

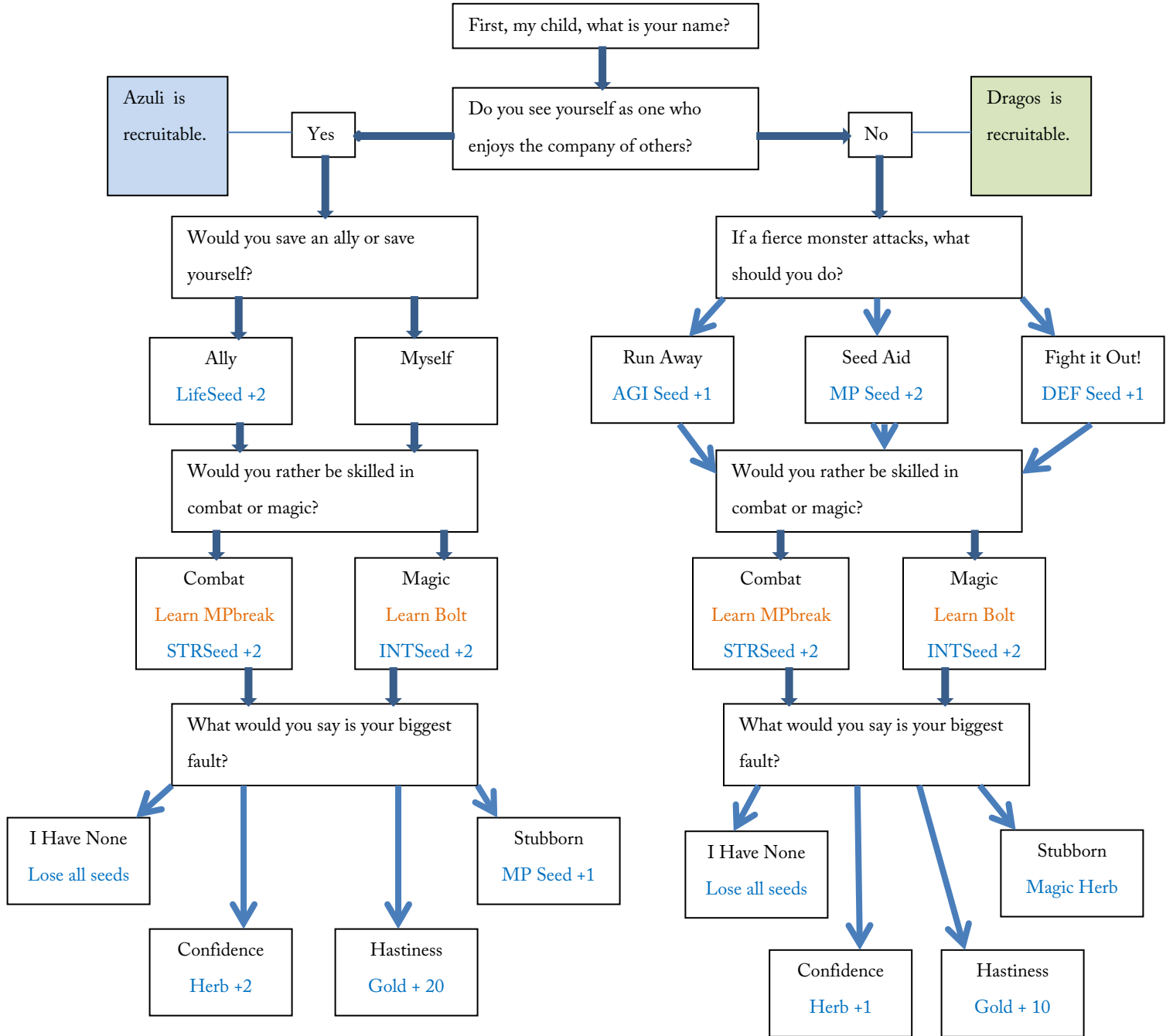


HIDDEN CONTENT, UNKNOWNs AND EXTRAS

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INTRODUCTION QUESTIONNAIRE



TINYMEDAL LOCATIONS:

Throughout the game there are 40 tinymedals for you to collect. When you complete the Yuria region you have access to Tinymedal Palace where you can trade in the medals for great rewards! Most tinymedals can be gotten at any time, but some can be missed.

1. A pot in Erdrichia on the left side of the map.
2. A chest in shadow room of Rhemhage Caverns.
3. In a dresser in Rhemhage Castle Town.
4. Cardial Safe Tower 4F. *Possible to Miss!!*
5. In Cardial Port City (Present Time) in the guy's house (dresser) who talks about tinymedals.
6. In the bottom of Crescende Village's well before it erupts. *Possible to Miss!!*
7. A dresser in the Yardrick City Inn (Present Time).
8. Second chest in the treasure game drops a tinymedal- when received it becomes a lovewater on subsequent tries.
9. Third chest in the treasure game drops a tinymedal – when received it becomes a lovewater on subsequent tries.
10. Erdrich Castle Treasure Room – after obtaining thief's key.
11. Lidenburg Inn dresser (present time).
12. In a chest in Illus Forest (past).
13. In a pot located beside the Illae Village item shop in present time.
14. Saving one of the priests in Thief's Den (top right) earns you a tinymedal. *Possible to Miss!!*
15. Esrarch Tower 1F (past time). *Possible to Miss!!*
16. Reward for killing Tumbleweed three times in Yuria Region. *Possible to Miss!!*
17. In a chest in the north corner of town in Onyu (past time).
18. Reward for killing Killjoy slime who is spawned by Deathtrap after 10 turns. *Possible to Miss!!*
19. In the Monster Material Shop (Onyu Present time) after it has been rebuilt some.
20. In a dresser in Quevi Village (present time).
21. In Wyuto Mountain Village (past time) in the house with a Blizzardy.
- 22, 23 and 24. Three treasure chests in Mount Wyubori contain tinymedals (two on 3F and one on B4F).
25. Tucked away on a bookshelf in the Queen's room in Tinymedal Palace.
26. In the weapon/armor shop in Wyuto Mountain Village (present time).
- 27 and 28. Two tinymedals in the Crystal Cavern both are on the right side of the dungeon.
29. A pot in Yu'Tolio (present time).
30. A dresser in the House of the Legendary.
31. In the Persiva Well (past) before the scared woman of the town jumps into it in fear of war. *Possible to Miss!!*
32. In the Mysterious Passage to the Persivor Prison (chest beside a mimic).

33. Upper floor of Allagan Mines.
34. Persivan Catacombs B6F – beside the chest with the Cursed Bow.
35. Persiva Port City (Present Time) in a dresser in the Monster Accessory shop.
36. Cardial Bar (Past Time) behind locked door. Opened with Master Key.
37. Bariden Pyramid behind the locked door. Opened with Master Key.
38. Catacomb Depths hidden door. Opened with Master key.
39. Bariden Tunnel (present time) behind locked door. Opened with Master Key.
40. In a treasure chest in Allagan Mines B1F (dark area) in present time.

The Queen's Rewards:

5 Tinymedals	Landshard* - Required to complete the game.
10 Tinymedals	Monster Egg (Gismo)
18 Tinymedals	Pinwheel
20 Tinymedals	Monster Egg (Dancevegi)
23 Tinymedals	Metal King Helmet
30 Tinymedals	"Magus Fortuna" Monster Accessory
40 Tinymedals	Liquid Metal Coat and a Disciple's Brand

RECRUITABLE MONSTER LIST:

In Dragon Quest Legacy of the Lost, you can only recruit 8 of the monsters you see below on a single playthrough.

This chart tells you the name of the monster, their starting level, how to get them, and if it is possible to miss getting this monster and if so, when they become missable.

NAME:	LV.	HOW?	CAN MISS?
Slime OR Dragonkid	1	For Slime: If you said yes to liking companionship at the beginning of game, you get slime. After you defeat Sabreman in the shrine of saints, Azuli reappears at Sarah's cottage. Defeat him in battle and he will join. For Dragonkid: If you said no to liking companionship, you still need to fight Azuli, but he will run off. After you obtain the Thief's Key, return to ??? Mound in Yadrack and fight Azuli. If you kill the lone dragonkid before you fight Azuli, he won't join obviously.	You can miss both if you don't defeat Azuli before you defeat Deadking (clear Rhemhage).
Pyuro, Hideegg, or Deadnite	1	When you visit the Breeding Center for the first time, Professor Monster appears in Cardial. He asks you to find a water monster and he'll give you a prize. Head to the former Sea Devil's Cavern and fight the water monsters until one joins you. Which one joins determines which egg you get. Aquarella = Hideegg Skullfish = Pyuro Fishrider = Deadnite	When you clear Bariden, the opportunity to recruit these monsters goes away.
Demonite	1	Bring the woman in Illae Village a Fur Poncho. Then, hatch the egg at the Egg Evaluator.	Never
Haloslime	1	Defeat the Haloslime trainer in Yadrack Arena City. Recommended level: 15+	Never
Hoodsquid	19	Found by bringing the Cardial Fisherman to Quevi Caverns to quell the "monstrous sea creature" that made his home in the caves.	Never

Gismo	1	Acquired by bringing 10 tiny medals to the Queen.	Never
Dancevegi	1	Acquired by bringing 20 tiny medals to the Queen.	Never
Servant or Whiteking	24	<p>North of Wyuto Village to the right of the frozen lakes you will find a cottage (it is just a white square on the map). There a guy who claims to be able to read people's personality is there and he is looking for someone who stands true to their beliefs.</p> <p>If you ended up being a primarily honest person, you will get Whiteking.</p> <p>If you ended up being primarily dishonest, you will get Servant.</p> <p>If your answers to honesty questions varied too much, he will say you are the norm and won't give either one.</p>	Can miss if your answer to honesty* questions varied too much.

ACHIEVEMENT SYSTEM:

When you make it to Wyuto in present time, you will find the achievement man. He assesses your worth based on accomplishments you have earned in the game. He awards you prizes at certain amounts of achievement points. Each achievement nets you a certain amount of achievement points. Some achievements have multiple tiers.

1. **Monster Master** (two-tier achievement) REWARD: 2 points total.

HOW: The first tier is complete when you recruit 4 breedable monsters to your team. The second is complete when you recruit all 8 breedable monsters to your team.

2. **Who Needs the Church?** REWARD: 5 points

HOW: Make it to the Achievement without EVER using church services. You can't use it to rid poison, curse or death. The cleric when Bariden on fire who does a full restore for your party does not count towards this.

3. **Treasure Gambler** REWARD: 1 point

HOW: Play the treasure game 15 times. In addition you must have gotten both tinymedals from the game.

4. **Herb Man** REWARD: 1 point

HOW: Synthesize at least one Magic Water, Echo Herb+, Antidote+, Dispel Tonic+ and Mega Herb in the Onyu Herb Shop (only available if you have rebuilt Onyu a good bit). The materials you need for this can't be obtained until Yu'Tolio and the final region has a 100% drop rate on colored herbs.

5. **This is Yardrick!!!!** (two-tier achievement) REWARD: 2 points total

HOW: Clear the arena in past time. For the second one, clear it in present time (excluding the endgame battles).

6. **Wrath of a Monster Master** REWARD: 2 points

HOW: Complete the Legendary Accessory Quest for Gold Coat, Tiamat Fang, The Eternal, Demon's Volition, Arachnio, Excalibur, Rosevine's Grasp, or Hydraulix at the House of the Legendary.

7. **Relic Master** REWARD: 2 points

HOW: Complete a Legendary Weapon quest for Shield of Loto, Ragnarok, Tuspimati or Gastrophetes at the House of the Legendary.

8. **Power to Rival the Gods** REWARD: 2 points

HOW: Acquire a relic technique: Thor's Blade, Surge, Arcane Benison, or Runic Aurora.

9. **Extreme Town Makeover** REWARD: 3 points

HOW: Completely rebuild Onyu in present time – recruit all 16 people to the town.

10. **One Man's Trash is Another Woman's Treasure** (four-tier achievement) REWARD: 4 points

HOW: You get one tier for every 10 metals you **turn in** to the tinymedal queen.

11. **Demon Lords Will Follow My Orders!** REWARD: 2 points

HOW: Breed a BOSS monster.

12. **I Cannot Live a Lie** REWARD: 1 point

HOW: Earn an honesty score of 8 or a dishonesty score of 8. At many points during the game you will be asked a question where you can give an honest or dishonest answer. To get this award you must almost always tell the truth or must almost always tell a lie.

13. **The Ultimate Hunter** REWARD: 1 point

HOW: Defeat every notorious monster.

14. **Mystic Talent** REWARD: 2 points

HOW: Earn all abilities at the Dharma Temple. If you did not recruit Olian, you cannot complete this achievement because you must earn Mysticism four times.

15. **Savior of Araginol** REWARD: 3 points

HOW: Clear the game.

Achievement Rewards:

4 points	12 Slime Drops, 12 Dragon Scales, 12 Tin Ores, 12 Copper Ores, 12 Iron Ores, 12 Beast Hides, 12 Cotton Threads, 12 Feathers, 12 Timbers, 10 Megaslime Drops, 10 Great Scales, 10 Gold Ores, 10 Magic Beast Hides, 10 Golden Threads, 10 Great Feathers, 10 Yggdrasil Branches, 10 Waters
13 points	“Royalty” and “Stealth” costumes for Aldain.
26 points	8 Life Seeds, 8 Mystic Seeds, 8 Strength Seeds, 8 Defense Seeds, 8 Agility Seeds, 8 Intellect Seeds, 2 HP Gene+, 2 MP Gene+, 2 STR Gene+, 2 DEF Gene+, 2 AGI Gene+, 2 INT Gene+
33 (all) points	Iudic Ring – All stats+25, Resist all status, Half MP Cost.

MONSTER BREEDING CHARTS:

Use the charts below to figure out what monster you want to make! Some of the high end monsters can only be made with careful planning!

SLIME FAMILY

Slime Slime + SLIME	Drakslime SLIME + DRAGON	Treeslime SLIME + PLANT	Snaily SLIME + BUG
Slimenite SLIME + DEVIL	Babble SLIME + ZOMBIE	Pearlgel SLIME + WATER	Boxslime SLIME + MATERIAL
Kingslime SLIME + BOSS Slime + Slime SLIME + Whiteking	Redslime SLIME + Fire Sapling	Redking Slime + Redslime Redslime + Slime Redslime + Whiteking Kingslime + Fire Sapling Redslime + BOSS	Mimeslime HideEgg + AgDevil
Cureslime Drakslime + Hoodsquid	HideEgg HideEgg + SLIME	Haloslime Haloslime + SLIME	

DRAGON FAMILY

Dragonkid DRAGON + SLIME	Gasgon DRAGON + PLANT	Fairydrak DRAGON + BUG	Lizardman DRAGON + DEVIL
Poisongon DRAGON + ZOMBIE	Drygon DRAGON + WATER	Swordgon DRAGON + MATERIAL	Greatdrak Dragonkid + Dragonkid Dragonkid + Whiteking DRAGON + BOSS
Orochi DRAGON + Medusaeye	Serpentia Greatdrak + Templar	Basilisk Orochi + Redking	

BUG FAMILY

Giantslug BUG + SLIME	Weedbug BUG + PLANT	Catapila BUG + DRAGON	Giantworm BUG + DEVIL
Lipsy BUG + ZOMBIE	Pyuro BUG + WATER	Stagbug BUG + MATERIAL	Digster BUG + BOSS
Beelzebub Pyuro + Servant Pyuro + Protomech	Taileater BUG + Fire Sapling	Armycrab Darkcrab + WATER	Sickler BUG + Reaper

DEMON FAMILY

Pixy DEVIL + SLIME	Darkeye DEVIL + PLANT	Medusaeye DEVIL + DRAGON	Eyeball DEVIL + BUG
Skulrider DEVIL + ZOMBIE	Bubblemon DEVIL + WATER	Evilbeast DEVIL + MATERIAL	Durran DEVIL + BOSS
AgDevil Skulrider + DRAGON Evilbeast + DRAGON Medusaeye + DRAGON Pixy + DRAGON	Templar Skulrider + Starfish Skulrider + Scallopa	1EyeClown Demonite + Slime	LampGenie Templar + Gismo AgDevil + Gismo Durran + Gismo
Demonite ??????? + ???????			

PLANT FAMILY

Madplant PLANT + SLIME	Cactiball PLANT + BUG	Fireweed PLANT + DRAGON PLANT + Fire Sapling	Gupple PLANT + DEVIL
Toadstool PLANT + ZOMBIE	Slurperon PLANT + WATER	Amberweed PLANT + MATERIAL	Rosevine PLANT + BOSS
Dancevegi ???????? + ????????	Herbman Dancevegi + DEVIL	Evilseed PLANT + Eyeball PLANT + Darkeye	Ghostree Madplant + Remains
Torchtree Rosevine + Fire Sapling			

WATER FAMILY

Petiteel WATER + SLIME	Anemone WATER + PLANT	Moray WATER + DRAGON	Merman WATER + DEVIL
Aquarella WATER + BUG	Putrefish WATER + ZOMBIE	Octokid WATER + MATERIAL	Gracos WATER + BOSS
Hoodsquid ???????? + ????????	Whalemage Hoodsquid + 1EyeClown Hoodsquid + Ghostree Hoodsquid + Redking Hoodsquid + Kingslime Hoodsquid + Evilwand	Roguewave WATER + Jewelbag	Scallopa WATER + Taileater
Starfish Hoodsquid + HideEgg			

ZOMBIE FAMILY

Spooky ZOMBIE + SLIME	Mummy ZOMBIE + PLANT	Madspirit ZOMBIE + DRAGON	Deadnite ZOMBIE + DEVIL
Darkcrab ZOMBIE + BUG	Skulptent ZOMBIE + WATER	Shadow ZOMBIE + MATERIAL	Whiteking ZOMBIE + BOSS
Servant Servant + ZOMBIE	Reaper Spooky + DEVIL ZOMBIE + Weedbug	Deadnoble Deadnite + Templar Deadnite + Mimeslime	Remains ZOMBIE + Haloslime
Deadking Remains + Whiteking Remains + BOSS			

MATERIAL FAMILY

Jewelbag MATERIAL + SLIME	Goopi MATERIAL + PLANT	Evilwand MATERIAL + DRAGON	Madmirror MATERIAL + DEVIL
Spikyboy MATERIAL + BUG	Brushead MATERIAL + WATER	Roguenite MATERIAL + ZOMBIE	Stoneman MATERIAL + BOSS
Protomech Roguenite + AgDevil Brushead + AgDevil	Evilpot MATERIAL + Snaily Gismo + Devil	Puppetor MATERIAL + Dancevegi	Cloudking Gismo + Whalemage Gismo + Whiteking Gismo + Kingslime Gismo + Redking Gismo + Basilisk Gismo + Deadking
Gismo ???????? + ????????			

BOSS FAMILY

Dracolord Servant + Greatdrak	Hargon Whiteking + Kingslime Whiteking + Cloudking Whiteking + Redking	Ghostbane Combination Unknown!	
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SKILL ESSENCE CHART:

A monster will pass on their inherent skills as “Skill Essences” so that you may pass on their natural abilities to their offspring. In addition, they will pass on a stat boosting “Gene.” This chart will tell you what monster gives what.

SLIME	DRAGON	BUG	DEVIL	PLANT
ZOMBIE	WATER	MATERIAL	BOSS	

Monster Name	Skill 1	Skill 2	Skill 3	Gene
Slime	Firebal	Call Help	Mega Magic	AGI Gene
Drakslime	Blazeair	Suckair	HighJump	HP Gene
Treeslime	Sap	Numbair	Kasap	INT Gene
Snaily	Icebolt	NumbOff	Call Help	DEF Gene
Slimenite	Heal	Buff	IceSlash	STR Gene
Babble	PoisonHit	Poison Spore	Surround	INT Gene
PearlGel	Buff	Radiant	Kabuff	MP Gene
Boxslime	Blazemore	Buff	Ramming	DEF Gene
Kingslime	MPass	Barrier	Vivify	HP Gene+
RedSlime	Swoosh	Fireslash	Heal	STR Gene
RedKing	Kaswoosh	Revify	HealUs	STR Gene+
Mimeslime	LoveRain	PanicAll	Accelleratle	AGI Gene+
Cureslime	HealUsMore	FullHeal	HealUsMost	INT Gene+
Haloslime	HealUs	SleepAll	Lifesong	MP Gene+
HideEgg	Heal	Smog	Call Help	DEF Gene
Dragonkid	Blaze	Blazeair	Dodge	HP Gene
Gasgon	Sacrifice	Suckair	Berserk	HP Gene
Fairydrak	SleepAir	Flamewave	Awaken	AGI Gene
Lizardman	Boltslash	Fireslash	Aquaslash	STR Gene
PoisonGon	Poison Cloud	PoisonHit	VenomSlash	MP Gene
Drygon	Sap	Ramming	WarCry	HP Gene
Swordgon	Oomph	IceSlash	Rainslash	HP Gene
Greatdrak	Frizzle	Scorching	Fireslash	HP Gene+
Orochi	BiAttack	Scorching	TriAttack	STR Gene+
Serpentia	Triattack	Megaslash	HealUs	STR Gene+
Basilisk	Petrify	StoneHit	MidHeal	HP Gene+
Giantslug	Poison Spore	Slow	SlowAll	STR Gene
Catapila	Buff	Kasap	Kabuff	STR Gene
Giantworm	OddDance	Paralyze	Call Help	INT Gene
Weedbug	RobMagic	Barrier	EerieLite	MP Gene
Pyuro	Mouthshut	OddDance	Watershot	MP Gene
Lipsy	Snooze	CuteKiss	MPass	MP Gene

Stagbug	Firebal	Evilslash	Ramming	DEF Gene+
Digster	Ramming	Purge (dispel all)	Suckall	DEF Gene+
Beelzebub	Farewell	Darkbolt	Thordain	MP Gene+
Taileater	Iceslash	Poison Spore	Radiant	AGI Gene
Armycrab	Buff	Call Help	Oomph	DEF Gene+
Sickler	Biattack	Rainslash	Triattack	STR Gene+
Pixy	Squelch	Crackle	Kacrack	INT Gene
Medusaeye	Sap	Surround	Firebal	STR Gene
Eyeball	Barrier	Warcry	PsychUp	INT Gene
Darkeye	Sizz	Heal	Kasizzle	INT Gene
Skulrider	Biattack	Fireslash	Rainslash	HP Gene
Bubblemon	Watershot	Waterwave	Frigidair	HP Gene
Evilbeast	Firebal	Ironize	Frigidair	STR Gene
Durran	Vivify	Evilslash	Gigaslash	STR Gene +
Agdevil	SquallHit	Accelleratle	Stopspell	AGI Gene+
Templar	HealUs	HealUsMore	Vacuslash	DEF Gene
1EyeClown	Frizzle	Stopspell	Flare	INT Gene+
Lampgenie	Infermore	Tornado	Kabuff	MP Gene+
Demonite	Frizz	Firebal	Sizz	MP Gene
Madplant	Sap	Slow	NumbOff	STR Gene
Fireweed	Awaken	Blazeair	Scorching	STR Gene
Cactiball	Paralyze	HighJump	OddDance	AGI Gene
Gupple	NapAttack	Sleepair	HighJump	STR Gene
Toadstool	Poison Spore	PoisonHit	SlowAll	INT Gene
Slurperon	Snooze	OddDance	Watershot	MP Gene
Amberweed	TwinHits	Barrier	Omission	MP Gene
Rosevine	Purge II	MidHeal	TriAttack	HP Gene+
Dancevegi	OddDance	RobMagic	HealRain	AGI Gene
Herbman	Magic Dance	Drain Dance	Lifesong	MP Gene+
Evilseed	Dilapidation	Return Will	Shock	MP Gene
Ghosttree	Omission	Revify	Envision	DEF Gene+
Torchtree	Flare	Kasizzle	Drain Magic	MP Gene+
Spooky	MouthShut	Curse	Poof	MP Gene
Deadnite	Sleepair	Boltslash	Rainslash	STR Gene
Madspirit	Radiant	ThickFog	Farewell	HP Gene
Darkcrab	Ironize	Barrier	Aquaslash	DEF Gene
Skulptent	Aquaslash	Rainslash	Poof	DEF Gene
Mummy	PoisonHit	Napattack	PanicHit	HP Gene
Shadow	Buff	K.O Dance	ThickFog	HP Gene
Whiteking	Megabolt	Lightning	HealUsMore	HP Gene+
Servant	BiAttack	Rainslash	TriAttack	STR Gene+
Reaper	Curse	EerieLite	Vivify	STR Gene+

Deadnoble	HealUs	Boltslash	Revify	DEF Gene+
Remains	Midheal	Crackle	HealUsMore	HP Gene+
Deadking	Revify	Kacrackle	Blizzard	HP Gene+
Petiteel	Accelerate	TwinHits	Watershot	AGI Gene
Moray	Sleep	TwinHits	BiAttack	STR Gene
Aquarella	Watershot	Rob INT	Frigidair	INT Gene
Merman	Vivify	Kasap	Sleepair	STR Gene
Anemone	Drench	HealRain	K.O Dance	MP Gene
Putrefish	PanicAll	Watershot	Heal	HP Gene
Octokid	Heal	MPass	HighJump	INT Gene
Gracos	Aquaslash	Oomph	Gigaslash	STR Gene+
Hoodsquid	CallHelp	BiAttack	TwinHits	DEF Gene
Whalemage	Waterwave	FullHeal	Torrent	INT Gene+
Roguewave	Waterwave	Poison Cloud	Aquaslash	STR Gene
Scallopa	Kabuff	Empower	EerieLite	MP Gene+
Starfish	Acceleratle	Magic Dance	Drain Magic	AGI Gene+
Jewelbag	StopSpell	Smog	Radiant	AGI Gene
Evilwand	Drain Heart	Bang	Boom	INT Gene
Goopi	RockThrow	Ironize	Bang	DEF Gene
Spikyboy	HighJump	TwinHits	Zoom	AGI Gene
Roguenite	Fireslash	IceSlash	Rainslash	STR Gene
Madmirror	Barrier	Evac	Clean Slate	INT Gene+
Brushhead	OddDance	HealRain	Drench	STR Gene
Stoneman	Kabuff	HealUs	StoneHit	HP Gene+
Protomech	BiAttack	SquallHit	Rainslash	STR Gene+
Evilpot	Poof	Boom	Soul Wave	INT Gene+
Puppetor	Magic Dance	Drain Heart	HealUsMore	MP Gene+
Cloudking	Tornado	Lightning	MegaBolt	MP Gene+
Gismo	Woosh	Suckair	Lightning	AGI Gene
Dracolord	Scorching	Heal	Flare	HP Gene+
Hargon	Kacrackle	HealUsMore	Freeze	MP Gene+
Ghostbane	Absolution	Opposition	Polarity	HP Gene+

TOTAL NUMBER OF MONSTERS: 107

ALCHEMY GUIDE:

This lists all the weapons, armors, accessories and monster accessories available in the game. Items in bold can be created through alchemy with the recipe below it. Items that are not in bold must either be bought or in some cases, found in chests/other means.

WEAPONS

Melee Type (Boomerangs and Staves)

Boomerang

Reinforced Boomerang

Boomerang + Tin Ore x2 + Iron Ore x2 (Recipe in Bariden)

Bladed Boomerang

R. Boomerang + Timber x2 + Iron Ore x4 (Recipe in)

Pinwheel

Spinwheel

Pinwheel + Great Feather x8

Razor Gale

Spinwheel + Bladed Boomerang + Great Feather x6 + Gold Ore

Mage's Staff

Blaze Staff

Ice Staff

Staff of Resurrection

Mage's Brand + Yggdrasil Branch + Great Scale

Staff of Flames

Blaze Staff + Blaze Staff + Magic Beast Hide

Staff of Freezing

Ice Staff + Ice Staff + Magic Beast Hide

Staff of Divine Wrath

Staff of Resurrection + Staff of Resurrection + Magic Beast Hide

Tupsimati

Slashing Type (Swords and Great Swords)

Copper Sword

Bronze Sword

Iron Sword

Rapier

Iron Rapier

Iron Sword + Rapier + Iron Ore + Timber

Deathbringer (2H)

Algol (2H)

Dragonsbane(2H)

Double Edge (2H)

Algol + Copper Ore x7 + Megaslime Dropx1, Gold Ore x2

Dragonsbane (2H)

Deathbringer + Dragon Scale x 6 + Iron Ore x2

Scimitar

Dragon Slayer (2H)

Dragonsbane + Great Scale x 6 + Iron Ore x2

Apocalypse (2H)

Double Edge + Deathbringer + Megaslime Drop x2 + Great Scale x2 + Golden Thread x 3

W: 36 W: 34 = W:32 + I:187 + I: 182 + I: 189,2

Dream Blade (sleep)

Ragnarok (2H)

Apocalypse + Cycle of Life

Falcon Blade

Halycion + Feather x 2 + Tin Ore x5 + Gold Ore

Slumber Blade (sleep)

Dream Blade + Slimedrop x5 + Beast Hide + Dragon Scale x2

Gold Sword

Platinum Sword

Gold Sword + Gold Ore x6 + Water x 1 + Great Scale x 1

Blow Type:

Cypress Stick

Club

Iron Mace

Club + Cotton Thread + Iron Ore x4 (found in Rhemhage)

Great Axe

Chain Flail

Iron Mace + Timber x3 + Iron Ore x5

Deathbane (strong to undead)

Iron Mace + Chain Flail + Great Axe + Yggdrasil Branch

Piercing Type: (Daggers and Spears)

Dagger

Iron Dagger

Pronged Dagger

Iron Dagger x2 + Cotton Thread x 6

Assassin

Pronged Dagger + Iron Dagger + Golden Thread x6

Deathmore

Pronged Dagger + Assassin + Magic Beast Hide + Golden Thread x 6

Mandau

Pronged Dagger + Assassin + Deathmore + Golden Thread x6

Pike

Poison Pike

Trident

Slender

Pike + Iron Ore x8

Holy Lance

Trident + Slenderx2 + Yggdrasil Branch + Cotton Thread x5

Longinus

Bow Type:

Short Bow

Crossbow

Great Bow

Auto Crossbow

Crossbow + Timber x6 + Beast Hide x1 + Slimedrop x1

Cupid's Bow

Eros' Bow

Cupid's Bow + Yggdrasil Branch + Great Scale

Starcrest

Eros' Bow + Yggdrasil Branch + Great Feather + Gold Ore x2

Gemini

Crossbow + Auto Crossbow + Iron Ore x4 + Golden Thread x3

Odin's Bow

Cursed Bow + Cursed Whip + Golden Thread

Gastrophetes

Whip Type:

Rope Whip

Rosevine's Whip

Spiked Whip

Base Whip + Tin Ore x4 + Copper Ore x4

Plumed Whip

Spiked Whip + Feather x1 + Great Featherx2 + Iron Ore x5

Spiked Steel Whip

Plumed Whip + Spiked Whip + Iron Ore x12

Curse Whip

Scourge Whip

Cursed Whip + Yggdrasil Branch + Water x 6

Odin's Whip

Scourge Whip + Cursed Bow + Water x5 + Yggdrasil Branch x2

ARMOR:

Heavyweight Armor:

Leather Armor

Tin Suit Armor

Copper Armor

Tin Suit Armor + Copper Ore x3

Chain Mail

Scale Mail

Copper Armor + Dragon Scale x3

Bronze Armor

Iron Cuirass

Iron Armor

Copper Armor + Iron Ore x6 + Beast Hide

Full Plate Armor

Tin Suit Armor + Copper Armor + Iron Armor + Iron Cuirass + Iron Ore

Silver Cuirass

Silver Mail

Magic Armor

Full Plate Armor + Magic Beast Hide x4 + Gold Ore x2

Power Armor

Magic Armor + Power Shield

Gold Cuirass

Iron Armor + Cotton Thread + Beast Hide + Gold Ore x3

Gold Armor

Gold Cuirass + Full Plate Armor + Gold Ore x2

Sacred Armor

Gigant Armor

Draconic Armor

Scale Armor x2 + Full Plate Armor + Gold Ore + Great Scale x5

Hero's Armor

Legacy Armor

Hero's Armor + Megaslime Drop x8

Light Armor:

Clothes

Training Suit

Traveler's Vest

Flashy Coat

Leather Cape

Beast Hide x4 + Cotton Thread x2

Fur Poncho

Leather Cape + Beast Hide x2 + Cotton Thread

Cloak of Evasion

Flashy Coat + Silk Robe + Feather x3 + Great Feather

Bunny Suit

Bunny Ears + Training Suit + Golden Thread

Turtle Shell

Dancer's Costume

Monster Jackcoat

Fur Poncho + Flashy Coat + Magic Beast Hide + Cotton Thread

Posh Waistcoat

Spangled Dress

Magic Waistcoat

Posh Waistcoat + Magic Beast Hide x2 + Gold Ore

Plumed Vest

Posh Waistcoat + Feather x4 + Great Feather x4

Magic Vestment

Padded Jackcoat

Charis Costume

Bunny Suit + Dancer's Costume + Golden Thread x2

Tarred Leather Suit

Plumed Vest + Water x3 + Magic Beast Hide x4 + Turtle Shell

Liquid Metal Coat

Gambler's Pachino

Mage Armor:

Leather Robe

Silk Robe

Magus Robe

Robe of the Wise

Leather Robe + Silk Robe + Magus Robe + Cotton Thread

Robe of Serenity

Robe of the Wise + Flashy Coat + Gold Thread

Wise Wizard's Gown

Robe of the Wise + Robe of Serenity

Sorcerer's Robe

Flame Robe

Frost Robe

Wind Robe

Earth Robe

Velvet Robe (super guard)

Flame Robe + Frost Robe + Wind Robe + Earth Robe

Sage's Robe (super guard)

Velvet Robe + Gold Thread x7 + Ring of the Wise

Angel's Robe

Dark Robe

Spellsurge Robe (half MP cost)

Sage's Robe + Angel's Robe + Dark Robe + Disciple's Brand

Legacy Robe

Spellsurge Robe + Wise Wizard's Gown + Megaslime Dropx7

SHIELDS:

Pot Lid

Small Shield

Leather Shield

Scale Shield

Small Shield + Dragon Scale x2

Kitty Shield

Small Shield + Water + Slimedrop x4

Bronze Shield

Brass Lined Shield

Small Shield + Bronze Shield + Tin Ore x7

Iron Shield

Bronze Shield + Brass Lined Shield + Iron Ore x2

Power Shield

Plasma Shield

Dragon Shield

Iron Shield + Scale Shield + Dragon Scale + Great Scale

Ice Shield

Shield of Flames

Bone Shield

Yggdrasil Branch x4 + Gold Ore + Tin Ore x4

Aqua Shield

Ogre Shield

Bone Shield + Aqua Shield + Yggdrasil Branch x4 + Tin Ore x1

Thanatos' Shield

Ogre Shield + Bone Shield + Tin Ore x7

Heroes' Shield

Dragovian Shield

Thanatos' Shield + Dragon Shield + Great Scale x7

Legacy Shield

Dragovian Shield + Hero's Shield + Megaslime Drop x4

Shield of Loto

HEADGEAR:

Helmets:

Small Helmet

StoneWig

Stone Hardhat

StoneWig + Beast Hide

Copper Helmet

Bronze Helmet

Small Helmet + Copper Helmet + Tin Orex2 + Brass Ring

Iron Helmet

Copper Helmet + Bronze Helmet + Iron Orex2

Iron Half Mask

Iron Head Gear

Iron Ore x8 + Iron HalfMask

Mythril Helm

Great Helm

Golden Helm

Great Helm + Gold Ore x4

Heroes' Helm

Metal King Helm

Legacy Helm

Hero's Helm + Megaslime Dropx8

Other:

Hairband

Leather Hat

Mage Hat

Bandana

Feathered Cap

Leather Hat + Feather x2

Plumed Headband

Hairband + Feather x2

Turban

Pointy Hat

Mage Hat + Bandana + Cotton Thread x4

Fur Hood

Beast Hide x4 + Cotton Thread x5

Coral Hairpin

Green Bandana

Slime Crown

Gold Ore x2 + Slimedrop x6 + Megaslime Drop

Hermes' Hat

Feathered Cap + Green Bandana + Great Feather x3

Pirate Hat

Happy Hat

Turban + Yggdrasil Branch x3 + Branch x3

Magus Hat

Mercury Bandana

Bandana + Green Bandana + Happy Hat

Thinking Cap

Magus Hat + Turban + Gold Ore + Golden Thread

Sorcerer's Hat

Pointy Hat + Magus Hat + Golden Threadx7

Sun Crown

Golden Tiara

Gold Ore x8 + Sun Crown

Legacy Tiara

Golden Tiara + Megaslime Drop x8

ACCESSORIES:

Tie

Bunny Ears

Boxer Shorts

Brass Ring

Antivenom Ring

Angel Ring

Brass Ring + Yggdrasil Branch x4 + Clear Ring

Slime Earrings

Brass Ringx2, SlimeDropx2

Sage's Ring

Clear Ring (Prevents Blind)

Brass Ring + Water x6

Strength Bracer

Strength Ring x2 + Beast Hide x4

Strength Ring

Ring of the Wise

Angel Ring + Sage's Ring + Brass Ring

Omit Ring (prevents Curse)

Expel Ring (prevents Death)

Sanity Ring (prevents Confuse)

Emerald Ring (prevents silence)

Stability Ring (Prevents decreases and increases in stats)

Ironguard Ring (Prevents Ironize)

Rockguard Ring (Prevent Petrify)

King's Earrings

Slime Earrings, Megaslimedropx2

Static Bracer

Gambler's Bracer

Iudic Ring

Disciple's Brand

Ring of the Wise x2

MONSTER ACCESSORIES:

Red Medal

Blue Medal

Orange Medal

Green Medal

Spore Shield

Leather Fang

All-Seeing Eye

Red Ruby

Blue Ruby

Orange Ruby

Green Ruby

Nightguard

Crests

Drake Emblem

Insignia + Dragon Scale x8

Insignia

Steel Fang

Pristine Coat

Orange Ruby + Blue Medal + Water x7

Stunshield

Chimeara Wing

Rock Guard

Priest's Power

Insignia + Yggdrasil Branch x4

Dragon King Emblem

Insignia + Drake Emblem + Great Scale x7

Red Pendant

Green Pendant

Blue Pendant

Orange Pendant

Resist Charm

State of Mind

Angel's Charm

Spore Shield + All-Seeing Eye + Nightguard + Stunshield + Resist Charm + State of Mind

Gold Coat

Tiamat's Fang

Agonizer

Rose Grasp

Arachnio

Volivoir

Excalibur

Hydraulix

Expediter (EXP Boost)

Magus Fortuna (Half MP Cost)

POST-GAME ONLY EQUIPMENT:

Curtana (Sword) – Enemy Drop

Kerykeion (Wand) – Enemy Drop

Brionac (Spear) – Enemy Drop

Thanatius (Bow) – Enemy Drop

Cestus (Monster Claw) – Enemy Drop

Verethragna (Monster Claw)

Cestus + Adamantine Drop x5 + Adamantine Ore x5

Brigandine (Heavy Armor)

Adamantine Branch x5 + Adamantine Ore x5 + Sacred Armor + Gigant Armor

Oracle's Aketon (Light Armor)

Adamantine Cloth x5 + Adamantine Scale x5 + Tarred Suit + Magic Waistcoat

Crystalis (Robe)

Adamantine Cloth x5 + Adamantine Droplet x5 + Adamantine Leather x5 + Dark Robe

Adamantine (Crown)

Adamantine Scale x5 + Adamantine Droplet x5 + Adamantine Ore x8

DHARMA TEMPLE GUIDE

In Legacy of the Lost, Dharma Temple is a place that allows you bestow new abilities to your comrades. Each ability is potent and gives some new utility to each character. The central priest in Dharma Temple will allow you to go through trials to quest new techniques. Each trial has the same format: you will procure either a Shrine or Saint's Emblem and then proceed to a trial involving the character that can earn the technique. You can only quest character exclusive techniques once and the Mysticism Trial can be completed up to 4 times (if you recruited Olian). The abilities the priest can confer to you are as follows:

Ability Name	Ability For?	Ability Description	Emblem Required
Mysticism	Any Hero	Recover a small amount of HP and a set amount of MP (based on how much MP you have left) and put you in a defending state.	Saint
Aggravate	Aldain	A stronger version of Taunt. Aggravate deals 50+ damage and is a stronger provoke. 3-4 aggravates makes Aldain an almost permanent tank.	Saint
Attunement	Aldain	Reduce defense rating by 60% but grant a significant increase in magic defense (all element types).	Shrine
Blood Rite	Oruba	For three turns, magic defense and defense are lowered by 50% but Oruba is granted a regen effect and recovers a significant amount of HP.	Saint
Last Rite	Oruba	Double your INT rating for the next turn. It also removes any INT down effects.	Shrine
Resonate	Melody	Reduce all stats (STR/DEF/INT/AGI) by 70%. It ONLY works on normal monsters. Mini-bosses and bosses will never be affected.	Shrine
Runic Ward	Olian	Prevent and remove paralysis and silence effects for a set amount of returns and increase INT rating by 10%. It also removes an INT down effect on Olian should it exist.	Shrine

Each Emblem is crafted by alchemy and requires one of the Holy Plates you can purchase in the temple.

Shrine Emblem: Holy Plate, Yggdrasil Branch, Gold Thread, Magic Water

Saint Emblem: Holy Plate, Yggdrasil Branch, Cotton Thread x2, Lovewater

Also keep in mind that once you choose a trial, it costs 3500 gold to abandon it and the priest will not refund any emblems you might've spent. The second part of the trial involves a battle with either a Saint Wizard or Saint Warrior. Some battles are simpler and some have a "winning condition" that you must fulfill at battles end otherwise you don't get the win for the battle. You can try battle as many times as you like without penalty and if you fall, you don't lose gold.

Trials that lead to the Saint Warrior are the “Saint’s Emblem” trials and trials that lead to the wizard are the “Shrine Emblem” trials. There are two versions of the Saint Warrior/Wizard.

Saint Warrior #1	Saint Warrior #2
STATS: HP – 1081 MP – 77 STR – 113 DEF – 34 INT – 86 AGI – 91 Moveset: Attack (Common), BiAttack (Less Common), ChargeUp (Rare)	STATS: HP – 1081 MP – 77 STR – 199 DEF – 144 INT – 86 AGI – 91 Moveset: Attack (Common), BiAttack (Less Common), ChargeUp (Rare)
Saint Wizard #1	Saint Wizard #2
STATS: HP – 1677 MP – 9999 STR – 44 DEF – 4 INT – 121 AGI – 34 Moveset: Frizzle, Crack, Drain HP, Crackle, Last Rite (Rare)	STATS: HP – 799 MP – 9999 STR – 77 DEF – 4 INT – 177 AGI – 34 Moveset: Frizz, Crack, Sizz, Crackle, Blood Rite (Rare)

The strategies assume that the player is around level 20. If you are higher level, you might can avoid any and all strategy and just win with sheer force. The hardest trial is the Last Rite trial, but the wizard doesn’t have a lot of HP.

Trial	Battle Against	Winning Condition	Strategy
Mysticism	Warrior #2	Just survive, all can enter	The easiest encounter. Low defense characters might find this battle challenging though.
Attunement	Wizard #1	Just survive, but only Aldain can enter.	Gear up as much ice/fire resistance as you can and probably bring lovewaters.
Aggravate	Warrior #1	Aldain only – must win with full HP .	If you have a Dream Blade / Slumber Sword, it is the easiest battle ever. He is super susceptible to sleep. If you don’t have the sleep swords, do an attack/sleep/heal pattern when his HP is almost depleted.
Last Rite	Wizard #2	Oruba only – must win the battle with full MP	The hardest of the trials. Gear up as much ice/fire resistance as possible and try to wait until Oruba knows Frizzle. I recommend using Dilapidate right away, statesanding the INT down away, then Frizzle when he is at low HP. Near the end stop using Frizzle and only use attacks to subdue him after you recover MP. If he uses Blood Rite, dispel him.

Blood Rite	Wizard #1	Just survive, but only Oruba can enter.	Gear up as much fire/ice resistance as possible. Use dilapidate it is easy.
Resonance	Wizard #1	Melody only – inflict paralysis, slow, sap and silence on the wizard before his defeat atleast once.	Easy enough. Gear up as much ice/fire resistance as you can and bring some lovewaters. He's not all too hard to silence/paralyze and its quite possible if you keep both on him he'll never even touch you.
Runic Aura	Wizard #1	Just survive, but only Olian can enter	Gear up as much fire/ice resistance as you can and just beat him up slowly. Try not to use Sublimation and recover MP with items.

LEGENDARY WEAPON QUESTS

In Legacy of the Lost, there are powerful weapons known as the “Weapons of the Legendary”. To start the quest, you must visit Martym in present Yu’Tolio in the House of the Legendary. Initially, you are only allowed to **receive one weapon**. However, once you clear certain content in post-game, you will be granted the ability to get another weapon.

Weapon Choices:

Name	Hero	Stats
Shield of Loto	Aldain	STR/INT/AGI+7, DEF+76, MP +20. “Half MP”. Prevent Critical Damage. Improve “Defend” effectiveness.
Tupsimati	Oruba	STR+87, INT+84, AGI+15. “All Element Type” Damage. Ensures that an attack with this weapon goes first.
Ragnarok	Melody	STR+198. Critical Hit Rate +60%. Ensures that an attack with this weapon goes first.
Gastrophetes	Olian	STR+148, DEF+24, INT+50, AGI+9. Holy Damage. Critical Hit Rate +50%.

Walkthrough for each weapon:

Shield of Loto

1. Begin the quest with Martym.
2. Craft a Dragovian Shield through alchemy. Helpful recipes/locations included below.

Small Shield (Purchase from early game shops in past time OR from restored Onyu armor shop)

Scale Shield (Small Shield + Dragon Scale x2 OR from restored Onyu armor shop)

Bronze Shield (Purchase from mid-game shops OR from restored Onyu armor shop)

Brass Lined Shield (Small Shield + Bronze Shield + Tin Ore x7 OR from restored Onyu armor shop)

Iron Shield (Bronze Shield + Brass Lined Shield + Iron Ore x2 OR from restored Onyu armor shop)

Dragon Shield (Iron Shield + Scale Shield + Dragon Scale + Great Scale)

Bone Shield (Yggdrasil Branch x4 + Gold Ore + Tin Ore x4)

Aqua Shield (Drop from Grakos, a monster found in Yu’Tolio Caverns Past Time).

Ogre Shield (Bone Shield + Aqua Shield + Yggdrasil Branch x4 + Tin Ore x1)

Thanatos’ Shield (Ogre Shield + Bone Shield + Tin Ore x7)

Dragovian Shield (Thanatos’ Shield + Dragon Shield + Great Scale x7)

3. Return to Martym with the shield and his son Joshua will join your party as guest. Your mission is to guide his son through an area known as the “Hero’s Trial.” If Joshua dies at any point, the mission is deemed a failure and you will have to try again.
4. Enter Yu’Tolio Caves go right at the first intersection and then north when it branches again and go down the stairs. Walk to the right and enter the portal to be in the “Hero’s Trial”. You will face off against three waves of Fallen Legendary monsters. The best way to deal with this battle is to have Aldain use **Taunt/Aggravate** as Joshua’s defense is not very good and you don’t have control over him. Their stats are as follows:

MONSTER NAME: Fallen Legendary

HP: 2281 MP: 77 STR: 278 DEF: 188 INT: 166 AGI: 199

EXP: 0 Gold: 0

DROPS: N/A

Skills: Attack, BiAttack, ChargeUp

Notes: Status effects don’t work. Resistant to Thunder Damage. No elemental weakness.

5. Return to Martym after defeating all three waves of the Fallen Legendaries and you will receive the Shield of Loto.

Tupsimati

1. Begin the quest with Martym.
2. Craft a Staff of Wrath through alchemy. Helpful recipes/locations included below.

Mage’s Brand (Purchase from mid-level shops starting with Esrarch OR from restored Onyu shops).

Holy Brand (Mage’s Brand + Yggdrasil Branch + Great Scale)

Staff of Wrath (Holy Brand x2 + Magic Beast Hide)

3. Return to Martym with the staff not equipped on Oruba. He will tell you to enter an area known as the “Cave of Abyss” and slay 30 wicked wizards. You must kill the wizards with the **Staff of Wrath equipped by Oruba** to get credit.
4. Enter Yu’Tolio Caves go right at the first intersection and then north when it branches again and go down the stairs. Walk to the right and enter the portal to be in the “Cave of Abyss”. The cave isn’t very large, but it is icy like it was in the past. There is a chest in the top left corner sealed off by a barrier. The only

random encounter here is against 3 wicked wizards. It is encouraged to have Oruba use Dilapidate on the foes to reduce the effectiveness of their Soulwave move.

MONSTER NAME: Wicked Wizard

HP: 879 MP: 9999 STR: 88 DEF: 45 INT: 202 AGI: 69

EXP: 4214 Gold: 200

DROPS: N/A

Skills: Drain HP, Last Rite, SoulWave

Notes: Cannot be silenced or slept. Poison/Curse/Blind are very effective. Paralysis/Confusion are slightly resisted.

Resists all elements slightly except fire.

5. Return to Martym after defeating 30 wizards. He will bestow a power on the Staff of Wrath allowing it to break the chest's barrier in the cave of abyss.
6. Return to the cave and obtain the Scholar's Seal.
7. Return to Martym for your reward.

Ragnarok

1. Begin the quest with Martym.
2. Speak with the old man NPC who likes to tell stories in Erdrich Castle Town and **hear the whole story**.
3. Return back to Yu'Tolio island present time using the boat and go left 1, down 3 and right 1 to find a hidden shoreline. You will find a sparkling item in a mound called the ??? **Necklace**.
4. With the necklace, go to Erdichia Forest. On the first screen of the forest (not the maze) go to the **secluded top right corner**. Walk around that area for a random encounter with **GigaDraco** (it's not rare but can only be found there). GigaDraco has a 50% chance to drop the *Cycle of Life* and if he doesn't, you have to fight him again (found in the same area).
5. Return to Martym with the Cycle of Life. He'll tell you to craft an Apocalypse blade. The recipe and helpful locations/recipes are below.

BOSS BATTLE: GigaDraco DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: Melody and Party 37+, good equipment

HP: 13765 MP: 9999 STR: 312 DEF: 244 INT: 300 AGI: 75

EXP: 65555 Gold: 2000

DROPS: Cycle of Life (50%), Great Scale (50%)

Skills: Attack, BiAttack, Oomph+, Fizzle, Gigaslash (Every 6th turn 50% chance to use)

6. Speak with Martym with the Apocalypse and Cycle of Life for your reward.

Gastrophetes

1. Begin the quest with Martym.
2. Go to Wyuto (Past Time). One tile left and six tiles up from the village (where the honesty/dishonesty cottage is in present time) there is a hidden area. In this area, walk towards the center of the screen and several Ghostrees will begin to dance around you. They mention this is where the legendary Yggdrasil fell and begin to battle you.

BOSS BATTLE: Ghostree x3, Yggdrasil DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: Olian and Party 37+, access to Resist/Resistance/Barrier spells, good equipment

Ghostree

HP: 3421 MP: 9999 STR: 256 DEF: 87 INT: 300 AGI: 244

EXP: 111111 Gold: 1200

DROPS: Yggdrasil Branch (100%), Violet Medal (10%)

Skills: Attack, Omission (if Cursed), Soulwave

Yggdrasil

HP: Varies MP: 9999 STR: 274 DEF: 155 INT: 165 AGI: 89

EXP: 44555 Gold: 2000

DROPS: Yggdrasil Branch x2 (100%)

Skills: Attack, Lightning, Mind+, Stopspell, Barrier

The center GhosTree transforms into Yggdrasil in a few turns.

3. Return to Martym for your reward.

LEGENDARY MONSTER EQUIPMENT QUESTS

In Legacy of the Lost, there are powerful monster accessories known as the “Legendary Monster Equipment”. To start the quest, you must visit Xander in present Yu’Tolio in the House of the Legendary. Initially, you are only allowed to **receive one accessory**. However, once you clear certain content in post-game, you will be granted the ability to get another accessory.

Accessory Choices:

Name	Family	Stats
Gold Coat	Slime Only	STR/DEF/INT/AGI +75. Prevents negative changes in STR/DEF/INT/AGI.
Tiamat’s Fang	Dragon Only	STR +105, DEF +30. Improves Ice Resistance. Resist Confusion and Blindness effects.
Rose Grip	Plant Only	STR +80, HP+70. Grants a permanent “Restore” effect.
Excalibur	Material Only	STR +85, DEF+20, INT+25, AGI-15. Halves MP Cost.
Volivoir	Demon Only	STR/DEF/INT/AGI +55. Prevent critical damage. Reduce water damage. Improve effectiveness of “defend” command.
Hydraulix	Water Only	STR +25, DEF+55, INT+85. Reduce thunder damage. Halves MP Cost.
Arachnio	Bug Only	STR/DEF/INT/AGI/HP/MP +45. Reduce damage from all elements.
Agonizer	Zombie Only	STR +15, DEF +80, AGI +80, INT +15. Prevent any negative status effects, including negative changes in STR/DEF/INT/AGI. Increase resistance against all elements.

For most of these fights, it is encouraged for Aldain to serve as a “tank” with Taunt/Aggravate.

Gold Coat *Help Cyber rescue his friend Spotti who was stolen by the slime group, the “Slime Buddies”.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of Cyber the Slimeborg by making room for him your party (must have less than four members).
3. Go to Erdrichia and talk to the little boy in town for a hint on the Slime Buddies.
4. Go to Poison Marsh Cave. Walk up and take first left corridor all the way left. Then walk all the way across to encounter Treeslime, the first member of the Slime Buddies!

BOSS BATTLE: TreeSlime DIFFICULTY RATING: Easy
RECOMMENDED LEVEL: 33+
HP: 2896 MP: 1700 STR: 233 DEF: 45 INT: 144 AGI: 198
EXP: 42333 Gold: 120
DROPS: Antidote+ (100%), Megaslime Drop (33%)
Skills: Attack, Poison Cloud, PoisonHit, Kasap

5. Go to the top of Yadrick Mountain to encounter Slabbit, the second member of the Slime Buddies!

BOSS BATTLE: Slabbit DIFFICULTY RATING: Easy
RECOMMENDED LEVEL: 33+
HP: 3010 MP: 654 STR: 245 DEF: 68 INT: 288 AGI: 300
EXP: 27333 Gold: 120
DROPS: Dispel Tonic (100%), Megaslime Drop (33%)
Skills: Attack, Accelerate, BigTrip

6. Go to Clearwater Temple where you fought the Remains you had to fight to encounter the leader of the Slime Buddies, RedKing!

BOSS BATTLE: RedKing DIFFICULTY RATING: Medium
RECOMMENDED LEVEL: 33+
HP: 4567 MP: 9999 STR: 241 DEF: 188 INT: 178 AGI: 244
EXP: 45555 Gold: 2800
DROPS: Megaslime Drop (33%), Violet Medal (100%)
Skills: Attack, MidHeal, Barrier, Snooze, Infermore
Notes: Attacks twice per turn.

7. Return to Xander for your reward.

Tiamat's Fang *Help T-Rex fulfill his wish of being the strongest monster by besting Divinegon in battle.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of T-Rex the BattleRex by making room for him your party (must have less than four members).
3. Go to the topmost area of Lyndbaum Mountain (present time) to encounter Divinegon and engage him in battle.

BOSS BATTLE: Divinegon DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 36+

HP: 18765 MP: 9999 STR: 321 DEF: 211 INT: 241 AGI: 178

EXP: 85555 Gold: 10000

DROPS: Sage's Ring (33%), Violet Medal (100%)

Skills: Attack, BiAttack, Buff+, Dazzle, Scorching

Notes: Attacks twice per turn.

4. Return to Xander for your reward.

Agonizer *Help Ghast defeat the evil monster who claimed his life.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of Ghast the Spooky by making room for him your party (must have less than four members).
3. Go to the Village of Quevi and examine the second tombstone in the top row.
4. Enter the grave to find and defeat Death Servant.

BOSS BATTLE: Death Servant DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 36+

HP: 9765 MP: 9999 STR: 333 DEF: 133 INT: 244 AGI: 88

EXP: 65555 Gold: 5000

DROPS: Gold Ore (100%), Violet Medal (100%)

Skills: Attack, TriAttack, Kasap, Oomph+

Notes: Attacks twice per turn.

5. Return to Xander for your reward.

Rose Grip *Help Grips defeat his arch-nemesis, Gripevine, who crippled him.*

1. Craft a Spiked Steel Whip through alchemy. Helpful recipes/locations are below.

Base Whip (Arena prize for 2 tokens in Present Time)

Spiked Whip (Base Whip + Tin Ore x4 + Copper Ore x4)

Plumed Whip (Spiked Whip + Feather x1 + Great Featherx2 + Iron Ore x5)

Spiked Steel Whip (Plumed Whip + Spiked Whip + Iron Ore x12)

2. Speak with Xander without having the Spiked Steel Whip equipped to begin the quest.
3. Accept the party invite of Grips the Rosevine by making room for him your party (must have less than four members).
4. Go to Illidus Forest in present time (the right forest) on the Illae Continent to face off against Gripevine.
This battle is identical to the Rosevine battle, but just harder due to increased stats and the fact that Gripevine attacks twice.

BOSS BATTLE: Gripevine DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 36+

HP: 10010 MP: 9999 STR: 267~310 DEF: 122~199 INT: 198~244 AGI: 100~70

EXP: 55650 Gold: 8888

DROPS: Odin's Whip (100%), Violet Medal (100%)

Skills: Attack, Purge II, ChargeUp, TriAttack

Notes: Attacks twice per turn.

5. Return to Xander for your reward.

Arachnio *Help Happi defeat the giant lobster bug who scared a little girl, causing her to be scared of bugs.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of Happi the SuperTen by making room for him your party (must have less than four members).
3. Go to where Crescende Village would have been on Yardrick Continent in present time to encounter Digster, the scary bug.

BOSS BATTLE: Digster DIFFICULTY RATING: Medium

RECOMMENDED LEVEL: 36+

HP: 8765 MP: 9999 STR: 288 DEF: 133 INT: 199 AGI: 281

EXP: 38808 Gold: 3444

DROPS: Gold Ore (50%), Violet Medal (100%)

Skills: Attack, Icebolt, Iceslash, TwinHits, Ramming

Notes: Attacks twice per turn.

4. Return to Xander for your reward.

Excalibur *Help Slice defeat the reanimated terror who killed many of his friends.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of Slice the EvilArmor by making room for him your party (must have less than four members).
3. Talk with the priest who is blocking the way to Questis Castle in the Quevi Caverns for him to move.
4. Go to the north side of Questis Castle to encounter MadKnight and defeat him.

BOSS BATTLE: Death Servant

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 36+

HP: 10765

MP: 1111

STR: 333

DEF: 133

INT: 244

AGI: 88

EXP: 65555

Gold: 5000

DROPS: Great Axe (100%), Violet Medal (100%)

Skills: Attack, TriAttack, Kasap, Oomph+

Notes: Attacks twice per turn.

5. Return to Xander for your reward.

Hydraulix *Help Fishy defeat the violent Poseidon who claimed his father's life when he was little.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of Fishy the Fishrider by making room for him your party (must have less than four members).
3. Return to the Abandoned Caves of Esrarch (formerly Thief's Den) where you encountered Whalemage to find Poseidon. Poseidon acts exactly like Grakos does in the wild, but is harder.

BOSS BATTLE: Poseidon

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 36+

HP: 5189

MP: 9999

STR: 300

DEF: 111

INT: 144

AGI: 123

EXP: 62222

Gold: 6700

DROPS: Aqua Shield (100%), Violet Medal (100%)

Skills: Attack, HealRain, IceSlash, ChargeUp

Notes: Attacks twice per turn.

4. Return to Xander for your reward.

Volivoir *Help Goblin defeat Hippogryph who is resurrecting an inactive volcano and soiling the names of demons.*

1. Speak with Xander to begin the quest.
2. Accept the party invite of Goblin the Gremlin by making room for him your party (must have less than four members).
3. Speak with the guard blocking your way in Mount Wyubori Volcano for him to move.
4. Make it to the top floor (where you fought LavaMan) to encounter Hippogryph.

BOSS BATTLE: Hippogryph

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 36+

HP: 10765 MP: 9999 STR: 321 DEF: 211 INT: 200 AGI: 178

EXP: 65555 Gold: 10000

DROPS: Power Shield (100%), Violet Medal (100%)

Skills: Attack, Blazemore, Oomph+, Shock, Scorching

Notes: Attacks twice per turn.

5. Return to Xander for your reward.

RELIC TECHNIQUE QUESTS

In Legacy of the Lost, there are powerful, hidden abilities for each hero known as “Relic Techniques”. To start the quest, you must visit the Mystic of Persivor in his cottage on the Persiva continent. Initially, you are only allowed to **receive one technique**. However, once you clear certain content in post-game, you will be granted the ability to get another technique.

Technique Choices:

Name	Hero	Stats
Thor's Blade	Aldain	Deal an extremely high damage thunder attack. Damage varies from 725-5000 depending on your stats/buffs/enemy weakness. Blinds and curses the target. MP COST: 85
Surge	Oruba	Reduce the MP cost of all spells to 0 for three turns. In addition, it doubles Oruba's INT. MP COST: 100
Arcane Benison	Melody	Heal all allies about 50 HP and grant Oomph, Buff, Accelerate, Resist and Restore effects. MP COST: 45
Runic Aurora	Olian	Deal extreme holy damage to all enemies with a white light. Damage range is about 500-2500 depending on your stats/buffs/enemy weakness. MP COST: 55

Each relic technique quest follows a similar formula. You will receive the quest from the Mystic of Persivor. He will ask you to locate a boss monster in a secluded area in past time for a 50% drop. When you return with the drop, he will have you craft the item into a pendant. Return with the pendant and he will amplify it with holy energy for 5000 gold. Once amplified, it will open the door in the Persivan Catacombs that represents the pendant allowing you to do battle with an ancient demon (Jamirus). The demon will have the same stats, but the winning condition will be different.

*Note: To quit a quest and pick another, the mystic will charge you 5000 gold in addition to wiping all progress.

BOSS BATTLE: Jamirus

DIFFICULTY RATING: Medium – Hard (Depending)

RECOMMENDED LEVEL: 40+

HP: 5654

MP: 9999

STR: 221

DEF: 100

INT: 244

AGI: 200

EXP: 0

Gold: 0

DROPS: N/A

Skills: Attack, ChargeUp, Petrify, Heal, EerieLite

Notes: Attacks twice per turn.

Instead of providing a walkthrough for each technique, instead the location & battle of the key item, the recipe for the pendant, where to find Jamirus' door, and the winning condition for the Jamirus battle will be detailed below.

Aldain: "Thor's Blade"

Obtaining the Lightning God Crest

The crest is located in the **Castle of Gales** (past time). The monster you will face off against is RainHawk. RainHawk will appear in 3 set locations. If he fails to drop the item the first time, he moves to location two, if it fails the second time he moves to location 3 and so on. The cycle continues until he drops the crest.

Location 1: Second floor, left side where the first blue crystal switch was.

Location 2: From outside the castle on the third floor, take the left door.

Location 3: Basement floor, near the middle of the cave area like you were going to Tumbleweed.

BOSS BATTLE: RainHawk

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 38+

HP: 8566

MP: 9999

STR: 298

DEF: 167

INT: 250

AGI: 178

EXP: 45555

Gold: 2000

DROPS: Lightning God Crest (50%), Great Feather (50%)

Skills: Attack, Stopspell, Ironize, Buff, Tornado

Notes: Attacks twice per turn.

God's Pendant Recipe:

Lightning God Crest + Volt Ring + Mega Herb + Gold Ore

Finding the God's Pendant Door:

From catacomb entrance, at first intersection go left. At next intersection go left again and follow all the way down to the stairs.

Jamirus Battle Winning Condition:

You must win the battle using **only Aldain**. Because he knows Petrify, you pretty much need a Stoneguard Ring (or the Iudic Ring from all achievements). In order to get one, you must fully rebuild Onyu.

Oruba: "Surge"

Obtaining the Mystic Crest

The crest is located in the **Pyramid** (past time). The monster you will face off against is ArcDemon. ArcDemon will appear in 3 set locations. If he fails to drop the item the first time, he moves to location two, if it fails the second time he moves to location 3 and so on. The cycle continues until he drops the crest.

Location 1: Basement Floor. If you enter from right side, go south and all the way left.

Location 2: Fourth Floor, where Exodus was.

Location 3: First floor, in the middle torch room on the top row.

BOSS BATTLE: ArcDemon

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 38+

HP: 9876

MP: 9999

STR: 276

DEF: 144

INT: 278

AGI: 133

EXP: 45555

Gold: 2000

DROPS: Mystic Crest (50%), Gold Ore (50%)

Skills: Attack, Bang, Flare, Dilapidation, Kacrackle

Notes: Attacks twice per turn.

Magic Pendant Recipe:

Mystic Crest + Frost Ring + Magic Water + Gold Ore

Finding the Magic Pendant Door:

From catacomb entrance, at first intersection go right. There is only one staircase in the area, take it and make your way to the door.

Jamirus Battle Winning Condition:

You must win the battle in **under 10 turns**. If you take too long, you must redo the battle.

Melody: "Arcane Benison"

Obtaining the Dark Crest

The crest is located in the **Persivor Catabombs** (past time). The monster you will face off against is Multieyes. Multieyes will appear in 3 set locations. If he fails to drop the item the first time, he moves to location two, if it fails the second time he moves to location 3 and so on. The cycle continues until he drops the crest.

Location 1: B5F. From start go left then right at first intersection.

Location 2: B7F. From start go left then left and down the stairs. On next floor go right and down stairs. On B7F take the first right at the intersection and you go down the path.

Location 3: B6F. From start go left and then right. Go to top right staircase. Look at the left dead-end for the boss.

BOSS BATTLE: Multieyes

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 38+

HP: 7654

MP: 9999

STR: 266

DEF: 200

INT: 166

AGI: 111

EXP: 45555

Gold: 2000

DROPS: Dark Crest (50%), Golden Thread (50%)

Skills: Attack, Buff, Majustis, Oomph, Kasap

Notes: Attacks twice per turn.

Divine Pendant Recipe:

Dark Crest + Bane Ring + Gold Ore + Dispel Tonic+

Finding the Divine Pendant Door:

From catacomb entrance, at first intersection go left. At next intersection go right and then take the staircase at the bottom right corner of the big area. Follow the path to the door.

Jamirus Battle Winning Condition:

Jamirus must fall when Melody is under the 4 status effects: "Oomph", "Buff", "Resist" and "Restore" otherwise the win is deemed a failure.

Olian: "Runic Aurora"

Obtaining the Holy Crest

The crest is located in the **Quevi Castle** (past time). The monster you will face off against is Holy Ghost. Holy Ghost will appear in 3 set locations. If he fails to drop the item the first time, he moves to location two, if it fails the second time he moves to location 3 and so on. The cycle continues until he drops the crest.

Location 1: B2F. Bottom right room.

Location 2: 1F. From entrance just go to the right at the intersection.

Location 3: B2F. Throne Room – where Death Templar was.

BOSS BATTLE: Holy Ghost

DIFFICULTY RATING: Hard

RECOMMENDED LEVEL: 38+

HP: 5654

MP: 9999

STR: 144

DEF: 89

INT: 244

AGI: 200

EXP: 45555

Gold: 2000

DROPS: Holy Crest (50%), Teal Medal (18%)

Skills: MidHeal, Woosh, Petrify, Drain MP, Lightning

Notes: Attacks twice per turn.

Cleric's Pendant Recipe:

Holy Crest + Aurora Ring + Gold Ore + Echo Herb+

Finding the Cleric's Pendant Door:

From catacomb entrance, at first intersection go left. At next intersection go right and take the top right set of stairs.

Jamirus Battle Winning Condition:

Instead of defeating Jamirus, you must outlast his attacks for 30 turns. After 20 turns, Jamirus gets more powerful. After 30 turns, you are considered the winner.

REBUILDING ONYU SIDEQUEST

When you clear the Onyu region, you have the opportunity to rebuild the village in present time. To start the quest, visit the only house in present day Onyu and speak to Richard. He will provide you with the Onyu Brochure to show to townsfolk in other villages in order to entice them to move to the Onyu Settlement. By completing this task, you will have access to a slew of rewards. The people that can be recruited and the rewards that can be obtained are detailed below.

The town will get bigger after you have recruited 6, 9, and then 15 people to the town.

RECRUIT LIST (the names in bold are recruits who you can get as soon as you unlock Onyu):

Guest 1 - Monster Trainer in Rhemhage Village

Guest 2 and 3 - Dad/Daughter in Erdrich Castle Town (counts as two people)

Guest 4 - Dragon Tamer in Erdrich Castle town (only if guest #1 recruited)

Guest 5 - Barry the Arena Man in Yardrick Castle Town (only if you cleared F class)

Guest 6 - Man in the first southern house in Bariden Village.

Guest 7 - Innkeep in Yardrick Castle Town (only if you've recruited at least 6 people)

Guest 8 - Jester in Yuria City (only if you've recruited at least 3 people)

Guest 9 - Thief in the armor shop in Wyuto Villa.

Guest 10 - Man in the Esrarch Port inn. (only if you've recruited at least 9 people)

Guest 11 - Gardener in Yuria City (only if you've recruited at least 9 people)

Guest 12 - Woman who gives you the demonite egg in Illae Village (only if you've recruited at least 11 people)

Guest 13 – Berserker NPC in Port Persiva.

Guest 14 and 15 – Bickering couple in Allagan City (count as two people).

Guest 16 – Castle guard NPC in Lidenburg City (only if you have recruited everyone!)

REWARD TABLE:

Reward	Prerequisite	Details
Cheaper Inn	Guest #7 is recruited	Access to a convenient inn that only costs 2 gold coins.
Breed with Dragonkid	Guest #4 is recruited	By speaking with guest #4 in Richard's house, she will let you breed with her Dragonkid monster.

Purchase Monster Materials	Guest #12 is recruited	Appears in top center house. You will be able to purchase all monster ingredients in the game (minus the post-game ones). 1st tier ingredients cost 1000g and 2nd tier ingredients cost 2000g.
Herb Combining	Guest #11 is recruited	<p>In the bottom right house, you have access to Herb Synthesis. There is no fee and you can synthesize items with Red/Blue/Green herbs (found off monsters) to make better items. Items you can make are:</p> <ul style="list-style-type: none"> • Magic Water <i>Magic Herb + Green x2</i> • Antidote+ <i>Antidote + Green + Blue x2</i> • Echo Herb+ <i>Echo Herb + Green + Blue x2</i> • Dispel Tonic+ <i>Dispel Tonic + Green + Blue x2</i> • Mega Herb <i>Herb x10 + Magic Herb x10 + Green x5 + Blue x5 + Red x5</i>
Buy Teal/Violet Medals	15 people recruited, including Guest #6	Center house. Teal is 50000g, Violet is 80000g.
Buy Sage's/Strength Ring	Recruit Guest #14 and #15	Bottom left house. Sages is 50000g, Strength is 10000g.
Best Armor Shop	Recruit Guest #13	Can purchase: Clothes, Training Suit, Leather Armor, Leather Robe, Pot Lid, Small Shield, Hairband, Leather Hat, Tie, Bunny Ears, Flashy Coat, Mage Hat, Small Helmet, Brass Ring, Traveler's Vest, Silk Robe, Tin Suit Armor, Leather Shield, Copper Armor, Chain Mail, Bronze Armor, Iron Cuirass, Silver Cuirass, Silver Mail, Leather Cape, Turtle Shell, Posh Waistcoat, Magus Robe, Robe of the Wise, Sorcerer's Robe, Bronze Shield, Brass Lined Shield, Iron Shield, Copper Helm, Bronze Helm, Iron Helm, Iron Half Mask, Iron Head Gear, Great Helm, Golden Helm, Bandana,

		<p>Feathered Cap, Turban, Happy Hat, Slime Earrings, Clear Ring, Omit Ring, Expel Ring, Sanity Ring, Emerald Ring, Stability Ring, Ironguard Ring, Static Bracer, Rockguard Ring*</p> <p>*This is the only shop in the game that sells the Rockguard Ring</p>
Best Weapon Shop	Recruit Guest #16	<p>Can purchase: Boomerang, Reinforced Boomerang, Blade Boomerang, Mage's Wand, Fire Staff, Ice Staff, Mage's Brand, Holy Brand, Staff of Flames, Staff of Freezing, Copper Sword, Bronze Sword, Iron Sword, Rapier, Iron Rapier, Scimitar, Gold Sword, Deathbringer, Algol, Dragonsbane, Dragon Slayer, Cypress Stick, Club, Iron Mace, Great Axe, Dagger, Iron Dagger, Pronged Dagger, Assassin, Pike, Poison Spike, Trident, Slender, Short Bow, Crossbow, Great Bow, Auto Crossbow, Rope Whip, Avengers, Savant Fists</p>
The Monster Accessory, Expediter	Recruit all guests	<p>Reward from Richard. The accessory causes any monster that has it equipped to receive double experience points.</p>

Hero Profile: Aldain

Character Class: Hero

Starting Level: 1

EXP to reach cap: 3275814

STAT Chart

Attribute	At Level 1:	At Level 25:	At Level 60:
HP	24	199	440
MP	2	68	181
STR	7	109	281
DEF	4	80	226
INT	6	77	173
AGI	5	55	130

Elemental & Status Affinities / Weaknesses

Weak To:	Strong To:
No Weakness	Instant-Death
	Darkness
	Melee Damage

Skills Chart:

Skill Name:	Level Learned:	Description:
Heal	3	Restore at least 30 HP to one ally. MP COST: 3
Frizz	3	Deal small fire damage to one enemy. MP COST: 1
Poof	6	10% chance to instantly kill an enemy. Does not work on bosses. MP COST: 4
Enchant Fire	7	Cause physical attacks to be of the fire element (5 turns). MP Cost: 6
Awaken	8	Rallying cry that cures all allies of sleep. MP COST: 5
Enchant Ice	8	Cause physical attacks to be of the ice element (5 turns). MP Cost: 6
Enchant Wind	10	Cause physical attacks to be of the wind element (5 turns). MP Cost: 6
Enchant Earth	10	Cause physical attacks to be of the earth element (5 turns). MP Cost: 6
Evac	11	Allows quick exit from dungeons. MP COST: 5
Zoom	12	Can return to any previously visited present town. MP COST: 5
Firewave	13	Deal moderate fire damage to all enemies with a chance to curse. MP COST: 12
Enchant Bolt	14	Cause physical attacks to be of the thunder element (5 turns). MP Cost: 6
Enchant Water	14	Cause physical attacks to be of the water element (5 turns). MP Cost: 6
MidHeal	15	Restore at least 75 HP to one ally. MP COST: 8
Teleport	15	Return to the great shrine, regardless of location. MP COST: 8
Snooze	16	50% chance to inflict sleep on an enemy. MP COST: 3
Taunt	20	Goad an enemy into attacking you. MP COST: 4
Bang	21	Deal small magic damage to all enemies. MP COST: 6

Divine Seal	24	Double the potency of the next 4 healing spells. MP COST: 12
Zap	28	Deal medium lightning damage to one enemy. MP COST: 14
Thordain	42	Deal massive thunder damage to all enemies. MP COST: 33
Hero's Courage	55	Reduce attack power by 25%, increase defense & evasion by 50%. MP COST: 40
MP Break*	Acquired	Reduce an enemy's MP by a substantial amount, varies by STR. MP COST: 1
Bolt	Acquired	Deal small lightning damage to one enemy. MP COST: 1
Fury	25*	Deliver a slash to all foes. MP COST: 14
Empower	25*	Focus energy to increase all stats for a short time. MP COST: 13
Aggravate	Acquired	Provoke an enemy into attacking you. Can be stacked. MP COST: 6
Attunement	Acquired	Grant elemental resistance at the expense of defense. MP COST: 10
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Bestow	Acquired	Transfer 40 MP to an ally and grant "restore". MP COST: 30
Enchant Fire II	Acquired	Cause physical attacks to be of the fire element for all (5 turns). MP Cost: 25
Enchant Ice II	Acquired	Cause physical attacks to be of the ice element for all (5 turns). MP Cost: 25
Enchant Water II	Acquired	Cause physical attacks to be of the water element for all (5 turns). MP Cost: 25
Enchant Bolt II	Acquired	Cause physical attacks to be of the thunder element for all (5 turns). MP Cost: 25
Enchant Wind II	Acquired	Cause physical attacks to be of the wind element for all (5 turns). MP Cost: 25
Enchant Earth II	Acquired	Cause physical attacks to be of the earth element for all (5 turns). MP Cost: 25
Utsusemi	Acquired	Double agility and shed any status ailment. MP COST: 10
Attack Stance	Acquired	Decrease defense by 25% but increase attack power by 25%.. MP COST: 10
Thor's Blade	Acquired	Deal extremely high physical and thunder damage to one foe. MP COST: 85

*Learned in the Room of the Saints depending on your choices at the beginning of the game.

Hero Profile: Oruba Stacain

Character Class: Mage

Starting Level: 1

EXP to reach cap: 3528700

STAT Chart

Attribute	At Level 1:	At Level 25:	At Level 60:
HP	20	106	241
MP	3	174	423
STR	4	55	130
DEF	3	47	110
INT	8	136	348
AGI	3	42	98

Elemental & Status Affinities / Weaknesses

Weak To:	Strong To:
No Weakness	Instant-Death
	Silence
	Magic Damage

Oruba Skills Chart:

Skill Name:	Level Learned:	Description:
Frizz	2	Deal small fire damage to one enemy. MP COST: 2
Crack	3	Deal small ice damage to one enemy. MP COST: 2
Sap	4	Reduce an enemy's defense rating by 70%. MP COST: 5
Sizz	6	Deal small fire damage to all enemies. MP COST: 5
Evac	7	Allows quick exit from dungeons. MP COST: 5
Zoom	9	Can return to any previously visited present town. MP COST: 5
Bang	11	Deal small magic damage to all enemies. MP COST: 6
Accelerate	12	Increase agility by 50%. MP COST: 4
Rob Magic	12	Steal MP from an enemy and add it to your own. MP COST: 6
Crackle	14	Deal medium ice damage to all enemies. MP COST: 8
Drain Heart	16	Steal HP from an enemy and add it to your own. MP COST: 14
Dilapidate	18	Reduce target's INT but reduce yours as well. MP COST: 14
Frizzle	20	Deal medium fire damage to one enemy. MP COST: 12
Peep	21	Cause a Treasure Chest to flash if it is indeed a Mimic. MP COST: 4
Safestep	21	Safely step over hazardous terrain for 3 minutes. MP COST: 4
Boom	25	Deal medium magic damage to all enemies. MP COST: 13
Enlighten	26	Increase the intelligence of all allies by 15%. Removes INT down. MP COST: 8
Kasap	27	Reduce the defense rating of all enemies by 70%. MP COST: 10

Kacrack	28	Deal medium ice damage to one enemy. MP COST: 18
Drain Magic	29	Steal more MP from an enemy and add it to your own. MP COST: 30
Kasizzle	32	Deal massive fire damage to all enemies. MP COST: 22
Kacrackle	34	Deal massive ice damage to all enemies. MP COST: 24
Kaboom	37	Deal massive magic damage to all enemies. MP COST: 30
Soul Wave	40	Randomly deal high magic damage to foes. MP COST: 28
Flare	47	Deal massive fire damage to one enemy. MP COST: 40
Blizzard	47	Deal massive ice damage to one enemy. MP COST: 42
Magician's Fury	55	Deal massive dark/wind/earth damage to an enemy. MP COST: 60
Blood Rite	Acquired	Sacrifice defenses in order to restore HP and grant regen. MP COST: 3
Last Rite	Acquired	By ancient contract, improve your next spell's power. MP COST: 25
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
<i>Surge</i>	Acquired	Increase INT by 100% and reduce MP Cost to 0 for 3 turns. MP COST: 100

Hero Profile: Melody

Character Class: Maiden /Arcanist

Starting Level: 4

EXP to reach cap: 2756793

STAT Chart

Attribute	At Level 1:	At Level 25:	At Level 60:
HP	29	218	494
MP	5	78	183
STR	8	123	330
DEF	2	68	149
INT	4	93	194
AGI	7	76	177

Elemental & Status Affinities / Weaknesses - MAIDEN

Weak To:	Strong To:
Slashing Damage	Instant-Death
Piercing Damage	Silence
Blow Damage	Confusion

Elemental & Status Affinities / Weaknesses - ARCANIST

Weak To:	Strong To:
No Weakness	Instant-Death
	Silence
	Confusion
	Bow Damage
	Whip Damage
	Magic Damage

Skills Chart: A “star(*)” by the name indicates that Melody only learns the ability if her class is set to Arcanist.

Skill Name:	Level Learned:	Description:
Slow	4	Reduce an enemy's agility rating by 50%. MP COST: 4
Accelerate	4	Increase agility by 50%. MP COST: 4
Sap	5	Reduce an enemy's defense rating by 70%. MP COST: 5
Rob Magic	7	Steal MP from an enemy and add it to your own. MP COST: 6
Fizzle	8	75% to prevent an enemy from casting magic spells. MP COST: 7
Paralyze	10	70% to paralyze an enemy. MP COST: 6
SlowAll	14	Reduce all enemy's agility rating by 50%. MP COST: 8
Acceleratle	17	Increase agility by 50% for all allies. MP COST: 9

Buff*	18	Increase defense rating by 100%. MP COST: 7
Arcanisma*	20	Double MP cost for single target spells to turn them into AoE. MP Cost: 15
Drain Magic*	21	Steal more MP from an enemy and add it to your own. MP COST: 30
Resist*	22	Generate a barrier that reduces magic damage by half. MP COST: 7
Restore*	24	Bestow “restore” which recovers HP over time to an ally. MP COST: 6
Dazzle*	25	Blind all enemies with a flash of light. MP COST:
Pulse*	26	Reduce the INT of a foe – but only against “normal” foes. MP COST: 3
Venom	28	Inflict poison on an enemy. MP COST: 10
Decay*	29	Decrease the STR of both foe and user. MP COST: 24
Kasap*	29	Reduce the defense rating of all enemies by 70%. MP COST: 10
Oomph*	31	Increase attack power for one ally by 50%. MP COST: 12
Swoosh*	35	Deal medium wind damage to all enemies. MP COST: 32
Resistance*	36	Generate a barrier that reduces magic damage by half for all allies. MP COST: 18
Kabuff*	37	Increase defense rating by 100% for all allies. MP COST: 18
Malediction*	41	Attempt to inflict all status ailments on 3 random enemies. MP COST: 25
Restoration*	42	Bestow “restore” which recovers HP over time to all allies. MP COST: 14
Stateshift*	44	Remove negative stat augmenting afflictions from all. MP COST: 4
Maiden's Fury	55	Reduce defense to 0% and critical hit rate to 100%. MP COST: 30
Resonance	Acquired	Reduce all stats for a foe – only works on “normal” foes. MP COST: 6
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Arcane Benison*	Acquired	Grant resist, restore, buff, oomph and accelerate to all allies. MP COST: 45

Hero Profile: Olian Ryuza

Character Class: Priest

Starting Level: 14-15

EXP to reach cap: 2599773

STAT Chart

Attribute	At Level 1:	At Level 25:	At Level 60:
HP	24	149	322
MP	6	117	241
STR	5	100	226
DEF	4	58	140
INT	6	108	261
AGI	5	61	143

Elemental & Status Affinities / Weaknesses

Weak To:	Strong To:
Darkness Damage	Instant-Death

Skills Chart:

Skill Name:	Level Learned:	Description:
Heal	1	Restore at least 30 HP to one ally. MP COST: 3
MidHeal	1	Restore at least 30 HP to one ally. MP COST: 8
HealUs	1	Restore at least 45 HP to all allies. MP COST: 10
Squelch	1	Cure Poison from one ally. MP COST: 3
Vision	1	Cure Blindness from one ally. MP COST: 4
Awaken	1	Rallying cry that cures all allies of sleep. MP COST: 5
Tingle	1	Cure Paralysis from one ally. MP COST: 5
Vivify	1	Revive and restore HP to fallen comrade with 50% accuracy. MP COST: 15
Repel	14	Prevent monster encounters for a set time. MP COST: 10
Sublimation	17	Temporarily reduce defenses in order to restore MP. MP COST: 20
Return Will	19	Cure Confusion from one ally. MP COST: 6
Venom Ward	20	Prevent poison effects on an ally. MP COST: 2
Detox	22	Cure Poison from all allies. MP COST: 10
Sight Ward	23	Prevent blind effects on an ally. MP COST: 2
Envision	23	Cure Blindness from all allies. MP COST: 10
Runic Aura	24	Increase critical hit rate by 50% for an ally. MP COST: 12
True Will	25	Cure Confusion from all allies. MP COST: 14
HealUsMore	29	Restore at least 75 HP to all allies. MP COST: 22
Numb Off	31	Remove paralysis from all allies. MP COST: 18
Numb Ward	33	Prevent paralysis effects on an ally. MP COST: 2

Revify	34	Revive and restore HP to fallen comrade with 100% accuracy. MP COST: 25
FullHeal	35	Fully recover HP of one ally. MP COST: 25
Purge	35	Rid one ally of all possible status effects. MP COST: 18
Life	39	Revive all allies with an 80% success rate. MP COST: 30
Kabuff	40	Increase defense rating by 100% for all allies. MP COST: 18
HealUsMost	44	Restore at least 175 HP to all allies. MP COST: 22
Resistance	44	Generate a barrier that reduces magic damage by half for all allies. MP COST: 18
Cleric's Reprieve	55	Remove status effects from all allies and grant resistance to all ailments. MP COST: 48
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Runic Ward	Acquired	Prevent paralysis and silence on self and increase INT by 10%. MP COST: 12
<i>Runic Aurora</i>	Acquired	Deliver extreme holy damage to all foes. MP COST: 55

POST-GAME CONTENT

Warning! This contains major spoilers and reflects content only available in the 1/31/14 updated patch.

When you clear the game, a new scenario opens up in addition to lengthy sidequest to obtain a rare, powerful monster recruit. The monster recruit sidequest was available in the first release version of the game and is aimed to be completed with the old level cap of 50. The new content however, should be expected to be completed only if your level is 60 or as close to it as possible (granted, starting the content before 60 is expected, but before the final post-game boss, 60 is recommended).

Task #1: "Iudic Ring"

With the game completed, you now have the opportunity to earn the Iudic Ring from the Achievement Man. Spending some time during post-game to earn all achievements and attain this amazing item would be well worth the effort!

The stats on the Iudic Ring are as follows:

STR/DEF/INT/AGI +37. Prevent all negative status changes/ailments. "Half MP Cost."

Task #2: "The Foreign Monster Master"

If you step foot in the arena in present time, you will notice a new character there named Debordes. Debordes claims to have the strongest monster team ever and would love to fight you, but you just seem too weak. He will only fight you if you can earn the "Arena Master's Seal" which was a token of achievement in his home nation. He explains that Goopi monsters who made their home in his home nation often crafted these seals for adventurers.

To earn this token, you must first go to the arena in past time. You will find a Goopi in the bottom right corner who wants to play a game of **Rock, Paper, Scissors** with you. Completing the game will cause a Goopi to appear in present time and award you with a body armor known as the **Gambler's Pachino**. The stats are as follows:

STR+9, DEF+44, INT+9, AGI+9. Critical Hit Chance +30%. Overall DEF -15%.

Return to the arena in present time and best the Goopi in Rock, Paper, Scissors again and he will offer to sell you the **Arena Master Seal** for **10 arena tokens**. He will give you an item called the Gambler's Wristlet though. The stats are as follows:

STR+15, DEF+15. Critical Hit Chance +15%, Max HP -5%.

Chances are, you don't have 10 tokens. Luckily, if you have cleared all classes, a new **arena class, the X class** has emerged. A group of 5 foreign challengers make up this repeatable class and net you **5 tokens** for winning.

X Class Combatants (Recommended Level: 45):

#1 – Dragon, Skydragon, Drakslime

#2 – Slime, Healslime, Slime (be careful, they know MegaMagic!)

#3 – Fangslime, Madknight, Madcat

#4 – Roguenite, Hoodsquid, Madcondor

#5 – Orochi, Hornbeet, Unicorn

When you purchase the seals, you can do battle with Debordes. This is a no-risk battle, but it is very challenging. Make sure you are well geared! The recommended level for this battle is 50. You will be up against a Gripevine, Asurazoma, and Lazamanus. (Fun fact: Besides the fact that Gripevine was actually Rosevine, those 3 monsters were my 3 monsters on Dragon Warrior Monsters 2 and Debordes is supposed to represent myself. Debordes Obderhode was Orias Oberhode's brother in Tactics Ogre: Let Us Cling Together).

Upon beating Debordes, he will offer you one of his monsters. Take whichever one you like and return to the breeding center. Remember the old man who had the egg that he'd give you if you showed him a monster he'd never seen before? Well, he's never seen a Gripevine, Asurazoma, or a Lazamanus. Depending on which one of these monsters you have chosen, will determine what is inside the monster egg. Let me assure you that you can't go wrong, but I don't want to give away who the monsters are! Just know that the monsters belong to the BOSS family...

Task #3: “The Final Mission: Bring Me Back to Life”

*This section is not completed intentionally and will not be fully completed into a month or two after the patch release. All spoilers, including who the final boss is, will be kept secret. The only thing this will tell you is where to get started, the location of the 5 post-game dungeons, and what treasures can be found in each one.

To begin the final scenario, all you need to do is enter your mother’s house. A cutscene will ensue and you will be expected to visit the island of Excate in present time. There, you will find a portal to Erdrich past, the only continent you’ve never been able to reach in past time. In Erdrich Past, all enemies will drop (with a 20% chance) a dark monster ingredient denoted by a purple “!” icon. These monster ingredients will be useful in crafting any dark armor and the dark monster weapon, Verethragna.

You will start where Erdrichia Forest was and you need to make your way to Erdrich Castle Town. Once there, talk with all villagers and make your way as far north from the town as you can. Once you reach that point, a cutscene will play and you will learn that the only way to make it to the final dungeon known as Saint’s Harbour will be to visit the 4 sealed elemental temples. The temples are accessed by a portal that your ghostly helper will be able to reveal to you if you get close enough. The temples are only accessible in the past.

Each elemental temple has a very similar floorplan and differs in the four treasures and boss you will find.

Temple of Fire	Chest	Incarnate Reward*	NM Reward**
	Shield of Flame	Four of every dark monster ingredient.	<i>Curtana</i>
Boss Reward:	Ring of the Wise		
Location of Temple:	Mount Wyubori B3F		

*Incarnate is a mimic monster that is found in each dungeon. To earn the prize, you must defeat it. Everytime you defeat an Incarnate, subsequent Incarnates gain +100 to STR/DEF/INT/AGI. If you feel you may really struggle, you may be advised to tackle the rewards you want the most first.

** The NM of the temple will be found in the only empty room in the temple. The empty room will be found in the central room on B2F of the dungeon. To find the monster, you must walk around in this room until the encounter is found. The notorious monster will be an elemental “man” monster, such as AquaMan.

Curtana (Dark Sword) Stats: STR+68, DEF+5, INT+2, AGI+6, MP+50. Dark Damage. “Attacks Twice”.

Temple of Wind	Chest	Incarnate Reward	NM Reward
	Mercury Bandana	Ability to take on another legendary weapon quest.*	<i>Thanatius</i>
Boss Reward:	Thanatos Shield		
Location of Temple:	Mount Lyndbaum 3F – Impossible to miss if you just scale the mountain.		

**If you have not already obtained a legendary weapon, this Incarnate Reward will do nothing.*

Thanatius (Dark Bow) Stats: STR+204, DEF+8, INT+11, AGI+12, MP+50. Evasion+20%. Dark Damage.

Temple of Earth	Chest	Incarnate Reward	NM Reward
	Ogre Shield	Ability to take on another legendary monster accessory quest.*	<i>Cestus**</i>
Boss Reward:	Sun Crown		
Location of Temple:	Poison Marsh Cove 1F		

**If you have not already obtained a legendary accessory, this Incarnate Reward will do nothing.*

***Cestus has no good stats. In order to make it good you have to craft it into Verethragna with dark monster materials. The recipe is as follows: Cestus + Adamantine Drop x5 + Adamantine Ore x5*

Verethragna (Dark Claws) Stats: STR+80, DEF+45, INT+80, AGI+45. Dark damage. Evasion/Accuracy+20%.

Temple of Water	Chest	Incarnate Reward	NM Reward
	Aqua Shield	Ability to take on another relic technique quest.*	<i>Kerykeion</i>
Boss Reward:	Dark Robe		
Location of Temple:	Sea Devil's Lair, Throne Room		

**If you have not already obtained a relic technique, this Incarnate Reward will do nothing.*

Kerykeion (Dark Wand) Stats: STR+77, DEF+12, INT+66, AGI+8, MP+50. Evasion+20%. Dark damage.

When you have completed all four temples (in any order) return to the northmost point of Erdrich Castle Town in past time. You will be granted access to the Saint's Shrine (known as Saint's Harbour) in this era. Saint's Harbour is the final dungeon and will give players a final story conclusion should they be able to conquer the final boss of the post-game scenario! In addition, there is one treasure inside the dungeon. There is a battle against SoulMan, a

notorious monster found in a similar fashion to the NMs of the temples. Soulman will be assisted by MechDragons of a random element. In the only empty room of the dungeon, you can find this random encounter with SoulMan. (It is also the only random encounter of the dungeon, as all other encounters occur by touching the various vanishing ghosts that appear in the flickering dark rooms). The SoulMan reward is the dark spear, Brionac, which is equippable by Melody or Aldain.

Brionac (Dark Spear) Stats: STR+108, DEF-5, INT+29, AGI+10, HP+50. Dark Damage. "Attacks Twice".

Just like the final boss of the main storyline, there is a spot to save right before the boss of Saint's Harbour. The save point will restore your HP/MP fully too. It is encouraged that you be geared as best as you can and have a level close to 60. The only character that doesn't really need to be all that close to 60 would be if you elected to get one of the 3 extra monsters available through Task #2 of the post-game content. That monster should be good enough if level 40+. To avoid spoilers on who the boss is, only the boss' stats will be displayed below.

FINAL POST-GAME BATTLE: ??????????

DIFFICULTY RATING: Hardest

RECOMMENDED LEVEL: 60

HP: 35421 MP: 9999 STR: 486 DEF: 999 INT: 321 AGI: 202

EXP: 0 Gold: 0

DROPS: None

Skills: Ghost Ward, Absolute Dominion, ??????????, ??????????, ??????????

Notes: Summons helpers at various points in the battle.