

Octopath Traveler

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1 Introduction

By popular demand, this document is a horrific amalgamation of various other documents I have made for Octopath Traveler. The contents itself are contributions from several other people, so credit where credit is due. I (/u/Zhell_sucks_at_games) simply typed up and put the documents together. I am not responsible for the validity of specific content. The version number on the front page of this document refers to the iteration of this document, and *not* the current version of the game.

If you are viewing this online, I recommend that you download it if links or table of contents are not clickable.

1.1 Contributors

Refer to each chapter for specific contributors, and to see from where data was retrieved. For an extensive list, refer to page 164.

2 Equipment

Information on equipment was retrieved from an online spreadsheet created by Arrawnt [1]. This chapter lists all equippable items found in the game. Most items appear in multiple lists. Expect minor errors.

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2.1 Swords

You might be tempted to use Werner's Sword thinking it will give you a 100% crit rate, but be warned that though all successful hits *will* be crits, the weapon has a high miss rate.

The Battle-tested Blade increases physical damage dealt by 30% as long as it is equipped. Harald's Sword increases fire damage dealt by 30% as long as it is equipped.

Swords can be wielded by Warriors, Thieves, Warmasters, and Runelords.

2.1.1 Accuracy Swords

Name	Stat 1	Stat 2	Stat 3
Feather Saber	Phys. Atk. +34	Accuracy +40	Attack: May inflict sleep.
Falcon Saber	Phys. Atk. +80	Accuracy +60	
Eagle Saber	Phys. Atk. +102	Accuracy +70	
Snipe Saber	Phys. Atk. +120	Accuracy +78	
Angel Saber	Phys. Atk. +185	Accuracy +80	Attack: May inflict sleep.
Deathly Blade	Phys. Atk. +219	Accuracy +98	Attack: May kill instantly.
Emperor's Blade	Phys. Atk. +251	Accuracy +100	

2.1.2 Crit Swords

Name	Stat 1	Stat 2	Stat 3
Heavy Blade	Phys. Atk. +85	Critical +30	
Mirage Blade	Phys. Atk. +108	Critical +50	Attack: May inflict confusion.
Moonblade	Phys. Atk. +115	Critical +70	
Divine Blade	Phys. Atk. +152	Critical +84	
Blade of Bravery	Phys. Atk. +198	Critical +90	
Great Blade	Phys. Atk. +212	Critical +80	
Enchanted Sword	Phys. Atk. +240	Elem. Atk. +220	Critical +40
Dragon Saber	Phys. Atk. +273	Critical +120	
Battle-tested Blade	Phys. Atk. +400	Critical +150	Equip: Increases physical damage.

2.1.3 Elemental Swords

Name	Stat 1	Stat 2	Stat 3
Spirit Sword	Phys. Atk. +60	Elem. Atk. +60	
Werner's Sword	Phys. Atk. +299	Elem. Atk. +120	Attack: All attacks are crits.
Harald's Sword	Phys. Atk. +380	Elem. Atk. +120	Equip: Increases fire damage.
Enchanted Sword	Phys. Atk. +240	Elem. Atk. +220	Critical +40

2.1.4 Speed Swords

Name	Stat 1	Stat 2	Stat 3
Long Sword	Phys. Atk. +8	Speed +2	
Iron Sword	Phys. Atk. +22	Speed +18	
Broadsword	Phys. Atk. +28	Speed +22	
Silver Sword	Phys. Atk. +52	Speed +30	
Captain's Sword	Phys. Atk. +60	Speed +40	Attack: May inflict Phys. Def. down.
Greatsword	Phys. Atk. +65	Speed +4	
Bastard Sword	Phys. Atk. +92	Speed +60	
Refined Sword	Phys. Atk. +132	Speed +80	
Knight's Sword	Phys. Atk. +140	Speed +88	
Platinum Sword	Phys. Atk. +166	Speed +92	
Trinity Sword	Phys. Atk. +222	Speed +100	
Forbidden Blade	Phys. Atk. +310	Speed +120	Attack: May inflict Phys. Atk. up.

2.1.5 Effect Swords

Name	Stat 1	Stat 2	Stat 3
Harald's Sword	Phys. Atk. +380	Elem. Atk. +120	Equip: Increases fire damage.
Werner's Sword	Phys. Atk. +299	Elem. Atk. +120	Attack: All attacks are crits.
Battle-tested Blade	Phys. Atk. +400	Critical +150	Equip: Increases physical damage.
Mirage Blade	Phys. Atk. +108	Critical +50	Attack: May inflict confusion.
Unseen Saber	Phys. Atk. +235	Evasion +100	Attack: May inflict confusion.
Deathly Blade	Phys. Atk. +219	Accuracy +98	Attack: May kill instantly.
Feather Saber	Phys. Atk. +34	Accuracy +40	Attack: May inflict sleep.
Angel Saber	Phys. Atk. +185	Accuracy +80	Attack: May inflict sleep.
Captain's Sword	Phys. Atk. +60	Speed +40	Attack: May inflict Phys. Def. down.
Forbidden Blade	Phys. Atk. +310	Speed +120	Attack: May inflict Phys. Atk. up.
Carnage Blade	Phys. Atk. +200		Attack: May inflict Phys. Atk. down.

2.2 Spears

The Tradewinds Spear increases wind damage dealt by 30% as long as it is equipped.

Spears can be wielded by Warriors, Merchants, and Warmasters.

2.2.1 Crit Spears

Name	Stat 1	Stat 2	Stat 3
War Lance	Phys. Atk. +71	Critical +41	
Heavy Lance	Phys. Atk. +96	Critical +53	
Jaguar Lance	Phys. Atk. +112	Critical +66	
Bridge Lance	Phys. Atk. +128	Critical +71	Attack: May inflict blindness.
Imperial Lance	Phys. Atk. +180	Critical +88	
Jade Lance	Phys. Atk. +228	Critical +115	
Scourge Lance	Phys. Atk. +262	Critical +122	
Master's Spear	Phys. Atk. +355	Critical +151	
Battle-tested Spear	Phys. Atk. +390	Critical +148	Attack: May inflict blindness.

2.2.2 Elemental Spears

Name	Stat 1	Stat 2	Stat 3
Arcane Glaive	Phys. Atk. +36	Elem. Atk. +38	
Magus Glaive	Phys. Atk. +96	Elem. Atk. +162	
Elemental Glaive	Phys. Atk. +104	Elem. Atk. +173	
Soul Glaive	Phys. Atk. +121	Elem. Atk. +252	
Forbidden Spear	Phys. Atk. +320	Elem. Atk. +303	Speed -98
Rune Glaive	Phys. Atk. +120	Elem. Atk. +363	Evasion +48
Tradewinds Spear	Phys. Atk. +150	Elem. Atk. +380	Equip: Increases wind damage.

2.2.3 Speed Spears

Name	Stat 1	Stat 2	Stat 3
Spear	Phys. Atk. +8	Speed +2	
Iron Spear	Phys. Atk. +23	Speed +6	
War Spear	Phys. Atk. +34	Speed +10	
Silver Spear	Phys. Atk. +56	Speed +24	
Sunlands Spear	Phys. Atk. +72	Speed +6	Attack: May inflict Evasion down.
Bandit's Spear	Phys. Atk. +81	Speed +31	
Hedgehog Spear	Phys. Atk. +142	Speed +84	
Platinum Spear	Phys. Atk. +196	Speed +92	
Victor's Spear	Phys. Atk. +212	Speed +99	
Seraphim Spear	Phys. Atk. +275	Speed +126	Attack: May inflict confusion.
Forbidden Spear	Phys. Atk. +320	Elem. Atk. +303	Speed -98

2.2.4 Other Spears

Name	Stat 1	Stat 2	Stat 3
Memorial Harpoon	Phys. Atk. +38		Attack: May inflict Speed down.
Calamity Spear	Phys. Atk. +111	Accuracy -30	
Miguel's Spear	Phys. Atk. +200	Accuracy +88	Attack: May inflict Evasion down.

2.3 Daggers

Adamantine Dagger and Heathcote's Dagger increase dark and fire damage dealt by 30%, respectively, as long as they are equipped. Forbidden Dagger reduces fire and dark damage dealt by 50% as long as it is equipped.

Daggers can be wielded by Thieves, Dancers, Starseers, and Warmasters.

2.3.1 Crit Daggers

Name	Stat 1	Stat 2	Stat 3
Swordbreaker	Phys. Atk. +76	Critical +46	
Gaolbreaker	Phys. Atk. +132	Critical +65	
Skybreaker	Phys. Atk. +162	Critical +73	
Doombreaker	Phys. Atk. +202	Critical +123	

2.3.2 Effect Daggers

Name	Stat 1	Stat 2	Stat 3
Stinging Dagger	Phys. Atk. +26	Evasion +18	Attack: May inflict poison.
Crescent Dagger	Phys. Atk. +88	Evasion +57	Attack: May inflict poison.
Viper Dagger	Phys. Atk. +332	Speed +132	Attack: May inflict poison.
Befuddling Dagger	Phys. Atk. +48	Speed +20	Attack: May inflict Accuracy down.
Battle-tested Dagger	Phys. Atk. +380	Evasion +140	Attack: May inflict Accuracy down.
Magus Knife	Phys. Atk. +75	Elem. Atk. +144	Attack: May inflict sleep.
Gideon's Dagger	Phys. Atk. +118	Speed +61	Attack: May inflict Phys. Atk. down.
Crimson Dagger	Phys. Atk. +172	Evasion +101	Attack: May inflict Phys. Atk. down.
Ultimate Breaker	Phys. Atk. +242	Speed +128	Attack: May inflict confusion.

2.3.3 Elemental Daggers

Name	Stat 1	Stat 2	Stat 3
Arcane Knife	Phys. Atk. +32	Elem. Atk. +42	
Assassin's Dagger	Phys. Atk. +196	Elem. Atk. +119	
Magus Knife	Phys. Atk. +75	Elem. Atk. +144	Attack: May inflict sleep.
Forbidden Dagger	Phys. Atk. +285	Elem. Atk. +155	Equip: Reduces fire and dark damage.
Soul Knife	Phys. Atk. +98	Elem. Atk. +188	
Rune Knife	Phys. Atk. +128	Elem. Atk. +242	
Adamantine Dagger	Phys. Atk. +167	Elem. Atk. +299	Equip: Increases dark damage.
Heathcote's Dagger	Phys. Atk. +199	Elem. Atk. +346	Equip: Increases fire damage.

2.3.4 Speed Daggers

Name	Stat 1	Stat 2	Stat 3
Befuddling Dagger	Phys. Atk. +48	Speed +20	Attack: May inflict Accuracy down.
Chainbreaker	Phys. Atk. +82	Speed +58	
Gideon's Dagger	Phys. Atk. +118	Speed +61	Attack: May inflict Phys. Atk. down.
Justice Breaker	Phys. Atk. +166	Speed +98	
Ultimate Breaker	Phys. Atk. +242	Speed +128	Attack: May inflict confusion.
Viper Dagger	Phys. Atk. +332	Speed +132	Attack: May inflict poison.

2.3.5 Evasion Daggers

Name	Stat 1	Stat 2	Stat 3
Dagger	Phys. Atk. +7	Evasion +6	
Iron Dagger	Phys. Atk. +20	Evasion +16	
Stinging Dagger	Phys. Atk. +26	Evasion +18	Attack: May inflict poison.
Falcon Dagger	Phys. Atk. +52	Evasion +22	
Piercing Dagger	Phys. Atk. +59	Evasion +27	
Silver Dagger	Phys. Atk. +69	Evasion +42	
Crescent Dagger	Phys. Atk. +88	Evasion +57	Attack: May inflict poison.
Trickster's Dagger	Phys. Atk. +98	Evasion +68	
Crimson Dagger	Phys. Atk. +172	Evasion +101	Attack: May inflict Phys. Atk. down.
Legion Dagger	Phys. Atk. +263	Evasion +129	
Battle-tested Dagger	Phys. Atk. +380	Evasion +140	Attack: May inflict Accuracy down.

2.4 Axes

The Double Tomahawk will double the amount of regular attacks executed *after* spending BP, resulting in either 2, 4, 6, or 8 attacks. It does not cause a double attack when using a skill; it has to be regular attacks.

As long as they are equipped, Lizardking's Axe increases lightning damage dealt by 30%, and Battle-tested Axe increases both ice and lightning damage dealt by 30%.

Axes can be wielded by Hunters, Apothecaries, Warmasters, and Runelords.

2.4.1 Accuracy Axes

Name	Stat 1	Stat 2	Stat 3
Handaxe	Phys. Atk. +8	Accuracy +4	
Iron Axe	Phys. Atk. +24	Accuracy +12	
Battle Axe	Phys. Atk. +40	Accuracy +6	
Silver Axe	Phys. Atk. +43	Accuracy +12	
Heavy Axe	Phys. Atk. +76	Accuracy +24	
Double Tomahawk	Phys. Atk. +95	Accuracy +198	Attack: Regular attacks strike twice.
Omar's Axe	Phys. Atk. +102	Accuracy +44	
Viking Axe	Phys. Atk. +113	Accuracy +38	
Graviton Axe	Phys. Atk. +186	Accuracy +74	
Inferno Axe	Phys. Atk. +199	Accuracy +82	Attack: May inflict Elem. Def. down.
Gargantuan Axe	Phys. Atk. +248	Accuracy +98	Attack: May inflict Phys. Def. down.
Forbidden Axe	Phys. Atk. +391	Accuracy -50	Speed +80

2.4.2 Crit Axes

Name	Stat 1	Stat 2	Stat 3
Cleaver	Phys. Atk. +70	Critical +14	
Argent Axe	Phys. Atk. +122	Critical +48	
Horn Cleaver	Phys. Atk. +134	Critical +52	
Rock Cleaver	Phys. Atk. +156	Critical +64	
Bear Cleaver	Phys. Atk. +181	Critical +72	Attack: May inflict Phys. Atk. down.
Hill Cleaver	Phys. Atk. +221	Critical +86	
Golden Axe	Phys. Atk. +265	Critical +100	
Ogre Cleaver	Phys. Atk. +286	Critical +110	
Death Cleaver	Phys. Atk. +380	Critical +140	Attack: May inflict poison.

2.4.3 Elemental Axes

Name	Stat 1	Stat 2	Stat 3
Steel Axe	Phys. Atk. +96	Elem. Atk. -20	Attack: May inflict Elem. Atk. down.
Arcane Hatchet	Phys. Atk. +36	Elem. Atk. +36	
Lizardking's Axe	Phys. Atk. +192	Elem. Atk. +88	Equip: Increases lightning damage.
Enchanted Axe	Phys. Atk. +40	Elem. Atk. +98	Attack: May inflict sleep.
Magus Hatchet	Phys. Atk. +62	Elem. Atk. +120	
Soul Hatchet	Phys. Atk. +78	Elem. Atk. +147	
Elemental Hatchet	Phys. Atk. +98	Elem. Atk. +206	
Spirit Hatchet	Phys. Atk. +102	Elem. Atk. +211	
Adamantine Hatchet	Phys. Atk. +112	Elem. Atk. +230	
Battle-tested Axe	Phys. Atk. +350	Elem. Atk. +250	Equip: Increases ice and lightning damage.
Rune Hatchet	Phys. Atk. +100	Elem. Atk. +278	

2.4.4 Speed Axes

Name	Stat 1	Stat 2	Stat 3
Forbidden Axe	Phys. Atk. +391	Accuracy -50	Speed +80
Memorial Axe	Phys. Atk. +400	Speed +150	Attack: May inflict Elem. Def. down.

2.5 Bows

Primeval Bow of Storms increases wind damage dealt by 30% as long as it is equipped.

Bows can be wielded by Hunters, Merchants, Warmasters, and Sorcerers.

2.5.1 Accuracy Bows

Name	Stat 1	Stat 2	Stat 3
Longbow	Phys. Atk. +8	Accuracy +2	Elem. Atk. +1
Composite Bow	Phys. Atk. +18	Accuracy +20	Elem. Atk. +16
Stone Bow	Phys. Atk. +29	Accuracy +33	
Wolf's Bow	Phys. Atk. +42	Accuracy +22	Elem. Atk. +34
Killer Bow	Phys. Atk. +60	Accuracy +30	Elem. Atk. +30
Heavy Bow	Phys. Atk. +69	Accuracy +44	Elem. Atk. +66
Soul Bow	Phys. Atk. +82	Accuracy +52	Elem. Atk. +72
Tomahawk Bow	Phys. Atk. +96	Accuracy +61	Elem. Atk. +84
Shadow Bow	Phys. Atk. +103	Accuracy +82	Attack: May inflict blindness.
Elemental Bow	Phys. Atk. +108	Accuracy +74	Elem. Atk. +98
Brilliant Bow	Phys. Atk. +152	Accuracy +88	Elem. Atk. +176
Rune Bow	Phys. Atk. +198	Accuracy +96	Elem. Atk. +202
Hyperion Bow	Phys. Atk. +219	Accuracy +115	Elem. Atk. +261

2.5.2 Crit Bows

Name	Stat 1	Stat 2	Stat 3
Soldier's Longbow	Phys. Atk. +98	Critical +14	Attack: May inflict Phys. Def. down.
Marksman's Longbow	Phys. Atk. +105	Critical +22	
Huntress's Longbow	Phys. Atk. +128	Critical +43	
Pirate's Longbow	Phys. Atk. +181	Critical +77	
Augmented Bow of the Falcon	Phys. Atk. +182	Critical +62	Elem. Atk. +182
Master's Longbow	Phys. Atk. +192	Critical +85	Attack: May inflict poison.
Yeti's Longbow	Phys. Atk. +229	Critical +95	Attack: May inflict blindness.
Holy Longbow	Phys. Atk. +246	Critical +103	
Improved Bow of the Eagle	Phys. Atk. +276	Critical +70	Elem. Atk. +204
Forbidden Bow	Phys. Atk. +282	Critical +121	Equip: Increases encounter rate.
Battle-tested Bow	Phys. Atk. +384	Critical +186	Attack: May inflict Phys. Def. down.

2.5.3 Elemental Bows

Name	Stat 1	Stat 2	Stat 3
Longbow	Phys. Atk. +8	Accuracy +2	Elem. Atk. +1
Composite Bow	Phys. Atk. +18	Accuracy +20	Elem. Atk. +16
Killer Bow	Phys. Atk. +60	Accuracy +30	Elem. Atk. +30
Wolf's Bow	Phys. Atk. +42	Accuracy +22	Elem. Atk. +34
Arcane Bow	Phys. Atk. +38	Elem. Atk. +52	Attack: May inflict Elem. Atk. down.
Magus's Bow	Phys. Atk. +58	Elem. Atk. +62	
Heavy Bow	Phys. Atk. +69	Accuracy +44	Elem. Atk. +66
Soul Bow	Phys. Atk. +82	Accuracy +52	Elem. Atk. +72
Tomahawk Bow	Phys. Atk. +96	Accuracy +61	Elem. Atk. +84
Elemental Bow	Phys. Atk. +108	Accuracy +74	Elem. Atk. +98
Spirit Bow	Phys. Atk. +101	Elem. Atk. +142	Attack: May inflict sleep.
Brilliant Bow	Phys. Atk. +152	Accuracy +88	Elem. Atk. +176
Augmented Bow of the Falcon	Phys. Atk. +182	Critical +62	Elem. Atk. +182
Rune Bow	Phys. Atk. +198	Accuracy +96	Elem. Atk. +202
Improved Bow of the Eagle	Phys. Atk. +276	Critical +70	Elem. Atk. +204
Adamantine Bow	Phys. Atk. +178	Elem. Atk. +209	
Transcendent Bow of Shadows	Phys. Atk. +306	Elem. Atk. +245	Attack: May inflict confusion.
Hyperion Bow	Phys. Atk. +219	Accuracy +115	Elem. Atk. +261
Primeval Bow of Storms	Phys. Atk. +241	Elem. Atk. +342	Equip: Increases wind damage.

2.6 Staves

The Absolute Zero Staff and Bishop's Staff increase ice and light damage dealt by 30%, respectively, as long as they are equipped.

Staves can be wielded by Clerics, Scholars, Sorcerers, and Starseers.

2.6.1 Crit Staves

Name	Stat 1	Stat 2	Stat 3
Forbidden Staff	Phys. Atk. -100	Elem. Atk. +285	Critical -50
Staff	Phys. Atk. +1	Elem. Atk. +8	Critical +2
Flail	Phys. Atk. +68	Elem. Atk. +42	Critical +14
Pole Mace	Phys. Atk. +76	Elem. Atk. +51	Critical +23
War Hammer	Phys. Atk. +152	Elem. Atk. +66	Critical +42
Sledgehammer	Phys. Atk. +171	Elem. Atk. +98	Critical +60
Morning Star	Phys. Atk. +196	Elem. Atk. +102	Critical +72
Giant's Club	Phys. Atk. +229	Elem. Atk. +112	Critical +86

2.6.2 Effect staves

Name	Stat 1	Stat 2	Stat 3
Psychic Staff		Elem. Atk. +78	Attack: May inflict Elem. Def. down.
Enchanted Rod	Phys. Atk. +91	Elem. Atk. +242	Attack: May inflict Elem. Def. down.
Staff of Wonders	Phys. Atk. +56	Elem. Atk. +92	Attack: May inflict Elem. Atk. down.
Mattias's Scepter	Phys. Atk. +116	Elem. Atk. +268	Attack: May inflict Elem. Atk. down.
Composite Staff	Phys. Atk. +18	Elem. Atk. +44	Attack: May inflict sleep.
Black Staff	Phys. Atk. +71	Elem. Atk. +112	Attack: May inflict blindness.
Wisdom Staff	Phys. Atk. +98	Elem. Atk. +188	Attack: May inflict confusion.
Wizard's Rod	Phys. Atk. +113	Elem. Atk. +300	Attack: May inflict poison.
Battle-tested Staff	Phys. Atk. +212	Elem. Atk. +399	Attack: May inflict Speed down.
Absolute Zero Staff	Phys. Atk. +132	Elem. Atk. +293	Equip: Increases ice damage.
Bishop's Staff	Phys. Atk. +187	Elem. Atk. +352	Equip: Increases light damage.

2.6.3 Physical Staves

Name	Stat 1	Stat 2	Stat 3
Staff	Phys. Atk. +1	Elem. Atk. +8	Critical +2
Flail	Phys. Atk. +68	Elem. Atk. +42	Critical +14
Pole Mace	Phys. Atk. +76	Elem. Atk. +51	Critical +23
War Hammer	Phys. Atk. +152	Elem. Atk. +66	Critical +42
Sledgehammer	Phys. Atk. +171	Elem. Atk. +98	Critical +60
Morning Star	Phys. Atk. +196	Elem. Atk. +102	Critical +72
Giant's Club	Phys. Atk. +229	Elem. Atk. +112	Critical +86

2.6.4 Elemental Staves

Name	Stat 1	Stat 2	Stat 3
Stone Rod	Phys. Atk. +4	Elem. Atk. +22	Evasion +16
Light Staff	Phys. Atk. +8	Elem. Atk. +24	
Quartz Rod	Phys. Atk. +12	Elem. Atk. +38	Evasion +10
Composite Staff	Phys. Atk. +18	Elem. Atk. +44	Attack: May inflict sleep.
Laurel Staff	Phys. Atk. +24	Elem. Atk. +52	
Oak Staff	Phys. Atk. +16	Elem. Atk. +68	
Psychic Staff		Elem. Atk. +78	Attack: May inflict Elem. Def. down.
Sturdy Quartz Rod	Phys. Atk. +42	Elem. Atk. +89	Evasion +26
Staff of Wonders	Phys. Atk. +56	Elem. Atk. +92	Attack: May inflict Elem. Atk. down.
Mage's Staff	Phys. Atk. +62	Elem. Atk. +98	
Black Staff	Phys. Atk. +71	Elem. Atk. +112	Attack: May inflict blindness.
Sapphire Rod	Phys. Atk. +82	Elem. Atk. +158	Evasion +49
Sturdy Sapphire Rod	Phys. Atk. +89	Elem. Atk. +176	Evasion +62
Wisdom Staff	Phys. Atk. +98	Elem. Atk. +188	Attack: May inflict confusion.
Meteorite Rod	Phys. Atk. +98	Elem. Atk. +216	Evasion +77
Enchanted Rod	Phys. Atk. +91	Elem. Atk. +242	Attack: May inflict Elem. Def. down.
Mattias's Scepter	Phys. Atk. +116	Elem. Atk. +268	Attack: May inflict Elem. Atk. down.
Forbidden Staff	Phys. Atk. -100	Elem. Atk. +285	Critical -50
Yggdrasil Staff	Phys. Atk. +121	Elem. Atk. +289	
Absolute Zero Staff	Phys. Atk. +132	Elem. Atk. +293	Equip: Increases ice damage.
Wizard's Rod	Phys. Atk. +113	Elem. Atk. +300	Attack: May inflict poison.
Knowledge Staff	Phys. Atk. +111	Elem. Atk. +333	Speed +99
Bishop's Staff	Phys. Atk. +187	Elem. Atk. +352	Equip: Increases light damage.
Battle-tested Staff	Phys. Atk. +212	Elem. Atk. +399	Attack: May inflict Speed down.

2.6.5 Evasion staves

Name	Stat 1	Stat 2	Stat 3
Stone Rod	Phys. Atk. +4	Elem. Atk. +22	Evasion +16
Quartz Rod	Phys. Atk. +12	Elem. Atk. +38	Evasion +10
Sturdy Quartz Rod	Phys. Atk. +42	Elem. Atk. +89	Evasion +26
Sapphire Rod	Phys. Atk. +82	Elem. Atk. +158	Evasion +49
Sturdy Sapphire Rod	Phys. Atk. +89	Elem. Atk. +176	Evasion +62
Meteorite Rod	Phys. Atk. +98	Elem. Atk. +216	Evasion +77

2.7 Shields

The Battle-tested Shield restores 200 HP and 8 SP after every action.

2.7.1 All Shields (by Phys. Def.)

Name	Stat 1	Stat 2	Stat 3
Buckler	Phys. Def. +3	Elem. Def. +3	
Round Shield	Phys. Def. +13	Elem. Def. +15	
Sturdy Shield	Phys. Def. +20		
Elusive Shield	Phys. Def. +21	Elem. Def. +24	Evasion +56
Kite Shield	Phys. Def. +26	Elem. Def. +31	
Elemental Shield	Phys. Def. +36	Elem. Def. +74	Evasion -20
Spiked Shield	Phys. Def. +44	Elem. Def. +53	Evasion -20
Plate Shield	Phys. Def. +45		Evasion -4
Gustav's Shield	Phys. Def. +52	Elem. Def. +58	Evasion +64
Tower Shield	Phys. Def. +68		Evasion -25
Adamantine Shield	Phys. Def. +76	Elem. Def. +131	Evasion -81
Mikk and Makk's Shield	Phys. Def. +80	Elem. Def. +80	Evasion +178
Knight's Shield	Phys. Def. +92	Elem. Def. +95	Evasion -95
Force Shield	Phys. Def. +102	Elem. Def. +102	Evasion -69
Leviathan Shield	Phys. Def. +110		Evasion -79
Forbidden Shield	Phys. Def. +116	Elem. Def. +133	Evasion -171
Gargantuan Shield	Phys. Def. +121		Evasion -101
Battle-tested Shield	Phys. Def. +132	Evasion -88	Equip: Restores HP and SP.

2.8 Helmets

Historian's Hat restores 3 SP each turn. Veteran's Helm restores 100 HP each turn. The helmets that grant elemental resistance are all of the lesser variety ('Slightly reduces [...] damage taken'). It is believed to be 25%.

2.8.1 Elemental Helmets

Name	Stat 1	Stat 2	Stat 3
Ordinary Hat	Phys. Def. +2	Elem. Def. +5	Elem. Atk. +3
Pointed Hat	Phys. Def. +9	Elem. Def. +21	Elem. Atk. +8
Chakra Band	Phys. Def. +40	Elem. Def. +52	Elem. Atk. +38
Bishop's Hat	Phys. Def. +54	Elem. Def. +96	Elem. Atk. +56
Elemental Hat	Phys. Def. +68	Elem. Def. +112	Elem. Atk. +61
Adamantine Hat	Phys. Def. +104	Elem. Def. +180	Elem. Atk. +88

2.8.2 Crit and Speed Helmets

Name	Stat 1	Stat 2	Stat 3
Flying Helm	Phys. Def. +26	Elem. Def. +30	Critical +21
Gareth's Helm	Phys. Def. +78	Elem. Def. +73	Critical +53
Hasty Helm	Phys. Def. +50	Elem. Def. +58	Speed +78

2.8.3 Effect Helmets

Name	Stat 1	Stat 2	Stat 3
Veteran's Helm	Phys. Def. +82	Elem. Def. +58	Equip: Restores HP.
Historian's Hat	Phys. Def. +82	Elem. Def. +134	Equip: Restores SP.
Teacher's Hat	Phys. Def. +96	Elem. Def. +133	Equip: Slightly reduces lightning damage.
Revello's Helm	Phys. Def. +108	Elem. Def. +78	Equip: Slightly reduces dark damage.
Monster Trainer's Hat	Phys. Def. +115	Elem. Def. +115	Equip: Slightly reduces wind damage.
Adventurer's Hat	Phys. Def. +133		Equip: Slightly reduces light damage.

2.8.4 Evasion Helmets

Name	Stat 1	Stat 2	Stat 3
Black Cap	Phys. Def. +15	Elem. Def. +20	Evasion +31
Snowy Hood	Phys. Def. +38	Elem. Def. +42	Evasion +47
Falcon Hat	Phys. Def. +48	Elem. Def. +54	Evasion +79
Silent Bandana	Phys. Def. +82	Elem. Def. +78	Evasion +111

2.8.5 SP Helmets

Name	Stat 1	Stat 2	Stat 3
Silver Hairpiece	Phys. Def. +10	Elem. Def. +18	Max SP +10
Circlet	Phys. Def. +15	Elem. Def. +25	Max SP +15
Saintly Tiara	Phys. Def. +36	Elem. Def. +48	Max SP +21
Golden Hairpiece	Phys. Def. +52	Elem. Def. +88	Max SP +36
Enchanted Circlet	Phys. Def. +79	Elem. Def. +104	Max SP +53
Hypnos Crown	Phys. Def. +98	Elem. Def. +162	Max SP +72

2.8.6 Other Helmets

Name	Stat 1	Stat 2	Stat 3
Leather Hat	Phys. Def. +3	Elem. Def. +3	
Leather Helm	Phys. Def. +4		
Feathered Hat	Phys. Def. +15	Elem. Def. +15	
Bronze Helm	Phys. Def. +20		
Headgear	Phys. Def. +25	Elem. Def. +28	
Iron Helm	Phys. Def. +29		
Sturdy Helm	Phys. Def. +35		
Silver Helm	Phys. Def. +55		
Starlight Hat	Phys. Def. +61	Elem. Def. +79	
Horned Helm	Phys. Def. +71		
Grand Helm	Phys. Def. +89		
Fur Cap	Phys. Def. +91	Elem. Def. +96	
Oasis Hat	Phys. Def. +103	Elem. Def. +112	
Imperial Helm	Phys. Def. +123		
Platinum Helm	Phys. Def. +137		
Dragon's Helm	Phys. Def. +152		
Crystal Helm	Phys. Def. +180		

2.9 Armors

Princess's Coat restores 100 HP each turn. Exotic Garb restores 3 SP each turn. The armors that grant an elemental resistance are all of the lesser variety ('Slightly reduces [...] damage taken'). It is believed to be 25%.

2.9.1 Elemental Armors

Name	Stat 1	Stat 2	Stat 3
Linen Robe	Phys. Def. +13	Elem. Def. +33	Elem. Atk. +8
Fur Robe	Phys. Def. +24	Elem. Def. +64	Elem. Atk. +14
Elemental Robe	Phys. Def. +72	Elem. Def. +125	Elem. Atk. +36
Elemental Heavy Armor	Phys. Def. +90	Elem. Def. +116	Elem. Atk. +42
Sorcerer's Robe	Phys. Def. +107	Elem. Def. +282	Elem. Atk. +50

2.9.2 Crit Armors

Name	Stat 1	Stat 2	Stat 3
Obsidian Garb	Phys. Def. +98	Elem. Def. +112	Critical +96
Dragonscale Armor	Phys. Def. +235		Critical +108
Robe of the Dragon Princess	Phys. Def. +121	Elem. Def. +132	Critical +129

2.9.3 Effect Armors

Name	Stat 1	Stat 2	Stat 3
Exotic Garb	Phys. Def. +102	Elem. Def. +121	Equip: Restores SP.
Princess's Coat	Phys. Def. +136	Elem. Def. +155	Equip: Restores HP.
High House's Armor	Phys. Def. +158	Elem. Def. +78	Equip: Slightly reduces fire damage.
Confessional Armor	Phys. Def. +212		Equip: Slightly reduces ice damage.

2.9.4 Evasion Armors

Name	Stat 1	Stat 2	Stat 3
Black Attire	Phys. Def. +20	Elem. Def. +28	Evasion +42
Snowy Cape	Phys. Def. +39	Elem. Def. +43	Evasion +51
Falcon Garb	Phys. Def. +78	Elem. Def. +84	Evasion +82
Silent Cape	Phys. Def. +102	Elem. Def. +114	Evasion +147
Ethereal Dancer Garb	Phys. Def. +122	Elem. Def. +134	Evasion +166

2.9.5 HP and SP Armors

Name	Stat 1	Stat 2	Stat 3
Peacebringer's Garb	Phys. Def. +30	Elem. Def. +39	Max HP +98
Vendetta Coat	Phys. Def. +116	Elem. Def. +128	Max HP +617
Traditional Dancer Garb	Phys. Def. +20	Elem. Def. +22	Max SP +12
Charm Robe	Phys. Def. +43	Elem. Def. +82	Max SP +21
Primeval Robe	Phys. Def. +99	Elem. Def. +198	Max SP +35
Ardante Attire	Phys. Def. +108	Elem. Def. +186	Max SP +42
Robe of the Flame	Phys. Def. +126	Elem. Def. +317	Max SP +56

2.9.6 Speed Armors

Name	Stat 1	Stat 2	Stat 3
Wind Attire	Phys. Def. +24	Elem. Def. +26	Speed +22
Elemental Light Armor	Phys. Def. +88	Elem. Def. +108	Speed +72

2.9.7 Other Armors

Name	Stat 1	Stat 2	Stat 3
Robe	Phys. Def. +3	Elem. Def. +3	
Leather Vest	Phys. Def. +4	Elem. Def. +5	
Leather Armor	Phys. Def. +7		
Bronze Armor	Phys. Def. +28		
Sturdy Armor	Phys. Def. +42		
Iron Armor	Phys. Def. +50		
Spiked Vest	Phys. Def. +80	Elem. Def. +100	
Rainbow Robe	Phys. Def. +82	Elem. Def. +167	
Silver Armor	Phys. Def. +86		
Grand Vest	Phys. Def. +90	Elem. Def. +102	
Spiked Armor	Phys. Def. +92		
Fur Coat	Phys. Def. +112	Elem. Def. +112	
Imperial Vest	Phys. Def. +120	Elem. Def. +132	
Grand Armor	Phys. Def. +122		
Platinum Vest	Phys. Def. +140	Elem. Def. +154	
Imperial Armor	Phys. Def. +173		
Dragon's Vest	Phys. Def. +183	Elem. Def. +185	
Platinum Armor	Phys. Def. +202		
Crystal Vest	Phys. Def. +205	Elem. Def. +205	
Crystal Armor	Phys. Def. +300		

2.10 Accessories

Equipment that reduces damage taken from a specific element (or two) come in three varieties. The 'Slightly' version is believed to reduce by 25%, the middle items by 50%, and the 'Greatly' items by 99%. Beastly Scarf restores 100 HP each turn. Dragon Scarf restores 6 SP each turn. Captain's Badge increases EXP by 50%. Badge of Friendship increases JP by 50%.

2.10.1 Accuracy Accessories

Name	Stat 1	Stat 2	Stat 3
Unerring Earring	Accuracy +10		
Unerring Ring	Accuracy +20		
Unerring Bracelet	Accuracy +50		
Unerring Necklace	Accuracy +80		

2.10.2 Crit Accessories

Name	Stat 1	Stat 2	Stat 3
Critical Earring	Critical +10		
Critical Ring	Critical +20		
Critical Bracelet	Critical +50		
Critical Necklace	Critical +80		

2.10.3 Attack and Defense Accessories

Name	Stat 1	Stat 2	Stat 3
Protective Earring	Phys. Def. +10	Elem. Def. +10	
Protective Ring	Phys. Def. +20	Elem. Def. +20	
Blazon of Protection	Phys. Def. +30	Elem. Def. +30	
Protective Bracelet	Phys. Def. +50	Elem. Def. +50	
Protective Necklace	Phys. Def. +80	Elem. Def. +80	
Blessed Blazon	Phys. Def. +100	Elem. Def. +100	
Mental Belt	Elem. Atk. +65	Elem. Def. +50	
Physical Belt	Phys. Atk. +65	Phys. Def. +50	
Guardian Amulet	Phys. Def. +65		
Elemental Ward	Elem. Def. +65		
Mighty Belt	Phys. Atk. +50		
Elemental Augmentor	Elem. Atk. +100		

2.10.4 Evasion Accessories

Name	Stat 1	Stat 2	Stat 3
Enlightening Earring	Evasion +10		
Enlightening Ring	Evasion +20		
Enlightening Bracelet	Evasion +50		
Enlightening Necklace	Evasion +80		

2.10.5 Speed Accessories

Name	Stat 1	Stat 2	Stat 3
Sprightly Earring	Speed +10		
Sprightly Ring	Speed +20		
Sprightly Bracelet	Speed +50		
Sprightly Necklace	Speed +80		

2.10.6 HP Accessories

Name	Stat 1	Stat 2	Stat 3
Empowering Earring	Max HP +50		
Empowering Ring	Max HP +200		
Empowering Bracelet	Max HP +500		
Royal Crest	Max HP +600		
Empowering Necklace	Max HP +1000		

2.10.7 SP Accessories

Name	Stat 1	Stat 2	Stat 3
Stimulating Earring	Max SP +10		
Stimulating Ring	Max SP +30		
Stimulating Bracelet	Max SP +50		
Gravekeeper's Mark	Max SP +50		
Stimulating Necklace	Max SP +80		

2.10.8 Resistance Accessories

Name	Stat 1	Stat 2	Stat 3
Weaver's Charm	Equip: Slightly reduces fire and light damage.		
Gourmet's Charm	Equip: Slightly reduces ice and wind damage.		
Gentleman's Charm	Equip: Slightly reduces lightning and dark damage.		
Fire Amulet	Equip: Reduces fire damage.		
Ice Amulet	Equip: Reduces ice damage.		
Lightning Amulet	Equip: Reduces lightning damage.		
Wind Amulet	Equip: Reduces wind damage.		
Light Amulet	Equip: Reduces light damage.		
Dark Amulet	Equip: Reduces dark damage.		
Inferno Amulet	Equip: Greatly reduces fire damage.		
Blizzard Amulet	Equip: Greatly reduces ice damage.		
Thunderstorm Amulet	Equip: Greatly reduces lightning damage.		
Tempest Amulet	Equip: Greatly reduces wind damage.		
Gleaming Amulet	Equip: Greatly reduces light damage.		
Void Amulet	Equip: Greatly reduces dark damage.		

2.10.9 Ailment Accessories

Name	Stat 1	Stat 2	Stat 3
Bright Stone	Equip: Prevents blindness.		
Antidote Stone	Equip: Prevents poison.		
Wakeful Stone	Equip: Prevents sleep.		
Articulate Stone	Equip: Prevents silence.		
Conscious Stone	Equip: Prevents unconsciousness.		
Clarity Stone	Equip: Prevents confusion.		
Calming Stone	Equip: Prevents terror.		
Vivifying Stone	Equip: Prevents instant death.		

2.10.10 Other Accessories

Name	Stat 1	Stat 2	Stat 3
Beastly Scarf	Equip: Restores HP.		
Dragon's Scarf	Equip: Restores SP.		
Captain's Badge	Equip: Grants additional EXP.		
Badge of Friendship	Equip: Grants additional JP.		
Alluring Ribbon	Equip: Increases encounter rate.		
Spurning Ribbon	Equip: Wards off all enemy encounters.		

2.11 Acquisition

Here is described the ways of obtaining each item. Make note to differentiate between a shop and Tressa's Purchase ability. Shop refers to ordinary shops in villages, and hidden items are items revealed by Alfyn's Inquire and Cyrus' Scrutinize. Note that some items only become available in shops after Inquiring/Scrutinizing specific townspeople.

Name	Acquisition
Absolute Zero Staff	Reward from ' <i>Princess Mary, Redux</i> '.
Adamantine Bow	Shop in Grandport.
Adamantine Dagger	Reward from ' <i>Arianna Again (II)</i> '.
Adamantine Hat	Steal or Purchase in Northreach. Chest in Ebony Grotto and Maw of the Ice Dragon.
Adamantine Hatchet	Shop in Orewell. Steal or Purchase in Grandport.
Adamantine Shield	Shop in Duskbarrow, Wispermill, and Orewell.
Adventurer's Hat	Reward from ' <i>Le Mann, Explorer Extraordinaire (III)</i> '.
Alluring Ribbon	Reward from ' <i>Setting Out</i> ', ' <i>City of Gold</i> ', and ' <i>In Search of the Unknown</i> '.
Angel Saber	Chest in Marsalim Catacombs. Steal or Purchase from Ardent Actor in Everhold, from Miles in Northreach, and from Merchant in Grandport.
Antidote Stone	Chest in the Hollow Throne, Shrine of the Starseer, and Ebony Grotto.
Arcane Bow	Hidden item in Cobbleston. Steal or Purchase in Bolderfall.
Arcane Glaive	Shop in Atlasdam. Hidden item in Sunshade.
Arcane Hatchet	Shop in Sunshade.
Arcane Knife	Shop in Bolderfall, Cobbleston, Sunshade, and Clearbrook.
Ardante Attire	Reward from ' <i>Sir Miles, Servant of the Flame (III)</i> '.
Argent Axe	Chest in the Hollow Throne. Steal or Purchase from Old Man in Clearbrook.
Articulate Stone	Chest in Moonstruck Coast, Captain's Bane, and Loch of the Lost King. Hidden item in Grandport.
Assassin's Dagger	Shop in Noblecourt.
Augmented Bow of the Falcon	Chest in Forest of Rubeh. Steal or Purchase in Wellspring.
Badge of Friendship	Reward from ' <i>Friends Again</i> '.
Bandit's Spear	Shop in Quarrycrest and Victors Hollow.
Bastard Sword	Shop in Victors Hollow. Steal or Purchase from Bazaar Shopper in Grandport Markets.
Battle Axe	Shop in S'warkii.
Battle-tested Axe	Steal or Purchase in Victors Hollow (post Olberic). Challenge or Provoke Tavern Patron in Atlasdam.
Battle-tested Blade	Steal or Purchase from Erhardt in Wellspring after Olberic's chapter IV. Challenge or Provoke the rank 10 Townsperson in Bolderfall.
Battle-tested Bow	Purchase in S'warkii (post H'aanit). Challenge or Provoke Old Storyteller in S'warkii.
Battle-tested Dagger	Steal or Purchase in Undertow Cove (post Alfyn). Challenge or Provoke Guard Captain in Bolderfall.
Battle-tested Shield	Steal or Purchase in Marsalim (post Olberic). Challenge or Provoke Muttering Codger in Flamesgrace.
Battle-tested Spear	Steal or Purchase in Rippletide (post Tressa and Therion). Challenge or Provoke Elderly Woman in Rippletide.
Battle-tested Staff	Purchase in Saintsbridge (post Ophilia). Provoke or Challenge Elderly Woman in Clearbrook.
Bear Cleaver	Shop in Saintsbridge and Orewell. Steal or Purchase in Grandport.
Beastly Scarf	Purchase in Rippletide. Reward from ' <i>A Cub with No Name</i> '.
Befuddling Dagger	Steal or Purchase in Riverford.
Bishop's Hat	Steal or Purchase in Noblecourt (post Therion and Tressa) and Stillsnow.
Bishop's Staff	Reward from ' <i>Lianna and Eliza</i> '. Steal or Purchase in Flamesgrace (post Ophilia and H'aanit).
Black Attire	Shop in Rippletide.
Black Cap	Shop in Bolderfall.

Black Staff	Drop during Ophilia's chapter III.
Blade of Bravery	Shop in Riverford. Steal or Purchase from Knight Ardanate in Marsalim and from Merchant in Grandport.
Blazon of Protection	Reward from ' <i>The Bandits' Code</i> '.
Blessed Blazon	Reward from ' <i>Keeping Up with the Wyndhams</i> '.
Blizzard Amulet	Steal or Purchase in Grandport. Chest in Lord's Manse.
Bridge Lance	Shop in Goldshore. Steal or Purchase in Grandport.
Bright Stone	Steal or Purchase in Sunshade. Chest in Amphitheatre, Yvon's Cellar, Tomb of Kings, and Everhold Tunnels.
Brilliant Bow	Shop in Marsalim. Steal or Purchase in Grandport.
Broadsword	Steal or Purchase from Watchman in Cobbleston.
Bronze Armor	Shop in Cobbleston and S'warkii.
Bronze Helm	Shop in Cobbleston and S'warkii.
Buckler	Starting equipment of all characters.
Calamity Spear	Steal or Purchase in Riverford. Reward from ' <i>The Slumbering Giant</i> '.
Calming Stone	Chest in Quicksand Cave, Black Market, Grimsand Ruins, and Marsalim Catacombs.
Captain's Badge	Reward from ' <i>Back with Bale</i> '.
Captain's Sword	Chest in blocked house in Cobbleston.
Carnage Blade	Chest in Derelict Mine. Steal or Purchase from Merchant in Lower Riverford.
Chainbreaker	Shop in Stillsnow.
Chakra Band	Steal or Purchase from Aspiring Actor in Noblecourt.
Charm Robe	Shop in Saintsbridge.
Circlet	Shop in Flamesgrace and Atlasdam.
Clarity Stone	Chest in the Murkwood, Lord's Manse, Refuge ruins, and Farshore.
Cleaver	Shop in Clearbrook and Goldshore.
Composite Bow	Shop in S'warkii.
Composite Staff	Steal or Purchase in Atlasdam.
Confessional Armor	Steal or Purchase in S'warkii. Reward from ' <i>Russell's Repentance</i> '.
Conscious Stone	Chest in Morlock's Manse, Dragonsong Fane, Forest of Rubeh, and Derelict Mine.
Crescent Dagger	Steal or Purchase in Noblecourt.
Crimson Dagger	Shop in Everhold.
Critical Bracelet	Shop in Northreach. Steal or Purchase in Noblecourt and Forest of No Return.
Critical Earring	Shop in Flamesgrace.
Critical Necklace	Steal or Purchase in Marsalim.
Critical Ring	Shop in Victors Hollow.
Crystal Armor	Steal or Purchase in Cobbleston.
Crystal Helm	Steal or Purchase in Stonegard. Chest in Dragonsong Fane.
Crystal Vest	Steal or Purchase in Noblecourt (post Primrose) and Victors Hollow (post Olberic).
Dagger	Starting equipment of Primrose and Therion.
Dark Amulet	Chest in Victors Hollow: Arena and Road to the Obsidian Parlor.
Death Cleaver	Chest in Everhold Tunnels. Steal or Purchase in Wispermill (post Ophilia) and Bolderfall (post Tressa).
Deathly Blade	Shop in Northreach. Steal or Purchase from Townsperson in Everhold. Reward from ' <i>Into Thin Air</i> '.
Divine Blade	Steal or Purchase from Estadas in Victors Hollow: The Arena. Drop during Olberic's chapter III.
Doombreaker	Shop in Northreach.
Double Tomahawk	Steal or Purchase in Stonegard (post Olberic). Reward from ' <i>Ogen's Epilogue</i> '.
Dragon Saber	Shop in Riverford. Steal or Purchase from Swordsman Yuri in Marsalim and from Joshua Frostblade in Northreach.
Dragonscale Armor	Steal or Purchase in Marsalim.
Dragon's Helm	Shop in Grandport. Challenge or Provoke the rank 8 Townsperson blocking a house in Lower Riverford.
Dragon's Scarf	Purchase in Rippletide. Reward from ' <i>Here Be Dragons</i> '.
Dragon's Vest	Shop in Northreach. Steal or Purchase in Goldshore.
Eagle Saber	Shop in Wellspring.

Elemental Augmentor	Steal or Purchase in Atlasdam (post Cyrus) and Stonegard. Reward from ' <i>Scaredy Sheep</i> '.
Elemental Bow	Shop in Bolderfall.
Elemental Glaive	Chest in Forest of No Return. Steal or Purchase in Grandport.
Elemental Hat	Shop in Stillsnow. Chest in Obsidian Manse. Steal or Purchase in Saintsbridge.
Elemental Hatchet	Shop in Saintsbridge.
Elemental Heavy Armor	Shop in Goldshore. Steal or Purchase in Noblecourt.
Elemental Light Armor	Shop in Clearbrook.
Elemental Robe	Shop in Stonegard and Goldshore.
Elemental Shield	Shop in Goldshore and Saintsbridge.
Elemental Ward	Reward from ' <i>Left Behind</i> '.
Elusive Shield	Hidden item in Bolderfall. Steal or Purchase in Atlasdam, Goldshore, and Saintsbridge.
Emperor's Blade	Steal or Purchase from General Lenaar in Marsalim Palace after H'aanit's chapter IV. Challenge or Provoke the rank 9 Guard in Grandport.
Empowering Bracelet	Shop in Saintsbridge. Steal or Purchase in Noblecourt.
Empowering Earring	Steal or Purchase in Cobbleston. Chest in Sunshade Catacombs.
Empowering Necklace	Steal or Purchase in Western Wispermill Flats, Everhold, and Northreach.
Empowering Ring	Shop in Stillsnow.
Enchanted Axe	Chest in Carrion Caves. Steal or Purchase in Saintsbridge.
Enchanted Circlet	Shop in Duskbarrow and Wispermill. Chest in Marsalim.
Enchanted Rod	Chest in Amphitheatre and Refuge Ruins.
Enchanted Sword	Chest in Lorn Cathedral. Challenge or Provoke Alphas in Bolderfall.
Enlightening Bracelet	Shop in Everhold. Steal or Purchase in Northreach. Chest in Eastern Wellspring Sands.
Enlightening Earring	Shop in Bolderfall.
Enlightening Necklace	Steal or Purchase in Marsalim and Orewell. Chest in Grimsand Ruins.
Enlightening Ring	Shop in Saintsbridge.
Ethereal Dancer Garb	Steal or Purchase in Grandport. Chest in Amphitheatre.
Exotic Garb	Steal or Purchase in Marsalim (post H'aanit). Challenge or Provoke the rank 6 Proudful Warrior in Victors Hollow. Reward from ' <i>Lost in Translation</i> '.
Falcon Dagger	Shop in Stillsnow.
Falcon Garb	Steal or Purchase in Stonegard and Grandport. Chest in Caves of Azure.
Falcon Hat	Shop in Stonegard and Wellspring.
Falcon Saber	Shop in Sunshade.
Feathered Hat	Shop in Sunshade.
Feather Saber	Shop in Bolderfall.
Fire Amulet	Chest in South Quarrycrest Pass and Spectrewood.
Flail	Shop in Quarrycrest.
Flying Helm	Steal or Purchase from Capable Culinarian in Atlasdam.
Forbidden Axe	Purchase in Wellspring.
Forbidden Blade	Chest in Refuge Ruins. Steal or Purchase from Townsperson in Stonegard Valleys.
Forbidden Bow	Purchase in Goldshore.
Forbidden Dagger	Chest in Forest of Purgation and Maw of the Ice Dragon. Purchase in Stillsnow.
Forbidden Shield	Purchase from Merchant in Grandport.
Forbidden Spear	Steal or Purchase in blocked house in Quarrycrest.
Forbidden Staff	Purchase in Saintsbridge Cathedral.
Force Shield	Shop in Duskbarrow. Chest in Grandport Sewers and Refuge Ruins. Steal or Purchase in Northreach.
Fur Cap	Steal or Purchase in Victors Hollow and Grandport.
Fur Coat	Shop in Atlasdam.
Fur Robe	Shop in Sunshade.
Gaolbreaker	Chest in Tomb of the Emperor and Rivira Woods.
Gareth's Helm	Drop during Therion's chapter III.
Gargantuan Axe	Shop in Marsalim. Challenge or Provoke the rank 7 Tavern Patron in Northreach. Steal or Purchase in Marsalim.
Gargantuan Shield	Shop in Victors Hollow.
Gentleman's Charm	Reward from ' <i>A Corpse with No Name</i> '.

Giant's Club	Chest in Ebony Grotto. Steal or Purchase in Riverford.
Gideon's Dagger	Drop during Cyrus' chapter II.
Gleaming Amulet	Chest in Lorn Cathedral.
Golden Axe	Steal or Purchase from Old Man in Clearbrook.
Golden Hairpiece	Shop in Noblecourt.
Gourmet's Charm	Reward from ' <i>In Search of Sweets</i> '.
Grand Armor	Shop in Noblecourt and Wellspring.
Grand Helm	Steal or Purchase in Everhold and from Tavern Patron in Noblecourt. Chest in Seaside Grotto.
Grand Vest	Shop in Victors Hollow, Stillsnow, and Wellspring.
Gravekeeper's Mark	Reward from ' <i>The Gravekeeper's Grief</i> '.
Graviton Axe	Shop in Goldshore, Stillsnow, and Marsalim. Steal or Purchase in Grandport.
Great Blade	Shop in Wellspring.
Greatsword	Shop in Cobbleston, Bolderfall, Flamesgrace, Noblecourt, and Victors Hollow. Steal or Purchase from Bazaar Shopper in Grandport Markets.
Guardian Amulet	Steal or Purchase in Stonegard. Reward from ' <i>Up to No Good</i> '.
Gustav's Shield	Challenge or Provoke Gustav in Whistlewood (post Olberic). Steal or Purchase in Victors Hollow during Olberic's chapter II.
Handaxe	Starting equipment of Alfyn and H'aanit.
Harald's Sword	Reward from ' <i>Hello Again, Harald</i> '.
Hasty Helm	Chest in Morlock's Manse and Tomb of Kings.
Headgear	Shop in Clearbrook.
Heathcote's Dagger	Reward from <i>Heathcote's High Jinks</i> .
Heavy Axe	Shop in Stonegard.
Heavy Blade	Steal or Purchase from Guard in Wellspring, from Gatekeeper in Noblecourt, from Oren whose final location is in Stonegard Valleys, and from Merchant in Grandport.
Heavy Bow	Chest in Whistling Cavern. Steal or Purchase in Rippletide.
Heavy Lance	Shop in Quarrycrest.
Hedgehog Spear	Chest in Captains' Bane.
High House's Armor	Steal or Purchase in Grandport (post Tressa). Chest in Marsalim. Reward from ' <i>Meryl, Lost then Found (III)</i> '.
Hill Cleaver	Shop in Quarrycrest. Hidden item in Orewell. Steal or Purchase in Grandport.
Historian's Hat	Reward from ' <i>Noelle, Seeker of Knowledge (III)</i> '.
Holy Longbow	Chest in Dragonsong Fane. Steal or Purchase in Saintsbridge Cathedral.
Horn Cleaver	Shop in Stonegard.
Horned Helm	Steal or Purchase in Stillsnow.
Huntress's Longbow	Shop in Victors Hollow, Stillsnow, and Marsalim. Chest in Black Market.
Hyperion Bow	Shop in Marsalim.
Hypnos Crown	Steal or Purchase in Noblecourt (post Primrose). Chest in Moldering Ruins.
Ice Amulet	Steal or Purchase in Saintsbridge and Northreach. Chest in Rivira Woods and Road to Seaside Grotto.
Imperial Armor	Steal or Purchase in blocked house in Stonegard. Chest in Forest of Rubeh.
Imperial Helm	Steal or Purchase in Grandport. Chest in Hidden Path and Grandport Sewers. Challenge or Provoke the rank 7 Villager in Wispermill and the rank 7 Guard in Northreach.
Imperial Lance	Chest in Northern Wellspring Sands. Steal or Purchase in Victors Hollow.
Imperial Vest	Steal or Purchase in Noblecourt.
Improved Bow of the Eagle	Chest in Loch of the Lost King. Hidden item in Duskbarrow blocked house.
Inferno Amulet	Steal or Purchase in Victors Hollow, Wellspring, and Marsalim. Chest in Amphitheatre and Forest of Rubeh.
Inferno Axe	Steal or Purchase in Stonegard and Marsalim. Chest in Quicksand Cave.
Iron Armor	Steal or Purchase in Atlasdam.
Iron Axe	Shop in Clearbrook.
Iron Dagger	Shop in Sunshade.
Iron Helm	Steal or Purchase in Cobbleston and Sunshade.
Iron Spear	Shop in Rippletide.

Iron Sword	Shop in Bolderfall and Cobbleston. Steal or Purchase from Bazaar Shopper in Grandport Markets.
Jade Lance	Shop in Riverford.
Jaguar Lance	Steal or Purchase in Stillsnow.
Justice Breaker	Chest in Undertow Cove. Steal or Purchase in Grandport.
Killer Bow	Shop in Flamesgrace and Stonegard.
Kite Shield	Shop in Clearbrook, Stonegard, Goldshore, Quarrycrest, and Victors Hollow.
Knight's Shield	Shop in Riverford, Grandport, and Marsalim. Chest in Ruins of Eld.
Knight's Sword	Steal or Purchase from Townsperson in guarded house in Stonegard Heights, from Merchant in Grandport, and from Resilient Gladiator in Victors Hollow.
Knowledge Staff	Chest in Everhold Tunnels. Steal or Purchase in Bolderfall (post Tressa).
Laurel Staff	Steal or Purchase from Russell in Stonegard (post Cyrus).
Leather Armor	Starting equipment of Tressa, Olberic, and H'aanit..
Leather Hat	Starting equipment of Primrose, Therion, and H'aanit.
Leather Helm	Starting equipment of Tressa and Olberic.
Leather Vest	Starting equipment of Primrose and Therion.
Legion Dagger	Shop in Everhold. Chest in Grandport Sewers. Steal or Purchase in Victors Hollow. Challenge or Provoke the rank 8 Laborer in Quarrycrest.
Leviathan Shield	Reward from ' <i>Scourge of the Seas</i> '.
Light Amulet	Chest in Black Market.
Lightning Amulet	Chest in Orlick's Manse. Hidden item in Victors Hollow.
Light Staff	Shop in Atlasdam.
Linen Robe	Shop in Flamesgrace and Atlasdam.
Lizardking's Axe	Drop during Olberic's chapter III.
Longbow	Starting equipment of Tressa and H'aanit.
Long Sword	Starting equipment of Olberic and Therion.
Mage's Staff	Shop in Atlasdam.
Magus Glaive	Shop in Quarrycrest and Grandport.
Magus Hatchet	Shop in Bolderfall.
Magus Knife	Shop in Noblecourt.
Magus's Bow	Shop in Stonegard and Stillsnow.
Marksman's Longbow	Steal or Purchase in Stonegard.
Master's Longbow	Chest in Northreach. Steal or Purchase in Grandport. Challenge or Provoke the rank 7 Townsperson in Everhold.
Master's Spear	Chest in Marsalim Catacombs. Steal or Purchase in Noblecourt (post Olberic).
Mattias's Scepter	Drop during Ophilia's chapter IV.
Memorial Axe	Reward from ' <i>Zeph and Mercedes (II)</i> '.
Memorial Harpoon	Steal or Purchase in Rippletide.
Mental Belt	Drop during Primrose's chapter IV. Challenge or Provoke Bishop in Saintsbridge (post Ophilia).
Meteorite Rod	Shop in Duskbarrow. Provoke or Challenge the right Usher in Amphitheatre: Arena.
Mighty Belt	Steal or Purchase in Stonegard (two of them) and Rippletide. Reward from ' <i>For Want of Fish</i> '.
Miguel's Spear	Drop during Alfyn's chapter III.
Mikk and Makk's Shield	Reward from ' <i>Mikk and Makk Make Good</i> '.
Mirage Blade	Shop in Flamesgrace.
Monster Trainer's Hat	Reward from ' <i>Ashlan the Beastmaster (III)</i> '.
Moonblade	Chest in the Hollow Throne. Steal or Purchase from Gatekeeper in Noblecourt and from Townsperson in guarded house in Stonegard Heights.
Morning Star	Shop in Wispermill. Steal or Purchase in Grandport.
Oak Staff	Shop in Atlasdam and Saintsbridge.
Oasis Hat	Shop in Everhold and Marsalim. Steal or Purchase in Grandport and off Impresario in Western Noblecourt Flats.
Obsidian Garb	Steal from minions during Primrose's chapter III boss.
Ogre Cleaver	Shop in Orewell. Challenge or Provoke the rank 8 Merchant in Grandport.
Omar's Axe	Drop during Tressa's chapter II.
Ordinary Hat	Starting equipment of Ophilia, Cyrus, and Alfyn.

Peacebringer's Garb	Steal or Purchase from Merchant in Flamesgrace.
Physical Belt	Drop during Primrose's chapter IV. Challenge or Provoke Jan in Noblecourt (post Primrose) and Gustav in the Whistlewood (post Olberic).
Piercing Dagger	Shop in Sunshade and Noblecourt.
Pirate's Longbow	Shop in Grandport.
Plate Shield	Shop in Noblecourt and Quarrycrest.
Platinum Armor	Shop in Riverford and Marsalim.
Platinum Helm	Shop in Riverford.
Platinum Spear	Shop in Grandport.
Platinum Sword	Shop in Victors Hollow and Riverford. Steal or Purchase from Bazaar Shopper in Grandport Markets and from Tavern Patron in Northreach.
Platinum Vest	Shop in Northreach and Grandport.
Pointed Hat	Shop in Flamesgrace and Atlasdam.
Pole Mace	Chest in Untouched Sanctum. Steal or Purchase in Quarrycrest.
Primeval Bow of Storms	Reward from ' <i>Again with Alaic</i> '.
Primeval Robe	Shop in Duskbarrow and Wispermill. Steal or Purchase in Everhold and Well-spring. Challenge or Provoke the Townsperson in North Stonegard.
Princess's Coat	Reward from ' <i>Ria, Born to Roam (III)</i> '.
Protective Bracelet	Shop in Wispermill. Steal or Purchase in Goldshore. Chest in Quicksand Cave.
Protective Earring	Shop in Sunshade.
Protective Necklace	Steal or Purchase in Grandport, Riverford, and Marsalim.
Protective Ring	Steal or Purchase in Stonegard.
Psychic Staff	Chest in Twin Falls and the Murkwood.
Quartz Rod	Shop in Rippletide, Flamesgrace, and Atlasdam.
Rainbow Robe	Steal or Purchase in Saintsbridge.
Refined Sword	Shop in Northreach and Wellspring. Steal or Purchase from Bazaar Shopper in Grandport Markets.
Revello's Helm	Reward from ' <i>Revello and Odette</i> '.
Robe	Starting equipment of Ophilia, Cyrus, and Alfyn.
Robe of the Dragon Princess	Reward from ' <i>Kaia, Mother of Dragons (III)</i> '. Chest in Grandport Sewers.
Robe of the Flame	Steal or Purchase in Victors Hollow and Marsalim (post H'aanit). Challenge or Provoke the rank 9 Elderly Woman in Wispermill.
Rock Cleaver	Chest in the Whitewood. Steal or Purchase in Stonegard.
Round Shield	Shop in Rippletide, S'warkii, Flamesgrace, and Atlasdam.
Royal Crest	Reward from ' <i>A Royal Secret</i> '.
Rune Bow	Chest in Ruins of Eld. Steal or Purchase in Everhold.
Rune Glaive	Steal or Purchase in Grandport. Challenge or Provoke Captain Leon in Rippletide (post Tressa).
Rune Hatchet	Chest in Lord's Manse in Riverford. Steal or Purchase in South Orewell Pass.
Rune Knife	Drop during Tressa's chapter IV.
Saintly Tiara	Shop in Sunshade, Goldshore, Saintsbridge, and Quarrycrest.
Sapphire Rod	Shop in Goldshore and Duskbarrow.
Scourge Lance	Chest in Grandport Sewers. Steal or Purchase in Grandport. Challenge or Provoke the rank 8 Townsperson in Noblecourt.
Seraphim Spear	Shop in Grandport. Challenge or Provoke the rank 8 Townsperson blocking a building in Stonegard Valleys.
Shadow Bow	Steal or Purchase in Stonegard and Victors Hollow.
Silent Bandana	Shop in Saintsbridge and Northreach. Chest in Forest of No Return.
Silent Cape	Shop in Noblecourt, Northreach, Orewell, and Everhold. Steal or Purchase in Everhold.
Silver Armor	Shop in Stonegard and Victors Hollow.
Silver Axe	Hidden item in Clearbrook. Steal or Purchase in Saintsbridge.
Silver Dagger	Steal or Purchase in Victors Hollow.
Silver Hairpiece	Chest in Cave of Origin. Steal or Purchase in Clearbrook.
Silver Helm	Shop in Stonegard, Quarrycrest, and Victors Hollow.
Silver Spear	Steal or Purchase in Cobbleston.
Silver Sword	Shop in Noblecourt and Victors Hollow. Steal or Purchase from Sellsword in Flamesgrace.

Skybreaker	Shop in Northreach and Wellspring.
Sledgehammer	Chest in Forgotten Grotto. Steal or Purchase in Grandport.
Snipe Saber	Chest in the Sewers. Steal or Purchase from Erstwhile Sellsword in Saintsbridge.
Snowy Cape	Shop in Stillsnow.
Snowy Hood	Shop in Stillsnow.
Soldier's Longbow	Shop in S'warkii and Stonegard. Hidden item in Stonegard.
Sorcerer's Robe	Steal or Purchase in Noblecourt and Everhold.
Soul Bow	Hidden item in Stillsnow.
Soul Glaive	Shop in Grandport. Challenge or Provoke the rank 7 Guard in Marsalim near the jail.
Soul Hatchet	Chest in Hoarfrost Grotto. Steal or Purchase in Goldshore.
Soul Knife	Shop in Everhold. Steal or Purchase in Noblecourt.
Spear	Shop in Rippletide.
Spiked Armor	Steal or Purchase in Stillsnow. Chest in Caves of Azure and house in Stonegard Valley.
Spiked Shield	Shop in Noblecourt, Stonegard, Saintsbridge, and Wellspring.
Spiked Vest	Chest in Secret Path (Riverford).
Spirit Bow	Chest in Marsalim. Steal or Purchase in Marsalim.
Spirit Hatchet	Challenge or Provoke the rank 8 Townsperson in Marsalim. Steal or Purchase in Grandport.
Spirit Sword	Chest in Whisperwood. Shop in Flamesgrace and Noblecourt.
Sprightly Bracelet	Shop in Riverford. Steal or Purchase in Stillsnow.
Sprightly Earring	Shop in Flamesgrace.
Sprightly Necklace	Steal or Purchase in Cobbleston, Wispermill, Northreach, and Everhold.
Sprightly Ring	Shop in Victors Hollow.
Spurning Ribbon	Reward from ' <i>At Journey's End</i> '.
Staff	Starting equipment of Cyrus and Ophilia.
Staff of Wonders	Shop in Saintsbridge and Quarrycrest.
Starlight Hat	Shop in Goldshore, Saintsbridge, and Victors Hollow.
Steel Axe	Steal or Purchase in Clearbrook.
Stimulating Bracelet	Steal or Purchase in Noblecourt. Drop during Ophilia's chapter III.
Stimulating Earring	Steal or Purchase in Sunshade.
Stimulating Necklace	Steal or Purchase in Bolderfall, Marsalim, and Northreach.
Stimulating Ring	Shop in Goldshore.
Stinging Dagger	Steal or Purchase in Rippletide and Sunshade.
Stone Bow	Chest in S'warkii. Steal or Purchase in Atlasdam Palace.
Stone Rod	Shop in Flamesgrace.
Sturdy Armor	Shop in Atlasdam.
Sturdy Helm	Shop in Cobbleston.
Sturdy Quartz Rod	Chest in Yvon's Cellar.
Sturdy Sapphire Rod	Chest in Loch of the Lost King. Steal or Purchase in Duskbarrow.
Sturdy Shield	Shop in Atlasdam.
Sunlands Spear	Shop in Rippletide and Sunshade.
Swordbreaker	Chest in Stillsnow.
Teacher's Hat	Reward from ' <i>Theracio's Tutelage (III)</i> '.
Tempest Amulet	Chest in Marsalim and Forest of Purgation.
Thunderstorm Amulet	Chest in Moldering Ruins and Ebony Grotto.
Tomahawk Bow	Shop in Victors Hollow.
Tower Shield	Steal or Purchase in Stonegard.
Tradewinds Spear	Reward from ' <i>The Adventures of Ali</i> '.
Traditional Dancer Garb	Chest in blocked house in Sunshade.
Transcendent Bow of Shadows	Reward from ' <i>Shadow over the Sands</i> '.
Trickster's Dagger	Shop in Wellspring.
Trinity Sword	Steal or Purchase from Old Man in Everhold. Challenge or Provoke the rank 7 Guard in Atlasdam Palace.
Ultimate Breaker	Steal or Purchase in Grandport.
Unerring Bracelet	Shop in Grandport. Steal or Purchase in Stonegard. Chest in Southern Wellspring Sands.

Unerring Earring	Shop in Bolderfall.
Unerring Necklace	Steal or Purchase in Saintsbridge.
Unerring Ring	Shop in Goldshore.
Unseen Saber	Chest in Amphitheatre and Grimsand Ruins. Steal or Purchase from Guard in Riverford and from Gaston in Cobbleston.
Vendetta Coat	Drop during Primrose's chapter IV.
Veteran's Helm	Steal or Purchase in Grandport (post Tressa). Reward from ' <i>Price of Vengeance</i> '.
Victor's Spear	Shop in Victors Hollow. Steal or Purchase in Grandport.
Viking Axe	Shop in Goldshore.
Viper Dagger	Steal or Purchase in Duskbarrow, Marsalim Catacombs, and Forest of No Return (post H'aanit).
Vivifying Stone	Chest in Moldering Ruins, Forest of No Return, Ruins of Eld, and Forgotten Grotto.
Void Amulet	Chest in Lorn Cathedral and Ruins of Eld.
Wakeful Stone	Steal or Purchase in Bolderfall Manor. Chest in Tomb of the Imperator, Lorn Cathedral, and Maw of the Ice Dragon.
War Hammer	Shop in Saintsbridge. Steal or Purchase in Riverford.
War Lance	Chest in Path of Beasts. Hidden item in Cobbleston.
War Spear	Shop in Cobbleston.
Weaver's Charm	Reward from ' <i>The Weaver's Predicament</i> '.
Werner's Sword	Drop during Olberic's chapter IV.
Wind Amulet	Steal or Purchase in Sunshade.
Wind Attire	Chest in Ravus Manor and Subterranean Study.
Wisdom Staff	Shop in Duskbarrow. Steal or Purchase in Everhold.
Wizard's Rod	Chest in Shrine of the Archmagus. Steal or Purchase in Goldshore. Provoke or Challenge Bazaar Shopper in Grandport and Townsperson in Northreach.
Wolf's Bow	Shop in Rippletide, S'warkii, and Flamesgrace.
Yeti's Longbow	Shop in Northreach.
Yggdrasil Staff	Shop in Wispermill. Provoke or Challenge the rank 8 Townsperson in Riverford.

3 Formulae and Skills

All contents in this chapter was retrieved from the online spreadsheet by /u/Tables61 [2]. Questions about the contents should primarily go to /u/Tables61. This chapter lists the formula used for damage and healing by all skills, as well as the multipliers of individual skills and all factors that affect damage and healing.

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3.1 Introduction

3.1.1 About the numbers

All of the values found in this chapter, along with the damage and healing formulae listed, were found through excessive testing, trial and error, and other similar methods, by /u/Tables61. While you can be reasonably confident in how the damage formula works on the whole, getting exact values for things is quite difficult. As a result, you should assume all values listed have a small error range.

3.1.2 How skill damage works

Skills in general have three main properties that affect their damage output: *Attack modifier*, *Defense modifier*, and *Boost modifier*. The Attack modifier is a standard damage multiplier; after factoring out enemy defense, your damage is multiplied by this. The Defense modifier is a bit different. The majority of offensive skills in Octopath Traveler also partially modify enemy defense, making it lower (or higher) than usual for the purpose of that one attack. This means that even high defense enemies will be hit hard by some attacks, even if other attacks dealt almost no damage. The Boost modifier is how much extra damage the attack gains from boosting. Contrary to what some people assume, this is not consistent across all skills. For more details on these, see the Damage and Healing sections, and the Skills section.

3.2 Damage formula

Below is the formula for damage dealt.

$$\begin{aligned} \left(\frac{\text{Damage}}{\text{Dealt}} \right) = & \left[\left(\frac{\text{Attack}}{\text{Value}} \right) - \left(\frac{\text{Defense}}{\text{Value}} \right) \cdot \left(\frac{\text{Defense}}{\text{Modifier}} \right) \right] \cdot \left(\frac{\text{Attack}}{\text{Modifier}} \right) \\ & \cdot \left[1 + \left(\frac{\text{Boost}}{\text{Modifier}} \right) \cdot \left(\frac{\text{Boost}}{\text{Level}} \right) \right] \cdot \left(\frac{\text{Crit}}{\text{Multiplier}} \right) \cdot \left(\frac{\text{Weakness}}{\text{Multiplier}} \right) \\ & \cdot \left(\frac{\text{Level}}{\text{Multiplier}} \right) \cdot \left(\frac{\text{Support Skill}}{\text{Multiplier}} \right) \cdot \left(\frac{\text{Effect}}{\text{Multiplier}} \right) \cdot \left(\frac{\text{Random}}{\text{Multiplier}} \right) \end{aligned} \quad (3.1)$$

The variables in Equation (3.1) are:

- **Attack Value:** Your base Phys. Atk. + Phys. Atk. of weapon used, or your base Elem. Atk. + highest Elem. Atk. of any equipped weapons (except in the case of Elemental Pursuits, which use the equipped weapon), depending on whether the attack is physical or elemental.
- **Defense Value:** The enemy's Phys. Def. or Elem. Def. value. This is not viewable directly in any way.
- **Defense Modifier:** Specific to each skill. Skills scale up their damage by ignoring a percentage of the enemy's Phys. Def. or Elem. Def. Basic attacks have a defence modifier of 1 (ignoring no Def.), while most skills are between 0.6 and 1. See the Skills section and look for the M_{def} column values.
- **Attack Modifier:** A value specific to each skill. Just like the Defense Modifier, damage is scaled up by multiplying damage by this. Basic attacks have an Attack Modifier of 1, most skills are between 1 and 2. Again, see the Skills section and look for the M_{atk} column values.
- **Boost Modifier:** A value specific to each skill. This determines how effective boosts are for skills. The values can be found in the Boost columns in the Skills section.
- **Boost Level:** How many times you have boosted, between 0 and 3.
- **Crit Multiplier:** 1.25 if your attack crits, 1 otherwise.
- **Weakness Multiplier:** 1.3 if the enemy is weak to your weapon/element, 2 if the enemy is broken (regardless of if they are weak to your weapon), 1 otherwise.

- Level Multiplier: A multiplier based purely off of your level. Starts at around 0.45 at level 1, and increases towards an unknown value at level 99. See section 3.6.
- Support Skill Multiplier: A value specific to each active support skill. See the Support Skills section. This is mainly skills like Fortitude and Elemental Aid.
- Effect Multiplier: This is $3/2$ for each relevant effect active (for physical attacks, Phys. Atk. up on you, Phys. Def. down on the enemy. For elemental attacks, Elem. Atk. up on you, Elem. Def. down on the enemy), and $(3/2)^{-1} = 2/3$ for each detrimental effect active (for physical attacks, Phys. Atk. down on you, Phys. Def. up on the enemy. For elemental attacks, Elem. Atk. down on you, Elem. Def. up on the enemy). This is then $4/9$ with two detrimental effects, $2/3$ with one detrimental effect, 1 with an equal amount of beneficial and detrimental effects, $3/2$ with one beneficial effect, and $9/4$ with two beneficial effects. Beneficial and detrimental should in this context be understood as *beneficial/detrimental to the player*.
- Random Multiplier: A random value, between 0.98 and 1.02 (approximately). Might vary depending on the skill used.

If damage would be very low (≤ 10), damage instead seems to just be a random number between 1 and 10.

3.3 Healing formula

Below is the formula for healing done.

$$\begin{aligned} \left(\begin{array}{c} \text{Amount} \\ \text{Healed} \end{array} \right) &= \left(\begin{array}{c} \text{Defense} \\ \text{Value} \end{array} \right) \cdot \left(\begin{array}{c} \text{Healing} \\ \text{Modifier} \end{array} \right) \cdot \left[1 + \left(\begin{array}{c} \text{Boost} \\ \text{Modifier} \end{array} \right) \cdot \left(\begin{array}{c} \text{Boost} \\ \text{Level} \end{array} \right) \right] \\ &\cdot \left(\begin{array}{c} \text{Level} \\ \text{Multiplier} \end{array} \right) \cdot \left(\begin{array}{c} \text{Support Skill} \\ \text{Multiplier} \end{array} \right) \cdot \left(\begin{array}{c} \text{Random} \\ \text{Multiplier} \end{array} \right) \end{aligned} \quad (3.2)$$

The variables in Equation (3.2) are:

- Defense Value: The caster's Elem. Def., including equipment. The in-battle Elem. Def. buff is ignored. The target's Elem. Def. value is irrelevant. Note that Elem. Atk. has no effect on healing done. Healing is based entirely on Elem. Def.
- Healing Modifier: A value specific to each healing skill. See the Skills section and look for the M_{atk} values.
- Boost Modifier: A value specific to each skill. This determines how effective boosts are for skills. The values can be found in the Boost columns in the Skills section.
- Boost Level: How many times you have boosted, between 0 and 3.
- Level Multiplier: A multiplier based purely off of your level. Starts at around 0.45 at level 1, and increases towards an unknown value at level 99. See section 3.6.
- Support Skill Multiplier: This is simply 1.3 if the target has Heightened Healing, and 1 otherwise. Heightened Healing is the only support skill that affects healing received.
- Random Multiplier: A random value, between 0.98 and 1.02 (approximately). Might vary depending on the skill used.

3.4 Skills

Skill and Description are self-explanatory. SP costs are noted in brackets. Finally, M_{atk} is the damage (or healing) modifier, M_{def} is the defense modifier, and M_B is the boost modifier where B is BP spent.

3.4.1 Cleric skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[8]	Heal Wounds	Heal all allies.	2.12		0.30
[6]	Holy Light	Deal light damage to one foe.	1.64	0.80	1.00
[6]	Sheltering Veil	Grant one ally $2(1 + B)$ turns of Elem. Def. up.			
[9]	Luminescence	Deal light damage to all foes.	1.33	1.00	0.90
[25]	Heal More	Heal all allies for a large amount.	3.20		0.33
[22]	Reflective Veil	Grant one ally $1 + B$ charges of Magical Reflection.			
[50]	Revive	Put all dead allies at 1 HP. If boosted, use healing formula.	3.25		0.33
[30]	Aelfric's Auspices	<i>(Divine skill)</i> For 3 turns, non-divine skills will trigger twice.			

3.4.2 Scholar skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[8]	Fireball	Deal fire damage to all foes.	1.33	1.00	0.90
[8]	Icewind	Deal ice damage to all foes.	1.33	1.00	0.90
[8]	Lightning Bolt	Deal lightning damage to all foes.	1.33	1.00	0.90
[1]	Analyze	Reveal current HP, maximum HP, and $1 + B$ weaknesses of a single foe. If $B = 3$, all weaknesses are revealed.			
[22]	Fire Storm	Deal fire damage to all foes twice.	1.20	1.00	0.95
[22]	Blizzard	Deal ice damage to all foes twice.	1.20	1.00	0.95
[22]	Lightning Blast	Deal lightning damage to all foes twice.	1.20	1.00	0.95
[30]	Alephan's Enlightenment	<i>(Divine skill)</i> For 3 turns, all elemental, non-divine skills usually targeting all foes will instead target one foe and deal double damage.			

3.4.3 Merchant skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[2]	Collect	Collect money from a single foe.			
[7]	Tradewinds	Deal wind damage to one foe.	1.64	0.80	1.00
[0]	Rest	Restore your own HP (using the healing formula), restore $25(1 + B)$ SP, and cure any status ailments affecting you.	1.25		0.30
[10]	Trade Tempest	Deal wind damage to all foes.	1.33	1.00	0.90
[3]	Donate BP	Grant $1 + B$ BP to an ally.			
[10]	Sidestep	Gain $1 + B$ charges of Physical Dodging.			
[0]	Hired Help	Pay money to summon hired help to the battlefield to attack all foes $1 + B$ times. Several options available.			
[30]	Bifelgan's Bounty	<i>(Divine skill)</i> Deal elemental damage to one foe and receive money equal to damage dealt (up to target's current HP).	9.80	0.80	

The success rate of Collect is given by

$$P(\text{Collect}) = \min \left\{ 100, 5 + 100 \cdot \left(1 - \frac{\text{Enemy current HP}}{\text{Enemy max HP}} \right) + 10\varphi(B) \right\}, \quad \varphi(B) = \begin{cases} 0, & B = 0, \\ 3^{B-1}, & B = 1, 2, 3. \end{cases}$$

The in-game description of Bifelgan's Bounty says it is non-elemental; it *is* actually elemental, though it is not one specific type.

3.4.4 Warrior skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[9]	Level Slash	Attack all foes with a sword.	1.25	1.00	0.90
[4]	Abide	Gain Phys. Atk. up for $3 + 2B$ turns.			
[6]	Spearhead	Attack one foe with a polearm and act first next turn.	1.50	0.80	1.00
[4]	Incite	Become the target of enemies' single-target attacks for $3 + 2B$ turns.			
[12]	Cross Strike	Attack one foe with a sword.	1.90	0.67	1.00
[4]	Stout Wall	Gain Phys. Def. up for $3 + 2B$ turns.			
[20]	Thousand Spears	Attack random foes with a polearm 5 to 10 times. Hits a minimum of 3 times even when boosting.	0.80	1.25	0.40
[30]	Brand's Thunder	<i>(Divine skill)</i> Attack one foe with a sword.	12.75	0.60	

Spearhead puts the user ahead of even people who are Defending. Only enemies recovering from Break go earlier. Thousand Spears, and similar skills, are unaffected by accuracy and evasion.

3.4.5 Dancer skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[4]	Lion Dance	Grant one ally $2(1 + B)$ turns of Phys. Atk. up.			
[7]	Moonlight Waltz	Deal dark damage to one foe.	1.64	0.80	1.00
[4]	Peacock Strut	Grant one ally $2(1 + B)$ turns of Elem. Atk. up.			
[4]	Mole Dance	Grant one ally $2(1 + B)$ turns of Phys. Def. up.			
[10]	Night Ode	Deal dark damage to all foes.	1.33	1.00	0.90
[4]	Panther Dance	Grant one ally $2(1 + B)$ turns of Speed up.			
[25]	Bewildering Grace	Cause $1 + B$ random effects to occur.			
[30]	Sealtice's Seduction	<i>(Divine skill)</i> For 3 turns, non-divine skills usually targeting one ally or foe will instead target all allies or foes.			

Sealtice's Seduction only works with skills that target one ally or foe. It will not work with skills that can target only the user (such as the Warrior's Incite), or skills that can target anyone but the user (such as the Merchant's Donate BP). For details on Bewildering Grace, see [3].

3.4.6 Apothecary skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[4]	First Aid	Heal one ally.	4.67		0.40
[7]	Icicle	Deal ice damage to one foe.	1.64	0.80	1.00
[10]	Rehabilitate	Cure one ally of all ailments (not debuffs) and render them immune to ailments for $2(1 + B)$ turns.			
[8]	Amputation	Attack one foe with an axe. Always critically hits, but has low accuracy.	1.90	0.67	1.00
[6]	Empoison	Poison one foe for $2(1 + B)$ turns.			
[16]	Vivify	Revive and heal a dead ally.	2.50		1.00
[16]	Last Stand	Attack all foes with an axe, dealing more damage the lower your HP is.	1.40	0.925	1.00
[30]	Dohter's Charity	<i>(Divine skill)</i> For 3 turns, items used by an ally will affect all targets instead of one. Also affects Concoct.			

Last Stand is only in effect when HP is less than half. Damage is then multiplied by a factor of

$$L = \frac{5}{2} \left(1 - 3 \frac{\text{Current HP}}{\text{Max HP}} \right), \quad 1 \leq \text{Current HP} \leq \frac{1}{2} \text{Max HP}.$$

This results in a minimum modifier (at half health) of $L = 5/2 \cdot (1 - 3/2) = 1$, and a maximum modifier (at 1 health, or roughly 0%) of $L = 5/2 \cdot (1 - 3 \cdot 0) = 5/2$.

3.4.7 Thief skills

[—] Skill	Description	M_{atk}	M_{def}	M_B
[2] Steal	Steal an item from a single foe.			
[7] Wildfire	Deal fire damage to one foe.	1.64	0.80	1.00
[6] HP Thief	Attack a single foe twice with a dagger and steal HP equal to half the damage done, up to half of target's current HP.	1.40	0.925	0.80
[4] Shackle Foe	Inflict $2(1 + B)$ turns of Phys. Atk. down on a foe.			
[4] Armor Corrosive	Inflict $2(1 + B)$ turns of Phys. Def. down on a foe.			
[6] Steal SP	Attack a single foe twice with a dagger and steal SP equal to 5% of the damage done, up to 5% of target's current HP.	1.40	0.925	0.80
[—] Share SP	Give $(1 + B) \cdot 50\%$ of your current SP to an ally. Can overfill target's SP. If boosted, leaves you at 0 SP.			
[30] Aeber's Reckoning	<i>(Divine skill)</i> Attack all foes with a dagger, affected by Speed.	7.70	0.67	

The success rate of Steal is given by

$$P(\text{Steal}) = \min \left\{ 100, 5 + 100 \cdot \left(1 - \frac{\text{Enemy current HP}}{\text{Enemy max HP}} \right) + 10\varphi(B) \right\}, \quad \varphi(B) = \begin{cases} 0, & B = 0, \\ 3^{B-1}, & B = 1, 2, 3. \end{cases}$$

Damage from Aeber's Reckoning is multiplied by a factor of $R = 1 + \text{Speed}/400$, affected by Speed buffs/debuffs. The cost of Share SP is *not* affected by the Merchant support skill SP Saver.

3.4.8 Hunter skills

[—] Skill	Description	M_{atk}	M_{def}	M_B
[8] Rain of Arrows	Attack random foes with a bow 5 to 8 times. Hits a minimum of 3 times even when boosting.	0.70	1.45	0.40
[10] True Strike	Attack one foe with a bow. Always critically hits.	1.60	0.75	1.00
[7] Thunderbird	Deal lightning damage to one foe.	1.64	0.80	1.00
[6] Leghold Trap	Cause a single foe to act at the end of the turn for the next $2(1 + B)$ turns.			
[4] Mercy Strike	Attack one foe with a bow. Lethal attacks leave the target at one HP.	1.25	1.00	1.00
[24] Arrowstorm	Attack all foes with a bow 5 to 8 times. Hits a minimum of 3 times even when boosting.	0.65	1.45	0.40
[8] Take Aim	Grant all allies $2(1 + B)$ turns of Accuracy up and Critical up.			
[30] Draefendi's Rage	<i>(Divine skill)</i> Attack all foes with a bow.	9.40	0.67	

Rain of Arrows, Arrowstorm, and similar skills, are unaffected by accuracy and evasion.

3.4.9 Starseer skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[35]	Shooting Stars	Deal wind, light, then dark damage to all foes.	1.06	1.00	0.90
[25]	BP Boost	Grant one ally $2(1 + B)$ turns of doubled BP generation.			
[25]	Divination	Grant one ally $2(1 + B)$ turns of guaranteed physical critical strikes.			
[25]	Starsong	Grant one ally $2(1 + B)$ turns of Phys. Def., Elem. Def., Speed, and Evasion up.			
[25]	Celestial Intervention	Grant one ally $2(1 + B)$ turns of Debuff Immunity, or one foe $2(1 + B)$ turns of Buff Prevention.			
[30]	Ethereal Healing	Grant all allies $2(1 + B)$ turns of HP Regeneration.			
[30]	Moon's Reflection	Grant one ally $1 + B$ charges of Physical Counter.			
[50]	Steorra's Prophecy	<i>(Divine skill)</i> Unleash an elemental attack on all foes, dealing damage proportional to the party's BP.	5.00	1.00	

BP Boost does not negate the next-turn penalty of boosting, nor does it affect the turn before which it expires. Ethereal Healing does not stack with equipment with the same effect. The counter-attack from Moon's Reflection is named 'Eye for an Eye', so it is likely the same effect as the Dancer support skill, but with a 100% chance. Steorra's Prophecy multiplies damage by

$$S = 1 + \frac{\text{Total party BP}}{5},$$

but the user spends the 3 BP before triggering the move, so those do not count toward the total, meaning the biggest possible multiplier is 4.4 with 17 BP.

3.4.10 Runelord skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[15]	Fire Rune	For $3 + 2B$ turns, weapon attacks are followed by Fiery Pursuit.	10	0.55	
[15]	Ice Rune	For $3 + 2B$ turns, weapon attacks are followed by Icy Pursuit.	10	0.55	
[15]	Thunder Rune	For $3 + 2B$ turns, weapon attacks are followed by Shocking Pursuit.	10	0.55	
[15]	Wind Rune	For $3 + 2B$ turns, weapon attacks are followed by Windy Pursuit.	10	0.55	
[15]	Dark Rune	For $3 + 2B$ turns, weapon attacks are followed by Shadowy Pursuit.	10	0.55	
[15]	Light Rune	For $3 + 2B$ turns, weapon attacks are followed by Bright Pursuit.	10	0.55	
[15]	Transfer Rune	For $3 + 2B$ turns, user's skills that target only the user will target allies as well.			
[50]	Balogar's Blade	<i>(Divine skill)</i> Deal fire, ice, lightning, wind, light, then dark damage to a foe.	5	1.00	

While a Rune buff is active, Fiery/Icy/Shocking/Windy/Shadowy/Bright Pursuit, respectively, will trigger after any physical attack, hitting the same enemies as the previous attack. Pursuits deal elemental damage of the respective element, using the stats shown here. They are not affected by boosting or the skill BP Eater, they trigger once per physical attack attempted even if that attack hits multiple times or completely misses, and boosting a standard attack to hit multiple times still only results in a single Pursuit. The damage of

elemental pursuits is based on the Elem. Atk. of the weapon used, rather than the usual highest Elem. Atk. weapon equipped.

Transfer Rune works with Merchant's Rest and Sidestep, Warrior's Abide and Iron Wall, and Runelord's runes. Despite being self-targeted, it does not work with Warrior's Incite, Dancer's Bewildering Grace, and Runelord's Transfer Rune.

3.4.11 Warmaster skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[35]	Guardian Liondog	Attack random foes with a sword 5 to 10 times. Hits a minimum of 3 times even when boosting.	0.80	1.25	0.40
[35]	Tiger Rage	Attack all foes with an axe.	1.65	0.67	0.90
[35]	Qilin's Horn	Attack one foe with a spear.	2.25	0.60	1.00
[35]	Yatagarasu	Attack all foes with a dagger.	1.65	0.67	0.90
[35]	Fox Spirit	Attack all foes with a staff.	1.65	0.67	0.90
[35]	Phoenix Storm	Attack one foe with a bow.	2.25	0.60	1.00
[35]	Nightmare Chimera	Attack one foe using a weapon of your choice. The weapon will be destroyed.	?	0.67	0.20
[50]	Winnehild's Battle Cry	<i>(Divine skill)</i> Attack all foes with all six weapons equipped.	2.70	0.80	

Guardian Liondog, and similar skills, are unaffected by accuracy and evasion. Nightmare Chimera seems to be vaguely quadratic damage with the Phys. Atk. of the weapon selected, but not quite. Winnehild's Battle Cry adds half of each weapon's Phys. Atk. value to your Phys. Atk. (on top of the normal amount for that weapon) when calculating damage for it. Seems to also be a bit glitchy with regards to damage when breaking and hitting weak points, sometimes damage is calculated as though enemies are not broken at all. Also seems to increase damage slightly more when calculating attacks with very weak/Makeshift weapons. Finally, values are approximate. There is likely something else going on with the damage output of this skill that has not been discovered yet.

3.4.12 Sorcerer skills

[—]	Skill	Description	M_{atk}	M_{def}	M_B
[36]	Ignis Ardere	Deal fire damage to all foes 3 times.	1.06	1.00	0.90
[36]	Glacies Claudere	Deal ice damage to all foes 3 times.	1.06	1.00	0.90
[36]	Tonitrus Canere	Deal lightning damage to all foes 3 times.	1.06	1.00	0.90
[36]	Ventus Saltare	Deal wind damage to all foes 3 times.	1.06	1.00	0.90
[36]	Lux Congerere	Deal light damage to all foes 3 times.	1.06	1.00	0.90
[36]	Tenebrae Operire	Deal dark damage to all foes 3 times.	1.06	1.00	0.90
[20]	Elemental Break	Attack one foe with a staff and inflict $2(1 + B)$ turns of Elem. Def. down.	1.90	0.70	1.00
[50]	Dreisang's Spell	<i>(Divine skill)</i> Grant one ally 3 turns of guaranteed elemental critical strikes.			

3.5 Support skills

3.5.1 Cleric support skills

Skill	Description
Persistence	All positive buffs and status effects you receive will last for one additional turn.
Inner Strength	Your max SP is increased by 50.
Evil Ward	Your party's success rate when attempting to flee is increased. This skill has no additional effect when equipped on multiple characters.
Saving Grace	You can be healed above your max HP, but no higher than to 9999, and you cannot be healed further until HP drops below your max. Surplus HP will be lost when battle ends.

3.5.2 Scholar support skills

Skill	Description
Evasive Maneuvers	The rate of random encounters is reduced for the party. This skill has no additional effect when equipped on multiple characters.
Elemental Augmentation	Your Elem. Atk. is increased by 50.
Percipience	Your party can no longer be surprised by foes. This skill has no additional effect when equipped on multiple characters.
Vim and Vigor	You regenerate 10% of your max HP after every action. This stacks with equipment granting similar effects, but not Starseer's Ethereal Healing.

3.5.3 Merchant support skills

Skill	Description
Endless Items	When you use an item, you have a 25% chance of not consuming it in the process.
Grows on Trees	The money you receive after battles is increased by 10%. This skill has no additional effect when equipped on multiple characters.
Hang Tough	When you are above 30% HP, attacks that would be lethal instead leave you at 1 HP.
SP Saver	All your skills have their SP costs cut in half, rounded down.

3.5.4 Warrior support skills

Skill	Description
Cover	You intercept single-target attacks that target allies who are below 30% HP and take the damage instead of them.
Summon Strength	Your Phys. Atk. is increased by 50.
Endure	While you are poisoned, sleeping, confused, blinded, silenced, terrified, or unconscious, you are granted Phys. Def. up and Elem. Def. up.
Surpassing Power	The maximum amount of damage you can do with one strike is raised to 99,999.

3.5.5 Dancer support skills

Skill	Description
The Show Goes On	Buffs and beneficial status effects you grant to allies last for an additional turn.
Eye for an Eye	When you are targeted by a physical attack, whether it hits or misses, you have a 50% chance to counterattack with your currently equipped weapon. A counterattack triggered by Eye for an Eye does not trigger an enemy's Physical Counter.
Second Wind	You restore 5% of your max SP after every action. The value is rounded up.
Encore	Once per battle, if you reach 0 HP, you will return to life with 25% of your max HP. Dying still removes all your buffs, debuffs, and BP.

3.5.6 Apothecary support skills

Skill	Description
Inspiration	Standard attacks you make will restore SP equal to 1% of damage dealt. The value is rounded up.
Hale and Hearty	Your max HP is increased by 500.
Resist Ailments	You have an increased resistance to being poisoned, put to sleep, confused, blinded, silenced, terrified, and knocked unconscious.
Heightened Healing	When in battle, any effect that restores your HP or SP is increased by 30%.

3.5.7 Thief support skills

Skill	Description
Incidental Attack	When you use a non-damaging skill on a foe, you have a 50% chance to also make a standard attack with your currently equipped weapon.
Fleetfoot	Your speed is increased by 50.
Snatch	When you use Steal or Collect, you loot double the items or twice the amount of money.
Insult to Injury	Debuffs and detrimental status effects that you inflict on foes last for an additional turn.

3.5.8 Hunter support skills

Skill	Description
Heighten Senses	The party has an increased chance of attacking first in battle. This skill has no additional effect when equipped on multiple characters.
Eagle Eye	Your critical is increased by 50.
Second Serving	You have a 50% chance of adding an extra attack when making a round of standard attacks. The extra attack will trigger after your 1-4 standard attacks. If you are under the effect of a Runelord's elemental rune, the extra attack triggers after Elemental Pursuit and will trigger another Elemental Pursuit.
Patience	At the end of each turn, you have a 25% chance to take another action. This extra action triggers effects such as poison and restoration after each action. Spending BP on the extra turn still disables BP gain the following turn.

3.5.9 Starseer support skills

Skill	Description
Hard Worker	The JP gained after battle is increased by 50% for each character in the party. This skill has no additional effect when equipped on multiple characters.
Boost-Start	You start battles with 2 BP instead of 1.
BP Eater	When you spend BP on a skill, damage is increased by 50%. This has no effect when boosting standard attacks.
Divine Aura	You have a 25% chance of nullifying any damage taken.

3.5.10 Runelord support skills

Skill	Description
Stat Swap	Phys. Atk. and Elem. Atk. will be swapped with one another when in battle.
SP Recovery	When you take damage, you gain SP equal to 1% of damage taken, rounded down. This does not trigger if the attack kills you.
Dauntless	While you are poisoned, sleeping, confused, blinded, silenced, terrified, or unconscious, you are granted Phys. Atk. up and Elem. Atk. up.
Elemental Edge	In battle, you are permanently under the effects of Elem. Atk. up and Elem. Def. up.

3.5.11 Warmaster support skills

Skill	Description
Extra Experience	The experience gained after battle is increased by 50% for each character in the party. This skill has no additional effect when equipped on multiple characters.
Stalwart Defense	Your Phys. Def. is increased by 50.
Fortitude	When you have less than 33% health, your physical damage dealt is multiplied by a factor $L = 3 \cdot (1 - 2 \cdot \text{Current HP}/\text{Max HP})$. This ranges between 1 and 3.
Physical Prowess	In battle, you are permanently under the effects of Phys. Atk. up and Phys. Def. up.

3.5.12 Sorcerer support skills

Skill	Description
Intimidation	The party gains a 25% chance that all enemies will start battles with 2 turns of Phys. Atk. down and Elem. Atk. down. The in-game description is false.
Stronger Strikes	When striking an unbroken enemy's weak points, your damage is normally increased by 30%. With this, your damage is instead increased by 50%. The increase still does not apply when hitting broken enemies.
Elemental Aid	Your skills that do elemental damage cost double SP and deal 50% more damage. This applies to all elemental attacks, including Bifelgan's Bounty, Steorra's Prophecy, and Balogar's Blade.
Augmented Elements	Your elemental damage is increased by 20%.

3.6 Level multiplier

The level multiplier is a value that all attack damage and healing is multiplied by, that depends on your level. This value varies only slightly from level to level, so working it out precisely is quite annoying, especially as damage/healing has a random factor in it. On top of that, testing it for every single level is very time consuming. Because of this, the values here are especially unknown. Values of the level multipliers that are marked with * have been tested specifically, and should be correct to within roughly 2%. Other values are approximates based on known values, so might be further off, sometimes around 5% or more.

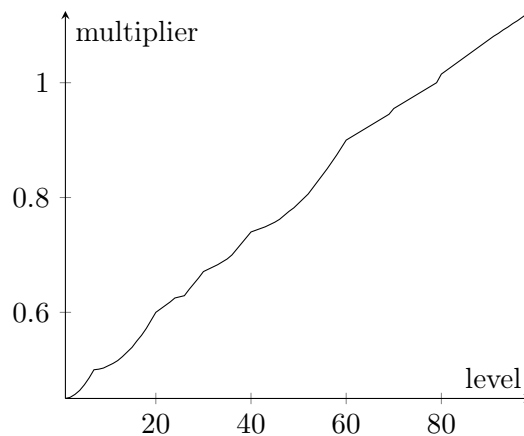


Figure 3.1: Graphic representation.

Level	Multiplier	Level	Multiplier	Level	Multiplier	Level	Multiplier	Level	Multiplier
1	0.450*	21	0.606	41	0.743	61	0.905	81	1.021
2	0.452	22	0.612	42	0.746	62	0.910	82	1.027
3	0.457	23	0.618	43	0.749	63	0.915	83	1.033
4	0.464	24	0.625*	44	0.753*	64	0.920	84	1.039
5	0.474	25	0.627	45	0.757	65	0.925	85	1.045
6	0.486	26	0.629*	46	0.762	66	0.930	86	1.051
7	0.500*	27	0.640	47	0.769	67	0.935	87	1.057
8	0.501*	28	0.650	48	0.776*	68	0.940*	88	1.063
9	0.503*	29	0.660	49	0.782	69	0.945	89	1.069
10	0.507*	30	0.671*	50	0.790	70	0.955*	90	1.075*
11	0.511	31	0.675	51	0.798	71	0.960	91	1.081
12	0.516	32	0.679	52	0.806*	72	0.965	92	1.086
13	0.523	33	0.683	53	0.817	73	0.970	93	1.092
14	0.531	34	0.688	54	0.828	74	0.975	94	1.097
15	0.539	35	0.693	55	0.839	75	0.980	95	1.103
16	0.550	36	0.700*	56	0.850	76	0.985	96	1.108
17	0.560	37	0.710	57	0.862	77	0.990	97	1.114
18	0.572	38	0.720	58	0.874	78	0.995	98	1.120
19	0.586	39	0.730	59	0.887	79	1.000	99	1.125*
20	0.600*	40	0.740*	60	0.900*	80	1.015*	—	—

Table 3.1: Values of the level multiplier. Marked values have been specifically tested by Tables61. Remaining values have a larger margin of error.

4 Ailments, Buffs, and Debuffs

Information in this chapter was retrieved from the online spreadsheet created by /u/Tables61 [2].

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4.1 Introduction

You can only have each effect once. If you receive the same effect multiple times, the duration or number of charges is simply added on to. This includes when getting the same effect from different sources, such as Lion Dance and Abide, which both provide the Phys. Atk. up buff. Duration and number of charges are both capped at 9. Also note that when a character has one effect, then is granted the inverse effect – e.g., having Phys. Atk. up, then getting Phys. Atk. down – the former effect is simply removed, and the latter is not granted. This is not the case of ‘infinite length’ effects such as those granted by support skills; these cannot be removed, but you can still receive the inverse effect. Not every effect has an inverse effect.

4.2 Ailments

Name	Description
Poisoned	Suffer 1/6th of max health as damage after first action on each turn (if broken, instead at the end of the turn). Bosses instead suffer 1% damage.
Silenced	Cannot use skills.
Blinded	Reduces accuracy of physical attacks. Multi-hit moves unaffected.
Confused	Perform random actions on random targets. Removed after being hit.
Sleeping	Cannot perform any actions. Removed after being hit.
Terrified	Cannot boost, and BP gain is set to zero.
Unconscious	Cannot perform any actions.
Sealed	Cannot cast spells.
Petrified	Cannot perform any actions until cured via Herb-of-grace potion.
Toxic	Like poison, but also saps SP and BP. Having Toxic inflicted on you will overwrite poison.

4.3 Buffs

Name	Description
Phys. Atk. up	Increases physical damage dealt by 50%.
Elem. Atk. up	Increases elemental damage dealt by 50%.
Phys. Def. up	Reduces physical damage taken by 33%.
Elem. Def. up	Reduces elemental damage taken by 33%.
Speed up	Increases speed by 50%.
Evasion up	Increases evasion by 50%.
Critical up	Increases critical by 50%.
Accuracy up	Increases accuracy by 50%.
HP Regeneration	Regenerate 10% of max HP per turn.
SP Regeneration	Regenerate 5% of max SP per turn.
Physical Dodging	The next physical attack will be avoided.
Invincibility	All damage taken is negated.
Physical Counter	The next physical attack will be followed up by a counterattack.
Magical Reflection	The next elemental attack will damage the caster instead.
Incite	Become the target of any single-target attacks and skills.
Rehabilitate	Become immune to ailments.
Auto-Revive	Return to life upon death.
Debuff Immunity	Become immune to debuffs.
BP Boost	Gain 2 BP per turn instead of 1.
Physical Criticals	All physical attacks will hit for critical damage.
Dreisang's Boon	All elemental attacks will hit for critical damage.
Aelfric's Boon	All skills, except divine skills, are performed twice.
Alephan's Boon	All elemental, offensive, non-divine skills that normally target all foes will instead target a single foe and will deal double damage.
Sealticge's Boon	All skills, except divine skills, that target one character instead target all allies or foes.
Dohter's Boon	All items and concoctions that target one character instead target all allies or foes.
Fire Rune	Weapon attacks will be followed up with a fire attack.
Ice Rune	Weapon attacks will be followed up with an ice attack.
Lightning Rune	Weapon attacks will be followed up with a lightning attack.
Wind Rune	Weapon attacks will be followed up with a wind attack.
Dark Rune	Weapon attacks will be followed up with a dark attack.
Light Rune	Weapon attacks will be followed up with a light attack.
Transference	All skills that target only the caster instead target all allies.

4.4 Debuffs

Name	Description
Phys. Atk. down	Decreases physical damage dealt by 33%.
Elem. Atk. down	Decreases elemental damage dealt by 33%.
Phys. Def. down	Increases physical damage taken by 50%.
Elem. Def. down	Increases elemental damage taken by 50%.
Speed down	Decreases speed by 33%.
Evasion down	Decreases evasion by 33%.
Critical down	Decreases critical by 33%.
Accuracy down	Decreases accuracy by 33%.
Restrain	Move later on following turns, except when recovering from break.
Buff Prevention	Become immune to buffs.

5 Dungeons

Information in this document was retrieved from the online spreadsheet created by Arrawnt [1].

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5.1 Optional dungeons

These are the dungeons you may freely skip when completing character stories or side stories. The danger level is noted in brackets.

5.1.1 Boss dungeons

[—] Dungeon	Entrance	Boss
[20] Carrion Caves	South Bolderfall Pass, Clifflands	Heavenwing
[20] Twin Falls	South Clearbrook Traverse, Riverlands	Monarch
[25] The Hollow Throne	Western Noblecourt Flats, Flatlands	Throne Guardian
[30] Derelict Mine	South Quarrycrest Pass, Clifflands	Manymaws
[35] Tomb of the Emperor	Western Stillsnow Wilds, Frostlands	Behemoth
[45] Maw of the Ice Dragon	Southern Northreach Wilds, Frostlands	Dreadwolf
[50] Marsalim Catacombs	Eastern Marsalim Sands, Sunlands	Lord of the Sands
[50] Refuge Ruins	North Riverford Traverse, Riverlands	Gigantes
[55] Everhold Tunnels	West Everhold Pass, Highlands	Devourer of Dreams
[55] Loch of the Lost King	West Grandport Coast, Coastlands	Tyrannodrake

These dungeons have a boss. After defeating a boss one time, it may reappear in the same dungeon during random encounters and can be captured by H'aanit. The only exception is Throne Guardian, which cannot be captured.

5.1.2 No boss dungeons

[—] Dungeon	Entrance
[15] Path of Beasts	West S'warkii Trail, Woodlands
[15] The Whistlewood	North Atlasdamn Flats, Flatlands
[15] Untouched Sanctum	North Cobbleston Gap, Highlands
[20] Whistling Cavern	Eastern Sunshade Sands, Sunlands
[25] Tomb of Kings	West Stonegard Pass, Highlands
[30] Farshore	East Saintsbridge Traverse, Riverlands
[45] Moldering Ruins	East Duskbarrow Trail, Woodlands
[45] Undertow Cove	North Rippletide Coast, Coastlands
[50] Dragonsong Fane	South Orewell Pass, Cliftlands

These optional dungeons have no boss.

5.1.3 Basic job shrines

[—] Dungeon	Entrance	Job unlocked
[20] Shrine of the Flamebearer	Western Stillsnow Wilds, Frostlands	Cleric
[20] Shrine of the Healer	East Saintsbridge Traverse, Riverlands	Apothecary
[20] Shrine of the Huntress	East Victors Hollow Trail, Woodlands	Hunter
[20] Shrine of the Lady of Grace	Northern Wellspring Sands, Sunlands	Dancer
[20] Shrine of the Prince of Thieves	South Quarrycrest Pass, Cliftlands	Thief
[20] Shrine of the Sage	Western Noblecourt Flats, Flatlands	Scholar
[20] Shrine of the Thunderblade	North Stonegard Pass, Highlands	Warrior
[20] Shrine of the Trader	Moonstruck Coast, Coastlands	Merchant

These are the locations of the shrines for the eight basic jobs. In this case, the danger level is for the surrounding area; the shrines themselves have no random encounters or bosses to fight.

5.1.4 Advanced job shrines

[—] Dungeon	Entrance	Boss	Job unlocked
[50] Shrine of the Archmagus	East Duskbarrow Trail, Woodlands	Dreisang	Sorcerer
[50] Shrine of the Runeblade	West Everhold Pass, Highlands	Balogar	Runelord
[50] Shrine of the Starseer	Western Wispermill Flats, Flatlands	Steorra	Starseer
[50] Shrine of the Warbringer	North Riverford Traverse, Riverlands	Winnhild	Warmaster

These are the locations of the shrines for the four advanced jobs. Unlike the basic job shrines, these are full-sized dungeons with random encounters and a danger level of 50. The bosses cannot be defeated more than once.

5.2 Story dungeons

These are the dungeons required during characters' stories as well as side stories. The danger level is noted in brackets.

5.2.1 Side story dungeons

[—] Dungeon	Entrance	Story	Boss
[25] Hoarfrost Grotto	Western Flamesgrace Wilds	<i>'The Slumbering Giant'</i>	Jotunn
[35] Captains' Bane	West Goldshore Coast	<i>'Scourge of the Seas'</i>	Leviathan
[40] Quicksand Caves	Northern Wellspring Sands	<i>'Shadow over the Sands'</i>	Giant Python
[48] Forest of No Return	Victors Hollow	<i>'Into Thin Air'</i>	Devourer of Men
[58] Forest of Purgation	Western Wispermill Flats	<i>'Scaredy Sheep'</i>	Mánagarmr

5.2.2 Character story dungeons

[—] Dungeon	Town	Story	Boss
[11] Cave of Rhiyo	Clearbrook, Riverlands	Alfyn I	Blotted Viper
[11] Subterranean Study	Atlasdam, Flatlands	Cyrus I	Russell
[11] The Whisperwood	S'warkii, Woodlands	H'aanit I	Ghisarma
[11] Brigands' Den	Cobbleston, Highlands	Olberic I	Gaston
[11] Cave of Origin	Flamesgrace, Frostlands	Ophilia I	Guardian of the First Flame
[11] Sunshade Catacombs	Sunshade, Sunlands	Primrose I	Helgenish
[11] Ravus Manor	Bolderfall, Clifflands	Therion I	Heathcote
[11] Caves of Maiya	Rippletide, Coastlands	Tressa I	Mikk, Makk
[24] Caves of Azure	Goldshore, Coastlands	Alfyn II	Vanessa
[24] The Sewers	Quarrycrest, Clifflands	Cyrus II	Gideon
[27] The Spectrewood	Stonegard, Highlands	H'aanit II	Lord of the Forest
[27] Victors Hollow: Arena	Victors Hollow, Woodlands	Olberic II	Gustav ¹
[23] The Murkwood	Saintsbridge, Riverlands	Ophilia II	Hróðvitnir
[21] Obsidian Parlor	Wellspring, Frostlands	Primrose II	Rufus
[22] Orlick's Manse	Noblecourt, Flatlands	Therion II	Orlick
[18] Morlock's Manse	Quarrycrest, Clifflands	Tressa II	Omar
[32] Rivira Woods	Saintsbridge, Riverlands	Alfyn III	Miguel
[40] Yvon's Birthplace	Stonegard, Highlands	Cyrus III	Yvon
[38] The Whitewood	Stillsnow, Frostlands	H'aanit III	Dragon
[32] Lizardmen's Den	Wellspring, Sunlands	Olberic III	Lizardman Chief, Erhardt
[38] Seaside Grotto	Goldshore, Coastlands	Ophilia III	Mystery Man, Shady Figure
[40] Obsidian Manse	Noblecourt, Flatlands	Primrose III	Albus
[36] Black Market	Wellspring, Sunlands	Therion III	Gareth
[34] The Forgotten Grotto	Victors Hollow, Woodlands	Tressa III	Venomtooth Tiger
[45] Forest of Rubeh	Orewell, Clifflands	Alfyn IV	Ogre Eagle
[45] Ruins of Eld	Duskbarrow, Woodlands	Cyrus IV	Lucia
[45] Grimsand Ruins	Marsalim, Sunlands	H'aanit IV	Redeye
[45] Lord's Manse	Riverford, Riverlands	Olberic IV	Werner
[45] Ebony Grotto	Wispermill, Flatlands	Ophilia IV	Mattias
[45] Amphitheatre	Everhold, Highlands	Primrose IV	Simeon the Puppet Master ²
[45] Lorn Cathedral	Northreach, Frostlands	Therion IV	Darius
[45] Grandport Sewers	Grandport, Coastlands	Tressa IV	Esmeralda

¹The player fights Victorino, Joshua, and Archibold before fighting Gustav.

²The player first fights Simeon.

6 Side stories

Information in this chapter was retrieved from an online spreadsheet created by /u/Arrawnt [1].

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6.1 Chapter I towns

Outside the city you start in depending on which character you pick, you will find Kit who starts ‘*Kit, the Traveler*’. Give Kit a Healing Grape for a reward of 1500 leaves.

6.1.1 Atlasdam

Story	Details
‘ <i>Theracio’s Tutelage (I)</i> ’	Talk to Theracio, then Challenge or Provoke the Moneylender. Reward: 1,500 leaves, Invigorating Nut.
‘ <i>Fit for a King</i> ’	Talk to the Capable Culinarian, then Steal or Purchase Ambrosia Milk, Roc Egg, and Emperor Crab in Atlasdam and give them to him. Reward: 1,500 leaves, two Healing Grape (M).
‘ <i>City of Gold</i> ’	Talk to the Passionate Reader, then Guide or Allure the Best-Selling Author from West Grandport Coast to the the Reader, <i>or</i> Inquire or Scrutinize ‘City of Gold’ from Scholarly Youth in Marsalim. Reward: 9,000 leaves, Alluring Ribbon.
‘ <i>The Prodigious Painting</i> ’	Talk to Art Lover, then Steal or Purchase the Final Masterpiece from Landscape Artist at East Saintsbridge Traverse, <i>or</i> Guide or Allure the Landscape Artist from East Saintsbridge Traverse to the client. Reward: 13,000 leaves.

6.1.2 Bolderfall

Story	Details
‘ <i>Kaia, Mother of Dragons (I)</i> ’	Talk to Egg-Seeking Girl, then Inquire or Scrutinize the Friendly Farmer in West Clearbrook Traverse, which reveals Giant Egg as a hidden item nearby. Reward: 1,500 leaves, Light Nut.
‘ <i>Daughter of the Dark God (I)</i> ’	Talk to Alphas, then Challenge or Provoke him. Reward: 5,000 leaves.
‘ <i>The Bandits’ Code</i> ’	Talk to Veteran Brigand, then Guide or Allure Faltering Youth from Sunshade Tavern, <i>or</i> Inquire or Scrutinize ‘Marta’s Gang’ in front of the orphanage in Victors Hollow. Reward: 2,400 leaves, Blazon of Protection.
‘ <i>Sparks of Revolution</i> ’	Talk to Stern Guardsman, then Steal or Purchase Revolutionary Sword, Spear of Justice, and Rebel Axe from Lower Bolderfall, <i>or</i> Inquire or Scrutinize ‘Project Plans’ from Enlightened Aristocrat, then talk to Pauper Revolutionary. Reward: 2,000 leaves.

6.1.3 Clearbrook

Story	Details
‘ <i>A Sweet Reunion</i> ’	Guide or Allure the Lost Grandfather found in South Clearbrook Traverse to the Lonely Grandchild in Clearbrook. Reward: 2,000 leaves twice.
‘ <i>Meryl, Lost then Found (I)</i> ’	Talk to Meryl, then Inquire or Scrutinize Meryl’s father in Clearbrook. Reward: 1,500 leaves, Resistant Nut.
‘ <i>For Want of Fish</i> ’	Talk to Angler, then Steal or Purchase Saucy Prawns from Magg the Cook in Clearbrook Tavern. Reward: 1,500 leaves, Mighty Belt.

6.1.4 Cobbleston

Story	Details
<i>'Fertile Fields'</i>	Talk to Kindly Farmer, then Steal or Purchase Cow Dung from nearby Courageous Cowherd. Reward: 1,500 leaves, three Inspiring Plum (M).
<i>'Never Forget'</i>	Talk to Melancholy Youth, then Steal or Purchase Lorie's Diary from Affable Antiquarian in Noblecourt, <i>or</i> Guide or Allure the client to Lorie's grave in Noblecourt. Reward: 9,000 leaves, Sharp Nut (M).
<i>'Noelle, Seeker of Knowledge (I)'</i>	Talk to Noelle, then Guide or Allure her to the monument in Untouched Sanctum. Reward: 4,800 leaves, Tough Nut.

6.1.5 Flamesgrace

Story	Details
<i>'The Innocent Inmate'</i>	Talk to the Accused Man, then Steal or Purchase Dungeon Key from Guard, <i>or</i> Inquire or Scrutinize 'Eyewitness Account' from woman near weapon shop. Reward: 1,500 leaves, Tough Nut.
<i>'The Slumbering Giant'</i>	Talk to the Diligent Student, then Inquire or Scrutinize the Muttering Codger, then defeat Jotunn in Hoarfrost Grotto. Reward: 4,500 leaves, Calamity Spear.
<i>'Sir Miles, Servant of the Flame (I)'</i>	Talk to Miles, then Inquire or Scrutinize the Former Knight Ardanite in the cathedral. Reward: 1,500 leaves, Nourishing Nut.

6.1.6 Rippletide

Story	Details
<i>'Love Unrequited'</i>	Talk to Mathilda, then Challenge or Provoke Tony nearby and lose, <i>or</i> Guide or Allure Tony's Mom and talk to him. Reward: 1,500 leaves, Critical Nut (M).
<i>'Le Mann, Explorer Extraordinaire (I)'</i>	Talk to Le Mann, then Steal or Purchase Adventurer's Attire from Rippletide Antique Dealer. Reward: 1,500 leaves, Fortifying Nut.

6.1.7 Sunshade

Story	Details
<i>'Her Time to Shine'</i>	Talk to Blue Dancer, then Steal or Purchase Diva's Dress from Star Dancer in Sunshade, <i>or</i> Guide or Allure the client to Sickly Girl and Pensive Mother nearby. Reward: 1,500 leaves, Wind Amulet.
<i>'Ria, Born to Roam (I)'</i>	Talk to Wayfaring Girl, then Challenge or Provoke the guy harassing her. Reward: 1,500 leaves, Magic Nut.
<i>'The Bouncer'</i>	Talk to Hired Barkeep, then Challenge or Provoke the Bouncer outside the Tavern. Reward: 1,500 leaves, Fortifying Nut.

6.1.8 S'warkii

Story	Details
'Ashlan the Beastmaster (I)'	Talk to Ashlan, then Inquire or Scrutinize about beast masters at S'warkii tavern. Reward: 1,500 leaves, Slippery Nut.
'Rite of Passage'	Talk to the Aspiring Hunter, then Steal or Purchase the Giant Tusk from Nomadic Hunter in forest north of S'warkii, <i>or</i> Inquire or Scrutinize 'Where the Giant Boar Roams' from Roving Naturalist on North S'warkii Trail. Reward: 1,500 leaves, Refreshing Jam.
'Way Through the Woods'	Talk to the Genteel Madame, then Guide or Allure the client to her Industrious Husband in Bolderfall. Reward: 1,500 leaves, Magic Nut, Critical Nut.

6.2 Chapter II and III towns

6.2.1 Goldshore

Story	Details
'Le Mann, Explorer Extraordinaire (II)'	Talk to Le Mann, then Guide or Allure Harris from Rippletide to Le Mann. Reward: 6,600 leaves, Fortifying Nut (M)
'Left Behind'	Talk to the Former Sailor, then Guide or Allure the Amnesiac from Victors Hollow. Reward: 4,500 leaves, Elemental Ward.
'Scourge of the Seas'	Talk to the Fledgling Fisherman, then Steal or Purchase Leviathan Egg from the client, then defeat the boss of Captains' Bane. Reward: 7,000 leaves, Leviathan Shield.
'The Merchant's Path'	Talk to the Merchantry Master, then Inquire or Scrutinize 'Safe Route' from Knowledgeable Traveler on Goldshore Coast, <i>or</i> Challenge or Provoke Drevon. Reward: 11,000 leaves, Slippery Nut, Light Nut.

6.2.2 Noblecourt

Story	Details
'In Search of Father (I)'	Talk to Kit, then Guide or Allure the Aspiring Actor from Noblecourt to Kit. Reward: 4,500 leaves.
'The Gravekeeper's Grief'	Talk to the Old Gravekeeper, then Steal or Purchase the Codger-friendly Bow from Accomplished Greybeard in Noblecourt. Reward: 4,500 leaves, Gravekeeper's Mark.
'The Price of Vengeance'	Talk to the Luckless Sellsword, then Provoke or Challenge Crestbearing Drunk in Atlasdam, Ruffian in Goldshore, and Swindler in Duskbarrow. Reward: 6,500 leaves, Veteran's Helm.
'Theracio's Tutelage (II)'	Talk to Theracio, then Steal or Purchase the Tools of Learning from Junk Collector in Noblecourt. Reward: 6,600 leaves, Invigorating Nut (M).

6.2.3 Quarrycrest

Story	Details
<i>'The Weaver's Predicament'</i>	Talk to Gendy, then Inquire or Scrutinize 'A Use for Textiles' from Fashionable Traveler in Noblecourt, <i>or</i> Steal or Purchase Gendy's Footcloth and give it to Shivering Townsperson in Flamesgrace. Reward: 6,500 leaves, Weaver's Charm.
<i>'A Miner Dilemma'</i>	Talk to the Miner, then Steal or Purchase the Orewell Whetstone from Stonemonger in Goldshore. Reward: 9,000 leaves, Sharp Nut, Critical Nut.
<i>'Kaia, Mother of Dragons (II)'</i>	Talk to Kaia, then Guide or Allure the Egg Man in Quarrycrest to her. Reward: 6,600 leaves, Light Nut (M).

6.2.4 Saintsbridge

Story	Details
<i>'A Corpse with No Name'</i>	Talk to the River Dweller located in East Saintsbridge Traverse. Guide or Allure the Restless Woman from Victors Hollow to the corpse, <i>or</i> Steal or Purchase Hugo's Journal from Unsavory Man within Farshore. Reward: 5,000 leaves, Gentleman's Charm.
<i>'Meryl, Lost then Found (II)'</i>	Talk to Meryl, then Challenge or Provoke Erstwhile Sellsword. Reward: 6,600 leaves, Resistant Nut (M).
<i>'The Worrywart'</i>	Talk to the Worrywart, then Inquire or Scrutinize 'Early Ice Thawing' from Assiduous Scholar at East Saintsbridge Traverse. Reward: 6,600 leaves, Invigorating Nut, Resistant Nut.
<i>'Daughter of the Dark God (II)'</i>	Talk to Alphas, then Inquire or Scrutinize 'Alphas's Poem', then talk to Fiora outside Saintsbridge Cathedral. Reward: 10,000 leaves.
<i>'The Pilgrims' Plight'</i>	Talk to the Kindly Cleric, then Challenge or Provoke Ruffian outside Saintsbridge. Reward: 6,600 leaves, Refreshing Jam.

6.2.5 Stillsnow

Story	Details
<i>'Let There Be Warmth'</i>	Talk to the Ingenious Inventor, then Steal or Purchase Adequate Flax, Satisfactory Coal, and Portable Pot from Villagers. Reward: 4,800 leaves, Nourishing Nut, Sharp Nut.
<i>'Setting Out'</i>	Talk to the Pensive Girl, then Provoke or Challenge the Pathetic Father, <i>or</i> Guide or Allure Tavern Proprietor from Quarrycrest to the Girl. Reward: 3,300 leaves, Alluring Ribbon.
<i>'Sir Miles, Servant of the Flame (II)'</i>	Talk to Miles, then Provoke or Challenge him. Reward: 6,600 leaves, Nourishing Nut.

6.2.6 Stonegard

Story	Details
<i>'A Royal Secret'</i>	Talk to the Inquiring Youth, then Inquire or Scrutinize 'Gravekeeper's Information' from Nameless Gravekeeper in Tomb of Kings. Reward: 5,000 leaves, Royal Crest.
<i>'Lost in Translation'</i>	Talk to the Bookbinder, then Guide or Allure the Exotic Grandma from Rippletide. Reward: 6,500 leaves, Exotic Garb.
<i>'Up to No Good'</i>	Talk to the Elder Shopowner, then Guide or Allure the Amnesiac Girl from Sunshade to the Ruffian nearby, <i>or</i> Provoke or Challenge Tobias. Reward: 5,000 leaves, Guardian Amulet.
<i>'Noelle, Seeker of Knowledge (II)'</i>	Talk to Noelle, then Inquire or Scrutinize 'Fortress of Everhold' from Wandering Minstrel in Stonegard. Reward: 6,600 leaves, Tough Nut (M).

6.2.7 Victors Hollow

Story	Details
<i>'Arena Aspirations'</i>	Talk to the Listless Gladiator, then Inquire or Scrutinize 'Father and Fighter' from nearby Doting Aunt. Reward: 4,800 leaves, Refreshing Jam.
<i>'Into Thin Air'</i>	Talk to the Laconic Father, then defeat the boss of Forest of No Return, then Guide or Allure Ellie back to her father. Reward: 9,000 leaves, Deathly Blade.
<i>'Ashlan the Beastmaster (II)'</i>	Talk to Ashlan, then Steal Snakesbane from Monster Hunter in front of the Arena. Reward: 6,600 leaves, Slippery Nut (M).
<i>'A Promising Venture'</i>	Talk to the Gambler, then Inquire or Scrutinize Estadas and Mont d'Or nearby. Reward: 4,800 leaves, three Healing Grape Bunch.

6.2.8 Wellspring

Story	Details
<i>'Shadow over the Sands'</i>	Talk to the Staid Soldier, then Inquire or Scrutinize 'Giant Serpent's Master' in Northern Wellspring Sands, then clear Quicksand Caves. Reward: 8,000 leaves, Transcendent Bow of Shadows.
<i>'In Search of Sweets'</i>	Talk to the Sweet Tooth, then Steal or Purchase Beetroot from Frostland Farmer in Stillsnow. Reward: 4,500 leaves, Gourmet's Charm.
<i>'Ria, Born to Roam (II)'</i>	Talk to Ria, then Steal or Purchase the Tightly Sealed Envelope from Traveling Merchant in Wellspring. Reward: 6,600 leaves, Magic Nut (M).

6.3 Chapter IV towns

Note that some side stories will be unavailable until a chapter 4 town (particularly Wispermill) has been 'liberated' by completing a chapter.

6.3.1 Duskbarrow

Story	Details
<i>'Looting Grave Robber'</i>	Talk to the Obliging Merchant, then Provoke or Challenge the Grave Robber in Moldering Ruins. Reward: 4,000 leaves, Energizing Pomegranate (L).
<i>'Ashlan the Beastmaster (III)'</i>	Talk to Ashlan, then Guide or Allure Ashlan to his father in Moldering Ruins. Reward: 11,000 leaves, Monster Trainer's Hat, Slippery Nut (L).
<i>'A Cub with No Name'</i>	Talk to the Fearful Mother, then Guide or Allure Beastmaster from Bolderfall, <i>or</i> Inquire or Scrutinize 'How to Train a Tiger' from Scholar of Beasts in S'warkii. Reward: 7,000 leaves, Beastly Scarf.

6.3.2 Everhold

Story	Details
<i>'Performance Art'</i>	Talk to the Ardent Actor, then Steal or Purchase Sword of Sokrath from Creepy Antiquarian in Grandport, <i>or</i> Inquire or Scrutinize 'Song of Sokrath' from Handsome Minstrel in Atlasdam. Reward: 22,000 leaves.
<i>'Noelle, Seeker of Knowledge (III)'</i>	Talk to Noelle, then Steal or Purchase the Timeworn Tapestry from Stage Carpenter in Everhold. Reward: 11,000 leaves, Historian's Hat, Tough Nut (L).
<i>'Star of the Stage'</i>	Talk to Impersario, then Provoke or Challenge him. Reward: 15,000 leaves, Revitalizing Jam.

6.3.3 Grandport

Story	Details
<i>'In Search of Father (II)'</i>	Talk to Kit on the Moonstruck Coast. Steal or Purchase the Lapis Lazuli from Traveling Merchant in Grandport. Reward: 9,000 leaves.
<i>'An Exotic Aroma'</i>	Talk to the Woman from Quaragosa, then Steal or Purchase a Quatrait Bloom from Sunshade. Reward: 11,000 leaves, Revitalizing Jam.
<i>'Le Mann, Explorer Extraordinaire (III)'</i>	Talk to Le Mann, then Provoke or Challenge the Wharf Thug. Reward: 11,000 leaves, Adventurer's Hat, Fortifying Nut (L).

6.3.4 Marsalim

Story	Details
<i>'In Search of the Unknown'</i>	Talk to the Old Aristocrat, then Steal or Purchase Tales from a Far-away Land from Passionate Peddler in Grandport, <i>or</i> Provoke or Challenge Swordsman Yuri. Reward: 11,000 leaves, Alluring Ribbon.
<i>'Ria, Born to Roam (III)'</i>	Talk to Ria, then Inquire or Scrutinize 'Chieftain's Schedule' from Chieftain in Marsalim. Reward: 11,000 leaves, Princess's Coat, Magic Nut (L).
<i>'The Prisoner's Plea'</i>	Talk to Kevin, then Inquire or Scrutinize 'Lara's New Life' from Lara in Grandport. Reward: 300 leaves, Revitalizing Jam.

6.3.5 Northreach

Story	Details
<i>'Sir Miles, Servant of the Flame (III)'</i>	Talk to Miles, then Steal or Purchase Memorial Sword from nearby Refined Merchant. Reward: 11,000 leaves, Ardante Attire, Nourishing Nut (L).
<i>'Heirloom of a High House'</i>	Talk to Byron the Noble, then Steal or Purchase Byron's Ring from Master Jeweler in Grandport, <i>or</i> Inquire or Scrutinize 'Byron Family Lineage' from Highbrow Historian in S'warkii. Reward: 9,000 leaves, Sharp Nut (L).
<i>'Here Be Dragons'</i>	Talk to the Traveling Author, then Inquire or Scrutinize 'Dragon of the Clifflands' in Orwell, 'Dragon of the Frostlands' in Still-snow, and 'Dragon of the Highlands' in Cobbleston. Reward: 11,000 leaves, Dragon's Scarf.

6.3.6 Orewell

Story	Details
<i>'Kaia, Mother of Dragons (III)'</i>	Talk to Kaia, then Provoke or Challenge the Curious Cleric in Dragon-song Fane. Reward: 11,000 leaves, Robe of the Dragon Princess, Light Nut (L).
<i>'On the Precipice'</i>	Talk to the Struggling Merchant, then Inquire or Scrutinize 'The Jellypeno' from Know-it-all Milo in Atlasdam, <i>or</i> Provoke or Challenge the Merchant. Reward: 11,000 leaves, Refreshing Jam.
<i>'The Wayward Son'</i>	Talk to the Miserable Mother, then Guide or Allure the Stern Knight from Marsalim. Reward: 9,000 leaves, Olive of Life (L).

6.3.7 Riverford

Story	Details
<i>'The Adventuring Life'</i>	Talk to the Servant, then Guide or Allure Enthusiastic Youth from Atlasdam to Mysterious Knight at South Orewell Pass, <i>or</i> Provoke or Challenge Mysterious Knight at South Orewell Pass. Reward: 11,000 leaves, Critical Nut (L).
<i>'Meryl, Lost then Found (III)'</i>	Talk to Meryl, then Guide or Allure her to the Sickly Woman in the house nearby. Reward: 11,000 leaves, High House's Armor, Resistant Nut (L).
<i>'The Hidden Hoard'</i>	Talk to the Passionate Youth, then Inquire or Scrutinize 'The Fall of House Landard' from Erstwhile Bodyguard in Stonegard, <i>or</i> Inquire or Scrutinize 'House Landard Records' from Erstwhile Retainer in Stonegard. Reward: 15,000 leaves, Revitalizing Jam.

6.3.8 Wispermill

Story	Details
<i>‘Theracio’s Tutelage (III)’</i>	Talk to Theracio, then Guide or Allure Professor Bastete from Clearbrook. Reward: 11,000 leaves, Teacher’s Hat, Invigorating Nut (L).
<i>‘Tilting at Windmills’</i>	Talk to the Slender Farmer, then Guide or Allure Dan from Atlasdam, <i>or</i> Provoke or Challenge Bryan in Sunshade. Reward: 22,000 leaves.
<i>‘Scaredy Sheep’</i>	Talk to the Carefree Shepherd in Western Wispermill Flats. Inquire or Scrutinize the nearby Trembling Merchant for ‘Where the Direwolf Prowls’, then kill the boss in Forest of Purgation. Reward: 12,000 leaves, Elemental Augmentor.

6.4 Epilogues

6.4.1 Individual post game

Story	Details
<i>‘Ogen’s epilogue’</i>	Talk to Ogen in Northreach post Alfyn’s chapter IV, then Steal or Purchase Mind-me-always from Flower Girl in Victors Hollow. Reward: 9,000 leaves, Double Tomahawk.
<i>‘Russell’s Repentance’</i>	Talk to Russell in Stonegard post Cyrus’ chapter IV, then Inquire or Scrutinize Know-it-alls in Duskbarrow, Bolderfall, and Stillsnow. Reward: 9,000 leaves, Confessional Armor.
<i>‘Princess Mary, Redux’</i>	Talk to Princess Mary in Rippletide post Cyrus’ chapter IV, then Guide or Allure Professor Paul from Undertow Cove. Reward: 9,000 leaves, Absolute Zero Staff.
<i>‘Again with Alaic’</i>	Talk to Alaic in Victors Hollow post H’aanit’s chapter IV, then Guide or Allure Alaic to Forest of No Return, and defeat the Bandit Leader. Reward: 9,000 leaves, Primeval Bow of Storms.
<i>‘Hello Again, Harald’</i>	Talk to Reggie in Riverford post Olberic’s chapter IV, then Steal or Purchase Memorial Necklace from Merchant in Wellspring. Reward: 8,000 leaves, Harald’s Sword.
<i>‘Friends Again’</i>	Talk to Nate in Saintsbridge post Ophilia’s chapter IV, then Steal or Purchase River Blossom from Bully in Saintsbridge and give it to Nate. Reward: Badge of Friendship.
<i>‘Heathcote’s High Jinks’</i>	Talk to Heathcote in Bolderfall post Therion’s chapter IV, then Guide or Allure the Old Man in Wispermill. Reward: 12,000 leaves, Heathcote’s Dagger.
<i>‘The Diarist’s Desire’</i>	Talk to Ing the Diarist in Grandport post Tressa’s chapter IV, then Steal or Purchase Marvelous Memento in Duskbarrow, Astonishing Object in Bolderfall, and Incredible Item in Wellspring. Reward: 6,500 leaves, Alluring Ribbon.
<i>‘The Adventures of Ali’</i>	Talk to Ali in Sunshade post Tressa’s chapter IV, then Guide or Allure Maruf from Marsalim. Reward: 9,000 leaves, Tradewinds Spear.

6.4.2 Post multiple

Story	Details
<i>‘Lianna and Eliza’</i>	Talk to Lianna in Flamesgrace post Ophilia’s and H’aanit’s chapters IV, then speak to Lianna again in Wispermill, then Provoke or Challenge the Remnant Leader in Forest of Purgation. Reward: 11,000 leaves, Bishop’s Staff.
<i>‘Back with Bale’</i>	Talk to Bale in Wellspring post Ophilia’s and Olberic’s chapters IV, then Inquire or Scrutinize Bishop Donovan in Goldshore. Reward: 9,000 leaves, Captain’s Badge.
<i>‘Revello and Odette’</i>	Talk to Revello in Quarrycrest post Cyrus’ and Primrose’s chapters IV, then Inquire or Scrutinize Odette, then talk to Revello again in Noblecourt. Reward: 9,000 leaves, Revello’s Helm.
<i>‘Zeph and Mercedes (I)’</i>	Talk to Nina in Clearbrook post Cyrus’ and Alfyn’s chapters IV, then Steal or Purchase Letter from Zeph, and deliver to Mercedes in Atlasdam. Reward: none.
<i>‘Zeph and Mercedes (II)’</i>	Talk to Mercedes in Atlasdam, then Steal or Purchase Letter from Mercedes, and deliver to Zeph in Clearbrook. Reward: 11,000 leaves, Memorial Axe.
<i>‘Keeping Up with the Wyndhams’</i>	Talk to Cordelia in Grandport post Tressa’s and Therion’s chapters IV, then Provoke or Challenge Brigand at West Grandport Coast for the Letter. Reward: 12,000 leaves, Blessed Blazon.
<i>‘Mikk and Makk Make Good’</i>	Talk to Orlick or Barham in Noblecourt post Tressa’s and Therion’s chapters IV, then Provoke or Challenge fake Leon Bastralle in Noblecourt. Reward: 11,000 leaves, Mikk and Makk’s Shield.
<i>‘Arianna Again (I)’</i>	Talk to Arianna in Stillsnow post H’aanit’s and Primrose’s chapters IV, then Guide or Allure Arianna to Natalia in Stonegard. Reward: none.
<i>‘Arianna Again (II)’</i>	Talk to Oren in Stillsnow, then Guide or Allure Oren to Natalia in Stonegard. Reward: 11,000 leaves, Adamantine Dagger.
<i>‘King Khalim’s Conundrum’</i>	Talk to King Khalim in Marsalim post all characters’ chapters IV, then Guide or Allure the Theater Manager from Everhold. Reward: 30,000 leaves.
<i>‘Alphas and the Impresario’</i>	Talk to Impresario in West S’warkii Trail post all characters’ chapters IV, as well as <i>‘Daughter of the Dark God (II)’</i> and <i>‘In Search of Father (II)’</i> , then fight and defeat the nearby boss. Reward: 10,000 leaves.
<i>‘At Journey’s End’</i>	Talk to Impresario in West S’warkii Trail after <i>‘Alphas and the Impresario’</i> , then fast-travel to the now unlocked final dungeon. Reward: 100,000 leaves, Spurning Ribbon.

7 These Nuts

This chapter lists the location of each nut found in the game. Credit for the locations of each nut goes to /u/Balmung6's sheet [4]. The table of weights was calculated by /u/Zhell_sucks_at_games.

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7.1 What are nuts

Nuts are items that can be consumed for a permanent stat boost to a character. There exists nuts for each stat – Max HP, Max SP, Phys. Atk., Phys. Def., Elem. Atk., Elem. Def., Accuracy, Speed, Critical, and Evasion – and each variety of nut comes in three sizes, noted by their suffix in parentheses (small nuts, M for medium, and L for large). The medium sized nuts grant double the boost of small nuts, and large nuts double the boost of medium nuts.

7.2 Character weights

Each of the eight characters are granted a uniquely sized bonus for each type of nut, meaning some characters benefit from one type of nut more than others. This is referred to as the *weight* of the nuts and depends on the character c and the stat s . The weights, $w_{c,s}$, can be found in Table 7.1, and are approximate.

		Alfyn	Cyrus	H'aanit	Olberic	Ophilia	Primrose	Therion	Tressa
Nourishing:	Max HP	90.00	60.00	75.00	97.50	67.48	67.48	75.00	82.50
Invigorating:	Max SP	3.00	3.60	2.40	2.40	3.90	3.00	2.40	3.00
Fortifying:	Phys. Atk.	7.70	6.30	8.42	8.37	7.00	7.00	7.70	7.70
Tough:	Phys. Def.	7.00	6.30	5.60	7.70	7.00	4.90	5.63	7.00
Magic:	Elem. Atk.	7.00	9.07	7.00	6.30	8.40	8.43	7.00	7.70
Resistant:	Elem. Def.	7.00	8.40	5.60	5.60	9.13	5.60	5.63	7.00
Sharp:	Accuracy	7.00	7.00	8.45	7.67	7.00	7.00	7.67	7.00
Light:	Speed	5.63	6.30	7.00	7.00	5.63	9.10	8.40	6.30
Critical:	Critical	7.00	5.60	7.69	7.00	4.88	7.00	7.00	6.30
Slippery:	Evasion	6.29	7.00	7.69	5.60	5.63	7.69	8.40	6.30

Table 7.1: Values $w_{c,s}$ of the weight for different characters c and their stats s .

To calculate the effect from the nut, multiply the weight by 1, 2, or 4, depending on its size. E.g., if using a large SP-boosting nut (s) on Ophilia (c), the weight is $w_{c,s} = 3.9$, and so Ophilia's Max SP would increase by $4 \cdot 3.9 = 15.6$. Values are rounded normally, so this would be an increase of 16. The game keeps track of the decimal if you later use more nuts of the same type.

7.3 Where to find them

This section contains three tables; locations of small, medium, and large nuts.

7.3.1 Regular nuts

Type	Location	Details
Nourishing Nut	Flamesgrace Atlasdam Sunshade Bolderfall Stillsnow	Reward from ‘ <i>Sir Miles, Servant of the Flame (I)</i> ’. Inquire or Scrutinize Tavern Patron. Inquire or Scrutinize Tavern Proprietor. Steal or Purchase from Townsperson near entrance. Reward from ‘ <i>Let There Be Warmth</i> ’.
Invigorating Nut	Atlasdam Cave of Rhiyo Ravus Manor Saintsbridge	Reward from ‘ <i>Theracio’s Tutelage (I)</i> ’. In a chest. In a purple chest. Reward from ‘ <i>The Worrywart</i> ’.
Fortifying Nut	Flamesgrace North Rippletide Coast Rippletide Sunshade	Inquire or Scrutinize Boy in Cathedral. In a chest. Reward from ‘ <i>Le Mann, Explorer Extraordinaire (I)</i> ’. Reward from ‘ <i>The Bouncer</i> ’.
Tough Nut	Flamesgrace Cobbleston Carrion Caves Path of Beasts	Reward from ‘ <i>The Innocent Inmate</i> ’. Reward from ‘ <i>Noelle, Seeker of Knowledge (I)</i> ’. In a purple chest. In a chest.
Magic Nut	East Rippletide Coast North Cobbleston Gap Sunshade S’warkii	In a chest. In a purple chest. Reward from ‘ <i>Ria, Born to Roam (I)</i> ’. Reward from ‘ <i>Way Through the Woods</i> ’.
Resistant Nut	Whistlewood Clearbrook Clearbrook Saintsbridge	In a chest. Inquire or Scrutinize Gertas. Reward from ‘ <i>Meryl, Lost then Found (I)</i> ’. Reward from ‘ <i>The Worrywart</i> ’.
Sharp Nut	Untouched Sanctum Sunshade Stillsnow Quarrycrest Wellspring	In a purple chest. Steal or Purchase from Tavern Patron. Reward from ‘ <i>Let There Be Warmth</i> ’. Reward from ‘ <i>A Miner Dilemma</i> ’. Steal or Purchase from Guard in Olberic’s chapter III.
Slippery Nut	Sunshade Rippletide S’warkii West S’warkii Trail Goldshore	Steal or Purchase from Tavern Patron. Steal or Purchase from Townsperson near Maiya. Reward from ‘ <i>Ashlan the Beastmaster (I)</i> ’. In a chest. Reward from ‘ <i>The Merchant’s Path</i> ’.
Critical Nut	Western Flamesgrace Wilds Flamesgrace Bolderfall S’warkii Quarrycrest	In a chest. Steal or Purchase from Cleric in Cathedral. Steal or Purchase from Gentle Greybeard. Reward from ‘ <i>Way Through the Woods</i> ’. Reward from ‘ <i>A Miner Dilemma</i> ’.
Light Nut	Hoarfrost Grotto Bolderfall Goldshore	In a chest. Reward from ‘ <i>Kaia, Mother of Dragons (I)</i> ’. Reward from ‘ <i>The Merchant’s Path</i> ’.

7.3.2 Medium nuts

Type	Location	Details
Nourishing Nut (M)	Stillsnow Victors Hollow Grandport	Reward from ' <i>Sir Miles, Servant of the Flame (II)</i> '. Steal or Purchase from Townsperson near entrance. Steal or Purchase from Merchant inside tavern.
Invigorating Nut (M)	Noblecourt Noblecourt Victors Hollow Marsalim Orewell	Reward from ' <i>Theracio's Tutelage (II)</i> '. Steal or Purchase from Townsperson by the tavern. Steal or Purchase from Townsperson near entrance. Steal or Purchase from Know-It-All's Father. Steal or Purchase from Old Man in blocked house.
Fortifying Nut (M)	Goldshore Stonegard Quarrycrest Grandport Orewell	Reward from ' <i>Le Mann, Explorer Extraordinaire (II)</i> '. Steal or Purchase from Townsperson in Stonegard Heights. Steal or Purchase from Townsperson by Odette's house. Steal or Purchase from Merchant inside tavern. Steal or Purchase from Old Man in blocked house.
Tough Nut (M)	Stonegard Stonegard Wellspring Duskbarrow Victors Hollow	Reward from ' <i>Noelle, Seeker of Knowledge (II)</i> '. Steal or Purchase from Townsperson near entrance. Steal or Purchase from Bale (during Olberic's chapter III). Steal or Purchase from Village Headman. Steal or Purchase from Ned (post Olberic).
Magic Nut (M)	Wellspring Victors Hollow Grandport Marsalim Orewell Bolderfall	Reward from ' <i>Ria, Born to Roam (II)</i> '. Steal or Purchase from Townsperson near entrance. Steal or Purchase from Merchant inside tavern. Steal or Purchase from Know-It-All's Father. Steal or Purchase from Old Man in blocked house. Steal or Purchase from Omar (post Tressa).
Resistant Nut (M)	Rippletide Saintsbridge Marsalim Trail to Whitewood	Steal or Purchase from Marina. Reward from ' <i>Meryl, Lost then Found (II)</i> '. Steal or Purchase from Know-It-All's Father. Steal or Purchase from Traveler (post Primrose and H'aanit).
Sharp Nut (M)	Cobbleston Stonegard Wellspring Saintsbridge	Reward from ' <i>Never Forget</i> '. Steal or Purchase from Townsperson near Spectrewood. Steal or Purchase from Bale (during Olberic's chapter III). Steal or Purchase from Lysa (post Ophilia).
Slippery Nut (M)	Rippletide Victors Hollow Victors Hollow Grandport Atlasdam	Steal or Purchase from Olneo. Reward from ' <i>Ashlan the Beastmaster (II)</i> '. Steal or Purchase from Arena Attendant. Steal or Purchase from Merchant in tavern. Steal or Purchase from Therese (post Cyrus).
Critical Nut (M)	Rippletide West Goldshore Coast Bolderfall	Reward from ' <i>Love Unrequited</i> '. Steal or Purchase from Knowledgeable Traveler. Steal or Purchase from Wallace Wildsword (post Olberic).
Light Nut (M)	Quarrycrest Victors Hollow Wellspring Grandport Saintsbridge	Reward from ' <i>Kaia, Mother of Dragons (II)</i> '. Steal or Purchase from Arena Attendant. Steal or Purchase from Bale (during Olberic's chapter III). Steal or Purchase from Merchant inside tavern. Steal or Purchase from Tim (post Alfyn).

7.3.3 Large nuts

Type	Location	Details
Nourishing Nut (L)	Northreach Riverford Wispermill	Reward from ‘ <i>Sir Miles, Servant of the Flame (III)</i> ’. Steal or Purchase from Townsperson blocking house. Steal or Purchase from Villager (post Ophilia).
Invigorating Nut (L)	Wispermill Goldshore Sunshade	Reward from ‘ <i>Theracio’s Tutelage (III)</i> ’. Steal or Purchase from Ellen (post Alfyn). Steal or Purchase from Helena (post Primrose).
Fortifying Nut (L)	Northreach Grandport Saintsbridge	Steal or Purchase from Tavern Patron. Reward from ‘ <i>Le Mann, Explorer Extraordinaire (II)</i> ’. Steal or Purchase from Tim (post Alfyn).
Tough Nut (L)	Goldshore Everhold Riverford Riverford	Steal or Purchase from Ellen (during Alfyn’s chapter II, else post). Reward from ‘ <i>Noelle, Seeker of Knowledge (III)</i> ’. Steal or Purchase from Townsperson blocking house. Steal or Purchase from Old Man by bridge.
Magic Nut (L)	Northreach Marsalim Goldshore	Steal or Purchase from Angela. Reward from ‘ <i>Ria, Born to Roam (III)</i> ’. Steal or Purchase from Lysa (post Ophilia).
Resistant Nut (L)	Riverford Northreach Goldshore	Reward from ‘ <i>Meryl, Lost then Found (III)</i> ’. Steal or Purchase from Impoverished Man. Steal or Purchase from Flynn (post Alfyn).
Sharp Nut (L)	Northreach Everhold Moldering Ruins	Reward from ‘ <i>Heirloom of a High House</i> ’. Steal or Purchase from Impresario. Steal or Purchase from Grave Robber.
Slippery Nut (L)	Duskbarrow Everhold Wispermill	Reward from ‘ <i>Ashlan the Beastmaster (III)</i> ’. Steal or Purchase from Impresario. Steal or Purchase from Villager (post Ophilia).
Critical Nut (L)	Everhold Riverford Riverford	Steal or Purchase from Impresario. Steal or Purchase from Townsperson blocking house. Reward from ‘ <i>The Adventuring Life</i> ’.
Light Nut (L)	Grandport Orewell Wispermill Duskbarrow	Steal or Purchase from Townsperson by market entrance. Reward from ‘ <i>Kaia, Mother of Dragons (III)</i> ’. Steal or Purchase from Slender Farmer (post Ophilia). Steal or Purchase from Woodlands Know-it-all (post Cyrus).

8 Cyrus' Scrutinize, Alfyn's Inquire

This chapter is in three parts; the first lists all the skill-up locations for six of the eight different path actions. Note that Cyrus' Scrutinize and Alfyn's Inquire abilities level up depending only on level. The contents of this section was retrieved from a reddit post (and youtube video) by /u/anamanamedia [5]. The second section lists the location of NPCs to Inquire or Scrutinize to unlock a larger stock of items in shops. The contents of that section was retrieved from the spreadsheet by /u/Balmung6 [6]. Finally the third section lists all hidden items unlocked by inquiring or scrutinizing NPCs. Information was retrieved from another spreadsheet by /u/Balmung6 [7].

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8.1 Path Action skill-ups

The skill-ups for other Path Actions are relevant only to the town in which you get it. Steal is Therion's ability; Purchase is Tressa; Guide is Ophilia; Allure is Primrose; Challenge is Olberic; and lastly Provoke is H'aanit. Alfyn's Inquire and Cyrus' Scrutinize do not have any skill-ups.

8.1.1 Cliftlands

Bolderfall: Townsperson near entrance (Steal). Guard next to three guard dogs (Challenge).
Quarrycrest: Townsperson near entrance (Purchase). Townsperson near item shop (Allure).
Orewell: none.

8.1.2 Coastlands

Rippletide: Townsperson blocking house entrance (Purchase).
Goldshore: Townsperson by entrance in Manor District (Guide).
Grandport: Elderly Woman inside blocked house (Steal). Aristocrat inside the Bazaar (Purchase).

8.1.3 Flatlands

Atlasdam: Boy (Purchase). Apothecary (Guide).
Noblecourt: Townsperson left of the tavern (Allure). Townsperson near Book-loving Girl (Steal).
Wispermill: Elderly Woman at the far right exit (Guide).

8.1.4 Frostlands

Flamesgrace: Cleric (Guide).
Stillsnow: Old Man near right exit (Allure). Villager at top exit (Provoke).
Northreach: Townsperson inside house (Steal).

8.1.5 Highlands

Cobbleston: Captain of the Watch (Challenge).
Stonegard: Townsperson near exit to Stonegard Valleys (Purchase). Townsperson on stairs before Stonegard Valley (Guide). Townsperson near exit to Spectrewood Path (Provoke).
Everhold: Ushers in Everhold Amphitheatre, past a danger level 45 section (Allure, Steal).

8.1.6 Riverlands

Clearbrook: none.
Saintsbridge: Old Man (Challenge). Cleric (Guide).
Riverford: Guard to the right inside tavern (Steal). Elderly Woman (Challenge).

8.1.7 Sunlands

Sunshade: Tavern Patron in the top left (Allure).
Wellspring: Merchant to the left inside house blocked by a guard (Steal). Guard standing next to barracks (Challenge).
Marsalim: Townsperson near entrance (Steal). Knight Ardante (Provoke).

8.1.8 Woodlands

S'warkii: Villager near entrance (Provoke).
Victors Hollow: Antique Dealer (Purchase). Spectator (Challenge).
Duskbarrow: none.

8.2 Shop unlocks

These are the NPCs to inquire or scrutinize to unlock a larger selection at shops and armorers in all the towns.

8.2.1 Clifflands

- Bolderfall:** Townsperson by the stairs leading to Ravus Manor.
- Quarrycrest:** Townsperson near the Road to Morlock's Manse.
- Orewell:** Villager right near the entrance to Orewell.

8.2.2 Coastlands

- Rippletide:** Elderly Woman inside a guarded house left of the inn, the one guarding the door is rank 5.
- Goldshore:** Cleric inside the Cathedral, near the entrance.
- Grandport:** Townsperson right near the entrance to the Grandport Markets.

8.2.3 Flatlands

- Atlasdam:** Guard by the entrance to Atlasdam.
- Noblecourt:** Tavern Patron inside the tavern, to the left of the table.
- Wispermill:** Villager right near the entrance to Wispermill.

8.2.4 Frostlands

- Flamesgrace:** Cleric near the flame in the cathedral.
- Stillsnow:** Villager right near the entrance to Stillsnow.
- Northreach:** Guard right by the entrance to Northreach.

8.2.5 Highlands

- Cobbleston:** Watchman outside the inn.
- Stonegard:** Townsperson inside a house in Stonegard Valleys guarded by a rank 8.
- Everhold:** Townsperson right near the entrance to Everhold.

8.2.6 Riverlands

- Clearbrook:** Regular Patron inside the tavern, to the right of the table.
- Saintsbridge:** Townsperson standing on the bridge in Saintsbridge: Upstream.
- Riverford:** Girl in a guarded house on the far right in Lower Riverford, guarded by a rank 8.

8.2.7 Sunlands

- Sunshade:** Townsperson guarding the door by the dancer dorms.
- Wellspring:** Old Man in front of the stand just to the right of the barracks.
- Marsalim:** Old Man in a guarded house near the Grimsand Road, the one guarding the door is rank 8.

8.2.8 Woodlands

- S'warkii:** Hunter by the entrance of Path to the Whisperwood.
- Victors Hollow:** Townsperson right near the entrance to Victors Hollow.
- Duskbarrow:** Old Woman right near the entrance to Duskbarrow.

8.3 Hidden items

These are the NPCs to inquire or scrutinize for hidden items to show up on the map.

8.3.1 Cliftlands

Bolderfall

NPC	Item
Elderly Woman next to the Old Man guarding the door of the house near the Inn (Main Town).	Inside the house the Old Man (rank 1) is guarding.
Right-hand guard, outside the gate of the Ravus Manor.	On the left side of the Manor, just outside the tower door.
Left-most dog outside Ravus Manor.	Bottom-right corner of the area, near the base of a tree.
Middle-dog outside Ravus Manor.	In front of the bush to the right of the guard training the dogs.
Right-most dog outside Ravus Manor.	Against the wall of the Ravus Manor Gate, north of the save point and behind the treasure chest.

Quarrycrest

NPC	Item
Laborer (Number 1274) near the ramp to the Quarrycrest Mines, on the small platform with the torch and the rubble.	Just north of him. You can almost grab it without taking a step.
Laborer (Number 0044) outside the tavern, near the curve in the fence.	On some rubble against the cliff at the highest point in the town.
Laborer (Number 0654) down the ramp left of the tavern, the one past the torch in the back with the hat and blond hair.	On a pile of rubble almost directly above the tavern, near the highest point in town.
Laborer (Number 1059) across the short bridge left of the tavern.	On the barrel directly below the tavern sign.
Elderly Woman inside the house guarded by a rank 8.	In the patch of grass in front of the inn, on the other side of the small staircase.

Orewell

NPC	Item
Oblivious Townsperson near the entrance of town, against the left-side fence.	On the crate directly below the general store sign.
Old Man inside the house guarded by a rank 6, above the inn.	Between some crates in front of the inn, directly behind Kaia.
Miserable Mother, a quest-giver, in front of the general store.	On the sack of grain by the save point. Go behind the save point to reach it.
Villager (female) guarding the door between the general store and the tavern.	Inside the house she's guarding. She is rank 7.
Lazy Loafer on the plateau above the tavern, standing next to the dead tree.	In the bush next to him, as he was too lazy to hide it elsewhere.

8.3.2 Coastlands

Rippletide

NPC	Item
Townsperson (male) near the entrance to the town. Merchant behind the provisioner, against the outside wall of the tavern.	On the pile of cargo at the end of the docks. End of the wooden pier in the markets area, down the small stone stairs.
Beverage Vendor in front of the tavern.	On a pile of crates and barrels near the Path to the Caves of Maiya, western side of town.
Tony's Mother standing against the wall of the inn, on the left side.	Near the base of a tree in the direction the woman is facing, by the guarded house.
Antique Dealer at the markets, in front of the last stall before the docks.	In the narrow alley between the provisioner and armory.

Goldshore

NPC	Item
Old Man right near the entrance to town, by the inn.	On the beach, on the nose of the beached rowboat.
Elderly Woman right by the entrance to the Manor District. She's the one that sells the Forbidden Bow.	On the sacks of grain right below the sign for the provisioner.
Townsperson (female) right by the entrance to the Ophilia Chapter III area.	On the beach, against the rock wall on the left-hand side.
Fledgling Fisherman near the torch in the Manor District, on same stone platform the save point is on.	In the front Goldshore part of town, on the grain sacks in front of the tavern.
Knight Ardante outside the door to the cathedral.	To the right of the save point, between two benches.
Townsperson (female) against the left-hand torch outside the cathedral.	On same stone platform as a save point, in the corner just north of the torch, past the trees and benches.
Old Man inside the house guarded by a rank 2 in the Manor District.	On the right-hand tree in front of the mansion that's to the right of the cathedral.
Cleric in the cathedral, in front of the pews and by the front table in front of everyone.	Inside the right-hand room, against the back wall, on the left-hand cabinet of plates.

Grandport

NPC	Item
Merchant standing in front of the armory.	Inside the guarded house to the left of the tavern.
Townsperson (male) guarding a door left of tavern.	Left side of the bench, up the stairs from the armory.
Cleric at the counter in the tavern, right side.	On a pair of grain sacks outside the inn.
Ship Captain against the southern wall at the Markets, between the entrance and the church.	On a group of rocks to the left of the church.
Bazaar Shopper with blonde hair talking to the merchant at the green-roofed stall, right near the save point at the Markets.	Right underneath the sign board, right against the save point.
Merchant with the red hat, just down the stairs by the dock at the Markets.	Left of the stack of crates near the entrance.
Bazaar Shopper with a brown hat in line at the Markets.	On a box of masonry just right of the stall in the upper-left of the markets.
Merchant to the left of the Bazaar entrance.	At bottom of stairs to the docks, on the upper edge.
Merchant closest to the sewer entrance in the Bazaar.	Through the door in the back, against the back wall.

8.3.3 Flatlands

Atlasdam

NPC	Item
First guard once inside the Palace Gate.	In front of the library, to the right of the door.
Merchant with a green hat, in front of the library, left of the door.	In front of the Royal Academy, in front of the door, in the left-hand bushes.
Guard right before the main Castle.	Left-side of the Royal Academy, past the bench, against the side of the potted plant.
Elderly Woman at gate to Royal Academy, on the stairs.	Just to the right of the stairs leading down the path to the Subterranean Study (between stairs and flag).
First guard as you enter the Palace itself.	First alcove to the left of the man, on a box behind an elderly man at a table.
Boy in the Palace, first floor, far right alcove, near some boxes.	Right next to the NPC himself, by the stacked boxes he's standing next to.
Left-hand Guard outside the throne room.	Second floor of the palace, left-hand dining room, in front of the table.
Right-hand Guard outside the throne room.	Second floor of the palace, right-hand room, on the dresser in front of the right-hand window.
Girl in the main square, the middle of the three children.	Against the railing to the far left of the girl, on the other side of the armory.
Tavern Patron (male) inside the tavern, right side of the table.	Next to a barrel outside Theracio's house (house just south of the entrance to town).
Tavern Patron (male) inside the tavern, left side of the table and in guard gear.	Just outside the tavern, to the left of the door.

Noblecourt

NPC	Item
Townsperson (female) right by the entrance to town. Affiable Antiquarian in the market plaza, dressed in the robin-hood-esque attire.	On the barrels just to the right of the provisioner. In the grass near the house in the bottom-right corner of the first part of town.
Elderly Woman guarding the door to the first house as you descend the stairs by the market plaza.	Right next to the door of the inn.
Gatekeeper on the left outside Orlick's Manse.	Left of the Gatekeeper himself (literally 2 steps to the left and slightly behind him).
Tavern Patron closest to the Tavern Keeper, facing the bar itself.	On the back of the flower bed, in the abandoned courtyard behind the armory.
Tavern Patron with brown hair in the tavern, closest to the right wall, in front of the table.	On the tree in the graveyard, which is down the stairs from the tavern.
Townsperson (male) standing between the tavern and the armory, near the bottom of the stone stairs.	On the ground in the graveyard, near the middle of the stone railing along the bottom of the graveyard.
Boy's Mother near the bottom of the stairs by the armory.	Inside the house left of the armory, against the right wall (house from Primrose's chapter III).
Book-loving Girl in the courtyard down the stairs from the armory.	On the barrels on the right side of the house (blocked off until Primrose's chapter III).

Wispermill

NPC	Item
Carefree Shepherd standing right by the entrance to Wispermill, in Western Wispermill Flats.	On a sack of flour underneath the inn sign in Wispermill.
Troubled Villager standing between the inn and the general store.	On a bush, down the first ramp from the windmill.
Villager (male) standing at the top of the stairs near the general store.	On the left-hand jar against the front of the tavern.
Villager (male) standing outside the tavern.	In the gaol next to the windmill, against the front of the left-side cell.

8.3.4 Frostlands

Flamesgrace

NPC	Item
Townsperson (male) right by the entrance to the town.	Small gap right of the armory (go to the right of the barrels, you can slip through there).
Knight Ardante outside house near entrance to Path to the Cave of Origin.	Between the Townsperson at the entrance to Flamesgrace and the torch next to him.
Townsperson (male) hidden against the wall in the main town, at the end of the small path between the two houses before the cathedral.	Just left of the tavern (by the Anxious Townswoman).
Townsperson (male) guarding the entrance to the house closest to the cathedral.	Against the wall behind the save point.
Townsperson (male) outside the cathedral, just to the right of the doors, standing in the snow.	Just to the right of the statue directly in front of the Townsperson.
Knight Ardante standing right outside the doors to the cathedral.	Inside the jail, on the left-hand wall.
Mother just inside the cathedral, on the left as you enter.	In the right-most room in the cathedral, against the bookshelf in the back-left corner.
Cleric just outside the door to the first room on the right inside the cathedral.	Inside the first room on the left, in the bottom-right corner of the room.
Cleric at the end of the pews in the Cathedral, right in front of you as you enter.	First room on the right, at the end of the table on the left-hand side.
Boy on the left as you enter the cathedral.	In the left-most room, at the end of the room, behind the beds, in the upper-right corner.

Stillsnow

NPC	Item
Boy on the left side of the snowman near the inn.	On the fireplace inside the tavern.
Girl on the right side of the snowman near the inn.	On a bush between the general store and the tavern.
Moneylender standing between the general store and the tavern.	Against the right wall of the outside of the tavern, near the torch.
Townsperson (male) hiding behind the snowman near the entrance to Primrose's chapter II area.	Inside the house guarded by the Townsperson (rank 4) in the upper-right corner of town.
Frostlands Farmer standing just to the left of the guarded house in the upper-right of the town.	On the front of a crate in front of the general store.

Northreach

NPC	Item
Tavern Patron standing behind the table inside the tavern.	Inside the guarded house (rank 8) by the armory.
Townsperson (male) guarding the door of the house next to the armory.	Right of the guard outside the town, against the wall.
Impoverished Man standing in front of the provisioner.	Against the front steps of the tavern.
Townsperson (male) guarding the door of the house left of the provisioner.	Below the window of the house to the right of the armory.
Traveler standing almost directly underneath the provisioner's sign.	On a crate to the right of the stairs just before the armory.

8.3.5 Highlands

Cobbleston

NPC	Item
Villager (male) right at the entrance to Cobbleston from South Cobbleston Gap.	Outside Olberic's house, just to the right of the door.
Villager (male) standing near the entrance to Mountain Pass.	Outside the General Store (directly below the actual hanging sign).
Village Headman guarding the door to the lowest-level house in the town.	Inside the house that the Headman himself is guarding.
Villager (female) right outside the Tavern, just to the right of the door.	In front of the fireplace, inside the tavern.
Philip, the boy outside the house just to the left of the general store.	Right next to the entrance to Mountain Pass, along the southern edge of the path.

Stonegard

NPC	Item
Townsperson (male) standing at the bottom of the stairs up to Stonegard Heights.	On the pot just right of the tavern (near the torch).
Townsperson (male), a dark-haired man standing at corner of the two staircases leading to the other parts of town in Stonegard Valleys.	Inside the house on the lower level guarded by a rank 7 that requires level 60 to challenge.
Townsperson (male) standing in front of the armory in Stonegard Valleys.	On the sacks of grain in front of the house to the right of the armory.
Cleric inside the church in Stonegard Valleys, behind the stand at the front.	Under the small awning against the right wall of the guarded house, on the lowest level.
Townsperson (male) guarding the house to the far-left of Stonegard Heights.	On barrel to the right of the man (against the very house he's guarding).
Townsperson (male) standing on the stairs leading down to the main Stonegard area in Stonegard Heights.	On the stack of barrels to the left of the guarded house (left-most part of Heights).
Townsperson (female) inside the house guarded by a rank 7 in Stonegard Heights.	On the stack of barrels to the right of the right-most mansion.
Bookbinder inside the house north of the guarded house in Stonegard Heights; man with blonde hair.	On the torch right at the entrance to the town itself.

Everhold

NPC	Item
Girl in front of the armory.	Inside the house (guarded by a rank 8) below the tavern.
Old Man guarding the door to the house below the tavern.	Inside the house to the left of the guarded house.
Usher standing by the theater, along the left side, in the suit.	On a box of what look like toys in front of the provisioner.
Usher right near the amphitheatre entrance.	In the upper-right corner of the amphitheatre, first floor.
Usher right near the Amphitheatre: Arena entrance.	Against the left wall of the first floor of the amphitheatre, just above the Usher himself.

8.3.6 Riverlands

Clearbrook

NPC	Item
Friendly Farmer in West Clearbrook Traverse right below the entrance from South Bolderfall Pass, near the river.	South from the NPC, literally on the opposite side of the river (she's visible in the background from where it is).
Elderly Woman at the graveyard, on the left as you climb the last set of stairs to it.	Opposite corner of the graveyard from the Elderly Woman.
Gertas standing next to the general store.	On a haversack sitting next to Alfyn's house (the empty one by the tavern).
Zeph outside his house.	On a single pair of flowers outside Alfyn's home, next to the start of the steps.
Meryl's Mother standing just to the left of the inn.	On the pine tree just left of the woman herself, down a small, wooden staircase.
Meryl at the graveyard's edge, overlooking the horizon. She leaves Clearbrook, but returns when her stories are done.	On a patch of flowers near the eastern edge of town, about halfway between the purple chest and the Scholar at the town's exit.
Angler standing on the docks.	On a jar outside the general store, across from Gertas.
Granddaughter guarding the door of the house near the entrance to town.	End of a short wooden fence on the eastern side of town, across from some guards near a pile of crates.

Saintsbridge

NPC	Item
River Dweller (a quest-giver) in East Saintsbridge Traverse, across the bridge south of the save point and to the left, along the grassy path riverbank.	In Saintsbridge, on the bags just to the left of the armory.
Worrywart on the bridge leading to the entrance of Alfyn's chapter III area.	Inside the cathedral, against the pillar to the left of the left-side pews.
Erstwhile Sellsword between the armory and provisioner, near the entrance, in guard-like armor.	Inside the cathedral, in the left-side room, behind the bed on the left.
Townsperson (male), Nate's older brother, right by the entrance to the town.	Inside the log cabin above the armory / provisioner / inn (from Alfyn's chapter III) against the boxes on the left side.
Townsperson (female) on the bridge to the left of the save point in Upstream Saintsbridge.	Left side of the double benches in the park where the three kids are gathered.
Knight Ardante right outside the cathedral main doors.	On the goods right outside the tavern (almost directly under the tavern's sign).
Kindly Cleric inside the cathedral, near the entrance, near the right-side row of pews.	In the right-hand room, in the back-left corner, against a cabinet of dinner plates.
Townsperson (male) against the back wall, left of the pews, partially behind some pillars.	Against the base of the farther-back of the larger pillars, on the right-hand row of them.

Riverford

NPC	Item
Left-side guard of the duo guarding the main gate.	In the middle of the circular display in the front part of town.
Left-side guard of the duo at the counter in the tavern.	Inside a house in Lower Riverford, first one that's guarded by a rank 4.
Old Man standing just outside the house between the inn and general store.	On the jar to the left of the Guard that's blocking the door in the front of town.
Merchant behind the houses on the left side of Lower Riverford.	On the right side of a stack of crates near the front part of town.
Townsperson (male, rank 8) guarding the door right next to the save point in Lower Riverford.	Inside the first house in Lower Riverford, on a sack of grain against the back wall.

8.3.7 Sunlands

Sunshade

NPC	Item
Master's Lackey standing beside the door to the dancers' quarters (from Primrose's chapter I).	Highest level of Sunshade, in a market area, on the ground near a torch.
Master's Lackey standing outside the entrance to the tavern.	Inside the dancers' quarters, at the end of the room with the beds, against the far wall.
Tavern Patron at a table near the Barkeeper.	Inside the tavern, north of the NPC himself, just past the end of the Barkeeper's counter.
Tavern Wench, closest NPC to the dancing stage.	Bottom right corner of the tavern, south of the Barkeeper's counter.
Star Dancer in green garb, upper part of Sunshade, right in front of the torch.	Inside the tavern, up the stairs onto the stage, in the upper-left corner.

Wellspring

NPC	Item
Townsperson (female) right by the entrance to the town.	On the sacks of grain just to the right of the door guarded by the rank 9 guardsman.
Guard inside the barracks, near the left-hand wall.	On a pair of flour sacks just to the right of the first stall, along the lower path through the town.
Bale inside the barracks, brown-haired man behind the table.	On a small bit of fence just in front of the tavern.
Merchant inside the guarded building (rank 9) by the tavern, guy against the back wall.	On the bush just to the right of the save point.
Tavern Patron inside the tavern, facing the counter.	On a sack of grain just north of the Traveling Merchant (guy on right side of barracks, facing the oasis).
Guard in the barracks, left of Captain Bale (appears after Therion's chapter IV and Olberic's chapter IV).	On the front of a jar by the left-most guarded house along the top row of town.

Marsalim

NPC	Item
Townsperson (male) standing in front of the armory.	Along the stone frame around the palm tree that's in front of the tavern.
Elderly Woman on the path to the palace, against the left-hand side.	On some jars at the top of the stairs by the tavern.
Knight Ardante right by the entrance to Grimsand Road.	On some jars slightly up the stairs on the right of the market square.
Guard in the palace, right by the entrance.	In the right-most of the 1st floor rooms, near a table against the back wall.
Right-hand guard of the duo before the throne in the palace.	In the left-hand room on the 2nd floor, against the left wall, near a chair.
Left-hand guard of the duo before the throne in the palace.	In the cell on the 1st floor, left-most cell, against the back-right corner.

8.3.8 Woodlands

S'warkii

NPC	Item
Hunter (female) outside the inn, talking to the male Fledgling Hunter.	Inside the house guarded by the Villager.
Village Headman outside the Headman's house (just to the right of the door).	Directly to the left of the save point.
Aspiring Merchant (male), left-most of the three standing in a rough line in the main clearing in the middle of S'warkii.	Against the window of the house being guarded by the Villager, by the Headman's house.

Victors Hollow

NPC	Item
Spectator (Gouger of Eyes) near the entrance to town, a woman with dark hair in a ponytail.	On the two barrels between the stands at the entrance to town.
Townsperson (male) standing just to the left of the Orphanage Matron (the woman guarding the door to the church west of the tavern).	Against the western side of the fence near the inn, between the southern edge of the fence and some supply stacks.
Merchant in green robin-hood-esque garb near the entrance to the Arena Gate part of town.	Outside the tavern, across from the pole bearing the colors of the arena.
Spectator (The Clown) against the right wall of the guarded house in the north section of town.	Against the base of the second statue along the path to the arena, behind the armory (gap in upper fence).
Old Man (The Enigma) at far-right edge near the fence, in the grassy area on the other side of the fence in the north section of town.	Between a tree and the fence (literally a few paces north of the man himself).
Arena Attendant right near the entrance to the Arena proper, opposite the door from the save point.	Just to the right of the save point, near the unclimbable stairs (visible before you even move from the Attendant).

Duskbarrow

NPC	Item
Crest-bearing Swindler standing just to the left of the inn, with the green hat.	On some flowers at the very bottom of town, south of the statue in the very center of town.
Obliging Merchant standing just to the right of the general store.	On the front of the well, by the guarded house on the left-side of town.
Villager (female) guarding the door on the left side of the village.	Inside the house she (rank 9) is guarding.
Smirking Townsperson standing in front of the general store.	On a stump right near the exit from the town.

9 Chests, Red chests, and Therion's Purple chests

Information on purple chests was retrieved from an online spreadsheet created by Arrawnt [1] and another spreadsheet by /u/Balmung6 [8].

Chests come in three varieties; normal silver chests, red chests, and purple chests. Only the purple chests require Therion in the party to unlock.

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9.1 In towns and cities

9.1.1 Chapter I towns

Atlasdam

Type	Location and directions	Contents
Normal	In the palace, immediate left on the first floor, group of three chests.	Healing Grape
Normal	Second chest of the group mentioned above.	Inspiring Plum
Normal	Third chest of the group mentioned above.	Herb of Awakening
Normal	In the palace, immediate right on the first floor, just past the torch in the only alcove without an NPC.	Thunder Soulstone

Bolderfall

Type	Location and directions	Contents
Purple	Right of the inn.	Stinging Dagger
Red	Inside Nobleman's House	1,000 leaves
Purple	Left of Ravus Manor gate, visible from entrance to area.	Iron Helm
Normal	Left of Ravus Manor itself, near the cliff edge.	Broadsword

Clearbrook

Type	Location and directions	Contents
Purple	East side of town, against a staircase, not far from the edge of town.	Dubious Gold Ore
Normal	Behind a tree by the pier, difficult to spot at first.	Healing Grape
Red	Inside Zeph's house. Door might be guarded by Zeph himself (rank 4).	Iron Axe

Cobbleston

Type	Location and directions	Contents
Normal	Inside the house guarded by the rank 1 Village Headman.	Healing Grape
Red	Inside the house guarded by the rank 4 Captain of the Watch.	Captain's Sword

Flamesgrace

Type	Location and directions	Contents
Normal	Inside the cathedral, just inside the gate around the Sacred Flame, on the left side, near the wall.	Herb of Valor
Normal	Inside the cathedral, to the right of the Cleric, against the wall, almost right between the large pillars, near the gray area.	Healing Grape

Rippletide

Type	Location and directions	Contents
Normal	Across from the armory, next to a bench, along the wall.	Bottle of Poison Dust
Red	Inside the tavern, directly left of the Barkeeper.	500 leaves
Normal	In front of the inn, partially hidden from view by a pair of crates.	Inspiring Plum
Normal	Directly in front of the tavern, partially hidden to the right of the door.	Healing Grape

Sunshade

Type	Location and directions	Contents
Normal	In the tavern, up the stairs to the left, down the short wooden path.	Healing Grape
Red	Inside the house near entrance to town, guarded by a rank 1 Dancer.	Traditional Dancer Garb

S'warkii

Type	Location and directions	Contents
Normal	Right in front of inn (partially concealed by tavern building).	Healing Grape
Normal	In front of the tavern, in the bottom-right-most corner of S'warkii.	Inspiring Plum
Purple	Inside the house guarded by rank 1 Villager.	Stone Bow

9.1.2 Chapter II and III towns

Noblecourt

Type	Location and directions	Contents
Purple	Inside the small house guarded by the Elderly Woman (rank 6).	10,000 leaves
Normal	In the bottom-right corner of the graveyard.	Olive of Life
Normal	South of Orlick's Manse, partially hidden by a tree.	Herb of Clamor
Normal	To the left of the entrance to the mansion north of the armory, behind a tree.	Herb of Light

Quarrycrest

Type	Location and directions	Contents
Red	To the right of the inn, hidden behind the rock pillar.	Pseudo Gold Ore
Red	Just to the right of the guarded house.	Dubious Gold Ore
Normal	Inside the house up the ramp behind the provisioner.	Wind Soulstone (M)
Red	In the Mines section, down the ramp to the left of the tavern, against the back cliff.	Healing Grape Bunch
Normal	In the Mines section, across the short bridge just to the left of the tavern.	Herb of Valor
Red	In the Mines section, on the wooden scaffold at the highest point in town.	Fool's Gold Ore

Saintsbridge

Type	Location and directions	Contents
Normal	Inside the house between the inn and the provisioner, upper-right corner.	Inspiring Plum (M)
Normal	Against the right wall of the log cabin above the inn / armory / provisioner area (blends in with the stick bundles).	Energizing Pomegranate (M)
Red	In the Upstream area, in the upper-most house, next to the cathedral.	Heavy Coin Pouch
Normal	Against the left wall inside the Cathedral, in the upper-left corner, against the right wall of the left-side room.	Olive of Life
Normal	Inside the Cathedral, on the right side, between the two rows of thick and thin pillars, against the upper wall.	Herb of Valor

Stonegard

Type	Location and directions	Contents
Normal	In front of the tavern, by the stack of barrels.	Inspiring Plum
Red	In Stonegard Valleys, inside the last house guarded by either an Elderly Shopowner or a Ruffian.	Spiked Armor
Normal	In Stonegard Heights, against the left wall of the right-most mansion.	Healing Grape (M)

Stillsnow

Type	Location and directions	Contents
Normal	Inside the tavern, at the top of the stairs on the left.	Olive of Life
Normal	Inside the building right by the entrance to Primrose's chapter II area.	Shadow Soulstone (M)
Red	Inside the house guarded by the rank 4 Townsperson.	Swordbreaker
Normal	Inside the church in the upper-right corner of town.	Healing Grape (M)
Normal	Inside the mansion near the entrance to Trail to the Whitewood.	Inspiring Plum

Goldshore

Type	Location and directions	Contents
Normal	Inside the tavern, against the southern wall, in the corner.	Olive of Life
Normal	Inside the house next to the provisioner (the one from Alfyn's chapter II), against the back wall.	Inspiriting Plum
Red	In the Manor District, next to the guarded house, in the gap between the stairs and the house.	4,500 leaves
Normal	In the Manor District, in front of the house to the right of the cathedral, against the left wall, behind the tree.	Herb of Clamor
Normal	In the Manor District, to the left of the cathedral (mostly obscured by the trees).	Energizing Pomegranate (M)
Red	In the Cathedral, in the left-side room, behind the left-hand bed, against the back wall.	Inspiriting Plum Basket
Normal	In the Cathedral, to the right of the Flame itself, against the right-hand wall, near one of the support pillars.	Herb of Light
Normal	In the Cathedral, between the right-most row of pillars (the thinner ones) in-between the first and second pillar.	Olive of Life

Wellspring

Type	Location and directions	Contents
Purple	Inside the left-most guarded house (rank 4), against the left wall.	14,000 leaves
Purple	Inside the left-most guarded house (rank 4), against the right wall.	9,000 leaves
Normal	Inside the barracks, against the back-left corner.	Inspiriting Plum (M)
Normal	Down the lower path, in-between the two stalls against the water's edge.	Healing Grape (M)

Victors Hollow

Type	Location and directions	Contents
Red	Inside the house in the Arena Gate area, guarded by the rank 6 Barker.	Silver-filled Pouch
Normal	In the Arena, in the waiting room to the left of the large door leading into the Arena proper.	Inspiriting Plum
Purple	In the Arena, in the waiting room to the right of the large door leading into the Arena proper.	Dark Amulet
Red	Inside the orphanage, guarded by the rank 6 Orphanage Matron.	Heavy Coin Pouch

9.1.3 Chapter IV towns

Wispermill

Type	Location and directions	Contents
Normal	In front of the general store, almost directly below the sign itself.	Thunder Soulstone (M)

Orewell

Type	Location and directions	Contents
Normal	Inside the house just above the inn, past the guarded door (rank 6).	Scrap of Rope
Normal	Inside the house by the save point, against the back wall on the right.	Soothing Dust
Normal	Inside the guarded house between the tavern and general store (rank 7).	Weathered Boots
Normal	Inside the tavern (go around the back of the table to reach it).	68 leaves

Riverford

Type	Location and directions	Contents
Red	Inside the house guarded by a rank 8 Townsperson in front part of town.	Revitalizing Jam
Normal	In Lower Riverford, go down the first staircase, to the left.	Herb of Valor
Red	Inside the guarded house right by the save point (rank 8).	Adamantine Shield

Everhold

Type	Location and directions	Contents
Normal	Just to the left of the guarded house.	Healing Grape (M)
Red	Just to the right of the save point.	Rare Stone
Red	In the Amphitheatre, against the right wall, first floor.	Inspiring Plum Basket

Northreach

Type	Location and directions	Contents
Purple	Inside the tavern, in the bottom-left corner.	Master's Longbow
Purple	Inside the guarded house to the left of the provisioner (rank 6).	20,000 leaves
Red	Inside the far-right house in the front part of town.	Refreshing Jam
Normal	In the Lorn Cathedral section, end of the path before it goes upward towards the cellars.	Inspiring Plum (M)
Normal	Just right of the cellar building (inside Therion's chapter IV area).	Ice Soulstone (M)

Grandport

Type	Location and directions	Contents
Red	Hidden behind some supplies to the left of the tavern.	Inspiring Plum Basket
Normal	At the top of the stairs down to the church.	Empty Coin Pouch
Red	Left of the church (go along the beach).	Silver-filled Pouch
Normal	On the market docks, buried in the supplies on the right.	Bottle of Sleeping Dust
Red	Back of the bazaar, left chest.	25,000 leaves
Red	Back of the bazaar, right chest.	Dazzling Artwork
Purple	In the guarded house, between the beds (rank 8). Guide or Allure the woman inside to get her to move.	Spirit Bow

Marsalim

Type	Location and directions	Contents
Normal	Just left of the building above the armory.	Herb of Light
Red	On the second floor of the palace, right-side room, one of three chests.	High House's Armor
Red	Second chest of the row mentioned above.	25,000 leaves
Red	Third chest of the row mentioned above.	Enchanted Circlet
Purple	Behind the throne inside the palace.	Tempest Amulet
Normal	In the market square, against the stairs on the right, hidden behind the green-hat merchant.	Bottle of Sleeping Dust
Purple	Inside the guarded house in the market, behind the woman. Allure or Guide her to reach the chest.	Spirit Bow

Duskbarrow

Type	Location and directions	Contents
Purple	Just to the right of the large stone statue in the middle of town.	30,000 leaves
Normal	South of the stone statue in the center of town, a little bit left, between a bush and a bit of pillar.	Bottle of Poison Dust
Red	Upper-left corner of the town, down the path past the guarded house.	Curious Antique

9.2 Zones and dungeons

9.2.1 Danger level 1–15 areas

Mountain Pass

Type	Location and directions	Contents
Normal	Directly north of the entrance from Cobbleston, hidden by the fog.	Healing Grape
Normal	A grassy path along the southern path, going south off the main path.	Inspiring Plum
Normal	Down a path to the right after the first set of north-bound steps, across from the 'flag'.	Light Soulstone
Red	Down a short path right outside the Brigands' Den (visible as you approach).	Old Coin

Brigands' Den

Type	Location and directions	Contents
Normal	Left-most path, up the stairs, then U-turn back down a narrow rock path.	Fire Soulstone
Red	Left path to the supply area, top level, chest at the path's end.	Copper Lantern
Normal	Right-hand path, then up through the arch with the torch nearby.	Healing Grape
Normal	Slightly hidden ramp just below the save point.	Inspiring Plum
Red	Right-hand path, arch with the torch, hidden path to the right of the torch.	Black Cap

South Cobbleston Gap

Type	Location and directions	Contents
Normal	Across from the entrance to Eastern Sunshade Sands.	Herb of Awakening
Normal	Grassy area down the left-facing paths once you leave Cobbleston.	Herb of Clamor
Normal	Grassy area south of the signpost, down a shallow ramp.	Healing Grape
Red	From path above, go the other way, through the doorway-like opening (chest visible behind a fence).	1,000 leaves
Normal	Near the North Cobbleston Gap entrance, hidden path across from the first green 'flag'.	Olive of Life

North Cobbleston Gap

Type	Location and directions	Contents
Normal	First downward ramp (grassy) off the main path from South Cobbleston Gap.	Healing Grape
Purple	Hidden path down, against the rocks next to the chest above.	Magic Nut
Normal	Small alcove near entrance to Untouched Sanctum (hidden entrance between rocks along main path).	Inspiring Plum
Red	Just south of the signpost, in the direction of Rippletide.	1,200 leaves
Normal	In a bush, across the bridge near the entrance from East Rippletide Coast.	Light Soulstone

Path of Rhiyo

Type	Location and directions	Contents
Normal	Directly across from the entrance from Clearbrook, ramp down hidden between two trees, small clearing.	Healing Grape
Normal	In a small clearing on the island where the two bridges both connect.	Soothing Dust
Normal	West of the save point, around the rocks (hidden path), across from the Cave of Rhiyo entrance.	Essence of Plum

Cave of Rhiyo

Type	Location and directions	Contents
Normal	Immediate left once you enter the Cave.	Ruinous Seed
Red	Down the ramp just south of the first set of stairs you see.	500 leaves
Normal	Up the first two staircases, then left through a hidden gap (by the torch) and loop around the rock.	Injurious Dust
Normal	Up a set of stairs just north of the first bridge, chest is on a small ledge.	Soothing Dust
Normal	Down from the first set of stairs after crossing the bridge, down a small ramp, near the water.	Inspiring Plum
Red	Near the final branch in the path (merchant visible in background) head down a ramp near a waterfall.	Invigorating Nut
Red	Right of the merchant, hidden path through the archway before the final clearing.	Bronze Vest
Normal	Just left of the save point (visible by save point and briefly on the way down from the bridge).	Purifying Dust

West Clearbrook Traverse

Type	Location and directions	Contents
Normal	Just south of the entrance from South Bolderfall Pass, south past the bridge, near the river.	Odds and Ends
Normal	South, across the bridge from the save point and down a short ramp, just around the side of it.	Olive of Life
Normal	Down the second bridge south as you leave Clearbrook, then to the left at the end of an outcrop.	Healing Grape

South Clearbrook Traverse

Type	Location and directions	Contents
Normal	Down a small ramp right from the entrance to West Clearbrook Traverse.	Olive of Life
Red	Left of the save point after the bridge.	500 leaves
Normal	Down a short bridge on the path from Saintsbridge.	Healing Grape
Normal	Just across from the entrance from East Saintsbridge Traverse.	Soothing Seed

Southern Sunshade Sands

Type	Location and directions	Contents
Normal	Directly north of the entrance from South Clearbrook Traverse.	Inspiriting Plum
Normal	Just south of the exit from Sunshade Catacombs, save point visible in background from chest's location.	Herb of Clarity
Red	Directly south of Sunshade, hidden behind a short pillar of rock.	Old Coin

Sunshade Catacombs

Type	Location and directions	Contents
Normal	Directly below the entrance from Sunshade.	Healing Grape
Normal	Up the stairs after going under the stone arches (can see it faintly above you as you pass).	Shadow Soulstone
Normal	To the right of the save point, on the opposite side of the stairs.	Inspiriting Plum
Red	Down the stairs from save point, follow path to area under start, hidden path to left.	Empowering Earring

Eastern Sunshade Sands

Type	Location and directions	Contents
Normal	Just to the left of the Whistling Cavern.	Thunder Soulstone
Normal	Just to the right of the Whistling Cavern, under an arch with sand falling off it.	Olive of Life
Normal	Directly west of the entrance from South Cobbleston Gap.	Healing Grape

West S'warkii Trail

Type	Location and directions	Contents
Normal	Near the save point, slightly north of it.	Herb of Light
Normal	Left-most grassy trail, west of the signpost near the trail to Victors Hollow.	Olive of Life
Normal	Small dead-end near the entrance to North S'warkii Trail, by the signpost.	Inspiriting Plum

North S'warkii Trail

Type	Location and directions	Contents
Red	Small alcove near entrance to West S'warkii Trail.	Slippery Nut
Normal	Just east (at the top) of the arching part with the railing on the western side of the area.	Herb of Awakening
Normal	Near entrance to Western Flamesgrace Wilds, slight dead-end just west of the first snow-covered tree.	Olive of Life
Normal	Near entrance to S'warkii, small clearing just right of the entrance.	Healing Grape

Path to the Whisperwood

Type	Location and directions	Contents
Normal	Small dead-end directly across from the entrance to S'warkii.	Shadow Soulstone
Normal	Corner of forested area just north of entrance to S'warkii (small ramp along northern edge of path).	Healing Grape
Red	Dead-end path near part where the main path first turns straight west.	500 leaves
Normal	Short dead-end where the path turns directly south for the first time.	Inspiriting Plum

The Whisperwood

Type	Location and directions	Contents
Normal	Directly north of the entrance to Path to the Whisperwood, end of a long dead-end.	Healing Grape
Normal	South-western-most corner (go straight west from entrance, small lower path).	Shadow Soulstone
Normal	Just east of the save point in a small clearing.	Energizing Pomegranate
Red	Top of a hill directly east of the save point (path is between two rocks).	Bronze Vest
Red	South of the save point (dead-end path, just before the save point and torches).	600 leaves
Normal	Follow the path left, then take the first left after it turns north.	Inspiriting Plum

North Atlasdam Flats

Type	Location and directions	Contents
Normal	Near entrance to Northern Flamesgrace Wilds (down a ramp, then a second ramp hidden against the wall).	Olive of Life (M)
Normal	Near a stone spire close to the save point (hidden ramp just south of it).	Thunder Soulstone

Subterranean Study

Type	Location and directions	Contents
Normal	Immediately on the left as you enter, down a short path.	Healing Grape
Normal	Up the first ramp (by the first torch) and straight forward, under the string of lights overhead.	Herb of Clamor
Normal	At the three-pronged path (under the lights) keep going forward, follow the path around to the chest above.	Inspiriting Plum
Normal	Right of the first set of actual stairs, down a short dead-end path (just before the save point).	Herb of Light
Red	Just past the save point, forward and around a corner.	Old Coin
Normal	East of the save point. past the end-area and keep going east, then down a small ramp south.	Light Soulstone

East Atlasdam Flats

Type	Location and directions	Contents
Normal	Just outside the Atlasdam stone bridge, directly south of the save point.	Inspiriting Plum
Red	Just down the path from Atlasdam, grassy path to the right of the main path.	500 leaves

Path to the Cave of Origin

Type	Location and directions	Contents
Normal	On a slight dip below the main path, close to the entrance.	Healing Grape
Red	Eastern-most point in the area, about halfway up the path, small turn-around on that side.	600 leaves
Normal	In front of the Cave of Origin, on the left-hand side.	Herb of Clarity

Cave of Origin

Type	Location and directions	Contents
Normal	Just inside the Cave of Origin (at first branch in the path, go left).	Healing Grape
Normal	End of a short dead-end path, just south of the first staircase you encounter.	Inspiriting Plum
Normal	Just to the right of the first staircase (ramp is hidden, walk along north side of path to the right of the staircase).	Shadow Soulstone
Red	Top of the second staircase (the first short one), gap between the rocks on the right, ramp leads up to it.	Silver Hairpiece
Red	Short path downward (just before the save point).	Refreshing Jam

Western Flamesgrace Wilds

Type	Location and directions	Contents
Red	Directly north of entrance to North S'warkii Trail (go around path's first turn).	800 leaves
Red	Just east of Hoarfrost Grotto, in a small clearing below.	Critical Nut
Normal	Just above Hoarfrost Grotto, in a small clearing off to the right.	Shadow Soulstone
Normal	Along upper part of the path, west-side outcrop across from where it meets Northern Flamesgrace Wilds.	Healing Grape

Northern Flamesgrace Wilds

Type	Location and directions	Contents
Normal	Just west of the save point, to the south when the path splits north/south.	Inspiriting Plum
Normal	In a clearing just north of Flamesgrace, past the save point, path wraps around it.	Olive of Life
Normal	Just below the last set of stairs leading out of Flamesgrace, down a small ramp.	Herb of Clamor

Ravus Manor

Type	Location and directions	Contents
Normal	First half, first floor, library area on left side.	Inspiriting Plum
Normal	First half, second floor, right-most room by the bed.	Healing Grape
Red	First half, second floor, left of the entrance to the back half of the manor.	800 leaves
Purple	Second half, first floor (one you start on), right-most room.	Wind Attire
Normal	Second half, second floor, just outside the two-part room.	Healing Grape
Purple	Second half, second floor, end of balcony overlooking the dragonstones.	Invigorating Nut
Normal	Second half, first floor, under the stairs by the dragonstone room.	Bottle of Befuddling Dust

North Bolderfall Pass

Type	Location and directions	Contents
Normal	Near entrance to Bolderfall, down ramp right outside the town.	Healing Grape
Normal	Near entrance to South Bolderfall Pass, down a small ramp from the other side of the last small bridge.	Olive of Life

South Bolderfall Pass

Type	Location and directions	Contents
Normal	Right near the save point, directly next to the bridge.	Herb of Awakening
Normal	Across the bridge from the save point, then up the ramp under the arch, then left on the cliff edge.	Wind Soulstone
Normal	Down the ramps towards Carrion Caves, on a wooden platform under the first ramp.	Inspiriting Plum (M)
Normal	Near entrance to West Clearbrook Traverse, directly above it, behind the first ramp down.	Healing Grape

North Rippletide Coast

Type	Location and directions	Contents
Red	Right of the path, right next to the entrance to East Atlasdam Flats.	Fortifying Nut
Normal	On the beach, down a small ramp directly south of the save point.	Healing Grape
Normal	Just south of Undertow Cove, on the same beach (where the path doubles back on itself).	Olive of Life

East Rippletide Coast

Type	Location and directions	Contents
Red	On a beach south of the save point and down the stairs (to the left of the bridge).	Magic Nut
Normal	On the beach to the right of the bridge, down a long, stone ramp.	Inspiriting Plum
Normal	Other side of a ramp near the entrance from North Cobbleston Gap, left when the main path goes right.	Wind Soulstone

Path to the Caves of Maiya

Type	Location and directions	Contents
Normal	Down the first ramp from the entrance, on the beach.	Healing Grape
Normal	Down the second ramp from the entrance, at the path's end.	Inspiriting Plum
Normal	Go up from the stairs downward to the Caves proper, and follow the upward path to a small alcove.	Herb of Clarity
Normal	Across from the Caves entrance, go around the stairs and onto the beach, half-buried in sand.	Healing Grape

Caves of Maiya

Type	Location and directions	Contents
Red	Hidden path across from the entrance, follow it to the left and around a curve.	1,000 leaves
Normal	As you follow the path, first upward path (torch by the path), chest visible on the way there.	Healing Grape
Normal	On the docks, starting just west of the path of the chest above.	Inspiriting Plum
Normal	Hidden path just south of the save point (on the right), follow the path to the end.	Thunder Soulstone
Red	Path to the left of the save point, before the final area, just follow the path to the end.	Refreshing Jam

Untouched Sanctum

Type	Location and directions	Contents
Normal	Down the south path from the save point, then right at the fork.	Healing Grape (M)
Purple	South of the save point, by the stone carving for ' <i>Noelle, Seeker of Knowledge (I)</i> '	Sharp Nut
Normal	End of the winding path, in the clearing with the picnic-like setup, upper-left corner.	Olive of Life (M)
Normal	End of the winding path, in the clearing with the picnic-like setup, bottom-right corner.	Inspiriting Plum (M)
Normal	Left of the save point and up the path to the north.	Inspiriting Plum
Red	Directly left of the chest above (hidden path in the left wall).	Pole Mace

Path of Beasts

Type	Location and directions	Contents
Red	At the first intersection, go down, then follow the path left.	Tough Nut
Normal	Up at the first intersection, then left at the second one (the one without torches, just sunlight).	Inspiriting Plum (M)
Red	Same as previous chest, but go right instead of left at the second intersection.	4,000 leaves
Purple	Up at the second intersection, then hidden path along the left side of the path going upward.	War Lance

The Whistlewood

Type	Location and directions	Contents
Red	Near the entrance, up from the first torch, visible on the right.	1,500 leaves
Normal	From the second torch after entering, follow the path down and around the lake's edge.	Energizing Pomegranate
Red	Upward path through the arch, between the third and fourth torches, then go right (hidden path).	Silver Sword
Red	Follow the torch-lit path, just northwest of the fifth torch (slightly above a section of broken fence).	Resistant Nut
Red	Go down from the fifth torch, then slightly right as the path curves a bit, hidden in semi-darkness.	Healing Grape Bunch

9.2.2 Danger level 16–25 areas

Road to Morlock's Manse

Type	Location and directions	Contents
Normal	When the path goes north towards the Manse, follow it down, and onto a wooden path on the right.	Healing Grape (M)
Normal	Up the wooden stairs along the path (under the wooden platform with the purple crystal on it).	Inspiriting Plum
Red	End of the winding path by the last save point, by the Manse itself.	5,000 leaves

Morlock's Manse

Type	Location and directions	Contents
Normal	Left-side room as you enter and go up the stairs, near the back window.	Healing Grape (M)
Normal	Room on the lowest floor, behind the table, against the back wall.	Energizing Pomegranate (M)
Red	In the room behind the first save point (directly north of the save point).	Conscious Stone
Red	From the chest above, hidden doorway in the upper-left corner, against the left wall, chest is in upper-left corner.	6,000 leaves
Normal	Inside the room along the balcony from the save point room, near the fireplace.	Wind Soulstone (M)
Red	In the back half of the manse, the room on the immediate left as you enter the second half, behind the table.	Refreshing Jam
Purple	In the back half of the manse, the second room after you climb the stairs by the second half entrance, near the back crates.	Hasty Helm
Normal	In the back half of the manse, by the save point, on the other side of the large doorway, hidden in the shadows in the lower-left corner.	Olive of Life (M)

The Sewers

Type	Location and directions	Contents
Red	First path down after you enter, past the first save point.	Inspiriting Plum Basket
Purple	Down from the waterfall, then down the stairs to the right.	Snipe Saber
Normal	Below the first room, dramatically placed between the two torches.	Fire Soulstone (M)
Normal	Inside the first room, near the back-left corner.	Energizing Pomegranate (L)
Red	Across the bridge to the left of the first room, then up against the back wall.	Healing Grape Bunch
Red	From the chest above, go left and around the final room (hidden path against upper wall).	Sprightly Ring
Normal	Down the stairs by the last save point, down the narrow left path.	Bottle of Befuddling Dust

Carrion Caves

Type	Location and directions	Contents
Purple	Across the bottom path across the cave, bottom-right corner of the dungeon.	Tough Nut
Normal	Narrow, winding path, north of the Purple chest, down a short side-path, upper-left corner of the dungeon.	Inspiriting Plum (M)
Red	Path directly to the right of the save point, goes along the top of the dungeon after a ramp.	6,000 leaves
Red	In the clearing where the boss is located.	Enchanted Axe

Road to the Caves of Azure

Type	Location and directions	Contents
Red	Up the narrow gap in the rocks from the entrance, through the winding, hidden path.	Heavy Coin Pouch
Normal	Down the lower path when the main path forks into two wide paths.	Energizing Pomegranate
Normal	After you cross the bridge, take the lower path down.	Purifying Seed

Caves of Azure

Type	Location and directions	Contents
Normal	Down the path from the first save point, then left along the winding path.	Purifying Dust
Purple	North of the first save point, along the winding path (faintly visible from save point).	Falcon Garb
Normal	Along the bridge lower down, then along the lowest path to the bottom-right corner of the dungeon.	Ruinous Dust
Purple	Follow the northern, winding path, then follow the hidden path north of the green frond plant.	Spiked Armor

Orlick's Manse

Type	Location and directions	Contents
Red	Up the stairs as you enter, then U-turn and go down the southern hallway.	3,000 leaves
Normal	Second floor, left-most room, against the back wall.	Olive of Life
Normal	Second floor, second room from the left, to the right of the fireplace.	Inspiriting Plum
Red	In the back half, through the first floor door, against the wall under the stairs, on the left side of the room.	Healing Grape Bunch
Normal	In the back half, through the first floor door, on the second floor, back of the long room, against the back wall.	Light Soulstone (M)
Purple	In the back half, through the second floor door, in the right-most room, then through the doorway on the left wall into a hidden room.	Lightning Amulet
Red	In the back half, through the second floor door, on the first floor, down the stairs, by the desk near the center of the room.	Refreshing Jam

Whistling Cavern

Type	Location and directions	Contents
Purple	As you enter, take the left path and stay left until the end of the path along the edge of the dungeon.	6,000 leaves
Normal	In the left 'branch' of paths, take the short ramp on the left, follow the path to the clearing in back.	Fire Soulstone (M)
Normal	Left 'branch' of paths, go past the small ramp, down the hall, hidden path to the right.	Inspiriting Plum (M)
Red	Go down the right paths (bordered by stalagmites), go down along the wall, follow the path down (hidden path in left wall).	Heavy Bow
Normal	Go down the right paths (bordered by stalagmites), go to the wall, follow it up, chest is partially hidden behind a rock on the cliff.	Olive of Life (M)

Tomb of Kings

Type	Location and directions	Contents
Normal	Up the stairs from the entrance, then left along the second floor.	Bottle of Blinding Dust
Normal	From the previous chest, up into the alcove, then hidden arch under the stairs, then down.	Fire Soulstone (L)
Purple	From previous chest, back under the stairs, then up while still under the stairs.	Hasty Helm
Red	Third floor, right side, in the upper-right corner of the area around the top of the stairs.	Healing Grape Bunch
Red	Fourth floor, up the left staircase from the third floor, then ignore the next stairs and go left.	9,400 leaves
Red	Fourth floor, up the right staircase, on the small upraised platform with the railing.	Curious Antique
Red	Fifth floor, in the back, against the wall.	Bright Stone

Murkwood Trail

Type	Location and directions	Contents
Normal	Right near the main path, after going down the first few ramps.	Herb of Awakening
Red	Where the main path reaches the lowest point (ramp is partially behind a rock pillar), down the grassy side path.	Inspiriting Plum Basket
Red	Hidden path directly left of the save point before the Murkwood bridge.	3,500 leaves

Twin Falls

Type	Location and directions	Contents
Normal	North of the first save point, against the left wall, hidden path (visible from first left path at start).	Olive of Life (M)
Normal	North of the first save point, left at the fork, end of the short path, against the stalagmites.	Inspiriting Plum
Normal	North of the first save point, right at the fork, then take the lower path.	Energizing Pomegranate (M)
Purple	Right at the save point, then right at the fork after that, end of a lower path.	Psychic Staff
Normal	South of the boss area, down the south-east path, in a small outcrop along the path (boss clearing visible in background).	Inspiriting Plum (M)
Normal	Down the south-west path from the boss clearing area, along the left-most edge of the dungeon.	Healing Grape (M)
Red	In the boss clearing.	Refreshing Jam
Red	Past the boss clearing, hidden path against the right wall of the clearing.	5,000 leaves

The Murkwood

Type	Location and directions	Contents
Normal	Directly left as you enter, at the first torch, follow the short grassy path along the river.	Inspiriting Plum
Normal	Left from the entrance, go north and stay along the riverside the whole way.	Energizing Pomegranate (M)
Red	Up from the northern save point, left at the torch and down the long, misty path.	Kite Shield
Normal	By the eastern river, north along bank on the left side.	Healing Grape (M)
Red	Bottom-right corner of the dungeon, across a grassy bridge over the river, under an outcrop.	Healing Grape Bunch
Purple	Just north of the chest above, short bridge over the river, follow the path north.	Clarity Stone
Red	Hidden path to the right, behind the arch of rocks, just before the boss clearing.	Psychic Staff

Road to the Obsidian Parlor

Type	Location and directions	Contents
Purple	Hidden to the far left of the Parlor's entrance, behind some trees, against the outer wall.	Dark Amulet
Normal	Near the entrance from Stillsnow, up a ramp leading north, in a small, snowy clearing.	Ice Soulstone (M)
Normal	Down the narrow ramp next to the save point, in a small clearing.	Herb of Revival

Secret Path

Type	Location and directions	Contents
Normal	Down the stairs to the immediate right from the entrance, end of the short path.	Herb of Revival
Normal	Down the stairs from the first save point, then down the ramp just south of those stairs.	Shadow Soulstone (M)
Normal	Down the stairs from the first save point, then to the right.	Inspiriting Plum (M)
Red	Across the bridge, then down a hidden path to the south (hidden by the cliff).	5,500 leaves
Normal	Across the bridge, then down the stairs you see to the north.	Energizing Pomegranate (M)
Purple	Down the stairs north of the first save point.	Spiked Vest
Red	Down the short staircase near the entrance to the Obsidian Parlor, a bit south of the entrance.	Healing Grape Bunch
Red	Path across from the entrance to the Obsidian Parlor, at the path's end.	Wakeful Stone

Hoarfrost Grotto

Type	Location and directions	Contents
Red	Follow the path south of the first save point (under the bridge and through the hidden bit).	Light Nut
Normal	Directly south-east of the first save point, down a short path (save point still visible in background).	Healing Grape (M)
Normal	Path south of the first save point, then right, and right again after a ramp back up.	Olive of Life (M)
Red	Hidden path just north of the chest above, to the right, in the rocks.	10,000 leaves
Purple	Upper-right part of the main looping path, upward path, leads along upper edge of dungeon.	Soul Hatchet
Normal	Path south of the boss clearing, down a ramp and a short path.	Inspiriting Plum (M)

The Hollow Throne

Type	Location and directions	Contents
Red	Up the stairs by the save point at the entrance, hidden path against the right-hand wall.	Antidote Stone
Normal	Bottom-left corner of the dungeon, on the first floor.	Energizing Pomegranate (L)
Red	Up the ramp that's left of the overgrown stone arch.	Revitalizing Jam
Red	In a stone alcove between the first floor staircases (go up to the second floor, left, then down the right stairs to get to it).	4,000 leaves
Purple	Third floor, alcove on the right (use the right-side stairs to reach it).	Argent Axe
Normal	Fourth floor, U-turn after the stairs from the third floor, chest is under the narrow arch.	Olive of Life (M)
Red	Very top of the dungeon, right of the throne.	Moonblade
Normal	Left of the last stairs before the throne (hidden in shadows).	Healing Grape (M)

9.2.3 Danger level 26–35 areas

Spectrewood Trail

Type	Location and directions	Contents
Red	Near the entrance, just to the north, a gap in the rocks by the first tree you can see.	5,000 leaves
Red	In the grassy field between the Stonegard path and the Spectrewood entrance, against the northern cliff.	Fool's Gold Ore
Normal	In the grassy field, take the ramp upward (before the green flag), chest is in the fog past the arch.	Herb of Clamor

The Spectrewood

Type	Location and directions	Contents
Red	Up from the first save point, and keep left, in a small grassy alcove.	Refreshing Jam
Red	From the chest above, back down the path, then go right and follow the new path north to a clearing.	6,000 leaves
Red	Directly left of the final save point (go down, left, then loop back around to reach it along a grassy path).	Copper-filled Pouch
Purple	Under the arch in the bottom-right of the dungeon, hidden path left of the torch by the broken pillar.	Fire Amulet

East Saintsbridge Traverse

Type	Location and directions	Contents
Normal	Across from the entrance from South Clearbrook Traverse, past the bridge, down a grassy ramp.	Herb of Healing
Normal	Just down the ramp from the save point, before the bridge, by a tree to the right.	Healing Grape (M)
Red	By the River Dweller (quest-giver) just past him, along the riverbank.	Rare Stone

Western Snowstill Wilds

Type	Location and directions	Contents
Normal	Behind a pine tree to the right of the frozen lake, near the entrance from East Victors Hollow Trail.	Herb of Revival
Normal	Against a curve of rocks south of the frozen lake, up the hill.	Ice Soulstone (M)
Normal	On the frozen pond, directly south of the Tomb of the Emperor.	Healing Grape (M)
Normal	Up from the save point near the Tomb, then all the way to the left after ascending the cliff.	Energizing Pomegranate (M)

Farshore

Type	Location and directions	Contents
Red	From the first save point, go up the northern bridge and U-turn past the torch.	Healing Grape Bunch
Normal	From the first save point, go up the northern bridge, then take the left fork when the path splits after the torch.	Energizing Pomegranate (M)
Normal	Up the northern bridge, right after the torch, then directly south until you reach the water's edge.	Olive of Life (M)
Purple	From the Unsavory Man, go right off the bridge, down the narrow path, then right (hidden path in the wall).	30,000 leaves
Purple	From the final clearing, go south, past the bridge, small ramp on the right, near the water.	Clarity Stone
Normal	Directly left of the Unsavory Man, in a short, dead-end path.	Ice Soulstone (L)
Red	Across the lower bridge as you enter, then ignore the northern bridge and go right.	Inspiriting Plum Basket

Western Noblecourt Flats

Type	Location and directions	Contents
Red	Just up the ramp to the left of the Shrine of the Sage.	Wind Amulet
Red	South of the Hollow Throne, directly under a tree.	5,000 leaves
Normal	Just north of the Hollow Throne (follow the wall up the hill) behind a rocky spur.	Energizing Pomegranate
Normal	In the middle of the field, across from Noblecourt, slightly north of it.	Healing Grape (M)
Normal	Directly east of the entrance to Western Wispermill Flats, against the back wall, partially behind a tree.	Light Soulstone (M)

Western Wellspring Sands

Type	Location and directions	Contents
Red	Against the foreground, next to a cactus, directly south of the left-most edge of the lake.	6,000 leaves
Normal	Through the path (behind the sandy arch, not through it) and hidden in the ray of sunlight left of the arch.	Olive of Life (M)

Lizardmen's Den

Type	Location and directions	Contents
Red	Up the stairs by the first save point, then right (hidden path behind the rocks).	2,000 leaves
Purple	Up the two staircases by the entrance, then right (hidden path against the right wall of the marble floor).	Silver-filled Pouch
Red	Down the stairs (slightly hidden) almost directly south of the first save point.	400 leaves
Red	Up the stairs by the first save point, then left before the smaller staircase (hidden ramp to the left).	200 leaves
Red	After the first bridge, go immediately down the stairs just below the bridge.	800 leaves
Red	After the first bridge, go south through the grass and down a set of stairs (chest partially hidden in fog).	4,000 leaves
Red	Across the stairs from the first bridge, down the path along the cliffside.	Copper-filled Pouch
Red	After the bridge, go up past the broken pillar, then immediately down the short staircase just above it.	1,000 leaves
Red	Up the stairs by the final save point, around the path, in a small cave in the cliff.	1,400 leaves
Red	Just up the stairs from the previous chest.	Copper-filled Pouch

Path to the Forgotten Grotto

Type	Location and directions	Contents
Normal	Across from the entrance, down the grassy path off the main path.	Olive of Life
Normal	Down the grassy path just before the first bridge, to the north.	Shadow Soulstone (M)
Normal	To the right after crossing the second bridge, through the grass.	Healing Grape (M)

The Forgotten Grotto

Type	Location and directions	Contents
Normal	From the second torch, up the ramp and to the right.	Herb of Light
Red	From the second torch, up the ramp and to the left.	Healing Grape Bunch
Red	Halfway down the ramp between the second and third torch, hidden path on the left wall.	Inspiriting Plum Basket
Purple	Down from the sixth torch, then right down the ramp (away from the seventh torch).	Sledgehammer
Normal	Left of the sixth torch, down the ramps.	Energizing Pomegranate (L)
Red	Just through the rock to the right of the tenth torch (across the bridge just above the water).	15,000 leaves
Normal	Left of the tenth torch, downward (ignore the upward ramp).	Olive of Life (M)
Red	Between the 12th and 13th torch, upward path to the back, then to the right.	Vivifying Stone
Green	End of the dungeon (automatically opened).	(chapter items)

Derelict Mine

Type	Location and directions	Contents
Normal	Up the first northern path from the entrance (literally before the save point).	Wind Soulstone (L)
Purple	Up the north path by the third torch, then left, past the crates.	Conscious Stone
Red	Hidden path in the right wall next to the fifth torch.	10,000 leaves
Normal	Left-side path in-between the fifth and sixth torches (visible as you go right from below).	Inspiriting Plum (M)
Normal	Go left from the sixth torch, and ignore the upward torch-lit path, keep going left.	Olive of Life (L)
Red	In the final clearing, after you've defeated the boss.	Carnage Blade

South Quarrycrest Pass

Type	Location and directions	Contents
Normal	Across from the entrance from South Bolderfall Pass, before the bridge.	Herb of Valor
Purple	Left at the signpost, then right when the path meets the back cliff (hidden path to the right).	Fire Amulet
Normal	Across the bridge over the Shrine, nestled against the rocks south of the bridge.	Energizing Pomegranate

North Stonegard Pass

Type	Location and directions	Contents
Normal	Directly east of the signpost, through a hidden path under the rocky arch, in a patch of grass.	Energizing Pomegranate
Normal	Short path near the entrance from West Stonegard Pass, down a ramp, in front of the tree.	Light Soulstone (M)
Normal	Right near the entrance from Moonstruck Coast, on a small grassy patch to the left.	Healing Grape (M)

East Victors Hollow Trail

Type	Location and directions	Contents
Normal	Directly east of the first signpost, near the entrance from West S'warkii Trail, by a tree.	Inspiriting Plum
Normal	Near the second signpost (near the Shrine), up the ramp to the left and down a short path.	Healing Grape (M)
Red	Up the ramp of the chest above, but keep going left (hidden path behind rocks) and follow the winding path.	5,000 leaves

Shrine of the Huntress

Type	Location and directions	Contents
Red	Directly to the right of the walkway, against the stone railing.	Olive of Life (L)

Moonstruck Coast

Type	Location and directions	Contents
Normal	Right near the entrance from North Stonegard Pass, half-hidden in tall grass.	Healing Grape (M)
Red	East of the signpost, half-buried in the sand on the beach.	Copper-filled Pouch
Normal	Just south of the Shrine of the Trader, behind a rock, against the water-line.	Inspiriting Plum
Purple	Up the stone ramp, right near the save point.	Articulate Stone

West Goldshore Coast

Type	Location and directions	Contents
Normal	On the beach, just south of the Unsavory Man not far from the entrance from Moonstruck Coast.	Energizing Pomegranate
Normal	On an outcrop of rock, west of the Knowledgable Traveler near Goldshore, across the first bridge from town.	Herb of Valor
Normal	Just below the entrance from West Grandport Coast, down a pair of small ramps.	Thunder Soulstone (M)
Normal	Across from the entrance to Captains' Bane, on the opposite beach.	Bottle of Blinding Dust

Northern Wellspring Sands

Type	Location and directions	Contents
Normal	Directly left of the entrance from East Sunshade Sands, partially behind a bush.	Inspiriting Plum
Normal	Along the path to Quicksand Caves, near the bend, half-buried in the sand on the left side.	Energizing Pomegranate (M)
Red	Hidden path along the rocks on the bottom of the path, right outside the Quicksand Caves entrance.	Imperial Lance
Normal	In a short dead-end to the right of the Injured Scout (opposite side of rocks from Quicksand Caves).	Olive of Life

Captains' Bane

Type	Location and directions	Contents
Normal	Right of the second torch, down when the path branches.	Olive of Life (M)
Red	Right of the second torch, up when the path branches.	Healing Grape Bunch
Normal	Southwest of the third torch (hidden path through the rock).	Energizing Pomegranate (L)
Red	Just past the fifth torch, hidden path in right wall (the foggy upper-right corner).	Refreshing Jam
Red	Up the ramp just past the seventh torch, then hidden path to the right.	Articulate Stone
Purple	South of the last save point, end of the dead-end path.	Hedgehog Spear

Southern Wellspring Sands

Type	Location and directions	Contents
Normal	Down the small sand ramp directly across from the entrance.	Energizing Pomegranate
Normal	Go around the first U-turn from the entrance, hidden path against the upper wall, gap in the rock on the right.	Fire Soulstone (L)
Purple	By the save point closer to the Black Market, hidden path to the right of the stairs there.	Unerring Bracelet
Red	Behind all the crates and supplies near the Black Market (entrance is between the two jars lower down).	Copper-filled Pouch

Rivira Woods

Type	Location and directions	Contents
Normal	From the entrance, take the downward path, follow it all the way down, ignoring the upward ramp.	Energizing Pomegranate (L)
Normal	Left path from the entrance, then left again at the intersection.	Injurious Dust
Red	Left path from the entrance, then right at the intersection.	Silver-filled Pouch
Normal	Upper path at entrance, then right at the fork, chest is sitting in the grass on the right.	Purifying Dust
Purple	Upper path at entrance, then right at the fork, follow it the path all the way up.	Gaolbreaker
Red	Upper path at entrance, then right at the fork, then take the left ramp up, and follow that upper path all the way to the left.	Refreshing Jam
Normal	Upper path at entrance, then left at the fork, then up the left-side ramp when the path turns upward again.	Purifying Seed
Purple	Along the main, torch-lit path, second-to-last downward path before the final save point.	Ice Amulet

Road to the Seaside Grotto

Type	Location and directions	Contents
Normal	Take the ramp below the first save point, onto the beach, and look near the far edge, behind the rocks.	Thunder Soulstone (M)
Normal	Up the first ramp by the first save point, then take the downward path, following the ramp onto the beach.	Bottle of Poison Dust
Red	Where the first downward path goes to the left, keep going down and around the rocks.	Healing Grape Bunch
Red	Up the ramps from the first save point.	Ice Amulet
Normal	After the stone 'bridge' of ramps halfway towards the dungeon, slightly hidden lower ramp as you go back down.	Herb of Awakening

Tomb of the Imperator

Type	Location and directions	Contents
Purple	Up the path north of the entrance, follow it down the stairs.	Wakeful Stone
Normal	At the third torch, go back up the stairs, and follow the northern path (chest easily visible).	Olive of Life (M)
Red	Just north of the fourth torch, on the right side of the staircase.	Healng Grape Bunch
Normal	Path south of the fifth torch (end of the longest part of the path).	Inspiriting Plum (M)
Red	Up the stairs from the fifth torch, then left and down (visible as you approach).	Refreshing Jam
Red	From the previous chest, up the dead-end path north, hidden doorway against the right wall.	Silver-filled Pouch
Red	End of the dungeon, in the clearing, after you defeat the boss.	Gaolbreaker

Eastern Wellspring Sands

Type	Location and directions	Contents
Red	Right from the entrance, along the path past the cactus.	Copper-filled Pouch
Normal	Hidden behind the signpost that's up against the cactus, near the middle of the area.	Healing Grape (M)
Normal	Left and a little down from the signpost, hidden behind the fronds of a palm tree.	Thunder Soulstone (L)
Normal	Left the the save point, then take the small ramp down and follow the path back.	Fool's Gold Ore
Purple	Southeast of the signpost, in a small clearing, between a cactus and a palm tree.	Enlightening Bracelet

Eastern Marsalim Sands

Type	Location and directions	Contents
Purple	On the left as you enter, where the two palm trees are, just below the lower palm tree.	20,000 leaves
Normal	Directly right of the signpost, against a lone spire of rock.	Thunder Soulstone (L)
Normal	Near the stone bridge near Marsalim, on the left side, between the wall and a palm tree.	Inspiriting Plum Basket

West Stonegard Pass

Type	Location and directions	Contents
Normal	Near the Eastern Wellspring entrance, up the first ramp then left, behind the green flag.	Energizing Pomegranate
Normal	From the Eastern Wellspring entrance, left at the last fork before the first bridge.	Inspiriting Plum (M)
Red	From the North Stonegard entrance, down, then down the ramp when the path goes left.	Copper-filled Pouch

9.2.4 Danger level 36 and up areas

Obsidian Manse

Type	Location and directions	Contents
Red	Left of the first stairwell as you enter, across from the entrance.	Healing Grape Bunch
Purple	In the first room at the top of the stairs, through a doorway on the right, then through a second room.	Elemental Hat
Red	Second room from the entrance, behind a desk near the corner.	5,000 leaves
Red	Down the stairs between either door to the second room, left through the first-floor doorway, against the back wall.	Inspiriting Plum Basket
Normal	In the back half, up the right stairs, then down the stairs in back, chest is against the back wall, under the light.	Energizing Pomegranate (M)
Normal	In the back half, behind the counter against the far right wall.	Olive of Life (L)
Red	In the back half, doorway left of the stacks of barrels (hidden against left wall), chest in darkened storage room there.	Silver-filled Pouch
Normal	In the back half, left of the save point, on a small balcony past the final doorway.	Inspiriting Plum (M)

Trail to the Whitewood

Type	Location and directions	Contents
Normal	South after the bridge near the entrance (faintly visible as you enter the Trail).	Olive of Life (M)
Red	In a small turn just before the second bridge, mostly hidden by the slope of the path.	Inspiriting Plum Basket

The Whitewood

Type	Location and directions	Contents
Purple	Immediately on the left as you enter, at the end of a dead-end path.	15,000 leaves
Normal	As you reach the first branch in the path, go up, chest is just around the corner.	Olive of Life (L)
Red	When the path branches at the fourth torch, take the lower path past the broken fence, chest is at the end.	Healing Grape Bunch
Normal	Up the ramp by the fifth torch (path partially hidden by a rock outcropping).	Shadow Soulstone (M)
Red	Down a small ramp just past the sixth torch (ramp is partially hidden behind a rock).	Inspiriting Plum Basket
Red	Down a ramp to the right of the eighth torch.	Rock Cleaver

Quicksand Caves

Type	Location and directions	Contents
Purple	Down the ramp across from the second torch.	Inferno Axe
Red	Path north between the second and third torches, then hidden path on the right up the ramp.	Refreshing Jam
Normal	Down a small ramp before the fourth torch, on the right, in the clearing.	Fire Soulstone (L)
Red	Hidden path after the fourth torch, through the arches on the right, up the ramp.	Calming Stone
Red	Down a short path from the sixth torch.	Inspiriting Plum Basket
Red	Up the ramp by the sixth torch, then left through a hidden path in the wall.	Protective Bracelet

Black Market

Type	Location and directions	Contents
Normal	Right as you enter, hidden ramp against the right wall on the first floor.	Fire Soulstone (L)
Normal	Hidden path, just north of the first torch as you make your way left.	Healing Grape (M)
Normal	Down the southern path from the fourth torch (where the first intersection is along the main path).	Inspiriting Plum Basket
Normal	At the fifth torch, ignore the ramp and go right, through the hidden path in the rock, down the ramp.	Energizing Pomegranate (L)
Red	Left of the second save point along the main path.	10,000 leaves
Red	At the seventh torch, follow the left path to the end.	Light Amulet
Red	When the room splits into two paths, then rejoins, there's a hidden path behind the rock across from the upwards ramp.	Healing Grape Bunch
Purple	Along the torch-less side of the path on the north, ramp leading upward.	Calming Stone
Red	North of the final save point (can only be gotten after Therion's chapter III).	Huntress's Longbow

Ruins of Eld

Type	Location and directions	Contents
Purple	After you pass the first two rooms and the path goes up, hidden ramp behind those rooms, along the northern path.	Rune Bow
Red	Room left of the first torch along the main path.	Refreshing Jam
Red	In a damaged alcove just north of the second torch (hidden by the blinding light shining into the alcove, hard to spot).	20,000 leaves
Normal	Right of the second torch, hidden ramp if you ignore the stairs and keep going right.	Shadow Soulstone (L)
Red	In the brightly lit hall (with the lizard-like mosaic on the wall), behind a broken pillar on the floor, against the wall.	Vivifying Stone
Purple	In the lower half (left-side entrance), against the back wall, by the giant stone pillar, against the right wall.	50,000 leaves
Red	In the lower half (right-side entrance), up the stairs and inside the room in the back.	Void Amulet
Red	In the back half, down the stairs from the entrance, directly across from the entrance, in a collapsed room.	Healing Grape Bunch
Normal	In the back half, directly above the third torch in this area, against the back wall, close to the bookshelves.	Energizing Pomegranate (L)
Normal	In the back half, through the doorway by the fourth torch (in the library area halfway through), then down the stairs and to the right.	Ice Soulstone (L)
Red	In the back half, right of the fifth torch (near the broken pillar where the stone floor starts turning into forest).	Knight's Shield

Dragonsong Fane

Type	Location and directions	Contents
Normal	Down the stairs right of the first save point, then U-turn, chest is against the stairs.	Energizing Pomegranate (L)
Red	Down the stairs right of the first save point, through the arches, then left, hidden by the stairs themselves.	Crystal Helm
Purple	Up the narrow path north of the first save point, follow the stairs to the top.	Holy Longbow
Red	Through the row of arches (where the grass begins to appear) against the back wall.	Healing Grape Bunch
Normal	Small dead-end grassy area just before the final clearing in the dungeon.	Olive of Life (L)
Red	Upper-right corner of the final clearing.	Conscious Stone

Undertow Cove

Type	Location and directions	Contents
Purple	From the entrance, go all the way left, then up the illuminated ramp, then hidden path to the right.	Justice Breaker
Normal	Right from entrance, past the stairs, and down the ramp.	Inspiring Plum (M)
Red	Down from the save point, then right all the way to the clearing.	20,000 leaves
Red	Down from the save point, then left.	Inspiring Plum Basket
Normal	Left from the save point, then right when the path branches.	Olive of Life (M)
Red	Left from the entrance, then down the first stairs you see, hidden ramp on the left, by the torch.	Healing Grape Bunch
Red	Left from the entrance, then down when you hit the left wall.	Refreshing Jam

Refuge Ruins

Type	Location and directions	Contents
Normal	Near entrance, upward ramp before the first torch.	Healing Grape (M)
Purple	Under the waterfall, up from the save point, then right.	Forbidden Blade
Red	Up from the save point, then left along the path, to the end.	Refreshing Jam
Red	On the bridge by the waterfalls.	Enchanted Rod
Normal	Across the bridge, then left at the fork, then down when you reach the ledge.	Energizing Pomegranate (M)
Normal	Across the bridge, left at the fork, keep going north, then follow the westward path towards the waterfalls.	Energizing Pomegranate (L)
Normal	Right at the second torch after the bridge, then down the ramp to the right.	Olive of Life (M)
Red	From previous chest, hidden path against the left wall.	Clarity Stone
Red	Chest group at end of dungeon, lower-left one.	Cloth Map
Red	Chest group at end of dungeon, one against the left-side wall.	Weathered Boots
Red	Chest group at end of dungeon, one against the back wall.	Rusty Cup
Red	Chest group at end of dungeon, one in the back-right corner.	Force Shield
Red	Chest group at end of dungeon, middle on of the right-hand row of chests.	Scrap of Rope
Red	Chest group at end of dungeon, one in the bottom-right corner.	Glossy Gold Coin

Maw of the Ice Dragon

Type	Location and directions	Contents
Red	Down the ramp near the third torch, on the right.	30,000 leaves
Purple	Right from the fourth torch, then down the ramp on the right at the fork.	Adamantine Hat
Normal	Right from the fourth torch, then down the south path.	Inspiring Plum (M)
Red	Left of the sixth torch, down the ramp, then U-turn into the hidden ramp in the wall.	Wakeful Stone
Normal	Just north of the seventh torch, then up the ramp on the right.	Shadow Soulstone (L)
Red	Down the ramp left of the seventh torch, then up the north path.	Refreshing Jam
Red	In the clearing at the dungeon's end.	Forbidden Dagger

Southern Northreach Wilds

Type	Location and directions	Contents
Normal	After you start ascending the hill, when the path swings back left, keep going right.	Energizing Pomegranate (M)
Normal	After going through all the arches, and the path goes right again, keep going left.	Shadow Soulstone (M)
Red	Directly west of the bridge leading to Northreach.	Inspiriting Plum Basket
Normal	Directly east of the bridge leading to Northreach, next to the broken pillar.	Herb of Revival

Lorn Cathedral: Cellars

Type	Location and directions	Contents
Normal	Right from the first save point, down the stairs, through the arches in back.	Herb of Revival
Red	By the second torch, against the railing, before you go down the stairs further.	Refreshing Jam
Normal	At the third torch, go down the stairs, then follow the stairs right, and the chest is partially hidden behind the end wall.	Ice Soulstone (L)
Red	Down the stairs at the bottom, between the fourth and fifth torches.	Gleaming Amulet
Purple	Up the stairs with the statue and twin torches, hidden opening on the right wall to reach the chest.	Enchanted Sword
Red	In the back half (lower floor entrance), down the stairs, and into the room-turned-alcove.	Wakeful Stone
Normal	In the back half (upper floor entrance), avoid the stairs and go left along the balcony, then left through a hidden doorway and down some stairs.	Energizing Pomegranate (L)
Red	In the back half (upper floor entrance), after going down two sets of stairs, ignore the third and go into the carpeted area on the left.	Inspiriting Plum Basket
Red	In the back half (upper floor entrance), from the lowest floor, up the northern stairs, through the doorway and left, then up the stairs again.	Refreshing Jam
Red	In the back half (upper floor entrance), from the previous chest, hidden path in the right wall to the clearing with the chest.	Curious Antique
Red	In the back half (upper floor entrance), from that previous chest, go back into the doorway, hidden path continues in a ramp to the right.	Void Amulet

Grimsand Road

Type	Location and directions	Contents
Red	Along the southern edge, through a gap in the rocks with cacti on either side.	Silver-filled Pouch
Normal	Through the arch in the upper-left corner of the map, near the rocks on the right.	Energizing Pomegranate (L)
Normal	Through the arch leading to the Ruins, then right through the two large pillars.	Fire Soulstone (L)

Grimsand Ruins

Type	Location and directions	Contents
Normal	Down the first set of stairs, inside the room you find there.	Healing Grape (M)
Normal	From the fifth torch, head up and into the small alcove.	Energizing Pomegranate (M)
Red	In the room next to the ninth and tenth torches (stairs down to the chapter-specific ruins area).	Calming Stone
Normal	After the first set of stairs, keep going down the second set immediately next to it.	30,000 leaves
Purple	On the lower level (left-most entrance), follow the path around after descending the stairs, chest is against the stairs on the right side.	50,000 leaves
Red	On the lower level (southern-side entrance), down the stairs (rather difficult to miss once you're there).	Gleaming Amulet
Normal	On the lower level (chapter entrance), before the stairs with the fancy torches, take the path to the left, and down a smaller set of stairs.	Inspiriting Plum (M)
Red	On the lower level (chapter entrance), from the previous chest, hidden ramp in the left wall (it goes left, then upward, then right).	Enlightening Necklace
Red	On the lower level (chapter entrance), past the angel statue, hidden in the dust of the broken pillars behind it.	Force Shield
Red	On the lower level (chapter entrance), in the bottom-left corner of the square with the second angel statue.	Energizing Pomegranate (M)
Normal	On the lower level (chapter entrance), to the right of the third angel statue, down the stairs, next to the sand pile.	Inspiriting Plum (M)
Normal	On the lower level (chapter entrance), left of the second save point, down, then down the little stairs, then down again, chest hidden by rock.	Healing Grape Bunch
Red	On the lower level (chapter entrance), from the previous chest, up, then right of the stairs, hidden path to the right.	Inspiriting Plum Basket
Red	On the lower level (chapter entrance), in the upper-left corner of the square with the fourth angel statue.	Refreshing Jam
Purple	On the lower level (chapter area, up the stairs), up the stairs to the chest at the end.	Unseen Saber

Everhold Amphitheatre: Arena

Type	Location and directions	Contents
Normal	Up the stairs left of the save point, then to the right.	Fire Soulstone (L)
Red	Up the stairs left of the save point, then inside the room to the left.	30,000 leaves
Purple	Inside the second room on the first floor, left of the save point.	Ethereal Dancer Garb
Red	Left-most room on the first floor, against the back wall.	20,000 leaves
Purple	In the back half (first floor entrance), room on the second floor, in the upper-left corner.	Unseen Saber
Red	In the back half (second floor entrance), in the room on the first floor, against the back wall.	Refreshing Jam
Normal	In the back half (second floor entrance), left-most room on the second floor, against the back wall.	Inspiriting Plum (M)
Red	In the back half (second floor entrance), right-most room in the second floor, against the back wall.	Inferno Amulet

Everhold Amphitheatre: Balcony

Type	Location and directions	Contents
Purple	In the first room by the entrance, then hidden doorway on the right wall, upper corner.	Enchanted Rod
Red	In the right-most room on the first floor, against the left wall.	Silver-filled Pouch
Normal	Second floor, against the right-hand wall, in the corner with the save point.	Light Soulstone (L)
Red	Second floor, balcony from the back half, in the left-hand room.	Revitalizing Jam
Red	In the back half, in the right-most room, near the left-hand wall.	Bright Stone
Normal	In the back half, against the back wall in the open room by the save point.	Energizing Pomegranate (L)

West Grandport Coast

Type	Location and directions	Contents
Normal	From Goldshore Coast, left at the first fork in the path.	Wind Soulstone (L)
Red	From Goldshore Coast, right at the first fork, then down at the second one.	20,000 leaves
Normal	Down from the signpost, onto the pier, at the pier's end.	Thunder Soulstone (L)
Red	Up the bridge by the signpost, then right.	Healing Grape Bunch

Everhold Tunnels

Type	Location and directions	Contents
Normal	Right by the entrance, hidden behind the right-most pillar of the arches right by the entrance.	Energizing Pomegranate (L)
Normal	Up the farther-back set of stairs by the first save point, then up the next set of stairs.	Inspiring Plum (M)
Red	At the fourth torch, hidden door immediately left of the stairs, chest is in the room up the ramp.	Death Cleaver
Normal	Down the two sets of stairs from the fifth torch, then left.	Olive of Life (M)
Purple	Up the arch with the stairs in back by the sixth torch, then left through the hidden door in the wall.	Knowledge Staff
Red	Down the stairs by the sixth torch, then down the second stair set, and then left.	35,000 leaves
Red	Past the boss clearing, then down the stairs.	Healing Grape Bunch
Red	In the boss clearing, on the right-hand side.	Bright Stone

Shrine of the Archmagus

Type	Location and directions	Contents
Normal	At the first save point, go to the left.	Energizing Pomegranate (L)
Normal	Down the path south of the fifth torch, then left.	Shadow Soulstone (M)
Red	To the right of the seventh torch, in the sunlight.	20,000 leaves
Red	Up from the ninth torch, through the arch, then to the right, into the grassy area.	Revitalizing Jam
Normal	South of the 11th torch, end of the short path.	Inspiring Plum (M)
Purple	Up the path to the right, when it forks by the 12th torch, in the grassy, sunlit area at the end.	Wizard's Rod

Yvon's Birthplace

Type	Location and directions	Contents
Normal	Missable. During Cyrus' chapter III, inside the small pit Cyrus ends up in for a short time.	Bone
Normal	Second floor, left-most room, against the back wall, between the fireplace and the bed.	Inspiriting Plum

Yvon's Cellar

Type	Location and directions	Contents
Normal	Left of the entrance, down the stairs.	Light Soulstone (L)
Red	From the chest above, right wall is a hidden path to the balcony below.	12,000 leaves
Red	Through the room right of the entrance, out the other door and down the stairs.	Bright Stone
Normal	Down the stairs immediately right of the first save point, by a stack of boxes.	Energizing Pomegranate (M)
Normal	Down to the first floor, room on the left, against the right wall.	Fire Soulstone (M)
Purple	Past the two first-floor rooms, up the stairs, inside the room on the right.	Sturdy Quartz Rod
Red	Top of the stairs near the final chamber, inside the room there, near the chalkboard.	Inspiriting Plum Basket

Seaside Grotto

Type	Location and directions	Contents
Red	Down the path south of the first torch by the entrance.	Inspiriting Plum Basket
Red	After you cross the first bridge, go up, around, and through the hidden path on the left wall.	Refreshing Jam
Purple	Left of the second save point, then down the ramp, hidden path in right wall.	Grand Helm
Normal	Across the second bridge, along the narrow path north.	Energizing Pomegranate (M)
Normal	In an alcove across from the second bridge, by the tenth torch.	Olive of Life
Normal	Just before crossing the final bridge, downward ramp onto a lower path.	Inspiriting Plum (M)
Red	Down a small ramp just below the final save point, along a short path.	Silver-filled Pouch

South Orewell Pass

Type	Location and directions	Contents
Normal	Narrow ramp near the entrance, across from a dead tree, then go right.	Olive of Life (M)
Normal	After crossing the bridge, go down the right path, past the green flag.	Fire Soulstone (M)
Normal	Go north, towards Dragonsong Fane, then right at the fork and follow the path.	Energizing Pomegranate (L)
Normal	Down the ramp near the save point close to Orewell.	Healing Grape (M)

Trail to the Forest of Rubeh

Type	Location and directions	Contents
Normal	Down the ramp across from the entrance, before the first save point.	Purifying Dust
Red	At the fork, take the downward path.	20,000 leaves
Normal	After you cross the bridge, go down the ramp south of it.	Energizing Pomegranate (M)

Forest of Rubeh

Type	Location and directions	Contents
Purple	Directly south of the second torch (on your right as you walk in, against the lower wall).	Inferno Amulet
Normal	Path directly east of the second torch, follow it up the cliff.	Wind Soulstone (M)
Normal	Down the path towards the right-most part of the forest, large ramp halfway down.	Herb of Clarity
Normal	Slightly hidden path just north of the first save point, near the broken pillar.	Energizing Pomegranate (M)
Normal	Across the bridge, immediately below it, by the tree.	Purifying Seed
Normal	Left side of the middle path, tucked against the back of a narrow tree.	Inspiring Plum (M)
Normal	Middle path, ramp across from the first torch as you go down the path.	Ruinous Seed
Red	Left-side path, left of the first tree (hidden by some foreground rocks).	Silver-filled Pouch
Normal	Left-side path, path by the third tree down the path, heading right.	Energizing Pomegranate (M)
Normal	Left-side path, hidden path on right side (small section of wall in front of it).	Ruinous Dust
Red	In the back half (left-most path), directly across from the entrance to that section of the forest.	Augmented Bow of the Falcon
Red	In the back half (left-most path), hidden path against the right-side wall.	30,000 leaves
Red	In the back half (right-most path), follow the path after entering that part of the forest.	Conscious Stone
Red	In the back half (middle path), at the third torch, take the left path (not the ramp).	Healing Grape Bunch
Red	In the back half (middle path), from the previous chest, keep going right (hidden path under arch).	Revitalizing Jam
Normal	In the back half (middle path), upper path between the fourth and fifth torches, immediate left behind the section of wall.	Healing Grape (M)
Red	In the back half (middle path), upper path between the fourth and fifth torches, follow all the way around the back.	Imperial Armor
Normal	In the back half (middle path), at the final save point, ignore the ramp and go to the right, along the path.	Herb of Healing

North Riverford Traverse

Type	Location and directions	Contents
Normal	Across from the Shrine of the Warbringer entrance.	Herb of Revival
Red	From the save point near Riverford, hidden path just south, follow all the way to the left.	Silver-filled Pouch
Normal	From the save point near Riverford, hidden path just south, go down, then left.	Wind Soulstone (L)

Hidden Path

Type	Location and directions	Contents
Normal	After the first bridge, go down the two sets of stairs and up the path along the water.	Herb of Valor
Purple	At the second bridge, hidden path against the right wall that leads further right.	Imperial Helm
Normal	All the way up the path before the second bridge, chest hidden behind some crates.	Olive of Life (M)
Normal	After crossing the second bridge, take the first stairs downward.	Ice Soulstone (L)
Red	At the second save point, go right, through a hidden tunnel against the right wall.	Silver-filled Pouch
Red	Down from the second save point, then left and descend the short staircase.	Inspiriting Plum Basket

Lord's Manse

Type	Location and directions	Contents
Normal	On the first floor, against the wall (visible from the save point).	Healing Grape (M)
Normal	From the first save point, follow the first floor hall all the way right, chest is against the back wall.	Energizing Pomegranate (L)
Red	In the hidden path wing, in the first room on the second floor, in the back-left corner by the window.	Silver-filled Pouch
Red	In the hidden path wing, in the second room on the second floor (the one you have to go past doorway and up the stairs for).	Blizzard Amulet
Red	In the front entrance wing, up the stairs left of the save point, then straight down into a small balcony.	Healing Grape Bunch
Red	In the front entrance wing, up the stairs right of the save point, chest is in the lower-left corner, past the tables.	Clarity Stone
Normal	In the front entrance wing, up the stairs right of the save point, follow the balcony around, past the room, and up the side.	Inspiriting Plum (M)
Purple	In the front entrance wing, up the stairs right of the save point, through that room, then doorway on the left side.	Rune Hatchet
Red	In the front entrance wing, against the far left wall, before the stairs to the next wing.	Refreshing Jam
Red	In the hidden path wing, second floor, upper-left corner of the hall (visible as you enter).	Inspiriting Plum Basket

Forest of No Return

Type	Location and directions	Contents
Red	Right across from the entrance.	Healing Grape Bunch
Red	Up from the first save point, then immediately on your right.	Inspiriting Plum Basket
Red	Right (up) at the first fork in the path, keep going up into the campsite area.	Silent Bandana
Purple	Up the ramp by the first save point, then go left.	Elemental Glaive
Normal	Down the ramp from the sixth torch, hidden partially behind a bush.	Shadow Soulstone (L)
Red	From the previous chest, go left, stay above the seventh torch, hidden ramp just next to it.	Vivifying Stone

Western Wispermill Flats

Type	Location and directions	Contents
Normal	At the signpost, go right, chest is against a low ledge, near the section of broken wall.	Energizing Pomegranate (M)
Red	Along the path to Wispermill, ramp near the red flag.	Cat's Eye
Normal	Along the path to Wispermill, when the path forks, go right.	Olive of Life (M)

Ebony Grotto

Type	Location and directions	Contents
Normal	Up from the first save point, then stay left as you go up.	Olive of Life (M)
Red	Up from the first save point, right at the fork, then immediately right between the two big stalagmites.	Giant's Club
Normal	Up the ramp from the third torch, then right through the hole in the rock.	Energizing Pomegranate (M)
Red	Left of the fifth torch, hidden ramp in the left wall.	Refreshing Jam
Red	In the back half, directly to your right as you enter the second half.	Healing Grape Bunch
Normal	In the back half, go right of the first save point here, then down the small ramp and back around.	Energizing Pomegranate (M)
Normal	In the back half, at the third torch, go down the ramp to the left.	Inspiriting Plum (M)
Red	In the back half, down and a little right from the fifth torch, hidden ramp in the rocks.	Articulate Stone
Red	In the back half, up the ramp by the fifth torch, then follow the path left.	Thunderstorm Amulet
Normal	In the back half, hidden ramp between fifth and sixth torch, right side (closer to sixth torch).	Olive of Life (M)
Purple	In the back half, ramp between eighth and ninth torches, left side, U-turn left when you hit the paved part of the path.	Adamantine Hat
Red	In the back half, at the tenth torch, go down, then at the fork, keep going down.	30,000 leaves

Shrine of the Starseer

Type	Location and directions	Contents
Normal	After the fourth torch, U-turn and go back along the upper path.	Inspiring Plum (M)
Normal	Left from the fourth torch, follow the path around and up the ramp.	Light Soulstone (L)
Red	Left from the sixth torch, follow the path around.	Refreshing Jam
Red	Up the narrow path north of the sixth torch.	Articulate Stone

Shrine of the Warbringer

Type	Location and directions	Contents
Red	Slightly hidden ramp below the gap between the third and fourth torches.	Inspiring Plum Basket
Normal	Left at the sixth torch.	Herb of Revival
Red	At the seventh torch, go right.	Refreshing Jam
Purple	Left at the seventh torch, then up the ramp on the right.	30,000 leaves
Red	Top of the ramp by the eighth torch, hidden path in the left wall.	Revitalizing Jam

Marsalim Catacombs

Type	Location and directions	Contents
Purple	After the first save point, up the stairs and against the back wall (obscured by dust).	Viper Dagger
Red	From the previous chest, down the small stairs, hidden doorway on the right wall.	Revitalizing Jam
Red	In the boss clearing by the twin torches, near-buried in the sand in the back.	Master's Spear
Red	Down the left staircase after boss, then into the alcove, hidden ramp in right wall.	Calming Stone
Red	Down the left staircase after boss, then left, past the arch, then down the path around the balcony.	Healing Grape Bunch
Red	From previous chest, up to the wall, then left through a hidden doorway.	Angel Saber
Red	Down the right staircase after boss, then right when the path forks.	Refreshing Jam
Normal	Down the right staircase after boss, then down when the path forks.	Energizing Pomegranate (L)

West Everhold Pass

Type	Location and directions	Contents
Normal	On the right from the entrance and a little down, partially hidden behind a purple standard.	Light Soulstone (L)
Red	At the stone bridge, go downward instead.	Silver-filled Pouch
Normal	From the save point, down the right ramp, then down the left ramp, then U-turn at the fork.	Energizing Pomegranate (M)
Normal	From the save point, up three sets of stairs, then down the path before the fourth one.	Fire Soulstone (M)
Normal	From Everhold, before going down the second set of large left stairs, go down and follow the path.	Inspiring Plum (M)

East Duskbarrow Trail

Type	Location and directions	Contents
Red	From Duskbarrow, go down just before the first save point.	Copper-filled Pouch
Normal	From East Victors Hollow, go down just before the first fork.	Herb of Revival
Normal	From the first fork, go left along the narrow path.	Herb of Clamor
Normal	Along the path to the Shrine of the Archmagus.	Olive of Life (M)

Moldering Ruins

Type	Location and directions	Contents
Normal	From the save point, down the stairs, then down, left at the torch through the arch, then left.	Inspiriting Plum (M)
Normal	Up the first set of upward stairs from the save point.	Shadow Soulstone (L)
Red	Down the ramp below the third torch.	Healing Grape Bunch
Purple	Up the stairs by the seventh torch, then all the way to the left.	Hypnos Crown
Red	Up the stairs by the seventh torch, then all the way to the right.	Thunderstorm Amulet
Red	Up the stairs by the seventh torch, then down the lower path on the right.	Vivifying Stone
Normal	Through the arches below the eighth torch, then left.	Energizing Pomegranate (L)

Grandport Sewers

Type	Location and directions	Contents
Normal	After the first branch in the path, go right, then down the stairs under the bridge you just crossed.	Energizing Pomegranate (L)
Normal	North of the third torch, against the upper edge, next to a section of iron fence.	Thunder Soulstone (L)
Red	From the previous chest, hidden path in the left wall.	Imperial Helm
Purple	From the fourth torch, all the way down, then to the right.	Legion Dagger
Normal	Down from the second save point, all the way down the sets of stairs.	Wind Soulstone (L)
Red	In the back half (lower entrance), down the stairs and to the left.	Force Shield
Normal	In the back half (upper entrance), down immediately from the entrance, down the short staircase, then left.	Thunder Soulstone (L)
Red	In the back half (upper entrance), left of the second torch, up the stairs, then ignore the next stairs and go left, behind the arches.	Refreshing Jam
Red	In the back half (upper entrance), from the previous chest, hidden ramp in the left wall.	Scourge Lance
Red	In the back half (upper entrance), from the third torch, down two sets of stairs, then through the right wall before the third stairs.	Robe of the Dragon Princess
Normal	In the back half (upper entrance), from the large path up to the waterfall, go left before going up, then up those stairs.	Healing Grape (M)
Normal	In the back half (upper entrance), left of the fourth torch, amongst the supplies.	Olive of Life (L)

Loch of the Lost King

Type	Location and directions	Contents
Red	Before the second torch, go right and up the ramp.	Inspiriting Plum Basket
Red	From the first save point, left-most path (without the torch) then back down the ramp.	Articulate Stone
Normal	Right of the save point, around the spire of rock, then U-turn up the ramp.	Wind Soulstone (L)
Red	From previous chest, down the ramp, up the bridge, then follow the path to the right.	30,000 leaves
Normal	After crossing the first bridge (second torch), immediate left down the ramp.	Energizing Pomegranate (L)
Normal	By the fifth torch, ignore the ramp up to the sixth torch, hidden arch in left wall.	Olive of Life (L)
Purple	After the eighth torch, U-turn and go up the upper-most path.	Sturdy Sapphire Rod
Purple	At the very back of the cavern, in the boss clearing.	Improved Bow of the Eagle

Shrine of the Runeblade

Type	Location and directions	Contents
Red	Near the fourth torch, just to the north of it.	Inspiriting Plum Basket
Red	Down the ramp right of the torch-lit staircase, all the way in the back.	50,000 leaves
Red	From the previous chest, before it ramps back up, there's a ramp to the right.	Revitalizing Jam

Forest of Purgation

Type	Location and directions	Contents
Normal	Right by the first save point, just a little north of it.	Light Soulstone (L)
Red	Up from the first torch, then left through a hidden gap in the wall.	Tempest Amulet
Purple	Across the first bridge, keep going left and up the ramp.	Forbidden Dagger
Red	To the right of the fifth torch, near a pine tree.	20,000 leaves
Normal	Ninth torch, hidden gap in the left wall, then go down.	Thunder Soulstone (L)
Normal	Halfway between the tenth torch and last save point, go down, then right.	Olive of Life (L)

10 Alfyn's Concoct

Information on concoctions, components, and ingredients was retrieved from the game, as well as other various sources, including a thread on GameFAQs [9], and an online spreadsheet by /u/heckacentipede [10].

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10.1 Stocking up

The following two sections cover the locations one can use when stocking up on ingredients and components. For most ingredients, you will need to Steal them from enemies. It is recommended to have a party consisting of a Dancer (for Sealteige's Seduction), as well as a Merchant (for Donate BP), then triple boosting Steal on all enemies at once.

10.1.1 Locations of components

Component	Price	Shops
Soothing Seed	5	Clearbrook, Bolderfall, Victors Hollow, Stillsnow, Northreach, Cobbleston.
Soothing Dust	100	Clearbrook, S'warkii, Stillsnow, Wispermill, Sunshade, Marsalim.
Purifying Seed	2600	Duskbarrow, Everhold, Marsalim.
Purifying Dust	3200	Saintsbridge, Quarrycrest, Duskbarrow, Noblecourt, Wispermill, Goldshore, Stonegard, Wellspring, Marsalim.
Injurious Seed	5	Clearbrook, Bolderfall, Victors Hollow, Grandport, Sunshade.
Injurious Dust	100	Saintsbridge, Riverford, Quarrycrest, Northreach, Noblecourt, Goldshore, Grandport, Stonegard, Wellspring.
Ruinous Seed	2600	Riverford, Duskbarrow, Everhold.
Ruinous Dust	3200	Riverford, Northreach, Everhold.

10.1.2 Locations of ingredients

Noxroot and Essence of Grape are the only ingredients that can be purchased from a shop. The rest are exclusively dropped, stolen, or found. Noxroot can be purchased for 5 leaves in Clearbrook, Saintsbridge, Quarrycrest, S'warkii, Duskbarrow, Stillsnow, Wispermill, Goldshore, Stonegard, Everhold, Sunshade, and Marsalim. Essence of Grape can be purchased for 40 leaves in Clearbrook, Saintsbridge, Riverford, Bolderfall, Victors Hollow, Northreach, Noblecourt, Goldshore, Grandport, Cobbleston, Everhold, and Wellspring. Monsters that drop the respective ingredients are listed below.

Ingredient	Region	Monster
Noxroot	Flatlands	Aggressive Ant, Antagonistic Ant, Flatlands Froggen II, Flatlands Froggen V, Icky Slug
	Sunlands	Antagonistic Ant
	Riverlands	Blood Viper, Red Viper, River Bug, River Froggen II, River Froggen V, River Wasp, Warrior Wasp
Sleepweed	Clifflands	Armor Eater, Cliff Birdian II, Cliff Birdian V, Laughing Hyaena
	Coastlands	Hermit Conch, Reaper Crab, Scissor Crab, Scythe Crab, Sea Birdian II, Sea Birdian V
Addlewort	Clifflands	Egging, Hatchling, Two-handed Hatchling, Guard Dog, War Dog, Lloris, Night Raven, Dire Night Raven, Ash Raven
	Flatlands	Night Raven, Dire Ash Raven, Meep, Shaggy Meep, Shaggy Spider, Wanderweed
	Frostlands	Ash Raven
	Coastlands	Barnacle Crab
	Riverlands	Wanderweed, Horned Fly, River Fly, Lord of the Flies
	Sunlands	Horse Fly, River Fly
Essence of Grape	Coastlands	Flying Fish, Sailfish
	Highlands	Highland Ratkin II, Highland Ratkin V, Rockadillo, Shaggy Aurochs
	Woodlands	Forest Ratkin II, Forest Ratkin V, Gabbrodillo
Essence of Plum	Frostlands	Wolf, Ice Lizardman II, Ice Lizardman V, Snow Marmot, Majestic Snow Marmot
	Sunlands	Army Ant, Dire Army Ant, Sand Lizardman II, Sand Lizardking II, Slayer Bug, Stone Bug
Essence of Pomegranate	Clifflands	Tempest Falcon, Dread Falcon
	Highlands	Dread Falcon, Giant Falcon, Shambling Weed
	Coastlands	Sea Slug
	Flatlands	Howler
	Riverlands	Howler, Shambling Weed, Creeping Treant, Giant Slug, Motley Slug
	Woodlands	Howler, Mossy Meep, Marmot, Majestic Marmot, Rampant Weed, Creeping Treant
	Frostlands	Frost Fox, Snow Fox, Snow Yak, White Howler
Sunlands	Assassin Bug, Killer Bug, Giant Scorpion, Savage Scorpion, Venomous Scorpion	
Curious Bloom	Coastlands	Barnacle Bat, Black Bat, Shadow Bat, Black Scissors
	Flatlands	Black Bat, Shadow Bat
	Highlands	Black Bat, Shadow Bat
	Riverlands	Black Bat, Shadow Bat, Vampire Bat
	Sunlands	Black Bat, Shadow Bat
	Frostlands	Albino Bat, White Bat
Olive Bloom	Clifflands	Great Condor, King Condor
	Coastlands	Barnacle Tortoise, Mossy Tortoise, Rock Tortoise
	Flatlands	Giant Sheep, Salamander
	Frostlands	Frost Bear
	Highlands	Highland Goat, Mountain Goat
	Riverlands	Salamander
	Sunlands	Sandworm
Woodlands	Giant Boar	

10.2 Concoctions

This section covers every possible concoction and their effects.

10.2.1 Healing - Mild

Component	Soothing Seed (Single ally)
Noxroot	Restores 200 HP. Cures poisoning.
Sleepweed	Restores 200 HP. Wakes the sleeping.
Addlewort	Restores 200 HP. Clears confusion.
Essence of Grape	Restores 1000 HP.
Essence of Plum	Restores 50 SP.
Essence of Pomegranate	Restores 2 BP.
Olive Bloom	Restores 1000 HP. Revives the incapacitated.
Curious Bloom	Restores 1000 HP. Speeds action next turn.

Component	Soothing Dust (All allies)
Noxroot	Restores 100 HP. Cures poisoning.
Sleepweed	Restores 100 HP. Wakes the sleeping.
Addlewort	Restores 100 HP. Clears confusion.
Essence of Grape	Restores 800 HP.
Essence of Plum	Restores 30 SP.
Essence of Pomegranate	Restores 1 BP.
Olive Bloom	Restores 800 HP. Revives the incapacitated.
Curious Bloom	Restores 800 HP. Prevents all status ailments for 3 turns.

10.2.2 Healing - Potent

Component	Purifying Seed (Single ally)
Noxroot	Restores 3000 HP. Cures poisoning.
Sleepweed	Restores 3000 HP. Wakes the sleeping.
Addlewort	Restores 3000 HP. Clears confusion.
Essence of Grape	Restores 9999 HP.
Essence of Plum	Restores 200 SP.
Essence of Pomegranate	Restores 4 BP.
Olive Bloom	Restores 9999 HP. Revives the incapacitated.
Curious Bloom	Restores 3000 HP. Grants 1 physical attack evasion.

Component	Purifying Dust (All allies)
Noxroot	Restores 1600 HP. Cures poisoning.
Sleepweed	Restores 1600 HP. Wakes the sleeping.
Addlewort	Restores 1600 HP. Clears confusion.
Essence of Grape	Restores 3000 HP.
Essence of Plum	Restores 50 SP.
Essence of Pomegranate	Restores 2 BP.
Olive Bloom	Restores 3000 HP. Revives the incapacitated.
Curious Bloom	Restores 1600 HP. Grants HP Regeneration for 3 turns.

10.2.3 Hazardous - Mild

Component	Injurious Seed (Single foe)
Noxroot	Fire-based attack ×2. Occasionally poisons target.
Sleepweed	Ice-based attack ×2. Occasionally puts target to sleep.
Addlewort	Light-based attack ×2. Occasionally confuses target.
Essence of Grape	Wind-based attack ×2. Occasionally lowers Phys. Def.
Essence of Plum	Lightning-based attack ×2. Occasionally lowers Elem. Def.
Essence of Pomegranate	Dark-based attack ×2. Occasionally slows target.
Olive Bloom	Wind-based attack ×2. Occasionally lowers evasion.
Curious Bloom	Fire-based attack ×3.

Component	Injurious Dust (All foes)
Noxroot	Fire-based attack. Occasionally poisons target.
Sleepweed	Ice-based attack. Occasionally puts target to sleep.
Addlewort	Light-based attack. Occasionally confuses target.
Essence of Grape	Wind-based attack. Occasionally lowers Phys. Def.
Essence of Plum	Lightning-based attack. Occasionally lowers Elem. Def.
Essence of Pomegranate	Dark-based attack. Occasionally slows target.
Olive Bloom	Wind-based attack. Occasionally lowers evasion.
Curious Bloom	Ice-based attack. Delays action next turn.

10.2.4 Hazardous - Potent

Component	Ruinous Seed (Single foe)
Noxroot	Fire-based attack ×3. Occasionally poisons target.
Sleepweed	Ice-based attack ×3. Occasionally puts target to sleep.
Addlewort	Light-based attack ×3. Occasionally confuses target.
Essence of Grape	Wind-based attack ×3. Occasionally lowers Phys. Def.
Essence of Plum	Lightning-based attack ×3. Occasionally lowers Elem. Def.
Essence of Pomegranate	Dark-based attack ×3. Occasionally slows target.
Olive Bloom	Wind-based attack ×3. Occasionally lowers evasion.
Curious Bloom	Light-based attack, Lightning-based attack, Wind-based attack.

Component	Ruinous Dust (All foes)
Noxroot	Fire-based attack ×2. Occasionally poisons target.
Sleepweed	Ice-based attack ×2. Occasionally puts target to sleep.
Addlewort	Light-based attack ×2. Occasionally confuses target.
Essence of Grape	Wind-based attack ×2. Occasionally lowers Phys. Def.
Essence of Plum	Lightning-based attack ×2. Occasionally lowers Elem. Def.
Essence of Pomegranate	Dark-based attack ×2. Occasionally slows target.
Olive Bloom	Wind-based attack ×2. Occasionally lowers evasion.
Curious Bloom	Dark-based attack ×3. Nullifies all status enhancements for 3 turns.

11 H'aanit's Bestiary

Information in this chapter was pulled from /u/Balmung6's spreadsheets on drops and captures [11] [12] with help from /u/heckacentipede's sheet [10]. Information on caits was pulled from [13] and [14].

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11.1 Introduction

This chapter contains information on all enemies; their drops, rank (if it can be captured, shown in square brackets), their skill if you wish to capture them, and how many times captured beasts can be summoned. The number of summons can vary for each monster each time you capture one, so it's random how many times you can call it to your side once captured. Note that you cannot choose your target when summoning a monster; monsters who target one enemy with their skill choose one at random, and likewise all buffs granted to a single ally are chosen at random. What a monster drops is also the item that can be stolen off of it, so drops and stealable items are merged into the same column 'Drops'. All monsters have one item to Steal before being 'Empty-handed'. Also keep in mind that having 3 BP on a Thief will generally allow a 95% Steal rate, even on a full-health monster, so skills to move BP around (Donate BP) or support skills to start with more (Boost-Start) are handy here.

Non-quest/chapter bosses reappear rarely as random monsters in their dungeons after their first defeat. They can only be tamed after being defeated at least once. Some enemies don't have a 100% capture chance, even with ideal conditions, unless your level is very high indeed. Low health (down to 1 HP via Mercy Strike), capturing with BP, and breaking shields helps with capture rate. Avoid weapons that confuse or poison your target – last thing you want is a weakened capture target finished off by poison, or the attack of a confused enemy in that group (or from itself). Avoid support skills that would hamper the capture process: Incidental Attack, Eye for an Eye, Evasive Maneuvers, etc.

11.2 Suggested setup

11.2.1 Suggested classes

A second Hunter is recommended. Aside from needing H'aanit to capture at all, it's good to have someone sub-classed as Hunter, so you have an additional person who can use Mercy Strike.

Capturing will go a bit faster with a Starseer with BP Boost, casting it on H'aanit, and their Ethereal Healing will keep the party healthy while they wait for the capture, when trying to capture low capture-rate monsters like bosses.

A Merchant's Donate BP can help speed up H'aanit's capturing immensely by keeping her stocked with at least a couple BP most of the time, and Hired Help serves the same function for weapon weaknesses that Alfyn's Concoct does for elemental ones.

An Apothecary being able to use Rehabilitate to remove status effects is handy, as a Confused ally might accidentally attack and kill a weakened capture-worthy monster, and Blindness makes landing Mercy Strikes difficult.

Discerning a foe's weaknesses prevents trial-and-error discovery of shields to break (which risks killing the intended capture target), and Analyze also shows the current health, giving you a better idea of what attacks (besides Mercy Strike) you can risk using, so a Scholar is recommended.

11.2.2 Suggested characters

Alfyn, Tressa, and Cyrus. Concoct can inflict very low damage while also helping break their shields to increase capture chance, and with Soothing Dust + Curious Bloom, can remove pesky status effects from the whole party. If you've got another character sub-classing as Merchant, having two characters who can Donate BP can really speed things up, as can having Hired Help on multiple characters to test for weapon-related weaknesses. Breaking shields raises the capture rate, and with Cyrus' combat ability 'Study Foe', you'll get a free weakness identified with every encounter.

11.2.3 Suggested support skills

- Heightened Senses: Allows your party to get a shot in before the enemies, letting you get some BP and Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.

- **Patience:** H'aanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for H'aanit to attempt to capture a target.
- **Boost-Start:** Helps jump-start the capture process with an extra BP to work with, both for making the Mercy Strikes count, and upping capture rates.
- **Divine Aura:** Helps reduce damage taken during the course of a capture-focused battle, so you don't have to skip a potential turn of capturing/Donating BP/Mercy Striking in order to heal.
- **Resist Ailments:** Helpful on H'aanit, as Blindness and Confusion can either delay or even ruin a capture attempt, if inflicted at the wrong moment.

11.3 On Caits, Luck of the Cait, and their variants

11.3.1 Capturing Caits

The Caits, Chubby Cait, and Cultured Cait are by far the hardest to capture, though this is less because of capture rate and more because of their tendency to flee during the first turn.

If you wish to capture a Cait, these are the things you need to know: The Caits have low health and incredible evasion, so avoid major 'All enemies' kind of attacks. Alfyn's Concoct, however, seems to never miss them, though they seem to have either immunity or high resistances to debuffs. They tend to flee first turn, but sometimes they'll Groom (to heal) or Toss (throwing money to damage your team), which buys you an extra capture attempt, but it is rare. If you have someone with high enough accuracy to hit them reliably, it is recommended to bring Cyrus along; his trait will reveal one of the Caits' weaknesses at the start of each encounter, regardless of whether or not he is faster than them. Caits, Chubby Caits, and Cultured Caits are weak to Swords, Daggers, Axes, and Staves. The Thief support skill Fleetfoot is good on H'aanit and others here, letting them act before the Cait if you're lucky, as is Heightened Senses, which lets the entire party act before the Cait if it works. The Hunter skill Leghold Trap can move a Cait to the back of the line, but not on the current turn, so unless you surprised your foe, it will not let the rest of your party act before the Cait that turn. The Merchant skill Hired Help can inflict low damage while testing for Cait weapon weaknesses, the same way Concoct can test for elemental ones. If you can't capture the Cait before it gets a turn, try wounding one of the other monsters in the group; this gives it a chance to use Groom/Grooming to heal itself or its ally instead of fleeing.

Caits can in theory appear nearly anywhere in the game where there are monsters (regular Cait being for weaker areas, Chubby and Cultured Cait for stronger areas); they are only listed in areas that they have been encountered in.

11.3.2 Luck of the Cait

The Caits' captured skills act like Bewildering Grace, in that they can have different effects chosen from a set pool. All possible outcomes will always be beneficial to the player, unlike Bewildering Grace. Amount of BP spent is noted by B . Luck of the Cait, the captured skill of regular Cait, grants buffs or debuffs purely on a stat-based spectrum:

- **Offense/Defense Cross:** All allies gain Phys. Atk., Phys. Def., Elem. Atk., and Elem. Def. up for $2 + B$ turns.
- **Heterogeneous Cross:** All allies gain Accuracy, Evasion, Critical, and Speed up for $2 + B$ turns.
- **Offense/Defense Break:** All enemies gain Phys. Atk., Phys. Def., Elem. Atk., and Elem. Def. down for $2 + B$ turns.
- **Heterogeneous Break:** All enemies gain Accuracy, Evasion, Critical, and Speed down for $2 + B$ turns.

Supreme Luck of the Cait, the captured skill of Chubby Cait, grants buffs or debuffs with special effects:

- Opulent Olive: All allies are revived and healed for 7776.
- Lap of Luxury: All allies gain two turns of Invincibility.
- Opulent Trio: All allies are granted a charge of Physical Counter, Magical Reflection, and Auto-Revive.
- Opulent Restorative: All allies have their debuffs removed and are granted two turns of Debuff Immunity, and all enemies have their buffs removed and are inflicted with two turns of Buff Prevention.

Deluxe Luck of the Cait, the captured skill of Cultured Cait, grants only restorative effects:

- Grape Harvest: Restore 7777 HP to all allies.
- Plum Harvest: Restore 777 SP to all allies.
- Pomegranate Harvest: Restore 5 BP to all allies.
- Jam Factory: Fully restore HP, SP, and BP to all allies.

Any of the effects from a variation of Luck of the Cait can occur when the skill is invoked normally. With BP however, each boost casts it an additional time, leading to any combination of up to 4 effects chosen randomly. Remember that buff durations and charges stack when reapplied.

11.4 Bestiary by regions

11.4.1 Cliftlands

Guardians Mk.II and Sentinels can both use Self-Destruct at low health, which also damages your entire team, so capture them quickly once their health is in the red. Shambling Weeds only appear when Skulking Fungoids use 'Proliferate'. The Weeds themselves can also use Proliferate, creating copies of itself that also have items to drop or steal.

Ravus Manor

[-]	Name	Skill	Description	Uses
[1]	Sentinel	Chop	Strike one enemy once with an axe.	5-7
[4]	Ice Sentinel	Freeze	Strike one enemy once with ice damage.	5-7
[-]	Ravus Guard I	-	-	-
[-]	Ravus Guard II	-	-	-
[-]	Ravus Soldier III	-	-	-
[3]	Guard Dog	Slash	Strike one enemy once with a sword.	5-7

North Bolderfall Pass

[-]	Name	Skill	Description	Uses
[1]	Cliff Birdian I	Attack	Strike one enemy once with a dagger.	5-7
[2]	Cliff Birdian II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	Cliff Birdian III	Double Strike	Strike one enemy twice with a dagger.	5-7
[2]	Egging	Lunge	Strike one enemy once with a spear.	5-7
[4]	Hatchling	Lunge	Strike one enemy once with a spear.	5-7
[5]	Great Condor	Thousand Scythes	Strike one enemy once with wind damage.	3-5
[4]	Laughing Hyaena	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7

South Bolderfall Pass

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	Cliff Birdian I	Attack	Strike one enemy once with a dagger.	5-7
[2]	Cliff Birdian II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	Cliff Birdian III	Double Strike	Strike one enemy twice with a dagger.	5-7
[2]	Eggling	Lunge	Strike one enemy once with a spear.	5-7
[4]	Hatchling	Lunge	Strike one enemy once with a spear.	5-7
[5]	Great Condor	Thousand Scythes	Strike one enemy once with wind damage.	3-5
[4]	Laughing Hyaena	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7

Carrion Caves

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[3]	Crawly Fledgling	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[5]	Great Condor	Thousand Scythes	Strike one enemy once with wind damage.	3-5
[6]	King Condor	Thousand Scythes	Strike one enemy once with wind damage.	3-5
[4]	Ash Raven	Enshadow	Strike one enemy once with dark damage.	5-7
[5]	Dire Ash Raven	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Night Raven	Slash	Strike one enemy once with a sword.	5-7
[4]	Dire Night Raven	Slash	Strike one enemy once with a sword.	5-7
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Tempest Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[10]	Heavenwing (🦅)	Crimson Flame (All)	Strike all enemies once with fire damage. May inflict 2 turns of any combination of Phys. Atk. down and Phys. Def. down.	1-3

South Quarrycrest Pass

[-]	Name	Skill	Description	Uses
[4]	Cliff Birdian IV	Double Strike	Strike one enemy twice with a dagger.	5-7
[4]	Cliff Birdian V	Double Attack All	Strike all enemies twice with a dagger.	5-7
[5]	Cliff Birdian VI	Triple Attack	Strike one enemy thrice with a dagger.	5-7
[5]	Cliff Birdking I	Triple Attack	Strike one enemy thrice with a bow.	3-5
[5]	Two-handed Hatchling	Restore Greater Health	Heal an ally for 1000 HP (+1000 per BP).	5-7
[6]	King Condor	Thousand Scythes	Strike one enemy once with wind damage.	3-5
[6]	Long-eared Lloris	Mighty Slash	Strike all enemies once with a sword.	5-7

Derelict Mine

[-]	Name	Skill	Description	Uses
[4]	Skull Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[4]	Marionette Bones	Slash	Strike one enemy once with a sword.	3-5
[5]	Brawler Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[6]	Puppet Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[6]	Dark Curator	Enshadow	Strike one enemy once with dark damage.	3-5
[6]	Dark Elemental	Enshadow (All)	Strike all enemies once with dark damage.	3-5
[6]	Flame Curator	Incinerate	Strike one enemy once with fire damage.	3-5
[6]	Fire Elemental	Incinerate (All)	Strike all enemies once with fire damage.	3-5
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[7]	Skulking Fungoid	Continual Light (HP)	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of HP Regeneration.	3-5
[7]	Mutant Mushroom	Millennial Frond	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of Phys. Atk. up and Elem. Atk. up.	3-5
[10]	Manymaws (☠)	Horrible Breath (All)	May inflict all enemies with 9 turns of any combination of sleep, poison, Speed down, Phys. Def. down, and Elem. Def. down.	1-3

The Sewers

[-]	Name	Skill	Description	Uses
[4]	Marionette Bones	Slash	Strike one enemy once with a sword.	3-5
[6]	Puppet Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[5]	Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Sticky Slug	Red Bile	May inflict one enemy with 4 turns of any combination of Elem. Atk. down and Elem. Def. down.	3-5
[4]	Thunder Wisp	Electrocute	Strike one enemy once with lightning damage.	5-7
[4]	Wind Wisp	Wind Slash	Strike one enemy once with wind damage.	5-7

Road to Morlock's Manse

[-]	Name	Skill	Description	Uses
[7]	Armor Eater	Retaliative Posture	Grant an ally 2 turns of Phys. Def. up and 1 charge (+1 per BP) of Physical Counter.	3-5
[5]	Great Condor	Thousand Scythes	Strike one enemy once with wind damage.	3-5
[4]	Lloris	Mighty Slash	Strike all enemies once with a sword.	5-7
[5]	Two-handed Hatchling	Restore Greater Health	Heal an ally for 1000 HP (+1000 per BP).	5-7

Morlock's Manse

[-]	Name	Skill	Description	Uses
[-]	Morlock's Mercenary I	–	–	–
[-]	Morlock's Mercenary II	–	–	–
[1]	Sentinel	Chop	Strike one enemy once with an axe.	5-7
[4]	Thunder Sentinel	Electrocute	Strike one enemy once with lightning damage.	5-7
[4]	Tempest Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	War Dog	Slash	Strike one enemy once with a sword.	5-7

South Orewell Pass

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[5]	Cliff Birdking I	Triple Attack	Strike one enemy thrice with a bow.	3-5
[6]	Cliff Birdking II	Triple Attack All	Strike all enemies thrice with a bow.	3-5
[7]	Cliff Birdking III	Double Elemental Arrow Dance	Strike one enemy twice with a bow. Grant an ally 2 turns of Elem. Atk. up.	3-5
[6]	Creepy Fledgling	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[6]	Giant Eagle	Wind Slash	Strike one enemy once with wind damage.	3-5
[6]	Woolly Spider	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	3-5
[8]	Bloody Rhino	Lunge	Strike one enemy once with a spear.	3-5

Dragonsong Fane

[-]	Name	Skill	Description	Uses
[-]	Master Thief I	–	–	–
[-]	Master Thief II	–	–	–
[6]	Wind Remnant Mk.II	Wind Slash	Strike one enemy once with wind damage.	3-5
[8]	Guardian Mk.II	Mighty Chop	Strike all enemies once with an axe.	3-5
[8]	Fire Guardian Mk.II	Incinerate (All)	Strike all enemies once with fire damage.	3-5
[8]	Thunder Guardian Mk.II	Electrocute (All)	Strike all enemies once with lightning damage.	3-5
[10]	Revenant	Impact Clock	Grant an ally 2 turns (+1 per BP) of Speed up, Phys. Atk. up, Phys. Def. up, Elem. Atk. up, and Elem. Def. up.	1-3
[10]	Light Revenant	Solar Clock (All)	Strike all enemies once with light damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Shadow Revenant	Eclipse Clock (All)	Strike all enemies once with dark damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3

Trail to the Forest of Rubeh

[-]	Name	Skill	Description	Uses
[6]	Woolly Spider	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	3-5
[8]	Bloody Rhino	Lunge	Strike one enemy once with a spear.	3-5
[6]	Creepy Fledgling	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[9]	Dreadwing	Icy Breath (All)	Strike all enemies once with ice damage. May inflict 2 turns of Elem. Def. down.	3-5

Forest of Rubeh

[-]	Name	Skill	Description	Uses
[6]	Devil Deer	Mighty Lunge	Strike all enemies once with a spear.	3-5
[6]	Giant Eagle	Wind Slash	Strike one enemy once with wind damage.	3-5
[6]	Wind Elemental	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[7]	Menacing Manticore	Blinding Claw	Strike one enemy once with a sword. May blind for 2 turns.	3-5
[8]	Killer Chameleon	Sharp Scratch (All)	Strike all enemies once with a sword. May inflict 2 turns of Critical down.	3-5
[9]	Ettin Snake	Mighty Double Stab	Strike all enemies twice with a dagger.	3-5

11.4.2 Coastlands

Cetus Maximus's skill is a nice effect, but it can be pesky to capture. Its Mass Slumberwave can sleep your whole party, and its Phantasmal Froth can inflict sleep, confusion, or both, on your entire party. Items that prevent either of these is recommended. Obsidian Executives I and II only seem to appear in the first half of the Grandport Sewers, and Thunder Sentinel Mk.II, Thunder Curator Mk.II, and Thunder Guardian Mk.II only seem to appear in the latter half.

Path to the Caves of Maiya

[-]	Name	Skill	Description	Uses
[2]	Flying Fish	Lunge	Strike one enemy once with a spear.	5-7
[4]	Sailfish	Lunge	Strike one enemy once with a spear.	5-7
[2]	Hermit Conch	Lunge	Strike one enemy once with a spear.	5-7
[5]	Rock Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[1]	Sea Birdian I	Attack	Strike one enemy once with a bow.	5-7
[2]	Sea Birdian II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Sea Birdian III	Double Strike	Strike one enemy twice with a bow.	5-7

Caves of Maiya

[-]	Name	Skill	Description	Uses
[2]	Black Bat	Stab	Strike one enemy once with a dagger.	5-7
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[2]	Hermit Conch	Lunge	Strike one enemy once with a spear.	5-7
[4]	Sea Snake	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7
[-]	Pirate I	-	-	-
[-]	Pirate II	-	-	-
[-]	Pirate III	-	-	-

East Rippletide Coast

[-]	Name	Skill	Description	Uses
[2]	Flying Fish	Lunge	Strike one enemy once with a spear.	5-7
[4]	Sailfish	Lunge	Strike one enemy once with a spear.	5-7
[2]	Hermit Conch	Lunge	Strike one enemy once with a spear.	5-7
[1]	Sea Birdian I	Attack	Strike one enemy once with a bow.	5-7
[2]	Sea Birdian II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Sea Birdian III	Double Strike	Strike one enemy twice with a bow.	5-7

North Rippletide Coast

[-]	Name	Skill	Description	Uses
[2]	Flying Fish	Lunge	Strike one enemy once with a spear.	5-7
[4]	Sailfish	Lunge	Strike one enemy once with a spear.	5-7
[2]	Hermit Conch	Lunge	Strike one enemy once with a spear.	5-7
[5]	Rock Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[1]	Sea Birdian I	Attack	Strike one enemy once with a bow.	5-7
[2]	Sea Birdian II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Sea Birdian III	Double Strike	Strike one enemy twice with a bow.	5-7

Undertow Cove

[-]	Name	Skill	Description	Uses
[4]	Buccaneer Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[5]	Davy Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[6]	Wind Elemental	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[6]	Cetus Maximus	Soporific Mist (All)	May put all enemies to sleep for 6 turns.	3-5
[8]	Black Scissors	Toxic Ice	Strike one enemy once with ice damage. May poison for 2 turns.	5-7
[9]	Reaper Crab	Freeze (All)	Strike all enemies once with ice damage.	3-5

Moonstruck Coast

[-]	Name	Skill	Description	Uses
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[-]	Buccaneer I	–	–	–
[-]	Buccaneer II	–	–	–
[5]	Rock Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Mossy Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Scythe Crab	Freeze	Strike one enemy once with ice damage.	5-7
[7]	Kingfisher	Ice Floe	Strike one enemy twice with ice damage.	3-5
[4]	Sea Birdian IV	Double Attack	Strike one enemy twice with a bow.	5-7
[4]	Sea Birdian V	Double Attack All	Strike all enemies twice with a bow.	5-7
[5]	Sea Birdian VI	Triple Attack	Strike one enemy thrice with a bow.	5-7
[5]	Sea Birdking I	Triple Attack	Strike one enemy thrice with a sword.	3-5

West Goldshore Coast

[-]	Name	Skill	Description	Uses
[-]	Buccaneer I	–	–	–
[-]	Buccaneer II	–	–	–
[5]	Rock Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Mossy Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Scythe Crab	Freeze	Strike one enemy once with ice damage.	5-7
[7]	Kingfisher	Ice Floe	Strike one enemy twice with ice damage.	3-5
[4]	Sea Birdian IV	Double Attack	Strike one enemy twice with a bow.	5-7
[4]	Sea Birdian V	Double Attack All	Strike all enemies twice with a bow.	5-7
[5]	Sea Birdian VI	Triple Attack	Strike one enemy thrice with a bow.	5-7
[5]	Sea Birdking I	Triple Attack	Strike one enemy thrice with a sword.	3-5

Captains' Bane

[-]	Name	Skill	Description	Uses
[4]	Azure Urchin	Physical Boost	Grant an ally 2 turns (+1 per BP) of Phys. Atk. up and Phys. Def. up.	3-5
[4]	Buccaneer Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[5]	Davy Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[6]	Wind Elemental	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[6]	Mossy Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Scythe Crab	Freeze	Strike one enemy once with ice damage.	5-7
[8]	Black Scissors	Toxic Ice	Strike one enemy once with ice damage. May poison for 2 turns.	5-7

Road to the Seaside Grotto

[-]	Name	Skill	Description	Uses
[4]	Azure Urchin	Physical Boost	Grant an ally 2 turns (+1 per BP) of Phys. Atk. up and Phys. Def. up.	3-5
[6]	Dark Curator	Enshadow	Strike one enemy once with dark damage.	3-5
[6]	Flame Curator	Incinerate	Strike one enemy once with fire damage.	3-5
[6]	Mossy Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Scythe Crab	Freeze	Strike one enemy once with ice damage.	5-7

Seaside Grotto

[-]	Name	Skill	Description	Uses
[-]	Believer I	-	-	-
[-]	Believer II	-	-	-
[4]	Shaggy Spider	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	3-5
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[5]	Dark Sentinel Mk.II	Enshadow	Strike one enemy once with dark damage.	5-7
[6]	Dark Elemental	Enshadow (All)	Strike all enemies once with dark damage.	3-5
[5]	Flame Sentinel Mk.II	Incinerate	Strike one enemy once with fire damage.	5-7
[6]	Fire Elemental	Incinerate (All)	Strike all enemies once with fire damage.	3-5

Road to the Caves of Azure

[-]	Name	Skill	Description	Uses
[4]	Scissor Crab	Freeze	Strike one enemy once with ice damage.	5-7
[5]	Rock Tortoise	Warding Thunder	Strike one enemy once with lightning damage. Grant an ally 2 turns of Phys. Def. up.	3-5
[5]	Sea Birdian VI	Triple Attack	Strike one enemy thrice with a bow.	5-7
[5]	Sea Birdking I	Triple Attack	Strike one enemy thrice with a sword.	3-5

Caves of Azure

[-]	Name	Skill	Description	Uses
[4]	Sea Slug	Blinding Mist (All)	May blind all enemies for 4 turns.	5-7
[4]	Barnacle Bat	Slumber Wave (All)	May put all enemies to sleep for 4 turns.	5-7
[5]	Barnacle Crab	Toxic Mist (All)	May poison all enemies for 4 turns.	5-7
[6]	Barnacle Tortoise	Befuddling Spark (All)	Strike all enemies once with lightning damage. May confuse for 2 turns.	3-5
[-]	Buccaneer III	-	-	-
[-]	Buccaneer IV	-	-	-

West Grandport Coast

[-]	Name	Skill	Description	Uses
[8]	Black Scissors	Toxic Ice	Strike one enemy once with ice damage. May poison for 2 turns.	5-7
[8]	Greater Kingfisher	Ice Floe	Strike one enemy twice with ice damage.	3-5
[9]	Reaper Crab	Freeze (All)	Strike all enemies once with ice damage.	3-5
[5]	Sea Birdking I	Triple Attack	Strike one enemy thrice with a sword.	3-5
[6]	Sea Birdking II	Triple Attack All	Strike all enemies thrice with a sword.	3-5
[7]	Sea Birdking III	Striking Sword Dance	Strike one enemy twice with a sword. Grant an ally 2 turns of Phys. Atk. up.	3-5

Loch of the Lost King

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[7]	Bandit Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[8]	Furious Fungoid	Continual Light (HP)	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of HP Regeneration.	3-5
[8]	Goey Slug	Viscous Bite	May inflict one enemy with 6 turns of any combination of Elem. Atk. down, Elem. Def. down, and Speed down.	3-5
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5
[6]	Lightning Elemental	Electrocute (All)	Strike all enemies once with lightning damage.	3-5
[6]	Sea Birdking II	Triple Attack All	Strike all enemies thrice with a sword.	3-5
[7]	Sea Birdking III	Striking Sword Dance	Strike one enemy twice with a sword. Grant an ally 2 turns of Phys. Atk. up.	3-5
[10]	Tyrannodrake (👹)	Double-blind Attack (All)	Strike all enemies twice with a spear. May blind for 2 turns.	1-3

Grandport Sewers

[-]	Name	Skill	Description	Uses
[-]	Obsidian Executive I	–	–	–
[-]	Obsidian Executive II	–	–	–
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[6]	Sea Anemone	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	3-5
[8]	Black Scissors	Toxic Ice	Strike one enemy once with ice damage. May poison for 2 turns.	5-7
[8]	Goey Slug	Viscous Bite	May inflict one enemy with 6 turns of any com- bination of Elem. Atk. down, Elem. Def. down, and Speed down.	3-5
[6]	Thunder Sentinel Mk.II	Electrocute	Strike one enemy once with lightning damage.	5-7
[7]	Thunder Curator Mk.II	Electrocute	Strike one enemy once with lightning damage.	3-5
[8]	Thunder Guardian Mk.II	Electrocute (All)	Strike all enemies once with lightning damage.	3-5

11.4.3 Flatlands

The Meeps in North Atlasdam Flats only appear while the danger level for the zone is below 11. It can no longer be encountered once the party's level is too high. Shambling Weeds only appear when Mortal Mushrooms use 'Proliferate'. The Weeds themselves can also use Proliferate, creating copies of itself that also have items to drop or steal. Zealots I and II seem to appear mostly in the front half of the Ebony Grotto. Guardians and Sentinels can both use Self-Destruct at low health, which also damages your entire team, so capture them quickly once their health is in the red.

Subterranean Study

[-]	Name	Skill	Description	Uses
[1]	Sentinel	Chop	Strike one enemy once with an axe.	5-7
[4]	Fire Sentinel	Incinerate	Strike one enemy once with fire damage.	5-7
[4]	Ice Sentinel	Freeze	Strike one enemy once with ice damage.	5-7
[3]	Fire Wisp	Incinerate	Strike one enemy once with fire damage.	5-7
[3]	Ice Wisp	Freeze	Strike one enemy once with ice damage.	5-7
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Ambling Bones	Mighty Slash	Strike all enemies once with a sword.	3-5

East Atlasdam Flats

[-]	Name	Skill	Description	Uses
[1]	Aggressive Ant	Lunge	Strike one enemy once with a spear.	5-7
[1]	Flatlands Froggen I	Attack	Strike one enemy once with a spear.	5-7
[2]	Flatlands Froggen II	Attack All	Strike all enemies once with a spear.	5-7
[3]	Flatlands Froggen III	Double Strike	Strike one enemy twice with a spear.	5-7
[4]	Shaggy Meep	Lunge	Strike one enemy once with a spear.	5-7
[5]	Giant Sheep	Grooming (All)	Heal all allies for 500 HP (+500 per BP).	3-5

North Atlasdam Flats

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	Aggressive Ant	Lunge	Strike one enemy once with a spear.	5-7
[1]	Flatlands Froggen I	Attack	Strike one enemy once with a spear.	5-7
[2]	Flatlands Froggen II	Attack All	Strike all enemies once with a spear.	5-7
[3]	Flatlands Froggen III	Double Strike	Strike one enemy twice with a spear.	5-7
[2]	Meep	Lunge	Strike one enemy once with a spear.	5-7
[4]	Shaggy Meep	Lunge	Strike one enemy once with a spear.	5-7
[5]	Giant Sheep	Grooming (All)	Heal all allies for 500 HP (+500 per BP).	3-5

The Whistlewood

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[3]	Flatlands Froggen III	Double Strike	Strike one enemy twice with a spear.	5-7
[4]	Flatlands Froggen IV	Double Strike	Strike one enemy twice with a spear.	5-7
[4]	Flatlands Froggen V	Double Strike All	Strike all enemies twice with a spear.	5-7
[5]	Flatlands Froggen VI	Triple Attack	Strike one enemy thrice with a spear.	5-7
[4]	Howler	Wind Slash	Strike one enemy once with wind damage.	5-7
[7]	Spud Bug	Lunge	Strike one enemy once with a spear.	5-7

Western Noblecourt Flats

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[4]	Antagonistic Ant	Lunge	Strike one enemy once with a spear.	5-7
[4]	Dire Night Raven	Slash	Strike one enemy once with a sword.	5-7
[4]	Flatlands Froggen IV	Double Strike	Strike one enemy twice with a spear.	5-7
[4]	Flatlands Froggen V	Double Strike All	Strike all enemies twice with a spear.	5-7
[5]	Flatlands Froggen VI	Triple Attack	Strike one enemy thrice with a spear.	5-7
[5]	Flatlands Frogking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[6]	Mammoth Sheep	Great Healing Mist	Heal all allies for 1000 HP (+1000 per BP).	3-5
[6]	Wanderweed	Befuddling Shot (All)	Strike all enemies once with a bow. May confuse for 2 turns.	3-5
[7]	Bloody Bull	Repeated Thrust	Strike one enemy twice with a spear.	3-5

The Hollow Throne

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[4]	Marionette Bones	Slash	Strike one enemy once with a sword.	3-5
[6]	Puppet Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[7]	Bandit Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[6]	Lightning Elemental	Electrocute (All)	Strike all enemies once with lightning damage.	3-5
[7]	Remnant	Bite	Strike one enemy once with a dagger.	3-5
[7]	Thunder Remnant	Electrocute	Strike one enemy once with lightning damage.	3-5
[-]	Throne Guardian (👹)	-	-	-

Orlick's Manse

[-]	Name	Skill	Description	Uses
[-]	Bodyguard I	-	-	-
[-]	Bodyguard II	-	-	-
[4]	Curator	Mental Boost	Grant an ally 2 turns (+1 per BP) of Elem. Atk. up and Elem. Def. up.	3-5
[4]	Dark Sentinel	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Guardian	Chop	Strike one enemy once with an axe.	3-5
[4]	Ice Guardian	Freeze (All)	Strike all enemies once with ice damage.	3-5
[7]	Dark Guardian	Shadow Stream	Strike one enemy twice with dark damage.	3-5

Obsidian Manse

[-]	Name	Skill	Description	Uses
[-]	Constituent I	–	–	–
[-]	Constituent II	–	–	–
[4]	Shaggy Spider	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	3-5
[5]	Dire Ash Raven	Enshadow	Strike one enemy once with dark damage.	5-7
[5]	Light Sentinel Mk.II	Luminescence	Strike one enemy once with light damage.	5-7
[6]	Icky Slug	Black Bile	May inflict one enemy with 4 turns of any combination of Phys. Atk. down and Phys. Def. down.	3-5
[6]	Thunder Curator	Electrocute	Strike one enemy once with lightning damage.	3-5

Western Wispermill Flats

[-]	Name	Skill	Description	Uses
[5]	Flatlands Frogking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[6]	Flatlands Frogking II	Triple Attack All	Strike all enemies thrice with an axe.	3-5
[7]	Flatlands Frogking III	Double Guard Break	Strike one enemy twice with an axe. May inflict 2 turns of Elem. Def. down.	3-5
[6]	Raging Rhino	Lunge	Strike one enemy once with a spear.	3-5
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[7]	Mortal Mushroom	Crimson Powder (All)	May inflict all enemies with 6 turns of any combination of sleep and poison.	3-5
[8]	Furious Fungoid	Continual Light (HP)	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of HP Regeneration.	3-5
[9]	Plains Drake	Crushing Wing (All)	Strike all enemies once with wind damage. May inflict 2 turns of Phys. Def. down.	5

Forest of Purgation

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[6]	Devil Deer	Mighty Lunge	Strike all enemies once with a spear.	3-5
[7]	Menacing Manticore	Blinding Claw	Strike one enemy once with a sword. May blind for 2 turns.	3-5
[8]	Ettin Ophidian	Double Stab	Strike one enemy twice with a dagger.	3-5
[7]	Mortal Mushroom	Crimson Powder (All)	May inflict all enemies with 6 turns of any combination of sleep and poison.	3-5
[7]	Raging Treant	Blinding Shot	Strike one enemy once with a bow. May blind for 2 turns.	3-5
[9]	Peek-a-Boo	Endanger Life (All)	Strike all enemies once with a bow. May inflict 2 turns of Speed down.	3-5
[6]	Remnant Mk.II	Bite	Strike one enemy once with a dagger.	3-5
[10]	Revenant	Impact Clock	Grant an ally 2 turns (+1 per BP) of Speed up, Phys. Atk. up, Phys. Def. up, Elem. Atk. up, and Elem. Def. up.	1-3

Shrine of the Starseer

[-]	Name	Skill	Description	Uses
[6]	Wind Remnant Mk.II	Wind Slash	Strike one enemy once with wind damage.	3-5
[6]	Light Remnant Mk.II	Luminescence	Strike one enemy once with light damage.	3-5
[6]	Shadow Remnant Mk.II	Enshadow	Strike one enemy once with dark damage.	3-5
[9]	Animated Armor	Invincible Cleave	Strike one enemy once with a sword. Grant an ally 2 turns of Invincibility.	3-5
[10]	Wind Revenant	Tempest Clock (All)	Strike all enemies once with wind damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Light Revenant	Solar Clock (All)	Strike all enemies once with light damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Shadow Revenant	Eclipse Clock (All)	Strike all enemies once with dark damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3

Ebony Grotto

[-]	Name	Skill	Description	Uses
[-]	Zealot I	-	-	-
[-]	Zealot II	-	-	-
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[7]	Mortal Mushroom	Crimson Powder (All)	May inflict all enemies with 6 turns of any combination of sleep and poison.	3-5
[6]	Shadow Remnant Mk.II	Enshadow	Strike one enemy once with dark damage.	3-5
[6]	Dark Elemental	Enshadow (All)	Strike all enemies once with dark damage.	3-5
[10]	Shadow Revenant	Eclipse Clock (All)	Strike all enemies once with dark damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3

11.4.4 Frostlands

Ice Curators and Ice Guardians in Hoarfrost Grotto are a good source of Ice Soulstones. The Secret Path is a good source of Light and Wind Soulstones, since every monster here except Ash Raven drops one of them, and they appear in groups of up to five. The Dreadwolf boss is possibly one of the best captures in the game. Not only does it do great damage (even for a boss), but it hits all foes three times without BP, and with max BP hits all enemies up to six times, gaining a bonus hit on each foe per BP. In Maw of the Ice Dragon, the appearance rate for Caits is a bit unusual. Not only does it seem ever so slightly higher, but when they appear, you tend to get the triple combo; a Cait, a Chubby Cait, and a Cultured Cait. If you use a Medium Soulstone (in this case Ice, because the trio of Caits tends to be paired with an Ice Elemental), it should kill off the Cait and Cultured cait, while only wounding the Chubby Cait and Ice Elemental, giving the Chubby Cait a chance to heal it with Grooming instead of fleeing.

Path to the Cave of Origin

[-]	Name	Skill	Description	Uses
[1]	Ice Lizardman I	Attack	Strike one enemy once with a spear.	5-7
[2]	Ice Lizardman II	Attack All	Strike all enemies once with a spear.	5-7
[3]	Ice Lizardman III	Double Strike	Strike one enemy twice with a spear.	5-7
[2]	Snow Marmot	Slash	Strike one enemy once with a sword.	5-7
[2]	Snow Fox	Freeze	Strike one enemy once with ice damage.	5-7
[4]	Frost Fox	Freeze	Strike one enemy once with ice damage.	5-7
[4]	High Wolf	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	5-7
[5]	Frost Bear	Enraged Bash (All)	Strike all enemies twice with a staff.	3-5

Cave of Origin

[-]	Name	Skill	Description	Uses
[3]	Shadow Wisp	Enshadow	Strike one enemy once with dark damage.	5-7
[2]	White Bat	Stab	Strike one enemy once with a dagger.	5-7
[4]	Albino Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[2]	Wolf	Stab	Strike one enemy once with a dagger.	5-7
[4]	High Wolf	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	5-7

Northern Flamesgrace Wilds

[-]	Name	Skill	Description	Uses
[1]	Ice Lizardman I	Attack	Strike one enemy once with a spear.	5-7
[2]	Ice Lizardman II	Attack All	Strike all enemies once with a spear.	5-7
[3]	Ice Lizardman III	Double Strike	Strike one enemy twice with a spear.	5-7
[2]	Snow Marmot	Slash	Strike one enemy once with a sword.	5-7
[2]	Snow Fox	Freeze	Strike one enemy once with ice damage.	5-7
[4]	Frost Fox	Freeze	Strike one enemy once with ice damage.	5-7
[4]	High Wolf	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	5-7
[5]	Frost Bear	Enraged Bash (All)	Strike all enemies twice with a staff.	3-5

Western Flamesgrace Wilds

[-]	Name	Skill	Description	Uses
[1]	Ice Lizardman I	Attack	Strike one enemy once with a spear.	5-7
[2]	Ice Lizardman II	Attack All	Strike all enemies once with a spear.	5-7
[3]	Ice Lizardman III	Double Strike	Strike one enemy twice with a spear.	5-7
[2]	Snow Marmot	Slash	Strike one enemy once with a sword.	5-7
[2]	Snow Fox	Freeze	Strike one enemy once with ice damage.	5-7
[4]	Frost Fox	Freeze	Strike one enemy once with ice damage.	5-7
[4]	High Wolf	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	5-7
[5]	Frost Bear	Enraged Bash (All)	Strike all enemies twice with a staff.	3-5

Hoarfrost Grotto

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[4]	Ice Curator	Freeze	Strike one enemy once with ice damage.	3-5
[4]	Ice Guardian	Freeze (All)	Strike all enemies once with ice damage.	3-5
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5
[7]	Ice Remnant	Freeze	Strike one enemy once with ice damage.	3-5
[7]	Light Elemental	Luminescence (All)	Strike all enemies once with light damage.	3-5

Western Stillsnow Wilds

[-]	Name	Skill	Description	Uses
[4]	Ice Lizardman V	Double Attack All	Strike all enemies twice with a spear.	5-7
[5]	Ice Lizardman VI	Triple Attack	Strike one enemy thrice with a spear.	5-7
[5]	Ice Lizardking I	Triple Attack	Strike one enemy thrice with a sword.	3-5
[4]	Majestic Snow Marmot	Mighty Slash	Strike all enemies once with a sword.	5-7
[4]	Snow Yak	Lunge	Strike one enemy once with a spear.	3-5
[6]	Hoary Bear	Enraged Bash (All)	Strike all enemies twice with a staff.	3-5
[6]	Hoary Howler	Mighty Stab	Strike all enemies once with a dagger.	5-7
[7]	Portly Penguin	Double Body Press	Strike one enemy twice with a staff. May confuse for 2 turns.	3-5

Tomb of the Imperator

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[4]	Ice Lizardman IV	Double Strike	Strike one enemy twice with a spear.	5-7
[4]	Ice Lizardman V	Double Attack All	Strike all enemies twice with a spear.	5-7
[5]	Ice Lizardman VI	Triple Attack	Strike one enemy thrice with a spear.	5-7
[5]	Ice Lizardking I	Triple Attack	Strike one enemy thrice with a sword.	3-5
[6]	Carnivorous Bat	Soporific Fang (All)	Strike all enemies once with a dagger. May put to sleep for 2 turns.	5-7
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5
[9]	Accursed Armor	Armor Break (All)	Strike all enemies once with a sword. May inflict 2 turns of Phys. Def. down.	3-5
[10]	Behemoth (👁️)	Incredible Heal (All)	Heal all allies for 2000 HP (+2000 per BP) and grant all allies 2 turns of HP Regen.	1-3

Road to the Obsidian Parlor

[-]	Name	Skill	Description	Uses
[4]	Majestic Snow Marmot	Mighty Slash	Strike all enemies once with a sword.	5-7
[4]	White Howler	Mighty Stab	Strike all enemies once with a dagger.	5-7
[5]	Frost Bear	Enraged Bash (All)	Strike all enemies twice with a staff.	3-5

Secret Path

[-]	Name	Skill	Description	Uses
[4]	Ash Raven	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Wind Sentinel	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Light Sentinel	Luminescence	Strike one enemy once with light damage.	5-7
[4]	Wind Curator	Wind Slash	Strike one enemy once with wind damage.	3-5
[4]	Light Curator	Luminescence	Strike one enemy once with light damage.	3-5
[4]	Wind Guardian	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[7]	Light Guardian	Light Stream	Strike one enemy twice with light damage.	3-5

Trail to the Whitewood

[-]	Name	Skill	Description	Uses
[4]	Majestic Snow Marmot	Mighty Slash	Strike all enemies once with a sword.	5-7
[6]	Hoary Bear	Enraged Bash (All)	Strike all enemies twice with a staff.	3-5
[7]	Snow Leopard	Double Soporific Claw	Strike one enemy twice with a sword. May put to sleep for 2 turns.	3-5
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5

The Whitewood

[-]	Name	Skill	Description	Uses
[4]	Winter Wanderweed	Shoot	Strike one enemy once with a bow.	3-5
[4]	Avalanche Mushroom	Restore Great Health	Heal an ally for 1000 HP (+1000 per BP).	3-5
[4]	Frostwing Serpent	Wind Slash	Strike one enemy once with wind damage.	3-5
[6]	Hoary Howler	Mighty Stab	Strike all enemies once with a dagger.	5-7

Southern Northreach Wilds

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[5]	Ice Lizardking I	Triple Attack	Strike one enemy thrice with a sword.	3-5
[6]	Ice Lizardking II	Triple Attack All	Strike all enemies thrice with a sword.	3-5
[7]	Ice Lizardking III	Swordwall Dance	Strike one enemy twice with a sword. Grant an ally 2 turns of Phys. Def. up.	3-5
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5
[8]	Reptalios	Enfettering Slash (All)	Strike all enemies once with a sword. May inflict 2 turns of Speed down.	3-5
[8]	War Wolf	Double Stab	Strike one enemy twice with a dagger.	5-7
[9]	Snow Drake	Blizzard Breath (All)	Strike all enemies once with ice damage. May inflict 2 turns of Elem. Atk. down.	3-5
[9]	Accursed Armor	Armor Break (All)	Strike all enemies once with a sword. May inflict 2 turns of Phys. Def. down.	3-5

Maw of the Ice Dragon

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5
[7]	Snow Leopard	Double Soporific Claw	Strike one enemy twice with a sword. May put to sleep for 2 turns.	3-5
[8]	War Wolf	Double Stab	Strike one enemy twice with a dagger.	5-7
[9]	Snow Drake	Blizzard Breath (All)	Strike all enemies once with ice damage. May inflict 2 turns of Elem. Atk. down.	3-5
[9]	Accursed Armor	Armor Break (All)	Strike all enemies once with a sword. May inflict 2 turns of Phys. Def. down.	3-5
[10]	Dreadwolf (🐺)	Wild Scratch (All)	Strike all enemies 3 times (+1 per BP) with a sword.	1-3

Lorn Cathedral: Cellars

[-]	Name	Skill	Description	Uses
[-]	Brigand Leader I	-	-	-
[-]	Brigand Leader II	-	-	-
[-]	Brigand Leader III	-	-	-
[6]	Carnivorous Bat	Soporific Fang (All)	Strike all enemies once with a dagger. May put to sleep for 2 turns.	5-7
[6]	Ice Elemental	Freeze (All)	Strike all enemies once with ice damage.	3-5
[7]	Bandit Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[9]	Accursed Armor	Armor Break (All)	Strike all enemies once with a sword. May inflict 2 turns of Phys. Def. down.	3-5

11.4.5 Highlands

The Untouched Sanctum is a source for every type of Soulstone. Four Wisp varieties appear in groups of four fairly frequently (Fire, Ice, Light, and Shadow). The remaining two (Lightning and Wind) appear individually. Shambling Weeds only appear when Skulking Fungoids, Mutant Mushroom, or Rambling Weed use 'Proliferate'. The Weeds themselves can also use Proliferate, creating copies of itself that also have items to drop or steal. Obsidian Executives only seem to appear in the Arena part, not the Balcony part, of Everhold Amphitheatre.

Mountain Pass

[-]	Name	Skill	Description	Uses
[1]	Highland Ratkin I	Attack	Strike one enemy once with a dagger.	5-7
[2]	Highland Ratkin II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	Highland Ratkin III	Double Strike	Strike one enemy twice with a dagger.	5-7
[2]	Rockadillo	Lunge	Strike one enemy once with a spear.	5-7
[2]	Giant Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5

Brigands' Den

[–]	Name	Skill	Description	Uses
[–]	Brigand I	–	–	–
[–]	Brigand II	–	–	–
[–]	Brigand III	–	–	–
[2]	Highland Ratkin II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	Highland Ratkin III	Double Strike	Strike one enemy twice with a dagger.	5-7
[2]	Black Bat	Stab	Strike one enemy once with a dagger.	5-7
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[2]	Scaled Viper	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7
[4]	Dread Viper	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7

South Cobbleston Gap

[–]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	Highland Ratkin I	Attack	Strike one enemy once with a dagger.	5-7
[2]	Highland Ratkin II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	Highland Ratkin III	Double Strike	Strike one enemy twice with a dagger.	5-7
[2]	Rockadillo	Lunge	Strike one enemy once with a spear.	5-7
[2]	Giant Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5

North Cobbleston Gap

[–]	Name	Skill	Description	Uses
[1]	Highland Ratkin I	Attack	Strike one enemy once with a dagger.	5-7
[2]	Highland Ratkin II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	Highland Ratkin III	Double Strike	Strike one enemy twice with a dagger.	5-7
[2]	Rockadillo	Lunge	Strike one enemy once with a spear.	5-7
[2]	Giant Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5

Untouched Sanctum

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[4]	Marionette Bones	Slash	Strike one enemy once with a sword.	3-5
[4]	Ambling Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[6]	Puppet Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Dread Viper	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[3]	Fire Wisp	Incinerate	Strike one enemy once with fire damage.	5-7
[3]	Ice Wisp	Freeze	Strike one enemy once with ice damage.	5-7
[4]	Thunder Wisp	Electrocute	Strike one enemy once with lightning damage.	5-7
[4]	Wind Wisp	Wind Slash	Strike one enemy once with wind damage.	5-7
[3]	Light Wisp	Luminescence	Strike one enemy once with light damage.	5-7
[3]	Shadow Wisp	Enshadow	Strike one enemy once with dark damage.	5-7

North Stonegard Pass

[-]	Name	Skill	Description	Uses
[4]	Highland Ratkin IV	Double Strike	Strike one enemy twice with a dagger.	5-7
[4]	Highland Ratkin V	Double Attack All	Strike all enemies twice with a dagger.	5-7
[5]	Highland Ratkin VI	Triple Attack	Strike one enemy thrice with a dagger.	5-7
[5]	Highland Ratking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[4]	Shaggy Aurochs	Mighty Lunge	Strike all enemies once with a spear.	3-5
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[6]	Mountain Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[7]	Wild Weasel	Convincing Blow	Strike one enemy once with a staff. Grant an ally 2 turns of Critical up.	3-5

Yvon's Birthplace

[-]	Name	Skill	Description	Uses
[-]	Researcher I	-	-	-
[-]	Researcher II	-	-	-
[-]	Researcher III	-	-	-
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[4]	Blood Remnant	Incinerate	Strike one enemy once with fire damage.	3-5
[4]	Dark Remnant	Enshadow	Strike one enemy once with dark damage.	3-5
[7]	Thunder Guardian	Shock Stream	Strike one enemy twice with lightning damage.	3-5

Yvon's Cellar

[]	Name	Skill	Description	Uses
[]	Researcher I	–	–	–
[]	Researcher II	–	–	–
[]	Researcher III	–	–	–
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[4]	Blood Remnant	Incinerate	Strike one enemy once with fire damage.	3-5
[4]	Dark Remnant	Enshadow	Strike one enemy once with dark damage.	3-5
[6]	Fire Guardian	Incinerate (All)	Strike all enemies once with fire damage.	3-5
[7]	Thunder Guardian	Shock Stream	Strike one enemy twice with lightning damage.	3-5

Spectrewood Path

[]	Name	Skill	Description	Uses
[4]	Highland Ratkin IV	Double Strike	Strike one enemy twice with a dagger.	5-7
[4]	Highland Ratkin V	Double Attack All	Strike all enemies twice with a dagger.	5-7
[5]	Highland Ratkin VI	Triple Attack	Strike one enemy thrice with a dagger.	5-7
[5]	Highland Ratking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[4]	Shaggy Aurochs	Mighty Lunge	Strike all enemies once with a spear.	3-5
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[6]	Mountain Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[7]	Wild Weasel	Convincing Blow	Strike one enemy once with a staff. Grant an ally 2 turns of Critical up.	3-5

The Spectrewood

[]	Name	Skill	Description	Uses
[5]	Demon Deer	Mighty Lunge	Strike all enemies once with a spear.	3-5
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[6]	Rampant Weed	Great Healing Mist	Heal all allies for 1000 HP (+1000 per BP).	5-7
[6]	Creeping Treant	Blinding Shot (All)	Strike all enemies once with a bow. May blind for 2 turns.	3-5
[7]	Skulking Fungoid	Continual Light (HP)	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of HP Regeneration.	3-5
[7]	Mutant Mushroom	Millennial Frond	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of Phys. Atk. up and Elem. Atk. up.	3-5

West Stonegard Pass

[–]	Name	Skill	Description	Uses
[4]	Highland Ratkin IV	Double Strike	Strike one enemy twice with a dagger.	5-7
[4]	Highland Ratkin V	Double Attack All	Strike all enemies twice with a dagger.	5-7
[5]	Highland Ratkin VI	Triple Attack	Strike one enemy thrice with a dagger.	5-7
[5]	Highland Ratking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[4]	Shaggy Aurochs	Mighty Lunge	Strike all enemies once with a spear.	3-5
[4]	Dread Falcon	Wind Slash	Strike one enemy once with wind damage.	5-7
[5]	Highland Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[6]	Mountain Goat	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[7]	Wild Weasel	Convincing Blow	Strike one enemy once with a staff. Grant an ally 2 turns of Critical up.	3-5

Tomb of Kings

[–]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[–]	Thief I	–	–	–
[–]	Thief II	–	–	–
[4]	Wind Sentinel	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Light Sentinel	Luminescence	Strike one enemy once with light damage.	5-7
[4]	Wind Guardian	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[7]	Light Guardian	Light Stream	Strike one enemy twice with light damage.	3-5
[7]	Wind Remnant	Wind Slash	Strike one enemy once with wind damage.	3-5
[7]	Light Remnant	Luminescence	Strike one enemy once with light damage.	3-5

West Everhold Pass

[–]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[5]	Highland Ratking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[6]	Highland Ratking II	Triple Attack All	Strike all enemies thrice with an axe.	3-5
[8]	Highland Ratking III	Retaliative Axe	Strike one enemy once with an axe. Grant an ally 2 charges of Physical Counter.	3-5
[6]	Shadow Raven	Enshadow	Strike one enemy once with dark damage.	5-7
[6]	Winged Serpent	Toxic Wind	Strike one enemy once with wind damage. May poison for 2 turns.	3-5
[7]	Demon Goat	Soporific Strike (All)	Strike all enemies once with a spear. May put to sleep for 2 turns.	3-5
[9]	Animated Armor	Invincible Cleave	Strike one enemy once with a sword. Grant an ally 2 turns of Invincibility.	3-5

Everhold Tunnels

[-]	Name	Skill	Description	Uses
[6]	Highland Ratking II	Triple Attack All	Strike all enemies thrice with an axe.	3-5
[8]	Highland Ratking III	Retaliative Axe	Strike one enemy once with an axe. Grant an ally 2 charges of Physical Counter.	3-5
[6]	Dark Elemental	Enshadow (All)	Strike all enemies once with dark damage.	3-5
[7]	Demon Goat	Soporific Strike (All)	Strike all enemies once with a spear. May put to sleep for 2 turns.	3-5
[7]	Bandit Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[8]	Brigand Bones	Slash	Strike one enemy once with a sword.	3-5
[9]	Animated Armor	Invincible Cleave	Strike one enemy once with a sword. Grant an ally 2 turns of Invincibility.	3-5
[10]	Devourer of Dreams (☠)	Vorpall Claw (All)	May instantly kill each enemy.	1-3

Shrine of the Runeblade

[-]	Name	Skill	Description	Uses
[6]	Ice Remnant Mk.II	Freeze	Strike one enemy once with ice damage.	3-5
[6]	Wind Remnant Mk.II	Wind Slash	Strike one enemy once with wind damage.	3-5
[6]	Light Remnant Mk.II	Luminescence	Strike one enemy once with light damage.	3-5
[9]	Animated Armor	Invincible Cleave	Strike one enemy once with a sword. Grant an ally 2 turns of Invincibility.	3-5
[10]	Ice Revenant	Diamond Clock (All)	Strike all enemies once with ice damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Wind Revenant	Tempest Clock (All)	Strike all enemies once with wind damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Light Revenant	Solar Clock (All)	Strike all enemies once with light damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3

Amphitheatre: Arena

[-]	Name	Skill	Description	Uses
[-]	Obsidian Executive I	-	-	-
[-]	Obsidian Executive II	-	-	-
[6]	Ice Sentinel Mk.II	Freeze	Strike one enemy once with ice damage.	5-7
[5]	Light Sentinel Mk.II	Luminescence	Strike one enemy once with light damage.	5-7
[7]	Ice Curator Mk.II	Freeze	Strike one enemy once with ice damage.	3-5
[7]	Light Curator Mk.II	Luminescence	Strike one enemy once with light damage.	3-5

Amphitheatre: Balcony

[-]	Name	Skill	Description	Uses
[6]	Ice Sentinel Mk.II	Freeze	Strike one enemy once with ice damage.	5-7
[5]	Light Sentinel Mk.II	Luminescence	Strike one enemy once with light damage.	5-7
[7]	Ice Curator Mk.II	Freeze	Strike one enemy once with ice damage.	3-5
[7]	Light Curator Mk.II	Luminescence	Strike one enemy once with light damage.	3-5
[8]	Ice Guardian Mk.II	Freeze (All)	Strike all enemies once with ice damage.	3-5
[8]	Light Guardian Mk.II	Luminescence (All)	Strike all enemies once with light damage.	3-5

11.4.6 Riverlands

If you are attempting to capture the Monarch, it is recommended to have Resist Ailments equipped and bringing Alfyn. The Monarch can use Mass Slumberwave and Numbing Wave, which knocks your whole party unconscious.

Path of Rhiyo

[-]	Name	Skill	Description	Uses
[1]	River Froggen I	Attack	Strike one enemy once with a dagger.	5-7
[2]	River Froggen II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	River Froggen III	Double Strike	Strike one enemy twice with a dagger.	5-7
[1]	Giant Slug	Lunge	Strike one enemy once with a spear.	5-7
[1]	River Wasp	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[2]	Warrior Wasp	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[5]	Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5

Cave of Rhiyo

[-]	Name	Skill	Description	Uses
[3]	Motley Slug	Restore Health	Heal an ally for 500 HP (+500 per BP).	5-7
[2]	Black Bat	Stab	Strike one enemy once with a dagger.	5-7
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[2]	Red Viper	Incinerate	Strike one enemy once with fire damage.	5-7
[4]	Blood Viper	Incinerate	Strike one enemy once with fire damage.	5-7

West Clearbrook Traverse

[-]	Name	Skill	Description	Uses
[1]	River Froggen I	Attack	Strike one enemy once with a dagger.	5-7
[2]	River Froggen II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	River Froggen III	Double Strike	Strike one enemy twice with a dagger.	5-7
[1]	Giant Slug	Lunge	Strike one enemy once with a spear.	5-7
[1]	River Wasp	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[2]	Warrior Wasp	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[5]	Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5

South Clearbrook Traverse

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	River Froggen I	Attack	Strike one enemy once with a dagger.	5-7
[2]	River Froggen II	Attack All	Strike all enemies once with a dagger.	5-7
[3]	River Froggen III	Double Strike	Strike one enemy twice with a dagger.	5-7
[1]	Giant Slug	Lunge	Strike one enemy once with a spear.	5-7
[2]	Warrior Wasp	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[5]	Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5

Twin Falls

[-]	Name	Skill	Description	Uses
[4]	River Froggen IV	Double Strike	Strike one enemy twice with a dagger.	5-7
[4]	River Froggen V	Double Attack All	Strike all enemies twice with a dagger.	5-7
[2]	Warrior Wasp	Poison Shot	Strike one enemy once with a bow. May poison for 2 turns.	5-7
[4]	Blood Viper	Incinerate	Strike one enemy once with fire damage.	5-7
[4]	River Fly	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	5-7
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7
[5]	Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5
[10]	Monarch (🦋)	Butterfly Effect (All)	Strike all enemies once with wind damage. May put to sleep for 2 turns.	1-3

East Saintsbridge Traverse

[-]	Name	Skill	Description	Uses
[4]	River Froggen V	Double Attack All	Strike all enemies twice with a dagger.	5-7
[5]	River Froggen VI	Triple Attack	Strike one enemy thrice with a dagger.	5-7
[5]	River Frogking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[5]	Horse Fly	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	5-7
[6]	River Bug	Mighty Slash	Strike all enemies once with a sword.	5-7
[6]	Collared Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5
[7]	Reptalion	Great Sweep (All)	Strike all enemies once with a sword. May inflict 2 turns of Critical down.	3-5

Farshore

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[6]	Wind Elemental	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[4]	Ambling Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[4]	Buccaneer Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[4]	Marionette Bones	Slash	Strike one enemy once with a sword.	3-5
[4]	Warrior Bones	Slash	Strike one enemy once with a sword.	3-5
[5]	Davy Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[6]	Puppet Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[8]	Brigand Bones	Slash	Strike one enemy once with a sword.	3-5

Rivira Woods

[-]	Name	Skill	Description	Uses
[4]	Horned Howler	Wind Slash	Strike one enemy once with wind damage.	5-7
[6]	Gargantuan Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[6]	Mammoth Sheep	Great Healing Mist	Heal all allies for 1000 HP (+1000 per BP).	3-5
[6]	Wind Elemental	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[7]	Reptalion	Great Sweep (All)	Strike all enemies once with a sword. May inflict 2 turns of Critical down.	3-5

Murkwood Trail

[-]	Name	Skill	Description	Uses
[4]	River Fly	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	5-7
[6]	River Bug	Mighty Slash	Strike all enemies once with a sword.	5-7
[5]	Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5
[7]	Reptalion	Great Sweep (All)	Strike all enemies once with a sword. May inflict 2 turns of Critical down.	3-5

The Murkwood

[–]	Name	Skill	Description	Uses
[4]	Howler	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[6]	Wanderweed	Befuddling Shot (All)	Strike all enemies once with a bow. May confuse for 2 turns.	3-5
[6]	Creeping Treant	Blinding Shot (All)	Strike all enemies once with a bow. May blind for 2 turns.	3-5

North Riverford Traverse

[–]	Name	Skill	Description	Uses
[5]	River Frogking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[6]	River Frogking II	Triple Attack (All)	Strike all enemies thrice with an axe.	3-5
[7]	River Frogking III	Double Armor Crush	Strike one enemy twice with an axe. May inflict 2 turns of Phys. Def. down.	3-5
[6]	Ettin Asp	Double Stab	Strike one enemy twice with a dagger.	3-5
[6]	Horned Fly	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	5-7
[7]	Lord of the Flies	Offensive Claw	Strike one enemy once with a sword. May inflict 2 turns of Phys. Atk. down.	3-5
[8]	Blue Bull	Repeated Thrust	Strike one enemy twice with a spear.	3-5

Shrine of the Warbringer

[–]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[6]	Flame Remnant Mk.II	Incinerate	Strike one enemy once with fire damage.	3-5
[6]	Thunder Remnant Mk.II	Electrocute	Strike one enemy once with lightning damage.	3-5
[6]	Shadow Remnant Mk.II	Enshadow	Strike one enemy once with dark damage.	3-5
[9]	Animated Armor	Invincible Cleave	Strike one enemy once with a sword. Grant an ally 2 turns of Invincibility.	3-5
[10]	Flame Revenant	Inferno Clock (All)	Strike all enemies once with fire damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Thunder Revenant	Vortex Clock (All)	Strike all enemies once with lightning damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Shadow Revenant	Eclipse Clock (All)	Strike all enemies once with dark damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3

Refuge Ruins

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[5]	River Frogking I	Triple Attack	Strike one enemy thrice with an axe.	3-5
[6]	River Frogking II	Triple Attack (All)	Strike all enemies thrice with an axe.	3-5
[7]	River Frogking III	Double Armor Crush	Strike one enemy twice with an axe. May inflict 2 turns of Phys. Def. down.	3-5
[6]	Collared Salamander	Blinding Charge	Strike one enemy twice with a spear. May blind for 2 turns.	3-5
[9]	Giant Gator	Wreak Havoc (All)	Strike all enemies once with a dagger. Grant all allies 2 turns of Phys. Atk. up.	3-5
[10]	Gigantes (👹)	Fell Swoop (All)	Strike all enemies once with a spear. Grant all allies 2 turns of Phys. Atk. up and Elem. Atk. up.	1-3

Hidden Path

[-]	Name	Skill	Description	Uses
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[6]	Mad Ratkin	Attack	Strike one enemy once with a dagger.	5-7
[6]	Horned Fly	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	5-7
[7]	Lord of the Flies	Offensive Claw	Strike one enemy once with a sword. May inflict 2 turns of Phys. Atk. down.	3-5
[8]	Gooley Slug	Viscous Bite	May inflict one enemy with 6 turns of any combination of Elem. Atk. down, Elem. Def. down, and Speed down.	3-5
[9]	Giant Gator	Wreak Havoc (All)	Strike all enemies once with a dagger. Grant all allies 2 turns of Phys. Atk. up.	3-5

Lord's Manse

[-]	Name	Skill	Description	Uses
[-]	Werner's Man I	-	-	-
[-]	Werner's Man II	-	-	-
[-]	Werner's Man III	-	-	-
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[7]	Flame Curator Mk.II	Incinerate	Strike one enemy once with fire damage.	3-5
[7]	Dark Curator Mk.II	Enshadow	Strike one enemy once with dark damage.	3-5
[8]	Fire Guardian Mk.II	Incinerate (All)	Strike all enemies once with fire damage.	3-5
[8]	Dark Guardian Mk.II	Enshadow (All)	Strike all enemies once with dark damage.	3-5

11.4.7 Sunlands

The Lizardmen in Lizardmen's Den and Western Wellspring Sands cannot be captured. In Grimsand Ruins, the 'Stone' enemies only appear on the bottom level of the ruins. The Giant Scorpions in Northern Wellspring Sands are replaced entirely by Savage Scorpions when the level of the party is high enough.

Sunshade Catacombs

[-]	Name	Skill	Description	Uses
[1]	Sand Lizardman I	Attack	Strike one enemy once with a staff.	5-7
[2]	Sand Lizardman II	Attack All	Strike all enemies once with a staff.	5-7
[3]	Sand Lizardman III	Double Strike	Strike one enemy twice with a staff.	5-7
[3]	Light Wisp	Luminescence	Strike one enemy once with light damage.	5-7
[2]	Assassin Bug	Lunge	Strike one enemy once with a spear.	5-7
[4]	Killer Bug	Lunge	Strike one enemy once with a spear.	5-7
[2]	Black Bat	Stab	Strike one enemy once with a dagger.	5-7
[4]	Shadow Bat	Enshadow	Strike one enemy once with dark damage.	5-7

Southern Sunshade Sands

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	Sand Lizardman I	Attack	Strike one enemy once with a staff.	5-7
[2]	Sand Lizardman II	Attack All	Strike all enemies once with a staff.	5-7
[3]	Sand Lizardman III	Double Strike	Strike one enemy twice with a staff.	5-7
[1]	Army Ant	Stab	Strike one enemy once with a dagger.	5-7
[4]	Dire Army Ant	Acid Blue	May inflict one enemy with 2 turns of any combination of Elem. Atk. down and Phys. Atk. down.	3-5
[4]	Skull Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[5]	Sandworm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	5

Eastern Sunshade Sands

[-]	Name	Skill	Description	Uses
[1]	Sand Lizardman I	Attack	Strike one enemy once with a staff.	5-7
[2]	Sand Lizardman II	Attack All	Strike all enemies once with a staff.	5-7
[3]	Sand Lizardman III	Double Strike	Strike one enemy twice with a staff.	5-7
[1]	Army Ant	Stab	Strike one enemy once with a dagger.	5-7
[4]	Dire Army Ant	Acid Blue	May inflict one enemy with 2 turns of any combination of Elem. Atk. down and Phys. Atk. down.	3-5
[4]	Skull Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[5]	Sandworm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	5

Whistling Cavern

[–]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[4]	Antagonistic Ant	Lunge	Strike one enemy once with a spear.	5-7
[4]	Dark Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[4]	Skull Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[4]	Giant Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[4]	Killer Bug	Lunge	Strike one enemy once with a spear.	5-7
[4]	Slayer Bug	Lunge	Strike one enemy once with a spear.	5-7
[4]	River Fly	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	5-7

Northern Wellspring Sands

[–]	Name	Skill	Description	Uses
[4]	Sand Lizardman IV	Double Strike	Strike one enemy twice with a staff.	5-7
[4]	Sand Lizardman V	Double Attack All	Strike all enemies twice with a staff.	5-7
[5]	Sand Lizardman VI	Triple Attack	Strike one enemy thrice with a staff.	5-7
[5]	Sand Lizardking I	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[4]	Dark Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[6]	Desert Worm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	3-5
[6]	Withered Wanderweed	Soporific Shot (All)	Strike all enemies once with a bow. May put to sleep for 2 turns.	3-5
[4]	Giant Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[6]	Savage Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[7]	Spiked Skink	Hurricane Lunge (All)	Strike all enemies once with a spear. Grant all allies 2 turns of Speed up.	3-5

Quicksand Caves

[–]	Name	Skill	Description	Uses
[4]	Shaggy Spider	Soporific Claw	Strike one enemy once with a sword. May put to sleep for 2 turns.	3-5
[4]	Slayer Bug	Lunge	Strike one enemy once with a spear.	5-7
[4]	Blood Viper	Incinerate	Strike one enemy once with fire damage.	5-7
[4]	Dread Viper	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7
[4]	Sea Snake	Venomous Fang	Strike one enemy once with a dagger. May poison for 2 turns.	5-7
[6]	Ettin Asp	Double Stab	Strike one enemy twice with a dagger.	3-5
[6]	Ettin Serpent	Befuddling Fang (All)	Strike all enemies once with a dagger. May confuse for 2 turns.	3-5
[9]	Ettin Snake	Mighty Double Stab	Strike all enemies twice with a dagger.	3-5

Southern Wellspring Sands

[–]	Name	Skill	Description	Uses
[4]	Dark Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[6]	Savage Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[6]	Withered Wanderweed	Soporific Shot (All)	Strike all enemies once with a bow. May put to sleep for 2 turns.	3-5
[7]	Spiked Skink	Hurricane Lunge (All)	Strike all enemies once with a spear. Grant all allies 2 turns of Speed up.	3-5

Black Market

[–]	Name	Skill	Description	Uses
[4]	Warrior Bones	Slash	Strike one enemy once with a sword.	3-5
[5]	Brawler Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[4]	Carmine Eagle	Wind Slash	Strike one enemy once with wind damage.	3-5
[4]	Dark Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[6]	Desert Worm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	3-5
[6]	Savage Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7

Western Wellspring Sands

[–]	Name	Skill	Description	Uses
[1]	Sand Lizardman I	Attack	Strike one enemy once with a staff.	5-7
[2]	Sand Lizardman II	Attack All	Strike all enemies once with a staff.	5-7
[3]	Sand Lizardman III	Double Strike	Strike one enemy twice with a staff.	5-7
[5]	Sand Lizardking I	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[4]	Dark Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[6]	Desert Worm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	3-5

Lizardmen's Den

[–]	Name	Skill	Description	Uses
[1]	Sand Lizardman I	Attack	Strike one enemy once with a staff.	5-7
[2]	Sand Lizardman II	Attack All	Strike all enemies once with a staff.	5-7
[3]	Sand Lizardman III	Double Strike	Strike one enemy twice with a staff.	5-7
[5]	Sand Lizardking I	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[6]	Sand Lizardking II	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[4]	Slayer Bug	Lunge	Strike one enemy once with a spear.	5-7
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7

Eastern Wellspring Sands

[–]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[4]	Sand Lizardman IV	Double Strike	Strike one enemy twice with a staff.	5-7
[4]	Sand Lizardman V	Double Attack All	Strike all enemies twice with a staff.	5-7
[5]	Sand Lizardman VI	Triple Attack	Strike one enemy thrice with a staff.	5-7
[5]	Sand Lizardking I	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[4]	Dark Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[6]	Savage Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[6]	Desert Worm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	3-5
[6]	Withered Wanderweed	Soporific Shot (All)	Strike all enemies once with a bow. May put to sleep for 2 turns.	3-5
[7]	Spiked Skink	Hurricane Lunge (All)	Strike all enemies once with a spear. Grant all allies 2 turns of Speed up.	3-5

Eastern Marsalim Sands

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[5]	Sand Lizardking I	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[6]	Sand Lizardking II	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[7]	Sand Lizardking III	Double Rapid Staff Dance	Strike one enemy twice with a staff. Grant an ally 2 turns of Speed up.	3-5
[6]	Kartikeya	Rainbow Flash (All)	May blind all enemies for 6 turns.	3-5
[6]	Remnant Mk.II	Bite	Strike one enemy once with a dagger.	3-5
[8]	Venomous Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7

Marsalim Catacombs

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[6]	Sand Lizardking II	Triple Attack (All)	Strike all enemies thrice with a staff.	3-5
[7]	Sand Lizardking III	Double Rapid Staff Dance	Strike one enemy twice with a staff. Grant an ally 2 turns of Speed up.	3-5
[4]	Warrior Bones	Slash	Strike one enemy once with a sword.	3-5
[5]	Brawler Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[5]	Dire Skull Roller	Poison Strike	Strike one enemy once with a spear. May poison for 2 turns.	5-7
[6]	Desert Worm	Sand Strike (All)	Strike all enemies once with a staff. May blind for 2 turns.	3-5
[7]	Light Elemental	Luminescence (All)	Strike all enemies once with light damage.	3-5
[10]	Lord of the Sands (☠)	Sandstorm Strike (All)	Strike all enemies once with a staff. May inflict n turns of any combination of Phys. Def. down and Elem. Def. down.	1-3

Grimsand Road

[-]	Name	Skill	Description	Uses
[6]	Fire Elemental	Incinerate (All)	Strike all enemies once with fire damage.	3-5
[6]	Remnant Mk.II	Bite	Strike one enemy once with a dagger.	3-5
[8]	Venomous Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[10]	Revenant	Impact Clock	Grant an ally 2 turns (+1 per BP) of Speed up, Phys. Atk. up, Phys. Def. up, Elem. Atk. up, and Elem. Def. up.	1-3

Grimsand Ruins

[-]	Name	Skill	Description	Uses
[6]	Remnant Mk.II	Bite	Strike one enemy once with a dagger.	3-5
[7]	Stone Bug	Blinding Claw	Strike one enemy once with a sword. May blind for 2 turns.	5-7
[7]	Stone Serpent	Double Stab	Strike one enemy twice with a dagger.	3-5
[8]	Brigand Bones	Slash	Strike one enemy once with a sword.	3-5
[8]	Venomous Scorpion	Venomous Claw (All)	Strike all enemies once with a sword. May poison for 2 turns.	5-7
[9]	Stone Lizard	Hurricane Lunge (All)	Strike all enemies once with a spear. Grant all allies 2 turns of Speed up.	3-5
[10]	Revenant	Impact Clock	Grant an ally 2 turns (+1 per BP) of Speed up, Phys. Atk. up, Phys. Def. up, Elem. Atk. up, and Elem. Def. up.	1-3

11.4.8 Woodlands

Shrine of the Archmagus is a good source of Ice, Fire, and Thunder Soulstones (L). The Ice, Flame, and Thunder Remnants Mk.II appear commonly here, usually in a pair along with an Animated Armor or a third Remnant. Note that Thunder Remnants seem to be a bit rarer to encounter. The Ruins of Eld are a good source of Wind Soulstone (M), as the Wind Sentinels Mk.II drop these and appear in groups of four. The Wind Curators and Wind Guardians drop the same soulstone. Shambling Weeds only appear when Rampant Weeds, Mutant Mushrooms, Mortal Mushrooms, or the Carnivorous Plant use 'Proliferate'. The Weeds themselves can also use Proliferate, creating copies of itself that also have items to drop or steal. Sentinels, Curators, and Guardians Mk.II can all use Self-Destruct at low health, which also damages your entire team, so capture them quickly once their health is in the red. Although the Spud Bug is rank 7, it does not hit quite as hard as other rank 7 monsters. In the Ruins of Eld, the Blood and Dark Revenants only appear in the latter half of the ruins, the danger level 46 side.

Path to the Whisperwood

[-]	Name	Skill	Description	Uses
[1]	Forest Ratkin I	Attack	Strike one enemy once with a bow.	5-7
[2]	Forest Ratkin II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Forest Ratkin III	Double Strike	Strike one enemy twice with a bow.	5-7
[2]	Mossy Meep	Restore Health	Heal an ally for 500 HP (+500 per BP).	5-7
[2]	Marmot	Slash	Strike one enemy once with a sword.	5-7
[4]	Majestic Marmot	Slash	Strike one enemy once with a sword.	5-7
[5]	Giant Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5

The Whisperwood

[-]	Name	Skill	Description	Uses
[1]	Forest Ratkin I	Attack	Strike one enemy once with a bow.	5-7
[2]	Forest Ratkin II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Forest Ratkin III	Double Strike	Strike one enemy twice with a bow.	5-7
[2]	Gabbrodillo	Lunge	Strike one enemy once with a spear.	5-7
[2]	Forest Fox	Binding Claw	Strike one enemy once with a sword. May blind for 2 turns.	5-7
[4]	Red Fox	Binding Claw	Strike one enemy once with a sword. May blind for 2 turns.	5-7
[3]	Manticore	Mighty Stab	Strike all enemies once with a dagger.	3-5

North S'warkii Trail

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	Forest Ratkin I	Attack	Strike one enemy once with a bow.	5-7
[2]	Forest Ratkin II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Forest Ratkin III	Double Strike	Strike one enemy twice with a bow.	5-7
[2]	Mossy Meep	Restore Health	Heal an ally for 500 HP (+500 per BP).	5-7
[2]	Marmot	Slash	Strike one enemy once with a sword.	5-7
[4]	Majestic Marmot	Slash	Strike one enemy once with a sword.	5-7
[5]	Giant Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5

West S'warkii Trail

[-]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[1]	Forest Ratkin I	Attack	Strike one enemy once with a bow.	5-7
[2]	Forest Ratkin II	Attack All	Strike all enemies once with a bow.	5-7
[3]	Forest Ratkin III	Double Strike	Strike one enemy twice with a bow.	5-7
[2]	Mossy Meep	Restore Health	Heal an ally for 500 HP (+500 per BP).	5-7
[2]	Marmot	Slash	Strike one enemy once with a sword.	5-7
[4]	Majestic Marmot	Slash	Strike one enemy once with a sword.	5-7
[5]	Giant Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5

Path of Beasts

[-]	Name	Skill	Description	Uses
[4]	Howler	Wind Slash	Strike one enemy once with wind damage.	5-7
[4]	Majestic Marmot	Slash	Strike one enemy once with a sword.	5-7
[4]	Red Fox	Binding Claw	Strike one enemy once with a sword. May blind for 2 turns.	5-7
[5]	Giant Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[6]	Wanderweed	Befuddling Shot (All)	Strike all enemies once with a bow. May confuse for 2 turns.	3-5
[7]	Spud Bug	Lunge	Strike one enemy once with a spear.	5-7

East Victors Hollow Trail

[-]	Name	Skill	Description	Uses
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[4]	Forest Ratkin IV	Double Strike	Strike one enemy twice with a bow.	5-7
[4]	Forest Ratkin V	Double Attack All	Strike all enemies twice with a bow.	5-7
[5]	Forest Ratkin VI	Triple Attack	Strike one enemy thrice with a bow.	5-7
[5]	Forest Ratking I	Triple Attack	Strike one enemy thrice with a spear.	3-5
[4]	Horned Howler	Wind Slash	Strike one enemy once with wind damage.	5-7
[6]	Gargantuan Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[6]	Creeping Treant	Blinding Shot (All)	Strike all enemies once with a bow. May blind for 2 turns.	3-5
[7]	Mutant Mushroom	Millennial Frond	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of Phys. Atk. up and Elem. Atk. up.	3-5

Path to the Forgotten Grotto

[-]	Name	Skill	Description	Uses
[4]	Green Scissors	Toxic Mist (All)	May poison all enemies for n turns.	5-7
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[6]	Rampant Weed	Great Healing Mist	Heal all allies for 1000 HP (+1000 per BP).	5-7
[7]	Mutant Mushroom	Millennial Frond	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of Phys. Atk. up and Elem. Atk. up.	3-5
[6]	Gargantuan Boar	Mighty Charge (All)	Strike all enemies once with a spear.	3-5
[7]	Kingfisher	Ice Floe	Strike one enemy twice with ice damage.	3-5

The Forgotten Grotto

[-]	Name	Skill	Description	Uses
[4]	Buccaneer Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[5]	Davy Bones	Befuddling Claw	Strike one enemy once with a sword. May confuse for 2 turns.	3-5
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[5]	Sea Scorpion	Steel Defenses	Grant an ally n turns of Elem. Def. up and Phys. Def. up.	5-7
[6]	Ettin Serpent	Befuddling Fang (All)	Strike all enemies once with a dagger. May confuse for 2 turns.	3-5
[6]	Lightning Elemental	Electrocute (All)	Strike all enemies once with lightning damage.	3-5

Forest of No Return

[–]	Name	Skill	Description	Uses
[5]	Cait	Luck of the Cait	<i>See section 11.3.2.</i>	3
[7]	Cultured Cait	Deluxe LotC	<i>See section 11.3.2.</i>	3
[6]	Black Howler	Soporific Wind	Strike one enemy once with wind damage. May put to sleep for 2 turns.	5-7
[6]	Shadow Raven	Enshadow	Strike one enemy once with dark damage.	5-7
[4]	Shambling Weed	Mighty Lunge	Strike all enemies once with a spear.	5-7
[7]	Mortal Mushroom	Crimson Powder (All)	May inflict all enemies with 6 turns of any combination of sleep and poison.	3-5
[7]	Raging Treant	Blinding Shot	Strike one enemy once with a bow. May blind for 2 turns.	3-5
[8]	Furious Fungoid	Continual Light (HP)	Heal an ally for 1000 HP (+1000 per BP) and grant 2 turns of HP Regeneration.	3-5
[9]	Peek-a-Boo	Endanger Life (All)	Strike all enemies once with a bow. May inflict 2 turns of Speed down.	3-5
[9]	Dreadwing	Icy Breath (All)	Strike all enemies once with ice damage. May inflict 2 turns of Elem. Def. down.	3-5
[10]	Carnivorous Plant (🐉)	Continual Light (All)	Restore all allies for 25 SP and grant SP Regen.	1-3

East Duskbarrow Trail

[–]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[5]	Forest Ratking I	Triple Attack	Strike one enemy thrice with a spear.	3-5
[6]	Forest Ratking II	Triple Attack All	Strike all enemies thrice with a spear.	3-5
[7]	Forest Ratking III	Double Blessed Spear	Strike one enemy twice with a spear. Grant an ally 2 turns of Elem. Def. up.	3-5
[6]	Black Howler	Soporific Wind	Strike one enemy once with wind damage. May put to sleep for 2 turns.	5-7
[8]	Ettin Ophidian	Double Stab	Strike one enemy twice with a dagger.	3-5
[7]	Raging Treant	Blinding Shot	Strike one enemy once with a bow. May blind for 2 turns.	3-5
[9]	Peek-a-Boo	Endanger Life (All)	Strike all enemies once with a bow. May inflict 2 turns of Speed down.	3-5

Shrine of the Archmagus

[-]	Name	Skill	Description	Uses
[10]	Chubby Cait	Supreme LotC	<i>See section 11.3.2.</i>	3
[6]	Flame Remnant Mk.II	Incinerate	Strike one enemy once with fire damage.	3-5
[6]	Ice Remnant Mk.II	Freeze	Strike one enemy once with ice damage.	3-5
[6]	Thunder Remnant Mk.II	Electrocute	Strike one enemy once with lightning damage.	3-5
[9]	Animated Armor	Invincible Cleave	Strike one enemy once with a sword. Grant an ally 2 turns of Invincibility.	3-5
[10]	Flame Revenant	Inferno Clock (All)	Strike all enemies once with fire damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Ice Revenant	Diamond Clock (All)	Strike all enemies once with ice damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3
[10]	Thunder Revenant	Vortex Clock (All)	Strike all enemies once with lightning damage. Grant all allies 2 turns of Phys. Def. up and Elem. Def. up.	1-3

Moldering Ruins

[-]	Name	Skill	Description	Uses
[-]	Master Thief I	-	-	-
[-]	Master Thief II	-	-	-
[7]	Bandit Bones	Mighty Slash	Strike all enemies once with a sword.	3-5
[7]	Flame Curator Mk.II	Incinerate	Strike one enemy once with fire damage.	3-5
[7]	Ice Curator Mk.II	Freeze	Strike one enemy once with ice damage.	3-5
[8]	Fire Guardian Mk.II	Incinerate (All)	Strike all enemies once with fire damage.	3-5
[8]	Ice Guardian Mk.II	Freeze (All)	Strike all enemies once with ice damage.	3-5

Ruins of Eld

[-]	Name	Skill	Description	Uses
[4]	Vampire Bat	Soporific Fang	Strike one enemy once with a dagger. May put to sleep for 2 turns.	5-7
[6]	Sentinel Mk.II	Chop	Strike one enemy once with an axe.	5-7
[6]	Wind Sentinel Mk.II	Wind Slash	Strike one enemy once with wind damage.	5-7
[7]	Blood Revenant	Guardian Axe	Strike one enemy once with an axe. Grant an ally 2 turns of Elem. Def. up.	1-3
[7]	Dark Revenant	Bulwark Axe	Strike one enemy once with an axe. Grant an ally 2 turns of Phys. Def. up.	1-3
[8]	Guardian Mk.II	Mighty Chop	Strike all enemies once with an axe.	3-5
[8]	Wind Guardian Mk.II	Wind Slash (All)	Strike all enemies once with wind damage.	3-5
[9]	Curator Mk.II	Mental Boost (All)	Grant all allies 2 turns (+1 per BP) of Elem. Atk. up and Elem. Def. up.	3-5
[7]	Wind Curator Mk.II	Wind Slash	Strike one enemy once with wind damage.	3-5

11.5 Story-only bosses and minions

These are the bosses and their minions that are fought during a character's chapters I-IV and during side stories. These cannot be refought, cannot be captured, but can be stolen from and may also drop items. For this reason, they are not included in the catalogue at the end of this chapter.

11.5.1 Chapter I

Chapter	Name	Steal/Drop
Ophilia	Guardian of the First Flame (👤)	Inspiriting Plum Basket
	Dark Wisp	Shadow Soulstone
Cyrus	Russell (👤)	Refreshing Jam
	Water Wisp	Ice Soulstone
Therion	Heathcote (👤)	Energizing Pomegranate (M)
	Ravus Guard	Olive of Life
Olberic	Brigand	Handaxe
	Gaston (👤)	Healing Grape Bunch
Primrose	Helgenish (👤)	Heavy Coin Pouch
	Helgenish's Lackey	Long Sword
Alfyn	Blotted Viper (👤)	Bottle of Poison Dust
	Mottled Asp	Herb of Healing
Tressa	Mikk (👤)	Ice Soulstone (M)
	Makk (👤)	Inspiriting Plum (M)
H'aanit	Ghisarma (👤)	Healing Grape Bunch

11.5.2 Chapter II

Chapter	Name	Steal/Drop
Ophilia	Hróðvitnir (👤)	Healing Grape Bunch
Cyrus	Gideon (👤)	Gideon's Dagger (drop only)
	Dancing Bones	Energizing Pomegranate
Therion	Orlick (👤)	Inspiriting Plum Basket
	Orlick's Bodyguard	Inspiriting Plum (M)
Olberic	Victorino (👤)	Energizing Pomegranate
	Victorino's Retainer	Healing Grape
	Joshua (👤)	Inspiriting Plum (M)
	Dapper Duelist	Ice Soulstone (M)
	Archibold (👤)	Olive of Life (M)
	Disguised Duelist	Olive of Life
	Gustav (👤)	Gustav's Shield (drop only)
Primrose	Shield Wielder	Spiked Shield
	Rufus, the Left-Hand Man (👤)	Refreshing Jam
Alfyn	Obsidian Associate	Inspiriting Plum (M)
	Vanessa (👤)	Olive of Life (L)
Tressa	Sellsword	Herb of Healing
	Omar (👤)	Omar's Axe (drop only)
H'aanit	Omar's Footman	Healing Grape (M)
	Lord of the Forest (👤)	Olive of Life (L)
	Weeping Treant	–

11.5.3 Chapter III

Chapter	Name	Steal/Drop
Ophilia	Shady Figure (☠)	Stimulating Bracelet
	Mystery Man (☠)	Black Staff
Cyrus	Yvon (☠)	Energizing Pomegranate (L)
	Research Fellow (☠)	Healing Grape Bunch
Therion	Darius's Henchman	Olive of Life
	Darius's Lackey	Healing Grape
	Gareth (☠)	Gareth's Helm (drop only)
	Master Thief	Energizing Pomegranate
Olberic	Lizardman Chief (☠)	–
	Sand Lizardking	Healing Grape Bunch
	Erhardt (☠)	Divine Blade (drop only)
Primrose	Albus, the Right-Hand Man (☠)	Inspiriting Plum Basket
	Obsidian Officer	Obsidian Garb
Alfyn	Miguel (☠)	Miguel's Spear (drop only)
Tressa	Venomtooth Tiger (☠)	Olive of Life (L)
H'aanit	Dragon (☠)	Refreshing Jam

11.5.4 Chapter IV

Chapter	Name	Steal/Drop
Ophilia	Mattias's Follower	Monster Perfume
	Mattias's Minion	Monster Perfume
	Mattias (☠)	Mattias's Scepter (drop only)
	Senior Cultist	–
Cyrus	Lucia (☠)	Energizing Pomegranate (L)
Therion	Darius's Underling	Energizing Pomegranate
	Darius's Subordinate	Inspiriting Plum
	Darius (☠)	Red Apple
	Werner (☠)	Werner's Sword (drop only)
Primrose	Simeon (☠)	Shadow Soulstone (L)
	Dancer Marionette	Mental Belt
	Father Marionette	Physical Belt
	Simeon the Puppet Master (☠)	Vendetta Coat (drop only)
Alfyn	Ogre Eagle (☠)	Refreshing Jam
Tressa	Esmeralda (☠)	Rune Knife
H'aanit	Redeye (☠)	Olive of Life (L)

11.5.5 Side story

Story	Location	Name	Steal/Drop
'The Slumbering Giant'	Hoarfrost Grotto	Jotunn (☠)	Jotunn Horn (quest item)
		Snow Elemental	Ice Soulstone (M)
'Shadows over the Sands'	Quicksand Caves	Snake Charmer (☠)	Herb of Awakening
		Giant Python	Energizing Pomegranate (L)
'Scourge of the Seas'	Captains' Bane	Leviathan (☠)	Olive of Life (L)
		Crimson Urchin	Energizing Pomegranate (M)
		Sea Urchin	Inspiriting Plum (M)
'Into Thin Air'	Forest of No Return	Devourer of Men (☠)	Refreshing Jam
		Deadly Spore	Inspiriting Plum Basket
'Again with Alaïc'	Forest of No Return	Bandit Leader (☠)	Healing Grape
'Scaredy Sheep'	Forest of Purgation	Mánagarmr (☠)	Direwolf Fang (quest item)
		Direwolf	Healing Grape Bunch
'Alphas and the Impresario'	West S'warkii Trail	Azure-eyed Tiger	Inspiriting Plum Basket

11.6 Skills and Drops catalogue

A table of every enemy in the game. Story-only bosses and minions are omitted, since they cannot be refought or captured.

Name	Drop	Skill	Uses
Accursed Armor	Refreshing Jam	Armor Break (All)	3-5
Aggressive Ant	Noxroot	Lunge	5-7
Albino Bat	Curious Bloom	Soporific Fang	5-7
Ambling Bones	Healing Grape	Mighty Slash	3-5
Animated Armor	Refreshing Jam	Invincible Cleave	3-5
Antagonistic Ant	Noxroot	Lunge	5-7
Armor Eater	Sleepweed	Retaliative Posture	3-5
Army Ant	Essence of Plum	Stab	5-7
Ash Raven	Addlewort	Enshadow	5-7
Assassin Bug	Essence of Pomegranate	Lunge	5-7
Avalanche Mushroom	Herb of Awakening	Restore Great Health	3-5
Azure Urchin	Olive of Life	Physical Boost	3-5
Bandit Bones	Odds and Ends	Mighty Slash	3-5
Barnacle Bat	Curious Bloom	Slumber Wave (All)	5-7
Barnacle Crab	Addlewort	Toxic Mist (All)	5-7
Barnacle Tortoise	Olive Bloom	Befuddling Spark (All)	3-5
Behemoth (☠)	Revitalizing Jam	Incredible Heal (All)	1-3
Believer I	Monster Perfume	–	–
Believer II	Monster Perfume	–	–
Black Bat	Curious Bloom	Stab	5-7
Black Howler	Essence of Pomegranate	Soporific Wind	5-7
Black Scissors	Curious Bloom	Toxic Ice	5-7
Blood Remnant	Energizing Pomegranate (M)	Incinerate	3-5
Blood Revenant	Inspiriting Plum Basket	Guardian Axe	1-3
Blood Viper	Noxroot	Incinerate	5-7
Bloody Bull	Olive of Life	Repeated Thrust	3-5
Bloody Rhino	Olive of Life	Lunge	3-5
Blue Bull	Olive of Life	Repeated Thrust	3-5

Bodyguard I	Coin Pouch	–	–
Bodyguard II	Coin Pouch	–	–
Brawler Bones	Olive of Life (M)	Mighty Slash	3-5
Brigand Bones	Herb of Valor	Slash	3-5
Brigand I	Empty Coin Pouch	–	–
Brigand II	Empty Coin Pouch	–	–
Brigand III	Empty Coin Pouch	–	–
Brigand Leader I	Healing Grape Bunch	–	–
Brigand Leader II	Inspiring Plum (M)	–	–
Brigand Leader III	Refreshing Jam	–	–
Buccaneer Bones	Hairbrush	Befuddling Claw	3-5
Buccaneer I	Empty Coin Pouch	–	–
Buccaneer II	Empty Coin Pouch	–	–
Buccaneer III	Coin Pouch	–	–
Buccaneer IV	Coin Pouch	–	–
Cait	Revitalizing Jam	Luck of the Cait	3
Carmine Eagle	Large Feather	Wind Slash	3-5
Carnivorous Bat	Curious Bloom	Soporific Fang (All)	5-7
Carnivorous Plant (🐉)	Revitalizing Jam	Continual Light (All)	1-3
Cetus Maximus	Addlewort	Soporific Mist (All)	3-5
Chubby Cait	–	Supreme LotC	3
Cliff Birdian I	Healing Grape	Attack	5-7
Cliff Birdian II	Sleepweed	Attack All	5-7
Cliff Birdian III	Inspiring Plum	Double Strike	5-7
Cliff Birdian IV	Healing Grape (M)	Double Strike	5-7
Cliff Birdian V	Sleepweed	Double Attack All	5-7
Cliff Birdian VI	Inspiring Plum	Triple Attack	5-7
Cliff Birdking I	Inspiring Plum (M)	Triple Attack	3-5
Cliff Birdking II	Sleepweed	Triple Attack All	3-5
Cliff Birdking III	Energizing Pomegranate (M)	Double Elemental Arrow Dance	3-5
Collared Salamander	Olive Bloom	Blinding Charge	3-5
Constituent I	Herb of Healing	–	–
Constituent II	Bottle of Poison Dust	–	–
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