



CELESTIAL HEARTS

World Map and Miniguide

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1. Intro

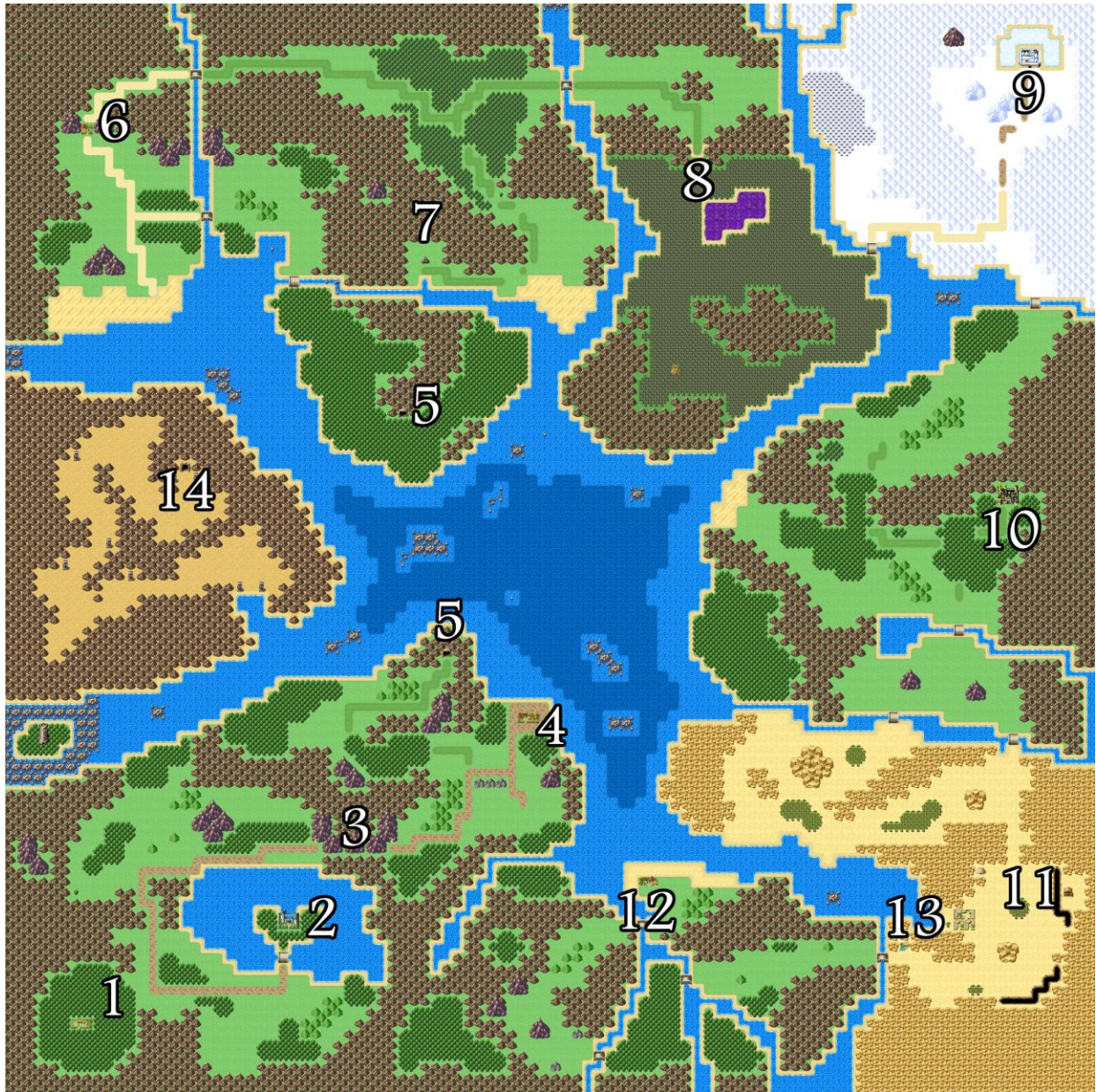
Welcome to the miniguide for Celestial Hearts! This is **not** a complete walkthrough, but rather a quick reference for players who need help finding things.

Note that this guide contains **major spoilers** right from the get-go.

Important note for completionists: Due to a major storyline event about halfway through the game, certain items, enemies, and even certain secrets will become unobtainable. If you are aiming to complete the in-game Encyclopedia, you may want to carefully check the guide before triggering this major storyline event in *Hellgate* (#2 on the World Map). You'll see this abbreviated as "FCE". I'll try to label anything that can't be obtained after this event, but I might miss a few items. Tread carefully!

If you run into any problems or have questions/suggestions/etc, feel free to email me anytime at Jkweath@gmail.com.

2. World Map (Belume)

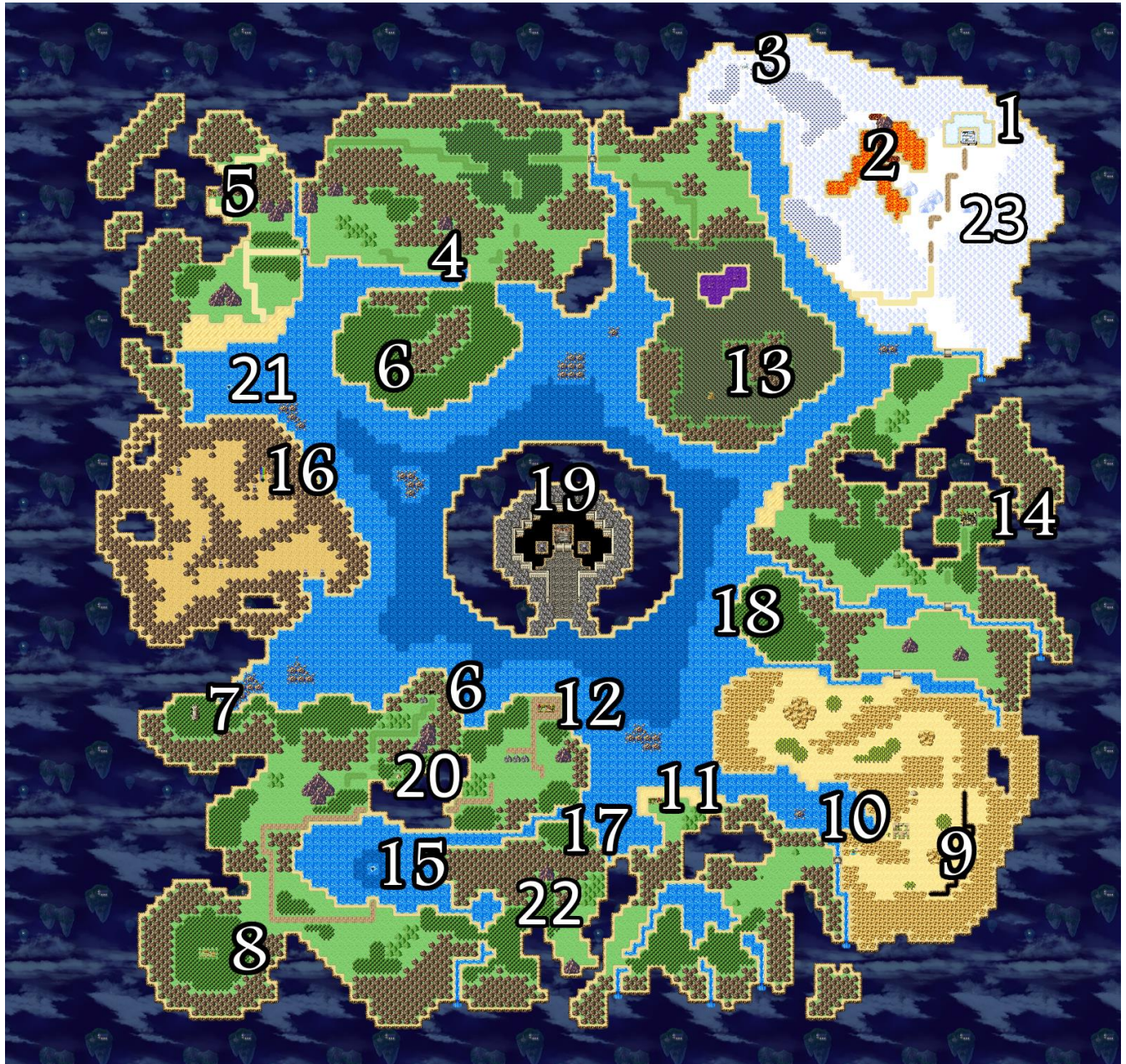


1. Livia
2. Gravehart Mansion / Gravehart Dungeon / Hellgate
3. Stonepeak
4. Hart City
5. Water Passage
6. Hearthstead
7. Vagrant's Arena
8. Deadwood Pass
9. Solemn
10. Lynholde

- 11. Kharass Desert
- 12. Priscillia
- 13. Port Khalim*
- 14. Gravehart Mine

*You can also access Port Khalim via ship. If you do this, the ship will become docked in the port itself.
Don't forget!

Floating World Map



- 1. Solemn
- 2. Mount Solemn

3. Grave of the Damned
4. Vagrant's Arena
5. Hearthstead (Destroyed)
6. Flooded Water Passage
7. Helena's Spire
8. Livia
9. Kharass / Temple of Kharass
10. Port Khalim
11. Priscillia
12. Hart City
13. Deadwood Pass
14. Lynholde
15. SciTech
16. Gravehart Mine 6*
17. The Depths**
18. Monkey Isle***
19. Neo Hellgate
20. Tent (Livia Merchant)
21. Charybdis (optional boss)
22. Priscilla's Peak
23. Ogronn's Keep****

*Only a small portion of Gravehart Mine (labeled "Gravehart Mine 6" in-game) is accessible. Here you can fight optional boss Seiryu and obtain Matthias' Book of Lightning if you haven't already.

**The Depths appears on the map after achieving victory over the 4th round of fights at Vagrant's Arena.

***This isn't an in-game location, but a rare enemy that drops powerful charms can be encountered in this little forest area after obtaining the ship.

****This area is unlocked during the Sera's Lost Doll quest (read the optional quest section below)

3. Secret Locations

1. Livia Woods-make a left turn after crossing the big bridge
2. Stonepeak Exit-on the right of the exit*
3. Hart City-below the bridge
4. Water Passage 1-northeast corner, behind the waterfall*
5. Deadwood Underground-reached from the top-left-most exit in the underground passage
6. Solemn-in a hole close to the river
7. Lynholde-reached from the Lynholde Prison
8. Kharass-reached from a hole in the wall in Port Khalim
9. Kharass-bottom-most area with lots of cactuses, hidden behind a rock
10. Priscillia-Next to the small bridge on the beach
11. Crystal Mine 4-reached from a path in the northeast-most section of the Gravehart Mine*
12. Hellgate-reached from a short passageway right before the first set of 2 pink pillars*

13. Mount Solemn Interior-to the left, shortly after the platform where the player fights the Solemn Colossus
14. Grave of the Damned-a hole hidden behind trees near the entrance/exit
15. Hearthstead-can be reached after the Floating Continent event in the small building in front of the inn
16. Underwater Pass-near the exit is a large ship with a hole in it. Walk through the hole and find the hole in the ground
17. Helena's Spire 4-on the left side, accessed from a darker-than-normal tile next to the wall
18. Livia-after the Floating Continent event, check the gravestone in town
19. Temple of Kharass-in the Temple Chambers, reached from the centermost-east stairway in the Temple Maze
20. Neo Hellgate 1-in a hole behind one of the dragon statues
21. SciTech-a ladder leading down in one of the Living Quarters
22. The Depths: FOREST 3-1-the waterfall
23. The Depths: TOWN 1-a cave behind a tree on the top right cliff

*These secrets are unobtainable after the Floating Continent Event

4. Relic / Essence Locations

Kayah's relics:

- Drums of War: Obtained automatically after escaping the Gravehart dungeon
- Harp of Serenity: Deadwood Pass
- Ancient Ocarina: Vagrant's Arena-2nd bout (after obtaining the ship)
- Venus Flute: Priscillia-in the abandoned house, post-Floating Continent Event after obtaining a key in Kayah's House in Livia

Helen's relics:

- Shield of Faith: Hart City Secret (under the bridge, bought for 50G)
- Steel Gauntlets: Vagrant's Arena-1st bout
- Holy Cross: Helena's Spire
- Book of Light: Lynholde 3

Gail's relics:

- Air Scroll: Hart City-in a chest in Gail's room
- Fire Scroll: Kharass Desert-in the southeast-most cliffs
- Earth Scroll: Vagrant's Arena-3rd bout (post-Floating Continent Event)
- Water Scroll: Flooded Passage 2

Matthias's relics:

- Book of Frost: Solemn-library
- Book of Thunder: Gravehart Mine 6
- Book of Flames: Mount Solemn 2
- Book of Elements: Vagrant's Arena-4th bout (post-Floating Continent, after re-obtaining the ship)

- Malady's Grimoire: The Depths-final chamber

Sylvie's Essences are dropped from enemies found all around the continent:

- Gnome: Livia Woods
- Tigerat: Stonepeak*
- Aqua Wyrn: Water Passage*
- Wild Horse: World Map (outside Hearthstead)
- Dryad: Deadwood
- Snow Wolf: World Map (outside Solemn)
- Flame Lizard: Kharass
- Carbuncle: Kharass
- Siren: World Map (sea)*
- Medusa: Hellgate*
- Obsidian Statue: Mount Solemn
- Matanga: Flooded Passage
- Water Sprite: Flooded Passage
- Spirit Fox: Helena's Spire
- Bastet: Temple of Kharass
- Zombie Yeti: Deadwood (post-Floating Continent Event)**
- Wraith: Neo Hellgate
- Kaiser: The Depths
- Enchantress: The Depths

*The enemies that drop these essences can't be found post-Floating Continent Event, but they can be bought from a special vendor inside the SciTech secret room

**This is an optional boss fight and Sylvie's most powerful essence. Purchase the Slab of Spoiled Meat from the Hart City Underground gambling room for 500G, then take it to Deadwood Pass and place it on the crate that's next to the lake near Sera's house. Be prepared!

5. Item list and locations

Note: These lists are solely for players wishing to 100% complete the Encyclopedia. I *will not* be listing item effects, weapon/enemy stats, etc. **There is no tangible reward (or Steam Achievement) for completing the Encyclopedia.**

Many weapons/armors/enemies become unobtainable after the Floating Continent Event. I will attempt to mark as many of these with an *asterisk* as I can, but I may miss (or incorrectly mark) a few. If you spot any errors, feel free to email me at Jkweath@gmail.com and I'll make a correction.

Each entry will have one location listed where it can be found at. There may be other locations as well, and enemies can also drop many various things.

1. Tonic: Can be purchased in most shops
2. Potion: Can be purchased in some shops
3. Potent Potion: Can be purchased in some shops post-Floating Continent Event

4. Tincture: Can be purchased in most shops
5. Ether: Can be purchased in some shops
6. Potent Ether: Can be purchased in some shops post-Floating Continent Event
7. Antidote: Can be purchased in most shops
8. Remedy: Can be purchased in some shops
9. Phoenix Down: Can be purchased in most shops
10. Phoenix Pinion: Lynholde Secret
11. Miracle Dust: Hart City Secret
12. Silver Hourglass: Dropped by Fledglings and other various enemies (can also be bought in Livia when playing on Easy Mode)
13. Gold Hourglass: Temple of Kharass Secret
14. Mist Potion: Livia Woods Secret
15. Potent Mist Potion: Lynholde Secret
16. Booster: Dropped by Lycanthropes and other various enemies
17. Lucky Potion: Kharass Secret
18. Hyperbooster: Hellgate Secret
19. Hardtack: Deadwood Pass Secret
20. Monster Steak: Livia Woods Secret
21. Lucky Egg: Deadwood Pass Secret
22. Magushroom: Solemn Secret
23. Sweet Wine: Priscillia Secret
24. Coffee Beans: Hart City Secret
25. Vitacherries: Stonepeak Secret
26. Mana Seed: Water Passage Secret
27. The Big Cheese: Gravehart Mine Secret
28. Elixir of Strength: Dropped by Grizzlies and other various 'strong' enemies
29. Elixir of Wisdom: Dropped by Wild Horses and other various magic-themed enemies
30. Elixir of Agility: Dropped by Tigerats and other various 'fast' enemies
31. Elixir of Iron: Dropped by Treants and other various 'tank' enemies
32. Elixir of Skill: Dropped by Treants and other various enemies
33. Elixir of Grace: Dropped by Giant Toads and other various enemies
34. Red Meat: Dropped by Aqua Wyrms and other various enemies
35. Odd Mushroom: Dropped by Matangos and other various enemies
36. Mystic Potion: Bought from The Depths: TOWN 2
37. Sacred Potion: The Depths: FOREST 1
38. Sacred Mist Potion: Livia Grave Secret
39. Slab of Meat: Bought in the Hart City Underground Gambling Room for 500G (post-Floating Continent Event)
40. Manual: Obtained automatically after entering Livia Woods
41. Staff of Hermes: Temple of Kharass
42. Old Key: Kayah's House in Livia (post-Floating Continent Event)
43. Amber Gem: dropped from the Carbuncle boss

6. Weapons and Armors List and Locations

1. Hunting Horn: Livia
2. Ivory Horn: Hart City Shop*
3. Slumberhorn: Hearthstead Shop*
4. Brass Horn: Port Khalim Shop*
5. Alpine Horn: Solemn Shop (post- FCE)
6. Grand Ocarina: Livia Tent Merchant (post-FCE)
7. Giant Conch: Priscillia Merchant (post-FCE)
8. Dragon Horn: Hart City Shop (post- FCE)
9. Shortbow: Equipped on Sylvie
10. Hunting Bow: Hart City Shop*
11. Crossbow: Hearthstead Shop*
12. Compound Bow: Port Khalim Shop*
13. Elmwood Bow: Solemn Shop (post- FCE)
14. Heavy Crossbow: Livia Tent Merchant (post-FCE)
15. Yew Flatbow: Priscillia Merchant (post-FCE)
16. Dragon Flatbow: Hart City Shop (post-FCE)
17. Shortsword: Equipped on Helen
18. Longsword: Hart City Shop*
19. Cutlass: Hearthstead Shop*
20. Flamberge: Port Khalim Shop*
21. Mithril Sword: Solemn Shop (post- FCE)
22. Silver Rapier: Livia Tent Merchant (post-FCE)
23. Titanium Blade: Priscillia Merchant (post-FCE)
24. Demonslayer: Hart City Shop (post- FCE)
25. Mace: Water Passage 1*
26. Flail: Hearthstead Shop*
27. Scepter: Kharass (outside and behind the Temple of Kharass)
28. Mithril Mace: Solemn Shop (post- FCE)
29. Maul: Livia Tent Merchant (post-FCE)
30. Tri-Flail: Priscillia Merchant (post-FCE)
31. Holy Water Sprinkler: Hart City Shop (post- FCE)
32. Spear: Hart City Shop*
33. Halberd: Deadwood Pass
34. Lance: Port Khalim Shop*
35. Mithril Spear: Solemn Shop (post- FCE)
36. Pike: Livia Tent Merchant (post-FCE)
37. Yari: Priscillia Merchant (post-FCE)
38. Dragonspike: Hart City Shop (post- FCE)
39. Oak Staff: Equipped on Matthias
40. Quarterstaff: Hearthstead Shop*
41. Gothic Staff: Port Khalim Shop*
42. Bo Staff: Solemn Shop (post- FCE)
43. Runic Staff: Livia Tent Merchant (post-FCE)

44. Elmwood Staff: Priscillia Merchant (post-FCE)
45. Magus Staff: Hart City Shop (post- FCE)
46. Dagger: Equipped on Gail
47. Jagged Knife: Hart City Shop*
48. Butcher Knife: Hearthstead Shop*
49. Crimson Blade: Port Khalim Shop*
50. Mithril Dagger: Solemn Shop (post- FCE)
51. Longblade Knife: Livia Tent Merchant (post-FCE)
52. Royal Knife: Priscillia Merchant (post-FCE)
53. Neon Edge: Hart City Shop (post- FCE)
54. Sickle: Dropped from Harpies*
55. Harvest Scythe: Deadwood Pass 2
56. Khopesh: Port Khalim Shop*
57. Mithril Khopesh: Solemn Shop (post- FCE)
58. Desert Scythe: Livia Tent Merchant (post-FCE)
59. Ripblade: Priscillia Merchant (post-FCE)
60. Umbral Scythe: Hart City Shop (post- FCE)
61. Ringblade: Hart City Shop*
62. Cestus: Hearthstead Shop*
63. Ebony Moon: Kharass (Chasm area right before the entrance to the Temple of Kharass)
64. Mithril Ringblade: Solemn Shop (post- FCE)
65. Pale Luna: Livia Tent Merchant (post-FCE)
66. Umbral Edge: Priscillia Merchant (post-FCE)
67. Morning Sun: Hart City Shop (post- FCE)
68. Featherduster: Dropped from Rocs*
69. Venom Knife: Dropped from Sylphs*
70. Spectral Sword: Lynholde 1
71. Giant Club: Dropped from Cyclopes
72. Icicle Staff: Dropped from Mermaids*
73. Ring of Fire: Dropped from Will-o-Wisps*
74. Thunderhorn: Dropped from Drones*
75. Gull: Gravehart Mine 5*
76. Wizardspike: Neo Hellgate 3
77. Demonhorn: Hellgate 2
78. Lil' Bonk: Dropped from Gobbledegooks
79. Boomstick: Dropped from Terminator Mk. III
80. Ragnarok: Dropped from Seiryu
81. Abyss Horn: Dropped from Charybdis
82. Ultima: Neo Hellgate 5
83. Godhand: Dropped from Hakutaku
84. Devilspike: Dropped from Byakko
85. Bowcaster: Dropped from Dullahans
86. Ogronn's Bonecrusher: Found in Ogronn's Keep (Doll subquest, see optional quest section below)

87. Depths Horn: Dropped from Ketos
88. Mana Battery: Dropped from Daji
89. Hand of God: Dropped from Sphinx
90. Maple Bow: The Depths: ICE 1
91. Reaper: The Depths: LABYRINTH 1
92. Lucky Knife: The Depths: TEMPLE 2
93. Merlin's Pocket Knife: Dropped from Magemouse
94. Beatstick: Dropped from Man-o-Wars
95. Issa Kabeer: After finishing the 3rd bout in Vagrant's Arena and re-obtaining the ship, travel to Priscilla's Peak (#22 on the Floating Map) and speak with Ash and Sera
96. Feline Flinger: Vagrant's Arena – 1st bout
97. Sir Stanford's Sword: Vagrant's Arena – 2nd bout
98. Skyrage: Vagrant's Arena – 4th bout
99. Totally Normal Staff: Vagrant's Arena – 3rd bout
100. Death Fang: Vagrant's Arena – 5th bout

Armors:

1. Clothes: Worn by Sylvie
2. Leather Armor: Worn by Kayah
3. Straw Hat: Livia Woods
4. Linen Robe: Hart City Shop*
5. Hard Leather Armor: Hart City Shop*
6. Breastplate: Hart City Shop*
7. Plumed Hat: Hart City Shop*
8. Iron Helmet: Hart City Shop*
9. Black Robe: Hearthstead Shop*
10. Studded Leather: Hearthstead Shop*
11. Chainmail: Hearthstead Shop*
12. Pointed Hat: Hearthstead Shop*
13. Bandana: Hearthstead Shop*
14. Steel Helmet: Hearthstead Shop*
15. Holy Vestment: Port Khalim Shop*
16. Gaia Gear: Dropped by Grizzlies
17. Karate Gi: Port Khalim Shop*
18. Field Plate: Port Khalim Shop*
19. Holy Mitre: Port Khalim Shop*
20. Green Beret: Port Khalim Shop*
21. Full Plate Helm: Port Khalim Shop*
22. Work Pants: Solemn Shop (post-Floating Continent Event)
23. Thaumaturgy Robe: Solemn Shop (post-Floating Continent Event)
24. Cobrascale Leather: Solemn Shop (post-Floating Continent Event)
25. Mithril Plate: Solemn Shop (post-Floating Continent Event)
26. Tricorne Hat: Solemn Shop (post-Floating Continent Event)
27. Leather Circlet: Solemn Shop (post-Floating Continent Event)

28. Viking Helm: Solemn Shop (post-Floating Continent Event)
29. Runeweave Cloth: Livia Tent Merchant (post-FCE)
30. Ninja Garb: Livia Tent Merchant (post-FCE)
31. Ancient Plate: Livia Tent Merchant (post-FCE)
32. Minerva Bustier: Dropped from Scyllas
33. Druidweave: Dropped from Maulers
34. Ritual Headdress: Livia Tent Merchant (post-FCE)
35. Ten-Gallon Hat: Livia Tent Merchant (post-FCE)
36. Corona: Livia Tent Merchant (post-FCE)
37. Bath Robe: Dropped from Searchers
38. Bomber Jacket: Dropped from Cyborgs
39. Cyber Plate: SciTech 4
40. Top Hat: Dropped from Fighter Drones
41. Fedora: Dropped from Zombie Mercs
42. Alpha Visor: Dropped from Parasites
43. Robe of the Magi: Hart City Shop (post-Floating Continent Event)
44. Cloak of Thieves: Hart City Shop (post-Floating Continent Event)
45. Leviathan: Hart City Shop (post-Floating Continent Event)
46. Grand Magus: Hart City Shop (post-Floating Continent Event)
47. Musketeer Hat: Hart City Shop (post-Floating Continent Event)
48. Paladin Helm: Hart City Shop (post-Floating Continent Event)
49. Boots of Speed: Dropped from Tigerats
50. Power Brace: Hearthstead Shop*
51. Mind Band: Port Khalim Shop*
52. Copper Ring: Hearthstead Shop*
53. Face Mask: Port Khalim Shop*
54. Earrings: Dropped from Wild Horses
55. Boots of Ludicrous Speed: Solemn Shop (post-Floating Continent Event)
56. Titan Brace: Dropped from Devourers
57. Mana Crystals: Dropped from Unicorns
58. Miracle Band: Neo Hellgate 7
59. Cloak of Invisibility: Dropped from Gryphons
60. Golden Broach: The Depths: ICE 2
61. Growth Band: Neo Hellgate 9
62. Aqua Ring: Dropped from Scyllas
63. Ruby Ring: Dropped from Dreadhounds
64. Amber Ring: Dropped from Sorcerors
65. That One Ring: Hart City Shop (post-Floating Continent Event)
66. Regenerator Band: Dropped from Jiangshis
67. Ward Band: Dropped from King Crabs
68. Iron Boots: Dropped from Machine Scorpions
69. Demonic Ring: Dropped from Butlers*

70-103: Relics and Essences (see sections above)

70. Wood Armor: Dropped from Treants and Deadwoods
71. Ninja Hood: Kharass Secret
72. Camo Suit: Dropped from Mad Monkeys
73. Cyber Helm: Dropped from FloatEyes
74. Snake Eyes: Dropped from Medusas
75. Demonhide: Hellgate 2
76. Aquaweave: Flooded Water Pass
77. Rage Band: Dropped from Chained Giants
78. Malady's Grimoire: Relic (see section above)
79. Quartz Charm: Water Passage Secret
80. Tech Charm: Stonepeak Secret
81. Stealth Charm: Deadwood Pass Secret
82. Mana Charm: Flooded Water Pass Secret
83. Overcharge Charm: Hellgate 1*
84. Lucky Charm: Priscillia Secret
85. Seal Charm: Priscilla's Peak
86. Battle Charm: The Depths: FOREST 3-1 secret
87. Ultra Tech Charm: Dropped from Kongo Kings
88. Flower Charm: Gravehart Mine Secret*
89. Tank Charm: Dropped from Kongo Kings
90. Berserker Charm: Dropped from Kongo Kings
91. Omega: Dropped from Strife
92. Steady Charm: Destroyed Hearthstead Secret
93. Eclipse Robe: The Depths: TEMPLE 2
94. Assassin Cloak: The Depths: LABYRINTH 4
95. Grand Plate: The Depths: FOREST 2-1
96. Eclipse Hat: The Depths: ICE 1
97. Assassin Hood: The Depths: LABYRINTH 3
98. Grand Helm: The Depths: FOREST 3-1
99. Kaiser: Essence (see section above)
100. Enchantress: Essence (see section above)
101. Feathered Headdress: Dropped from Garudas
102. Battle Robe: Dropped from Pandas
103. Ceremonial Dress: The Depths: UNIVERSE 1

7. Enemy List and Locations

Note: Some enemies (mostly story bosses) aren't listed in the Encyclopedia.

1. Gnome: Livia Woods*
2. Mandrake: Livia Woods*
3. Wild Cat: Livia Woods*
4. Crow: Livia Woods*
5. River Snake: Gravehart Dungeon*

6. Skulker: Gravehart Dungeon*
7. Lost Spirit: Gravehart Dungeon*
8. Sewer Crab: Gravehart Dungeon*
9. Harpy: Stonepeak*
10. Tigerat: Stonepeak*
11. Stone Knight: Stonepeak*
12. Mountain Wolf: Stonepeak*
13. Kobold: Stonepeak*
14. Sanshou: Water Passage*
15. Giant Toad: Water Passage*
16. Kappa: Water Passage*
17. Aqua Wyrn: Water Passage*
18. Matango: Water Passage*
19. Sylph: World Map (outside Hearthstead)*
20. Fledgling: World Map (outside Hearthstead)*
21. Roc: World Map (outside Hearthstead)*
22. Grizzly: World Map (outside Hearthstead)*
23. Wild Horse: World Map (outside Hearthstead)*
24. Deadwood: Deadwood Pass
25. Treant: Deadwood Pass
26. Toxitoad: Deadwood Pass
27. Goblin: Deadwood Pass
28. Dryad: Deadwood Pass
29. Tachi: World Map (outside Solemn)*
30. Snow Wolf: World Map (outside Solemn)*
31. Lycanthrope: World Map (outside Solemn)*
32. Ghost Rider: Lynholde (in a trapped chest)
33. Ninja: Lynholde (in a trapped chest)
34. Flame Lizard: Kharass
35. Cyclops: Kharass
36. Sandworm: Kharass
37. Scarab: Kharass
38. Desert Harpy: Kharass
39. Birdman: Kharass
40. Odd Pot: Kharass
41. Mermaid: World Map (sea)*
42. Siren: World Map (sea)*
43. King Crab: World Map (sea)*
44. Pirahna: World Map (sea)*
45. Mad Monkey: Monkey Isle - World Map (small forest northwest of Kharass – requires ship)*
46. Mech Hornet: Gravehart Mine*
47. Machine Scorpion: Gravehart Mine*
48. Drone: Gravehart Mine*
49. FloatEye: Gravehart Mine*

50. Will-o-Wisp: Gravehart Mine*
51. Crystal Growth: Gravehart Mine*
52. Devil Book: Hellgate*
53. Butler: Hellgate*
54. Trickster: Hellgate*
55. Mimic: Hellgate*
56. Medusa: Hellgate*
57. Salamander: Mount Solemn
58. Lava Fish: Mount Solemn
59. Dreadhound: Mount Solemn
60. Obsidian Statue: Mount Solemn
61. Ogre: Mount Solemn
62. Water Sprite: Flooded Water Passage
63. Cottonmouth: Flooded Water Passage
64. Kraken: Flooded Water Passage
65. Scylla: Flooded Water Passage
66. Devourer: Flooded Water Passage
67. Matanga: Flooded Water Passage
68. Outrider: Helena's Spire
69. Unicorn: Helena's Spire
70. Spirit Fox: Helena's Spire
71. Magic Pot: Helena's Spire
72. Persian: Helena's Spire
73. Sorcerer: Helena's Spire
74. Anubis: Temple of Kharass
75. Bastet: Temple of Kharass
76. Mummy: Temple of Kharass
77. Pharaoh: Temple of Kharass
78. Yatagarasu: Temple of Kharass
79. Witch: Temple of Kharass
80. Charybdis: World Map (whirlpool south of Hearthstead – requires ship)
81. Hakutaku: Livia Grave Secret
82. Byakko: Livia Grave Secret
83. Strife: Lynholde Secret (post-Floating Continent Event)
84. Zombie Yeti: Deadwood Pass (see section below)
85. Seiryu: Gravehart Mine (post-Floating Continent Event)
86. Security Bot: SciTech
87. Fighter Drone: SciTech
88. Cyborg: SciTech
89. Searcher: SciTech
90. Parasite: SciTech
91. Zombie Merc: SciTech
92. Terminator Mk. III: SciTech
93. Dullahan: Neo Hellgate

94. Wraith: Neo Hellgate
95. Corruption: Neo Hellgate
96. Shadow: Neo Hellgate
97. Viscount: Neo Hellgate
98. Kunoichi: Neo Hellgate
99. Jiangshi: Neo Hellgate
100. Evil Pot: Neo Hellgate
101. Chained Giant: Neo Hellgate
102. Dying Sylph: World Map (outside Hearthstead, post-Floating Continent Event)
103. Zhenniao: World Map (outside Hearthstead, post-Floating Continent Event)
104. Gryphon: World Map (outside Hearthstead, post-Floating Continent Event)
105. Mauler: World Map (outside Hearthstead, post-Floating Continent Event)
106. Gobbledegook: World Map (outside Hearthstead, post-Floating Continent Event)
107. Panzer: World Map (outside Hearthstead, post-Floating Continent Event)
108. Kongo King: World Map (see Floating Continent Map above)
109. Guerrila: World Map (see Floating Continent Map above)
110. Kaiser: The Depths (note: some enemies in The Depths only appear in certain sections, but all of them will appear in the UNIVERSE portion)
111. Prankster: The Depths
112. Man-o-War: The Depths
113. Murder Hornet: The Depths
114. Enchantress: The Depths
115. Garuda: The Depths
116. Tribal Kobold: The Depths
117. Slizzard: The Depths
118. Hawk: The Depths
119. Magemouse: The Depths
120. Panda: The Depths
121. Tanuki: The Depths
122. Mad Ogre: Ogronn's Keep
123. Frost Ogre: Ogronn's Keep
124. Ripjaw: Ogronn's Keep

8. Optional Quest and Boss Guide

The Depths: To unlock this massive dungeon from *Knight Bewitched*, simply win the 4th bout in Vagrant's Arena and it'll appear south of Hart City (#17 on the floating map). I recommend your party be at least level 28 and have the best gear from Hart City beforehand.

The Depths has 5 new bosses to fight, including a boss rush with the Solemn Colossus, Phoenix, Orochi, and the Guardian. The "final boss" of The Depths is Silnastra, who is fought after watching a special cutscene in the final room and obtaining Malady's Grimoire.

Sera's Lost Doll: After the Floating Continent Event, travel to Sera's old house in Deadwood. You'll find a doll that will trigger a hide-and-seek game. Here are the areas she'll hide in order:

1. The Livia Gravestone
2. Gravehart Vacation Home (near the bottom entrance to the Kharass Desert)
3. **Ogronn's Keep:** This underground castle will appear south of Solemn on the World Map after finding the doll in Kharass. You'll find her on a table in a bedroom on the upper floor of the keep.
4. Priscilla's Peak: Next to Sera at the top of the peak. Interact with it to receive a Miracle Band.

General Boss Tips

Following the tips below will make the optional bosses **much** easier, even in hard mode.

- I highly recommend having Helen equip the Shield of Faith for each optional boss fight. Divine Shield is absurdly powerful. You can make most of these boss fights easy by just keeping Helen's TP up with certain skills and items like Boosters, and then using Divine Shield every 3 turns.
- Equipping Sylvie with Essences that have Protect and Shell is also useful.
- As for healing, you'll either want Kayah to have the Harp of Serenity equipped or have Sylvie use the Wraith, Wild Horse or Dryad essences so she can do full-party healing as well.
- I recommend the party be at least level 30 before attempting any optional bosses. Having each party member's TP be maxed out at the beginning of the fight is a must (except for Silnastra)

Vagrant's Arena

Without going into details on each fight, the 2nd through the 5th bouts in Vagrant's Arena are *much* easier with certain Essences equipped on Sylvie:

- Wild Horse
- Carbuncle
- Matanga
- Wraith
- Zombie Yeti

The "Mana Wave" and "Mana Charge" skills are highly valuable as they allow Sylvie to restore MP to allies. If you're struggling, try defeating every enemy except 1, then having your allies Guard until Sylvie can cast Mana Wave / Mana Charge and get everyone's MP back up.

Hakutaku and Byakko: Found inside a chest underneath the gravestone in Livia (post-FCE).

This pair of bosses becomes *much* easier if you equip Ruby Rings and Amber Rings on each party member. You can farm these rings in Mount Solemn and Helena's Spire respectively, or you can just wait and buy them from Priscillia after re-obtaining the ship.

Hakutaku is weak against Ice and Earth skills, while Byakko is weak against Water and Thunder. Defeat them one at a time.

Charybdis: Found on the floating map (#21)

Have at least one Aqua Ring equipped on each character. Charybdis is weak against Thunder spells. Note that Charybdis is vulnerable to debuffs and status effects even though the icons won't appear (he's so big that the icons get cut off the screen! Jeez!) That said, every 5th turn it'll use Shed Skin and remove 2 debuffs.

Strife: Found in the secret throne room in Lynholde (post-FCE)

Strife is weak against Light and Poison spells. Divine Shield and Protect will help a lot in this fight. Have Matthias immediately use Decurse after Strife uses Shroud of Darkness.

Zombie Yeti: Purchase Slab of Meat from the *Meat Man* in the Hart City Underground Gambling Room (post-FCE). Then travel to Deadwood Pass and place the meat on a crate next to the blue lake.

The Zombie Yeti is weak against Fire and Earth skills and resists Ice and Wind. Use the Divine Shield strategy outlined above to make this fight easier.

Terminator Mk. III: Found in SciTech (#15 on the map)

It's weak against Thunder attacks. Keep Divine Shield and Protect up at all times.

Vagrant and Tiastrasza: Fought in the 5th and final bout in Vagrant's Arena.

No elemental weaknesses here. Use Divine Shield, Protect and Shell. Have your HP, MP and TP as high as possible before the end of the arena's 4th enemy wave (Guard and use Mana Charge and Mana Wave as outlined above). Focus attacks on Tiastrasza first as she is the biggest threat.

I recommend saving plenty of Miracle Dusts, Phoenix Pinions and Hyperboosters for the following two fights:

Seiryu: Found in Gravehart Crystal Mine #6 (post-FCE)

The hardest of the optional bosses, Seiryu will switch to a random element every 2 turns. Seiryu takes reduced damage from all sources except the elements it's weak against:

- Fire Form: Extremely weak against Water, mildly weak against Thunder, absorbs Fire
- Ice Form: Extremely weak against Fire, mildly weak against Earth, Absorbs Ice
- Thunder form: Extremely weak against Wind and Earth, Absorbs thunder
- Air form: Extremely weak against Thunder, Absorbs Earth and Wind
- Negative form: Extremely weak against Light and Dark spells, Absorbs Fire, Ice and Thunder

Seiryu will switch elements often, which may cause your elemental attacks to fail. If you have trouble hitting it with elemental weaknesses, and your level/gear are high enough, you can forego elements altogether, but the battle may last a bit longer.

Silnastra: Found at the very end of The Depths after picking up Malady's Grimoire

Silnastra is weak against Light spells. She will reset your TP at the beginning of the fight. The Shades of Strife she summons at the end of turn 1 use most of the same abilities as normal Strife, but they are

weaker and vulnerable against Light and Poison. As in every other fight, use Helen's Divine Shield and Sylvie's Protect and Shell. Good luck!

Other tips

Experience Farming

If you're looking to farm XP, you have two options: The first is to grind Kongo Kings (check the World Map). The second is to grind Evil Pots in Neo Hellgate. In Neo Hellgate 5, look for an entrance to a tiny room (labeled Neo Hellgate 8) that has some rather innocuous pots in it. This room has a much higher chance to spawn Evil Pots, which give 2000 XP each. Evil Pots can also drop Miracle Dust, Gold Hourglasses and have a 4% chance to drop The Big Cheese.

The Ultimate Attack

The strongest ability in the game is actually the special effect from Matthias's Totally Normal Staff, won from the 3rd bout in Vagrant's Arena. This weapon has a 12.5% chance to trigger a devastating meteor shower that also lowers each enemy's Armor and Wisdom. Unlike Matthias's spells, this effect scales off of Strength, not Intellect. If you want a cheesy build that relies on Matthias triggering this effect, try this:

- Weapon: Totally Normal Staff
- Head: Snake Eyes
- Body: Work Pants
- Accessory 1: Titan Brace
- Accessory 2: Titan Brace
- Spellbook: Book of Elements
- Charm: Berserker Charm

Suplex

The 2nd most powerful ability in the game just might be Sylvie's Suplex technique, which can only be gained from the Snow Wolf (found outside Solemn, only before triggering the Floating Continent Event) and Kaiser (found in The Depths) essences. This attack ignores Armor and deals 150% of Sylvie's strength *plus* 10% of the enemy's current HP. Used on the 1st turn of a boss fight, this can deal more damage than any other ability in the game! Try using a Hyperbooster after Suplexing to get off another quick Suplex!