

Last Updated: 02/05/19

As Interpreted by **Xenosync**

Original Guide by **DaliaAsTrue**

Change Log

Date	Change	Credit
02/01/2019	Updated routing to save ~53s (Assumes 'Option 2' in North Stonegard Pass)	DaliaAsTrue
02/05/2019	Updated Post-Lucia routing to save ~19s	Mamgar (confirmed by DaliaAsTrue)

This guide is intended for an inexperienced runner looking for step by step instructions screen by screen. As for timing the run, the only things that truly matter are starting and ending your timer appropriately; however, I have included my preference for reference.

Definitions

Skip x - Hold B to skip x cutscenes

B tutorial - Press B to skip tutorial screens

Option x - Pick option x (from the top)

Zone Name (x-y) - While in this zone, you will receive between x and y encounters, inclusive

Ability^x - Use x-1 BP, i.e. Fireball^3 uses Fireball with 2BP

Colors

Green - Progresses the current Chapter Story

Yellow - Execute a non-story Path Action or collect a Hidden Item (as a result of Scrutinize)

Orange - Menu events (Buying, Selling, Equipping Jobs or Items, Learning Skills)

Red - Collect a chest

Blue - Open the world map (+) and teleport to the listed location

Cyan - My suggested split times; these are optional aside from Start and End

Violet - Quit and reload Autosave or Save + Quit and reload Save

The Guide

Start a New Game with Cyrus (Press R x2 on the character selection as a shortcut)

*** Official time **starts** upon choosing 'Yes' ***

Cyrus Chapter 1

Skip 2, B tutorial

Stairs, Skip 1

Down then Left toward Library, Skip 3

Down then Left toward Library, Skip 1, A through 4 chats, B tutorial

Scrutinize Guardsman

Into Library

Scrutinize Mercedes (Librarian)

Scrutinize Russell

Leave toward right, Scrutinize Guard on the way (Light Soulstone spawns)

Right and up to academy

Left stairs, enter first door, Scrutinize Headmaster Yvon

Skip 1

Option 1, skip 1

Option 2, skip 1

Press A, skip 2, B Tutorial

Go Down 1 screen to the plaza, Scrutinize Girl (Light Soulstone (M) spawns)

Go Left to pick up Light Soulstone (M), Buy and equip Quartz Rod

Go Up a screen and Left to pick up Light Soulstone

Go Right, down the stairs and enter **Subterranean Study**

Subterranean Study (2-3)

Follow twisting path until you get to the Save Point

Go far right to pick up Light Soulstone (Basic Chest)

Need Level 3 AND 15 JP (Generally 3 enemies)

B tutorial at start of first encounter AND after first break

Subterranean Study Encounters

Ice Sentinel OR *Fire Sentinel* (5 JP)

T1: Staff (Break)

T2: Any Spell^3

Skeleton (Skelly Boi or Mr. Bones) (4 JP)

T1: Staff

T2: Staff (Break)

T3: Any Spell^4

OR

T1: Staff x2 (Break)

T2: Flee

Fire Sentinel x2 (10 JP)

T1: Icewind (Break)

T2: Any Spell^3

Ice Sentinel x2 (10 JP)

T1: Fireball (Break)

T2: Any Spell^3

Bat x2 (12 JP)

T1: Icewind (Break)

T2: Any Spell^3

Engage **Russell** at top of stairs, skip 1

Russell 1482 HP

T1: Fireball

T2: Fireball^3

T3: Light Soulstone

T4: Icewind (Healing Grape if very low)

T5: Healing Grape (Icewind if previously healed)

T6: Staff

T7: Staff x2 (Break)

T8: Light Soulstone

T9: Staff

T10: Staff x3 (Break)

T11: Fireball^4

B tutorial during results screen

End split **Russell** after results screen (when closes to black)

Skip 2

LEARN LIGHTNING BLAST

Go Right then Up to Academy

Left stairs, approach first door, Skip 2

Leave **Atlasdam** Down and Right, Skip 1, B tutorial

End Cyrus Chapter 1

>>>NOTE: If you are blessed with a Cait before Whistlewood, use Light Soulstone (M)
and skip to **LEARN FIRE STORM**

East Atlasdam Flats (0-1)

Go Right, skip 1 (Kit scene), go Up

North Atlasdam Flats (0-1)

Go Left

The Whistlewood (1)

Go Up to pick up \$1,500 (Red Chest)

Return toward the entrance while intentionally engaging in 1 encounter

>>>NOTE: This is a prime reset point when vying for a good run. Try not to get discouraged by RNG. If anyone tells you to use "torch manip"... you can decide for yourself if that's a real thing.

The Whistlewood Encounters

Howlers (Owls)

T1: Lightning Blast (Break)

T2: Light Soulstone (M)

Any encounter containing Spud Bugs OR Cait

T1: Light Soulstone (M)

Any encounter containing only Froggen OR a BDSM Frog (VI)

Flee OR Die and restart screen OR Reset (if too much time lost)

End split **Whistlewood Encounter** after results screen (when closes to black)

LEARN FIRE STORM

EQUIP Evasive Maneuvers (Support Skill)

Leave **The Whistlewood** to the Right

>>>NOTE: From here to the Rippletide Teleport, Flee or break and flee from everything. Encounter details to come... later.

North Atlasdam Flats (0)

Go right then down

East Atlasdam Flats (0)

Go down, right, down, left, down

North Rippletide Coast (0-1)

Go down, right, up, right, down

East Rippletide Coast (0)

Go down, cross bridge, left

Enter and leave **Rippletide**

East Rippletide Coast (0-1)

Go right, take bottom fork, down across the bridge, left, down

North Cobbleston Gap (0-1)

Go down, cross bridge, down, left

Pick up \$1,200 (Red Chest), up at the fork

South Cobbleston Gap (0)

Go down, left, up, left, up, left

Enter and leave **Cobbleston**

South Cobbleston Gap (0)

Return to **North Cobbleston Gap**

North Cobbleston Gap (0)

Follow path, left at fork

North Stonegard Pass (0-1)

>>>NOTE: Two route Options on this screen. The first is safer, the second is faster. The first route gives you an extra M soulstone for use later in the run against a random encounter and guarantees you will not get an encounter on the way to Stonegard with good movement. The second route removes two load screens as well as the minor detour, but can result in an encounter on the way to Stonegard (generally causing a death); it also does not provide the M soulstone for a later encounter.

Option 1

Follow the path, go Right, down the ramp, Right to pick up Light Soulstone (M) (Basic Chest)

Return up the hidden ramp and go Down

Enter and leave **West Stonegard Pass**

Go Up, up the ramp, Right at the save point, follow the path

Enter and leave **Stonegard**

Option 2

Follow the path, go Right then up the ramp, Right at the save point, follow the path

Enter and leave **Stonegard**

End Options

North Stonegard Pass (0)

Follow the path to the save point, go down the ramp, then down

West Stonegard Pass (0)

Go left, down before bridge, right, follow path

West Everhold Pass (0)

Go right to pick up **Light Soulstone (L)** (Basic Chest)

Go down, right across bridge, right, down, right through hidden gap, down

Shrine of the Runeblade (0)

Go Right until large staircase, at base of the stairs, take the small path to the Right

Pick up **\$50,000** (Red Chest)

Teleport to **Rippletide**

Tressa Chapter 1

Begin Tressa quest and exit **Rippletide** left

Path to the Caves of Maiya (1)

Go left, up the ramp, left, down, cross bridge, left, down stairs, right, down stairs, left

Break and flee from any random encounter

Birds hate fire and spears

Conches hate spears

Skip 3 (last of the 3 scenes is 1 textbox therefore pressing A is faster than holding B)

Caves of Maiya (0)

Skip 1, Follow the main path, via the torches

Engage **Mikk & Makk** at top of stairs, skip 1

Mikk & Makk 1939 & 2370 HP

T1 Anyone: **Light Soulstone (L)**

End split **Mikk and Makk** after results screen (when closes to black)

Skip 4, complete story by entering home on Right of town, then leave **Rippletide** Right, Skip 1

End Tressa Chapter 1

Re-enter **Rippletide**

Go Left, down stairs and **Scrutinize Tony's Mother on the right** (Thunder Soulstone (L) spawns)

Purchase Thunder Soulstone (M) from **Tony's Mother**

Go left and pick up **Thunder Soulstone (L)**

Teleport to **Cobbleston**

Olberic Chapter 1

Begin Olberic quest and exit **Cobbleston** up and right, A through 2 chats

Mountain Pass (0-1)

Go right, up, right, up, left, up, bridge, up

Flee or break and flee from any random encounter

Forced Fight: Brigands x3

T1 Anyone: Ice Soulstone (M)

A through 1 chat

Brigands' Den (0)

Go left, then around the top, right, cross bridge, right

Skip 1

Gaston 4252 HP

T1 Anyone: Thunder Soulstone (L)

T1 Anyone: Thunder Soulstone (M)

End split **Gaston** after results screen (when closes to black)

Skip 2, complete story by leaving town Right up the stairs, Down the stairs, Right

End Olberic Chapter 1

South Cobbleston Gap (0)

Go down, down, left, down, right, down, follow path to the left

Eastern Sunshade Sands (0)

Go left

Southern Sunshade Sands (0)

Go up to pick up **Old Coin (Red Chest)**

Go up to enter and leave **Sunshade**

Southern Sunshade Sands (0)

Go far left and slightly down

South Clearbrook Traverse (0)

Go up, cross bridge, left and follow path

West Clearbrook Traverse (0-1) (72 steps, e.g. Likely encounter)

Go left, cross bridge, right, cross bridge, left, up, cross bridge, up the ramps

If encounter, and **Option 1** used for Light Soulstone (M), use it here

If encounter, and **Option 2** used, flee or break and flee

South Bolderfall Pass (0) (55 steps)

Go right, left, ramp, up, left

South Quarrycrest Pass (0)

Cross bridge and up ramps to **Quarrycrest**

Cyrus Chapter 2 (Begins)

Start Cyrus Chapter 2 **(NOT TRESSA CHAPTER 2)**

Skip 1, Go up stairs, left stairs, up stairs, right to building

Skip 3, A through 1 chat, Scrutinize Odette

Pick up **Wind Soulstone (M) (Basic Chest)** in the building

Go left, down, right, up

Purchase **Thunder Soulstone (M) & (L)** from Laborer

Go down, Scrutinize Townsperson

Go right, Scrutinize Townsperson, Skip 1

Option 2, Skip 1

Option 2, Skip 1

Option 2, Skip 1

Leave **Quarrycrest** going down, left, down

South Quarrycrest Pass (0)

Go down, cross bridge, right

South Bolderfall Pass (0)

Go right, up

North Bolderfall Pass (0-1) (72 Steps e.g. Likely encounter)

Go up, bridge, up, left, up, bridge, down and right repeatedly

If encounter, and you still have the aforementioned Light Soulstone (M), use it here

If encounter, and no Light Soulstone (M), flee or break and flee

Enter **Bolderfall**

Therion Chapter 1

Begin Therion quest and exit right

Skip 1, enter Ravus Manor window up and right

Ravus Manor (0-1)

Go left, up stairs, left, enter last door

If you still have the aforementioned Light Soulstone (M), continue without reload and use it on the encounter you get here

If you have no Light Soulstone (M), quit, reload from Autosave

Enter door, go up stairs, right, down stairs, right, then up to the gems

Skip 1

Heathcote 5946 HP

T1 Anyone: Thunder Soulstone (L)

T1 Anyone: Thunder Soulstone (M)

T1 Anyone: Wind Soulstone (M)

End split **Heathcote** after results screen (when closes to black)

Skip 2, Go down, left, down, left, up to next screen

Complete Therion story by exiting **Bolderfall Up**

End Therion Chapter 1

North Bolderfall Pass (0)

Go left and up, skipping the bridge

West S'warkii Trail (0-1)

Go right, up, left at save point, up at the next fork, follow path

East Victors Hollow Trail (0)

Go up at fork, right down hidden trail to Shrine of the Huntress

Shrine of the Huntress (0)

Pick up Olive of Life (L) (Red Chest)

Get Hunter secondary job and exit

East Victors Hollow Trail (0)

Go left, then up at fork

East Duskbarrow Trail (0-1)

Go left, right, up, left, up, left, down

Save + Quit, Reload from Save

Go down to the right and pick up Copper-filled Pouch (Red Chest)

Go left and enter **Duskbarrow**

>>>NOTE: If you get an encounter before the save point, you'll likely die

Duskbarrow

Go down stairs

Purchase Curious Antique from the Obliging Merchant

Go left to pick up \$30,000 (Purple Chest)

Go left and up to pick up Curious Antique (Red Chest)

Teleport to **Stonegard**

Exit **Stonegard** down

North Stonegard Pass (0)

Follow the path to the save point, go down the ramp, then down

West Stonegard Pass (0)

Go left, down before bridge, right, follow path

West Everhold Pass (0)

Go down past bridge to pick up Silver-filled Pouch (Red Chest)

Go up, right across bridge, **BEGIN WALKING** right, down, left, down to the Tunnel

Everhold Tunnels (0)

Pick up Energizing Pomegranate (L) behind right-most pillar

Go left, right, up, right, down, right, up, right, then up main staircase for prompt

Choose Perhaps not; this will reset your encounter steps

Go down, left, up stairs under arch, left, pick up Knowledge Staff (Purple Chest)

Go down stairs in front of arch to pick up \$35,000 (Red Chest)

Teleport to **Stonegard**

Exit **Stonegard** down

North Stonegard Pass (0-1) (69 steps)

Follow path then up at fork

Moonstruck Coast (0)

Follow path to save point

Save + Quit, Reload from Save

Go up and left to Shrine of the Trader

Shrine of the Trader (0)

Get Merchant secondary job

End split **Trader Shrine** when screen becomes entirely white

Cyrus > Hunter + Arrowstorm

Tressa > Hired Help

Olberic > Merchant + Hired Help

Therion > Armor Corrosive

Teleport to **Quarrycrest**

Cyrus Chapter 2 (Cont'd)

Enter **The Sewers** by going right all the way, then up

The Sewers (0)

Skip 1, go up, left, up, bridge, up to secret passage, left, down, left, bridge, down, left

Enter room after save point to engage **Gideon**, Skip 2

Gideon 26591 HP

T1 Cyrus: Staff (any target)

T1 Tressa: Defend

T1 Olberic: Defend

T1 Therion: Armor Corrosive

T2 Tressa: Hired Help (Veteran Soldier) x3

T2 Olberic: Hired Help (Veteran Soldier) x3

End split **Gideon** after results screen (when closes to black)

Skip 3, complete Cyrus Chapter 2 by walking toward the exit of town

End Cyrus Chapter 2

Teleport to **Sunshade**

Exit **Sunshade** down

Southern Sunshade Sands (0)

Go far left and slightly down

South Clearbrook Traverse (0)

Go left forever

East Saintsbridge Traverse (0-1) (64 steps)

Go left, bridge, right, down, left at fork, down, left

Saintsbridge

Purchase 2x Healing Grape Bunch from Townsperson by entrance

Go left and up to **Saintsbridge: Upstream**

Go left and Scrutinize Townsperson

Purchase Wind Soulstone (M) & (L) from Townsperson

Return right to **Saintsbridge**

Go left and down to sell items and buy 8x Empowering Bracelet

>>>NOTE: You're selling everything > \$1,000

Sell List:	Value
Old Coin	\$ 1,500
Copper-filled Pouch	\$ 3,000
Silver-filled Pouch	\$ 8,000
Curious Antique x2	\$ 9,500
Gideon's Dagger	\$ 5,500
Knowledge Staff	\$ 17,000
Refreshing Jam	\$ 1,500
Olive of Life (L)	\$ 2,000

Should have around \$69,500 after shopping (Rough Estimate) >>>NOTE: Test Run had 74,336

EQUIP 2x Empowering Bracelet on each

LEARN Cyrus > Leghold Trap

LEARN Olberic > Thousand Spears, Incite, Sidestep

EQUIP Support skills to Cyrus and Olberic

Heal everyone to full with Healing Grapes

Teleport to **Stonegard**

Cyrus Chapter 3

Start Cyrus Chapter 3, Skip 1

Enter building up and right

Scrutinize Bindery Employee, A through 2 chats

Go out and to the right, toward door of house on bottom floor, Skip 1

Scrutinize Neighborly Grandma

Go to building left and up

Scrutinize Neighborly Grandpa

Go out and right to **Stonegard Valleys**

Purchase Fire Soulstone (L) from Tobias (Person on bottom right) (AKA Girl Toby, AKA Holly)

Scrutinize Apothecary (person on stairs above), A through 1 chat

Return to **Stonegard**

Approach door of house, Skip 1

Option 3, Skip 1

Option 3, Skip 3

Go left and up stairs to **Stonegard Heights**

Purchase Light Soulstone (L) and Shadow Soulstone (L) from Eren (Green hat right)

Approach Mansion, Skip 3

Go to the bottom right

Choose Wait and See, Skip 2

Go left and down stairs to **Yvon's Cellar**

Yvon's Cellar (0-1)

Go right, down stairs, down, left, up stairs, up more stairs, up left stairs

Save

Enter the doorway to engage **Yvon**, Skip 1

>>>NOTE: This is the second very, very big RNG part of the run. You will lose runs here and it will hurt, since you're 40 minutes deep on a good run. I will outline the goals then I'll give the "Perfect Situation" turn order.

Yvon 63522 HP

First of all, if everyone survives turn 1, you win. If an add casts Tornado turn 1, you lose (unless you break the second add before its action). The primary goal is to break the two adds (T1), then break Yvon (First action T2). You will be using 3 Soulstone (L) while all enemies are broken; this will kill the adds. You must land a collect on Yvon during this fight, and there are a lot of opportunities to do so if you have everyone alive; however, it will need to be boosted, so make good use of pomegranates to supply the two Merchants. The lethal blow will be 2 casts of Hired Help (Veterans) x4 with Armor Corrosive active during the second break. Delaying the second Yvon break turn with Cyrus (by defending) can provide an additional BP if your merchants need it. Regarding Pomegranates, you can use literally all that you have; the boss will drop a Pom (L) at a 100% drop rate and we pick up a second in Ruins of Eld which supplies what you need to beat the final boss.

There are more advanced T1 strats that I will elaborate on at a later time; however, if you're a newer runner and someone dies Turn 1, letting everyone die and retrying may be your best bet until you're more experienced.

>>>NOTE: Merchant 1 and Merchant 2 will refer to the same character throughout this fight (i.e. If Tressa is Merchant 1 on the first turn, she is Merchant 1 the entire fight)

Ideal fight (no deaths)

T1 Cyrus: Lightning Blast (Break Research Fellows)

T1 Merch 1: Hired Help (Bandit) x2 (Break Research Fellows)

T1 Merch 2: Defend

T1 Therion: Energizing Pomegranate (L) on Merchant 2

T2 Merch 2: Hired Help (Dancer) x3 (Break Yvon)

T2 Cyrus: Soulstone (L)

T2 Merch 1: Soulstone (L)

T2 Therion: Soulstone (L)

T3 Cyrus: Staff

T3 Merch 1: Energizing Pomegranate (M) on other Merchant

T3 Merch 2: Collect^4

T3 Therion: Armor Corrosive^2

T4 Cyrus: Staff x4 (Break)

T4 Merch 1: Defend

T4 Merch 2: Defend

T4 Therion: Wildfire (Break)

T5 Merch 1: Hired Help (Veteran Soldier) x4

T5 Merch 2: Hired Help (Veteran Soldier) x4

End split **Yvon** after results screen (when closes to black)

Skip 2, complete Cyrus Chapter 3 by walking toward the exit of town

End Cyrus Chapter 3

LEARN Therion > Shackle Foe + SP Thief (OR HP Thief, if preferred)

EQUIP Therion Support skills

Teleport to **Duskbarrow**

Cyrus Chapter 4

Start Cyrus Chapter 4, Skip 1

Go left to approach door, Skip 1

Option 2

Option 2

Option 2, Skip 1

Ruins of Eld (0)

Go left, up 2 sets of stairs, to the top of the room, left (hidden), down

Go right and up, pick up \$50,000 (Purple Chest)

Return to previous

Go up, right, up toward light to pick up \$20,000 (Red Chest)

Up stairs to right, then more right, Skip 1

Go right, up

Go up to pick up Healing Grape Bunch (Red Chest)

Go left and up to pick up **Energizing Pomegranate (L) (Basic Chest)**

Go left, Skip 1

Go up stairs, left, down stairs, right to pick up **Ice Soulstone (L) (Basic Chest)**

Go left, down, left, up

SAVE

Engage **Lucia** at the top of the stairs, Skip 1

Lucia 84084 HP

Dalia's strat for this fight is fantastic. The only caveat is to watch for Incidental Strike happening on Corrosives and Shackles to avoid breaking early. Avoid using Rain of Arrows when she's in the 5-7 shield range in case you become insanely lucky. On Turn 5 you will get one mandatory shield break from Tressa using Mercenaries for the defensive buff and on Turn 6 you get 1 optional break from Tressa. On Turn 5 and 6 you will have a 50% chance for Incidental Strike to reduce the shield by one as well from Therion.

The numbers in parentheses are the maximum remaining shields after that action (assumes Olberic gets to Thousand Spears T1).

This fight is RNG based for Turn 1. You need Therion, Olberic, or Tressa before Lucia. If you don't have both Therion and Tressa before Lucia, hope for no crit. If only Olberic is ahead of Lucia on Turn 1, have him use Hired Help (Mercenary) (no BP). This reduces your guaranteed hits by 2 and may result in a failure to break with bad luck (but at least you don't die instantly... right?)

Break Lucia on TURN 7 !!! NOT BEFORE.

T1 Cyrus:	Leghold Trap^2	
T1 Tressa:	Hired Help (Mercenary) x2	(28)
T1 Olberic:	Thousand Spears	(25)
T1 Therion:	Shackle Foe^2	

T2 Cyrus:	Rain of Arrows	(22)
T2 Tressa:	Healing Grape Bunch	
T2 Olberic:	Incite	
T2 Therion:	Healing Grape Bunch	

T3 Cyrus:	Rain of Arrows	(19)
T3 Tressa:	Healing Grape Bunch	
T3 Olberic:	Sidestep^4	
T3 Therion:	Steal SP	(17)

T4 Cyrus: Rain of Arrows (14)

T4 Tressa: Healing Grape Bunch

T4 Olberic: Incite

T4 Therion: Dagger x3 (11)

T5 Cyrus: Rain of Arrows (8)

T5 Tressa: Hired Help (Mercenary) (7)

T5 Olberic: Sidestep^2

T5 Thérion: Shackle Foe

T6 Cyrus: Defend

T6 Tressa: Up to Spear x2 OR Nothing (Reduce shield to 4) (DO NOT DEFEND)

T6 Olberic: Energizing Pomegranate (L) Self

T6 Therion: Armor Corrosive^2

T7 Cyrus: Axe x4 (Break)

T7 Merch 1: Hired Help (Veteran Soldier) x4

T7 Merch 2: Energizing Pomegranate (L) on Merchant 1

T7 Therion: Soulstone (L)

T8 Cyrus: Soulstone (L)

T8 Tressa: Hired Help (Veteran Soldier) x4

T8 Olberic: Hired Help (Veteran Soldier) x4

T8 Therion: Soulstone (M)

End split Lucia after results screen (when closes to black)

Skip 2, go down, right, up, right, examine book on top floor, skip one, press A

Go down the stairs

Scrutinize right book

Scrutinize left book

Return to **Lucia** fight space and scrutinize book, A through 1 chat

Teleport to **Duskbarrow**

Go left and up to enter **Ruins of Eld**

Return to Painting area

Scrutinize wall, Skip 1

Option 2, Skip 1

Option 3, Skip 1

Option 2, Skip 1

***** Official time ends when this final B skip completes *****

THE END