

Alfyn Single Story 3 Character Route

Introduction

This is a 3 character variation of the standard route that drops Cyrus from the party. Makes Ogre Eagle somewhat riskier, and a bit longer. This route should be faster, but not as dramatically as 3 character variations in other single story categories.

Change History

Route

Bold notes describe the optimal route; in fights they signify actions that will break the enemy

(grey notes in parentheses) are tags that denote backup, conditional and optional actions

(step reset) denotes an action that resets the step counter, bolded step resets should be considered mandatory

Red actions in fights are for damage and have to be landed on a broken enemy; for Hired Help veterans armor corrosion must also be effective on the target

Clearbrook / Cave of Rhiyo

- **Buy:** Arcane Hatchet, 11x Injurious Seed (it's just faster to buy 11 and they cost nothing)
- **Go to Cave of Rhiyo**
- **Pick:** Ruinous Seed (left from the entrance)

Boss: Blotted Viper

Some actions depend on turn order. The purpose of defends is to stagger the boss turns to avoid his power up move

The fight is made of three breaks

- Break 1
 - Axe
 - Soothing Seed + Noxroot
 - BPx3 Icicle
 - Axe
 - **Axe** / Defend (if going first)
 - **BPx4 Icicle** / **Axe**
 - (BPx4 Icicle)
- Break 2
 - Axe
 - Soothing Seed + Noxroot / Axe
 - Axe / Soothing Seed + Noxroot
 - Axe
 - **Axe** / Defend (if going first)
 - **BPx4 Icicle** / **Axe**

- (BPx4 Icicle)
- Break 3
 - Axe
 - Axe
 - **BPx2 Axe**
 - BPx4 Icicle

Clearbrook (cont.)

- **Inquire:** Zeph for hidden item (Sleepweed), pick up on the way out

Derelict Meme (optional)

NOTE: This is an optional trip that loses time but gives you more options for getting JP for scholar besides killing a cait with Concocts.

- Go to South Quarrycrest Pass
- (step reset) Save & Reload on book (or save and die to an encounter)
- Go to Derelict Mine
- Pick: Wind Soulstone (L) up and left from entrance
- Save on book
- Get an encounter and:
 - Kill with Wind (L) if it's fire elemental and two skeletons (enough JP for Evasive Maneuvers) or
 - Die and reload
- Pick: 10,000 (secret passage right side of the screen, have to walk up a bit and loop back down)
- TP to Clearbrook

Get Scholar + Evasive Maneuvers

- **Go towards Western Noblecourt Flats**
- **Kill:** Cait with Ruinous Seed + Noxroot (finish with Injurious Seed + Noxroot if it doesn't die to poison)
- (conditional - got Derelict Wind L) Kill: cait with Wind L
- **Enter Western Noblecourt Flats**
- **Walk to Scholar Shrine** (try to flee if you get an encounter)
- **Job:** Scholar
- **Learn:** Blizzard, Lightning Blast, Evasive Maneuvers (and equip it)

Get Merchant + Coastlands Looting

- **Tag Rippletide**, continue towards Goldshore
- **Pick:** 1,200 in the intersection, continue to North Stonegard Path
- **Enter Moonstruck Coast**
- (step reset) **save & reload** on book in Moonstruck Coast
- **Get Merchant Job**, continue to Goldshore area
- **Tag Goldshore** (accept chapter 2)
- (conditional - skip the next two stones and step reset if you did the derelict meme and killed a cait)
- **Enter West Grandport Coast**
- **Pick:** Wind Soulstone (L) from branch in Grandport area before NPC
- (step reset) **Exit back to West Goldshore Coast**

- **Pick:** Thunder Soulstone (M) from branch before Grandport area
- **Enter West Grandport Coast again**
- **Pick:** 20,000 from the branch after NPC
- **(step reset) save & reload** on book in the crossroads before Grandport
- **Pick:** Thunder Soulstone (L) from the pier south of book
- **Go to Loch of the Lost King**, head right from entrance
- **Pick:** Wind Soulstone (L) from the elevated platform
- **Pick:** 30,000 from northeast chest
- **TP to S'warkii**

Boss: Ghisarma

- **Break** with Lighting Blast, Rain of Arrows
- **Kill** with Thunder Soulstone (L)
- **TP to Rippletide**
- **Kill:** encounter on the way (need 3 JP for Tressa)

Boss: Mikk & Makk

- Kill with Wind Soulstone (L)
- **Go to Runeblade**

Runeblade Shrine & Goldshore

- **Enter North Stonegard Path**
- **Pick:** Light Soulstone (M) right of the path to south
- **Enter West Everhold Pass**
- **Pick:** Light Soulstone (L) right of the entrance
- **Enter Runeblade Shrine**
- **Pick:** 50,000 from the far right end of the dungeon
- **TP to Goldshore**
- **Do story stuff** until you need to inquire two dudes
- **Purchase:** Empowering Bracelet from an NPC inside the big house before the first set of stairs
- **Pick:** 4,500 from chest
- **Inquire:** story NPC in the upper screen
- **TP to Clearbrook and go to Orewell**

Thief Shrine & Orewell Tag

- **Enter South Quarrycrest Pass**
- (conditional - skip the mine if you already went here)
- **Go to Derelict Mine**
- **Pick:** Wind Soulstone (L) up and left from the entrance, then exit
- **Go to Thief Shrine**
- **Pick:** Pomegranate (S) after crossing the bridge
- **Enter South Orewell Pass**
- **Provoke:** NPC to north of the bridge (up in the cliffs)
 - kill with Thunder M (or Light M if no Thunder M) to complete quest

- **Enter Orewell**
- **Purchase:** 2x Thunder Soulstone (M), Thunder (L) from NPC in front of the second house on the east side
- **TP to Goldshore**

Goldshore

- **Pick:** Thunder Soulstone (M) from a somewhat hidden chest behind the quest NPC
- **Inquire:** story NPC
- **Enter Road to the Caves of Azure**
- **Menu 1:**
 - **Job (Alfyn):** Merchant
 - **Learn (Alfyn)** Hired Help
 - **Learn (H'aanit):** Arrowstorm
 - **Job (H'aanit):** Thief
 - **Learn (H'aanit):** Armor Corrosive
 - **Learn (Tressa):** Hired Help
 - **Equip:** Empowering Bracelet on H'aanit
 - **Item** Heal H'aanit

Boss: Vanessa (27,459 HP)

No script, just do these things in order

- **Break:** adds with Hired Help merchants (150) and/or Arrowstorm (can use BP on mercs)
- **Kill:** adds with 2x Soulstone (L)
- BPx2 **Armor Corrosive** on Vanessa
- **Break:** Vanessa with spear and axe (save BP on one merchant)
- **Kill:** Vanessa with BPx3 Hired Help veterans (30,000)

Goldshore (cont.)

- (conditional - didn't use ruinous seed to kill cait) skip the purchase
- **Purchase:** Ruinous Seed and Injurious Dust from NPC a bit down from bridge
- **TP to Clearbrook** and head to Saintsbridge

Saintsbridge

- **Purchase:** Sleepweed form NPC on the South Clearbrook Traverse near Saintsbridge screen
- (optional) Provoke: same NPC if you didn't get an encounter yet
- **Enter Saintsbridge** and start chapter 3
- (conditional - did Derelict Meme) **Purchase:** Wind Soulstone L from NPC on bridge (start of second screen)
- (conditional - skipped 1L and 1M in Coastlands) **Purchase:** Wind M from the same NPC as well
- **Pick:** 2,200 gold item from the topleft house
- (conditional - skipped 1L and 1M in Coastlands) **Purchase:** Shadow Soulstone (L) from Knight near cathedral
- **TP to Clearbrook**
- **Inquire:** Quest NPC on the pier for hidden item (Essence of Pomegranate)
- **Purchase:** Curious Bloom from Meryl's father in front of the tavern
- **Pick:** hidden item

- **TP to Saintsbridge**
- **Menu 2:**
 - **Learn (Alfyn):** Sidestep
 - **Learn (Tressa):** Sidestep
 - **Job (Tressa):** Thief
 - **Learn (Tressa):** Armor Corrosive
 - **Learn (H'aanit):** Leghold Trap

Boss: Miguel (56,808 HP)

- **TURN 1**
 - Alfyn: Bow
 - H'aanit: Leghold Trap
 - Tressa: Light/Wind Soulstone (M)
- **TURN 2**
 - **Alfyn: Injurious Seed + Addlewort**
 - **H'aanit: 3x Bow**
 - Tressa: Armor Corrosive
- **TURN 3**
 - Alfyn: BPx4 Hired Help veterans (30,000)
 - H'aanit: Soulstone (M)
 - Tressa: BPx4 Hired Help veterans (30,000)

Final Prep

- **Shop:** sell everything worth selling (should have 64k-ish)
- (conditional - killed a cait) buy Herb of Clarity and Herb of Awakening
- (conditional - didn't purchase injurious dust after chapter 2) buy injurious dust
- **Menu 3:**
 - **Job (H'aanit):** Thief
 - **Job (Tressa):** Scholar
 - **Learn (Tressa):** Blizzard
 - (optional) Equip: Endless Items on Alfyn
- **TP to Orewell**, do all plot stuff
- **Provoke:** Quest NPC on the cliff (kill with Soulstone (M))
- **Pick:** 20,000 from a branch after savepoint
- **TP to Rippletide**
- **Inquire:** Tom's mom (NPC south of the first bridge) for hidden item (Thunder Soulstone (L))
- **Pick:** hidden item
- **TP to Orewell**, re-enter trail to forest
- (backup - less than 1,500 short) **Shop:** sell Refreshing Jam (quest reward)
- **Pick:** Purifying Dust from the very first branch before savepoint
- **(step reset) Save & Quit on the book**
- **Go to Forest of Rubeh**

Boss: Ogre Eagle (110,175 HP)

This fight has some adlib based on what happens on Turn 1. Win condition is to have everyone alive at the start of turn 2, and being able to break with Tressa or H'aanit. Endless Items procs on Alfyn's concocts, or getting more than 3 hits on Rain of Arrows can also free up actions to make the fight less tight. Usually you lose if someone dies before taking their action on Turn 1, unless you are able to break on Turn 2 without using Leghold.

General strategy is more or less the same as with 4 characters: keep Leghold and Armor Corrosive on the boss, live through his attacks with Sidestep, and break with multihits. We're just using Sidestep on both merchants which allows Alfyn to take actions while Tressa resurrects H'aanit. For the fourth break we rely on the fact that Ogre Eagle does only 1 basic attack and casts the poisonous mist.

The goal is to hit 3 BPx4 veterans, 1 BPx3 veterans, and 3 Soulstone (L) when Ogre Eagle is broken. 2 Soulstone (M) can be used for breaking, the damage should still be sufficient. A Pomegranate (S) can also be used to make the last veterans BPx4 instead of using 1 M stone.

If you killed a cait and Alfyn has Empowering Bracelet, he can survive Ogre Eagle's normal attacks. If he gets confused or slept, just cure him immediately with the action reserved for olive. If Alfyn was last, hope he's not first on the next turn... it's still better than dying.

Below is a sample script with ideal timings for stacking Leghold and Armor Corrosive. Curious Bloom can be used if you miss a Leghold timing due to turn order, especially on Turn 1 and Turn 4. Generally the debuffs should be stacked during the first two breaks if possible.

TURN 1 (Alfyn last)

- Alfyn: Olive
- H'aanit: BPx2 Leghold
- Tressa: Blizzard

TURN 1 (H'aanit last)

- Alfyn: Injurious Dust + Curious Bloom
- H'aanit: Olive
- Tressa: Blizzard

TURN 1 (Tressa last)

- Alfyn: Ruinous Seed + Sleepweed
- H'aanit: BPx2 Leghold
- Tressa: Olive

TURN 2

- Alfyn: Purifying Dust + Essence of Pom
- H'aanit: **Ice Soulstone (M)** / **Soulstone (L)** / BPx2 Leghold
- Tressa: **Ice Soulstone (M)** / **Icwind** / **Blizzard** / **Soulstone (L)**

TURN 3

- Alfyn: BPx4 Sidestep
- H'aanit: BPx4 Armor Corrosive
- Tressa: BPx4 Sidestep

TURN 4

- Alfyn: Injurious Seed + Essence of Plum
- H'aanit: RIP
- Tressa: Olive

TURN 5

- **Alfyn: Injurious Seed + Essence of Plum**
- H'aanit: Armor Corrosive
- **Tressa: Blizzard**

TURN 6

- Alfyn: BPx4 Hired Help veterans (30,000)
- H'aanit: BPx3 Leghold
- Tressa: BPx4 Hired Help veterans (30,000)

TURN 7

- Alfyn: Injurious Seed + Essence of Plum
- H'aanit: RIP
- Tressa: Olive

TURN 8

- **Alfyn: Injurious Seed + Essence of Plum**
- **H'aanit: Rain of Arrows**
- Tressa: **Thunder Soulstone (M)** / **Soulstone (L)**

TURN 9 (if you've thrown no L stones so far, need to BPx3 collect and BPx4 vets here regardless of turn order)

- **First merchant: BPx4/3 Hired Help veterans (30,000)**
- Second merchant: BPx3 Collect
- **H'aanit: Soulstone (L)**

TURN 10 (Alfyn dead)

- H'aanit: Rain of Arrows
- Tressa: Olive

TURN 10 (H'aanit dead)

- Alfyn: Injurious Seed + Sleepweed
- Tressa: Olive

TURN 10 (Tressa dead)

- Alfyn: Olive
- H'aanit: Rain of Arrow

TURN 11

- Break; H'aanit and 1 merchant can use BP
- Can use Thunder M for breaking
- Pom S a merchant if needed to do BPx3 vets earlier

TURN 12

- Pom S a merchant if needed to do BPx3 vets earlier
- **BPx3 Hired Help veterans (30,000)**
- **Remaining Soulstones**

Alternate Miguel

You can do the final menu before Miguel, keeping H'aanit as Thief. This saves an entire menu but you may have to use your Ruinous Seed in the fight if you don't get a 4-hit Rain of Arrows, or advantageous turn order (either Tressa or Alfyn before Miguel on T2 without defending). Not having Ruinous Seed for Ogre Eagle makes the fight harder but not impossible. You can teach Alfyn Endless Items for a chance to save the item. The script:

- TURN 1
 - Alfyn: Defend / Bow (if before Miguel on T2)
 - H'aanit: Rain of Arrows
 - Tressa: Light/Wind Soulstone (M)

- TURN 2
 - **Alfyn: Injurious Seed + Addlewort** (Ruinous Seed if 3 shields left and Tressa after Miguel)
 - H'aanit: Armor Corrosive
 - Tressa: nothing (can Bow if before Miguel and didn't get 4 hit RoA)
- TURN 3
 - Alfyn: BPx4 Hired Help veterans (30,000)
 - H'aanit: Soulstone (M)
 - Tressa: BPx4 Hired Help veterans (30,000)