

Make: L, S1, S2, A1, A2, M

Make (as survivalists): c1,c2,c3,t1,t2,t3,m1,m2,m3,m4 (farmers)

Party: L, S1, S2 / A1, A2

Buy 5x Leaf Boot, 8x Medica. Equip Leaf Boots on each party member

Custom:

L: Swords 3

S1: AGI 1, Trickery 2

S2: AGI 3

A1: Volt Up 2, Volt 1

A2: Toxins 1, Poison 2

Accept Mission



En1: 2x Treerat. E all.

En2: 3x Fly. E all.

Go in and out. Talk to guard. Go back out. Report. Talk to Shileka. Buy 1 Warp Wire, 2 Ward Chime

En3: 2x Treerat. E all

En4: 2x Treerat 1x Fly. E all.



En5: 2x Poisonfly. E all.

Ragelope FOE:

T1: D, Trickery, D, Volt, Poison

T2: A, A, A, D, D

T3: D, D, D, Volt, D

T4: D, Trickery, D, D, D

T5: A, A, A, D, Poison

T6: D, D, D, D, D

Custom:

L1: Swords 5

S1: Trickery 3, Quicken 1

S2: Ambush 2

A1: Volt Up 4

A2: Poison 4

En6: 2x Hare

A1, A1, A1, V1, P2

Get Hare Tail.

En7: 1x Treerat 1x Hare (Preemptive). E all.

Ragelope FOE: (preemptive)

T1: D, Trickery, D, D, Poison

T2: D, D, D, D, D

T3: A, D, D, D, D

T4: D, D, D, D, D

Custom:

S2: Ambush 3

A1: Volt Up 5

A2: Poison 5

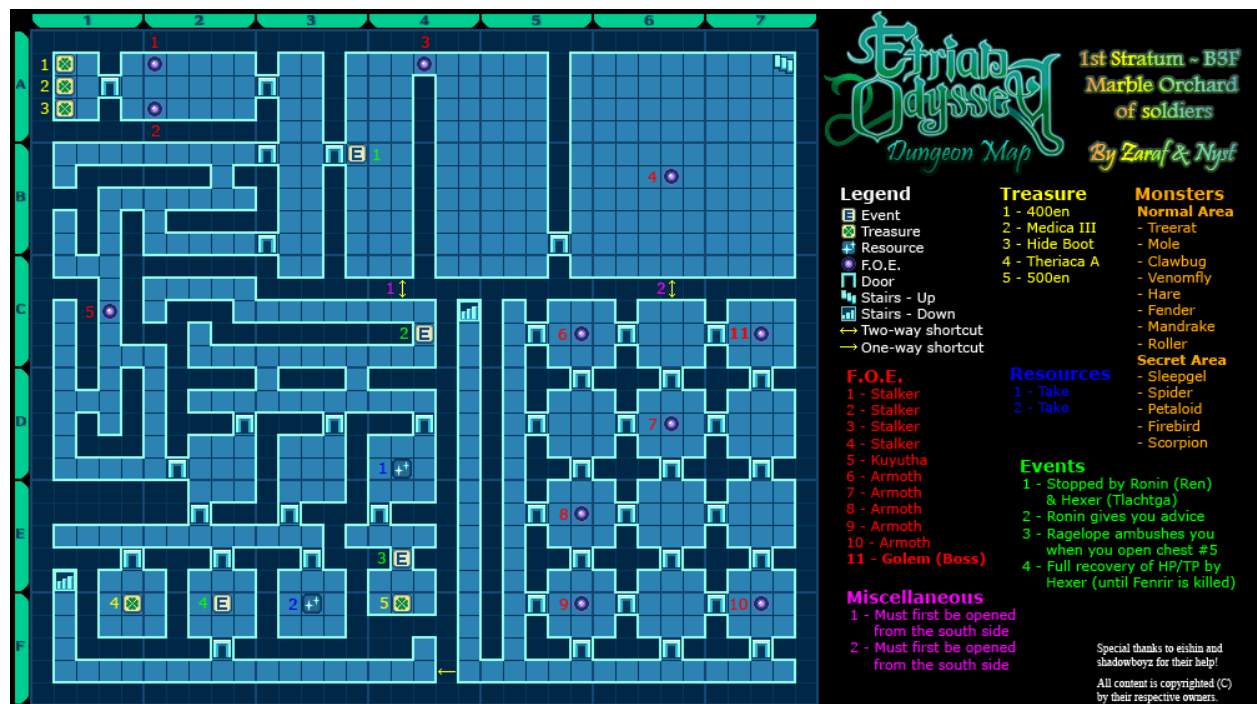
Take 7ish steps, use ward chime.

Ragelope FOE:

T1: D, Trickery, D, D, Poison

Rest: D, D, D, D

Medica L and S2



En9: 2x Hare 2x Roller. E all.

Warp out, Radha Hall Accept. Nap.

Chime in middle of 3x3 room.

B2F

En1: 2x Hare. E all.

En2: 1x Deer 1x Mole. Preemptive

A, A, D, V2, P1

B3F.

En3: 2x Mandra

A, D, D, D, P

A, A, A, V, P

Get vine drop.

Custom:

S2: Stalker 1

A1: Volt Up 5, Thor 1

A2: Poison 6

Use Stalker.

Run into 2nd FOE from behind. Run all.

Use Stalker after going through 2nd door.

En4: 2x Treerat, 1x Roller, 1x Mandra

A Mandra x3, Thor, D

Medica S2, D, D, D, D

D, D, D, D, D

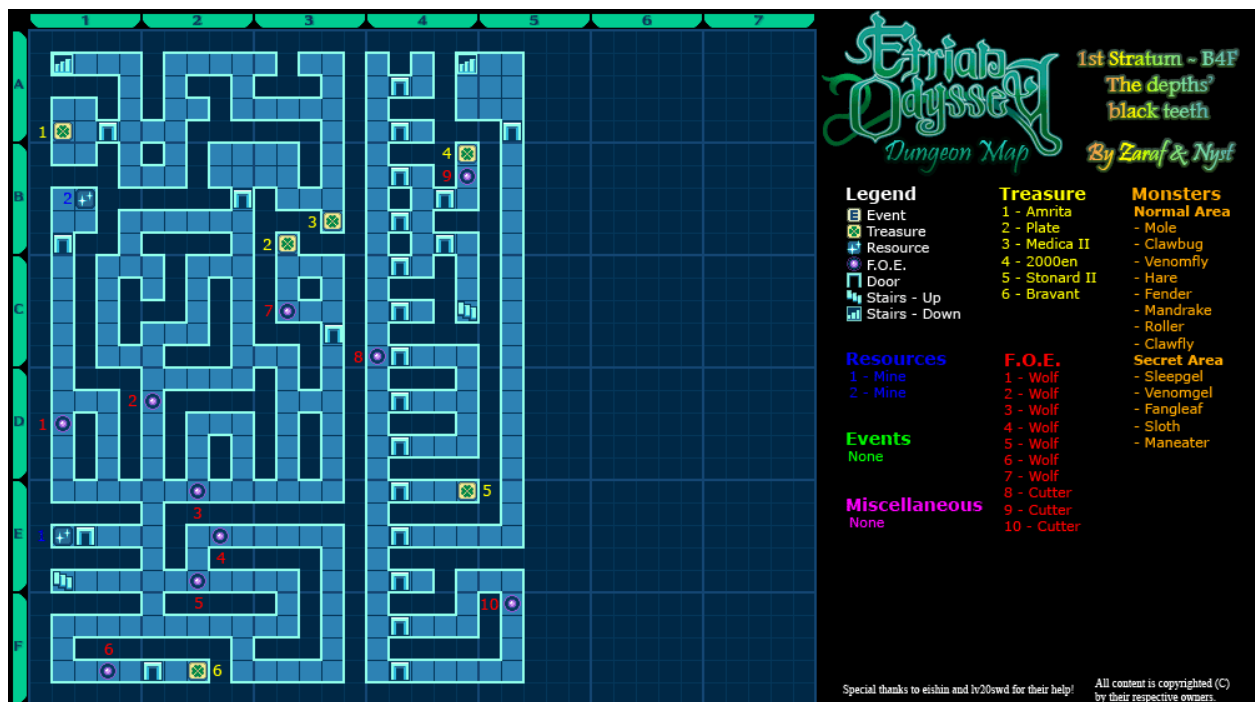
D, D, D, D, D

T5: D, D, A, D, D

Walk into Kuyutha.

A, Medica L, D, V, P

D, A, D, D, D



Wolf 1: (preemptive)

A, Trickery, D, V, P

D, D, D, D, D

Custom:

A2: Poison 7

Wolf 2:

D, Trickery, D, D, P

D, D, D, D, D

Wolf 3: (preemptive)

D, D, D, D, P

A, D, D, D, D

Wolf 4: (preemptive)

A, A, A, D, P

D, A, D, D, D

Wolf 5:

Medica S2, D, D, D, P

D, D, D, D, D

Custom:

S1: Quicken 3, 1st Turn

S2: Stalker 4

A1: Thor 3 (not 4)

A2: Poison 9

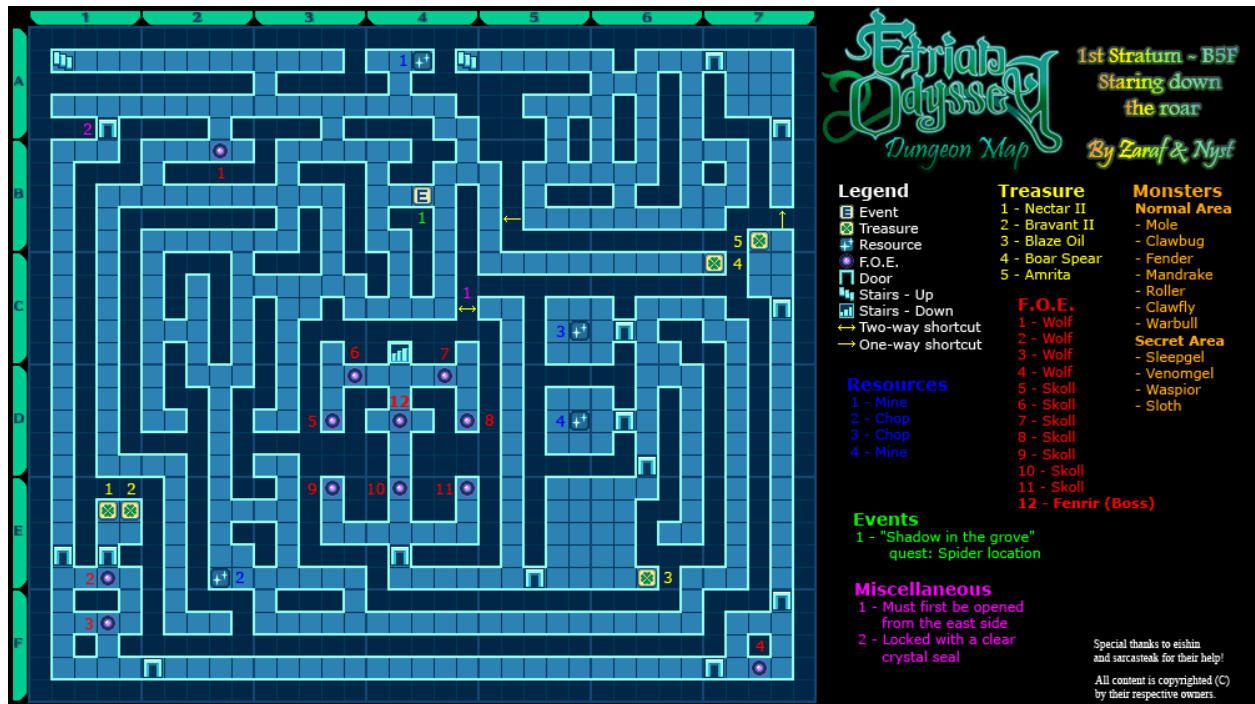
Use Stalker. Backtrack for heal. Use Stalker again on B4F

Pick up Medica II.

En5: 4x Hare

E, A, E, E, E

Pick up amrita.



Stalker. Use 2x Medica on L

Wolf:

D, A, A, D, P

After hitting wall moving right in bottom right of E3, use stalker.

En6: 2x Fender (preemptive). E all.

En7: 1x Warbull

A, A, D, D, P

Get Gum Hide drop.

Reapply Stalker. Medica S2

En8: 3x Roller 1x Crab

1st Turn Thor.

Skoll:

D, D, D, D, P

D, D, D, D, D

Do Fenrir skip, save/reset.

Fight nearby Skolls.

Skoll 1:

A, Trickery, A, A, Poison

A, 1st Turn, D, D, D

2nd:

(Preemptive)

D, D, D, D, Poison

D, D, D, D, D

Change formation to: A2, L, S2 / S1, A1

Fenrir:

P, A, A, Trickery, A

Rest: D, D, D, D, D

Manip is done.

Turn in Quest.

Formation: L, S1, S2 / A1, M

Boot A2. A1 will be referred as A from here on.

Sell everything except Amrita. Buy 4 Buffcoats. Equip to all but A. Move boot from A to M. Sell Tweeds.

Buy 5 Warp Wires.

Revive S2.

Custom:

S2: Stalker 5

A: TP Up 1, Thor 6

Nap.

Change party to S1, A, c1-3

Walk to B6F chop in C2. 1st Turn Thor gels on the way. Keep fighting gels in front of door until you're out of TP (only 1st time).

Custom: c1-3 on Chop.

Sell shit and buy 4x Star Charms. 1x on S1, 3x on A.

Sleep and Chop 2 more times. Before 3rd chop, choppers should be LV 7.

Nap, change party to S1, A, t1-3 and do the same thing for the take spot in D2 (only do taking once)

Buy 10 more warp wires.

Switch to L,S1,S2 / A,M. Grind in B6F, B5, using 3rd row 2nd column tile. Grind until L is 16.

Sell drops. Buy Hard Sling for S1, Star Charm for M.

Buy 4 Warp Wires.

Custom:

L: Axes 5, 2-Hit 3, Allslash 5

S1: Bows 10 (Apollon 1 if you can)

S2: Stalker 10

A: Thor 10

M: Healer 3, Cure 3, Salve 3, Immunize 7 (or more if you can)

Grap Rapier in B1F equip on L. Warp out.

Fight bees and gels if you have the TP. Run from everything else.

Make it to B8F, open both shortcuts and do the spring events. Reapply stalker at top of B7F. Warp out, accept mission.

Fight Pondclaw. Use 1st turn immunize and 3x thor should take him out. Grab egg and warp out. Nap.

Save. (reset for safety?) Reapply stalker once you hit B9F. Make it to the bottom left corner of D6 of B9F (backtrack once while Moa is chasing). Fight Moa: 1st turn immunize. Escape turn 2. Run back to skip FOEs. Warp out after opening spring shortcut. Accept Mission

If S1 is short of Lv 17, do the horticulture quest.

Get Apollon 1 on S1.

Buy 9 Amrita.

Go to end of B5F (Fenrir shouldn't be there). Get into a fight with 1 crab and 3 rollers. Kill all but 1 roller and use S2 to get it down to red health. Defend to turn 25(?) before killing it. Save after doing that.

Walk your way to Cernunos. Reapply stalker after B7F shortcut (70 steps remaining). Use a random encounter to skip the Moa on B10F. Stalker will run out when you get there. Stalker after you run and when you start going north on row E. Talk to Ren and Tlaghta twice. Grab Amrita II and fight Cernunos (don't use TP on L or A).

Turn 2-7, use Amrita on A with M. Turn 3,5,7 use Amrita on L with S2. Use Apollon when you can (boost it on T7).

T8: Boost attacks, have S2 use Amrita II on A, Boosted Immunize. Salve every turn after that.

Report and Accept Mission. Accept "Remembering The Fallen" quest. Buy 5(?) warp wires.

B11F trigger is based on tiles walked (even soldier mapped squares). B12F map is tiles walked and mapping (mostly mapping).

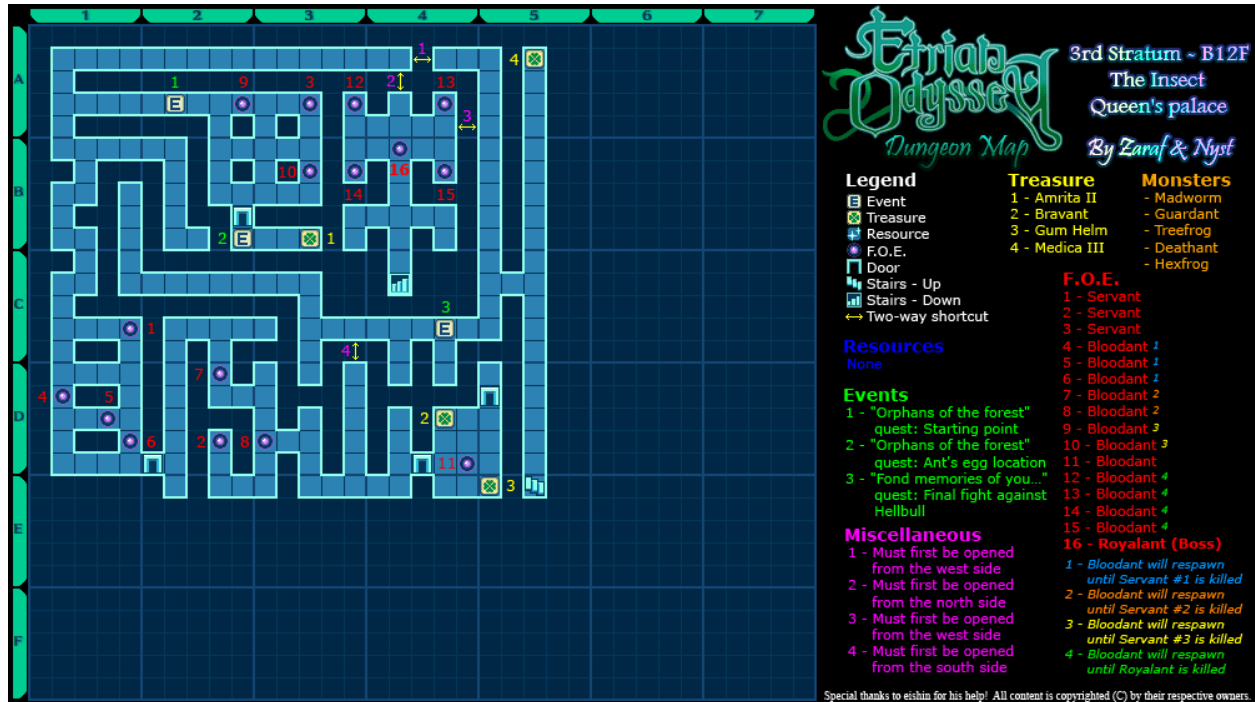
Fight encounters on B11F as you're walking. Note Elastic drops, you need 5. Once you got the message, grind in Medica IV room until 5 Elastic and S2 is LV 20.

Custom:

S1: Points in Multihit.

S2: Bows 5, Multihit 1

Buy Self Bows for S1 and S2. Buy to 1 warp wire, then 10x Nectar. Sell everything that isn't Amrita I or II, Nectar, or the warp wire.



The trek through B12F going down the correct hole: Reset for BRN manip. Go through the shortcut and back to spend 1 step. This lets you FOE skip the first servant ant group on turn 2.

Manip:

A,D,D,D,D

E all.

Spend extra steps hitting all the tiles before the next room.

Up 4, Down 2

D,D,D,D,Imm

D,D,D,D,D x3

E all.

Backstep then go on.

Map the entire floor then open the Royalant shortcut.

Radha hall report and accept. Manip for Royalant skip.

1 (lower right):

A, D, D, D, Imm

Escape all

2 (upper right from left):

D, D, D, D, D

Escape all

3 (upper left):

A, D, A, D, Imm

A, D, A, D, D

Escape all

4 (turn right):

Escape all

Grind in the hallway north of the heal spot in B13F.

Notable levels:

L: 21 (Allslash 10), 22 (ATK Up 1)

S1: 22 (Multihit 5), 27 (Multihit 10)

M: 25 (Healer 7, Cure III 3, Revive 1)

At about 28, start trying to get Redclaw encounters for the Shred Nail drop.

Once S2 is 30, warp out.

Custom:

L: TP Up 3, Swords 7

S1&2: Apollon

M: Cure II 3, Salve II

A: Fire Up 5, Fire 3, Flame

Save reset for Royalant Manip.

T1: A, 1st Turn, Multihit, Flame, Imm

T2: Allslash, Apollon, Apollon, Flame, Salve.

T3: Allslash, Multihit, Multihit, Flame, Salve

T4: A, A, A, Flame, Salve

T5: Allslash, Apollon, Apollon, Thor, Imm

T6: Allslash, A, A, Thor, Salve

T7: Allslash, A, A, Thor, Salve

T8: Allslash, Multihit, Multihit, D, Salve

T9: Allslash, Multihit, Multihit, Flame, D

Heal, reapply stalker, make it all the way around, heal again and grind more.

2x Bat 1x Frog: Allslash, 1st Turn A, D, Thor, D

2x Moriyana, 1x Bat: D, 1st Turn A, Multihit / A, Thor, D

2x Worm: Allslash, A 2nd, D, D, D

Keep going until about 34.5

Heal and head to B14F and grind next to the Medica III chest (don't open it).

Warp out when you're out of TP. Buy 2 Warp Wires.

Turn in Chef's Request I before you sell stuff.

Take a party of S1, S2, M / c1,t1

Fight an encounter on B11F on the way before applying stalker. Reapply stalker on topleft of B14F. Get to Chop/Take spot in B13F from B14F.

If you get 2 or more Sea Branches, accept and report "Scavenging for Ian II" quest.

Change party to L,A / m1,m2,m3

Custom:

L: Blazer

A: Flame 10

Beat Fenrir.

Change party to:
S1, S2, M / m1, m2
Mine in B11F.

Change party back to:
L, S1, S2 / A, M
Buy a 7 Doublet for A. Put charm on S2.
Buy to 5 Amrita II.
Finish up LV 35 on all but M on the way to Cotrangl.
Custom:
L: Blazer
S1/S2: Apollon 9/10
M: Salve II 5

After Cotrangl, give M HP Up.
Radha Report.

Get Brigidane, Equip on L. Get Radha blocked. Beat Sickwood. Warp and Accept Mission.
Nap.
Register H.
Formation: S2,m1,m2,m3,m4
Sell all but up to 3 Amrita II and Hamaoprime. Get a warp wire (or have had one through Cotrangl).
Mine at B16F and sleep x7.

Change party to:
A, H
Save/Reset at 3rd Stratum. Fight Cernunos. Use Thor + Defend.
Sleep.

Change party to:
L, S1 / A, H, M
Buy Steelsword for L
Buy 3x 7 Doublets for all but L
Buy 1 Theriaca B
Custom:
H: HP Up 5
A: Inferno 1
Fight all encounters on the way.
Walk to next Radha block, view cutscene.
Walk back in and make it to the Diabolix.
Grind a bit if H isn't 18 by the heal point for Curses 5 and Cranial 10.
Beat the Diabolix. Cranial is good. Warp and sleep.

Change party to:

S1, S2, M / c1, c2

Open shortcut on B18F (if not done) and walk all the way to the warp shortcut in B19F. Take the chop point on the way. Reapply Stalker on B18F and B19F entrances and B19 bottom right corner.

Sleep, change party back to:

L, S1 / A, H, M

Head to B6F, save/reset. Fight a Cutter using only Multihit and Flame. Should get a bear fur drop.

Buy 1 Heaven Bow, 5 Bear Gloves, 3 Sandy Pins, 1 Sea Charm, 1 Gold Chime

Equipment:

L: Steelsword, Brigidane, Bear Glove, Sea Charm

S1: Heaven Bow, 7 Doublet, Bear Glove, Scale Boot

AHM: Staff, 7 Doublet, Bear Glove, Sandy Pin

If you have < 50500 en, fight the sickwood in B16F and farm there until you do.

Make sure you have a warp wire and a gold chime.

Buy:

4x Hamao

4x Theriaca B

1x Nectar

To 47x Amrita II (fill item bag)

When you get to heal spot, grind forest folk until L is 37.

Custom:

L: Blazer 10

H: Frailty 1, Sapping

S1: Apollon 10

Use Gold Chime after you've healed.

Tackle the FOE chain.

Tips: Keep Cruella and Diabolix binded with Cranial, but Immunize is still a priority.

Ogres will always open with an attack buff, which can be cancelled with Sapping.

Even though you have tons of amrita, they are still precious. You need every last one of them to count. Hamaoprime is for A. Keep at least 1 Theriaca B for Iwaopeln.

Hunters are the most dangerous enemy here. Blazer damage can't be debuffed and can randomly go before or after the medic. H can only tank 2 blazers if defending. Add in instant death chance at low HP to make it worse.

L and S1 have roughly 80 TP. Keep this in mind when you have turns to use amritas.

Immunize turn reference: 1,5,9,13,17,21,25,29,33,37,41

After the first big fight, make sure you keep/get Boost for Iwaopeln.

Beware of Iwaopeln reinforcing after 1st big fight.

Only need to use Amrita II on H about once. H is very TP efficient.

Custom during FOE chain:

L: HP Up 1, DEF Up 1, rest in Swords

S1: HP Up 1, TP Up 1. Dunno about rest of points.

A: Fire Up 10

H: Sapping 5, Leaden 1 (for Iwaopeln), TP Up 1. Rest in HP Up

M: Work on Unbind 5

Iwaopeln (preemptive)

T1: Allslash, Boosted Apollon, Flame, Frailty, D

T2: Allslash, Multihit, Flame, Leaden, D

T3: Boosted Allslash, Multihit, Boosted Flame, Boosted Sapping, Boosted Immunize

Don't heal A's TP. S1 does the most damage this fight.

Warp out. Buy 5 Warp Wires

Switch to L,S1,S2 / A,M

Walk to Stratum 5.

Switch to S2, m1,m2,m3,m4

Mine in B21F. Count Shiny Seeds. You need to gather until you've collected 16 of them.

Restock on warp wires when you're out. You only need 3 after you're done gathering.

Buy 1 Gold Chime, to 3 Warp Wires, 12 Axcela III, 30 Amrita II.

With the rest of your money, try to buy in order of preference:

Heaven Bow or Arc Drawer (Cotrangl rare drop), Arcana Rod (Cernunos rare drop), 1x

Sylpheed or Full Armor or 7 Doublet (for S2), and up to 6x Rose Rings

Change Party to L, S1 / A, H, M

Rose Rings go over: Bear Glove on M, Boot on S1, Sandy Pins on M and A, Star Charm/Boot on S2.

Equip other things you bought.

Save/Reset on B21F. Use Gold Chime.

Ren/Tlachtga

T1: A Ren, Apollon Ren, Flame Ren, Cranial Tlachtga, Axcella III M

T2: Blazer, 1st Turn M, Flame Ren, Frailty, Boost Immunize

Go ham on Ren. Re-use boosted immunize on turn 6 (not 5).

Go for re-using cranial on Tlachtga when it wears off (T7?)

Warp back, sell hex chain for another Rose Ring. Switch Party to L, S1, S2 / A, M

Walk through the stratum. Grab the Pattisa and equip it. No other chest is worth picking up. The 3 FOEs on the way can be skipped by: Running into it on the right tile and running away, meeting the FOE behind you and FOE glitch past, and I dunno.

Reapply stalker: B22F at B3 door. B23F after skipping Kingdile. B22F after going through door.

B21F after skipping last FOE.

Enriah Odyssey

Dungeon Map

5th Stratum - B21F
A bounty of relics
By Zaraf & Nyst

Legend

- Event
- Treasure
- Resource
- F.O.E.
- Door
- Stairs - Up
- Stairs - Down
- Elevator
- Geomagnetic field

Treasure

- 1 - Fur Boot
- 2 - Magnet

Resources

- 1 - Mine
- 2 - Take
- 3 - Chop
- 4 - Take

Monsters

- Darkhare
- Maul
- Burstgel
- Kingfrog
- Silker

F.O.E.

- 1 - Dinolich
- 2 - Kingdile
- 3 - Dinolich

Events

- 1 - "Remnants of an age past" quest: Location of Ankh A
- 2 - Elevators are activated here
- "Awakening the serpent" quest: Place Ankh Motor here
- 3 - Battle against Ren and Tlachga (Ronin and Hexer)
- Recieve Card Key after the battle
- 4 - "Official Business II" quest: Kill spiders to repair elevator

Miscellaneous

- 1 - Elevator (B21F, B25F)
- 2 - Elevator (B21F, B22F, B23F, B24F)
- 3 - Elevator (B21F, B25F)
- 4 - Elevator (B21F, B22F, B23F, B24F)

Special thanks to eishin and Nelvins for their help!

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Enriah Odyssey

Dungeon Map

5th Stratum - B22F
The steel rendezvous
By Zaraf & Nyst

Legend

- Event
- Treasure
- Resource
- F.O.E.
- Door
- Stairs - Up
- Stairs - Down
- Elevator

Treasure

- 1 - Nectar II
- 2 - 3000en
- 3 - Pattisa
- 4 - Amrita II

Resources

- 1 - Mine
- 2 - Chop

Monsters

- Darkhare
- Maul
- Burstgel
- Direwolf
- Kingfrog
- Clawlord
- Silker

F.O.E.

- 1 - Dinolich
- 2 - Desouler
- 3 - Desouler
- 4 - Kingdile
- 5 - Desouler
- 6 - Desouler

Events

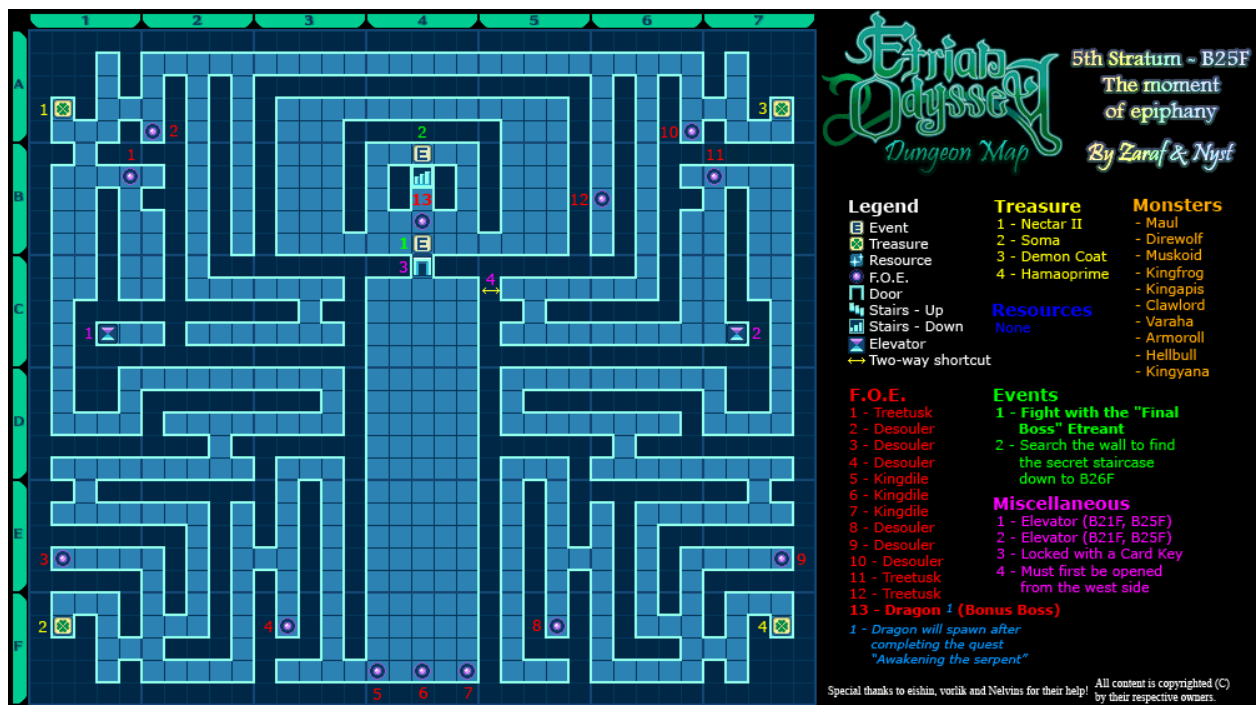
- 1 - Old yellow letter
- 2 - Old yellow letter
- 3 - "Remnants of an age past" quest: Location of Ankh B

Miscellaneous

- 1 - Elevator (B21F, B22F, B23F, B24F)
- 2 - Elevator (B21F, B22F, B23F, B24F)

Special thanks to eishin and Lucron for their help!

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After hitting elevator switch, warp back, sleep, then go through B25F.

Reapply stalker: When you're forced to hit the very left wall. Going into last room. Unlock shortcut.

Equip Bear Glove over a Rose Ring on S2.

Make sure S1 is LV 40 with 65+ Def and 279+ HP.

Save/Reset. Fight Etriant. You can fight it legit, or :

L/A always use Blazer/Flame

T1: 1st Turn M, Apollon, Immunize. S1 gets hit for 278.

T2: Apollon, Axcella III (A3) M, Cure III S1

T3: 1st Turn M, D, Boosted Immunize (BI)

T4: A3 M, Apollon, Amrita II (A2) M

T5: Apollon, A2 L, A2 A

T6: 1st Turn M, D, BI

T7: A3 M, Apollon, Salve II

T8: Apollon, A2 S2, A2 S1

T9: 1st Turn M, D, BI

T10: A3 M, Apollon, A2 A

T11: Apollon, A2 L, A2 M

T12: A2 A, D, D

T13: Quicken, Apollon, D

T14: Apollon, D, D

T15: (Boost L and A) A2 S1, A2 L, D

T16: 1st Turn M, Apollon, BI

T17: Apollon, Multihit, Salve II

T18: A2 A, Attack, A3 M

T19: Attack, Apollon, Attack

T20: BApollon, A2 S2, Imm

T21: D, D, D

T22: A2 L, Apollon, A2 A

T23: Apollon, D, D

T24: Trickery, D, D

T25: Multihit, Apollon, Immunize (Missed hit on A)

T26: Apollon, D, D

T27: Should be dead by now or by the Apollon strike.