

Aretha II – Items List

[01-Como Village](#)

[02-Logos Ice Field](#)

[03-Kisa Village](#)

[04-Gura Town](#)

[05-Zeckt Castle](#)

[06-Mt. Jablog](#)

[07-Medinam Tower](#)

[08-Loowan](#)

[09-Mulintz](#)

[10-Red Thaw Canyon](#)

[11-Namool Mountain](#)

[12-Bihar](#)

[13-Iguas Forest](#)

[14-Sousee Village](#)

[15-Argento Tower](#)

[16-Milbatos](#)

[17-Shakra](#)

[18-San Juan](#)

[19-Po Forest](#)

[20-Knee-grass Swamp](#)

[21-Natal](#)

[22-Dorabat Mountain](#)

[23-Fossil Valley](#)

[24-Bowels of the Earth](#)

[25-Bain Village](#)

[26-Dark Arts Castle](#)

Hidden Items

[27-Trinea](#)

[28-Serenity](#)

[29-Mixed Form NPC's](#)

[30-Testament](#)

[31-Aretha II CD](#)

Como Village:



Check the barrel by the Inn for a Potion.

Logos Ice Field:



Treasure chest contains a Potion.

Kisa Village:



Check the box by this house for a PHYS Rise B.

Gura Town:



Check the stone surrounded by 5 trees for the Monster Guide.



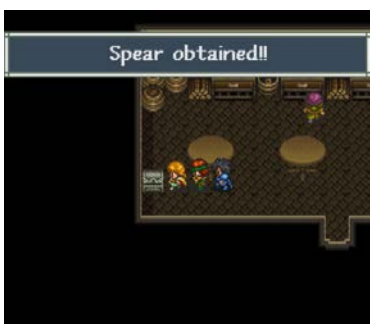
Check the crates by the house close to the fountain for a Mag Rise B.

Zeckt Castle:

Zeckt Castle contains four treasure chests which you'll be tempted to open right away. If you do open them right now, this is what you will obtain:



Glaive



Spear



Robe



Slick Robe

At a certain point in the game, Zeckt Castle will be attacked by the Dark Ones. **IF YOU LEAVE THE CHESTS UNOPENED UNTIL THEN**, the contents of these chests change during the attack. If you open them during the attack on the castle, this is what you will get:



Runite Ore



Zoppi Helm



Suit of Armor



Aramis Armor

Mt. Jablog:



You'll find a Merazine in a chest in a cave.

[Return](#)

Medinam Tower:

Note that the 'chests' are indicated by the red, animated lights on the walls. Yeah, those are the chests. When you 'open' them, the lights go out, making them even harder to see. That's why I left them on in all these pictures.



First Floor - ATK Rise A



First Floor - Merazine



Second Floor - MDEF Rise B



Third Floor - Potion



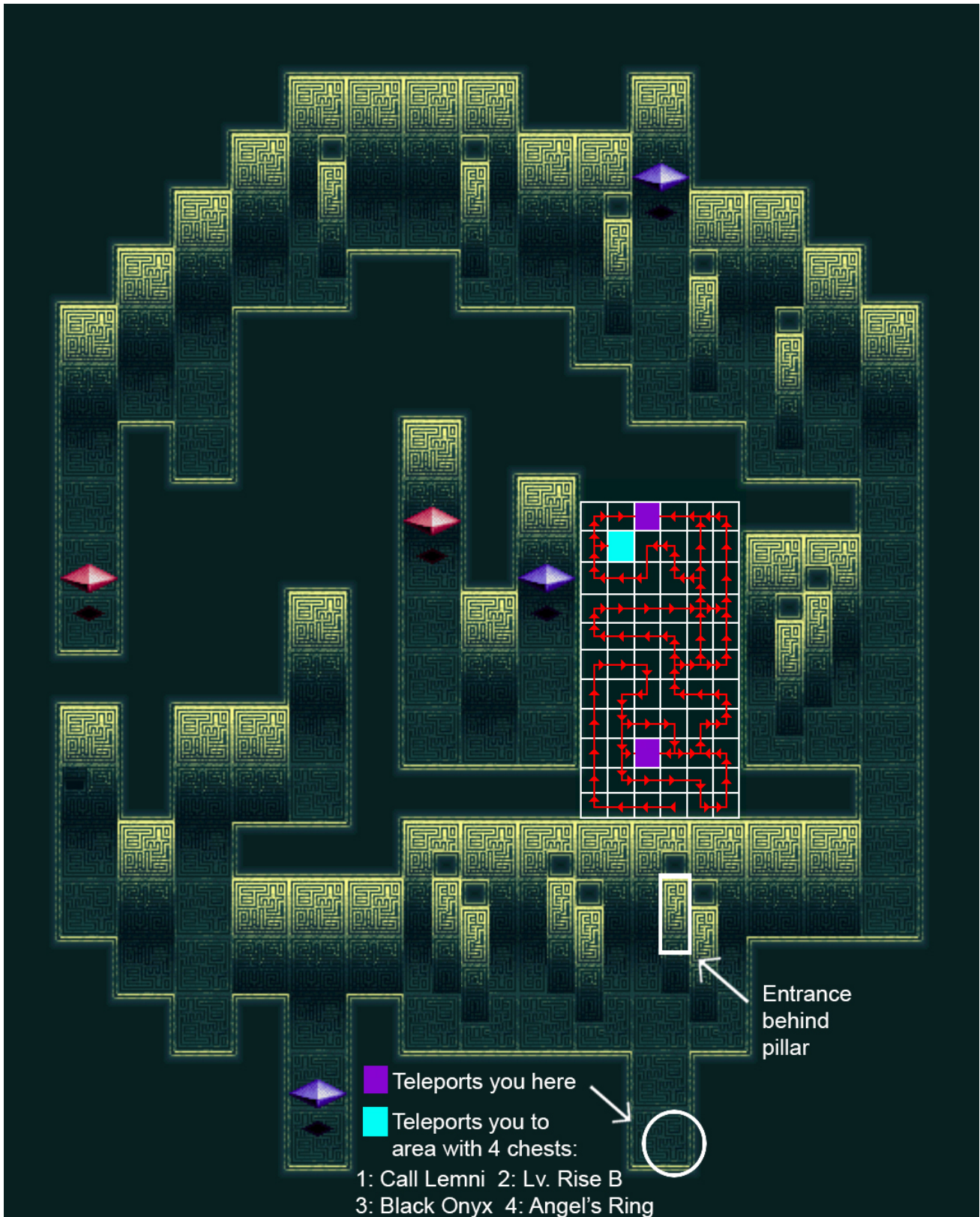
Second Floor - Fire Cloth



Second Floor - Elixir

Medinam Tower - Continued:

There's a hidden maze on the second floor of the Medinam Tower. Go through the maze and touch the cyan square to teleport to a room with four items: Call Lemni, LV Rise B, Black Onyx, and Angel's Ring. Note that touching the purple squares ejects you from the maze (you can try again, though).



Loowan:



Check this tree for a Thunder Cloth.

Mulintz:



At the dock, there is a hidden passage in this warehouse.



Hold 'Right' at the spot shown. Your party will enter the secret passage.



Once inside, hold 'Right', then 'Up', then hold 'Left'. When party stops, press 'A' to get LV Rise A.



At a point in the game, you must return to Mulintz to speak with Ackerman. Once that happens, you will gain access to the north side of Mulintz. Check the stone behind this home on the north side for a DEF Rise A.

Red Thaw Canyon:

There are five treasure chests scattered throughout the caves.



Tears of Aretha



Splint Mail



Air Cloth



Call Lemni



PHYS Rise A

Namool Mountain:

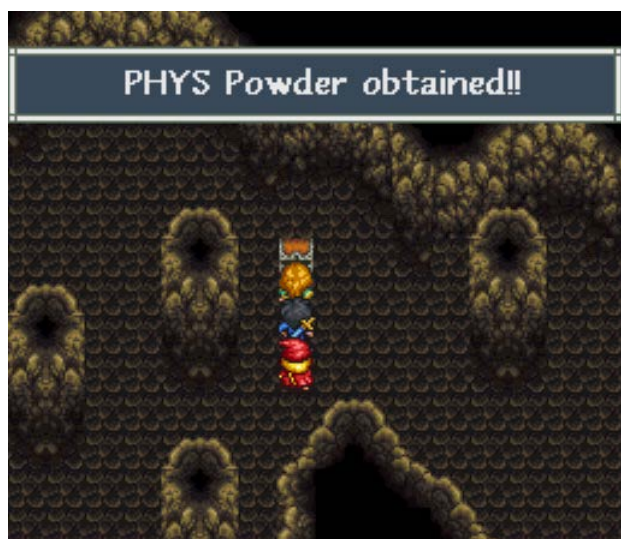
There are four treasure chests scattered throughout the caves.



Attack Scroll



Phys-Ev Powder



PHYS Powder



Speed Scroll

Bihar:



The crates by this house contain a MAG Rise B.



Search this stone for a Devil's Ocarina.



Search doghouse for Golden Dentures.



Speak to this NPC in the building with an anchor on it to return his dentures.

Iguas Forest:

As you enter Iguas Forest, there is a hidden passage to the right, which holds two treasure chests.



Hold 'Right' at spot shown.



Party will enter hidden passage.



Follow passage to entrance.



Cyan Potion.



Cyan Merazine.

Sousee Village:



Search bucket by Inn for an Aqua Cloth.

[Return](#)

Argento Tower:

There are nine treasure chests at Argento Tower, including the Trinea, which is a hidden item you cannot get until later in the game.



First floor - Fire Cloth.

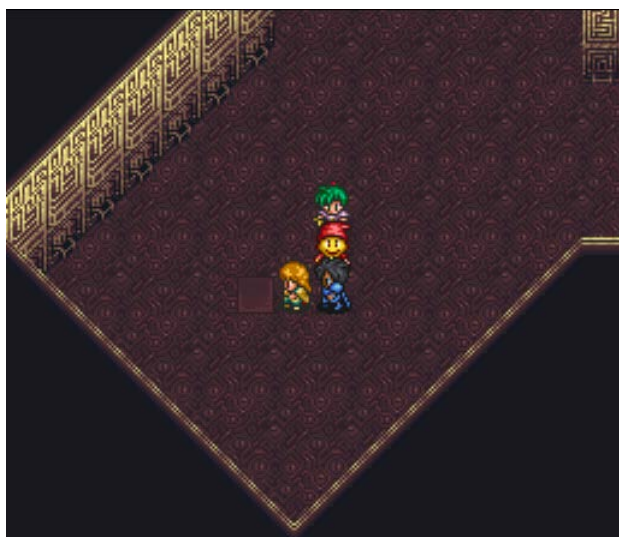


Second floor - Angel's Wings.



Second floor - Zoppi Mail.

On the second floor of Argento Tower, there are two trapdoors which will drop you into closed areas of the first floor. The first trapdoor is to the southwest, on the second floor, while the second trapdoor is to the southeast.



Southwest trapdoor - second floor.



Southeast trapdoor - second floor. Chest contains an Angel's Ring.

Now, take the southwest trapdoor on the second floor to fall into the first closed area of floor one. You will see two treasure chests here.



The chest on the left holds a Dagger.



If you open the lower chest now, you will receive 400 Pera and miss out on Trinea. **You cannot get Trinea now, so leave this chest CLOSED until later.**

Next, go back to the second floor and take the southeast trapdoor, which drops you into closed area number 2 on the first floor.



Top chest contains an Absorbing Mirror.



Lower chest contains Chain Mail.

Next, make your way to the third floor, where the last chest awaits.



Last chest contains Solid Armor.

Milbatos:



Search the chest in the Inn's kitchen for 200 Pera.



Search barrels in front of Harold's home for an HP Party Recover.

Shakra:



Search this crate for a DEF Rise A.

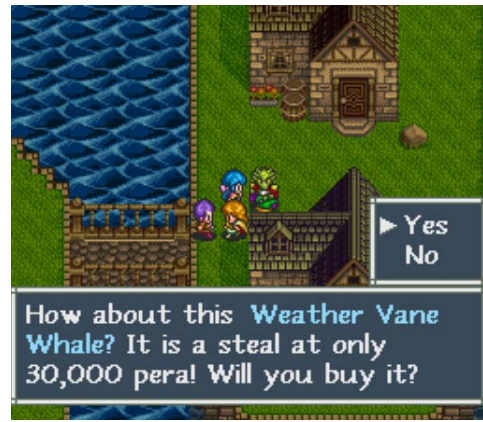


Search this bucket for a Soul Crucible.

San Juan:



Search this barrel for a Defense Scroll.



Speak to this NPC to buy a Weather Vane Whale (note: you can get one free later).

Next, there is an item called the Fairy's Bangle in San Juan, which you'll need.



Talk to this NPC about fairies.



Talk to the bedridden man.

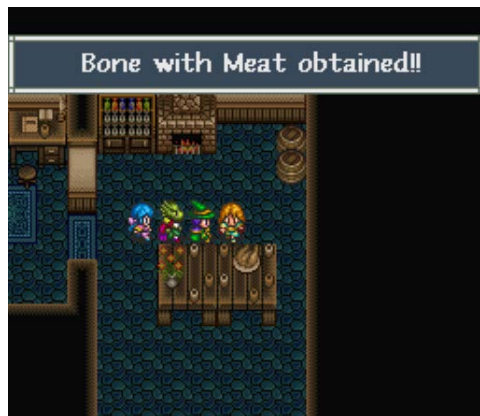


Go outside and talk to Doggy.

Return inside to speak with Doggy's owner, who will ask you to feed Doggy. Take the food on the table. Note that you might have to feed Doggy several times before he gives you the Fairy's Bangle.



Anything for the Fairy's Bangle.



Take dog food from table.



Feed Doggy until he gives you the Fairy's Bangle.

[Return](#)

Po Forest:

Now that you have the Fairy's Bangle, speak with this fairy in Po Forest (you must speak with her first, then the other fairies will appear).



Boo!

Even though there are no treasures in Po Forest, there's a few things you can get. On the west side, speak with this fairy, who is interested in seeing a Magic Stone. You'll also find a Fairy Trader here.



Fairy asks to see Magic Stone.



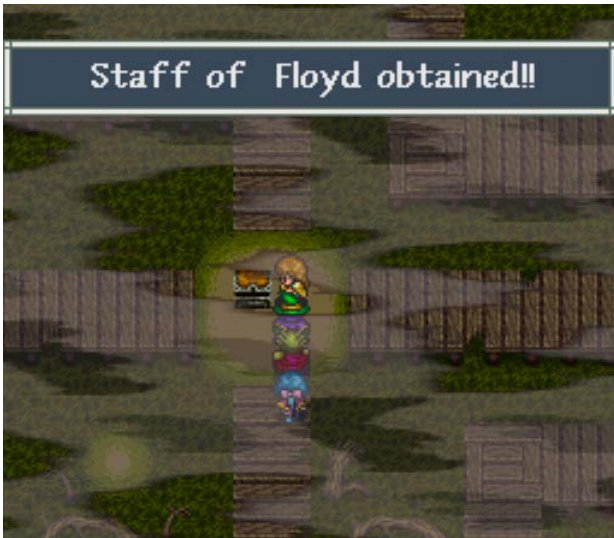
Return to fairy after getting the Magic Stone.



Fairy gives you a Weather Vane Whale (only if you don't have it).

Knee-grass Swamp:

There are three treasure chests scattered throughout Knee-grass Swamp. Due to the looping map, it's not possible to map this area. To get the treasure chests, do this:



From starting point, hold 'Up' until you reach the first chest, which contains a Staff of Floyd.



Hold 'Up' until you reach the next chest, which contains an AGL Rise A.



From the second chest:

Go 'North' until you reach a junction

Go 'East' until you reach a junction

Go 'West' until you reach a junction

Go 'East' until you reach a junction

Go 'North' until you reach a junction

Go 'East' until you reach a junction

Go 'North' for the chest.

[Return](#)

Natal:



Search behind building with an anchor on it for the Zoppi Sword.



Search bucket by Inn for a Reflect Mirror.

Dorabat Mountain:

There's only one chest in the caves.



This chest holds a MAGDEF Scroll.

[Return](#)

Fossil Valley:

There are four chests in Fossil Valley.



This chest holds an MDEF Rise A.



This chest holds a DEF Rise A.



This chest has Seram Ore, an accessory.



This chest has an MP Party Recover.

Bowels of the Earth (Death Valley):

There are four chests in this area, with one of them being a required item.



This chest holds a Witch's Potion.



This is a required item, the Rope.



This chest holds a Cat Claw, which is for Fang.



This chest holds a Breath of Life.

Bain Village:

There are two hidden items in this village.



Search the barrels by this shop for an Earth Block.



Search the crates outside this house for MAG Powder.

Dark Arts Castle:

There's a total of nine treasure chests in this area, with six of them easily found.



This chest has a Colorful Mantle.



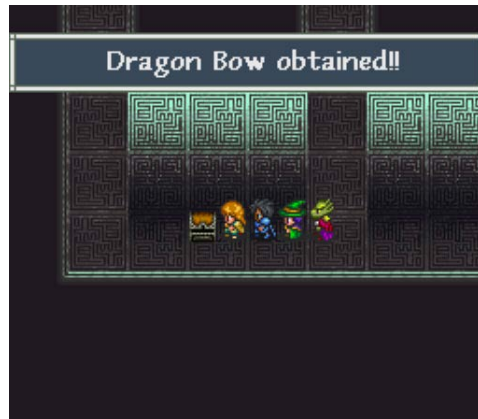
This chest has an Aqua Sword.



This chest has a Staff of Aaron.



This one has a Tears of Aretha.



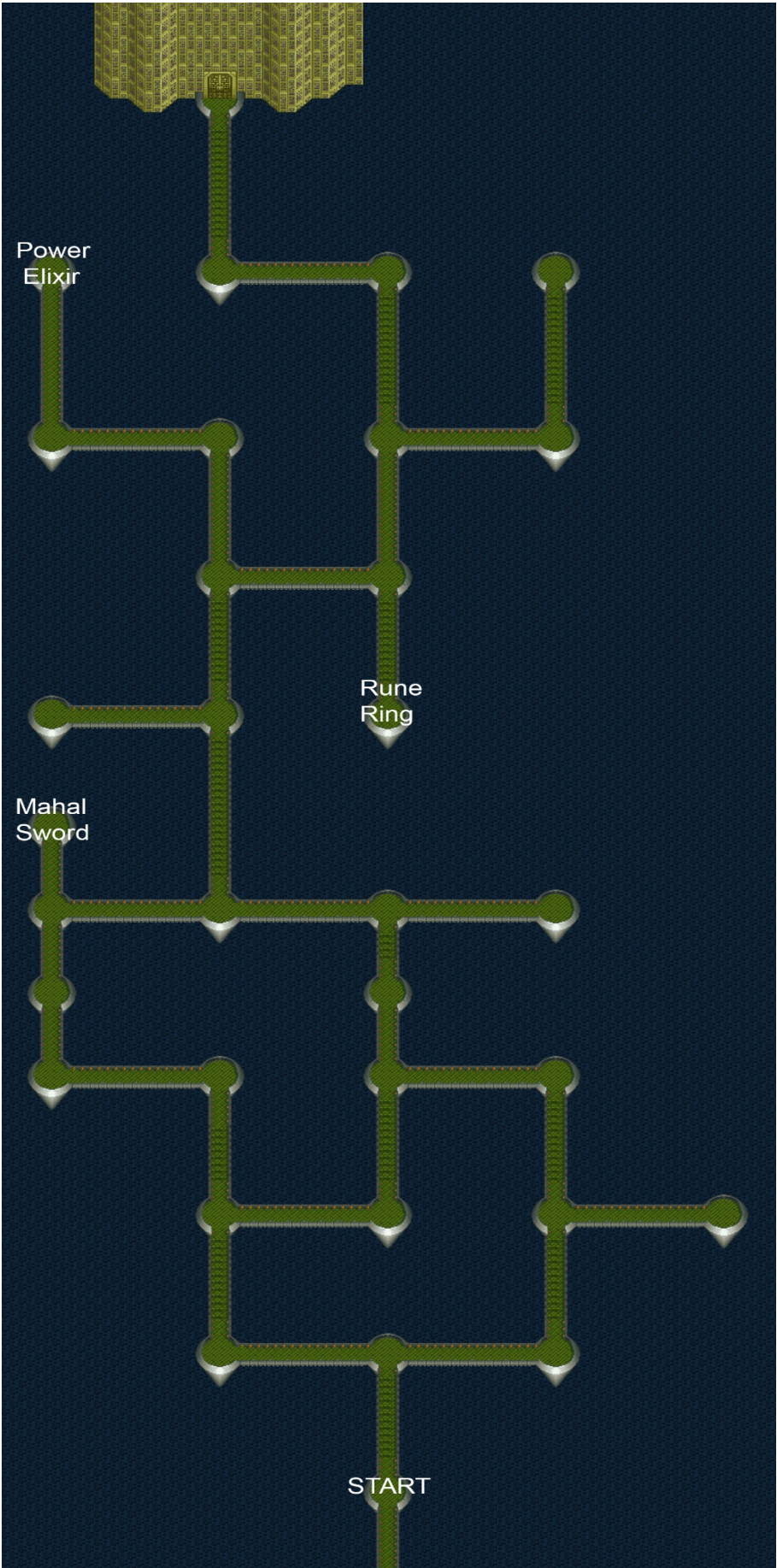
Raid this one for a Dragon Bow.



Last chest, with a Soul Crucible.

The last three items are in the next section of the Dark Arts Castle, and they differ from the rest in that you cannot see the chests, nor is there any indication there is anything in that spot. I was going to just show each picture, but this section is...like a maze. It's not too difficult to navigate and locate the three chests, but it is annoying, what with the high enemy encounter rate, so I put the entire area map on the next page. Use that to find the last three chests.

Dark Arts Castle - Continued:



Trinea:

The Trinea is a hidden item in Argento Tower that lets you fully restore everyone's HP/MP/Status. **You cannot get the Trinea when you first arrive at Argento Tower, but you can return later to claim it.** In order to get it, you must leave one of the chests closed until later. If you open that chest on your first excursion into Argento Tower, you will not be able to get the Trinea anymore.

On the second floor of Argento Tower, there are two trapdoors which will drop you into closed areas of the first floor. The first trapdoor is to the southwest, on the second floor.



Southwest trapdoor - leads to Trinea.



The chest on the left holds a Dagger, and the Trinea is in the lower chest. **The lower chest must remain closed if you want the Trinea.**

If this is your first time in Argento Tower, STOP. You cannot get Trinea just yet, as you must have visited San Juan first (this happens later in the game). If, however, this is your second time here (and you left the chest closed), continue reading.

Leave that chest closed for now and continue the game until you reach San Juan. Now you are ready to return for the Trinea. First, though, you must speak with three NPC's, located in these spots:



1-A Traveler at Milbatos Inn



2-An NPC at San Juan Inn



3-Sousee Village – House at lower right.

Each of these three NPC's will talk about Argento Tower or its treasure. Once you've spoken to all three of them, return to Argento Tower.

Go to the 2nd Floor, then drop through the southwest trapdoor, at the lower left area. NOW you can open the chest inside...you should get the 'Trinea' instead of the '400 Pera'.



Second floor - southwest trapdoor.



Chest with Trinea.

Serenity:

Serenity is an item which lets you purchase items from anywhere (like the Call Lemni item). In order to obtain Serenity, you must sail across the Zemlan Strait, which is a narrow passage just north of Milbatos (see map below).



From Milbatos, set sail and head north to Zemlan Strait. Just keep going left, then right, back and forth, until the ship starts spinning on its own (at this point, you'll be attacked by two 'Guardian' monsters...defeat them, and you'll get the 'Serenity').



Strait looks peaceful enough. Die, scourge of the seas!



Serenity obtained!

Mixed Form NPC's:

There are six Mixed Form NPC's who will allow you to 'craft' items using Souls. The first two are easily found, but the other four have requirements which must be met first.

Mixed Form #1	Gura Town (5 Souls Max.)	In house at right of fountain.
Mixed Form #2	Mulintz (10 Souls Max.)	At the Inn, by the Innkeeper.
Mixed Form #3	Bihar (15 Souls Max.)	Must return dentures to NPC in 'Ship' bldg. first.
Mixed Form #4	Po Forest (20 Souls Max.)	Must have the Fairy's Bangle from San Juan.
Mixed Form #5	Milbatos (25 Souls Max.)	In a house, to the right of the Inn. Must have 3 or more Magic Stones. House will be empty if you do not meet the requirement.
Mixed Form #6	Argento Tower [Top floor] (30 Souls Max.)	Must have obtained ALL Magic Stones AND seen cut-scene with Empuzz at Zeckt Castle. Tower will be empty if requirements are not met.

Additionally, there are Mixed Change NPC's who will imbue Mixed Form weapons with an element.

Mixed Change #1	Loowan [On the east side, in a house south of an empty field.]
Mixed Change #2	Sousee Village [In house to the left of the weapons shop.]
Mixed Change #3	Milbatos [First house on the west side of Milbatos.]
Mixed Change #4	Bain Village [In the house north of the weapons shop.]

In case additional clarification is needed, here come the pictures:



1-Gura Town (5 Souls Max.)



2-At Mulintz Inn (10 Souls Max.)



3a-At Bihar. Must find the 'Golden Dentures' first. Look in doghouse outside.



3b-Go to the building with an anchor on it and speak with this NPC to return his teeth. From now on, he will do Mixed Form (15 Souls Max.)



4-Po Forest (20 Souls Max.) Must have Fairy's Bangle from San Juan, and must speak to the only fairy present at Po Forest first.



5-At Milbatos (to the right of the inn). Note that you must have obtained three or more Magic Stones. If you do not have enough Magic Stones, this house will be empty when you arrive (25 Souls Max.)

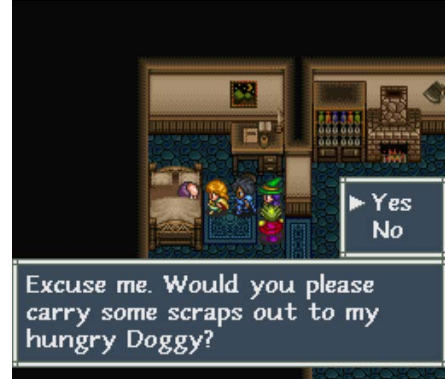


6-Top of Argento Tower (30 Souls Max.) You must have obtained ALL Magic Stones AND triggered the cut-scene at Zeckt Castle with Empuzz. If these requirements are not met, the top floor will be empty.

[Return](#)

Testament:

Testament is an item that levels all current party members up to the maximum, Lv. 99. In order to get the Testament, you must first speak with an NPC in a house in San Juan, who will mention fairies living in Po Forest (see pic). Next, speak with a bedridden NPC who says his Doggy hasn't eaten. Go outside and speak with Doggy, then return to speak with his owner, who will ask you to feed Doggy.



Say 'Yes', then take the food from the table and feed the dog. If Doggy doesn't give you the Fairy's Bangle, return inside and speak with Doggy's owner to feed Doggy again. Keep feeding Doggy until he gives you the Fairy's Bangle.



Dog food obtained!



C'mon, eat already!



Finally, Fairy's Bangle!

Now that you have the Fairy's Bangle, exit San Juan and go to Po Forest. Speak with this fairy (you must speak with this fairy first, then the other fairies will appear):



Once the other fairies appear, speak with this fairy, and she will ask you for a Golden Egg:



You cannot get the Golden Egg until AFTER the Dark Arts Weapon awakens, so continue playing the game until that point. Once the Dark Arts Weapon takes flight, go to this house in Natal and speak with the chickens inside until you get the Golden Egg [note: there are fast chickens and slow chickens...speak to the slow chickens for the Golden Egg].



Dark Arts Weapon activated



House with chickens in Natal



Golden Egg!

Return to Po Forest with the Golden Egg and give it to this fairy (you will receive the Testament as a reward):



Nah, get your own!



Better late than never, I guess.

[Return](#)

Aretha II CD:

The Aretha II CD lets you listen to the different songs/music in the game. In order to get the Aretha II CD, you must find the NPC named Quaf six times:



1-Dorabat Mountain



2-Sousee Village



3-Fossil Valley



4-Death Valley



5-Red Thaw Canyon



6-Top of Medinam Tower

After speaking with Quaf the sixth time, at the top of Medinam Tower, he will give you the Aretha II CD.

Note that you'll probably run into Quaf on Dorabat Mtn., Fossil Valley, and Death Valley as you play the game normally. You must also seek him at Sousee Village, Red Thaw Canyon, and Medinam Tower if you want the Aretha II CD.