





## CHARACTERS

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# CHARACTERS: FINAL FANTASY I

## WARRIOR OF LIGHT

Paragon—Crushes enemies with deft, balanced sword techniques.

A legendary warrior blessed by the light. Bearing sword and shield, he is skilled in all aspects of combat.

In *Final Fantasy I*, the Warrior of Light set out to rescue Princess Sarah of Cornelia, but ended up saving the world.

His origins, his destination, his goals, and his motivations are unknown—even to him.

### BASIC MOBILITY\*

Ground Movement Speed	★★
Innate Number of Jumps	1
Jump Height	★★
Jump Rising Speed	★★
Air Dash Speed	★★
Quickmove Speed	★★

\*Mobility can be increased with the abilities Speed Boost, Jump Boost, Jump Times Boost, and Precision Jump.

### STAT PROGRESSION

LV	HP	CP	BRV	ATK	DEF	LUK
1	1000	330	95	11	14	10
5	1242	335	118	15	18	12
10	1545	341	147	20	23	15
20	2151	353	205	30	33	20
30	2757	365	263	40	43	25
40	3363	377	320	50	53	30
50	3969	389	378	60	63	35
60	4575	401	436	70	73	40
70	5181	413	493	80	83	45
80	5787	425	551	90	93	50
90	6393	437	609	100	103	55
100	6999	450	667	110	113	60

### EQUIPMENT

Weapon	Swords, Greatswords, Axes
Hands	Shields, Gauntlets
Head	Helmets
Body	Light Armor, Heavy Armor



Warrior of Light (Normal)



EX Mode (Normal)



Warrior of Light (Alternate)



EX Mode (Alternate)



False Hero



Warrior of Light is a faithful servant of Cosmos, goddess of harmony. Although every character gets a fair showing throughout the story, Warrior of Light is generally the main protagonist.

## ABILITY PROGRESSION

LEVEL	SKILL	TYPE	CP (N)	CP (M)	AP TO MASTER	ATTACK COMMANDS & EFFECTS*
01	Crossover	Bravery Attack (Air)	30	15	120	Ⓐ Ⓛ (Map Break, Wall Rush, Chase)
(Mastery)	Rune Saber (midair)	Combo Attack	40	20	300	Ⓑ after Crossover (Map Break, Wall Rush, Guard Crush)
01	Dayflash	Bravery Attack (Land)	30	15	90	Ⓐ Ⓛ Ⓜ (Map Break, Wall Rush)
01	Red Fang	Bravery Attack (Land)	20	10	120	Ⓐ
01	Shield of Light (ground)	HP Attack (Land)	40	20	180	Ⓑ (Guard, Wall Rush, Guard Crush, Map Break)
01	Shield of Light (midair)	HP Attack (Air)	40	20	180	Ⓑ (Guard, Wall Rush, Guard Crush, Map Break)
01	Shining Wave	HP Attack (Land)	40	20	180	Ⓑ (Guard Crush, Map Break)
03	Sword Thrust	Bravery Attack (Land)	30	15	180	Ⓐ (Map Break) Ⓑ (Wall Rush, Map Break)
04	Air Dash	Action	10	5	100	Ⓐ during Quickmove
07	Jump Boost	Action	10	5	150	-
(Mastery)	Jump Boost+	Action	20	10	150	-
(Mastery)	Jump Boost++	Action	40	20	150	-
09	Rising Buckler	Bravery Attack (Air)	30	15	120	Ⓐ Ⓛ (Wall Rush, Map Break)
(Mastery)	Bitter End A	Combo Attack	40	20	300	Ⓑ after Rising Buckler (Guard Crush, Wall Rush, Map Break)
11	Auto Recovery	Support	20	5	250	-
11	Auto Chase	Support	20	5	250	-
13	Shield Strike	Bravery Attack (Air)	30	15	120	Ⓐ Ⓛ (Wall Rush, Map Break)
(Mastery)	Bitter End B	Combo Attack	40	20	300	Ⓑ after Shield Strike (Guard Crush, Wall Rush, Map Break)
15	Auto EX Command	Support	30	10	300	-
15	Auto EX Burst	Support	20	5	150	-
18	Reverse Air Dash	Action	10	5	100	Ⓐ during Quickmove
19	Blue Fang	Bravery Attack (Land)	20	10	120	Ⓐ
21	Speed Boost	Action	20	10	150	-
(Mastery)	Speed Boost+	Action	40	20	150	-
(Mastery)	Speed Boost++	Action	70	35	150	-
24	White Fang	Bravery Attack (Land)	20	10	120	Ⓐ (Map Break)
25	EX Critical Boost	Extra	45	40	300	-
(Mastery)	Disable EX Critical Boost	Extra	20	10	300	-
26	Auto EX Defense	Support	30	10	300	-
29	Reverse Free Air Dash	Action	30	15	200	Ⓑ + Ⓛ
30	Ascension	Bravery Attack (Land)	30	15	90	Ⓐ Ⓛ Ⓜ (Wall Rush, Chase, Map Break)
(Mastery)	Rune Saber (ground)	Combo Attack	40	20	300	Ⓑ after Ascension (Guard Crush, Wall Rush, Map Break)
32	Recovery Attack	Action	20	10	120	Ⓑ or Ⓛ while reeling
32	Controlled Recovery	Action	10	5	120	Analog Stick during Recovery
35	Riposte	Extra	45	40	300	-
(Mastery)	Disable Riposte	Extra	20	10	300	-
38	Radiant Sword	HP Attack (Air)	40	20	180	Ⓑ (Wall Rush)
39	Jump Times Boost	Action	20	10	150	-
(Mastery)	Jump Times Boost+	Action	40	20	150	-
(Mastery)	Jump Times Boost++	Action	70	30	150	-
40	Omni Air Dash	Action	40	20	300	Analog Stick + Ⓛ + Ⓛ
43	Sneak Attack	Extra	50	45	360	-
(Mastery)	Disable Sneak Attack	Extra	30	15	360	-
47	Physical Shield	Extra	20	10	280	-
50	Magic Shield	Extra	20	10	280	-
53	Multi-Air Slide	Action	10	5	250	Analog Stick + Ⓛ after expending jumps See Multi-Air Slide
(Mastery)	Multi-Air Slide+	Action	30	15	300	-
57	Midair Evasion Boost	Action	20	10	150	-
60	Bravery Regen	Extra	20	10	280	-
64	Evasion Time Boost	Support	20	10	220	-
67	First Strike	Extra	40	35	360	-
(Mastery)	Disable First Strike	Extra	20	10	360	-
71	Concentration	Extra	30	15	250	-
(Mastery)	Concentration+	Extra	60	30	250	-
(Mastery)	Concentration++	Extra	100	50	250	-
74	Cat Nip	Extra	30	25	300	-
(Mastery)	Disable Cat Nip	Extra	20	10	300	-
78	Anti-EX	Extra	30	20	300	-
(Mastery)	Disable Anti-EX	Extra	20	10	300	-
81	Achy	Extra	30	15	250	-
(Mastery)	Achy+	Extra	60	30	250	-
85	Counterattack	Extra	50	45	360	-
(Mastery)	Disable Counterattack	Extra	30	15	360	-
88	Gambler's Spirit	Extra	30	15	300	-
(Mastery)	Disable Gambler's Spirit	Extra	20	10	300	-
92	Back to the Wall	Extra	30	25	300	-
(Mastery)	Disable Back to the Wall	Extra	20	10	300	-
95	Precision Jump	Extra	10	5	180	-
98	Snooze and Lose	Extra	100	50	250	-
100	EXP to HP	Extra	20	0	500	-
100	EXP to Bravery	Extra	20	0	500	-
100	EXP to EX Force	Extra	20	0	500	-

\*Initial commands may require directional presses, depending on the slot to which abilities are assigned.



## EX MODE

## EX BURST

**Oversoul:** A sharp, repeated strike like a flash of light. (Press D-pad directions as indicated on screen to attack, up to six times total.)

## EX EFFECTS

**Regen:** Vigor and stamina recover little by little, restoring HP.

**Mirror Attack:** A wall of light appears while attacking, repelling weak magical attacks.

**Protect:** An aura of light covers the body, raising defense.

**Light's Blessing:** A sword of light appears, dealing additional damage.

## CHARACTERS

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DESTINY ODYSSEY II

DESTINY ODYSSEY III

DESTINY ODYSSEY IV

DESTINY ODYSSEY V

DESTINY ODYSSEY VI

DESTINY ODYSSEY VII

DESTINY ODYSSEY VIII

DESTINY ODYSSEY IX

DESTINY ODYSSEY X

SHADE IMPULSE

DISTANT GLORY XI

DISTANT GLORY XII

INWARD CHAOS

DUEL COLOSSEUM

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ARMOR

ACCESSORIES

BASIC ACCESSORIES

BOOSTER ACCESSORIES

SPECIAL ACCESSORIES

TRADE ACCESSORIES

SECRETS &amp; CHEATS

## CHARACTERS

Difficulty  
★★★★★

Prerequisite  
Finish Prologue

# DESTINY ODYSSEY I

## THE GUIDING LIGHT



Warrior of Light sets out to aid the ailing Cosmos by finding crystals, while Chaos gathers his strength. Yet the god of discord seems mistrustful of his own minions...

## REWARDS

At the end of each level, rewards are available if you finish with a positive number of Destiny Points, or DP. This walkthrough includes miniature level maps that indicate the most efficient route to take through a given level, in order to maximize DP.

## LEVEL COMPLETION

REMAINING DP	1 <sup>ST</sup> TIME	2 <sup>ND</sup> TIME	300 PP
7			Rosetta Stone
6			Dwarven Axe
5			Tomahawk
4			Mandragora Summonstone
3			1000 gil
2			600 gil
1			300 gil
0			100 gil

At the end of each set of levels, you'll receive rewards based on your performance. Story Points, or SP, are awarded after each level based on remaining DP, HP, and the number of engagements undertaken. Points are penalized for retries, or for a DP total that dips into negatives. If you miss out on a desired bonus on the first playthrough, don't fret—SP is cumulative across multiple playthroughs.

## DESTINY ODYSSEY I COMPLETION

STAR RATING	SP REQUIRED	AWARD
★	100	New skill
★★	200	Special areas unlocked
★★★	300	Rare battle pieces spawned
★★★★	400	Rare treasure chests spawned
-	500 SP, then every 500 SP extra	100 PP

# DESTINY ODYSSEY

# I-1

STARTING DP

3

MAX FINISHING

3

ENGAGEMENTS

5

In this area, you'll get your first taste of battle pieces and Locked Areas that only appear after certain conditions are fulfilled. Battle piece ④ only appears after defeating battle piece ② (indicated by the red line on the map). Depending on your board position when this happens, you may be forced into combat immediately by a battle chain. Furthermore, the Locked Area in front of the boss only disappears after defeating at least three of the battle pieces.



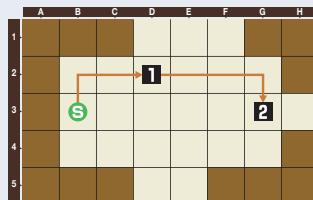
## MAP



TREASURE		
CHEST	1 <sup>ST</sup> TIME	2 <sup>ND</sup> TIME
A	Power Ring	10 PP
LOCKED AREAS		
AREA	UNLOCK REQUIREMENTS	
G-3	Defeat three battle pieces	

## DP EFFICIENCY ROUTE

You'll want to engage the three battle pieces adjacent to grid square D-2. This lets you uncover the hidden enemy, clear both DP Chances, and remove the Locked Area in front of the boss all in one fell swoop through a three-part chain. Battle piece ② requires a critical hit within 10 seconds to fulfill the DP Chance. The easiest way to do this is to engage battle piece ① first, and save up a full EX Gauge during that fight. This allows you to enter EX Mode immediately during the fight with battle piece ②—bravery attacks during EX Mode are almost guaranteed to be critical hits. Maximizing DP on this level, and many others, means skipping the treasure chest, but you can always crack it open on another run.



# BATTLE PIECE DATA



## FALSE HERO

1	LEVEL	1	RANK	H
BEHAVIOR	Normal			
DP CHANCE	—			
BATTLE MAP	Order's Sanctuary			
SUMMONSTONE	—			
STATS	HP 338	CP 330	BRV 49	
	ATK 11	DEF 14	LUK 10	
EQUIPMENT	WEAPON —			
	HANDS —			
HEAD	Charred Helm	BODY	Rusted Armor	
SPOILS	GIL 56	EXP 800		



## 2

2	LEVEL	2	RANK	H
BEHAVIOR	Aggressive			
DP CHANCE	Critical hit within 10 seconds (DP+1)			
BATTLE MAP	Old Chaos Shrine			
SUMMONSTONE	—			
STATS	HP 399	CP 331	BRV 101	
	ATK 13	DEF 14	LUK 11	
EQUIPMENT	WEAPON —			
	HANDS —			
HEAD	—	BODY	Rusted Armor	
SPOILS	GIL 56	EXP 848		



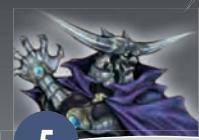
## DELUSORY WARLOCK

3	LEVEL	2	RANK	H
BEHAVIOR	Standby			
DP CHANCE	—			
BATTLE MAP	Order's Sanctuary			
SUMMONSTONE	—			
STATS	HP 399	CP 331	BRV 55	
	ATK 12	DEF 14	LUK 11	
EQUIPMENT	WEAPON —			
	HANDS —			
HEAD	Charred Helm	BODY	Rusted Armor	
SPOILS	GIL 848	EXP 56		



## PHANTASMAL HARLEQUIN

4	LEVEL	1	RANK	RH
BEHAVIOR	Normal			
DP CHANCE	Win within 10 seconds (DP+1)			
BATTLE MAP	World of Darkness			
SUMMONSTONE	—			
STATS	HP 1000	CP 350	BRV 49	
	ATK 12	DEF 11	LUK 10	
EQUIPMENT	WEAPON —			
	HANDS —			
HEAD	Charred Helm	BODY	—	
SPOILS	GIL 656	EXP 800		



## GARLAND

5	LEVEL	6	RANK	F
BEHAVIOR	Conservative			
DP CHANCE	—			
BATTLE MAP				
SUMMONSTONE	—			
STATS	HP 1731	CP 336	BRV 124	
	ATK 24	DEF 17	LUK 13	
EQUIPMENT	WEAPON Axe			
	HANDS —			
HEAD	—	BODY	Bronze Armor	
SPOILS	GIL 168	EXP 1303		



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SECRETS & CHEATS

# DESTINY ODYSSEY

# I-2

STARTING DP

4

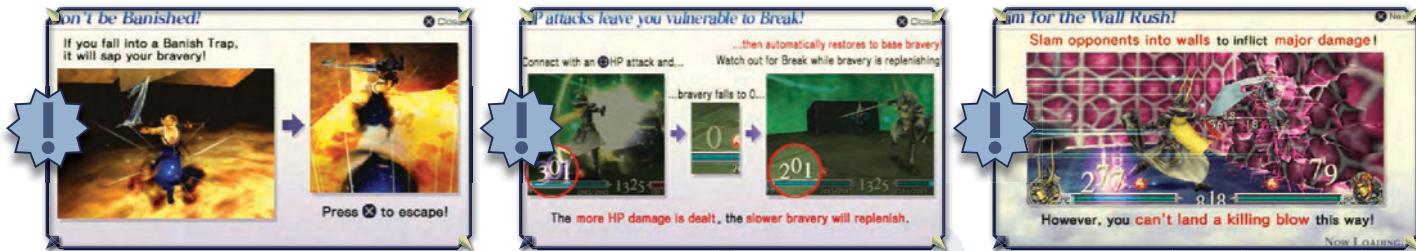
MAX FINISHING

4

ENGAGEMENTS

6

On this level, you'll get your first taste of areas that are blocked off during the first playthrough. The impasses at A-2 and A-4 only disappear when you've already completed Destiny Odyssey I previously with at least a 2-star rating, just as there are certain treasure chests and enemy battle pieces that only appear on other levels after an initial completion. This level also houses the first "strange" battle piece you'll fight, at E-1. This manikin adversary is wearing accessories that make it very powerful, yet also reduce its HP to 1! If you can avoid its assault and get a solid hit in, the fight should be rather short-lived. The Locked Areas on this stage are uncovered by defeating particular battle pieces. Beware the boss, Sephiroth—he is very keen to block or dodge your attacks. Wait to dodge an attack of his, then strike while he recovers!



## MAP

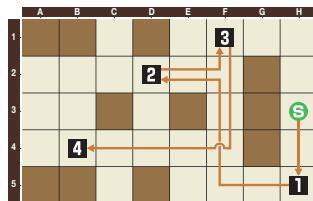


TREASURE		
CHEST	1 <sup>ST</sup> TIME	2 <sup>ND</sup> TIME
A	Bronze Armor	10 PP
a	Ifrit	—
	Summonstone (after 2-star rating)	

LOCKED AREAS	
AREA	UNLOCK REQUIREMENTS
C-2	Defeat battle piece 4
C-4	Defeat battle piece 1
B-2	Defeat battle piece 3
B-4	Defeat battle piece 5

## DP EFFICIENCY ROUTE



You'll want to clear all the DP Chances in the stage, while avoiding any detours. Defeat the battle pieces at G-5 and then D-3 before chaining the two battle pieces around F-1. After that, head to the boss, proceeding through the previously blocked areas.



Warrior of Light finds Firion depleted after a battle with Sephiroth, and acts as the cavalry. After Warrior of Light and Sephiroth face off, Sephiroth shares some cryptic words before he escapes.

# BATTLE PIECE DATA



## EPHEMERAL PHANTOM

1	LEVEL	8	RANK	F		
BEHAVIOR	Aggressive					
DP CHANCE	Win without taking damage (DP+1)					
BATTLE MAP	Planet's Core					
SUMMONSTONE	—					
STATS	HP	1424	CP	338	BRV	136*
	ATK	20	DEF	20*	LUK	14
EQUIPMENT	WEAPON	—				
	HANDS	Cracked Shield				
HEAD	[Rank 4]	BODY				
SPOILS	GIL	84	EXP	0		
ACCESSORIES	Force Begets Courage, Gravitorb, Ivory Choker, [HP] HP ≤ 40% x3, [HP] Near Death x3					



## PHANTASMAL HARLEQUIN

2	LEVEL	3	RANK	G		
BEHAVIOR	Aggressive					
DP CHANCE	Win within 10 seconds (DP+1)					
BATTLE MAP	Order's Sanctuary					
SUMMONSTONE	—					
STATS	HP	1121	CP	352	BRV	107
	ATK	14	DEF	13	LUK	11
EQUIPMENT	WEAPON	—				
	HANDS	—				
HEAD	—	BODY				
SPOILS	GIL	84	EXP	0		



## COUNTERFEIT YOUTH

3	LEVEL	9	RANK	C		
BEHAVIOR	Summoner					
DP CHANCE	Critical hit within 10 seconds (DP+1)					
BATTLE MAP	Order's Sanctuary					
SUMMONSTONE	Carbuncle					
STATS	HP	1	CP	358	BRV	0
	ATK	16	DEF	12	LUK	14
EQUIPMENT	WEAPON	—				
	HANDS	Cracked Shield				
HEAD	Tiara	BODY				
SPOILS	GIL	84	EXP	2970		
ACCESSORIES	The Rotten, Soul of the Craven, Guardian Bangle, [HP] HP = 1 x3					



## CAPRICIOUS REAPER

4	LEVEL	3	RANK	G		
BEHAVIOR	Tricky					
DP CHANCE	—					
BATTLE MAP	World of Darkness					
SUMMONSTONE	—					
STATS	HP	1121	CP	332	BRV	107
	ATK	12	DEF	14	LUK	11
EQUIPMENT	WEAPON	—				
	HANDS	—				
HEAD	—	BODY				
SPOILS	GIL	84	EXP	0		



## IMITATION LIEGEMAN

5	LEVEL	4	RANK	G		
BEHAVIOR	Normal					
DP CHANCE	BRV Break within 10 seconds (DP+1)					
BATTLE MAP	World of Darkness					
SUMMONSTONE	—					
STATS	HP	1182	CP	333	BRV	113
	ATK	15	DEF	16	LUK	12
EQUIPMENT	WEAPON	—				
	HANDS	—				
HEAD	—	BODY				
SPOILS	GIL	84	EXP	0		



## SEPHIROTH

6	LEVEL	10	RANK	E		
BEHAVIOR	Calm					
DP CHANCE	—					
BATTLE MAP	Planet's Core					
SUMMONSTONE	—					
STATS	HP	1973	CP	341	BRV	147
	ATK	25	DEF	21	LUK	15
EQUIPMENT	WEAPON	Katana				
	HANDS	—				
HEAD	—	BODY				
SPOILS	GIL	252	EXP	1545		

\* Denotes use of the base value (for stats that vary).

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# DUEL COLOSSEUM

The Duel Colosseum is unlocked after the completion of Shade Impulse Chapter 4. This unique mode is packed with useful items, difficult foes who hold rare equipment, and a random factor that makes every trip an interesting one.

## COLOSSEUM BASICS

When you enter the Colosseum, you'll choose a single character and you won't have an opportunity to switch until you opt to end your game. The Duel Colosseum never ends; you can keep at it for as long as you want, although if you run out of cards, you'll be left with no option but to head to the exit. Whether you're leaving under duress or at the end of a long and successful run, you'll get to keep every treasure you bought with your Colosseum medals and earn an additional prize of PP if you have medals left over.



## CHOOSE YOUR COURSE

There are five different Duel Colosseum courses: Airship, Falcon, Invincible, Lunar Whale, and Blackjack. Each course has tougher foes than the one before it and a different assortment of prizes, but the courses play out in the exact same way. The Airship and Falcon courses are initially selectable, but the Invincible and Lunar Whale courses must be unlocked from the PP Catalog. The Blackjack Course can also be unlocked from the PP Catalog, but you won't get the option until you complete the Inward Chaos Story Mode.



## DRAWING CARDS

When you begin your Duel Colosseum game, you'll be dealt a hand of three cards, along with the Exit Card (which you only play when you're ready to exit the Colosseum). When you play a card, the other cards in your hand typically get discarded, and you'll draw the next three cards from the bottomless deck. To the right of your hand, you can see the backs of the cards in the deck, allowing you to tell when Treasure and Job Cards are coming (but not which ones).



**Battle Cards:** Battle Cards depict the face of an enemy that you can battle to earn medals. Highlight the card to see the level of your foe and the foe's strength, as well as the battlefield on which you'll fight and any special rulesets. Above that information you'll see the amount of medals you'll earn for a victory and the amount you'll lose for a loss.

**Treasure Cards:** You earn medals from Battle Cards and spend them on Treasure Cards. When you select a Treasure Card, you'll see the item it contains, the amount of that item you're already holding, and its medal cost. Try to keep a healthy supply of medals around so you'll always be able to buy new items when they roll around.

**Job Cards:** On the right side of the screen you'll find the "Job Cells," an area with three slots for Job Cards. Job Cards change the rules of the game (typically in your favor) by making battles worth more medals, making treasure cheaper, providing regular healing, and so on. You can only fit three Job Cards into your Job Cells, so once you fill up the three slots, the next Job Card you take will cause the oldest Job Card to be discarded.

Name	Rank	Acquire	Abilities	Cost	Ingredient 1	Quantity	Ingredient 2	Quantity	Ingredient 3	Quantity
Block Ring	★	Shop: Ingredient acquired	Wall Rush Defense +20%	1,800	Protect Powder	3	Protect Shard	2	—	—
Guardian Bangle	★	Shop: Ingredient acquired	Defense +5%	1,800	Protect Shard	3	Orange Gem	2	Protect Crystal	2
Attractorb	★	Find: Shade Impulse Ch 3 map 3 Shop: Ingredient acquired	EX Intake Range +2m	1,000	Magnet Powder	2	—	—	—	—
Gravitorb	★	Battlegen: Stiltzkin 4 or 5 friend card [EX Burst] Shop: Ingredient acquired	EX Intake Range +3m	1,800	Magnet Shard	3	Magnet Crystal	2	Tome of Souls	3
Ivory Choker	★	Find: Shade Impulse Ch 1 map 5 Shop: Ingredient acquired	EX Force Absorption +15%	1,000	Bless Powder	2	—	—	—	—
Pearl Necklace	★	Battlegen: Stiltzkin 4 or 5 friend card [Bravery Break] Shop: Ingredient acquired	EX Force Absorption +30%	1,800	Bless Shard	3	Bless Crystal	2	Tome of Men	5
Pretty Orb	★	Find: Shade Impulse Ch 2 map 5 Shop: Ingredient acquired	EX Core Absorption +15%	1,000	Amplification Powder	2	—	—	—	—
Dragonfly Orb	★	Battlegen: Stiltzkin 4 or 5 friend card [HP Attack] Shop: Ingredient acquired	EX Core Absorption +30%	1,800	Amplification Shard	3	Amplification Crystal	2	Tome of Silence	5
Silver Hourglass	★	Shop: Ingredient acquired	EX Mode Duration +10%	1,000	Time Shard	3	—	—	—	—
Gold Hourglass	★	Battlegen: Stiltzkin 4 or 5 friend card [Stage damage] Shop: Ingredient acquired	EX Mode Duration +20%	1,800	Time Shard	3	Time Crystal	2	Tome of the Orator	5
Pendant	★	Shop: Ingredient acquired	EX Core Appearance Boost	1,000	Allure Powder	2	—	—	—	—
Victory Pendant	★	Battlegen: Stiltzkin 4 or 5 friend card [EX Burst] Shop: Ingredient acquired	Big EX Core Appearance Boost	1,800	Allure Shard	3	Allure Crystal	2	Tome of the Masters	5
Muscle Belt	★	Battlegen: Stiltzkin 3 or 6 friend card [Bravery Break] Shop: Ingredient acquired	Physical Damage +15%	1,300	Crimson Powder	2	—	—	—	—
Champion Belt	★	Battlegen: Stiltzkin 3 or 6 friend card [Bravery Break] Shop: Ingredient acquired	Physical Damage +25%	1,900	Crimson Shard	3	Crimson Crystal	2	Tome of the Orator	5
Earring	★	Battlegen: Stiltzkin 1 or 8 friend card [HP attack] Shop: Ingredient acquired	Magic Damage +15%	1,300	Mana Powder	2	—	—	—	—
Star Earring	★	Battlegen: Stiltzkin 1 or 8 friend card [HP attack] Shop: Ingredient acquired	Magic Damage +25%	1,900	Mana Shard	3	Mana Crystal	2	Tome of the Masters	5
Protect Stud	★	Shop: Ingredient acquired	Physical Defense +5%	1,300	Resilience Powder	2	Orange Drop	1	—	—
Defense Cuff	★	Shop: Ingredient acquired	Physical Defense +10%	1,900	Resilience Shard	3	Protect Shard	2	Resilience Crystal	2
White Cape	★	Shop: Ingredient acquired	Magic Defense +5%	1,300	Reflex Powder	1	Mana Powder	1	—	—
Black Cape	★	Shop: Ingredient acquired	Magic Defense +10%	1,900	Resilience Powder	3	Reflex Shard	2	Mana Crystal	2
Angel Brooch	★	Shop: Ingredient acquired	Stage Defense +20%	1,000	Resilience Powder	1	Allure Powder	1	—	—
Angel Wings	★	Shop: Ingredient acquired	Stage Defense +30%	1,800	Resilience Shard	2	Allure Shard	2	Tome of Souls	3
Zephyr Cloak	★	Shop: Ingredient acquired	BRV Boost on Dodge +3%	1,300	Resilience Powder	1	Guts Powder	1	—	—
Elven Mantle	★	Shop: Ingredient acquired	BRV Boost on Dodge +6%	1,900	Resilience Shard	2	Guts Shard	2	Guts Crystal	1
Heart's Ease	★	Shop: Ingredient acquired	BRV Boost on Block +5%	1,300	Guts Powder	1	Protect Powder	1	—	—
Spirit Stanchion	★	Shop: Ingredient acquired	BRV Boost on Block +10%	1,900	Guts Shard	2	Protect Shard	2	Lithe Shard	1
Bravery Orb	★	Shop: Ingredient acquired	BRV Recovery +20%	1,000	Recovery Powder	2	—	—	—	—
Bravery Elemental	★	Shop: Ingredient acquired	BRV Recovery +40%	1,800	Recovery Shard	2	Guts Shard	2	Recovery Crystal	1
Reflect Strand	★	Shop: Ingredient acquired	Magic Counter Strength +20%	1,000	Reflex Powder	2	—	—	—	—
Mirrored Chain	★	Shop: Ingredient acquired	Magic Counter Strength +40%	1,800	Reflex Shard	3	Reflex Crystal	2	Tome of Memories	5
Booster	★	Battlegen: Stiltzkin 3 friend card [Stage damage] Shop: Ingredient acquired	Wall Rush BRV Damage +10%	1,300	Gale Powder	2	—	—	—	—
Hyperstar	★	Battlegen: Stiltzkin 3 friend card [Stage damage] Shop: Ingredient acquired	Wall Rush BRV Damage +20%	1,900	Gale Shard	3	Gale Crystal	2	Tome of Shadows	4
Sniper Eye	★	Shop: Ingredient acquired	Wall Rush HP Damage +10%	1,300	Destruction Powder	2	—	—	—	—
Sniper Soul	★	Shop: Ingredient acquired	Wall Rush HP Damage +20%	1,900	Destruction Shard	3	Destruction Crystal	2	Tome of Mysteries	5
Defense Veil	★	Shop: Ingredient acquired	Wall Rush BRV Defense +20%	1,300	Lithe Powder	2	—	—	—	—
Mystery Veil	★	Shop: Ingredient acquired	Wall Rush BRV Defense +30%	1,900	Lithe Shard	3	Lithe Crystal	2	Tome of Love	3
Decoy	★	Shop: Ingredient acquired	Wall Rush HP Defense +20%	1,300	Resilience Powder	2	—	—	—	—

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## OFFICIAL STRATEGY GUIDE

Written by Joe Epstein and Casey Loe

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