

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Walk to cutscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Pierce	Axe
	3x Dark Night	3x Slice	3x Axe

Run to **Gambing Parlor**  
After cutscenes run to **Gambing Parlor** again  
Steal **Gold Ring** from shopkeeper above quest NPC  
Steal **Dress** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S**, **Wind S**, **Light S** from old man on shop street

#### SHOP - NEW DELSTA WEAPONS

**Buy** Unerring Earring

Steal **Antique Coin** from kid in front of theater  
Run to the **Manse**  
Ambush quest NPC  
(Optional) Chest **Shadow S** (room above stairs) (1 encounter, break unless 2 enemies or lantern, flee)  
Run to the boss (1 encounter, break unless 2 enemies or lantern, flee)

PIRRO	1 Shadow S	2 Shadow S
	Dark Night	Dark Night
	Dark Night	Shadow S
	4x Dark Night	4x Sword
	Sword	Shadow S
	Sword	Light S
	Shadow S	Defend
	(Grape if not first next turn)	4x Sword
	Light S	LP Ice S + Wind S
	4x Sword	Sword
	LP Ice S + Wind S	
	Sword	

#### NEW DELSTA - CAPE COLD

Walk and run to **New Delsta Plains** (1 encounter)  
Walk to **New Delsta Anchorage**, leave  
Walk and run to **Abandoned Village** (1 encounter), leave  
Walk to **South Cape Cold Snows**  
Walk to **Oswald** and recruit him  
Run to **Cape Cold**  
Mug old man up and left of entrance for valuables (Def, Staff, 4x Fire)  
Chest **2k leaves** in house behind shops

#### ABANDONED VILLAGE - WATERWAY - NEW DELSTA ANCHORAGE - TROPUPHOPU

Warp to **Abandoned Village**  
Chest **Herb of Serenity** above the arch  
Change Night/Day until you get priestess shops

#### SHOP - BLACK MARKET

**Sell** All valuables  
Herb of Serenity  
**Buy** 2x Ice S  
Thunder S  
2x Fire M  
2x Ice M  
8x Light M

Go to the **Abandoned Waterway** (1 encounter)  
Kill encounter inside Waterway with Ice M  
Chest **8k leaves** (to the left, pass under stairs)

Warp to **New Delsta Anchorage** and sail to **Toto'haha**

Run to **West Tropu'Hopu Path** (2 encounters, break and flee)  
Run to **Tropu'hopu** (1 encounter, Light M)

#### MENU AFTER KILLING ENCOUNTER

##### ABILITIES

**Oswald** 2 skills

##### SUPPORT

**Oswald** EM

#### NEW DELSTA ANCHORAGE - CROPPDALE - ORESRUSH - RYU

Warp to **New Delsta Anchorage** and sail to **Crackridge Anchorage**  
Run to **East Croppdale Path** (1 encounter, flee)  
Run to **Croppdale**, leave (1 encounter, flee)  
Chest **Slumber Sage** outside Croppdale  
Run to **South Croppdale Path** (1 encounter, flee)  
Run and walk to **South Oresrush Pass**  
Run to **Oresrush**, don't start story  
Recruit **Partitio**, leave  
Run and walk to **North Ryu Sands**  
Run and walk to **Ryu**  
Fight: Ice S, attack leader  
Recruit **Hikari**  
Purchase **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

#### BEASTING ANCHORAGE - CANALBRINE - RYU - CONNING CREEK

Warp to **Beastin Anchorage**  
Steal **Bottle** (quest item) from NPC on the pier  
Sail to **Canalbrine**  
Recruit **Casti** (don't put her in the party)  
Deliver **Bottle** to complete quest (4k leaves, Crit Nut M)  
Take boat to the weapon shop

#### SHOP - CANALBRINE WEAPONS

**Buy** Critical Earring

Warp to **Ryu**  
Run to **North Conning Creek Road** (1 encounter, break and flee)  
Run to **West Conning Creek Road** (1 encounter at night, Light M)  
Run to **Conning Creek** (1 encounter at night, Light M)  
Purchase **Pom Leaf** from merchant at intersection  
Do not start story  
Run to **Conning Creek Harbor**  
Steal **Wind L** from lady next to house on the left  
Chest **Rainbow Glass Shard** on the beach

#### NEW DELSTA - INVENTOR HOUSE

Warp to **New Delsta**  
Run and walk to the Thief's camp (north) and change to night to fight him  
**Theif**: 2x attack twice or 2x HP Thief

Someone hits a broken target  
Throne has to hit the same target that was hit an extra time last round

Break the adds with Throne and Scaracci, Pierce the leader  
Throne kills the leader, Scaracci kills the add Throne broke

For inventor ability

Picking this up is more likely to give you a second encounter but allows faster fight script. Usually go for it if the first encounter is early

Use the fight script that matches your Shadow S count

Break and flee single encounters, flee and pray if 2 enemies

Alternative fight: Ice, 3x Fire should be faster but won't kill if you roll absolute minimums on both

In this route we expect Oswald to get his LP from breaks are getting hit when falling to flee.  
He needs 3 breaks total, and there are two that he can always get before the boat if he hasn't enough by then

1 for recruiting Hikari, other for inventor  
For inventor ability  
1 for Borderlands encounter, 1 spare  
1 for waterway encounter, 1 for Hikari 2  
1 for Tropu'Hopu encounter, 2 for Conning Creek night encounters, 2 for Crackridge encounters, 2 for Hikari 2

Always lizards

For inventor ability

Run to the **Inventor's House**  
Get the **Inventor Job**, **Elemental Bomb**, **Critical Scope**

Turning in 3 of each S stone, glass shard, and the two earrings

**MENU AFTER GETTING INVENTOR**

**SUPPORT**

Throne	Step Ahead
Osvald	Step Ahead
Partitio	Step Ahead
Hikari	Step Ahead

**ORESUSH - CRACKRIDGE ANCHORAGE - CRACKRIDGE**

Warp to **Oresrush**  
Hire Peddler near east exit  
Purchase **Pickaxe** from dude at weapon shop

25% increased money when selling

Warp to **Crackridge Anchorage**  
Run to **South Crackridge Pass** (1 encounter, Light M)  
Run and walk to **6.4k leaves** chest on the path (Flee)  
Run and walk to **West Crackridge Pass**  
Run towards the **Merchant Guild** (1 encounter, brak armadillo, Light M)  
Duel the merchant in the camp, flee  
Pick up **Thunder M** chest  
Get **Merchant Job**  
Run and walk to **Crackridge**

If you get only two enemies, you can opt to kill an encounter on the way to Flamechurch or Montwise instead, or kill an extra with 2 Fire S

**NEW DELSTA - FLAMECHURCH - MONTWISE**

Warp to **New Delsta**, leave  
Turn in A's quest (1.5k leaves)  
Run to **West Clockbank Road**  
Run to **East Flamechurch Path** (1 encounter, flee)  
Run and walk to **Flamechurch**, leave  
Run to **Borderfall** (1 encounter, flee)  
Run to **Thunder M** chest after rope bridge (1 encounter, Fire M)  
Run to **West Montwise Pass**  
Run and walk to **Montwise**, start **Hikari 2** (if you get encounter, Fire M and purchase backup)  
Mug investor (top person of a group of three) with Light M for **Dazzling Artwork** and **Inspiring Bracelet**  
Go to the arena  
Fight 1: Defend, 3x Spear, Thunder M  
Fight 2: Ice M  
Fight 3: Thunder M, 3x Sword, Fire/Wind M

Note on stone uses here: the stone used after break doesn't matter as such as long as you don't use the stones that are absolutely needed for the remaining fights. Also we are killing one more encounter with a Fire M

**MENU BEFORE LAST DUEL**

**ITEMS**

Hikari	Grape
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**JOBS**

Throne	Corrosive	Merchant	Collect, Donate BP	Hired Help
Partitio	Hired Help			

**SUPPORT**

Throne	Boost Start, Grows in Trees
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Fight 4: Light M, Wind L  
Alternative: Spear, Def, 4x Spear, Wind L

With current exp routing he does not level up from the previous fight and can die to a double hit crit if he has full HP obviously skip this

BANDELAM	Throne	Osvald	Partitio	Hikari
	Corrosive		Defend	Defend
	4x HHG		3x Spear	3x Spear

Use the alternative fight if you used 2 extra Ms, or used your spare but want to keep a Fire M for later

Go back to the arena

**SHOP - MONTWISE WEAPONS**

Sell	Dazzling Artwork
	Inspiring Bracelet

Ambush dude next to the railing on the right  
Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Reinforcing Jam, Champion Belt)

If you go first on second turn, Corrosive on T1 instead and don't use LP

**MENU AFTER YURINAS**

**ITEMS**

Throne	Champion Belt
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**SUPPORT**

Partitio	Step Ahead
Hikari	Step Ahead

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around To avoid having to defend with characters not involved in the killing

**FLAMECHURCH**

Warp to **Flamechurch**  
Fight: 3x Dagger with Throne

**TEMENOS RECRUIT**

Hikari	Temenos
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**BEASTING ANCHORAGE - CAVE OF WAVES - CAPE COLD - SCHOLAR - WINTERBLOOM**

Warp to **Beasting Anchorage**  
Hire the NPC on the pier

Run to the **Island Cave** (1 encounter, catapult)  
Run to **JP Booster** chest (1 encounter, switch to night before, Throne def, 4x HH Guards) (Go up then right)

If you get sentinel, defend with both, break with staff/bow, and then 4x Guards with Partitio

**MENU AFTER JP BOOSTER**

**ITEMS**

Throne	JP Booster
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Press Options when selecting Throne to put it in the bottom slot

**JOBS**

Throne	Inventor
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Warp to **Cape Cold**  
Run to **East Cape Cold Snows** (1 encounter, catapult)  
Run to **West Winterbloom Snows** (1 encounter, catapult)  
Run to the **Scholar Guild** (1 encounter, 3x Catapult spear)  
Get **Scholar Job**  
Run to **Winterbloom** (1 encounter, night, 3x catapult spear/axe?)  
Don't start story, leave  
Deliver Pickaxe to complete quest (7k leaves, Rusty Sword, Rev Jam), leave

**CRACKRIDGE - GRAVELL - TROPUHOPU - SHIPWRECK**

Warp to **Crackridge**  
Run to **West Gravel Pass** (1 encounter, defend 4x catapult sword)

If Osvald still needs LP, he can break the small bird with 2x staff

**MENU BEFORE GRAVELL SCREEN**

**JOBS**

Throne	Merchant
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Walk to **Thunder L** chest on the way  
Run and walk to **Gravel** (1 encounter, switch to night before, Throne def, 4x Guards)

**GRAVELL TAVERN**

Osvald	Cast
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Soothe the guard on the smith's door with **Slumber Sage**  
Deliver Rusty Sword, get **Conqueror's Sword** and **Armstrong's job**

Warp to **Tropuhopu**

**SHOP - TROPUHOPU ITEMS**

Sell	Conqueror's Sword
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**Buy** 2x Whimsical Leaf

Purchase **Fort Nut M** from a sailor next to a kid topleft  
 Hire merchant in the Inn  
 Inn

**TROPHOPU TAVERN**

Osvald	Osvald
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Hire merchant in the Inn  
 Go to the **Shipyards**, purchase the boat

Chest **Reinforcing Jam** (northeast)  
 Chest **20k leaves** (northeast, walk sail halfway)  
 Warp to New Delsta Anchorage and re-embark  
 Chest **EXP Booster** (northeast)

Alternatively instead of sailing to 20k chest you can warp to New Delsta Anchorage to pick it up to guarantee no encounters

**MENU AFTER EXP BOOSTER**

**EQUIPMENT**

Throne	EXP Booster
Temenos	Champ Belt

Warp to **Crackridge Anchorage** sail out  
 Sail to **Shipwreck**  
 Go towards **Rusty Dagger** chest (1 encounter, night, Throne def 4x HH Guards, Thunder L if birds)  
 Chest **Thunder L** under double stairs if you used one in the encounter  
 Chest **Rusty Dagger** (far left end of the dungeon)

**GIANT CLUB - ASSASSINS - SCHOLAR - BEASTING VILLAGE**

Warp to **Gravell**, leave  
 Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
 Run and walk to **Giant Club** chest (1 encounter, Throne def 4x HH Guards or Beastings) (Follow torches all the way to bottom left)

If Osvald still needs LP, he can break the small bird with 2x staff  
 Moles and small birds- 4x HH Guards, big birds and sentinels: 4x HH BEasts. Revenant needs break staff+bow, 4x Beasts.

If you have a Fire M left you can do this menu when you reach Merry Hills instead, allowing you to do the 2 fights with less step aheads

**MENU AFTER CLUB**

**ITEMS**

Temenos	Giant Club
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**JOBS**

Osvald	Scholar	1 skill, Adv. Magic	Armsmaster
Temenos	Inventor		

If you get more JP like from cats/puffs, you can teach the skills for Extra EXP earlier

**SUPPORT**

Osvald	Extra Experience
Partitio	Step Ahead
Temenos	Step Ahead

Warp to **Montwise**, leave  
 Run to **West Merry Hills Pass** (1 encounter, 2x Catapult sword or Fire M)  
 Run to **Merry Hills** (1 encounter, night, Throne def 4x HH Guards, Thunder L if monkeys or antester)

Go out  
 Run to fight the assassins at night

<b>ASSASSINS</b>	Throne	Osvald	Partitio	Temenos
	Donate BP Partit	Defend	Boots Throne	
	4x HH Beasts	4x HH Beasts	3x Staff	

**MENU AFTER ASSASSINS**

**JOBS**

Osvald	Merchant	3 skills	Armsmaster
Throne	Merchant		
Temenos	Mystic Staff, Revive, 2 other Cleric skills	Scholar	Barrage + Adv. Mag Inventor

**SUPPORT**

Throne	Step Ahead
Osvald	Evil Step Ahead Boost Start
Partitio	Step Ahead
Temenos	Evil Ward, EM

Warp to **Beasting Anchorage**  
 Run to **North Beasting Village Path**  
 Run to **Beasting Village** (1 encounter, Catapult)  
 Recruit Ochette

**OCHETTE RECRUIT**

Osvald	Ochette
Partitio	Hikari

Steal **Beasting Island Exploration Book**

**CONNING CREEK - SAI - DESERT CAVE - SAI**

Warp to **Conning Creek**, leave  
 Run to **East Sai Sands** (1 encounter at night, 2x Catapult)  
 Run to **South Sai Sands** (1 encounter at night, 2x Catapult)  
 Run to **Sai** (1 encounter at night, 2x Catapult), leave  
 Run to **West Sai Sands** (0-1 encounter, 2x Catapult)  
 Chest **Reinforcing Jam** on the wall, ladder on the right after passing gate  
 Run to **East Ku Sands** (1 encounter at night, 2x Catapult)  
 Chest **Firestarter** in sandpit to the left

You want to take a total of 4 night encounters before the cave to get Ochette to 630 by the end of the cave

Warp to **Sai**, leave  
 Run to **West Sai Sands** (0-1 encounter, 2x Catapult)  
 Run to **Sand Cave** (0-1 encounter, 2x Catapult)  
 Switch to night and take an encounter before the boss (2x Catapult)

**MENU AT THE CAVE**

**SUPPORT**

Ochette	Step Ahead
Hikari	Step Ahead

Fight the boss at night

<b>DESERT WORM</b>	Throne	Ochette	Hikari	Temenos
	Defend	2x Aggressive	Crit Scope	Defend
	4x HH Guards	3x Axe		4x Mystic Staff

Throne does not need step ahead for this fight

Check Ochette JP, if not 630 kill one more encounter  
 Chest **Rusted Axe**  
 Run to **Scorched Bone Spear** chest back of the cave

Warp to **Sai**

**SAI TAVERN**

Ochette	Osvald
Hikari	Partitio

Steal **Fort Nut S** from man in the house on the way  
 Get **Warrior Job**  
 Steal **Lychee M** from front left dude

**GRAVELL - SAI - WELLS GROVE - TIMBERAIN**

Warp to **Gravell**  
 Steal **Sharp Nut L** and **Lychee L** from man at entrance  
 Deliver rusty weapons  
 Purchase **Reinforcing Jam** from woman at item shop

**SHOP - GRAVELL ITEMS**

Salt	Dancer's Blade
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Lionheart Axe

Warp to **S4**, leave  
 Run to **West Six Sands** (1 encounter, 2x Catapult sword)  
 Run to **East Wellgrove Path** (1 encounter, 2x Catapult sword)  
 Run to **Wellgrove** (1 encounter, 2x Catapult sword), leave  
 Run to **North Wellgrove Path** (1 encounter, 2x Catapult sword)  
 Chest **Pom L** between tree roots  
 Run to **South Timberain Path** (1 encounter, 2x Catapult sword)

**MENU BEFORE TIMBERAIN SCREEN**

**SKILLS**

**Throne** 4 Thief skills

**SUPPORT**

**Throne** Life in Shadows  
**Temenos** Peak Performance

Run to **Timberain** (1 encounter, night, Defend 3x Catapult)  
 Steal **Light L, Wind L** from woman to the left  
 Purchase **Blessed Vestments** from judge  
 Steal **Sharp Nut S** from woman near inn  
 Scoutinize girl in front of castle plaza fountain,  
 Purchase **Ancient Circlet** from quest NPC  
 Hidden item **Magic Nut M**

If Throne doesn't have 4600 JP do this part in the next menu

MONTWISE - STORMHAIL

**MENU AFTER TIMBERAIN**

**EQUIPMENT**

**Oswald** Optimize

**SUPPORT**

**Oswald** Step Ahead, Peak Performance  
**Temenos** Step Ahead

Warp to **Montwise**, leave  
 Run to **North Montwise Pass** (1 encounter, 3x Fire)  
 Ambush the guard  
 Run to **South Stormhail Snows** (1 encounter, Def, 4x Fire)  
 Purchase **Wall Book(?)** from man on the cliff  
 Guide the man  
 Run down the stairs (1 encounter, 3x Fire or Def 4x Fire)  
 Steal **Mighty Leaf, Pom M** and **Pom L** from woman next to ladder  
 Run to **Stormhail** (1 encounter, 3x Fire or Def, 4x Fire), take note of how much JP Partitio has after killing the encounter  
 Steal **Magic Nut S** from templar on the right  
 Purchase **Necklace** off of quest NPC to complete quest (**Alluring Ribbon, 14k** leaves)

Should put Firestarter, Scorched spear, Vestments and Circlet on him

Specifically how much over 5k. For reference it's usually around 5.3-5.5k

**SHOP - STORMHAIL WEAPONS**

**Buy** 2x Unerring Bracelet

CRACKRIDGE - CROPDALE - STORMHAIL - UNDER THE WALL

Warp to **Crackridge**  
 Steal **Lychee M** from guitarist at entrance  
 Scoutinize Mason in front of item shop for a hidden item  
 Pick up hidden item **Fort Nut M**  
 Ambush the man guarding the house to the far down right  
 Chest **Book of the Void**

Warp to **Cropdale**

**AGNEA RECRUIT**

**Oswald** **Agnes**

Allure woman to the left (100%)

Warp to **Stormhail**  
 Run and walk to **Under the Wall**  
 Collapse the bridge

CAPE COLD - NAMELESS ISLAND - MONTWISE

Warp to **Cape Cold**  
 (Optional) Purchase **Silver Quill** from man in the top left house  
 Steal **Fort Nut S** from man on the far right side

Loses a bit of time but nets you a Magic M nut later, allowing Oswald to deal enough damage on level 46

**CAPE COLD TAVERN**

**Partitio** **Hikari**  
**Agnes** **Oswald**

Warp to **Beasting Anchorage**, sail out  
 Sail to **Nameless Isle**  
 Run to the boss (2 encounters, at night Def 4x Fire)  
 Fight at night

GIGANTES	Throne	Oswald	Hikari	Temenos
	Defend	Defend		
	4x HH Beasts	4x Sword	3x Aggressive	3x Mystic Staff

Throne and Temenos don't need Step Ahead for this fight

Chest **Finisher's Claw**  
 Bribe the explorer for translation info

Warp to **Montwise**  
 Steal **Magic Nut M** from merchant near entrance  
 Go to the library, switch to right  
 Complete the book quest  
 Steal **Lychee M** from AI before turning in the quest  
 Complete AI's quest

STORMHAIL - INFERNAL CASTLE - MONTWISE - CLERIC GUILD

Warp to **Stormhail**, leave  
 Run to **Under the Wall**  
 Run to **Infernal Castle**

**MENU AT DUNGEON**

**Items**

**Oswald** All Magic Nuts (1+2+0), Finisher's Claw

**JOBS**

**Temenos** Scholar  
**Hikari** Inventor

**SUPPORT**

**Throne** Step Ahead

Chest **Lost Tribe's Staff** (down, 5 sets of stairs, behind stairs, kill encounters on the way at night)  
 Move towards the boss killing total 2-3 encounters at night (mostly with HH)

Small lizards 3x Guards, Big lizards 3x Guards + 3x Fire, Panthers 3x Beasts + 3x Fire,  
 Revenant break with sword+bow, Revariant + Remnant break with sword+guards, Oswald Adv. Magic self + 4x Fire

**MENU WHEN OSWALD HAS 4630 JP**

**ITEMS**

**Oswald** Lost Tribe's Staff

**JOBS**

**Oswald** Warrior All normal skills Armsmaster

**SUPPORT**

**Oswald** Boss+Stat DMD  
**Temenos** Step Ahead

Fight the Direwolf at night

DIREWOLF	Throne	Osvald	Hikari	Temenos
	Defend	Adv. Magic self	Crit Scope	Defend
	4x HH Beasts	3x Fire LP 4x Fire	Pom L Osvald	LP 3x Barrage

Chest Stone of Truth

#### MENU AFTER STONE OF TRUTH

ITEM
Osvald Stone of Truth, 2x Lychee M

Warp to **Montwise**, leave  
 Run to **Borderfall**  
 Run to **Cleric Guild** (1 encounter, 3x Fire)  
 Get **Cleric Job**  
 Get the bottom **Cleric License**

Press Options button to put it into the bottom slot

#### BEASTING ANCHORAGE - CURIOUS NEST

Warp to **Beasting Anchorage**, sail out  
 Sail to fight the shark at night

SHARK	Throne	Osvald	Hikari	Temenos
	Defend	Fire	Crit Scope	Defend
	4x Dagger	Defend 4x Fire		3x Staff

Sail to **Curious Nest**  
 Go towards the boss at night (1 encounter, 3x Fire)

DRAGON	Throne	Osvald	Hikari	Temenos
	Defend	Sivfold Strike	Crit Scope	Staff
	(LP) 4x Bow	Fire LP 4x Fire		Defend 4x Mystic Staff

If Osvald missed with a weapon, Throne should use LP and hit with the same weapon (usually it's the spear since it has 60 accuracy)

Chest Fang of Ferocity

#### MENU AFTER FANG OF FEROCITY

EQUIPMENT
Osvald <del>Finisher's Claw</del> Fang of Ferocity
Hikari <del>2x Unerring Bracelet</del>
Temenos <del>Alluring Ribbon</del>

#### SUPPORT

Throne <del>Step Ahead</del>
Osvald <del>DMP</del> Boost Start
Hikari <del>Step Ahead</del>
Temenos <del>EM-Step Ahead</del>

Kill encounters while picking up chests (3x Fire)  
 Chest **Dragon Essence**  
 Chest **Dragon Essence**  
 Chest **Lost Tribe's Bow**  
 Chest **Tornado Halberd**  
 Kill encounters until Temenos has 8000 JP and Osvald has 3200 + (Partitio's JP - 5000) and Hikari has equal or more than Partitio

The weapons are for selling, how many you need depends on how much money was spent to kill encounters

The point of this tracking is that catching up any difference is better done at the nest where EXP is better

#### WELLGROVE - SHIPWRECK - MERRY HILLS

Warp to **Wellgrove**  
 (Backup) Steal 2x Pom M from the woman in front of item shop stall  
 Steal **Sharp Nut L** and **Diffusing Serum** from man in the Inn  
 Inn  
 Steal **Lychee M** from lady between buildings

If you used extra poms

Skip if you filled Castli LP in Trophopu inn

RYU TAVERN
Temenos
Partitio

#### TAVERN EQUIP MENU

EQUIPMENT
Temenos <del>Unequip All</del>
Throne <del>JP-Booster</del> Champ Belt
Partitio <del>Alluring Ribbon, JP Booster</del>

Mug Mystery Merchant for **Magic Nut L** (+2 other) (3x Fire)  
 Get **Dancer Job**

Warp to **Crackridge Anchorage**, sail out (1 encounter 3x Fire)

Sail to **Shipwreck**  
 Kill encounters (3x Fire) until Partitio and Hikari have 9760 JP and Osvald has 7800 JP  
 Chest **Lost Tribe's Spear** while grinding, up the short ladder

Also having Osvald a little bit into level 46 guarantees he gets 47 later  
 Should not need this unless you used a lot of money on extra HH

Warp to **Merry Hills**

Topleft house steal **Reinforcing Jam**, **Strengthening Serum**, **SP Nut M** and take **Lychee L** chest  
 Steal **Pom L** and **Crit Nut S** from NPC at entrance  
 Steal **Lychee L** from the girl  
 Purchase **Diamond Dagger** from merchant down the main street  
 Steal **Swift Cloak** from woman up from merchant

Skip if you filled Castli LP in Trophopu inn

#### SHOP - MERRY HILLS WEAPONS - SELL UNTIL 151000 LEAVES

<b>Buy</b>	Swift Shield
	Dazzling Tiara
<b>Sell</b>	Lost Tribe's Sword
	Tornado Halberd
	Lost Tribe's Spear
	Lost Tribe's Bow

Steal **Magic Nut L** from poet under the walkway  
 Steal **Light Nut M** from NPC at the beginning of next screen  
 Mug right side singer for **Magic Nut M** (3x Fire)

#### WINTERBLOOM MENU TOWN

Warp to **Winterbloom**

#### MENU AT TAVERN

JOB
Throne <del>Warrior</del> All normal skills Thief Aeber's
Osvald <del>Warrior</del>
Hikari <del>Dancer</del> 2 skills Cleric All skills
Partitio <del>Dancer</del> 2 skills Cleric All skills
Throne <del>Armsmaster</del>

#### EQUIPMENT

Partitio <del>Unequip all</del>
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#### SUPPORT

Throne <del>Grows-in-Trees-Boost-Start</del> Step Ahead, DMD, Peak Performance
Osvald <del>Increased-EXP</del> DMD
Hikari <del>Show Goes On, Step Ahead</del>
Partitio <del>Show Goes On, Step Ahead</del>

#### WINTERBLOOM TAVERN

Hikari	Ochette
Partitio	Castli

#### MENU AT TAVERN #2

ITEMS
Ochette Lychee L + M
Osvald Grape

#### JOB

Ochette <del>Merchant</del> Hired Help + 2 skills
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**SUPPORT**

Ochette	Boost Start
Castti	Slip Ahead

**WINTERBLOOM TAVERN**

Gehette	Agnea
Castti	Temenos

Mug soldier for Fort Nut L (middle of town) (3x Fire)  
 (Optional) Deliver the Silver Quill to complete quest (Magic Nut M)

**MENU AFTER MUG**

ITEMS	
Throne	All SP (1+1+0), Fort (3+2+1), Sharp (1+0+2), Crit (1+1+0), Light (1+1+0) nuts
Osvald	All Magic Nuts (0+1+2)
Agnea	Lychee L + M

2 Magic M if you did the quill quest

**EQUIPMENT**

Osvald	Fang of Ferocity	Finisher's Claw	
Throne	Optimize	EXP-Booster	Fang of Ferocity, Giant's Club
Temenos	EXP-Booster, JP-Booster		

**JOBS**

Agnea	Inventor
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**SUPPORT**

Agnea	Slip Ahead
Temenos	EM, Slip Ahead

**BEASTING ANCHORAGE - LOST ISLE - MONTWISE**

Warp to **Beasting Anchorage**, sail out  
 Sail to fight Sea Monster at night

SEA MONSTER	Throne	Osvald	Agnea	Temenos
	Defend	Defend	Crit Scope	Pom S Throne
	Aeber's	4x Fire		

If you forgot the boosters and Agnea doesn't get 130 JP  
 Kill the likely encounter on the way to Lost Isle or Gate of Finis

Sail to **Lost Isle**  
 Chest Ancient Curse Talisman  
 Track back to Arcanist Job

**MENU AFTER ARCANIST**

JOBS					
Osvald	Arcanist	4 skills	Warrior		
Agnea	Dancer	Peacock + 1 skill	Inventor		
Temenos	Dancer	2 skills	Cleric	all skills	Scholar

If you don't have enough JP, delay this menu until Gate of Finis  
 and kill an encounter on the way there

**SUPPORT**

Throne	Life-in-Shadow	Summon Strength
Osvald	Boost-Start-Slip-Ahead	Price of Power, Elemental Augment
Agnea	Show Goes On	
Temenos	Peak-Performance	Show Goes On

**EQUIPMENT**

Osvald	Firestarter, Scorched Bone Spear
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Weapons fall off when swapping to arcanist, if you picked up a spear a didn't sell it it will mess up optimize

**ITEMS**

Throne	Plum
Osvald	Grape

If you didn't level up from the last fight  
 Swapping to Arcanist makes him lose HP

**BEASTING ANCHORAGE - GATE OF FINIS**

Warp to **Beasting Anchorage**, sail out  
 Sail to ???  
 SWITCH TO NIGHT

**PARTY FORMING**

Partilio	Castti
Osvald	Throne
Agnea	Hikari
Ochette	Temenos

The order matters. The order of Aeffric's bonus turns is reverse of your party order  
 Specifically Osvald needs to be above Agnea and Throne between Castti and Temenos  
 Depending on your party swaps earlier some other party order may be faster to menu  
 This is fine as long as it fulfills the above requirements

**THE EYE**

	Partilio	Osvald	Agnea	Ochette
T1	LP Aeffric Agne		Boots Ochette	LP Roar
T1-a			Pom L Parti	
T2	Aeffric Osvald	Rev Jam Ochette	LP 2x Scope	4x HH Beasts
T2-a		3x Fire	2x Peacock Osv	
T3	Essence	Rev Jam self	Defend	4x HH Guards
T3-a		LP 4x Fire	Curse Talisman	
T4	4x HH Vets	LP 4x Fire	Reinf Jam Osvald	3x HH Assassins
T4-a		LP 4x Fire	Reinf Jam Osvald	
T5	Defend	Thunder	Defend	Roar
T5-a		Light L		
T6	LP 4x HHA	LP 4x Fire	4x Elem Bomb	Lychee L Osvald

Turns marked TN-A are Aeffric's bonus turns taking place at the end of each turn

**GALDERA**

	Castti	Throne	Hikari	Temenos
T1	Defend	LP ReJam+Aeber	Pom L second cleric / Aeffric Throne	
T1-a		LP ReJam+Aeber		
T2	LP 3x Concoct #1	Aeber's	Aeffric Castti	Aeffric self
T2-a	3x Concoct #2	4x Dagger		Rev Jam Throne
T3	Essence	LP 4x Dagger + AC	4x Spear	LP 4x Barrage
T3-a	Concoct #3	LP Aeber + Swift		Reinf Jam Throne
T4		Aeber's		Pom M Throne
T4-a		Aeber's		Pom M Throne

First Cleric has to Pom L the other Cleric. Throne jams herself

Concoct #1: Pom Leaf + Whimsical Leaf + Strengthening + Diffusing  
 Concoct #2: Pom Leaf + Whimsical Leaf + Strengthening + Diffusing

Concoct #3: Mighty Leaf + Whimsical Leaf

This changelog tracks route changes. Note corrections are not tracked. It's mostly useful to know when the route has changed from when you last used it

**2023-03-19** Initial route

**2023-03-20** Oswald puts Increased Experience back for the Shipwreck Grinds now

Swapped roles of Throne and Partillo in Assassins fight, use Donate BP instead of Pom and cut the Pom 5 ablat from into  
Moved Stormhall guide to the first vid

**2023-03-21** Major change, previous route archived to 1.0 lab

Hikari is now jacked up before Temenos and goes to Clocktolls. Smooths out menus and gives Hikari more HP for Bandedale. Dual.  
MST DL encounters are now killed with catapult and magic instead of fed. Removes the need to grind more than 1 encounter on first shipwreck visit. (Credit to Quadra for this idea)  
Oswald learns Boost Start earlier, needed to kill Stormhall encounters  
Throne eats 1 BP food in the final menu to give her enough max BP for Console + 3 Amber's  
Added section headers to make it easier to form an understanding of the run flow and keep track of where you are in the notes

**2023-03-24** Added a missing Sharp Nut L steal / purchase when delivering rusty weapons to Gravel for the second time

**2023-03-25** Major change, previous route archived to 1.1 lab

The Eye is now an item. In return, we get to skip going to Merchant Shrine, getting the third inventor ability for Upgraded Accessories, and second Champ Belt  
Rusty Dagger is now gotten earlier, making the money route a breeze  
Citi Nuts have been mostly removed, can't rely on crits anymore and damage is made to work out without them  
Added backup for Throne not reaching 48 which generally happens if you get Outspuffs or Cats

**2023-03-26** Removed Citi Scope from Gigantes fight because it dies without it

Removed Step Ahead from Partillo in the worm fight (same number of actions, 2 less support skill equip actions  
Changed the Rogue's Island menu so that the default assumption is Throne not reaching level 48 as it seems less likely than in initial testing

**2023-03-30** Removed the Wind S purchase that I thought was needed for elemental bomb but it was not.

**2023-04-02** Major change, previous route archived to 1.2 lab

1,2 also archived without ever becoming the current route. This route had Castil and Ochette go to Roque Island with Throne and Temenos to get their 630 JP  
1,4 uses Inventor Throne between Champ Belt and boat to save a few stones  
Castil is in the party for long enough to gain 630 JP, this is likely to be routed out since she doesn't really need it but the current JP route works best this way and the tavern swaps are smoother  
Ochette now gets her 630 JP from replacing Oswald for the Sal objectives  
Rearranged Weljgrove/Timberlan trip to take place before Stormhall, mostly because some Stormhall would not die (the stupid monkie still doesn't)  
First grind now takes place in Curious Nest after killing the dragon  
Rogue Island is out  
Final fight now uses more money (+100k for assassins) and less jans (5 reinforcing instead of 3 rejuv and 4 rein)  
Color coded party swaps!

**2023-04-03** Removed Beasts from dragon fight, seems to die to an extra Fire without boosting

Moved the big equip menu from before tavern swaps to after so that we can give Temenos EXP and JP boosters in case someone is short

**2023-04-04** Removed putting Oswald to inventor for Bandedale, not needed because Hikari and Partillo can both use spear (remnant from previous route version)

Conning Creek encounters are now killed at night for more JP, making both Castil and Throne's early JP less tight

Changed instruction to kill Timberlan encounter at daytime, they are worth more on average and die to almost same amount of effort

**2023-04-05** Changed Assassins fight to a better script. Also uses SPRINGU BULATSU

Changed instruction to do Sal encounters at night which will give Ochette more JP and make her more likely to reach 630 without any of the optionals

Added item about using Hit to kill rocky infernal cattle encounters, as we can cover up quite a bit of extra Hit use by selling out the weapons at every hit

**2023-04-06** Changed Oswald's post-sand-cave equipment menu to optimize. At this point the axe is still rusty so he cannot equip it, making optimize only equip the fire weapons

Changed order of big job menu to give Throne warrior skills first and Amber last (avoids confirm box when switching Oswald to warrior)

**2023-04-12** Changed Stormhall guide instruction to guide the man you buy the book from (less movement)

**2023-04-17** Major change, previous route archived to 1.4 lab

New version of the route uses same early game as Quadra's consistent route, optimizing how much JP Partillo and Hikari get.  
Castil is now recruited later and not put into the party. Sidress.  
JP Booster is gotten immediately after Champ Belt  
Hikari replaces Partillo on the Sal trip, topping the JP balance into his favor slightly  
Temenos takes care of encounters on the Timberlan trip, simplifying menuing slightly  
Extra EXP is now equipped for the dog, shark, and dragon, fight scripts updated accordingly  
Included simple JP tracking to optimize time spent grinding in curious nest vs time spent in shipwreck. Basically you need to ensure that Oswald, Hikari, and Partillo need the same number of encounters in the shipwreck

**2023-06-11** Adjusted the math for Oswald's JP for the Curious Nest grind

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Walk to cuscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Piece	Axe
	3x Dark Night	3x Slice	3x Axe

Run to **Gambling Parlor**  
After cutscenes run to **Gambling Parlor** again  
Steal **Gold Ring** from shopkeeper above quest NPC  
Steal **Dress** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S, Wind S, Light S** from old man on shop street

#### SHOP - NEW DELSTA WEAPONS

Buy Uhherring Earring

Steal **Antique Coin** from kid in front of theater

Run to the **Manse**

Ambush quest NPC

Chest **Shadow S** (room above stairs) (1 encounter, break unless 2 enemies or lantern, flee)

Run to the boss (1 encounter, break unless 2 enemies or lantern, flee)

PIRRO	Throne
	Dark Night
	Shadow S
	4x Sword
	Shadow S
	Light S
	Defend
	4x Sword
	LP Ice S + Wind S
	Sword

#### NEW DELSTA - CAPE COLD

Walk and run to **New Delsta Plains** (1 encounter)

Walk to **New Delsta Anchorage**, leave

Walk and run to **Abandoned Village** (1 encounter), leave

Walk to **South Cape Cold Snows**

Walk to **Osvald** and recruit him

Run to **Cape Cold**

Mug old man up and left of entrance for valuables (Def, Staff, 4x Fire)

Chest **2k leaves** in house behind shops

#### NEW DELSTA ANCHORAGE - TOTOTAHHA - CANALBRINE

Warp to **New Delsta Anchorage** and sail to **Tototaha**

Steal **Bottle** (quest item) from NPC on the pier

Sail to **Canalbrine**

Recruit **Castli**

Deliver **Bottle** to complete quest (4k leaves, Crit Nut M)

Take boat to the weapon shop

#### SHOP - CANALBRINE WEAPONS

Buy Critical Earring

#### ABANDONED VILLAGE - WATERWAY

Warp to **Abandoned Village**

Go out, pick up **Herb of Serenity** above ruined arch

Change Night/Day until you get priestess shops

#### SHOP - BLACK MARKET

Sell All valuables

Buy 1 of each Fire S, Thunder S

2x Ice S

5x Fire M

2x Ice M

5x Light M

Go to the **Abandoned Waterway** (1 encounter)

Kill encounter inside Waterway with Ice M

Chest **8k leaves** (to the left, pass under stairs)

#### CANALBRINE - CONNING CREEK

Warp to **Canalbrine**

Run and walk to **Canalbrine Bridge** (2 encounters, break and flee)

Run to **North Conning Creek Road** (1 encounter, break and flee)

Run to **West Conning Creek Road** (1 encounter at night, Fire M)

#### MENU AFTER KILLING ENCOUNTER

##### ABILITIES

Osvald 2 skills

##### SUPPORT

Osvald EM

Run to **Conning Creek** (1 encounter at night, Fire M)

Do no start story

Run to **Conning Creek Harbor**

Steal **Wind L** from lady next to house on the left

Chest **Rainbow Glass Shard** on the beach

#### NEW DELSTA - INVENTOR HOUSE

Warp to **New Delsta**

Run and walk to the **Theif's camp** (north) and change to night to fight him

**Theif:** 2x spell/axe/dagger twice

Run to the **Inventor's House**

Get the **Inventor Job, Elemental Bomb, Critical Scope**

#### MENU AFTER GETTING INVENTOR

##### SUPPORT

Throne Step Ahead

Osvald Step Ahead

#### NEW DELSTA ANCHORAGE - CROPDALE - ORESRUSH - RYU

Warp to **New Delsta Anchorage** and sail to **Crackridge Anchorage**

Run to **East Cropdale Path** (1 encounter, flee)

Run to the **1,8k leaves chest**

Run to **Cropdale**, leave (1 encounter, flee)

Chest **Slumber Sage** outside Cropdale

Run to **South Cropdale Path** (1 encounter, flee)

Run and walk to **South Oresrush Pass**

Run to **Oresrush**, don't start story

Recruit **Partitio**, leave

Run and walk to **North Ryu Sands**

Run and walk to **Ryu**

Fight: Ice S, 2x attack leader

##### HIKARI RECRUIT

Ossett Hikari

Purchase **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

#### MENU AFTER RECRUITING HIKARI

##### SUPPORT

Hikari Step Ahead

Partitio Step Ahead

#### CRACKRIDGE ANCHORAGE - CRACKRIDGE

Warp to **Crackridge Anchorage**

Someone hits a broken target

Throne has to hit the same target that was hit an extra time last round

Break the adds with Throne and Scaracci. Pierce the leader

Throne kills the leader. Scaracci kills the add Throne broke

For inventor ability

Break and flee single encounters, flee and pray if 2 enemies

For inventor ability

For inventor ability

1 for recruiting Hikari, other for inventor

2 for Conning Creek encounters, 2 for Borderlands / Montwise encounters, 1 for Hikari 2

1 for waterway encounter, 1 for Hikari 2

3 for Crackridge encounters, 2 for Hikari 2

Always lizards

While Castli is in your party, it would be ideal to have her break 3 enemies or get hit enough to fill her LP. Saves a bit of trouble and a steal later

Note on encounters: if you get ambushed by any encounter and manage to kill it

you will end up short in JP later. Kill one extra low DL encounter to make up the difference

Turning in 3 of each S stone, glass shard, and the two earrings



Run to **South Crackridge Pass** (1 encounter, Light M)  
 Run and walk to **64k leaves** chest on the path (1 encounter, break armadillo with sword/staff, then Light M)  
 Run and walk to **West Crackridge Pass**  
 Run towards the Merchant Guild (1 encounter, brak armadillo, Light M)  
 Mug the merchant in the camp, flee  
 Pick up **Thunder M** chest  
 Get **Merchant Job**  
 Run and walk to **Crackridge**

**NEW DELSTA - FLAMECHURCH - MONTWISE**

Warp to **New Delsta**, leave  
 Turn in A's quest (1.5k leaves)  
 Run to **West Clockbank Road**  
 Run to **East Flamechurch Path** (1 encounter, flee)  
 Run and walk to **Flamechurch**, leave  
 Run to **Borderfall** (1 encounter, flee)  
 Run to **Thunder M** chest after rope bridge (1 encounter, Fire M)  
 Run to **West Montwise Pass**  
 Run and walk to **Montwise**, start **Hikari 2** (if you get encounter, Fire M and purchase backup)  
 Mug investor (top person of a group of three) with Light M for **Dazzling Artwork** and **Inspiring Bracelet**  
 Purchase **Wind M** from man on the bench on the way to arena if you used a second Fire M on the way here

**SHOP - MONTWISE ITEMS**

**Sell** Dazzling Artwork  
 Inspiring Bracelet

Go to the arena  
 Fight 1: Defend, 3x Spear, Thunder M  
 Fight 2: Ice M  
 Fight 3: Thunder M, 3x Sword, Fire/Wind M

**MENU BEFORE LAST DUEL**

**ITEMS**  
**Hikari** Grape

**JOBS**  
**Throne** Corrosive Merchant Collect, Hired Help  
**Partitio** Hired Help

Fight 4: Light M, Wind L

**BANDELAM** Throne Osveld Hikari Partitio  
 Corrosive Pom S Throne Defend Defend  
 4x HHG 3x Spear 3x Spear

**MENU AFTER BANDELAM**

**SKILLS**  
**Throne** Donate BP

**SUPPORT**  
**Throne** Boost Start, Grows in Trees

Go back to the arena  
 Ambush dude next to the railing on the right  
 Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Reinforcing Jam, Champion Belt)

**MENU AFTER QUEST**

**ITEMS**  
**Throne** Champion Belt

**JOBS**  
**Throne** Inventor

**SUPPORT**  
**Partitio** Step Ahead

**FLAMECHURCH**

Warp to **Flamechurch**  
 Fight: 3x Dagger with Throne

**TEMENOS RECRUIT**  
**Hikari** Temenos

**BEASTING ANCHORAGE - TROPUPHOPU - ORESRUSH - CAPE COLD - WINTERBLOOM**

Warp to **Beasting Anchorage**  
 Hire the NPC on the pier  
 Run to **West TropuHopu Path** (1 encounter, flee)  
 Run to **TropuHopu** (1 encounter, night, 3x catapult sword)

Warp to **Oresrush**  
 Purchase **Pickaxe** from dude at weapon shop

Warp to **Cape Cold**  
 Steal **Fort Nut S** from man on the far right side, then leave

**CAPE COLD TAVERN**  
**Partitio** Castti

Run to **East Cape Cold Snows** (1 encounter, catapult)  
 Run to **West Winterbloom Snows** (1 encounter, catapult)  
 Run to **Winterbloom** (1 encounter, night, 3x catapult spear)  
 Don't start story

Deliver Pickaxe to complete quest (7k leaves, Rusty Sword, Rev Jam), leave

**CRACKRIDGE - GRAVELL - TROPUPHOPU**

Warp to **Crackridge**  
 Run to **West Gravel Pass** (1 encounter, night, defend 4x catapult axe)

**MENU BEFORE GRAVELL SCREEN**

**JOBS**  
**Throne** Merchant

Walk to **Thunder L** chest on the way  
 Run and walk to **Gravel** (1 encounter, switch to night before, Throne def, 4x Guards)  
 Soothe the guard on the smith's door with **Slumber Sage**  
 Deliver **Rusty Sword**, get **Conqueror's Sword** and **Armsmaster** job

**MENU BEFORE TAVERN**

**JOBS**  
**Castti** Merchant Hired Help, 2 skills  
**Throne** Merchant

**SUPPORT**  
**Castti** Boost Start, Step Ahead

**GRAVELL TAVERN**  
**Castti** Partitio

Warp to **TropuHopu**

**SHOP - TROPUPHOPU ITEMS**

**Sell** Conqueror's Sword

Steal **Fort Nut M** from a sailor next to a kid topleft  
 Hire merchant in the Inn  
 Go to the **Shipyards**, purchase the boat

Chest **Reinforcing Jam** (northeast)  
 Chest **20k leaves** (northeast, walk sail halfway)  
 Warp to **New Delsta Anchorage** and re-embark  
 Chest **EXP Booster** (northeast)

**BOOSTERS - GIANT CLUB - ASSASSINS - SCHOLAR - BEASTING VILLAGE**

Warp to **Beasting Anchorage**

If you get only two enemies, you can opt to kill an encounter on the way to **Flamechurch** or **Montwise** instead, or kill an extra with 2 Fire S

If you feel you are missing JP (e.g. survived an ambush), you can kill this encounter with 2x Fire S unless it's the superman rats

Another encounter you can kill if you survived ambushes with 2x Fire S (may need breaks)

Note on stone uses here: the stone used after break doesn't matter as such as long as you don't use the stones that are absolutely needed for the remaining fights. Also we are killing one more encounter with a Fire M

With current exp routing he does not level up from the previous fight and can die to a double hit crit if he has full HP obviously skip this

If you have 600 JP you can include the next menu into this one

If you go first on second turn, Corrosive on T1 instead and don't use LP

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around To avoid having to defend with characters not involved in the killing

25% increased money when selling

Bringing Castti in here to get her 630 JP by the time we reach Gravel

You only need to kill one of these two

Alternatively instead of sailing to 20k chest you can warp to **New Delsta Anchorage** to pick it up to guarantee no encounters

Note: Picking JP Booster first reduces the amount of map cursor movement you have to do but adds one warp. Your call

Run to the **Island Cave** (1 encounter, catapult)  
 Run to **JP Booster chest** (1 encounter, switch to night before, Throne def, 4x HH Guards) (Go up then right)

If you get sentinel, defend with both, break with staff/bow, and then 4x Guards with Partitio

**MENU AFTER JP BOOSTER**

**EQUIPMENT**

Throne	EXP Booster, JP Booster
Temenos	Champ Belt

Warp to **Gravel**, leave

Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
 Run and walk to **Giant Club chest** (1 encounter, Throne def 4x HH Guards or Beastings) (Follow torches all the way to bottom left)

Moles and small birds die to Guards, big birds and sentinels need Beastings. Revenant needs break, 4x Beasts. Break with Sword/Staff/Bow

Warp to **Montwise**, leave

Run to **West Merry Hills Pass** (1 encounter, Fire M)  
 Run to **Merry Hills** (1 encounter, night, Throne def 4x HH Guards, Thunder L if not dead)

**MENU IN MERRY HILLS**

**EQUIPMENT**

Temenos	Giant Club
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**JOBS**

Osvald	1 skill, Adv. Magic	Armsmaster
Temenos	Inventor	

**SUPPORT**

Osvald	Extra Experience
Temenos	Step Ahead
Partitio	Step Ahead

Go out

Run to fight the assassins at night

ASSASSINS	Throne	Osvald	Temenos	Partitio
	Donate BP Part		Boots Throne	Defend
	<b>4x HH Beasts</b>		3x Staff	<b>4x HH Beasts</b>

Warp to **Winterbloom**, leave

Run to the **Scholar Guild** (1 encounter, 2x Catapult sword)  
 Get **Scholar Job**

**MENU AFTER SCHOLAR GUILD**

**JOBS**

Osvald	Merchant	3 skills	Armsmaster
Throne	Merchant		
Temenos	Mystic Staff, Revive, 2 other Cleric skills	Scholar	Barrage + Adv. Mag Inventor

**SUPPORT**

Throne	Step Ahead
Osvald	EM Boost Start, Elemental Augment
Temenos	Evil Ward, EM
Partitio	Step Ahead

Warp to **Beasting Anchorage**

Run to **North Beasting Village Path**  
 Run to **Beasting Village** (1 encounter, Catapult)  
 Recruit **Ochette**

**OCHETTE RECRUIT**

Osvald	Ochette
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Steal **Beasting Island Exploration Book**

**CONNING CREEK - SAI - DESERT CAVE - SAI**

Warp to **Conning Creek**, leave  
 Steal **Pom Leaf** and **Whimsical Leaf** from merchant at the crossroad  
 Run to **East Sai Sands** (1 encounter at night, 2x Catapult)  
 Run to **South Sai Sands** (1 encounter at night, 2x Catapult)  
 Run to **Sai** (1 encounter at night, 2x Catapult), leave  
 Run to **West Sai Sands** (0-1 encounter, 2x Catapult)  
 Chest **Reinforcing Jam** on the wall, ladder on the right after passing gate  
 Run to **East Ku Sands** (1 encounter at night, 2x Catapult)  
 Chest **Firestarter** in sandpit to the left

Note on screens where you might not get encounter: if you get 1 Ochette is guaranteed to reach 630 JP  
 If you get none she should still reach that with most of the cave encounters. After killing 1 of these, walking a bit to avoid the rest is recommended

Warp to **Sai**, leave  
 Run to **West Sai Sands** (0-1 encounter, 2x Catapult)  
 Run to **Sand Cave** (0-1 encounter, 2x Catapult)

**MENU AT THE CAVE**

**SUPPORT**

Throne	Step Ahead
Ochette	Step Ahead

Fight the boss at night

DESERT WORM	Throne	Ochette	Temenos	Partitio
	Defend	Defend	Crit Scope	
	<b>4x Dagger</b>	<b>3x Axe</b>	Defend	Defend
			4x Mystic Staff	4x HH Guards

Partitio does not need Step Ahead here

Chest **Rusted Axe**  
 Run to **Scorched Bone Spear** chest back of the cave (1 encounter at night, 3x Catapult)  
 Check Ochette JP, if not 630 kill one more encounter

Warp to **Sai**

Inn

Tavern

**SAI TAVERN**

Ochette	Osvald
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**MENU IN SAI**

**EQUIPMENT**

Osvald	Optimize
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**SUPPORT**

Temenos	Step Ahead
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Throne's step ahead is not removed because we need her to kill the shipwreck encounter, and also the timberain encounter

Steal **Fort Nut S** from man in the house on the way  
 Get **Warrior Job**  
 Steal **Lychee M** from front left dude

**SHIPWRECK - SAI - WELLGROVE - GRAVELL - TIMBERAIN**

Warp to **Crackridge Anchorage** sail out  
 Sail to **Shipwreck**  
 Go towards **Rusty Dagger** chest (1 encounter, night, Throne def 4x HH Guards)  
 Chest **Rusty Dagger** (far left end of the dungeon)

Warp to **Sai**, leave  
 Run to **West Sai Sands** (1 encounter, 2x Catapult staff)  
 Run to **East Wellgrove Path** (1 encounter, 3x Fire)  
 Run to **Wellgrove** (1 encounter, 3x Fire)  
 Steal **2x Pom M** from lady in front of shop  
 Steal **Sharp Nut L** and **Diffusing Serum** from man in the inn  
 Steal **Lychee M** from lady between buildings  
 Mug **Mystery Merchant** for **Magic Nut L** (+2 other) (Adv. Magic, LP 4x Fire)  
 Get **Dancer Job**

Warp to **Gravel**  
 Steal **Sharp Nut L** and **Lychee L** from man at entrance  
 Deliver rusty weapons  
 Purchase **Reinforcing Jam** from woman at item shop

**SHOP - GRAVELL ITEMS**

Sell	Dancer's Blade
	Lionheart Axe

Warp to **Wellgrove**, leave  
 Run to **North Wellgrove Path** (1 encounter, 3x Fire)  
 Run to **South Timberain Path** (1 encounter, 3x Fire)  
 Run to **Timberain** (1 encounter, day, 3x Fire, Def 4x Guards)

The bugs die to just 4x Guards

Steal **Light L**, **Wind L** from woman to the left  
 Purchase **Blessed Vestments** from judge  
 Steal **Sharp Nut S** from woman near inn  
 Scoutsize girl in front of castle plaza fountain,  
 Purchase **Ancient Circle** from quest NPC  
 Hidden item **Magic Nut M**

Wind L is for damage range on dragon, Light L for The Eye

**MONTWISE - STORMHAIL**

**MENU WHEN THRONE HAS 4000 JP**

**EQUIPMENT**  
 Osvald Optimize

If doesn't happen before the tunnels optimize Osvald separately

**SKILLS**  
 Throne 4 Thief skills

**SUPPORT**  
 Throne **Sleep Ahead** Life in Shadows  
 Osvald **Element-Augment** Peak Performance

Warp to **Montwise**, leave  
 Run to **North Montwise Pass** (1 encounter, 3x Fire)  
 Ambush the guard  
 Run to **South Stormhail Snows** (1 encounter, Def, 4x Fire)  
 Purchase **Wall Book(7)** from man on the cliff  
 Guide the same man  
 Run down the stairs (1 encounter, 3x Fire or Def 4x Fire)  
 Steal **Mighty Leaf**, **Pom M** and **Pom L** from woman next to ladder  
 Run to **Stormhall** (1 encounter, 3x Fire or Def, 4x Fire)  
 Steal **Magic Nut S** from templar on the right  
 Purchase **Necklace** off of quest NPC to complete quest (Alluring Ribbon, 14k leaves)

If the monk lives, just bonk it with Temenos

Take note of how much JP Partilio had after the encounter

**SHOP - STORMHAIL WEAPONS**

Buy 2x Unerring Bracelet

**CRACKRIDGE - CROPDAL - CRACKRIDGE - STORMHAIL - UNDER THE WALL**

Warp to **Crackridge**  
 Steal **Lychee M** from gulliarist at entrance  
 Scoutsize Mason in front of item shop for a hidden item  
 Pick up hidden item **Fort Nut M**  
 Ambush the man guarding the house to the far down right  
 Chest **Book of the Void**

Warp to **Cropdale**

**AGNEA RECRUIT**  
 Osvald Agnes

Allure woman to the left (100%)

Warp to **Stormhall**  
 Run and walk to **Under the Wall**  
 Collapse the bridge

**WINTERBLOOM - NAMELESS ISLAND**

Warp to **Winterbloom**

**WINTERBLOOM TAVERN**  
 Partilio Hikari  
 Agnes Osvald

Warp to **Beasting Anchorage**, sail out  
 Sail to **Nameless Isle**  
 Run to the boss (2 encounters, at night Def 4x Fire)  
 Fight at night

**GIGANTES**  
 Throne Osvald Temenos Hikari  
 Defend Defend  
 4x HH Beasts 4x Sword 3x Mystic Staff 3x Aggressive

Throne and Temenos don't need Sleep Ahead for this fight

Chest **Finisher's Claw**

Bribe the explorer for translation info

**STORMHAIL - INFERNAL CASTLE - MONTWISE - CLERIC GUILD**

Warp to **Stormhall**, leave  
 Run to **Under the Wall**  
 Run to **Infernal Castle**

**MENU AT DUNGEON**

**Items**  
 Osvald All Magic Nuts (1+1+1), Finisher's Claw, 2x Lychee M

**JOBS**  
 Temenos Scholar  
 Hikari Inventor

**SUPPORT**  
 Throne Sleep Ahead  
 Temenos EM Sleep Ahead

Chest **Lost Tribe's Staff** (down, 5 sets of stairs, behind stairs, kill encounters on the way at night)  
 Move towards the boss killing total 3-4 encounters at night (Osvald def, Temenos Adv, Magic, 4x Fire)

Break lightning dogs with mercs if you get 2 of them, crit scope if you get 1. Break revenant  
 Alternatively you can just use 3x HH Beasts + 3x Fire (no adv. magic) to kill the lightning dogs  
 If you get the cringe fight with Revenant and Remnant, Throne + Temenos defend, Osvald Adv. Magic self and then break with 3x Staff and 4x HH Guards

**MENU WHEN OSVALD HAS 4000 JP**

**ITEMS**  
 Osvald Lost Tribe's Staff

**JOBS**  
 Osvald Warrior All normal skills Armsmaster

**SUPPORT**  
 Osvald Increased-EXP DMD  
 Temenos EM

Fight the Direwolf at night

**DIREWOLF**  
 Throne Osvald Temenos Hikari  
 Defend Adv. Magic self Defend Crit Scope  
 4x Bow 4x Fire LP 3x Barrage Defend / Pom L  
 - LP 4x Fire - Pom L Osvald

Pom L on T2 if after Osvald

Chest **Stone of Truth**

**MENU AFTER STONE OF TRUTH**

**ITEM**  
 Osvald Stone of Truth, Lychee M + L

Press Options button to put it into the bottom slot

Warp to **Montwise**, leave  
 Run to **Borderfall**  
 Run to **Cleric Guild** (1 encounter, 3x Fire)  
 Get Cleric Job  
 Get the bottom **Cleric License**

**BEASTING ANCHORAGE - CURIOUS NEST**

Warp to **Beasting Anchorage**, sail out

Sail to fight the shark at night

SHARK	Throne	Osvald	Temenos	Hikari
	Defend	Fire	Defend	Crit Scope
	4x Dagger	4x Fire	3x Staff	

Sail to Curious Nest

Go towards the boss at night (1 encounter, 3x Fire)

DRAGON	Throne	Osvald	Temenos	Hikari
	Defend	Stodd Strike	Defend	Crit Scope
	(LP) 4x Bow	LP 4x Fire	Defend	Wind L
		Fire	4x Mystic Staff	

If Osvald missed with a weapon, Throne should use LP and hit with the same weapon (usually it's the spear since it has -60 accuracy)

Chest Fang of Ferocity

#### MENU AFTER FANG OF FEROCITY

##### EQUIPMENT

Osvald	Finisher's Claw	Fang of Ferocity
Temenos	Alluring Ribbon	
Hikari	2x Unerring Bracelet	

##### SUPPORT

Throne	Step Ahead
Osvald	DMD Increased Experience
Temenos	EM-Step Ahead
Hikari	Step Ahead

Kill encounters while picking up chests (3x Fire)

Chest Dragon Essence

Chest Dragon Essence

Chest Lost Tribe's Bow

Chest Tornado Halberd

Kill encounters until Temenos has 8130 JP

The weapons are for selling

Note: after reaching Temenos' goal, it's technically better to kill encounters until Hikari has the same JP as Partitio had when you got to Stormhall  
This is because Curious Nest encounters gives better EXP

#### RYU - SHIPWRECK - MERRY HILLS

Warp to Ryu

Inn

##### RYU TAVERN

Temenos	Partitio
---------	----------

##### TAVERN EQUIP MENU

##### EQUIPMENT

Temenos	Unequip All
Throne	JP-Booster Champ Belt
Partitio	Alluring Ribbon, JP Booster

Warp to Crackridge Anchorage, sail out (1 encounter 3x Fire)

Sail to Shipwreck

Kill encounters until Partitio and Hikari have 9760 JP (3x Fire)

Chest Lost Tribe's Spear while grinding, up the short ladder

Should not need this but it's almost free to pick up

Warp to Merry Hills

Topleft house steal Reinforcing Jam, Strengthening Serum, SP Nut M and take Lychee L chest

Steal Pom L and Crit Nut S from NPC at entrance

Steal Lychee L from the gift

Purchase Diamond Dagger from merchant down the main street

Steal Swift Cloak from woman up from merchant

You can skip this steal if you don't need to restore Casti's LP

#### SHOP - MERRY HILLS WEAPONS - SELL UNTIL 141000 LEAVES

Buy Swift Shield

Dazzling Tiana

Lost Tribe's Sword

Tornado Halberd

Lost Tribe's Bow

You will receive about 11k in quest rewards after this, need 152000 to kill the eye

Steal Magic Nut L from poet under the walkway

Steal Light Nut M from NPC at the beginning of next screen

Mug right side singer for Magic Nut M (3x Fire)

#### WINTERBLOOM MENU TOWN

Warp to Winterbloom

##### MENU AT TAVERN

##### JOBS

Throne Warrior All normal skills Thief Aeber's

Osvald Warrior 2 skills Cleric All skills

Partitio Dancer 2 skills Cleric All skills

Hikari Dancer 2 skills Cleric All skills

Throne Armsmaster

Prevents Osvald weapons from falling off when Throne snags Armsmaster

##### EQUIPMENT

Partitio Unequip all

If Osvald and Temenos have met their JP goals already, skip this

##### SUPPORT

Throne Grows-in-Trees-Life-in-Shadows Step Ahead, DMD, Peak Performance

Osvald Increased EXP DMD

Partitio Show Goes On Step Ahead

Hikari Show Goes On Step Ahead

##### WINTERBLOOM TAVERN

Hikari	Ochette
Partitio	Casti

Casti only if her LP is not full

##### MENU AT TAVERN #2

##### ITEMS

Casti Lychee L

If her meter is very empty, you can use an extra Lychees you have but 1 is needed for The Eye  
You may have some Lychee M drops from the shipwreck

##### JOBS

Ochette Merchant Hired Help + 2 skills

##### SUPPORT

Ochette Boost Start

##### WINTERBLOOM TAVERN

Ochette	Temenos
Casti	Agnea

Agnea replaces Partitio instead if you didn't need to take Casti out

Inn

Mug soldier for Fort Nut L (middle of town) (3x Fire)

##### MENU AFTER MUG

##### ITEMS

Throne All Light (1+1+0), Crit (1+1+0), Sharp (1+0+2), Fort nuts (3+2+1), SP nuts (1+1+0)

##### EQUIPMENT

Osvald Fang-of-Ferocity Finisher's Claw

Throne Optimize EXP-Booster Fang of Ferocity, Giant's Club

Temenos EXP Booster, JP Booster

If Osvald is 47 skip EXP Booster, if everyone has their JP goals, skip JP Booster

##### JOBS

Agnea Inventor

##### SUPPORT

Agnea Step Ahead

Temenos EM

#### BEASTING ANCHORAGE - LOST ISLE - MONTWISE

Warp to Beasting Anchorage, sail out

Sail to fight Sea Monster at night

SEA MONSTER	Throne	Osvald	Agnea	Temenos
	Defend	Defend	Crit Scope	

If Osvald doesn't hit level 47 or 8000 JP or Temenos 8130 JP from this fight  
Sail to Lost Isle at night and kill the encounter with 3x Fire

Aeber's 4x Fire

Sail to Lost Isle  
 Chest Ancient Curse Tallman  
 Track back to Arcanist Job

Warp to Montwise  
 Steal **Magic Nut M** from merchant near entrance  
 Allure the same NPC if you didn't kill an encounter on the way to Lost Isle

MENU AFTER ALLURE					
JOBS					
Osvald	Arcanist	4 skills	Warrior		
Agnea	Dancer	Peacock (+ 1 skill)	Inventor		
Temenos	Dancer	2 skills	Cleric	all skills	Scholar

SUPPORT			
Throne	Beast-Start	Summon Strength	
Osvald	Beast-Start-Step-Ahead	Price of Power, Elemental Augment	
Agnea	(Show Goes On)		
Temenos	Step Ahead, Show Goes On		

EQUIPMENT	
Osvald	Firestarter, Scorched Bone Spear

ITEMS	
Throne	Plum
Osvald	All Magic Nuts (0+2+1), Grape

Inn  
 Go to the library  
 Complete the book quest  
 Complete A's quest

**BEASTING ANCHORAGE - GATE OF FINIS**

Warp to **Beasting Anchorage**, sail out  
 Sail to ???  
 SWITCH TO NIGHT

PARTY FORMING	
Osvald	Castti
Agnea	Throne
Partilio	Skadi
Ochette	Temenos

THE EYE	Osvald	Agnea	Partilio	Ochette
T1		Boots Ochette	LP Aelfric Agne	LP Roar
T1-a		Pom L Part		
T2	Rev Jam Ochette	LP 2x Scope	Aelfric Osvald	4x HH Besets
T2-a	3x Fire	2x Peacock Osv		
T3	Rev Jam self	Defend	Essence	4x HH Guards
T3-a	LP 4x Fire	Curse Tallman		
T4	LP 4x Fire	Reinf Jam Osvald	4x HH Vets	3x HH Assassins
T4-a	LP 4x Fire	Reinf Jam Osvald		
T5	Thunder	Defend	Roar	
T5-a	Light L			
T6	LP 4x Fire	4x Elem Bomb	LP 4x HHA	Lychee L Osvald

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP ReuJam+Aeber	Pom M second cleric / Aelfric Throne	
T1-a		LP ReuJam+Aeber		
T2	LP 4x Concoct	Aeber's	Aelfric Castti	Aelfric self
T2-a	4x Concoct	4x Dagger		Rev Jam Throne
T3	Essence	LP 4x Dagger + AC	4x Spear	LP 4x Barrage
T3-a	Pom M Throne	LP Aeber + Swift		Reinf Jam Throne
T4	Pom M Throne	Aeber's		
T4-a		Aeber's		

If Osvald is far from 47 (more than 1 encounter), you can steal a Magic Nut S in Canabrine church (priestess right of entrance)  
 If Throne is somehow also not 47, it's better to grind enough encounters

This NPC has Magic Melody which is effectively the same as having Show Goes On for the The Eye fight

\* if you killed an encounter on the way to lost isle

if you did not allure the Magic Melody merchant

Weapons fall off when swapping to arcanist, soldier spear messes up optimize

if she didn't level up  
 Swapping to Arcanist makes him lose HP

The order matters. The order of Aelfric's bonus turns is reverse of your party order  
 Specifically Osvald needs to be above Agnea and Throne between Castti and Temenos

Turns marked TN-A are Aelfric's bonus turns taking place at the end of each turn

Partilio will get his LP full from breaking on T3 and getting damage from the burn

First Cleric has to be Pom M the other Cleric. Throne jams herself

2x Pom Leaf + Whimsical Leaf + Strengthening + Diffusing  
 Pom Leaf + Mighty Leaf + Whimsical Leaf + Strengthening + Diffusing

# This version was never made the current route but is still a functional option

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Walk to cutscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Pierce	Axe
	3x Dark Night	3x Slice	3x Axe

Run to **Gambling Parlor**  
After cutscenes run to **Gambling Parlor** again  
Steal **Gold Watch** from shopkeeper above quest NPC  
Steal **Dress** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S, Wind S, Light S** from old man on shop street

SHOP - NEW DELSTA WEAPONS	
Buy	Uherring Earring

Steal **Antique Coin** from kid in front of theater  
Steal **Silk Handkerchief** from gentleman on the way  
Run to the **Manse**  
Ambush quest NPC  
Chest **1.2k leaves** (far left)  
Chest **Shadow S** (room above stairs)

PIRRO	Throne
	Dark Night
	Shadow S
	4x Sword
	Shadow S
	Light S
	Defend
	4x Sword
	LP Ice S + Wind S
	Sword

## NEW DELSTA - CAPE COLD

Walk and run to **New Delsta Plains** (1 encounter)  
Walk to **New Delsta Anchorage**, leave  
Walk and run to **Abandoned Village** (1 encounter), leave  
Walk to **South Cape Cold Shows**  
Walk to **Oswald** and recruit him  
Run to **Cape Cold**  
Mug old man up and left of entrance for valuables (Def. Staff, 4x Fire)  
Chest **2k leaves** in house behind shops

## NEW DELSTA ANCHORAGE - TOTOTAHHA - CANALBRINE

Warp to **New Delsta Anchorage** and sail to **Tototaha**  
Steal **Bottle** (quest item) from NPC on the pier  
Sail to **Canalbrine**  
Recruit **Casti**  
Deliver **Bottle** to complete quest (4k leaves, Citl Nut M)  
Take boat to the weapon shop

SHOP - CANALBRINE WEAPONS	
Buy	Critical Earring

## ABANDONED VILLAGE - WATERWAY

Warp to **Abandoned Village**  
Go out, pick up **Herb of Serenity** above ruined arch  
Change Night/Day until you get priestess shops

## SHOP - BLACK MARKET

Sell	All valuables
Buy	1 of each Fire S, Thunder S
	2x Ice S
	7x Fire M
	3x Ice M
	3x Light M

Go to the **Abandoned Waterway** (1 encounter)  
Kill encounter inside Waterway with Ice M  
Chest **8k leaves**

## CANALBRINE - CONNING CREEK

Warp to **Canalbrine**  
Run and walk to **Canalbrine Bridge** (2 encounters, break and flee)  
Run to **North Conning Creek Road** (1 encounter, break and flee)  
Run to **West Conning Creek Road** (1 encounter, Fire M)

## MENU AFTER KILLING ENCOUNTER

ABILITIES	
Oswald	Thunder, Advanced Magic
SUPPORT	
Oswald	EM

Run to **Conning Creek** (1 encounter, Fire M)  
Do no start story  
(Optional) Steal **Octopuff Pot** from the woman next to the path to harbor (55% and getting mugged)  
Run to **Conning Creek Harbor**  
Steal **Wind L** from lady next to house on the left  
Chest **Rainbow Glass Shard** on the beach

## NEW DELSTA - INVENTOR HOUSE

Warp to **New Delsta**  
Run and walk to the **Thief's camp** (north) and change to night to fight him  
**Thief:** 2x spell/axe/dagger twice  
Run to the **Inventor's House**  
Get the **Inventor Job, Elemental Bomb, Critical Scope**

## MENU AFTER GETTING INVENTOR

SUPPORT	
Throne	Step Ahead
Oswald	Step Ahead

## NEW DELSTA ANCHORAGE - CROPDALE - ORESRUSH - RYU

Warp to **New Delsta Anchorage** and sail to **Crocodile Anchorage**  
Run to **East Crocodile Path** (1 encounter, flee)  
Run to the **1.6k leaves** chest  
Run to **Crocodile**, leave (1 encounter, flee)  
Chest **Slumber Sage** outside Crocodile  
Run to **South Crocodile Path** (1 encounter, flee)  
Run and walk to **South Oresrush Pass**  
Run to **Oresrush**  
Recruit **Partitio**, leave  
Run and walk to **North Ryu Sands**  
Run and walk to **Ryu**  
Fight: Ice S, 2x attack leader

HIKARI RECRUIT	
Casti	Hikari

Purchase **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

## MENU AFTER RECRUITING HIKARI

SUPPORT	
Throne	Step Ahead
Partitio	Step Ahead

Someone hits a broken target  
Throne has to hit the same target that was hit an extra time last round

Break the adds with Throne and Scaracci, Pierce the leader  
Throne kills the leader, Scaracci kills the add Throne broke

For inventor ability

Should be able to Sword here if first on next turn

Break and flee single encounters, flee and pray if 2 enemies

For inventor ability

For inventor ability  
1 for recruiting Hikari, other for inventor  
A note on M stone usage: you need to keep 1 Fire, 1 Thunder, 1 Ice, and 2 M of any type for Hikari 2  
We will pick up 2 more Thunder M, and you can purchase 1 Fire M  
Basically when specific type is not required, always use Fire  
After Hikari 2 three M stones are used for encounters: Ice, Thunder, Light

Always lizards

Note on encounters: if you get ambushed by any encounter and manage to kill it you will end up short in JP later. Kill one extra low DL encounter per ambush you survive

Equip on Temenos

Turning in 4 of each S stone, glass shard, and the two earrings

**CRACKRIDGE ANCHORAGE - CRACKRIDGE**

Warp to **Crackridge Anchorage**  
 Run to **South Crackridge Pass** (1 encounter, Thunder M unless big bird)  
 Run and walk to **6.4k leaves chest** on the path (1 encounter, break armadillo with swordstaff, then Light M)  
 Run and walk to **West Crackridge Pass**  
 Run towards the Merchant Guild (1 encounter, brak armadillo, Light M)  
 Mug the merchant in the camp, flee  
 Pick up **Thunder M** chest  
 Get **Merchant Job**  
 Run and walk to **Crackridge**

This encounter is needed to guarantee JP. If you can't kill it, kill one on the way to Borderfall

**NEW DELSTA- FLAMECHURCH - MONTWISE**

Warp to **New Delsta**, leave  
 Turn in A's quest (1.5k leaves)  
 Run to **West Clockbank Road**  
 Run to **East Flamechurch Path** (1 encounter, flee)  
 Run and walk to **Flamechurch**, leave  
 Run to **Borderfall** (1 encounter, flee)  
 Run to **Thunder M** chest after rope bridge (1 encounter, Fire M)  
 Run to **West Montwise Pass**  
 Run and walk to **Montwise**, start **Hikari 2**  
 Mug investor (top person of a group of three) with Fire M for **Dazzling Artwork** and **Inspiring Bracelet**

**SHOP - MONTWISE ITEMS**

**Sell** Dazzling Artwork  
 Inspiring Bracelet

Purchase **Wind M** from man in front of bench  
 Go to the arena  
 Fight 1: Defend, 3x Spear, Wind M  
 Fight 2: Ice M  
 Fight 3: Thunder M, 3x Sword, Fire M

Note on stone uses here: the stone used after break doesn't matter as such as long as you don't use the stones that are absolutely needed for the remaining fights.  
 Also we are killing three more encounters with M stones, first with Ice, Thunder, Light

**MENU BEFORE LAST DUEL**

**ITEMS**

**Throne** Graps

**JOBS**

**Throne** Corrosive **Merchant** Collect, Hired Help  
**Osvald** **Inventor**  
**Partitio** Hired Help

**SUPPORT**

**Throne** Grows in Trees

Fight 4: Fire M, Wind L

BANDELAM	Throne	Osvald	Hikari	Partitio
	Corrosive	Defend	Pom S Throne	Defend
	4x HHG	3x Axe	-	3x Spear

With current exp routing he does not level up from the previous fight and can die to a double hit crit if he has full HP obviously skip this

**MENU AFTER BANDELAM**

**SKILLS**

**Throne** Donate BP

**SUPPORT**

**Throne** Boost Start

Go back to the arena  
 Ambush dude next to the railing on the right  
 Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Champion Belt)

If you go first on second turn, Corrosive on T1 instead and don't use LP

**FLAMECHURCH**

Warp to **Flamechurch**  
 Fight: Fire S twice

**TEMENOS RECRUIT**

**Throne** Temenos

**MENU AFTER RECRUITING**

**EQUIPMENT**

**Temenos** Champion Belt

**SUPPORT**

**Partitio** Step Ahead

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around  
 To avoid having to defend with characters not involved in the killing

**BEASTING ANCHORAGE - TROPUPHOPU - ORESRUSH - CAPE COLD - WINTERBLOOM**

Warp to **Beasting Anchorage**  
 Hire the NPC on the pier  
 Run to **West TropuHopu Path** (1 encounter, flee)  
 Run to **TropuHopu** (1 encounter, Ice M)

25% increased money when selling

Warp to **Oresrush**  
 Purchase **Pickaxe** from dude at weapon shop

Warp to **Cape Cold**  
 Steal **Fort Nut S** from man on the far right side, then leave  
 Run to **East Cape Cold Snows** (1 encounter, flee)  
 Run to **West Winterbloom Snows** (1 encounter, flee)  
 Run to **Winterbloom** (1 encounter, Thunder M if you have)  
 Don't start story  
 Deliver **Pickaxe** to complete quest (7k leaves, Rusty Sword, Rev Jam)

**CRACKRIDGE - GRAVELL - TROPUPHOPU**

Warp to **Crackridge**  
 Run to **West Gravel Pass** (1 encounter, break armadillo, Light M)  
 Walk to **Thunder L** chest on the way  
 Run and walk to **Gravel** (1 encounter, switch to night before, Throne def, 4x HH Guards)

We don't exactly have optimal setup to kill this with 2 people having Step Ahead, but if you didn't use Throne's LP for the champ, you can use it here

**GRAVELL TAVERN**

**Partitio** **Cass**

Soothe the guard on the smith's door with **Slumber Sage**  
 Deliver **Rusty Sword**, get **Conqueror's Sword** and **Armstrong's job**

**GRAVELL TAVERN**

**Cass** **Partitio**

Warp to **TropuHopu**

**SHOP - TROPUPHOPU ITEMS**

**Sell** Conqueror's Sword

Steal **Fort Nut M** from a sailor next to a kid topleft  
 Hire merchant in the Inn  
 Go to the **Shipyards**, purchase the boat  
 Chest **Reinforcing Jam**  
 Chest **20k leaves**  
 If no encounter yet, warp to **New Delsta Anchorage** and re-embark (if encounter, kill with 3x HH Guards)  
 Chest **EXP Booster**

Alternatively instead of sailing to 20k chest you can warp to **New Delsta Anchorage** to pick it up to guarantee no encounters

Note: Picking JP Booster first reduces the amount of map cursor movement you have to do but adds one warp. Your call

**BOOSTERS - GIANT CLUB - ASSASSINS**

Warp to **Beasting Anchorage**  
 Run to the **Island Cave** (1 encounter, flee)  
 Run to **JP Booster** chest (1 encounter, switch to night before, Throne def, 4x HH Guards) (Go up then right)

If you get sentinel, defend with both, break with staff/bow, and then 4x Guards

**MENU AFTER JP BOOSTER**

**EQUIPMENT**

**Throne** EXP Booster, JP Booster

Warp to **Gravel**, leave  
 Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
 Run and walk to **Giant Club** chest (1 encounter, Throne def 4x HH Guards or Beastings) (Follow torches all the way to bottom left)

Moles die to Guards, birds and sentinels need Beastings. Revenant needs break, Crit Scope, 4x Beasts. Break with Sword/Staff/Bow

Warp to **Montwise**, leave  
 Run to **West Merry Hills Pass** (1 encounter, flee)

Run to Merry Hills (1 encounter, night, Throne def 4x HH Guards, Thunder L if not dead)

MENU IN MERRY HILLS			
EQUIPMENT			
Temenos	Giant Club		
JOBS			
Osvald	Scholar	2 skills	Armamaster
Temenos	Merchant	3 skills	Inventor
Throne	Merchant		
SUPPORT			
Osvald	Extra Experience		
Temenos	Step Ahead, Boost Start		
Partitio	Step Ahead		

Go out  
Chest Herb of Serenity  
Run to fight the assassins at night

ASSASSINS	Throne	Osvald	Temenos	Partitio
	Donate BP Part	Ice	3x Sword top	Defend
	4x HH Beasts			4x HH Beasts

Backup for Throne not hitting 48 for the final menu. If you got Calts/Octopuffs you will probably need this

MENU AFTER ASSASSINS			
JOBS			
Osvald	Merchant	3 skills	Armamaster
Throne	HP Thief, Surprise	Merchant	
Temenos	Mystic Staff, Revive, 2 other Cleric skills	Inventor	
SUPPORT			
Throne	Step Ahead		
Osvald	Step Ahead	Boost Start	
Temenos	Evil Ward		
Partitio	Step Ahead		

#### CONNING CREEK - SAI - DESERT CAVE

Warp to Conning Creek, leave  
Steal Pom Leaf and Whimsical Leaf from merchant at the crossroad  
Run to East Sai Sands (1 encounter, 2x Catapult)  
Run to South Sai Sands (1 encounter, 2x Catapult)  
Run to Sai (1 encounter, 2x Catapult)

Warp to Sai  
Run to West Sai Sands (1 encounter, 2x Catapult)  
Run to East Ku Sands (1 encounter, 2x Catapult)  
Chest Firestarter in sandpit to the left

Run to West Sai Sands (1 encounter, 2x Catapult)  
Run to Sand Cave (1 encounter, 2x Catapult)

MENU AT THE CAVE			
SUPPORT			
Throne	Step Ahead		
Osvald	Step Ahead		

Fight the boss at night

DESERT WORM	Throne	Osvald	Temenos	Partitio
	Defend	Defend	Crit Scope	Defend
	3x Dagger	4x Sword	4x Mystic Staff	4x HH Guards

Partitio does not need Step Ahead here

Chest Rusted Axe  
Run to Scorched Bone Spear chest (1 encounter at night, 3x Catapult)

#### SHIPWRECK #1 - GRAVELL

Warp to Crackridge Anchorage sail out  
Sail to Shipwreck

Go towards Rusty Dagger chest (1 encounter, night, Throne def 4x HH Guards)  
Chest Rusty Dagger (far left end of the dungeon)

Can also be Throne Donate BP Partitio if turn order allows

Warp to Gravel  
Steal Sharp Nail L and Lychee L from man at entrance  
Steal Strengthening Serum from another dude  
Deliver rusty weapons

MENU AFTER GRAVELL			
EQUIPMENT			
Osvald	Firestarter, Scorched Bone Spear		
SUPPORT			
Throne	Step Ahead		
Temenos	Step Ahead		

#### MONTWISE - STORMHAIL

Warp to Montwise, leave  
Run to North Montwise Pass (1 encounter, 3x Fire)  
Ambush the guard  
Run to South Stormhall Snows (1 encounter, Def, 4x Fire)  
Purchase Wall Book(?) from man on the cliff  
Steal Mighty Leaf, Pom M and Pom L from woman next to ladder  
Run to Stormhall (1 encounter, Def, 4x Fire)  
Steal Magic Nut S and Shadow M from templar on the right  
Purchase Keepsake off of quest NPC to complete quest (Alluring Ribbon, 14k leaves)

SHOP - STORMHAIL WEAPONS	
Sell	Dancer's Blade
Buy	2x Unerring Bracelet

#### SCHOLAR - CRACKRIDGE - AGNEA - MERCHANT SHRINE - BRIDGE

Warp to Winterbloom, leave  
Run to the Scholar Guild (1 encounter, 3x Fire)  
Get Scholar Job

Warp to Crackridge  
Scoutsize Mason for a hidden item  
Ambush the man guarding the house to the far down right  
Chest Book of the Void

Warp to Cropdale

AGNEA RECRUIT	
Osvald	Agnea

Allure woman to the left (100%)

MENU AFTER RECRUIT			
JOBS			
Temenos	Scholar	Adv. Magic, Barrage	
SUPPORT			
Agnea	Step Ahead		
Temenos	EM		

Warp to Crackridge  
Pick up hidden item Fort Nut M

Warp to Stormhall  
Run and walk to Under the Wall  
Collapse the bridge  
Run and walk to Lost Tribe's Staff chest (down, 5 sets of stairs, behind stairs, if encounter, fee and pray)

#### WINTERBLOOM - SAI - WELLGROVE



Warp to Winterbloom	
WINTERBLOOM TAVERN	
Osvald	Agnes Osvald

**MENU AFTER TAVERN**

ITEMS	
Osvald	Lost Tribe's Staff

SUPPORT	
Osvald	EM Elemental Augment

Warp to Sai, leave  
 Run to West Sai Sands (1 encounter, 2x Catapult staff)  
 Run to East Wellgrove Path (1 encounter, 3x Fire)  
 Run to Wellgrove (1 encounter, 3x Fire)  
 Steal 2x Pom M from lady in front of shop  
 Steal Sharp Nut L and Diffusing Serum from man in the inn  
 Mug Mystery Merchant for Magic Nut L (+2 other) (Adv. Magic, LP 4x Fire)  
 Steal Whimsical Leaf from woman sitting on bench  
 Get Dancer Job

Warp to Sai  
 Inn  
 Steal Fort Nut S from man in the house on the way  
 Get Warrior Job  
 Steal Lychee M from front left dude

Warp to Wellgrove, leave  
 Run to North Wellgrove Path (1 encounter, 3x Fire)  
 Chest Pom L (inside tree roots)  
 Run to South Timberlain Path (1 encounter, 3x Fire)  
 Run to Timberlain (1 encounter, flee)

Steal Light L, Wind L from woman to the left  
 Purchase Blessed Vestments from Judge  
 Steal Sharp Nut S from woman near inn  
 Scoutize girl in front of castle plaza fountain,  
 Purchase Ancient Circlet from quest NPC  
 Hidden item Magic Nut M

We don't have any resources to kill this  
 1 is for damage range on dragon, other is optional

**RYU - NAMELESS ISLAND**

Warp to Ryu	
RYU TAVERN	
Osvald	Haruto Hikari

**MENU WHEN THRONE HAS 4000 JP**

SKILLS	
Throne	2 Thief skills

SUPPORT	
Throne	Life in Shadows

Warp to Beasting Anchorage, sail out  
 Sail to Nameless Isle  
 Run to the boss (2 encounters, at night 3x Fire)  
 Fight at night

GIGANTES			
Throne	Osvald	Temenos	Hikari
	Defend	Defend	Defend
	4x HH Beasts	4x Sword	4x Mystic Staff
			3x Aggressive

Should already have normally, if not, just get the missing JP from Nameless Isle encounter(s)

Throne and Temenos don't need Step Ahead for this fight

Chest Finisher's Claw  
 Bribe the explorer for translation info

**STORMHAIL - INFERNAL CASTLE - MONTWISE - CLERIC GUILD**

Warp to Stormhail, leave  
 Run to Under the Wall  
 Run to Infernal Castle

**MENU AT DUNGEON**

ITEMS	
Osvald	All Magic Nuts (1+1+1)

EQUIPMENT	
Osvald	Optimize Finisher's Claw
Hikari	2x Unerring Bracelet

JOBS	
Hikari	Inventor

SUPPORT	
Throne	Step Ahead
Osvald	Increased-Esp Peak Performance
Temenos	EM Step Ahead

Move towards the boss killing 2-3 encounters at night (Osvald def, Temenos Adv. Magic, 4x Fire)

Break lightning dogs with mercs if you get them

**MENU WHEN OSVALD HAS 4630 JP**

JOBS	
Osvald	Warrior All normal skills Armsmaster

SUPPORT	
Osvald	Elemental-Augment DMD
Temenos	EM

Fight the Direwolf at night

DIREWOLF			
Throne	Osvald	Temenos	Hikari
Defend	Adv. Magic self	Defend	Crit Scope
4x Bow	4x Fire	LP 4x Barrage	Defend / Pom L
	LP 4x Fire		Pom L Osvald

Pom L on T2 if after Osvald

Chest Stone of Truth

**MENU AFTER STONE OF TRUTH**

ITEM	
Osvald	Stone of Truth, Lychee M+L

Press Options button to put it into the bottom slot

**BEASTING ANCHORAGE - CURIOUS NEST**

Warp to Beasting Anchorage, sail out  
 Sail to fight the shark at night

SHARK			
Throne	Osvald	Temenos	Hikari
Defend	Fire	Defend	Crit Scope
4x Dagger	4x Fire	4x Staff	

Sail to Curious Nest

Chest Herb of Serenity  
 Go towards the boss at night (1 encounter, 3x Fire)

Backup for Throne not hitting 48 for the final menu. If you got Cats/Octopuffs you will probably need this

DRAGON			
Throne	Osvald	Temenos	Hikari
Defend	Sixfold Strike	Staff	Crit Scope
4x Bow	LP 4x Fire	4x Mystic Staff	Pom M Osvald
	3x Fire		

Wind L covers damage range

Chest Fang of Ferocity

**MENU AFTER FANG OF FEROCITY**

EQUIPMENT	
Osvald	Finisher's Claw Fang of Ferocity
Temenos	Alluring Ribbon

SUPPORT	
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Throne	Step Ahead
Osvald	DMD Increased Experience
Temenos	EM, Step Ahead
Hikari	Step Ahead

Kill encounters while picking up chests (3x Fire)  
 Chest **Dragon Essence**  
 Chest **Dragon Essence**  
 Chest **Lost Tribe's Bow**  
 Chest **Tornado Glaive**  
 Kill encounters until Temenos has 7400 JP

These are for selling  
 Might not need them but you are walking around killing stuff anyway

WINTERBLOOM - SHIPWRECK - MERRY HILLS

Warp to Winterbloom  
**WINTERBLOOM TAVERN**

Temenos	Partitio
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**TAVERN EQUIP MENU**

**EQUIPMENT**

Temenos	Unequip All
Throne	JP Booster, Champ Belt
Partitio	Aluring Ribbon, JP Booster

Mug soldier for **Fort Nut L** (middle of town) (3x Fire)

Warp to **New Delsta Anchorage**, sail out (1 encounter 3x Fire)  
 Sail to **Shipwreck**  
 Kill encounters until Partitio has 9760 JP and Hikari has 9630 JP (3x Fire)

Warp to **Merry Hills**  
 Purchase **Diamond Dagger** from merchant down the main street  
 Steal **Swift Cloak**

**SHOP - MERRY HILLS WEAPONS**

**Buy**

Swift Shield (equip Throne)
Dazzling Tala (equip Throne)

**Sell**

Lost Tribe's Sword
Tornado Glaive

If you picked them up

Steal **Pom L** and **Crit Nut S** from NPC at entrance  
 Steal **Magic Nut L** from post under the walkway  
 Steal **Light Nut M** from NPC at the beginning of next screen  
 Mug right side singer for **Magic Nut M** (3x Fire)

**MENU AFTER MERRY HILLS**

**JOBS**

Throne	Thief	Aeber's	Warrior	All normal skills
Osvald	Warrior			
Throne	Armamaster			

**EQUIPMENT**

Throne	Optimize	Giant Club
Partitio	Unequip all	

**SUPPORT**

Throne	Growth-Trees	Step Ahead, DMD
Osvald	Increased-EXP	EM

BEASTING ANCHORAGE - BEASTING VILLAGE - ROQUE ISLAND - CLERIC GUILD

Warp to **Beasting Anchorage**  
 Run to **North Beasting Village Path**  
 Run to **Beasting Village** (1 encounter, fee)  
 Recruit **Ochette** (replace Hikari)

**OCHETTE RECRUIT**

Temenos	Castti
Partitio	Ochette
Hikari	Temenos

Steal **Beasting Island Exploration Book**

**MENU AFTER STEAL**

**EQUIPMENT**

Ochette	JP Booster
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**SUPPORT**

Temenos	EM
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Warp to **Beasting Anchorage**, sail out  
 Sail to **Roque Island**  
 Run to town using left path (2 encounters, at night, kill with Throne def Aeber's)  
 Soothe man guarding the store room with 2 Herb of Serenity  
 Pick up chests (Lychee L, 3x Rejuvenating Jam, 40k leaves, **Magic Nut L**)  
 Steal **Pom M** and **Pom L** from man near the inn  
 Inn

Force the second encounter if needed

Warp to **Montwise**, leave  
 Run to **Borderfall**  
 Run to **Cleric Guild** (1 encounter, night, def Aeber's)  
 Get **Cleric Job**  
 Get the bottom **Cleric License**

This should get Ochette to 630 JP, if not, force another one

NEW DELSTA MENU TOWN

Warp to **New Delsta**

**MENU AT NEW DELSTA**

**JOBS**

Castti	Merchant	3 skills
Ochette	Merchant	Hired Help + 2 skills

Order is important because Ochette needs to stay merchant after this

**SUPPORT**

Castti	Step Ahead, Boost Start
Ochette	Step Ahead, Boost Start

Use tavern

**NEW DELSTA TAVERN**

Castti	Hikari
Ochette	Partitio

**MENU AFTER TAVERN**

**JOBS**

Hikari	Cleric	All skills
Partitio	Dancer	2 skills
	Cleric	All skills

**SUPPORT**

Hikari	Step Ahead
Partitio	Step Ahead, Show Goes On

Use tavern again

**NEW DELSTA TAVERN**

Hikari	Osvald
Partitio	Agnes

**MENU AFTER MUG**

**ITEMS**

Throne	All Light (1+1+0), Crit (1+1+0), Sharp (1+0+2), Fort nuts (3+2+1), SP nut
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**EQUIPMENT**

Osvald	Fang-of-Ferocity	Finisher's Claw
Throne	EXP Booster	Fang of Ferocity
Temenos	EXP Booster	

JOBS			
Temenos	Cleric	all skills	Scholar
Agnea	Inventor		

SUPPORT		
Throne	Life-in-Shadows	Peak Performance
Osvald	EM	DMD

BEASTING ANCHORAGE - LOST ISLE - MONTWISE

Warp to **Beasting Anchorage**, sail out  
Sail to fight Sea Monster at night

SEA MONSTER	Throne	Osvald	Agnea	Temenos
	Defend	Defend	Crit Scope	
	Aeber's	4x Fire		

Sail to **Lost Isle**  
Chest **Ancient Curse Talisman**  
Track back to **Arcanist Job**

Warp to **Montwise**  
Steal **Magic Nut M** from merchant near entrance  
Alure the same NPC

MENU AFTER ALLURE			
JOBS			
Osvald	Arcanist	4 skills	Warrior
Agnea	Dancer	Peacock	Inventor

SUPPORT		
Throne	Boost-Start	Summon Strength
Osvald	Boost-Start-Step-Ahead	Price of Power; Elemental Augment
Temenos	Step Ahead	

EQUIPMENT	
Osvald	Optimize

ITEMS	
Osvald	All Magic Nuts (0+2+2)

Inn  
Go to the library  
Complete the book quest  
Complete AI's quest

BEASTING ANCHORAGE - GATE OF FINIS

Warp to **Beasting Anchorage**, sail out  
Sail to ???  
SWITCH TO NIGHT

PARTY FORMING			
Osvald	Casti		
Agnea	Throne		
Partilio	Hikari		
Ochette	Temenos		

The order matters. The order of Aelric's bonus turns is reverse of your party order

THE EYE	Osvald	Agnea	Partilio	Ochette
T1		Boots Ochette	LP Aelric Agne	LP Roar
T1-a		Pom L Partli		
T2	Rev Jam Ochette	LP 2x Scope	Aelric Osvald	4x HH Beasts
T2-a	3x Fire	2x Peacock Osv		
T3	Rev Jam self	Essence	Curse Talisman	4x Guards
T3-a	LP 4x Fire	Pom M Partli		
T4	LP 4x Fire	Light L	4x HH Vets	Rej Jam Osvald
T4-a	LP 4x Fire	Reif Jam Osv		
T5	Thunder	Defend	Defend	Roar
T5-a				
T6	LP 4x Fire	4x Elem Bomb	4x Assassins	Lychee L Osvald
GALDERA	Casti	Throne	Hikari	Temenos
T1	Defend	LP ReJam+Aeber	Aelric Throne / Pom	Aelric Throne / Pom
T1-a		LP ReJam+Aeber		
T2	LP 4x Concoct	Aeber's	Aelric Casti	Aelric self
T2-a	4x Concoct	4x Dagger		Rev Jam Throne
T3	Essence	4x Bow	4x Spear	LP 4x Barrage
T3-a	Rej Jam Throne	LP AC + 4x LH Axe		Pom M Throne
T4		LP 4x LH Axe + 3x		

Turns marked TN-A are Aelric's bonus turns taking place at the end of each turn

First Cleric has to Pom M the other Cleric. Throne jams herself  
2x Pom Leaf + Whimsical Leaf + Strengthening + Diffusing  
Pom Leaf + Mighty Leaf + Whimsical Leaf + Strengthening + Diffusing

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Someone hits a broken target  
Throne has to hit the same target that was hit an extra time last round

Walk to outscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Pierce	Axe
	3x Dark Night	3x Slice	3x Axe

Break the adds with Throne and Scaracci, Pierce the leader  
Throne kills the leader. Scaracci kills the add Throne broke

Run to **Gambling Parlor**  
After outscenes run to **Gambling Parlor** again  
Steal **Gold Ring** from shopkeeper above quest NPC  
Steal **Dress** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S, Wind S, Light S** from old man on shop street

#### SHOP - NEW DELSTA WEAPONS

Buy Unerring Earring

For inventor ability

Steal **Antique Coin** from kid in front of theater  
Steal **Silk Handkerchief** from gentleman on the way  
Run to the **Manse**  
Ambush quest NPC  
Chest **1, 2k leaves** (far left) (1 encounter, break unless 2 enemies or lantern, flee)  
Chest **Shadow S** (room above stairs)  
Run to the boss (1 encounter, break unless 2 enemies or lantern, flee)

Throne
Dark Night
Shadow S
4x Sword
Shadow S
Light S
Defend
4x Sword
LP Ice S + Wind S
Sword

Should be able to Sword here if first on next turn

#### NEW DELSTA - CAPE COLD

Switch to day, run to **New Delsta Plains** (1 encounter)  
Walk to **New Delsta Anchorage**, leave  
Walk and run to **Abandoned Village** (1 encounter), leave  
Walk to **South Cape Cold Snows**  
Walk to **Osvaid** and recruit him  
Run to **Cape Cold**  
Mug old man up and left of entrance for valuables (Def, Staff, 4x Fire)  
Chest **2k leaves** in house behind shops

Break and flee single encounters, flee and pray if 2 enemies

#### NEW DELSTA ANCHORAGE - TOTOHAHA - CANALBRINE

Warp to **New Delsta Anchorage** and sail to **Toto'haha**  
Steal **Bottle** (quest item) from NPC on the pier  
Sail to **Canalbrine**  
Recruit **Casti**  
Deliver **Bottle** to complete quest (4k leaves, Crit Nut M)  
Inquire NPC in item shop and pick up **Slumber Sage** from water

#### SHOP - CANALBRINE WEAPONS

Buy Critical Earring

For inventor ability

#### ABANDONED VILLAGE - WATERWAY

Warp to **Abandoned Village**  
Go out, pick up **Herb of Serenity** above ruined arch  
Change Night/Day until you get priestless shops

#### SHOP - BLACK MARKET

Sell All valuables (14,750)  
Herb of Serenity  
Buy 1 of each Fire S, Thunder S  
2x Ice S  
6x Fire M  
3x Ice M  
4x Light M

For inventor ability  
1 for recruiting Hikari, other for inventor  
A note on M stone usage: you need to keep 1 Fire, 1 Thunder, 1 Ice, and 2 M of any type for Hikari 2  
We will pick up 2 more Thunder M, and you can purchase 1 Fire M  
Basically when specific type is not required, always use Fire  
After Hikari 2 three M stones are used for encounters: Ice, Thunder, Light

Go to the **Abandoned Waterway** (1 encounter)  
Kill encounter inside Waterway with Ice M  
Chest **8k leaves** (to the left, pass under stairs)

Always lizards

#### CANALBRINE - CONNING CREEK

Warp to **Canalbrine**  
Run to **Canalbrine Bridge** (2 encounters, break and flee)  
Run to **North Conning Creek Road** (1 encounter, break and flee)  
Run to **West Conning Creek Road** (1 encounter, Fire M)

Note on encounters: if you get ambushed by any encounter and manage to kill it you will end up short in JP later. Kill one extra low DL encounter per ambush you survive

#### MENU AFTER KILLING ENCOUNTER

ABILITIES
Osvaid Thunder, Advanced Magic
SUPPORT
Osvaid Evasive Maneuvers (EM)

Run to **Conning Creek** (1 encounter, Fire M)  
Do no start story  
(Optional) Steal **Octopuff Pot** from the woman next to the path to harbor (55% and getting memed)  
Run to **Conning Creek Harbor**  
Steal **Wind L** from lady next to house on the left  
Chest **Rainbow Glass Shard** on the beach

Equip on Temenos

#### NEW DELSTA - INVENTOR HOUSE

Warp to **New Delsta**  
Run and walk to the Thief's camp (north) and change to night to fight him  
**Thief**: 2x spell, 2x axe/dagger  
Run to the **Inventor's House**  
Get the **Inventor Job, Elemental Bomb, Critical Scope**

Turning in 3 of each S stone, glass shard, and the two earrings

#### MENU AFTER GETTING INVENTOR

SUPPORT
Throne Step Ahead
Osvaid Step Ahead
Casti Step Ahead

#### NEW DELSTA ANCHORAGE - CROFDAL - ORESRUSH - RYU

Warp to **New Delsta Anchorage** and sail to **Crackridge Anchorage**

Run to **East Cropdale Path** (1 encounter, flee)  
Run to the **1.6k leaves** chest  
Run to **Cropdale**, leave (1 encounter, flee)  
Run to **South Cropdale Path** (1 encounter, flee)  
Run and walk to **South Oresrush Pass**  
Run to **Oresrush**, don't start story  
Recruit **Partitio**, leave  
Run and walk to **North Ryu Sands**  
Run and walk to **Ryu**  
Fight: Ice S + 2x Ice at night, attack leader if alive  
Recruit **Hikari** (replace **Castti**)  
Purchase **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

#### MENU AFTER RECRUITING HIKARI

##### SUPPORT

**Hikari** Step Ahead  
**Partitio** Step Ahead

#### CRACKRIDGE ANCHORAGE - CRACKRIDGE

Warp to **Crackridge Anchorage**  
Run to **South Crackridge Pass** (1 encounter, Light M)  
Run and walk to **6.4k leaves** chest down ladder from the rails (1 encounter, break armadillo with sword/staff, then Light M)  
Run and walk to **West Crackridge Pass**  
Run towards the Merchant Guild (1 encounter, brak armadillo, Light M)  
Mug the merchant in the camp, flee  
Pick up **Thunder M** chest  
Get **Merchant Job**  
Run and walk to **Crackridge**

#### NEW DELSTA - FLAMECHURCH - MONTWISE

Warp to **New Delsta**, leave  
Turn in AT's quest (1.5k leaves)  
Run to **West Clockbank Road**  
Run to **East Flamechurch Path** (1 encounter, flee)  
Run and walk to **Flamechurch**, leave  
Run to **Borderfall** (1 encounter, flee)  
Run to **Thunder M** chest after rope bridge (1 encounter, Fire M)  
Run to **West Montwise Pass**  
Run and walk to **Montwise**, start **Hikari 2**  
Mug investor (top person of a group of three) with Fire M for **Dazzling Artwork** and **Stimulating Bracelet**

#### SHOP - MONTWISE ITEMS

**Sell** Dazzling Artwork  
Stimulating Bracelet

Purchase **Wind M** from man in front of bench  
Go to the arena  
Fight 1: Defend, 3x Spear, Wind M  
Fight 2: Ice M  
Fight 3: Thunder M, 3x Sword, Fire M

#### MENU BEFORE LAST DUEL

##### ITEMS

**Hikari** Grapes

##### JOBS

**Throne** Corrosive Merchant Collect, Hired Help  
**Osvald** Inventor  
**Partitio** Hired Help

##### SUPPORT

**Throne** Grows in Trees

Fight 4: Fire M, Wind L

BANDELAM	Throne	Osvald	Hikari	Partitio
	Corrosive	Defend	Porn S Throne	Defend
	4x HH Guards	3x Axe	-	3x Spear

#### MENU AFTER BANDELAM

##### SKILLS

**Throne** Donate BP

##### SUPPORT

**Throne** Boost Start

Go back to the arena  
Ambush dude next to the railing on the right  
Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Reinforcing Jam, Champion Belt)

#### FLAMECHURCH

Warp to **Flamechurch**  
Fight: Fire S twice  
Recruit **Temenos** (replace **Hikari**)

#### MENU AFTER RECRUITING

##### EQUIPMENT

**Temenos** Champion Belt

##### SUPPORT

**Partitio** Step Ahead

#### BEASTING ANCHORAGE - TROPUHOPU - ORESRUSH - CAPE COLD - WINTERBLOOM

Warp to **Beasting Anchorage**  
Hire the NPC on the pier  
Run to **West Tropu'Hopu Path** (1 encounter, flee)  
Run to **Tropu'hopu** (1 encounter, Ice M)

Warp to **Oresrush**  
Purchase **Pickaxe** from dude at weapon shop

Warp to **Cape Cold**  
Purchase **Silver Quill** from a man in the house to the left, then leave  
Run to **East Cape Cold Snows** (1 encounter, flee)  
Run to **West Winterbloom** Shows (1 encounter, flee)  
Run to **Winterbloom** (1 encounter, Thunder M if you have)  
Don't start story  
Deliver Pickaxe to complete quest (7k leaves, Rusty Sword, Rev Jam)  
Deliver Silver Quill to complete quest (Magic Nut M)

#### CRACKRIDGE - GRAVELL - TROPUHOPU

Warp to **Crackridge**  
Run to **West Gravel Pass** (1 encounter, break armadillo, Light M)  
Run to **Thunder L** chest on the way

This encounter is needed to guarantee JP. If you can't kill it, kill one on the way to Borderfall

Note on stone uses here: the stone used after break doesn't matter as such as long as you don't use the stones that are absolutely needed for the remaining fights.  
Also we are killing three more encounters with M stones, first with Ice, Thunder, Light

With current exp routing he does not level up from the previous fight and can die to a double hit crit  
If he has full HP obviously skip this

If you go first on second turn, Corrosive on T1 instead and don't use LP

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around  
To avoid having to defend with characters not involved in the killing

25% increased money when selling

We don't exactly have optimal setup to kill this with 2 people having Step Ahead, but if you didn't use Throne's LP for the champ, you can use it here

Run and walk to **Gravell** (1 encounter, switch to night before, Throne def, 4x HH Guards)  
 Tavern, **Castti** in (replace **Partitio**)  
 Soothe the guard on the smith's door with Slumber Sage  
 Deliver Rusty Sword, get **Conqueror's Sword** and **Armsmaster** job  
 Tavern, **Partitio** in (**Castti** out)

Warp to Tropu'hopu

**SHOP - TROPU'HOPU ITEMS**

**Sell** Conqueror's Sword

Steal **Fort Nut M** from a sailor next to a kid topleft  
 Hire merchant in the Inn  
 Go to the **Shipyard**, purchase the boat  
 Chest **Reinforcing Jam**  
 Chest **20k leaves**  
 If no encounter yet, warp to New Delsta Anchorage and re-embark (if encounter, kill with 3x HH Guards)  
 Chest **EXP Booster**

**BOOSTERS - GIANT CLUB - ASSASSINS**

Warp to **Beasting Anchorage**  
 Run to the **Island Cave** (1 encounter, flee)  
 Run and walk to **Giant Club** chest (1 encounter, switch to night before, Throne def, 4x HH Guards) (Go up then right)

**MENU AFTER JP BOOSTER**

**EQUIPMENT**  
**Throne** EXP Booster, JP Booster

Warp to **Gravell**, leave  
 Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
 Run and walk to **Giant Club** chest (1 encounter, switch to night before, Throne def 4x HH Guards or Beastlings) (Follow torches all the way to bottom left)

Warp to **Montwise**, leave  
 Run to **West Merry Hills Pass** (1 encounter, flee)  
 Run to **Merry Hills** (1 encounter, night, Throne def 4x HH Guards, Thunder L if not dead)

**MENU IN MERRY HILLS**

**EQUIPMENT**  
**Temenos** Giant Club

**JOBS**  
**Oswald** Scholar 2 skills Armsmaster  
**Temenos** Merchant 3 skills Inventor  
**Throne** Merchant

**SUPPORT**

**Oswald** Extra Experience  
**Temenos** Step Ahead, Boost Start  
**Partitio** Step Ahead

Go out  
 Chest **Herb of Serenity**  
 Run to fight the assassins at night

**ASSASSINS**

Throne	Oswald	Temenos	Partitio
Donate BP Partitio	Ice	3x Sword top	Defend
4x HH Beasts			4x HH Beasts

**MENU AFTER ASSASSINS**

**JOBS**  
**Oswald** Merchant 3 skills Armsmaster  
**Throne** HP Thief, Surprise Merchant  
**Temenos** Mystic Staff, Revive, 2 other Cleric skills Inventor

**SUPPORT**

**Throne** Step Ahead  
**Oswald** Step Ahead Boost Start  
**Temenos** Evil Ward  
**Partitio** Step Ahead

**CONNING CREEK - SAI - DESERT CAVE**

Warp to **Conning Creek**, leave  
 Steal **Pom Leaf** and **Whimsical Leaf** from merchant at the crossroad  
 Run to **East Sai Sands** (1 encounter, 2x Catapult)  
 Run to **South Sai Sands** (1 encounter, 2x Catapult)  
 Run to **Sai** (1 encounter, 2x Catapult), leave  
 Run to **West Sai Sands** (1 encounter, 2x Catapult)  
 Chest **Reinforced Jam**, ladder on the right after gate  
 Run to **East Ku Sands** (1 encounter, 2x Catapult)  
 Chest **Firestarter** in sandpit to the left

Warp to **Sai**, leave  
 Run to **West Sai Sands** (1 encounter, 2x Catapult)  
 Run to **Sand Cave** (1 encounter, 2x Catapult)

**MENU AT THE CAVE**

**SUPPORT**  
**Throne** Step Ahead  
**Oswald** Step Ahead

Fight the boss at night

**DESERT WORM**

Throne	Oswald	Temenos	Partitio
Defend	Defend	Crit Scope	
3x Dagger	4x Sword	4x Mystic Staff	Defend
			4x HH Guards

Chest **Rusted Axe**  
 Run to **Scorched Bone Spear** chest (1 encounter at night, 3x Catapult)

**SHIPWRECK #1 - GRAVELL**

Warp to **Crackridge Anchorage** sail out  
 Sail to **Shipwreck**

Go towards **Rusty Dagger** chest (1 encounter, night, Throne def 4x HH Guards)  
 Chest **Rusty Dagger** (far left end of the dungeon)

Warp to **Gravell**  
 Steal **Sharp Nut L** and **Lychee L** from man at entrance  
 Deliver two rusty weapons

**SHOP - GRAVELL WEAPONS**

**Sell** Dancer's Blade  
 Lionheart's Axe  
**Buy** Quick Cloak (equip Throne)

Note: Picking JP Booster first reduces the amount of map cursor movement you have to do but adds one warp. Your call

If you get sentinel, defend with both, break with staff/bow, and then 4x Guards

Moles and small birds die to Guards, big birds and sentinels need Beastlings. Revenant needs break, Crit Scope, 4x Beasts. Break with Sword/Staff/Bow

Backup for Throne not hitting 48 for the final menu. If you got Calts/Octopuffs you will probably need this

Partitio does not need Step Ahead here

Can also be Throne Donate BP Partitio if turn order allows

**MENU AFTER SELLING**

<b>EQUIPMENT</b>	
Osvald	Optimize

<b>SUPPORT</b>	
Throne	Step-Ahead
Temenos	Step-Ahead

**MONTWISE - STORMHAIL**

Warp to **Montwise**, leave  
 Run to **North Montwise Pass** (1 encounter, 3x Fire)  
 Ambush the guard  
 Run to **South Stormhail Snows** (1 encounter, Def, 4x Fire)  
 Purchase **Wall Book(?)** from man on the cliff  
 Steal **Mighty Leaf, Pom M** and **Pom L** from woman next to ladder  
 Run to **Stormhail** (1 encounter, Def, 4x Fire)  
 Guide the NPC near entrance  
 Steal **Magic Nut S** and **Shadow M** from templar on the right  
 Purchase **Treasured Necklace** off of quest NPC to complete quest (**Alluring Ribbon, 14k** leaves)

**SHOP - STORMHAIL WEAPONS**

Buy	2x Unerring Bracelet
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**SCHOLAR - CRACKRIDGE - AGNEA - MERCHANT SHRINE - BRIDGE**

Warp to **Winterbloom**, leave  
 Run to the **Scholar Guild** (1 encounter, 3x Fire)  
 Get **Scholar Job**  
  
 Warp to **Crackridge**  
 Scrutinize Mason near item shop for a hidden item  
 Ambush the man guarding the house to the far down right  
 Chest **Book of the Void**  
  
 Warp to **Cropdale**  
 Recruit **Agnea** (replace Osvald)  
 Allure woman to the left (100%)

**MENU AFTER RECRUIT**

<b>JOBS</b>	
Temenos	Scholar Adv. Magic, Barrage

<b>SUPPORT</b>	
Agnea	Step Ahead
Temenos	EM

Warp to **Crackridge**  
 Pick up hidden item **Fort Nut M**  
  
 Warp to **Stormhail**  
 Run and walk to **Under the Wall**  
 Collapse the bridge  
 Run and walk to **Lost Tribe's Staff** chest (down, 5 sets of stairs, behind stairs, if encounter, flee and pray)

**WINTERBLOOM - SAI - WELLGROVE**

Warp to **Winterbloom**  
 Tavern **Osvald** in (Agnea out)

**MENU AFTER TAVERN**

<b>SUPPORT</b>	
Osvald	EM Elemental Augment

<b>EQUIPMENT</b>	
Osvald	Optimize

Warp to **Sai**, leave  
 Run to **West Sai Sands** (1 encounter, 3x Fire)  
 Run to **East Wellgrove Path** (1 encounter, 3x Fire)  
 Run to **Wellgrove** (1 encounter, 3x Fire)  
 Steal 2x **Pom M** from lady in front of shop  
 Steal **Sharp Nut L** and **Diffusing Serum** from man in the inn  
 Mug Mystery Merchant for **Magic Nut L** (+2 other) (Adv. Magic, LP 4x Fire)  
 Steal **Whimsical Leaf** from woman sitting on bench  
 Get **Dancer Job**  
  
 Warp to **Sai**  
 Inn  
 Steal **Fort Nut S** from man in the house on the way  
 Get **Warrior Job**  
 Steal **Lychee M** from front left dude  
  
 Warp to **Wellgrove**, leave  
 Run to **North Wellgrove Path** (1 encounter, 3x Fire)  
 Chest **Pom L** (inside tree roots)  
 Run to **South Timberain Path** (1 encounter, 3x Fire)  
 Run to **Timberain** (1 encounter, flee)  
  
 Steal **Light L, Wind L** from woman to the left  
 Purchase **Blessed Vestments** from judge  
 Scrutinize girl in front of castle plaza fountain,  
 Purchase **Ancient Circlelet** from quest NPC  
 Hidden item **Magic Nut M**

**RYU - NAMELESS ISLAND**

Warp to **Ryu**  
 Tavern, **Hikari** in (Partitio out)

**MENU WHEN THRONE HAS 4000 JP**

<b>SKILLS</b>	
Throne	2 Thief skills

<b>SUPPORT</b>	
Throne	Life in Shadows

<b>EQUIPMENT</b>	
Osvald	Optimize
Hikari	2x Unerring Bracelet

Warp to **Beasting Anchorage**, sail out  
 Sail to **Nameless Isle**  
 Run to the boss (2 encounters, at night 3x Fire)  
 Fight at night

<b>GIGANTES</b>	Throne	Osvald	Temenos	Hikari
		Defend		Defend

We don't have any resources to kill this

1 is for damage range on dragon, other is optional

Should already have normally, if not, just get the missing JP from Nameless Isle encounter(s)

Throne and Temenos don't need Step Ahead for this fight

4x HH Beasts 4x Sword 4x Mystic Staff 3x Aggressive

**Chest Finisher's Claw**

Bribe the explorer for translation info

STORMHAIL - INFERNAL CASTLE

Warp to Stormhail, leave  
Run to Under the Wall  
Run to Infernal Castle

**MENU AT DUNGEON**

**Items**

Osvald All Magic Nuts (1+2+1)

**EQUIPMENT**

Osvald Alluring Ribbon, Finisher's Claw

**JOBS**

Hikari Inventor

**SUPPORT**

Osvald Increased Exp Peak Performance

Temenos EM Step Ahead

Hikari Step Ahead

Move towards the boss killing encounters at night (Osvald def, Temenos Adv. Magic, 4x Fire)

**MENU WHEN OSVALD HAS 4630 JP**

**EQUIPMENT**

Osvald Alluring Ribbon

**JOBS**

Osvald Warrior All normal skills Armsmaster

**SUPPORT**

Throne Step Ahead

Osvald Elemental Augment Deal More Damage (DMD)

Temenos EM

Hikari Step Ahead

Fight the Direwolf at night

DIREWOLF	Throne	Osvald	Temenos	Hikari
	Defend	Adv. Magic self	LP 3x Barrage	Crit Scope
	4x Bow	4x Fire	-	Defend / Pom L
	-	LP 4x Fire	-	Pom L Osvald

Pom L on T2 if after Osvald

Chest Stone of Truth

BEASTING ANCHORAGE - BEASTING VILLAGE - CURIOUS NEST - RYU

Warp to Beasting Anchorage  
Run to North Beasting Village Path  
Run to Beasting Village (1 encounter, flee)  
Recruit Ochette (replace Hikari)  
Steal Beasting Island Exploration Book from merchant nearby

Companion choice doesn't matter as we're not doing her final chapter

**MENU AFTER STEAL**

**ITEMS**

Osvald Lychee M + L

**EQUIPMENT**

Osvald Stone of Truth

**JOBS**

Ochette Inventor

**SUPPORT**

Ochette Step Ahead

Warp to Beasting Anchorage, sail out  
Sail to fight the shark at night

SHARK	Throne	Osvald	Temenos	Ochette
	Defend	Staff	Defend	Crit Scope
	4x Dagger	4x Fire	4x Staff	

Backup for Throne not hitting 48 for the final menu. If you got Calts/Octopuffs you will probably need this

Sail to Curious Nest

Chest Herb of Serenity

Go towards the boss at night (1 encounter, 3x Fire)

DRAGON	Throne	Osvald	Temenos	Ochette
	Defend	Sixfold Strike	Staff	Crit Scope
	4x Bow	LP 4x Fire	4x Mystic Staff	Wind L

If Osvald misses a hit, use Throne LP on next turn to break with the weapon that missed (and hope it's not axe)  
Wind L covers damage range.

Chest Dragon Essence

Chest Fang of Ferocity

Chest Dragon Essence

Kill 1 more encounter if Ochette JP not 630 yet

**MENU WHEN OCHETTE 630 JP**

**JOBS**

Ochette Merchant Hired Help + 2 skills

**SUPPORT**

Ochette Boost Start

Warp to Ryu

Inn

Tavern Hikari in (replace Ochette)

SHIPWRECK #2 - WINTEBLOOM - SHIPWRECK #3

Warp to Crackridge Anchorage, sail out  
Sail to Shipwreck

**MENU AT SHIPWRECK**

**EQUIPMENT**

Osvald Finisher's Claw Fang of Ferocity

Temenos Alluring Ribbon

**SUPPORT**

Throne Step Ahead

Osvald DMD Increased Experience

Temenos EM, Step Ahead

Hikari Step Ahead



Kill encounters until Temenos has 8130 JP (3x Fire)

Warp to **Winterbloom**  
Tavern **Partitio** in (replace **Temenos**)

TAVERN EQUIP MENU		
EQUIPMENT		
<b>Temenos</b>	<i>Unequip All</i>	
<b>Throne</b>	JP-Booster-	Champ Belt
<b>Partitio</b>	Alluring Ribbon, JP Booster	

Mug soldier for **Fort Nut L** (middle of town) (3x Fire)

Warp to **New Deista Anchorage**, sail out (1 encounter 3x Fire)  
Sail to **Shipwreck**  
Kill encounters until Partitio and Hikari have 9760 JP (3x Fire)

MENU AFTER GRIND GOAL		
SUPPORT		
<b>Oswald</b>	Increased-Exp	DMD
MONTWISE - MERRY HILLS - MONTWISE - NEW DELSTA		

Warp to **Montwise**  
Steal **Magic Nut M** from merchant near entrance  
Go to the library  
Complete the book quest  
Complete A's quest

Warp to **Merry Hills**  
Purchase **Diamond Dagger** from merchant down the main street  
Steal **Pom L** and **Crit Nut S** from NPC at entrance  
Steal **Reinforcing Jam** and **Strengthening Serum** from NPC at top left house

SHOP - MERRY HILLS WEAPONS	
<b>Sell</b>	Swift Shield (equip Throne)
	Dazzling Tiara (equip Throne)

Steal **Magic Nut L** from poet under the walkway  
Steal **Light Nut M** from NPC at the beginning of next screen  
Mug right side singer for **Magic Nut M** (3x Fire)

Warp to **New Deista**  
Mug tavern owner for **Fort Nut M** (Defend, LP 4x Fire)  
Tavern **Agnea** and **Temenos** in (replace **Hikari** and **Partitio**)

MENU AFTER TAVERN				
JOBS				
<b>Throne</b>	Thief	Aeber's	Warrior	All normal skills
<b>Oswald</b>	Warrior			
<b>Throne</b>	Armsmaster			
<b>Agnea</b>	Inventor			

EQUIPMENT				
<b>Oswald</b>	Fang-of-Ferocity	Finisher's Claw		
<b>Throne</b>	Optimize	Giant Club	EXP-Booster	Fang of Ferocity
<b>Temenos</b>	EXP Booster			

SUPPORT		
<b>Throne</b>	Geows-in-Trees-Life-in-Shadows	Step Ahead, DMD, Peak Performance
<b>Temenos</b>	EM, Step Ahead	

BEASTING ANCHORAGE - LOST ISLE - MONTWISE - CLERIC GUILD			
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Warp to **Beasting Anchorage**, sail out  
Sail to fight Sea Monster at night

SEA MONSTER	Throne	Oswald	Agnea	Temenos
	Defend	Defend	Crit Scope	Pom M Throne
	LP 3xSurprise+Aeber 4x Fire			

Sail to **Lost Isle**  
Chest **Ancient Curse Talisman**  
Track back to **Arcanist Job**

Warp to **Montwise**, leave  
Run to **Borderfall**  
Run to **Cleric Guild**  
Get **Cleric Job**  
Get the bottom **Cleric License**

BEASTING ANCHORAGE - ROQUE ISLAND			
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Warp to **Beasting Anchorage**, sail out  
Sail to **Roque Island**  
Run to town using left path (1 encounter, kill if Throne close to level 48, flee otherwise)  
Ambush man guarding the store room if able  
Pick up chests (3x **Rejuvenating Jam**, 40k leaves, **Magic Nut L**)

FINAL MENU PT 1					
JOBS					
<b>Oswald</b>	Arcanist	4 skills	Warrior		
<b>Agnea</b>	Dancer	Peacock	Inventor		
<b>Temenos</b>	Cleric	All skills	Dancer	2 skills	Scholar

SUPPORT		
<b>Throne</b>	Boost-Start	Summoning Strength
<b>Oswald</b>	Boost-Start-Step-Ahead	Price of Power, Elemental Augment
<b>Temenos</b>	Boost-Start	Show Goes On

EQUIPMENT	
<b>Oswald</b>	Optimize

Inn  
Tavern **Hikari** and **Partitio** in (replace **Temenos** and **Agnea**). Check everyone's LP

FINAL MENU PT 2	
SUPPORT	
<b>Partitio</b>	Alluring Ribbon

JOBS				
<b>Hikari</b>	Dancer	2skills	Cleric	All skills
<b>Partitio</b>	Dancer	2 skills	Cleric	All skills

SUPPORT	
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For Throne to reach 48 she needs to be 1/3 of the way to 48

If Throne isn't level 48 yet

If Throne is not level 48 we'll do this after tavern with Castti instead  
^

<b>Hikari</b>	Step Ahead, Show Goes On
<b>Partitio</b>	Step Ahead, Show Goes On

Tavern **Castti** and **Temenos** in (replace **Hikari** and **Partitio**)  
 Sooth man guarding the store room with 2x Herb of Serenity  
 Pick up chests (3x **Rejuvenating Jam**, 40k leaves, **Magic Nut L**)

FINAL MENU PT 3	
ITEMS	
<b>Throne</b>	All Light (1+1+0), Crd (1+1+0), Sharp (0+0+2), Fort nuts (2+3+1), SP nut
<b>Osvald</b>	All Magic Nuts (0+2+2)

**BEASTING ANCHORAGE - ???**

Warp to **Beasting Anchorage**, sail out  
 Sail to ???  
 SWITCH TO NIGHT

Party 1 Osvald, Agnea, Partitio, Ochette  
 Party 2 Castti, Throne, Hikari, Temenos

THE EYE	Osvald	Agnea	Partitio	Ochette
T1		Boots Parti	LP Aelfric Agne	LP Roar
T1-a		Reinf Jam Parti		
T2	Pom M Agnea	LP 2x Scope	Aelfric Osvald	<b>4x HH Beasts</b>
T2-a	3x Fire	3x Peacock Osv		
T3	Rev Jam self	<b>Essence</b>	<b>LP 4x Guards</b>	Pom L self
T3-a	LP 4x Fire	Curse Talisman		
T4	LP 4x Fire	Light L	Rej Jam Osvald	4x HH Vets
T4-a	LP 4x Fire	Reinf Jam Osv		
T5	Thunder	Defend	3x HH Guards	LP Roar
T5-a	Thunder			
T6	LP 4x Fire	<b>4x Elem Bomb</b>	Rej Jam Osvald	4x HH Vets

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP ReJjam+Aeber	Pom L second cleric / Aelfric Throne	
T1-a		LP RevJam+Aeber		
T2	LP 2 BP whimsy all	Aeber's	Aelfric Castti	Aelfric self
T2-a	2 BP whimsy all	4x Dagger		Rev Jam Throne
T3	<b>Essence</b>	<b>4x Dagger</b>	<b>4x Spear</b>	<b>LP 4x Barrage</b>
T3-a	MightWhims Throne	LP AC + Aeber		Reinf Jam Throne
T4	Rej Jam Throne	LP Swift + Aeber		
T4-a	-	Aeber's		Pom M Throne

This part is only relevant if Throne wasn't able to ambush the guard  
 If she was, go to the last part of the menu

The order matters. The order of Aelfric's bonus turns is reverse of your party order

Turns marked TN-a are Aelfric's bonus turns taking place at the end of each turn

The vets is not really needed here

First Cleric has to Pom L the second Cleric. Thron jams herself

Concoct is Pom Leaf + Whimsical Leaf + Strengthening Serum + Diffusing Serum

Concoct Mighty Leaf + Whimsical  
 The necessity of the swift step in this route is questionable, experiment at your own risk

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Throne has to hit the same target as Scaracci did

Walk to outscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Pierce	Axe
	3x Dark Night	3x Slice	3x Axe

Break the adds with Throne and Scaracci, Pierce the leader  
Throne kills the leader. Scaracci kills the add Throne broke

Run to **Gambling Parlor**  
After outscenes run to **Gambling Parlor** again  
Steal **Gold Watch** from shopkeeper above quest NPC  
Steal **Dress** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S, Wind S, Light S** from old man on shop street

#### SHOP - NEW DELSTA WEAPONS

Buy Unerring Earring

For inventor ability

Steal **Antique Coin** from kid in front of theater  
Run to the **Manse**  
Ambush quest NPC  
Chest **1.2k leaves** (far left)  
Chest **Shadow S** (room above stairs)

PIRRO	Throne
	Dark Night
	Shadow S
	4x Sword
	Shadow S
	Light S
	Defend
	4x Sword
	LP Ice S + Wind S
	Sword

Should be able to Sword here if first on next turn

#### NEW DELSTA - CAPE COLD

Walk and run to **New Delsta Plains** (1 encounter)  
Walk to **New Delsta Anchorage**, leave  
Walk and run to **Abandoned Village** (1 encounter), leave  
Walk to **South Cape Cold Snows**  
Walk to **Osvald** and recruit him  
Run to **Cape Cold**  
Mug old man up and left of entrance for valuables (Def, Staff, 4x Fire)  
Chest **2k leaves** in house behind shops

Break and flee single encounters, flee and pray if 2 enemies

#### NEW DELSTA ANCHORAGE - TOTO'HAHA - CANALBRINE

Warp to **New Delsta Anchorage** and sail to **Toto'haha**  
Steal **Bottle** (quest item) from NPC on the pier  
Sail to **Canalbrine**  
Recruit **Casti**  
Deliver **Bottle** to complete quest (4k leaves, Crit Nut M)  
Inquire NPC in item shop and pick up **Slumber Sage** from water

#### SHOP - CANALBRINE WEAPONS

Buy Critical Earring

For inventor ability

#### ABANDONED VILLAGE - WATERWAY

Warp to **Abandoned Village**  
Go out, pick up **Herb of Serenity** above ruined arch  
Change Night/Day until you get priestess shops

#### SHOP - BLACK MARKET

Sell All valuables (14,750)  
Herb of Serenity  
Buy 1 of each Fire S, Thunder S, Wind S  
2x Ice S  
4x Fire M  
3x Ice M  
3x Thunder M  
3x Light M

For inventor ability  
1 for recruiting Hikari, other for inventor  
A note on M stone usage: you need to keep 1 Fire, 1 Thunder, 1 Ice, and 2 M of any type for Hikari 2  
We will pick up 2 more Thunder M, and you can purchase 1 Fire M

Go to the **Abandoned Waterway** (1 encounter)  
Kill encounter inside **Waterway** with Ice M  
Chest **8k leaves**

Always lizards

#### CANALBRINE - CONNING CREEK

Warp to **Canalbrine**  
Run and walk to **Canalbrine Bridge** (2 encounters, break and flee)  
Run to **North Conning Creek Road** (1 encounter, break and flee)  
Run to **West Conning Creek Road** (1 encounter, Thunder M)

MENU AFTER KILLING ENCOUNTER	
ABILITIES	
Osvald	Thunder, Advanced Magic
SUPPORT	
Osvald	EM

Run to **Conning Creek** (1 encounter, Thunder M)  
Do no start story  
Run to **Conning Creek Harbor**  
Steal **Wind L** from lady next to house on the left  
Chest **Rainbow Glass Shard** on the beach

#### NEW DELSTA - INVENTOR HOUSE

Warp to **New Delsta**  
Run and walk to the Thiefs camp (north) and change to night to fight him  
**Thief:** 2x spell, 2x axe/dagger  
Run to the **Inventor's House**  
Get the **Inventor Job, Elemental Bomb, Critical Scope**

Turning in 4 of each S stone, glass shard, and the two earrings

MENU AFTER GETTING INVENTOR	
SUPPORT	
Throne	Step Ahead

<b>Osvald</b>	Step Ahead
<b>Castti</b>	Step Ahead

NEW DELSTA ANCHORAGE - CROPDAL - ORESRUSH - RYU

Warp to **New Delsta Anchorage** and sail to **Crackridge Anchorage**

Run to **East Cropdale Path** (1 encounter, flee)

Run to the **1.6k leaves chest**

Run to **Cropdale**, leave (1 encounter, flee)

Run to **South Cropdale Path** (1 encounter, flee)

Run and walk to **South Oresrush Pass**

Run to **Oresrush**

Recruit **Partitio**, leave

Run and walk to **North Ryu Sands**

Run and walk to **Ryu**

Fight: Ice S + 2x Ice at night, attack leader if alive

Recruit **Hikari** (replace **Castti**)

Purchase **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

MENU AFTER RECRUITING HIKARI

SUPPORT

**Hikari** Step Ahead

**Partitio** Step Ahead

CRACKRIDGE ANCHORAGE - CRACKRIDGE

Warp to **Crackridge Anchorage**

Run to **South Crackridge Pass** (1 encounter, Thunder M unless big bird)

Run and walk to **6.4k leaves chest** on the path (1 encounter, break armadillo with sword/staff, then Light M)

Run and walk to **West Crackridge Pass**

Run towards the Merchant Guild (1 encounter, brak armadillo, Light M)

Mug the merchant in the camp, flee

Pick up **Thunder M** chest

Get **Merchant Job**

Run and walk to **Crackridge**

NEW DELSTA - FLAMECHURCH - MONTWISE

Warp to **New Delsta**, leave

Turn in AI's quest (1.5k leaves)

Run to **West Clockbank Road**

Run to **East Flamechurch Path** (1 encounter, flee)

Run and walk to **Flamechurch**, leave

Run to **Borderfall** (1 encounter, flee)

Run to **Thunder M** chest after rope bridge (1 encounter, Fire M)

Run to **West Montwise Pass**

Run and walk to **Montwise**, start **Hikari 2**

Purchase Fire M from scholar near tavern

Mug investor (top person of a group of three) with Fire M for **Dazzling Artwork** and **Inspiring Bracelet**

SHOP - MONTWISE ITEMS

**Sell** Dazzling Artwork

Inspiring Bracelet

Go to the arena

Fight 1: Defend, 3x Spear, Light M

Fight 2: Ice M

Fight 3: Thunder M, 3x Sword, Fire M

MENU BEFORE LAST DUEL

ITEMS

**Hikari** Grape

JOBS

**Throne** Corrosive **Merchant** Collect, Hired Help

**Osvald** Inventor

**Partitio** Hired Help

SUPPORT

**Throne** Grows in Trees

Fight 4: Fire M, Wind L

BANDELAM	Throne	Osvald	Hikari	Partitio
	Corrosive	Defend	Pom S Throne	Defend
	4x HHG	3x Axe	-	3x Spear

MENU AFTER BANDELAM

SKILLS

**Throne** Donate BP

SUPPORT

**Throne** Boost Start

Go back to the arena

Ambush dude next to the railing on the right

Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Champion Belt)

FLAMECHURCH

Warp to **Flamechurch**

Fight: Fire S twice

Recruit **Temenos** (replace **Hikari**)

MENU AFTER RECRUITING

EQUIPMENT

**Temenos** Champion Belt

SUPPORT

**Partitio** Step Ahead

BEASTING ANCHORAGE - TROPU'HOPU - ORESRUSH - CAPE COLD - WINTERBLOOM

Warp to **Beasting Anchorage**

Hire the NPC on the pier

Run to **West Tropu'Hopu Path** (1 encounter, flee)

Run to **Hunter Guild** (1 encounter, Ice M if you have)

Get **Hunter Job**

Run and walk to **Tropu'hopu**

Warp to **Oresrush**

Purchase **Pickaxe** from dude at weapon shop

This encounter is needed to guarantee JP. If you can't kill it, kill one on the way to Borderfall

Note on stone uses here: the stone used after break doesn't matter as such as long as you don't use the stones that are absolutely needed for the remaining fights. Also we are killing two more encounters with M stones, first with Ice/Light and last with Thunder

With current exp routing he does not level up from the previous fight and can die to a double hit crit If he has full HP obviously skip this

If you go first on second turn, Corrosive on T1 instead and don't use LP

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around To avoid having to defend with characters not involved in the killing

25% increased money when selling

Warp to **Cape Cold**  
 Purchase **Silver Quill** from a man in the house to the left, then leave  
 Run to **East Cape Cold Snows** (1 encounter, flee)  
 Run to **West Winterbloom Snows** (1 encounter, flee)  
 Run to **Winterbloom** (1 encounter, Thunder M if you have)  
 Don't start story  
 Steal **Red Apple** from man in tavern  
 Deliver Pickaxe to complete quest (7k leaves, Rusty Sword, Rev Jam)  
 Deliver Silver Quill to complete quest (Magic Nut M)

**CRACKRIDGE - GRAVELL - TROPUHOPU**

Warp to **Crackridge**  
 Run to the savepoint. Save, quit to title, and reload the game.  
 Run to **West Gravel Pass**  
 Walk to **Thunder L** chest on the way  
 Run and walk to **Gravell** (1 encounter, switch to night before, Throne def, 4x HH Guards)  
 Tavern. **Castti** in (replace **Partitio**)  
 Soothe the guard on the smith's door with Slumber Sage  
 Deliver Rusty Sword, get **Conqueror's Sword** and **Armsmaster** job  
 Exit Gravel and run to **23.5k leaves** chest, down a ladder nearby

Warp to Tropu'hopu  
 Steal **Fort Nut M** from a sailor next to a kid topleft  
 Tavern, **Partitio** in (**Castti** out)

**SHOP - TROPUHOPU WEAPONS**

**Sell** Conqueror's Sword

Hire merchant in the Inn  
 Go to the **Shipyards**, purchase the boat  
 Chest **Reinforcing Jam**  
 Chest **20k leaves**  
 If no encounter yet, warp to New Delsta Anchorage and re-embark (if encounter, kill with 3x HH Guards)  
 Chest **EXP Booster**

**BOOSTERS - GIANT CLUB - ASSASSINS**

Warp to **Beasting Anchorage**  
 Run to the **Island Cave** (1 encounter, flee)  
 Run to **JP Booster** chest (1 encounter, switch to night before, Throne def, 4x HH Guards) (Go up then right)

**MENU AFTER JP BOOSTER**

**EQUIPMENT**

**Throne** EXP Booster, JP Booster

Warp to **Gravell**, leave  
 Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
 Run and walk to **Giant Club** chest (1 encounter, Throne def 4x HH Guards or Beastlings) (Follow torches all the way to bottom left)

Warp to **Montwise**, leave  
 Run to **West Merry Hills Pass** (1 encounter, flee)  
 Run to **Merry Hills** (1 encounter, night, Throne def 4x HH Guards, Thunder L if not dead)

**MENU IN MERRY HILLS**

**EQUIPMENT**

**Temenos** Giant Club

**JOBS**

<b>Osvald</b>	<b>Scholar</b>	2 skills	<b>Armsmaster</b>
<b>Temenos</b>	<b>Merchant</b>	3 skills	<b>Inventor</b>
<b>Partitio</b>	<b>Hunter</b>		
<b>Throne</b>	<b>Merchant</b>		

**SUPPORT**

<b>Osvald</b>	Extra Experience
<b>Temenos</b>	Step Ahead, Boost Start
<b>Partitio</b>	Step Ahead

Go out  
 Run to fight the assassins at night

<b>ASSASSINS</b>	<b>Throne</b>	<b>Osvald</b>	<b>Temenos</b>	<b>Partitio</b>
	Donate BP Parti	Ice	3x Sword top	Defend
	4x HH Beasts			4x HH Beasts

**MENU AFTER ASSASSINS**

**JOBS**

<b>Osvald</b>	<b>Merchant</b>	3 skills	<b>Armsmaster</b>
<b>Throne</b>	HP Thief, Surprise	<b>Merchant</b>	
<b>Temenos</b>	Mystic Staff, Revive, 2 other Cleric skills		

**SUPPORT**

<b>Throne</b>	<b>Step Ahead</b>
<b>Osvald</b>	<b>Step Ahead</b> Boost Start
<b>Temenos</b>	Evil Ward
<b>Partitio</b>	<b>Step Ahead</b>

**CONNING CREEK - SAI - DESERT CAVE**

Warp to **Conning Creek**, leave  
 Steal **Pom Leaf** and **Whimsical Leaf** from merchant at the crossroad  
 Run to **East Sai Sands** (1 encounter, 2x Catapult staff)  
 Run to **South Sai Sands** (1 encounter, 2x Catapult staff)  
 Run to **Sai** (1 encounter, 2x Catapult staff)

Warp to **Sai**  
 Run to **West Sai Sands** (1 encounter, 2x Catapult staff)  
 Chest **Reinforced Jam**, ladder on the right after gate  
 Run to **East Ku Sands** (1 encounter, 2x Catapult staff)  
 Chest **Firestarter** in sandpit to the left

Run to **West Sai Sands** (1 encounter, 2x Catapult staff)  
 Run to **Sand Cave** (1 encounter, 2x Catapult staff)

**MENU AT THE CAVE**

**SUPPORT**

<b>Throne</b>	Step Ahead
<b>Osvald</b>	Step Ahead
<b>Partitio</b>	Step Ahead

Moles die to Guards, birds and sentinels need Beastlings. Revenant needs break, Crit Scope, 4x Beasts. Break with Sword/Staff/Bow

Fight the boss at night

DESERT WORM Throne	Oswald	Temenos	Partitio
HP Thief	Defend	Crit Scope	2x Axe
4x HH Guards	3x Sword	4x Mystic Staff	

Chest **Rusted Axe**

Run to **Scorched Bone Spear** chest (1 encounter, def, 4x Catapult staff)

#### MENU AFTER PICKING UP SPEAR

##### EQUIPMENT

Oswald *Optimize*

##### SUPPORT

Throne *Step Ahead*

Temenos *Step Ahead*

Partitio *Step Ahead*

#### MONTWISE - STORMHAIL

Warp to **Montwise**, leave

Run to **North Montwise Pass** (1 encounter, 3x Fire)

Ambush the guard

Run to **South Stormhail Snows** (1 encounter, Def, 4x Fire)

Purchase **Wall Book(?)** from man on the cliff

Run to **15k leaves** chest (1 encounter, Def, 4x Fire)

Steal **Mighty Leaf, Pom M** and **Pom L** from woman next to ladder

Run to **Stormhail** (1 encounter, Def, 4x Fire)

Steal **Magic Nut S** and **Shadow M** from templar on the right

Steal **Crit Nut M** from dude in front of weapons shop

Purchase **Keepsake** off of quest NPC to complete quest (**Alluring Ribbon**, 14k leaves)

#### SHOP - STORMHAIL WEAPONS

Buy 2x Uherring Bracelet

#### SCHOLAR - CRACKRIDGE - AGNEA - MERCHANT SHRINE - BRIDGE

Warp to **Winterbloom**, leave

Run to the **Scholar Guild** (1 encounter, 3x Fire)

Get **Scholar Job**

Warp to **Crackridge**

Steal **Guardian Axe** from soldier in the weapon's shop

Scrutinize Mason for a hidden item

Ambush the man guarding the house to the far down right

Chest **Book of the Void**

Warp to **Cropdale**

Recruit **Agnea** (replace **Oswald**)

Allure woman to the left (100%)

#### MENU AFTER RECRUIT

##### JOBS

Temenos Scholar Adv. Magic, Barrage

##### SUPPORT

Agnea *Step Ahead*

Temenos EM

Warp to **Crackridge**

Pick up hidden item **Fort Nut M**, then leave

Run to **South Crackridge Pass** (1 encounter, flee)

Run to **Merchant Shrine** (1 encounter, flee)

Get **Negotiate Schedule EX Skill**

Warp to **Stormhail**

Guide nearest NPC, leave

Run and walk to **Under the Wall**

Collapse the bridge

Run and walk to **Lost Tribe's Staff** chest (down, 5 sets of stairs, behind stairs)

#### WINTERBLOOM - SAI - WELLGROVE

Warp to **Winterbloom**

Tavern **Oswald** in (Agnea out)

#### MENU AFTER TAVERN

##### SUPPORT

Throne *Step Ahead*

Oswald EM Elemental Augment

Partitio *Step Ahead*

##### EQUIPMENT

Oswald *Optimize*

Warp to **Sai**, leave

Run to **West Sai Sands** (1 encounter, 2x Catapult staff)

Run to **East Wellgrove Path** (1 encounter, 3x Fire)

Run to **Wellgrove** (1 encounter, 3x Fire)

Steal 2x **Pom M** from lady in front of shop

Steal **Sharp Nut L** and **Diffusing Serum** from man in the inn

Steal **Lychee M** from lady between inn and tavern

Mug Mystery Merchant for **Magic Nut L** (+2 other) (Adv. Magic, LP 4x Fire)

Chest **Soldier's Bow** in front of dancer guild

Get **Dancer Job**

Warp to **Sai**

Inn

Steal **Fort Nut S** from man in the house on the way

Get **Warrior Job**

Steal **Lychee M** from front left disciple

Warp to **Wellgrove**, leave

Run to **North Wellgrove Path** (1 encounter, 3x Fire)

Chest **Pom L** (inside tree roots)

Run to **South Timberain Path** (1 encounter, 3x Fire)

Run to **Timberain** (1 encounter, flee)

Steal **Light L, Wind L** from woman to the left

Purchase **Blessed Vestments** from judge

Steal **Sharp Nut S** from woman near inn

We don't have any resources to kill this

1 is for damage range on dragon, other is optional

Scrutinize girl in front of castle plaza fountain,  
 Purchase **Ancient Circlet** from quest NPC  
 Hidden item **Magic Nut M**  
 Steal **Crit Nut L** from man on the right

SHIPWRECK #1 - GRAVELL

Warp to **Crackridge Anchorage** sail out  
 Sail to **Shipwreck**

MENU AT START OF SHIPWRECK

SUPPORT

Temenos Step Ahead

Go towards **Rusty Dagger** chest (1 encounter, night, Osvald def, Temenos Adv. Magic, Osvald 4x Fire)  
 Chest **Rusty Dagger** (far left end of the dungeon)

If Throne has less than 4000 JP, kill more in the same way

Warp to **Gravell**

Steal or purchase **Sharp Nut L** from old man near entrance  
 Deliver two rusty weapons

SHOP - GRAVELL WEAPONS

Sell Dancer's Blade  
 Lionheart's Axe  
 Buy Quick Cloak (equip Throne)

WINTERBLOOM - NAMELESS ISLAND

Warp to **Winterbloom**  
 Tavern, Hikari in (Partitio out)

MENU AFTER TAVERN

JOBS

Throne Thief 2 skills Merchant  
 Temenos Inventor

SUPPORT

Throne Life in Shadows, Step Ahead  
 Osvald Increased-Exp Peak Performance

EQUIPMENT

Osvald Optimize  
 Hikari 2x Unerring Bracelet

Warp to **Beasting Anchorage**, sail out  
 Sail to **Nameless Isle**  
 Run to the boss (2 encounters, flee)  
 Fight at night

GIGANTES	Throne	Osvald	Temenos	Hikari
	Sword	Defend	Crit Scope	Defend
	4x HH Beasts	3x Sword	4x Mystic Staff	3x Aggressive

Chest **Finisher's Claw**  
 Bribe the explorer for translation info

STORMHAIL - INFERNAL CASTLE

Warp to **Stormhail**, leave  
 Run to **Under the Wall**  
 Run to **Inferral Castle**

MENU AT DUNGEON

Items

Osvald All Magic Nuts (1+2+1)

EQUIPMENT

Osvald Alluring Ribbon, Finisher's Claw

JOBS

Throne Hunter  
 Temenos Scholar  
 Hikari Inventor

SUPPORT

Throne Step Ahead  
 Temenos EM  
 Hikari Step Ahead

Move towards the boss killing encounters at night (Osvald def, Temenos Adv. Magic, 4x Fire)

MENU WHEN OSVALD HAS 4630 JP

EQUIPMENT

Osvald Alluring-Ribbon

JOBS

Osvald Warrior All normal skills Armsmaster

SUPPORT

Throne Step Ahead  
 Osvald Elemental-Augment DMD  
 Temenos EM  
 Hikari Step Ahead

Fight the Direwolf at night

DIREWOLF	Throne	Osvald	Temenos	Hikari
	Defend	Adv. Magic self	LP 3x Barrage	Crit Scope
	4x Bow	4x Fire	-	Defend / Pom L
	-	LP 4x Fire	-	Pom L Osvald

Pom L on T2 if after Osvald

Chest **Stone of Truth**

BEASTING ANCHORAGE - BEASTING VILLAGE - CANALBRINE - CURIOUS NEST - RYU

Warp to **Beasting Anchorage**  
 Run to **North Beasting Village Path**  
 Run to **Beasting Village** (1 encounter, flee)  
 Recruit **Ochette** (replace Hikari)  
 Steal **Beasting Island Exploration Book**

Companion choice doesn't matter as we're not doing her final chapter

MENU AFTER STEAL

**EQUIPMENT**

<b>Osvald</b>	Stone of Truth
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**JOBS**

<b>Ochette</b>	Inventor
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**SUPPORT**

<b>Ochette</b>	Step Ahead
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Warp to **Canalbrine**

Inn

Do the Waiting quest (Guide man at restaurant at day, switch to night) for **Magic Nut S**

Steal **Magic Nut S** from nun at church

Warp to **Beasting Anchorage**, sail out

Sail to fight the shark at night

SHARK	Throne	Osvald	Temenos	Ochette
	Defend	Staff	Defend	Crit Scope
	<b>2x Dagger</b>	<b>4x Fire</b>	<b>4x Staff</b>	

Sail to **Curious Nest**

Go towards the boss at night (1 encounter, 3x Fire)

DRAGON	Throne	Osvald	Temenos	Ochette
	Defend	Sixfold Strike	Staff	Crit Scope
	<b>4x Bow</b>	<b>LP 4x Fire</b>	<b>4x Mystic Staff</b>	Wind L

Wind L covers damage range

Chest **Dragon Essence**

Chest **Fang of Ferocity**

Chest **Dragon Essence**

Kill 1 more encounter if Ochette JP not 630 yet

**MENU WHEN OCLETTE 630 JP****JOBS**

<b>Ochette</b>	Merchant	Hired Help + 2 skills
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**SUPPORT**

<b>Ochette</b>	Boost Start
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Warp to **Ryu**

Tavern **Hikari** in (replace **Ochette**)

**SHIPWRECK #2 - WINTEBLOOM - SHIPWRECK #3**

Warp to **Crackridge Anchorage**, sail out

Sail to **Shipwreck**

**MENU AT SHIPWRECK****EQUIPMENT**

<b>Osvald</b>	Finisher-Claw	Fang of Ferocity
<b>Temenos</b>	Alluring Ribbon	

**SUPPORT**

<b>Throne</b>	Step-Ahead	
<b>Osvald</b>	Peak-Performance	Increased Experience
<b>Temenos</b>	EM, Step-Ahead	
<b>Hikari</b>	Step-Ahead	

Kill encounters until Temenos has 8130 JP

Warp to **Winterbloom**

Tavern **Partitio** in (replace **Temenos**)

**TAVERN EQUIP MENU****EQUIPMENT**

<b>Temenos</b>	Unequip All
<b>Throne</b>	JP-Booster, Champ Belt
<b>Partitio</b>	Alluring Ribbon, JP Booster

Mug soldier for **Fort Nut L** (middle of town) (Fire, 4x Fire)

Warp to **New Delsta Anchorage**, sail out (1 encounter 3x Fire)

Sail to **Shipwreck**

Kill encounters until Partitio and Hikari have 9760 JP (3x Fire)

TODD: Throne also needs to have a certain amount of EXP, find out the threshold

**MENU AFTER GRIND GOAL****SUPPORT**

<b>Osvald</b>	Increased-Exp	Peak Performance
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**SAI - MONTWISE - MERRY HILLS - MONTWISE**

Warp to **Sai**

Fill Osvald LP with 2 Lychee M

Mug soldier for **Great Blade** (defend, LP 4x Fire)

This is for inventor ability

Warp to **Montwise**

Steal **Magic Nut M** from merchant near entrance

Go to the library

Complete the book quest

Complete AI's quest

Warp to **Merry Hills**

Steal **Pom L** and **Crit Nut S** from NPC at entrance

Steal **Reinforcing Jam** and **Strengthening Serum** from NPC at top left house

Purchase **Diamond Dagger** from merchant back at main street

**SHOP - MERRY HILLS WEAPONS**

<b>Sell</b>	Swift Shield (equip Throne)
	Dazzling Tiara (equip Throne)

Steal **Magic Nut L** from poet under the walkway

Steal **Light Nut M** from NPC at the beginning of next screen

Mug right side singer for **Magic Nut M** (3x Fire)

**MENU AT MONTWISE****JOBS**

<b>Throne</b>	Thief	Aeber's	Warrior	All normal skills
<b>Osvald</b>	Warrior			
<b>Throne</b>	Armsmaster			

Menu done this way to avoid Osvald's weapons from dropping off



**EQUIPMENT**

<b>Throne</b>	Diamond Dagger, Giant Club
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**SUPPORT**

<b>Throne</b>	Grows-in-Trees, Life-in-Shadows	Step Ahead, DMD, Peak Performance
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Go the arena, refight the champion with Throne at night (Defend, LP Corrosive, Aeber's)

**NEW DELSTA - INVENTOR HOUSE**

Warp to **New Delsta**

Inn  
Mug tavern owner for **Fort Nut M** (Defend, LP 4x Fire)  
Steal **Three Star Terrine** from tavern cook  
Tavern **Agnea** and **Temenos** in (replace **Hikari** and **Partitio**)

**MENU AFTER TAVERN**

**EQUIPMENT**

<b>Throne</b>	EXP-Booster	Champion Belt
<b>Osvald</b>	Stone-of-Truth	Finisher's Claw
<b>Temenos</b>	EXP Booster	

If Throne isn't level 48 yet

**JOBS**

<b>Agnea</b>	Inventor
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**SUPPORT**

<b>Temenos</b>	EM, Step Ahead
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Go out of town to **Inventor's House**  
Make **Hastening Hammer**

**BEASTING ANCHORAGE - LOST ISLE - MONTWISE - CLERIC GUILD**

Warp to **Beasting Anchorage**, sail out  
Sail to fight Sea Monster at night

SEA MONSTER	Throne	Osvald	Agnea	Temenos
	Defend	Defend	Crit Scope	Adv. Magic Osvald
	Aeber's	4x Fire		

Sail to **Lost Isle**  
Chest **Ancient Curse Talisman**  
Track back to **Arcanist Job**

Warp to **Flamechurch**, leave  
Run to **Borderfall**  
Run to **Cleric Guild**  
Get **Cleric Job**  
Get the bottom **Cleric License**

**BEASTING ANCHORAGE - ROQUE ISLAND**

Warp to **Beasting Anchorage**, sail out  
Sail to **Roque Island**  
Run to town using left path (1 encounter, kill if Throne not level 48, flee otherwise)  
Ambush man guarding the store room  
Pick up chests (3x **Rejuvenating Jam**, 40k leaves, **Magic Nut L**)  
Use Inn if someone doesn't have LP

**FINAL MENU PT 1**

**JOBS**

<b>Osvald</b>	<b>Arcanist</b>	4 skills	<b>Warrior</b>		
<b>Temenos</b>	<b>Cleric</b>	All skills	<b>Dancer</b>	2 skills	<b>Scholar</b>

**SUPPORT**

<b>Throne</b>	Beest-Start	Upgraded Accessories
<b>Osvald</b>	Beest-Start	Price of Power
<b>Temenos</b>	Beest-Start	Show Goes On

**EQUIPMENT**

<b>Osvald</b>	Firestarter, Scorched Bone Spear
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**ITEMS**

<b>Throne</b>	All Light (1+1), Crit (1+2+1), Sharp (1+1), Fort nuts (2+3+1), SP nut
<b>Osvald</b>	All Magic Nuts (2+2+2), Grape

SP nut allows her to use Corrosive and 3 Aeber's with full SP on level 48  
Osvald loses max HP from job swaps

Tavern **Hikari** and **Partitio** in (replace **Osvald** and **Agnea**). Check everyone's LP

**FINAL MENU PT 2**

**SUPPORT**

<b>Partitio</b>	Alluring-Ribbon
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**JOBS**

<b>Hikari</b>	<b>Dancer</b>	2skills	<b>Cleric</b>	All skills
<b>Partitio</b>	<b>Dancer</b>	2 skills	<b>Cleric</b>	All skills

**SUPPORT**

<b>Hikari</b>	Step Ahead, Show Goes On
<b>Partitio</b>	Step Ahead, Show Goes On

**BEASTING ANCHORAGE - ???**

Warp to **Beasting Anchorage**, sail out  
Sail to ???  
SWITCH TO NIGHT

Party 1 Osvald, Agnea, Partitio, Ochette  
Party 2 Castti, Throne, Hikari, Temenos

The order matters. The order of Aelfric's bonus turns is reverse of you party order

THE EYE	Osvald	Agnea	Partitio	Ochette
T1	Pom L self	LP 2x Crit Scope	LP Aelfric's self	LP Roar
T1-A			Reinf Jam self	
T2	3x Adv. Magic	Spr Boots Parti	Aelfric's Osvald	4x HH Beasts
T2-A	4x Fire		Terrine Osvald	
T3	Rev Jam self	<b>Dragon Essence</b>	Neg. > Aelfric Agnea	<b>Dragon Essence</b>
T3-A	LP 4x Fire	Curse Talisman	Pom M Ochette	
T4	LP 4x Fire	Pom M Parti	Rejuv Jam Osvald	4x HH Vets
	LP 4x Fire	Reinf Jam Osvald	4x HH Vets	

Turns marked TN-A are Aelfric's bonus turns taking place at the end of each turn

Neg stands for Negotiate Schedule

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP Rei Jam+Aeber	Aelfric Throne / Pom	Aelfric Throne / Pom

First Cleric has to Pom L the other Cleric. Throen jams herself

T1-A		LP Rei Jam+Aeber		
T2	LP 2 BP whimsy all	LP Aeber+Rej Jam	Aelfric self	Aelfric Castl
T2-A	2BP whimsical all	LP 4x + 3x Dagger	Spear	
T3	<b>Icicle</b>	<b>3x Dagger</b>	<b>4x Spear</b>	<b>LP 4x Barrage</b>
T3-A	Red Apple Throne	LP AC + Aeber	Rej Jam Throne	
T4	Mighty Leaf Throne	Aeber	Pom Throne	-
-	-	Aeber	-	

Concoct is Pom Leaf + Whimsical Leaf + Strenghtening Serum + Diffusing Serum

Concoct Mighty Leaf + something else (e.g. grape leaf)

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Throne has to hit the same target as Scaracci did

Walk to outscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Pierce	Axe
	3x Dark Night	3x Slice	3x Axe

Break the adds with Throne and Scaracci, Pierce the leader  
Throne kills the leader. Scaracci kills the add Throne broke

Run to **Gambling Parlor**  
After outscenes run to **Gambling Parlor** again  
Steal **Gold Watch** from shopkeeper above quest NPC  
Steal **Dress** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S, Wind S, Light S** from old man on shop street

#### SHOP - NEW DELSTA WEAPONS

Buy Unerring Earring

For inventor ability

Steal **Antique Coin** from kid in front of theater  
Steal **Silk Hankerchief** from the gentleman  
Run to the **Manse**  
Ambush quest NPC  
Chest **1.2k leaves** (far left)  
Chest **Shadow S** (room above stairs)

PIRRO	Throne
	Dark Night
	Shadow S
	4x Sword
	Shadow S
	Light S
	Defend
	4x Sword
	LP Ice S + Wind S
	Sword

Should be able to Sword here if first on next turn

#### NEW DELSTA - CAPE COLD

Walk and run to **New Delsta Plains** (1 encounter)  
Walk to **New Delsta Anchorage**, leave  
Walk and run to **Abandoned Village** (1 encounter), leave  
Walk to **South Cape Cold Snows**  
Walk to **Osvald** and recruit him  
Run to **Cape Cold**  
Mug old man up and left of entrance for valuables (Def, Staff, 4x Fire)  
Chest **2k leaves** in house behind shops

Break and flee single encounters, flee and pray if 2 enemies

#### NEW DELSTA ANCHORAGE - TOTOHAHA - CANALBRINE

Warp to **New Delsta Anchorage** and sail to **Toto'haha**  
Steal **Bottle** (quest item) from NPC on the pier  
Sail to **Canalbrine**  
Recruit **Castti**  
Deliver **Bottle** to complete quest (4k leaves, Crit Nut M)  
Inquire NPC in item shop and pick up **Slumber Sage** from water

#### SHOP - CANALBRINE WEAPONS

Buy Critical Earring

For inventor ability

#### ABANDONED VILLAGE - WATERWAY

Warp to **Abandoned Village**  
Go out, pick up **Herb of Serenity** above ruined arch  
Change Night/Day until you get priestess shops

#### SHOP - BLACK MARKET

Sell All valuables (14,750)  
Herb of Serenity  
Buy 1 of each Fire S, Ice S, Thunder S, Wind S  
4x Fire M  
3x Ice M  
3x Thunder M  
3x Light M

For inventor ability  
A note on M stone usage: you need to keep 1 Fire, 1 Thunder, 1 Ice, and 2 M of any type for Hikari 2  
We will pick up 2 more Thunder M, and you can purchase 1 Fire M

Go to the **Abandoned Waterway** (1 encounter)  
Kill encounter inside **Waterway** with Ice M  
Chest **8k leaves**

Always lizards

#### CANALBRINE - CONNING CREEK

Warp to **Canalbrine**  
Run and walk to **Canalbrine Bridge** (2 encounters, break and flee)  
Run to **North Conning Creek Road** (1 encounter, break and flee)  
Run to **West Conning Creek Road** (1 encounter, Thunder M)

MENU AFTER KILLING ENCOUNTER	
ABILITIES	
Osvald	Thunder, Advanced Magic
SUPPORT	
Osvald	EM

Run to **Conning Creek** (1 encounter, Thunder M)  
Do no start story  
Run to **Conning Creek Harbor**  
Steal **Wind L** from lady next to house on the left  
Chest **Rainbow Glass Shard** on the beach

Warp to **New Delsta**  
Run and walk to the Thiefs camp (north) and change to night to fight him  
**Thief**: 2x spell, 2x axe/dagger  
Run to the **Inventor's House**  
Get the **Inventor Job, Elemental Bomb, Critical Scope**

Turning in 4 of each S stone, glass shard, and the two earrings

MENU AFTER GETTING INVENTOR	
SUPPORT	
Throne	Step Ahead
Osvald	Step Ahead

**Castti** Step Ahead

Warp to **New Delsta Anchorage** and sail to **Crackridge Anchorage**  
 Run to **East Cropdale Path** (1 encounter, flee)  
 Walk to the **1.6k leaves** chest  
 Walk and run to **Cropdale**, leave  
 Run to **South Cropdale Path** (1 encounter, flee)  
 Run and walk to **South Oresrush Pass**  
 Run to **Oresrush**  
 Recruit **Partito**

Warp to **New Delsta**, leave  
 Turn in AI's quest (1.5k leaves)  
 Run to **West Clockbank Road**  
 Run to **East Flamechurch Path** (1 encounter, flee)  
 Run and walk to **Flamechurch**  
 Fight: Fire M  
 Recruit **Temenos** (replace **Castti**)

**MENU AFTER RECRUITING TEMENOS**

SUPPORT	
<b>Temenos</b>	Step Ahead
<b>Partito</b>	Step Ahead

Warp to **Crackridge Anchorage**  
 Run to **South Crackridge Pass** (1 encounter, Thunder M unless big bird)  
 Run and walk to **6.4k leaves** chest on the path (1 encounter, break armadillo with sword/staff, then Light M)  
 Run and walk to **West Crackridge Pass**  
 Run towards the Merchant Guild (1 encounter, brak armadillo, Light M)  
 Mug the merchant in the camp, flee  
 Pick up **Thunder M** chest  
 Get **Merchant Job**  
 Run and walk to **Crackridge**

This encounter is needed to guarantee JP. If you can't kill it, kill one on the way to Borderfall

Warp to **Oresrush**, leave  
 Run and walk to **North Ryu Sands**  
 Run and walk to **Ryu**  
 Fight: 2x Fire at night, attack leader if alive  
 Recruit **Hikari** (replace **Temenos**)  
 Steal **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

Warp to **Flamechurch**, leave  
 Run to **Borderfall** (1 encounter, flee)  
 Run to **Thunder M** chest after rope bridge (1 encounter, Fire M)  
 Run to **West Montwise Pass**  
 Run and walk to **Montwise**, start **Hikari 2**  
 Purchase Fire M from scholar near tavern  
 Mug investor (top person of a group of three) with Fire M for **Dazzling Artwork** and **Stimulating Bracelet**

SHOP - MONTWISE ITEMS	
Sell	Dazzling Artwork
	Stimulating Bracelet

**MENU BEFORE ARENA**

JOBS			
<b>Throne</b>	Corrosive	Merchant	Collect, Hired Help
<b>Osvald</b>	Inventor		
<b>Partito</b>	Hired Help		

SUPPORT	
<b>Throne</b>	Grows in Trees
<b>Hikari</b>	Step Ahead

Go to the arena  
 Fight 1: Defend, 3x Spear, Light M  
 Fight 2: Ice M  
 Fight 3: Thunder M, 3x Sword, Fire M  
 Fight 4: Fire M, Wind L

BANDELAM	Throne	Osvald	Hikari	Partito
	Corrosive	Defend	Pom S Throne	Defend
	4x HHG	3x Axe	-	3x Spear

**MENU AFTER BANDELAM**

SKILLS	
<b>Throne</b>	Donate BP

SUPPORT	
<b>Throne</b>	Boost Start

Go back to the arena  
 Ambush dude next to the railing on the right  
 Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Champion Belt)

If you go first on second turn, Corrosive on T1 instead and don't use LP

**MENU AFTER HIKARI 2**

EQUIPMENT	
<b>Osvald</b>	Champion Belt

Warp to **Beasting Anchorage**  
 Hire the NPC on the pier  
 Run to **West Tropu'Hopu Path** (1 encounter, flee)  
 Run to **Hunter Guild** (1 encounter, Ice M if you have)  
 Get **Hunter Job**  
 Run and walk to **Tropu'hopu**

25% increased money when selling

Warp to **Oresrush**  
 Steal **Plum Leaf** from woman next to the fence  
 Purchase **Pickaxe** from dude at weapon shop  
 Go to tavern. **Temenos** in (replace **Hikari**)

**MENU AFTER TAVERN**

EQUIPMENT	
<b>Temenos</b>	Step Ahead
<b>Partito</b>	Step Ahead

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around

Warp to **Cape Cold**

Purchase **Feathered Pen** from a man in the house to the left, then leave  
 Run to **East Cape Cold Snows** (1 encounter, flee)  
 Run to West **Winterbloom** Snows (1 encounter, flee)  
 Run to **Winterbloom** (1 encounter, Thunder M if you have)  
 Don't start story  
 Steal **Red Apple** from man in tavern  
 Deliver Pickaxe to complete quest (7k leaves, Rusty Sword, Rev Jam)  
 Deliver Feathered Pen to complete quest (Magic Nut M)

Warp to **Crackridge**  
 Run to the savepoint. Save, quit to title, and reload the game.  
 Run to **West Gravell Pass**  
 Walk to **Thunder L** chest on the way  
 Run and walk to **Gravell** (1 encounter, switch to night before, Throne def, 4x HH Guards)  
 Tavern. **Castti** in (replace **Partitio**)  
 Soothe the guard on the smith's door with Slumber Sage  
 Deliver Rusty Sword, get **Conqueror's Sword** and **Armsmaster** job  
 Exit Gravell and run to **23.5k leaves** chest, down a ladder nearby

If you get a revenant, break first with sword/staff/bow

Warp to Tropu'hopu  
 Steal **Fort Nut M** from a sailor next to a kid topleft  
 Tavern, **Partitio** in (**Castti** out)

**SHOP - TROPU'HOPU WEAPONS**

**Sell** Conqueror's Sword

Hire merchant in the Inn  
 Go to the **Shipyards**, purchase the boat  
 Chest **Reinforcing Jam**  
 Chest **20k leaves**  
 If no encounter yet, warp to New Delsta Anchorage and re-embark (if encounter, kill with 3x HH Guards)  
 Chest **EXP Booster**  
 Warp to **Beasting Anchorage**  
 Run to the **Island Cave** (1 encounter, flee)  
 Run to **JP Booster** chest (1 encounter, switch to night before, Throne def, 4x HH Guards)

**MENU AFTER JP BOOSTER**

**EQUIPMENT**

<b>Throne</b>	EXP Booster, JP Booster
<b>Oswald</b>	Champion Belt
<b>Temenos</b>	Champion Belt

Warp to **Gravell**, leave  
 Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
 Run and walk to **Giant Club** chest (1 encounter, Throne def 4x HH Guards or Beasting)

Moles die to Guards, birds and sentinels need Beasting. Revenant needs break, Crit Scope, 4x Beasts. Break with Sword/Staff/Bow

Warp to **Montwise**, leave  
 Run to **West Merry Hills Pass** (1 encounter, flee)  
 Run to **Merry Hills** (1 encounter, night, Throne def 4x HH Guards, Crit Scope big monkey / ant eater)

**MENU IN MERRY HILLS**

**EQUIPMENT**

<b>Temenos</b>	Giant Club
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**JOBS**

<b>Oswald</b>	<b>Scholar</b>	2 skills	<b>Armsmaster</b>
<b>Temenos</b>	<b>Merchant</b>	3 skills	<b>Inventor</b>
<b>Partitio</b>	<b>Hunter</b>		
<b>Throne</b>	<b>Merchant</b>		

**SUPPORT**

<b>Oswald</b>	Extra Experience
<b>Temenos</b>	Step Ahead, Boost Start
<b>Partitio</b>	Step Ahead

Go out  
 Run to fight the assassins at night

ASSASSINS	Throne	Oswald	Temenos	Partitio
	Donate BP Parti	Ice	3x Sword top	Defend
	4x HH Beasts			4x HH Beasts

**MENU AFTER ASSASSINS**

**SKILLS**

<b>Throne</b>	HP Thief, Surprise Attack
<b>Temenos</b>	Mystic Staff, Revive, 2 other Cleric skills

**SUPPORT**

<b>Temenos</b>	Evil Ward
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Warp to **Conning Creek**, leave  
 Steal **Pom Leaf** and **Whimsical Leaf** from merchant at the crossroad  
 Run to **East Sai Sands** (1 encounter, flee)  
 Run to **South Sai Sands** (1 encounter, flee)  
 Run to **Sai** (1 encounter, flee)  
 Run and walk to **West Sai Sands**  
 Run and walk to **Sand Cave**  
 Fight the boss at night

DESERT WORM	Throne	Oswald	Temenos	Partitio
	HP Thief	Defend	Crit Scope	2x Axe
	4x HH Guards	3x Sword	4x Mystic Staff	

Chest **Rusted Axe**  
 Run to **Scorched Bone Spear** chest (1 encounter, flee, unless Throne is not level 30 yet)

Warp to **Sai**  
 Run and walk to **West Sai Sands**  
 Chest **Reinforced Jam**, ladder on the right after gate  
 Run to **East Ku Sands**  
 Chest **Firestarter** in sandpit to the left

Warp to **Montwise**, leave  
 Run to **North Montwise Pass** (1 encounter, flee)  
 Ambush the guard  
 Run to **South Stormhall Snows** (1 encounter, flee)  
 Purchase **Wall Book(?)** from man on the cliff  
 Run to **15k leaves** chest (1 encounter, flee)

Steal **Mighty Leaf, Pom M** and **Pom L** from woman next to ladder  
 Run to **Stormhall** (1 encounter, flee)  
 Guide the NPC at the entrance  
 Steal **Magic Nut S** and **Shadow M** from templar on the right  
 Steal **Crit Nut M** from dude in front of weapons shop  
 Purchase **Keepsake** off of quest NPC to complete quest (**Alluring Ribbon, 14k** leaves)

**SHOP - STORMHAIL WEAPONS**

Buy 2x Unerring Bracelet

Warp to **Winterbloom**, leave  
 Run to the **Scholar Guild** (1 encounter, flee)  
 Get **Scholar Job**

Warp to **Crackridge**  
 Steal **Guardian Axe** from soldier in the weapon's shop  
 Scrutinize Mason for a hidden item  
 Ambush the man guarding the house to the far down right  
 Chest **Book of the Void**

Warp to **Cropdale**  
 Recruit **Agnea** (replace **Osvald**)  
 Allure woman to the left (100%)

**MENU AFTER RECRUIT**

JOBS			
<b>Temenos</b>	<b>Scholar</b>	<b>Adv. Magic, Barrage</b>	

SUPPORT			
<b>Agnea</b>	<b>Step Ahead</b>		
<b>Temenos</b>	<b>Step-Ahead</b>	<b>EM</b>	

Warp to **Crackridge**  
 Pick up hidden item **Fort Nut M**, then leave  
 Run to **South Crackridge Pass** (1 encounter, flee)  
 Run to **Merchant Shrine** (1 encounter, flee)  
 Get **Negotiate Schedule EX Skill**

Warp to **Stormhall**, leave  
 Run and walk to **Under the Wall**  
 Collapse the bridge  
 Run and walk to **Lost Tribe's Staff** chest (down, 5 sets of stairs, behind stairs)

Warp to **Winterbloom**  
 Tavern **Osvald** in (**Agnea** out)

**MENU AFTER TAVERN**

JOBS			
<b>Osvald</b>	<b>Merchant</b>	<b>3 skills</b>	<b>Armsmaster</b>

SUPPORT			
<b>Throne</b>	<b>Step-Ahead</b>		
<b>Osvald</b>	<b>EM</b>	<b>Boost Start, Elemental Augment</b>	
<b>Partitio</b>	<b>Step-Ahead</b>		

EQUIPMENT	
<b>Osvald</b>	<b>Optimize</b>

Warp to **Oresrush**, leave  
 Run to **South Cropdale Path** (1 encounter, flee)  
 Run to **North Wellgrove Path**  
 Chest **Pom L**  
 Run to **East Wellgrove Path** (1 encounter, 3x Fire)  
 Run to **Wellgrove** (1 encounter, 3x Fire)  
 Steal 2x **Pom M** from lady in front of shop  
 Steal **Sharp Nut L** and **Diffusing Serum** from man in the inn  
 Steal **Lychee M** from lady between inn and tavern  
 Mug Mystery Merchant for **Magic Nut L** (+2 other) (Adv. Magic, LP 4x Fire)  
 Chest **Soldier's Bow** in front of dancer guild  
 Get **Dancer Job**

Warp to **Sai**  
 Inn  
 Steal **Fort Nut S** from man in the house on the way  
 Get **Warrior Job**  
 Steal **Lychee M** from front left disciple

Warp to **Wellgrove**, leave  
 Run to **North Wellgrove Path** (1 encounter, 3x Fire)  
 Run to **South Timberain Path** (1 encounter, 3x Fire)  
 Run to **Timberain** (1 encounter, flee)

Steal **Light L, Wind L** from woman to the left  
 Purchase **Blessed Vestments** from judge  
 Steal **Sharp Nut S** from woman near inn  
 Scrutinize girl in front of castle plaza fountain,  
 Purchase **Ancient Circlet** from quest NPC  
 Hidden item **Magic Nut M**  
 Steal **Crit Nut L** from man on the right

Warp to **Crackridge Anchorage** sail out  
 Sail to **Shipwreck**

**MENU AT START OF GRIND #1**

EQUIPMENT		
<b>Osvald</b>	<b>Optimize</b>	<b>Alluring Ribbon</b>

SUPPORT		
<b>Temenos</b>	<b>EM</b>	<b>Step Ahead</b>

Go towards **Rusty Dagger** chest killing all encounters at night (Osvald def, Temenos Adv. Magic, Osvald 4x Fire)  
 Chest **Rusty Dagger**

Warp to **Gravell**  
 Deliver two rusty weapons

**SHOP - GRAVELL WEAPONS**

Sell **Dancer's Blade**

Optional but good to have for potential damage ranges when the route is still new

Lionheart's Axe  
 Buy Quick Cloak (equip Throne)

Warp to **Winterbrookm**  
 Tavern, Hikari in (Partitio out)

**MENU AFTER TAVERN**

JOBS			
Throne	Thief	2 skills	Merchant
Temenos	Inventor		

SKILLS	
Throne	2 Thief skills

SUPPORT		
Throne	Life in Shadows, Step Ahead	
Oswald	Increased-Exp	Peak Performance
Temenos	EM	

EQUIPMENT	
Oswald	Alluring-Ribbon
Hikari	2x Uherring Bracelet

Warp to **Beasting Anchorage**, sail out  
 Sail to **Nameless Isle**  
 Run to the boss (2 encounters, flee)  
 Fight at night

GIGANTES	Throne	Oswald	Temenos	Hikari
	Sword	Defend	Crit Scope	Defend
	4x HH Beasts	3x Sword	4x Mystic Staff	3x Aggressive

Chest **Finisher's Claw**  
 Bribe the explorer for translation info

Warp to **Stormhall**, leave  
 Run to **Under the Wall**  
 Run to **Infernal Castle**

**MENU AT DUNGEON**

Items	
Oswald	All Magic Nuts (1+2+1)

EQUIPMENT	
Oswald	Alluring Ribbon, Finisher's Claw

JOBS	
Throne	Hunter
Temenos	Scholar
Hikari	Inventor

SUPPORT	
Throne	Step-Ahead
Temenos	EM
Hikari	Step-Ahead

Move towards the boss killing encounters at night (Oswald def, Temenos Adv. Magic, 4x Fire)

**MENU WHEN OSVALD HAS 4630 JP**

EQUIPMENT	
Oswald	Alluring-Ribbon

JOBS		
Oswald	Warrior	All normal skills Armsmaster

SUPPORT	
Throne	Step Ahead
Oswald	Elemental-Augment DMD
Temenos	EM
Hikari	Step Ahead

Fight the Direwolf at night

DIREWOLF	Throne	Oswald	Temenos	Hikari
	Defend	Adv. Magic self	LP Barrage	Crit Scope
	(LP) 4x PS, Bow	LP 4x Fire	4x Mystic Staff	Defend / Pom L
	-	4x Fire	-	Pom L Oswald

6 shields = LP + 4x Precision, bow; 5 shields = 4x Precision, 4 shields = 4x Bow  
 Pom L on T2 if after Oswald

Chest **Stone of Truth**

Warp to **Beasting Anchorage**  
 Run to **North Beasting Village Path**  
 Run to **Beasting Village** (1 encounter, flee)  
 Recruit **Ochette** (replace Hikari)  
 Steal **Beasting Island Exploration Book**

Companion choice doesn't matter as we're not doing her final chapter

**MENU AFTER STEAL**

EQUIPMENT	
Oswald	Stone of Truth

JOBS	
Ochette	Inventor

SUPPORT	
Ochette	Step Ahead

Warp to **Canalbrine**  
 Inn  
 Do the Waiting quest (Guide man at restaurant at day, switch to night) for **Magic Nut S**  
 Steal **Magic Nut S** from nun at church

Warp to **Beasting Anchorage**, sail out  
 Sail to fight the shark at night

SHARK	Throne	Oswald	Temenos	Ochette
	Defend	Sixfold Strike	Defend	Crit Scope
	2x Dagger	4x Fire	4x Staff	

Sail to **Curious Nest**  
 Go towards the boss at night (1 encounter, 3x Fire)

DRAGON	Throne	Osvald	Temenos	Ochette
	Defend	Sixfold Strike	Staff	Crit Scope
	4x Bow	LP 4x Fire	4x Mystic Staff	Thunder L

Chest **Dragon Essence**  
 Chest **Fang of Ferocity**  
 Chest **Dragon Essence**  
 Kill 1 more encounter if Ochette JP not 630 yet

**MENU WHEN OCHETTE 630 JP**

**JOBS**

Ochette	Merchant	Hired Help + 2 skills
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**SUPPORT**

Ochette	Boost Start
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Warp to **Ryu**  
 Tavern **Hikari** in (replace **Ochette**)

Warp to **Crackridge Anchorage**, sail out  
 Sail to **Shipwreck**

**MENU AT SHIPWRECK**

**EQUIPMENT**

Osvald	Finisher's Claw	Fang of Ferocity
Temenos	Alluring Ribbon	

**SUPPORT**

Throne	Step Ahead
Osvald	Peak Performance, Increased Experience
Temenos	EM, Step Ahead
Hikari	Step Ahead

Kill encounters until Temenos has 8130 JP

Warp to **Winterbloom**  
 Tavern **Partitio** in (replace **Temenos**)

**TAVERN EQUIP MENU**

**EQUIPMENT**

Temenos	Alluring Ribbon, Champ Belt, Giant Club
Throne	JP Booster, Champ Belt
Partitio	Alluring Ribbon, JP Booster

Mug soldier for **Fort Nut L** (middle of town) (Fire, 4x Fire)

Warp to **New Delsta Anchorage**, sail out (1 encounter 3x Fire)  
 Sail to **Shipwreck**  
 Kill encounters until Partitio and Hikari have 9760 JP (3x Fire)

TODO: Throne also needs to have a certain amount of EXP, find out the threshold

**MENU AFTER GRIND GOAL**

**SUPPORT**

Osvald	Increased Exp	Peak Performance
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Warp to **Sai**  
 Fill Osvald LP with 2 Lychee M  
 Mug soldier for **Great Blade** (defend, LP 4x Fire)

This is for inventor ability

Warp to **Montwise**  
 Steal **Magic Nut M** from merchant near entrance  
 Go to the library  
 Complete the book quest  
 Complete AI's quest

Warp to **Merry Hills**  
 Steal **Pom L** and **Crit Nut S** from NPC at entrance  
 Steal **Reinforcing Jam** and **Strengthening Serum** from NPC at top left house  
 Purchase **Diamond Dagger** from merchant back at main street

**SHOP - MERRY HILLS WEAPONS**

Sell	Swift Shield (equip Throne)
	Dazzling Tiara (equip Throne)

Steal **Magic Nut L** from post under the walkway  
 Steal **Light Nut M** from NPC at the beginning of next screen  
 Mug right side singer for **Magic Nut M** (3x Fire)

**MENU AT MONTWISE**

**JOBS**

Throne	Thief	Aeber's	Warrior	All normal skills
Osvald	Warrior			
Throne	Armsmaster			

Menu done this way to avoid Osvald's weapons from dropping off

**EQUIPMENT**

Throne	Diamond Dagger, Giant Club
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**SUPPORT**

Throne	Grows-in-Trees, Life-in-Shadows	Step Ahead, DMD, Peak Performance
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Go the arena, refight the champion with Throne at night (Defend, LP Corrosive, Aeber's)

Warp to **New Delsta**  
 Inn  
 Mug tavern owner for **Fort Nut M** (Defend, LP 4x Fire)  
 Steal **Three Star Terrine** from tavern cook  
 Tavern **Agnea** and **Temenos** in (replace **Hikari** and **Partitio**)

**MENU AFTER TAVERN**

**EQUIPMENT**

Throne	EXP-Booster	Champion Belt
Osvald	Stone-of-Truth	Finisher's Claw
Temenos	EXP Booster	

If Throne isn't level 48 yet

**JOBS**

Agnea	Inventor
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**SUPPORT**

<b>Temenos</b>	EM, Step Ahead
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Go out of town to **Inventor's House**  
 Make **Hastening Hammer**

Warp to **Beasting Anchorage**, sail out  
 Sail to fight Sea Monster at night

SEA MONSTER	Throne	Oswald	Agnea	Temenos
	Defend	Defend	Crit Scope	Adv. Magic Oswald
	Aeber's	4x Fire		

Sail to **Lost Isle**  
 Chest **Ancient Curse Talisman**  
 Track back to **Arcanist Job**

Warp to **Flamechurch**, leave  
 Run to **Borderfall**  
 Run to **Cleric Guild**  
 Get **Cleric Job**  
 Get the bottom **Cleric License**

Warp to **Beasting Anchorage**, sail out  
 Sail to **Roque Island**  
 Run to town using left path (1 encounter, kill if Throne not level 48, flee otherwise)  
 Ambush man guarding the store room  
 Pick up chests (3x **Rejuvenating Jam**, 40k leaves, **Magic Nut L**)  
 Use Inn if someone doesn't have LP

**FINAL MENU PT 1**

JOBS					
<b>Oswald</b>	<b>Arcanist</b>	4 skills	<b>Warrior</b>		
<b>Temenos</b>	<b>Cleric</b>	All skills	<b>Dancer</b>	2 skills	<b>Scholar</b>

SUPPORT		
<b>Throne</b>	<b>Boost-Start</b>	Upgraded Accessories
<b>Oswald</b>	<b>Boost-Start</b>	Price of Power
<b>Temenos</b>	<b>Boost-Start</b>	Show Goes On

EQUIPMENT	
<b>Oswald</b>	Firestarter, Scorched Bone Spear

ITEMS	
<b>Throne</b>	All Light (1+1), Crit (1+2+1), Sharp (1+1), Fort nuts (2+3+1)
<b>Oswald</b>	All Magic Nuts (2+2+2), Grape

Tavern **Hikari** and **Partitio** in (replace **Oswald** and **Agnea**). Check everyone's LP

Oswald loses max HP from job swaps

**FINAL MENU PT 2**

SUPPORT	
<b>Partitio</b>	Alluring Ribbon

JOBS				
<b>Hikari</b>	<b>Dancer</b>	2 skills	<b>Cleric</b>	All skills
<b>Partitio</b>	<b>Dancer</b>	2 skills	<b>Cleric</b>	All skills

SUPPORT	
<b>Hikari</b>	Step Ahead, Show Goes On
<b>Partitio</b>	Step Ahead, Show Goes On

Warp to **Beasting Anchorage**, sail out  
 Sail to ???  
 SWITCH TO NIGHT

Party 1 Oswald, Agnea, Partitio, Ochette  
 Party 2 Castti, Throne, Hikari, Temenos

The order matters. The order of Aelfric's bonus turns is reverse of you party order

THE EYE	Oswald	Agnea	Partitio	Ochette
T1	Pom L self	LP 2x Crit Scope	LP Aelfric's self	LP Roar
T1-A			Reinf Jam self	
T2	3x Adv. Magic	Spr Boots Parti	Aelfric's Oswald	4x HH Beasts
T2-A	4x Fire		Terrine Oswald	
T3	Rev Jam self	Dragon Essence	Neg. -> Aelfric Agnea	Dragon Essence
T3-A	LP 4x Fire	Curse Talisman	Pom M Ochette	
T4	LP 4x Fire	Pom M Parti	Rejuv Jam Oswald	4x HH Vets
	LP 4x Fire	Reinf Jam Oswald	4x HH Vets	

Turns marked TN-A are Aelfric's bonus turns taking place at the end of each turn

Neg stands for Negotiate Schedule

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP Rei Jam+Aeber	Aelfric Throne / Pom	Aelfric Throne / Pom
T1-A		LP Rei Jam+Aeber		
T2	LP 2 BP whimsy all	LP Aeber+Rej Jam	Aelfric self	Aelfric Castti
T2-A	2 BP whimsical all	LP 4x + 3x Dagger	Spear	
T3	<b>Icicle</b>	<b>3x Dagger</b>	<b>4x Spear</b>	<b>LP 4x Barrage</b>
T3-A	Red Apple Throne	LP AC + Aeber	Rej Jam Throne	
T4	Mighty Plum Throne	Aeber	Pom Throne	-
	-	Aeber	-	

First Cleric has to Pom L the other Cleric. Throne jams herself

Concoct is Pom Leaf + Whimsical Leaf + Strengthening Serum + Diffusing Serum

Concoct Mighty Leaf + Plum Leaf

PURSUERS #1	Throne	Pirro	Scaracci
	Dagger	Dagger	Axe
	3x Dagger	3x Slice	Defend

Walk to cutscene to avoid encounter  
Ambush quest NPC

PURSUERS #2	Throne	Pirro	Scaracci
	Dark Night	Piece	Axe
	3x Dark Night	3x Slice	3x Axe

Run to **Gambling Parlor**  
After cutscenes run to **Gambling Parlor** again  
Steal **Gold Ring** from shopkeeper above quest NPC  
Steal **Dress S** from quest NPC  
Steal **Shadow S** from kid to the left  
Run down to the other screen  
Steal **Ice S, Wind S, Light S** from old man on shop street

#### SHOP - NEW DELSTA WEAPONS

Buy Ushering Earring

Steal **Antique Coin** from kid in front of theater  
Steal **Silk Handkerchief** from the old gentleman  
Run to the **Manse**  
Ambush quest NPC

(Optional) Chest **Shadow S** (room above stairs) (1 encounter, break unless 2 enemies or lantern, flee)  
Run to the boss (1 encounter, break unless 2 enemies or lantern, flee)

PIRRO	1 Shadow S	2 Shadow S
	Dark Night	Dark Night
	Dark Night	Shadow S
	4x Dark Night	4x Sword
	Sword	Shadow S
	Sword	Light S
	Shadow S	Defend
	(Grape if not first next turn)	4x Sword
	Light S	LP Ice S + Wind S
	4x Sword	Sword
	LP Ice S + Wind S	
	Sword	

#### NEW DELSTA - CAPE COLD

Walk and run to **New Delsta Plains** (1 encounter)  
Walk to **New Delsta Anchorage**, leave  
Walk and run to **Abandoned Village** (1 encounter), leave  
Walk to **South Cape Cold Snows**  
Walk to **Osvald** and recruit him  
Run to **Cape Cold**  
Mug old man up and left of entrance for valuables (Def, Staff, 4x Fire)  
Chest **2k leaves** in house behind shops

#### ABANDONED VILLAGE - WATERWAY

Warp to **Abandoned Village**  
Go out, pick up **Herb of Serenity** above ruined arch

#### SHOP - BLACK MARKET

Sell All valuables

Buy 2x Ice S

Thunder S

2x Fire M

2x Ice M

7x Light M

Go to the **Abandoned Waterway** (1 encounter)

Kill encounter inside Waterway with Ice M

Chest **8k leaves** (to the left, pass under stairs)

Warp to **New Delsta Anchorage** and sail to **Toto'haha**

Run to **West Tropu'Hopu Path** (2 encounters, break and flee)

Run to **Tropu'Hopu** (1 encounter, Light M)

#### MENU AFTER KILLING ENCOUNTER

##### ABILITIES

Osvald 2 skills

##### SUPPORT

Osvald EM

#### NEW DELSTA ANCHORAGE - CROPDALE - ORESRUSH - RYU

Warp to **New Delsta Anchorage** and sail to **Crackridge Anchorage**

Run to **East Cropdale Path** (1 encounter, flee)

Run to **Cropdale**, leave (1 encounter, flee)

Chest **Slumber Sage** outside Cropdale

Run to **South Cropdale Path** (1 encounter, flee)

Run and walk to **South Oresrush Pass**

Run to **Oresrush**, don't start story

Recruit **Partitio**, leave

Run and walk to **North Ryu Sands**

Run and walk to **Ryu**

Fight: Ice S, attack leader

Recruit **Hikari**

Purchase **Light Nut S** from boy down the oasis and scrutinize him, pick up **Fort Nut S**

#### BEASTING ANCHORAGE - CANALBRINE - RYU - CONNING CREEK

Warp to **Beastin Anchorage**

Steal **Bottle** (quest item) from NPC on the pier

Sail to **Canalbrine**

Recruit **Casti** (don't put her in the party)

Deliver **Bottle** to complete quest (4k leaves, Crit Nut M)

Take boat to the weapon shop

#### SHOP - CANALBRINE WEAPONS

Buy Critical Earring

Warp to **Ryu**

Run to **North Conning Creek Road** (1 encounter, break and flee)

Run to **West Conning Creek Road** (1 encounter at night, Light M)

Run to **Conning Creek** (1 encounter at night, Light M)

Purchase **Pom Leaf** from merchant at intersection

Do no start story

Run to **Conning Creek Harbor**

Steal **Wind L** from lady next to house on the left

Chest **Rainbow Glass Shard** on the beach

#### NEW DELSTA - INVENTOR HOUSE

Warp to **New Delsta**

Run and walk to the **Thief's camp** (north) and change to night to fight him

**Thief:** 2x attack twice or 2x HP Thief

Run to the **Inventor's House**

Get the **Inventor Job, Elemental Bomb, Critical Scope**

Someone hits a broken target  
Throne has to hit the same target that was hit an extra time last round

Break the adds with Throne and Scaracci. Pierce the leader  
Throne kills the leader. Scaracci kills the add Throne broke

For inventor ability

Picking this up is more likely to give you a second encounter but allows faster fight script

Use the fight script that matches your Shadow S count

Break and flee single encounters, flee and pray if 2 enemies

Alternative fight: Ice, 3x Fire should be faster but won't kill if you roll absolute minimums on both

1 for recruiting Hikari, other for inventor

For inventor ability

1 for Bordenlands encounter, 1 for Hikari 2

1 for waterway encounter, 1 for Hikari 2

1 for Tropu'Hopu encounter, 2 for Conning Creek night encounters, 2 for Crackridge encounters, 2 for Hikari 2

Always lizards

For inventor ability

Turning in 3 of each S stone, glass shard, and the two earrings

### MENU AFTER GETTING INVENTOR

#### SUPPORT

Throne	Step Ahead
Osvald	Step Ahead
Partitio	Step Ahead
Hikari	Step Ahead

### ORESRUSH - CRACKRIDGE ANCHORAGE - CRACKRIDGE

Warp to Oresrush

Hire Peddler near east exit

Purchase Pickaxe from dude at weapon shop

Warp to Crackridge Anchorage

Run to South Crackridge Pass (1 encounter, Light M)

Run and walk to S&K leaves chest on the path (File)

Run and walk to West Crackridge Pass

Run towards the Merchant Guild (1 encounter, brak armadillo, Light M)

Duel the merchant in the camp, fee

Pick up Thunder M chest

Get Merchant Job

Run and walk to Crackridge

25% increased money when selling

If you get only two enemies, you can opt to kill an encounter on the way to Flamechurch or Montwise instead, or kill an extra with 2 Fire S

### NEW DELSTA- FLAMECHURCH - MONTWISE

Warp to New Delsta, leave

Turn in A's quest (1.5k leaves)

Run to West Clockbank Road

Run to East Flamechurch Path (1 encounter, fee)

Run and walk to Flamechurch, leave

Run to Borderfall (1 encounter, fee)

Run to Thunder M chest after rope bridge (1 encounter, Fire M)

Run to West Montwise Pass

Run and walk to Montwise, start Hikari 2 (if you get encounter, Fire M and purchase backup)

Mug investor (top person of a group of three) with Light M for Dazzling Artwork and Inspiring Bracelet

Go to the arena

Fight 1: Defend, 3x Spear, Thunder M

Fight 2: Ice M

Fight 3: Thunder M, 3x Sword, Fire/Wind M

If you feel you are missing JP (e.g. survived an ambush), you can kill this encounter with 2x Fire S unless it's the superman rats

Another encounter you can kill if you survived ambushes with 2x Fire S (may need breaks)

Note on stone uses here: the stone used after break doesn't matter as such as long as you don't use the stones that are absolutely needed for the remaining fights.

Also we are killing one more encounter with a Fire M

### MENU BEFORE LAST DUEL

#### ITEMS

Hikari	Grape
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#### JOBS

Throne	Corrosive	Merchant	Collect, Donate BP, Hired Help
Partitio	Hired Help		

#### SUPPORT

Throne	Boost Start, Grows in Trees
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Fight 4: Light M, Wind L  
Alternate: Spear, Def, 4x Spear, Wind L

With current exp routing he does not level up from the previous fight and can die to a double hit crit

If he has full HP obviously skip this

Use alternative fight if out of M stones

### BANDELAM

Throne	Osvald	Partitio	Hikari
Corrosive	Defend	Defend	Defend
4x HHG	3x Spear	3x Spear	3x Spear

Go back to the arena

### SHOP - MONTWISE WEAPONS

Sell	Dazzling Artwork
	Inspiring Bracelet

Ambush dude next to the railing on the right

Champ Fight: Defend, LP Corrosive + 4x HHV (2k leaves, Reinforcing Jam, Champion Belt)

If you go first on second turn, Corrosive on T1 instead and don't use LP

### MENU AFTER YURINAS

#### ITEMS

Throne	Champion Belt
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#### SUPPORT

Partitio	Step Ahead
Hikari	Step Ahead

### FLAMECHURCH

Warp to Flamechurch

Fight: 3x Dagger with Throne

### TEMENOS RECRUIT

Temenos	Temenos
---------	---------

Step Ahead is generally removed from some people in this run whenever we expect to kill at least 4 encounters while moving around

To avoid having to defend with characters not involved in the killing

### BEASTING ANCHORAGE - TROPUPHOPU - CAPE COLD - WINTERBLOOM - SCHOLAR - WINTERBLOOM

Warp to Beasting Anchorage

Hire the NPC on the pier

Run to the Island Cave (1 encounter, catapult)

Run to JP Booster chest (1 encounter, switch to night before, Throne def, 4x HH Guards) (Go up then right)

If you get sentinel, defend with both, break with staff/box, and then 4x Guards with Partitio

### MENU AFTER JP BOOSTER

#### ITEMS

Throne	JP Booster
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#### JOBS

Throne	Inventor
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Warp to Cape Cold

Steal Fort Nut S from man on the far right side, then leave

Run to East Cape Cold Snows (1 encounter, catapult)

Run to West Winterbloom Snows (1 encounter, catapult)

Run to the Scholar Guild (1 encounter, 3x Catapult spear)

Get Scholar Job

Run to Winterbloom (1 encounter, night, 3x catapult spear/axe?)

Don't start story, leave

Deliver Pickaxe to complete quest (7k leaves, Rusty Sword, Rev. Jam), leave

You only need to kill one of these two

### CRACKRIDGE - GRAVELL - TROPUPHOPU - SHIPWRECK

Warp to Crackridge

Run to West Gravel Pass (1 encounter, defend 4x catapult axe)

### MENU BEFORE GRAVELL SCREEN

#### JOBS

Throne	Merchant
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Walk to Thunder L chest on the way

Run and walk to Gravel (1 encounter, switch to night before, Throne def, 4x Guards)

### GRAVELL TAVERN

Gravel	Casts
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Soothe the guard on the smith's door with Slumber Sage

Deliver Rusty Sword, get Conqueror's Sword and Armsmaster job

Warp to Troppuhopu

### SHOP - TROPUPHOPU ITEMS

Sell	Conqueror's Sword
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Buy	2x Whimsical Leaf
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Purchase Fort Nut M from a sailor next to a kid topleft

Hire merchant in the first inn

**TROPUHOPU TAVERN**

Caesi	Osvald
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Hire merchant in the Inn  
Go to the **Shipyard**, purchase the boat

Chest **Reinforcing Jam** (northeast)  
Chest **20k leaves** (northeast, walk sail halfway)  
Warp to **New Delta Anchorage** and re-embark  
Chest **EXP Booster** (northeast)

Alternatively instead of sailing to 20k chest you can warp to New Delta Anchorage to pick it up to guarantee no encounters

**MENU AFTER EXP BOOSTER**

**EQUIPMENT**

Throne	EXP Booster
Temenos	Champ Belt

Warp to **Crackridge Anchorage** sail out.  
Sail to **Shipwreck**  
Go towards **Rusty Dagger** chest (1 encounter, night, Throne def 4x HH Guards, Thunder L if birds)  
Chest **Thunder L** under double stairs if you used one in the encounter  
Chest **Rusty Dagger** (far left end of the dungeon)

**GIANT CLUB - ASSASSINS - SCHOLAR - BEASTING VILLAGE**

Warp to **Gravell**, leave  
Run to **Ivory Ravine** (1 encounter, night, Throne def, 4x HH Guards)  
Run and walk to **Giant Club** chest (1 encounter, Throne def 4x HH Guards or Beastings) (Follow torches all the way to bottom left)

Moles and small birds die to Guards, big birds and sentinels need Beastings. Revenant needs break, 4x Beasts. Break with Sword/Staff/Bow

**MENU AFTER CLUB**

**ITEMS**

Temenos	Giant Club
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**JOBS**

Osvald	1 skill, Adv. Magic	Armsmaster
Temenos	Inventor	

**SUPPORT**

Osvald	Extra Experience
Partitio	Step Ahead
Temenos	Step Ahead

Warp to **Montwise**, leave  
Run to **West Merry Hills Pass** (1 encounter, 2x Catapult sword)  
Run to **Merry Hills** (1 encounter, night, Throne def 4x HH Guards, Thunder L if not dead)

Go out  
Run to fight the assassins at night

<b>ASSASSINS</b>	Throne	Osvald	Partitio	Temenos
	Donate BP Part		Defend	Boots Throne
	4x HH Beasts		4x HH Beasts	3x Staff

**MENU AFTER ASSASSINS**

**JOBS**

Osvald	Merchant	3 skills	Armsmaster
Throne	Merchant		
Temenos	Mystic Staff, Revive, 2 other Cleric skills	Scholar	Barrage + Adv. Mag Inventor

**SUPPORT**

Throne	Step Ahead
Osvald	EM, Step Ahead, Boost Staff
Partitio	Step Ahead
Temenos	Evil Ward, EM

**CONNING CREEK - SAI - DESERT CAVE**

Warp to **Conning Creek**, leave  
Run to **East Sai Sands** (1 encounter at night, 2x Catapult)  
Run to **South Sai Sands** (1 encounter at night, 2x Catapult)  
Run to **Sai** (1 encounter at night, 2x Catapult), leave  
Run to **West Sai Sands** (0-1 encounter, 2x Catapult)  
Chest **Reinforcing Jam** on the wall, ladder on the right after passing gate  
Run to **East Ku Sands** (1 encounter at night, 2x Catapult)  
Chest **Firestarter** in sandpit to the left

Usually you want to take a total of 4 night encounters

Warp to **Sai**, leave  
Run to **West Sai Sands** (0-1 encounter, 2x Catapult)  
Run to **Sand Cave** (0-1 encounter, 2x Catapult)

**MENU AT THE CAVE**

**SUPPORT**

Osvald	Step Ahead
Partitio	Step Ahead

Fight the boss at night

<b>DESERT WORM</b>	Throne	Osvald	Temenos	Partitio
		Defend	Crit Scope	Defend
	4x HH Guards	4x Sword	Defend	3x HH Mercs
			4x Mystic Staff	

Chest **Rusted Axe**  
Run to **Scorched Bone Spear** chest back of the cave (1 encounter at night, 2x Catapult)

**GRAVELL - BEASTING VILLAGE**

Warp to **Gravell**  
Steal **Sharp Nut L** and **Lychee L** from man at entrance  
Deliver rusty weapons  
Purchase **Reinforcing Jam** from woman at item shop

**SHOP - GRAVELL ITEMS**

Sell	Dancer's Blade
	Lionheart Axe

Warp to **Beasting Anchorage**  
Run to **North Beasting Village Path**  
Run to **Beasting Village** (1 encounter, fee)  
Recruit **Ochette**

**OCHETTE RECRUIT**

Osvald	Ochette
Partitio	Ykari

Steal **Beasting Island Exploration Book**

**SAI - WELLGROVE - TIMBERAIN**

Warp to **Sai**, leave  
Run to **West Sai Sands** (0-1 encounter, 2x Catapult sword)  
Run to **East Wellgrove Path** (1 encounter, 2x Catapult sword)  
Run to **Wellgrove** (1 encounter, 2x Catapult sword), leave  
Run to **North Wellgrove Path** (1 encounter, 2x Catapult sword)  
Chest **Pom L** between tree roots  
Run to **South Timberain Path** (1 encounter, 2x Catapult sword)

Run to **Timberain** (1 encounter, night, Defend 3x Catapult)  
Steal **Light L**, **Wind L** from woman to the left  
Tavern

Wind L is for Drowell, Light L for The Eye

**TIMBERAIN TAVERN**

Ochette	Osvald
Ykari	Partitio

Purchase **Blessed Vestments** from judge

Steal **Sharp Nut S** from woman near inn  
 Scrutinize girl in front of castle plaza fountain.  
 Purchase **Ancient Circlet** from quest NPC  
 Hidden item **Magic Nut M**

**MONTWISE - STORMHAIL**

**MENU AFTER TIMBERKAIN**

**EQUIPMENT**  
 Osvald Optimize

Should put Firestarter, Scorched spear, Vestments and Circlet on him

**SKILLS**  
 Throne 4 Thief skills

**SUPPORT**

Throne Life in Shadows  
 Osvald Peak Performance  
 Partitio Step Ahead  
 Temenos Step Ahead Peak Performance

Warp to **Montwise**, leave  
 Run to **North Montwise Pass** (1 encounter, 3x Fire)  
 Ambush the guard  
 Run to **South Stormhall Snows** (1 encounter, Def, 4x Fire)  
 Purchase **Wall Book(?)** from man on the cliff  
 Guide the same dude  
 Run down the stairs (1 encounter, 3x Fire or Def, 4x Fire)  
 Steal **Mighty Leaf**, **Pom M** and **Pom L** from woman next to ladder  
 Run to **Stormhall** (1 encounter, 3x Fire or Def, 4x Fire)  
 Steal **Magic Nut S** from templar on the right  
 Purchase **Necklace** off of quest NPC to complete quest (**Alluring Ribbon**, 14k leaves)

If the monk lives, just bonk it with Temenos

Take note of how much JP Partitio had after the encounter [1]

**SHOP - STORMHAIL WEAPONS**

Buy 2x Unerring Bracelet

**CRACKRIDGE - CROPDALE - CRACKRIDGE - STORMHAIL - UNDER THE WALL**

Warp to **Crackridge**  
 Steal **Lychee M** from guitarist at entrance  
 Scrutinize Mason in front of item shop for a hidden item  
 Flick up hidden item **Fort Nut M**  
 Ambush the man guarding the house to the far down right  
 Chest **Book of the Void**

**Warp to Cropdale**

**AGNEA RECRUIT**  
 Osvald Agnea

Ature woman to the left (100%)

**Warp to Stormhall**

Run and walk to **Under the Wall**  
 Collapse the bridge

**SAI - NAMELESS ISLAND - MONTWISE**

Warp to **Sai**

Tavern

**SAI TAVERN**  
 Partitio Mitsun  
 Agnea Osvald

Steal **Fort Nut S** from man in the house on the way to warrior guild  
 Steal **Lychee M** from dude front left of guildmaster  
 Get **Warrior Job**

Warp to **Beasting Anchorage**, sail out  
 Sail to **Nameless Isle**  
 Run to the boss (2 encounters, at night Def 4x Fire)

**MENU BEFORE GIGANTES**

**SUPPORT**  
 Hikari Step Ahead

Fight at night

**GIGANTES** Throne Osvald Hikari Temenos  
 4x HH Beasts Defend Defend 3x Aggressive 3x Mystic Staff

Throne and Temenos don't need Step Ahead for this fight

**Chest Finisher's Claw**

Bribe the explorer for translation info

**Warp to Montwise**

Steal **Magic Nut M** from merchant near entrance  
 Go to the library, switch to right  
 Complete the book quest  
 Steal **Lychee M** from AI before turning in the quest  
 Complete AI's quest

**STORMHAIL - INFERNAL CASTLE - MONTWISE - CLERIC GUILD**

Warp to **Stormhall**, leave  
 Run to **Under the Wall**  
 Run to **Infernal Castle**

**MENU AT DUNGEON**

**ITEMS**  
 Osvald All Magic Nuts (1+2+0), Finisher's Claw

**JOBS**  
 Temenos Scholar  
 Hikari Inventor

**SUPPORT**  
 Throne Step Ahead  
 Temenos EM

Chest **Lost Tribe's Staff** (down, 5 sets of stairs, behind stairs, kill encounters on the way at night)  
 Move towards the boss killing total 3-4 encounters at night (Osvald def, Temenos Adv, Magic, 4x Fire)

Small lizards 3x Guards

**MENU WHEN OSVALD HAS 4630 JP**

**ITEMS**  
 Osvald Lost Tribe's Staff

**JOBS**  
 Osvald Warrior All normal skills Armsmaster

**SUPPORT**  
 Osvald Beek+Start DMD  
 Temenos EM

Fight the Direwolf at night

**DIREWOLF** Throne Osvald Hikari Temenos  
 Defend Adv. Magic self Crit Scope Defend  
 4x Bow 3x Fire Pom L Osvald LP 3x Barrage  
 Wind L LP 4x Fire Mystic Staff

**Chest Stone of Truth**

**MENU AFTER STONE OF TRUTH**  
 ITEM  
 Osvald Stone of Truth, 2x Lychee M

Press Options button to put it into the bottom slot

Warp to **Montwise**, leave

Run to **Borderfall**  
 Run to **Cleric Guild** (1 encounter, 3x Fire)  
 Get **Cleric Job**  
 Get the bottom **Cleric License**

**BEASTING ANCHORAGE - CURIOUS NEST**

Warp to **Beasting Anchorage**, sail out  
 Sail to fight the shark at night

SHARK	Throne	Osvald	Hikari	Temenos
	Defend	Fire	Crit Scope	Defend
	4x Dagger	Defend		3x Staff
		4x Fire		

Sail to **Curious Nest**  
 Go towards the boss at night (1 encounter, 3x Fire)

DRAGON	Throne	Osvald	Hikari	Temenos
	Defend	Sivfold Strike	Crit Scope	Staff
	(LP) 4x Bow	Fire	Defend	
		LP 4x Fire		4x Mystic Staff

Chest **Fang of Ferocity**

**MENU AFTER FANG OF FEROCITY**

EQUIPMENT	
Osvald	Finishers-Claw, Fang of Ferocity
Hikari	2x Unering Bracelet
Temenos	Alluring Ribbon
SUPPORT	
Throne	Step-Ahead
Osvald	DMD, Boost Start
Hikari	Step-Ahead
Temenos	EM-Step-Ahead

Kill encounters while picking up chests (3x Fire)  
 Chest **Dragon Essence**  
 Chest **Dragon Essence**  
 Chest **Lost Tribe's Bow**  
 Chest **Tornado Halberd**  
 Kill encounters until Temenos has 8000 JP

If Osvald missed with a weapon, Throne should use LP and hit with the same weapon (usually it's the spear since it has -60 accuracy)

The weapons are for selling

This is because Curious Nest encounters give better EXP

**WELLGROVE - SHIPWRECK - MERRY HILLS - MONTWISE**

Warp to **Wellgrove**  
 Steal **Sharp Nut L** and **Diffusing Serum** from man in the inn  
 In  
 Steal **Lychee M** from lady between buildings

RYU TAVERN	
Temenos	Partitio

**TAVERN EQUIP MENU**

EQUIPMENT	
Temenos	Unequip All
Throne	JP-Booster, Champ Belt
Partitio	Alluring Ribbon, JP Booster

Mug **Mystery Merchant** for **Magic Nut L** (+2 other) (3x Fire)  
 Get **Dancer Job**

Warp to **Crackridge Anchorage**, sail out (1 encounter 3x Fire)  
 Sail to **Shipwreck**  
 Kill encounters (3x Fire) until Partitio and Hikari have 9760 JP and Osvald has 7870 JP  
 Chest **Lost Tribe's Spear** while grinding, up the short ladder

Also having Osvald a little bit into level 46 guarantees he gets 47 later  
 Should not need this but it's almost free to pick up

Warp to **Merry Hills**  
 Topleft house steal **Reinforcing Jam**, **Strengthening Serum**, **SP Nut M** and take **Lychee L** chest  
 Steal **Pom L** and **Crit Nut S** from NPC at entrance  
 Steal **Lychee L** from the girl  
 Purchase **Diamond Dagger** from merchant down the main street  
 Steal **Swift Cloak** from woman up from merchant

Skip if you filled Castti LP in Trophopu inn

**SHOP - MERRY HILLS WEAPONS - SELL UNTIL 151000 LEAVES**

Buy	Swift Shield
	Dazzling Tiara
Sell	Lost Tribe's Sword
	Tornado Halberd
	Lost Tribe's Spear
	Lost Tribe's Bow

Steal **Magic Nut L** from poet under the walkway  
 Steal **Light Nut M** from NPC at the beginning of next screen  
 Mug right side singer for **Magic Nut M** (3x Fire)

**WINTERBLOOM MENU TOWN**

Warp to **Winterbloom**

**MENU AT TAVERN**

JOBS	
Throne	Warrior, All normal skills, Thief, Aeber's
Osvald	Warrior
Hikari	Dancer, 2 skills, Cleric, All skills
Partitio	Dancer, 2 skills, Cleric, All skills
Throne	Armsmaster

**EQUIPMENT**

Partitio	Unequip all
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**SUPPORT**

Throne	Grows-in-Teens-Bowl-Sword, Step Ahead, DMD, Peak Performance
Osvald	Increased-EXR, DMD
Hikari	Show Goes On, Step Ahead
Partitio	Show Goes On, Step Ahead

**WINTERBLOOM TAVERN**

Hikari	Ochette
Partitio	Castti

If Osvald and Temenos have met their JP goals already, skip this

**MENU AT TAVERN #2**

ITEMS	
Ochette	Lychee L + M
Osvald	Grape

**JOBS**

Ochette	Merchant, Hired Help + 2 skills
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**SUPPORT**

Ochette	Boost Start, Step Ahead
Castti	Step Ahead

**WINTERBLOOM TAVERN**

Ochette	Agnes
Castti	Temenos

Mug soldier for **Fort Nut L** (middle of town) (3x Fire)

**MENU AFTER MUG**

ITEMS	
Throne	All SP (1+1+0), Fort (3+2+1), Sharp (1+0+2), Crit (1+1+0), Light (1+1+0) nuts
Osvald	All Magic Nuts (0+1+2)
Agnes	Lychee L + M

**EQUIPMENT**

Oswald	Fang of Ferocity	Finisher's Claw	
Throne	Optimize	EXP Booster	Fang of Ferocity, Giant's Club
Temenos	EXP Booster, JP Booster		

If Oswald is 47 skip EXP Booster, if everyone has their JP goals, skip JP Booster

**JOBS**

Agnea	Inventor
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**SUPPORT**

Agnea	Step Ahead
Temenos	EM, Step Ahead

**BEASTING ANCHORAGE - LOST ISLE - MONTWISE**

Warp to **Beasting Anchorage**, sail out  
Sail to fight Sea Monster at night

SEA MONSTER	Throne	Oswald	Agnea	Temenos
	Defend	Defend	Crit Scope	Pom SM Throne
	Aeber's	4x Fire		

Sail to Lost Isle  
Chest Ancient Curse Tallman  
Track back to Arcanist Job

**MENU AFTER ARCANIST**

JOBS	Oswald	Arcanist	4 skills	Warrior
Agnea	Dancer	Peacock + 1 skill	Inventor	
Temenos	Dancer	2 skills	Cleric	all skills Scholar

\* if you killed an encounter on the way to lost isle

**SUPPORT**

Throne	Life-in-Shadows	Summon Strength
Oswald	Best-Start-Step-Ahead	Price of Power, Elemental Augment
Agnea	Show Goes On	
Temenos	Peak-Performance	Show Goes On

If you did not allure the Magic Melody merchant

**EQUIPMENT**

Oswald	Firestarter, Scorched Bone Spear
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Weapons fall off when swapping to arcanist, if you picked up a spear an didn't sell it will mess up optimize

**ITEMS**

Throne	Plum
Oswald	Grape

Swapping to Arcanist makes him lose HP

**BEASTING ANCHORAGE - GATE OF FINIS**

Warp to **Beasting Anchorage**, sail out  
Sail to ???  
SWITCH TO NIGHT

**PARTY FORMING**

Partilio	Castli
Oswald	Throne
Agnea	Hikari
Ochette	Temenos

The order matters. The order of Aelfric's bonus turns is reverse of your party order  
Specifically Oswald needs to be above Agnea and Throne between Castli and Temenos

THE EYE	Partilio	Oswald	Agnea	Ochette
T1	LP Aelfric Agne		Boots Ochette	LP Roar
T1-a			Pom L Partli	
T2	Aelfric Oswald	Rev Jam Ochette	LP 2x Scope	4x HH Beasts
T2-a		3x Fire	2x Peacock Osv	
T3	Essence	Rev Jam self	Defend	4x HH Guards
T3-a		LP 4x Fire	Curse Tallman	
T4	4x HH Vets	LP 4x Fire	Reinf Jam Oswald	3x HH Assassins
T4-a		LP 4x Fire	Reinf Jam Oswald	
T5	Defend	Thunder	Defend	Roar
T5-a		Light L		
T6	LP 4x HHA	LP 4x Fire	4x Elem Bomb	Lychee L Oswald

Turns marked TN-A are Aelfric's bonus turns taking place at the end of each turn

GALDERA	Castli	Throne	Hikari	Temenos
T1	Defend	LP ReJam+Aeber	Pom L second cleric / Aelfric Throne	
T1-a		LP ReJam+Aeber		
T2	LP 3x Concoct #1	Aeber's	Aelfric Castli	Aelfric self
T2-a	3x Concoct #2	4x Dagger		Rev Jam Throne
T3	Essence	LP 4x Dagger + AC	4x Spear	LP 4x Barrage
T3-a	Concoct #3	LP Aeber + Swift		Reinf Jam Throne
T4	Pom M Throne	Aeber's		
T4-a		Aeber's		Pom M Throne

First Cleric has to Pom M the other Cleric. Throne jams herself

Concoct #1: Pom Leaf + Whimsical Leaf + Strengthening + Diffusing  
Concoct #2: Pom Leaf + Whimsical Leaf + Strengthening + Diffusing

Concoct #3: Mighty Leaf + Whimsical Leaf

**4+4**

SETUP: VER 1.1

Damage: Verified

THE EYE	Osvald	Agnea	Partitio	Ochette
T1	Pom L self	LP 2x Crit Scope	LP Aelfric's self	LP Roar
T1-A			Reinf Jam self	
T2	3x Adv. Magic	Spr Boots Parti	Aelfric's Osvald	4x HH Beasts
T2-A	4x Fire		Terrine Osvald	
T3	Rev Jam self	<b>Dragon Essence</b>	Neg. > Aelfric Agne	<b>Dragon Essence</b>
T3-A	LP 4x Fire	Curse Talisman	Pom M Ochette	
T4	LP 4x Fire	Pom M Parti	Rejuv Jam Osvald	4x HH Vets
	LP 4x Fire	Reinf Jam Osvald	4x HH Vets	

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP Rei Jam+Aeber	Aelfric Throne / Pon Aelfric Throne / Pom	
T1-A		LP Rei Jam+Aeber		
T2	LP 2 BP whimsy all	LP Aeber+Rej Jam	Aelfric self	Aelfric Castti
T2-A	2 BP whimsical all	LP 4x + 3x Dagger	Spear	
T3	<b>Icicle</b>	<b>3x Dagger</b>	<b>4x Spear</b>	<b>LP 4x Barrage</b>
T3-A	Red Apple Throne	LP AC + Aeber	Rej Jam Throne	
T4	Mighty Leaf Throne	Aeber	Pom Throne	-
	-	Aeber	-	

**NEGOTIATE SKIP 5T**

SETUP: VER 1.1

Damage: not verified

THE EYE	Osvald	Agnea	Partitio	Ochette
T1	Pom L self	2x Crit Scope	LP Aelfric self	LP Roar
T1-A			Reinf Jam self	
T2	3x Adv. Magic	LP Boots	Aelfric Osvald	4x HH Beasts
T2-A	4x Fire		Terrine Osvald	
T3	Rev Jam self	<b>Dragon Essence</b>	LP Aelfric Agnea	<b>Dragon Essence</b>
T3-A	LP 4x Fire	Curse Talisman	Defend	
T4	LP 4x Fire	Pom M Parti	Rejuv Jam Osvald	2x HH Vets
T4-A	LP 4x Fire	Reinf Jam Osvald	4x HH Vets	
T5	Adv. Magic	Peacock Osvald	Rev Jam Osvald	LP Roar
T5-A	4x Fire			

should have 30k-ish HP left at this point after the heal

**NEGOTIATE SKIP 6T**

SETUP: VER 1.1 otherwise but Osvald has Crit Claw + Stone, Throne has one belt + Fang. Osvald +50 EATK insted of Step Aead, Throne +50 PATK instead of upg. acc

THE EYE	Osvald	Agnea	Partitio	Ochette
T1		Boots Parti	LP Aelfric Agne	LP Roar
T1-a		Reinf Jam Parti		
T2	Pom M Agnea	LP 2x Scope	Aelfric Osvald	4x HH Beasts
T2-a	3x Fire	3x Peacock Osv		
T3	Rev Jam self	<b>Essence</b>	<b>LP 4x Guards</b>	Pom L self
T3-a	LP 4x Fire	Curse Talisman		
T4	LP 4x Fire	Light L	Rej Jam Osvald	4x HH Vets
T4-a	LP 4x Fire	Reinf Jam Osv		
T5	Thunder	Defend	3x HH Guards	LP Roar
T5-a	Thunder			
T6	LP 4x Fire	<b>4x Elem Bomb</b>	Rej Jam Osvald	4x HH Vets

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP ReJJam+Aeber	Aelfric Throne / Pon Aelfric Throne / Pom	
T1-a		LP RevJam+Aeber		
T2	LP 2 BP whimsy all	Aeber's	Aelfric Castti	Aelfric self
T2-a	2 BP whimsy all	4x Dagger		Rev Jam Throne
T3	<b>Essence</b>	<b>4x Dagger</b>	<b>4x Spear</b>	<b>LP 4x Barrage</b>
T3-a	MightWhims Throne	LP AC + Aeber	Rej Jam Throne	
T4	Rev Jam Throne	LP Swift + Aeber	Lychee L Throne	Lychee M Throne
T4-a	-	Aeber's		Pom M Throne

Mighty Leaf + Whimsical

**2 Reinf Jam + 3 Rejuv Jam**

THE EYE	Osvald	Agnea	Partitio	Ochette
T1		Boots Ochette	LP Aelfric Agne	LP Roar
T1-a		Pom L Parti		
T2	Rev Jam Ochette	LP 2x Scope	Aelfric Osvald	4x HH Beasts
T2-a	3x Fire	2x Peacock Osv		
T3	Rev Jam self	<b>Essence</b>	Curse Talisman	<b>4x Guards</b>
T3-a	LP 4x Fire	Pom M Parti		
T4	LP 4x Fire	Light L	4x HH Vets	Rej Jam Osvald
T4-a	LP 4x Fire	Reinf Jam Osv		
T5	Thunder	Defend	Defend	Roar
T5-a	Thunder			
T6	LP 4x Fire	<b>4x Elem Bomb</b>	<b>4x Assassins</b>	Lychee L Osvald

GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP ReJJam+Aeber	Aelfric Throne / Pon Aelfric Throne / Pom	
T1-a		LP ReJJam+Aeber		
T2	LP 4x Concoct	Aeber's	Aelfric Castti	Aelfric self
T2-a	4x Concoct	4x Dagger		Rev Jam Throne
T3	<b>Essence</b>	<b>4x Bow</b>	<b>4x Spear</b>	<b>LP 4x Barrage</b>
T3-a	Rej Jam Throne	LP AC + 4x LH Axe	Pom M Throne	
T4		LP 4x LH Axe + 3x		

2x Pom Leaf + Whimsical Leaf + Strengthening + Diffusing  
Pom Leaf + Mighty Leaf + Whimsical Leaf + Strengthening + Diffusing



4 Reinf Jam no Rejuv Jam

THE EYE	Osvald	Agnea	Partitio	Ochette
T1		Boots Ochette	LP Aelfric Agne	LP Roar
T1-a		Pom L Parti		
T2	Apple Ochette	LP 2x Scope	Aelfric Osvald	4x HH Beasts
T2-a	3x Fire	2x Peacock Osv		
T3	Rev Jam self	Defend	Essence	4x HH Guards
T3-a	LP 4x Fire	Curse Talisman		
T4	LP 4x Fire	Reinf Jam Osvald	4x HH Vets	3x HH Assassins
T4-a	LP 4x Fire	Reinf Jam Osvald		
T5	Thunder	Defend	Defend	Roar
T5-a	Light L			
T6	LP 4x Fire	4x Elem Bomb	LP 4x HHA	Lychee L Osvald
GALDERA	Castti	Throne	Hikari	Temenos
T1	Defend	LP ReiJam+Aeber	Aelfric Throne / Pon Aelfric Throne / Pom	
T1-a		LP ReiJam+Aeber		
T2	LP 4x Concoct	Aeber's	Aelfric Castti	Aelfric self
T2-a	4x Concoct	4x Dagger		Rev Jam Throne
T3	Essence	LP 4x Bow + AC	4x Spear	LP 4x Barrage
T3-a	Rev Jam Throne	4x LH Axe		Pom M Throne
T4		4x LH Axe		
T4-a		3x LH Axe		

Shipwreck of the	48	0	Land	DayTime		20%	2880	528	232
Shipwreck of the	48	0	Land	DayTime		20%	2220	542	179
Shipwreck of the	48	0	Land	DayTime		20%	2190	452	176
Shipwreck of the	48	0	Land	DayTime		20%	2025	534	165
Shipwreck of the	48	0	Land	DayTime		10%	2205	524	178
Shipwreck of the	48	0	Land	DayTime		10%	1530	528	124
						100%	2236,5	516,4	180,6
Shipwreck of the	48	0	Land	NightTime		20%	2880	528	232
Shipwreck of the	48	0	Land	NightTime		20%	2220	542	179
Shipwreck of the	48	0	Land	NightTime		20%	2190	452	176
Shipwreck of the	48	0	Land	NightTime		20%	2025	534	165
Shipwreck of the	48	0	Land	NightTime		10%	2205	524	178
Shipwreck of the	48	0	Land	NightTime		10%	1530	528	124
						100%	2236,5	516,4	180,6
Shipwreck of the	48	0	Water	NightTime		20%	1944	492	198
Shipwreck of the	48	0	Water	NightTime		20%	2220	542	179
Shipwreck of the	48	0	Water	NightTime		20%	2100	588	171
Shipwreck of the	48	0	Water	NightTime		20%	1530	528	124
Shipwreck of the	48	0	Water	NightTime		10%	2025	600	165
Shipwreck of the	48	0	Water	NightTime		10%	2025	614	165
						100%	1963,8	551,4	167,4
Curious Nest	52	0	Land	NightTime		20%	2175	743	177
Curious Nest	52	0	Land	NightTime		20%	2340	831	189
Curious Nest	52	0	Land	NightTime		20%	2340	831	189
Curious Nest	52	0	Land	NightTime		20%	2100	601	170
Curious Nest	52	0	Land	NightTime		10%	1500	852	122
Curious Nest	52	0	Land	NightTime		10%	1605	594	130
						100%	2101,5	745,8	170,2
Curious Nest	52	0	Water	NightTime		35%	2085	628	169
Curious Nest	52	0	Water	NightTime		35%	2115	582	171
Curious Nest	52	0	Water	NightTime		30%	2700	712	220
						100%	2280	637,1	185
Beneath the Wall	55	0	Land	NightTime		15%	2160	681	217
Beneath the Wall	55	0	Land	NightTime		15%	2325	732	189
Beneath the Wall	55	0	Land	NightTime		15%	1605	653	130
Beneath the Wall	55	0	Land	NightTime		15%	1560	1014	126
Beneath the Wall	55	0	Land	NightTime		15%	1560	754	126
Beneath the Wall	55	0	Land	NightTime		15%	2130	673	173
Beneath the Wall	55	0	Land	NightTime		10%	2730	977	128
						100%	1974	773,75	156,95
Cavern of Waves	48	0	Land	NightTime		20%	2490	488	224
Cavern of Waves	48	0	Land	NightTime		20%	1800	405	61
Cavern of Waves	48	0	Land	NightTime		20%	1425	537	115
Cavern of Waves	48	0	Land	NightTime		20%	1500	478	122
Cavern of Waves	48	0	Land	NightTime		10%	2115	675	171
Cavern of Waves	48	0	Land	NightTime		10%	2550	644	122
						100%	1909,5	513,5	133,7
Cavern of Waves	48	0	Water	NightTime		20%	1800	569	168
Cavern of Waves	48	0	Water	NightTime		20%	2490	488	224
Cavern of Waves	48	0	Water	NightTime		20%	1410	450	114
Cavern of Waves	48	0	Water	NightTime		20%	1425	537	115
Cavern of Waves	48	0	Water	NightTime		10%	1380	368	112
Cavern of Waves	48	0	Water	NightTime		10%	2115	529	171
						100%	1774,5	498,5	152,5
House Wellows M	50	0	Land	NightTime	(First Encounter)	25%	825	596	67
House Wellows M	50	0	Land	NightTime		25%	825	604	67

House Wellows N	50	0	Land	NightTime		25%	1980	724	67
House Wellows N	50	0	Land	NightTime		25%	2640	865	134
						100%	1567,5	697,25	83,75
Southern Timber:	45	0	Land	NightTime	(First Encounter)	15%	1410	464	114
Southern Timber:	45	0	Land	NightTime		15%	1410	450	114
Southern Timber:	45	0	Land	NightTime		15%	1890	460	153
Southern Timber:	45	0	Land	NightTime		15%	2025	506	163
Southern Timber:	45	0	Land	NightTime		15%	2064	444	208
Southern Timber:	45	0	Land	NightTime		15%	2040	515	165
Southern Timber:	45	0	Land	NightTime		10%	1707	368	159
						100%	1796,55	462,65	153,45
Southern Timber:	45	0	Water	NightTime	(First Encounter)	20%	1410	464	114
Southern Timber:	45	0	Water	NightTime		20%	2160	444	220
Southern Timber:	45	0	Water	NightTime		20%	1785	454	167
Southern Timber:	45	0	Water	NightTime		20%	1410	457	114
Southern Timber:	45	0	Water	NightTime		10%	1890	460	153
Southern Timber:	45	0	Water	NightTime		10%	1410	450	114
						100%	1683	454,8	149,7
Western Gravell	45	0	Land	NightTime		20%	1890	499	153
Western Gravell	45	0	Land	NightTime		15%	1410	460	114
Western Gravell	45	0	Land	NightTime		15%	1938	464	167
Western Gravell	45	0	Land	NightTime		15%	2289	517	216
Western Gravell	45	0	Land	NightTime		15%	1410	450	114
Western Gravell	45	0	Land	NightTime		15%	1731	374	161
Western Gravell	45	0	Land	NightTime		5%	1380	371	112
						100%	1763,7	458,1	152
Roque Island: An	45	0	Land	NightTime		20%	1761	422	163
Roque Island: An	45	0	Land	NightTime	(First Encounter)	15%	1440	458	116
Roque Island: An	45	0	Land	NightTime		15%	1410	450	114
Roque Island: An	45	0	Land	NightTime		15%	1923	521	166
Roque Island: An	45	0	Land	NightTime		15%	750	426	61
Roque Island: An	45	0	Land	NightTime		15%	1278	540	114
Roque Island: An	45	0	Land	NightTime		5%	1890	460	153
						100%	1466,85	466,65	125,9
Western Merry H	45	0	Land	NightTime		15%	1380	440	112
Western Merry H	45	0	Land	NightTime		15%	1725	418	139
Western Merry H	45	0	Land	NightTime		15%	1119	426	99
Western Merry H	45	0	Land	NightTime		15%	1440	632	116
Western Merry H	45	0	Land	NightTime		15%	1728	340	176
Western Merry H	45	0	Land	NightTime		15%	1710	357	138
Western Merry H	45	0	Land	NightTime		10%	1434	289	134
						100%	1508,7	420,85	130,4

[1] 5.4k in routing test