Gems	16

**IRIS LEGGINGS**

Stat	Mod
HP	70
EP	50
Direct	90
Ranged	90
Support	125
Agility	50

Required Materials

Power Gems	16
Mind Gems	128
Speed Gems	48

**RODEO CLOWN**

Stat	Mod
HP	-255
EP	255
Direct	-100
Ranged	255
Support	0
Agility	10

Required Materials

Power Gems	0
Mind Gems	120
Speed Gems	0

**MOONLIGHT LEGS**

Stat	Mod
HP	511
EP	255
Direct	255
Ranged	255
Support	255
Agility	10

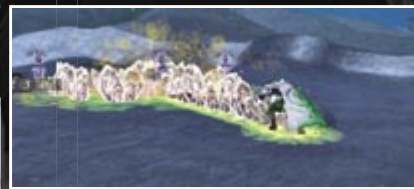
Required Materials

Power Gems	50
Mind Gems	200
Speed Gems	50



## ■ CHARACTERS: VITAL STATS

## 05 RAIGAR



## CHARACTER BIO

<b>GENDER</b>	<b>MALE</b>
<b>AGE</b>	<b>25</b>
<b>HEIGHT</b>	<b>185 CM</b>
<b>WEAPON</b>	<b>BULKY SWORD</b>
<b>ELEMENT</b>	<b>EARTH</b>

*A tall swordsman who is very loyal to Karin. He watches over Karin to repay a debt he owes her father. His unflinching, serious demeanor and habit of giving long lectures annoys Karin to no end. In battle, his well-trained body and oversized sword help him mow down enemies.*



## RAIGAR'S EX ATTACKS

Name	Element	PP	EX Cost	Attack Type	Effect	How to Attain Skill
<b>Levatane</b>	None	200	25	Support	Boosts all parameters by 100%	Raigar reaches Lv. 10
<b>World Creation</b>	Earth	144	52	Direct	Sends all enemies flying with ground shaking	Raigar reaches Lv. 26
<b>Tiara Crusade</b>	None	25	100	Support	Defends all allies with impenetrable wall of Ether	Raigar reaches Lv. 40

## RAIGAR'S ATTACK SKILLS

Name	Element	Required SP	PP	EP	Effect
<b>Barrier Accel</b>	None	250	75	13	Cover: Reduces HP damage to self and in-range allies by 25%
<b>Blade</b>	None	250	42	11	Direct: Weak cut on enemy rank
<b>Ethereal Armor</b>	None	15000	50	156	Cover: Reduces HP damage to self and in-range allies by 50%
<b>Hide Blade</b>	None	1500	—	10	Cover: Makes you harder to hit
<b>High Earth Cloud</b>	Earth	3000	52	45	Ranged: Medium Earth Ether attack on enemy in range
<b>High Earth Shake</b>	Earth	3000	52	38	Direct: [Earth] Medium shockwave on enemy in range
<b>High Power Accel</b>	None	1500	150	35	Cover: Boosts own parameters by 50%
<b>Mega Blade</b>	None	5000	68	99	Direct: Strong cut on enemy rank
<b>Mega Earth Shake</b>	Earth	5000	64	102	Direct: [Earth] Strong shockwave on enemy in range
<b>Mega Slash</b>	None	5000	55	108	Direct: Strong slash on enemy in range
<b>Poison Blade</b>	None	1500	42	18	Direct: Cut poisons enemy rank
<b>Protection Accel</b>	None	1500	—	39	Cover: Protects self and in-range allies from status problems
<b>Slash</b>	None	250	33	12	Direct: Weak slash on enemy in range
<b>X Cutter</b>	None	3000	85	40	Direct: X-shaped cut on single enemy

## RAIGAR'S ARSENAL

### BULKY SWORD

Stat	Mod
HP	0
EP	0
Direct	20
Ranged	5
Support	10
Agility	10

#### Required Materials

Power Gems	0
Mind Gems	0
Speed Gems	0

### MAXIMUM SWORD

Stat	Mod
HP	0
EP	5
Direct	45
Ranged	5
Support	15
Agility	10

#### Required Materials

Power Gems	10
Mind Gems	2
Speed Gems	0

### AMBER SWORD

Stat	Mod
HP	0
EP	35
Direct	65
Ranged	35
Support	65
Agility	10

#### Required Materials

Power Gems	10
Mind Gems	10
Speed Gems	4

### PARADOXIA

Stat	Mod
HP	80
EP	35
Direct	80
Ranged	10
Support	65
Agility	10

#### Required Materials

Power Gems	32
Mind Gems	8
Speed Gems	8

### GAIA BLAZER

Stat	Mod
HP	25
EP	45
Direct	95
Ranged	35
Support	70
Agility	20

#### Required Materials

Power Gems	80
Mind Gems	8
Speed Gems	8

### IRIS SWORD

Stat	Mod
HP	70
EP	50
Direct	125
Ranged	80
Support	100
Agility	50

#### Required Materials

Power Gems	166
Mind Gems	13
Speed Gems	13

### EXPOSED SMASHER

Stat	Mod
HP	-511
EP	-255
Direct	511
Ranged	-255
Support	-255
Agility	10

#### Required Materials

Power Gems	120
Mind Gems	0
Speed Gems	0

### MOONLIGHT SWORD

Stat	Mod
HP	511
EP	255
Direct	255
Ranged	255
Support	255
Agility	10

#### Required Materials

Power Gems	250
Mind Gems	40
Speed Gems	10

## CHARACTERS: VITAL STATS

06

YUKI



## CHARACTER BIO

<b>GENDER</b>	<b>FEMALE</b>
<b>AGE</b>	<b>11</b>
<b>HEIGHT</b>	<b>152 CM</b>
<b>WEAPON</b>	<b>REVOLVER CANNON</b>
<b>ELEMENT</b>	<b>WIND</b>

*An energetic young girl who proclaims herself to be the World's Greatest Golem Hunter. Uses her beloved double slinger to hunt Golems and live off bounties. Takes great pride in her skill as a hunter and travels in search of the legendary Devil Golems. No matter how much bigger or stronger-looking her opponent may be, she'll take them on and turn them into Swiss cheese with her trademark marksmanship.*



## YUKI'S EX ATTACKS


Name	Element	PP	EX Cost	Attack Type	Effect	How to Attain Skill
<b>Moon Trigger</b>	None	120	35	Ranged	Pumps shot after shot into enemy in range	Originally equipped
<b>Potluck</b>	None	80	45	Ranged	Wild frenzy of gravity, TB, reverse, ... everything!: (Gravity and damage to all enemies)	Yuki reaches Lv. 25
	None	300	45	Support	Wild frenzy of gravity, TB, reverse, ... everything!: (3X TB after battle)	
	None	—	45	Support	Wild frenzy of gravity, TB, reverse, ... everything!: (Reverse elemental for all allies and enemies)	
<b>Lunatic Dance</b>	None	160	100	Ranged	Nails all enemies with expert fast draw	Yuki reaches Lv. 39

## YUKI'S ATTACK SKILLS

Name	Element	Required SP	PP	EP	Effect
<b>Gravity Shot</b>	None	3000	52	54	Direct: Burst of fire with gravity to enemy column
<b>Happy Trigger</b>	None	15000	81	172	Direct: Max autofire to enemy in range
<b>High Aero Pain</b>	Wind	3000	45	39	Ranged: Medium Wind Ether blast to enemy in range
<b>High Aero Shot</b>	Wind	1500	52	27	Direct: [Wind] Medium shot to enemy column
<b>High Drum Roll</b>	None	1500	39	51	Direct: Medium autofire to enemy in range
<b>High Potshot</b>	None	5000	88	81	Ranged: Medium sniper shot to single enemy
<b>High Shot</b>	None	1500	52	24	Direct: Medium shot to enemy column
<b>Mega Aero Pain</b>	Wind	5000	45	52	Ranged: Wide Wind Ether blast to enemy in range
<b>Mega Drum Roll</b>	None	5000	48	153	Direct: Strong autofire to enemy in range
<b>Mega Shot</b>	None	5000	64	72	Direct: Strong shot to enemy column
<b>N-Barrier Shot</b>	None	1500	33	42	Cover: Salvo negates HP barrier of enemy in range
<b>N-Power Shot</b>	None	1500	33	42	Cover: Salvo negates parameter boost of enemy in range
<b>Potshot</b>	None	1500	68	27	Ranged: Weak sniper shot to single enemy
<b>Shot</b>	None	250	40	8	Direct: Weak shot to enemy column
<b>Sniper Shot</b>	None	30000	75	320	Ranged: Max-power sniper shot kills single enemy

## YUKI'S ARSENAL


### REVOLVER CANNON

	Stat	Mod
		
HP	0	
EP	0	
Direct	15	
Ranged	10	
Support	15	
Agility	10	

#### Required Materials

Power Gems	0
Mind Gems	0
Speed Gems	0

### ASSAULT CANNON

	Stat	Mod
		
HP	0	
EP	10	
Direct	35	
Ranged	35	
Support	20	
Agility	10	

#### Required Materials

Power Gems	6
Mind Gems	0
Speed Gems	6


### SILVER CANNON

	Stat	Mod
		
HP	0	
EP	70	
Direct	45	
Ranged	45	
Support	30	
Agility	10	

#### Required Materials

Power Gems	4
Mind Gems	12
Speed Gems	8


### REVOLVER XX

	Stat	Mod
		
HP	35	
EP	35	
Direct	68	
Ranged	45	
Support	68	
Agility	60	

#### Required Materials

Power Gems	24
Mind Gems	16
Speed Gems	8


### WIND BOX

	Stat	Mod
		
HP	15	
EP	55	
Direct	85	
Ranged	85	
Support	50	
Agility	25	

#### Required Materials

Power Gems	48
Mind Gems	16
Speed Gems	32


### IRIS CANNON

	Stat	Mod
		
HP	70	
EP	50	
Direct	105	
Ranged	105	
Support	90	
Agility	50	

#### Required Materials

Power Gems	82
Mind Gems	44
Speed Gems	66


### LITTLE DEMON

	Stat	Mod
		
HP	-255	
EP	0	
Direct	128	
Ranged	128	
Support	128	
Agility	511	

#### Required Materials

Power Gems	40
Mind Gems	40
Speed Gems	40

### MOONLIGHT BARREL

	Stat	Mod
		
HP	511	
EP	255	
Direct	255	
Ranged	255	
Support	255	
Agility	10	

#### Required Materials

Power Gems	50
Mind Gems	50
Speed Gems	200

## ■ TRAINING: SKILL REFINEMENT

## 01

## TRAINING



## MAIN MENU

You will use the main menu a lot. To get into the main menu press the Y button. Once the menu is open, you will see options such as editing your party, using items, viewing stats, etc. This part of the training will discuss each menu function.

### Edit Party

The Edit Party option is what you choose when you want to place characters in your party. Whenever a new character joins your party, choose this option by pressing the A button. Once you are in the Edit Party menu, select the slot that you would like to place the character in, and then select an inactive character to place into that slot. Don't forget that when a character leaves your party and comes back, he will be inactive again. Throughout the course of the game, characters will leave the group and come back to rejoin. Don't forget to place a character back into your party when he returns; otherwise you will find yourself shorthanded when you go into battle.



### Character

The character menu is where you can view your character's status, but its real function is to customize your characters. The customization options under this heading are Skill, Parameter, and Weapon.

#### ■ SKILL

Selecting Skill allows your character to learn and equip skills. To have a character learn a skill, you must first obtain the skill from a shop, casino, treasure chest, or battle. After you have obtained the skill, select Learn Skill. You'll then have to spend some SP before you can actually learn the skill. The better skills will take more SP to learn.



#### ■ NOTE ■

*Golems have set skills and they cannot learn new ones.*

#### ■ PARAMETER

Select this option to raise your character stats by using SP. You can increase stats for any character in your main party or your party reserves. Whenever you use SP to increase a particular stat, the number of SP required to improve the skill the next time goes up. Increase your HP and EP (Ether Points) by 15 points each time you upgrade, and increase your Direct, Ranged, Support, and Agility stats by 5 each time. Upgrading your parameters is vital to advancing through the game. If you come across a boss that you are having trouble defeating, try improving your stats. The following chart shows the SP necessary to increase your stats by one level. Take note that characters not in your active party will receive no SP.

## ■ SPs Per Level ■

Level	SP Required
Level 1	30 SP
Level 2	90 SP
Level 3	180 SP
Level 4	300 SP
Level 5	450 SP
Level 6	630 SP
Level 7	840 SP
Level 8	1080 SP
Level 9	1350 SP
Level 10	1650 SP
Level 11	1980 SP
Level 12	2340 SP
Level 13	2730 SP
Level 14	3150 SP
Level 15	3600 SP
Level 16	4080 SP
Level 17	4590 SP
Level 18	5130 SP
Level 19	5700 SP
Level 20	6300 SP
Level 21	6930 SP
Level 22	7590 SP
Level 23	8280 SP
Level 24	9000 SP
Level 25	9750 SP
Level 26	10530 SP
Level 27	11340 SP
Level 28	12180 SP
Level 29	13050 SP
Level 30~	13950 SP

## ■ WEAPON

Select this option to equip available weapons. To select a weapon to equip, you will need to first synthesize that weapon in a shop. Since each of the main characters has a weapon specific to him, you don't have to worry about deciding on a certain weapon for a certain character.

## Item

The item function in the main menu is used to view items, as well as to use items outside of battle. Some useful items are Skill Gems that add SP to the character that uses them, and God's Vigor, an elixir that fully restores a character's VP (Vitality Points). God's

Vigor is useful for long journeys. It restores a character's VP completely.

## Map

Select Map to view info on the particular area you are in, as well as the percentage of the map that you have completed. If you press the A button on the map screen, you can view the data for the enemies in that area. Viewing the enemies in an area is very useful for planning your strategy. Additionally, this guide's walkthrough lets you know which enemies appear in each area.



## Completion

The Completion tab of the main menu shows you useful information for story mode, battle mode, and minigames. If you are wondering how much of the game you have completed, this is your answer! Check out the Story tab to read up on what you have done throughout the game.



## Help

The Help menu is where you'll find the battle tutorials, as well as a glossary of terms. It is very useful for understanding the terminology of the game.

## Save and Load

Saving and loading are essential to survival in the world of Enchanted Arms. The good news is that you can save anywhere. Players often make the mistake of using only one save slot. Make sure that you are making multiple saves so that you can go back to your choice of locations when you reload your game; otherwise you may find yourself in big trouble. You will also want to save your game often, because you never know when you may suffer losses during a boss fight or another tough battle.



There are many ways to explore the world of Enchanted Arms, and the easiest is to look around by using the right stick. This is not only a useful feature, but it is required sometimes; you'll have to look in a specific direction to perform certain actions. In the right corner when you are walking around is a map. To view the whole map of a section, press the START button. The maps can also be found in the walkthrough section of this guide. While you are exploring the world, you can perform many actions (detailed here). Most actions require you to press the A button.

### Speaking to People

Walk up to someone and press the A button. People you talk to will give you tips on what to do, or just general information about the area you are in.



### Using Switches

Stand next to a switch and press the A button. Switches control a lot of objects, such as doors, elevators, etc. And don't worry—they won't do anything bad.



### Visiting Shops

Shops are marked by purple diamonds on the in-game map. The inventory changes as you advance through the game (see page 17 for availability info).



### Climbing Ladders

You climb ladders to reach higher places. To use a ladder, stand next to it and press the A button.



### Using Teleporters

Teleporters are found all around the world. The teleporters will take you to other floors of a dungeon or to other locations far away.



### Riding Enchant Cubes

Use Enchant Cubes to move to other places in a dungeon. The Enchant Cubes travel vertically and horizontally. Press the A button to get on and off, and use the left stick to control the cube. Occasionally when you are riding one of these devices, there will be an Ether leak. To fix this, just tap the A button before the displayed bar depletes. If you fill up the bar, the leak will be fixed.



### Swimming

Swimming is just like walking, but you will not be able to enter the water unless you are at a certain spot.



### Using Refresh Points

Use Refresh Points to fill up your VP. You'll find Refresh Points in the field, but there aren't many; they usually show up at the start of an area or before a boss battle.



### Using Enchant Wires

Enchant Wires are like grappling hooks. To use one you must stand on the appropriate spot marked on the floor, look at the target, and press the A button.



### Collecting Ether

In certain areas you will need to activate a device by supplying it with Ether. You must retrieve Ether from Ether Pods and then inject the Ether into the appropriate device. The Ether Pod is usually in the same area as the device that you'll use the Ether on.

### Lost Golems

Lost Golems are Golems that have lost their masters. You can find a Lost Golem almost anywhere. If you defeat one, you will receive its Core. Once you have a Golem Core you need to go to a shop to synthesize it using Power Gems, Mind Gems, or Speed Gems. A word of warning: Lost Golems are more powerful than other Golems, and if you are not careful then they might defeat you.

### Smash Objects

There are many enchanted crates and barrels. Atsuma can smash them to get items like Power Gems, Mind Gems, and Speed Gems.



## SHOPS AND THE CASINO

Shops and casinos offer valuable opportunities to conduct commerce... all in the name of improving your fighting force. Below you'll find a rundown of the numerous ways in which these resources are critical to your game. There are also tables that detail exactly what you can grab at shops and the casino through the different phases of the game.

### Shops

In the world of Enchanted Arms all shops appear as a purple diamond. Walk up to a shop and press A to access it. In shops you can buy and sell items, buy new skills for your characters, and buy Core Materials to create more-powerful weapons and Golems. The shop inventory increases the farther you advance through the game. Once you have a core material you will be able to create a new Golem or weapon through synthesis. There are only three materials in the game: Power Gems, Mind Gems, and Speed Gems. The number of materials needed to synthesize a Golem or weapon varies, but one thing is for certain—more gems needed means stronger Golem or weapon from the start. Once you have a Golem, it will

be stored in the shop if you don't have room in your reserves. To get it out of the shop you must select Swap Golems. Once you have selected Swap Golems, select a Golem from the Golems to Take Along list, press the A button, and then select a Golem from the Golems to Leave Behind list to have the two switch places.



### The Casino

The casino is located in London City. It's completely optional to participate in casino activities, but if you opt out you could miss out on a lot of Golems and skills. Just like in shops, the merchandise gets better as you advance through the game.



The casino has four different activities: Golem Battles, bingo, slot machine, and roulette.



### ■ GOLEM BATTLES

The Golem Battles are where you can have your team go up against various Golem attack groups. Each group has a category, and the wager of chips is a constant. This is a good way to test the battle capabilities of your Golem teams.

### ■ BINGO

Bingo is a good game to play if you have a moderate amount of chips (around 5000), because you can bet the maximum number of 500 and keep playing to increase your total. This isn't the fastest way, but you should come out ahead eventually. Make sure that you save your game before playing bingo just in case things don't go your way. To play bingo, select the number of chips to bet and then place your bet. The bingo card that you play on is chosen randomly. The number at the top of the screen will spin; to stop it press the A button. The number it stops on will be placed on your bingo card. If you can get a bingo you will receive more chips. The number of chips that you receive depends on the number of draws.



- 4 DRAWS—ODDS = x1000
- 5 DRAWS—ODDS = x250
- 6 DRAWS—ODDS = x100
- 7 DRAWS—ODDS = x50
- 8 DRAWS—ODDS = x10
- 9 DRAWS—ODDS = x5
- 10 DRAWS—ODDS = x2

### ■ SLOT MACHINE

The slot machine is exactly what you'd expect. Just like in bingo, make sure you save your game before you play! There are nine different slot machines with three increments of chip bets: 1, 10, and 100. When you place a bet on a slot machine, you are betting on each line. There are three lines to bet on. After you have made a bet, press the A button to start the slots. The slots will spin and you must press the A button again to stop the slots. If you get all 7s, you will get 500 times the amount of your bet. Slot machines generally aren't that productive for getting chips, but occasionally you may get a loose machine.



### ■ ROULETTE

Roulette is the game to play, but make sure you save every time because there is not a guaranteed way to win. One method is to place your bet on two of the 2-to-1 spots, or 2 of the 1st 12, 2nd 12, or 3rd 12 spots. These are only 3-to-1, but you will increase your chip count each time you win. Another method is to place your chips on Red or Black. The odds are x2, but you have a good chance

of winning this way. The previous methods are good for winning a little, but landing on a single number is the fastest way to increase your chip count.



## Availability Charts

The tables shown here indicate which items you get from shops and casinos, and at which phases of the game. The phases are broken down as follows:

**PHASE 1: 01 ENCHANT UNIVERSITY THROUGH 04 THE SEALED WARD**  
**PHASE 2: 05 THE CASTLE DAM THROUGH 11 MAGIC LABORATORY**  
**PHASE 3: 12 NORDNIA MINES THROUGH 15 INFERNO TEMPLE**  
**PHASE 4: 16 RUINED LONDON CITY THROUGH 25 UNDERGROUND PASSAGE**  
**PHASE 5: 26 VORBIOS VOLCANO THROUGH 29 ICE CASTLE**

### Phase 1 Shops

Item Type	Name	User	Price
One-Use	Cure Powder	Everyone	80
One-Use	Ether Liquid	Everyone	70
One-Use	Power Stone		150
One-Use	Mind Stone		150
One-Use	Speed Stone		150
Golem Core	Timtops Core		820
Golem Core	Tigarlion Core		810
Golem Core	Angletina		780
Golem Core	Plant Core		880
Golem Core	Werewolf Core		1660
Golem Core	Rio Mimoza Core		1580
Skill	High Blow	Atsuma	2200
Skill	Stamp Beat	Atsuma	420
Support Skill	Cancel Anger	Everyone	360

### Phase 2 Shops

Item Type	Name	User	Price
One-Use	Recover Powder	Everyone	600
One-Use	Return Powder	Everyone	900
One-Use	Release Ether	Everyone	800
One-Use	Skill Gem	Everyone	1200
Weapon Core	Rouge Fist Core	Atsuma	3000
Weapon Core	Blue Leg Core	Karin	2800
Weapon Core	Amber Sword Core	Raigar	3300
Golem Core	Sasquatch Core		3200
Golem Core	Daisy Blue Core		1770
Golem Core	Guardian Core		920
Golem Core	Knight Core		1280
Skill	Grav-Force	Atsuma	2700
Skill	High Power Charge	Atsuma	2400
Skill	High Shoot	Karin	2100
Skill	Wide Shoot	Karin	660
Skill	High Earth Shake	Raigar	3300
Support Skill	Agility+20%	Everyone	2350

### Phase 1 Casino

Item Type	Name	User	Chips
THE CASINO IS UNAVAILABLE IN PHASE 1			

### Phase 2 Casino

Item Type	Name	User	Chips
One-Use	Recover Powder	Everyone	50
Weapon Core	Smoky Fire Core	Atsuma	10000
Golem Core	FloreCIA Core		4000
Golem Core	Crown Core		250
Golem Core	Devilin Core		500
Golem Core	Vandog Core		200
Golem Core	Grave Core		8000
Golem Core	AP0 Core		50000
Skill	Taunt	Atsuma	800
Skill	EPDrain Dance	Karin	1500







### The Flow of Battle

During a battle you select which enemies to attack and where your characters move. On your turn, you move a character to a spot and then move the left stick right or left to select one of three actions for him: Use Items, Use Skills, or Use EX. If one of the options is unavailable to that character, you will not be able to select it. If you select an attacking action, then the character will consume EP. Selecting Standby will restore EP at the end of the turn, but you'll lose out on an attack opportunity. You can select any character to go first and any character to go last. This is important, especially when attempting to heal. The action you select determines where your characters will end up. If you select a healing skill first and then place your characters in position, they will not be healed because they will no longer be in the location that the skill affected. The order of your attacks is important as well, because if you perform a combo the damage may be different depending on who goes last.

You can switch camera angles during battle by pressing the X button. A character's VP determines whether you will be able to use that character effectively. At the start of every battle you will have full HP and EP, so don't hold back. If a character's VP reaches 0, that character will start the battle with 1 HP and 1 EP. Whenever you defeat an enemy or an enemy defeats you, the defeated character will remain on the field for three turns. After the turns have concluded, they will disappear. When you kill an enemy by dealing more damage to him than his max HP, it's called an **Overbreak**. An **Overbreak Upper** is achieved by dealing twice the maximum HP to an enemy. If you get the Overbreak Upper, the enemy will be removed from the field. There are also party commands, which affect the entire party. Press the Y button to reach the Party Command menu. If you choose to start battle, any characters that you haven't moved will stay in place. Auto sets the AI to battle for you, and Escape allows you to run from battle. Be aware that even though Escape works 100% of the time, the Escape option will be disabled during event and boss battles. Also note that you will lose between 1 and 15 VP when you use the Escape option, depending on your Agility.



### Battle Strategy

The most important thing to know about battle is how to read the information onscreen. You must know about the elements, the order of attack, the EX Gauge, and the Combo Gauge. Unlike in most RPGs, there is no armor in Enchanted Arms. If you place the cursor on an enemy character, you will see how much damage its attack will inflict. There are ways to reduce damage, but they all require a skill.

#### OPPOSING ELEMENTS

The elements are the most important part of battle. If you can come into fight with a team that is opposite of who you are fighting, then you will have a good chance of winning. (See the accompanying chart of elemental oppositions.) However, keep in mind that the enemy will have the same type of advantage against you. Every character and enemy is associated with one of six elements, and damage dealt when using an opposing-element attack is double the standard damage. If you attack with a same-element attack, you will do half damage. Non-element attacks are great to have when going through dungeons and other fighting areas, because a lot of times you will not get the optimal matchup.

<b>FIRE</b>	←→	<b>WATER</b>
<b>WIND</b>	←→	<b>EARTH</b>
<b>DARK</b>	←→	<b>LIGHT</b>



## ■ NORMAL ATTACKS

Normal attacks are attacks that you can do any time, provided that you have enough EP. These attacks are divided into two categories: ranged and direct. (Note that ranged attacks do not deal the damage listed in the Attack Skills appendix of this book, but rather what's listed when you check the skill in battle in-game.) Besides using HP-barrier-type skills to reduce damage, there is another way to defend. If an enemy performs an attack that hits characters in a line, you can reduce some of the damage by using a technique called Cover. If you place your characters in a line, you can let the strongest character take the brunt of the attack. When the enemy attacks, the first character will receive full damage, the second character will take half damage, and the third character in the line will take no damage. This is very useful, especially against bosses or enemies that have spear- or gun-type attacks with an element attached. In such a case, place the character with the elemental weakness in the back so he will receive no damage.



## ■ COMBINATION ATTACKS

Combination attacks are your key to winning. If you look at each character while the cursor is on him, you may notice a small bar that says "Combo" underneath the character's name and HP. The fastest way to increase the Combo Gauge is to choose Standby,

but some of the Golems in the game can fill up the Combo Gauge as well. The Combo Gauge fills up a little bit each round, and how fast a character gets it full will determine that character's FP. The maximum FP is 999, and the only way to raise it is to participate in battles. Once a combination attack is used, the bar will deplete. If all of your characters are maxed out, you will most likely get a combo every other turn. When you perform a combo, you will deal more than the standard damage. Your best bet is to use the attack that does the most damage to an enemy as the fourth part of the combo. Here is how damage in a combo is broken down:

- 1st PERSON—DAMAGE x 1.2**
- 2nd PERSON—DAMAGE x 1.4**
- 3rd PERSON—DAMAGE x 1.6**
- 4th PERSON—DAMAGE x 2.0**



## ■ EX ATTACKS

EX attacks are powerful attacks used by your main characters and some enemies. To perform an EX Attack you must have the necessary percentage of the EX Gauge filled. The EX Gauge appears above your characters' pictures. To increase this gauge you need only to fight. The EX Gauge doesn't decrease unless you use EX Skills, so save them for powerful bosses. Here is how the EX Gauge gets filled:

- 2 POINTS—YOU KILL AN ENEMY**
- 10 POINTS—ONE OF YOUR CHARACTERS IS DEFEATED**
- 10 POINTS—YOU TAKE GREAT DAMAGE**



## ■ POSITIVE AND NEGATIVE STATUS

There aren't many status conditions in this game, but you must be aware that you can have only one of each type at a time. An enemy will not use two negative status attacks (like Gravity with Poison), so this is an issue only with the positive skills. Let's say that you are in battle and you begin the fight with a barrier-type skill that reduces damage, because you know the enemy hits hard. If you use a parameter-increasing skill on the next turn, the barrier skill will be replaced and you will take full damage. Always keep this in mind—if you mess up it could cost you the battle.



## ■ EQUIPPING SKILLS FOR BATTLE

Equipping the correct skills for battle can be a tough process because you can have only five Attack Skills and five Support Skills. The best way to determine which skills are the most desirable is to experiment. I recommend having some element skills as well as some nonelement skills for your characters. Nonelement skills are usually a little stronger, and because they have no element attached, they work on any enemy. The other criteria for judging Attack Skills is the effective range. The range and type of a skill can mean the difference between a battle being easy or difficult. Try to have a variety

of ranges in your skills so that you can deal with any situation. Finally, make sure you have a skill that increases the parameters or decreases the damage received. These are useful because they allow you to do more damage, thus ending fights quickly, or they let you take less damage, resulting in greater survival. There is no Godlike skill in this game, but having the correct skills for the situation certainly can make it seem like there is! For the Support Skills, just defend yourself against the negative status that the enemies like to inflict. For instance, if you are in an area where the enemies use Gravity a lot, equip the skill Cancel Gravity.



## GOLEMS

Golems play a big part in Enchanted Arms. Throughout the game you will battle the Golems as enemies, but through battle victories or through purchase, these same Golems can become your allies.

### Choosing Wisely

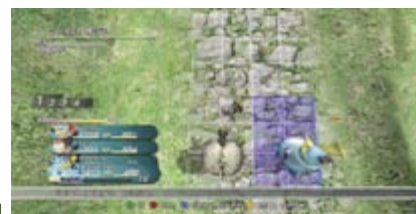
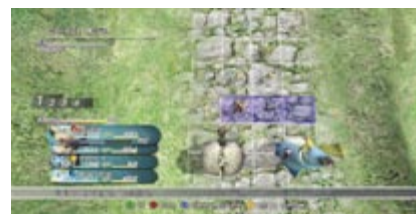
The main characters in the game have some great skills, but the Golems often have skills or powers that exceed anything that the humans possess. When deciding on a Golem to place into your party, you must assess its effectiveness within your group.

Take the Golem Orpheus for example. Throughout this guide I will use that Golem because he has two great things going for him: The first is that he has a wide heal range, unlike Karin. Second, he has a skill that raises the Combo Gauges of everyone within range to 100. Healing and combos are two of the keys to succeeding in this game, so Orpheus makes a fine addition to any team.

Another way to choose your Golem is by its attacks and its element. To

flourish in a particular area, you will want a Golem that can hold its own against the enemies. An example of this is the Werewolf Golem. It is a Wind-type with Wind attacks. In the Londinus Plains and the Ragau Coast, most of the enemies are Earth types, making the Werewolf the ideal Golem for those sections. Deciding on the right Golems to use can be tough, so make sure that you have a variety of different types traveling with you. You can have up to eight Golems in reserve. You will want to rotate the Golems that you use, because one Golem may be useful in one area but not be as useful in the next.

Finally, note that Golems come in different sizes. If you have a Golem that takes up four squares, your mobility will be limited.



## Increasing a Golem's Strength

Every Golem has a growth rate for each of its parameters, but making a Golem stronger through experience alone may not be enough. Just like you can increase your characters' parameters, you can increase a Golem's. This is especially useful for the Golems because all of the SP earned goes toward the Golem. However, SP is gained only if the Golem is in your main party and is alive at the end of a battle. Some players may make the mistake of having a Golem in reserve, but will find that the Golem is too weak for battle because it hasn't been used. Taking Golems into battle also increases their FP (Friendship Points). FP determines the compatibility of your characters with each other.



PALACE GUNNER



GROUND BREAKER



■ QUEST GUIDE: REQUIRED EVENTS

# 01

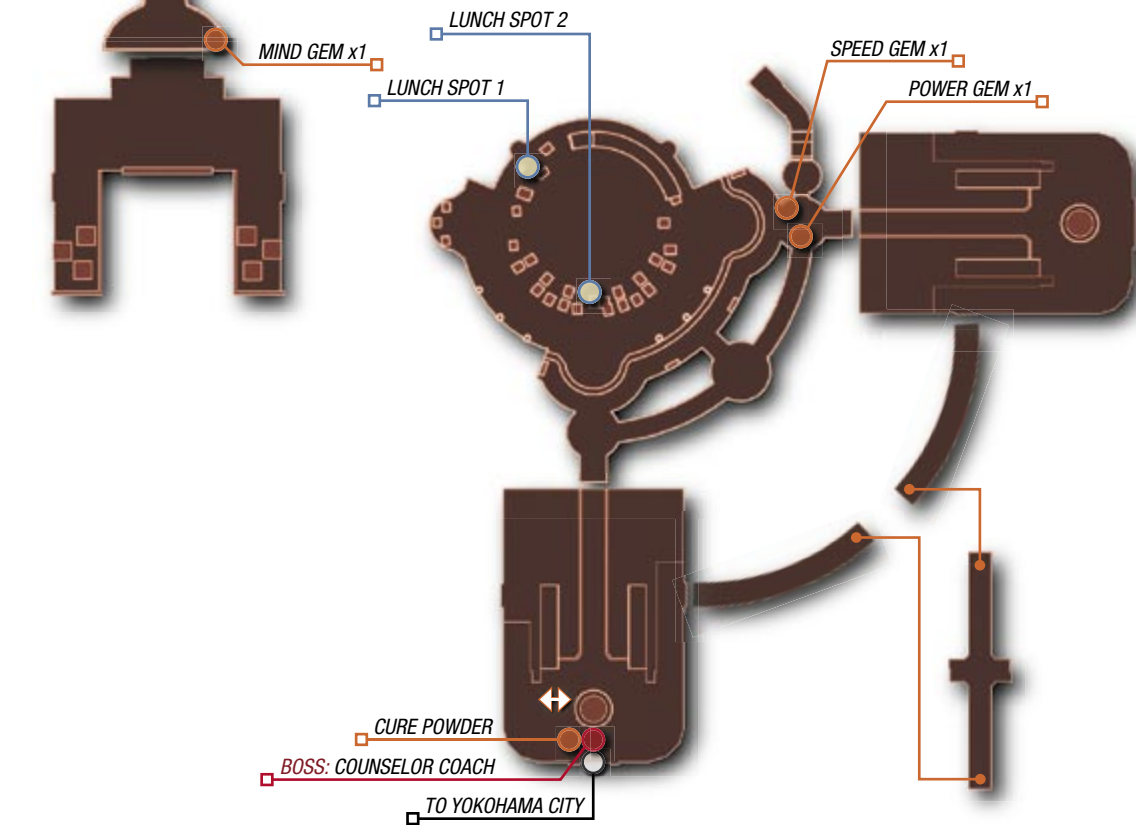
## ENCHANT UNIVERSITY



### ■ FLOOR 2 ■



### ■ FLOOR 1 ■



WALKTHROUGH

AREA 01: ENCHANT UNIVERSITY

**EVENT**  
**Lunchtime**


The first task is to get some lunch. The obvious place is the big red flashing dot on the screen, but you can also get a chocolate bar from the vending machine at Lunch Spot 2 on the map. After you've had lunch, go back and speak with Toya and Makoto. Next, go to the Sealed Ward and talk to the dog.


**EVENT**  
**To the Festival**


Go through the south hall to reach the Trade District. Alternatively, go through the east-hall exit. If you go through the east-hall exit you'll fight the Yokohama Elite Club (YEC). Go through the south hall and you'll fight the A3. After entering the south hall, you will fight the Toya Fan Club (TFC). After you beat the Toya Fan Club, defeat Counselor Coach to reach the Trade District.

**TACTICS**  
**BATTLE Yokohama Elite Club**

Take out the Executive and the Rookie first. Toya can take out one of them by himself, but Makoto and Atsuma will need to work together to take the other one down. Once you have taken those two out, it should be simple enough to beat the leader. Use Atsuma's Flare Rush and one other attack to finish him off.

	<b>LEVEL</b> 1	<b>EARTH</b>
	<b>HP</b> 60	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	High Blow


	<b>LEVEL</b> 1	<b>EARTH</b>
	<b>HP</b> 40	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	Blow

	<b>LEVEL</b> 1	<b>EARTH</b>
	<b>HP</b> 40	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	Blow

**TACTICS**  
**BATTLE A3**

These guys have low HP, so use attacks that can take them out in one volley. Toya can defeat one of the weaker members alone, but Makoto and Atsuma will have to work together to win. This battle should last no more than two turns.


	<b>LEVEL</b> 1	<b>EARTH</b>
	<b>HP</b> 60	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	High Blow


	<b>LEVEL</b> 1	<b>EARTH</b>
	<b>HP</b> 40	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	Blow


	<b>LEVEL</b> 1	<b>WIND</b>
	<b>HP</b> 30	
	<b>EP</b> 72	
	<b>ATTACK SKILL</b>	Aero Sight

**TACTICS**  
**BATTLE Toya Fan Club**

The formation that these guys use is perfect for combining Toya's Aqua Spike and Makoto's Beat Sonic. These two skills can take out two of them in the first round. When there is only one left, take the other one out. When they are defeated, there is only one more fight before you can leave.

	<b>LEVEL</b> 1	<b>WIND</b>
	<b>HP</b> 40	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	Blow


	<b>LEVEL</b> 1	<b>WIND</b>
	<b>HP</b> 40	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	Blow

	<b>LEVEL</b> 1	<b>WIND</b>
	<b>HP</b> 40	
	<b>EP</b> 54	
	<b>ATTACK SKILL</b>	Aero Energy

**TACTICS**  
**BOSS Counselor Coach**

The key here is opposing elements. Atsuma has Fire and Counselor Coach has Water, meaning that they will do double damage to each other when they use an opposing-attribute attack. The Plant Guardian is extremely weak and can be taken out in one attack by Atsuma or Makoto. Attack from the second row to draw out the Counselor, and then use turn 2 to finish him off with Flare Rush.

	<b>LEVEL</b> 1	<b>WATER</b>
	<b>HP</b> 100	
	<b>EP</b> 54	
	<b>ATTACK SKILLS</b>	Shoot Aqua Shoot

	<b>LEVEL</b> 3	<b>WATER</b>
	<b>HP</b> 39	
	<b>EP</b> 65	
	<b>ATTACK SKILLS</b>	Aqua Blow Wave

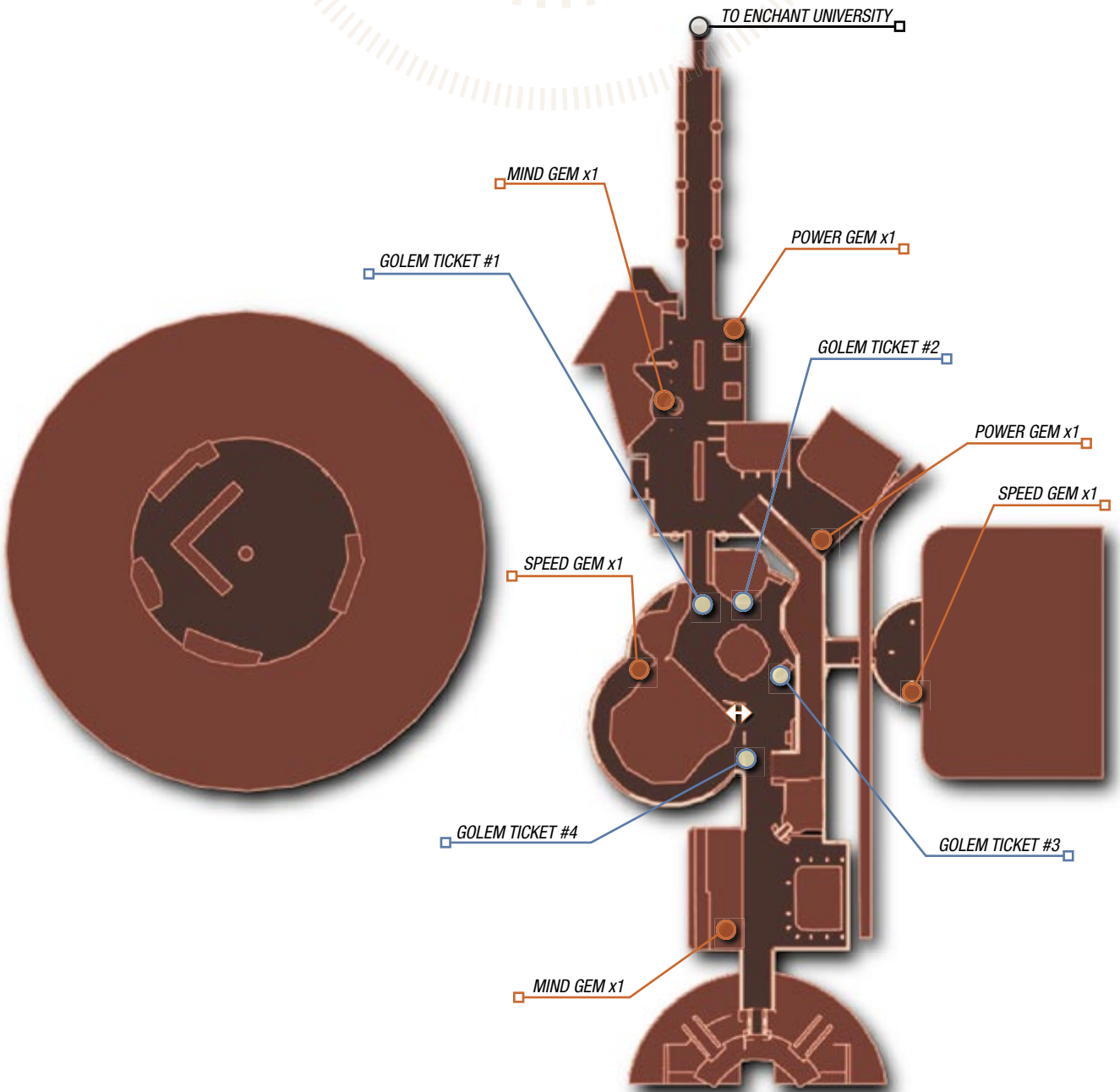
■ QUEST GUIDE: REQUIRED EVENTS

# 02 | YOKOHAMA CITY FESTIVAL



WALKTHROUGH


AREA 02: YOKOHAMA CITY FESTIVAL





## Golem Tickets

Visit the tent to find out that you will need a Golem to compete in Golem Battles. Atsuma doesn't have one, so visit the tent next door. The President Golem Co. Ltd. is giving away a Golem, but you must obtain four Golem Tickets. To find the first ticket, speak to the funny clown; the second ticket is at the Tropical Juice Shop; the third is at the Fiesta Pizzeria; to get the fourth you must speak to the salesgirl who likes Toya. When you have found all of the tickets, return to the Golem Ticket tour tent to receive a Golem. You can choose Tiem-Tops, Taigalion, or Angelina. (I recommend Tiem-Tops.)



TIEM-TOPS		WIND
	LEVEL	1
	HP	30
	EP	72
ATTACK SKILLS		
		Clear Aid
		Aero Bolt
		Body Attack
		Barrier


TAIGALION		EARTH
	LEVEL	1
	HP	38
	EP	54
ATTACK SKILLS		
		Blow
		Mighty Blow
		Power Charge+


ANGELINA		FIRE
	LEVEL	1
	HP	30
	EP	72
ATTACK SKILLS		
		No-Barrier Sonic
		Protect Song
		Reverse Sonic
		Cure Voice

TACTICS	
<b>BATTLE</b>	Crawford the Annihilator

Have Atsuma attack Primrose using Flare Rush, and on the second round do the same to Crawford. This is a relatively easy fight that you should win handily. After the battle you will receive 100 TB and the Primrose Core.

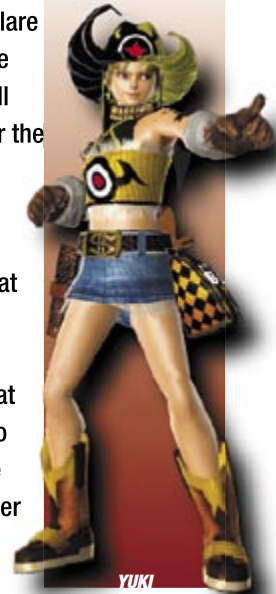



CRAWFORD		WATER
	LEVEL	1
	HP	60
	EP	54
ATTACK SKILLS		
		Impulse
		Bad Edge Cut


PRIMROSE		WATER
	LEVEL	1
	HP	50
	EP	64
ATTACK SKILLS		
		Burst
		Shot
		Cure Loop

## BOSS Queen of Golem Hunters, Yuki

I chose Tiem-Tops as my Golem reward. It's a good Golem early on because of its Barrier skill, which reduces HP damage by 25%. Use the Barrier on Atsuma in the first round, then use Flare Rush to defeat the Taigalion. Yuki will stay back a bit for the rest of the fight, using her shot. Simply use the Blow skill to defeat her. If she backs out of range, you will need to retreat to the back row to draw her out. The battle will end after five turns.



YUKI		WIND
	LEVEL	2
	HP	48
	EP	72
ATTACK SKILL		
		Shot

TAIGALION		EARTH
	LEVEL	1
	HP	38
	EP	54
ATTACK SKILLS		
		Blow
		Mighty Blow
		Power Charge+



■ QUEST GUIDE: REQUIRED EVENTS

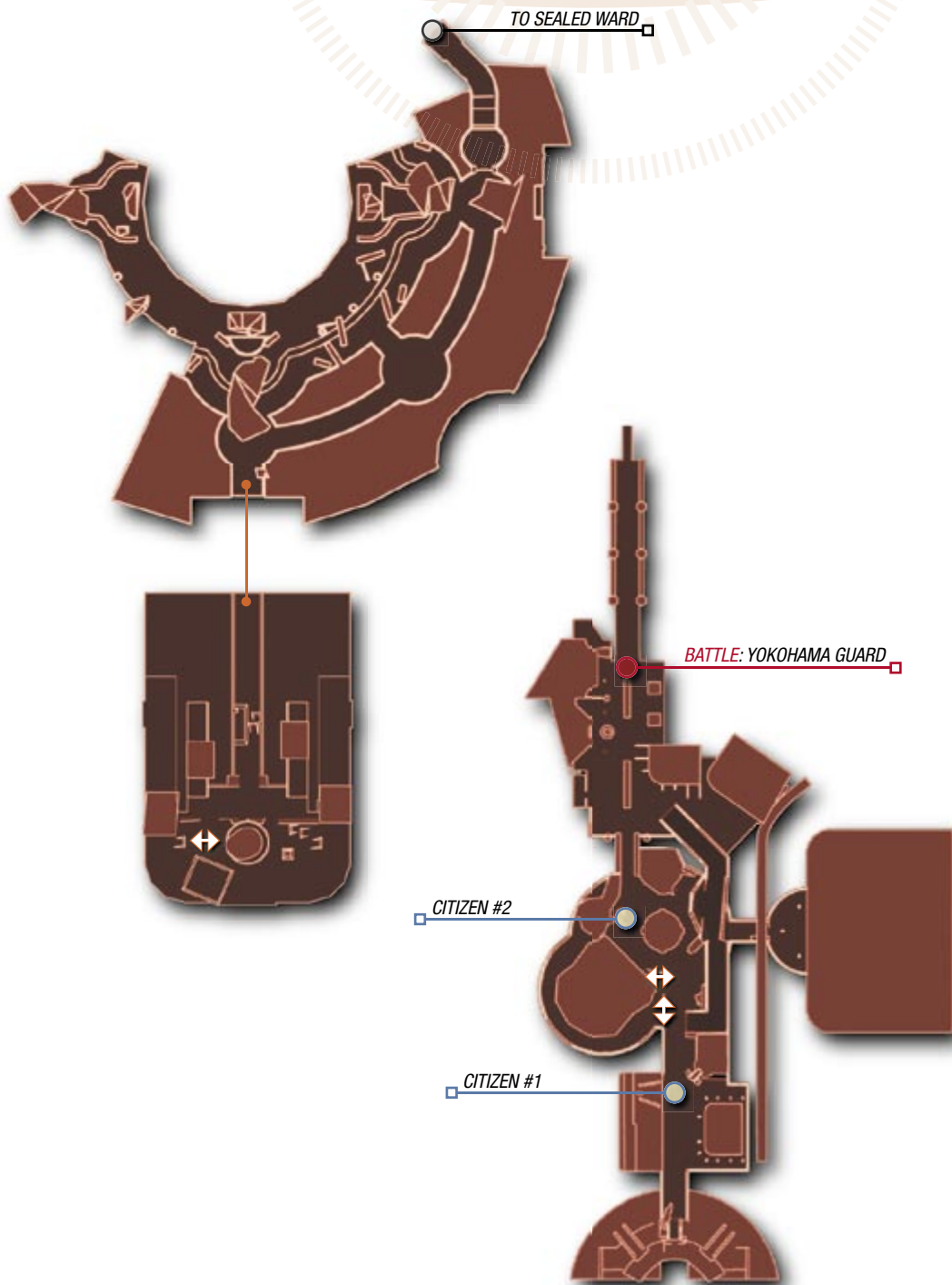
# 03

## YOKOHAMA CITY DESTROYED



WALKTHROUGH

AREA 03: YOKOHAMA CITY DESTROYED



ENEMIES

CRAZY PIZZA



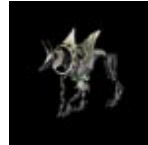
FUNNY CLOWN



PLANT GUARDIAN



VANDOG



YOKOHAMA GUARD



KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



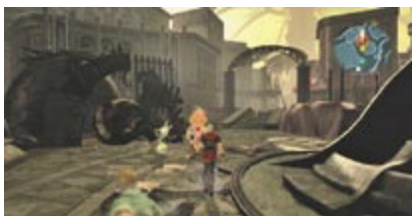
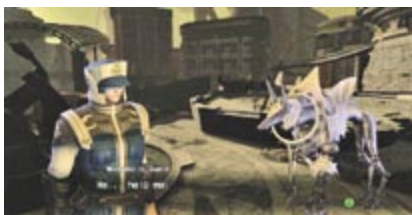
Ether Pod



Ether Port

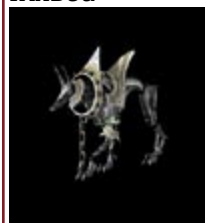
## Rescue the Citizens of Yokohama

Your first task will be to help the citizens of Yokohama City. There are three citizens to rescue, and to do so you will fight three battles. It is fairly easy to find out where the people are—if you press Start you will notice a big red flashing dot on the southern part of the map. After rescuing the Workaholic Guard, save the Brave Child and then make your way to the university. Before you can enter the university, you must fight a Yokohama Guard.



### VANDOG

WIND



LEVEL	1
HP	40
EP	54
<b>ATTACK SKILL</b>	
Aero Bite	

### CRAZY PIZZA

FIRE



LEVEL	1
HP	30
EP	54
<b>ATTACK SKILL</b>	
Flare Blow	

### FUNNY CLOWN

WIND



LEVEL	1
HP	40
EP	54
<b>ATTACK SKILLS</b>	
Power Up Plus	
Aero Bolt	
Body Attack	



TACTICS

## BATTLE Yokohama Guard

Start by having Tiem-Tops use Barrier. This will reduce the damage to your group. You will also want to place your characters in a line so that the character in front will shield the onedirectly behind him. This technique, called Cover, is great for fights in which the enemy attacks in a line. If you have done a fair amount of fighting, then you should have access to the EX Skill. Try using it for extra damage. If you need some healing, don't forget that Makoto has Cure Ballad. After you defeat the guard, you will receive the Wave for Atsuma.

### YOKOHAMA GUARD

WIND



LEVEL	3
HP	196
EP	65
<b>ATTACK SKILLS</b>	
High Aero Shot	
Shot	
Burst	
N-Protect Shot	



YOKOHAMA GUARD

WALKTHROUGH

EVENT

## To the Sealed Ward

When you enter the university again you will find that your dog, Cota, has run off to the Sealed Ward. You need to go there to find him. When you arrive at the Sealed Ward you will notice that the door is already open. If you don't feel like you are strong enough to face what lies inside, you can fight in the university to earn some extra money and SP. Try battling with your Golems to build their strength.



AREA 03: YOKOHAMA CITY DESTROYED

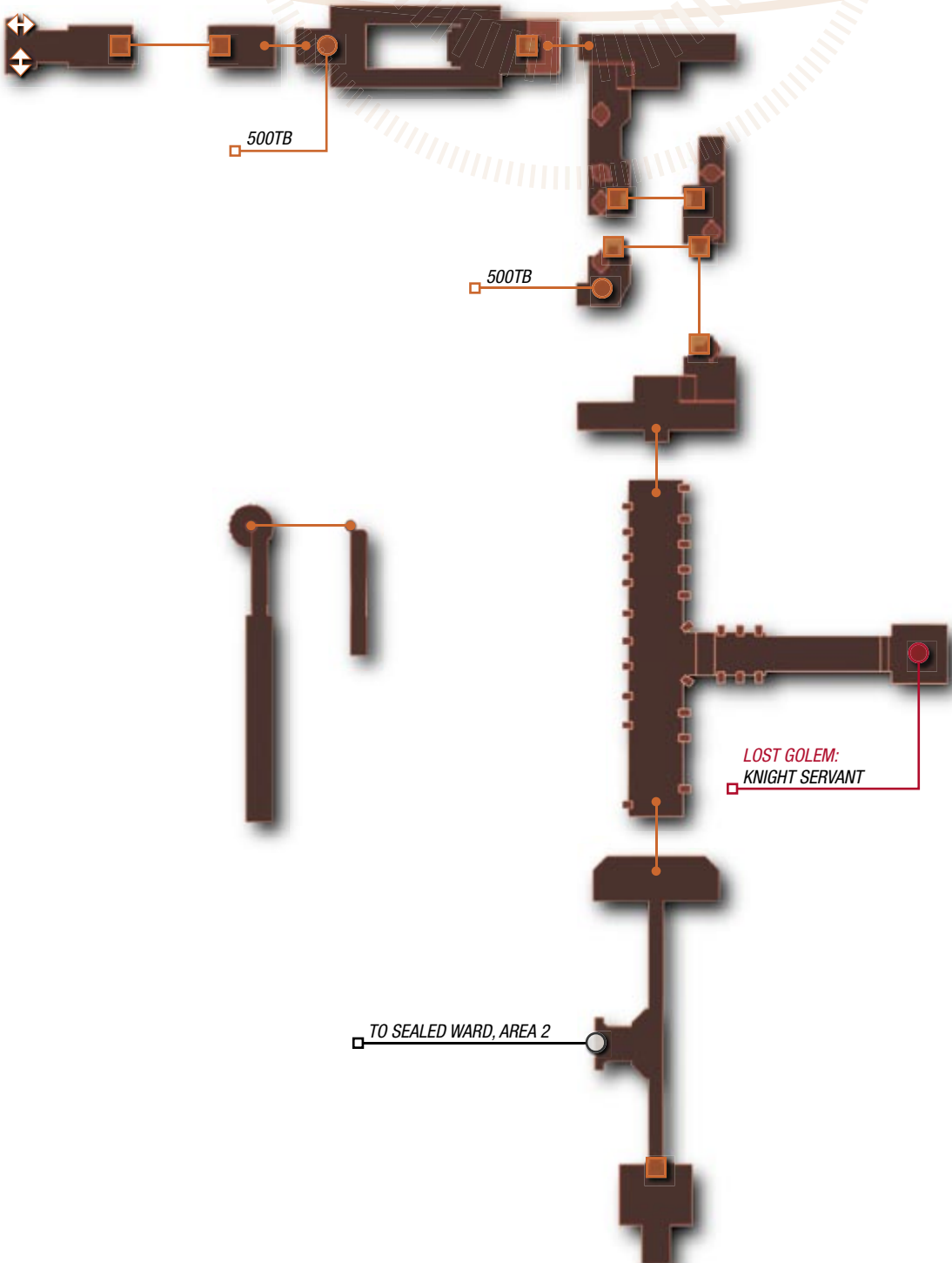
QUEST GUIDE: REQUIRED EVENTS

# 04 SEALED WARD



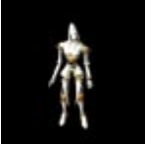
WALKTHROUGH

AREA 04: SEALED WARD



ENEMIES

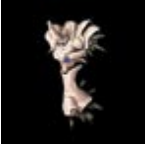
HOUSE GUARDIAN



KNIGHT SERVANT



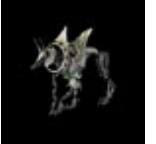
MAGE GUARDIAN



PLANT GUARDIAN



VANDOG




**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

**EVENT**  
**Deep into the Sealed Ward**

The Sealed Ward is like a giant training ground, so take your time and soak in the experience. In this area you will learn about Enchant Cubes, Enchant Item Boxes, and the Enchant Wire—all concepts that will prove critical as you make your way through the game. The path is pretty straightforward, but make sure you don't miss any of the items in the Enchant Item Boxes. In the Upper Corridor, you will come across your first Lost Golem. When you see one, approach it and press the A button to fight it. Lost Golems are a little stronger than the ones that you normally encounter in the dungeon. If you defeat a Lost Golem in battle, you will obtain its core material.

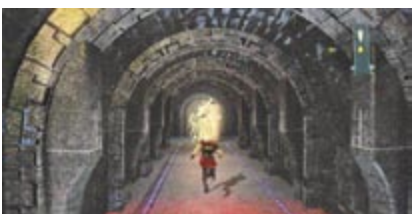


**TACTICS**  
**BATTLE** Lost Golem

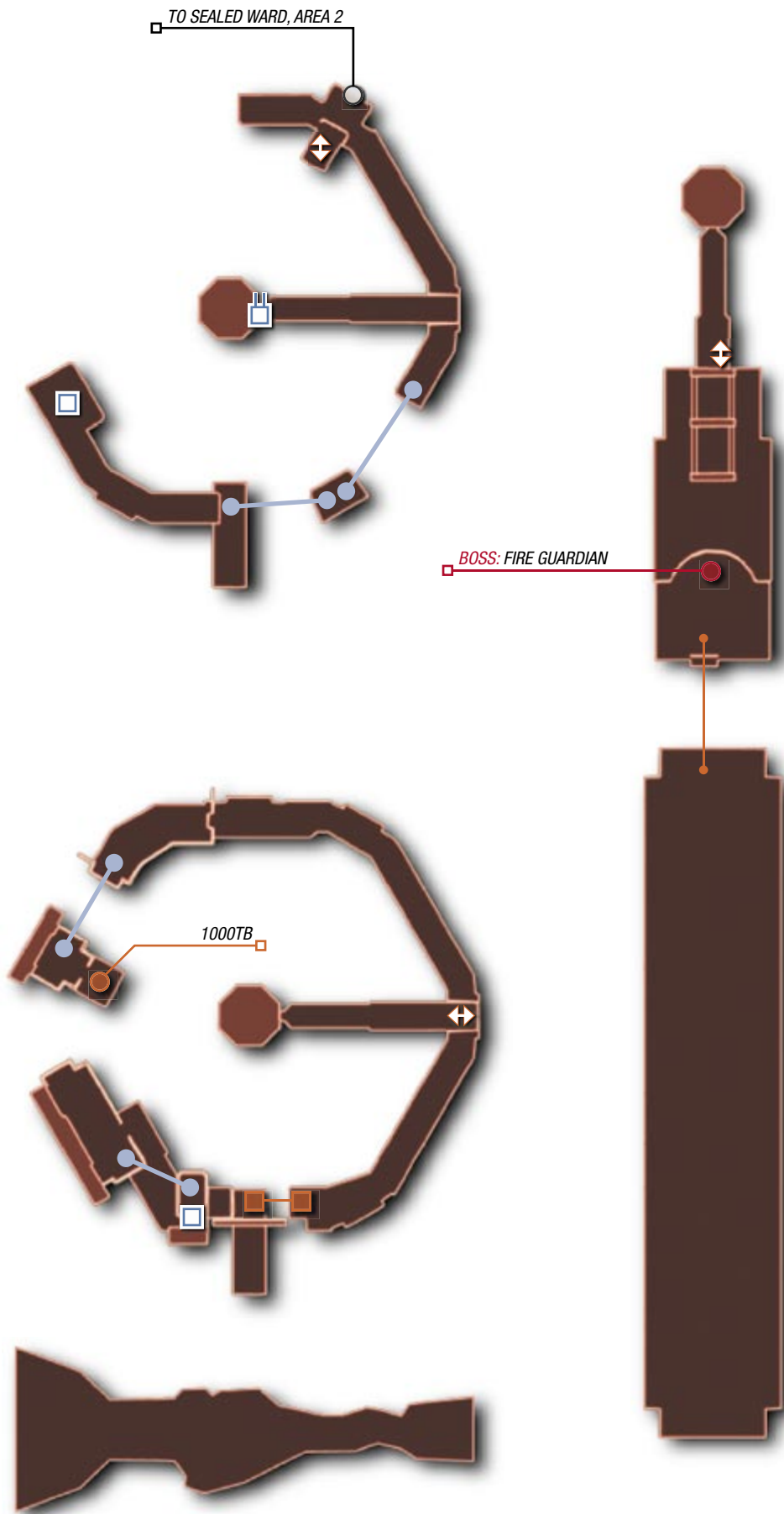
	<b>KNIGHT SERVANT</b>	<b>WATER</b>
	<b>LEVEL</b>	7
	<b>HP</b>	156
	<b>EP</b>	85
	<b>ATTACK SKILLS</b>	High Blade X Cutter Aqua Impulse Protection Accel

**EVENT**  
**The Guardian Room**

When you reach this room you will need to find a way past the guardians. They don't attack, but they are blocking the doorway to the Lock Room. Continue walking forward, use the Vertical Enchant Cube, and at the top hit the red glowing switch.







ENEMIES

HOUSE GUARDIAN



KNIGHT SERVANT



MAGE GUARDIAN



PLANT GUARDIAN



VANDOG



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

**Find the Ether**

As you approach the center of the Lock Room, Toya will tell you about the device in the center. To active it you will need to supply it with Ether, which you can find a little farther into the room. When you reach the dead end you will notice some circles. They are targets for your Enchant Wire: just press the A button while you are looking at your Enchant Wire target and standing on the circle on the floor. Grab the Ether from the Ether Pod (press A while standing next to it), then go back to the device and deposit it.



The device will lower and you will find yourself in the same room but at a lower level. The object is the same: find an Ether Pod and transport the Ether to activate the device. Ladders take you up and down in this area. If you are worried about running out of VP, rest easy; there is a Recharge Station in this room. After you insert more Ether, the platform will drop to the lowest level. When you walk forward, you will have to fight the Fire Guardian.

**BOSS Fire Guardian**

If you obtained the Knight Servant earlier, then this fight is a cinch. Makoto should be your primary healer while Toya and the Knight Servant deal heavy damage to the Fire Guardian. You can end this fight very quickly by using Toya's EX Skill. That skill alone will do over 200 HP worth of damage. Atsuma needs only to use non-element attacks like Blow and Wave. After the Fire Guardian is defeated, you will receive a Hammer Fist Core.



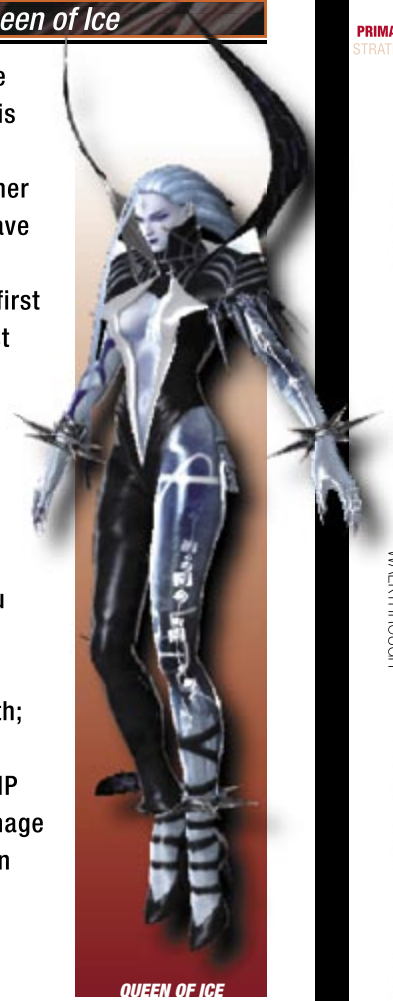
FIRE GUARDIAN

**FIRE GUARDIAN****FIRE**

<b>LEVEL</b>	8
<b>HP</b>	620
<b>EP</b>	309
<b>ATTACK SKILLS</b>	
Flare Giga Grasp	
Giga Hammer	

**BOSS Queen of Ice**

The first time you battle this Golem you won't know her name. You have no chance of winning the first battle against her. After the first battle, you'll lose your party and Atsuma will go it alone. All you have to do is attack with brute strength; you will be doing 3206 HP worth of damage while she can only do 342.



QUEEN OF ICE

**QUEEN OF ICE****WATER**

<b>LEVEL</b>	1
<b>HP</b>	9999
<b>EP</b>	9999
<b>ATTACK SKILLS</b>	
Ice Giga Zone	



After the events in the Sealed Ward conclude, Atsuma will learn the EX Skill Summon Phoenix.

■ QUEST GUIDE: REQUIRED EVENTS

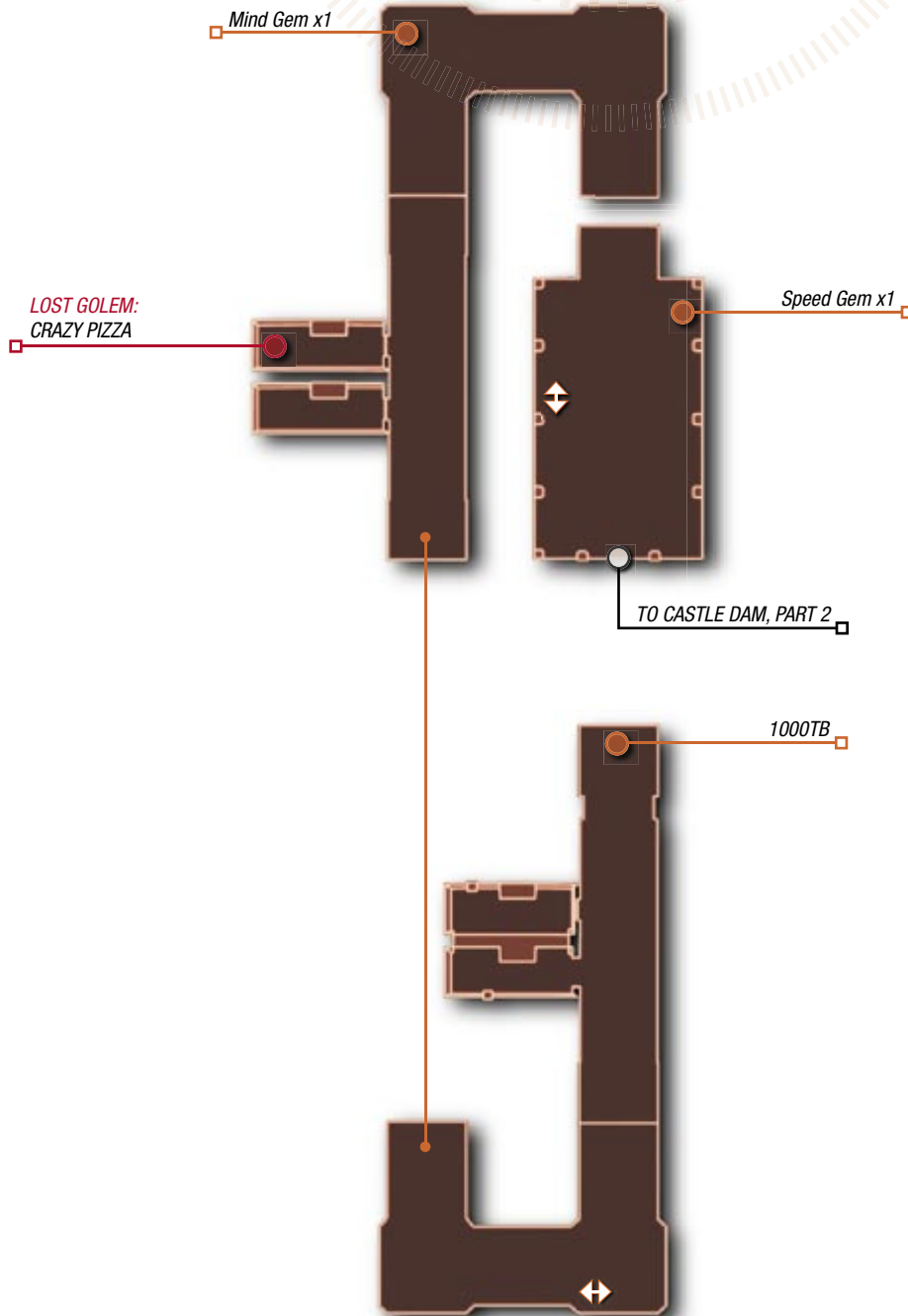
# 05

## CASTLE DAM



WALKTHROUGH

AREA 05: CASTLE DAM



- ENEMIES**
- DARIASLEZ**
  - LORD ONYX**
  - PLANT GUARDIAN**
  - ROYAL BONE**

EVENT

**Escape from Prison**

You will find yourself in a prison after the events of Yokohama City. To advance the story you will need to go to the cell door and speak to the Heavy Drinking Guard three times. After meeting Karin, go to the prison-cell door to alert the guards. When the plan fails, try the window, and the door and speak to Karin. A man named Raigar will rescue you. Karin and Raigar will join your party. Now it is time to escape through the Castle Dam to reach London City. On your way out, don't miss out on the Lost Golem, Crazy Pizza.




TACTICS

**BATTLE Lost Golem**

**CRAZY PIZZA**

**FIRE**

	<b>LEVEL</b>	18
	<b>HP</b>	163
	<b>EP</b>	141
	<b>ATTACK SKILLS</b>	
		Flare Blow
		Mega Charge




TACTICS


**BATTLE Green Light Knights**

The knights hit hard, but if you created the Werewolf Golem, you should have no problem. The Werewolf has two Wind attacks that work great against the Earth-type knights that have no Earth attack to counter with. Have Karin heal for the entire fight, and use Raigar's Barrier Accel to reduce the damage done to your party. After the fight you will receive Slash for Raigar.


**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

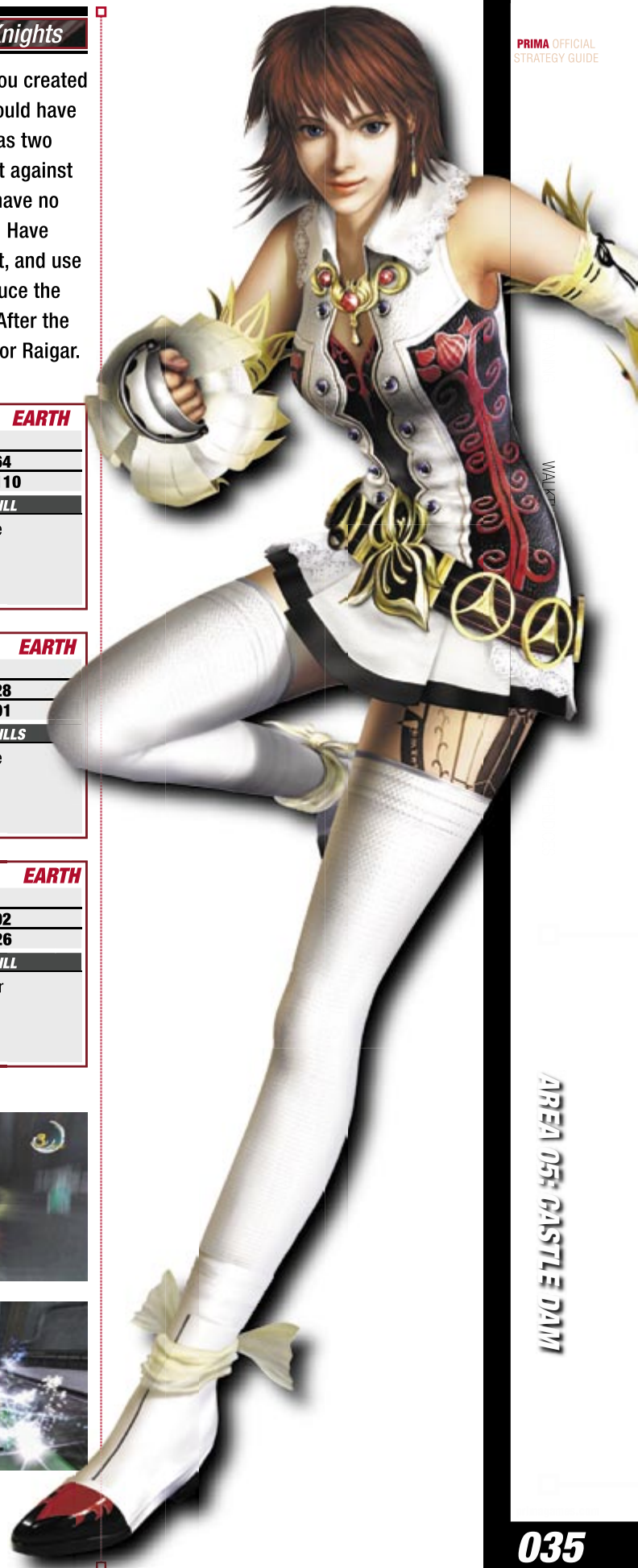
	<b>LEVEL</b>	5
	<b>HP</b>	164
	<b>EP</b>	1110
	<b>ATTACK SKILL</b>	
		High Blade

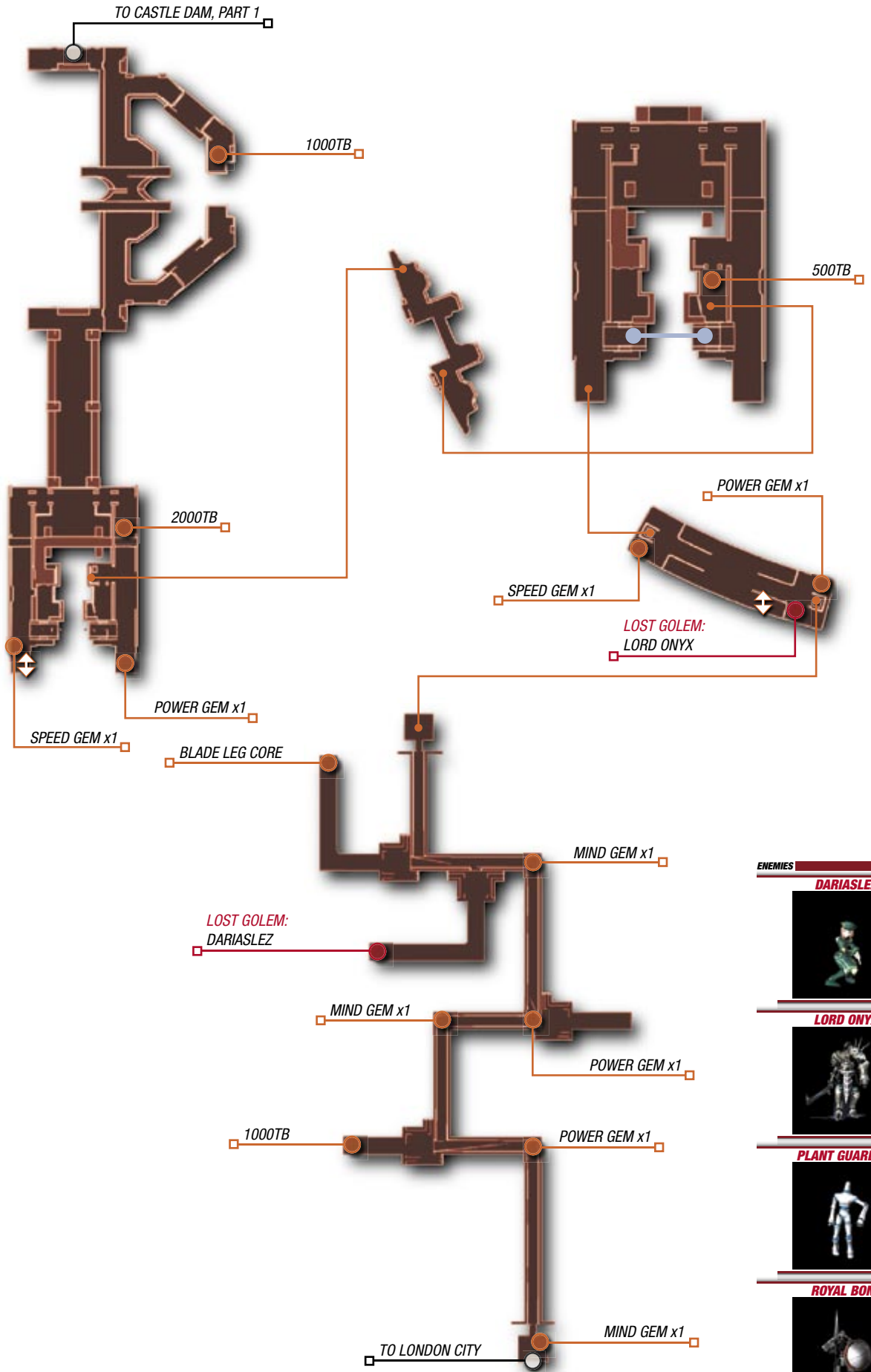
**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

	<b>LEVEL</b>	5
	<b>HP</b>	128
	<b>EP</b>	101
	<b>ATTACK SKILLS</b>	
		High Blade

**GREEN LIGHT KNIGHT LANCER EARTH**

	<b>LEVEL</b>	6
	<b>HP</b>	192
	<b>EP</b>	126
	<b>ATTACK SKILL</b>	
		High Spear





**ENEMIES**

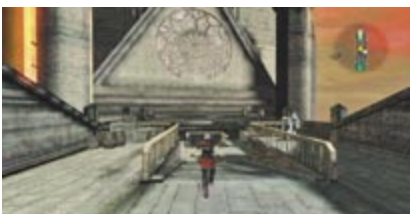
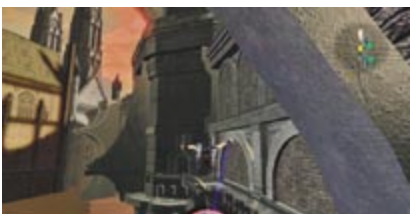
- DARIASLEZ**
- LORD ONYX**
- PLANT GUARDIAN**
- ROYAL BONE**

**KEY**

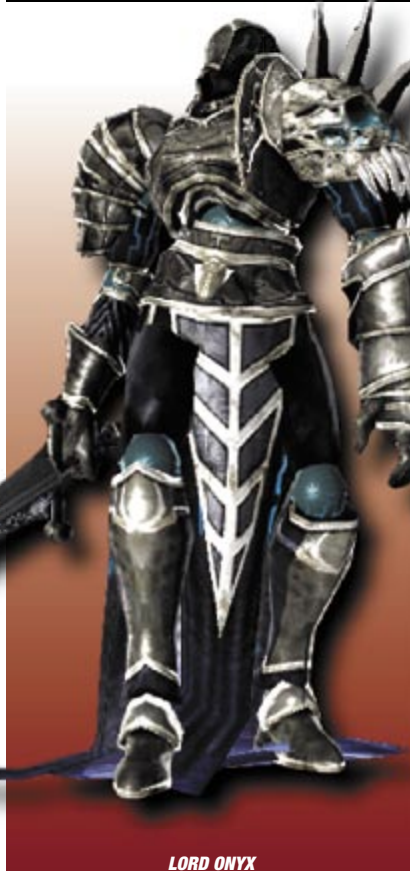
- Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port

**Exiting the Dam**

Your next step will be to exit the dam. When you reach the shop, Karin will explain swimming to you. Jump into the water and swim to the path on the other side. There you will need to hit the switch near the water to lower the water level. The other switch opens the door in case you need to go back into the prison. Climb down the ladder and then exit to the Exterior Path. On your way to the sewer, don't miss out on the Lost Golem Lord Onyx. Once you are in the sewer you need only to make it to the end. Before leaving, explore this entire section and encounter the Lost Golem Dariaslez. When you go up the ladder at the end of the sewers, you will find yourself in the London City Bar.



**BATTLE Lost Golem**



LORD ONYX

**LORD ONYX**

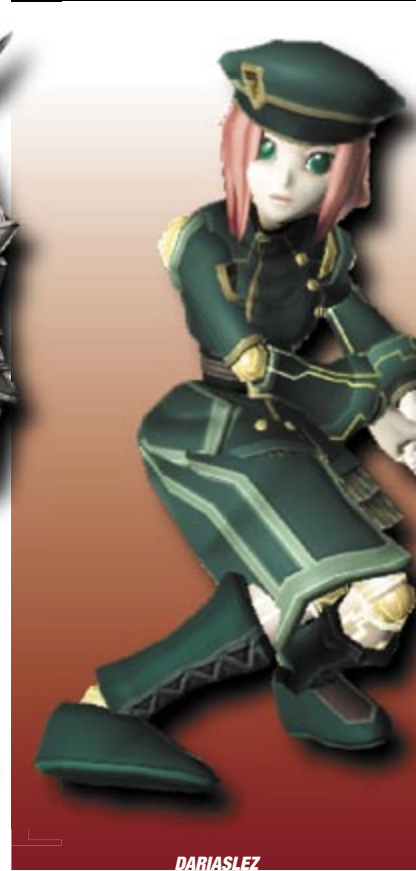
**DARK**



LEVEL	10
HP	248
EP	115
<b>ATTACK SKILLS</b>	
High Blade Impulse	



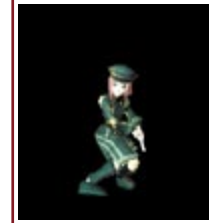
**BATTLE Lost Golem**



DARIASLEZ

**DARIASLEZ**

**WIND**



LEVEL	13
HP	167
EP	160
<b>ATTACK SKILLS</b>	
High Shot Strong Gain Mega Link Gain	



QUEST GUIDE: REQUIRED EVENTS

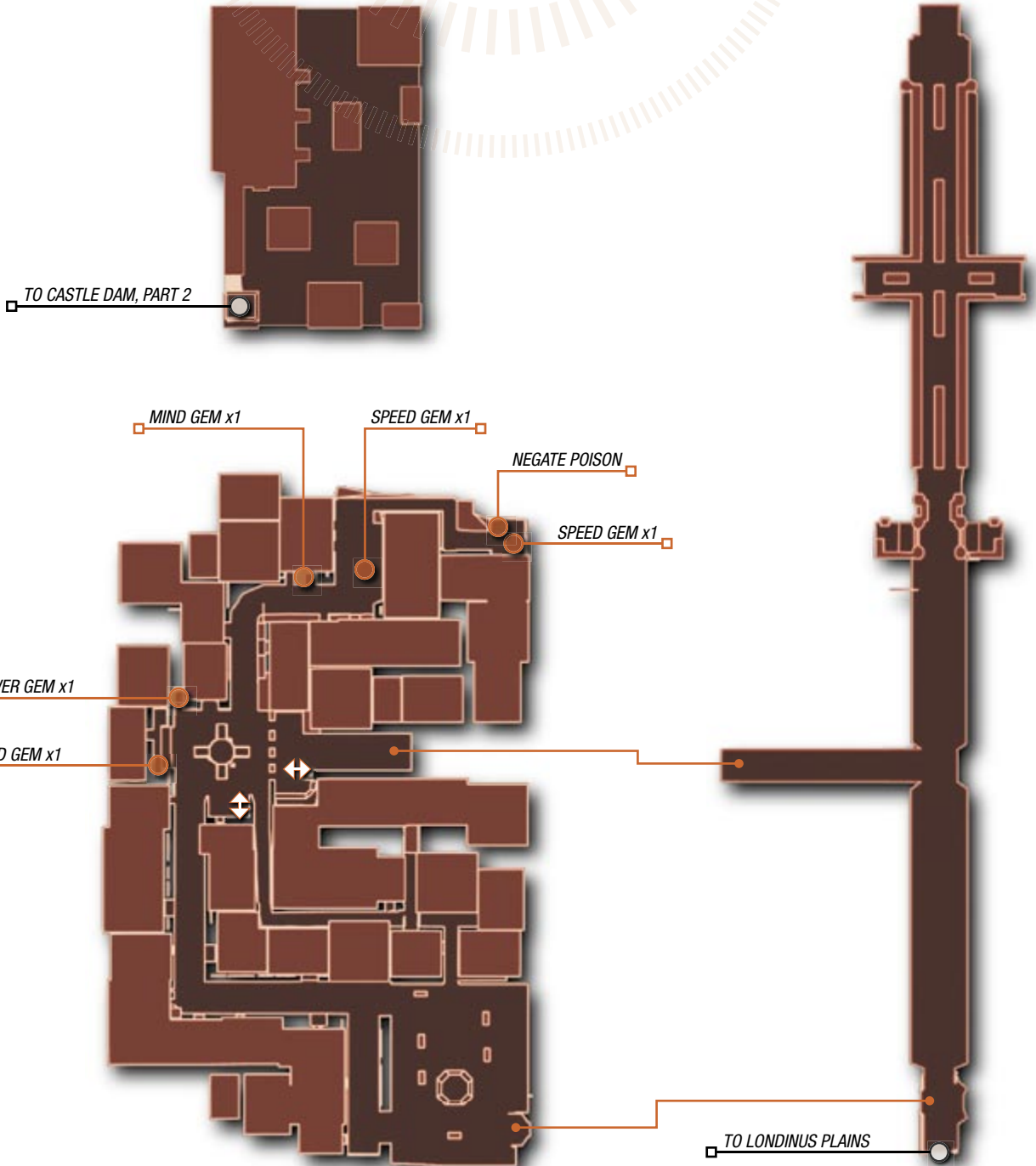
# 06

## LONDON CITY



WALKTHROUGH

AREA 06: LONDON CITY



Leave the bar; Raigar will mention that there is a disturbance in the square. Walk to the square and speak to the knight to initiate the scene. After the scene has concluded, Karin will tell you that to leave the town you will need to use the exit to the south of the Grand Steps. Before you leave you will want to try the casino, where you exchange chips for prizes. There are four activities that you can do while in the casino. You can participate in Golem Battles, play the slots, play bingo, or play roulette. The best way to increase your chip count a little early is to participate in Golem Battles. Another way you can possibly increase your chips early is to play the slots. Just bet on one of the 10 slots and reload the game until you win some chips. For a detailed listing of the prizes, refer to the Training section.



## GOLEM BATTLES

Name of Battle	Enemies	Bet	Reward
<b>Sitting Duck</b>	Plant Guardian x2 / House Guardian	5 Chips	10 Chips
<b>Famous Dogs</b>	Vandog x4	5 Chips	10 Chips
<b>It's Yokohama!</b>	Yokohama Guard x2 / Funny Clown	5 Chips	10 Chips
<b>Prisoner Role</b>	Mage Guardian / House Guardian / Plant Guardian	10 Chips	20 Chips
<b>Butch and Sanders</b>	Knight Servant / Mage Guardian	10 Chips	20 Chips
<b>Platoon</b>	Royal Bone / Dariaslez	10 Chips	20 Chips
<b>Jungle Book</b>	Woodian x3	20 Chips	50 Chips
<b>Animal House</b>	Daisy Blue / Saber Tiger / Bulldog / Prill Cotton	20 Chips	50 Chips
<b>Close Encounters</b>	Knight Grenadier x2 / Existence	20 Chips	50 Chips
<b>Stone Shoes King</b>	Earth Guardian x2	100 Chips	300 Chips
<b>Steal a Million</b>	Silent Assassin x2 / Garnet Kitty x2	100 Chips	300 Chips
<b>The Wild Bunch</b>	Lord Onyx / Blood Fencer / Lady Azlight	100 Chips	300 Chips
<b>My Fair Lady</b>	Royal Bone x3 / Lady Azlight	150 Chips	500 Chips
<b>Final Destination</b>	Death Scythe x2	150 Chips	500 Chips
<b>Forbidden Dance</b>	Eldorada / Skeleton / Rosewhip / Belladonna	150 Chips	500 Chips
<b>Gone with the Wind</b>	Harpy x3	200 Chips	700 Chips
<b>Braveheart</b>	Gale Lancer x2	200 Chips	700 Chips
<b>Beauty and the Beast</b>	Basilisk / Crowberry / Rio Mimoza	200 Chips	700 Chips
<b>3 Musketeers</b>	Round Master x3	500 Chips	1800 Chips
<b>Come to Kyoto</b>	Kabuki / Kunoichi / Straw Shaman	500 Chips	1800 Chips
<b>Raiders</b>	Skeleton x3 / Eldorada	500 Chips	1800 Chips
<b>Some Like it Hot</b>	Ruby Butterfly / Minotaur / Fire Guardian	800 Chips	3000 Chips
<b>Thelma &amp; Louise</b>	Blood Fencer / Rosewhip	800 Chips	3000 Chips
<b>Battle Royale</b>	Valkyrie / Light Apostle / Lapis Magina / Archangel	800 Chips	3000 Chips
<b>Amadeus</b>	Great Mammoth / Lady Azlight / Siren	1000 Chips	4000 Chips
<b>Top Gun</b>	SG Dominion / Siren / Gargoyle x2	1000 Chips	4000 Chips
<b>Midnight Cowboy</b>	Palace Gunner x3	1000 Chips	4000 Chips
<b>Mad Max</b>	Minotaur x2 / Medusa x2	5000 Chips	20000 Chips
<b>Apocalypse Now</b>	Cerberus / Aqua Jelly	5000 Chips	20000 Chips
<b>Last Emperor</b>	Odin / Poseidon	5000 Chips	20000 Chips
<b>Greatest Show</b>	Primrose x3 / Sebastian	5000 Chips	20000 Chips





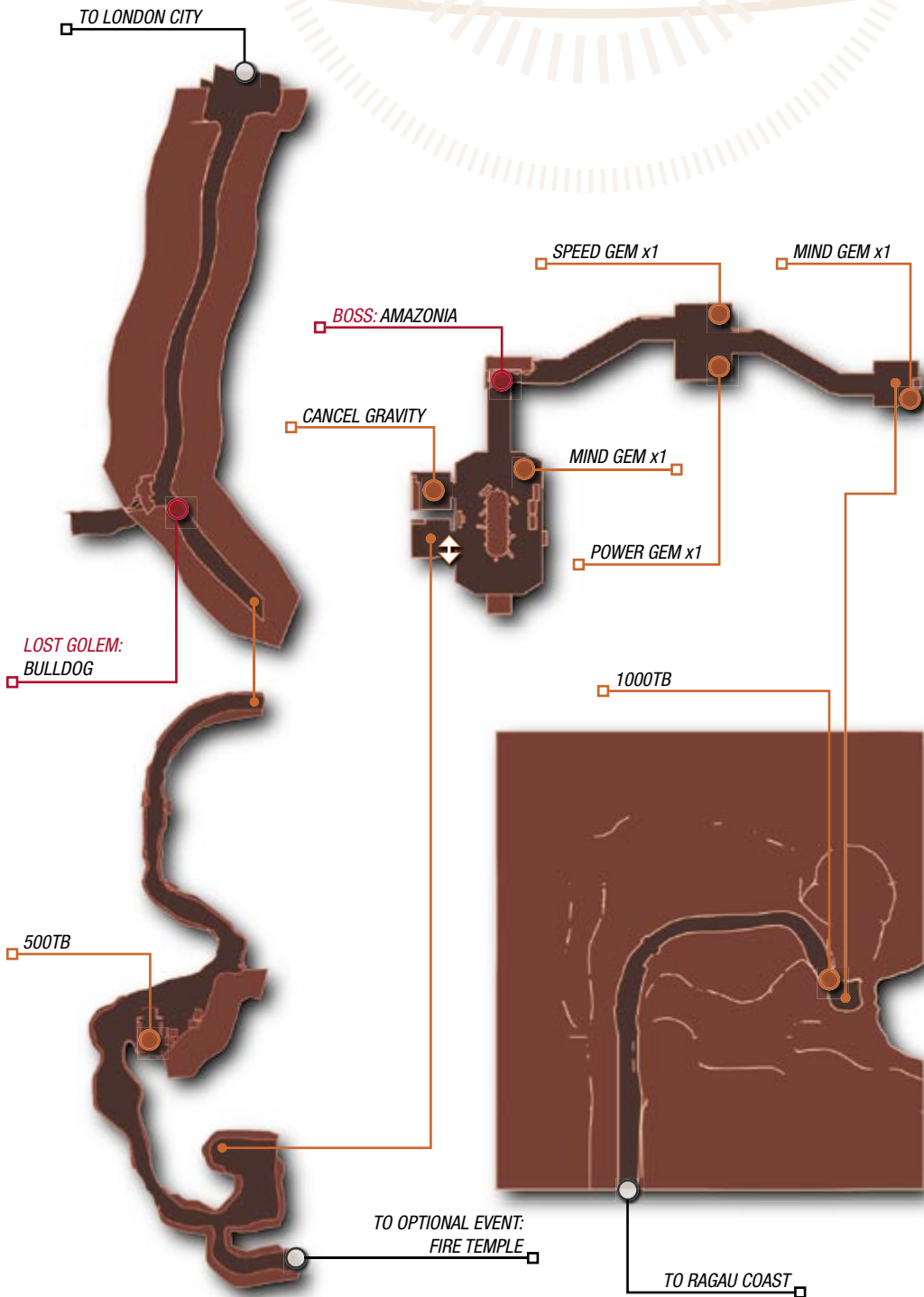
QUEST GUIDE: REQUIRED EVENTS

# 07 LONDINUS PLAINS



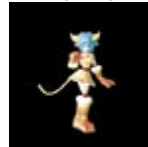
WALKTHROUGH

AREA 07: LONDINUS PLAINS

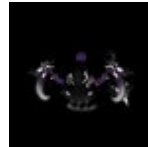


ENEMIES

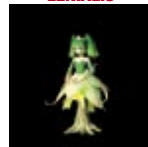
DAISY BLUE



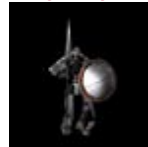
DEVLIN



LENIALIS



ROYAL BONE



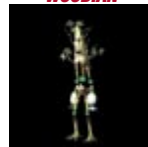
SILENT ASSASSIN



TAIGALION



WOODIAN



KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod



Ether Port

## Off to Yokohama City

Once you leave London City you will find yourself in the Londinius Plains. The first part of the path is straightforward, but if you just run by everything, you will miss the Lost Golem: Bulldog. The Werewolf Golem is the suggested Golem for getting through this area because most of the enemies here share the Earth element. In the North Forest the road will fork and you will need to go down the ladder. If you use the teleporter then you will end up in the Fire Temple. At this point in the game the enemies here are too strong for you to handle. Inside the Military Path you will need to defeat Amazonia to get to Yokohama City.



## TACTICS

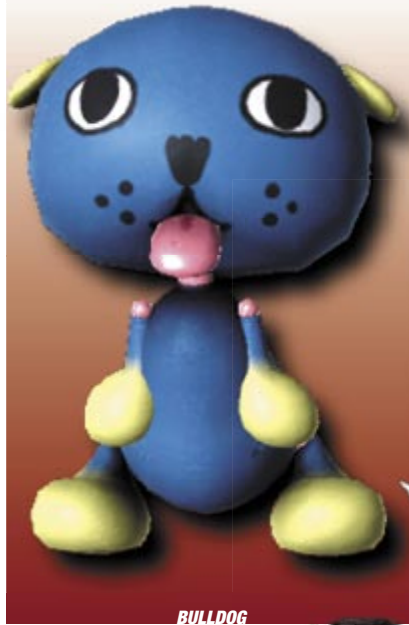
### BATTLE Lost Golem

#### BULLDOG

**WIND**

LEVEL	16
HP	330
EP	169

ATTACK SKILLS	
Reverse Bite	
EP Drain Bite	
Unlink Bite	
Grab Roar	


**BULLDOG**

## TACTICS

### BOSS Amazonia

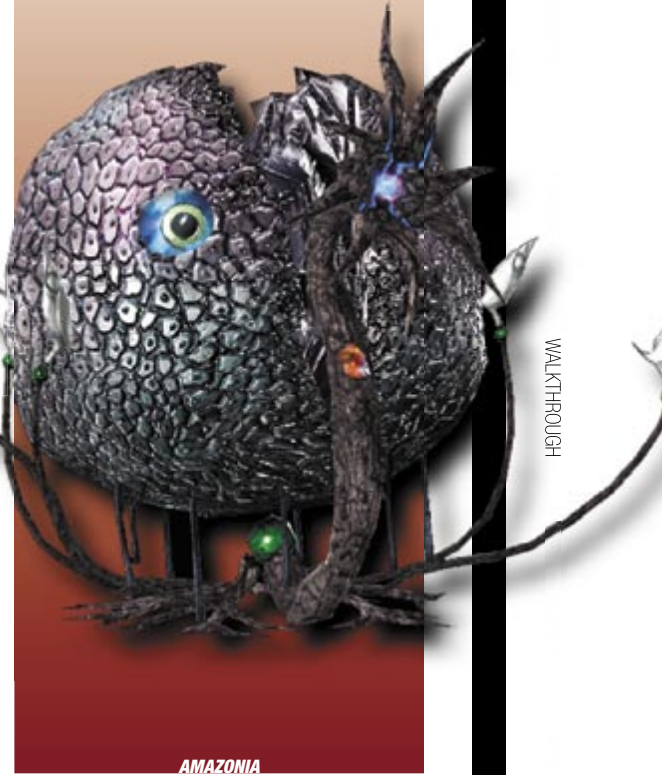
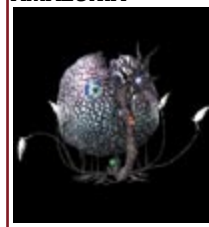
By putting the Werewolf in your party, you will be highly susceptible to the Earth attacks of Amazonia. However, you can reduce some of the damage received by using Raigar's Barrier Accel. Atsuma should strike with his strongest attack available while Karin focuses specifically on healing. If you explored London City, then you may have picked up the Negate Poison Support Skill. Make sure that all of your main characters are equipped with this skill so that you can avoid taking any unnecessary damage. By the time you reach the fourth turn you should be able to perform a combo that will finish off Amazonia. After Amazonia is defeated, you will receive the Amazonia Core and the Max Sword Core. After defeating Amazonia, continue until you reach the Ragau Coast.

#### AMAZONIA

**EARTH**

LEVEL	15
HP	920
EP	126

ATTACK SKILLS	
Giga Breath	
Drain Bark	
Poison Ball	


**AMAZONIA**

WALKTHROUGH

AREA 07: LONDIINIUS PLAINS



QUEST GUIDE: REQUIRED EVENTS

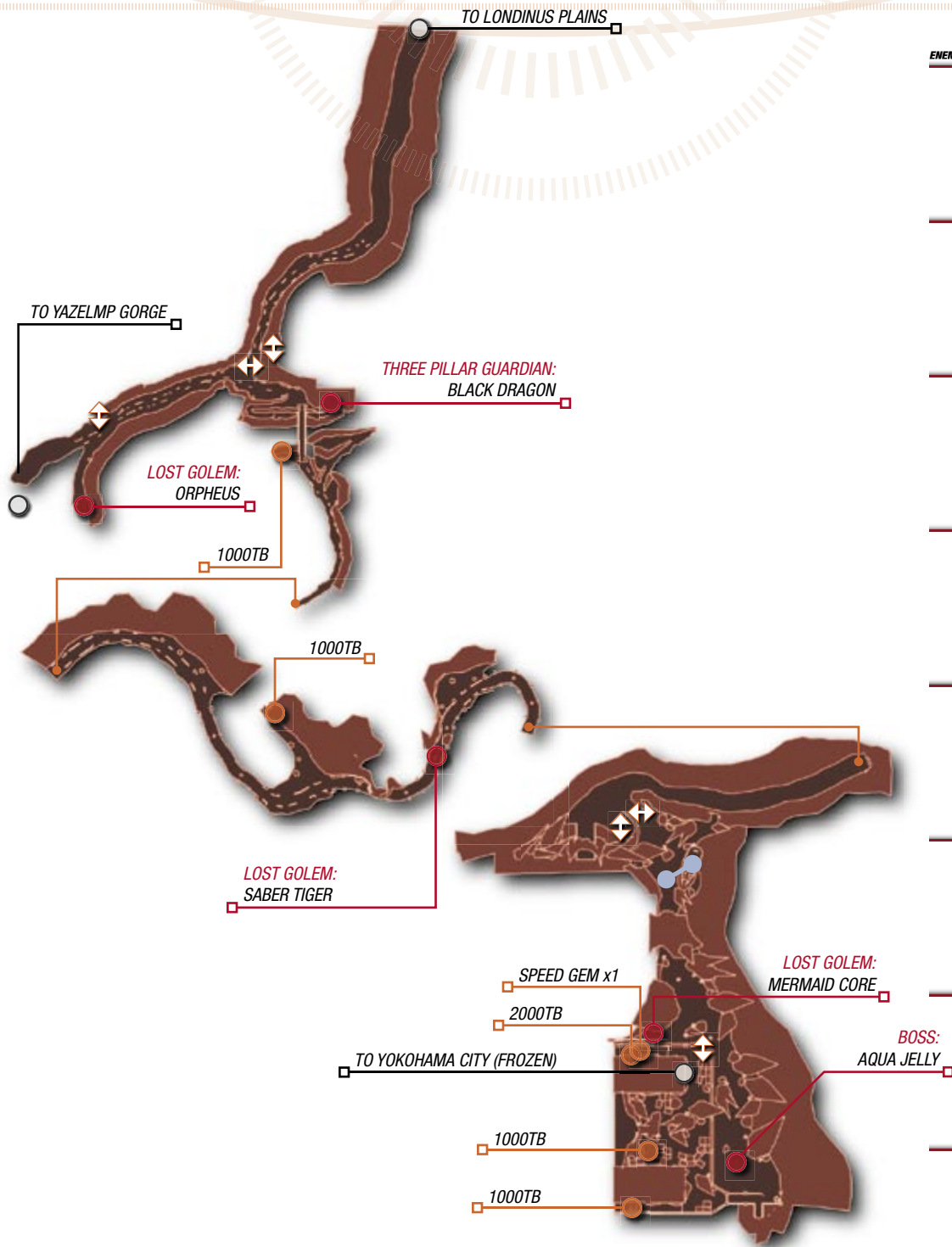
# 08

## RAGAU COAST



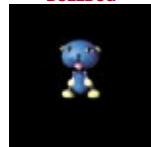
WALKTHROUGH

AREA 08: RAGAU COAST

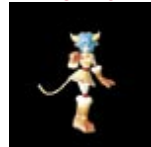


ENEMIES

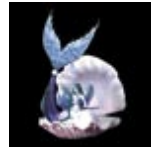
**BULLDOG**



**DAISY BLUE**



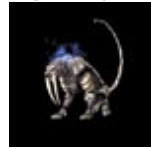
**MERMAID**



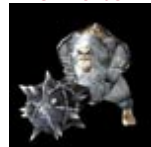
**PRILL COTTON**



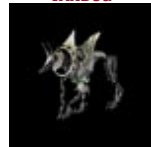
**SABER TIGER**



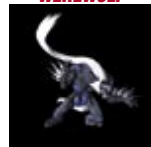
**UHABONGO**



**VANDOG**



**WEREWOLF**



**KEY**



Shop



Recharge Station



Enchant Cube



Enchant Wire



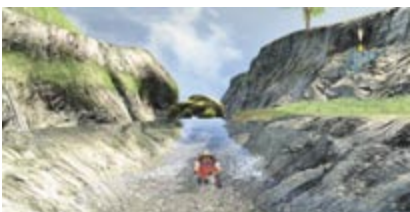
Ether Pod



Ether Port

## Crossing the Bridge to Yokohama

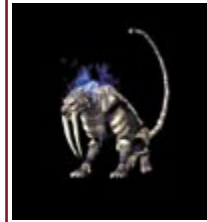
The Ragau Coast Fork is a place from where you can either travel to Yokohama or Kyoto. Since Atsuma is headed to Yokohama we will explore that section now. You haven't come across a Recharge Station for a while, and lucky for you, there is one up ahead. Facing the sign, go left to reach the bridge. When you reach it you will see a scene that involves some soldiers. After the scene the bridge will be out. Walk to the right side of the bridge and then down to the shore. When you reach the shore, jump into the water and swim to the other side. The entry point on the opposite shore is a little ways down the river. There are two places to enter the water. Just past the second entry point farther down shore, look in a little alcove to the left, and you will meet one of the Three Pillar Guardians. More information about this guardian can be found in the Optional Events section of this guide. Continue to the Ragau Coast Wharf, but don't forget to get the Saber Tiger Core from the Lost Golem.



## BATTLE Lost Golem

### SABER TIGER

FIRE



LEVEL	16
HP	390
EP	150
ATTACK SKILLS	
Sabertooth	
Flare Bite	
HP Drain Bite	

## Finding a Way into the Frozen Yokohama

Walk down the hill a little bit into the frozen wharf, and you will notice a giant iceberg in the way. To smash the iceberg you will need to activate the gun on the frozen ship. The Ether Pod can be found just to the east of the ship in a small cave. Once you have the Ether, use the Enchant Wire to get onto the ship and then enter the power into the terminal. Fire the cannon by walking up to it and pressing the A button. Now that the iceberg is out of the way you can continue forward. Before you rush ahead, don't miss the Lost Golem, Mermaid. Take a look at the map and save your game in preparation for your fight with the Aqua Jelly.



## BATTLE Lost Golem

### MERMAID

WATER



LEVEL	16
HP	325
EP	197
ATTACK SKILLS	
High Cure Voice	
No-Power Shot	
Cure Melody	
HP Drain Voice	

## BOSS Aqua Jelly

There is a lot of strategy involved in selecting Golems for battle; the team that I chose this time around is weird but effective. First off, Atsuma will get killed in this battle. Make sure that he is defeated on the outer edge. On turn 1 I used Reverse Bite with the Bulldog Golem to change the Aqua Jelly's element from Water to Fire. I then used Sasquatch's Giga Charge + and had Karin attack with Aqua Mist. For the rest of the battle, just employ the Sasquatch's Ice Giga Blow for Big Damage on the Aqua Jelly. After the battle you will receive Poison Mist. Make your way through the maze of boxes to get inside Yokohama City.



AQUA JELLY

### AQUA JELLY

WATER



LEVEL	20
HP	1520
EP	151
ATTACK SKILLS	
Aqua Giga Blow	
Aqua Giga Wave	
Recover Body	



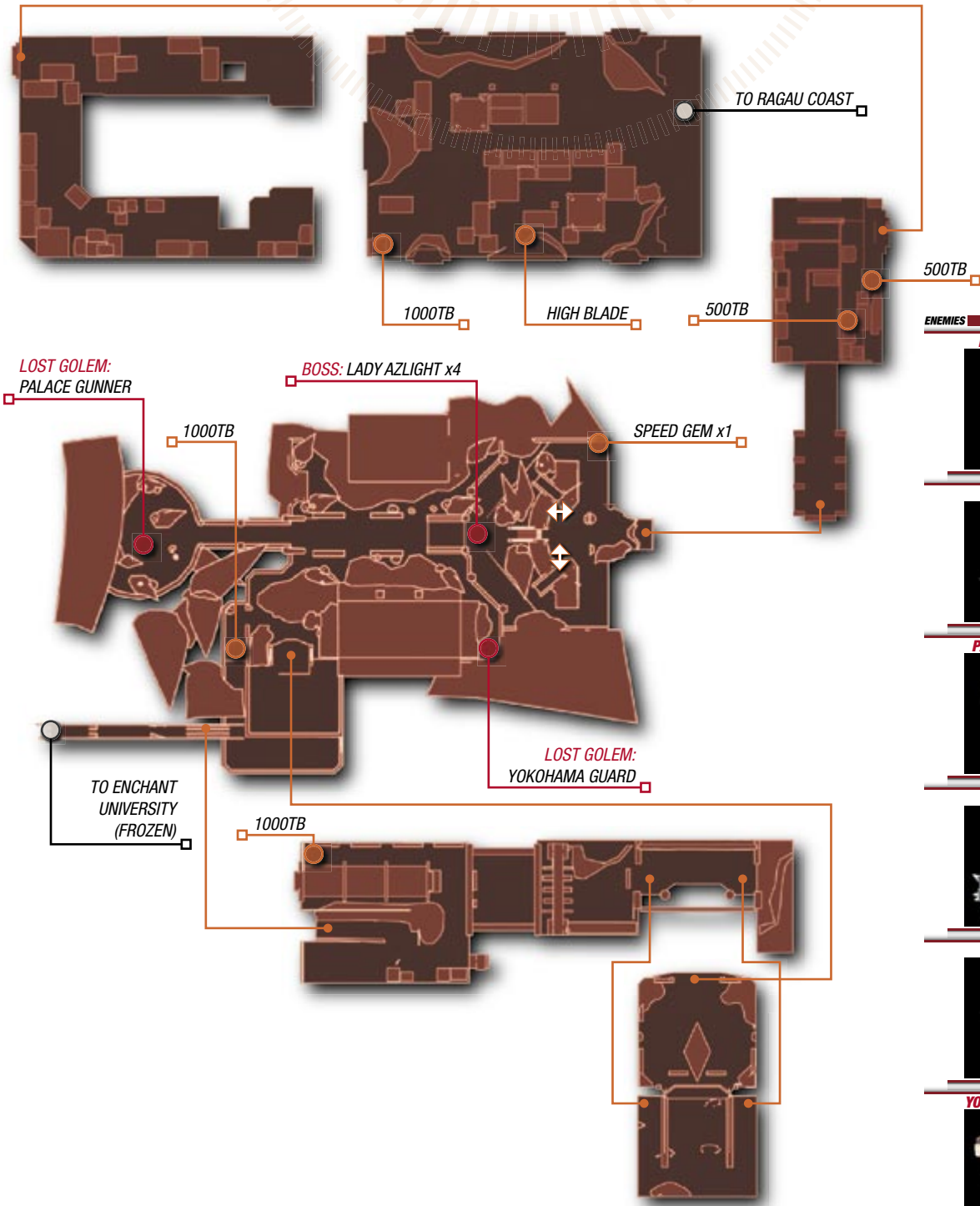
QUEST GUIDE: REQUIRED EVENTS

# 09 | YOKOHAMA CITY FROZEN



WALKTHROUGH

AREA 09: YOKOHAMA CITY FROZEN



ENEMIES

FUNNY CLOWN



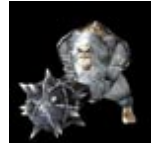
LADY AZLIGHT



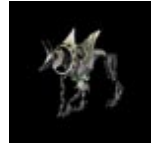
PALACE GUNNER



UHABONGO



VANDOG



YOKOHAMA GUARD



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

## Getting through the Warehouse

Getting through the warehouse is going to be tougher than you think. Climb the ladder on the north side of the room as you enter, and when you reach the top press the switch to move the crane. The crane will form a bridge to the other side of the warehouse. Once the crane has moved, climb the ladder and walk across. The first switch on your left will raise the elevator. Use the elevator to reach the Enchant Box with Raigar's High Blade and go back up. Continue forward and hit the second switch on the left to move the crane out of the path. Finally, hit the third switch and then get back to the lower level to get on the elevator leading to the exit. Once you go up the elevator, hit one more switch and then go out the door to the Port Customs.



## Into the University

Before you can get into the university you will need to go through the Port City. Make sure that you save your game after the Recharge Station, because you will need to win a battle. I can't say for sure whether it's tough or not, but depending

on your set up it can be a cinch. After the fight, explore the rest of the city and don't miss the Lost Golems, Yokohama Guard, and the Palace Gunner. After you have cleared this area, go through the Port Station and then into the university.



## BOSS Lady Azlight x4

I had Sasquatch and Mermaid in my party. Make sure that you have enough EX to use Summon Phoenix before the fight. I used Giga Charge + to power up Atsuma and then used Summon Phoenix on three of the ladies. This first attack should nearly kill them. If they don't die in the first attack, have the Mermaid follow up with HP Drain Voice. As for the Sasquatch, his goal is to power up the other fighters. Don't worry; these golems won't kill him. After the battle you will receive Hi-Return Dance.

### LADY AZLIGHT

**WATER**


LEVEL	14
HP	380
EP	142
<b>ATTACK SKILLS</b>	
Ice Sonic	
Cure Voice	
Protection Link	



## BATTLE Lost Golem

### YOKOHAMA GUARD

**WIND**


LEVEL	15
HP	407
EP	126
<b>ATTACK SKILLS</b>	
High Aero Shot	
Shot, Burst	
N-Protect Shot	



## BATTLE Lost Golem


**PALACE GUNNER**

### PALACE GUNNER

**WATER**


LEVEL	15
HP	396
EP	126
<b>ATTACK SKILLS</b>	
High Aqua Shot	
High Burst	



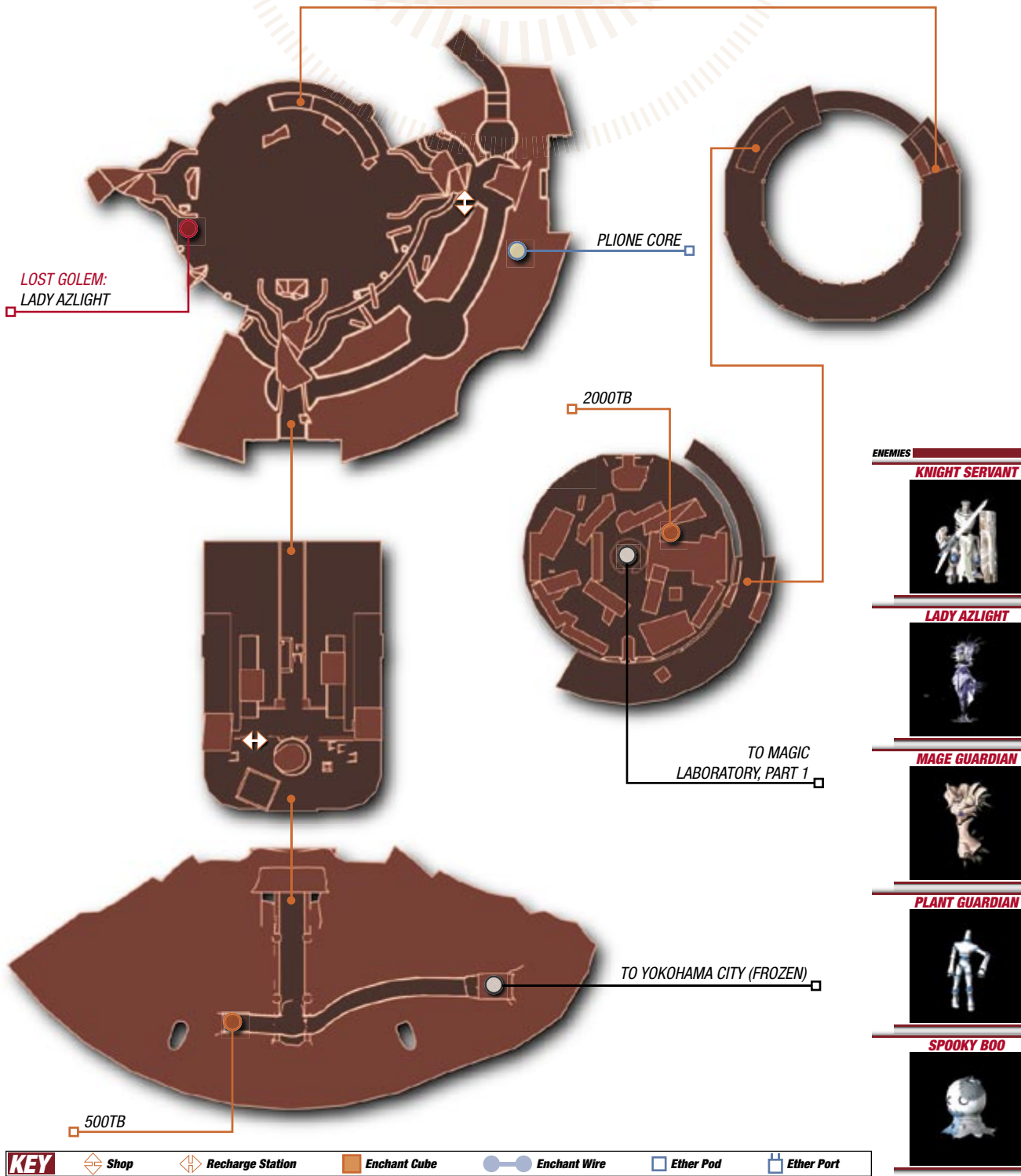
QUEST GUIDE: REQUIRED EVENTS

# 10 ENCHANT UNIVERSITY FROZEN



WALKTHROUGH

AREA 10: ENCHANT UNIVERSITY FROZEN



- ENEMIES**
- KNIGHT SERVANT**
  - LADY AZLIGHT**
  - MAGE GUARDIAN**
  - PLANT GUARDIAN**
  - SPOOKY BOO**

**Investigate the School**

The school is frozen solid but there is still hope. Travel straight through the South Hall and into the cafeteria. When you arrive you will see your dog run off to the Central Tower. Follow Cota to find out what is going on. Follow the path along the outside and examine the flower garden to receive the Plione Core. Before going up to the Central Tower, you will not want to miss the Lost Golem, Lady Azlight. You'll find Lady Azlight by walking around the outside of the entire cafeteria. When you reach the library, walk around the mess to reach the transporter leading to the Magic Laboratory. If you climb a ladder to the top of the bookcases, you can reach the other part of the room.



**BATTLE** Lost Golem



LADY AZLIGHT

	<b>LEVEL</b>	<b>19</b>
	<b>HP</b>	<b>460</b>
	<b>EP</b>	<b>190</b>
<b>ATTACK SKILLS</b>		
Ice Sonic		
Cure Voice		
Protection Link		





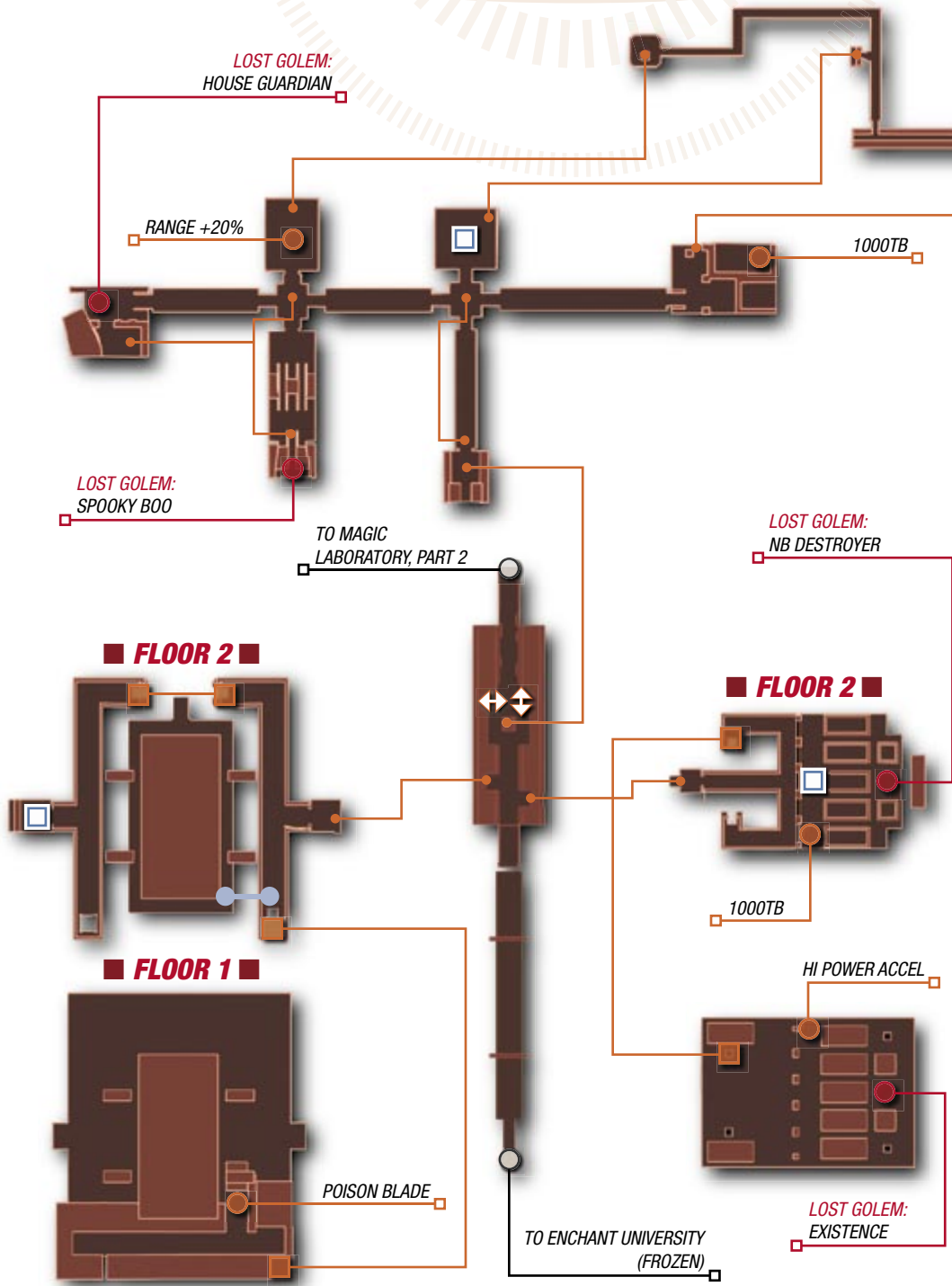
QUEST GUIDE: REQUIRED EVENTS

# 11 | MAGIC LABORATORY



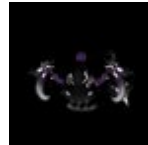
WALKTHROUGH

AREA 11: MAGIC LABORATORY

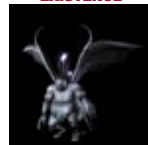


ENEMIES

DEVLIN



EXISTENCE



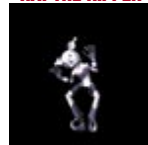
KNIGHT GRENADIER



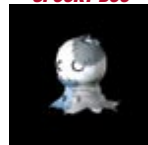
NB DESTROYER



RAT THE RIPPER



SPOOKY BOO



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

**EVENT**  
**Preparation for the Lab**

The Magic Laboratory is long; you need to have the right Golems in your arsenal, and that means the Mage Guardian. The Mage Guardian is an especially useful Golem for this place because most of the enemies here share the Dark element. After you pass through the first hallway you will enter the Central Block. The Central Block is like a hub for where you will go next. There is a Recharge Station and a shop, so heal up after completing each of the sections. To get to the other sections you must find Ether to power up the devices that lead to the other parts of the laboratory. Once you are ready, use the teleporter to enter the Waste Block.



**EVENT**  
**The Waste Block**

You may notice the weird symbols on the floor. Throughout the Waste Block there are symbols like this. If you touch a symbol on the floor it will take you to the other corresponding symbol. However, the symbols are only one-way. Your best bet is to not touch anything. When you reach the end of the hallway, turn right and then go to the room at the end. Climb up the ladder and follow the path to each of the ladders leading down. The first takes you to the Ether Pod and the second

to an Enchanted Box containing the skill Range +20%. Now that you have explored those two sections there are only two more rooms. Enter them to retrieve the Lost Golems: Spooky Boo and House Guardian.




**TACTICS**  
**BATTLE** Lost Golem

**SPOOKY BOO** **DARK**

	<b>LEVEL</b> 20
	<b>HP</b> 354
	<b>EP</b> 201
<b>ATTACK SKILLS</b>	
Gravity	
EP Drain	
Body Attack	

**TACTICS**  
**BATTLE** Lost Golem

**HOUSE GUARDIAN** **FIRE**

	<b>LEVEL</b> 32
	<b>HP</b> 364
	<b>EP</b> 181
<b>ATTACK SKILLS</b>	
Flare Shoot	
EP Drain Dance	
Poison Shoot	

**EVENT**  
**Exhibit Block**


Someone doesn't want you to get through. The first thing that you will do is move the pillars out of the way and then proceed. Barriers

will come up, preventing you from moving forward. Turn left and then use the Vertical Enchant Cube to go to the lower level. On the lower level, push the object onto the square to lower all of the barriers and then use the Vertical Enchant Cube to go back up where the barriers are now deactivated. Procure the Ether and go back to the Central Block. Before you go, however, you will want to obtain the Lost Golems, NB Destroyer and Existence, as well as the items in the Enchant Boxes.



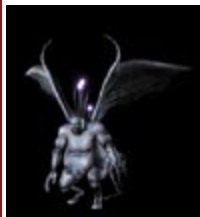
**TACTICS**  
**BATTLE** Lost Golem

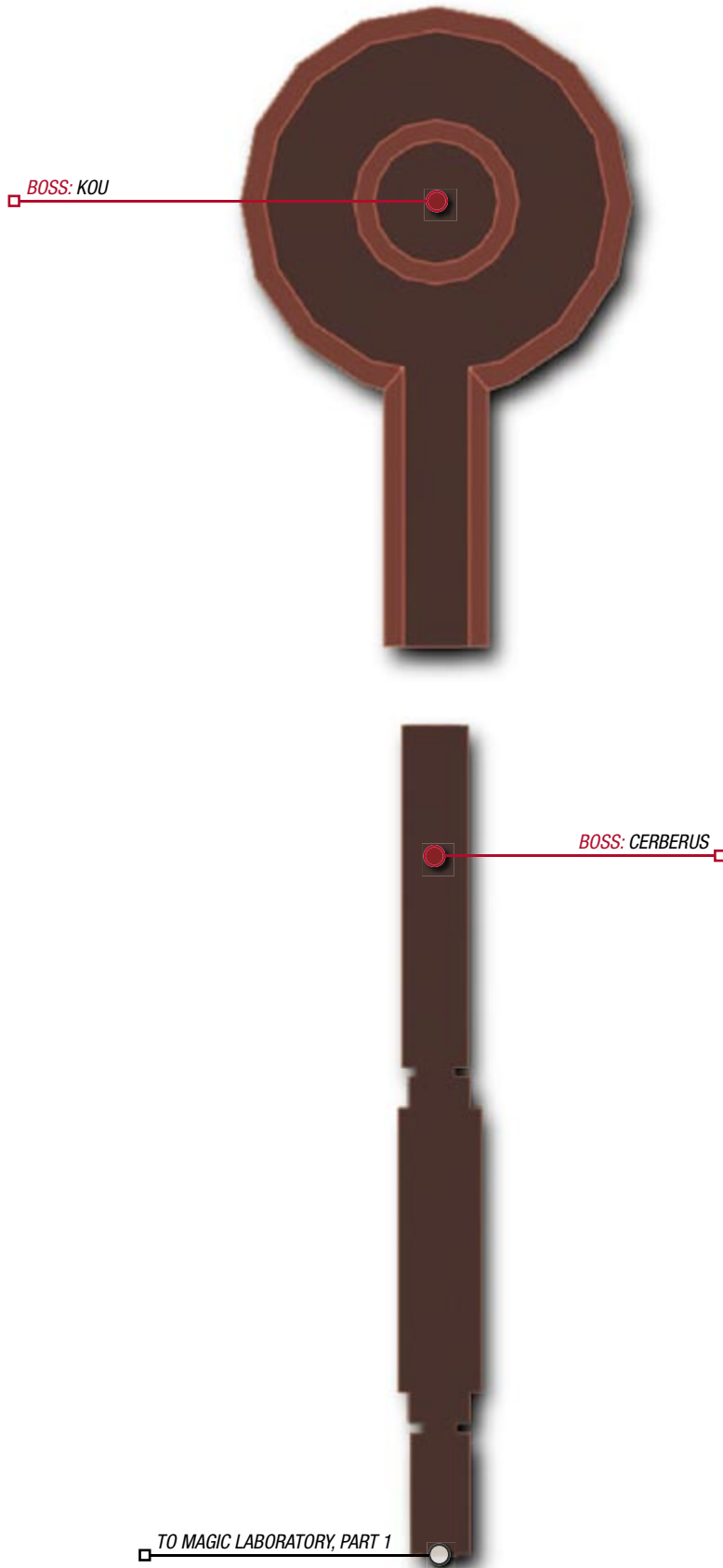
**NB DESTROYER** **WIND**

	<b>LEVEL</b> 22
	<b>HP</b> 500
	<b>EP</b> 236
<b>ATTACK SKILLS</b>	
Burst	
Aero Burst	
Shot	

**TACTICS**  
**BATTLE** Lost Golem

**EXISTENCE** **DARK**

	<b>LEVEL</b> 27
	<b>HP</b> 828
	<b>EP</b> 267
<b>ATTACK SKILLS</b>	
Gravity Breath	
Dark Breath	



- ENEMIES**
- DEVLIN**  

  - EXISTENCE**  

  - KNIGHT GRENADIER**  

  - NB DESTROYER**  

  - RAT THE RIPPER**  

  - SPOOKY BOO**  


## Maintenance Block

The Maintenance Block is the final area before you can move forward to meet the creator. Turn left and use the Enchant Wire to get across to the center area. From there walk around, get on the Enchant Cube, and go left. This place is very short. After you have the Ether be sure to explore the bottom area to get the Poison Blade from the Enchant Box.



## TACTICS

### BOSS Cerberus



CERBERUS

The Cerberus is easy to beat. All you have to do is attack with your strongest skills. Use the Mage Guardian and the Mermaid. The Mermaid can heal everyone at once and attack when needed. Even if your Mage Guardian gets defeated, you should have enough firepower to take down the three-headed hellhound. The Cerberus has very low EP, which makes it quite vulnerable—the Cerberus's weaker attacks can be healed easily, and its stronger attacks

will drain its EP. After you defeat the Cerberus, you will get the EX Skill Stun Bead Flare and the Cerberus Core. Hopefully you have a good team put together, because up next is Professor Kou.

### CERBERUS

DARK



LEVEL	27
HP	980
EP	210

## ATTACK SKILLS

Mega Hell Fang  
High Hell Fang  
Hell Fang



## TACTICS

### BOSS Professor Kou

Resist the temptation to use your new ability right away. Instead, defeat the Knight Avei with three of your characters and attack Kou. This will soften him up for Atsuma's EX Attack. On turn 2, place Atsuma in one of the center squares up front and use High Power Accel. Kou will summon another Golem. On turn 3, use the Stun Bead Flare to cripple him some more, and then for the rest of the fight focus on Kou. The Knight Avei has only one weak attack, and Kou summons Golems for the sole purpose of sacrificing them to use Pandemonium. If you focus on beating down Kou early, you will never see this attack. After the battle you will receive Recover Body and you find yourself back in London City.



KOU

### KOU

DARK



LEVEL	28
HP	1300
EP	243

## ATTACK SKILLS

Servant Call  
High Dark Bolt  
EX Pandemonium

### KNIGHT AVEI

DARK



LEVEL	15
HP	400
EP	161

## ATTACK SKILLS

Protection  
HP Drain  
High Barrier



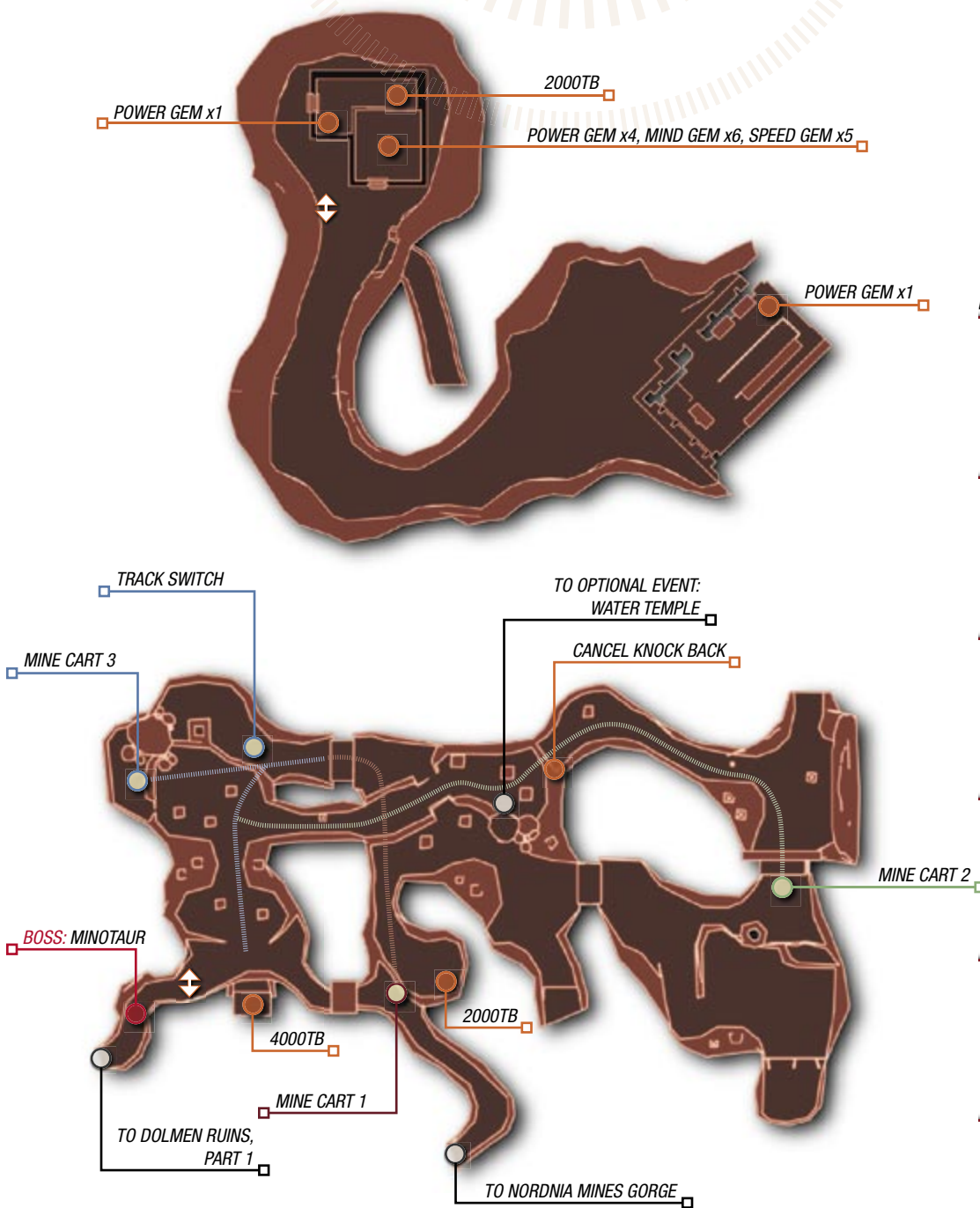
■ QUEST GUIDE: REQUIRED EVENTS

# 12 | NORDNIA MINES



WALKTHROUGH

AREA 12: NORDNIA MINES

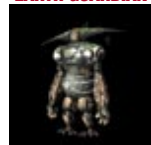


ENEMIES

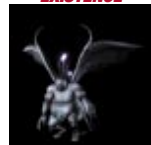
AMAZONIA



EARTH GUARDIAN



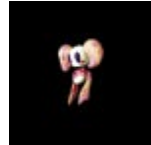
EXISTENCE



GARNET KITTY



PLIONE



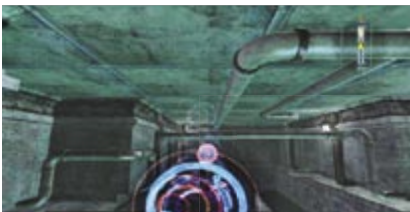
SILENT ASSASSIN



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

## Finding the Resistance Hideout

Those battles in the Magic Laboratory were exhausting; your next step is to go to the Resistance Hideout. The hideout is past the Nordnia Mines. To get to the mines you will need to cut through the London Castle. Go up the Grand Steps until you reach the Grand Hall. On the left side of the main steps in the hall is a switch on the wall. Hit the switch to reveal a secret passage. Pass through the Mechanics Area. When you exit you will find yourself at the Nordnia Mines Gorge.



Once you are in the Gorge area of the Nordnia Mines, go west until you reach the shop, and then enter the Abandoned Mine. The Abandoned Mine can be very confusing to navigate if you are looking for all of the items. To get through the mine you just need to ride mine cart #1. When you get off the first cart, turn right and use the Enchant Wire to cross the gap. To reach the exit you will be making a full tour of the mine. Ride mine cart #2 to arrive near mine cart #3. While riding mine cart #2 you may have noticed a teleporter. That leads to the Water Temple, which is detailed in the Optional Events section of the guide. To reach mine cart #3, climb the ladder ahead. Once you reach the other side, hit the switch to change the track from right to left, ride the cart, and then save your game.



## TACTICS

## BOSS Minotaur

The Minotaur caught me off guard at the beginning of the fight but it didn't kill any of my characters. On the second turn, I used Giga Charge + to power up Atsuma, attacked with Raigar, used Reverse Bite with the Bulldog, and then did crazy damage with EX Stun Bead Flare. If you can pull that off, the Minotaur will be in critical condition. On another attempt at this boss I was able to power up on turn 2 and use a combo on turn 3. The combo killed it outright. After you've defeated the Minotaur, you will receive Clear Dance.

## MINOTAUR

FIRE

LEVEL 30

HP 1800

EP 202

## ATTACK SKILLS

High Quake

Flare Crush



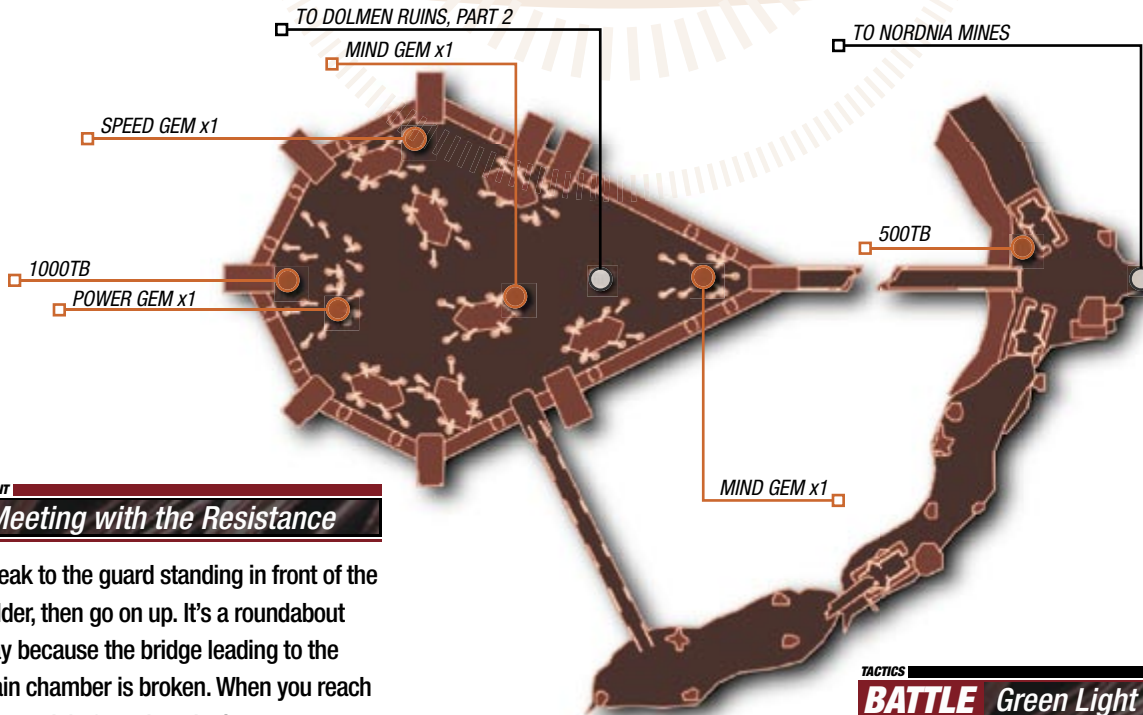
MINOTAUR

■ QUEST GUIDE: REQUIRED EVENTS

# 13 DOLMEN RUINS



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port



**EVENT**  
**Meeting with the Resistance**

Speak to the guard standing in front of the ladder, then go on up. It's a roundabout way because the bridge leading to the main chamber is broken. When you reach the gondola (noted on the in-game map by a big red dot), press the button to drop to the main area. Speak to the Arsenal Leader, then take it easy for a bit. To continue on, go to the Operations room and approach the leader and the laughing man, who are both interrogating the intruder. After the scene in the Main Hall, go to the Refectory. After the scene at the Refectory you'll receive God's Nectar.

**EVENT**  
**Collect Information**

The next step is to collect information from various resistance members. Advance the story quickly by going up to the exterior using the gondola. Walk forward a bit to meet Yuki. Yuki will challenge you to a fight. This is a simple fight that you shouldn't have much trouble winning. After the battle, Yuki will join the party. Right after she joins, you

will be forced into a battle. Following the battle with the Green Light Knights, go back down to the Main Chamber and let the resistance members know about it.



**TACTICS**  
**BATTLE Green Light Knights**

The Silent Assassin is the enemy you need to worry about, because he has the skill Aqua Impulse that is capable of doing great damage to Atsuma. Place Atsuma in the back row and Yuki in front of him. Doing this will shield Atsuma from the Silent Assassin's attempts to inflict harm. After the Silent Assassin is taken care of, just stay in the center row and take out the enemies at your leisure. They have no way of hitting you. After the battle you will receive the Assault Core.

**TACTICS**  
**BATTLE Yuki**

<b>YUKI</b> 	<b>LEVEL</b> 16	<b>WIND</b>
	<b>HP</b> 259	
	<b>EP</b> 183	
	<b>ATTACK SKILLS</b>	
	Shot	
	High Drumroll	

<b>GREEN LIGHT KNIGHT SWORDSMAN</b> 	<b>LEVEL</b> 23	<b>EARTH</b>
	<b>HP</b> 440	
	<b>EP</b> 332	
	<b>ATTACK SKILL</b>	
	Mega Blade	

WALKTHROUGH

AREA 13: DOLMEN RUINS

**TACTICS**

**BATTLE Battle #2**

**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

LEVEL	23
HP	410
EP	332
ATTACK SKILL	Mega Blade



**EVENT**

**BATTLE Battle #1**

**SILENT ASSASSIN DARK**

LEVEL	20
HP	300
EP	151
ATTACK SKILLS	Poison Blade Aqua Impulse Flare Impulse Hide Blade



**EVENT**

**Defending the Hideout**

The enemy is attacking and you must defend the hideout. You can use the exit near the gondola to get outside. There is now a bridge that crosses the gap. When you get close to the knights, you will be forced into battle. There are four battles in all. After you have defeated all four groups of knights, return to the Main Chamber, where you will face off against Ooka.




**TACTICS**

**BATTLE Battle #1**


**GREEN LIGHT KNIGHT LANCER EARTH**

LEVEL	23
HP	390
EP	332
ATTACK SKILL	Mega Spear



**ROYAL BONE EARTH**

LEVEL	20
HP	220
EP	70
ATTACK SKILLS	Spear Soldier's Shield Earth Spike




**TACTICS**

**BATTLE Battle #2**


**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

LEVEL	23
HP	440
EP	332
ATTACK SKILL	Mega Blade



**KNIGHT SERVANT WATER**

LEVEL	20
HP	370
EP	171
ATTACK SKILLS	High Blade X Cutter Aqua Impulse Protection Accel

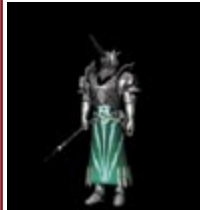


**TACTICS**

**BATTLE Battle #3**

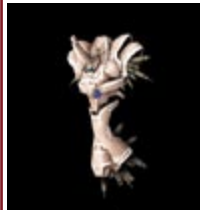
**GREEN LIGHT KNIGHT LANCER EARTH**

LEVEL	23
HP	390
EP	332
ATTACK SKILL	Mega Spear



**MAGE GUARDIAN LIGHT**

LEVEL	20
HP	280
EP	171
ATTACK SKILLS	High Light Force High Light Sight Body Attack

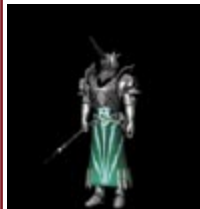


**TACTICS**

**BATTLE Battle #4**

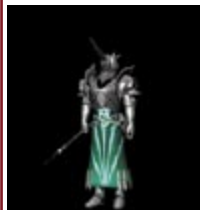
**GREEN LIGHT KNIGHT LANCER EARTH**

LEVEL	23
HP	390
EP	332
ATTACK SKILL	Mega Spear



**GREEN LIGHT KNIGHT LANCER EARTH**

LEVEL	23
HP	410
EP	332
ATTACK SKILL	Mega Spear



**TACTICS**

**BATTLE Battle #2**

**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

LEVEL	23
HP	440
EP	332
ATTACK SKILL	Mega Blade



**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

LEVEL	23
HP	410
EP	332
ATTACK SKILL	Mega Blade




**TACTICS**

**BOSS Ooka**

Try to take out Ooka first, since he has the ability to kill you quickly. For this fight I recommend using Sasquatch's Giga Charge + in the first round to power up Atsuma, and followed that up with a Flare Rush. If you have enough EX, you can nearly defeat Ooka with one Stun Bead Flare. Raigar works well here because of the opposing elements. If you have High Earth Shake, then you can deal nice damage to him (but he cannot repay you in kind). Once Ooka is defeated, just finish off his cronies in your preferred fashion; the Green Light Knight group was born to perish. After the fight, Raigar will be taken away as a traitor and you will receive the Beat Fist Core.

**OOKA WIND**

LEVEL	25
HP	907
EP	434
ATTACK SKILLS	Mega Blade Power Axle Omega Impulse



**GREEN LIGHT KNIGHT SWORDSMAN EARTH**

LEVEL	23
HP	410
EP	332
ATTACK SKILL	Mega Blade

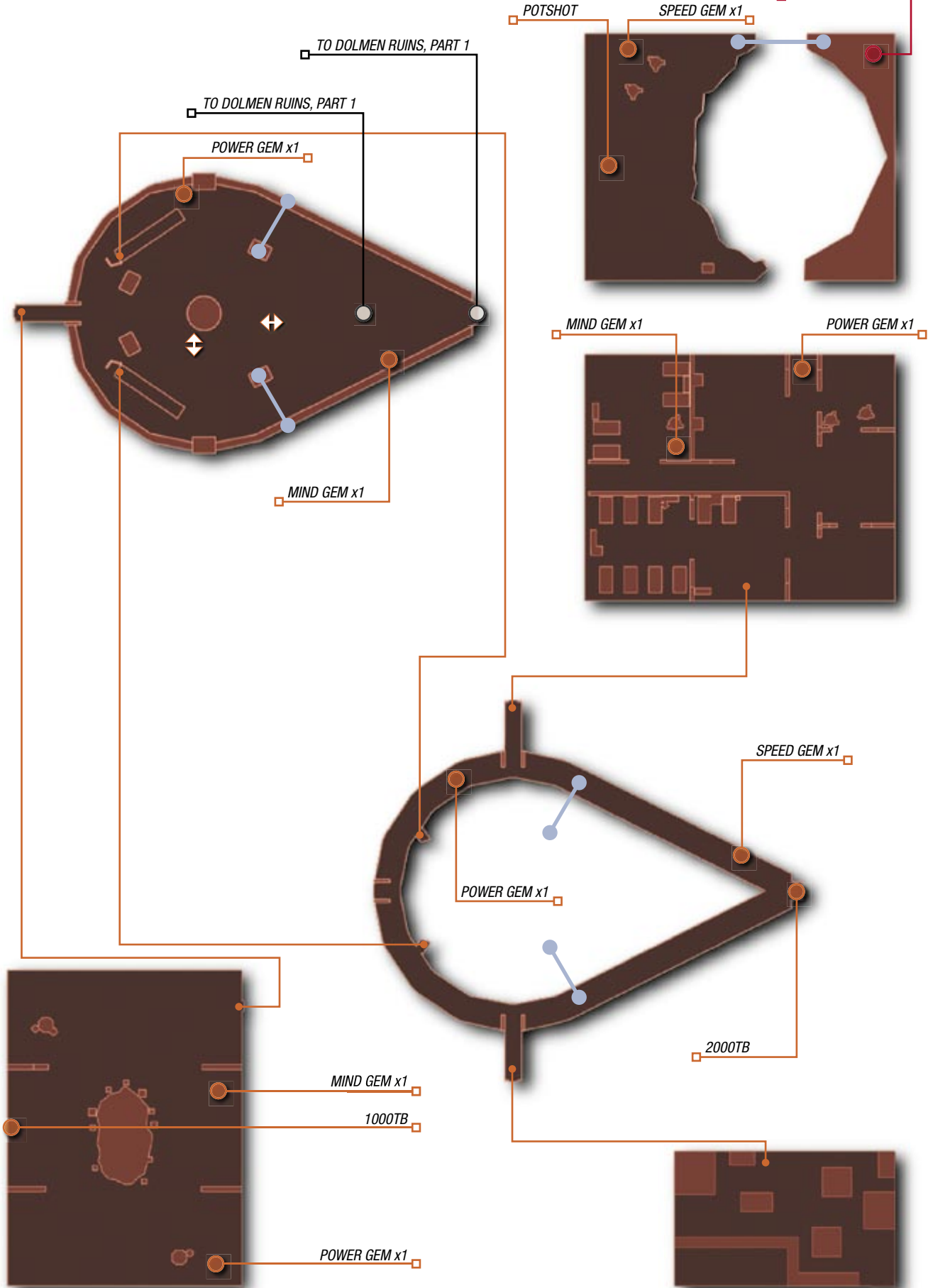




FLOOR 1


FLOOR 2

LOST GOLEM: ROYAL BONE



**GREEN LIGHT KNIGHT LANCER** **EARTH**

LEVEL	23
HP	390
EP	332
<b>ATTACK SKILL</b>	
Mega Spear	



**EVENT**  
**Proving Raigar's Innocence**


You must speak to different resistance members to prove that Raigar isn't a traitor. The first person to speak to is the guard at the entrance near the abandoned mine, the second is in the Dormitory on the upper level, the third is in the Main Chamber near the Fire Magicore, and the fourth is in the Refectory. After collecting the four pieces of information, go to the Operations Room to speak with the leader. After attempting to speak to the leader, go to the Dormitory to speak to Raigar. While you are around the Dormitory, take a group of Golems to fight the Lost Golem, Royal Bone. After speaking to Raigar talk to Yuki in the sleeping quarters.



**TACTICS**  
**BATTLE** **Lost Golem**

**ROYAL BONE** **EARTH**

LEVEL	24
HP	679
EP	262
<b>ATTACK SKILLS</b>	
Spear Soldier's Shield Earth Shake	



**EVENT**  
**Rescue Karin**


Raigar's Innocence will be proven, but now you need to deal with another problem: Ooka has captured Karin. First you must go to the Abandoned Mine. After riding the mine cart you will be confronted by the Giggling Man. Defeat the Giggling Man, exit into the Gorge, and then go toward the Mechanics Area to find Ooka and Karin. To rescue Karin you must defeat Ooka.

**TACTICS**  
**BOSS** **Giggling Man**

The Giggling Man has a severe disadvantage against Atsuma. Make sure that you have enough EX to use Stun Bead Flare on Atsuma's first turn. This will nearly kill the Giggling Man. After you defeat the Giggling Man, work on Dabrad. The Mage Guardian works perfectly in this fight because Dabrad has no physical attacks that can touch it. Just wear Dabrad down with powerful attacks. If your Agility is too low and you lose the Mage Guardian on turn 1, work on Dabrad first the next time around. After the battle you will receive HP +20%.

**GIGGLING MAN** **WATER**

LEVEL	35
HP	1100
EP	314
<b>ATTACK SKILLS</b>	
Protection N-Barrier Touch Poison Power Up Plus	



**DABRAD** **DARK**

LEVEL	35
HP	2000
EP	228
<b>ATTACK SKILLS</b>	
Mighty Blow High Dark Blow Taunt	





**TACTICS**  
**BOSS** **Ooka**

You will need to get rid of one of Ooka's minions immediately because they will do a lot of damage. Additionally, bear in mind that Ooka recovers 50% of his EX Gauge, meaning that every two turns he will use Cross Flame. Cross Flame's power for this battle is 412, but if you have a Water-element character, it means death. After Ooka uses Cross Flame once, defeat him before he does it again. Just like in the last battle, make sure that you are using the Mage Guardian to handle the Dark-element minions. This can be a tough battle. If you are having a hard time, either level up farther or pump some SP into your stats. After the battle you will receive High Flare Rush. Walk into the building up ahead to retrieve the Fire Magicore on the desk.

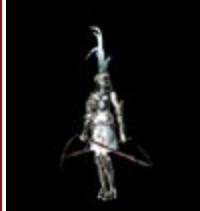
**OOKA** **WIND**

LEVEL	30
HP	1120
EP	495
<b>ATTACK SKILLS</b>	
Mega Blade Power Axle Omega Impulse EX Cross Flame	




**BLOOD FENCER** **DARK**

LEVEL	22
HP	1000
EP	355
<b>ATTACK SKILLS</b>	
High Blade X Cutter	



**LORD ONYX** **DARK**

LEVEL	22
HP	1000
EP	312
<b>ATTACK SKILLS</b>	
High Blade Impulse	



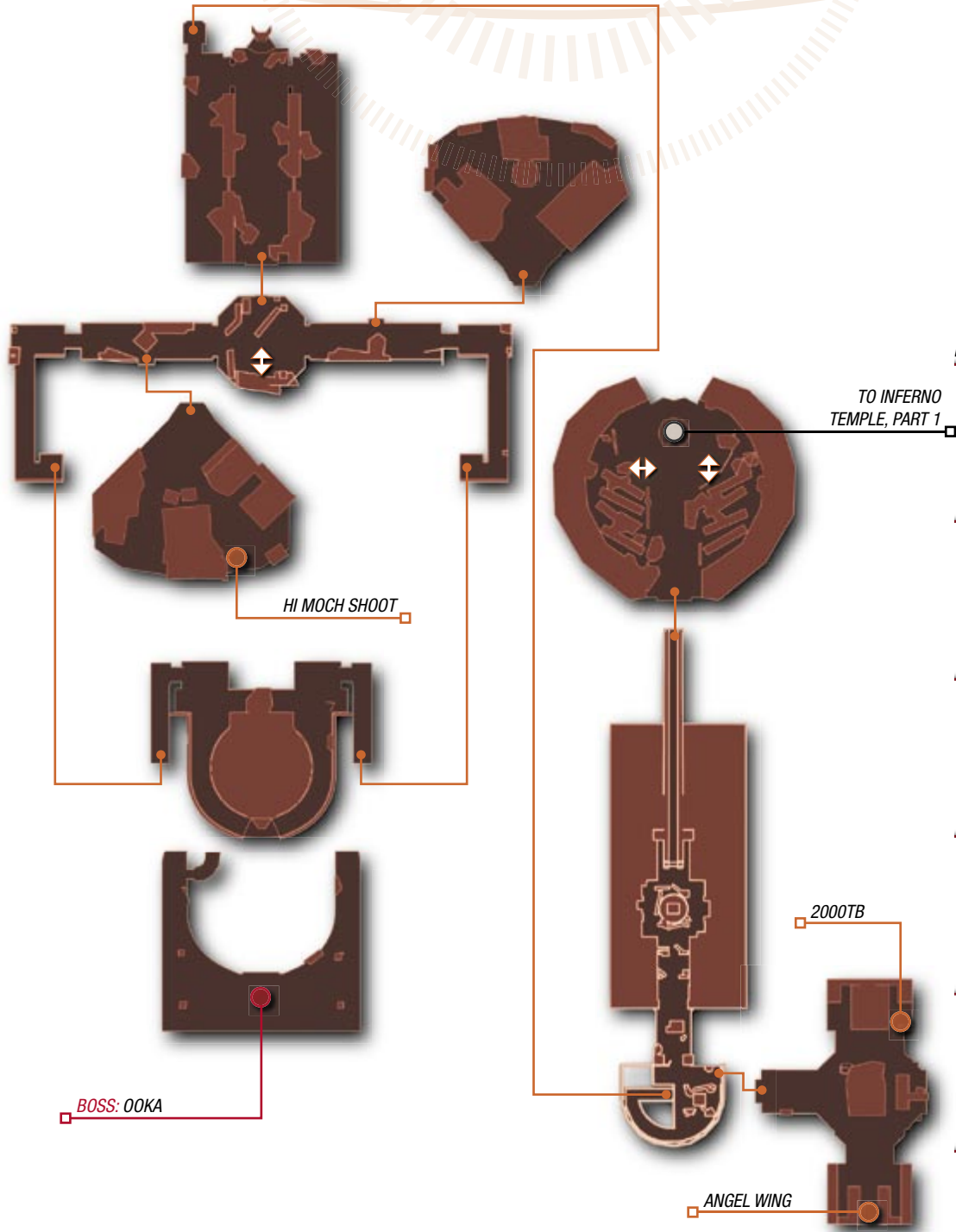

■ QUEST GUIDE: REQUIRED EVENTS

# 14 LONDON CASTLE



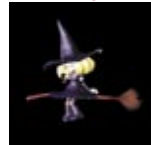
WALKTHROUGH

AREA 14: LONDON CASTLE



ENEMIES

**BELLADONNA**



**BLOOD FENCER**



**DARIASLEZ**



**LADY AZLIGHT**



**LORD ONYX**



**ROYAL BONE**



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port


**Catch Up with the Queen**

The Queen of Ice is heading toward London City. To stop the Emperor of Fire's revival you must try to stop her by getting there first. Go back to the castle by traveling through the Mechanics Area. London City is under attack, so this time there are enemies in the region. Between Raigar and the Mage Guardian you have more than enough power to take out the enemies, though. When you reach the Grand Hall, Raigar will be forced into a one-on-one fight with Ooka.



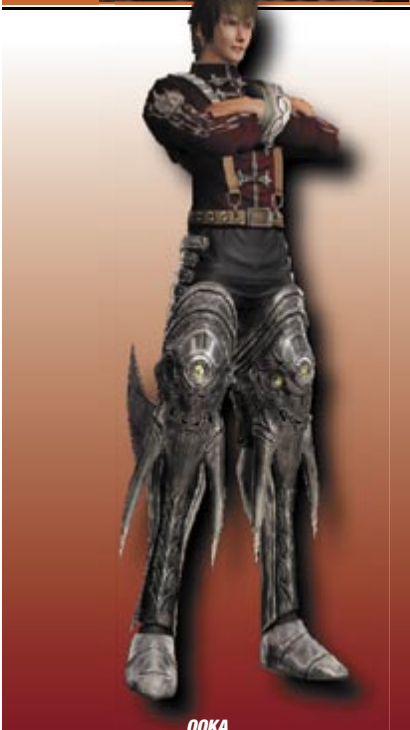
On the first turn use Barrier Accel or High Power Accel if you want to launch a strong offensive, and then just attack him with High Earth Shake or High Earth Cloud if you have it. Ooka doesn't have a Wind-based attack, so you should win this fight with ease. If you are below 262 HP when Ooka is about to use Cross Flame, heal yourself. I suggest going with the High Power Accel at the start of the battle. If this battle is too tough, buff up your HP. After the fight you will receive the Para Sword Core.



<b>OOKA</b>	<b>LEVEL</b>	<b>30</b>	<b>WIND</b>
	<b>HP</b>	<b>1023</b>	
	<b>EP</b>	<b>280</b>	<b>ATTACK SKILLS</b>
		Mega Blade	
		Power Axle Omega	
		Impulse	
		EX Cross Flame	



**BOSS Ooka**



OOKA

**Get to the Inferno Temple**

After the battle with Ooka, go upstairs to the corridor and then to the Audience Chamber. Speak to Caliban and you will receive God's Ambrosia. Continue to the teleporter and enter the Admin Chamber. Before you can reach the Admin Chamber the queen's minions will confront you. Fortunately for you, no battle will take place. Go up the long stairway to arrive at the Inferno Temple. To enter the temple, examine the statue in front of the teleporter.

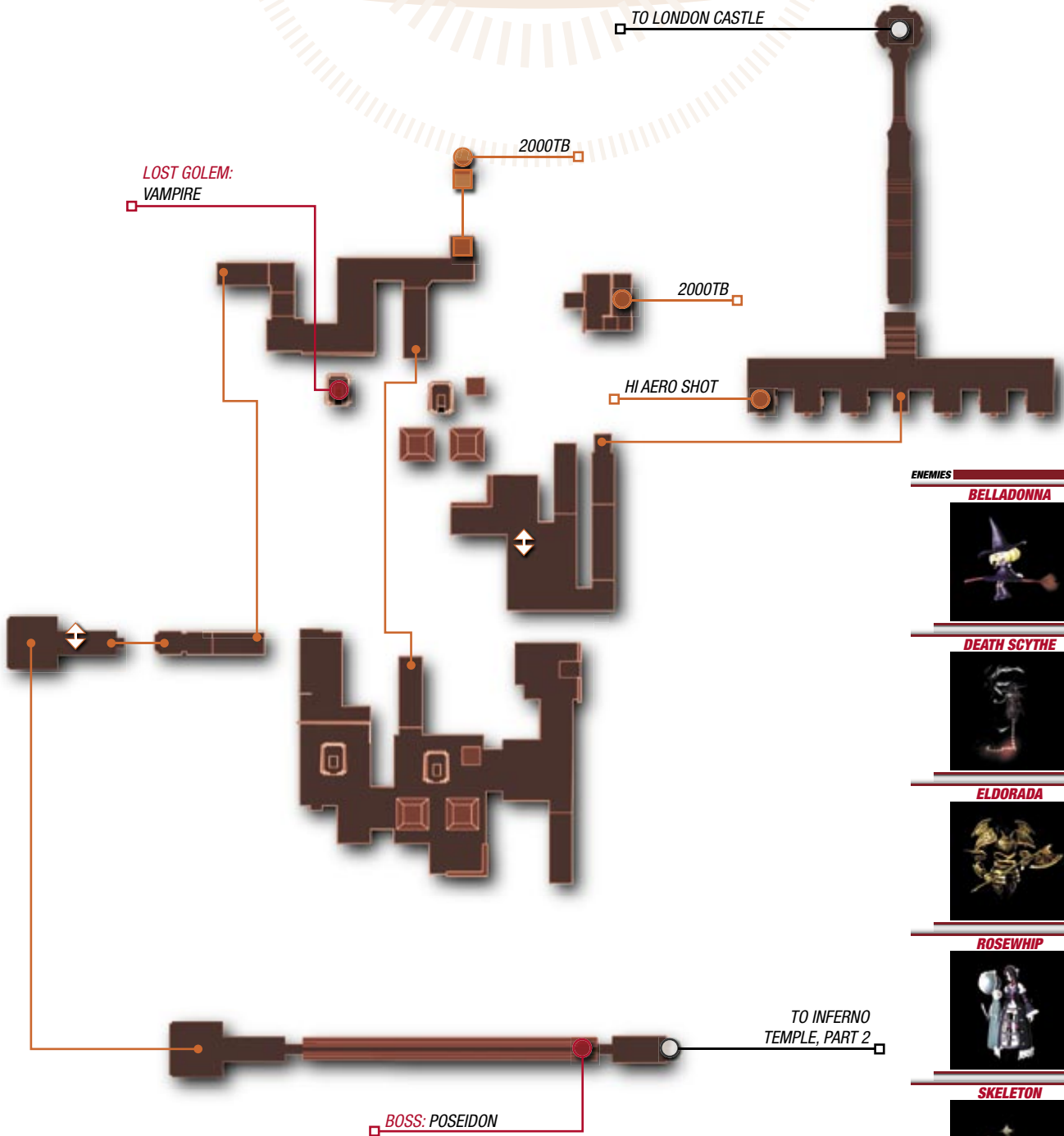
■ QUEST GUIDE: REQUIRED EVENTS

# 15 | INFERNO TEMPLE



WALKTHROUGH

AREA 15: INFERNO TEMPLE

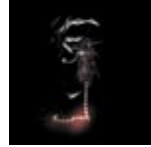


ENEMIES

BELLADONNA



DEATH SCYTHE



ELDORADA



ROSEWHIP



SKELETON



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

EVENT

**Get to the Royal Chamber Quickly**

The Queen of Ice is waiting for you in the Royal Chamber, but getting to the Royal Chamber will not be easy. When you enter the Grave Chamber, you must collect the Ether out of the two Ether Pods. Skeletons guard the pods, but they are simple to defeat. After you beat the one on the right, you will receive the Skeleton Core. Once you have collected two bits of Ether, enter the Tyrant Cell. In the Tyrant Cell you will need to swim to get around. This area has the final Ether Pod that you'll need to advance, as well as the Lost Golem, Vampire. Exit the Tyrant Cell and enter the Seal Chamber; inject the Ether to activate the elevator. If you don't have enough, go back and check the previous rooms. Get your energy back at the Recharge Station, walk down the long hallway, and prepare for the boss. Make sure that you have enough EX to use Stun Bead Flare.



TACTICS

**BATTLE** *Lost Golem*



**VAMPIRE** **DARK**

<b>LEVEL</b>	30
<b>HP</b>	907
<b>EP</b>	350
<b>ATTACK SKILLS</b>	
Gravity Bite	
HP Drain Roar	
Hide Roar	

TACTICS

**BOSS** *Poseidon*

Poseidon has a lot of hit points and powerful Water-based attacks. This is a dangerous situation for Atsuma, but it can be just as dangerous for Poseidon. Poseidon is quick and you may be caught off guard. You should have a strong healer in your group, like Karin or Mermaid, to heal just in case. The goal in this fight is to bring up your Combo Gauge and lure Poseidon to the front row so that Atsuma will have a chance to use Stun Bead Flare. Atsuma should remain in the back row behind the others so that he takes little or no damage from the Mega Aqua Spear. When you perform the combo, make sure that Atsuma goes last so that he deals the most damage. After the battle you will receive the Poseidon Core. Enter the Royal Chamber to confront the Queen of Ice.

**POSEIDON**

**WATER**

<b>LEVEL</b>	40
<b>HP</b>	2500
<b>EP</b>	796
<b>ATTACK SKILLS</b>	
Mega Aqua Spear	
High Aqua Spike	
Power Rise	

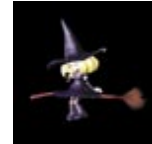




TO INFERNO TEMPLE, PART 1

ENEMIES

BELLADONNA



DEATH SCYTHE



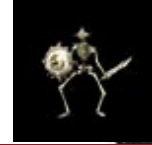
ELDORADA



ROSEWHIP



SKELETON



KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod



Ether Port



TACTICS

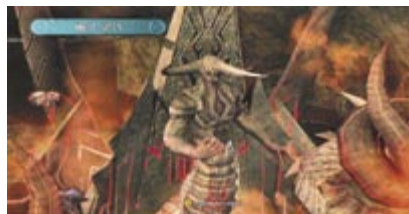
### BOSS Emperor of Fire

You cannot save in the Alter Chamber, so don't walk forward recklessly before editing your party. When you see the light on the Emperor of Fire, do not attack him. The Emperor of Fire is huge, so moving for him is not an option. Place your Water-based allies in the front corners of the grid to avoid taking damage from the emperor's Fire attacks, and use the first turn to power up. After he employs Melt Unit, you will want to hit him with a combo of your strongest Water attacks and continue to attack fiercely to deplete his HP as much as possible by the time he uses Summon Phoenix. You can avoid Summon Phoenix by placing your characters in one of the back corners. If you fought this battle with the right combination of characters, then it should be over in five or six turns. After the battle, Atsuma will learn EX Mega Phoenix and receive Double TB.

### EMPEROR OF FIRE

**FIRE**

	<b>LEVEL</b> 40
	<b>HP</b> 3800
	<b>EP</b> 9999
<b>ATTACK SKILLS</b>	
Blow Crusher, Hellfire, Restoration, Melt Unit, Act Unit, EX Summon Phoenix	



EMPEROR OF FIRE



■ QUEST GUIDE: REQUIRED EVENTS

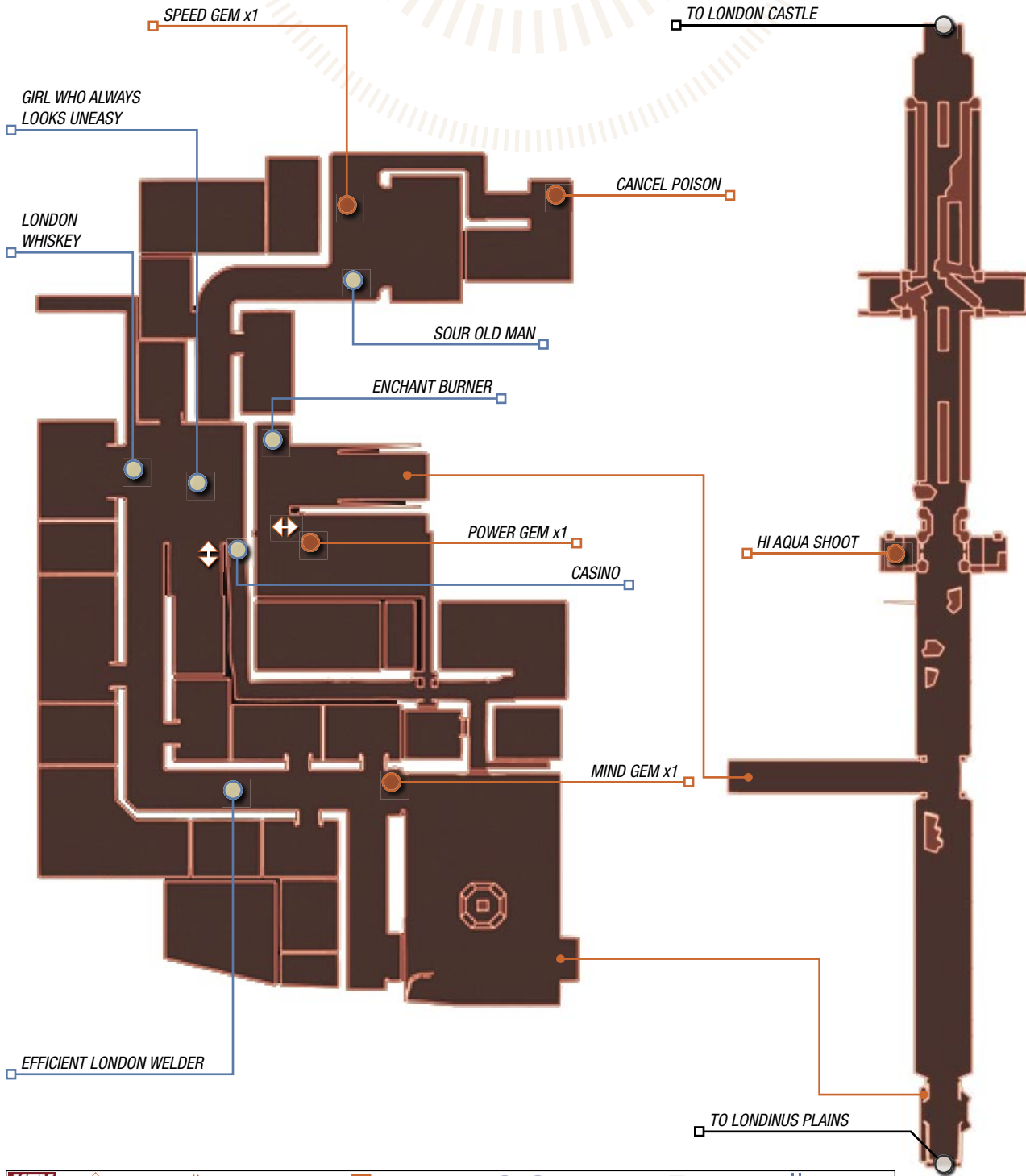
# 16

## LONDON CITY IN RUINS









WALKTHROUGH

AREA 16: LONDON CITY IN RUINS



**KEY**

-  Shop
-  Recharge Station
-  Enchant Cube
-  Enchant Wire
-  Ether Pod
-  Ether Port


**Lunchtime**

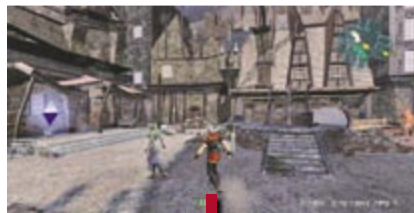
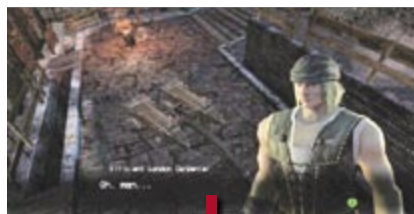
London City is in shambles after the last battle. First, go find Karin in the park. She is looking for people to gather various resources for her. You need to find the resources (water, fire, and light) around the city and give them to the right people. Speak to the Efficient London Welder, and he will tell you that he needs a welding tool. Next to the London Grand steps you can get the Enchant Burner. Give the Enchant Burner to the welder and he will fix the lamps. Speak to the girl who always looks uneasy; she will tell you that debris is blocking the well. Go to the London Castle Grand Hall and get Raigar's Solid Strength. Bring Raigar to the well to have him clear it. Finally, speak to the Sour Old Man, who will tell you that he needs something to act as fuel. Go to where the bar used to be and speak to the Bar Master. He will give you London Whiskey. After all of the tasks are completed, return to Karin's location. Karin isn't there, but Yuki is and she will try to cheer you up.



TACTICS

**BATTLE Yuki**

<b>YUKI</b> 	<b>LEVEL</b>	<b>Current</b>
	<b>HP</b>	<b>Current</b>
	<b>EP</b>	<b>Current</b>
	<b>ATTACK SKILLS</b>	
High Shot		
Mega Drumroll		
Potshot		



EVENT

**Rest for the Long Journey**

After the battle, go back to the room in London Castle to get some rest. Before going to your room, find Raigar in the Grand Hall and then speak to him in the West Suite. Go to the East Suite and visit Kana. Kana is a student from Yokohama. After you speak to her she will give you the Mega Penga Core. Raigar will tell you of a secret art in Kyoto. After your rest you will find yourself at the gates to the Londinus Plains.



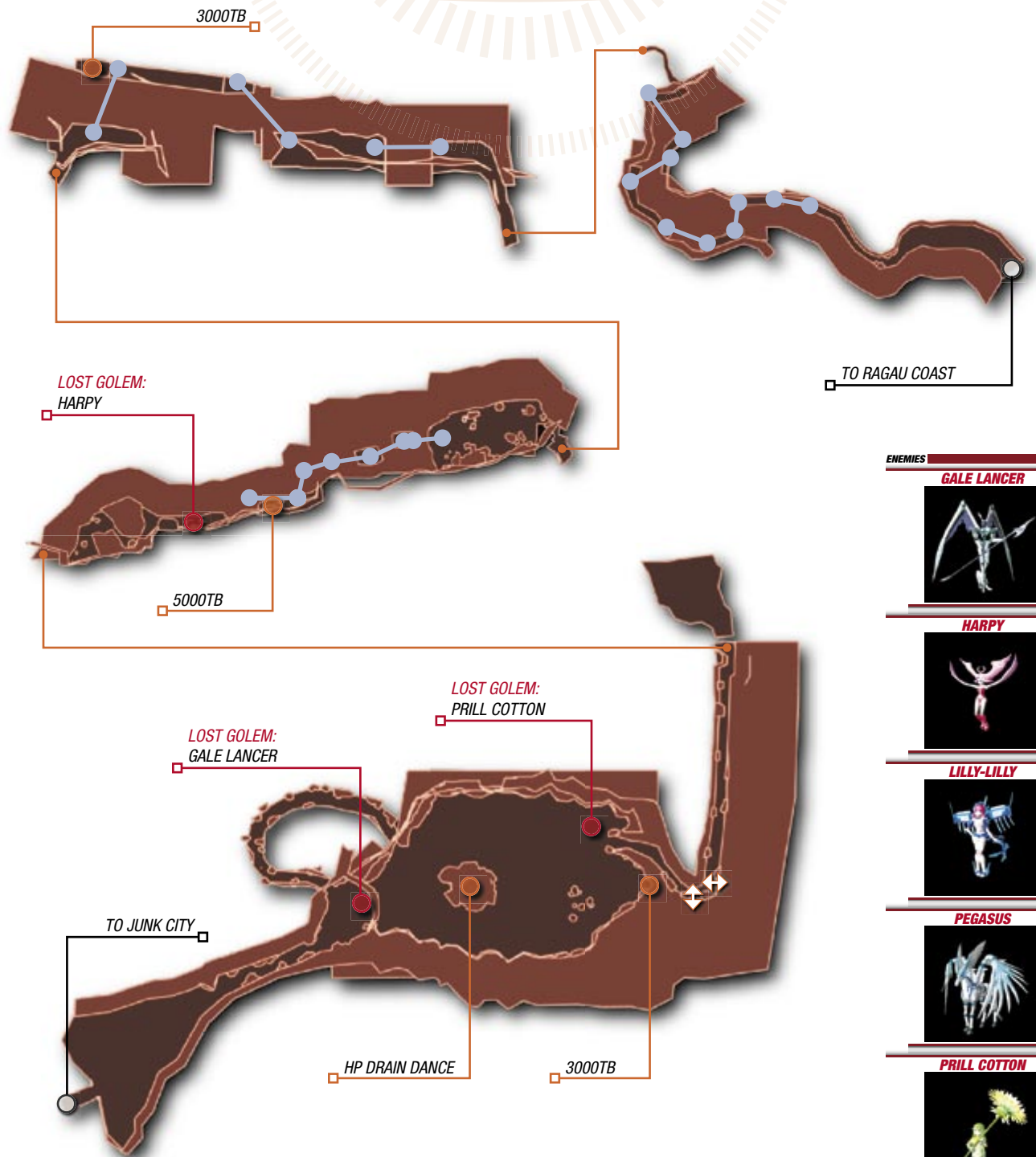
QUEST GUIDE: REQUIRED EVENTS

# 17 YAZELMP GORGE



WALKTHROUGH

AREA 17: YAZELMP GORGE



**ENEMIES**

- GALE LANCER**


- HARPY**








- LILLY-LILLY**


- PEGASUS**


- PRILL COTTON**

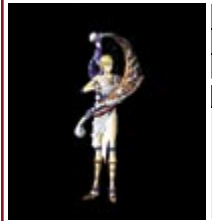


**KEY**

-  Shop
-  Recharge Station
-  Enchant Cube
-  Enchant Wire
-  Ether Pod
-  Ether Port

**The Way to Junk City**

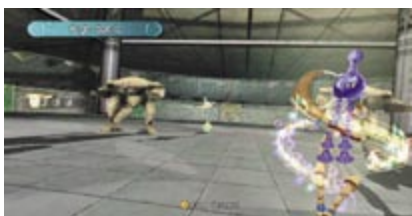
The way to Junk City goes through Yazelp Gorge. To reach Yazelp Gorge, you must go through Londinus Plains to Ragau Coast and then go west at the fork toward Kyoto. Kyoto is a long ways away and Junk City is the midpoint of your journey. When you leave the Ragau Coast, don't miss out on the Lost Golem, Orpheus. Yazelp Gorge is a pretty straightforward area and you will not travel through it often, so make sure you get everything.

**BATTLE** Lost Golem**ORPHEUS****WATER**

**LEVEL** 34  
**HP** 811  
**EP** 320

**ATTACK SKILLS**

Mega Link Voice  
High Cure Song  
High Sonic  
Clear Voice

**Don't Forget Your Stuff**

If you like using the Enchant Wire, then this place is going to be to your liking. Another Lost Golem that you will not want to miss is the Harpy. To reach the Harpy you need to climb a ladder just after the shop in Yazelp Gorge West. When you reach the Basin, make sure that you check the White Flower Field,

because if you are too quick then you will miss out on the Lost Golem, Prill Cotton. There is also a number of hidden chests; for example, there's one in the alcove to the left after you come down the hill, and other underneath the giant rock in the center of the field. Finally, don't forget to fight the Lost Golem.

**BATTLE** Lost Golem**HARPY****WIND**

**LEVEL** 30  
**HP** 711  
**EP** 287

**ATTACK SKILLS**

Power Voice  
High Cure Voice  
Aero Sonic

**BATTLE** Lost Golem

PRILL COTTON

**PRILL COTTON****WIND**

**LEVEL** 35  
**HP** 495  
**EP** 367

**ATTACK SKILLS**

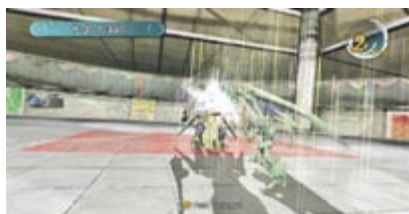
Cure Aid  
High Barrier  
Strong Up  
Aero Bolt

**BATTLE** Lost Golem**GALE LANCER****WIND**

**LEVEL** 34  
**HP** 806  
**EP** 290

**ATTACK SKILLS**

High Aero Spear  
High Flash  
Aero Spear



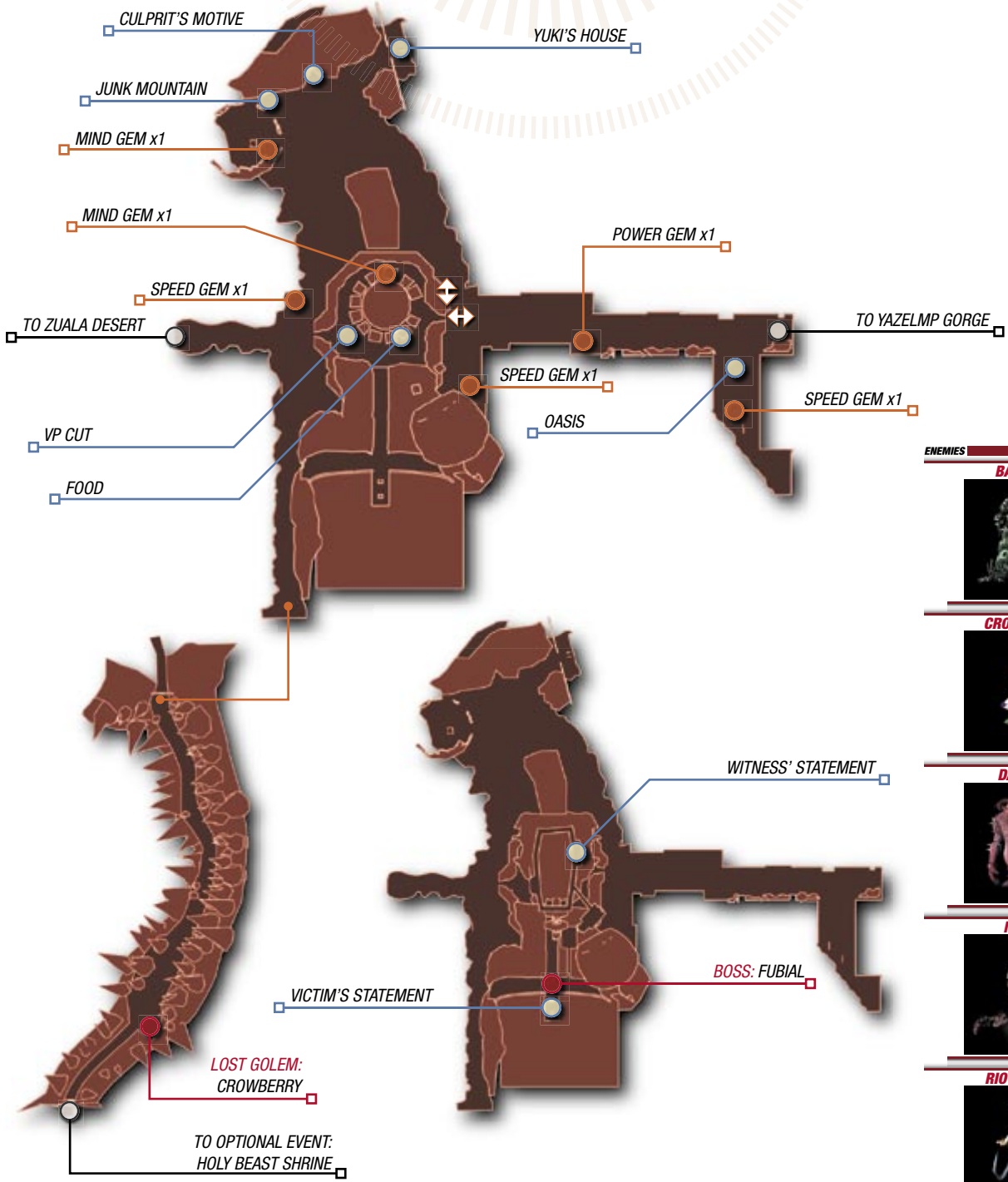
■ QUEST GUIDE: REQUIRED EVENTS

# 18 | JUNK CITY



WALKTHROUGH

AREA 18: JUNK CITY

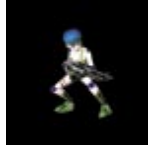


ENEMIES

**BASILISK**



**CROWBERRY**



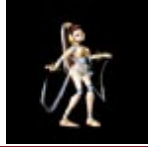
**DABRAD**



**NA EIL**



**RIO MIMOZA**



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

## Welcome to Junk City

As soon as you arrive in Junk City, everybody in your party will leave you. Explore the town to see where everything is. To advance the story, go to Junk Mountain and speak to Yuki. Then go back to the Oasis to join up with everyone. When Yuki returns you find that something is going on at the mansion in town. Go to the mansion to find out what's afoot. The owner of the house had a break-in and something valuable was stolen. Fubial, the owner of the mansion, accuses Yuki and seizes her. You must now prove Yuki's innocence. You can obtain the Lost Golem, Crowberry, by going to the Rock Pinnacles.

## TACTICS

### BATTLE Lost Golem

#### CROWBERRY

EARTH



LEVEL	38
HP	1408
EP	373
ATTACK SKILLS	
High Burst	
Poison Shot	

## EVENT

## Proving Yuki's Innocence

To prove Yuki's innocence you need to take a statement from the victim, take a statement from the witnesses, and find the culprit's motive. Start with a statement from the victim. Go to Fubial's Mansion and speak to him about the burglary. After you have taken his statement, speak to the Man Who Lives a Rich Life and ask him about the robbery. Finally, go to Junk Mountain and speak to the Junkyard Boy. The boy is a little unreasonable and will not tell you anything unless you get him some food. Go down to the shop to pick up some food. If you let Raigar choose, you will receive the Meaty Bone. If you let Karin choose you will get Oasis Fruit. Return and give the boy the food. After you have collected his statement, go

to Yuki's house to investigate. Once you are in Yuki's house, check the desk drawers to find a key. Use the key to open the safe where you will find the Golem Flute. Give the flute to the Junkyard Boy and then confront Fubial.



## TACTICS

### BOSS Fubial

Fubial and his aide are easy to defeat. On the first turn, use a Golem like Sasquatch to power up your team, and then unload with your strongest attacks. Fubial is brave and he will be in the front until his HP gets low. Once his HP is low, the aide will move to the front. Defeat the aide and then continue working on Fubial. There are no elemental weaknesses at play in this battle, so combos are your best chance for substantial damage. After the battle you will receive the Mega Shot. Follow Yuki to prevent her from stealing the flute again, and then follow her to the field of white flowers.

#### FUBIAL

NONE



LEVEL	35
HP	1300
EP	314
ATTACK SKILLS	
Drain Sight	
Earth Energy	



FUBIAL

#### FUBIAL'S AIDE

NONE



LEVEL	35
HP	1600
EP	287
ATTACK SKILLS	
Blow	
Mega Wave	

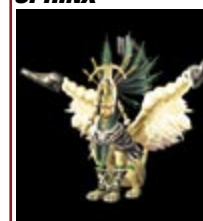
## TACTICS

### BOSS Sphinx

The Sphinx likes to use Gravity Drain, so you will need to deal a lot of damage quickly. Fortunately for you, the Sphinx doesn't like to move very much. To deal enough damage, your best bet is three- or four-person combos. I lacked a strong Wind Guardian in this fight, but I made due with Raigar and Atsuma. As long as you can heal, you should be in good shape. Most likely it will take you two four-person combos to win the battle. For your victory you will receive the Sphinx Core and the Revolver XX Core.

#### SPHINX

EARTH



LEVEL	40
HP	3600
EP	1100
ATTACK SKILLS	
Gravity Drain	
Earth Strike	

■ QUEST GUIDE: REQUIRED EVENTS

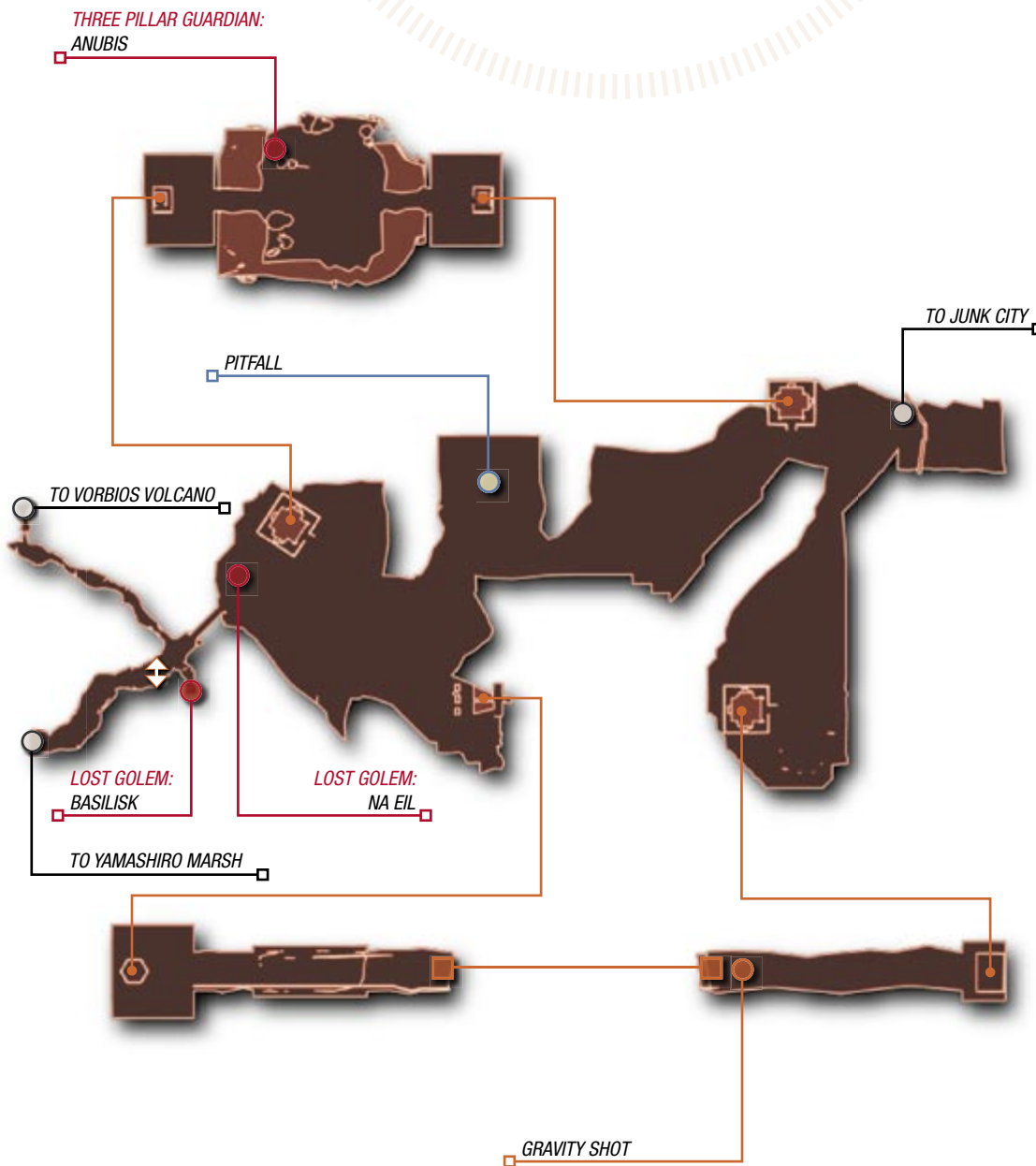
# 19

## ZUALA DESERT



WALKTHROUGH

AREA 19: ZUALA DESERT

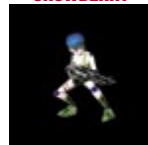


ENEMIES

**BASILISK**



**CROWBERRY**



**DABRAD**



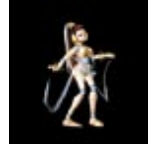
**GALIRYA**



**NA EIL**



**RIO MIMOZA**



**KEY**



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod




Ether Port

**Crossing the Desert**

To reach Kyoto you will need to cross the Zuala Desert. The first thing that you will notice is the teleporter. That teleporter will take you to the Londinus Plains. That is useful because it will place you close to London City, where you can do some more gambling. To make future crossings of the desert easier, go to the location marked "Pitfall" on the map. You will fall into the lower part of the ruins. Remember this place; this is where Anubis, one of the Three Pillar Guardians, resides. Go to the right and hit the switch to open the door, and then go to the left of Anubis to open the other door. That will be your quick way across the desert later in the game. Once you have opened the ruins, go toward the bridge, fighting the Lost Golems Na Eil and Basilisk on the way to the Yamashiro Marsh. There is another set of ruins in the desert, but they contain treasure. Don't forget to collect it before you leave the desert.




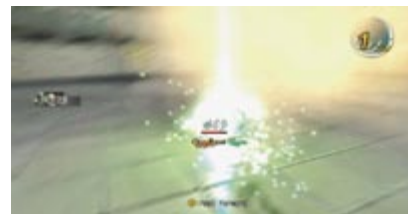
**BATTLE Lost Golem**

<b>NA EIL</b> 	<b>LEVEL</b>	37	<b>EARTH</b>
	<b>HP</b>	2800	
	<b>EP</b>	400	
	<b>ATTACK SKILLS</b>		
		Giga Bite Poison Giga Bite	



**BATTLE Lost Golem**

<b>BASILISK</b> 	<b>LEVEL</b>	37	<b>EARTH</b>
	<b>HP</b>	3200	
	<b>EP</b>	357	
	<b>ATTACK SKILLS</b>		
		Poison Giga Gasp Earth Ball	



NA EIL



■ QUEST GUIDE: REQUIRED EVENTS

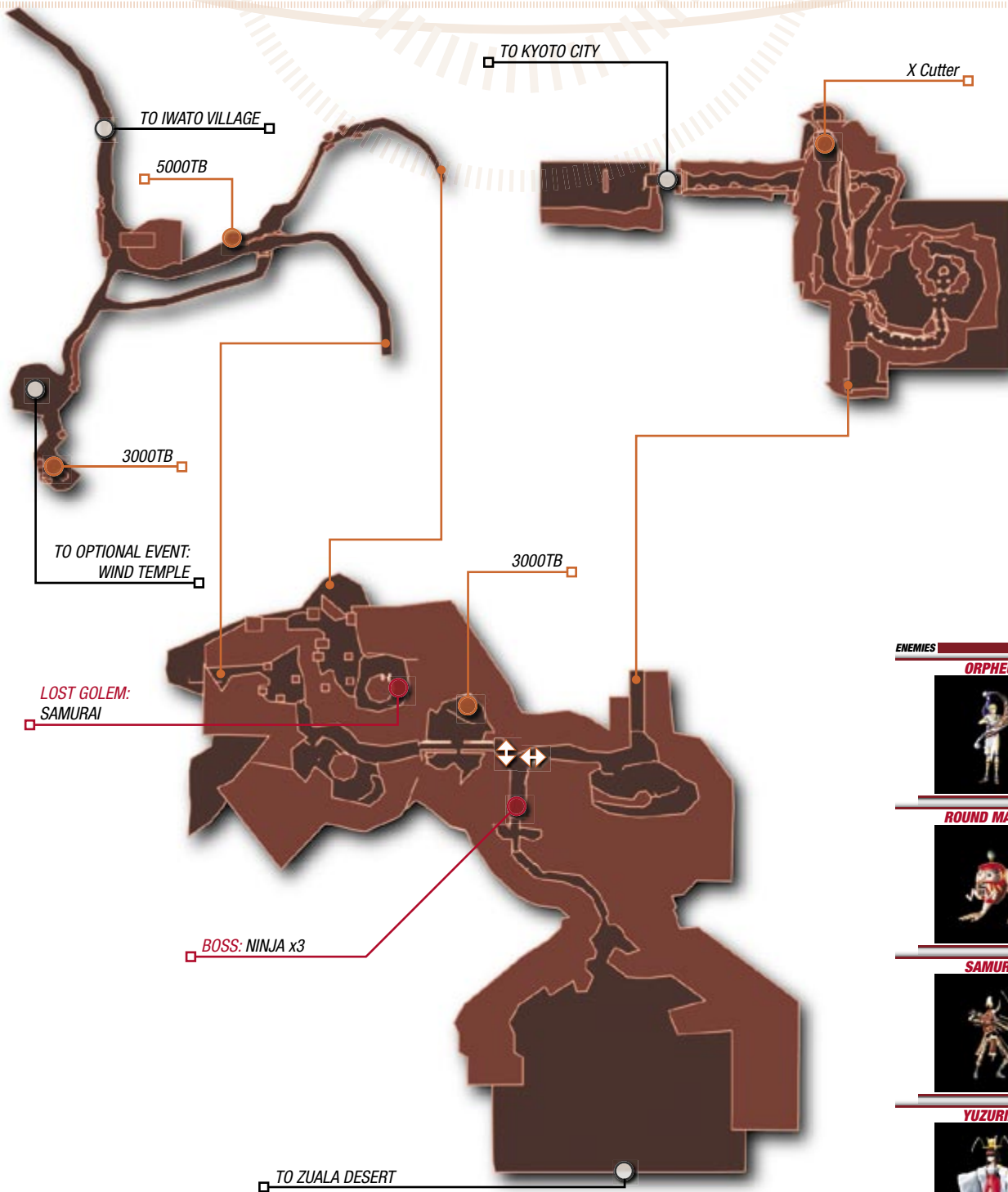
# 20

## YAMASHIRO MARSH



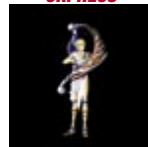
WALKTHROUGH

AREA 20: YAMASHIRO MARSH

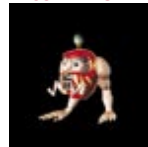


ENEMIES

**ORPHEUS**



**ROUND MASTER**



**SAMURAI**



**YUZURIHA**



**KEY** Shop Recharge Station Enchant Cube Enchant Wire Ether Pod Ether Port

**BATTLE** Ninja x3

You will most likely be attacked first in this battle due to the ninja's quickness. Work on one ninja at a time after the initial attack. The ninjas have the ability to perform combos at will, and the longer you leave one alive, the less chance you have of survival. Use the Mage Guardian—it comes in handy when dealing with ninjas. For healing I used Orpheus because of his wide healing area. The ninjas have another trick, as well. When one is defeated, he will blow himself up, doing damage to everyone. If you keep your characters in a line you can nullify the damage for the rear character. In the case of this battle, it's the Mage Guardian.

**NINJA****DARK****LEVEL** 35**HP** 920**EP** 300**ATTACK SKILLS**

Impulse  
High Blade  
Hide Blade  
Spoilsport

**NINJA****DARK****LEVEL** 35**HP** 880**EP** 300**ATTACK SKILLS**

Impulse  
High Blade  
Hide Blade  
Spoilsport



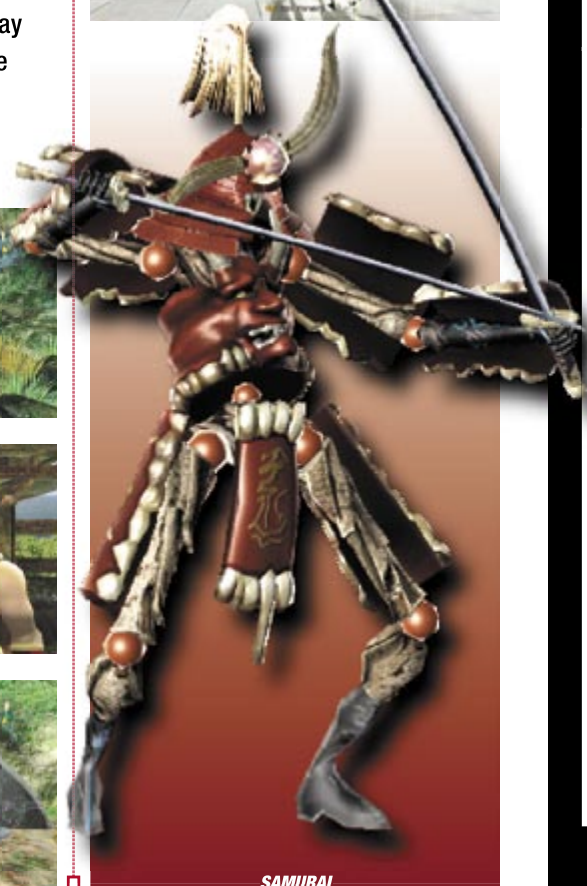
## EVENT

**To Kyoto City**

As soon as you enter the Yamashiro Marsh and advance a bit, you will notice that a girl is in trouble. Ninjas seek to harm her, and luckily you are there to help. After the battle with the ninja, go east to reach Kyoto City. On your way to Kyoto City you will pass through the waterfall. Don't miss out on the Cancel Overbreak near the statue in the middle of the lake. Once you reach Kyoto City you will find that the guard is being unreasonable and will not let you in. For now you must go back through the marsh to reach Iwato Village. When you reach the fork in the forest area, go to the right to arrive at the village. Going to the left leads to more treasure, as well as the Wind Shrine. Take the back way around to the lake area to find the Lost Golem, Samurai.

**BATTLE** Lost Golem**SAMURAI****FIRE****LEVEL** 36**HP** 1355**EP** 380**ATTACK SKILLS**

Impulse  
Iron Cut  
Blade



SAMURAI

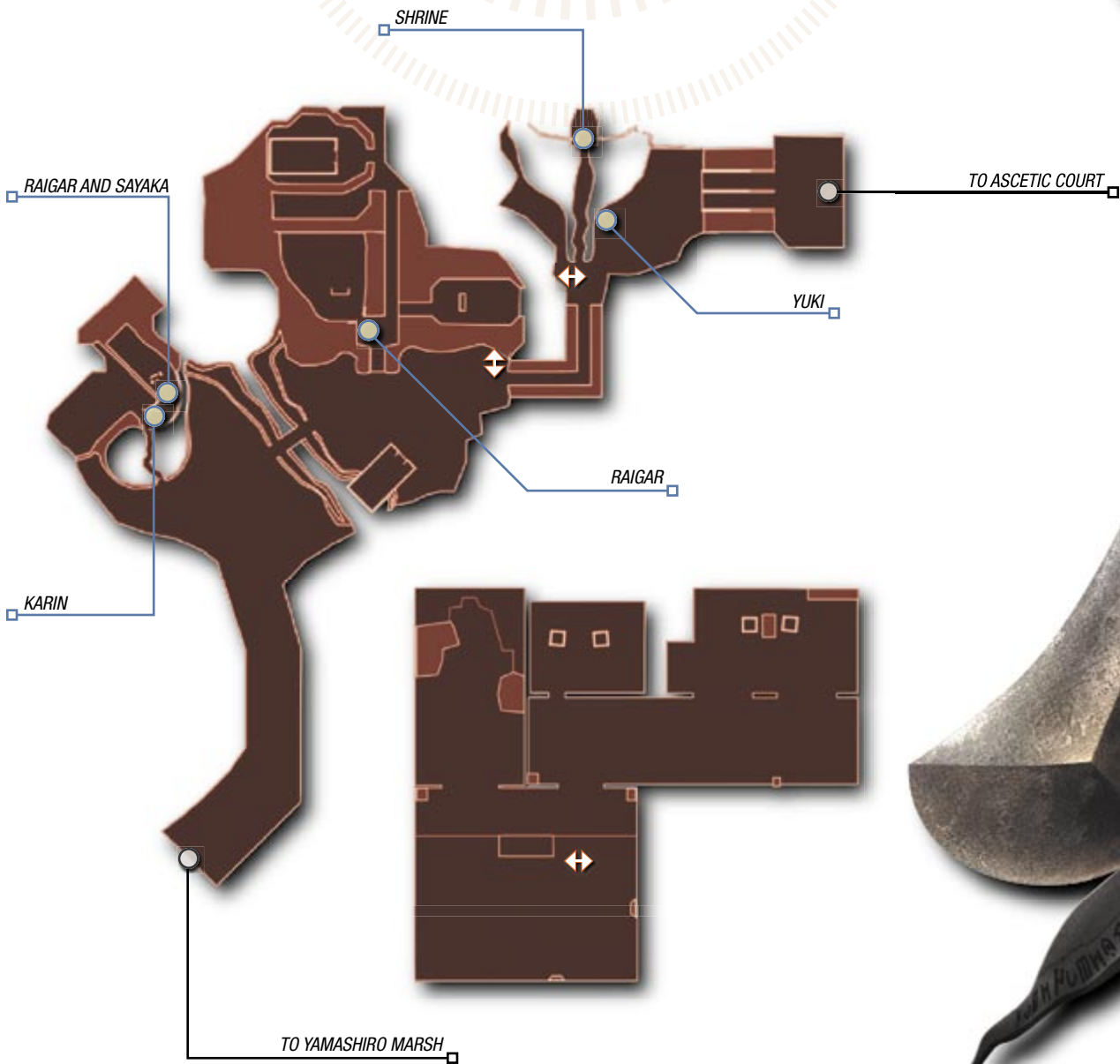
■ QUEST GUIDE: REQUIRED EVENTS

# 21 IWATO VILLAGE



WALKTHROUGH

AREA 21: IWATO VILLAGE





EVENT

## Sayaka's Village

Iwato Village is where Sayaka lives, and for the night it will be your home. First you must go to Sayaka's house. You can find it by going to the big red flashing circle on the in-game map. When you enter the house, Sayaka will tell you to go to the Tea Room. Do as she says to meet Sayaka's father. While Sayaka prepares your rooms, you can walk around the village and explore a bit. Advance the story by speaking to Karin, Raigar, and Yuki. If you are having trouble finding them, consult the map. Once you have spoken to all three of them, return to Sayaka's house and speak to her. You will want to save your game here so that you can witness both sleeping scenes. No matter which one you pick, the next part will be the same. In the middle of the night, go outside to find Raigar and Sayaka. When you leave the house they will be just to your left. The next morning Sayaka will be gone. Travel back through the Yamashiro Marsh to reach Kyoto City.



■ QUEST GUIDE: REQUIRED EVENTS

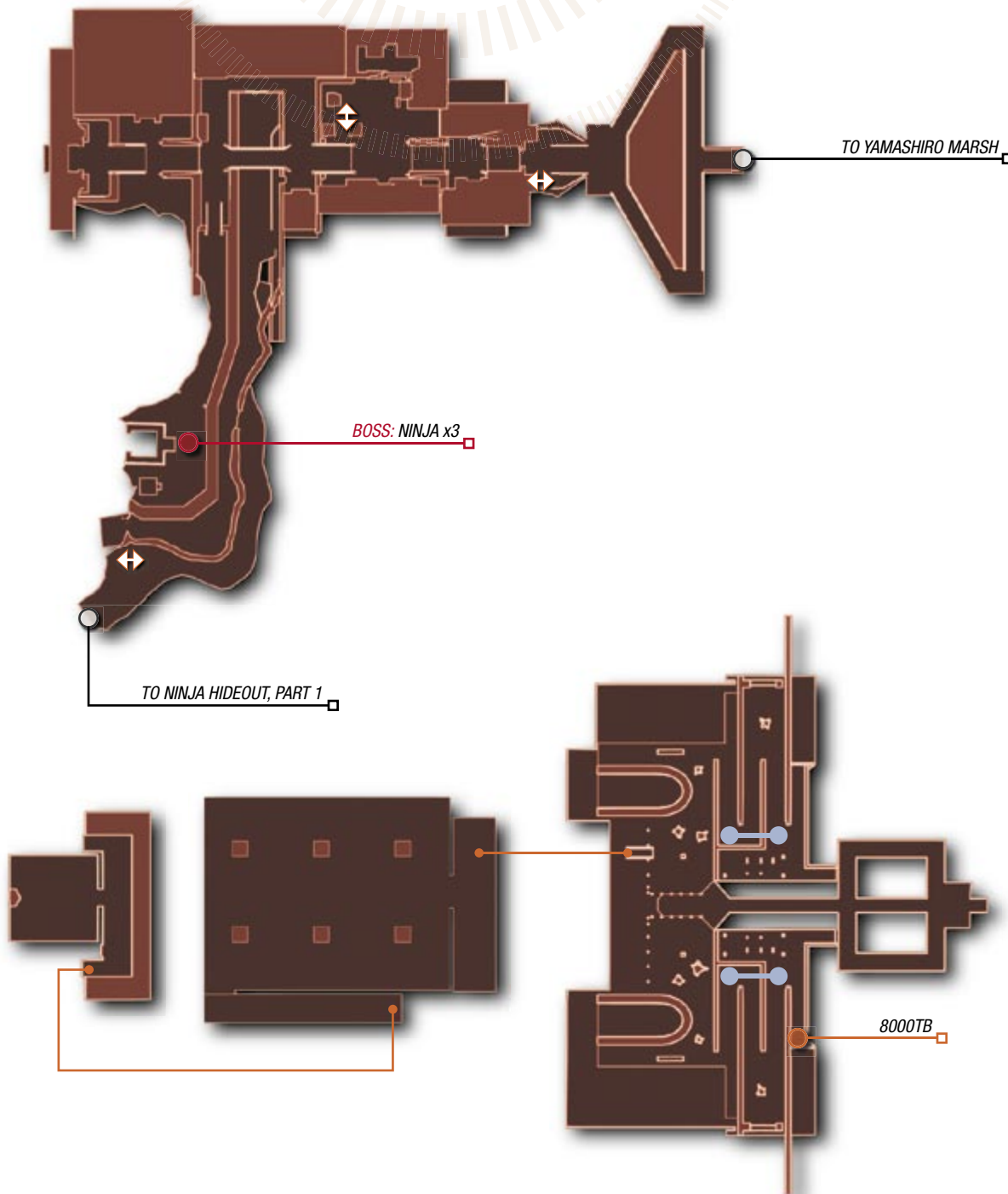
# 22

## KYOTO CITY



WALKTHROUGH

AREA 22: KYOTO CITY




- KEY** Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port


**Meeting with Tokimune**

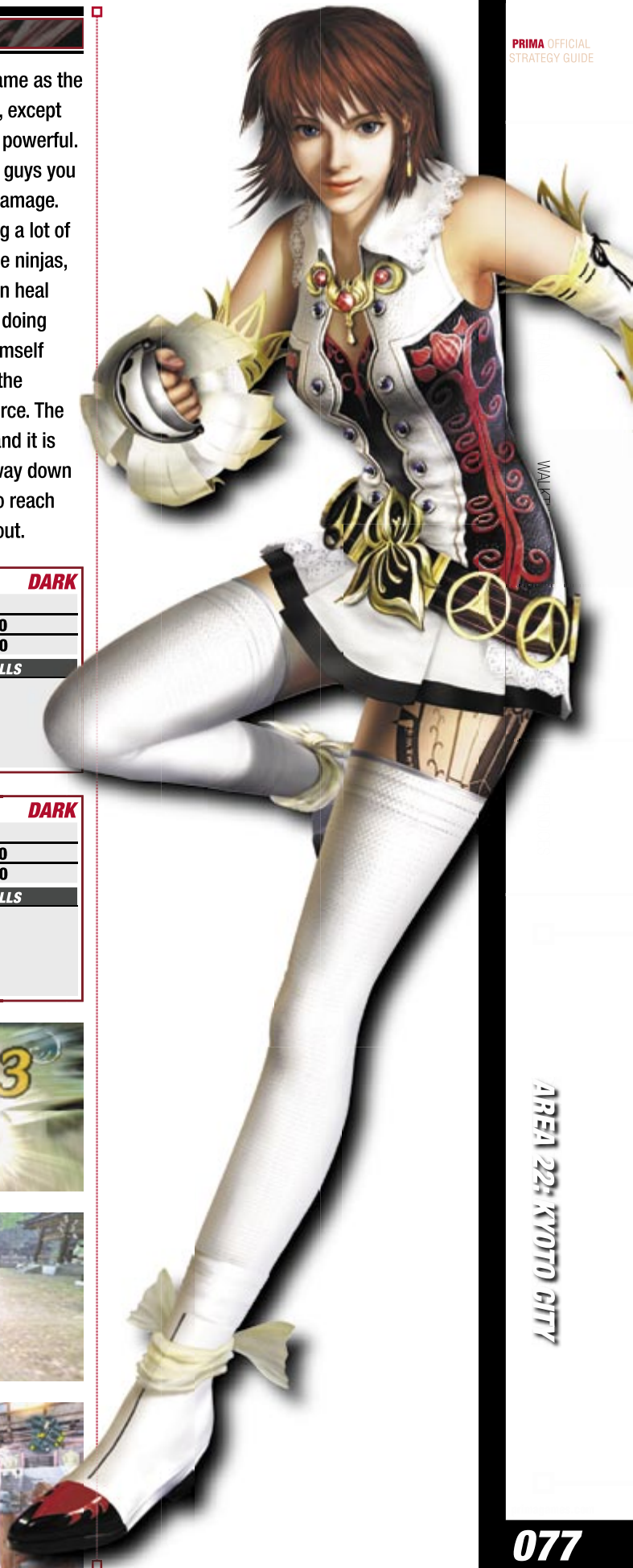
Once you enter Kyoto City, go straight toward the palace. You can talk to the residents if you like, but you won't learn anything special. When you arrive at the front gate, Sayaka will meet you. The audience with Tokimune has been arranged and you can find him in the audience room in the castle tower. Once you are in the castle, walk straight ahead. You will see a small shrine-type object. It is an elevator. Hit the switch to activate it. When it takes you to the top area, go up the steps to the right to get to the Great Hall. From the Great Hall, go around the wall to the left and up the stairs to reach the tower. After speaking to Tokimune you must get the key to the Ascetic Court. The key is located in a temple in the south part of Kyoto City. Save your game before approaching the temple. During the scene you will receive the Trial Key.

**BATTLE Ninja x3**

The strategy is basically the same as the last time you fought the ninjas, except this time around you are more powerful. The last time you fought these guys you formed a line to avoid taking damage. Another strategy to avoid losing a lot of energy is to finish off one of the ninjas, let him use Spoilsport, and then heal yourself directly afterward. By doing this the ninja that sacrificed himself will have done it in vain. After the battle you will receive Flare Force. The ninjas have kidnapped Karin, and it is time to rescue her. Find your way down to the river and swim across to reach the entrance to the Ninja Hideout.

NINJA	DARK
	<b>LEVEL</b> 35 <b>HP</b> 920 <b>EP</b> 300 <b>ATTACK SKILLS</b> Impulse High Blade Hide Blade Spoilsport

NINJA	DARK
	<b>LEVEL</b> 35 <b>HP</b> 880 <b>EP</b> 300 <b>ATTACK SKILLS</b> Impulse High Blade Hide Blade Spoilsport



QUEST GUIDE: REQUIRED EVENTS

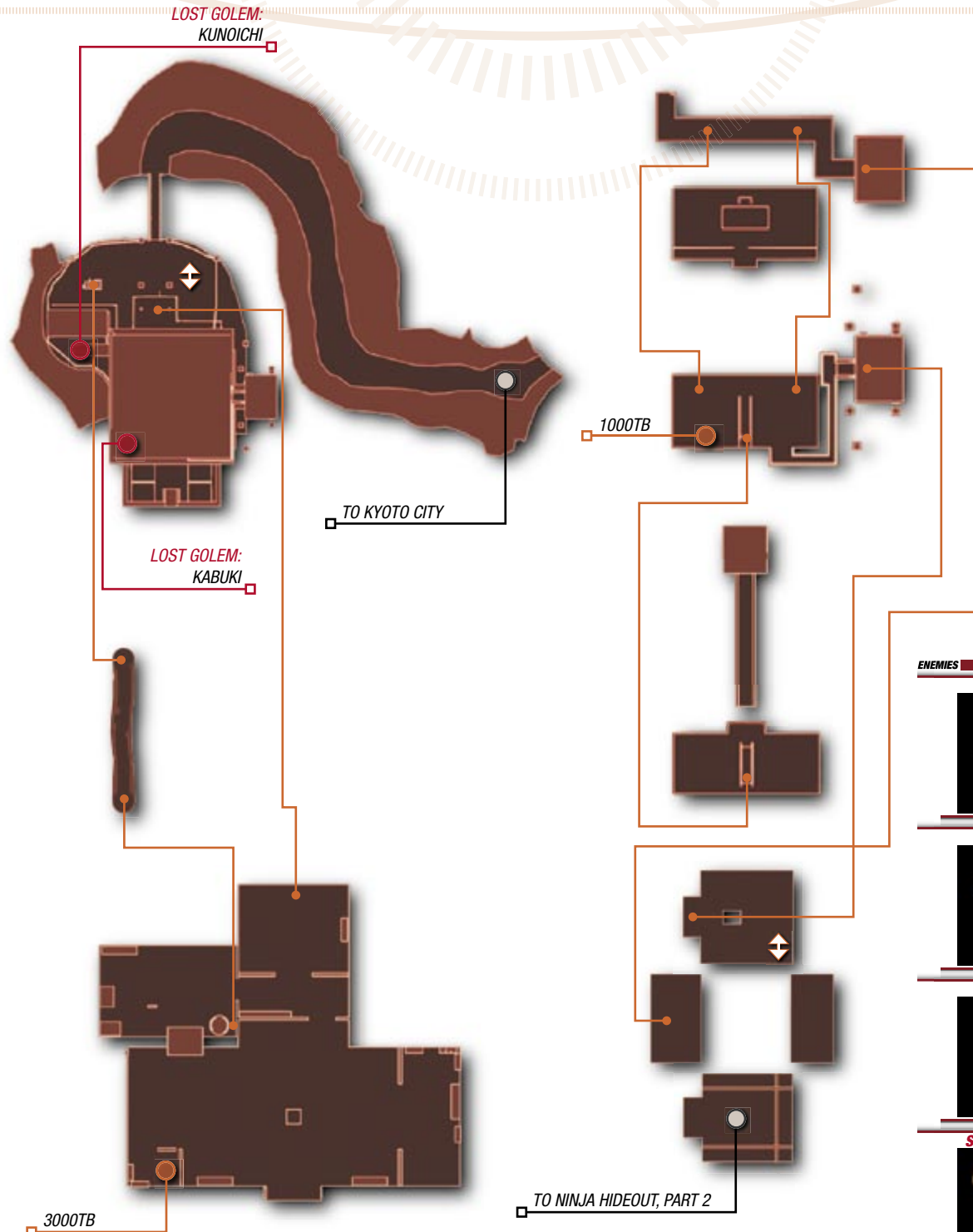
# 23

## NINJA HIDEOUT



WALKTHROUGH

AREA 23: NINJA HIDEOUT



ENEMIES

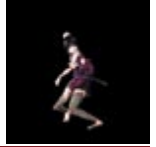
**NINJA**



**KABUKI**



**KUNOICHI**



**STRAW SHAMAN**



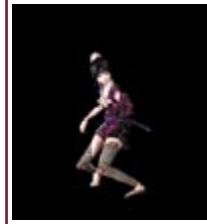
- KEY** Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port

**Search for Karin**

The Ninja Hideout is like a maze. Entering through the main door isn't possible, but once you are inside you will be able to open it for easy access back to Kyoto City. You don't want to go back to the city immediately, of course. Instead, you will need to go down the well to reach the underground area, and then come up into the Living Rooms. Once you are in the Living Rooms, hit the switch; that will open the door to the outside. Exit into the corridor. Straight ahead is the Lost Golem, Kunoichi. Next enter the first room and then the courtyard. One of the lamps is unlit. Push the unlit lamp onto the yellow marking on the ground to open the door that leads to the Ether Pod. Grab the Ether, exit the room, and then go up the steps. Inside the next room on the right is the Lost Golem, Kabuki. At the end of the hall, enter the Lookout to see an Ether Device to your right. Inject the Ether and then climb the ladder.

**BATTLE** Lost Golem

KUNOICHI

**KUNOICHI****FIRE**

<b>LEVEL</b>	<b>38</b>
<b>HP</b>	<b>1100</b>
<b>EP</b>	<b>356</b>
<b>ATTACK SKILLS</b>	
High Flare Blade	
Hide Blade	
Flare Impulse	
High Power Accel	

**BATTLE** Lost Golem

KABUKI

**LIGHT**

<b>LEVEL</b>	<b>40</b>
<b>HP</b>	<b>1360</b>
<b>EP</b>	<b>334</b>
<b>ATTACK SKILLS</b>	
High Shoot	
High Light Shoot	
Mega Link Dance	
Gravity Dance	

**The Madness Continues**

Climbing up the long ladder will take you to the second floor of the hideout. Follow the path around the top of the roof and hit the switch to rotate the revolving wall, and then go down the stairs to reach another one of the Living Rooms. Inside is another Ether Pod. Grab the Ether and go back up to the second floor, where you will unlock the door that leads to the outside corridor. Go back down to your right into the Lookout, but this time pass up the ladder and inject the Ether into the second device. Go down the ladder and then enter the Stone Chamber. Save your game when you reach the end of the chamber.







ENEMIES

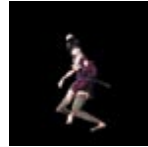
NINJA



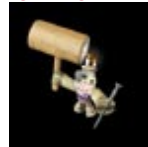
KABUKI



KUNOICHI



STRAW SHAMAN



**BOSS** Oboro

Have Orpheus use Mega Link Voice on the first turn and then kill off the shadows of himself that he forms. Oboro will use the Shadow Self technique in an attempt to inflict more damage to you by using the Clones to perform combos. By having Orpheus in your party you can make yourself equally dangerous with the combo. Oboro will attack on turn 2, but that doesn't matter. Just keep using Mega Link Voice until you have a clear chance to use a four-person combo on him. Once Oboro is defeated, the clones will die as well. After the battle you will receive Mega Earth Shake.

**OBORO****DARK**

**LEVEL** 38  
**HP** 4800  
**EP** 616

**ATTACK SKILLS**

Shadow Self  
High Blade  
Impulse, X Cutter  
EX Pain & Suffering

**SHADOW SELF****DARK**

**LEVEL** 1  
**HP** 875  
**EP** 332

**ATTACK SKILLS**

High Blade  
Impulse

**What's Really Going On?**

Is Tokimune really behind the events? Find out by going to Kyoto Castle and asking him. After you talk with Tokimune he changes his mind and decides not to let you into the Ascetic Court. Return to Iwato Village and go to Sayaka's house. When you discover she isn't home, go to the Shrine at the entrance to the Ascetic Court and use the key that you obtained earlier. When you approach the Ascetic Court entrance, Sayaka will attack you.

**BOSS** Sayaka

Sayaka is a master of countering your movements. Every time you attack her she will counterattack with Swallow's Return. To get by this you need to attack from the back row or to the side. Of course, make sure that no one is in range of her attack. Go into the fight with a full EX Gauge and have Raigar use Levatane. When Sayaka's EX Gauge becomes full, she will switch stances to the Blossom Dream. While she is in this stance she will have a powerful attack but she won't be able to counterattack. This is the time to go for a combo. When you perform a combo, make sure that Raigar goes last. His World Creation will do over 2000 hit points' worth of damage to her. After she uses the Cherry Blossom Dream, each person in your party will be reduced to one hit point. Unless you have an insane healing Golem, you will want to use God Nectars to heal. The turn after that, use Orpheus's Mega Link Voice and then hit Sayaka with another combo when she changes her stance. She should have the chance to do

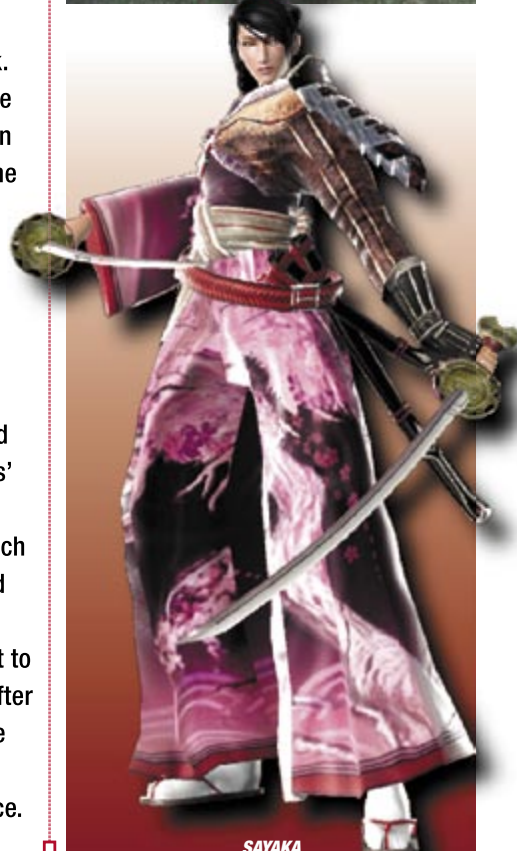
Cherry Blossom only once in this fight. After the fight you will receive High Aero Pain.

**SAYAKA****LIGHT**

**LEVEL** 40  
**HP** 5000  
**EP** 658

**ATTACK SKILLS**

Fallen Blossoms  
Swallow's Return  
EX Cherry Blossom



SAYAKA

■ QUEST GUIDE: REQUIRED EVENTS

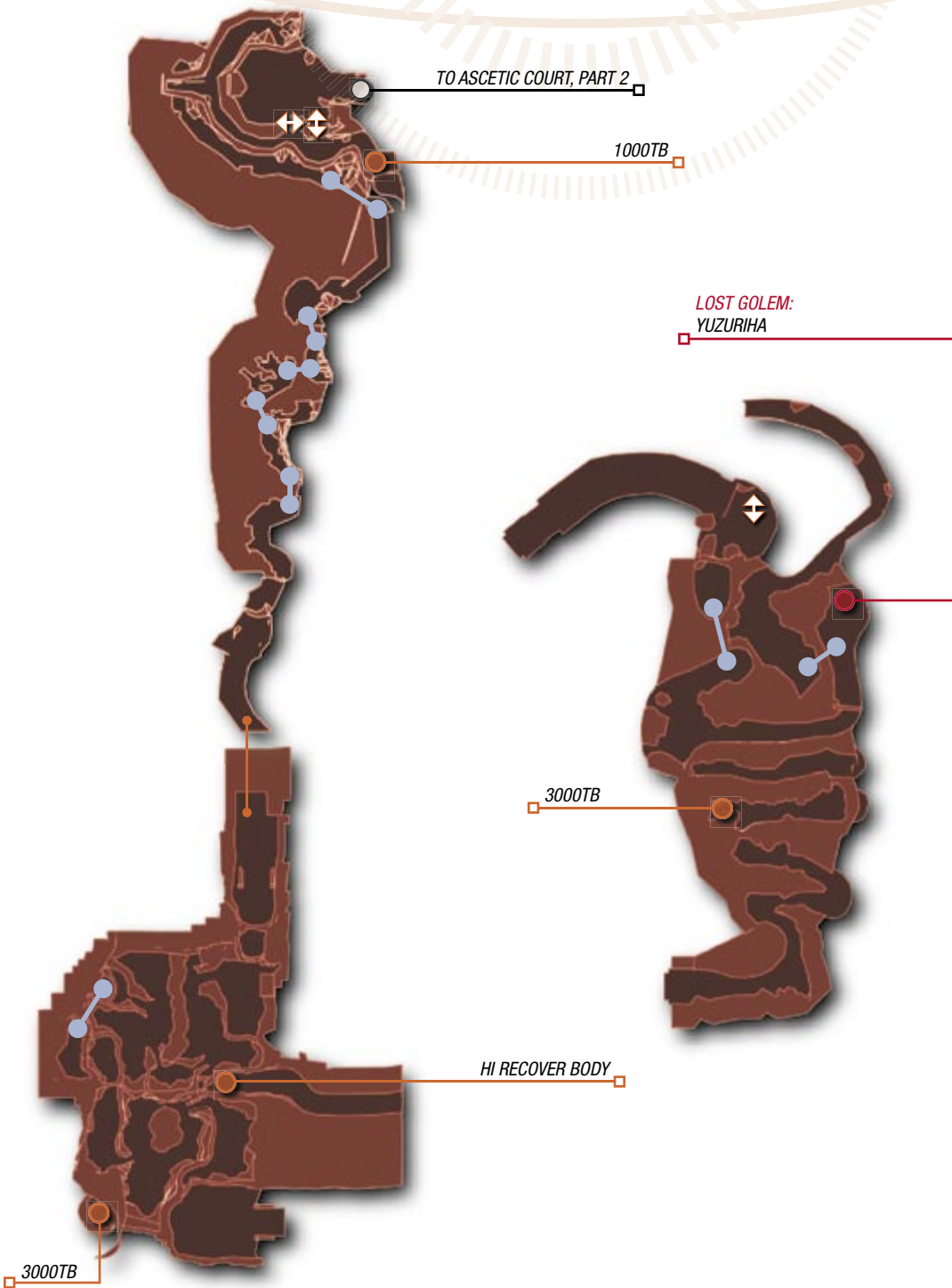
# 24

## ASCETIC COURT



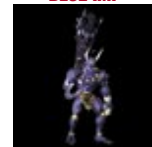
WALKTHROUGH

AREA 24: ASCETIC COURT



ENEMIES

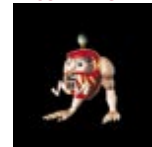
BLUE IMP



KABUKI



ROUND MASTER



SAMURAI



YUZURIHA



- KEY** Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port

**Find the Ascetic Monk**

The Approach to the Ascetic Court is very linear. Just follow the path and climb the ladders. When you reach the top, go to the right to reach the Lost Golem, Yuzuriha. Use the Enchant Wire to cross the gap to reach the exit into the stream. Once you obtain the High Recover from the Ether Pod, return to the Approach. Just past the shop you will enter the stream. While going through the stream, don't miss the hidden Ether Pod in the cave. When you reach the halfway point of the cliff, you will meet the Ascetic Monk. After the initial meeting, go to the top of the cliff and speak to him before advancing to the Spirit Region.

**Retrieve the Core Material**

The only thing that you need to do in the Spirit Region is to go to the Earth Temple, but if you don't explore a bit you will miss out on a lot of money and the Lost Golem, Blue Imp. When you reach the entrance to the Lord of Earth's Temple you will find that you need the Ether before you can advance. Find the three Ether Pods in this area and return to inject the Ether. Once you've injected the Ether, enter the temple of the Lord of Earth and then save your game to prepare for the boss.

**BATTLE** Lost Golem**YUZURIHA****LIGHT**

LEVEL	42
HP	806
EP	437

**ATTACK SKILLS**

Mega Cure Dance  
Requiem  
Light Mist  
Clear Dance

**BATTLE** Lost Golem**BLUE IMP****EARTH**

LEVEL	46
HP	1650
EP	470

**ATTACK SKILLS**

High Hammer  
High Crush  
High Quake



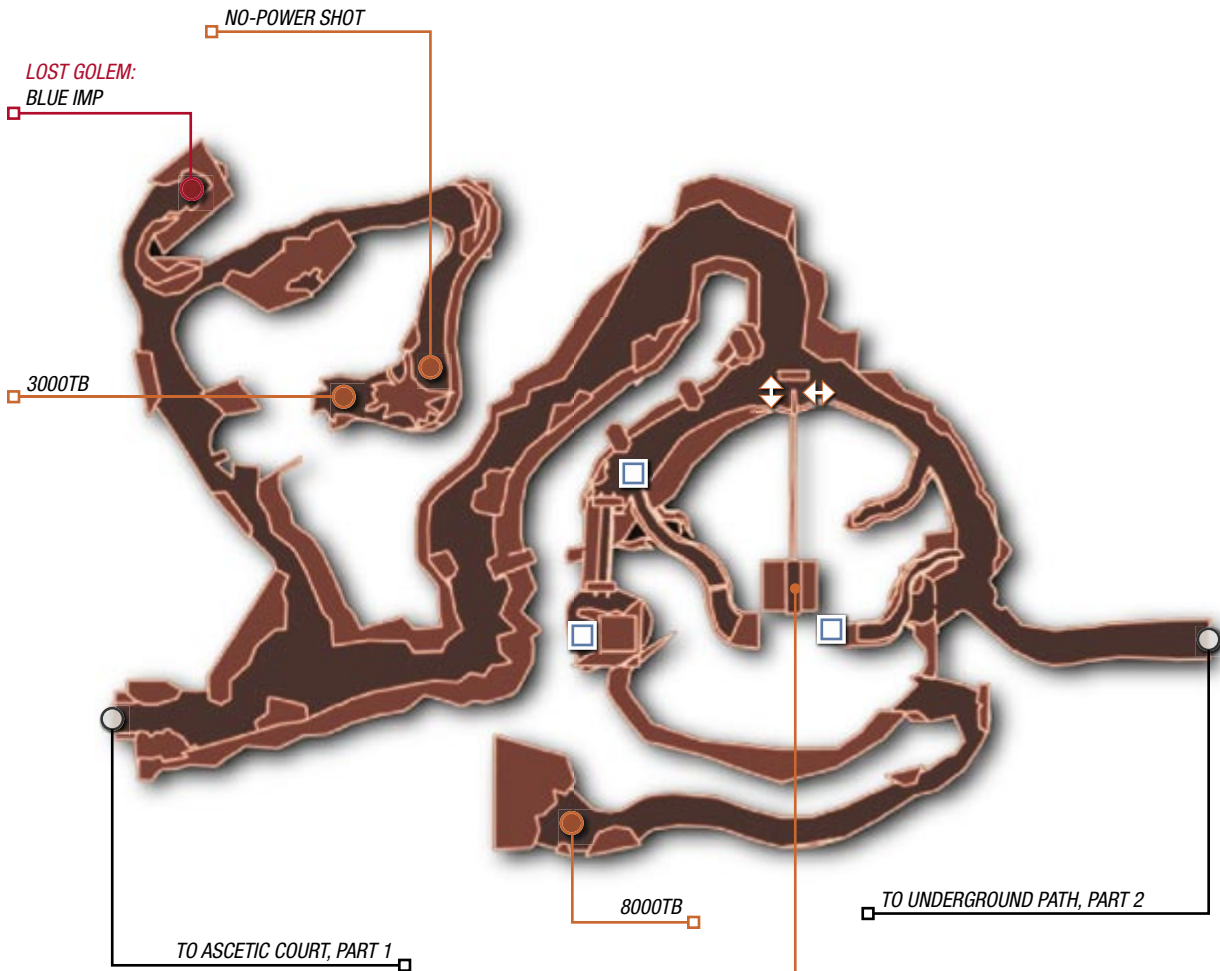
YUZURIHA

WALKTHROUGH



BLUE IMP

AREA 24: ASCETIC COURT



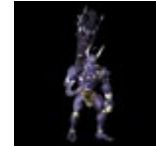
TO ASCETIC COURT, PART 1

TO UNDERGROUND PATH, PART 2

BOSS: HYDRA

ENEMIES

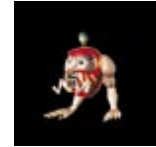
BLUE IMP



KABUKI



ROUND MASTER



SAMURAI



YUZURIHA



KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod



Ether Port

**BOSS** Hydra

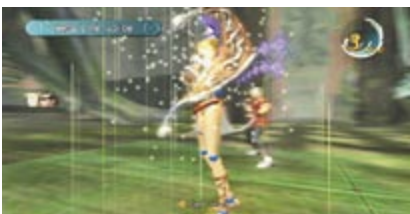
The Hydra, as you may have noticed, has a severe disadvantage against Atsuma. Back everyone up a bit and use Orpheus's Mega Link Voice to raise the combo gauge. The other characters, including Raigar, should power up as well. On turn 2, perform a four-person combo ending with Stun Bead Flare. This is one of the easiest boss fights in the game. If you are having some trouble, try improving your HP. After the battle you will receive the Hydra Core and EP +20%. Return to the Ascetic Monk on the cliff. After the conversation, Atsuma will learn EX Force Pain. Fortunately, you don't have to walk down the mountain again!

**HYDRA****WATER**

**LEVEL** 42  
**HP** 7900  
**EP** 870

**ATTACK SKILLS**

Octo Giga Vour  
Octo Devour  
Poison Field



HYDRA

**BOSS** Oboro

The main problem in this fight is the number of ninjas. The ninjas will pull off combos like there's no tomorrow, but to avoid taking unnecessary damage, save the ninjas for last and concentrate on Oboro. Don't forget about the tactics for dealing with Spoilsport. After the battle you will receive Mega Cure Dance. Afterward, go to Kyoto City to confront Tokimune.

**OBORO****DARK**

**LEVEL** 42  
**HP** 5600  
**EP** 664

**ATTACK SKILLS**

Shadow Self  
High Blade  
Impulse  
X Cutter

**NINJA****DARK**

**LEVEL** 35  
**HP** 920  
**EP** 300

**ATTACK SKILLS**

Impulse  
High Blade  
Hide Blade  
Spoilsport



■ QUEST GUIDE: REQUIRED EVENTS

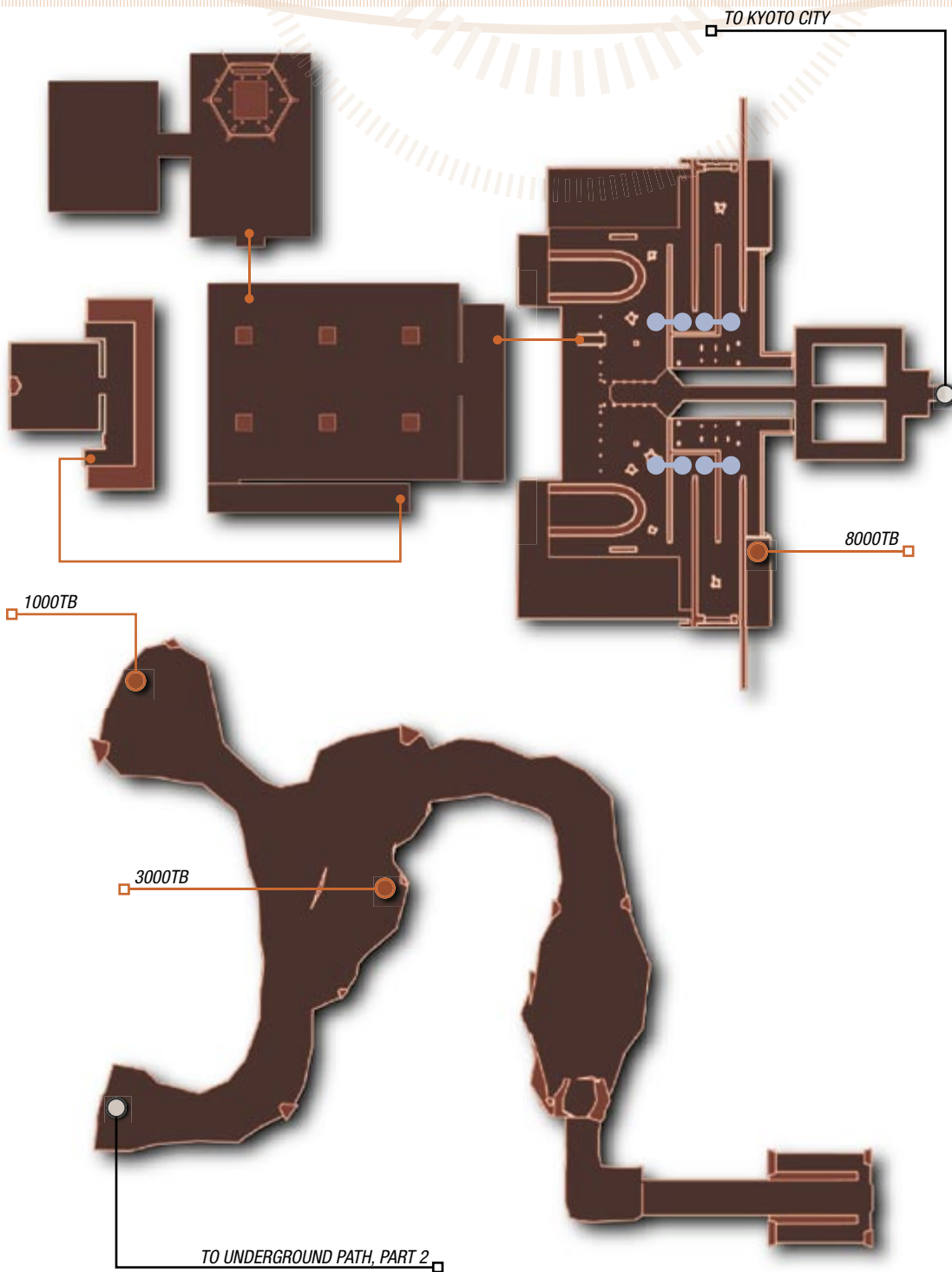
# 25

## UNDERGROUND PATH



WALKTHROUGH

AREA 25: UNDERGROUND PATH



- ENEMIES**
- BLUE IMP**
  - KABUKI**
  - KUNOICHI**
  - ROUND MASTER**
  - SAMURAI**
  - STRAW SHAMAN**
  - YUZURIHA**

**KEY**

- Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port

**Stop the Shogun**

As soon as you enter Kyoto City, it is abundantly clear that you will not have an easy time getting in to see the Shogun. Go to the Castle Gate to meet the Mystery Man. Make sure that you are ready, because there is no turning back. Once you are inside of the castle, make your way to the audience room and confront Tokimune.



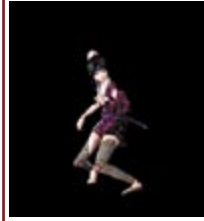
## TACTICS

**BOSS Tokimune**

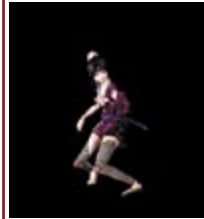
You must take on five enemies in this battle. First take out the three Kunoichi and then work on Tokimune and Honoka. Do not save Tokimune for last unless you want to extend the battle. Tokimune will use Return Dance for most of the fight, trying to revive his Kunoichi. Once he is defeated the rest of the battle is a piece of cake. Even though it isn't an opposing element, using Stun Bead Flare will take a lot out of Tokimune. If you have No-Power Sonic equipped for Yuki, use it to decrease Tokimune's parameters. After the battle you will receive Direct +20%. Next you must go to Tokimune's room in the castle. Look around his room for the secret passage—find the passage by searching the Shogun's golden bathroom. After you press the hidden switch shown in the screenshot, go through the door into the underground passage.

**TOKIMUNE****EARTH**

<b>LEVEL</b>	<b>40</b>
<b>HP</b>	<b>2800</b>
<b>EP</b>	<b>418</b>
<b>ATTACK SKILLS</b>	
Hide Dance	
Horseplay	
Return Dance	
HP Drain Dance	

**HONOKA****FIRE**

<b>LEVEL</b>	<b>40</b>
<b>HP</b>	<b>1600</b>
<b>EP</b>	<b>393</b>
<b>ATTACK SKILLS</b>	
High Flare Blade	
Flare Impulse	
High Power Accel	

**KUNOICHI****FIRE**

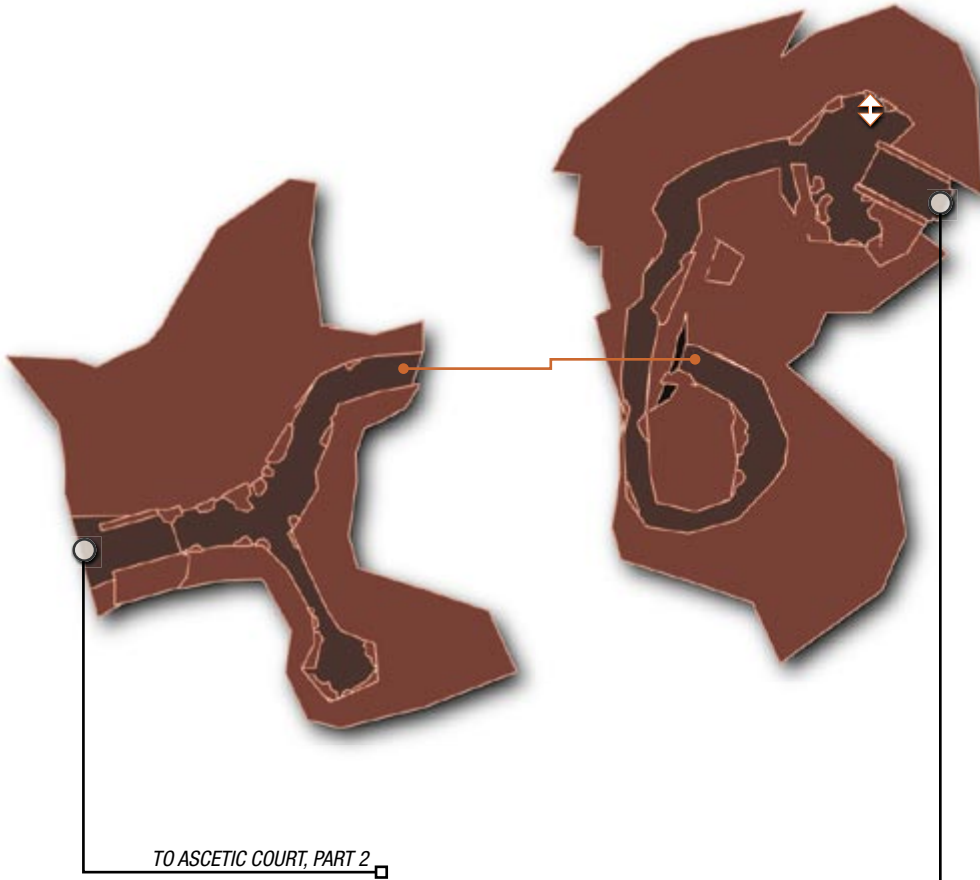
<b>LEVEL</b>	<b>31</b>
<b>HP</b>	<b>781</b>
<b>EP</b>	<b>274</b>
<b>ATTACK SKILLS</b>	
High Flare Blade	
Hide Blade	
Flare Impulse	
High Power Accel	



KUNOICHI

TOKIMUNE





TO ASCETIC COURT, PART 2

TO UNDERGROUND PATH, PART 1

TO ASCETIC COURT, PART 2



ENEMIES

BLUE IMP



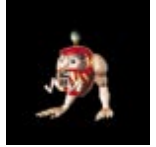
KABUKI



KUNOICHI



ROUND MASTER



SAMURAI



STRAW SHAMAN



YUZURIHA



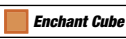
KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod



Ether Port

**The Lord of Earth**

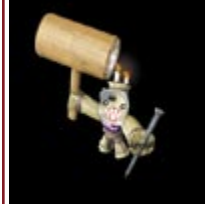
Follow the hidden passage underground, and you will arrive back at the Ascetic Court Courtyard Pass. There is nothing of interest in this part of the Ascetic Temple except for the Lost Golem, Straw Shaman. Once you have the Straw Shaman, go through the gate—you will be back in the Spirit Region. Recharge your energy at the Recharge Station and enter the temple of the Lord of Earth. Save your game, because another tough battle is coming up. If your EX Gauge isn't at 100, then fight battles until it is.

**BATTLE** Lost Golem**STRAW SHAMAN****DARK**

LEVEL	40
HP	956
EP	318

**ATTACK SKILLS**

Gravity Hammer  
Dark Quake  
Dark Crush

**BOSS** Lord of Earth

At only 1000 HP, the Lord of Earth should be a piece of cake. Unfortunately he has a shield that reduces damage by 95%. On your very first turn you need to use the EX Skill Force Pain. That will not only reduce his EP, but also take away his ability to regenerate. That gives you an opening to weaken him slowly with attacks. Yuki or any Wind-based Golem with a lot of HP will help greatly. Make sure that you use a technique like Barrier Accel on your Wind-based fighters to reduce the damage from the Lord of Earth's World Creation skill. Yuki will be completely immune to this attack if you place her in the back row behind two characters. For a healer, you can use either Karin or Orpheus. When the Lord of Earth uses his Invoke skill, he will call forth Woodians to fight alongside him. After the battle you will receive Cut EP Use.



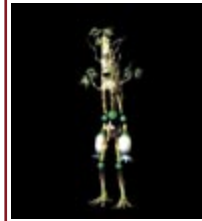
LORD OF EARTH

**LORD OF EARTH****EARTH**

LEVEL	50
HP	1000
EP	1100

**ATTACK SKILLS**

Spirit Drain  
Invoke  
EX World Creation

**WOODIAN****EARTH**

LEVEL	34
HP	300
EP	250

**ATTACK SKILLS**

Barrier  
Earth Bolt  
No-Protect Touch  
Clear Aid



WOODIAN

■ QUEST GUIDE: REQUIRED EVENTS

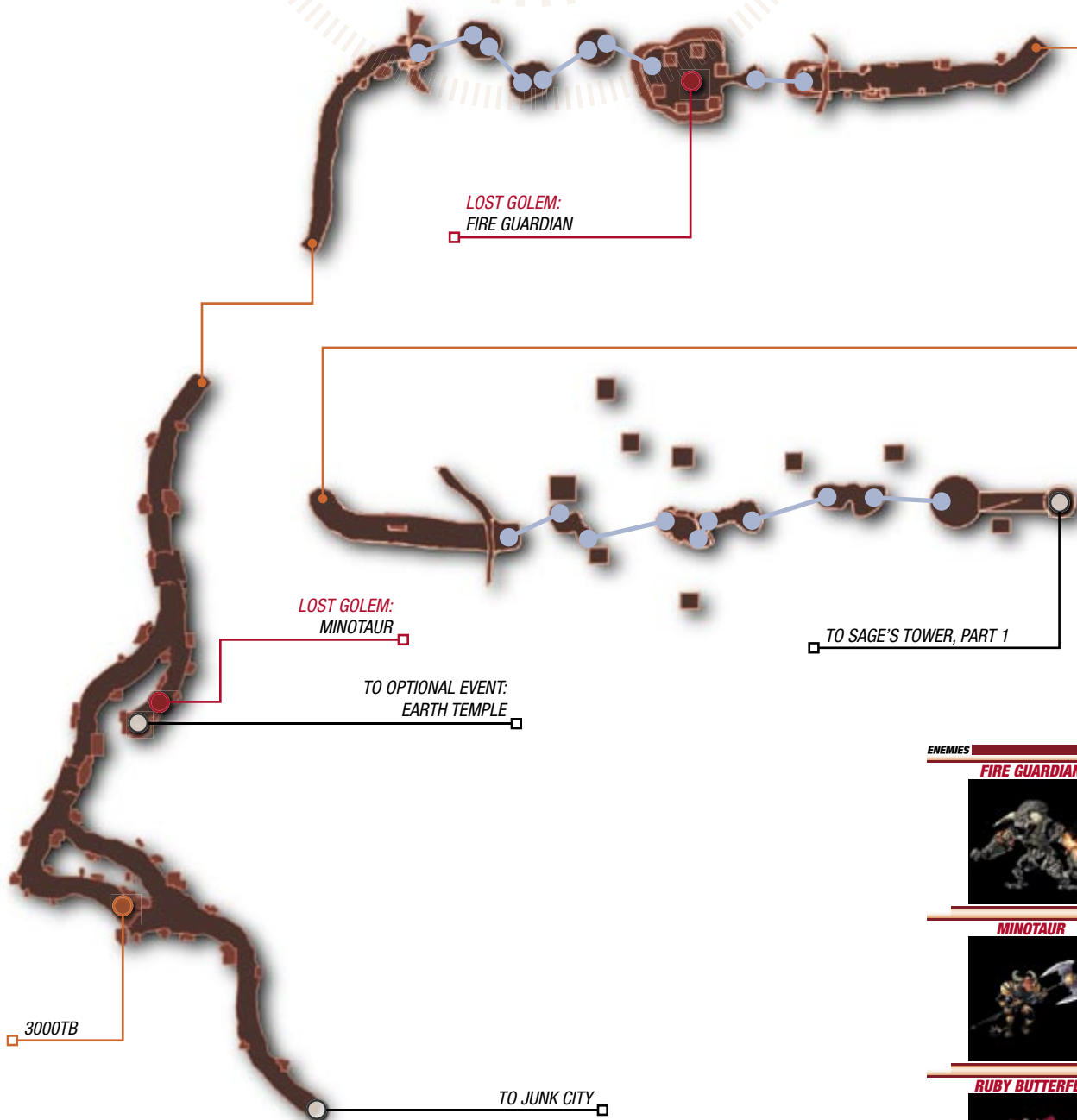
# 26

## VORBIOS VOLCANO



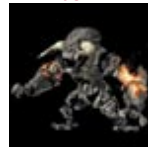
WALKTHROUGH

AREA 26: VORBIOS VOLCANO

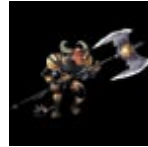


ENEMIES

**FIRE GUARDIAN**



**MINOTAUR**



**RUBY BUTTERFLY**



**KEY**



Shop



Recharge Station



Enchant Cube



Enchant Wire



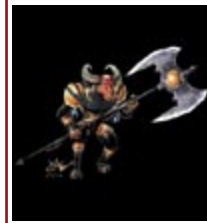
Ether Pod



Ether Port

**To the Sage's Tower**

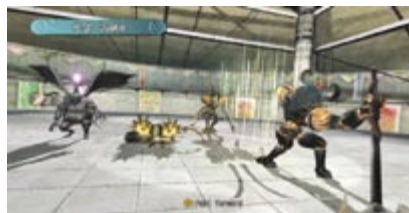
After you defeat the Lord of Earth and leave Iwato Village, your journey will take you to the Sage's Tower. To get to the Sage's Tower you must go through the Zuala Desert and then through the Vorbios Volcano. When you arrive at the entrance to the volcano you will find that it's blocked by debris. You can't move it yourself, but go to Junk City and speak with the Junkyard Boy. He will agree to move it. Once he moves it you will be back in the desert near the entrance to the volcano. The first part of the volcano is the Wind Tunnel. This part of the volcano is important because it is home to the Earth Shrine, as well as the Lost Golem, Minotaur. The second section is the Magma Cave. Be prepared when you open the Ether Box, because the Lost Golem, Fire Guardian, will attack you. The Ether Box also contains the powerful Mega Flare Rush. The Sage's Tower is at the summit of the volcano.

**BATTLE Lost Golem****MINOTAUR****FIRE**

LEVEL	45
HP	2480
EP	379
<b>ATTACK SKILLS</b>	
High Quake	
Flare Crush	

**BATTLE Lost Golem****FIRE GUARDIAN****FIRE**

LEVEL	52
HP	8200
EP	552
<b>ATTACK SKILLS</b>	
Flare Giga Gasp	
Giga Hammer	

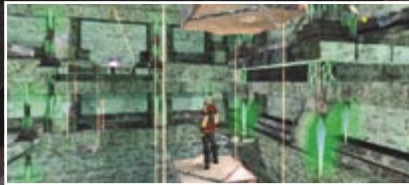


FIRE GUARDIAN

QUEST GUIDE: REQUIRED EVENTS

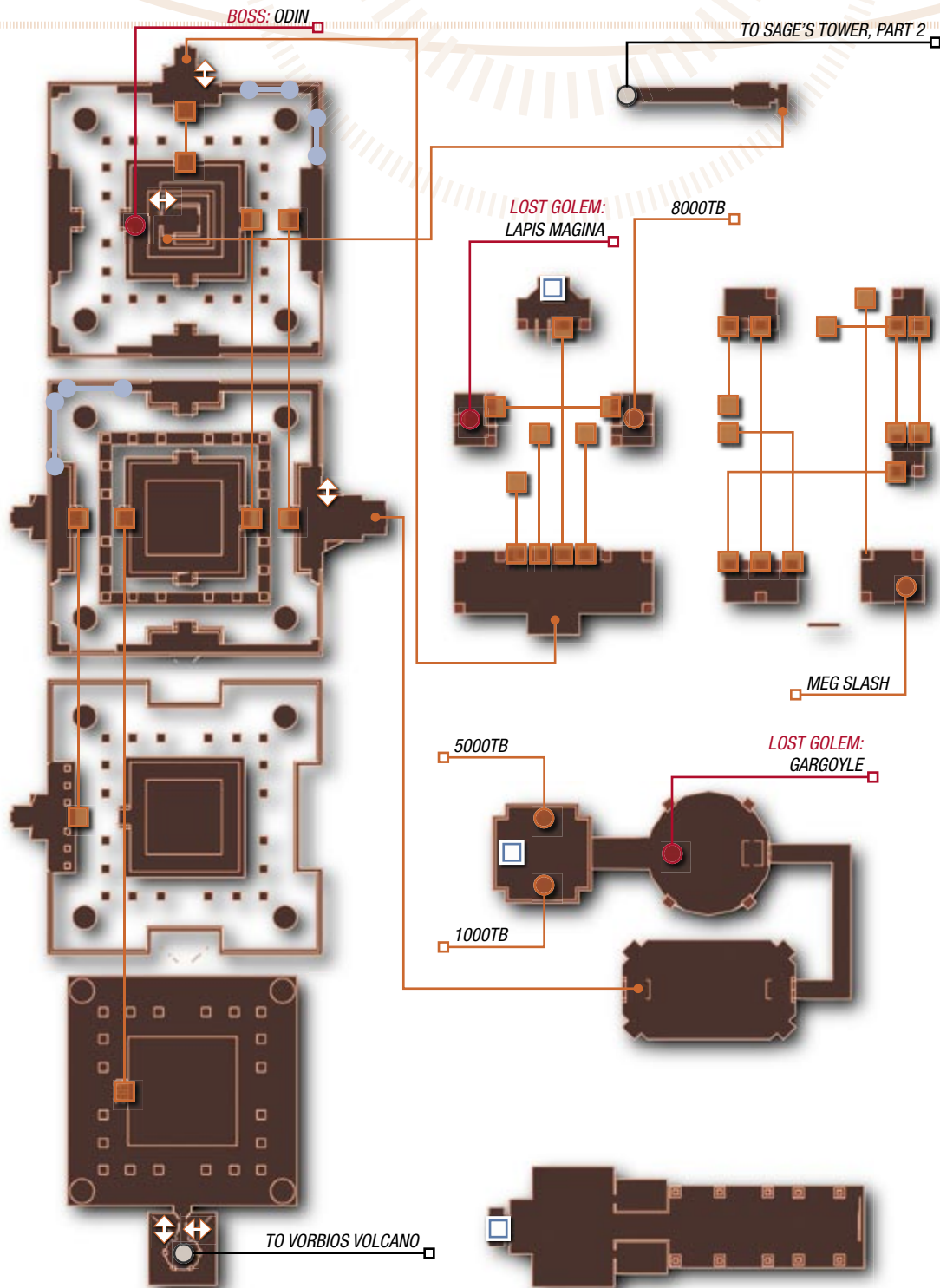
# 27

## SAGE'S TOWER



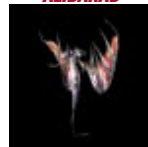
WALKTHROUGH

AREA 27: SAGE'S TOWER

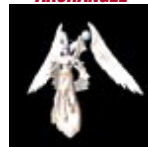


ENEMIES

ALIBARAD



ARCHANGEL



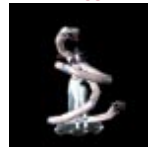
LAPIS MAGINA



LIGHT APOSTLE



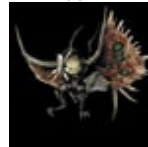
MEDUSA



VALKYRIE



WIND GUARDIAN



KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod



Ether Port

## Journey to the Top

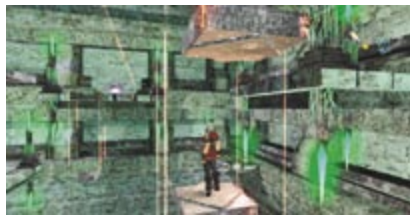
The Sage's Tower pretty much goes straight up. The center area leads to all of the other floors of the tower. To go to the different levels, you need to ride the vertical Enchant Cubes. To save time, go to the left from the start, turn the corner, and then ride the Enchant Cube up to the third level. When you get off, walk around to the other side and then ride another vertical Enchant Cube up to the fourth level. On the fourth level is a horizontal Enchant Cube that will take you to the outer areas, which lead to the other floors. Every time you finish a particular floor, go around the outside area using the Enchant Wires to reach the vertical Enchant Cubes that lead to the lower floors.



## Fourth Level

The fourth level has Enchant Cubes all over. Get on the Enchant Cubes and ride them to the different parts of the room. The center Enchant Cube leads to the Lost Golem Lapis Magina and an Ether Box. Next ride the Enchant Cube on the right, which leads to a

vertical Enchant Cube that takes you to an Enchant Box. Go to the Enchant Cube on the left and ride around until you reach the Ether Pod.

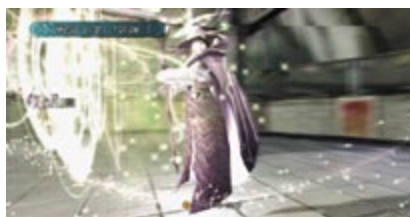


## BATTLE Lost Golem

### LAPIS MAGINA

**LIGHT**


LEVEL	55
HP	1399
EP	666
ATTACK SKILLS	
Mega Light Force	
High Aqua Sight	
High Flare Sight	



## Third Level

The third level is straightforward. Walk all the way down the hall and defeat the Lost Golem, Gargoyle, to open the door with the Ether Pod. Once you have the Ether Pod, exit the level and go down to level two.



## BATTLE Lost Golem

### GARGOYLE

**DARK**

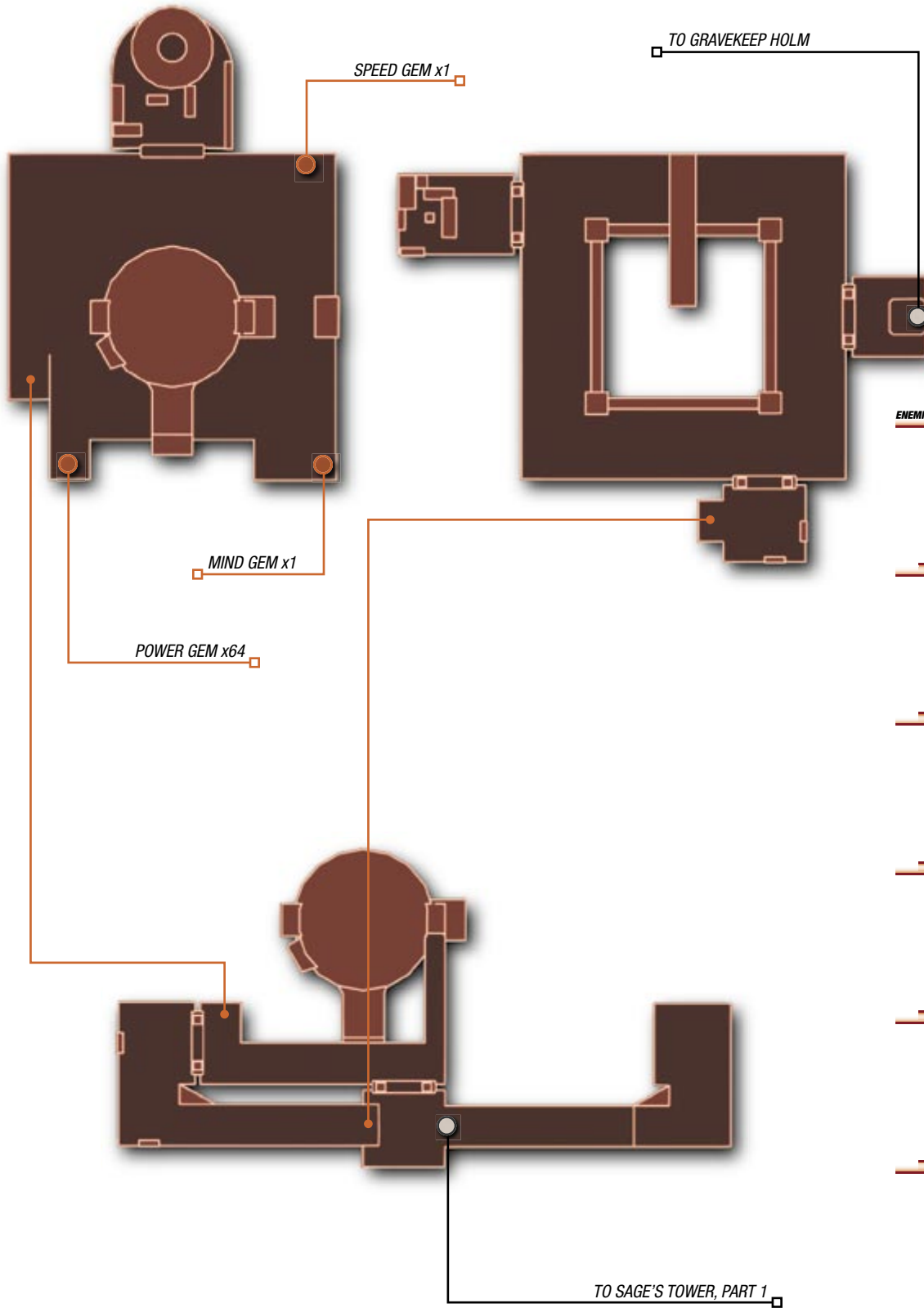

LEVEL	41
HP	1182
EP	390
ATTACK SKILLS	
High Dark Bite	
Gravity Bite	
EP Drain Roar	



## Second Level

The second level is a giant pushing puzzle. Look at the statues; they come in two types. You need to push the correct statue onto the glowing square or pull the incorrect statue off of the square. You must do this in two consecutive rooms to get the Ether from the Ether Pod. In the second room don't miss out on moving the statues in the side rooms up the ladders. After you've retrieved the third Ether, go back up to the fourth level of the center area. The center area is home to one of the Three Pillar Guardians, Gold Squat. Go up to the top of the center area, refill your energy at the Refresh Pont, and get ready to face Odin after you inject the Ether.





- ENEMIES**
- ALIBARAD**  

  - ARCHANGEL**  

  - LAPIS MAGINA**  

  - LIGHT APOSTLE**  


  - MEDUSA**  

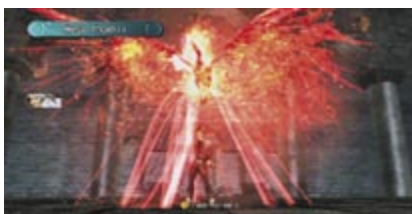
  - VALKYRIE**  

  - WIND GUARDIAN**  


**TACTICS**  
**BOSS** *Odin*

The party that I used for this battle was Sasquatch, Raigar, Orpheus, and Atsuma—all at level 38. I used two Water-based Golems and placed Atsuma in the fourth position before the fight started. When it's Atsuma's turn, use Mega Phoenix to reduce the Valkyries' HP and then work on Odin after that. Orpheus should be in this fight mainly for healing; when the opportunity to pull off a combo arrives, take full advantage of it. By doing a combo you will cripple Odin very quickly. If one of your characters dies even after doing big damage, it will just fill up your EX Gauge, allowing you to perform another powerful attack. If you are having trouble, increase your Agility (you'll need to pump a lot of points into this stat in preparation for the battle) or adjust your party. After the battle you will receive the Odin Core.

	<b>LEVEL</b>	<b>60</b>	<b>DARK</b>
	<b>HP</b>	<b>6200</b>	
	<b>EP</b>	<b>926</b>	
	<b>ATTACK SKILLS</b>		
Mega Dark Spike			
Gungnir			
Mega Dark Spear			




**EVENT**  
*Meet with the Sage*

At the top of the tower, go to the left and then down the stairs. You will see a small chamber ahead; speak to the Sage. After she kicks you out, try speaking to her again. During her speech she senses some uninvited guests. Go to the very top of the tower to greet them.



**TACTICS**  
**BOSS** *Siren*


Start by having Orpheus use Mega Link Voice at the start, and then work on performing combos against Siren. Siren has a lot of HP, but fortunately for you only one Water attack. For most of the fight Orpheus should be healing while the others attack. With enough HP on Atsuma and the others, there is little way that you will be defeated. Another good tactic is to use Gravity so that the Siren wastes a turn curing the condition. After you defeat the Siren, go back and see the Sage. After everyone leaves, save your game and then enter the room with the Sage again. You will enter that strange dimension but this time you must fight.

	<b>LEVEL</b>	<b>50</b>	<b>WATER</b>
	<b>HP</b>	<b>8800</b>	
	<b>EP</b>	<b>581</b>	
	<b>ATTACK SKILLS</b>		
Aqua Sonic			
High Return Song			
Cure Song			
Clear Voice			



**TACTICS**  
**BOSS** *Baglanji*

Move to the back row and use Grav-Force (buy it before you enter or equip it if you have it) to keep Baglanji from moving. With the Golem unable to move, you can slip in and out of its range at will to defeat him slowly. This is definitely one of the easier bosses. Make sure that you have the support skill Cancel Gravity as well to keep Baglanji from doing the same thing. After the battle you will receive the Wild God Orb and the Baglanji Core. The Sage will tell you about the God Orb, and she can even make weapons from it. Remember the Three Pillar Guardians? Go back to them with the God Weapon equipped; they will challenge you to a fight. If you beat them then you can obtain their God Orbs as well. While the Sage is working on the God Orb, go upstairs and speak with your party members, then return to the Sage. Atsuma will receive the Iris Knuckle and Meteor Rush. Go to the top of the tower and use the teleporter to go to Gravekeep Holm.

	<b>LEVEL</b>	<b>50</b>	<b>DARK</b>
	<b>HP</b>	<b>2200</b>	
	<b>EP</b>	<b>816</b>	
	<b>ATTACK SKILLS</b>		
Dark Gravity			
Mega Dark Zone			
Drain Sight			





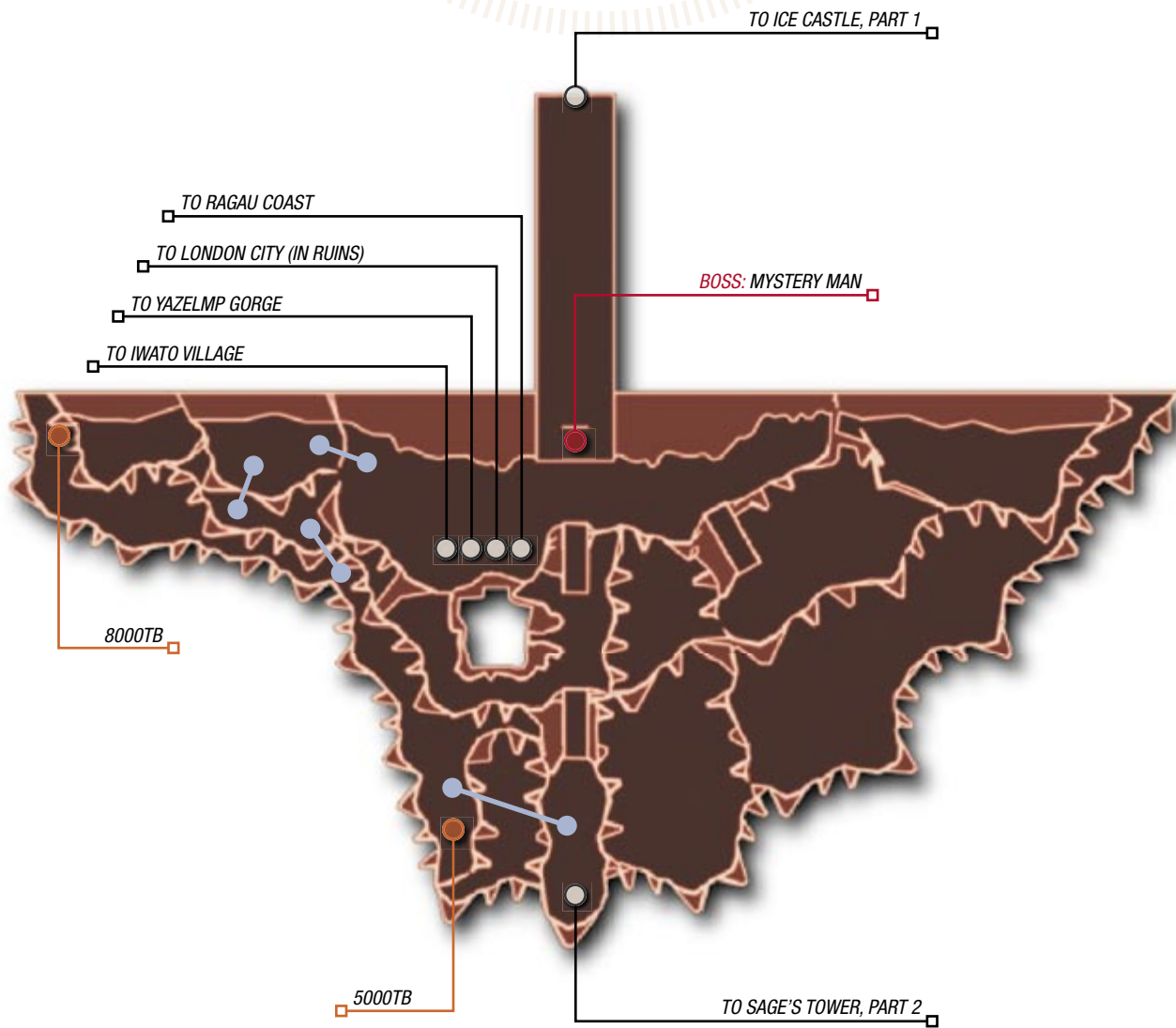
QUEST GUIDE: REQUIRED EVENTS

# 28 GRAVEKEEP HOLM



WALKTHROUGH

AREA 28: GRAVEKEEP HOLM



EVENT

**Gather Information**

Gravekeep Holm is a sad place, and before you can move on you are going to need to find the Mystery Man. Walk toward the gate ahead and then speak to the villagers. Go to the house next to the Recharge Station, and speak to the Man of Simple Words near the gate. He will tell you to speak to the Village Elder. Go to the elder's house near the Recharge Station. The elder is not there, but you can find her at the graveyard. When you arrive at the graveyard you will have to save the elder from Uhabongos. After defeating them you will receive the Uhabongo Core.



TACTICS

**BATTLE** Uhabongo x3**UHABONGO****WATER**

LEVEL	43
HP	4319
EP	269

**ATTACK SKILLS**

Aqua Crush  
Aqua Quake

EVENT

**Rest Before the Final Battle**

Just as the letter said, you must meet the Mystery Man near the gate. Go to the gate; the Mystery Man will be there as promised. He will not be willing to part with the Queen of Ice's Magicore easily, however.

TACTICS

**BOSS** Mystery Man

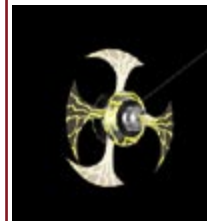
The Mystery Man outclasses you in speed and power, but he doesn't have a crazy amount of HP. Before you go into the battle, buy some God's Nectar to heal. The Mystery Man will get the first turn; on the second use Strong Charge. The Yo-Yos can be dangerous, but they can attack only in a straight line. Use Grav-Force to keep them in place and then work on the Mystery Man. Make sure that your HP is above 1425, or it will be game over when the Mystery Man uses Galaxy Spear. After you defeat the Mystery Man, the Yo-Yos will disappear. You will receive the Ice Magicore as a reward for your victory.

**MYSTERY MAN****LIGHT**

LEVEL	57
HP	2900
EP	669

**ATTACK SKILLS**

Cure Ballad  
Beat Sonic  
Swing Call  
EX Galaxy Spear

**YO-YO****LIGHT**

LEVEL	57
HP	550
EP	312

**ATTACK SKILLS**

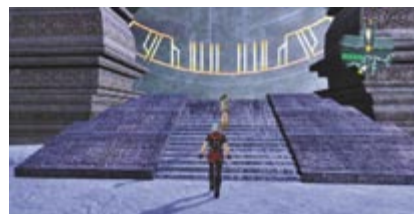
Mega Light Blow



EVENT

**Final Meetings**

Before the final battle you have the option to meet with one of your party members. You will get a different item depending on which party member you talk to. Karin can be found behind the Elder's House. Speaking to her will earn you the Flower Bookmark. Raigar is in the graveyard. Choose him if you prefer to receive the Black Stone. If you instead speak to Yuki at the gate, she will challenge you to a battle; for a win you will receive the Bullet Pendant. The character that you choose has an effect on the ending. After you rest you will receive the Old Key. Now is the time to do the optional events if you so desire. (See the Optional Events section of this book for details on each one.) The teleporters will lead you to different parts of the world.



TACTICS

**BOSS** Yuki**YUKI****WIND**

LEVEL	Current
HP	Current
EP	Current

**ATTACK SKILLS**

Mega Shot  
Mega Drumroll  
High Pot Shot

■ QUEST GUIDE: REQUIRED EVENTS

# 29

## ICE CASTLE



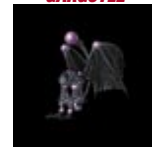
WALKTHROUGH

AREA 29: ICE CASTLE



ENEMIES

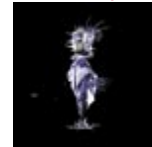
GARGOYLE



GREAT MAMMOTH



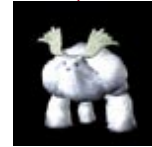
LADY AZLIGHT



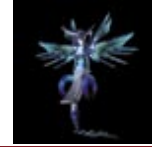
MARLIN GLAVE



SASQUATCH



SIREN



KEY



Shop



Recharge Station



Enchant Cube



Enchant Wire



Ether Pod



Ether Port


**Rescue Toya**

It's time to rescue Toya. Go to the gate in Gravekeep Holm and use the Old Key. The castle itself isn't huge, but there are some powerful enemies here. When you reach the shop, make sure you get everything you need, because there will be no other shop until the very end of the dungeon. The underground area is pretty simple. Just walk around the outside to reach the teleporter leading to the Inner Gardens. If you use the Enchant Cubes you can get to two chests containing 8000 TB each. When you reach the Inner Garden, go forward; you will eventually meet Toya. No matter which option you select, you will fight Toya. Your selection determines the ending you'll see.

**BOSS Toya**


Along with Raigar, I took Lapis Magina and Orpheus into this battle. If you use a different team, make sure that you have a strong healer and someone besides Atsuma with a Fire attack. Toya has many advantages over Atsuma and anyone else in your group, so you will need to use Raigar's Tiara Crusade as your opening move to negate damage. Once you have done that, work on Toya. You can attack Toya without fear as long as you used Tiara Crusade. Don't bother trying to use four-person combos against him, because he will just use Unlink Spear. As long as you continue to attack Toya with your most powerful Fire-based attacks, you will wear him down faster than he can regenerate HP. Toya's Revenge Enchant allows him to use your other human characters' EX Skills. He also will use his own EX Skill. After the battle you will get the bad ending if you agreed

to kill Toya, but you will move on if you said "Never!" Once you go up the stairs to fight the Queen of Ice, you'll be unable to turn back.

<b>TOYA</b>		<b>WATER</b>
	<b>LEVEL</b>	<b>60</b>
	<b>HP</b>	<b>10000</b>
	<b>EP</b>	<b>1144</b>
<b>ATTACK SKILLS</b>		
Unlink Spear, Mega Aqua Spike, Gaybolg, EX Heaven Squall, EX Revenge Enchant		

**BOSS Queen of Ice**

The Queen of Ice has three minions but you can take them out easily. She is a coward and hides behind the Lady Azlights. To defeat the queen quickly, fill up your Combo Gauge for all characters and then perform a four-person combo ending with Stun Bead Flare. If that doesn't kill her, your next attack should. To add insult to injury, I like to use Strong Charge on the first turn. This will guarantee you victory. Make sure that you don't let the battle last longer than a couple of turns, or the queen's EX Gauge will fill up and she will use Skip Field. Skip Field will cause you to lose your turn.

<b>QUEEN OF ICE</b>		<b>WATER</b>
	<b>LEVEL</b>	<b>66</b>
	<b>HP</b>	<b>8000</b>
	<b>EP</b>	<b>9999</b>
<b>ATTACK SKILLS</b>		
Ice Giga Zone EX Skip Field		

<b>LADY AZLIGHT x3</b>		<b>WATER</b>
	<b>LEVEL</b>	<b>40</b>
	<b>HP</b>	<b>899</b>
	<b>EP</b>	<b>318</b>
<b>ATTACK SKILLS</b>		
Ice Sonic Cute Voice Protection Link		

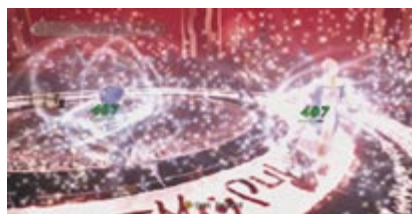
**BOSS Queen of Ice**

This fight is just like the last except that you probably don't have Stun Bead Flare ready. At the start of this fight, have Raigar use Ethereal Armor or have Atsuma use Strong Charge. Strong Charge will give Atsuma the Strength to deal the Queen of Ice massive damage, and Ethereal Armor will make the damage the queen dishes out be of normal strength. The queen will blow you back each turn, but it is more of an annoyance than a danger. Make sure that you utilize combos, because Atsuma will not be able to survive for more than six or seven turns. If the queen manages to use Frozen World, then it's probably game over.

<b>QUEEN OF ICE</b>		<b>WATER</b>
	<b>LEVEL</b>	<b>60</b>
	<b>HP</b>	<b>12000</b>
	<b>EP</b>	<b>508</b>
<b>ATTACK SKILLS</b>		
Blizzard Ice Storm EX Frozen World		

**BOSS Infinity**

In this fight you are in control of Toya and Makoto. These guys are far weaker than when you fought them, but they will have enough power to defeat Infinity. The key to winning this fight is to attack Infinity only. If you attack Atsuma you will lose. Makoto can heal, so make sure that you are using his abilities at the right times. This battle is a warm-up for the finale.





ENEMIES

GARGOYLE



GREAT MAMMOTH



LADY AZLIGHT



MARLIN GLAVE



SASQUATCH




SIREN




**INFINITY** **LIGHT**

LEVEL	45
HP	1600
EP	1600
<b>ATTACK SKILLS</b>	
Power Implant	




**LORD OF EARTH MAGICORE** **EARTH**

LEVEL	50
HP	3600
EP	1200
<b>ATTACK SKILLS</b>	
Lord's Cure	




**INFINITY (3rd FORM, PART 3)** **LIGHT**

LEVEL	64
HP	5000
EP	1600
<b>ATTACK SKILLS</b>	
N-Protect Howl Death Grasp	



**ATSUMA** **FIRE**

LEVEL	45
HP	560
EP	350
<b>ATTACK SKILLS</b>	
EP Drain Blow	



**TACTICS**  
**BOSS** *Infinity (3rd Form)*

Death Rush L is much stronger than Death Rush R, so be sure to use Ethereal Armor so that Atsuma and Raigar can wail on Infinity. Orpheus or any other healing character should focus only on keeping your party members alive. Infinity's third form isn't too difficult, but the power of Death Rush R could kill you if you are not careful. If you take too long, Infinity will use Apocalypse. After you defeat the first part of the third form, Infinity will transform. You get to keep all of your stat increases and your Combo Gauge. If you have a combo ready, then use it; otherwise just heal using items. Make sure that Infinity never gets to 100 EX, because his EX Skills are lethal. The final part of the third form has less HP than the others, but an attack that breaks your barrier. Use one turn to refill the Combo Gauge and another turn to kill Infinity. For winning this battle you will earn the final EX Skill, Enchant Arm.

**TACTICS**  
**BOSS** *Infinity (2nd Form)*

Get rid of the Magicores first, because that is the source of Infinity's power—be careful! The best way to take out the Magicores is to focus your combined might. Once a Magicore is destroyed, it is gone for the rest of the fight. Alone, Infinity is nothing. Continue to heal and build up your Combo Gauge. Once you've defeated Infinity, he will transform again.

**INFINITY (2nd FORM)** **LIGHT**

LEVEL	55
HP	7200
EP	1600
<b>ATTACK SKILLS</b>	
Ice Lance Flame Saber Earth EP Drain Nightmare	



**QUEEN OF ICE MAGICORE** **WATER**

LEVEL	50
HP	2400
EP	1200
<b>ATTACK SKILLS</b>	
Queen's Cure	



**INFINITY (3rd FORM, PART 1)** **LIGHT**


LEVEL	60
HP	9800
EP	1600
<b>ATTACK SKILLS</b>	
Death Rush R Death Rush L EX Apocalypse	



**TACTICS**  
**BOSS** *Infinity (Final Form)*

**INFINITY (FINAL FORM)** **LIGHT**

LEVEL	40
HP	5000
EP	1600
<b>ATTACK SKILLS</b>	
None	




**EMPEROR OF FIRE MAGICORE** **FIRE**

LEVEL	50
HP	4800
EP	1200
<b>ATTACK SKILLS</b>	
Kaiser's Cure	



**INFINITY (3rd FORM, PART 2)** **LIGHT**

LEVEL	62
HP	8000
EP	1600
<b>ATTACK SKILLS</b>	
Ether Charge Omega Spectrum EX Ether Cannon	




## ■ QUEST GUIDE: OPTIONAL EVENTS

## 01

## THREE PILLAR GUARDIANS



## EVENT

**When to Take on the Quest?**

The Three Pillar Guardians quest becomes available only after you have made the Iris Knuckle. Go back to the locations of the Three Pillar Guardians, and they will fight you before giving up their God Orbs. Once you have defeated each of them, return to the Sage and she will make you a Weapon of the Gods from the orb that you obtained from each of the guardians. Give the Sage the Kindly God Orb to receive the Iris Leggings and Karin's Requiem; the Happy God Orb will earn you the Iris Cannon and Yuki's Trigger Happy; the Sad God Orb will earn you the Iris Sword and Ethereal Armor for Raigar.

## TACTICS

**BOSS** Black Dragon■ **LOCATION: RAGAU COAST FORK**

Make sure that you have a full EX Gauge before entering the fight. Start the fight by having Raigar use Levatane, and keep your other characters in the back row. By now you should have the Wide Range Support Skill that allows you to move anywhere on the grid. On the second turn if everyone has a maxed-out Combo Gauge, unleash a devastating four-person combo ending with World Creation to finish off the Black Dragon. As a reward for defeating him, you will receive a Black Core and the Kindly God Orb.

**BLACK DRAGON****WIND**

LEVEL	80
HP	9200
EP	1115
<b>ATTACK SKILLS</b>	
Mega Slash	
Dark X Cutter	

## TACTICS

**BOSS** Anubis■ **LOCATION: ZUALA DESERT RUINS**

For this fight I employed the services of the Golem Lapis Magina. Lapis Magina has the superpowerful Light-based attack called Mega Light Force. Just like in the last fight, have Raigar use Levatane and Atsuma use Strong Charge. Once you have everyone's Combo Gauge filled to max, unleash a four-person combo ending with Mega Light Force. That will end the fight very quickly. Raigar is in the most danger this fight. If you place him in the back behind two other characters, then he will take no damage. Once you've defeated Anubis you will receive the Anubis Core and the Happy God Orb.

**ANUBIS****DARK**

LEVEL	80
HP	6300
EP	1060
<b>ATTACK SKILLS</b>	
Mega Aero Spear	
Mega Spear	
EP Drain Spear	

## TACTICS

**BOSS** Gold Squat■ **LOCATION: SAGE'S TOWER CENTER**

Gold Squat is easy as long as you can survive his close-up attack. Use Raigar's Levatane to increase his parameters, and when you have everyone's Combo Gauge maxed, go nuts. Your most powerful attacks are going to be close up, so make sure that the character that goes in front has enough HP to survive the Mega Light Blow. My trump card in this battle is Odin. Odin has a dark spear attack that covers three squares. To ensure that Odin does not get killed, place him in the back row behind two of your other characters to nullify the damage. Perform a combo to do massive damage. After you defeat the Gold Squat, you will receive the Scout Core and the Sad God Orb.

**GOLD SQUAT****LIGHT**

LEVEL	80
HP	9414
EP	1116
<b>ATTACK SKILLS</b>	
Mega Light Blow	
Mega Light Force	
Mighty Blow	



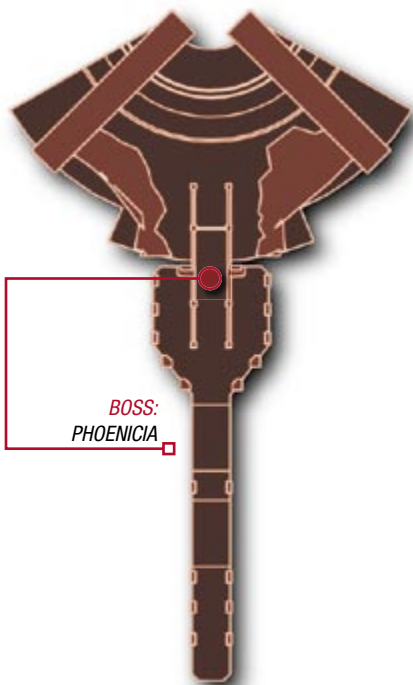
■ QUEST GUIDE: OPTIONAL EVENTS

# 02 | ELEMENTAL TEMPLES



## FIRE SHRINE

**LOCATION: LONDINUS PLAINS NORTH FOREST**



**TACTICS**  
**BOSS** *Phoenicia*

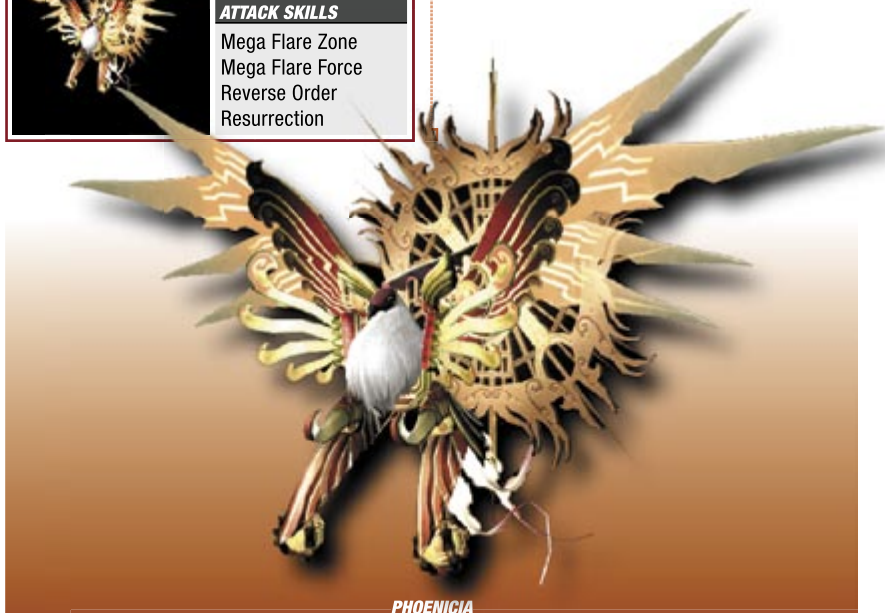
Phoenicia will use Reverse Order on Atsuma to do more damage. You can partially counter this if you use Raigar's Ethereal Armor, or you can use Tiara Crusade to reduce damage by 75%. Phoenicia has only 9700 HP, so use Water Golems with high Attack and HP, or a Golem like Lapis Magina who has a Water attack but will not suffer the weakness to Fire. I had Orpheus in this fight as well because of the healing that he can provide. After you defeat Phoenicia, you will receive the Suzaku Core and the Fire Orb.



**EVENT**  
**When to Take on the Quest?**

To enter the Holy Beast Shrine you will need the four God Orbs that you obtained by defeating the elemental beasts. You may have already been to the locations where the orbs are, but the enemies were just too strong. Once you have made it to the Ice Castle you should be strong enough to take on some of the enemies, and maybe even the boss. After you obtain all four of the orbs you will be able to enter the Holy Beast Shrine at the end of the path in the Junk City Rock Pinnacles.

PHOENICIA	FIRE
	<b>LEVEL</b> 60
	<b>HP</b> 9700
	<b>EP</b> 1580
	<b>ATTACK SKILLS</b>
	Mega Flare Zone
	Mega Flare Force
	Reverse Order
	Resurrection





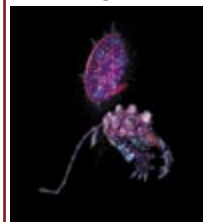


BOSS:  
DIVINE TURTLE

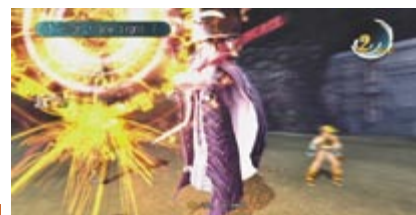
## TACTICS

**BOSS** Divine Turtle

This battle should be handled like the last. Use Tiara Crusade to start the battle and then work on the Divine Turtle's weakness, which is Fire. Yuki is a good stand-in for this fight because she can disable the barrier that the Divine Turtle forms. Lapis Magina also comes in handy because he does not suffer the weakness to Water but can attack with Fire. After it is defeated, you will receive the Genbu Core and the Water Orb.

**DIVINE TURTLE****WATER**

LEVEL	63
HP	9500
EP	1750
<b>ATTACK SKILLS</b>	
Aqua EP Drain	
Giga Protection	
Giga Barrier	
Reverse	



## WIND SHRINE

## LOCATION: YAMASHIRO MARSH FOREST



BOSS:  
AERO DRAGON

## TACTICS

**BOSS** Aero Dragon

Use Tiara Crusade to open up in this fight. This will save you a lot of trouble. If the Aero Dragon doesn't kill Raigar, then use Ethereal Armor and go for it all. Cancel Gravity is a must because this guy likes to lock you in place and then attack. You can still win even if you are stuck to the floor, but it may be impossible if you don't have the correct skills equipped. Get set up for a four-person combo and make sure that you finish it with World Creation for maximum damage. If Raigar dies in the fight, it's OK because the Tiara Crusade that you used will last. Make sure that Yuki

is in this fight, because she will be nearly invincible with a 75% reduction in damage thanks to Tiara Crusade, plus she'll suffer only half damage due to her Wind element. You may also get lucky if the Aero Dragon uses Reverse Bark on Yuki, because that will buy your other characters time to heal. While Lapis Magina doesn't have a particular advantage over the Aero Dragon, his Mega Light Force does. Using Orpheus instead of Yuki is also an option because of the healing factor. You should have a favorite team by now, so just experiment with different combos. After you've defeated the boss, you will receive the Seiryu Core and the Wind Orb.

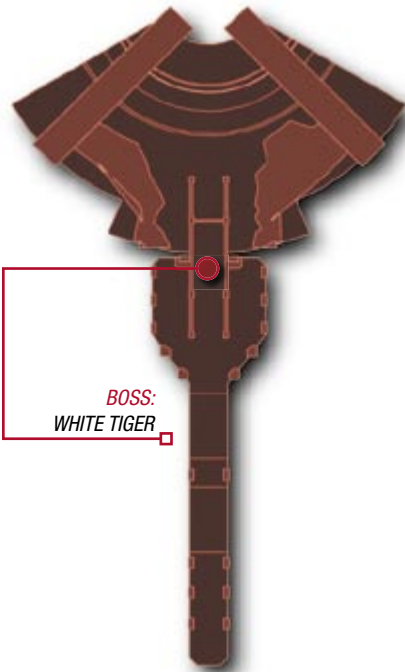
**AERO DRAGON** **WIND**

<b>LEVEL</b>	<b>66</b>
<b>HP</b>	<b>10500</b>
<b>EP</b>	<b>1700</b>
<b>ATTACK SKILLS</b>	
Aero Breath	
Aero Gravity	
Aero Drain	
Reverse Bark	




## EARTH SHRINE

**LOCATION: VORBIOS VOLCANO WIND TUNNEL**



**TACTICS**


**BOSS White Tiger**

Start this fight the same as the others by using Tiara Crusade. Before you enter the fight you will also want to equip Cancel Gravity to keep the White Tiger from locking you in place. This fight will take a little longer than the others because Yuki lacks a sufficient beat-down move to finish a combo with. If Yuki is too weak, then just fight this battle the same way that you did with the Aero Dragon. The difference in this fight is that the White Tiger will have to reverse Raigar's element if it hopes to win. Although you don't have much in the way of opposing elements, you do have the Mega Light Force at your disposal, provided you have been using Lapis Magina. After you win the battle, you will receive the Byako Core and the Earth Orb.



**WHITE TIGER** **EARTH**

<b>LEVEL</b>	<b>69</b>
<b>HP</b>	<b>11500</b>
<b>EP</b>	<b>1070</b>
<b>ATTACK SKILLS</b>	
Meteor Fang	
Reverse Roar	
Earth Grav Roar	
Drain Fang	



QUEST GUIDE: OPTIONAL EVENTS

# 03

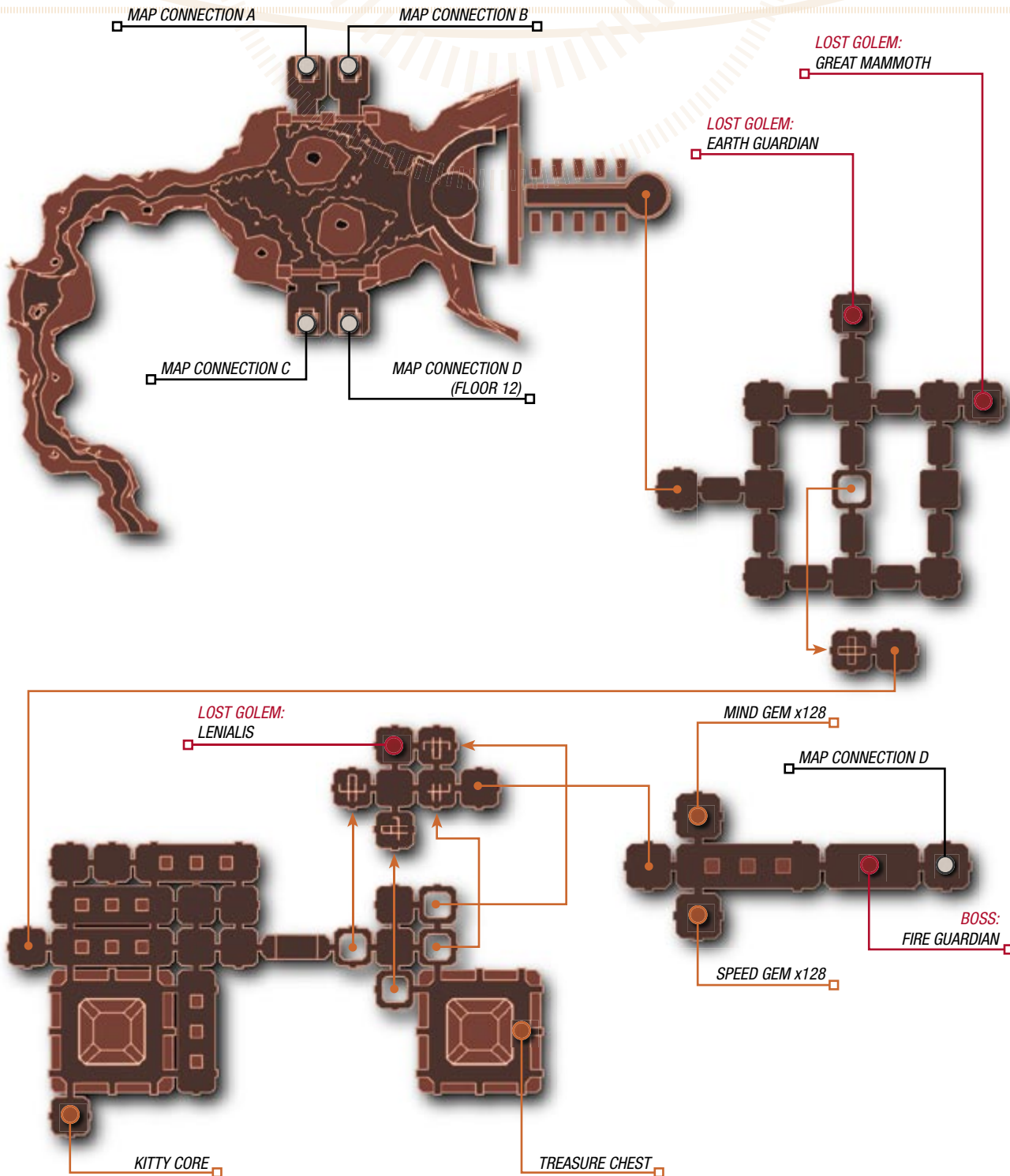
## HOLY BEAST SHRINE

LOCATION:  
JUNK CITY ROCK PINNACLES



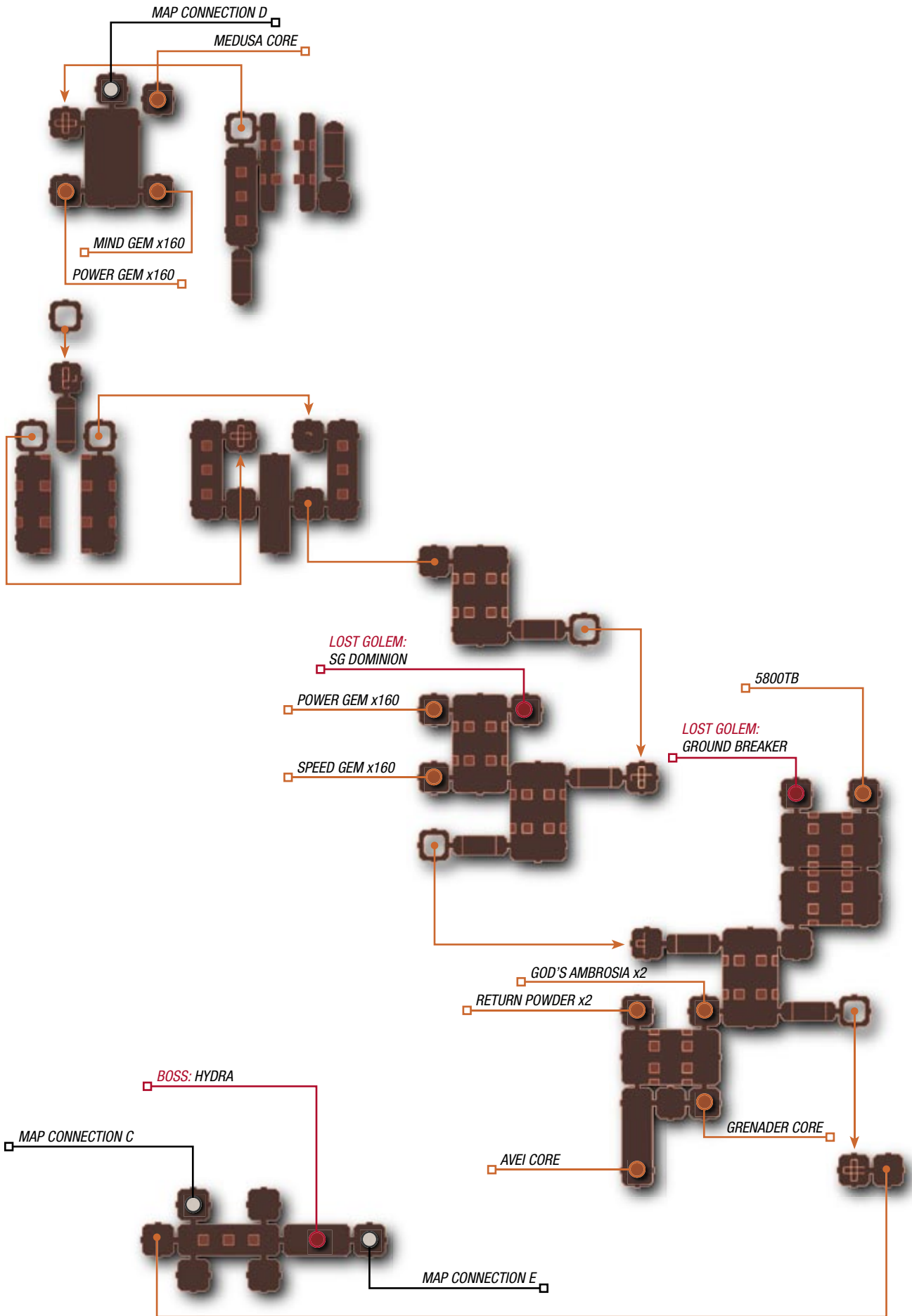
OPTIONAL EVENTS

AREA 03: HOLY BEAST SHRINE



**KEY**

- Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port

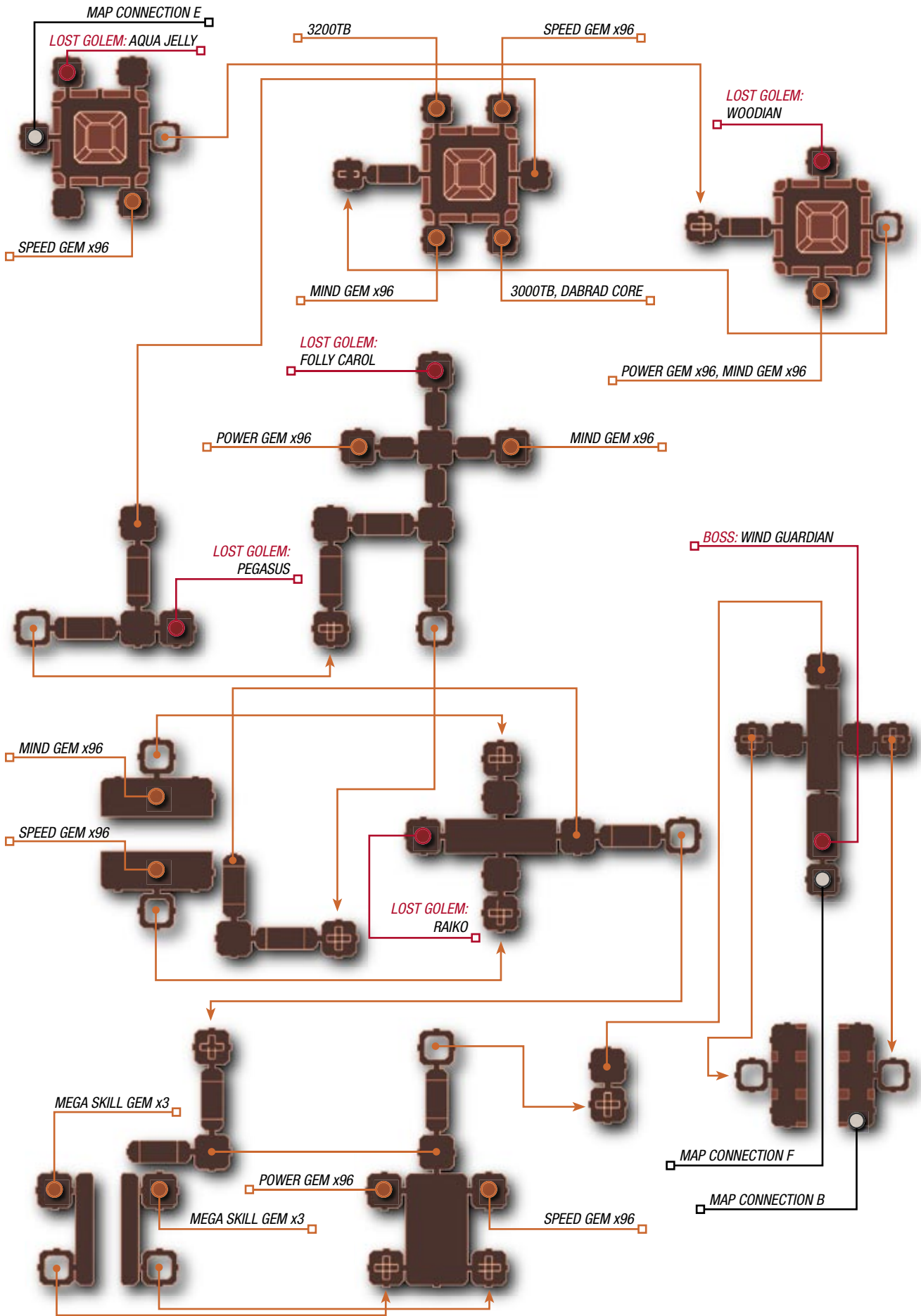


**KEY**   Shop   Recharge Station   Enchant Cube   Enchant Wire   Ether Pod   Ether Port

SECTION 04

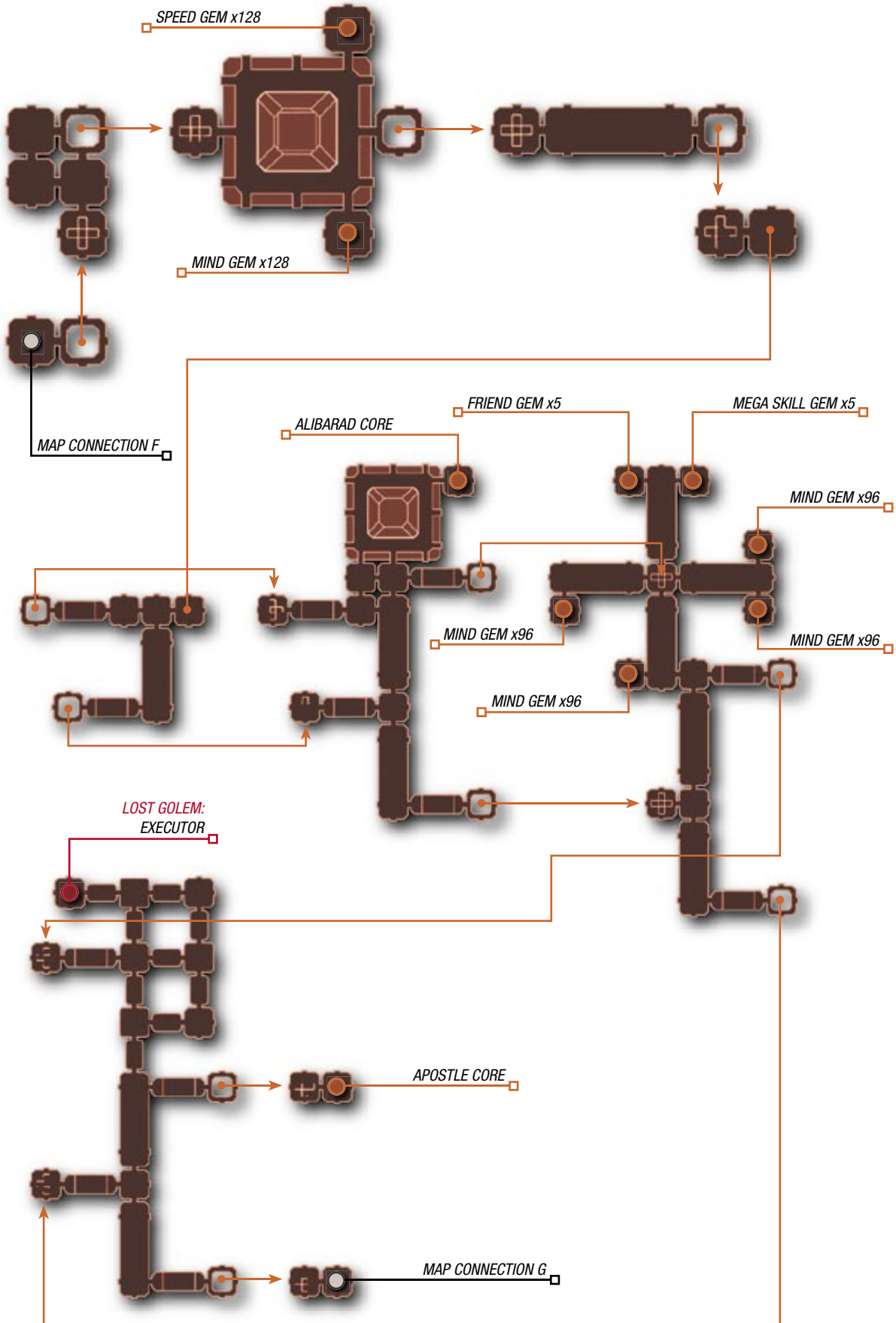
OPTIONAL EVENTS

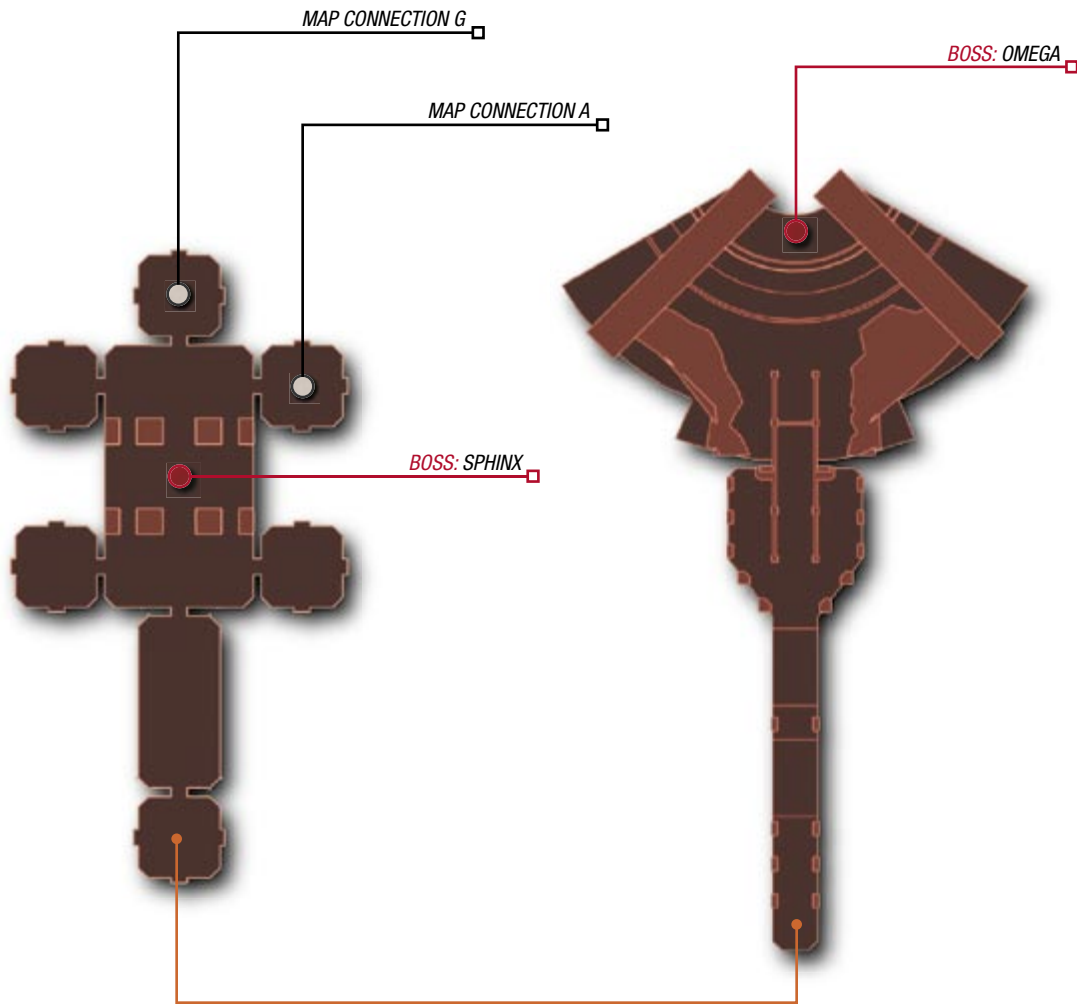
AREA 03: HOLY BEAST SHRINE



**KEY**

- Shop
- Recharge Station
- Enchant Cube
- Enchant Wire
- Ether Pod
- Ether Port





## Entering the Shrine

You can enter the Holy Beast Shrine only if you have defeated each of the bosses in the four elemental temples. When you first arrive at the approach, you will see a large door. There are four stone tablets in front of the door, and to open the door you must insert the God Orbs. Once all of the orbs have been inserted, the path inside will open. Be aware that once you are inside, the enemies you face will be the strongest of their types in the game. Cancel Gravity is a useful skill early on. Most of the enemies try to stick you to the floor. The whole shrine is one giant maze and you will find yourself using many elevators and other devices throughout. On levels 3, 6, 9, and 12 there is a teleporter that will take you out to the approach. You should use these as much as you can because it will allow you to return to where you were without going through the maze again. The other advantage is that you can use the Recharge Station. To advance past floors 3, 6, 9, and 12, you must defeat bosses to open doors. All but the fourth and tenth floors contain Lost Golems, detailed in the following charts:



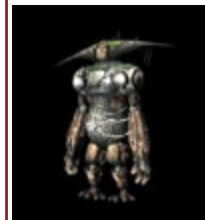
## 1st LEVEL

TACTICS

### BATTLE Lost Golem

#### EARTH GUARDIAN

EARTH



LEVEL	60
HP	3676
EP	556
ATTACK SKILLS	
High Earth Blow	
Strong Charge	
Earth Wave	

TACTICS

### BATTLE Lost Golem

#### GREAT MAMMOTH

EARTH



LEVEL	59
HP	4000
EP	640
ATTACK SKILLS	
Earth Giga Gasp	
Gravity Gasp	
Mega Earth Gasp	

## 2nd LEVEL

TACTICS

### BATTLE Lost Golem

#### LENIALIS

EARTH



LEVEL	67
HP	1307
EP	689
ATTACK SKILLS	
Cure Voice	
Earth Sonic	
Reverse Sonic	
No-Protect Sonic	

## 3rd LEVEL

TACTICS


### BOSS Fire Guardian

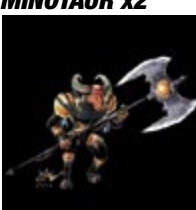
The first order of business is to remove the Minotaurs from the fight. They are weaker than the boss itself, but you also take away a means of attack from the enemy. Make sure that Raigar is in the party, because from now on he will start the fight by using Tiara Crusade. It may limit your attacking possibilities, but the damage that you receive will be minimal. If you are able to regain the energy that you lose, then this fight is yours. Stick to non-element attacks like Mega Blow or Meteor Rush when using Atsuma. After the battle you will receive the Moon Fist Core.



EARTH GUARDIAN




<b>FIRE GUARDIAN</b>	<b>FIRE</b>
	<b>LEVEL</b> 75 <b>HP</b> 14000 <b>EP</b> 9999 <b>ATTACK SKILLS</b> Flare Giga Gasp Giga Hammer

<b>MINOTAUR x2</b>	<b>FIRE</b>
	<b>LEVEL</b> 58 <b>HP</b> 1643 <b>EP</b> 345 <b>ATTACK SKILLS</b> High Quake Flare Crush



## 5th LEVEL


**TACTICS**  
**BATTLE** Lost Golem

<b>GROUND BREAKER</b>	<b>WIND</b>
	<b>LEVEL</b> 82 <b>HP</b> 12400 <b>EP</b> 2200 <b>ATTACK SKILLS</b> N-Barrier Shot No-Power Sonic Mega Shot



GROUND BREAKER

**TACTICS**  
**BATTLE** Lost Golem


<b>SG DOMINION</b>	<b>WIND</b>
	<b>LEVEL</b> 77 <b>HP</b> 3110 <b>EP</b> 752 <b>ATTACK SKILLS</b> X Cutter Aero Impulse Mega Slash


## 6th LEVEL

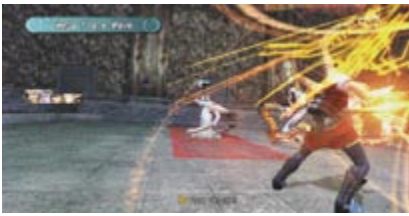
**TACTICS**  
**BOSS** Hydra

You will want to concentrate on getting rid of the Medusas and then the Hydra. You don't need to use Tiara Crusade because the Hydra doesn't have a Water attack. The reason that it is important to get rid of the Medusas first is that they will try to keep you in place with Gravity, and their only Water attack can hurt Atsuma greatly. Make sure that you have a Golem like Orpheus, or a character that can heal a negative status to get rid of Gravity

and Poison during this fight. Once the Medusas are taken care of, just have one character heal every turn. When you have the Hydra low in HP, it will use Octo Devour. By the time its HP gets down that low, you should have all of your characters' Combo Gauges maxed out. Use a four-person combo ending with Mega Flare Rush to finish this fight. After the battle you will receive the Moon Leg Core.

<b>HYDRA</b>	<b>WATER</b>
	<b>LEVEL</b> 90 <b>HP</b> 17000 <b>EP</b> 9999 <b>ATTACK SKILLS</b> Octo Giga Vour Octo Devour Poison Field

<b>MEDUSA x2</b>	<b>WATER</b>
	<b>LEVEL</b> 57 <b>HP</b> 1413 <b>EP</b> 646 <b>ATTACK SKILLS</b> Gravity High Aqua Bolt Mega EP Drain




## 7th LEVEL

TACTICS  
**BATTLE** Lost Golem

**AQUA JELLY** **WATER**

LEVEL	85
HP	4200
EP	483
<b>ATTACK SKILLS</b>	
Aqua Giga Blow	
Aqua Giga Wave	
Recover Body	





AQUA JELLY

TACTICS  
**BATTLE** Lost Golem

**WODDIAN** **EARTH**

LEVEL	68
HP	1308
EP	442
<b>ATTACK SKILLS</b>	
Barrier	
Earth Bolt	
No-Protect Touch	
Clear Aid	

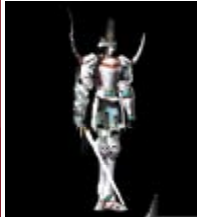


## 8th LEVEL

TACTICS  
**BATTLE** Lost Golem

**RAIKO** **DARK**

LEVEL	91
HP	13500
EP	3300
<b>ATTACK SKILLS</b>	
Mega Blade	
Iron Cut	
Dark Impulse	



TACTICS  
**BATTLE** Lost Golem

**PEGASUS** **WIND**

LEVEL	85
HP	2122
EP	765
<b>ATTACK SKILLS</b>	
Power Up Plus	
Mega Cure Aid	
High Light Bolt	
Body Attack	



TACTICS  
**BATTLE** Lost Golem

**FOLLY CAROL** **EARTH**

LEVEL	82
HP	2787
EP	756
<b>ATTACK SKILLS</b>	
Snow Gift	
Snow Gravity	




PEGASUS

## 9th LEVEL

TACTICS

**BOSS** Wind Guardian

More than likely you will be caught off guard. Don't worry about it as long as Raigar can survive the first attacks. Similarly to the previous boss fights in this area, you will want to get rid of the minions. Using Tiara Crusade is a must as well, because the Wind Guardian just does too much damage. Once the HP barrier from Tiara Crusade has been set up, you should have no trouble with this battle. Just make sure that you have a strong healer in your group. If you have been hoarding SP, pump some of it into HP to give yourself more of a cushion from attacks. After the battle you will receive the Moon Gun Core and the Wind Core.



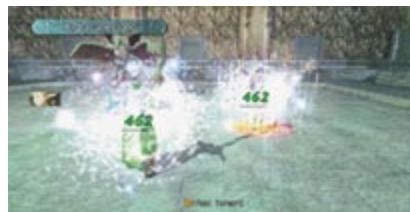
WIND GUARDIAN

**WIND GUARDIAN****WIND**

LEVEL	90
HP	19000
EP	9999
<b>ATTACK SKILLS</b>	
Aero Giga Breath	
Aero Breath	

**LILLY-LILLY****WIND**

LEVEL	79
HP	1504
EP	564
<b>ATTACK SKILLS</b>	
Mega Hammer	
Mega Quake	
Gravity Hammer	
Mega Crush	



## 12th LEVEL

TACTICS

**BOSS** Sphinx

Take the minions out of the fight first. This battle is more of a marathon than anything else because of the Sphinx's Gravity Drain Skill. A Wind-attack character like Yuki or the Aero Dragon comes in handy here, but you don't need them. Just start the fight by having Raigar use Ethereal Armor, and then attack with your strongest attacks. You must beat the Sphinx to death with combos because of Gravity Drain. Gravity Drain sucks away your HP and sends it back to the Sphinx. You can keep the Sphinx from recovering if you spread your characters out. Make sure that you heal often and keep an eye on your Combo Gauge. If you are going to go for a combo, make sure that it's with all four characters. Also, note that the Sphinx is not immune to Reverse Element, so make use of it if you have


## 11th LEVEL


TACTICS

**BATTLE** Lost Golem**EXECUTOR****FIRE**

LEVEL	92
HP	19000
EP	2600
<b>ATTACK SKILLS</b>	
Justice	
Mega Burst	


it. After the Sphinx is defeated, you will receive the Moon Sword Core.

<b>SPHINX</b>	<b>EARTH</b>
	<b>LEVEL</b> 90
	<b>HP</b> 22000
	<b>EP</b> 9999
	<b>ATTACK SKILLS</b>
	Gravity Drain
	Earth Strike

<b>LENIALIS</b>	<b>EARTH</b>
	<b>LEVEL</b> 65
	<b>HP</b> 785
	<b>EP</b> 486
	<b>ATTACK SKILLS</b>
	Cure Voice
	Earth Sonic
	Reverse Sonic
	No-Protect Sonic



falls in battle use a Return Powder to bring them back to life. (This will likely happen on turn one, since Omega outclasses you in Speed.) As long as you have a healer in the group, you should win this battle. Late in the fight Omega will use Near Death Edge, a last-ditch attack that reduces all the characters in range to 1 HP. If this happens, use an item that heals HP, such as God's Ambrosia. The best skill for defeating Omega is Sniper Shot; it will do 37.5% of Omega's current HP every hit. You can obtain this by purchasing it at the Casino for Yuki, or by acquiring the Golem Sebastian from the casino. After Omega is defeated, you will receive the Omega Core.

<b>OMEGA</b>	<b>NONE</b>
	<b>LEVEL</b> 100
	<b>HP</b> 99999
	<b>EP</b> 9999
	<b>ATTACK SKILLS</b>
	God Scream
	Burning Edge
	Near Death Edge
	Impulse



## GOD TEMPLE

**TACTICS**  
**BOSS** Omega

Tiara Crusade is a must here, since God Scream deals 1798 damage and inflicts Gravity; your main concern is minimizing the damage. You'll also need to use element attacks; non-element attacks will only deal half damage. If a character



## APPENDICES: GAME DATA

## 01

## ATTACK SKILLS



Skill Name	Element	PP	EP	Effect
<b>Act Unit</b>	None	—	0	Cover: Exposes absorbed humans
<b>Aero Bite</b>	Wind	40	10	Direct: Weak bite on enemy column
<b>Aero Bolt</b>	Wind	36	13	Ranged: Weak Enchant blasts Wind Ether on enemy rank
<b>Aero Breath</b>	Wind	72	96	Ranged: Blast of breath to enemy in range
<b>Aero Breath</b>	Wind	60	110	Ranged: Wide breath blast to enemy in range
<b>Aero Burst</b>	Wind	30	17	Direct: Weak burst of fire to enemy in range
<b>Aero Drain</b>	Wind	95	108	Ranged: Breath blast drains EP from single enemy
<b>Aero Energy</b>	Wind	80	16	Ranged: Weak Enchant Wind Ether attack to single enemy
<b>Aero Giga Breath</b>	Wind	72	126	Ranged: Breath blast to enemy in range
<b>Aero Gravity</b>	Wind	120	135	Ranged: Gravity breath blast to single enemy
<b>Aero Impulse</b>	Wind	48	36	Direct: Sword stroke on enemy column
<b>Aero Pain</b>	Wind	45	26	Ranged: Narrow Wind Ether blast to single enemy
<b>Aero Roar</b>	Wind	40	13	Ranged: Roar hits enemy column with Wind Ether
<b>Aero Sight</b>	Wind	40	13	Ranged: Weak Enchant Wind Ether blast to enemy in range
<b>Aero Sonic</b>	Wind	42	36	Ranged: Sonic blast to enemy rank
<b>Aero Spear</b>	Wind	40	10	Direct: Weak spear thrust on enemy column
<b>Aero Wave</b>	Wind	36	16	Direct: Weak shockwave on enemy column
<b>Air Force</b>	Wind	52	96	Ranged: Grab with Wind Ether discharge on single enemy
<b>Anger Bite</b>	None	40	12	Direct: Bite enrages enemy column
<b>Anger Blade</b>	None	42	12	Direct: Cut enrages enemy rank
<b>Anger Shoot</b>	None	40	27	Direct: Kick enrages enemy column
<b>Aqua Anger</b>	Water	100	100	Ranged: Enchant enrages enemy in range
<b>Aqua Blow</b>	Water	40	10	Direct: Weak punch to enemy column
<b>Aqua Crush</b>	Water	53	36	Direct: Swing with knockback to enemy rank
<b>Aqua EP Drain</b>	Water	70	135	Ranged: Enchant drains EP from enemy in range
<b>Aqua Giga Blow</b>	Water	60	30	Direct: Attack on enemy in range
<b>Aqua Giga Wave</b>	Water	52	33	Direct: Shockwave on enemy in range

Skill Name	Element	PP	EP	Effect
<b>Aqua Impulse</b>	Water	48	36	Direct: Sword stroke on enemy column
<b>Aqua Mist</b>	Water	32	10	Ranged: Weak revel with Water Ether blast to enemy rank
<b>Aqua Quake</b>	Water	50	33	Direct: Quake to enemy column
<b>Aqua Shoot</b>	Water	38	10	Direct: Weak kick to enemy column
<b>Aqua Sight</b>	Water	40	13	Ranged: Weak Enchant Water Ether blast to enemy in range
<b>Aqua Sonic</b>	Water	42	36	Ranged: Sonic blast to enemy rank
<b>Aqua Spike</b>	Water	28	15	Ranged: Weak stab with Water Ether to enemy in range
<b>Bad Edge Cut</b>	None	200	10	Direct: Carves enemy in range
<b>Barrier</b>	None	75	26	Cover: Reduces own and in-range allies' HP damage by 25%
<b>Barrier Accel</b>	None	75	13	Cover: Reduces HP damage to self and in-range allies by 25%
<b>Barrier Song</b>	None	75	30	Cover: Reduces own and in-range allies' HP damage by 25%
<b>Beat Sonic</b>	None	40	11	Ranged: Sonic blast to enemy rank
<b>Blade</b>	None	42	11	Direct: Weak cut on enemy rank
<b>Blizzard</b>	Water	80	135	Cover: Magic ice attack causes knockback to all enemies
<b>Blow</b>	None	40	8	Direct: Weak punch to enemy column
<b>Blow Crusher</b>	None	90	126	Direct: Hyper quake with knockback to enemy in range
<b>Body Attack</b>	None	40	9	Direct: Body slam to enemy column
<b>Body Attack</b>	None	40	12	Direct: Body slam to enemy column
<b>Burning Edge</b>	None	90	117	Direct: Max carve on enemy in range
<b>Burst</b>	None	30	17	Direct: Weak burst of fire to enemy in range
<b>Clear Aid</b>	None	—	30	Cover: Negates status problems of self and in-range allies
<b>Clear Dance</b>	None	—	36	Cover: Negates own and in-range allies' status problems
<b>Clear Voice</b>	None	—	30	Cover: Negates own and in-range allies' status problems
<b>Cure Aid</b>	None	45	16	Cover: Recovers small amounts of own and close allies' HP
<b>Cure Ballad</b>	None	80	16	Cover: Recovers small amount of own and in-range allies' HP
<b>Cure Dance</b>	None	50	18	Cover: Recovers small amount of own and in-range allies' HP
<b>Cure Loop</b>	None	50	11	Cover: Recovers small amount of own and nearby allies' HP
<b>Cure Loop</b>	None	48	11	Cover: Recovers small amount of own and nearby allies' HP
<b>Cure Melody</b>	None	100	156	Cover: Recovers one ally to full HP

Skill Name	Element	PP	EP	Effect
<b>Cure Song</b>	None	40	18	Cover: Recovers small amount of own and nearby allies' HP
<b>Cure Voice</b>	None	50	16	Cover: Recovers small amount of own and in-range allies' HP
<b>Dark Blow</b>	Dark	40	10	Direct: Weak punch to enemy column
<b>Dark Bolt</b>	Dark	36	13	Ranged: Weak Enchant blasts Dark Ether on enemy rank
<b>Dark Breath</b>	Dark	45	48	Ranged: Blast of breath to enemy in range
<b>Dark Crush</b>	Dark	53	36	Direct: swing with knockback to enemy rank
<b>Dark Gravity</b>	Dark	64	82	Ranged: Gravity Enchant attacks enemy in range
<b>Dark Impulse</b>	Dark	48	36	Direct: Sword stroke on enemy column
<b>Dark Quake</b>	Dark	50	33	Direct: Quake to enemy column
<b>Dark Wave</b>	Dark	36	16	Direct: Weak shockwave on enemy column
<b>Dark X Cutter</b>	Dark	96	90	Direct: X-Shaped cut on single enemy
<b>Death Grasp</b>	None	120	117	Range: Combo that absorbs EP from random enemy—Single
	None	120	117	Range: Combo that absorbs EP from random enemy—Single
	None	120	117	Range: Combo that absorbs EP from random enemy—Single
<b>Death Rush L</b>	None	67	117	Direct: Cut negates HP barrier on enemy in range
<b>Death Rush R</b>	None	161	117	Direct: Ultrastrong slash on enemy in range
<b>Dis-Auto Cure</b>	None	350	36	Direct: Halves auto HP/EP recovery of enemy in range
<b>Drain Bark</b>	None	24	13	Cover: Bark drains HP from enemy in range
<b>Drain Fang</b>	None	65	72	Direct: Bite drains HP from enemy column
<b>Drain Sight</b>	None	30	36	Cover: Enchant drains EP from enemy in range
<b>Earth Ball</b>	Earth	65	67	Ranged: Earth Ether blast to enemy rank
<b>Earth Blade</b>	Earth	40	11	Direct: Weak cut on enemy rank
<b>Earth Bolt</b>	Earth	36	13	Ranged: Weak Enchant blasts Earth Ether on enemy rank
<b>Earth Cloud</b>	Earth	40	15	Ranged: Weak Earth Ether attack on enemy in range
<b>Earth Energy</b>	Earth	80	16	Ranged: Weak Enchant Earth Ether attack to single enemy
<b>Earth EP Drain</b>	Earth	60	135	Assist: Giant Earth pound that absorbs EP—Area
<b>Earth Giga Gasp</b>	Earth	60	48	Ranged: Breath with knockback to enemy in range
<b>Earth Grab Roar</b>	Earth	60	60	Ranged: Earth roar hits enemy column with gravity
<b>Earth Impulse</b>	Earth	48	36	Direct: Sword stroke on enemy column
<b>Earth Sonic</b>	Earth	42	36	Ranged: Sonic blast to enemy rank
<b>Earth Spike</b>	Earth	64	15	Ranged: Weak stab with Earth Ether on enemy in range
<b>Earth Strike</b>	Earth	80	135	Ranged: Strong Enchant rains Earth Ether on enemy in range
<b>Earth Wave</b>	Earth	36	16	Direct: Weak shockwave on enemy column
<b>EP Drain</b>	None	20	10	Cover: Weak Enchant drains HP from enemy rank

Skill Name	Element	PP	EP	Effect
<b>EP Drain Bite</b>	None	40	10	Direct: Bite drains EP from enemy column
<b>EP Drain Blow</b>	None	37	39	Direct: Drains EP from all enemies in range
<b>EP Drain Dance</b>	None	30	36	Cover: Dance drains EP from enemy in range
<b>EP Drain Roar</b>	None	40	60	Cover: Roar drains EP from enemy column
<b>EP Drain Spear</b>	None	64	140	Direct: Thrust drains EP from enemy column
<b>Ether Charge</b>	None	40	117	Cover: Drains EP, negates param boosts to enemy in range
<b>Ethereal Armor</b>	None	50	156	Cover: Reduces HP damage to self and in-range allies by 50%
<b>Falling Blossoms</b>	None	60	90	Direct: X Cut on enemy in range
<b>Flame Saber</b>	Fire	130	126	Assist: Flameblade that clears raised parameters—Area
<b>Flare Bite</b>	Fire	40	10	Direct: Weak bite on enemy column
<b>Flare Blow</b>	Fire	40	10	Direct: Weak punch to enemy column
<b>Flare Crush</b>	Fire	53	36	Direct: Swing with knockback to enemy rank
<b>Flare Force</b>	Fire	52	96	Ranged: Grab with Fire Ether discharge on single enemy
<b>Flare Giga Gasp</b>	Fire	64	56	Ranged: Breath blast to enemy in range
<b>Flare Impulse</b>	Fire	48	36	Direct: Sword stroke on enemy column
<b>Flare Rush</b>	Fire	80	15	Direct: Weak barrage on single enemy
<b>Flare Shoot</b>	Fire	38	10	Direct: Weak kick to enemy column
<b>Flare Wave</b>	Fire	36	16	Direct: Weak shockwave on enemy column
<b>Gaybolg</b>	None	50	0	Direct: Delivers counterstroke against attacker
<b>Giga Barrier</b>	None	50	159	Cover: Reduces own and nearby allies' HP damage by 50%
<b>Giga Bite</b>	None	80	99	Direct: Bite on enemy in range
<b>Giga Breath</b>	Earth	60	14	Ranged: Breath blast to enemy in range
<b>Giga Charge +</b>	None	150	62	Cover: Boosts own and in-range allies' parameters by 50%
<b>Giga Hammer</b>	None	72	102	Direct: Shock to enemy in range
<b>Giga Protection</b>	None	0	99	Cover: Protects self and nearby allies from status problems
<b>God Scream</b>	None	180	135	Ranged: Ultra-high-power shockwave on enemy in range
<b>Grab Roar</b>	None	—	10	Cover: Roar with knockback and gravity on enemy column
<b>Grav-Force</b>	None	40	28	Ranged: Weak gravity grab on single enemy
<b>Gravity</b>	None	—	11	Cover: Gravity Enchant attacks enemy in range
<b>Gravity Bite</b>	None	60	36	Direct: Gravity-powered bite on enemy column
<b>Gravity Blade</b>	None	42	25	Direct: Cut hits enemy rank with gravity
<b>Gravity Breath</b>	Dark	40	55	Ranged: Gravity breath blast to enemy in range
<b>Gravity Dance</b>	None	—	36	Cover: Dance with knockback and gravity to single enemy
<b>Gravity Drain</b>	None	20	117	Cover: Gravity Enchant that drains HP from enemy in range

Skill Name	Element	PP	EP	Effect
<b>Gravity Gasp</b>	Earth	45	32	Ranged: Wide gravity breath blast to enemy in range
<b>Gravity Hammer</b>	None	70	45	Direct: Gravity quake to enemy column
<b>Gravity Shot</b>	None	52	54	Direct: Burst fire with gravity to enemy column
<b>Gungnir</b>	None	80	160	Direct: Max-power stab to enemy column
<b>Happy Trigger</b>	None	81	172	Direct: Max autofire to enemy in range
<b>Hell Fang</b>	None	50	44	Ranged: Weak bite on enemy rank
<b>Hellfire</b>	Fire	70	144	Ranged: Flame strike with gravity to enemy in range
<b>Hide Blade</b>	None	—	10	Cover: Makes self harder to hit
<b>Hide Dance</b>	None	—	11	Cover: Makes self harder to hit
<b>Hide Roar</b>	None	—	12	Cover: Makes self harder to hit
<b>High Aero Pain</b>	Wind	45	39	Ranged: Medium Wind Ether blast to enemy in range
<b>High Aero Shot</b>	Wind	52	27	Direct: Medium shot to enemy column
<b>High Aero Spear</b>	Wind	52	33	Direct: Medium spear thrust on enemy column
<b>High Air Blow</b>	Wind	52	30	Direct: Medium punch to enemy column
<b>High Aqua Blade</b>	Water	52	33	Direct: Medium cut on enemy rank
<b>High Aqua Bolt</b>	Water	46	39	Ranged: Medium Enchant blasts Water Ether on enemy rank
<b>High Aqua Shoot</b>	Water	50	30	Direct: Medium kick to enemy column
<b>High Aqua Shot</b>	Water	52	27	Direct: Medium shot to enemy column
<b>High Aqua Sight</b>	Water	52	39	Ranged: Mid Enchant Water Ether blast to enemy in range
<b>High Aqua Spike</b>	Water	36	45	Ranged: Medium stab with Water Ether on enemy in range
<b>High Barrier</b>	None	50	78	Cover: Reduces own and in-range allies' HP damage by 50%
<b>High Blade</b>	None	55	33	Direct: Medium cut on enemy rank
<b>High Blow</b>	None	52	24	Direct: Medium punch to enemy column
<b>High Burst</b>	None	39	51	Direct: Medium burst of fire to enemy in range
<b>High Charge</b>	None	150	26	Cover: Boosts parameters by 50%
<b>High Charge +</b>	None	150	93	Cover: Boosts own and nearby allies' parameters by 50%
<b>High Crush</b>	None	53	33	Direct: Medium swing with knock-back to enemy rank
<b>High Cure Aid</b>	None	63	48	Cover: Recovers medium amount of own and close allies' HP
<b>High Cure Dance</b>	None	70	54	Cover: Recovers medium amount of own and in-range allies' HP
<b>High Cure Song</b>	None	56	54	Cover: Recovers medium amount of own and nearby allies' HP
<b>High Cure Voice</b>	None	70	48	Cover: Recovers medium amount of own and in-range allies' HP
<b>High Dark Bite</b>	Dark	52	30	Direct: Medium bite on enemy column
<b>High Dark Blow</b>	Dark	52	30	Direct: Medium punch to enemy column
<b>High Dark Bolt</b>	Dark	46	39	Ranged: Medium Enchant blasts Dark Ether on enemy rank
<b>High Dark Shoot</b>	Dark	50	30	Direct: Medium kick to enemy column

Skill Name	Element	PP	EP	Effect
<b>High Dark Shot</b>	Dark	52	27	Direct: Medium shot to enemy column
<b>High Dark Sight</b>	Dark	52	39	Ranged: Mid Enchant Dark Ether blast to enemy in range
<b>High Drum Roll</b>	None	39	51	Direct: Medium autofire to enemy in range
<b>High Earth Blade</b>	Earth	52	33	Direct: Medium cut on enemy rank
<b>High Earth Blow</b>	Earth	52	30	Direct: Medium punch to enemy column
<b>High Earth Cloud</b>	Earth	52	45	Ranged: Medium Earth Ether attack on enemy in range
<b>High Earth Shake</b>	Earth	52	38	Direct: Medium shockwave on enemy in range
<b>High EP Drain</b>	None	30	30	Cover: Medium Enchant drains HP from enemy rank
<b>High Flare Bite</b>	Fire	52	30	Direct: Medium bite on enemy column
<b>High Flare Blade</b>	Fire	52	33	Direct: Medium cut on enemy rank
<b>High Flare Blow</b>	Fire	52	30	Direct: Medium punch to enemy column
<b>High Flare Rush</b>	Fire	104	45	Direct: Medium barrage on single enemy
<b>High Flare Sight</b>	Fire	52	39	Ranged: Mid Enchant Fire Ether blast to enemy in range
<b>High Flare Spike</b>	Fire	36	45	Ranged: Weak stab with Fire Ether on enemy in range
<b>High Flash</b>	None	30	30	Direct: Medium thrust on enemy in range
<b>High Grav-Force</b>	None	52	84	Ranged: Medium gravity grab on single enemy
<b>High Hammer</b>	None	104	24	Direct: Medium strike to single enemy
<b>High Hell Fang</b>	None	65	55	Ranged: Medium bite on enemy rank
<b>High Light Bolt</b>	Light	46	39	Ranged: Medium Enchant blasts Light Ether on enemy rank
<b>High Light Force</b>	Light	104	48	Ranged: Medium Enchant Light Ether attack to single enemy
<b>High Light Shoot</b>	Light	50	30	Direct: Medium kick to enemy column
<b>High Light Sight</b>	Light	52	39	Ranged: Mid Enchant Light Ether blast to enemy in range
<b>High Light Spike</b>	Light	36	45	Ranged: Weak stab with Light Ether on enemy in range
<b>High Light Zone</b>	Light	32	45	Ranged: Medium Enchant Light Ether blast to wide area
<b>High Mach Shoot</b>	None	44	33	Direct: Medium flurry of kicks to enemy in range
<b>High Potshot</b>	None	88	81	Ranged: Medium sniper shot to single enemy
<b>High Power Accel</b>	None	150	35	Cover: Boosts own parameters by 50%
<b>High Quake</b>	None	32	30	Direct: Medium quake to enemy in range
<b>High Recover</b>	None	60	27	Cover: Medium recovery of own HP and EP
<b>High Return Song</b>	None	66	84	Cover: Revives allies front and back with medium recovery
<b>High Shoot</b>	None	50	27	Direct: Medium kick to enemy column
<b>High Shot</b>	None	52	24	Direct: Medium shot to enemy column
<b>High Slash</b>	None	44	36	Direct: Medium slash on enemy in range

Skill Name	Element	PP	EP	Effect
<b>High Smash</b>	None	42	30	Direct: Generic punch to enemy in range
<b>High Sonic</b>	None	42	33	Ranged: Sonic blast to enemy rank
<b>High Spear</b>	None	52	30	Direct: Medium spear thrust on enemy column
<b>High Spear</b>	None	52	24	Direct: Medium thrust to enemy column
<b>High Stampede</b>	None	42	30	Direct: Medium impact attack on all enemies in range
<b>High Wide Shoot</b>	None	44	33	Direct: Medium flurry of kicks to enemy in range
<b>Hi-Return Dance</b>	None	60	90	Cover: Revives allies in range with medium recovery
<b>Horseplay</b>	None	200	13	Cover: Boosts own parameters by fooling bodyguards
<b>HP Drain</b>	None	20	16	Cover: Enchant drains HP from enemy in range
<b>HP Drain Bite</b>	None	40	18	Direct: Bite drains HP from enemy column
<b>HP Drain Dance</b>	None	30	33	Cover: Dance drains HP from enemy in range
<b>HP Drain Roar</b>	None	60	60	Cover: Roar drains HP from enemy column
<b>HP Drain Voice</b>	None	30	36	Cover: Song drains HP from enemy in range
<b>Ice Giga Blow</b>	Water	72	30	Direct: Ice attack on enemy in range
<b>Ice Giga Zone</b>	Water	90	135	Ranged: Magic freezing Ether attack on all enemies
<b>Ice Lancer</b>	Water	88	126	Assist: Freeze stab that cancels HP barrier—Area
<b>Ice Sonic</b>	Water	40	13	Ranged: Ice sonic attack to enemy in range
<b>Ice Storm</b>	Water	145	100	Ranged: Intense magic ice attack on enemy rank
<b>Impulse</b>	None	48	33	Direct: Sword stroke on enemy column
<b>Invoke</b>	None	—	10	Cover: Summons Golem for use
<b>Iron Cut</b>	None	50	180	Direct: Vertical stroke cuts single enemy HP by half
<b>Justice</b>	None	81	172	Direct: Autofire metes out justice to enemy in range
<b>Kaiser's Cure</b>	None	48	72	Cover: Recovers large amount of one ally's HP
<b>Life Vacuum</b>	None	40	90	Cover: Enchant drains HP from all enemies
<b>Light Energy</b>	Light	80	16	Ranged: Weak Enchant Light Ether attack to single enemy
<b>Light Mist</b>	Light	42	56	Ranged: Revel with Light Ether blast to enemy rank
<b>Light Sight</b>	Light	40	13	Ranged: Weak Enchant Light Ether blast to enemy in range
<b>Light Sonic</b>	Light	42	36	Ranged: Sonic blast to enemy rank
<b>Lord's Cure</b>	None	80	72	Cover: Recovers large amount of one ally's HP
<b>Mach Shoot</b>	None	34	11	Direct: Weak flurry of kicks to enemy in range
<b>Mega Aero Burst</b>	Wind	48	153	Direct: Strong burst fire to enemy in range
<b>Mega Aero Pain</b>	Wind	45	52	Ranged: Wide Wind Ether blast to enemy in range
<b>Mega Aero Shot</b>	Wind	64	81	Direct: Strong shot to enemy column
<b>Mega Aero Spear</b>	Wind	64	108	Direct: Strong spear thrust on enemy column

Skill Name	Element	PP	EP	Effect
<b>Mega Aqua Mist</b>	Water	56	96	Ranged: Strong revel with Water Ether blast to enemy rank
<b>Mega Aqua Shoot</b>	Water	60	90	Direct: Strong kick to enemy column
<b>Mega Aqua Spear</b>	Water	64	108	Direct: Strong spear thrust on enemy column
<b>Mega Aqua Spike</b>	Water	44	135	Ranged: Strong stab with Water Ether to enemy in range
<b>Mega Blade</b>	None	68	99	Direct: Strong cut on enemy rank
<b>Mega Blow</b>	None	64	72	Direct: Strong punch to enemy column
<b>Mega Burst</b>	None	48	153	Direct: Strong burst of fire to enemy in range
<b>Mega Charge</b>	None	175	62	Cover: Boosts parameters by 75%
<b>Mega Crush</b>	None	65	99	Direct: High-power swing with knockback to enemy rank
<b>Mega Cure Aid</b>	None	81	144	Cover: Recovers large amount of own and close allies' HP
<b>Mega Cure Dance</b>	None	90	162	Cover: Recovers large amount of own and in-range allies' HP
<b>Mega Cure Song</b>	None	72	162	Cover: Recovers large amount of own and nearby allies' HP
<b>Mega Cure Voice</b>	None	90	144	Cover: Recovers large amount of own and in-range allies' HP
<b>Mega Dark Force</b>	Dark	128	144	Ranged: Strong Enchant Dark Ether attack to single enemy
<b>Mega Dark Spear</b>	Dark	64	108	Direct: Strong spear thrust on enemy column
<b>Mega Dark Spike</b>	Dark	44	135	Ranged: Strong stab with Dark Ether on enemy in range
<b>Mega Dark Zone</b>	Dark	40	135	Ranged: Strong Enchant Dark Ether blast to wide area
<b>Mega Drum Roll</b>	None	48	153	Direct: Strong autofire to enemy in range
<b>Mega Earth Blade</b>	Earth	64	99	Direct: Strong cut on enemy rank
<b>Mega Earth Cloud</b>	Earth	64	135	Ranged: Strong Earth Ether attack on enemy in range
<b>Mega Earth Gasp</b>	Earth	60	110	Ranged: Wide breath blast to enemy in range
<b>Mega Earth Shake</b>	Earth	64	102	Direct: Strong shockwave on enemy in range
<b>Mega EP Drain</b>	None	40	90	Cover: Strong Enchant drains HP from enemy rank
<b>Mega Flare Blow</b>	Fire	64	90	Direct: Strong punch to enemy column
<b>Mega Flare Force</b>	Fire	128	144	Ranged: Strong Enchant Fire Ether attack to single enemy
<b>Mega Flare Rush</b>	Fire	128	135	Direct: Strong barrage on single enemy
<b>Mega Flare Shoot</b>	Fire	60	90	Direct: Strong kick to enemy column
<b>Mega Flare Spear</b>	Fire	64	108	Direct: Strong spear thrust on enemy column
<b>Mega Flare Wave</b>	Fire	58	142	Direct: Strong shockwave on enemy column
<b>Mega Flare Zone</b>	Fire	40	135	Ranged: Strong Enchant Fire Ether blast to wide area
<b>Mega Flash</b>	None	38	90	Direct: High-power thrust to enemy in range
<b>Mega Hammer</b>	None	128	72	Direct: Strong strike to single enemy
<b>Mega Hell Fang</b>	None	80	66	Direct: Strong bite on enemy rank
<b>Mega Light Blow</b>	Light	64	90	Direct: Strong punch to enemy column



Skill Name	Element	PP	EP	Effect
<b>Mega Light Force</b>	Light	128	144	Ranged: Strong Enchant Light Ether attack to single enemy
<b>Mega Light Sight</b>	Light	64	117	Ranged: Strong Enchant Light Ether blow to enemy in range
<b>Mega Light Wave</b>	Light	58	142	Direct: Strong shockwave on enemy column
<b>Mega Light Zone</b>	Light	40	135	Ranged: Strong Enchant Light Ether blast to wide area
<b>Mega Link</b>	None	100	90	Cover: Enchant maximizes combination gauges of all allies
<b>Mega Link Dance</b>	None	100	36	Cover: Maximizes own and nearby allies' combination gauges
<b>Mega Link Gain</b>	None	100	12	Cover: Maximizes own and in-range allies' combination gauges
<b>Mega Link Voice</b>	None	100	33	Cover: Maximizes own and nearby allies' combination gauges
<b>Mega Mach Shoot</b>	None	54	99	Direct: Strong flurry of kicks to enemy in range
<b>Mega Power Accel</b>	None	175	105	Cover: Boosts own parameters by 75%
<b>Mega Power Up</b>	None	175	171	Cover: Boosts own and in-range allies' parameters by 75%
<b>Mega Quake</b>	None	40	90	Direct: High-power quake to enemy in range
<b>Mega Recover</b>	None	72	81	Cover: Heavy recovery of own HP and EP
<b>Mega Return Song</b>	None	88	252	Cover: Revives allies front and back with high recovery
<b>Mega Shoot</b>	None	60	81	Direct: Strong kick to enemy column
<b>Mega Shot</b>	None	64	72	Direct: Strong shot to enemy column
<b>Mega Slash</b>	None	55	108	Direct: Strong slash on enemy in range
<b>Mega Spear</b>	None	64	99	Direct: Strong spear thrust on enemy column
<b>Mega Stampede</b>	None	52	90	Direct: High-impact attack on all enemies in range
<b>Mega Wave</b>	None	58	117	Direct: Strong shockwave on enemy column
<b>Melt Unit</b>	None	—	0	Cover: Absorbs humans into self
<b>Meteor Fang</b>	None	160	160	Direct: Gravity bite to single enemy
<b>Meteor Rush</b>	None	140	180	Direct: Max-power barrage on single enemy
<b>Mighty Blow</b>	None	110	100	Direct: Max-power punch to single enemy
<b>N-Barrier Bark</b>	None	—	39	Cover: Bark negates HP barrier of enemy in range
<b>N-Barrier Blade</b>	None	42	18	Direct: Cut negates HP barrier on enemy rank
<b>Near Death Edge</b>	None	—	760	Direct: Max stroke negates HP barrier on enemy in range
<b>Nightmare</b>	None	100	117	Ranged: Magic null Ether attack on all enemies
<b>No-Barrier Shot</b>	None	33	42	Cover: Salvo negates HP barrier of enemy in range
<b>No-Barrier Sonic</b>	None	42	36	Ranged: Sonic blast negates HP barrier of enemy rank
<b>No-Barrier Touch</b>	None	—	11	Cover: Enchant negates HP barrier of enemy in range
<b>No-Link Shot</b>	None	38	12	Cover: Salvo resets combination gauge of enemy rank
<b>No-Power Shot</b>	None	33	42	Cover: Salvo negates parameter boost of enemy in range
<b>No-Power Sonic</b>	None	42	36	Ranged: Sonic blast negates parameter boost of enemy rank

Skill Name	Element	PP	EP	Effect
<b>No-Protect Shot</b>	None	33	42	Cover: Salvo negates status barrier of enemy in range
<b>No-Protect Sonic</b>	None	42	36	Ranged: Sonic blast negates status barrier of enemy rank
<b>No-Protect Touch</b>	None	—	11	Cover: Enchant negates status barrier of enemy in range
<b>N-Protect Howl</b>	None	60	126	Ranged: Strong magic negates HP barrier of all enemies
<b>Octo Devour</b>	None	100	108	Ranged: Multiple bites on enemy in range
<b>Octo Giga Vour</b>	None	50	117	Ranged: Multiple bites on enemies in wide area
<b>Omega Spectrum</b>	None	118	126	Direct: Powerful Ether Wave attack to enemy in range
<b>Poison</b>	None	20	11	Cover: Enchant inflicts strong poison on enemy in range
<b>Poison Ball</b>	Earth	40	16	Ranged: Earth Ether poison blast to enemy in range
<b>Poison Bite</b>	None	40	16	Direct: Bite poisons enemy column
<b>Poison Blade</b>	None	42	18	Direct: Cut poisons enemy rank
<b>Poison Field</b>	None	20	39	Cover: Enchant inflicts intense poison on enemy in range
<b>Poison Force</b>	None	10	27	Cover: Fighting fist poisons all enemy columns
<b>Poison Giga Bite</b>	None	40	33	Direct: Bite poisons enemy in range
<b>Poison Giga Gasp</b>	Earth	60	45	Ranged: Poison breath blast to enemy in range
<b>Poison Mist</b>	Water	40	39	Ranged: Poison water revel to enemy rank
<b>Poison Roar</b>	None	—	30	Cover: Roar poisons enemy column
<b>Poison Shoot</b>	None	40	20	Direct: Poison kick to enemy column
<b>Poison Shot</b>	None	52	40	Direct: Burst of fire with poison to enemy column
<b>Potshot</b>	None	68	27	Ranged: Weak sniper shot to single enemy
<b>Power Charge +</b>	None	125	39	Cover: Boosts own and nearby allies' parameters by 25%
<b>Power Dance</b>	None	125	12	Cover: Boosts own and in-range allies' parameters by 25%
<b>Power Implant</b>	None	200	90	Cover: Boosts one ally's parameters by 100%
<b>Power Omega</b>	None	200	90	Cover: Boosts own parameters by 100%
<b>Power Rise</b>	None	150	30	Cover: Boosts own parameters by 50%
<b>Power Up</b>	None	125	19	Cover: Boosts own and in-range allies' parameters by 25%
<b>Power Up Plus</b>	None	150	11	Cover: Boosts own and in-range allies' parameters by 50%
<b>Power Up Self</b>	None	150	10	Cover: Boosts own parameters by 50%
<b>Power Voice</b>	None	150	30	Cover: Boosts own and in-range allies' parameters by 50%
<b>Protection</b>	None	—	11	Cover: Prevents own and in-range allies' status problems
<b>Protection Accel</b>	None	—	39	Cover: Protects self and in-range allies from status problems
<b>Protection Link</b>	None	—	30	Cover: Protects self and in-range allies from status problems
<b>Queen's Cure</b>	None	127	72	Cover: Recovers large amounts of one ally's HP
<b>Reborn</b>	None	60	270	Cover: Revives allies in range (high recovery)

Skill Name	Element	PP	EP	Effect
<b>Recover Body</b>	None	48	9	Cover: Light recovery of own HP and EP
<b>Requiem</b>	None	80	270	Cover: Revives allies in range (high recovery)
<b>Restoration</b>	None	40	99	Cover: Recovers maximum HP, EP, and EX
<b>Resurrection</b>	None	120	330	Cover: Revives nearby allies (high recovery)
<b>Return Dance</b>	None	40	30	Cover: Revives allies in range (low recovery)
<b>Reverse</b>	None	—	30	Cover: Reverses attribute Enchant attack on enemy rank
<b>Reverse Bark</b>	None	—	33	Cover: Reverses attribute bark attack to enemy rank
<b>Reverse Bite</b>	None	40	15	Direct: Reverses attribute bite on enemy column
<b>Reverse Dance</b>	None	—	11	Cover: Reverses attribute dance on enemy column
<b>Reverse Order</b>	None	—	33	Cover: Reverses attribute Enchant to enemy rank
<b>Reverse Roar</b>	None	—	36	Cover: Reverses attribute roar on enemy rank
<b>Reverse Sonic</b>	None	—	11	Cover: Reverses attribute sonic attack on enemy rank
<b>Sabertooth</b>	None	88	30	Direct: Bite single enemy
<b>Sealing Dance</b>				Cover: Dance seals enemy in range
<b>Servant Call</b>	None	—	30	Cover: Summons Golem for use
<b>Shadow Self</b>	None	2	10	Cover: Summons clones of self
<b>Shoot</b>	None	38	9	Direct: Weak kick to enemy column
<b>Shot</b>	None	40	8	Direct: Weak shot to enemy column
<b>Slash</b>	None	33	12	Direct: Weak slash on enemy in range
<b>Sniper Shot</b>	None	75	320	Ranged: Max-power sniper shot kills single enemy
<b>Snow Gift</b>	Water	80	128	Ranged: Snow-breath blast to all enemies
<b>Snow Gravity</b>	Water	45	45	Ranged: Gravity snow breath to enemy in range
<b>Soldier's Shield</b>	None	50	65	Cover: Reduces HP damage to self and in-range allies by 50%
<b>Spear</b>	None	40	9	Direct: Weak spear thrust on enemy column
<b>Spirit Drain</b>	None	60	99	Ranged: Magic drains EP from enemy in range
<b>Spirit Hunter</b>	Dark	65	68	Direct: Sword thrust on enemy rank
<b>Spoilsport</b>	None	180	0	Direct: Inflicts heavy damage on all enemies when immobile
<b>Spoilsport</b>	None	40	0	Direct: Inflicts much damage on all enemies when immobile
<b>Squair</b>	None	80	72	Cover: Recovers large amount of own and in-range allies' EP
<b>Stampede</b>	None	32	10	Direct: Low-impact attack on all enemies in range
<b>Strong Gain</b>	None	150	36	Cover: Boosts own and nearby allies' parameters by 50%
<b>Strong Up</b>	None	150	57	Cover: Boosts own and in-range allies' parameters by 50%
<b>Swallow's Return</b>	None	40	0	Direct: Counterstrikes attacker, except when using EX
<b>Swing Call</b>	None	—	9	Cover: Calls Yo-Yo
<b>Taunt</b>	None	—	9	Cover: Enrages enemy column
<b>Unlink Bite</b>	None	40	10	Direct: Resets combination gauge of enemy column

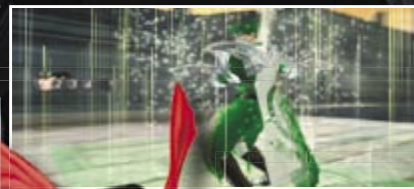
Skill Name	Element	PP	EP	Effect
<b>Unlink Spear</b>	None	64	81	Direct: Resets combination gauge of enemy in range
<b>Wave</b>	None	36	13	Direct: Weak shockwave on enemy column
<b>Wide Shoot</b>	None	34	11	Direct: Weak flurry of kicks to enemy in range
<b>X Cutter</b>	None	85	40	Direct: X-Shaped cut on single enemy



## APPENDICES: GAME DATA

## 02

## SUPPORT SKILLS



Support Skill	Effect	Required SP
<b>Attribute Shield</b>	Prevents damage from attacks of same attribute	—
<b>Auto Recover EP</b>	Recovers 10% of current EP per turn	—
<b>Auto Recover HP</b>	Recovers 10% of current HP per turn	—
<b>Cancel Gravity</b>	Prevents character from effects of gravity	250
<b>Cancel Overbreak</b>	Prevents “overbreak-upper” effect	1500
<b>Cut EP Use</b>	Reduces EP use by 20%	15000
<b>Cut VP Use</b>	Reduces VP use by 50%	15000
<b>Direct +20%</b>	Increases direct attack parameter by 20%	5000
<b>Double EXP</b>	Doubles a character’s earned experience points	10000
<b>Double SP</b>	Doubles a character’s earned SP	10000
<b>Double TB</b>	Doubles a character’s earned TB	10000
<b>Encounter Evade</b>	Helps avoid enemy when moving (does not work on all enemies)	50000
<b>EP +20%</b>	Increases max EP by 20%	5000
<b>Ether Vacuum</b>	Drains 10% of current EP from all enemies	—
<b>HP +20%</b>	Increases max HP by 20%	5000
<b>Infinite EX</b>	Makes EX gauge stay permanently full	—
<b>Negate Knockback</b>	Protects character from knockback when attacked	1500
<b>Negate Poison</b>	Prevents character from being poisoned	250
<b>Negate Rage</b>	Prevents character from becoming enraged	250
<b>Negate Reverse</b>	Protects character from reverse attribute attack	—
<b>Negate Status</b>	Protects character from status problems	—
<b>Ranged +20%</b>	Increases ranged attack parameter by 20%	5000
<b>Speed +20%</b>	Increases speed parameter by 20%	1500
<b>Support +20%</b>	Increases support parameter by 20%	5000
<b>Wide Range</b>	Widens range of motion to full grid during combat	30000



## ■ APPENDICES: GAME DATA

## 03

## BATTLE ITEMS



Battle Item	Effect	Price	Chip Cost
<b>Black Stone</b>	Revives all allies at full HP		
<b>Bullet Pendant</b>	Fills up EX Combination gauge for all allies		
<b>Curing Powder</b>	Heals own HP	80	
<b>Flower Bookmark</b>	Heal all allies' EP and HP		
<b>Friend Gem</b>	Increases own FP	3600	
<b>God's Ambrosia</b>	Heals own HP and EP	2400	400
<b>God's Liquid</b>	Completely heals own EP	880	
<b>God's Nectar</b>	Completely heals own HP	1000	
<b>God's Vigor</b>	Completely heals own VP	2000	
<b>Liquid Ether</b>	Heals own EP	70	
<b>Mega Skill Gem</b>	Increases own SP	4200	
<b>Recovery Powder</b>	Heals own HP and EP	600	50
<b>Release Ether</b>	Removes all status abnormalities from user	900	
<b>Return Powder</b>	Revives allies on either side with 50% HP	1200	
<b>Skill Gem</b>	Increases own SP	1200	

## APPENDICES: GAME DATA

## 04

## ENEMIES



Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>A3 Info Officer</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Wind
<b>A3 Leader</b>	<i>Before the Festival</i>	1	60	54	30	30	30	30		2	1	Earth
<b>A3 Member</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Earth
<b>Aero Dragon</b>	<i>Wind Shrine</i>	66	10500	1700	642	932	604	842		2	1	Wind
<b>Alibard</b>	<i>Sage's Tower</i>	40	956	348	315	550	458	498		2	1	Dark
	<i>Holy Beast Shrine</i>	81	1916	697	774	901	979	979		2	1	Dark
<b>Amazonia</b>	<i>Nordnia Mine</i>	20	424	151	135	174	215	135		2	4	Earth
	<i>Military path</i>	15	920	126	108	139	172	108		2	4	Earth
	<i>Water Shrine</i>	48	1349	294	489	571	558	289		2	4	Earth
<b>Angelina</b>	<i>Water Shrine</i>	60	729	445	456	766	862	656		2	1	Fire
<b>Anubis</b>	<i>Protecting the God weapon</i>	80	6300	1060	960	813	724	814		3	1	Dark
<b>Aqua Jelly</b>	<i>Ragau Coast</i>	20	1520	151	221	135	174	135		2	4	Water
	<i>Holy Beast Shrine</i>	89	7069	834	999	548	702	548		2	4	Water
	<i>Lost Golem</i>	85	4200	483	918	493	632	493		2	4	Water
<b>Archangel</b>	<i>Sage's Tower</i>	43	1027	388	336	336	551	445		2	1	Light
<b>Atsuma</b>	<i>Starting Stats</i>	1	58	72	50	35	35	45	100	2	1	Fire
	<i>Berserk mode</i>	75	8750	539	916	692	692	916		2	1	Fire
	<i>Last Boss</i>	45	560	350	573	432	432	509		2	1	Fire
<b>Baglanji</b>	<i>Extra dimension</i>	50	2200	816	385	831	485	300		2	1	Dark
	<i>Holy Beast Shrine</i>	84	2787	924	802	999	802	648		2	1	Dark
<b>Basilisk</b>	<i>Zuala Desert</i>	30	1050	227	452	556	356	190		2	4	Earth
	<i>Holy Beast Shrine</i>	76	2289	533	770	907	907	488		2	4	Earth
	<i>Lost Golem</i>	37	3200	357	582	668	428	229		2	4	Earth
<b>Belladonna</b>	<i>Inferno Temple</i>	20	234	211	135	305	254	350		2	1	Dark
	<i>Holy Beast Shrine</i>	72	1092	567	422	777	885	666		2	1	Dark
<b>Black Dragon</b>	<i>Protecting the God weapon</i>	80	9200	1115	990	916	692	916		2	1	Wind
<b>Blood Fencer</b>	<i>London Castle</i>	21	392	199	335	224	265	254		2	1	Dark
	<i>Ooka Second Battle Minion</i>	22	1000	355	335	233	275	233		2	1	Dark
	<i>Wind Shrine</i>	54	1258	407	911	510	601	510		2	1	Dark
<b>Blue Imp</b>	<i>Ascetic Court</i>	39	1008	248	756	240	240	308		2	1	Earth
	<i>Holy Beast Shrine</i>	82	1849	468	996	477	477	611		2	1	Earth
	<i>Lost Golem</i>	46	1650	470	880	278	278	357		2	1	Earth
<b>Bulldog</b>	<i>Ragau Coast</i>	10	101	129	100	104	152	104		2	1	Wind
	<i>Earth Shrine</i>	73	1106	527	527	647	895	547		2	1	Wind
	<i>Lost Golem</i>	16	330	169	243	176	245	188		2	1	Wind
<b>Cerberus</b>	<i>Magic lab</i>	27	980	210	386	290	290	326		2	4	Dark
	<i>Casino: Golem Battle</i>	90	6017	1299	969	881	521	969		2	4	Dark
<b>Counselor Coach</b>	<i>Before the Festival</i>	1	100	54	30	30	30	30		2	1	Water
<b>Crawford</b>	<i>Golem tent Fight 1</i>	1	60	54	10	10	10	10		2	1	Water



	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<b>Aero Sight</b>					3	20	10			
	<b>High Blow</b>					5	30	10			
	<b>Blow</b>					3	20	10			
	<b>Aero Breath</b>	<b>Aero Gravity</b>	<b>Aero Drain</b>	<b>Reverse Bark</b>		20000	1400	7500	0	8	16
	<b>Barrier</b>	<b>High Dark Bolt</b>	<b>Mega Power Up</b>	<b>Clear Aid</b>		2000	180	600	0	0	4
	<b>Barrier</b>	<b>High Dark Bolt</b>	<b>Mega Power Up</b>	<b>Clear Aid</b>		3376	762	1200	0	0	4
	<b>Giga Breath</b>	<b>Drain Bark</b>	<b>Poison Ball</b>			550	130	300	0	2	0
	<b>Giga Breath</b>	<b>Drain Bark</b>	<b>Poison Ball</b>			400	400	350	0	5	0
	<b>Giga Breath</b>	<b>Drain Bark</b>	<b>Poison Ball</b>			4870	445	1540	0	2	0
	<b>No-Barrier Sonic</b>	<b>Protection Link</b>	<b>Reverse Sonic</b>	<b>Cure Voice</b>		2780	225	800	0	0	1
	<b>Mega Aero Spear</b>	<b>Mega Spear</b>	<b>EP Drain Spear</b>			24500	5500	8100	0	0	0
	<b>Aqua Giga Blow</b>	<b>Aqua Giga Wave</b>	<b>Recover Body</b>			900	800	770	6	0	0
	<b>Aqua Giga Blow</b>	<b>Aqua Giga Wave</b>	<b>Recover Body</b>			3442	812	1250	6	0	0
	<b>Aqua Giga Blow</b>	<b>Aqua Giga Wave</b>	<b>Recover Body</b>			7800	1720	3200	6	0	0
	<b>Mega Cure Song</b>	<b>Mega Return Song</b>	<b>Barrier Song</b>	<b>No-Barrier Sonic</b>		2600	220	660	0	4	0
	<b>Blow</b>	<b>Flare Rush</b>									
	<b>Dis-Auto Cure</b>										
	<b>EP Drain Blow</b>					0	0	0			
	<b>Dark Gravity</b>	<b>Mega Dark Zone</b>	<b>Drain Sight</b>			39999	3700	9660	0	16	0
	<b>Dark Gravity</b>	<b>Mega Dark Zone</b>	<b>Drain Sight</b>			3442	812	1250	0	12	0
	<b>Poison Giga Gasp</b>	<b>Earth Ball</b>				1600	170	550	3	0	0
	<b>Poison Giga Gasp</b>	<b>Earth Ball</b>				3350	675	1112	3	0	0
	<b>Poison Giga Gasp</b>	<b>Earth Ball</b>				3850	442	1748	3	0	0
	<b>Dark Bolt</b>	<b>High Cure Aid</b>	<b>High E P Drain</b>	<b>Power Up</b>		420	69	200	0	2	0
	<b>Dark Bolt</b>	<b>High Cure Aid</b>	<b>High E P Drain</b>	<b>Power Up</b>		3489	525	962	0	2	0
	<b>Mega Slash</b>	<b>Dark X Cutter</b>				24500	5500	8100	0	0	24
	<b>High Blade</b>	<b>X Cutter</b>				470	70	220	0	0	2
	<b>High Blade</b>	<b>X Cutter</b>				760	180	600	0	0	2
	<b>High Blade</b>	<b>X Cutter</b>				3155	244	766	0	0	2
	<b>High Hammer</b>	<b>High Crush</b>	<b>High Quake</b>			1550	135	700	4	0	0
	<b>High Hammer</b>	<b>High Crush</b>	<b>High Quake</b>			3420	650	1087	4	0	0
	<b>High Hammer</b>	<b>High Crush</b>	<b>High Quake</b>			3010	235	870	4	0	0
	<b>Reverse Bite</b>	<b>ÇdÇo Drain Bite</b>	<b>Unlink Bite</b>	<b>Grab Roar</b>		55	28	60	0	1	0
	<b>Reverse Bite</b>	<b>ÇdÇo Drain Bite</b>	<b>Unlink Bite</b>	<b>Grab Roar</b>		2995	262	744	0	1	0
	<b>Reverse Bite</b>	<b>ÇdÇo Drain Bite</b>	<b>Unlink Bite</b>	<b>Grab Roar</b>		145	51	132	0	1	0
	<b>Mega Hell Fang</b>	<b>High Hell Fang</b>	<b>Hell Fang</b>			1800	500	1525	4	0	4
	<b>Mega Hell Fang</b>	<b>High Hell Fang</b>	<b>Hell Fang</b>			3202	788	1005	0	0	4
	<b>Shoot</b>	<b>Aqua Shoot</b>				12	30	20			
	<b>Bad Edge Cut</b>	<b>Impulse</b>				12	30	25			

Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>Crazy Pizza</b>	<i>Fire Shrine</i>	75	473	253	245	245	245	245		2	1	Fire
	<i>Yokohama City Destroyed</i>	1	30	54	30	30	30	30		2	1	Fire
	<i>Yokohama City: Save Citizens</i>	1	30	54	30	30	30	30		2	1	Fire
	<i>Lost Golem</i>	18	163	141	124	124	124	124		2	1	Fire
<b>Crowberry</b>	<i>Zuala Desert</i>	30	511	227	356	190	302	342		2	1	Earth
	<i>Wind Shrine</i>	53	1041	357	751	387	552	702		2	1	Earth
	<i>Lost Golem</i>	38	1408	373	638	234	371	401		2	1	Earth
<b>Dabrad</b>	<i>Zuala Desert</i>	30	735	202	302	190	245	245		2	1	Dark
	<i>With Giggling Man</i>	35	2000	228	345	218	280	280		2	1	Dark
	<i>Wind Shrine</i>	55	1548	330	759	428	521	521		2	1	Dark
<b>Daisy Blue</b>	<i>Londinus Plains</i>	11	184	114	157	80	104	210		2	1	Earth
	<i>Holy Beast Shrine</i>	61	937	403	771	561	563	856		2	1	Earth
<b>Dariaslez</b>	<i>Castle Dam</i>	5	76	98	105	69	120	95		2	1	Wind
	<i>London Castle</i>	20	234	192	215	174	254	245		2	1	Wind
	<i>Earth Shrine</i>	67	1022	489	823	505	734	623		2	1	Wind
	<i>Lost Golem</i>	13	160	167	170	125	193	155		2	1	Wind
<b>Death Scythe</b>	<i>Inferno Temple</i>	24	629	354	460	355	250	280		2	1	Dark
	<i>Holy Beast Shrine</i>	69	1326	448	894	754	640	640		2	1	Dark
<b>Devilin</b>	<i>Magic lab</i>	14	150	154	102	132	163	350		2	1	Dark
	<i>Londinus Plains</i>	7	80	110	64	83	103	260		2	1	Dark
	<i>Holy Beast Shrine</i>	62	952	457	467	570	680	999		2	1	Dark
<b>Divine Turtle</b>	<i>Water Shrine</i>	63	9500	1750	458	960	608	571		2	1	Water
<b>Earth Guardian</b>	<i>Nordnia Mine</i>	18	485	141	304	124	160	124		2	1	Earth
	<i>Earth Shrine / Holy Beast Shrine</i>	60	1676	356	863	356	456	356		2	1	Earth
	<i>Lost Golem</i>	60	3676	556	966	356	456	356		2	1	Earth
<b>Eldorada</b>	<i>Inferno Temple</i>	24	380	194	365	202	157	202		2	1	Light
	<i>Water Shrine</i>	52	810	352	901	400	312	400		2	1	Light
<b>Emperor of Fire Magicore</b>	<i>Appears with Infinity's second form</i>	50	4800	1200	385	561	631	476		0	1	Fire
<b>Emperor or Fire</b>	<i>Inferno Temple</i>	40	3800	9999	416	416	389	458		2	12	Fire
<b>Executor</b>	<i>Lost Golem</i>	92	19000	2600	973	973	597	973		2	1	Fire
<b>Existence</b>	<i>Magic lab</i>	16	355	151	113	280	146	146		2	1	Dark
	<i>Nordnia Mine</i>	18	395	172	124	315	160	160		2	1	Dark
	<i>Holy Beast Shrine</i>	63	1220	371	472	788	577	577		2	1	Dark
	<i>Lost Golem</i>	27	828	267	193	489	309	309		2	1	Dark
<b>Fire Guardian</b>	<i>Vorbios Volcano</i>	43	1460	364	799	558	315	245		2	4	Fire
	<i>Sealed Ward</i>	8	620	309	65	50	45	40		2	4	Fire
	<i>Holy Beast Shrine (Boss)</i>	75	14000	9999	959	912	521	428		2	4	Fire
	<i>Lost Golem</i>	52	8200	552	892	804	400	312		2	4	Fire
<b>Floresia</b>	<i>Holy Beast Shrine</i>	91	1443	738	559	883	999	999		2	1	Light
<b>Folly Carol</b>	<i>Lost Golem</i>	82	2787	756	999	999	999	999		2	1	Water
<b>Fubial</b>	<i>Prove Yuki's Innocence</i>	35	1300	314	280	407	345	280		2	1	None
<b>Fubial's Aide</b>	<i>Prove Yuki's Innocence</i>	35	1600	287	407	280	280	345		2	1	None
<b>Funny Clown</b>	<i>Yokohama City Destroyed</i>	1	30	64	30	40	50	40		2	1	Wind
	<i>Yokohama City: Save Citizens</i>	1	40	64	30	40	50	40		2	1	Wind
	<i>Yokohama City Frozen</i>	11	86	120	86	111	137	111		2	1	Wind
	<i>Water Shrine</i>	66	796	431	589	698	754	598		2	1	Wind
<b>Gale Lancer</b>	<i>Nordnia Mine</i>	27	445	210	366	276	276	368		2	1	Wind
	<i>Wind Shrine</i>	54	1059	363	710	710	710	776		2	1	Wind
	<i>Lost Golem</i>	34	806	290	520	337	337	448		2	1	Wind
<b>Galirya</b>	<i>Zuala Desert</i>	30	888	227	245	245	356	190		2	4	Earth

	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<b>Flare Blow</b>	<b>Mega Charge</b>				2815	234	865	1	0	0
	<b>Flare Blow</b>					3	30	20	1	0	0
	<b>Flare Blow</b>					3	30	20	1	0	0
	<b>Flare Blow</b>	<b>Mega Charge</b>				180	30	20	1	0	0
	<b>High Burst</b>	<b>Poison Shot</b>				1150	120	310	1	0	2
	<b>High Burst</b>	<b>Poison Shot</b>				3220	257	787	1	0	2
	<b>High Burst</b>	<b>Poison Shot</b>				1150	120	410	1	0	2
	<b>Mighty Blow</b>	<b>High Dark Blow</b>	<b>Taunt</b>			1100	120	380	0	3	0
	<b>Mighty Blow</b>	<b>High Dark Blow</b>	<b>Taunt</b>			1300	350	1000	0	3	0
	<b>Mighty Blow</b>	<b>High Dark Blow</b>	<b>Taunt</b>			3356	280	798	0	3	0
	<b>Shoot</b>	<b>Mach Shoot</b>				60	34	50	0	0	2
	<b>Shoot</b>	<b>Mach Shoot</b>				3480	387	825	0	0	2
	<b>High Shot</b>	<b>Strong Gain</b>	<b>Mega Link Gain</b>			15	40	40	0	1	0
	<b>High Shot</b>	<b>Strong Gain</b>	<b>Mega Link Gain</b>			418	69	175	0	1	0
	<b>High Shot</b>	<b>Strong Gain</b>	<b>Mega Link Gain</b>			3327	290	788	0	1	0
	<b>High Shot</b>	<b>Strong Gain</b>	<b>Mega Link Gain</b>			75	50	100	0	1	0
	<b>Spirit Hunter</b>	<b>Mega Dark Force</b>				599	100	235	0	0	2
	<b>Spirit Hunter</b>	<b>Mega Dark Force</b>				3499	487	925	0	0	2
	<b>Poison Roar</b>	<b>Poison Bite</b>				150	39	90	0	0	1
	<b>Poison Roar</b>	<b>Poison Bite</b>				40	25	30	0	0	1
	<b>Poison Roar</b>	<b>Poison Bite</b>				3555	400	837	0	0	1
	<b>Aqua E P Drain</b>	<b>Giga Protection</b>	<b>Giga Barrier</b>	<b>Reverse</b>		8200	1150	5100	0	24	0
	<b>High Earth Blow</b>	<b>High Charge</b>	<b>Earth Wave</b>			290	65	180	2	0	0
	<b>High Earth Blow</b>	<b>High Charge</b>	<b>Earth Wave</b>			3320	285	801	2	0	0
	<b>High Earth Blow</b>	<b>High Charge</b>	<b>Earth Wave</b>			4600	375	1000	2	0	0
	<b>High Hammer</b>	<b>High Crush</b>	<b>High Quake</b>			492	80	190	2	0	0
	<b>High Hammer</b>	<b>High Crush</b>	<b>High Quake</b>			2859	188	720	2	0	0
	<b>Kaiser's Cure</b>					0	0	0	0	0	0
	<b>Blow Crusher</b>	<b>HellFire</b>	<b>Restoration</b>	<b>Act Unit</b>	<b>Melt Unit</b>	10100	1350	5200	14	0	0
	<b>Justice</b>	<b>Mega Burst</b>				24500	7800	9500	0	0	0
	<b>Gravity Breath</b>	<b>Dark Breath</b>				220	52	155	0	2	0
	<b>Gravity Breath</b>	<b>Dark Breath</b>				420	90	175	0	2	0
	<b>Gravity Breath</b>	<b>Dark Breath</b>				3462	412	850	0	2	0
	<b>Gravity Breath</b>	<b>Dark Breath</b>				1350	350	650	0	2	0
	<b>Flare Giga Gasp</b>	<b>Giga Hammer</b>				2500	240	1035	4	0	0
	<b>Flare Giga Gasp</b>	<b>Giga Hammer</b>				85	200	190	3	0	0
	<b>Flare Giga Gasp</b>	<b>Giga Hammer</b>				15600	3250	6000	16	0	0
	<b>Flare Giga Gasp</b>	<b>Giga Hammer</b>				7200	650	2000	4	0	0
	<b>Mega Cure Voice</b>	<b>Mega Cure Song</b>	<b>Power Voice</b>	<b>Light Sonic</b>		3472	837	1275	0	0	0
	<b>Snow Gift</b>	<b>Snow Gravity</b>				3442	812	1250	0	0	0
	<b>Drain Sight</b>	<b>Earth Energy</b>				3500	450	1400			
	<b>Blow</b>	<b>Mega Wave</b>				2000	230	1200			
	<b>Power Up Plus</b>	<b>Aero Bolt</b>	<b>Body Attack</b>			4	40	20	0	1	0
	<b>Power Up Plus</b>	<b>Aero Bolt</b>	<b>Body Attack</b>			4	40	20	0	1	0
	<b>Power Up Plus</b>	<b>Aero Bolt</b>	<b>Body Attack</b>	<b>Clear Aid</b>		75	33	75	0	1	0
	<b>Power Up Plus</b>	<b>Aero Bolt</b>	<b>Body Attack</b>	<b>Clear Aid</b>		2300	165	680	0	1	0
	<b>High Aero Spear</b>	<b>High Flash</b>	<b>Aero Spear</b>			780	120	240	1	0	2
	<b>High Aero Spear</b>	<b>High Flash</b>	<b>Aero Spear</b>			3302	244	767	1	0	2
	<b>High Aero Spear</b>	<b>High Flash</b>	<b>Aero Spear</b>			1030	120	270	1	0	2
	<b>Life Vacuum</b>					1400	150	500	2	2	0



Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>Gargoyle</b>	<i>Ice Castle</i>	41	982	290	669	466	251	897		2	1	Dark
	<i>Sage's Tower</i>	41	1182	390	669	466	251	897		2	1	Dark
	<i>Holy Beast Shrine</i>	79	1704	504	856	590	460	999		2	1	Dark
<b>Garnet Kitty</b>	<i>Nordnia Mine</i>	18	206	180	198	160	234	420		2	1	Dark
	<i>Water Shrine</i>	52	810	394	693	400	581	853		2	1	Dark
<b>Giggling Man</b>	<i>Nordnia Mine</i>	35	1100	314	218	407	218	280		2	1	Water
<b>Gold Squat</b>	<i>Three Pillar Guardian</i>	80	9414	1116	931	476	561	831		2	1	Light
<b>Great Mammoth</b>	<i>Ice Castle</i>	43	1488	269	915	915	336	336		2	4	Earth
	<i>Earth Shrine / Holy Beast Shrine</i>	60	1876	356	999	999	456	456		2	4	Earth
	<i>Lost Golem</i>	59	4000	640	999	999	449	666		2	4	Earth
<b>Green Light Knight Lancer</b>	<i>Dolmen Ruins</i>	23	410	332	215	215	215	195		2	1	Earth
	<i>Dolmen Ruins</i>	23	390	332	215	215	215	195		2	1	Earth
	<i>Castle Dam</i>	6	192	126	112	94	76	76		2	1	Earth
<b>Green Light Knight Swordsman</b>	<i>Dolmen Ruins</i>	23	440	332	215	215	215	195		2	1	Earth
	<i>Dolmen Ruins</i>	23	410	332	215	215	215	195		2	1	Earth
	<i>Castle Dam</i>	5	164	110	135	85	69	101		2	1	Earth
	<i>Castle Dam</i>	5	128	101	101	101	85	101		2	1	Earth
<b>Ground Breaker</b>	<i>Lost Golem</i>	82	12400	2200	996	887	611	996		3	1	Fire
<b>Harpy</b>	<i>Yazelp Gorge</i>	26	363	205	217	267	316	396		3	1	Wind
	<i>Earth Shrine</i>	65	1344	454	626	626	765	859		3	1	Wind
	<i>Lost Golem</i>	30	711	287	245	385	392	502		3	1	Wind
<b>House Guardian</b>	<i>Sealed Ward</i>	3	52	65	48	42	55	42		2	1	Fire
	<i>Wind Shrine</i>	80	1205	458	797	233	637	466		2	1	Fire
	<i>Lost Golem</i>	32	364	181	274	185	194	135		2	1	Fire
<b>Hydra</b>	<i>Ascetic Court</i>	42	7900	870	879	879	406	406		2	4	Water
	<i>Holy Beast Shrine (Boss)</i>	90	17000	9999	989	989	822	822		2	4	Water
<b>Infinity</b>	<i>First Form</i>	45	1600	1600	432	573	573	432		2	1	Light
	<i>Second Form</i>	55	7200	1600	820	519	612	519		0	4	Light
	<i>Third Form (arc)</i>	60	9800	1600	745	663	663	562		2	12	Light
	<i>Third Form (Torso)</i>	62	8000	1600	768	683	580	580		2	12	Light
	<i>Third Form (Head)</i>	64	5000	1600	703	791	484	597		2	4	Light
	<i>Destruction Form (Final Fight)</i>	40	5000	1600	389	458	458	389		2	1	Light
<b>Kabuki</b>	<i>Yamashiro Marsh / Ninja Hideout</i>	31	791	244	715	328	328	348		2	1	Light
	<i>Ascetic Court</i>	36	879	261	785	354	354	374		2	1	Light
	<i>Wind Shrine</i>	55	1279	369	912	519	519	619		2	1	Light
	<i>Lost Golem</i>	40	1360	334	885	389	389	554		2	1	Light
<b>Karin</b>	<i>PC (Starting Stats)</i>	1	38	82	40	40	45	45	50	2	1	Water
<b>Knight Avei</b>	<i>Magic lab summoned by Kou</i>	15	400	161	108	108	172	139		2	1	Dark
	<i>Water Shrine</i>	56	1300	419	484	484	658	528		2	1	Dark
<b>Knight Grenadier</b>	<i>Magic lab</i>	16	275	148	271	146	146	196		2	1	Dark
	<i>Water Shrine</i>	45	1059	363	710	514	514	610		2	1	Dark
<b>Knight Servant</b>	<i>Sealed Ward</i>	4	98	70	77	47	62	62		2	1	Water
	<i>Dolmen Ruins</i>	20	370	171	215	174	174	174		2	1	Water
	<i>Enchant University (Frozen)</i>	13	250	116	195	97	125	125		2	1	Water
	<i>Earth Shrine</i>	70	1344	407	749	411	526	526		2	1	Water
	<i>Lost Golem</i>	7	156	85	103	64	83	83		2	1	Water
<b>Kou</b>	<i>Magic lab</i>	28	1300	243	231	336	336	231		2	1	Dark

	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<b>High Dark Bite</b>	<b>Gravity Bite</b>	<b>ÇdÇo Drain Roar</b>			2250	186	600	0	0	3
	<b>High Dark Bite</b>	<b>Gravity Bite</b>	<b>ÇdÇo Drain Roar</b>			9000	800	1020	0	0	3
	<b>High Dark Bite</b>	<b>Gravity Bite</b>	<b>ÇdÇo Drain Roar</b>			3464	612	1050	0	0	3
	<b>High Shoot</b>	<b>E P Drain Dance</b>	<b>Hide Dance</b>	<b>High Dark Shoot</b>		292	65	200	0	0	2
	<b>High Shoot</b>	<b>E P Drain Dance</b>	<b>Hide Dance</b>	<b>High Dark Shoot</b>		2445	255	730	0	0	2
	<b>Protection</b>	<b>N-Barrier Touch</b>	<b>Poison</b>	<b>Power Up Plus</b>		1700	440	1200			
	<b>Mega Light Blow</b>	<b>Mega Light Wave</b>	<b>Mighty Blow</b>			24500	5500	8100	10	0	12
	<b>Earth Giga Gasp</b>	<b>Gravity Gasp</b>	<b>Mega Earth Gasp</b>			3100	405	1190	5	0	0
	<b>Earth Giga Gasp</b>	<b>Gravity Gasp</b>	<b>Mega Earth Gasp</b>			6420	555	1580	5	0	0
	<b>Earth Giga Gasp</b>	<b>Gravity Gasp</b>	<b>Mega Earth Gasp</b>			7200	880	1750	5	0	0
	<b>Mega Spear</b>					500	125	225			
	<b>Mega Spear</b>					500	125	225			
	<b>High Spear</b>					28	75	65			
	<b>Mega Blade</b>					500	125	225			
	<b>Mega Blade</b>					500	125	225			
	<b>High Blade</b>					25	60	55			
	<b>High Blade</b>					25	55	55			
	<b>N-Barrier Shot</b>	<b>N-Power Shot</b>	<b>Mega Shot</b>			17350	4000	4550	0	0	0
	<b>Power Voice</b>	<b>High Cure Voice</b>	<b>Aero Sonic</b>			770	120	230	0	0	2
	<b>Power Voice</b>	<b>High Cure Voice</b>	<b>Aero Sonic</b>			3216	255	794	0	0	2
	<b>Power Voice</b>	<b>High Cure Voice</b>	<b>Aero Sonic</b>			880	120	260	0	0	2
	<b>Flare Shoot</b>	<b>E P Drain Dance</b>	<b>Poison Shoot</b>			7	30	30	0	1	0
	<b>Flare Shoot</b>	<b>E P Drain Dance</b>	<b>Poison Shoot</b>			2979	225	700	0	1	0
	<b>Flare Shoot</b>	<b>E P Drain Dance</b>	<b>Poison Shoot</b>			300	65	180	0	1	0
	<b>Octo Giga Vour</b>	<b>Octo Devour</b>	<b>Poison Field</b>			18000	1300	6200	8	0	0
	<b>Octo Giga Vour</b>	<b>Octo Devour</b>	<b>Poison Field</b>			18250	4500	6800	8	8	0
	<b>Power Implant</b>					0	0	0	0	0	0
	<b>Ice Lance</b>	<b>Flame Saber</b>	<b>Earth EP Drain</b>	<b>Nightmare</b>		0	0	0	0	0	0
	<b>Death Rush R</b>	<b>Death Rush L</b>				0	0	0	0	0	0
	<b>Ether Charge</b>	<b>Omega Spectrum</b>				0	0	0	0	0	0
	<b>N-Protect Howl</b>	<b>Death Grasp</b>				0	0	0	0	0	0
						0	0	0	0	0	0
	<b>High Shoot</b>	<b>High Light Shoot</b>	<b>Mega Link Dance</b>	<b>Gravity Dance</b>		1000	110	400	0	0	3
	<b>High Shoot</b>	<b>High Light Shoot</b>	<b>Mega Link Dance</b>	<b>Gravity Dance</b>		1210	125	480	0	0	5
	<b>High Shoot</b>	<b>High Light Shoot</b>	<b>Mega Link Dance</b>	<b>Gravity Dance</b>		3170	266	756	0	0	3
	<b>High Shoot</b>	<b>High Light Shoot</b>	<b>Mega Link Dance</b>	<b>Gravity Dance</b>		2010	128	636	0	0	3
	<b>Shoot</b>	<b>Cure Dance</b>	<b>Aqua Mist</b>								
	<b>Protection</b>	<b>HP Drain</b>	<b>High Barrier</b>			160	40	200	0	1	0
	<b>Protection</b>	<b>HP Drain</b>	<b>High Barrier</b>			2685	221	710	0	1	0
	<b>High Dark Shot</b>	<b>N-Link Shot</b>				220	52	175	0	0	1
	<b>High Dark Shot</b>	<b>N-Link Shot</b>				2575	202	700	0	0	1
	<b>Blade</b>	<b>X Cutter</b>				14	35	35	1	0	0
	<b>High Blade</b>	<b>X Cutter</b>	<b>Aqua Impulse</b>	<b>Protection Accel</b>		320	80	190	2	0	0
	<b>High Blade</b>	<b>X Cutter</b>				156	50	130	2	0	0
	<b>High Blade</b>	<b>X Cutter</b>	<b>Aqua Impulse</b>	<b>Protection Accel</b>		3150	298	760	2	0	0
	<b>High Blade</b>	<b>X Cutter</b>	<b>Aqua Impulse</b>	<b>Protection Accel</b>		25	36	30	2	0	0
	<b>Servant Call</b>	<b>High Dark Bolt</b>				2000	460	1850			

Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>Kunoichi</b>	<i>Ninja Hideout</i>	31	791	274	418	387	328	436		3	1	Fire
	<i>Holy Beast Shrine</i>	72	1849	583	887	887	753	996		3	1	Fire
	<i>Lost Golem</i>	38	1100	356	638	438	371	493		3	1	Fire
	<i>Honoka</i>	40	1600	393	577	418	354	571		3	1	Fire
<b>Lady Azlight</b>	<i>Enchant University (Frozen)</i>	12	220	136	86	180	152	144		2	1	Water
	<i>Yokohama City Frozen Event</i>	14	380	142	91	200	170	165		2	1	Water
	<i>London Castle</i>	20	400	192	135	285	215	194		2	1	Water
	<i>Ice Castle</i>	40	899	318	245	889	389	315		2	1	Water
	<i>Holy Beast Shrine</i>	64	980	470	378	797	597	484		2	1	Water
	<i>Lost Golem</i>	19	460	190	130	250	207	190		2	1	Water
<b>Lapis Magina</b>	<i>Sage's Tower</i>	42	837	362	256	639	479	329		2	1	Light
	<i>Holy Beast Shrine</i>	80	1645	690	521	999	969	667		2	1	Light
	<i>Lost Golem</i>	55	1399	666	328	800	612	421		2	1	Light
<b>Lenialis</b>	<i>Londinus Plains</i>	8	89	117	69	121	121	90		2	1	Earth
	<i>Holy Beast Shrine</i>	65	785	476	383	606	606	491		2	1	Earth
	<i>Lost Golem</i>	67	1307	689	394	623	623	505		2	1	Earth
<b>Light Apostle</b>	<i>Sage's Tower</i>	43	1382	388	336	790	640	415		2	1	Light
	<i>Holy Beast Shrine</i>	81	2359	735	681	989	989	840		2	1	Light
<b>Lilly-Lilly</b>	<i>Nordnia Mine</i>	35	720	370	488	276	224	408		2	1	Wind
	<i>Earth Shrine / Holy Beast Shrine</i>	79	1504	564	962	727	590	962		2	1	Wind
<b>Lord of Earth</b>	<i>Ascetic Court</i>	50	1000	1100	586	601	713	385		2	1	Earth
<b>Lord of Earth Magicore</b>	<i>Appears with Infinity's second form</i>	50	3600	1200	385	561	631	476		0	1	Earth
<b>Lord Onyx</b>	<i>London Castle</i>	21	392	157	335	141	181	254		2	1	Dark
	<i>Ooka Second Battle Minion</i>	22	1000	312	335	146	188	233		2	1	Dark
	<i>Castle Dam</i>	9	169	101	131	53	69	85		2	1	Dark
	<i>Fire Shrine / Holy Beast Shrine</i>	59	1364	350	752	350	449	554		2	1	Dark
	<i>Lost Golem</i>	10	248	115	152	80	104	129		2	1	Dark
<b>Mage Guardian</b>	<i>Sealed Ward</i>	3	42	75	42	68	42	55		2	1	Light
	<i>Dolmen Ruins</i>	20	280	171	135	215	135	174		2	1	Light
	<i>Enchant University (Frozen)</i>	13	148	131	97	178	97	165		2	1	Light
	<i>Earth Shrine</i>	76	907	487	444	801	444	569		2	1	Light
<b>Makoto</b>	<i>PC (Starting Stats)</i>	1	38	82	35	40	40	35	60	2	1	Light
	<i>PC (Last Boss)</i>	45	872	382	432	509	509	432		2	1	Light
<b>Marlin Glave</b>	<i>Ice Castle</i>	45	1988	324	969	449	449	630		2	1	Water
	<i>Holy Beast Shrine</i>	82	2529	578	999	840	840	989		2	1	Water
<b>Medusa</b>	<i>Sage's Tower</i>	41	982	355	322	660	660	417		2	1	Water
	<i>Earth Shrine / Holy Beast Shrine</i>	57	1413	464	636	932	966	536		2	1	Water
<b>Mermaid</b>	<i>Ragau Coast</i>	11	117	161	86	111	185	111		2	1	Water
	<i>Earth Shrine</i>	61	1184	515	601	663	756	463		2	1	Water
	<i>Lost Golem</i>	16	325	197	113	146	242	146		2	1	Water
<b>Minotaur</b>	<i>Vorbios Volcano</i>	40	1198	253	780	315	245	429		2	1	Fire
	<i>Nordnia Mine</i>	30	1800	202	406	245	190	302		2	1	Fire
	<i>Earth Shrine</i>	58	1643	345	972	442	345	545		2	1	Fire
	<i>Lost Golem</i>	45	2480	379	960	597	466	736		2	1	Fire
<b>Mystery Man</b>	<i>Gravekeep Holm</i>	57	2900	669	489	679	595	777		2	1	Light
<b>Na Eil</b>	<i>Zuala Desert</i>	30	985	255	556	302	245	245		2	4	Earth
	<i>Wind Shrine</i>	53	1997	400	901	502	407	407		2	4	Earth
	<i>Lost Golem</i>	37	2800	400	708	389	315	315		2	4	Earth

	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<b>High Flare Blade</b>	<b>Hide Blade</b>	<b>Flare Impulse</b>	<b>High Power Accel</b>		1250	110	450	0	0	4
	<b>High Flare Blade</b>	<b>Hide Blade</b>	<b>Flare Impulse</b>	<b>High Power Accel</b>		3420	650	1087	0	0	4
	<b>High Flare Blade</b>	<b>Hide Blade</b>	<b>Flare Impulse</b>	<b>High Power Accel</b>		1950	136	666	0	0	4
	<b>High Flare Blade</b>	<b>Flare Impulse</b>	<b>High Power Accel</b>			3000	200	500	0	0	4
	<b>Ice Sonic</b>	<b>Cure Voice</b>	<b>Protection Link</b>			112	47	100	0	2	0
	<b>Ice Sonic</b>	<b>Cure Voice</b>	<b>Protection Link</b>			158	90	120	0	2	0
	<b>Ice Sonic</b>	<b>Cure Voice</b>	<b>Protection Link</b>			465	73	210	0	2	0
	<b>Ice Sonic</b>	<b>Cure Voice</b>	<b>Protection Link</b>			2460	230	780	0	2	0
	<b>Ice Sonic</b>	<b>Cure Voice</b>	<b>Protection Link</b>			3528	425	862	0	2	0
	<b>Ice Sonic</b>	<b>Cure Voice</b>	<b>Protection Link</b>			248	80	176	0	2	0
	<b>Mega Light Force</b>	<b>High Aqua Sight</b>	<b>High Flare Sight</b>			2300	400	720	0	5	0
	<b>Mega Light Force</b>	<b>High Aqua Sight</b>	<b>High Flare Sight</b>			3358	750	1187	0	5	0
	<b>Mega Light Force</b>	<b>High Aqua Sight</b>	<b>High Flare Sight</b>			3100	300	875	0	5	0
	<b>Cure Voice</b>	<b>Earth Sonic</b>	<b>Reverse Sonic</b>	<b>No-Protect Sonic</b>		28	30	35	0	1	0
	<b>Cure Voice</b>	<b>Earth Sonic</b>	<b>Reverse Sonic</b>	<b>No-Protect Sonic</b>		3591	437	875	0	1	0
	<b>Cure Voice</b>	<b>Earth Sonic</b>	<b>Reverse Sonic</b>	<b>No-Protect Sonic</b>		3547	462	900	0	1	0
	<b>Mega Light Zone</b>	<b>Reverse Order</b>	<b>Mega Light Sight</b>			2100	370	700	0	5	0
	<b>Mega Light Zone</b>	<b>Reverse Order</b>	<b>Mega Light Sight</b>			3393	775	1212	0	5	0
	<b>Mega Hammer</b>	<b>Mega Quake</b>	<b>Gravity Hammer</b>	<b>Mega Crush</b>		1080	120	285	3	0	0
	<b>Mega Hammer</b>	<b>Mega Quake</b>	<b>Gravity Hammer</b>	<b>Mega Crush</b>		3464	612	1050	3	0	0
	<b>Spirit Drain</b>	<b>Invoke</b>				32000	2600	9100	10	0	0
	<b>Lord's Cure</b>					0	0	0	0	0	0
	<b>High Blade</b>	<b>Impulse</b>				470	73	225	2	0	0
	<b>High Blade</b>	<b>Impulse</b>				760	180	600	2	0	0
	<b>High Blade</b>	<b>Impulse</b>				24	35	32	2	0	0
	<b>High Blade</b>	<b>Impulse</b>				3485	362	800	2	0	0
	<b>High Blade</b>	<b>Impulse</b>				48	40	36	2	0	0
	<b>Light Energy</b>	<b>Light Sight</b>	<b>Body Attack</b>			11	35	30	0	1	0
	<b>High Light Force</b>	<b>High Light Sight</b>	<b>Body Attack</b>			311	80	180	0	2	0
	<b>Light Energy</b>	<b>Light Sight</b>	<b>Body Attack</b>			157	50	120	0	2	0
	<b>High Light Force</b>	<b>High Light Sight</b>	<b>Body Attack</b>			2890	236	748	0	2	0
	<b>Cure Ballad</b>	<b>Beat Sonic</b>									
	<b>Cure Ballad</b>	<b>Beat Sonic</b>									
	<b>High Blade</b>	<b>Barrier Accel</b>	<b>Mega Power Accel</b>	<b>Aqua Impulse</b>		3200	276	860	0	0	0
	<b>High Blade</b>	<b>Barrier Accel</b>	<b>Mega Power Accel</b>	<b>Aqua Impulse</b>		3393	775	1212	0	0	0
	<b>Gravity</b>	<b>High Aqua Bolt</b>	<b>Mega E P Drain</b>	<b>Clear Aid</b>		2200	305	630	0	2	2
	<b>Gravity</b>	<b>High Aqua Bolt</b>	<b>Mega E P Drain</b>	<b>Clear Aid</b>		3280	335	812	0	2	2
	<b>High Cure Voice</b>	<b>No-Power Sonic</b>	<b>Cure Melody</b>	<b>HP Drain Voice</b>		72	43	75	0	2	0
	<b>High Cure Voice</b>	<b>No-Power Sonic</b>	<b>Cure Melody</b>	<b>HP Drain Voice</b>		3300	272	810	0	2	0
	<b>High Cure Voice</b>	<b>No-Power Sonic</b>	<b>Cure Melody</b>	<b>HP Drain Voice</b>		189	43	75	0	2	0
	<b>High Quake</b>	<b>Flare Crush</b>				2200	220	655	3	0	0
	<b>High Quake</b>	<b>Flare Crush</b>				2500	600	1650	3	0	0
	<b>High Quake</b>	<b>Flare Crush</b>				3680	200	870	3	0	0
	<b>High Quake</b>	<b>Flare Crush</b>				2778	255	830	3	0	0
	<b>Cure Ballad</b>	<b>Beat Sonic</b>	<b>Swing Call</b>			5200	450	6100			
	<b>Giga Bite</b>	<b>Poison Giga Bite</b>				1700	180	600	0	3	0
	<b>Giga Bite</b>	<b>Poison Giga Bite</b>				5890	620	1870	0	3	0
	<b>Giga Bite</b>	<b>Poison Giga Bite</b>				5740	399	1980	0	3	0

Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>NB Destroyer</b>	<i>Magic lab</i>	17	360	136	193	119	119	279		2	1	Wind
	<i>Wind Shrine</i>	58	1343	345	642	445	445	645		2	1	Wind
	<i>Lost Golem</i>	22	500	236	273	141	141	309		2	1	Wind
<b>Ninja</b>	<i>Yamishiro Marsh / Iwato Village</i>	35	920	300	468	428	428	482		3	1	Dark
	<i>Yamishiro Marsh / Iwato Village</i>	35	880	300	468	428	428	482		3	1	Dark
	<i>Kyoto City</i>	35	880	300	468	428	428	482		3	1	Dark
<b>Oboro</b>	<i>Ninja Hideout</i>	38	4800	616	561	561	385	631		3	1	Dark
	<i>Iwato Village</i>	42	5600	664	632	632	435	711		3	1	Dark
	<i>Shadow Self</i>	1	875	332	321	321	218	356		3	1	Dark
<b>Odin</b>	<i>Sage's Tower</i>	60	6200	926	853	821	561	676		2	1	Dark
	<i>Holy Beast Shrine</i>	93	5571	1051	999	999	999	901		2	1	Dark
<b>Omega</b>	<i>Holy Beast Shrine</i>	100	99999	99999	999	999	999	999		2	4	None
<b>Ooka</b>	<i>First fight</i>	25	907	434	305	209	209	305		2	1	Wind
	<i>Second Fight</i>	30	1120	495	356	245	245	356		2	1	Wind
	<i>Third Fight</i>	0	170	99	50	35	35	40		2	1	Wind
<b>Orpheus</b>	<i>Nordnia Mine</i>	31	570	252	217	217	316	217		2	1	Water
	<i>Earth Shrine</i>	63	1220	505	477	873	693	477		2	1	Water
	<i>Lost Golem</i>	34	811	320	273	673	397	273		2	1	Water
<b>Palace Gunner</b>	<i>Yokohama City Frozen</i>	13	312	106	195	86	111	111		2	1	Water
	<i>Lost Golem</i>	15	396	126	225	108	139	139		2	1	Water
<b>Pegasus</b>	<i>Nordnia Mine</i>	28	555	243	361	231	379	336		2	1	Wind
	<i>Holy Beast Shrine</i>	77	1743	552	876	776	939	836		2	1	Wind
	<i>Lost Golem</i>	85	2122	765	702	702	999	999		2	1	Wind
<b>Phoenicia</b>	<i>Fire Shrine</i>	60	9700	1580	509	903	673	709		2	1	Fire
<b>Plant Guardian</b>	<i>Sealed Ward</i>	2	36	60	60	36	48	36		2	1	Water
	<i>Fist Fight</i>	1	60	54	20	15	20	15		0	1	Water
	<i>Enchant University (Frozen)</i>	13	108	116	125	97	125	97		2	1	Water
	<i>Castle Dam</i>	6	58	80	76	58	76	58		2	1	Water
	<i>Wind Shrine</i>	75	951	458	797	566	687	466		2	1	Water
<b>Pliene</b>	<i>Nordnia Mine</i>	18	163	198	124	234	234	234		2	1	Light
	<i>Earth Shrine</i>	62	751	499	367	883	683	683		2	1	Light
<b>Poseidon</b>	<i>Inferno Temple</i>	40	2500	796	458	389	389	389		2	1	Water
	<i>Holy Beast Shrine</i>	91	4606	951	999	961	901	901		2	1	Water
<b>Prill Cotton</b>	<i>Ragau Coast</i>	10	80	129	80	129	152	139		2	1	Wind
	<i>Nordnia Mine</i>	26	265	230	168	267	316	287		2	1	Wind
	<i>Earth Shrine</i>	65	785	476	383	606	714	606		2	1	Wind
	<i>Lost Golem</i>	35	495	367	218	745	407	345		2	1	Wind
<b>Primrose</b>	<i>Casino: Golem Battle</i>	80	4500	510	966	966	736	736		2	1	Light
	<i>Golem Tent Fight 1</i>	1	50	64	30	30	50	50		2	1	Light
	<i>Fire Shrine</i>	65	785	425	683	683	806	706		2	1	Light
<b>Queen of Ice</b>	<i>Human Form</i>	66	8000	9999	610	613	610	100		2	1	Water
	<i>First Fight</i>	1	9999	9999	190	190	100	100		2	1	Water
	<i>Second Fight</i>	1	9999	9999	190	190	100	100		2	1	Water
	<i>Final Form</i>	60	12000	508	610	613	610	100		2	12	Water
<b>Queen of Ice Magicore</b>	<i>Appears with Infinity's second form</i>	50	2400	1200	385	561	631	476		0	1	Light
<b>Raigar</b>	<i>PC (Starting Stats)</i>	1	70	64	50	35	35	40	70	2	1	Earth
<b>Raiko</b>	<i>Lost Golem</i>	91	13500	3300	916	816	692	816		2	1	Dark
<b>Rat The Ripper</b>	<i>Magic lab</i>	15	204	161	172	139	172	260		2	1	Dark
	<i>Earth Shrine</i>	63	966	463	788	477	588	693		2	1	Dark

	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<b>Burst</b>	<b>Aero Burst</b>	<b>Shot</b>			<b>280</b>	<b>55</b>	<b>140</b>	<b>2</b>	<b>0</b>	<b>0</b>
	<b>Burst</b>	<b>Aero Burst</b>	<b>Shot</b>			<b>3210</b>	<b>255</b>	<b>745</b>	<b>2</b>	<b>0</b>	<b>0</b>
	<b>Burst</b>	<b>Aero Burst</b>	<b>Shot</b>			<b>320</b>	<b>63</b>	<b>180</b>	<b>2</b>	<b>0</b>	<b>0</b>
	<b>Impulse</b>	<b>High Blade</b>	<b>Hide Blade</b>	<b>Spoilsport</b>		<b>1150</b>	<b>134</b>	<b>430</b>			
	<b>Impulse</b>	<b>High Blade</b>	<b>Hide Blade</b>	<b>Spoilsport</b>		<b>1150</b>	<b>135</b>	<b>430</b>			
	<b>Impulse</b>	<b>High Blade</b>	<b>Hide Blade</b>	<b>Spoilsport</b>		<b>1150</b>	<b>136</b>	<b>430</b>			
	<b>Shadow Self</b>	<b>High Blade</b>	<b>Impulse</b>	<b>X Cutter</b>		<b>12000</b>	<b>1050</b>	<b>4600</b>			
	<b>Shadow Self</b>	<b>High Blade</b>	<b>Impulse</b>	<b>X Cutter</b>		<b>12000</b>	<b>1050</b>	<b>4800</b>			
	<b>High Blade</b>	<b>Impulse</b>				<b>0</b>	<b>0</b>	<b>0</b>			
	<b>Mega Dark Spike</b>	<b>Gungnir</b>	<b>Mega Dark Spear</b>			<b>40000</b>	<b>3200</b>	<b>12000</b>	<b>10</b>	<b>5</b>	<b>0</b>
	<b>Mega Dark Spike</b>	<b>Gungnir</b>	<b>Mega Dark Spear</b>			<b>3500</b>	<b>862</b>	<b>1300</b>	<b>10</b>	<b>5</b>	<b>0</b>
	<b>God Scream</b>	<b>Burning Edge</b>	<b>Near Death Edge</b>	<b>Impulse</b>		<b>99999</b>	<b>99999</b>	<b>99999</b>	<b>0</b>	<b>0</b>	<b>0</b>
	<b>Mega Blade</b>	<b>Power Axle Omega</b>	<b>Impulse</b>			<b>900</b>	<b>220</b>	<b>850</b>			
	<b>Mega Blade</b>	<b>Power Axle Omega</b>	<b>Impulse</b>			<b>1500</b>	<b>350</b>	<b>1300</b>			
	<b>Mega Blade</b>	<b>Power Axle Omega</b>	<b>Impulse</b>			<b>1000</b>	<b>100</b>	<b>1000</b>			
	<b>Mega Link Voice</b>	<b>High Cure Song</b>	<b>High Sonic</b>	<b>Clear Voice</b>		<b>985</b>	<b>109</b>	<b>360</b>	<b>0</b>	<b>2</b>	<b>0</b>
	<b>Mega Link Voice</b>	<b>High Cure Song</b>	<b>High Sonic</b>	<b>Clear Voice</b>		<b>3321</b>	<b>287</b>	<b>805</b>	<b>0</b>	<b>2</b>	<b>0</b>
	<b>Mega Link Voice</b>	<b>High Cure Song</b>	<b>High Sonic</b>	<b>Clear Voice</b>		<b>1104</b>	<b>130</b>	<b>566</b>	<b>0</b>	<b>2</b>	<b>0</b>
	<b>High Aqua Shot</b>	<b>High Burst</b>				<b>23</b>	<b>60</b>	<b>50</b>	<b>2</b>	<b>0</b>	<b>0</b>
	<b>High Aqua Shot</b>	<b>High Burst</b>				<b>155</b>	<b>60</b>	<b>50</b>	<b>2</b>	<b>0</b>	<b>0</b>
	<b>Power Up Plus</b>	<b>Mega Cure Aid</b>	<b>High Light Bolt</b>	<b>Body Attack</b>		<b>820</b>	<b>130</b>	<b>280</b>	<b>0</b>	<b>3</b>	<b>0</b>
	<b>Power Up Plus</b>	<b>Mega Cure Aid</b>	<b>High Light Bolt</b>	<b>Body Attack</b>		<b>3534</b>	<b>587</b>	<b>1025</b>	<b>0</b>	<b>3</b>	<b>0</b>
	<b>Power Up Plus</b>	<b>Mega Cure Aid</b>	<b>High Light Bolt</b>	<b>Body Attack</b>		<b>4080</b>	<b>1024</b>	<b>2020</b>	<b>0</b>	<b>3</b>	<b>0</b>
	<b>Mega Flare Zone</b>	<b>Mega Flare Force</b>	<b>Reverse Order</b>	<b>Resurrection</b>		<b>5500</b>	<b>1200</b>	<b>2400</b>	<b>0</b>	<b>12</b>	<b>12</b>
	<b>Aqua Blow</b>					<b>6</b>	<b>30</b>	<b>25</b>	<b>1</b>	<b>0</b>	<b>0</b>
	<b>Aqua Blow</b>					<b>5</b>	<b>25</b>	<b>20</b>	<b>1</b>	<b>0</b>	<b>0</b>
	<b>Aqua Blow</b>	<b>Wave</b>				<b>88</b>	<b>41</b>	<b>90</b>	<b>1</b>	<b>0</b>	<b>0</b>
	<b>Aqua Blow</b>	<b>Wave</b>				<b>12</b>	<b>36</b>	<b>30</b>	<b>1</b>	<b>0</b>	<b>0</b>
	<b>Aqua Blow</b>	<b>Wave</b>				<b>2887</b>	<b>219</b>	<b>689</b>	<b>1</b>	<b>0</b>	<b>0</b>
	<b>High Light Force</b>	<b>Reverse Order</b>	<b>Drain Sight</b>			<b>290</b>	<b>65</b>	<b>190</b>	<b>0</b>	<b>1</b>	<b>0</b>
	<b>High Light Force</b>	<b>Reverse Order</b>	<b>Drain Sight</b>			<b>3018</b>	<b>267</b>	<b>775</b>	<b>0</b>	<b>1</b>	<b>0</b>
	<b>Mega Aqua Spear</b>	<b>High Aqua Spike</b>	<b>Power Rise</b>			<b>5400</b>	<b>700</b>	<b>2500</b>	<b>1</b>	<b>2</b>	<b>0</b>
	<b>Mega Aqua Spear</b>	<b>High Aqua Spike</b>	<b>Power Rise</b>			<b>3500</b>	<b>862</b>	<b>1300</b>	<b>1</b>	<b>2</b>	<b>0</b>
	<b>Cure Aid</b>	<b>High Barrier</b>	<b>Strong Up</b>	<b>Aero Bolt</b>		<b>54</b>	<b>29</b>	<b>40</b>	<b>0</b>	<b>1</b>	<b>0</b>
	<b>Cure Aid</b>	<b>High Barrier</b>	<b>Strong Up</b>	<b>Aero Bolt</b>		<b>870</b>	<b>135</b>	<b>235</b>	<b>0</b>	<b>1</b>	<b>0</b>
	<b>Cure Aid</b>	<b>High Barrier</b>	<b>Strong Up</b>	<b>Aero Bolt</b>		<b>3004</b>	<b>246</b>	<b>738</b>	<b>0</b>	<b>1</b>	<b>0</b>
	<b>Cure Aid</b>	<b>High Barrier</b>	<b>Strong Up</b>	<b>Aero Bolt</b>		<b>1150</b>	<b>133</b>	<b>610</b>	<b>0</b>	<b>1</b>	<b>0</b>
	<b>Burst</b>	<b>Shot</b>	<b>Cure Loop</b>			<b>6500</b>	<b>4500</b>	<b>3600</b>	<b>0</b>	<b>0</b>	<b>10</b>
	<b>Burst</b>	<b>Shot</b>	<b>Cure Loop</b>			<b>9</b>	<b>50</b>	<b>15</b>	<b>0</b>	<b>0</b>	<b>1</b>
	<b>Burst</b>	<b>Shot</b>	<b>Cure Loop</b>			<b>2809</b>	<b>214</b>	<b>834</b>	<b>0</b>	<b>0</b>	<b>1</b>
	<b>Ice Giga Zone</b>					<b>31000</b>	<b>2800</b>	<b>7200</b>	<b>0</b>	<b>16</b>	<b>8</b>
	<b>Ice Giga Zone</b>					<b>0</b>	<b>0</b>	<b>0</b>			
	<b>Ice Giga Zone</b>					<b>0</b>	<b>0</b>	<b>0</b>			
	<b>Blizzard</b>	<b>Ice Storm</b>				<b>61000</b>	<b>5200</b>	<b>12500</b>	<b>16</b>	<b>16</b>	<b>0</b>
	<b>Queen's Cure</b>					<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
	<b>Blade</b>	<b>Barrier Accel</b>									
	<b>Mega Blade</b>	<b>Iron Cut</b>	<b>Dark Impulse</b>			<b>20000</b>	<b>5500</b>	<b>6900</b>	<b>0</b>	<b>0</b>	<b>0</b>
	<b>Poison Force</b>	<b>Dark Blow</b>	<b>Taunt</b>	<b>Dark Wave</b>		<b>148</b>	<b>44</b>	<b>135</b>	<b>0</b>	<b>0</b>	<b>2</b>
	<b>Poison Force</b>	<b>Dark Blow</b>	<b>Taunt</b>	<b>Dark Wave</b>		<b>2960</b>	<b>225</b>	<b>712</b>	<b>0</b>	<b>0</b>	<b>2</b>

Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>Rio Mimoza</b>	<i>Zuala Desert</i>	30	511	255	245	245	356	302		2	1	Wind
	<i>Wind Shrine</i>	58	1131	432	552	552	682	645		2	1	Wind
<b>Rosewhip</b>	<i>Inferno Temple</i>	23	223	188	152	455	195	281		2	1	Dark
	<i>Wind Shrine</i>	60	829	397	356	893	456	562		2	1	Dark
<b>Round Master</b>	<i>Yamashiro Marsh</i>	31	637	268	519	259	259	397		2	1	Fire
	<i>Ascetic Court</i>	35	736	293	588	287	287	438		2	1	Fire
	<i>Earth Shrine</i>	61	1184	451	871	463	463	673		2	1	Fire
<b>Royal Bone</b>	<i>Castle Dam</i>	7	105	75	70	53	101	53		2	1	Earth
	<i>London Castle</i>	20	295	151	174	135	215	135		2	1	Earth
	<i>Water Shrine</i>	60	1166	356	756	656	782	456		2	1	Earth
	<i>Lost Golem</i>	24	679	262	302	187	350	207		2	1	Earth
<b>Ruby Butterfly</b>	<i>Vorbios Volcano</i>	40	1058	348	716	458	458	836		2	1	Fire
	<i>Earth Shrine</i>	57	1313	464	911	632	632	956		2	1	Fire
<b>Sabertooth</b>	<i>Ragau Coast</i>	14	280	120	175	90	90	177		2	1	Fire
	<i>Fire Shrine</i>	45	690	279	709	273	273	659		2	1	Fire
	<i>Lost Golem</i>	16	390	150	214	113	113	214		2	1	Fire
<b>Samurai</b>	<i>Yamashiro Marsh</i>	31	757	268	437	259	259	319		2	1	Fire
	<i>Ascetic Court</i>	34	856	293	527	287	287	354		2	1	Fire
	<i>Wind Shrine</i>	54	1380	420	710	510	510	420		2	1	Fire
	<i>Lost Golem</i>	36	1355	380	680	287	287	354		2	1	Fire
<b>Sasquatch</b>	<i>Ice Castle</i>	43	1688	301	969	415	489	336		2	4	Water
	<i>Earth Shrine</i>	58	2025	386	999	545	642	442		2	4	Water
<b>Sayaka</b>	<i>Iwato Village</i>	40	5000	658	699	528	528	699		2	1	Light
<b>Sebastian</b>	<i>Casino: Golem Battle</i>	95	17000	9999	999	999	999	999		2	1	Light
<b>SG Dominion</b>	<i>Casino: Golem Battle</i>	46	2085	356	920	841	657	780		2	1	Wind
	<i>Holy Beast Shrine</i>	82	2645	684	999	892	723	999		2	1	Wind
	<i>Lost Golem</i>	77	3110	752	936	810	676	836		2	1	Wind
<b>SG Sentor</b>	<i>Holy Beast Shrine</i>	83	1822	606	983	816	883	999		2	1	Light
<b>Silent Assassin</b>	<i>Military path</i>	8	115	85	115	115	116	192		2	1	Dark
	<i>Dolmen Ruins</i>	20	300	151	174	174	215	288		2	1	Dark
	<i>Nordnia Mine</i>	18	206	141	160	160	198	325		2	1	Dark
	<i>Fire Shrine</i>	55	853	330	421	421	519	688		2	1	Dark
<b>Siren</b>	<i>Ice Castle</i>	42	1304	331	256	833	466	406		2	1	Water
	<i>Sage's Tower</i>	50	8800	581	300	879	496	476		2	1	Water
	<i>Holy Beast Shrine</i>	78	1881	627	515	958	814	814		2	1	Water
<b>Skeleton</b>	<i>Inferno Temple</i>	23	447	188	371	195	152	152		2	1	Earth
	<i>Inferno Temple</i>	26	780	205	401	217	168	168		2	1	Earth
	<i>Water Shrine</i>	53	1041	357	842	407	317	317		2	1	Earth
<b>Sphinx</b>	<i>White Flower Field</i>	40	3600	1100	558	558	558	315		2	4	Earth
	<i>Holy Beast Shrine</i>	90	22000	9999	999	999	999	730		2	4	Earth
<b>Spooky Boo</b>	<i>Magic lab</i>	15	184	163	159	192	192	255		2	1	Dark
	<i>Holy Beast Shrine</i>	53	825	357	507	602	602	702		2	1	Dark
	<i>Lost Golem</i>	20	354	201	255	285	285	300		2	1	Dark
<b>Straw Shaman</b>	<i>Ninja Hideout</i>	34	706	281	870	337	397	337		2	1	Dark
	<i>Earth Shrine</i>	60	1166	445	999	562	663	562		2	1	Dark
	<i>Lost Golem</i>	40	956	318	999	397	469	397		2	1	Dark
<b>Taigalion</b>	<i>Londinus Plains</i>	7	110	110	115	64	64	145		2	1	Earth
	<i>Golem tent Fight 2</i>	1	50	54	35	30	30	50		2	1	Earth
	<i>Wind Shrine</i>	70	1064	407	799	511	511	749		2	1	Earth
<b>TFC Member 007</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Wind
<b>TFC Member 035</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Wind

	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<i>High Cure Dance</i>	<i>Shoot</i>	<i>HP Drain Dance</i>	<i>Clear Dance</i>		1080	120	280	0	2	2
	<i>High Cure Dance</i>	<i>Shoot</i>	<i>HP Drain Dance</i>	<i>Clear Dance</i>		3100	250	750	0	2	2
	<i>High Dark Sight</i>	<i>Drain Sight</i>				515	90	160	0	2	0
	<i>High Dark Sight</i>	<i>Drain Sight</i>				3005	245	720	0	2	0
	<i>High Flare Blow</i>	<i>High Smash</i>	<i>Grav-Force</i>	<i>High Charge</i>		990	122	350	2	0	0
	<i>High Flare Blow</i>	<i>High Smash</i>	<i>Grav-Force</i>	<i>High Charge</i>		1080	125	420	2	0	0
	<i>High Flare Blow</i>	<i>High Smash</i>	<i>Grav-Force</i>	<i>High Charge</i>		3190	235	800	2	0	0
	<i>Spear</i>	<i>Soldier's Shield</i>				18	50	35	1	0	0
	<i>Spear</i>	<i>Soldier's Shield</i>				392	68	180	1	0	0
	<i>Spear</i>	<i>Soldier's Shield</i>	<i>Earth Spike</i>			2500	195	675	1	0	0
	<i>Spear</i>	<i>Soldier's Shield</i>	<i>Earth Spike</i>			600	93	216	1	0	0
	<i>Mega Flare Shoot</i>	<i>Anger Shoot</i>	<i>High Cure Dance</i>	<i>Power Dance</i>		2390	200	620	0	0	4
	<i>Mega Flare Shoot</i>	<i>Anger Shoot</i>	<i>High Cure Dance</i>	<i>Power Dance</i>		3506	301	828	0	0	4
	<i>Sabertooth</i>	<i>Flare Bite</i>	<i>HP Drain Bite</i>			64	39	70	1	0	0
	<i>Sabertooth</i>	<i>Flare Bite</i>	<i>HP Drain Bite</i>			3003	266	855	1	0	0
	<i>Sabertooth</i>	<i>Flare Bite</i>	<i>HP Drain Bite</i>			155	67	112	1	0	0
	<i>Impulse</i>	<i>Iron Cut</i>	<i>Blade</i>			960	110	340	2	0	0
	<i>Impulse</i>	<i>Iron Cut</i>	<i>Blade</i>			1150	125	440	2	0	0
	<i>Impulse</i>	<i>Iron Cut</i>	<i>Blade</i>			3500	256	724	2	0	0
	<i>Impulse</i>	<i>Iron Cut</i>	<i>Blade</i>			1512	121	601	2	0	0
	<i>Ice Giga Blow</i>	<i>Giga Charge +</i>				3200	320	1200	2	2	0
	<i>Ice Giga Blow</i>	<i>Giga Charge +</i>				6700	550	1720	2	2	0
	<i>Swallow's Return</i>	<i>Fallen Blossom</i>				13500	1150	5200			
	<i>Sniper Shot</i>	<i>Mega Shot</i>	<i>Gravity Shot</i>			14000	10000	8800	0	15	0
	<i>X Cutter</i>	<i>Aero Impulse</i>	<i>Mega Slash</i>			2480	240	920	0	0	5
	<i>X Cutter</i>	<i>Aero Impulse</i>	<i>Mega Slash</i>			3486	850	1287	0	0	5
	<i>X Cutter</i>	<i>Aero Impulse</i>	<i>Mega Slash</i>			4020	620	1980	0	0	5
	<i>Mega Spear</i>	<i>High Light Spike</i>	<i>High Flash</i>			3472	837	1275	0	0	4
	<i>Poison Blade</i>	<i>Aqua Impulse</i>	<i>Flare Impulse</i>	<i>Hide Blade</i>		28	35	40	0	1	1
	<i>Poison Blade</i>	<i>Aqua Impulse</i>	<i>Flare Impulse</i>	<i>Hide Blade</i>		310	80	155	0	0	2
	<i>Poison Blade</i>	<i>Aqua Impulse</i>	<i>Flare Impulse</i>	<i>Hide Blade</i>		290	65	160	0	1	2
	<i>Poison Blade</i>	<i>Aqua Impulse</i>	<i>Flare Impulse</i>	<i>Hide Blade</i>		2714	198	911	0	1	2
	<i>Aqua Sonic</i>	<i>High Return Song</i>	<i>Cure Song</i>	<i>Clear Voice</i>		2400	240	650	0	4	0
	<i>Aqua Sonic</i>	<i>High Return Song</i>	<i>Cure Song</i>	<i>Clear Voice</i>		10500	850	2400	0	12	0
	<i>Aqua Sonic</i>	<i>High Return Song</i>	<i>Cure Song</i>	<i>Clear Voice</i>		3340	737	1175	0	4	0
	<i>Blade</i>	<i>Gravity Blade</i>	<i>Earth Impulse</i>			495	80	200	1	0	0
	<i>Blade</i>	<i>Gravity Blade</i>	<i>Earth Impulse</i>			540	100	220	1	0	0
	<i>Blade</i>	<i>Gravity Blade</i>	<i>Earth Impulse</i>			2197	177	666	1	0	0
	<i>Gravity Drain</i>	<i>Earth Strike</i>				7800	900	3500	0	8	0
	<i>Gravity Drain</i>	<i>Earth Strike</i>				22000	5000	10000	5	10	0
	<i>Gravity</i>	<i>E P Drain</i>	<i>Body Attack</i>			150	53	80	0	1	0
	<i>Gravity</i>	<i>E P Drain</i>	<i>Body Attack</i>			3174	287	725	0	1	0
	<i>Gravity</i>	<i>E P Drain</i>	<i>Body Attack</i>			290	80	175	0	1	0
	<i>Gravity Hammer</i>	<i>Dark Quake</i>	<i>Dark Crush</i>			1200	120	415	3	0	0
	<i>Gravity Hammer</i>	<i>Dark Quake</i>	<i>Dark Crush</i>			3010	226	890	3	0	0
	<i>Gravity Hammer</i>	<i>Dark Quake</i>	<i>Dark Crush</i>			2155	198	737	3	0	0
	<i>Blow</i>	<i>Mighty Blow</i>				34	40	45	1	0	0
	<i>Blow</i>	<i>Mighty Blow</i>				10	30	30	1	0	0
	<i>Blow</i>	<i>Mighty Blow</i>	<i>Power Charge</i>			2890	226	714	1	0	0
	<i>Blow</i>					5	30	20			
	<i>Aero Energy</i>					5	30	20			



**SECTION 05**

Enemy Name	Notes	LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size	Element
<b>TFC Member 801</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Wind
<b>Tiem-Tops</b>	<i>Golem tent Fight 2</i>	1	50	72	25	30	50	40		2	1	Wind
	<i>Water Shrine</i>	76	907	545	584	584	771	609		2	1	Wind
<b>Tokimune</b>	<i>Kyoto Castle</i>	40	2800	418	389	389	458	315		2	1	Earth
<b>Toya</b>	<i>Starting Stats</i>	4	57	90	45	50	45	50	50	2	1	Water
	<i>Controlled Toya</i>	60	10000	1144	802	822	680	796		2	1	Water
	<i>(Last Boss)</i>	47	1308	416	530	596	530	596		2	1	Water
<b>Uhabongo</b>	<i>Ragau Coast</i>	12	363	106	200	86	86	163		2	1	Water
	<i>Gravekeep Holm: Rescue the Elder</i>	43	4319	269	715	262	262	489		2	1	Water
	<i>Fire Shrine</i>	50	1383	304	676	300	300	561		2	1	Water
<b>Valkyrie</b>	<i>Sage's Tower</i>	40	956	318	658	415	389	580		2	1	Water
	<i>Earth Shrine</i>	57	1513	426	882	535	546	692		2	1	Water
<b>Vampire</b>	<i>Holy Beast Shrine</i>	70	1596	553	849	749	649	765		2	1	Dark
	<i>Lost Golem</i>	30	907	350	520	402	302	356		2	1	Dark
<b>Vandog</b>	<i>Trade District</i>	1	30	54	30	30	30	70		3	1	Wind
	<i>Trade District</i>	1	40	54	30	30	30	50		3	1	Wind
	<i>Yokohama City Frozen</i>	11	86	106	86	86	86	290		3	1	Wind
	<i>Holy Beast Shrine</i>	55	673	330	428	428	428	719		3	1	Wind
<b>Werewolf</b>	<i>Ragau Coast</i>	11	143	114	178	80	104	173		2	1	Wind
	<i>Wind Shrine</i>	67	1022	437	834	394	505	734		2	1	Wind
<b>White Tiger</b>	<i>Earth Shrine</i>	69	11500	1070	988	612	519	812		2	1	Earth
<b>Wind Guardian</b>	<i>Sage's Tower</i>	43	3088	547	415	801	489	336		2	4	Wind
	<i>Holy Beast Shrine</i>	90	19000	9999	901	999	999	730		2	4	Wind
<b>Woodian</b>	<i>Londinus Plains</i>	9	160	103	69	125	130	69		2	1	Earth
	<i>Summoned by the Lord of Earth</i>	34	300	250	212	303	337	234		2	1	Earth
	<i>Earth Shrine / Holy Beast Shrine</i>	82	2557	721	577	881	923	477		2	1	Earth
	<i>Lost Golem</i>	68	1308	442	450	612	732	400		2	1	Earth
<b>YEC Executive</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Earth
<b>YEC Leader</b>	<i>Before the Festival</i>	1	60	54	30	30	30	30		2	1	Earth
<b>YEC Rookie</b>	<i>Before the Festival</i>	1	40	54	30	30	30	30		2	1	Earth
<b>Yokohama Guard</b>	<i>Yokohama City Destroyed: Save Yuki</i>	3	196	65	42	42	42	42		2	1	Wind
	<i>Yokohama City Frozen</i>	12	212	106	126	126	126	86		2	1	Wind
	<i>Fire Shrine / Holy Beast Shrine</i>	54	1059	325	523	523	523	523		2	1	Wind
	<i>Lost Golem</i>	15	407	126	178	178	178	128		2	1	Wind
<b>Yo-Yo</b>	<i>Summoned by Mystery Man</i>	57	550	312	432	432	432	777		2	1	Light
<b>Yuki</b>	<i>PC (Starting Stats)</i>	18	48	72	45	40	35	50	50	2	1	Wind
	<i>Golem tent Fight 2</i>	2	48	72	20	35	43	82		2	1	Wind
	<i>Dolmen Ruins</i>	16	259	183	173	153	132	193		2	1	Wind
	<i>Destroyed London City</i>	0	48	72	45	40	35	50		2	1	Wind
	<i>Gravekeep Holm</i>	0	48	72	45	40	35	50		2	1	Wind
<b>Yuzuriha</b>	<i>Yamashiro Marsh</i>	33	632	317	266	328	447	348		2	1	Light
	<i>Ascetic Court</i>	37	731	345	294	363	552	383		2	1	Light
	<i>Wind Shrine</i>	52	1024	452	400	693	581	493		2	1	Light
	<i>Lost Golem</i>	42	806	437	329	506	779	406		2	1	Light

APPENDICES

APPENDIX 04: ENEMIES

	Attack Skill 1	Attack Skill 2	Attack Skill 3	Attack Skill 4	Attack Skill 5	EXP Gain	TP Gain	SP Gain	Power Gems	Mind Gems	Speed Gems
	<b>Blow</b>					3	20	10			
	<b>Clear Aid</b>	<b>Aero Bolt</b>	<b>Body Attack</b>	<b>Barrier</b>		9	30	30	0	0	1
	<b>Clear Aid</b>	<b>Aero Bolt</b>	<b>Body Attack</b>	<b>Barrier</b>		2245	176	640	0	0	1
	<b>Hide Dance</b>	<b>Horseplay</b>	<b>Return Dance</b>	<b>HP Drain Dance</b>		8000	500	700			
	<b>High Spear</b>	<b>Aqua Spike</b>									
	<b>Unlink Spear</b>	<b>Mega Aqua Spike</b>	<b>Gaybolg</b>			48000	3800	15000			
	<b>High Spear</b>	<b>Mega Aqua Spike</b>	<b>Mega Flash</b>								
	<b>Aqua Crush</b>	<b>Aqua Quake</b>				68	43	72	0	0	2
	<b>Aqua Crush</b>	<b>Aqua Quake</b>				2300	190	1020	0	0	2
	<b>Aqua Crush</b>	<b>Aqua Quake</b>				2900	255	902	0	0	2
	<b>High Aqua Blade</b>	<b>Aqua Impulse</b>	<b>N-Barrier Blade</b>			2300	205	525	0	0	4
	<b>High Aqua Blade</b>	<b>Aqua Impulse</b>	<b>N-Barrier Blade</b>			3350	299	840	0	0	4
	<b>Gravity Bite</b>	<b>HP Drain Roar</b>	<b>Hide Roar</b>			3546	500	937	0	3	0
	<b>Gravity Bite</b>	<b>HP Drain Roar</b>	<b>Hide Roar</b>			1240	140	240	0	3	0
	<b>Aero Bite</b>					1	20	15	0	0	1
	<b>Aero Bite</b>					1	20	15	0	0	1
	<b>Aero Bite</b>	<b>Aero Roar</b>				70	31	70	0	0	1
	<b>Aero Bite</b>	<b>Aero Roar</b>				3254	312	750	0	0	1
	<b>High Air Blow</b>	<b>Recover Body</b>	<b>Air Force</b>			66	38	65	0	0	1
	<b>High Air Blow</b>	<b>Recover Body</b>	<b>Air Force</b>			3050	237	738	0	0	1
	<b>Meteor Fang</b>	<b>Reverse Roar</b>	<b>Earth Grab Roar</b>	<b>Drain Fang</b>		58000	4400	12000	14	0	10
	<b>Aero Giga Breath</b>	<b>Aero Breath</b>				5800	800	1520	0	5	0
	<b>Aero Giga Breath</b>	<b>Aero Breath</b>				18000	4000	8900	0	16	0
	<b>Barrier</b>	<b>Earth Bolt</b>	<b>No-Protect Touch</b>	<b>Clear Aid</b>		38	45	45	0	1	0
	<b>Barrier</b>	<b>Earth Bolt</b>	<b>No-Protect Touch</b>	<b>Clear Aid</b>		1000	135	300	0	3	0
	<b>Barrier</b>	<b>Earth Bolt</b>	<b>No-Protect Touch</b>	<b>Clear Aid</b>		3010	254	765	0	3	0
	<b>Barrier</b>	<b>Earth Bolt</b>	<b>No-Protect Touch</b>	<b>Clear Aid</b>		4200	650	1320	0	3	0
	<b>Blow</b>					3	20	10			
	<b>High Blow</b>					5	30	20			
	<b>Blow</b>					3	20	10			
	<b>High Aero Shot</b>	<b>Shot</b>	<b>Burst</b>	<b>N-Protect Shot</b>		20	55	35	1	0	0
	<b>High Aero Shot</b>	<b>Shot</b>				96	44	85	1	0	0
	<b>High Aero Shot</b>	<b>Shot</b>	<b>Burst</b>	<b>N-Protect Shot</b>		3135	300	737	1	0	0
	<b>High Aero Shot</b>	<b>Shot</b>	<b>Burst</b>	<b>N-Protect Shot</b>		130	50	100	1	0	0
	<b>Mega Light Blow</b>					0	0	0			
	<b>Shot</b>	<b>High Drum Roll</b>									
	<b>Shot</b>					28	50	40			
	<b>Shot</b>	<b>High Drum Roll</b>				0	0	0			
	<b>High Shot</b>	<b>Mega Drum Roll</b>	<b>Pot Shot</b>			0	0	0			
	<b>Mega Shot</b>	<b>Mega Drum Roll</b>	<b>High Pot Shot</b>			0	0	0			
	<b>Mega Cure Dance</b>	<b>Hi-Return Dance</b>	<b>Light Mist</b>	<b>Clear Dance</b>		1080	158	400	0	4	0
	<b>Mega Cure Dance</b>	<b>Hi-Return Dance</b>	<b>Light Mist</b>	<b>Clear Dance</b>		1350	135	580	0	4	0
	<b>Mega Cure Dance</b>	<b>Hi-Return Dance</b>	<b>Light Mist</b>	<b>Clear Dance</b>		3540	266	790	0	4	0
	<b>Mega Cure Dance</b>	<b>Hi-Return Dance</b>	<b>Light Mist</b>	<b>Clear Dance</b>		2250	217	810	0	4	0

## APPENDICES: GAME DATA

## 05

## GOLEMS



## AERO DRAGON

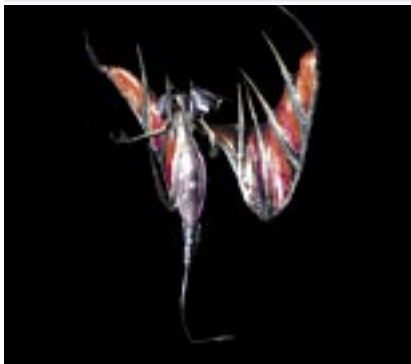


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	58	90	70	70	50	70	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aero Breath</b>	Wind	72	96	Ranged: Blast of breath to enemy in range
<b>Aero Gravity</b>	Wind	120	135	Ranged: Gravity breath blast to single enemy
<b>Aero Drain</b>	Wind	95	108	Ranged: Breath blast drains EP from single enemy
<b>Reverse Bark</b>	None	—	33	Cover: Reverses attribute bark attack to enemy rank

## ALIBARAD

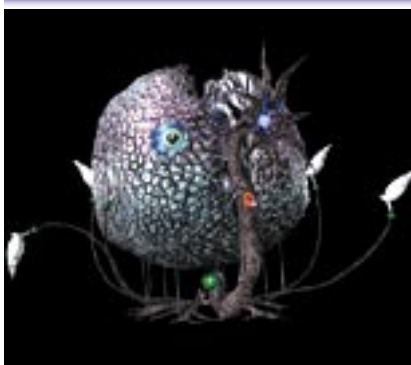


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
40	823	368	298	386	528	465	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Barrier</b>	None	75	26	Cover: Reduces own and iN -range allies' HP damage by 25%
<b>High Dark Bolt</b>	Dark	46	39	Ranged: Medium Enchant blasts Dark Ether on enemy rank
<b>Mega Power Up</b>	None	175	171	Cover: Boosts own and iN -range allies' parameters by 75%
<b>Cure Aid</b>	None	45	16	Cover: Recovers small amounts of own and close allies' HP

## AMAZONIA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
10	191	107	77	122	137	84	50	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Giga Breath</b>	Earth	60	48	Ranged: Breath with knockback to enemy in range
<b>Drain Bark</b>	None	24	13	Cover: Bark drains HP from enemy in range
<b>Poison Ball</b>	Earth	40	16	Ranged: Earth Ether poison blast to enemy in range



## AERO DRAGON

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Breath</b>	<b>Cancel Gravity</b>	<b>Attribute Shield</b>		<b>0</b>	<b>128</b>	<b>128</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## ALIBARAD

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy2</b>				<b>0</b>	<b>42</b>	<b>86</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## AMAZONIA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gem	Mind Gem	Speed Gem
<b>Earth</b>	<b>Breath</b>	<b>Negate Poison</b>	<b>Negate Knockback</b>		<b>10</b>	<b>12</b>	<b>4</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## ANGELINA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	30	72	30	40	50	40	30	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>No-Barrier Sonic</b>	None	42	36	Ranged: Sonic blast negates HP barrier of enemy rank
<b>Protection Link</b>	None	—	30	Cover: Protects self and in-range allies from status problems
<b>Reverse Sonic</b>	None	—	11	Cover: Reverses attribute sonic attack on enemy rank
<b>Cure Voice</b>	None	50	16	Cover: Recovers small amount of own and in-range allies' HP

## ANUBIS



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	90	70	70	60	60	15	3	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Aero Spear</b>	Wind	64	108	Direct: Strong spear thrust on enemy column
<b>Mega Spear</b>	None	64	99	Direct: Strong spear thrust on enemy column
<b>EP Drain Spear</b>	None	64	140	Direct: Thrust drains EP from enemy column

## APO



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	48	82	40	60	70	50	20	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Link</b>	None	100	90	Cover: Enchant maximizes combination gauges of all allies
<b>Life Vacuum</b>	None	40	90	Cover: Enchant drains HP from all enemies

## AQUA JELLY



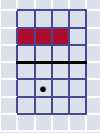
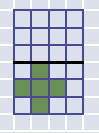
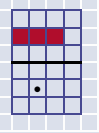
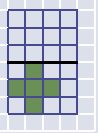
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
55	1661	328	685	307	411	261	60	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aqua Giga Blow</b>	Water	60	30	Direct: Attack on enemy in range
<b>Aqua Giga Wave</b>	Water	52	33	Direct: Shockwave on enemy in range
<b>Recover Body</b>	None	48	9	Cover: Light recovery of own HP and EP

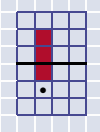
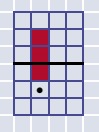
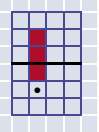
# ANGELINA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Sound</b>	<b>Negate Rage</b>			<b>0</b>	<b>8</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

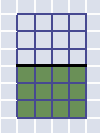
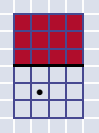
# ANUBIS

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Spear</b>	<b>Cancel Gravity</b>			<b>64</b>	<b>256</b>	<b>192</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

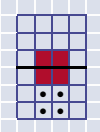
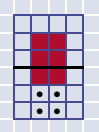
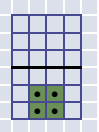
# APO

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Energy2</b>				<b>66</b>	<b>4</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# AQUA JELLY

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Fist</b>	<b>Negate Knockback</b>	<b>Cut VP Use</b>		<b>32</b>	<b>2</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## ARCHANGEL



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
45	884	413	355	352	691	462	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Cure Song</b>	None	72	162	Cover: Recovers large amount of own and nearby allies' HP
<b>Mega Return Song</b>	None	88	252	Cover: Revives allies front and back with high recovery
<b>Barrier Song</b>	None	75	30	Cover: Reduces own and iN -range allies' HP damage by 25%
<b>No-Barrier Sonic</b>	None	42	36	Ranged: Sonic blast negates HP barrier of enemy rank

## BAGLANJI



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
48	979	569	377	818	395	282	10	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Dark Gravity</b>	Dark	64	82	Ranged: Gravity Enchant attacks enemy in range
<b>Mega Dark Zone</b>	Dark	40	135	Ranged: Strong Enchant Dark Ether blast to wide area
<b>Drain Sight</b>	None	30	36	Cover: Enchant drains EP from enemy in range

## BASILISK



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
32	887	242	314	378	426	196	90	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Poison Giga Gasp</b>	Earth	60	45	Ranged: Poison breath blast to enemy in range
<b>Earth Ball</b>	Earth	65	67	Ranged: Earth Ether blast to enemy rank

## BELLADONNA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
26	321	254	165	274	323	273	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Dark Bolt</b>	Dark	36	13	Ranged: Weak Enchant blasts Dark Ether on enemy rank
<b>High Cure Aid</b>	None	63	48	Cover: Recovers medium amount of own and close allies' HP
<b>High EP Drain</b>	None	30	30	Cover: Medium Enchant drains HP from enemy rank
<b>Power Up</b>	None	125	19	Cover: Boosts own and iN -range allies' parameters by 25%

# ARCHANGEL

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Sound</b>	<b>Support+20%</b>			<b>16</b>	<b>98</b>	<b>24</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# BAGLANJI

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy1</b>	<b>EP+20%</b>	<b>Ranged+20%</b>	<b>Negate Knockback</b>	<b>0</b>	<b>142</b>	<b>34</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# BASILISK

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Breath</b>	<b>Negate Knockback</b>			<b>40</b>	<b>40</b>	<b>24</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# BELLADONNA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy2</b>	<b>Cancel Gravity</b>			<b>0</b>	<b>32</b>	<b>8</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4



## BLACK DRAGON



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	90	70	70	50	70	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Slash</b>	None	55	108	Direct: Strong slash on enemy in range
<b>Dark X Cutter</b>	Dark	96	90	Direct: X-Shaped cut on single enemy

## BLOOD FENCER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
31	642	261	378	299	372	319	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Hide Blade</b>	None	—	10	Cover: Makes self harder to hit
<b>X Cutter</b>	None	85	40	Direct: X-Shaped cut on single enemy

## BLUE IMP



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
43	1046	269	584	258	270	341	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Hammer</b>	None	104	24	Direct: Medium strike to single enemy
<b>High Crush</b>	None	53	33	Direct: Medium swing with knockback to enemy rank
<b>High Quake</b>	None	32	30	Direct: Medium quake to enemy in range

## BULLDOG



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
16	178	159	116	136	213	150	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Reverse Bite</b>	None	40	15	Direct: Reverses attribute bite on enemy column
<b>EP Drain Bite</b>	None	40	10	Direct: Bite drains EP from enemy column
<b>Unlink Bite</b>	None	40	10	Direct: Resets combination gauge of enemy column
<b>Grab Roar</b>	None	—	10	Cover: Roar with knockback and gravity on enemy column

# BLACK DRAGON

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Sword</b>	<b>Cancel Gravity</b>			<b>64</b>	<b>128</b>	<b>256</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# BLOOD FENCER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Sword</b>				<b>18</b>	<b>6</b>	<b>24</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# BLUE IMP

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Hammer</b>				<b>99</b>	<b>21</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# BULLDOG

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Fangs</b>				<b>6</b>	<b>6</b>	<b>6</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## CALABAZA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	48	72	50	50	70	50	20	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Anger Bite</b>	None	40	12	Direct: Bite enrages enemy column
<b>High Flare Bite</b>	Fire	52	30	Direct: Medium bite on enemy column
<b>Spoilsport</b>	None	180	0	Direct: Inflicts heavy damage on all enemies when immobile

## CERBERUS



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	58	64	60	30	30	60	20	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Hell Fang</b>	None	80	66	Direct: Strong bite on enemy rank
<b>High Hell Fang</b>	None	65	55	Ranged: Medium bite on enemy rank
<b>Hell Fang</b>	None	50	44	Ranged: Weak bite on enemy rank

## CRAZY PIZZA

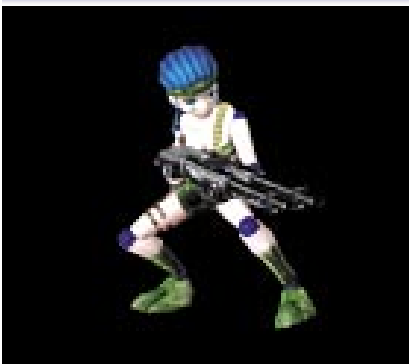


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
18	162	138	119	121	131	120	100	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Flare Blow</b>	Fire	40	10	Direct: Weak punch to enemy column
<b>Mega Charge</b>	None	175	62	Cover: Boosts parameters by 75%

## CROWBERRY



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
38	725	274	471	237	384	403	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Burst</b>	None	39	51	Direct: Medium burst of fire to enemy in range
<b>Poison Shot</b>	None	52	40	Direct: Burst of fire with poison to enemy column

# CALABAZA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Fangs</b>				<b>10</b>	<b>10</b>	<b>10</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# CERBERUS

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Fangs</b>	<b>Negate Knockback</b>			<b>24</b>	<b>0</b>	<b>24</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# CRAZY PIZZA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Fist</b>				<b>6</b>	<b>0</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# CROWBERRY

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Gun</b>				<b>32</b>	<b>32</b>	<b>32</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## DABRAD



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
35	945	234	343	214	259	269	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mighty Blow</b>	None	110	100	Direct: Max-power punch to single enemy
<b>High Dark Blow</b>	Dark	52	30	Direct: Medium punch to enemy column
<b>Provoke</b>	None	—	9	Close: Enrages enemy column

## DAISY BLUE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
12	115	132	151	84	126	206	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Shoot</b>	None	38	9	Direct: Weak kick to enemy column
<b>Mega Shoot</b>	None	60	81	Direct: Strong kick to enemy column

## DARIASLEZ



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
13	126	147	160	118	183	158	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Shot</b>	None	52	24	Direct: Medium shot to enemy column
<b>Strong Gain</b>	None	150	36	Cover: Boosts own and nearby allies' parameters by 50%
<b>Mega Link Gain</b>	None	100	12	Cover: Maximizes own and iN -range allies' combination gauges

## DEATH SCYTHE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
55	1011	385	640	670	513	505	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Spirit Hunter</b>	Dark	65	68	Direct: Sword thrust on enemy rank
<b>Mega Dark Force</b>	Dark	128	144	Ranged: Strong Enchant Dark Ether attack to single enemy

# DABRAD

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Fist</b>	<b>Negate Poison</b>			<b>48</b>	<b>26</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# DAISY BLUE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Dance</b>				<b>12</b>	<b>4</b>	<b>8</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# DARIASLEZ

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Gun</b>				<b>2</b>	<b>6</b>	<b>8</b>

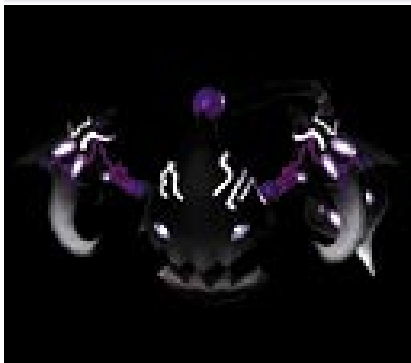
Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# DEATH SCYTHE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy1</b>	<b>Negate Reverse</b>			<b>20</b>	<b>30</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## DEVILIN

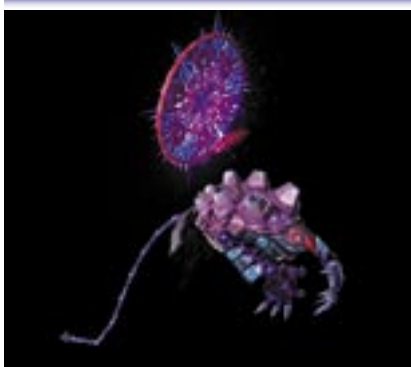


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
19	210	192	126	173	202	312	30	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Poison Roar</b>	None	—	30	Cover: Roar poisons enemy column
<b>Poison Bite</b>	None	40	16	Direct: Bite poisons enemy column

## DIVINE TURTLE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	90	50	60	70	40	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aqua EP Drain</b>	Water	70	135	Ranged: Enchant drains EP from enemy in range
<b>Giga Barrier</b>	None	50	159	Cover: Reduces own and nearby allies' HP damage by 50%
<b>Reverse</b>	None	—	30	Cover: Reverses attribute Enchant attack on enemy rank

## EARTH GUARDIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
60	1756	366	707	332	453	322	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Earth Blow</b>	Earth	52	30	Direct: Medium punch to enemy column
<b>High Charge</b>	None	150	26	Cover: Boosts parameters by 50%
<b>Earth Wave</b>	Earth	36	16	Direct: Weak shockwave on enemy column

## ELDORADA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
33	457	244	381	271	219	255	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Hammer</b>	None	104	24	Direct: Medium strike to single enemy
<b>High Crush</b>	None	53	33	Direct: Medium swing with knockback to enemy rank
<b>High Quake</b>	None	32	30	Direct: Medium quake to enemy in range

# DEVILIN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Fangs</b>	<b>Negate Rage</b>			<b>0</b>	<b>4</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# DIVINE TURTLE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Energy2</b>	<b>Cancel Gravity</b>	<b>Attribute Shield</b>		<b>32</b>	<b>128</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# EARTH GUARDIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Fist</b>	<b>Negate Poison</b>			<b>32</b>	<b>0</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# ELDORADA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Hammer</b>	<b>Negate Poison</b>			<b>42</b>	<b>0</b>	<b>10</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4



## EXECUTOR



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	72	70	70	40	70	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Justice</b>	None	81	172	Direct: Autofire metes out justice to enemy in range
<b>Mega Burst</b>	None	48	153	Direct: Strong burst of fire to enemy in range

## EXISTENCE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
23	336	161	147	249	188	189	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Gravity Breath</b>	Dark	40	55	Ranged: Gravity breath blast to enemy in range
<b>Dark Breath</b>	Dark	45	48	Ranged: Blast of breath to enemy in range

## FIRE GUARDIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
43	1189	302	643	470	338	251	60	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Flare Giga Gasp</b>	Fire	64	56	Ranged: Breath blast to enemy in range
<b>Giga Hammer</b>	None	72	102	Direct: Shock to enemy in range

## FLORESIA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
20	241	212	140	207	356	273	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Cure Voice</b>	None	90	144	Cover: Recovers large amount of own and iN -range allies' HP
<b>Mega Cure Song</b>	None	72	162	Cover: Recovers large amount of own and nearby allies' HP
<b>Power Voice</b>	None	150	30	Cover: Boosts own and iN -range allies' parameters by 50%
<b>Light Sonic</b>	Light	42	36	Ranged: Sonic blast to enemy rank

# EXECUTOR

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Gun</b>	<b>Direct+20%</b>			<b>256</b>	<b>64</b>	<b>64</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# EXISTENCE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Breath</b>				<b>6</b>	<b>18</b>	<b>6</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# FIRE GUARDIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Breath</b>	<b>Negate Knockback</b>	<b>Negate Reverse</b>		<b>102</b>	<b>52</b>	<b>28</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# FLORESIA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Sound</b>	<b>Support+20%</b>			<b>6</b>	<b>14</b>	<b>8</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## FOLLY CAROL



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
42	892	375	485	471	601	498	20	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Snow Gift</b>	Water	80	128	Ranged: Snow-breath blast to all enemies
<b>Snow Gravity</b>	Water	45	45	Ranged: Gravity snow breath to enemy in range

## FUNNY CLOWN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
15	127	151	118	147	171	133	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Power Up Plus</b>	None	150	11	Cover: Boosts own and iN -range allies' parameters by 50%
<b>Aero Bolt</b>	Wind	36	13	Ranged: Weak Enchant blasts Wind Ether on enemy rank
<b>Body Attack</b>	None	40	9	Direct: Body slam to enemy column
<b>Clear Aid</b>	None	—	30	Cover: Negates status problems of self and iN -range allies

## GALE LANCER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
34	653	265	346	355	347	413	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Aero Spear</b>	Wind	52	33	Direct: Medium spear thrust on enemy column
<b>High Flash</b>	None	30	30	Direct: Medium thrust on enemy in range
<b>Aero Spear</b>	Wind	40	10	Direct: Weak spear thrust on enemy column

## GALIRYA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
40	1066	301	323	311	484	235	90	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Life Vacuum</b>	None	40	90	Cover: Enchant drains HP from all enemies

# FOLLY CAROL

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Breath</b>	<b>Negate Reverse</b>			<b>48</b>	<b>96</b>	<b>64</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# FUNNY CLOWN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Energy2</b>				<b>0</b>	<b>4</b>	<b>16</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# GALE LANCER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Spear</b>				<b>22</b>	<b>0</b>	<b>48</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# GALIRYA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Energy2</b>	<b>Negate Poison</b>	<b>Negate Knockback</b>		<b>48</b>	<b>48</b>	<b>12</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## GARGOYLE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
44	839	363	526	341	259	454	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Dark Bite</b>	Dark	52	30	Direct: Medium bite on enemy column
<b>Gravity Bite</b>	None	60	36	Direct: Gravity-powered bite on enemy column
<b>EP Drain Roar</b>	None	40	60	Cover: Roar drains EP from enemy column

## GARNET KITTY



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
52	780	383	484	398	567	827	65	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Shoot</b>	None	50	27	Direct: Medium kick to enemy column
<b>EP Drain Dance</b>	None	30	36	Cover: Dance drains EP from enemy in range
<b>Hide Dance</b>	None	—	11	Cover: Makes self harder to hit
<b>High Dark Shoot</b>	Dark	50	30	Direct: Medium kick to enemy column

## GOLD SQUAT



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	82	70	50	60	70	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Light Blow</b>	Light	64	90	Direct: Strong punch to enemy column
<b>Mega Light Wave</b>	Light	58	142	Direct: Strong shockwave on enemy column
<b>Mighty Blow</b>	None	110	100	Direct: Max-power punch to single enemy

## GRAND CROSS V



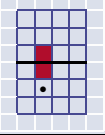
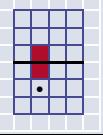
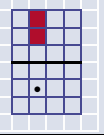
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	64	70	40	40	50	80	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Flare Spear</b>	Fire	64	108	Direct: Strong spear thrust on enemy column
<b>Power Rise</b>	None	150	30	Cover: Boosts own parameters by 50%
<b>High Flare Spike</b>	Fire	36	45	Ranged: Weak stab with Fire Ether on enemy in range

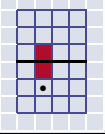
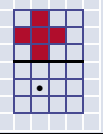
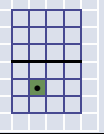
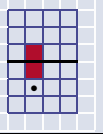
# GARGOYLE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Fangs</b>	<b>Negate Gravity</b>			<b>88</b>	<b>32</b>	<b>88</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

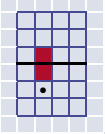
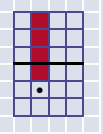
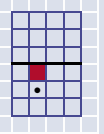
# GARNET KITTY

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Dance</b>	<b>Speed+20%</b>			<b>4</b>	<b>8</b>	<b>28</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

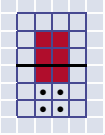
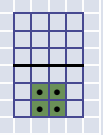
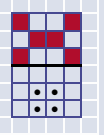
# GOLD SQUAT

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Fist</b>	<b>Direct+20%</b>	<b>Negate Gravity</b>		<b>100</b>	<b>80</b>	<b>76</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# GRAND CROSS V

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Spear</b>	<b>Negate Poison</b>	<b>Negate Knockback</b>		<b>102</b>	<b>0</b>	<b>24</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## GREAT MAMMOTH



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
46	1329	286	481	563	356	355	70	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Earth Giga Gasp</b>	Earth	60	48	Ranged: Breath with knockback to enemy in range
<b>Gravity Breath</b>	Dark	40	55	Ranged: Gravity breath blast to enemy in range
<b>Mega Earth Gasp</b>	Earth	60	110	Ranged: Wide breath blast to enemy in range

## GROUND BREAKER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	58	82	70	60	40	70	15	3	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>N-Barrier Shot</b>	None	33	42	Cover: Salvo negates HP barrier of enemy in range
<b>No-Power Shot</b>	None	33	42	Cover: Salvo negates parameter boost of enemy in range
<b>Mega Shoot</b>	None	60	81	Direct: Strong kick to enemy column

## HARPY



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
30	503	225	237	305	345	416	35	3	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Power Voice</b>	None	150	30	Cover: Boosts own and iN -range allies' parameters by 50%
<b>High Cure Voice</b>	None	70	48	Cover: Recovers medium amount of own and iN -range allies' HP
<b>Aero Sonic</b>	Wind	42	36	Ranged: Sonic blast to enemy rank

## HOUSE GUARDIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
32	432	207	269	219	262	203	70	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Flare Shoot</b>	Fire	38	10	Direct: Weak kick to enemy column
<b>EP Drain Dance</b>	None	30	36	Cover: Dance drains EP from enemy in range
<b>Poison Shoot</b>	None	40	20	Direct: Poison kick to enemy column

# GREAT MAMMOTH

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Breath</b>	<b>Negate Knockback</b>	<b>Cut VP Use</b>		<b>192</b>	<b>20</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# GROUND BREAKER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Gun</b>	<b>Speed+20%</b>	<b>Cancel Gravity</b>		<b>64</b>	<b>20</b>	<b>256</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# HARPY

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Sound</b>	<b>Cancel Gravity</b>	<b>Attribute Shield</b>		<b>0</b>	<b>12</b>	<b>52</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# HOUSE GUARDIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Dance</b>				<b>2</b>	<b>4</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4



## HYDRA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
40	1254	428	529	474	389	404	20	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Octo Giga Vour</b>	None	50	117	Ranged: Multiple bites on enemies in wide area
<b>Octo Devour</b>	None	100	108	Ranged: Multiple bites on enemy in range
<b>Poison Field</b>	None	20	39	Cover: Enchant inflicts intense poison on enemy in range

## KABUKI



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
40	899	291	510	396	391	399	85	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Shoot</b>	None	50	27	Direct: Medium kick to enemy column
<b>High Light Shoot</b>	Light	50	30	Direct: Medium kick to enemy column
<b>Mega Link Dance</b>	None	100	36	Cover: Maximizes own and nearby allies' combination gauges
<b>Gravity Dance</b>	None	—	36	Cover: Dance with knockback and gravity to single enemy

## KNIGHT AVEI



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
56	1274	416	284	277	540	428	20	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Protection</b>	None	—	11	Cover: Prevents own and iN -range allies' status problems
<b>HP Drain</b>	None	20	16	Cover: Enchant drains HP from enemy in range
<b>High Barrier</b>	None	50	78	Cover: Reduces own and iN -range allies' HP damage by 50%

## KNIGHT GRENADIER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
45	864	313	441	352	341	433	20	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Dark Shot</b>	Dark	52	27	Direct: Medium shot to enemy column
<b>N-Link Shot</b>	None	38	12	Cover: Salvo resets combination gauge of enemy rank

# HYDRA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Energy1</b>	<b>Negate Knockback</b>			<b>64</b>	<b>64</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# KABUKI

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Dance</b>				<b>48</b>	<b>12</b>	<b>48</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# KNIGHT AVEI

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy2</b>	<b>Negate Poison</b>			<b>0</b>	<b>30</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# KNIGHT GRENADIER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Gun</b>	<b>Negate Poison</b>			<b>14</b>	<b>4</b>	<b>14</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## KNIGHT SERVANT



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
7	99	83	94	66	72	77	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Blade</b>	None	55	33	Direct: Medium cut on enemy rank
<b>X Cutter</b>	None	85	40	Direct: X-Shaped cut on single enemy
<b>Aqua Impulse</b>	Water	48	36	Direct: Sword stroke on enemy column
<b>Protection Accel</b>	None	—	39	Cover: Protects self and iN -range allies from status problems

## KUNOICHI

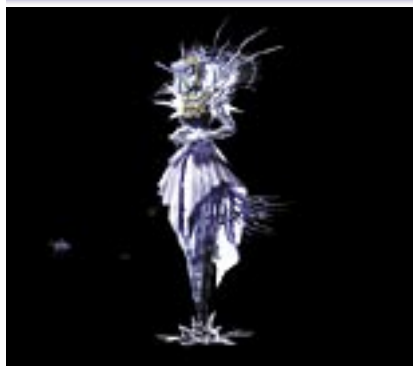


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
38	837	299	438	452	378	670	40	3	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Earth Blade</b>	Earth	52	33	Direct: Medium cut on enemy rank
<b>Hide Blade</b>	None	—	10	Cover: Makes self harder to hit
<b>Flare Impulse</b>	Fire	48	36	Direct: Sword stroke on enemy column
<b>High Power Accel</b>	None	150	35	Cover: Boosts own parameters by 50%

## LADY AZLIGHT



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
19	220	185	119	212	197	171	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Ice Sonic</b>	Water	40	13	Ranged: Ice sonic attack to enemy in range
<b>Cure Voice</b>	None	50	16	Cover: Recovers small amount of own and iN -range allies' HP
<b>Protection Link</b>	None	—	30	Cover: Protects self and in-range allies from status problems

## LAPIS MAGINA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
52	801	565	275	726	587	399	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Light Force</b>	Light	128	144	Ranged: Strong Enchant Light Ether attack to single enemy
<b>High Aqua Sight</b>	Water	52	39	Ranged: Mid Enchant Water Ether blast to enemy in range
<b>High Flare Sight</b>	Fire	52	39	Ranged: Mid Enchant Fire Ether blast to enemy in range

# KNIGHT SERVANT

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sword</b>				<b>10</b>	<b>2</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# KUNOICHI

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Sword</b>	<b>Speed+20%</b>			<b>32</b>	<b>26</b>	<b>58</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# LADY AZLIGHT

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sound</b>	<b>Negate Reverse</b>			<b>0</b>	<b>16</b>	<b>12</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# LAPIS MAGINA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Energy1</b>	<b>EP+20%</b>			<b>0</b>	<b>192</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## LENIALIS



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
45	545	356	259	452	431	361	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Cure Voice</b>	None	50	16	Cover: Recovers small amount of own and iN -range allies' HP
<b>Earth Sonic</b>	Earth	42	36	Ranged: Sonic blast to enemy rank
<b>Reverse Sonic</b>	None	—	11	Cover: Reverses attribute sonic attack on enemy rank
<b>No-Power Sonic</b>	None	42	36	Ranged: Sonic blast negates parameter boost of enemy rank

## LIGHT APOSTLE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
52	1303	479	397	603	611	477	25	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Light Zone</b>	Light	40	135	Ranged: Strong Enchant Light Ether blast to wide area
<b>Reverse Order</b>	None	—	33	Cover: Reverses attribute Enchant to enemy rank
<b>Mega Light Sight</b>	Light	64	117	Ranged: Strong Enchant Light Ether blow to enemy in range

## LILLY-LILLY



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
48	940	375	627	434	355	592	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Hammer</b>	None	128	72	Direct: Strong strike to single enemy
<b>Mega Crush</b>	None	65	99	Direct: High-power swing with knockback to enemy rank
<b>Gravity Hammer</b>	None	70	45	Direct: Gravity quake to enemy column
<b>Mega Quake</b>	None	40	90	Direct: High-power quake to enemy in range

## LORD ONYX



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
10	149	100	140	85	103	131	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Blade</b>	None	55	33	Direct: Medium cut on enemy rank
<b>Impulse</b>	None	48	33	Direct: Sword stroke on enemy column

# LENIALIS

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Sound</b>				<b>2</b>	<b>16</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# LIGHT APOSTLE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Energy1</b>				<b>46</b>	<b>160</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# LILLY-LILLY

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Hammer</b>				<b>100</b>	<b>20</b>	<b>60</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# LORD ONYX

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Sword</b>				<b>12</b>	<b>2</b>	<b>4</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## MAGE GUARDIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
8	67	103	67	116	73	93	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Light Force</b>	Light	104	48	Ranged: Medium Enchant Light Ether attack to single enemy
<b>High Light Sight</b>	Light	52	39	Ranged: Mid Enchant Light Ether blast to enemy in range
<b>Body Attack</b>	None	40	9	Direct: Body slam to enemy column

## MARLIN GLAVE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
32	728	253	396	316	332	364	30	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Blade</b>	None	55	33	Direct: Medium cut on enemy rank
<b>Barrier Accel</b>	None	75	13	Cover: Reduces HP damage to self and iN -range allies by 25%
<b>Mega Power Accel</b>	None	175	105	Cover: Boosts own parameters by 75%
<b>Aqua Impulse</b>	Water	48	36	Direct: Sword stroke on enemy column

## MEDUSA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
57	1060	507	431	646	702	533	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Gravity</b>	None	—	11	Cover: Gravity Enchant attacks enemy in range
<b>High Aqua Bolt</b>	Water	46	39	Ranged: Medium Enchant blasts Water Ether on enemy rank
<b>Mega EP Drain</b>	None	40	90	Cover: Strong Enchant drains HP from enemy rank
<b>Clear Aid</b>	None	—	30	Cover: Negates status problems of self and iN -range allies

## MEGA PENGU



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
20	441	196	129	253	221	206	20	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aqua Anger</b>	Water	100	100	Ranged: Enchant enrages enemy in range

# MAGE GUARDIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Energy1</b>				<b>0</b>	<b>20</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# MARLIN GLAVE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sword</b>				<b>42</b>	<b>32</b>	<b>26</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# MEDUSA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Energy2</b>				<b>64</b>	<b>82</b>	<b>58</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# MEGA PENGU

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Energy1</b>	<b>Negate Knockback</b>	<b>Attribute Shield</b>		<b>44</b>	<b>88</b>	<b>66</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4



## MERMAID



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
16	213	182	112	151	240	144	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Cure Voice</b>	None	70	48	Cover: Recovers medium amount of own and iN -range allies' HP
<b>No-Power Sonic</b>	None	42	36	Ranged: Sonic blast negates parameter boost of enemy rank
<b>Cure Melody</b>	None	100	156	Cover: Recovers one ally to full HP
<b>HP Drain Voice</b>	None	30	36	Cover: Song drains HP from enemy in range

## MINOTAUR



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
45	1076	280	535	335	267	404	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Quake</b>	None	32	30	Direct: Medium quake to enemy in range
<b>Flare Crush</b>	Fire	53	36	Direct: Swing with knockback to enemy rank

## NA EIL

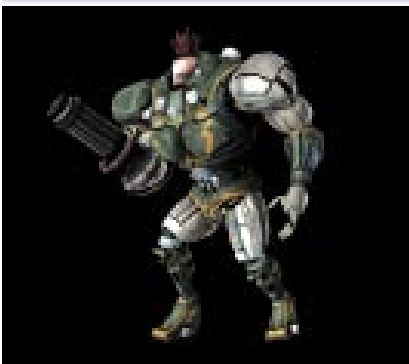


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
32	819	276	417	308	249	258	70	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Giga Bite</b>	None	80	99	Direct: Bite on enemy in range
<b>Poison Giga Bite</b>	None	40	33	Direct: Bite poisons enemy in range

## NB DESTROYER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
22	364	161	199	129	122	247	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Burst</b>	None	30	17	Direct: Weak burst of fire to enemy in range
<b>Aero Burst</b>	Wind	30	17	Direct: Weak burst of fire to enemy in range
<b>Shot</b>	None	40	8	Direct: Weak shot to enemy column

# MERMAID

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sound</b>	<b>Negate Reverse</b>			<b>3</b>	<b>18</b>	<b>3</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# MINOTAUR

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Hammer</b>				<b>128</b>	<b>2</b>	<b>6</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# NA EIL

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Fangs</b>	<b>Negate Knockback</b>			<b>96</b>	<b>4</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# NB DESTROYER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Gun</b>				<b>20</b>	<b>2</b>	<b>10</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## ODIN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
50	1581	491	690	678	564	472	20	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Dark Spike</b>	Dark	44	135	Ranged: Strong stab with Dark Ether on enemy in range
<b>Gungnir</b>	None	80	160	Direct: Max-power stab to enemy column
<b>Mega Dark Spear</b>	Dark	64	108	Direct: Strong spear thrust on enemy column

## OMEGA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	90	70	70	70	70	10	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>God Scream</b>	None	180	135	Ranged: Ultra-high-power shockwave on enemy in range
<b>Burning Edge</b>	None	90	117	Direct: Max carve on enemy in range
<b>Near Death Edge</b>	None	—	760	Direct: Max stroke negates HP barrier on enemy in range
<b>Impulse</b>	None	48	33	Direct: Sword stroke on enemy column

## ORPHEUS



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
34	593	320	267	269	404	268	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Link Voice</b>	None	100	33	Cover: Maximizes own and nearby allies' combination gauges
<b>High Cure Song</b>	None	56	54	Cover: Recovers medium amount of own and nearby allies' HP
<b>High Sonic</b>	None	42	33	Ranged: Sonic blast to enemy rank
<b>Clear Voice</b>	None	—	30	Cover: Negates own and iN -range allies' status problems

## PALACE GUNNER

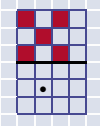
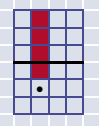
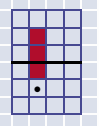


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
15	233	125	181	101	127	140	50	2	1

## ATTACK SKILLS

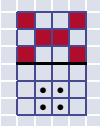
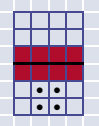
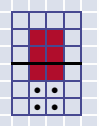
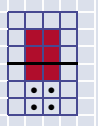
Name	Element	PP	EP	Effect
<b>High Aqua Shot</b>	Water	52	27	Direct: Medium shot to enemy column
<b>High Burst</b>	None	39	51	Direct: Medium burst of fire to enemy in range

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Spear</b>	<b>Negate Knockback</b>			<b>100</b>	<b>100</b>	<b>56</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

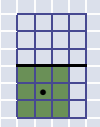
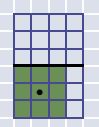
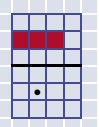
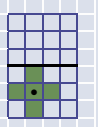
# OMEGA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>None</b>	<b>Sword</b>				<b>256</b>	<b>256</b>	<b>256</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

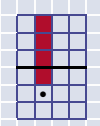
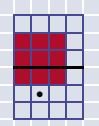
# ORPHEUS

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sound</b>				<b>4</b>	<b>32</b>	<b>28</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# PALACE GUNNER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Gun</b>				<b>8</b>	<b>6</b>	<b>14</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## PEGASUS



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
53	1292	417	397	403	664	585	65	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Power Up Plus</b>	None	150	11	Cover: Boosts own and in-range allies' parameters by 50%
<b>Mega Cure Aid</b>	None	81	144	Cover: Recovers large amount of own and close allies' HP
<b>High Light Bolt</b>	Light	46	39	Ranged: Medium Enchant blasts Light Ether on enemy rank
<b>Body Attack</b>	None	40	9	Direct: Body slam to enemy column

## PHOENICIA

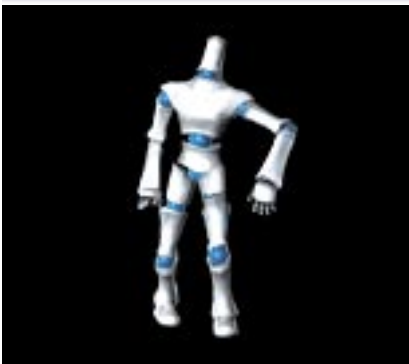


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	58	90	60	70	70	60	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Flare Zone</b>	Fire	40	135	Ranged: Strong Enchant Fire Ether blast to wide area
<b>Mega Flare Force</b>	Fire	128	144	Ranged: Strong Enchant Fire Ether attack to single enemy
<b>Reverse Order</b>	None	—	33	Cover: Reverses attribute Enchant to enemy rank
<b>Resurrection</b>	None	120	330	Cover: Revives nearby allies (high recovery)

## PLANT GUARDIAN

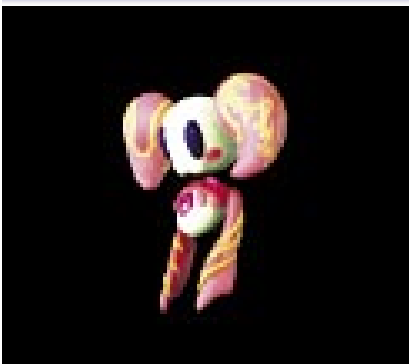


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
3	39	65	57	40	52	40	70	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aqua Blow</b>	Water	40	10	Direct: Weak punch to enemy column
<b>Wave</b>	None	36	13	Direct: Weak shockwave on enemy column

## PLIONE



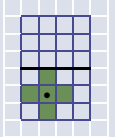
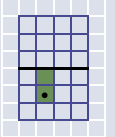
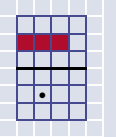
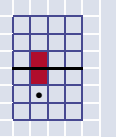
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
18	151	194	127	241	218	233	30	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Light Force</b>	Light	104	48	Ranged: Medium Enchant Light Ether attack to single enemy
<b>Reverse Order</b>	None	—	33	Cover: Reverses attribute Enchant to enemy rank
<b>Drain Sight</b>	None	30	36	Cover: Enchant drains EP from enemy in range

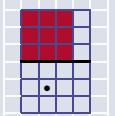
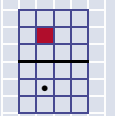
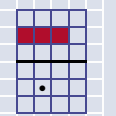
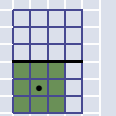
# PEGASUS

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Energy2</b>	<b>Cancel Gravity</b>			<b>0</b>	<b>18</b>	<b>42</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

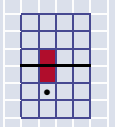
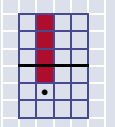
# PHOENICIA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Energy1</b>	<b>Cancel Gravity</b>	<b>Attribute Shield</b>		<b>20</b>	<b>48</b>	<b>60</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

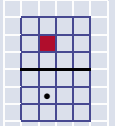
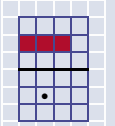
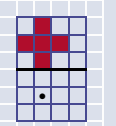
# PLANT GUARDIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Fist</b>				<b>4</b>	<b>2</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# PLIONE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Energy1</b>	<b>Negate Rage</b>			<b>10</b>	<b>24</b>	<b>24</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## POSEIDON



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
29	644	268	383	317	293	290	25	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Aqua Spear</b>	Water	64	108	Direct: Strong spear thrust on enemy column
<b>High Aqua Spike</b>	Water	36	45	Ranged: Medium stab with Water Ether on enemy in range
<b>Power Rise</b>	None	150	30	Cover: Boosts own parameters by 50%

## PRILL COTTON



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
33	356	281	202	335	404	324	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Cure Aid</b>	None	45	16	Cover: Recovers small amounts of own and close allies' HP
<b>High Barrier</b>	None	50	78	Cover: Reduces own and iN -range allies' HP damage by 50%
<b>Strong Up</b>	None	150	11	Cover: Boosts own and iN -range allies' parameters by 50%
<b>Aero Bolt</b>	Wind	36	13	Ranged: Weak Enchant blasts Wind Ether on enemy rank

## PRIMROSE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	30	64	30	30	50	50	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Burst</b>	None	30	17	Direct: Weak burst of fire to enemy in range
<b>Shot</b>	None	40	8	Direct: Weak shot to enemy column
<b>Cure Loop</b>	None	50	11	Cover: Recovers small amount of own and nearby allies' HP

## RAIKO



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	82	70	60	50	60	10	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Blade</b>	None	68	99	Direct: Strong cut on enemy rank
<b>Iron Cut</b>	None	50	180	Direct: Vertical stroke cuts single enemy HP by half
<b>Dark Impulse</b>	Dark	48	36	Direct: Sword stroke on enemy column

# POSEIDON

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Spear</b>				<b>32</b>	<b>18</b>	<b>10</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# PRILL COTTON

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Energy2</b>				<b>0</b>	<b>26</b>	<b>32</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# PRIMROSE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Gun</b>				<b>4</b>	<b>4</b>	<b>4</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# RAIKO

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Sword</b>	<b>Cancel Gravity</b>	<b>EP Auto Cure</b>		<b>128</b>	<b>112</b>	<b>96</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4



## RAT THE RIPPER

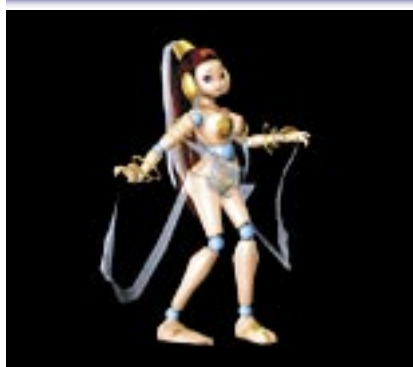


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
19	221	193	208	169	204	242	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Poison Force</b>	None	10	27	Cover: Fighting fist poisons all enemy columns
<b>Dark Blow</b>	Dark	40	10	Direct: Weak punch to enemy column
<b>Provoke</b>	None	—	9	?????
<b>Dark Wave</b>	Dark	36	16	Direct: Weak shockwave on enemy column

## RIO MIMOZA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
6	87	102	81	72	110	93	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Cure Dance</b>	None	70	54	Cover: Recovers medium amount of own and iN -range allies' HP
<b>Shoot</b>	None	38	9	Direct: Weak kick to enemy column
<b>HP Drain Dance</b>	None	30	33	Cover: Dance drains HP from enemy in range
<b>Clear Dance</b>	None	—	36	Cover: Negates own and iN -range allies' status problems

## ROSEWHIP



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
32	301	265	163	379	262	304	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Dark Sight</b>	Dark	52	39	Ranged: Mid Enchant Dark Ether blast to enemy in range
<b>Drain Sight</b>	None	30	36	Cover: Enchant drains EP from enemy in range

## ROUND MASTER



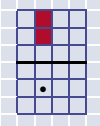
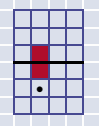
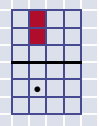
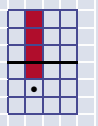
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
38	706	294	395	303	307	453	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Flare Blow</b>	Fire	52	30	Direct: Medium punch to enemy column
<b>High Smash</b>	None	42	30	Direct: Generic punch to enemy in range
<b>Grav-Force</b>	None	40	28	Ranged: Weak gravity grab on single enemy
<b>High Charge</b>	None	150	26	Cover: Boosts parameters by 50%

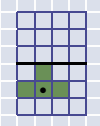
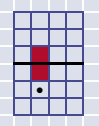
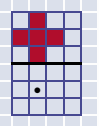
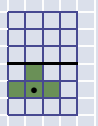
# RAT THE RIPPER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Fist</b>				<b>10</b>	<b>6</b>	<b>16</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

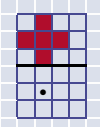
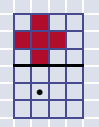
# RIO MIMOZA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Dance</b>				<b>0</b>	<b>4</b>	<b>12</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

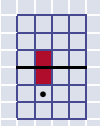
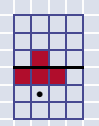
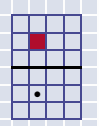
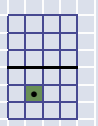
# ROSEWHIP

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy1</b>				<b>0</b>	<b>38</b>	<b>16</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# ROUND MASTER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Fist</b>				<b>62</b>	<b>12</b>	<b>18</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## ROYAL BONE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
24	371	172	196	152	244	145	75	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Spear</b>	None	40	9	Direct: Weak spear thrust on enemy column
<b>Soldier's Shield</b>	None	50	65	Cover: Reduces HP damage to self and iN -range allies by 50%
<b>Earth Spike</b>	Earth	64	15	Ranged: Weak stab with Earth Ether on enemy in range

## RUBY BUTTERFLY

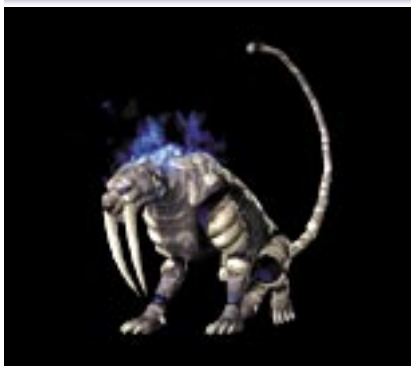


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
45	915	377	584	501	512	547	60	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Flare Shoot</b>	Fire	60	90	Direct: Strong kick to enemy column
<b>Anger Shoot</b>	None	40	27	Direct: Kick enrages enemy column
<b>High Cure Dance</b>	None	70	54	Cover: Recovers medium amount of own and iN -range allies' HP
<b>Power Dance</b>	None	125	12	Cover: Boosts own and iN -range allies' parameters by 25%

## SABER TIGER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
16	198	132	219	113	108	221	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Sabertooth</b>	None	88	30	Direct: Bite single enemy
<b>Flare Bite</b>	Fire	40	10	Direct: Weak bite on enemy column
<b>HP Drain Bite</b>	None	40	18	Direct: Bite drains HP from enemy column

## SAMURAI



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
36	671	288	441	282	286	337	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Impulse</b>	None	48	33	Direct: Sword stroke on enemy column
<b>Iron Cut</b>	None	50	180	Direct: Vertical stroke cuts single enemy HP by half
<b>Blade</b>	None	42	11	Direct: Weak cut on enemy rank

# ROYAL BONE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Spear</b>				<b>26</b>	<b>16</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# RUBY BUTTERFLY

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Dance</b>	<b>Negate Reverse</b>			<b>12</b>	<b>62</b>	<b>64</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# SABER TIGER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Fangs</b>				<b>18</b>	<b>0</b>	<b>6</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# SAMURAI

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Fire</b>	<b>Sword</b>				<b>64</b>	<b>12</b>	<b>12</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## SASQUATCH



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
15	317	140	175	177	195	138	70	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Ice Giga Blow</b>	Water	72	30	Direct: Ice attack on enemy in range
<b>Giga Charge +</b>	None	150	62	Cover: Boosts own and in-range allies' parameters by 50%

## SEBASTIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	48	72	70	60	60	60	7	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Sniper Shot</b>	None	75	320	Ranged: Max-power sniper shot kills single enemy
<b>Mega Shot</b>	None	64	72	Direct: Strong shot to enemy column
<b>Gravity Shot</b>	None	52	54	Direct: Burst fire with gravity to enemy column

## SG DOMINION



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
50	1398	385	624	523	367	606	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>X Cutter</b>	None	85	40	Direct: X-Shaped cut on single enemy
<b>Aero Impulse</b>	Wind	48	36	Direct: Sword stroke on enemy column
<b>Mega Slash</b>	None	55	108	Direct: Strong slash on enemy in range

## SG SENTOR



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
40	738	294	382	307	377	480	70	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Spear</b>	None	64	99	Direct: Strong spear thrust on enemy column
<b>High Light Spike</b>	Light	36	45	Ranged: Weak stab with Light Ether on enemy in range
<b>High Flash</b>	None	30	30	Direct: Medium thrust on enemy in range

# SASQUATCH

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Fist</b>	<b>Negate Knockback</b>	<b>Cut VP Use</b>		<b>32</b>	<b>10</b>	<b>0</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# SEBASTIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Gun</b>				<b>128</b>	<b>128</b>	<b>128</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# SG DOMINION

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Sword</b>	<b>Negate Poison</b>			<b>86</b>	<b>48</b>	<b>68</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# SG SENTOR

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Spear</b>	<b>Negate Poison</b>			<b>66</b>	<b>66</b>	<b>66</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## SILENT ASSASSIN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
19	207	149	168	163	193	282	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Poison Blade</b>	None	42	18	Direct: Cut poisons enemy rank
<b>Aqua Impulse</b>	Water	48	36	Direct: Sword stroke on enemy column
<b>Flare Impulse</b>	Fire	48	36	Direct: Sword stroke on enemy column
<b>Hide Blade</b>	None	—	10	Cover: Makes self harder to hit

## SIREN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
48	1019	408	291	588	495	455	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aqua Sonic</b>	Water	42	36	Ranged: Sonic blast to enemy rank
<b>High Return Song</b>	None	66	84	Cover: Revives allies front and back with medium recovery
<b>Cure Song</b>	None	40	18	Cover: Recovers small amount of own and nearby allies' HP
<b>Clear Voice</b>	None	—	30	Cover: Negates own and iN -range allies' status problems

## SKELETON



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
28	461	225	279	224	181	173	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Blade</b>	None	42	11	Direct: Weak cut on enemy rank
<b>Gravity Blade</b>	None	42	25	Direct: Cut hits enemy rank with gravity
<b>Earth Impulse</b>	Earth	48	36	Direct: Sword stroke on enemy column

## SPHINX



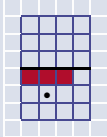
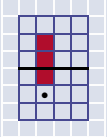
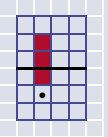
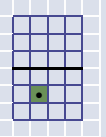
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	82	60	60	60	40	20	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Gravity Drain</b>	None	20	117	Cover: Gravity Enchant that drains HP from enemy in range
<b>Earth Strike</b>	Earth	80	135	Ranged: Strong Enchant rains Earth Ether on enemy in range

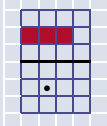
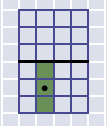
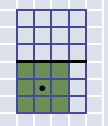
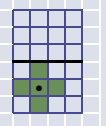
# SILENT ASSASSIN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Sword</b>	<b>Negate Poison</b>			<b>6</b>	<b>2</b>	<b>12</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

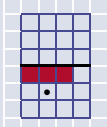
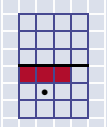
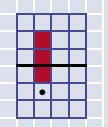
# SIREN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sound</b>				<b>24</b>	<b>128</b>	<b>64</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

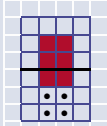
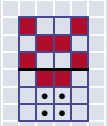
# SKELETON

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Sword</b>				<b>20</b>	<b>20</b>	<b>8</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# SPHINX

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Energy1</b>	<b>Negate Poison</b>	<b>Negate Knockback</b>		<b>32</b>	<b>32</b>	<b>38</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			



## SPOOKY BOO



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
20	230	169	167	215	213	242	35	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Gravity</b>	None	—	11	Cover: Gravity Enchant attacks enemy in range
<b>EP Drain</b>	None	20	10	Cover: Weak Enchant drains HP from enemy rank
<b>Body Attack</b>	None	40	9	Direct: Body slam to enemy column

## STRAW SHAMAN

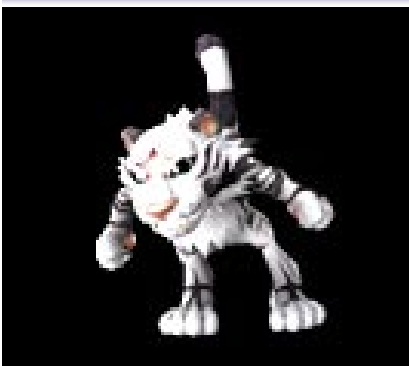


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
42	763	331	566	398	494	393	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Giga Hammer</b>	None	72	102	Direct: Shock to enemy in range
<b>Dark Quake</b>	Dark	50	33	Direct: Quake to enemy column
<b>Dark Crush</b>	Dark	53	36	Direct: swing with knockback to enemy rank

## TAIGALION

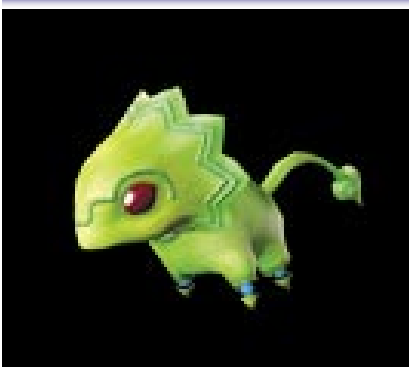


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	38	54	50	30	30	50	30	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Blow</b>	None	40	8	Direct: Weak punch to enemy column
<b>Mighty Blow</b>	None	110	100	Direct: Max-power punch to single enemy
<b>Power Charge +</b>	None	125	39	Cover: Boosts own and nearby allies' parameters by 25%

## TIEM-TOPS



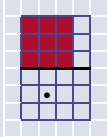
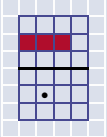
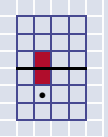
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	30	72	30	30	50	40	30	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Cure Aid</b>	None	45	16	Cover: Recovers small amounts of own and close allies' HP
<b>Aero Bolt</b>	Wind	36	13	Ranged: Weak Enchant blasts Wind Ether on enemy rank
<b>Body Attack</b>	None	40	9	Direct: Body slam to enemy column
<b>Barrier</b>	None	75	26	Cover: Reduces own and in-range allies' HP damage by 25%

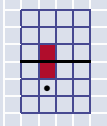
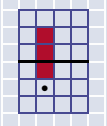
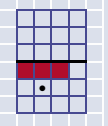
# SPOOKY BOO

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Energy2</b>	<b>Cancel Gravity</b>			<b>0</b>	<b>16</b>	<b>16</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

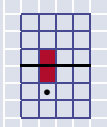
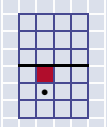
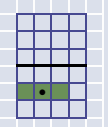
# STRAW SHAMAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Hammer</b>	<b>Negate Poison</b>			<b>64</b>	<b>24</b>	<b>26</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

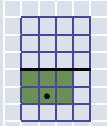
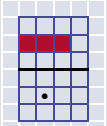
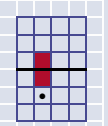
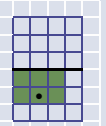
# TAIGALION

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Fist</b>	<b>Negate Rage</b>			<b>6</b>	<b>0</b>	<b>2</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# TIEM-TOPS

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Energy2</b>	<b>Negate Rage</b>			<b>0</b>	<b>4</b>	<b>4</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## UHABONGO



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
49	1349	300	503	294	243	488	55	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aqua Crush</b>	Water	53	36	Direct: Swing with knockback to enemy rank
<b>Aqua Quake</b>	Water	50	33	Direct: Quake to enemy column

## VALKYRIE



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
48	1037	395	621	379	459	694	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Aqua Blade</b>	Water	52	33	Direct: Medium cut on enemy rank
<b>Aqua Impulse</b>	Water	48	36	Direct: Sword stroke on enemy column
<b>N-Barrier Blade</b>	None	42	18	Direct: Cut negates HP barrier on enemy rank

## VAMPIRE

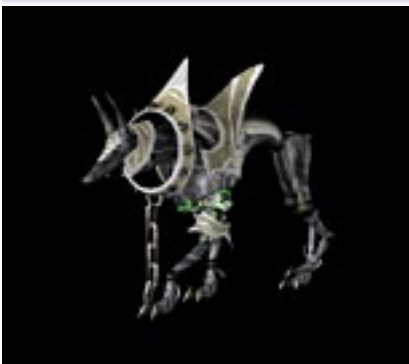


LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
30	650	317	305	330	327	367	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Gravity Bite</b>	None	60	36	Direct: Gravity-powered bite on enemy column
<b>HP Drain Roar</b>	None	60	60	Cover: Roar drains HP from enemy column
<b>Hide Roar</b>	None	—	12	Cover: Makes self harder to hit

## VANDOG



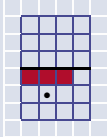
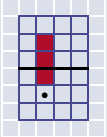
LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
15	133	126	110	103	114	167	80	3	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aero Bite</b>	Wind	40	10	Direct: Weak bite on enemy column
<b>Aero Roar</b>	Wind	40	13	Ranged: Roar hits enemy column with Wind Ether

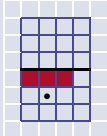
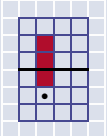
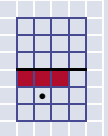
# UHABONGO

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Hammer</b>	<b>HP+20%</b>	<b>Negate Knockback</b>	<b>Cut VP Use</b>	<b>84</b>	<b>21</b>	<b>46</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

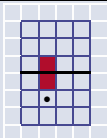
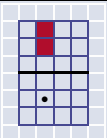
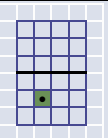
# VALKYRIE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Water</b>	<b>Sword</b>	<b>Speed+20%</b>	<b>Negate Rage</b>	<b>Cancel Gravity</b>	<b>68</b>	<b>24</b>	<b>78</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

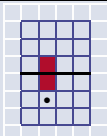
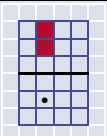
# VAMPIRE

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Dark</b>	<b>Fangs</b>	<b>Cancel Gravity</b>	<b>Negate Poison</b>	<b>Cut EP Use</b>	<b>20</b>	<b>20</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

# VANDOG

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Fangs</b>	<b>Negate Poison</b>			<b>4</b>	<b>0</b>	<b>20</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4
			

## WEREWOLF



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
7	78	103	129	59	88	122	45	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Air Blow</b>	Wind	52	30	Direct: Medium punch to enemy column
<b>Recover Body</b>	None	48	9	Cover: Light recovery of own HP and EP
<b>Air Force</b>	Wind	52	96	Ranged: Grab with Wind Ether discharge on single enemy

## WHITE TIGER



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	82	70	60	50	60	15	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Meteor Fang</b>	None	160	160	Direct: Gravity bite to single enemy
<b>Reverse Roar</b>	None	—	36	Cover: Reverses attribute roar on enemy rank
<b>Earth Grav Roar</b>	Earth	60	60	Ranged: Earth roar hits enemy column with gravity
<b>Drain Fang</b>	None	65	72	Direct: Bite drains HP from enemy column

## WIND GUARDIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
1	70	72	50	70	60	40	75	2	4

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Aero Giga Breath</b>	Wind	72	126	Ranged: Breath blast to enemy in range
<b>Aero Breath</b>	Wind	60	110	Ranged: Wide breath blast to enemy in range

## WOODIAN



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
46	976	318	275	327	434	227	50	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Barrier</b>	None	75	26	Cover: Reduces own and iN -range allies' HP damage by 25%
<b>Earth Bolt</b>	Earth	36	13	Ranged: Weak Enchant blasts Earth Ether on enemy rank
<b>No-Protect Touch</b>	None	—	11	Cover: Enchant negates status barrier of enemy in range
<b>Cure Aid</b>	None	45	16	Cover: Recovers small amounts of own and close allies' HP

# WEREWOLF

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Fist</b>				<b>4</b>	<b>0</b>	<b>12</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# WHITE TIGER

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Fangs</b>	<b>Cancel Gravity</b>	<b>Attribute Shield</b>		<b>192</b>	<b>12</b>	<b>64</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# WIND GUARDIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Breath</b>	<b>Cancel Gravity</b>	<b>Negate Knockback</b>		<b>24</b>	<b>164</b>	<b>48</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# WOODIAN

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Earth</b>	<b>Energy2</b>				<b>2</b>	<b>12</b>	<b>4</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

## YOKOHAMA GUARD



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
15	207	120	105	113	107	105	65	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>High Aero Shot</b>	Wind	52	27	Direct: Medium shot to enemy column
<b>Shot</b>	None	40	8	Direct: Weak shot to enemy column
<b>Burst</b>	None	30	17	Direct: Weak burst of fire to enemy in range
<b>No-Protect Shot</b>	None	33	42	Cover: Salvo negates status barrier of enemy in range

## YUZURIHA



LV	HP	EP	Direct	Ranged	Support	Speed	Vitality	Movement	Size
41	746	427	318	399	539	395	40	2	1

## ATTACK SKILLS

Name	Element	PP	EP	Effect
<b>Mega Cure Dance</b>	None	90	162	Cover: Recovers large amount of own and iN -range allies' HP
<b>Requiem</b>	None	80	270	Cover: Revives allies in range (high recovery)
<b>Light Mist</b>	Light	42	56	Ranged: Revel with Light Ether blast to enemy rank
<b>Clear Dance</b>	None	—	36	Cover: Negates own and iN -range allies' status problems



# YOKOHAMA GUARD

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Wind</b>	<b>Gun</b>				<b>14</b>	<b>6</b>	<b>8</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4

# YUZURIHA

Element	Skill Category	Support Skill 1	Support Skill 2	Support Skill 3	Power Gems	Mind Gems	Speed Gems
<b>Light</b>	<b>Dance</b>				<b>10</b>	<b>72</b>	<b>26</b>

Attack Range Chart: Attack Skill 1	Attack Range Chart: Attack Skill 2	Attack Range Chart: Attack Skill 3	Attack Range Chart: Attack Skill 4





