

Utopiablue's Guide To **Epic Odyssey**

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STORY GUIDE

1. It All Begins Underground...



The story starts out with the hero (I will refer to him as Ulrick) spending his part-time working in the Deep Warren Mine. He is an only child, his parents died during the Crimson War while he was a baby. He was raised by his uncle, who when Ulrick was 2 years old, realized that his nephew had the power to channel elemental energies. Uncle Kirtus decided to enroll him into the Knights Nexus under the tutelage of Master Eldon.

One day, while having one his not-so-productive conversations with his miner friend, Tim, he dares Ulrick to show off his power. Ulrick finally gives in and what happens next sets off a chain of events that will forever change the fate of him and the entire world.

2. A Creature of Legend is Set Free...



What Ulrick accidentally uncovered was an ancient mermaid named Phoenicia. She is the Guardian of the Elysium Seas, 150th generation of the line of Songmaidens that use their mysterious power to infuse music with magic, lulling the monstrous krakens asleep every year. When the dark fiend called the Shadow King invaded her home, her Mother sealed Phoenicia away so he could not take her. Mother Helen then used all the power that she had to bring down the sanctuary on top of the Shadow King... trapping him.

With the Songmaiden sealed, the hold she had over gigantic krakens was dispelled. The sea monsters, now destroying and devouring all non aquatic life, made all the seas impossible to travel, bringing the world into a dark age.

3. Two People Bound By Fate...



Ulrick brings the unconscious mermaid back to the Kingdom of Tarsus to show his master. After being scolded by Master Eldon for his careless act that night, Ulrick is told to come to the Throne Room for an audience with King Hephistus and Queen Rhada. When Phoenicia tells the king her story and convinces him that she is telling the truth, King Hephistus grants her an escort to see the Oracle. But instead of appointing an experienced Nexus Knight to aide her, he knights Ulrick, who was at the time an apprentice to Master Eldon. As the shocked master looks on, the king sends the young Nexus Knight and the Songmaiden out to find her people.

4. An Ambush at the Outpost...



When Ulrick and Phoenicia arrive at the Wilderness Post they are stunned to see the post had just been raided. They find out that Captain Burton was taken hostage by the Breaker Gang, a small ragtag group of misfits lead by someone called Thunder Chief.

Running through the woods in pursuit of the Breaker Gang, Ulrick gets caught in one of the gang's traps. As two of the Breakers begin to close in on the captured hero, a very large dire wolf jumps out from the brush and scares the thugs off. Another person comes forth... a dark haired woman with ruby red eyes, to which the wolf happily acknowledges.

Friends call her Domino. Her real name is Lady Dominique Drakul. A Valisian of noble birth, she is ashamed at how the upper crust has greedily hoarded their wealth and cares very little for its lower class citizens. As an act of protest she left her home along with her pet pal, Kizz, and joined up with the Breaker Gang, stealing from the rich and giving her spoils to the poor in Valise.



Domino frees Ulrick and Phoenicia and decides to tag along with them because Thunder Chief took a family heirloom of hers. When they finally catch up to the Breaker boss, you find out that he's not willing to let go of nothing he took.



Brevic a.k.a "Thunder Chief"

Weak vs. Dark

Strong vs. Volt

Steal Info:

High Potion 25%

Ruby 15%

Repel Herb 15%

With Thunder Chief defeated and the Breakers in disarray, Domino and Kizz join your party.

5. The Flippian Town of Gar'Mal...

Upon exiting Wilderness Trail your party finds themselves in a vast swamp land. Further up the road way is the town of Gar'Mal, home to the Flippians. They are a distinctive frog-like species with no form of government. Mostly laid back in nature they have a neutral view of other species that continually pass through their town.

After spending the night, your party enters the Gar'Mal Swamp. Inside they hear a voice cry out for help. Rushing to where the sound came, they find a Flippian being attacked by a giant plant monster.



Gargantu

Weak vs. Fire

Immune vs. Earth

Absorbs Water

Steal Info:

Magic Water 25%

Blood Stone 15%

Warrior Guantlet 5%

After saving the Flippian from being eaten by the giant plant monster, he seems to be more interested in communicating with the shrine than to you.



The frog person quickly asks for the blessing of the fey spirits. He gets their blessing but under one condition. Because he did not complete the trial on his own he can only use their power if he is with Ulrick and his party. The Flippian, feeling annoyed and anxious, apologizes for his rude behavior and introduces himself as Zircon the Great. Zircon pleads with Ulrick to take him with them so he can achieve his dream of becoming the greatest sorceror in all Elysium.

6. Onward to the Golden Mountains...

Ulrick's party continues north and eventually reaches The Golden Mountains. They brave the dangers as they work their way to the Temple Mount. It is here that they are stopped by a strange beast.



Behemoth

Strong vs. Ice and Earth

Steal Info:

Boulder Scroll 25% Blood Stone 15% Grizzle Hide 15%

Once the beast is defeated you enter the Temple of Lucid, god of fate. At the end of the temple you meet the Oracle. She tells Phoenicia that her people still exist, but are on an island in the south seas. The only way to reach the island is by an invention a certain professor has built in the town of Helmsley. With your party's hope held high they were about to leave when suddenly two strangers enter the temple. They wear the emblems of the Kingdom of Cern.



The person on the right is a female named Xoras. She is the master mage general of the Cern army. Xoras grew up in a military family. Her mother was a high ranking sorceress and her father was general of the First Brigade. When her father died near the end of the Crimson War, her mother forced Xoras to train every day and always pushed her to excel in the magical arts at the academy. In the course of no more than 3 years Xoras's power outmatched even the then master mage general Murdok. She defeated him in a duel and became master mage general of Cern.



By Xoras side is a pale skinned male with silvery white hair. Peering out from his thin rimmed eyeglasses He has a haughty look on his face. He is General Finneas Goldwater III, master sage of the Cern Army. He carries the prestige of being the third generation in his family to become master sage general. He was present when Xoras dueled the elder Murdok and was very impressed by her skill and power. Out of

the other three generals, Finneas usually consults with Xoras about various matters. Some say he does so out of respect but others believe it goes deeper than that.

The two generals approach Ulrick's party and demand Phoenicia to be turned over to them. Ulrick straight away refuses and a fight ensues.



Xoras

Strong vs. Ice and Volt

Steal Info:

Thunder Scroll 15%

Ether Fabric 15%

Amethyst 5%



Finneas

Strong vs. Volt, Water, and Holy

Weak vs. Dark

Steal Info:

Magic Water 25%

Holy Scroll 15%

Emerald 5%

Try as you might the battle turns out to be futile. Xoras had enough toying with Ulrick's party and cast the devastating Nova spell, defeating your team. As the mage general comes forward to take Phoenicia, Ulrick jumps between them and slashes at Xoras with Burn Strike. This only infuriates her and she changes her mind and decides to kill you. Just then the Oracle quickly casts a blind spell on the two generals and teleports your party out of the temple. When the blind spell wears off, Xoras and Finneas has the Oracle arrested for interfering in Cern affairs.

7. The Solution is Found in Helmsley...



After a long trek your party finally arrives in Helmsley. You find the professor at his work shop in the northwest corner of town. His name is Clarence Weiss, but everyone calls him professor. He is a jack of all trades, a doctor, a repairman, an engineer, anything to support his love for his projects.

Ulrick and Phoenicia explain to Professor Weiss that they were sent by the Oracle in hopes of using one of inventions to travel across the sea. The professor says he does have such a contraption, a flying ship he calls a zeppelin. But it is not finished. He needs three crystal cores to generate the power it needs to fly. They are extremely hard to get because they are found in very dangerous places. Ulrick and Phoenicia volunteer to help gather these cores. The professor accepts but he wants his test pilot to go with you.

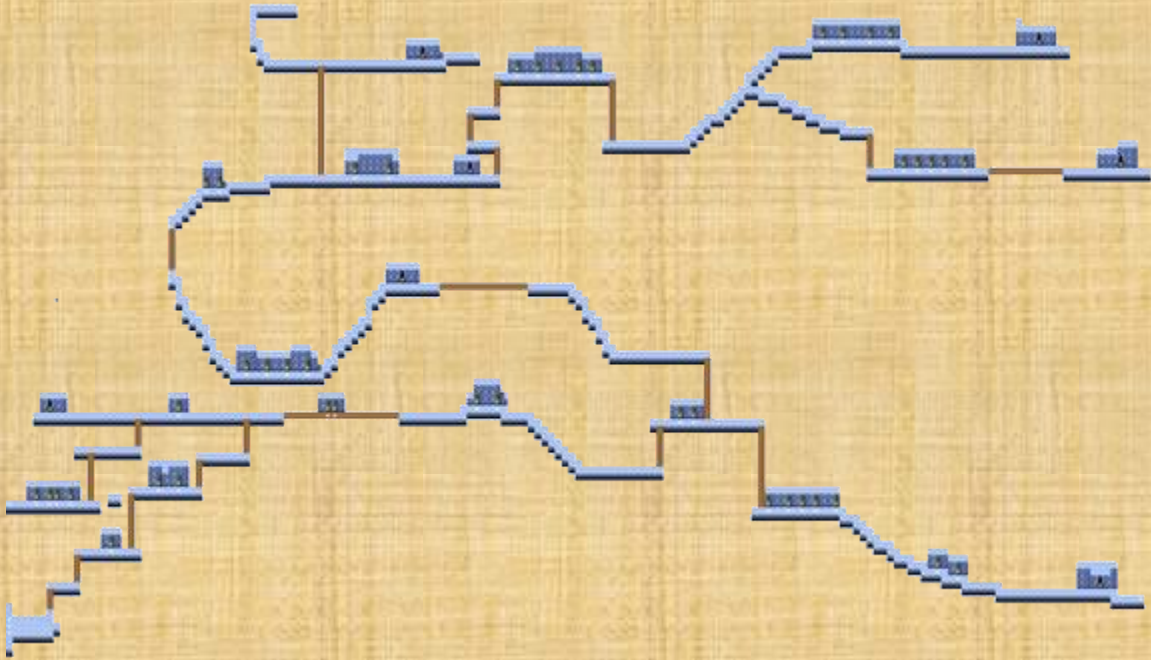


He calls out to a man working in the other room. A human male walks in. He is a tall and stout middle-aged man with tanned skin and long red hair. His name is Theo Rex. Hailing from Strata he was a mercenary by trade until one day he was tracking down a beast in Nailum's Fist. He chased the creature to a large ravine where it leaped across. Theo followed suit but came up too short and fell to the bottom, breaking both of his legs. He laid there in pain for days until he was rescued by the professor. Professor Weiss took him back to his family where he treated Theo's legs. From then on the professor and Theo have been good friends and now work for him.

8. Quest to Gather the Crystal Cores...

Whichever order you want to take to gather these cores is up to you.

Wind Crystal Core



This core is found at a place east of Argo called Bristlebane Caverns. It is home to Lamias, an aggressive monster race. Not only do you have to deal with these creatures, but they also set traps that you will have to avoid. Rolling boulders that will damage your party and knock you back, and statues that will blow you off the path are scattered throughout the cavern. There are various treasures boxes located here (refer to Spoiler Guide to Items) but if you go to bottom right corner of the map and enter there you will find the Lamia Queen's Lair. Here is where the wind cores are kept.



Lamia Queen

Strong vs. Volt and Wind

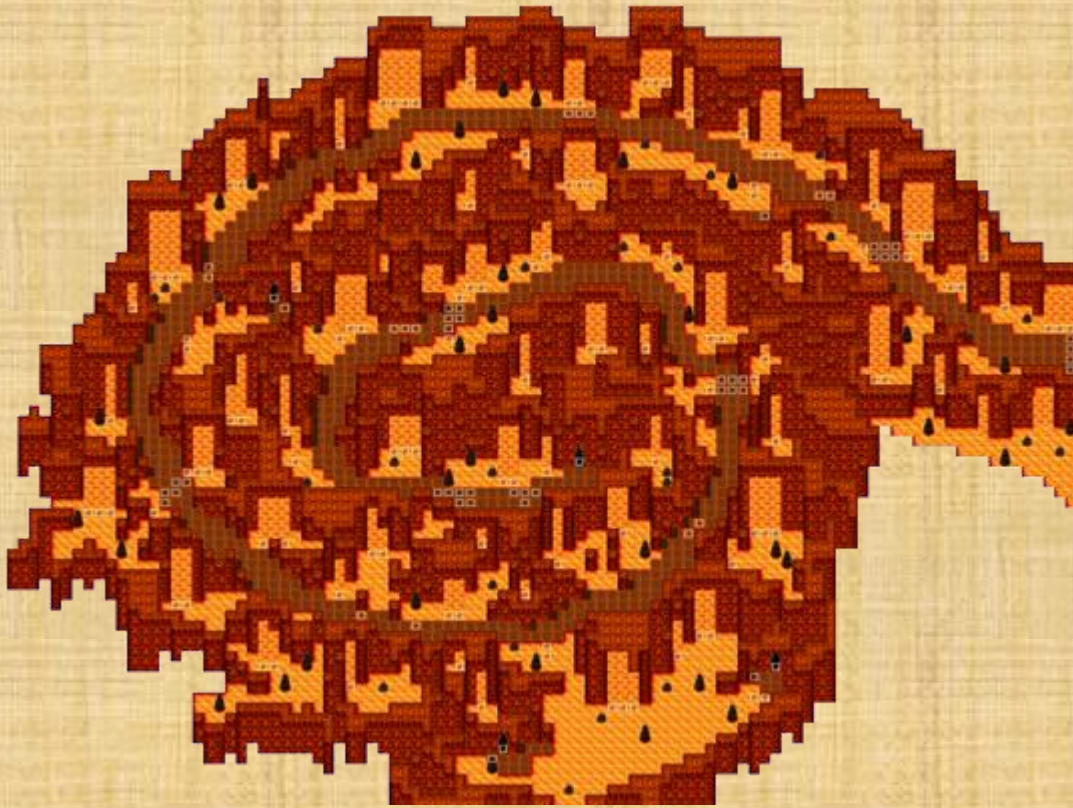
Steal Info:

Remedy 25%

Mithril 15%

Wind Ring 5%

Fire Crystal Core



This core can be found in The Inferno, located west of Helmsley. Sprouting fire pits and jumping balls of fire are the dangers you must face. There are a few treasure chests (refer to Spoiler Guide to Items) but it is very dangerous to get. Work your way down the spiraling path. Just before you reach the bottom, Ulrick's team is met with Cernian soldiers and their general.



His name is Rasta, general of the Second Brigade. A man of few words, his true identity is unknown, but his skills with the sword lead many to believe he is from Strata or at least trained there. Somehow he knew that Ulrick and Phoenicia would be at The Inferno. His mission... to kill the Songmaiden's party and take her back to Cern.



General Rasta

No strengths or weakness against elements

Steal Info:

Full Potion 25%

Vaccine 15%

Amethyst 15%

Ulrick's party defeats Rasta and his soldiers, but the quick footed general escapes. Now the path is clear and you enter a cave. Inside is a large bottomless pit and on the walls is an abundance of fire core crystals. You take one of the cores and as you are about to exit the cave, a demon comes out from the pit!



Pit Fiend

Strong vs. Fire, Ice, and Volt

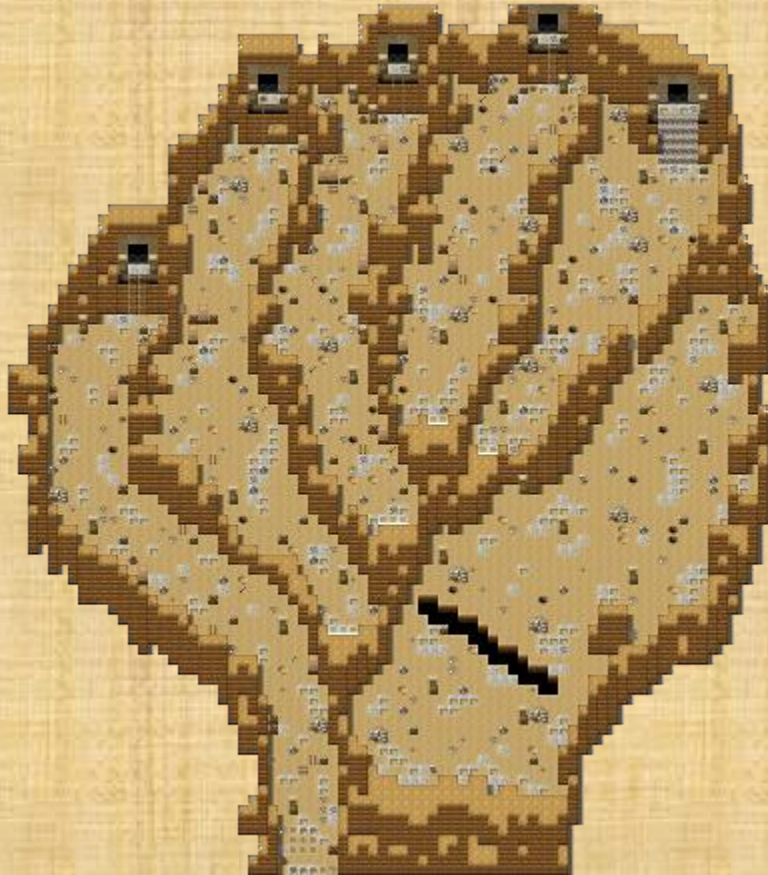
Steal Info:

Quartz 25%

Elixir 15%

Focus Amulet 5%

Volt Crystal Core



North of Strata is a place called Nailum's Fist. An advanced civilization once thrived here, but now it only brings death from above as thunder storms are always present. You have to constantly move outside to avoid lightning strikes. Inside each "knuckle" is an old ruin that will lead out to one of the "fingertips" of Nailum's Fist. Make it through the last "knuckle" and you will enter a chamber where the volt cores are stored. But when Ulrick's party walks toward the chamber, they trigger an alarm and a mechanical monstrosity is activated.



Omegas

Strong vs. Wind, Holy, and Dark

Absorbs Volt

Weak vs. Water

Steal Info:

Thunderium 15%

Eternium 15%

Guardian Bracelet 5%

9. Mission Accomplished! Return to Helmsley...

Having acquired all three crystal cores your party goes back to Professor Weiss's workshop. What they find stuns Theo. His dear friend is injured and lying on the floor! Your party rushes over to the fallen professor and before they can help him, they are ambushed! With everyone knocked unconscious, you watch as General Rasta takes Phoenicia away, and another general who you do not know, sets fire to the workshop with Ulrick's party still in it!

After the Cernians left you in a blaze of fire, Domino's buddy, Kizz, jumps through a glass window and wakes her up. Then Domino and Kizz wake their friends. Ulrick is beside himself when he realizes that Phoenicia was kidnapped, but regains his composure as the professor tells Ulrick it was the Cernians that did this and that they must save the zeppelin before all is lost. So you quickly run to the flying machine, place the crystal cores in the proper generators, and it takes flight!

(To solve the riddle of getting the zeppelin to fly do this. From left to right, it is Fire, Volt, and Wind. After placing the cores flip these switches in this order... green, yellow, and red.)

10. Going Deep Into Enemy Territory...

Ulrick and his party arrive at the Kingdom of Cern and infiltrate the castle by going through the water gate behind it. Inside is the dungeon where all of Cern's prisoners are kept. Checking each cell and taking down the prison guards, you make it to the third floor. You hear a familiar voice coming from the Torture Room... it's General Xoras!

Ulrick's party enters the Torture Room and finds Xoras, Finneas, and the Oracle. The master mage general has been draining the power away from the Oracle with something called a "magical transference device". This is how the other generals knew where your team was. Now Xoras is trying to absorb all the power away from the Oracle. You must stop her before she does this, but Finneas and his soldiers begin to attack.



You finally defeat General Finneas, but it is too late. Xoras consumed all of the Oracle's power and becomes Oracle Xoras! She now understands the importance of the Songmaiden and the future of Elysium, but she does not care. Blinded by her own ambitions she is more than willing to join the winning side... the side of darkness. And you are in her way of her future!



Oracle Xoras

Strong vs. Fire and Water

Steal Info:

Quartz 25%

Remedy 15%

Magic Water Plus 15%

Oracle Xoras's most dangerous ability is the "Blink!" spell. The spell that was used to save your team at the Temple of Lucid is now being used to warp out your team mates! She will perform this spell every three to four rounds.



When you defeat her, she will fall back onto the magical transference device and all of Xoras's power is stripped from her and transferred to the Oracle. The newly transformed Oracle then blinks you and your party out of the castle to somewhere you have never seen before.

11. Save Phoenicia, Save the World...

The place you see is some kind of ancient temple almost overrun with vegetation. The Oracle tells you that the King Lurin of Cern has Phoenicia and are making their way down to the Altar of Tears. Ulrick must save her before all is lost.

Battling your way through strange monsters and Cern troops, Ulrick and his team are finally drawing near to the Inner Sanctum, the place where the Altar of Tears is located. But to your dismay two people are guarding the doorway. The one on the left is General Rasta... but the one on the right is someone you haven't met.



His name is Ahrlen Gaul, general master of the First Brigade. Born in Cern, fifteen years before the Crimson War, he had the rare gift of harnessing elements. At the age of seven his parents sent him to Tarsus to become a Nexus Knight. Ahrlen was an apprentice of Master Laburn and learned to control his favorite element, Ice. Unfortunately for him he had difficulty controlling anything else.

When tensions between the two kingdoms began to spill over into war with the mysterious death of the Queen of Cern, Ahrlen Gaul sneaked out of Tarsus and made it back to his homeland. A loyal patriot to Cern, he tried to join the First Brigade but was rejected because of his age. Instead, General Von Rift, seeing great potential in the boy, takes him in as his apprentice.

Gaul learned as much as he could from the general up till his death five years later. He was then appointed general of the First Brigade by King Lurin and did battle with Tarsus until the war ended two years later.

Inside the Forgotten Temple, Ulrick learns that it was these two generals who ambushed your party, took Phoenicia, and set fire to the professor's workshop. Now they are the only ones standing in your way of saving the Songmaiden and Elysium.



General Rasta

No strengths or weakness against elements

Steal Info:

Full Potion 25%

Vaccine 15%

Amethyst 15%



General Gaul

Strong vs. Fire, Ice, and Volt

Steal Info:

Potion Plus 25%

Eternium 15%

Mobility Belt 5%

After defeating the last of the generals, Ulrick and his party enters the Inner Sanctum. Across the room you see Phoenicia being choked by someone in black armor. Ulrick rushes at him and knocks him away from Phoenicia. With a dark hollow laugh the thing gets back to its feet.



If this was King Lurin then there is no trace of him left. With piercing red eyes without a face, the fiend introduces itself as the Shadow King! The monster that invaded Phoenicia's home 5000 years ago and destroyed most of her people is reborn! The Shadow King was sent by his master and creator, the god Oblivion, to capture the Songmaiden and use her despairing cries to open the seal that the other four gods used to trap him. If Oblivion is released he will destroy every living creation that the other gods have made. With the future of the world on the line, Ulrick and his party attack!



Shadow King

Strong vs. Fire

Absorbs Dark

Steal Info:

Magic Water 25%

Stimulant Plus 15%

Ether Fabric 15%

The battle takes its toll on the Shadow King and when the fiend is beaten his armor blows apart. Without a physical body the Shadow King curses Ulrick and tries to escape. The dark lord doesn't get far, as he is suddenly contained in a magic sphere! It is the Oracle that is pushing the Shadow King back to the altar and Master Eldon is with her!

It turns out that while Ulrick and his party were inside the Forgotten Temple, the Oracle blinked to Tarsus with many miners from the Deep Warren Mine and told Master Eldon what was happening. She then blinked everyone to the temple where they began placing explosives throughout.

With the Shadow King being held by the Oracle, Master Eldon orders everyone out and tells the miners to detonate the explosives. As the temple crumbles and shakes the dark lord laughs at the Oracle. Because unlike the Oracle which is mortal, the Shadow King is eternal. But to the fiend's surprise, the Oracle blinks out of the Inner Sanctum just before the entire temple collapses!

12. Nothing But Clear Skies Ahead...

Now that there is no one left to harm Phoenicia, you take off in the zeppelin in search for her lost Family. You reach a small island southwest of Valise and find a settlement called Haven. It doesn't take very long for Phoenicia to realize that she has finally found her sisters! It's time to celebrate!



The next morning Phoenicia goes to Mother Gweneth and tells about her need to resume her duties as Guardian of the Seas. Mother Gweneth tells Phoenicia of an old relic she has from the original humans that were shipwrecked. It's an ancient world map! Theo runs to get Professor Weiss in hopes that he could find where Arbeles Atoll would be. It takes some time, but the professor calculates roughly where the atoll should be and circles it on the current map.

13. A New Age for Elysium...

After searching the various atolls, Phoenicia finds the correct one! When you reach The Arbeles, You will have to cross a large body of water to get inside. Phoenicia, Ulrick, Domino, and Zircon are willing to swim across, but Theo refuses because he can't swim. Ulrick tells him to go back to zeppelin and wait, but before Theo leaves, he tosses something into the water. It was a good thing your team was not in the water because suddenly a Baby Kraken rose to the surface!



Baby Kraken

Weak vs. Volt

Immune to Water

Steal Info:

Stimulant Plus 25%

Full Potion 15%

Sansibar 15%

With the monster defeated, it provides a nice floating bridge so everyone can cross.

Once inside The Abeles you make your way up to the top. It is here that you find some kind of strange structure. Phoenicia is very excited that it was still intact after all these years. She walks over to a stone glyph that looks just like the one where Phoenicia was sealed away. The Songmaiden bows her head, places her hand on the glyph, and murmurs something in an unknown language. A moment later, water starts to pour out from the wall and fills a small pool. She starts to walk over to the pool, when out of nowhere, a quick burst of energy pierces straight through Ulrick! The young knight is knocked back several feet and crashes to the ground. Phoenicia and the others rush to Ulrick's side and Phoenicia tries her healing magic on him, but to no avail... he has stopped breathing. The Songmaiden begins to cry over the fallen hero. "What could have done this!" shouts Domino. Then she gets her answer in the form of a dark, hollow laugh. It's the Shadow King!

Phoenicia, beside herself with grief, is unresponsive to the presence of the new and improved dark lord. Theo, Domino, and Zircon know that they cannot allow the Shadow King to get Phoenicia so they attack with everything they got.

Ulrick's soul is traveling through the cosmos...so tired and weak that he is unable to open his eyes. He forgets who he is... memories have faded away.and then... he hears someone... someone singing... the music touches his very soul... he starts to remember again! He opens his eyes and sees Phoenicia kneeling at his physical body. "Phoenicia! She needs me!" says Ulrick as he moves toward her. Then there is a flash of light and the hero wakes once more!

As if time stood still, Ulrick and Phoenicia embrace one another with love in their hearts. The moment does not last long as they hear the sounds of battle raging on. They rush over to help their friends.



Ultimate Shadow King

Absorbs Dark

Weak vs. Holy

Steal Info:

Dark Scroll 25%

Gilded Cloth 15%

Sky Pearl 5%

With the Shadow King finally defeated for good, Phoenicia performs her musical ritual and puts all the krakens around the world to sleep. The dawn of a new age for Elysium is here!



SIDE QUESTS

1. Hide and Seek

Location: Tarsus

Reward: Flame Scroll

Talk to the teacher behind the school. Find the five missing children scattered around town.

2. Special Delivery

Location: Tarsus

Reward: Awake Bell

Talk to the blonde haired girl at the town square. Accept the request and go to her house to pick up letter. It's on the second street at last house on your right (in reference to your character facing down). Refer to the Spoiler Guide to Items if you still have trouble finding it.

Take the letter to her boyfriend who is in the Guard Quarters at the Wilderness Post. You will have to rescue Captain Burton first before you can give this letter to him.

3. Rabbit Catcher

Location: Gar'Mal

Reward: Awareness Bracelet Recipe

Talk to the blue Flippian (he's wearing nothing but shorts) near the Synth Shop. He wants you to catch his pet rabbit he lost in Gar'Mal Swamp. Go to the abandoned home in the swamp. Catch the white rabbit and bring it back to the Flippian.

4. Army of One

Location: Plains Caravan

Reward: Sky Pearl

Talk to the old man at the end of the caravan. He says his friend the Nexus Knight, Sir Wincelot, might have gone too far driving off invading orc raiders and wants you to find him. Go to the Orc Camp located in the plains southwest of the Plains Caravan. Find out what happened to the knight and go back to the old man.

5. Generous Gift

Location: Valise

Reward: ?

Find out where Domino has been sneaking off to. After that, go to the St. Martin's Orphanage and donate Domino's Jewel Box. This will allow you to keep donating gold to help rebuild the orphanage. Just give any spare gold you have to Monk Avery and he will take care of the rest.

6. Finding Paula

Location: Valise

Reward: Ugly Scarf

If you donate at least 250000 gold to the orphanage, go and talk to the little boy wearing a red bandana. He will tell you that his sister Paula disappeared while playing at the old castle in Argo. Go to Argo and search the outside of the castle. With Zircon's help you will find a secret passageway into the castle. Explore the castle and eventually you will find Paula. She being held captive by a cursed man named Damien Argo. He refuses to let her go and a battle ensues.



Damien Argo

Weak vs. Holy

Absorbs Dark

Steal Info:

High Potion 25%

Oboron 15%

Sage's Amulet 5%

You defeat the cursed man but you are careful not to kill him because if you do you will kill everyone in Argo. You take Paula back to her brother in Valise.

7. Fishmonger Serpent

Location: Helmsley

Reward: Mobility Belt

Talk to the fisherman at the top of the wharf. He tells you there is a giant snake monster attacking their fishing boats and eating the cargo. Leave Helmsley and go to the River Bank which is to the east. Kill the Serpentine and bring its skin as proof to the fisherman.



Serpentine

Strong vs. Earth

Weak vs. Volt

Immune vs. Water

Steal Info:

Hard Shell 25%

Honeydew 15%

Water Ring 5%

8. Saving the Sylph

Location: Polaris

Reward: ?

This special side quest is only available about halfway through the story. Go to the left side of the monster cages near the Coliseum. Talk to the sylph. She was tricked by the monster trappers and is now forced to battle in the arena. Go to the Coliseum and talk to the Ring Master. You can win her freedom by defeating a gauntlet of opponents in the arena. Eliminate the monsters without killing the sylph. In the last fight you will have to defeat a giant centipede.



Giant Centipede

Strong vs. Earth

Steal Info:

High Potion 25%

Magic Water Plus 15%

Ruby 15%

When you free her she will grant you access to her home, The Spirit Grove. The dwelling place of the fey spirits is to the far east of Polaris. Here you can be healed and most importantly, this is where the best armors and weapons are made.

BOUNTY QUESTS

If you go to Theo's hometown of Strata there is a place called The Bounty Authority. Inside is a man named Gadzooks. Talk to him and he will provide a list of bounties you can take on for money.

WANTED

"The Winged Menace"
TULMERAN

*This beast is attacking travelers
who are trying to cross the
bridge in route to Valise.
Kill the beast and bring his
tail back as proof.*

50,000 GOLD

REWARD



Tulmeran

Strong vs. Fire

Weak vs. Water

Steal Info:

Potion Plus 25%

Vaccine 15%

Emerald 15%

WANTED

"The Devil Rat"
Vermillion

*This abomination has tunneled
its way into the storehouse in
Argo, devouring their cargo.
Destroy the monster and turn
in its hide as proof.*

75,000 GOLD

REWARD



Vermillion

No strengths or weaknesses

Steal Info:

High Potion 25%

Magic Water Plus 15%

Thunderium 15%

WANTED

"Cunning Seductress"

Succubus

*Eye witness reports have
shown a succubus luring
unwary travelers into the great
forest south of Golden Mts..
Kill her and free the captives.*

100,000 GOLD

REWARD



Succubus

No strengths or weaknesses

Steal Info:

Magic Water Plus 25%

Remedy 15%

Mithril 15%

Be wary not to kill her charmed adventurers or it's game over.

WANTED

"Outlaw Sorceress"
Eunice Sinclair

*Found guilty of killing her
fiance, nobleman Sir Reginald.
Last seen in the Evergreen
Woods west of Valise. Capture
and turn her in to the B.A..*

150,000 GOLD

REWARD



Eunie Sinclair

No strengths or weaknesses

Steal Info:

Emerald 25%

Dark Scroll 15%

Thunder Scroll 15%

WANTED

"Warrior Thief"
Noroku Yuma

*Wanted for stealing relics from
the Temple of Asurex. Last
seen on the west coast.
Retrieve the stolen relics and
bring Noroku in to the B.A.*

200,000 GOLD

REWARD



Noroku Yuma

No strengths or weaknesses

Steal Info:

Full Potion 25%

Magic Water 15%

Emerald 15%

WANTED

"Monster Terrorist"

Ogre King

*Guilty of launching attacks on
the kingdom of Polaris. His
domain is the icy mountains to
the north. Kill this monster and
turn in his head as proof.*

300,000 GOLD

REWARD



Ogre King

Strong vs. Ice, Earth, and Wind

Steal Info:

Boulder Scroll 25%

Remedy 15%

Amethyst 15%

Once you have bested the Ogre King in battle, you must decide whether to take his head or spare his life. If you spare his life then the Ogre King will give you a Sky Pearl.

SPECIAL BOUNTY QUEST



Gadzooks will present this bounty after you have completed all the other bounty missions and you have finished the "Find Paula" side quest. When you go to Ashfallen Mts. be sure to fight all the monsters here if you are collecting them for your Beastiary.



Greater Wight

Strong vs. Ice, Volt, and Earth

Weak vs. Holy

Absorbs Dark

Steal Info:

Blood Stone 15%

Sapphire 15%



Lich

Weak vs. Holy

Absorbs Dark

Steal Info:

Dark Scroll 25%

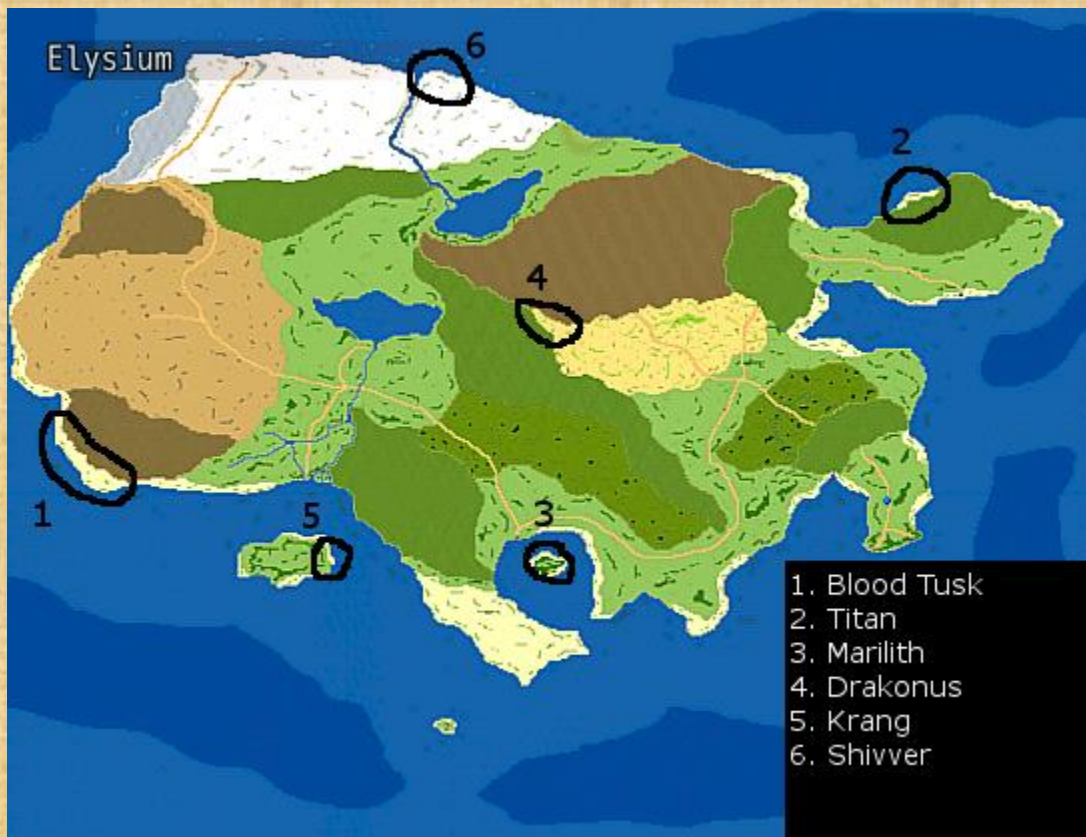
Sapphire 15%

Ugly Scarf 5%

With the Lich defeated the curse that afflicted Damien Argo and his town is no more. Be sure to go back to Castle Argo.

HIDDEN BOSSES

In Elysium there are some mighty monsters that will come after you if you disturb their habitat. Do this by constantly fighting in their area. There is a 25% chance per battle to trigger the hidden boss. Every boss will drop a Sky Pearl. The hidden bosses are located here:





Blood Tusk

Strong vs. Fire, Wind, and Dark

Steal Info:

Remedy 25% Ruby 15% Stone Ring 5%



Titan

Strong vs. Fire, Holy, and Dark

Steal Info:

Full Potion 25%

High Potion Plus 15%

Oboron 15%



Marilith

No strengths or weaknesses

Steal Info:

Stimulant 25%

Thundarium 15%

Warrior Gauntlet 5%



Drakonus

Strong vs. Wind and Dark

Immune to Fire

Steal Info:

Dark Scroll 25%

Mithril 15%

Life Ring 5%



Krang

Strong vs. Ice

Immune to Water

Weak vs. Volt

Steal Info:

Potion Plus 25%

Sea Scroll 15%

Mithril 15%



Shivver

Strong vs. Water and Holy

Immune to Ice

Steal Info:

Grizzle Hide 25%

Frigid Scroll 15%

Ice Ring 5%

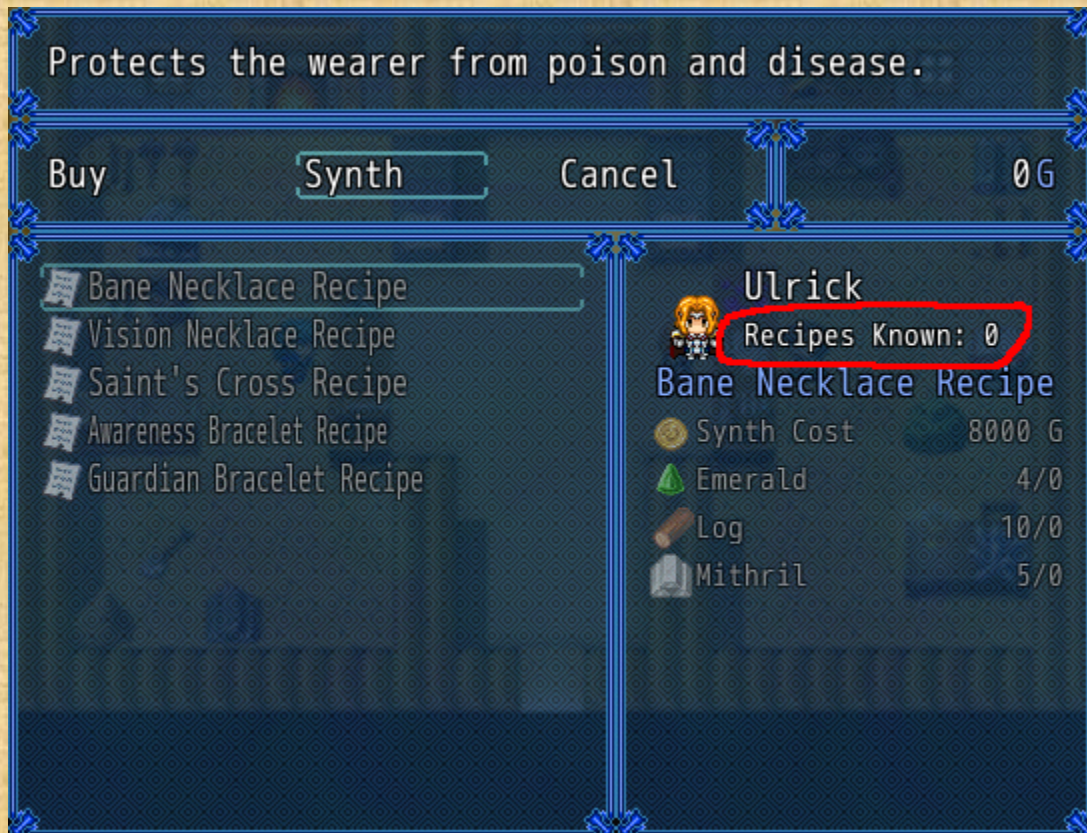
OTHER SECRETS

SECRET OVERDRIVE

Did you find the fourth overdrive abilities? If your character is in a "Critical State" and their rage bar is full, select the "Attack" command. Get a "Perfect" from the Judgement Ring and that will activate their fourth overdrive!

SECRET RECIPES

Each character has a special secret accessory that they can synth. In order to get the recipes, go to any synth shop. If you can learn at least 11 recipes on a character then the synth shop owner will give that character a secret recipe.



Domino's "Other" Secret Recipe

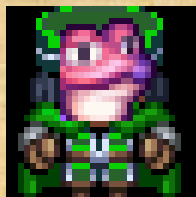
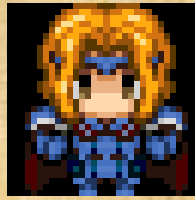
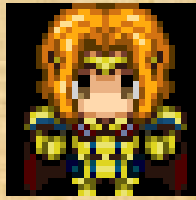
It just wouldn't be right to give Domino's friends a secret skill and not give her one also. To obtain her skill recipe you must donate enough money to completely finish repairs to Saint Martin's Orphanage in Valise. To do so you have to donate a total of 500000 gold.

Change the Color of Your Characters

If when you finally have access to the zeppelin, go to the Kingdom of Isis. The unique thing about this kingdom is that they have a casino! There is Blackjack, Slots, and Horse Racing. Gamble with Moon Tokens to win Sun Tokens and go to the gift shop to cash them in for prizes! You can exchange Sun Tokens for Colored Dyes for your characters, Sky Pearls, or get back gold!



WANT TO SEE WHAT THE DYES LOOK LIKE ON YOUR PARTY?



Other Bosses

The Coliseum Bosses

There are four divisions to select from:

Amateur Division

Rewards: High Potion Plus x5 and 10000 gold

Bosses: None

Seasoned Division

Rewards: Magic Water Plus x5, Flame Scroll x5, 30000 gold

Bosses: Grim Master



Grim Master

Strong vs. Ice and Earth

Weak vs. Holy

Immune to Dark

Steal Info:

Stimulant 25%

Magic Water Plus 15%

Thunderium 15%

Expert Division

Rewards: Stimulant x5, Remedy x5, Sea Scroll x5, 50000 gold

Bosses: Giant Centipede, Death Blow



Giant Centipede

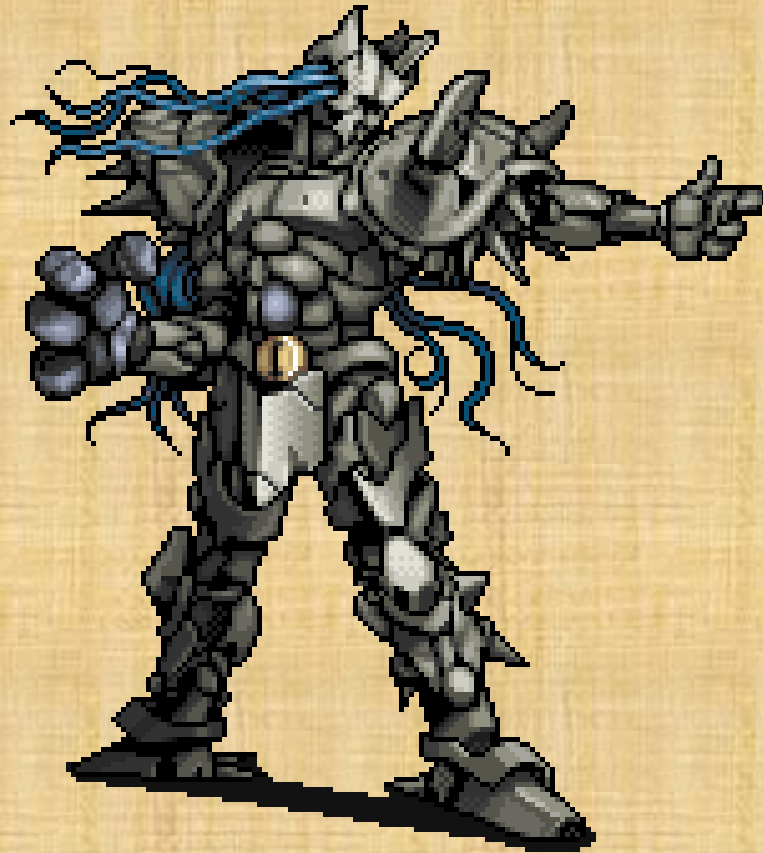
Strong vs. Earth

Steal Info:

High Potion 25%

Magic Water Plus 15%

Ruby 15%



Death Blow

No Strengths or Weaknesses

Steal Info:

Flame Scroll 25%

Remedy 15%

Thunderium 15%

Champion Division

Rewards: Full Potion x5, Repel Herb x5, Thunder Scroll x5, Sky Pearl,
100000 gold

Bosses: Bruticus, Beelzebug, Killer Queen



Bruticus

Strong vs. Water

Weak vs. Volt

Steal Info:

Stimulant 25%

High Potion Plus 15%

Sapphire 15%



Beelzebug

Strong vs. Fire

Immune to Volt

Weak vs. water

Steal Info:

High Potion 25%

Thunder Scroll 15%

Mithril 15%



Killer Queen

Strong vs. Fire

Absorbs Volt

Weak vs. Water

Steal Info:

High Potion 25%

Vaccine 15%

Blood Stone 15%

Are You Worthy to be Called a Legend?

In the Spirit Grove there resides a powerful angel called Primesta. She is the one you go to if you want the best equipment in the game. If you manage to get all the best weapons and armor from the angel she will challenge your might in battle.



Primesta

Strong vs. Fire and Volt

Absorbs Holy

Weak vs. Dark

Steal Info:

Holy Scroll 25%

Ruby 15%

Morning Angel 5%

