NTR-YIKE-USA

Etrian Odyssey II™

HEROES OF LAGAARD

NINTENDO DS™

INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
    1. Sit or stand as far from the screen as possible.
    2. Play video games on the smallest available television screen.
    3. Do not play if you are tired or need sleep.
    4. Play in a well-lit room.
    5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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Contents

Story

To the northern continent, one can find the Grand Duchy of High Lagaard. There, in the central city of Lagaard, is a legendary tree that watches over the town. Known as Yggdrasil, its branches are said to reach into the sky, forming a path to a floating castle.

Recently, a maze-like dungeon has been found in Yggdrasil's interior…

The Duke is sponsoring research expeditions into this strange Labyrinth in order to find the truth behind these legends of the floating castle.

The floating castle and the twisted Labyrinth… These twin mysteries have attracted the attention of explorers the world over, drawing them to High Lagaard. But though their numbers grow larger, not one of them has succeeded in piercing the Labyrinth's mysteries.

Now, you have joined the throng of explorers enticed by the enigma. Upon your arrival in High Lagaard, your goal is to find the floating castle, gaining wealth, fame, and glory in the process.

Onward, and into the city!

Starting the Game

Make sure the Nintendo DS system is turned OFF and insert the Etrian Odyssey II: Heroes of Lagaard Game Card into the Game Card slot.

Turn the power ON and tap the Touch Screen after the Nintendo DS start-up screen appears.

On the system menu screen, tap the Etrian Odyssey II panel. After doing so, the game will load. (If the Nintendo DS has been set to Auto Mode, the game will start automatically. See page 20 of the Nintendo DS system instruction booklet for details.)

Tap the Touch Screen or press any button to access the Title Menu.
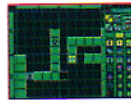
Upper Screen   Lower Screen

In this booklet, things seen on the upper screen will have a blue border, and things seen on the lower screen (Touch Screen) will have a red border.

🐸 Title Menu

From here, you have the following options:

▶ Continue

If you have a suspend save, you may continue from the point where you left off.
Once you load the suspend save, it will be automatically deleted.

▶ New Game

Begin a fresh game of Etrian Odyssey II. During the opening, you will be asked if you have a password. If you have a password from the previous game, choose "YES" and enter it.

The Password

If you mastered the Labyrinth in the first Etrian Odyssey, you may start with your previous guild name. Other benefits may also await veteran explorers…

OBTAINING A PASSWORD
Load Etrian Odyssey in your Nintendo DS, and load your saved game. Go to Option from the Main Menu, and select Password to obtain your password. The first game must be completed before its Password feature is unlocked.

▶ Load Game

Continue from your last regular save.

▶ Option

Adjust the game settings. Press up or down on the +Control Pad, and choose a setting to adjust with the A Button. Press left or right to change the setting.

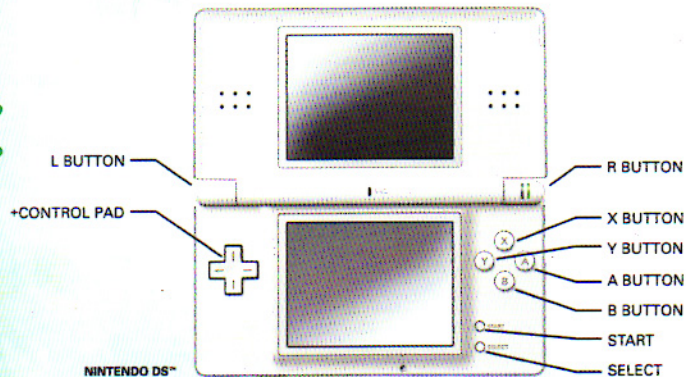|	
AUTO MAP	While ON, the spaces you walk across will be automatically painted.
BGM	Adjust the in-game music level from MUTE to MAX.
SE	Adjust the in-game sound effects from MUTE to MAX.
MESSAGE	Change the message speed.
PLAY BGM	Listen to any of the game's music tracks.
EXIT	Close the Option Menu.
DELETE DATA	Delete all saved data. Be certain you want to do this before selecting it.

🐸 Saving Game Data

You can save your game in town at the Flaus Inn or in the Labyrinth at Geomagnetic Fields. You may also create a suspend save from the Main Menu while in the Labyrinth (p. 19). Do not turn the power OFF while the game is saving.

Basic Controls

The controls will differ depending on your situation. Be sure to remember how the buttons are used in different areas.

L BUTTON

R BUTTON

+CONTROL PAD

X BUTTON

Y BUTTON

A BUTTON

B BUTTON

START

SELECT

NINTENDO DS™

DUNGEON		
+Control Pad:	Up = Step forward	Down = Step back
	Left = Turn left	Right = Turn right
A Button:	Confirm / Investigate	
B Button:	Cancel	
X Button:	Toggle the map zoom	
Y Button:	Access the Main Menu	
L Button:	Step left	
R Button:	Step right	

BATTLE	
+Control Pad:	Move the cursor
A Button:	Confirm
B Button:	Cancel
Y Button:	View Information Window
L Button:	Turn Auto-Battle ON/OFF

| TOWN / CAMP MENU	
+Control Pad:	Move the cursor
A Button:	Confirm
B Button:	Cancel
Y Button:	Skip to the next item type (Sitoth Trading) / Select multiple items (Flaus Inn)
L / R Buttons:	Switch between characters (Sitoth Trading, Main Menu)
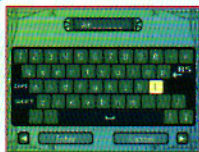
🐌 Using the Touch Screen

The Touch Screen is used when typing words or when drawing the dungeon map.

■ Typing with the Keyboard

When you have to enter text, the Touch Screen will become a keyboard. Type letters and numbers by tapping them with the stylus. Tap the BS (backspace) key to delete a letter.
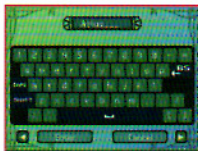
■ Drawing the Dungeon Map

When in the Labyrinth, you can map your surroundings. Look at the upper screen to see the layout before you, then draw a corresponding map on the lower screen. For more details, see p. 15.

Party Formation

At the Explorers Guild in town, you can register new guild members and organize your own guild. At the start of a new game, you will create a party here.

🐌 Register

Create new characters here. Name the character, and then choose a class and portrait. Newly created characters can be put into the party from the Formation menu. You may register up to 30 characters.

🐌 Organize

◆**Retire**

Retire a character and receive a new character in exchange. New characters receive a bonus to their stats. If a character of maximum level retires, the new character's maximum experience level increases by 1.

◆**Rest**

Characters who Rest lose 5 experience levels but will be able to reallocate their skill points.

◆**Dismiss**

Dismiss a character from the guild. You will lose these characters and any equipment they are wearing forever.

◆**Rename**

You may change a character's name for a fee of 1000en.

🐌 Forming a Party

A party consists of up to 5 guild members. You will need to form one in order to enter the Labyrinth.

The Front and Back Lines

While forming a party, you will place characters on either the front or back line.
Once you're satisfied with the formation, select Confirm to create the party.

Front Line
Back Line

Registered Characters

Choose the Proper Placement

Characters on the front line are more likely to be attacked in battle than those on the back line. It's generally advised to put warrior-type characters like landsknechts or protectors in front, and magic-type characters like hexers or alchemists in back.

🐌 Aspects of the Field Screen

Icon showing the time of day. ❶

The in-game clock. Time passes while moving. ❷

Proximity gauge. How close you are to enemies is shown by the gauge's color. ❸
Blue = Low chance of battle
Red = High chance of battle

Cartography icons (p. 16). ❹

Map screen. Tap the full map to zoom in on the area you tapped. You can only draw on the zoomed-in view. ❺

Coordinate tabs. Tap these tabs to move the map in that direction. ❻

When the check is shown, the map will follow the player. If not, the map will remain stationary even if the player goes elsewhere. Touch the check to toggle it ON/OFF. ❼

Floor switch. Touch the UP box to view the next floor's map or touch the DOWN box to view the previous floor's map. ❽

Icon showing any current status conditions. ❾

Zoomed Map

Full Map
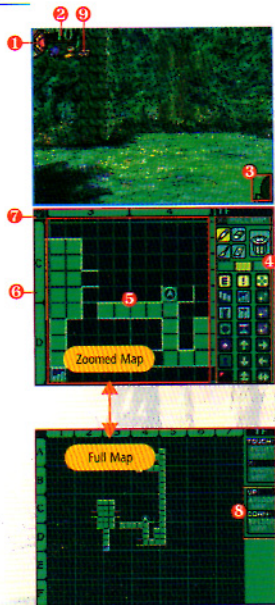
Labyrinth

The Labyrinth is a twisted dungeon that you must constantly ascend to progress.

Each new floor may be very different from the last. Since the Labyrinth's layout can become very complex, it's best to keep a detailed map of where you've been.

◆Geomagnetic Fields and Poles

The Geomagnetic Field allows you to save your game or warp to Lagaard. Once you discover each Geomagnetic Field, you can warp to it directly from the Labyrinth's entrance.

You may also warp to the currently activated Geomagnetic Pole from the entrance, but you cannot return to town from a Pole. Only one Pole can be activated at a time, and they do not allow you to save your game.

🐌 Map Screen Guide

The function of the stylus changes according to which icon you choose from the menu on the right side of the Touch Screen.
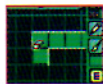
Draw Walls
Draw lines with the stylus to show the dungeon walls.

Paint the Floor
Use this to show the navigable areas of the labyrinth. Either tap individual squares or slide the stylus across the Touch Screen.

Erase
Erase drawn walls or floors with the stylus. Touch an Eraser icon, and then touch or slide across the area you wish to erase.
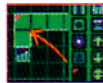
Place Icons
These icons can be dragged and placed onto the map.

Erase Icons
Simply drag an icon already on the map into the trash can.

Annotation
Drag the memo icon onto a map square, and then type a message using the Touch Screen. You may annotate any icon, but there is no way to remove an annotation without removing the icon as well.

Types of Icons

Pen.....Use the pen to draw walls.

Wall Eraser.....Erase drawn walls.

Trash Can.....Use this to delete icons.

Treasure.....Mark treasures in the dungeon.

Monster.....Mark the location of dangerous monsters.

Pit.....Mark the location of traps and pits.

▲UP / ▼DOWN Stair.....Mark the stairs you find.

Memo.....Write things down for later.

Monument.....Mark pedestals or other objects.

Brush.....Paint floors on the map.

Floor Eraser.....Erase floors drawn on the map.

Floor Color.....Change your paint color.

Item Point (3 types).....Note item collection spots.

Door (2 types).....Mark doors on the map.

Warp.....Mark warp points.

Event.....Mark events you encounter.

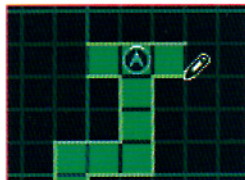**Exclamation**.....Mark important things.

Arrow (6 types).....Mark spots where you are sent in certain directions.

Cartography Tips

◆Check Your Surroundings

Check the top screen to see how the floor is laid out. When you encounter walls, obstacles, or forks in the path, draw them on the Touch Screen.

◆Draw the Walls

If you don't draw the walls, you won't be able to tell dead ends from open spaces. Draw lines on either side of the walkway to show the walls.

◆Placing Icons

Touch the icon you wish to use and drag it to its destination. If you wish to annotate the icon, drag a Memo icon over it and write a note to yourself on the keyboard.

Main Menu

Press the Y Button outside of battle to access the Main Menu.

▲ITEMS

▶ **Items**

Use an item in your inventory. Select an item, press the A Button to use it, and select a target to use it on.

▶ **Skills**

Use skills the party has learned. Select a skill, then press the A Button to use it. You can switch characters with the L and R Buttons. Using skills costs TP.

▶ **Status**

Check each party member's status. Press the A Button on the status screen to view the character's skills.

▲STATUS

▶ **Equip**

Equip items in your inventory. Select a slot to equip the item, and choose a piece of equipment from the list.

▲CUSTOM

▶ **Custom**

Level up a character's skills or learn new ones by spending skill points. New skills will become available once you meet the requirements shown to the right.

▶ **Party**

Change the party's formation. Select a character from the list on the left and place him or her in either the front or back line. Press the A Button to confirm.
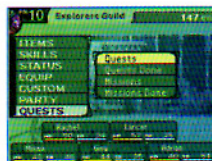
▶ **Quests**

Check information about quests here. You can view currently active and completed quests and missions.

▲QUESTS

Option Menu and Suspend Save

These are available while in the Main Menu. Press SELECT to access the Option Menu (p. 7), or press START to create a suspend save. After you make a suspend save and turn the power OFF, you can choose Continue from the Title Menu to resume where you left off.
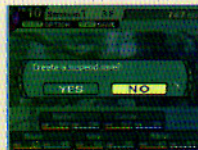
Status

You can see a character's details here. Switch between characters by pressing the L and R Buttons, and check learned skills by pressing the A Button.

❶ Current level.

❷ Character's class.

❸ Current HP out of maximum HP.

❹ Current TP out of maximum TP.

❺ Character's stats. Each one affects various things:

◆ATK: Based on your weapon strength, as well as your STR.

◆DEF: Based on your armor strength, as well as your VIT.

◆STR: Affects attack power.

◆TEC: Affects skill strength.

◆VIT: Affects defense.

◆AGI: Affects turn order and evade rate.

◆LUC: Affects your chance of finding items.

❻ Experience needed for the next level.

❼ Current Force points. When this reaches 100, you can execute a Force Skill (p. 25).

❽ Current equipment.

Status Ailments

While in the Labyrinth, characters may receive various status ailments.

Death | When HP drops to 0 or when attacked by an instant-death skill.

Sleep | You can't act and will receive more damage. Once struck, the character will wake up.

Confuse | A character cannot be controlled and may attack his or her comrades.

Poison | You will receive damage at the end of each turn.

Curse | Half the damage you deal will be reflected back to you.

Blind | Your accuracy will be greatly decreased.

Stone | You become a motionless statue and receive less damage.

Paralysis | You cannot move.

Terror | A character might not follow your orders. Terrorized characters will follow the caster's orders.

Bind Arm | You won't be able to use skills requiring the arms.

Bind Head | You won't be able to use skills requiring thought or voice.

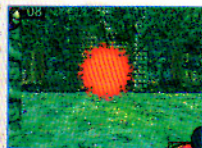**Bind Legs** | You won't be able to use skills requiring the legs.

Battle

Here are the basic tenets of battle, including an explanation of the commands.

Basics of Battle

Battles are turn-based, where one turn consists of every combatant's action. There are six different commands in battle.

■ Enemy Encounters

When you encounter an enemy in the Labyrinth, you enter the battle screen. Normal enemies cannot be seen, but select monsters known as FOEs are visible on the map. FOEs take one step for every step you take; if they catch you, you will enter battle.
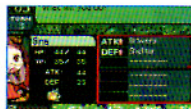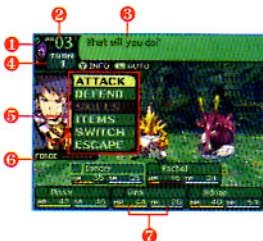
■ Front and Back Lines

Battles will begin using the formation set by the player. The front line is generally targeted by enemies more often than the back line. Enemy groups have no front or back line.

Battle Screen Guide

Press the Y Button during battle to view the information window, and the L Button to enter Auto-Battle mode.

❶ Icon showing the time of day.
❷ The in-game clock.
❸ The message window.
❹ Indicator of how many turns have elapsed.
❺ Battle commands. Their functions are explained on p. 24.
❻ Force gauge. When it reaches MAX, you can use a Force Skill (p. 25). The gauge increases whenever a character attacks or is attacked.
❼ Each character's HP and TP in bar and numeric form.
❽ Buffs and debuffs currently active on the character.

Information Window

🍂 Battle Commands

The six commands below are your options in each turn of battle. Use them wisely according to the situation.


▲ ATTACK

▶ATTACK

To attack with your equipped weapon, select Attack, highlight a target, and press the A Button. Characters can attack from the front or back line.

▶DEFEND

The damage received will be decreased for that turn.
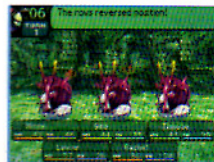

▲ SKILLS

▶SKILLS

Use a skill you have learned. Select a skill to use from the list and press the A Button. You cannot use skills without TP. However, if the Force gauge is at MAX, you may use a Force Skill with this command at any time.
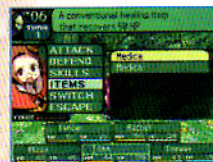
▶ITEMS

Use items in your inventory. Select an item from the list and press the A Button to confirm, then choose a target to use it on.

▲ ITEMS

▲ SWITCH

▶SWITCH

Reverse the positions of the front and back lines.

▲ ESCAPE

▶ESCAPE

Flee from battle. If any party member succeeds in escaping, the entire party will run.

Force Skills

Once your Force gauge is at MAX, a Force Skill will appear on the bottom of your skill list. Each class has its own Force Skill, and none of them consume any TP.

🦋 After Battle

Once you defeat all the enemies, you will see the results screen, showing you any experience points or items gained. In lieu of earning money from battle, you can sell any items gained to Sitoth Trading.

🦋 Leveling Up

Once you gain enough experience from battle, your characters will level up, at which point their statistics will increase. For each level gained, you also gain one skill point.

Spend skill points with the Custom option in the Main Menu to learn new skills or level up existing skills.

There are many different facilities to visit in Lagaard. Each one offers unique services, as well as someone to talk to.

Flaus Inn

Explorers can rest here to heal HP and TP, as well as save their games. You can also store or remove your belongings for a fee.

●Commands

• Sleep: Rest until the next day, fully recovering HP and TP.

• Nap: Sleep until nightfall, fully recovering HP and TP.

• Store: Deposit or remove your items. Select the item you wish to store or claim and press the A Button to confirm. To select multiple items, press the Y Button over each item. Each item you deposit will cost 100en.

• Save: Save your game. There is only one save file, and when you save, it will automatically overwrite the previous data.

Lagaard Hospital

The doctors here can heal wounded party members. Choose Revive to have your dead or petrified allies resurrected.

Sitoth Trading

Buy and sell items and equipment here. As you sell items you find in the Labyrinth, more goods will become available to buy.

●Commands

- Buy: You are able to buy weapons, armor, accessories, and items. When you press the Y Button, you can skip through different types of items.

- Sell: Sell items that you have. By pressing the A Button, you can sell one item at a time. The Y Button allows you to sell multiples of the same item.

- Change: Change equipment using the lower screen. You can switch characters with the L and R Buttons.

Stickleback Bar

The barkeep has a variety of quests to offer. By completing these quests, you will receive various rewards.

●Commands

- Accept quests: Take any quest listed on the board. You may only have five quests active at one time.

- Report results: Report successful quests to receive your reward. If you report a quest you have not yet completed, you may cancel the quest. Any canceled quests may be retaken.

Explorers Guild

A gathering place for explorers. You can register and organize guild members here.

●Commands

- Register: Enlist new explorers in your guild.

- Organize : Dismiss, rest, retire, or rename a character (p. 11).

- Formation: Form a party or change the order of an existing party.

Duke's Palace

Take on missions related to the game's story, or log any monsters or items you discover.

●Commands

- Accept missions: Take missions offered by the Grand Duchy.

- Report results: Report successful missions.

- Report discoveries: Log anything found in the Labyrinth. You can also view any logged items, monsters, or equipment from here.

Forest Entrance

This is where you can enter the Labyrinth.

●Commands

- Yggdrasil Labyrinth: Begin exploring a Stratum of your choice.

- Geomagnetic Pole: Warp to the currently activated Geomagnetic Pole.

Classes

There are 12 classes in the game, each with its own unique abilities. Familiarize yourself with each one's strengths and weaknesses when forming a party.

🐚 Different Classes

With the exception of beasts, each of the classes below is available at the outset. Every class has its own use in battle, so make sure you understand their functions before forming a party. A character's appearance does not change his or her stats.
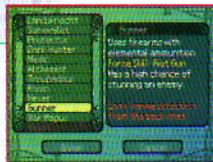
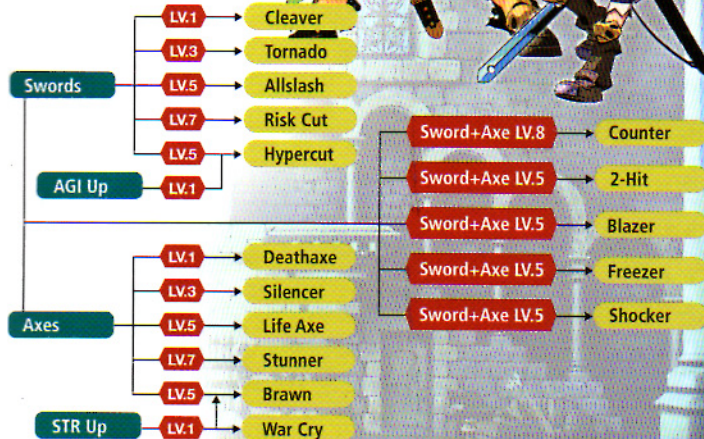| Classes		
Landsknecht	Dark Hunter	Troubadour
Survivalist	Medic	Hexer
Protector	Alchemist	Ronin
Gunner	War Magus	Beast

■About Skills

Each class has its own skills. Before spending points to learn skills, examine the skill tree to see which skills you're interested in obtaining down the line. Some skills, such as HP Up, are available from the outset, but most skills have prerequisites to learn.
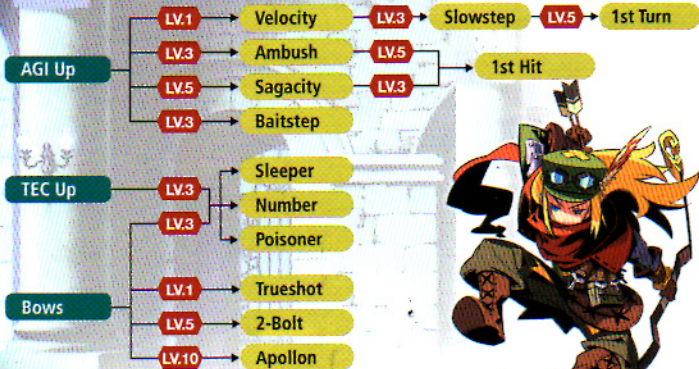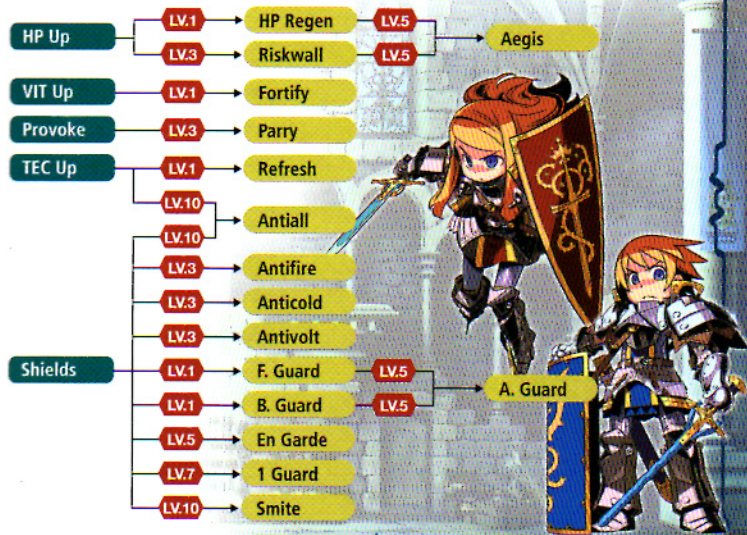
Masters of the sword and axe in close combat.

Swords	LV.1 → Cleaver	
	LV.3 → Tornado	
	LV.5 → Allslash	
	LV.7 → Risk Cut	
	LV.5 → Hypercut	
AGI Up	LV.1	

| Sword+Axe LV.8 → Counter |
| Sword+Axe LV.5 → 2-Hit |
| Sword+Axe LV.5 → Blazer |
| Sword+Axe LV.5 → Freezer |
| Sword+Axe LV.5 → Shocker |

Axes	LV.1 → Deathaxe	
	LV.3 → Silencer	
	LV.5 → Life Axe	
	LV.7 → Stunner	
	LV.5 → Brawn	
STR Up	LV.1 → War Cry	

Survivalist

Wise in forest lore, and experts at using bows to attack from a distance.

AGI Up
- LV.1 → Velocity → LV.3 → Slowstep → LV.5 → 1st Turn
- LV.3 → Ambush → LV.5 ┐
- LV.5 → Sagacity → LV.3 ┴→ 1st Hit
- LV.3 → Baitstep

TEC Up
- LV.3 → Sleeper
- LV.3 → Number
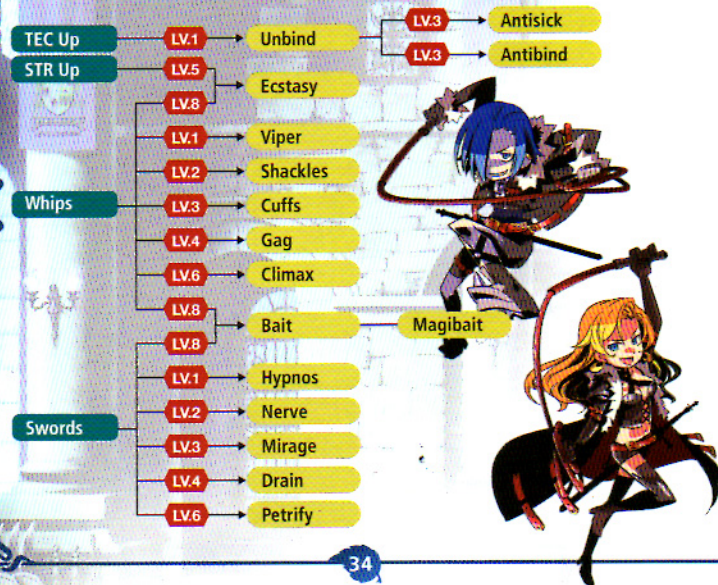- → Poisoner

Bows
- LV.1 → Trueshot
- LV.5 → 2-Bolt
- LV.10 → Apollon

Protector

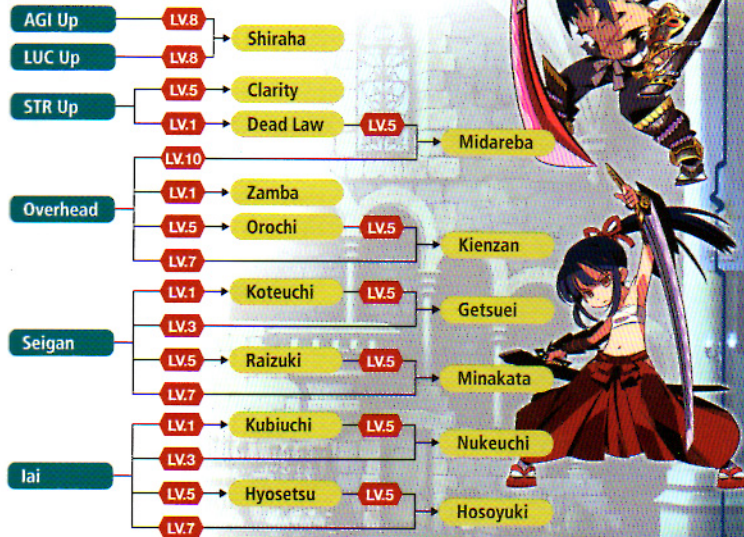Holy defenders of the weak. Like landsknechts, they serve on the front lines, but their role is to defend rather than attack.

HP Up
- LV.1 → HP Regen → LV.5 ┐
- LV.3 → Riskwall → LV.5 ┴→ Aegis

VIT Up
- LV.1 → Fortify

Provoke
- LV.3 → Parry

TEC Up
- LV.1 → Refresh
- LV.10 ┐
- LV.10 ┴→ Antiall
- LV.3 → Antifire
- LV.3 → Anticold
- LV.3 → Antivolt

Shields
- LV.1 → F. Guard → LV.5 ┐
- LV.1 → B. Guard → LV.5 ┴→ A. Guard
- LV.5 → En Garde
- LV.7 → 1 Guard
- LV.10 → Smite

Dark Hunter

Pinpoint whip strikes weaken their opponents. Their vitality is lower than that of landsknechts or protectors, but their offense compensates for this deficiency.
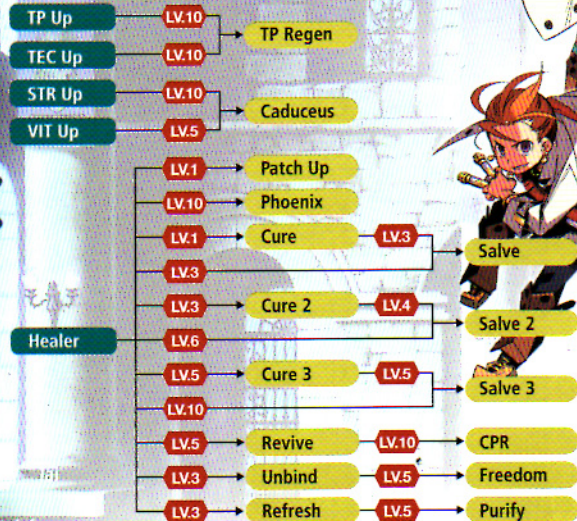
- TEC Up — LV.1 → Unbind
  - LV.3 → Antisick
  - LV.3 → Antibind
- STR Up — LV.5 → Ecstasy
  - LV.8
  - LV.1 → Viper
  - LV.2 → Shackles
- Whips — LV.3 → Cuffs
  - LV.4 → Gag
  - LV.6 → Climax
  - LV.8 → Bait → Magibait
  - LV.8
  - LV.1 → Hypnos
  - LV.2 → Nerve
- Swords — LV.3 → Mirage
  - LV.4 → Drain
  - LV.6 → Petrify

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Ronin

Foreign masters of the katana who can defeat an enemy with a single stroke.

- AGI Up — LV.8 → Shiraha
- LUC Up — LV.8
- STR Up — LV.5 → Clarity
  - LV.1 → Dead Law — LV.5 → Midareba
  - LV.10
- Overhead — LV.1 → Zamba
  - LV.5 → Orochi — LV.5 → Kienzan
  - LV.7
- Seigan — LV.1 → Koteuchi — LV.5 → Getsuei
  - LV.3
  - LV.5 → Raizuki — LV.5 → Minakata
  - LV.7
- Iai — LV.1 → Kubiuchi — LV.5 → Nukeuchi
  - LV.3
  - LV.5 → Hyosetsu — LV.5 → Hosoyuki
  - LV.7

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Medic

Their healing arts support the party. Lacking in vitality and strength, they heal others from the back line.

Prerequisite	Level	Skill	Level	Skill	Level	Skill
TP Up	LV.10	→ TP Regen				
TEC Up	LV.10					
STR Up	LV.10	→ Caduceus				
VIT Up	LV.5					
	LV.1	Patch Up				
	LV.10	Phoenix				
	LV.1	Cure	LV.3	Salve		
	LV.3					
	LV.3	Cure 2	LV.4	Salve 2		
Healer	LV.6					
	LV.5	Cure 3	LV.5	Salve 3		
	LV.10					
	LV.5	Revive	LV.10	CPR		
	LV.3	Unbind	LV.5	Freedom		
	LV.3	Refresh	LV.5	Purify		
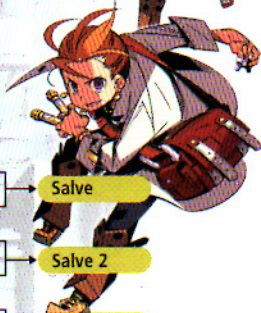
Alchemist

Specialists in offensive magic who can deal considerable damage to enemies impervious to physical harm.

Prerequisite	Level	Skill	Level	Skill	Level	Skill
TP Up	LV.5	→ Analysis	LV.5			
TEC Up	LV.5					
	LV.10	→ Megido				
STR Up	LV.3	Phys Up	LV.1	Blades		
			LV.1	Gravity		
			LV.1	Piercing		
Fire Up	LV.1	Fire	LV.5	Flame		Inferno
	LV.5			Freeze		
Ice Up	LV.1	Ice	LV.5			Cocytus
	LV.5					
Volt Up	LV.1	Volt	LV.5	Thunder		Thor
	LV.5					
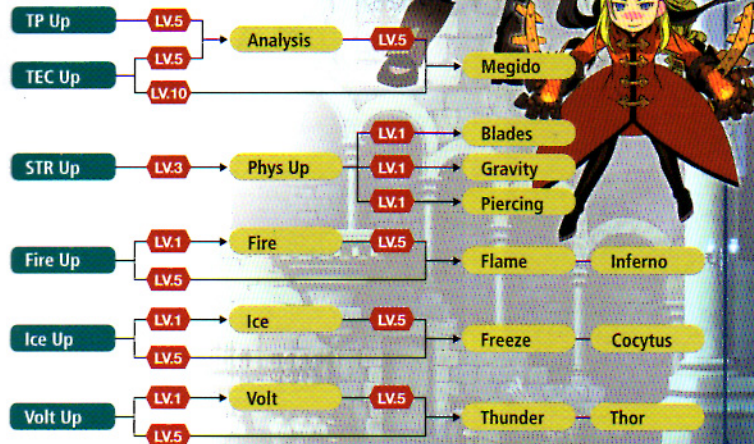
Troubadour

Their songs and dances support the party. Though not powerful themselves, their presence can make any party more fearsome.

LUC Up — LV.10 → **Divinity**

LV.1 → **Bravery**
LV.1 → **Shelter**
LV.1 → **Mercury**
LV.7 → **Blaze** — LV.3 → **Ifrit**
LV.7 → **Frost** — LV.3 → **Ymit**
LV.7 → **Shock** — LV.3 → **Taranis**
LV.10

Songs

LV.3 → **Stamina**
LV.3 → **Recovery**
LV.5 → **Erasure**
LV.5 → **Nihilo**

Hexer

TP Up — LV.5 → **Scavenge** — LV.5
TEC Up — LV.5

LV.10 → **Dampen**
LV.1 → **Sapping**
LV.1 → **Frailty**
LV.1 → **Leaden**
LV.3 → **Cranial**
LV.3 → **Abdomen**
LV.3 → **Immobile**
Curses — LV.1 → **Blinding**
LV.2 → **Poison**
LV.3 → **Torpor**
LV.4 → **Evil Eye** — LV.1 → **Suicide**
LV.5 → **Paralysis** — LV.1 → **Betrayal**
LV.6 → **Corrupt** — LV.1 → **Paralyze**
LV.7 → **Revenge**

Their curses decide whether the enemy lives or dies. Though physically weak, they can debilitate the strongest of enemies.

Gunner

Their low vitality keeps them on the back line, where they can discharge their firearms with impunity.

TEC Up → LV.1 → Medishot

AGI Up → LV.1 → Legshot → LV.2
AGI Up → LV.1 → Armshot → LV.3
AGI Up → LV.1 → Headshot → LV.4

LV.5
Guns → LV.1 → Fireshot → LV.5 → Riskfire
Guns → LV.1 → Iceshot → LV.5 → Riskice
Guns → LV.1 → Voltshot → LV.5 → Riskvolt
Guns → LV.5 → Stunshot
Guns → LV.5 → Snipe
Guns → LV.5 → Riskshot
Guns → LV.7 → Wildshot
Guns → LV.10 → Ricochet
Guns → LV.10 → 2-Hit
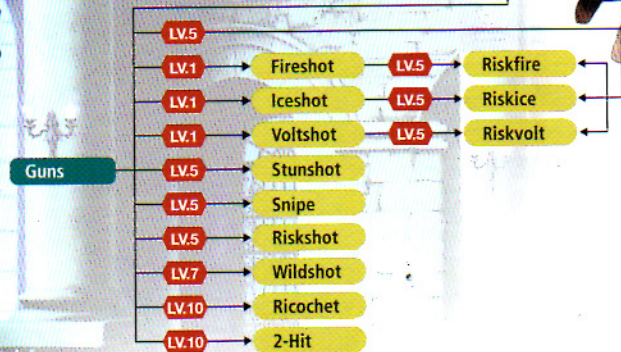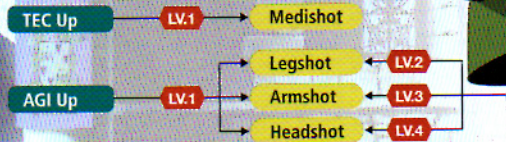
War Magus

Their unique array of skills allows them to heal, attack, and support.

TP Up → LV.1 → Transfer

LV.7 → Salve
War Lore → LV.1 → Cure → LV.3
LV.10 → Salve 2
War Lore → LV.3 → Cure 2 → LV.4
War Lore → LV.5 → Cure 3
War Lore → LV.2 → Warmight
War Lore → LV.2 → Rockskin
War Lore → LV.2 → Elkspeed
War Lore → LV.3 → Erase

War Edge → LV.1 → Blindcut → LV.1
War Edge → LV.2 → Venomcut → LV.2
War Edge → LV.3 → Sleepcut → LV.3
War Edge → LV.4 → Fearcut → LV.4
War Edge → LV.5 → Stuncut → LV.5
War Edge → LV.10 → Cursecut → LV.6

STR Up
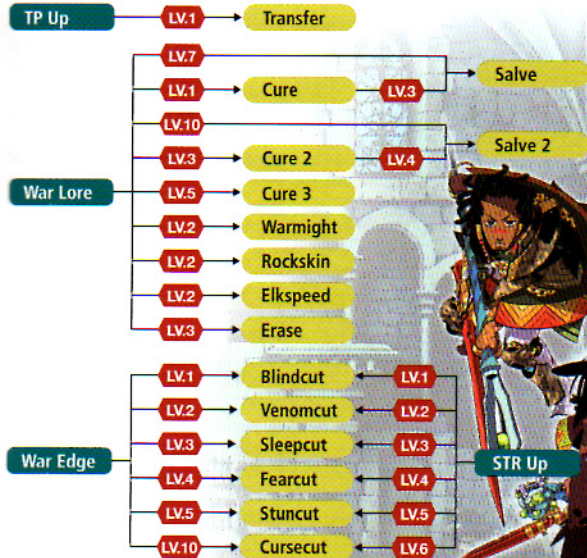
The New Ingredient

No. I've told you this already," said Robert. "I don't care about the floating castle, or the glory, or any of that. I'm just along for today to do some medical research. My doctoral thesis is due soon."

No matter how he protested, the Sulra Guild had the same one-track minds as every other newcomer to Lagaard. Lacking a medic, they were eager to have him—but Robert, inexperienced and ill-equipped to defend himself, grew uneasy at talk of their plans to tackle higher Strata. With luck, he'd find something special here on the first floor...

"Hey Mimi!" called Al, the war magus who led the guild. "Sometime today would be nice!" The gunner ignored him, carefully gathering her spent shells so as not to pollute the forest. Not everyone was so careful, though: Robert noticed that no one bothered cleaning up after Marko whenever the tame tiger left his own litter behind.

"Robert!" barked Al. "Just past that hall is the path up to the second floor. While we're in there, though, you will not engage any monsters. What will you do instead?"

"Run," promised Robert. The war magus stared for a moment to let it sink in, and then nodded before motioning the rest of the party through. But Robert was barely inside before a strange sight caught his eye: a giant reptile with glistening blue scales was lurking, partially hidden in the foliage. It was clearly looking at him but hadn't yet moved, and then Robert noticed the reason why: a huge, infected wound in its side was oozing sickly, yellow pus. He opened his kit as he walked toward it. Caring for such a monster would make a fine subject for his thesis...

"STOP!" he heard from behind him, and suddenly felt a slashing pain. He rolled over to see the reptile's smaller cousin preparing to deliver a final strike. A white blur moved over him as Marko knocked the creature to the ground, with Al and Mimi following close behind—leaving Robert as the only one who could see the other two lizards closing in. Terrified, he shut his eyes tight and waited for the end.

Seconds passed, then a minute, and Robert heard the tremendous sound of the beating of wings amidst all the fighting. When the sounds of struggle had ceased, Robert opened his eyes. His comrades were injured and unconscious, but the reptiles were the worse for wear, lying dead on the forest floor with deep gashes in their hides. Wincing in pain as he struggled to his feet, Robert investigated the bodies. A strange black feather, too large to belong to any bird he had ever seen, was lying delicately among the carcasses. Robert quickly pocketed the feather before administering medical aid to his comrades. For them, the trip may have seemed like a fiasco, but he just might have found exactly the "something special" he needed.