

Grandia II FAQ/Walkthrough

by Wroth

Updated to v2.6 on May 31, 2001

Grandia II for the Sega Dreamcast
A Walkthrough/Game Experience (American) by Ben DuPree
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Version 2.6
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Section I: Version Notes

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Version 0.0- Started making this guide. Formed it, shaped it, and here.....we.....go.

Version 1.0- The Version originally released to www.wrothradio.cjb.net and www.gamefaqs.com. It includes up to the end of the first town on both the walkthrough and the script.

Version 1.05- The next version. In this version I have gone up through the Inor Mountains, Agear town, and am now in the second level of the Durham Cave. Enemies list is growing, item list still not there, and the story of the game now being added. More to come in Version 1.2, which will hold past Agear. This is basically a minor update with formatting and such.

Version 1.5- I am still not at version two. Bah. Version two will be up to and including all of part four. In this semi-update I included the rest of the Durham cave, most of the baked plains, some minor formatting, and some addition to the "About the Story" section. Enjoy until we meet the tongue and version two is here!

Version 1.55- A tiny bit more added. I added the third boss battle and story stuff along with random formatting. The main purpose was to include the copyright notice, which I desperately need.

Version 2.0- This is the version I was aiming to get to. This includes all of town three (Liligue) up to the skyway. Perfect. A day ahead of schedule.

Version 2.5- Wow, this isn't where I wanted to update but it is badly needed. This is up past the first trek through the mysterious fissure. 3.0 will have all of town four.

Version 2.55- A badly needed update. This contains the walkthrough UP TO THE EYE, the newly added special moves section, a promise of a map, more story, and random fun. The next update, since I promised a big one, will go up to the Granas church itself. I push through the eye.

Version 2.56- Resend with new stuff

2.6- I got pretty far in the walkthrough in comparison to usual. I also completely reformatted everything. Also added item lists to an extent. Yay!!

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Section II: Legal Disclaimer

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This guide was made for the personal use of anyone who wants it on www.gamefaqs.com. If I find it in any other sites that I have not personally submitted to or granted approval to use, I will press legal action. Please do not steal this guide, if you ask kindly, I may let you put it on your site. I worked hard on it, you did not.

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Section III: Notes From the Field

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Well, look who is writing another guide. Yes, it is I, Wroth. I was originally going to do one on Shenmue or Daggerfall (PC) but I changed my mind. What changed my mind, may you ask? Well, it was one thing, the great game that was Grandia II. I just finished playing it (as I write this on the verge of the new year) and I love it to death. I was enchanted by this game, as its story enveloped my soul from the start and did not let go.

But Ben, I thought you only did Survival Horror games. Yes, I said this many months ago, how ignorant of me. I only will write for games that I truly love, and I believe this games falls into that category. I enjoyed every second of playing this game, and I do not regret any minute of it (maybe my studies will though).

I would also like to address one specific format for this guide, the script. I have had some complaints that this is just filler and has no value. I disagree 100%. Filler is something that takes little effort to do and is generally worthless. This script represents the heart and mind of every character who you cross in the game and provides valuable insight into the actions of the characters. Often the script also hints at events in the game (foreshadowing even) and gives you useful information. Please do not bash what I am trying to do with this experience and try to appreciate the hard work I put in by reading it once and a good while. Basically this is a documentation of an excellent game with a walkthrough combined. I wish you to enjoy. Thank you.

Please enjoy this guide, as I went to a good deal of trouble writing it. If you have any questions, please feel free to email me at my email address which I posted at the top. I will answer as much as I can.

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Section IV: Characters

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Please Note: I will not spoil anything in this section, this section describes what you know of the characters before any plot twists.

Ryudo (17 male)- A geohound, Ryudo at first is a mercenary who takes random jobs for money. He has one friend in the world, a bird named Skye, who is around 40 years old. Ryudo has lived on his own since he was 13, when he left his town of Garlan after a terrible incident of which he refuses to speak. However, his past might come alive when he takes a job from a father of Granas in the town of Carbo..

Skye (40 bird)- Skye is a bird. He has been with Ryudo for four years, since Ryudo left his town of Garlan after

an incident. They are the best of friends (although they may seem like two old ladies bickering at times), and they work together, gathering money by taking various odd tasks. He can talk and often uses his wisdom to guide Ryudo in the correct direction.

Elena (17 Female)- Elena is a songstress of Granas, who is based in the town of Carbo. She is a sweet young girl without an evil thought in her heart, and when she initially meets Ryudo, she despises him. However, will her beliefs change as they are unwillingly put together in a group for the sake of Granas at the request of Carbo's minister?

Millenia (Unknown Female)- Millenia is a mysterious lady, who appears out of nowhere to "greet" Ryudo. She has wings, strangely enough. What will come of this mystery, will she be feared like the father in Carbo is of her, or will she become part of a journey? Only time will tell.

Roan (13 Male)- Roan is a young man traveling with a group of circus like performers. He is very energetic and has a heart of gold. All he wants is to be happy it seems and honor his mother's memory. That is partially the reason he and Ryudo come into contact. Will this young heart of gold help our hero, or does a darker path await?

Tio (Unknown Automata)- Tio is an automata, or robot. She was created by unknown individuals from an age long past. She is unsure of what it means to be human and she is constantly striving to discover the humanity within her metal frame. Will she? Who is to say.

Mareg (Late 30's Male)- Mareg is a beast man from a continent far to the east. He holds a deep grudge for Ryudo's brother (who will be discussed next). Who apparently did something terrible to the village of Mareg. Will Mareg get his revenge, or will he fall to...

Melfice (22 Male)- The supposed wicked brother of Ryudo, Melfice and Ryudo had a "falling out" of sorts in Garlan which lead to Ryudo running away. Will Ryudo be able to help Mareg track down his long lost brother...?

Pope Zera Innocentius (58 Male)- The pope of the church of Granas, Zera has a pure heart and soul and is constantly aiding those he meets. However, a recent surge of darkness has fallen over the land and Zera is fretting over this sudden change. Will Zera be able to use his holy powers to aid Ryudo? Possibly...

Selene (23 Female)- A high-priestess of Granas, Selene commands the holy knights of Granas. She uses her authority to conduct inquisition like parades over the kingdom in an attempt to scour darkness from the land. Will she succeed...?

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Section V: Controls

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Field Controls are the ones you will really need:

Analog Thumb Pad- Move the character at a walk/run pace depending on how far you move the pad.

Directional Pad- Walk the character in the direction of your choice. If you add the B button, you will be able to run as well.

A Button- The A button will be your main button. With it you will be able to investigate areas, pick up items, talk to characters, execute certain activities, etc.

Y Button- Using the Y Button changes the compass destination.

L/R Buttons on Back- Rotate the camera. If you pull the left trigger, the camera rotates to the left. If you pull the right trigger, it rotates to the right.

Start Button- Access the Menu.

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Section VI: A Note on Battle

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Battle mode is complicated at first, but once you get used to it, it is not very difficult. You will see a bar like the one I am putting below:

-----Enemy's Status-----
WAIT=====COM=====ACT
-----Your Status-----

-The characters involved in the battle will be represented as icons, with the party's being on the bottom and the enemy party's being on the top. Each character will start at the WAIT section of the middle bar. When the character (enemy or party member) reaches the COM, or Commence, portion of the bar, the battle, which is normally semi-free action, will stop. This pause is used to allow the player to choose the command he wishes his character to enact (this is only true for party members, the enemy just goes on through). Once you have input the command, the battle resumes until your next character reaches the COM stage or a character (enemy or otherwise) reaches the ACT stage, or action. At this point, an action is commenced. The battle will be paused for this action depending on the action type:

At COM the battle will pause: Only for your characters so the player can input commands.

At COM the battle will NOT be paused: For all enemies, as

the don't need to think.

At ACT the battle will pause: If either the player or an enemy has a character casting a spell or using a special attack.

At ACT the battle will NOT be paused: If either the player or an enemy has a regular or critical attack.

-Types of attacks: Combo attack (where the player/enemy runs up to the enemy/player and executes an attack using their handheld weapon), CRITICAL attack (where the player initiates a cancel attack {will be explained in a minute}), various spells (where the player/enemy casts a spell), or a special move (where the player enemy charges up to use a special move).

-About Cancel: Cancel is the ability of a CRITICAL attack. When you use this attack on an enemy who has yet to reach COM, then it will slightly stall the enemy. However, if you use it on an enemy when he is between COM and ACT, you will CANCEL his attack and drop his icon to well below COM, thus making the enemy build up and restart his attack. Isn't that neat?

There you have it, isn't it easy?

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Section VII: Walkthrough

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Welcome ladies and gentlemen, boys and girls, children of all ages! What you are about to witness is a marvel of gaming magic. Please put on your goggles, buckle your safety belt, and get ready for a game which will send reverberating jolts through your body.....

-Once, when the world was at peace, there was a god. This god of light, Granas, embraced all and shone light down on the people of the world. And the world was at peace. Technology bloomed, giant structures and vast cities were constructed under the light of this god. The people flourished as their world grew into a marvelous place of enlightenment. But...then he came. The one that is darkness. Valmar. Valmar came to the world, carrying with him in his wake a trail of darkness, suffering, and pestilence. The warriors of Granas fought bravely against the minions of Valmar, and for many years the war raged on in the skies above the fair planet. Then, all at once, it changed..

-Granas, all that is good and just, decided that this epic struggle must end here and now, and thus he took it upon himself to rid the world of this blackness known as the God Valmar. Thus he equipped himself with his Granasaber, the weapon of the righteous, and he charged at the evil Valmar. The two Gods remained locked in a brutal struggle for days, and when it was over, Granas came out the victor. All that is holy proceeded to section off the body parts of all that

is evil and put them in various sealed orbs across the globe. Having sealed away all that was evil, Granas took a leave from the earth to recover from the terrible wounds he had been dealt by Valmar. All was peaceful again...until...

- Flash forward many ages. Technology lost during the mighty struggle against Valmar has now only started to be rediscovered. People once again flourish as the great Pope Zera Innocuous rules from his Papal State at St. Heim. Our hero, Ryudo, and his faithful friend Skye are living near the town of Carbo, living off others as hired mercenary Geohounds. They have had a rough but good four years together. All was well until one day.....when Ryudo accepted a mission to be a bodyguard.....a mission that would affect his life and the entire world..

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And the Journey Begins.....START WALKTHROUGH
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-Roll Opening Credits on the struggle between Granas and Valmar

-Game starts as you see a shot of the forest pan into a shot of a group of people talking.....appears to a group of women (sisters of Granas) talking to people. All of a sudden a bird (Skye) flies over them as they cross a wooden suspension bridge...pan out to Ryudo climbing a rope on a steep cliff..

- Ryudo: Don't let me down Skye...

Ryudo is climbing a rope above a group of monsters and their treasure. He proceeds to have Skye drop an explosive diversion as he knocks out the remaining guard and takes the treasure. As he grabs it, the monsters, coming back, launch their spears as they discover him. Acting quickly..

Ryudo: Skye, over here...

Ryudo calls Skye and jumps into his claws, flying out of harms way with the treasure in tote.

-Skye: Ryudo, I cannot take much more of this...

Ryudo: Quit your bellyaching and fly dammit!

Skye: Ohhhh <<drops Ryudo>>

-Skye, not able to carry Ryudo any further, drops Ryudo into the forest..

-It is now evening and Ryudo is at a rendezvous with a man and his daughter.....Ryudo appears to have been working for this man...

Ryudo: I finished the job, didn't I...

Man: Yes, in your own crude fashion, here take your money!

Woman: Father! Don't be rude, I'm sorry...

Ryudo:<<laughing>>Heh, I'm used to it

Man:<<aside to his daughter>>I wont have you speaking to his kind! Come, we are leaving!

-After giving the man the treasure in exchange for money, Ryudo and Skye continue on down the forest path...

Skye: I cannot stand him, what a pompous fool!

Ryudo: Its work, not a barrel of laughs.

Skye: Well, well, you are growing up Ryudo.

Ryudo: Ugh, if it were not for work, id have nothing to do with that guy...but...business is business

Skye: She was a fine looking girl though...

Ryudo:<<angry>> I don't care for her or the kindness of strangers!

-As Ryudo and Skye continue down the road, they approach a tree with a white cloth tied around it. Inside the cloth is a letter addressed to Ryudo...

Ryudo: What is it Skye?

Skye: Ryudo, looks like we have another job...

Ryudo:<<worn out>> Hey, not already, I'm still sore from that fall, no thanks to you.....<<Skye proceeds to claw him lightly>>...Hey ouch!.....alright...its good to have work...

-Ryudo proceeds to then open the letter and gaze at its contents...

Ryudo: Hmm. It says the church of Granas wants to hire you as a bodyguard. So working for Granas, now I really don't want to do it.

Skye: A jobs a jobs, right?

Ryudo:<<accepting>> I guess, that's what it means to be a geohound...

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Part A: The Forest Before and Through Carbo Town
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In the Forest:
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Items: Wound Salve (x2), Yomi's Elixir

Weapons: None

Armor: None

Accessories: Blizzard Charm

Special Items: Hand Grenade

Enemies: Two Mottled Spiders

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-Once you regain control of Ryudo, acquaint yourself with the general controls of the game by moving around a little. Once ready, proceed backwards along the path and turn to your right to acquire a wound salve. Once that is done, return to the path and go along it until you go past some waterfalls. Once past these waterfalls, you will read a ladder and a rainbow cone. These cones are SAVE/RECOVER CONES and can be used to either save the game or recover your status. Use it to save and when you are ready, go up the ladder.

-Once up the ladder, go forward and open the chest, taking the Blizzard Charm inside. Don't equip it. Continue along the rocks until you reach a ladder down. Go down it.

-Once down the ladder, use the L/R triggers to look around and change your view. Find the correct way to go and proceed down the path, engaging the first spider when you come to it. Strike hard and fierce, defeating the Mottled Spider. Once it is defeated, proceed forward along the path. You will see another treasure chest, open it, gathering the goodies inside. Once you have all these goodies, go forward some more and do battle with the other mottled spider that pops out of the trees. Once it is defeated, continue on, making a left at the bend in the woods until you reach the exit of the forest, towards Carbo Village...

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Welcome to Carbo Town, A Small Village With A Small Problem

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-As Ryudo enters the village, he comes across a few of the sisters we saw in the intro having a conversation in front of a building.

Tessa: Bye, Elena. See you later.

Elena: I am sorry, Tessa. I would join you if I could. I wonder why I'm not permitted to leave with you...

Tessa: I guess your role is more important than ours. Don't worry, we'll do all the preparations for the ceremony.

Ismene: Tessa! We have to get going!

Tessa: Oh, all right. See you later, Elena!

-Tessa walks over to a group of sisters, whom she is to

lead.

Tessa: Let's go...

Ismene: Elena, its time for the service. You ought to return now.

Elena: Yes, you are right.

Ismene: Don't worry. We've hired a bodyguard, you'll catch up with us safely.

Elena: Please, take care of yourselves...and Tessa, I will see you later!

-With this, Tessa's group leaves and Ryudo is alone with Elena and one other...

Carius' Wife: Now Elena, let's go back...<<leaves with Elena as a man approaches Ryudo>>

Random Man:<<to Elena and Carius' Wife>> Thank you for all of your hard work. <<approaches Ryudo>>

Skye: Probably none of our concern...

Ryudo:<<to the man>> Are they collecting tithes? There's enough...what do they do - storm through your door and beat the charity out of you?

Man: I understand they're off to a tower outside of the village to drive away evil spirits. We're very fortunate to have the sisters.

Ryudo: Evil spirits?

Man: Yes. Things are fine around here during the day...but when the sun goes down, all kinds of terrible monsters are about.

Ryudo: What about the girl who stayed behind?

Man: Oh, Miss Elena? She's a songstress of Granas. She sings such pretty songs for us. Maybe she will join after the service.

Ryudo: Hmm...

Man: You don't look like you're from around here. Word of advice: don't venture about at night.

Ryudo: Huh? They needed a bodyguard...What's this about driving out evil spirits?

-At this point you regain control of Ryudo with only a piece of a puzzle on what is occurring in this town. Take the man's words to mind and proceed to enter the store behind him and to your right, the Carbo General Store. In the store, you may ask the man with the question mark floating over his head any questions you wish regarding

anything. Proceed to the shop keep and buy whatever you want...

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Carbo General Store:

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Weapons: Falix (500G, + 22 ATK), Shamshir (620G, + 26 ATK)

Armor: Cuir Bouilli (500G, +12 DEF), Leather Armor (750G, +17 DEF), Climbing Boots (200G, + 6 MOV, + 2 DEF)

Jewelry: Heavy Stone (120G, +5 DEF, -5 MOV, Nulls Knock Back)

Items: Medicinal Herb (10G, Restores 200 HP), Wound Salve (24G, Restores 400 HP), Poison Antidote (14G, Cures Poison), Paralysis Salve (14G, Cures Paralysis), Eye Drops (14G, Awakens Sleeping Character)

Regional: Mushroom Cloud (20G, 400 DMG/Fire Based), Goblin Toadstool (30G, 250 DMG/Poison Cloud)

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-Once you have what you desire, leave the general store. Once out, proceed to the cobblestone path and look around. Talk to any people you desire to talk to. Once you are ready, proceed past the fountain and enter the church ground. You will stop at the door...

Ryudo: A.....song?

Skye: Maybe it's that "Songstress"

Ryudo: Shhh!

-Ryudo and sky will hear the Songstress singing a beautiful song...

Ryudo: Strange...it's...calming...

Skye: Sounds like its coming from inside.

Ryudo: Let's take a look!

-Ryudo and Skye enter the church, looking for the source...they view Elena near the altar singing beautifully.

Elena: Ohhhh, I should have known I needed more practice...

Ryudo: Hey, is that all? <<he approaches>>

Ryudo: Hey! Don't mind me! Continue.

Elena: Were.....you listening?

Ryudo: C'mon, if you are that tense now, you won't be able to perform well later.

Elena: Who are you?.....w.....what are you doing here?

Ryudo: Whoa! You hired ME.

Elena: I.....hired you? Leave immediately!

Ryudo: Hey! Are you for real!? No one told you?

Father Carius: Elena, is something the matter? Ah, you are the Geohound we hired, we have been waiting for you.

Elena: A geohound!!?

Ryudo: I'm Ryudo, this Skye.

Elena: Why are you so rude?

Father Carius: Elena? Excuse me, I apologize on her behalf, Elena you must get ready to leave. <<she leaves>>

Ryudo: Excuses and woman are equally tiring.....

Father Carius: This is not the place, may I ask you to wait at the inn, ill be along shortly..

-Once you regain control of Ryudo, promptly exit the inn and return to the village. From there talk to anyone you wish and go down, past the fountain, and enter the Carbo Inn. Talk to the inn keep, do whatever you must (save), and then select the option "The priest told me to wait here."

=====
Inn Conversation with Carius and Elena
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Ryudo: The Priest told me to wait here..

Inn Master: Oh yes, he'll be along shortly, why don't you have a seat over there?

Ryudo: Tell him to make it quick.

-Ryudo goes to the table at the inn, and just as he does, the priest enters.

Carius: I believe there is a Geohound waiting for me.

Inn Master: A..Geohound?.....There is a man over there. A Geohound, father? What need have we with his kind?

Carius: Ah, he has come. Peace, my son. It is not appointed for us to judge our fellow man. Granas alone reserves that

power.

-Carius joins Ryudo at the table

Carius: I apologize for our rudeness earlier. You must be Ryudo, the Geohound, correct? I am sorry to have kept you waiting.

Ryudo:<<As he sits down>> So, what business does a noble priest of the Church of Granas have with a lowly Geohound like me?

Carius: I believe that was stated in my letter. You can.....did read the letter, did you not?

Ryudo: Come now, Father. For a priest, your faith is most disturbing. (Skye:<<commenting aside>> Easy Now). Enough Skye. So, Father, you need a bodyguard. Talk.

Carius: There is a tower outside of town - Garmia Tower. We will hold a ceremony there tonight, under the light of the full moon. I want you to take one of our sisters to there, and once the ceremony is over, I want you to bring her back here.

Ryudo: I don't buy it. The church has never sought help from outside before, and this is a job for a choirboy, not a "murderous Geohound."

Carius: Not all are against you lad. You need not always walk in anger and pain. All troubles can be resolved with prayer and..

Ryudo:<<Getting up and cutting him off>> Then I suggest you start praying your sister over to your tower.

Carius: I am sorry, I did not mean to offend, please.

Ryudo:<<As Carius drops on the table a sum of gold>> Fine, fine. I'll do the job, but save your sermons. Gold has a finer voice.

Carius: The sister whom you will be protecting is waiting in the church. Please ready yourself and come along.

Ryudo: Don't worry about the girl. I've never botched a job. And I don't plan to start.

=====
End Inn Conversation with Carius And Elena
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-After this, Carius leaves and you regain control of Ryudo. Leave the inn and head into the general store to buy whatever you want with Carius' money (will not be much). Once ready, leave the establishment and head back up to the church. Once at the gate, you talk to the group of Carius and Elena.

Ryudo: So, father. You want me to escort her Fussiness here. Fine, then come along princess.

Elena: Father. Am I the only one with a Geohound?

Carius: Yes. Your role is very important.

Elena:<<mad>> Oh, why can I not just go alone. Please, father!

Ryudo:<<butting in>> Hey, hey! What are you trying to do? He already paid me in advance!

Elena: I do NOT want to go along with that boor!

Ryudo: Hey, now...who're you calling a boar?

Carius: Elena, your role is very important. Were something to happen to you, we could not hold the ceremony. Thus, the bodyguard.

Elena:<<whiny>> Its not fait that I am the only one who has to go with a Geohound.

Ryudo: I don't care one way or the other. Look, are you coming or not?

Carius: Elena, please do not forget your role. We are depending on you, I beg you.

Elena:<<submitting>> Yes, father, you are right. I ought not make Tessa and the others wait. I shall perform my part.

Carius: Well then, Ryudo, please take Elena to Garmia Tower.

Ryudo: Fine. Lets go, princess.

Elena: My NAME is Elena.

Ryudo: Princess Elena, then, move it.

-At this point Elena joins your group as an NPC. Proceed to talk to anyone you want and when you are ready, go to Carbo inn and save. When that is finished. Leave the town...

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Part B: The Black Forest, Garmia Tower, and Carbo Town
After
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In the Black Forest:
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Items: Medicinal Herb
Weapons: None

Armor: None

Accessories:

Misc. Items: 50G, Myriad Power Nut

Enemies: Dodo (Bird)

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Black Forest One

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-You now enter the black forest 1. Once you enter, proceed forward and round the bend. Proceed again forward until you reach another left split, at this point, go slightly forward and collect the herb item. Double back and continue down the path, following the bend right! Once you round the bend, an exchange occurs..

-Ryudo: What now?

Elena: Wha!? What is it?

Ryudo: This is your first time talking in the woods?

Elena: N-No, not at all. It's just that...at night...

Ryudo: Keep your head down and watch your step...LOOK, OVER THERE! <<pointing to brush>>

Ryudo: Nice reflexes, princess. Unfortunately, we are not out here to pick berries or nurse hurt shrews. Next time, you might want to duck and cover. Most bad guys wont stop killing you if you're trying to kiss their ouchies.

... Did you hear something?

Elena: Ryudo- Mr. Ryudo! There's something ahead!

Ryudo: Yeah! Back off!

-At this point Ryudo engages a minor pair of bat enemies. Nothing special. Defeat them and once they are gone..

-Ryudo: You okay Princess?

Elena: Yes, Mister Ryudo. How are you? Are you all right?

Ryudo: I'm fine, as long as I'm getting paid. But...one thing...

Elena: Yes?

Ryudo: Drop the "Mister" stud, I'm not your teacher, your baby sitter, or your damn butcher. Just say "Ryudo"

Elena: All right...

Ryudo: Ban, at this rate we wont make it till dawn. Step on

it!

-After this exchange you regain control. Proceed onward to the north, making a long left in the bend and going into the black forest 2.

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Black Forest Two
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-You are now in the Black Forest 2. Once you enter, go forward until you reach a tree, at which point you will be attacked by a dodo. Defeat it and move on. You will then reach a fork in the road. Start by going LEFT in the fork. Once left, continue left and pick up the 50G that is on the ground. Double back to the fork and this time take the RIGHT path. Continue right and grab the Myriad Power Nut. Once you have this. Go up along the path until you reach the top, where the forks connect. Exit out of the Black Woods 2 by leaving to North Silesia.

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Outside Garmia Tower
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-Select Garmia Tower as your destination. You will see an eerie pan of the tower.

-After entering the area, proceed up until you reach the sisters of Granas. Talk with them.....

-Ryudo: So, I take it you're the ones who've been waiting for the princess here.

Ismene: We are. You must be the Geohound. I thank you.

Eurydice: So that's a Geohound. He gives me the creeps.

Velda: The rumors speak truth.

Isolde: Yuck, he's looking this way.

Tessa: SILENCE!

Ryudo: Come on, get to it.

Elena: My sisters, I am ready. I have mister Ryudo to thank for bringing me here safely.

Ryudo: Not even a ding or scratch on her. Now, I don't suppose you'll tell me what this is all about...

Ismene: please, wait outside until we have finished the ceremony, when it is concluded, you will escort Elena back to the church.

Ryudo: How long are you ladies going to take?

Ismene: It will take some time. This is all I may say. One more thing. Do not enter the tower under any circumstances. The Ceremony must not be disrupted by your kind, er, you. '

Ryudo: "My kind." Right, I'll just sit over here and think filthy, unclean thoughts, then.

Ismene: ..., please do not come inside.

-At this the door to the tower opens and the sisters filter in.

Tessa: Elena, did he do anything to you?

Elena: TESSA! Ryudo kept his hands to himself! Though he did see fit the share his foul mouth.

Ismene: Come, we must begin the ceremony.

-With this, they enter and the door closes.

Pan to Ryudo and Skye around a campfire.

-Ryudo: Man, how long is this gonna take? We've been waiting for like, hours!

Skye: Oh, stop your whining. Its part of the job.

Ryudo: Man, what're they doing in there!? This is why I hate the church, everything takes foreeeeeever.

Skye: What's eating you, Ryudo? Thinking about that singing Schoolgirl?

Ryudo: I just got a bad feeling about this...

-Ryudo gets up and walks near the tower, standing with his back to the fire and Skye.

-Ryudo: And this tower too. Don't you think it looks like a strange place for a holy ceremony?.....Check out the mural. What's the deal with these weird wings?

Skye: It's an ancient ruin. I figure it dates from the Silvery White Light Age.

Ryudo: You mean the battle of good and evil? Why would they do their exorcisms or whatever in a place like this?

-Screams can be heard and lightning flashes from the tower.

-Ryudo: Something funny's going on! Best check it out!

Skye: But didn't they say not to go in?

Ryudo: Look , if anything happens to that Elena chick, it's my rep on the line, I'm not gonna blow this job.

Skye: True enough, and this IS out of the ordinary.

Ryudo: Quit stalling! Let's go!

-You now regain control again of Ryudo...go forward and enter the tower, where you will face the demons that lurk and haunt the exorcism ceremony.

=====
Inside Garmia Tower:
=====

Items: Wound Salve x2, Hand Grenade.
Weapons: None
Armor: None
Accessories: Wind Charm
Misc. Items: 50G, 150G
Enemies: Mottled Spiders and Gargoyles
=====

=====
Garmia Tower: First Floor
=====

-Once you enter.....you will notice that this religious place is crawling with monsters!! If you need to, use the save cone to your right. Once ready, proceed forward and to the left, killing any spiders you find. This area is not very hard to navigate, as it is basically a giant circle which has a room in the middle and rooms on the sides. Proceed around the area, grabbing: Hand Grenade, Wound Salve, and a wind charm. Once you have all of these, proceed to the second floor.

=====
Garmia Tower: Second Floor
=====

-Once you enter, proceed forward, past the stones, and cross the long bridge. Once you reach the other side, grab the 50 G and go up the stairs. This floor is very short and basically nothing will happen, so don't worry if you think you have missed something.

=====
Garmia Tower: Third Floor
=====

-Once you enter, you will see two doors, take the one on the right. Proceed until you reach a large room with, gasp, gargoyles. Proceed through the door on your left (more gargoyles and spiders) and go straight (down a small set of stairs too). Turn right once down (gargoyle) and continue running that way until you see another gargoyle. Kill it. Go right and forward to acquire 150G. Once you have this from the chest, double back go straight, turning

right when you reach the wall. Be sure to use the save cone before you go up the stairs (and grab the wound salve you see).

=====
Garmia Tower: Fourth Floor
=====

-When you enter, you will see two gargoyles in front you (mini boss!). Fight them. Once dispatched, you will find Tessa...

Ryudo: What Happened?

Tessa: The ceremony...failed...sa...save Elena.

Ryudo: Hang on. We'll get you out of here.....Damnit! She's dead.

Skye: Ryudo! No time for sentiment! Search for the others!

Ryudo: Yeah. We're in waist deep here...

-When you get control back, go try the door.

Ryudo: This stupid door! It doesn't budge!

Skye: I'll look for another way in! <<flies off>>

Ryudo: Damnit!

Skye: Ryudo, this window!

-Go and break the window in. Once in...

Ryudo: Holy...!

<<pans out to a view of Elena floating in the air, in a black haze>>

Ryudo: What IS that!?

-Cut to a flashback (small) for Ryudo in which he views people touched by evil...

Ryudo: That Darkness!!? I know that darkness!

Elena: There is no darkness inside of me. You cannot, I forbid you. Aah!

Skye: Ryudo! You there? Snap out of it!

Ryudo: Damnit! I'm gonna save her!

-As Ryudo runs to save her, the crystal in the middle shatters and darkness is released, causing the tower to shake.

Skye: Ryudo, we must go!

Ryudo" Lets ride!

=====
After the Escape From the Tower
=====

-Ryudo and Skye, with Elena, abandon the collapsing tower via a rope. The tower proceeds to collapse. Flash forward to the woods...

Skye: Anyway, she looks alright. Let's head back to town as soon as possible. Say? Are you feeling ok? You were acting a little strange back there in the tower.

Ryudo: Yeah, just some bad memories.

Skye: Uh, hey, she's waking up.

Ryudo: Hey! Wake up!

Elena: Ouch! Stop it! STOP IT! <<sits up>>

Ryudo: Hey. It's alright now. Hey!

Elena: Where am I?

Ryudo: In the woods, near the tower.

Elena: Huh? Why am I in such a place?

Ryudo: <<standing up>> Look over there.

-The view pans to the now collapsed tower, a whirlwind of blackness circling it. Lightning can be seen inside.

Elena: That is, the power of darkness...! Where is everyone? Where is Tessa!!?

Ryudo: You were the only survivor. Sorry. Come on, lets go back to the village.

Elena: NO! I'm...is everyone ok? Everyone.....everyone.....I'm going back! They must have

Ryudo: Hey! Hey! Princess! The power of darkness isn't coming this way to tell us about the neighborhood bake sale. We need to leave!

Elena: Are they really...gone?

Ryudo: Yeah. They're dead. You nearly didn't make it yourself. You weren't looking so hot, never mind those wings you sprouted.

Elena: We lost to the power of darkness, to the power of Valmar...

Ryudo: You still with us songstress? Hey, time to snap out

of it! The dead wont be joining us anytime soon.

Elena: <<kneeling>> The ceremony has failed. All have perished. Why should I alone have lived? Why should I alone keep living?

Ryudo: Because I've got a job to do. Now get us and get your butt in gear.

Elena: You monster! You could unfeeling brute!!!

Ryudo: Geohound. Cold unfeeling geohound.

=====
The Return to Carbo Town After the Failed Ceremony
=====

-At this Ryudo leaves and Elena follows. They get back to town at the dead of night. They stop near the inn.

Ryudo: Looks like we escaped. I don't think they'll follow us this far. Well? You calmed down a bit?

Elena: <<sagging her head>> ...

Ryudo: Anyway, I'll bring you back to the priest. That's what I was hired for after all.

Elena: Ryudo! How can you kill so indiscriminately?.....I'm sorry. You are doing it to protect me.

Ryudo: Don't worry. Part of the job.

-At this you regain control of the party. Talk to whomever and go to the church to meet father Carius.

Elena: Father Carius. I.....I.....

Carius: Elena. Are you the only one to make it back? Where are the others? What has happened?

Elena: During the ceremony.....oh father

Carius: Oh child. You have said enough for now. Rest and speak on these things at a later time.

Ryudo: Well, anyway, my job here is done. You've paid me enough. I wasn't exactly the most successful bodyguard.....but what the hell was the ceremony about?

Carius: Mr. Ryudo, you must be tired. We shall prepare some warm food for you. Come please, come inside...Elena, you as well.

-Pan to inside the church, where they now talk.

=====

Conversation Between Carius And Ryudo in the Church, Where
Ryudo Learns the Truth

=====

Ryudo: I cant tell you much about the ceremony. But the last I saw, and this sounds odd, Elena had grown these black wings. Anyway, we out of there pretty damn fast.

Elena: Father, I had "wings"

Carius: Hush now Elena, you are tired. Go to your room and get some rest, understand?

Elena: Yes father. <<she departs, leaving Ryudo and Carius alone>>

Carius: So the ceremony was a failure and Elena possessed by the "wings"

Ryudo: You mind filling me in chief? Try finishing your sentences

Carius: I knew it would be dangerous. Yet, even so, we had to do it. The wings had to sealed. The wings of Valmar Ryudo. The wings of darkness.

Ryudo: WHAT!?

Carius: As Granas is the lord of light, so Valmar is the devil of darkness. Long ago, the two met in battle, as was ordained.

Ryudo: The battle between good and evil, right? Everyone knows the fairy tale.

Carius: Valmar was defeated, yes, but not destroyed. Even now the foul one prepares for the coming of the eternal night.

Ryudo: This is new.

Carius: Valmar grows in power with each passing day, seeking to break the seals which, for a time, have kept the darkness bound. As is foretold in scripture, the day of darkness is at hand. The world groans with the heaviness of Valmar's rebirth. The devil seeks again to blot out the light of Granas. Valmar will return out world to Darkness, then destroy it. Sadly, the power of our pope, Zera Innocentius, is not enough to ward off the seals against the very darkness itself. Yet, it is the work of myself and my brethren to prevent the advent of that day. When all light shall fade away.....Were it not so, I would not have sent my own daughter to that doomed ceremony.

Ryudo: Your Daughter? Tessa.....

Carius: The sealing ceremony failed. And if what you say is true, not only did it fail, but Elena has become possessed by Valmar's accursed wings as well.

Ryudo: What happens next?

Carius: The pieces of Valmar devour the soul of those they possess. Our dear Elena, once she is emptied, the wings will move on. On to another host. This is how Valmar feeds, gathering strength to re-enter our world. The fetters will be loosened.....Ryudo. Will you lend us your services again? Will you help Elena? Be her bodyguard?

Ryudo: ?

Carius: These sad events may yet be made to work in our favor. I wish to send Elena to Granas Cathedral immediately. It is rumored that his Holiness Zera knows of an ancient sacrament which has the power to cleanse the soul of darkness. The rite would free Elena and shield others from the taint of evil. We may again be able to seal the wings away. Such an act would delay Valmar's return. However, those that follow darkness will not sit idly as our plans come to fruition.

Ryudo: I'm sorry, were you waiting for me to give a damn?

Carius: No, Ryudo, I wait for you to recognize an opportunity. For your services, you shall receive, shall we say, a statue of gold? It belonged to the church, but needs outweigh vanity. I believe it would make a pretty enough prize.

Ryudo: Let me think about it. I cant stand god or women.

=====
End Church Conversation
=====

-CRASH!!!! A giant crash and lightning hit the church!

Ryudo: What was that?

Carius: Something outside?

-They run outside to find (below Valmar's moon) a succubus..

Millenia: This feels so good! I feel free, and so full of power. I feel excellent!!

Ryudo: What!!? That girl did this??

Carius: What have you done you foul dark one, leave at once! <<fires a green bolt at her>>

Millenia: <<deflects it>> What do you think you are doing!!?

Ryudo: She has a fair hand with magic

Millenia: And other fair parts besides, do I look like a

dark one to you?

Carius: Beware Ryudo! Evil takes forms far from foul!

Ryudo: Are you for real??

Millenia: The sight of this place disgusts me.....This statue, this church, and the scum who live here. <<lightning bolts town>>

Carius: Careful Ryudo, she is dangerous.....<<bolt to the church>> The church!! What have you done!!

Millenia: Now I feel better, what's the big deal, its just a church. Now lets get rid of this town.

Ryudo: What are you doing, or are you sick and twisted as you look

Millenia: You....you are terrible, what an awful thing to say. Well, this will tame your tongue.

-Battle with Millenia.

=====
BOSS BATTLE ONE: MILLENIA THE WINGS OF VALMAR
HP: ?????/?????
Attacks Used: Bow Gun Shot (30 Damage)
Magic Used: Burn, Stram, Zap!
Special Attacks Used: A few, but most likely you wont see them
=====

=====
Millenia: Short Battle

=====

-The first boss battle of the game!! How quaint. She is hard. So unload. Use your Tenseiken Slash mainly, and when that runs out, use Combo attacks and cancel whatever attacks you can. Once she hits you with ZAP!, it's all over as Ryudo is knocked to the ground and trapped in the field of energy generated by the zap.

End Boss Battle

=====

Ryudo: Damn, such power!

Millenia: Now..well, my dear, you are a nice plaything.

Ryudo: Don't toy with me!

Millenia: I like you, my name is Millenia, next time we meet, ill make you mine, practice, ill be back, toodles <<she flies off>>.

Ryudo: She can fight, for a girl.....Father, ill take you up, I want to find out just exactly is going on.

-Once that is over. You will regain control in the inn at daybreak...

Skye: Ryudo, are you fine with this? Didn't you say that you don't like getting involved in matters of religion?

Ryudo: He said that ill get to meet that pope Zera at the cathedral. Think about it Skye! The pope! If we could get in good with him, we could get our hands on some ungodly amounts of loot!

Skye: I'm not a newly hatched chick Ryudo. I suspect that you have other reasons for your broad change of heart.

-Carius and Elena enter the inn and approach Ryudo.

Carius: We are sorry to keep you waiting Mr. Ryudo, here is your money. <<gives him GOLD STATUE>> Please take good care of Elena.

Elena: Thank you for your help. Shall we go?

Ryudo: Granas Cathedral is a bit of a hike, princess. Better leave for silk slippers behind. Sure you are up to this?

Elena: I must go. I do not want the others to have died in vain. Farewell, father.

Carius: Elena, be careful during your travels. I shall prey for your safety.

Ryudo: And I'll pray for the patience I'm going to need.

Elena: I will not be a burden. I am quite able to fend for myself!

Ryudo: So the songstress has spunk.....good. Let's move.

Elena: I must get to Granas cathedral. No matter the cost.

-You regain control at this point. Stock up on anything you need and leave town.

=====
Part C: The Inor Mountains, Agear Town, And the Durham Cave
=====

=====
The Inor Mountains:
=====

Weapons: None
Armor: None
Accessories: Crystal Brooch,
Misc. Items: Magic Mushroom, 150G x2, Goblin Toadstool,
Poison Antidote x2, Yomi's Elixir, 50G
Enemies: Dodo, Crag Snakes, Mottled Spiders
=====

-Once you leave the village, you will travel to the Inor Mountains. This is a place of mystery, adventure, and many baddies. Beware.

=====
Inor Mountains One
=====

-Once you get control. Go forward and squash the mushrooms. Grab the magic mushroom that will appear (maybe) in one and proceed forward. Make your way to the save cone and use it at your leisure. Now, you will be going off-road for a period. Go left, onto the grass, and look around there. I can give you no directions beyond look everywhere, squish every mushroom, and kill every enemy. Item Tips: 150g is directly off road and down, few items under various mushrooms (random). Basically cut down every mushroom and pray for items.

-When you are done with that side, go back to the main road and cross over to the other side of the grass just above the save cone. Proceed forward and when you can, cut to the right and down a hill (other side area with items). This area is also closed off from anything, so search around for items (Mushroom cloud at the bottom). When you are done down there, go back to the save cone.

-From the save cone, proceed up along the dirt path, killing any enemy you see (mostly mottled spiders). At one point you will come to a large stone mountain (INOR MOUNTAIN, duh.). Start going up it. Follow the winding path up, turning many times. When you reach a T-Turn in the path, go right and follow the short path until you reach a poison antidote. Grab it. Proceed back and go straight when you reach the T-Turn again. Proceed onward, killing and Dodos you come across another T-turn. Go left at this point and when you reach the end of the path, get the 150g from the chest and double back, proceeding straight when you reach the T-Turn again. Proceed to the Inor Mountains 2.

=====
Inor Mountains Two
=====

-When you enter, you will proceed forward for a brief moment until you reach a big open area. At which point Ryudo turns and talks to the group.....

Ryudo: Skye, mind looking around a bit?

Skye: No Problem. <<flies off>>

Ryudo: Getting Tired? We can rest here for a little while/

Elena: No, I am not. I am all right.

Ryudo: Don't get too comfortable, the night has many eyes, teeth.....

Elena(Mad):Your children's tales are neither frightening nor amusing! <<Skye flies back in>> EEK!!

Ryudo: Don't overdo it. We're staying here tonight. Can you stand?

Elena: Yes...

-The scene blacks out to that of nighttime. The angle pans down onto a tent erected and a fire burning bright in the night. Ryudo and Elena sit by it, talking.

=====
Campfire Conversation Between Ryudo and Elena, Then Ryudo
And Skye
=====

Ryudo: You calmed down a bit? Pay attention next time.

Elena: All right...

Ryudo: Anyway, what happened back at the tower? Ready to talk about it yet?

Elena: I do not remember much, it was, I believe it was a ceremony of sealing, I was to sing. I began my song, my sisters moved to restore the seal, and then...

Ryudo: What about the wings?

Elena: Forgive me, I do not wish to remember.

Ryudo: Uh-huh. We're missing something here, you must be able to remember, or did the cloud of incense fog your memory?

Elena: Do you assume?

Ryudo: Hey, I'm not presuming to know what goes on behind closed doors, sister. I'm just saying you were there. Bah, hopeless.

Elena: You do not understand

Ryudo: Because I'm not sophisticated enough? Because I don't fall all over myself to be the first in line at the temple doors?

Elena: Now you mock me.

Ryudo: No, I've been mocking you for the last half hour. A little slow to notice, aren't we?

Elena: Why do you persist in vexing me? Do you bait me to watch me suffer? Do you take pleasure in my pain? Please, I do not need your grief, as I have much of my own.

Ryudo: I am surprised that you have managed to remain so naive and survive as long as you have.

Elena: Is that what you think?

Ryudo: Forget it. Get to sleep. We've got a ways ahead of us in the morning. <<Elena gets up and starts for the tent>> Hey! Leave some space for me!

Elena: I hope you're joking!.....Never mind, I will sleep outside the tent!

Ryudo: I didn't mean it that way. Uh, I hope you like sleeping on rocks!

-Elena, in an upstart manner, walks off.

Ryudo: Suit yourself.....<<time passes>> So, she is finally asleep.

Skye<<flying down>>: What about your lover boy? You going to sleep?

Ryudo: I can't, I keep sensing Elena surrounded by Darkness in the tower. Nightmares, man.

Skye: Don't think about it, nothing you can do now.

Ryudo: And I pissed her off, man. She is so perky and happy, now she hates me, you saw her!

Skye: It can't be helped, you know how the church feels about us working types.

Ryudo: But I guess she has been sheltered her whole life. She's never seen the world outside her window. And then to have her friends die on her like that, and I couldn't save them.

Skye: Compassion Ryudo? A little late for that, your words would sound far better had they been spoken sooner.

Ryudo: Sometimes, all I can, I didn't want. She has to be kept from harm, yet even now she suffers, and I cannot bear her to see it. It is my duty to protect her.

Skye: You are mincing your words again, Ryudo. Badly. You know as well as I that what you feel has less to do with duty than with.....

Ryudo: With WHAT Skye!? With concern? With sentiment, that's not me, still, I've never felt, bah. Good night Skye

Skye: Sweet dreams Ryudo. <<flies off and Ryudo lies down to sleep>>

Elena (All the while had been listening): Why.....did he not tell me. <<fade out>>

=====
End Campfire Conversations
=====

-The night is over, the morning has come.

Elena: Ryudo, it's morning already!! <<fade in>> Good morning Ryudo! Are you awake!?

Ryudo: Cut it out Elena, it's too early! <<gets up>>

Elena: Up until now?

Ryudo: Wha-what is it?

Elena: I am so sorry. I misjudged you Ryudo. I took you for just another Geohound. Skye, I misjudged you as well, forgive me.

Ryudo: What snuck into your sleeping bag? I am a detestable geohound!

Skye: I agree

Elena: Anyway, Ryudo, please help me get to the Granas Cathedral, And you too, Skye.

-At this point you regain control. What a night, eh? Proceed left along the path, watching the boulders fall at one point. Continue on and climb the rope ladder when you come to it. Go on to the right, and when you see a boulder balanced on a wooden plank, go around to the back of it. The boulder will fall and crush the rocks that were blocking the treasure earlier, nice. When you have the big chest's items, proceed down beyond the chest and take a left. At one point you will go past a creaking boulder hold, ignore it.

-Next you will see another one above you break loose and block the path (it breaks off and the boulders roll to block the path). Proceed onward down the path, keeping straight (ignore the turn), and killing any enemies you come across. When you come to it, take a rope ladder DOWN. Proceed straight along the path for a good while until you reach a wide turn. Grab the 50g there and continue around

the turn, proceeding onward. Exit into NORTH SILESIA.

=====

Agear Town, the Ruined Village of Silesia

=====

-You have made it to town two, whoopee. You will enter this down and notice one thing, it is very bleak. Something is obviously very wrong.....The view will pan over a ruined town beyond a shanty town, with ruddy defense erected before the town.

Elena: Ryudo, is this a town, or something?

Ryudo: Not the kind you'd want to raise your kids in, didn't used to be like this.

Elena: Today I thought, we could sleep in a regular room.

Ryudo: We, we're gonna have to make do. Anyway, lets find a place to bunk up.

-At this point you regain control. Go into the white tent, which is the item shop.

=====

Agear Town's Tent "General Store"

=====

Weapons: Falix (see Carbo Town), Shamshir (see Carbo Town), Army Saber (750G, +32 Attack), Iron Rod A(720 G, +30 Attack).

Armor: Leather Jacket (650 G, +14 DEF), Quilted Silk (800G, +18 DEF), Leather Armor (750G, +17 DEF), Chain Mail (950G, +20 DEF), Traveler's Hat (300G, +6 DEF), Leather Bandana (350G, +8 DEF), Climbing Boots (200G, +6 MOV, +2 DEF)

Jewelry: Heavy Stone (120G, +5 DEF, -5 MOV), Sleep Charm (250G, Sleep Resistance).

Items: Medicinal Herb (10G, 200 HP), Would Salve (24G, 400 HP), Poison Antidote (14G, Cures Poison), Paralysis Salve (14G, Cures Paralysis), Eye Drops (17G, Awakens Sleeping Characters), Smelling Salts (20G, Cures Confusion).

Regional: Mushroom Cloud (20G, 400 Damage, Fire Based 400 Damage), Hand Grenade (60G, 300 Damage).

=====

-Once you are done in there (buy whatever you will),
proceed out and enter the inn and greet the innkeeper.

=====
Conversation Between Ryudo, Elena, And Vyx. Includes the
Carnies and Roan
=====

Ryudo: Long time, no see. Looks like you had trouble.

Vyx: Ryudo. Still breathing, I see. Good. Monsters, kiddo.
Monsters have taken up residence on the other side of town.
As you can see, they haven't been too kind to us poor
louts.

Ryudo: Nice place you got here Vyx. I heard they tried to
run out of town. Stubborn as ever, I see.

Vyx: Aye, and don't think the wretches that came crawling
in here for shelter appreciates it. I tell you, if I had a
few more men with blades, we wouldn't have to keep huddling
in here like hens on omelet day.

Ryudo: You retired for a reason, Vyx. You cant win your
battles with your reputation alone.

Vyx: I can still, say Ryudo, who's the girlie? You've gone
soft on me lad?

Elena: Huh?

Ryudo: And you've gone senile on me, old man. Its work,
don't ask. <<A crunching sound is generated as if a door
opens>> Huh, what is that? <<the shot pans over to a table
with five people>>

Roan: That medal was a memento of my mother, please do
something!

Gonzola: No can do, we had our hands full just getting
through there. There's no way we are going back to that
place.

Ryudo<<observing>>: What's the deal with those clowns?

Vyx: Funny you should ask that. They ducked in here to slip
away from some monsters that apparently took a liking to
their finery. Along the way, they monsters seem to have
lifted some precious bauble from the lad. I figure him to
be a runaway, and a wealthy one at that. Might look into
it, Ryudo. Accidents do happen.

Roan: I beg you again, please help me!

Gonzola: Kid, when I say no, I mean no. Don't press your
luck, as I'm saving all of mine

Risotto: Retirement.....just like boss says.....right P?

Paella: That's right, bravery and bravado are very different.

Carpaccio: Just like P says, the odds are stacked, we just ain't cut out for this.

Roan: You don't understand, please help me!

Gonzola: You don't understand how the world works kid, ain't our job, ask that geohound over there. <<whisperings of "geohound" can be heard>>

Roan: Please, a monster stole my medal which is a memento of my mother, please help.

Ryudo: Sorry kid, I'm in the middle of a job, I cant spare the time.

Elena: Ryudo.....

Ryudo: Aren't we in a hurry? Give up kid.

Roan: Do I have do, I guess so.....

Elena: Ryudo, can not we do something for that little boy?

Ryudo: Gee, let me think about it. Yeah, I think we have some time to find his lost jewelry. Hell, we could find him some matching earrings. Look, if we stop for every weepy brat, no offense, we might as well set up shop with Vyx here. Now eat these and relax.

Elena: Eat these and relax? What are you giving me?

Ryudo: Kuko Berries. The locals chew on them. They make the corners round. Take it easy the first time though.

Ryudo: Seems the thing we should do is get out of here.....<<Elena Collapses as they talk>>

=====
End Group Conversation
=====

-After eating too many berries, Elena collapses and Ryudo stopping his discussion with Vyx on detours. After putting her to sleep, Ryudo is outside her room.

=====
Conversation Between Ryudo, Skye, and Millenia
=====

Ryudo: I cant believe that girl, she ate enough berries to kill the pope!

Skye: Strange way to put it. At least its finally quiet.
She'll sleep well. Not bad for her first time actually.

Ryudo: Whatever. Hopefully she wont keep trying to outdo me
after this. I'm getting tired of this high-maintenance
stuff man. <<starts walking to his room>>

Skye: What are you thinking?

Ryudo: Thought id take care of business while I can.

Skye: Going out alone?

Ryudo: Ive got you, don't I? <<enters his room, and screen
fades into Ryudo on his bed, talking to Skye>>

Skye: What made you decide to get to work right now? Have a
sport spot for the kid?

Ryudo: The circus Brat? Hardly. We wont get anywhere unless
we cut through those monsters first. And if an entire nest
of them is involved, well, you know, I work best alone.

-From the darkness, a Tee-hee-hee-hee can be heard.

Ryudo: What in blazed!!? <<looks around>>

Voice: Found you.

Ryudo: Where are you!? Show yourself!! <<whirlwind appears,
revealing the wings of Valmar, Millenia>> I...its you??

Millenia: Aw. How sweet! You remember me! You remember my
promise too? I wont let you get away this time. <<casts a
holding spell on Ryudo>>

Ryudo: I cant move!!

Skye: You, what are you doing to Ryudo!? <<Millenia casts
the same thing on Skye>>

Millenia: Same thing I am doing to you, BIRD! <<Ryudo
grunts, alerting her to him again>> Now Ryudo! Don't move
dear.

Ryudo: G-Get away! <<knocking at the door>>

Risotto: Uh, hey. Roan's gone off somewhere. You guys seen
him??!

Millenia: Oh my, what do we have here?

Ryudo: Let me go free first! <<Millenia lets him free>>.
What's happening? I'll be right there.

-At this point, you regain control and MILLENIA, THE WINGS
OF VALMAR, has now joined your party (insert cheesy sound
effect). Exit the room and go down into the main inn area.
You will arrive on a conversation.

Gonzola: Didn't think the kid had that much moxie. Running a one man acts no good. Almost enough to make a man's sleep wicked.

Paella: Two cant walk a tightrope. If the boy wants to make his own bed, let him eat it too.

Carpaccio: His own bed. Mmm... He is not our problem. But still, he is young, very young. Too young to toe the line, perhaps.

Millenia: Ryudo, what's with these locals.

Ryudo: These carnies. They are all mopey cause the runt ran off to feed some monsters. A scrub like him wont make half a meal.

Millenia: And you didn't do anything? What's wrong with you? Go find him!

Carpaccio: We know where he goes, yes we do> But there are monsters, many monsters.

Risotto: Lets go! Its not right to leave the boy alone in a lion cage!

Gonzola: I reckon we could worry till the bearded lady sings, or we could find the little nipper and be done with it.

Ryudo: Hey, hand on. I was gonna waste the monsters anyway, so if we find him, we'll bring him back here.

Gonzola: Now hand on there, feller, We'd better come with you. We're only circus folk, but you'll be needing some company anyway.

Ryudo: Keep your cream pies and seltzer water to yourselves. Your assistance isn't needed.

Millenia: Aw. You are a sweetheart, aren't ya. This should be fun.

Ryudo: If your idea of fun is wading through rivers of blood, gobbets of flesh, and gut fresh upon your lips, then yes, it will be fun.

Millenia: Then what're we waiting for tiger! I'm getting antsy. Course I could just have some fun right here if you want!

Skye: This woman is a couple of eggs shy of a basket.

Millenia: Hey, bird! Just how badly do you want to be turned into charcoal!?

Ryudo: Fine, fine, come along then. But stay out of my way.

Millenia: See, that wasn't too hard, now was it. Confident,

yet willing to listen to reason. Just what I want in a M-A-N (Finished with a heart, how sweet ^_^).

=====
End Conversation Between the Three
=====

-At this point you regain control. Leave the inn. Once outside, talk to anyone you wish and proceed beyond the barricade. Go down the town ruins and into the cave. Before you enter, make sure you have a good deal of herbs and healing items.

=====
Durham Cave, The Well of Trouble For Agear
=====

Weapons: None

Armor: None

Accessories: Roan's Medal.

Misc. Items: Medicinal Herb x2, Yomi's Elixir, 100G, 300G, Calming Harp, Poff Nut, Torte's Reed pipe, Adventure Book.

Enemies: Crag Snakes, Frost Frogs, Troglodytes, and the Durham Minotaur.

=====
Durham Cave One
=====

-When you enter, proceed forward. You will get a pan-view of all the cave. At that point, stalagmites will fall and create a path, follow it. Use the save cone and continue along the path, entering a room where you are stopped. You will meet a furry little creature that goes all around, a Poff. Ignore it and continue on, turning to your left and going forward. After going up rock stairs, jump down off the small overhang. Run around to the back of the boulder and push it. It will break through the giant wall.

-After it goes through the wall and you battle the snakes that were under it, go forward and collect the Medicinal Herb. Proceed onward and pull the lever, which raises one stopgap and lowers another. Double around and cross the now available wooden bridge you will find just behind you and on the screen's left. Grab the next medicinal herb and go into the back cave, pushing the boulder down. Jump down over it and continue straight, into a trap! Once you enter a circular room with gates around it, the gates will close and you will be forced to fight monsters to open them. Defeat them all of the snakes that will drop and proceed forward. Go forward again and re-pull the lever and now backtrack. Go back the way you JUST came (into the cave with falling grates, up the rock you pushed, and out the entrance to the area with the rock you just pushed). Be sure to grab the Yomi's Elixir in the last area.

-Once out of that loop, proceed across the SECOND bridge, which will be on your character's right. Grab the 100G you will see and then go up and to the left, entering a cave entrance which has a mysterious grate looming at the top. You will be ambushed by enemies. Defeat them all and then proceed through the opening on the right of the room. This will take you to Durham Cave 2.

=====
Durham Cave Two
=====

-Proceed forward and you will see a bleak situation. Roan is trapped and in trouble, being ambushed by three things.

Ryudo: He got all the way in here. He did got to get here alone.

Millenia: Say, is that the monster over there?

Ryudo: No. He is the one we rescue.

-A fight commences. You will battle a hard mini-boss like troglodytes. You will get a mist egg and a whirlwind scroll out of it, wow. When you are done, talk to Roan.

Roan: Thank you very much for saving me!

Ryudo: You're making me regret it already kid. You shouldn't be here, go home.

Roan: What about you two? What are you doing!!?

Millenia: We are ridding the land of pests!

Roan: Really? Then please take me along too!

Ryudo: Give me a break! We are not running a daycare, kid. Go HOME!

Roan: I will not go. I am not playing around!! I cannot lose that medal. It is the last thing my late mother left to me.

Ryudo: Well, when you run into her, tell her that she should have left you some common sense instead!

Rona; Its precious! I cannot lose it, no matter what!
<<runs up to Ryudo and bothers him>> I will absolutely get it back.

Millenia<<sneaking up behind him and grabbing him in a hug>>: You are soooooooooo cute! I've decided to take you along! My name is Millenia, what's yours?

Roan: I'm Roan! Thank you Miss Millenia!

Ryudo: Hey, hey, I don't want any part of this. There's a

rough road ahead, He'll only be a burden on you.

Millenia: I'm so happy! Ryudo, are you really worried about me!? You are a good man, after all. As weak and frail as I am. I will show you I can protect this child. We'll be fine! Right?

Roan: Yes! I shall not give you any trouble!

Ryudo: "Weak and Frail?" Uh-huh. Just don't forget to feed him and change his litter twice a day. Hey! Turn off the waterworks, kid, there is a tooth fairy, right?

Roan: So, you'll take me along?

Ryudo: For now. But, if you slow us down or just piss me off, your butt will be skipping down Lollipop Lane on its own.

Roan: Understood!

-At this point you regain control. Continue right and along the path, eventually passing through a portal with a spike door above. Grab the Calming Harp found in the treasure chest and battle the enemies that will drop from the ceiling (snakes). After beating them and the iron spikes rise back up, continue on and either fight or avoid the enemies, grabbing the medicinal herb you will see behind the frogs. From here, proceed behind you of sorts and step on the little slab (different color from the ground) to open the right set of spiked doors. Proceed inside and grab the 300G in the chest. Afterwards, go to the big box and push it, opening the second spiked door. Go inside and pull the lever, draining the water. Once drained, double around and proceed across the newly drained water.

-Once across the water, grab the Poff nut you will see. Afterwards, proceed right and up to a cliff from where you can jump down. Once down, you will be engaged by troglodytes. Defeat them (it's a long battle folks) and proceed forward. Pull the lever to raise the bridge and go across next. Once across, go forward and get the reed pipe, and continue on to push the boulder over the cliff. Walk across the boulder, turning right (battle frogs) and grabbing the 100g. Once you have it, go back across the boulder and use the save cone. Continue down the path and enter the depths of the cave.

=====
Durham Cave Depths
=====

-Once you enter, proceed forward and stop. You see that thing? It's a boss. Enter the menu now. Enter POWER UP and power up Ryudo's and Millenia's specials. Also equip any eggs or skills and power them up as well. Once you are ready.....fight

=====

BOSS BATTLE TWO: DURHAM MINOTAUR AND COHORTS

HP: 4200/4200

Attacks Used: Regular Swipes for 100 or so.

Magic Attacks Used:

Special Attacks Used: Tornado Horn (Confuse).

=====

=====

Battle Start:

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-This guy is much harder then Millenia was. When you start, have Ryudo unleash his attacks on the minotaur (Purple Lightning and Flying Tensekenu). You will do some damage, but on the whole he wont be that heavily hurt. With Roan, quickly unload with a golden hammer to the minotaur to start, as its first few attacks are usually big and powerful ones that will really damage the party (thus canceling them). Have Millenia start off by using her fallen wings attack to nail the minotaur AND his troglodyte helpers.

=====

How to Finish The Minotaur Off:

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-Watch out as you enter the middle of the battle, as the troglodytes will start using their sleep spawn attack, which will put a member of your party to sleep, ouch. Keep pounding him with Ryudo's attacks and have Millenia/Roan heal and attack as needed, as these guys can do a good deal of damage. Watch out for the minotaur's Tornado Horn, which will do upwards of 250 damage and cause one member to be confused, this is obviously a very painful and deadly combination as one can thus attack party members. Once the minotaur starts getting low, he will start truly trying to pound the living daylights out of you. Heal as needed and continue attacking. Pound him and he will die. Your reward will be the ADVENTURE BOOK.

=====

End Boss Battle

=====

-As you regain control, the minotaur seems to be very upset and hurt, growling at you.

Ryudo: Well, that did a lot of good. Might as well camp out here. We can wait until he dies of old age.

Roan: What should we do? At this rate...

-At this point the minotaur ignites as Millenia burns it to a crisp. The other members are in awe.

Millenia: Hah. Serves you right to be toying the with wings of Valmar.

Ryudo: What was that? Who, or what, are you?

Millenia: Oops! I said that out load, didn't I? Never mind me.

Roan: We were sure in trouble there. What would have come of us if you had not.....

Millenia: Forget about it. Now go get your medal!

Roan: Oh! That's right! <<Roan looks around and grabs his medal from the dead Minotaur. Use it as an accessory on Roan.>>

Roan: Its here! All because of you. Thank you very much!

Ryudo: Hold on a second. Did she or did she not just refer to herself as the wings of Valmar?

Roan: Huh? I do not know what you are talking about. Come on. Let us hurry back> I feel so bad about making everyone worry.

Ryudo: Lollipop Lane kid, lollipop lane.

-At this point you regain control. Walk ALL the way out and exit the cave. Congrats on a nice trip ^_^.

=====
Upon the Return to Agear
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-Once you exit the cave, you will stop and reflect with the party.

Millenia: Anyway, I don't want to overstay my welcome. And Aaa! The accursed light of the sun! It burns! It Burns!!!!.....Ha hah! Believed me, didn't ya? See you, Ryudo. Give my regards to Elena. I'm a bit tired.

Ryudo: What, so suddenly.....

-At this Millenia transforms INTO Elena. Freaky.

Ryudo: Elena?

Roan: Mr. Ryudo. What just happened? Miss Millenia is not really the wings of Valmar, right? Please tell me.

Ryudo: According to her, yeah.

Roan: No. But Valmar is the devil. But Miss Millenia is so pretty and kind.....

Ryudo: Hey, Elena. Wake up! Elena!

Elena: Oh, good morning Ryudo. Mmm? Where am I?

Ryudo: You all right?

Elena: How did I get to this place?

-The scene fades out to a scene at the inn of Vyx. Ryudo, Elena, and Roan are around a table talking.

Elena: Do you speak the truth? Or is this yet another of your amusements?

Ryudo: If it were, you'd fail to notice, remember? She calls herself Millenia, but she also said that she is the wings of Valmar.

Elena: This cannot be.

Roan: Miss Elena. I saw her too.

Skye: Ditto.

Elena: So, the wings of Valmar are inside of me? <<At this some people enter and the mood changes via the music>>

Gonzola: Well, well, sonny! You are back!<<the party turns to see them coming near>>. Right done friend. You've made good on your fancy talk. And I see you have yourself a few women. Heh, I envy you feller. Though the other filly you was with got my blood a stirring.

Paella: Really dear? Id like to see this. Maybe after my next knife act!!

Elena: It cannot be, last night. That woman is evil incarnate. She brings nothing but sorrow and misfortune!!

Gonzola: That so? I reckon she ain't too much different from other women.

Paella: I can tell you about one woman who going to be bringing you sorrow, HONEY!

Roan: Now, now. I am uncertain, I do not think miss Millenia is evil or anything.

Ryudo: Anyway, we can leave through the rear gate now. Unless you have some more missing jewelry Roan.

Roan: If you are going across the baked plains, would you mind if I came along? Just me by myself is kind of lonely.

Ryudo: Yeah, well. Elena, you probably don't want him around.

Elena: Oh, no. I do not mind, but we need to move quickly. I must reach Granas Cathedral before long.

-At this point you regain control. Talk to anyone and do anything and then leave the town to SOUTH SILESIA. Go to the Baked Plains!!

=====
Part D: The Baked Plains, The Granacliffs, Mareg, The Skyway, and the Tongue.
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=====
The Baked Plains, A Very Warm Place
=====

- Weapons:
Armor: Dash Shoes.
Accessories:
Misc. Items: Seed of Running, 200G, 600G, 200G, Seed of Psyche, Seed of Defense, 200G, North Wind Cape, 600G, 200G, Seed of Swift, Seed of Power,
Enemies:
=====

=====
Baked Plains One:
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-When you enter, proceed forward on this parched surface and use your sword of all things to crack the boulders and get to the save cone. Use it and proceed forward along the path. As you go forward, watch for random steam shoots that will damage your party. Grab the 200G when you come to it and keep going forward. As you reach the turn, you will face new enemies, Giant Mantis. Kill it and continue on around the bend, being sure to grab the seed of running off the tree. Continue up the mountain, proceeding forward into a slightly wide plain. Battle any enemies and makes sure to grab the 600G in the bottom right corner of this area. When ready, go right and take the upper most path. Grab the seed of psyche and the 200G as you turn the path. At this point I recommend you pick off some enemies to build your levels and such.

-Once ready.....wait. Stop. Please note this area is very confusing as there are many paths, so bear with me and remember the instructions I give you. Ok. Remember where you entered this latest area? Ok? Go there. Once there,

turn to face the new area you just entered. Go slightly up and to your left and break the newly found rocks and go in there (this new area will overlook the large plain you first entered). All there is in this small area is some dash shoes. Grab it and promptly go back to the rocks from which you broke through to enter. Once there, proceed down all the way to the bottom of this area and get the 600G in a chest. Once you have that, go all the way back to the top and to the right, entering Baked Plains two.

=====
Baked Plains Two:
=====

-Once you enter this new and confusing area, go around the steam and to the right, going to the tree and grabbing the seed of defense. Go now to the right and past the steam and enemies, breaking a giant rock you will see in front of stepping stones to a chest. Get the contents of the chest and double back and forward, grabbing the 200G. Once done with all that, proceed around, grabbing as much as you can (600G, 200G in various places). Alright, I will be honest with you in this case. I got lost while writing this. So I needed to try to find myself. Run around until you find the SEED OF SWIFT TREE, its in a cul de sac. From there we will proceed, okay? Ok. Here we go: Leave and go around to the left, hugging the wall. Proceed around the rock and the bend and to the left. Grab the Poff nut and quickly, I mean quickly, run up and to the left into baked plains three. Phew!!!

=====
Baked Plains Three:
=====

-As you enter the baked plains three, you will notice that there are seemingly no enemies around. In front of you is a save cone, is this a good or bad sign? Proceed to do what you will with the cone and continue onward, down the path in a straight direction. After a short time, the party will slow down and the group will talk to each other...

Roan: Look, I can see it, Miss Elena!<<Runs away and quickly returns>> Please!! Come quickly!<<Runs off>>

Elena: He is a spirited one.

Ryudo: That wasn't the word I had in mind. I suppose we should take a look.

-Ryudo and Elena rush to see a glorious view. THE GRANA CLIFFS!!!! They are a virtual cut in the earth, created a long time ago from the battle between good and evil, when Granas struck the decisive blow to Valmar!

Roan: These are the Granacliffs.

-Your view goes to that of an overhead pan. You finally get a sense of the epic proportions of these mighty cliffs. They literally span the globe.

Elena: So these are the Granacliffs.

Ryudo: A scar splitting the face of the Silesian Continent. I take it you haven't seen it before.

Elena: Scripture speaks of it, yet the size. The land still aches, its wound yet felt. The battle of good and evil still so close.

Ryudo: And still after all these years. No one has come up with a better name than the battle of good and evil.

Elena: How will we make our crossing?

Roan<<pointing>>: Look over there

-The view changes to that of a massive ship ascending from the granacliffs. It appears to be on some sort of skyline.

Roan: That's called the skyway. We ride on that across the granacliffs. The ship lands in a town not far ahead. Once we cross here, it is only a stone's throw to the St. Heim Papal State.

Skye: Or, you could all grow wings and I wouldn't have to wait for you.

Elena: Incredible. This is just so exciting!

Ryudo: Don't overdo it. We're camping here tonight.

Roan: Good idea.

Ryudo: Hey, Elena! Sleeping on your feet again? Let's move!!

Elena: Hmm? Oh no, not at all!

-After this the part spies a nice place to camp and build camp. The group then proceeds to erect a fire and sit around it, discussing dinner. I will put the following here as it pertains to the story. The order I select does not matter.

=====
Baked Plains Campfire Conversation
=====

Ryudo: Dinner with a view, kids. Watch your step when you go to the little girl's room.

Ryudo: Check it out. We're closing in on Liligue, and from there, the St. Heim Papal State!

Elena: The Granacliffs are incredible! You must see them to believe them. The world is really in a pitiful state.

Roan: It sure is a hassle that the world is split in half by these granacliffs. Now I remember! It was the battle of good and evil that made these granacliffs, right? Miss Elena? Will you tell me about the battle of good and evil?

Elena: I don't really know very much myself, but.....They stay long ago the people lived happily, bathed in the light of Lord Granas. Then Valmar came and tried to take the light from the people. And so began the battle of good and evil. At the battle's end, Lord Granas' sword, which he raised to cut down Valmar, went right through Valmar into the earth, creating a huge fissure across the land. And that is how the granacliffs came to be.

Ryudo: You'd think that if Granas had a sword big enough to carve out the continent, he'd be a bit more careful about where he'd drop it.

Elena: It cannot be helped! Just think what the world would have been like without Lord Granas!

Ryudo: Granas had a painful shortage of slack.

Roan: Now that you mention Valmar, the devil of darkness, can you feel Miss Millenia? Miss Elena?

Elena: I cannot believe it! That Valmar is inside of me! People must not be caught by darkness. They will be able to live only in darkness. They will no longer feel for other people. Darkness warps a person's soul. If someone is truly caught by darkness, that person will have no future.

Ryudo: Hmm, then I guess I've no future either.

Elena: No, no. Ryudo, you cannot be one of the dark ones. Darkness is much more, um, wicked.

Roan: Mister Ryudo.....you are neither wicked nor a dark one. Darkness is something completely different.

Elena: I do not really understand it myself, but, darkness makes people sad and lonely. I hate it.

Ryudo: We have to get going early tomorrow, lets hit the hay.

=====
End Conversation Around The Campfire
=====

-After the conversation, the party turns in for the night, retreating to the tent.....but something is terribly, terribly wrong.

Elena<<sleeping>>: Stop...stop it! Stay away from me. My body is!! MELTING!! Stay AWAY FROM ME!!!<<sits up>>

Ryudo: What's wrong, Elena? You were screaming in your sleep.

Elena: A huge tongue-like thing, was coiled around me. And it was, devouring me.

Ryudo<<standing up>>: Shhh. That's strange. It's too quiet. Hey! Roan. WAKE UP!!!

-You hear something, scaring the group terribly. It is a fearsome GROOOOOOOOOOWWWWWWWWL

Ryudo: Shhh, something's here!
All: <<SCREAM>>

-Upon this the tent collapses as an unknown assailant confronts the party.

Creature: I've finally found you!!! I'll teach you a lesson!!

-The creature attacks you.....

=====
BOSS BATTLE THREE: THE BEAST-MAN MAREG
HP: 4800/4800
Attacks: Combo Attack (150 Per)
Magic Attacks:
Special Attacks: Beast Fang Cut (350),
=====

=====

Battle Start:

=====

-As you confront the Beast-Man, you will notice, well that he is huge, powerful looking, and carrying a very, very large axe weapon. Be wary. Start the battle by having all three characters use their main specials. Have Roan use his golden hammer to cancel the Beast-Man's powerful specials. Have Ryudo use his purple lightning or Flying Tensekenu as it does a good deal of damage and does not cost that much. Have Elena use her impact bomb to cancel the Beast-Man's powerful attacks again. Keep hitting hard.....

How to Finish Off the Beast-Man:

=====

-Now that he is slowly going down in health, continue pounding but be wary, as his attacks increase in my experience in power the longer you battle. Have whoever the ZAP! Spell use it, as it is an effect replacement for specials. Also Howl works rather well in a pinch. Keep pounding hard with Ryudo, unleashing your most powerful attacks to quell the rage of the Beast-Man. As you keep fighting, he will most certainly damage you severely. Have whoever has it use Heal or more advanced forms, as to die at this point is a waste of a Yomi's Elixir. Keep pounding, healing every so often. Remember to keep using the Golden Hammer and the Impact Bomb of Roan and Elena as needed, as the Beast-Man has POWERFUL specials that will need canceling. Ah shoot. When I was fighting him I DID indeed die with Ryudo once. Damn, this is the end. Oh well, I shall revive him and continue. This is a lesson to you, PAY ATTENTION while battling a boss!! Once you defeat him, you will get generous sums of Experience and Special Coins. Congrats!!

=====

End Boss Battle Three

=====

-After the battle a conversation ensues.

Mareg: Are you not him??

Ryudo: What, what is the meaning of this!!

Mareg: Your smell called me, you smell as that of the villain who attacked my village. The smell of that scum, drives me crazy. I must find him.....MELFICE!

Skye: What, he said Melfice, Ryudo!!

Ryudo: <<flashback to a scene we yet not know>> I smell like Melfice??

Mareg: You know Melfice?

Ryudo: I might

Mareg: I see. Your smell does not have the dank smell of death, I had forgotten myself

Ryudo: Hey, you, my bro.....is Melfice alive!

Mareg: Melfice is a demon man, bringer of ruin. My name is Mareg, I'm sorry for attacking you.

Elena: Ryudo

Ryudo: Demon man! He is just a common murderer...

Elena: What is all this, who is Melfice

Ryudo: Melfice is my brother.

-At this point, after a strange happening as you notice, you regain control. Head all the way to the right, grabbing a swiftness nut on the way, and out of the baked plains. From the Silesian Continent, travel to Liligue city.

=====

Liligue, A Nouveau Town With A Tongue Like Problem

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-Pan over the city. Wow, The wave of the future is here! This city is very futuristic. A grandiose skyway dominates the town, as it is the focal point of the town's economy. This is the beloved skyway that you must use to get across the granacliffs. Continue looking over the town, you will see many people, however, something seems terribly wrong. They are not energetic nor very active at all, they seem almost models of listlessness. There is a new church even on the hill, you must make a note to stop here at one point. As you enter the town, you see a discussion going on.

Man: Dammit, this would otherwise be such a nice town.

Woman: You mean if this town were not cursed by darkness, it would be a nice town.

Elena: Oh my, what is the matter?

Woman: I can't live here anymore! We're leaving.

Ryudo: Leave them alone, Elena.

Man: You planning on staying in town? I advice against it. Besides, the gates won't open until tomorrow.

Ryudo: Isn't the skyway running?

Man: Not until tomorrow, but don't get your hopes up. They don't let people on it.

Ryudo: Come again?

Roan: Huh? But people were on it just now.

Woman: For the private use of that miserable Gadan. Maybe its for the best, since anyone who visits this town wants to leave as soon as possible.

Man: Hey, just forget about it.

Elena: Um, if there is anything I can do.

Man: Thank you for your kind offer, but we cant stay in this town. There's nothing left for us here.

-At that, the family walks away, and out of the town.

Ryudo: Cheerful folk. But, if I listened to every piece of good advice I heard. I would have killed all of you and already run off with your gold.

Elena: I am exhausted, shall we find an inn?

Roan: Don't worry, miss Elena. I heard this place has, what was it? It is a delicacy around here. If I remember the name we could try it.

-At this point you regain control. Proceed into the General Store first. Once inside, procure whatever you need.....

=====

Lilique General Store:

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Weapons: Army Saber, Samurai Blade (900G, +38 ATK), Iron Rod, Flame Staff (1250G, +40 ATK, Fire Based [Burn]), Battle Rod (960G, +45 ATK), Multiple Knife (650G, +28 ATK), Hunter's Knife (880G, +36 ATK, Effective Against Animals).

Armor: Quilted Silk (800G, +18 DEF), Guardian Robe (1200G, +22 DEF, Poison Resistance), Chain Mail (950G, +20 DEF), Plate Mail (1400G, +25 DEF), Guardian Hat (450G, +10 DEF, Sleep Resistance), Iron Bandana (480G, +12 DEF), Iron Helm (600G, +15 DEF), Hunter's Boots (+8 MOV, +4 DEF).

Jewelry: Gauntlet (800G, +15 DEF), Fire, Wind, Earth, Lightning, and Blizzard Charms (400G, Provides Level 5 Elemental protection for the aforementioned element).

Items: Medicinal Herb, Would Salve, Healing Herb (50G, Restores 250 HP to all), Poison Antidote, Paralysis Salve, Eye Drops, Smelling Salts, Yomi's Elixir (500G, Revives a Character).

Regional: Hand Grenade, Insecticide Bomb (60G, 650 Fire-Based Damage, Effective against bugs), Fireball Scroll (50G, 400 Fire-Based Damage), Whirlwind Scroll (60G, 300 Wind-Based Damage), Patience Nut (20G, +1 DEF level in battle), Swiftess Nut (20G, +1 MOV in battle), Kuko Berry (10G, Confusion Effect).

=====

-When you regain complete control, leave the store and return to the inn, where you will ask to spend the night. After a short talk with the innkeeper, you find yourself around a table, eating a supposed "delicacy" of the land.

=====
Liligue Dinner Table Conversation
=====

Ryudo: C'mon! Lets try that stuff Roan calls a delicacy!

Ryudo: Huh? Hey Roan? What is this?

Roan: Yessssssssccccchhhhhhh!! How can this be a famous local Delicacy?! This must be an acquired taste.

Elena: Do people really eat this? It has the oddest texture.

Ryudo: Agh! This can't be edible! Its like eating sand!

Roan: It feels so rough in my mouth. Are you sure this is even edible?

Elena: I have never had such mushy food. How can people even eat this stuff??!

Ryudo: This innkeeper must be psychotic to expect us to eat this! We're not going to be staying here any longer than we need to, so don't go getting comfortable.

Roan: Is this all they have to east here? I think I will abstain from meals from here on out. Can we get on the skyway soon? Please?

Elena: I cannot imagine how ANYONE here can stomach this stuff.

Ryudo: Ive been thinking we ought to go see this Gadan guy tomorrow. Lets go shake him up a bit.

=====
End Conversation Around Dinner Table At Liligue
=====

-The morning ensues and it is now time to go see this famous Gadan character. Exit the inn and proceed up past where the gate used to be. Continue until you come to a downtrodden little boy.....

=====
Conversation with Engineer and Family
=====

Elena: Oh my goodness! Are you alright? <<After No response>> What is the matter? Where does it hurt??

Son: I'm hungry.

Elena: Ahh. This is a problem easily remedied. I am sure we have something to eat. Please, a moment. <<produces an apple for the boy, who laments over it with pleasure for a second, but then gets up and runs away>>. Is.....is the boy sick?

Man<<walking bye and seeing this>>: Young miss, please do not give him any food. It is too much of a temptation.

Elena: What do you mean?

Man: The people of this town cannot eat normal food even if they wanted to. They can only bear that disgusting arum root.

Elena: I do not understand. What do you mean they cannot eat? <<Man walks away>>

Ryudo: Elena, don't talk to strangers. Besides, they could be diseased.

Elena: If so, we must help them!! <<she runs into the kid's house>>

-You enter the house of a downtrodden family. You see them suffering immensely, terribly hungry as all they can eat is a horrendous arum root, which is the "delicacy" you experienced last night. As you enter, they are sitting around a table, talking...

Son: I'm hungry.

Wife: I can't stand it any more. If we have to keep eating only arum root. We're going to die!!!

Engineer: Shut up! You ask for too much. Here, eat this!.....Ouch. Blech. Its no use, I cant eat it either.

Wife: Dear, let's leave this town. We can try starting a farm somewhere.

Engineer: But we don't know if we will be able to eat even if we leave this town! I'm sorry. We will manage, somehow.

Elena: What exactly is going on in this town?

Engineer: You must be travelers. You ought to leave this town quickly.

Elena: What is your difficulty? I serve lord Granas.

Wife: The people of this town have lost their sense of taste.

Elena: Their sense of taste?

Wife: Thanks to the skyway, this town was once a bustling trade center. My husband had been working on the skyway. The work was hard, but the pay was good so we were never at want for anything.

Engineer: But just ten days ago, all food began to lose its taste, it was like eating sand or rocks. Soon we lost all interest in eating almost any kind of food. We thought that only we were sick, but before we knew it, everyone in town was suffering.

Wife: The only thing we could eat was arum root, which was tasteless to begin with. But now, no matter how much we eat, we never even begin to get full.

Roan: I've never heard of a disease that makes you lose your sense of taste. How about you, Ryudo?

Ryudo: Ask Elena. She doesn't seem to have much taste in anything, bonnets included.

Wife: Maybe this town is somehow cursed. I don't remember anyone doing anything against the will of Lord Granas.

Elena: You must be miserable. I wish there were something I could do.

Ryudo: You worked on the skyway, right? How do we catch a lift?

Engineer: In the center of town you will find the mansion of Mr. Gadan, manager of the skyway. You can ask him, but I doubt he will help you.

=====
End Conversation with Engineer and Family. Start
Conversation with Gadan Shortly
=====

-You regain control here. After talking to the terribly stricken family, exit the house. Proceed to visit this Gadan fellow, who does not seem very nice at all from what you have heard. Get to Gadan's house by simply following the brick road and searching for it. It is not hard to miss. As you enter, you will be greeted with a rotund figure who is feeding his face with god knows what. It appears this evil man is stuffing himself while his town starves. Cruelty, eh? Approach him and he will start talking.

Gadan: Well, well. I haven't seen you around here. Something I can do for you?

Ryudo: I heard that you aren't letting anyone on the skyway. I am here to change your mind.

Gadan: Yes, we are not letting anyone on right now. This is

a vital time for business. Carrying people drops our efficiency.

Ryudo: I will make it worth your while.

Gadan:<<In utter rapture as his tongue hangs oddly out>>
Ah!! I didn't know you had a sister with you. She must be headed to Granas Cathedral. Well, more business.

Ryudo: How much do you want.

Gadan: 10,000 gold pieces should cover my costs<<continues to feed>>

Ryudo: Deal, Let's go.

Gadan: Ah, not so quickly my friend. The last tram has already left. But do not fret. Another will be available come the morrow.

Ryudo: Can't leave today then .

Elena: Obviously you can still stuff yourself with food! Why do you not share your secret with the townsfolk.<<Ryudo attempts to rush her>>

Gadan: A strange thing to say sister. Do you imply that my health is something less then virtuous. That I should suffer as well?

Elena: Well, no.

Gadan: Ah, but I too am trouble by this cause. My employees are all stricken, which is hardly good for business. And with no cure.

Elena: Is that so?

Roan: Even then, I am amazed you can eat so much.<<Watches Gadan stuff his unyielding craw>>

Gadan: Perhaps the others have sinned before Granas. Perhaps I alone remain blessed. Who can fathom the mind of god? Ah, delicious! Dear Sister <<sniff>> I can smell you quite nice. Were you aware that smell and taste are interrelated?

Elena: What!!!?

Ryudo: He seems healthy enough. Although I do question his taste in women.

Elena: How can you remain so smug and impertinent while others stave about you?

Gadan: I would watch my words, were I you, I pay my workers generously. This problem is none of my doing. The townsfolk would do well to thank me for seeing to bring prosperity to this town.

Elena: How could such a thing have happened?

Gadan: Indeed, this town was known by many to have been touched by the hand of Granas. Perhaps he does not wish to soil his hand any further. But I am no expert. You should inquire within the church outside of town. Oh, but you do smell fine.....<<BURP>>

Ryudo: Tomorrow.

-At this point you again regain control. I recommend you watch Gadan for at least a few seconds after this. Is he not just disgusting and that tongue (note the header to this chapter). Leave the house of the stuffed one and proceed up to the church. To get to the church, travel via the walk. Before the group goes, they lament to each other about the situation of the town and how Mr. Stuff Face in there is grafting them for all they are worth. Elena is especially upset, as she cannot fathom why Granas might be doing this. After some bickering you finally regain control. Like I was saying before I was so rudely interrupted by their conversation (sorry I didn't record it, but I missed the first bit and simply gave up), get to the church by taking the walkway to the dirt mound area and ascending the pile. When you reach the top of the hill, you will be standing in front of a grand and aesthetic church. Admire it, but your mission is inside, so proceed inward.

=====
Lilique Cathedral Conversation
=====

-As you enter the church, you see it is empty save the pastor and one patron. Approach the father of this church and start talking with him.

Father: May I help you, my dear travelers?

Elena: Father, we have come with a question.

Father: Ah, I see that you too are one who serves Lord Granas.

Elena: Father, what has happened to this town? To these people?

Father: Ah, this is a question that troubles me as well. I do not know what has befallen us. Some say that the face of Lord Granas has turned from us, but still, I do not believe it.

Elena: Yes, I have heard this tale. There are those in town who say they have lost the blessing of Granas.

Ryudo: Pretty unreliable for a deity. If you want to keep your job as supreme overlord, you should keep your naughty and nice lists straight.

Elena: Ryudo!

Ryudo: And I don't quite get this "blessing" stuff. That one lard butt looked pretty damn blessed to me. About two hundred pounds more blessed than anyone else around here.

Father: Ah, you must mean Mr. Gadan. He too has changed. He was once a good man, loved by all. But then he began to change. He began to become obsessed with wealth and riches. And with nutrition as well. And as I recall, this occurred roughly around the same that that our current misfortunes befell us all.

Ryudo: People deal with depression differently. Some sleep, others write, others suck food down their throats like garbage chutes.

Roan: But what would that have to do with the townspeople not being able to eat?

Elena: Father, forgive my companion's lack of tact, but I too wonder why this town is known to be blessed by Granas.

Father: Of course. Please go upstairs. You will see the truth for yourselves from above.

-At this point you regain control as the father walks upstairs. Gather your wits (one wonders what is going on if Gadan changed as well) and wander after him. When you reach the top, you are greeted with an awe-inspiring sight. You can see the whole town from the Father's sanctuary. Approach the father and start talking.

Father: Please Look.

-You glance the view I described above, seeing over the town and the people below. You notice one odd thing. Four Pillars are arranged throughout the town, leading to one point in the middle.

Elena: These pillars look like to be part of a single ruin.

Father: They are said to be the ruins of a temple. They were severely damaged when the town was rebuilt, but Mister Gadan says that they're still not sufficiently destroyed.

-As the view changes from the sight to the party again, the conversation continues.

Roan: I see. So this town as built on the ruins of an old temple of Granas. That is why this town is blessed. But, those pillars have a strange shape. As if there was something in the center.

Ryudo: As if something were buried.

Father: Now that you mention it, I have heard of an excavation at the base of the pillars. The pillars run deep- too deep to be removed.

Ryudo: I'm not liking what I'm hearing. What do you think Elena. Sound Familiar? Ruined Temple? Burial Mound? Unholy piece of Valmar sealed up inside?

Elena<<Shock>>: Like Garmia TOWER!! It cannot be. Valmar!

Father: I-I have not heard of such a thing.

Ryudo: Terrific/ Then we can be on our way.

Elena: Hold, Ryudo. The suffering of the townspeople may be a result of the breaking of a seal. We must investigate.

Ryudo: Hold there, gumshoe. I don't recall hunting down reawakening god of evil as being part of my job description.

Elena: Saving those in need is the duty of those who follow Granas. I will not ignore my duty, Ryudo, and I most certainly will not ignore these people. We must aid them!!

Ryudo: Now you are just being stubborn. Lets try to be rational here. One: I'm not being paid I repeat that I AM NOT BEING PAID. Two: Granas should be more than able to take care of Valmar without us. Three: You need to get to the cathedral as soon as possible.

Elena: Ryudo, please. I cannot ignore their suffering .If I do, I might as well never take another step toward the cathedral. So you will not be moved, then. Very well, I will help them by myself.

Ryudo: I'll have to protect you of course. <<grabs her cheeks>> Stop it with the self righteous expression. C'mon make a nice face for me. <<Elena Protests>> We'll check out the ruins. But tomorrow we take the skyway, n o matter how many kittens are stuck in trees.

Elena: Oh, Ryudo!<<You all go downstairs>> Father, you spoke of an excavation.

Father: Yes, but take caution. No one has been permitted to explore the ruins. There is much danger.

Elena: Thank you father. Ryudo, Let us shall!<<starts to walk to the door with the group>> Oh, father. I have had terrible dreams of late. In there I am haunted by darkness. Does this mean that my soul is weak?

Father: Do not allow darkness to have a doorway into your heart. A strong soul resists darkness. Carry yourself accordingly.

Elena<<bowing>>: Thank you.

Ryudo: Lets get this over with.

Roan: Oh, mister Ryudo, lets do it!

=====
End Cathedral Conversation and Hello Mareg
=====

-As you regain control, leave the cathedral. As you leave, you meet an "old" friend.

Ryudo: Well, I'll be.....<<sees Mareg standing there on the hill watching the town and the group runs up to him>>

Mareg, what brings you here?

Mareg: The smell of this place, it offends the earth.

Ryudo: Wait, tell me. Is my brother here? What of Melfice? Where is he? What has he done?

Mareg: I sense the foul work of that demon here. Do not ask of what came by his hand, for I wish not to bear the remembrance of it.

Ryudo: But he is here? Or do you only suspect?

Elena: Mister Mareg. This town is deeply troubled. Please, will you aid us in our search for the root of this evil? Will you help us put an end to it?

Mareg: To protect the power of which you speak from ever being used again, I shall join you.

Elena: Thank you very much!

-Holy wow. Mareg, the third boss of the game, the powerful beast-man HAS JOINED YOUR PARTY! Excellent, his power will be a nice compliment to Ryudo. Equip him with whatever you will (eggs and such) and prepare for the dungeon. Visit the item shop if needed. When ready, from where you met Mareg, head down the hill. Run back to Gadan's House, where just outside you will see a silver grate. Go near it.

-Ryudo: This must be the hole they dug.

Mareg: The smell of decay comes from below. The soul stench of that villain.

Ryudo: Melfice. Heads up Mareg! <<Mareg tries to open the grate, and then Ryudo bashes it with his sword, opening it>> All right, lets go.

=====
Liligue Cave, The Foul Darkness of the Futuristic City
=====

Weapons: Flame Bow

Armor: Flare Dress, Ancient Cuirass

Accessories: Reflection Ring, Confusion Charm, Bonds of Trust, Revival Gem

Items: 400G x2, Mogay Bomb x2, Purifying Herb, 1200G x2,

Smelling Salts, Book of Wizards.

Enemies: Crag Snake, Giant Mantis, Frost Frog, Gargoyles,
Ghouls,

=====
NOTE: In the cave there are random torches you can light by
an action button. Do it if you find one.

=====
Liligue Cave One, Part One:
=====

-As you enter, you will notice that this cave is very, very
dark and mysterious. It is not well lit, so be careful as
you proceed. Start by going forward to the save cone and
using it to your will. Proceed forward after this, lighting
the torches as you come to them. When you get to a fork in
the path, turn right. Continue going until you see enemies
and another fork in the road. Battle the enemies, defeat
them, and turn right again (see a pattern, always choose
one direction and stick with it). Battle any enemies that
you come across and when you have a right hand turn, take
it. Go to the end of the cave there and grab the Mogay
Bomb. Turn around (when we turn around, we'll be looking
at things from the forward perspective. Go forward and down
the tunnel. When you get to the T-Junction (T) turn
right. Continue down the tunnel, lighting the torches as
they fly by. When you come to the next T-Junction, turn
right again. Proceed forward, down the cave, until we reach
the end and you will grab a purifying herb. Turn around.
Proceed forward and keep going. Pass where you just turned
and go forward, turning left when you reach a fork in the
road.

-From the left turn, make your way continuously left until
you reach the start again. Turn around and take the left
hand path forward from the cave cone. Grab the 400G.
Retrace your steps back to where you found the purifying
herb. When you reach this area, turn around. Proceed
forward, down the path, keeping straight when you see a
left-hand turn. Go around the bend and when you come to
that same fork in the road again, turn right this time.
Keep going and lighting torches until you see a quite
obvious choice of left or right. Take the right hand path
and continue through the tunnels (left is to the cave TWO,
which we do not want just yet). Go to the end of the
right hand path and get the 1200G from the chest. Double
back and exit this level of the cave.

=====
Liligue Cave Two, Part One:
=====

-Now this is where it starts getting interesting. The level

is no longer an excavation, but pure ruins. When you enter, turn right and battle the enemies. When you defeat them, get the chest (another 1200G). Then you have an interesting choice. You now must go through the new door and back to Liligue Cave One. Proceed.

=====
Liligue Cave One, Part Two:
=====

-Light the torch as you enter, fun isn't it. Proceed forward then grab the reflection ring you will clearly see. After you have it go rig.....hah! Fooled you! Go left. Continue forward and when you reach the fork, take the left hand path. Continue straight, ignoring the obviously present pit on your left, and when you reach a dead end? I guided you to a dead end? How do you like them apples. Teaches you to not explore on your own a little. I laugh at you. Hahaha. Er, anyway. Turn around. When you re-reach the fork, take the right path this time (teaches us to go left). Reaching the end you will see it leads back to level two. Remember to double all the way back to the initial left turn (turn right this time) and go a short distance for another Mogay Bomb.

=====
Liligue Cave Two, Part Two:
=====

-As you enter, look around, finally you are back in the ruins. Turn to the left and start walking, but we aware of the Ghoul enemy, which is tall and very tough. When you see it, go down into the slight gully to get the 400G. When you have it, pull out and continue straight down the path. Curve the path, pass a few enemies (battling any that you wish), and proceed on as planned. When you come to a big left hand turn (only option) take it wide as to possibly avoid any enemies you might wish to not fight due to whatever reasons you may have. Personally, I would fight all of them, as you will need experience and levels, along with coins. Continue forward until you see this strange blue stone with orbs on pillars around it. Odd, isn't it. I is as if it was part of some large contraption. Oh well. Go and step on the tablet in front of the blue stone, you will hear a rumbling noise. Turn around and double back, seeing you now have options to go left and right just a short distance down the path. Turn right of course and continue onward, battling the enemies you find. Open the chest you will see in front of you, grabbing the Confusion Charm within. Grab the other chest's Bonds of Trust also.

-After you have these two items, proceed down the stairs you will see in this room. Go push at the green orb. You will see that back where that large blue stone was the green orb has lit up. Ah-ha, so that is the secret. You must find the two remaining orbs and light them also.

Proceed back up the stairs, sure of what to do. Once up, turn to your right and up, exiting this current area. Proceed down the pathway until you reach a portal. Go through the portal and notice the ledge. Turn to your left and go along the rock way, fighting the gargoyles as they come. When you reach the stone tablet, read it. It is a clue.....

- "The Huge Boxes which once moved return to their original positions when you leave the room" -

- Note this hint and turn around. Go straight, past the portal, and go across the narrow bit of rock. Once across your only option is to turn right and down. Remember to always change the views so you can see. Proceed just a bit forward and turn right into the portal. Proceed forward and you will see what the clue is talking about, two boxes. Go up the stairs to them and stop a moment to examine the situation. Oh boy, this one is hard. One box sticks out and two are pushed in. Push the first box on the right that sticks out to solve this incredibly hard puzzle. Proceed back down the stairs, go the right, and up the next set of stairs. When you reach the top, surprise, a trap! A ghoul pops out from a hidden compartment in a top box and attacks. Defeat it and continue across the blocks to raise and light the red orb. When done, go back across and down the stairs again. Go to your right and up, leaving the room (watch the boxes reset). Go through the portal and jump down the cliff. Remember this place? Go up and around the bend first off, then when you come to it, enter the right hand portal. Run into this room and notice the blue orb in it. Go up the stairs and work your way along the winding way, battling your way to the orb. Activate it and presto, all three are up and running, revealing a yellow orb. Fun! Run back down the crisscross stairs and turn right when you reach the bottom. Proceed forward and when you reach the portal, turn right.

- You will now see the yellow orb. Run to it and activate it, thus having all four orbs active. The large, large door behind the orbs will now open, providing you an exit from these ruins.

=====
Liligue Cave Three:
=====

- As you enter this area, you will first get a large glance at where you are, on the ledge of the granaciffs. Once you get complete control, adjust the view to fit. When ready, go along the path, keeping a nice steady pace. When you see the save cone (HINT, HINT), use it. Enter the caverns.

=====
Liligue Cave, Caverns:
=====

-As you enter the final area of the Liligue cave, you will notice one very, very large thing terribly wrong. You will see another orb of Granas broken as the group laments.

Mareg: It's stench, the smell of decay!

Elena: This is a seal of Lord Granas!

Roan: But the seal is broken, what could have been here!!

-As you say this, the TONGUE OF VALMAR enters the scene, bursting through the wall. It proceeds to gobble up Elena whole!!! After it does, where Elena was starts to glow light as Millenia is transformed into by Elena and escapes.

Millenia: How dare you miserable! I won't stand being eaten!

Ryudo: Great, she is back.

Mareg: What? What just happened?

Roan: Oh! Miss that you Miss Millenia!? We meet again!.....Miss Millenia?

Millenia: He, he. <<laughs>> So now you get to make the acquaintance of me and my friends.<<Tongue runs as Millenia powers up>> C'mon! After him!

Ryudo: It is so vague. What're you referring to?

Millenia: Forget it, just go!

-You regain control. At this point, go into the menu and power up whatever you have to power up. Ryudo's Flying Tensekenu, Millenia's Wing Attack, etc. Be wary and ready when you go forward. When ready, proceed forward. Before you fight, get the chest and its stuff. Equip Millenia with these new items. Time for tongue. Enter the temple ruins, following the tongue.

=====
Liligue Temple Ruins
=====

-As you enter, you will go forward and confront the tongue.

Ryudo: Unless Melfice has put on some weight, this isn't him.

Mareg: This beast is the source of the village's troubles. Caution! It's smell augurs danger.

Tongue: You look delicious little ones. I shall strip your bones of your fine flesh, yes? So tender. So succulent. Come, let me taste you. And the wings of Valmar shall make a fine main course, yes?

Ryudo: That voice is familiar. Ahh. Gadan. Gadan, let me guess, new haircut?

Millenia: Ha, ha, ha, ha. So the tongue of Valmar wants a taste of me? Here's something to chew on!

=====

BOSS BATTLE FOUR: THE TONGUE OF VALMAR!!!

=====

Valmar's Tongue:

Hp: 8000/8000

Attacks: None

Special Attacks: Huge Leap (75 to all), Starving Tongue (Does Damage to Party and Heals Tongue with That Damage),

Magic Attacks: None

=====

Head:

HP: 5000/5000

Attacks: None

Special Attacks: None

Magic Attacks: Burn! (90), A sleep attack on one character.

=====

Right Hand:

HP: 4000/4000

Attacks: Normal Slam (150).

Special Attacks: Poison Spew

Magic Attacks: None

=====

Left Hand:

Hp: 4000/4000

Attacks: Normal Slam (150).

Special Attacks: Poison Spew

Magic Attacks: None

=====

Battle Opening: Take out the Right Hand

=====

-As you start, you will notice this is no ordinary boss. This is a piece of Valmar. It has four parts: A Tongue Body, A head, and two hands. This looks tough, doesn't it? You must start with the weakest link, the hands. Concentrate your fire on one hand, usually the right. Have your characters unload with their most powerful attacks. Ryudo uses flying Tensekenu, Mareg uses his most powerful, Roan uses magic or his most powerful, and Millenia should use her Fallen Wings spell. Bash that right hand. Once unloaded, recoil and attack again, healing if needed. Have

Roan use his golden hammer to cancel the deadly attacks of the main tongue and head. Have Mareg do the same thing with his beast-fang-cut. In the meantime, have Ryudo and Millenia unload until it is dead, which should not take too long considering these are your best attacks. The right hand dies. Time to switch hands.

=====

Keep That Wind: Take out the Left Hand

=====

-Now that the right hand is dead, switch focus to the left hand. You will have a slightly more difficult time with this hand, as your special points for those hard hitting attacks will be just starting to wane. Send your cancel attacks forward, disabling the specials for a short time (Golden Hammer, Arrow Shot, Beast-King-Smash). Have Ryudo continue to use his Flying Tensekenu despite the high cost. Once your characters run out of special points, which they most assuredly will, switch to magic. Have Ryudo (who has the holy egg if you are like I am) use his combo attacks on the hand as your egg is still not powered up. Have whomever has it use zap and howl/howlslash. Have everyone start pounding quickly with combos and critical attacks on the left hand while having magic users attack. At this point you should look into healing, as if you are like I am at this point, you are starting to get low in health. Pound the left hand until it is gone.

=====

Continue the Battle: Destroy the Head

=====

-Now the two pestering hands are gone, but so are your special points. Time to get down to the real boss part of Valmar, his head. The head is probably the toughest single unit because of it's attacks (beyond starving tongue). Pound on it with your best magic first off (Howlslash, Burn, Burn flame, Zap!) and have whomever does not have any of these use combo attacks. Howlslash is especially useful, as it does trailing damage (line up damage) so if you cast it on this head it will hit the body. Continue pounding the head with whatever you have. As you slowly regenerate special points, use your special attacks again when you have enough points regenerated (Cancel specials of course to stop the attacks of the tongue). Bash it until it dies finally.

=====

Time to Finish the Job: Take out the Tongue Itself

=====

=====

-At this point, Valmar's Tongue's main body should have around 6000 HP left if you followed my plan. Heal the party first, as his Starving Tongue attack does a good deal of damage. Once healed, unload with everything you have. Have Ryudo use his Tenseiken Slash or Purple Lightning (if you have enough for the Flying Tensekenu, use it), have Millenia use her Arrow Short or Howlslash, have Roan use his Zap!, And have Mareg just pound away. Continue unloading, healing as needed. Just simply pound away and use many cancels and this battle is yours. When the tongue is finally defeated, you will procure marvelous items: An ancient cuirass, a revival gem, and a book of wizards.

End Boss Battle

=====

-After you finish off the horrendous tongue, Millenia laments.

Millenia: He appears to be a bit tongue tied, or is that to tongue and cheek?

-At this point Millenia absorbs the Tongue into her, removing it from the area.

Millenia: Aah. Finally we got one. I feel full of power! Mmm, feels so good!

Roan: Miss Millenia! What just happened?

Ryudo: What did you do??

Millenia: Hee, hee. That's a S-E-C-R-E-T. See you later Ryudo!

-At this, Millenia transforms back into Elena. A bright light surrounds her and Elena appears where Millenia used to be.

Roan: I-I cant believe Miss Millenia is really Valmar.

Mareg: The Smell. Is gone. So it was not Melfice.

Elena: Ryudo? Where am I? What has happened!?

-At this the group carries the deposed Gadan back to his home and lays him on the floor. They continue to talk.

Elena: Ryudo, what just happened to him?

Ryudo: You remember anything after being swallowed by the Tongue of Valmar?

Elena: No.

Ryudo: Well, Millenia appeared again. And, according to her, Gadan was possessed by the Tongue of Valmar. I will not comment on THAT, but apparently this was the source of the town's troubles.

Elena: Our holy book contains a passage that speaks of this. First Valmar possesses one's soul, and then devours it. Maybe this is what happened to Gadan. The poor man. Valmar took advantage of the weakness of his Soul.

Ryudo: After we beat Gadan, the tongue of Valmar, Millenia did something to him, it. This is the result.

Elena: Each piece of Valmar can feed off of another to increase their own power. How revolting. This man must have had his soul devoured.

Ryudo: I can't believe she'd do such a thing.

Roan: Me too. Didn't we manage to fix the town's problems, only thanks to miss Millenia?

Elena: I cant believe it either, I think its just a coincidence.

Mareg: Millenia and the tongue of Valmar. Lo, the tongue of Valmar stank of ruin, as does Melfice.

Ryudo: Are you saying that Melfice is possessed?

Mareg: I know not. No matter, he is dangerous. Possessed or otherwise. But I will have my vengeance.

Ryudo: Mareg, when I'm finished with Elena, uh, this job, let me go along with you.

Mareg: I know not where to begin my search, and this land is unfamiliar to me. You would not be unwelcome should you choose to come.

Ryudo: Right. What about you Elena?

Elena: I am sure that the wings of Valmar are within me. Every night, I can feel the darkness drawing across my soul like a shroud. The cold, I must see his holiness Zera.

Roan: The townspeople seem to be all better!

Ryudo: Okay. So we go straight to Granas cathedral.

-At this you regain control. Turn up and run to the skyway station, which is just above Gadan's house. When you enter it, proceed straight up. When you reach the stairs, you will meet a friendly person. You will see Engineer and his family coming down the stairs again.

Ryudo: Feeling better?

Engineer: Yes, thanks to the sister and your party. Thank you very much.

Wife: I am so glad that we are back to normal. I just cannot thank you enough.

Son: Thank you, miss!

Engineer: I have something important to do, so.....

-At this, the family walks off and Ryudo with his group are left alone.

Elena: So, measure for measure, all's well that ends well. The townsfolk have been saved, and all is as it should be. Mr. Gadan, well, he took care of his body, but, not his soul. Perhaps this was his error.

Ryudo: He was right, to a certain extent.

Elena: What do you mean?

Ryudo: The people of this town, they sacrificed their well-being for the promise of wealth. Gadan didn't have to do anything, really, the people decided what they wanted. A subtle trap.

Elena: But, still. The trap has been sprung. All has been put right. If everyone works together, happiness will return to even this broken world, Lord Granas yet watches over us.

Ryudo: You've missed the point entirely, princess. The story doesn't end here. We don't all hold hands and skip home.

Elena: Huh?

Ryudo: The world is not so black and white. The answers aren't as pat as you'd like to believe.

Elena: What else do you mean?

Ryudo: You'll find out eventually. Come on, we've yet to cross the Granacliffs! Just a little farther to the Cathedral!

-At this you regain control again. Walk up the stairs to the top platform. Head to the door of the sky ship. Enter it.

=====
Part E: The Snowy Forest, The Mysterious Garden, The Zealot, The Embittered Woman, and the Eye

=====

-As you enter the sky skip, you will be rocketed across the granacliffs. You will see an elegant cinema of the ship going across the sky, on the wires. This trip will take a good while though, so as you wait on the sky ship as it crosses the granacliffs, your group talks.

=====
Conversation Above the Granacliffs
=====

Ryudo: Elena, you are looking pretty pale. Are you okay? Don't you remember anything at all?

Elena: What was I doing while it all happened? Just what happened? Roan?

Roan: The tongue of Valmar and Miss Millenia. Just what was that about? Miss Elena? I cannot understand it.

Elena: What happened to me? Ryudo?

Mareg: Elena, are you well? Do you not remember fighting with the tongue? And just who is this, Millenia?

Elena: What happened to me, tell me guys!!?

Roan: I do not quite understand what that was all about.

Ryudo: Don't you remember going to the seal? Or being attacked?

Elena: I do not remember. I felt faint. Almost like I was sleeping.

Mareg: So there was not only one evil smell.....

Roan: I cannot believe that Miss Millenia is Valmar.

Ryudo: That monster was the tongue of Valmar. Elena, when you were attacked by the Tongue, Millenia appeared again. And then she helped us kick the hell out of that tongue. Finally, Millenia did something to Gadan and he ended up like that.

Elena: She destroyed the man's soul, right? How can you be so insensitive!

Roan: The tongue of Valmar. One of the pieces Valmar left after he was defeated by Granas.

Mareg: I know little of Valmar and religion. I am here only to purge that evil smell. Melfice. Even his name reeks of evil. I have traveled so far. I shall find Melfice.

Elena: We must go to Granas Cathedral and appeal to his Holiness Zera. Maybe he can do something about Valmar.

Ryudo(Z): Elena, Calm Down! The Cathedral is just across the Granacliffs.

=====
End Conversation Aboard The Sky Line
=====

Elena: Valmar is inside of me.

-At this a screeching noise can be heard from the ship, as if something is terribly wrong.

Roan: What is happening?<<Stands up and looks out of the Place>>

-At this point, Elena stands up and sounds very cryptic.

Elena: Darkness, Darkness is coming. Its coming, its calling me!!

Roan: Where!!?

-At this something terrible happens. The Moon of Valmar is shown, its red entirely boiling the Granacliffs over as Elena is still there moaning. The cliffs glow red as the ship tosses and turns. Ryudo yells for everyone to hang on, but it is too late and the ship comes crashing down just on the other side. Flash forward to the morning. The party is waking up on the opposite side of the cliffs.

Ryudo: Hmm. We have got problems. What happened?

Roan: Valmar's moon seemed to be shining.

Mareg: Check yourselves for injury.

Ryudo: Hey! Damn it, where is Elena!

Mareg: Perhaps she had fallen earlier?

Ryudo: Can't be!.....ELENA! She's got to be around here somewhere.

Mareg: I am picking up her scent. Come, this way! This way!

-At this the party runs after Mareg, who quickly dashes off. Flash forward to Elena, who is lying in a pile of snow.

Millenia: Elena, Elena!! Wake up!

Elena: Who are you, where are we.

Millenia: Where are we, I'm not quite sure. See that shiny

plate over there, look over there. Pleased to meet you
Elena, I'm Millenia. Are you ok?

Elena: I must be dreaming.

Millenia: I just thought it be hard to talk to you if not
face to face, so here I am.

Elena: Can't be, you are Millenia, the Wings of Valmar!

Millenia: That's me!

Elena: You dark one, devourer of souls, stay away from me!

Millenia: Hey, you don't even know me! I did save you!

Elena: Saved me?

Millenia: That's right! I have to look out for the both of
us, we share the same body, don't we. Bye!!

Elena: Wait!

Millenia: I will be with you always, all the time. See? So,
lets try to get along, shall we miss Granas songstress.

-After this most surprising encounter, Roan finds Elena
standing there, perplexed.

Roan: Hey! Miss Elena!

Mareg: Elena!? Are you well?

Ryudo: Elena! Thank the blade. You don't look hurt. What is
it? You look like you have seen a ghost.

Elena: Perhaps it was an apparition. For it was not a
dream. The day of darkness draws near. Valmar's moon swells
with wrath. The dark ones gathers strength yet again. The
time of Valmar's awakening is at hand.

Ryudo: Hey, hey! Its okay Elena. ELENA!

Elena:<<Standing up>> Forgive me. I am all right. Ryudo. I
have just had a strange experience.

Ryudo: Least we avoided taking a dive into the Granacliffs.
I wonder how far off course we were blown to come to this
strange place.

Roan: Looks like we were blown along the Granacliffs
towards the north.

Ryudo: Looks like we are walking from here. To the
Cathedral!

Elena: Yes, we must hurry.

=====

The Lumir Forest, the Gateway to the Rest of Silesia

In the Forest:

Weapons:

Armor: Odd Wooden Clogs,

Accessories:

Items: Lumir Flower x2, 400G x5, Insecticide Bomb x2,
1200G,

Enemies:

Lumir Forest, Crash Site

-At this you regain control. Turn around and proceed down the snowy path, past the snow-enclosed tree. Tread through thick snow and turn to your right, treading through more snow. Follow the path to its end and grab the Lumir Flower from its chest. Double around and proceed through the double snows again until you reach just beyond the second ground pile. When out, go straight forward. Keep going forward, turning left when you can and grabbing the 400G. Double around and turn left, heading deeper into the forest.

The Lumir Forest: Part One

-Now you are officially in the forest. Proceed forward, using the save cone if needed. Continue going and when you reach a giant open area (mixed with trees and rock) just keep going forward. As a bonus, you get new enemies, the legendary Big Foot! Keep going (past that giant rock) and turn left, opening and grabbing the contents in the chest you will see. When you have that, turn to the right and take the small path you will see. Enter the cave.

Lumir Cavern, Cavern One

-When you enter, you will notice there are many roots in this cave, as this is a forest. Proceed forward, cutting the first set of roots when you come to them. When you reach the T-Junction, turn right and continue along, cutting the next set of roots when you get to them. Proceed forward and grab the gold from the chest. Now turn around. Proceed along the winding path, keeping straight, until you

get to the next set of roots, cutting them and continuing on. Here you will see an open area. Proceed forward and grab the 400G and be met with a new foe, the Giant Crab. Defeat them in tough battles and continue on. From where you picked up the gold, go back towards where you entered but go in the second path (one on Ryudo's left) by cutting the roots. Proceed forward and turn to your left, grabbing the gold and engaging in another battle or two. While you are fighting, notice the nice echoes are generated as the characters do battle. Heh, cool, isn't it?

-Continue forward. When you come to a place where you can either turn right or go straight, turn right and cut the roots to continue. Continue the path, grabbing the Lumir Flower when you reach it. Continue on, cutting the next set of roots when you reach them, and proceeding back into familiar territory. When you reach this area again (just came out of here), turn right and go straight to the top of the area. When you re-reach the straight/right junction, go straight this time, cutting the roots to proceed. After cutting the roots, turn left. You will see on your left a small rooted off area (look like a door). Cut it and follow the path beyond, grabbing the clog shoes. Double back and exit this tunnel, turning left and cutting the large roots this time. After they are cut, continue down the path and out to the forest.

=====
Lumir Forest: Part Two
=====

-As you emerge, I recommend you kill all the enemies in this area for experience, as you will need it in the village ahead. First proceed forward and to the left, grabbing the 400G. Then look for the tree, as it is very hard not to miss. When you get to the tree, go inside of it.

=====
Lumir Forest: Cavern Two
=====

-As you enter, you will notice this tree is seemingly the crux of the forest. The heart and soul of it. There are various tubes and vines going into various sources of water. I will warn you, this is all one huge maze with one way out and many dead ends. My explanations will be very detailed, so bear with me. Okay. Once you enter, approach the first vine and slash it. The vines of a portal will pull up near it. Enter. Adjust the view as needed please, I will be talking from the "just keeping moving forward" POV. Go forward and along the path. When you come to a junction, turn right. Go to the end and grab the 400G. Double back, continuing straight along the path now. Slash the roots when you come to them and proceed on, meeting a new foe, the huge caterpillar. Continue forward, cutting the roots

when you get to them and grabbing the I. Bomb. Turn left and round the bend, cutting the next set of roots when you reach them. Continue down this path, cutting the roots and turning left when you have the chance. Oops, ha, ha! I led you into a dead-end. Evil little me, bwahaha! Seriously. Now double back and turn to the left when you reach the T-Junction, proceeding down the path. On your right as you run you will see another rooted off room. Cut in and enter it, grabbing the 1200G. Double back to the entrance, turning right and following the path all the way out.

=====
Lumir Forest: Part Three
=====

-As you exit, look around. You are almost there! Woo! Once again battle all the enemies first and then I will instruct you. Once they are dead, proceed forward and to the left, grabbing yet another 400G you will see. Continue, always to the left, and round the path. Something will happen though. As you go around the windy bends, the screen and the surrounds will blur in a yellow haze. Keep following the path, into a secret place.

=====
The Garden of Dreams
=====

-Flowers? In the snow? How odd. Proceed forward slowly.

Ryudo: Looks like we got ourselves pretty lost.

Elena: The fog is so thick.

Roan: Is this really the right road?

Ryudo: Does it really matter?

Roan: Wait a second!!

Mareg: Odd, there is no smell of life in this place.

-Suddenly the fog clears, to the surprise of everyone.
Elena walks forward and looks around.

Elena: Why do flowers bloom in such a barren place?

-Suddenly something comes around Elena and flies in circles around her.

Voice: Who are you? This is my garden.

Elena: I am sorry. We are travelers, lost on the road.

Child<<who is suddenly there>>: This is the garden of Happiness. My precious secret place. Everyone who comes here forgets their bad memories and gets happy. If you come here, it means that your heart wants to be saved. Look, aren't all the flowers so pretty?

Elena: Um, but...your eyes. Are they perhaps.

Child: Yes, my eyes were bad ever since I was born. But I'm fine now. Thanks to Granas, I can see everything no. So I am lonely any longer.

Ryudo: Those flowers are nice enough. I guess. If you are into that stuff. It isn't my style.

Child: That is because you are not trying to see. You are trying to be someone you are not. Warm your heart, like these others. <<The floating things go to the child>> Miss. I thought you would understand how good this place is.

Elena: What do you mean?

Child: Don't you understand? The you should ask the girl with the black wings.

Elena: Black wings?

Child: Anyway, keep this place a secret, promise? <<The Child runs up the hill tree>>. Miss, don't eat me! <<vanishes behind tree>>.

Ryudo: What is with her?

Elena: I do not know.

Ryudo: Oh well, let us go on.

-At this point you regain control in this eerie setting. Double back and leave.

-After you have left, you will chat on the icy trail.

Elena: Huh, now where are we?

Ryudo: Hey, where did the girl and her garden go?

Roan: Could it have been a dream?

-Now you fully regain control. Go around the path and left. When you reach the fence, turn right and leave this area for east Silesia. Head to Mirumu Village.

=====

Mirumu Village, A Bewitched City Where A Zealot Comes
Knocking

=====

-As you enter, you will get a nice pan of the village. It is very run down, as everything is made of stone and is falling apart it seems. You approach a group of people (Two) standing around.

Elena: There is a certain sadness about this village. I wonder what the source.

Villager: Oh! The sister has arrived! I am so glad, oh, the village is saved! Come, Chief! The sister has arrived!<<runs off>>

Elena: Are they speaking of me?

Ryudo: Huh? What is going on here?<<at this the villager and the chief re-appear>>

Chief: So you have finally come. Our village, please, save us.

Ryudo: You have lost me, chief. I don't think anyone of us put in weekend reservations here.

Chief: Huh? So you haven't come to save the village?

Elena: Our journey is to Granas Cathedral, We are merely passing through, though...but.....

Villager: So you haven't come to save the village. I thought for sure they'd be here by now. What does this mean for us?

Ryudo: Good question. What is going on here?

Chief: These things should not be spoken of in this place. Please come to my house.<<runs off>>.

-You are now in his house.

Chief: You see, strangers. Strange things have been happening here in this village. Villagers have been suddenly falling asleep. At first we thought it was just fatigue. But they just kept sleeping. Days and days at a time they slept.

Mareg: And you do not believe that they are merely unwell?

Chief: I wish it were so, but

Ryudo: They are not?

Chief: To be blunt, I believe it is some kind of curse.

Elena: A curse? What leads you to believe this?

Chief: Dreams. Ever since falling asleep, all of the villagers kept having the same dream. A presence watching, waiting, it's eyes. Great and terrible. Terrifying.

Ryudo: Curse, right.

Chief: We have no solid proof. Yet, we could not bear the dread of it. We sent to the Cathedral for aid.

Roan: So that is why you thought sister Elena was here to save you.

Chief: Yes, that is exactly so.

Ryudo: Well, it is a shame. But like we said, we are just passing through.

Chief: But. May I ask one thing?

Ryudo: What is it.

Chief: Um. Will you please stay for just one day. The priestess from the Cathedral should be here soon. I do not expect you to take her place, but if your Sister stays here, the curse may be somewhat allayed.

Villager: Another one fell asleep today. We are all uneasy.

Elena: Ryudo.

Ryudo: Well, it is dark out.

Elena: We shall do as you ask. It is not much but we would be happy to stay in the village.

-At this point you regain control. Go back to the inn. There you will meet someone. The innkeeper.

Irina: Is that you, sister? My son Nicolas is not well and does not wake up. Please do what you can to save him!

Elena: Um, unfortunately, we are simple travelers. We are not the ones you are expecting.

Irina: Oh, I am so sorry. I've made a terrible mistake.

Elena: If you have contacted the Cathedral, I am certain that someone will arrive soon. Please, wait yet a little longer.

Irina: Yes, I suppose you are right.

Elena: But, you say that your son has fallen ill?

Irina: Sister. Perhaps if you look at him, you might be able to learn something. Would you mind coming this way, please?

-You travel upstairs to look at the poor boy, who is terribly ill in bed.

Irina: This is Nicolas. He seems to be sleeping peacefully, but he never wakes up.

Nicolas: It is so.....much fun.....here.

Ryudo: He doesn't sound sick, he sounds easily entertained.

Roan: Is this not like Gadan.

Ryudo: You are saying that Valmar devoured his soul?

Mareg: Yet, there is no foul smell about this place.

Elena: Unfortunately I cannot help you at all.

Irina: That innocent face, maybe he's playing with the fairies in the Garden of Dreams.

Elena: Garden of dreams? I have been to such a place just outside of town.

Irina: You can't be serious. It is a tale told to children, full of song and fancy, meaning nothing. It is fantasy.

Ryudo: No, it was defiantly real. Flowers everywhere and fairies flitting about. I couldn't dream this place up, believe me.

Elena: There was a little girl, a strange girl. Who could see everything. She had a scar above her right eye.

That's Aira. Sandra's daughter. Oh how eerie. So this curse was the work of Sandra after all!

Elena: Please. Do not be so quick to jump to conclusions. Is Sandra from this village?

Irina: She live in back of the village. How could that hateful wretch do this to my poor, sweet Nicolas. <<she goes downstairs>>

Elena: Ryudo. If that girl were indeed Aira. I would like to speak with her again.

Ryudo: Huh?

Elena: I kept thinking about what she said.

Ryudo: Don't eat me? Well you have been putting on a few pounds. You have to see it from her point of view.

Roan: Oh, stop. She was an odd girl. And I wonder, was the garden real.

Mareg: As real as the dreams of a wise man. Neither fantasy nor substance. A mist rising in the morning, melting into the air by noon.

Ryudo: If we find Aira, we can ask her.

Elena: Yes.

-At this you finally regain control. Exit the inn by

leaving through the main front door. Once in the main town, proceed up, towards the back, and cross the shell-spike looking bridge you will find at the back. As you do, you will see someone quite familiar. Before you do all this, however, you may wish to visit the general store:

=====

Mirumu General Store; Solve your supplies at a cost

=====

Weapons: Swordfish Sword (+52, 2200), Oracle's Staff (+50, 1800), Flying Fish Bow (+55, 2400), Flint Knife (+48, 2000), Hammer Axe (+52, 2200).

Armor: Pixie's Robe (+26, Sleep/Confuse Resist, 2600), Swordfish Armor (+30, 2800), Feathered Hat (+18, 1120), Magnolia Bandana (+16, Earth Resist L.1, 1080), Swordfish Helmet (+20, 1250), Crampons (+4 MOV, Blizzard Resist L.2)

Jewelry: Arctic Cape, Earth Charm, Poison Charm, Paralysis Charm.

Items: Medicinal Herb, Wound Salve, Healing Herb, Poison Antidote, Paralysis Salve, Purifying Herb, Torte's Reed pipe, Smelling Salts.

Regional: Lumir Flower (25 MP, 40), Blueberry (25 SP, 40), Mogay Bomb, Insecticide Bomb, Sleeping Harp (Sleeping, Breakage, 250).

=====

-Now go to Sandra's House

=====

Conversation with Aira and then Into the House of Sandra

=====

Ryudo: Hey, that girl is Aira! <<You see Aira running around behind the house of Sandra>>.

Elena: so it was not our imagination. She IS real. <<The group runs to speak with her>>. Aira, dear?

Aira: Hi again miss.

Elena: Aira, when you said don't eat me before. What did you mean?

Aira? Huh? I meant just what I said. I know you are okay, miss, but.

Ryudo: Excuse the interruption here, but this has been bugging me. What was that garden?

Aira: It's a safe place for people when they are sad. It's not like every place else- all hurting. I just want everyone to be happy.

Sandra: Aura, where have you gone? Aira?.....Aira! I told you not to go outside! You! Get away from her. What are you trying to do to her?

Aira: Mother, she is okay. She is not bothering me.

Roan: Now, now. We are just travelers and we were talking to little Aira. We would never do anything to her.

Mareg: I am terribly sorry if my appearance has startled you.

Sandra: No, there is no need. I has assumed the worst, but that one.

Elena: Me? What have I done?

Sandra: I am sorry. Please come inside. I cannot talk out here.

-Enter the house of Sandra, the mother and caregiver to Aira. You will all sit around her table and talk.

Ryudo: So what is with the secrecy? There a reason you want to avoid notice?

Sandra: There are those who do not wish Aira well. The innkeeper's son, Nicolas, fell ill, you see, while Aira was with him. They were just playing and then.....There is a children's fairy tale. In the tale there was a garden.

Aira: That's right. I promised to take Nicolas to the garden!

Sandra: Don't say such things.

Aira: But.....say.....let me see that medal.

Roan: Um, but this is

Aira: Your mother gave it to you, right? <<Roan nods and hands her the medal>>

Sandra: I am so sorry. Anyway, the villagers here look at me strangely. And to think, my prayers to Granas had finally been answered, and Aira's blindness cured.

Elena: Her sight was restored through prayer? This is a miracle.

Ryudo: For once, Elena is right. It's a damn miracle that your prayers actually worked. No wonder the villagers think you are a witch.

Elena: Ryudo!!

Sandra: Aira is my treasure. Her eyesight was poor since she was born. And I have had such a hard time. I looked for medicinal herbs and prayed for her sight, but the others called my mixtures "witch's brews" and my prayers "summoning." And just when Aira is finally healed by prayer, and I am blessed with a little happiness, they blame me for this curse.

Elena: I am sorry.

Ryudo: I don't have any ideas Elena. There is nothing we can do. By now, the church has probably sent some people to look into it anyway. Let them deal with it, we are not the experts here. Come on, there is still a lot of ground to cover before we reach the cathedral.

Elena: You are right.

Ryudo: Come on, let's head back to the inn. Roan?

Aira: Thank you. Your mother was very pretty. <<She hands the medal back to Roan and everyone stands up to leave>>.....!!!

Sandra: What is wrong Aira?

Aira: Scary people have come mother. Really scary people.

=====
End Conversation with Aira and Sandra
=====

-At this you regain control. One wonders who, or what, has arrived. Leave Sandra's house through the main door and let us have a look, shall we? Once outside, cross the shelly bridge and walk towards the town square, where you initially spoke with the chief. People will be telling you to hurry up and shouting confused orders. Asking what has happened, it seems the priestess and her party have finally arrived from the cathedral.

=====
The Arrival of the Knights of Granas
=====

Elena: It can't be, the cathedral knights!

Selene: Well, how terrible for you. Never fear, we are here, we shall dispel the darkness!

Chief: Your words are reassuring.

Selene: Village is full of darkness, darkness with terrible powers!

Chief: Why has this happened!?

Selene: I have purified much darkness, it is the doing of Valmar!

Chief: Oh no!

Selene: Until notice, this village is under our control. No one may enter or exit. Anyone in violation is a minion of Valmar and will be purified in the name of Granas. Come my knights. Take up your blades and cut the darkness down, god's light shall shine. I am Selene, leader of the cathedral knights!

Ryudo: Hey Elena, you know that zealot?

Elena: Yes, she is Selene. Leader of the knights. Selene is an excellent inquisitor of heresy. I am worried

Ryudo: What are those guys going to do!

-At this you regain control. Quickly run and talk to them.

Selene: Well, are you not a sister of Granas. I was not told of a sister in this town.

Elena: I am Elena, a songstress. I am on way to Granas cathedral. To report to his holiness Zera!

Selene: To report to Zera, you must be an accomplished student. Zera will be pleased and your mission must be important. Let us work to the best of our abilities!

Elena: Yes, thank you.

Selene: Is this so? Indeed, you must desire to make haste if your intent is to report to his holiness Zera.

Elena: No, in fact. The ceremony failed.

Ryudo: Watch your words Elena.

Selene: Well. Who might you be?

Ryudo: I am her protection.

Selene: I see. For your trouble, I thank you.

Ryudo: You can thank me by letting us through this village. Oh, and these two as well. They are with us.

Selene: This isn't possible.

Ryudo: Hey, cut me some slack here! We are no threat to you or your cause.

Selene: I cannot. Did you not hear what I just said? This village is now sealed. Leave, and be purified.

-At this she tells her nights to surround the village and guard it.

Selene: Until this matter surround this village is resolved, no one may leave. Not Elena, not you, not anyone.

Ryudo: Look, we need to report to your boss . Get word to him about us and I'm sure he'll permit us to make haste to the cathedral.

Selene: Regardless of your schedule, it is my duty to ensure that the darkness in this village is exterminated without exception.

Ryudo: By the blood! Even if your aim is to expunge the darkness, what will do you when you find it!? No one can stand against a god!

Selene: Worry not. We are the cathedral knights, blessed by Granas. Discovering the allies of Valmar is a simple task. As is purifying the unclean.

Ryudo: What is it with out and this "purify" thing? For some reason, I doubt your knights are packing soap and bubble bath in that armor.

Roan: She means to kill them. I remember one village somewhere that was burned to the ground by the knights.

Ryudo: That's some strong bubble bath.

Selene: No that is not correct. Lord Granas does not approve of mindless slaughter. The holy fire of Lord Granas merely purifies those who have sold their soul to Valmar. We have purged darkness from this world, leaving none of its taint unpurified. Thanks be to Granas.

Ryudo: There's that word again. I fail to see the difference between your method and murder.

Elena: If you, um, were to find a person possessed by Valmar. What would you do to her, or him?

Selene: Should that be the case, this entire village shall be purified by the holy fire of lord Granas. Such a sacrifice is necessary in order to rid the world of Valmar's presence.

Chief: What? You can't do that!

Selene: Do not be afraid, for the holy fire cleanses only the sinner. Those who are pure of heart need not worry. Of course, this is assuming there are person's without a sin before Granas.

Chief: Ah!

Selene: Well, then. Please tell me the details. Only then shall we seek out the apostles of Valmar.

Chief: Alright then. <<very scared tone>>

-At this everyone sans two knights guarding the gates leave. Your group will talk it over for another minute. When you are done, go into the inn.

=====
End the Arrival and Conversation with Selene and Her Knights
=====

-After entering the inn, talk to Irina, the innkeeper. She is still irate about Sandra, but Ryudo tries (failing) to convince her she has no proof. Agree to spend the night.

=====
Dinner Conversation in the Inn of Mirumu.
=====

-Ryudo: They sure do get excited easily here. They have a few bad harvests and they stop thinking, eh? I guess they feel they need to blame someone.

Elena: Irina, Sandra, little Aira. These people are simply struggling. That doesn't make them evil or anything.

Roan: If you are suffering, you can be blinded to the needs of others.

Mareg: There is no malicious scent, but something does SMELL awry.

Ryudo: Just who do they think is bad anyway? I'd say these knights who run around and scare people are the real problem.

Roan: These knights are merciless. At this rate the entire village will be burned to the ground.

Mareg: The smell. Something very strange is going on in this village.

Elena: I never imagined the knights to be this bad.

Ryudo: I don't think Valmar can be defeated by anyone. Not even those "holy" knights out there.

Elena: Valmar possesses even me.

Roan: Those knights might have killed all the villagers! And what would have happened to miss Elena!?

Mareg: There is no one with an evil smell, but.

Ryudo: Well, we do have Elena with us. I cant imagine those

overly holy knights will kill one of their own.

Elena: If those villagers are suffering. It is because of Valmar. Without a doubt.

Roan: We do not know that for certain! Even now they are trying to kill innocent people.

Ryudo: I think the best course of action is to get out of here before that Selene woman causes more trouble. First thing tomorrow, we go.

=====
End Dinner Conversation
=====

-Dinner is over and the group has a new resolve to protest and fight against the horrid knights. But something is terribly wrong. In the heart of Elena.

Ryudo: Elena, what's wrong?

Elena: It's Valmar's moon. It is so eerie. I wonder if it always stares down on us like that.

Ryudo: No use getting worked up about something you cant do anything about. Besides, we are pretty damn far enough away from it.

Elena: I suppose. Btu what of the presence of Valmar, inside of me?

Ryudo: Oh, Millenia.

Elena: Yeah.....

Ryudo: Come on, lighten up. Millenia is not all that bad.

Elena: Ryudo! How can you say that. How can you be so cavalier about such things. We speak of the power of darkness itself! Who known when Millenia will do something like Gadan did, or worse. What if her purpose is to restore Valmar to life!

Ryudo: Again, we can't do anything about it. Right now, at least. But isn't this why we're going to the Cathedral?

Elena: Valmar prepares a dwelling place within the souls of the wicked. I am sure that Millenia is the evil inside of me. She is the blackness in my soul.

Ryudo: Hey, don't let it get you down. What happened to your happy face! Come on, knock it off. We'll get to Zera and he will get off his porcelain throne. He'll make everything okay.

Elena: Stop it! This is serious! Must you always be so flippant!

Ryudo: I was just trying to cheer you up. Blazes fine, fine. I get it! As expected of the wings of Valmar, it is difficult to visit injury upon Millenia. You on the other hand.

Elena: Ryudo??

Ryudo: Look, you are not giving me a choice here. You can keep crying about Valmar this and Valmar that or we can settle this now. You calmed down yet? What happened to the almost stereotypical determination and pluck that I know so well? What's wrong Elena?

Elena: All right Ryudo. Kill me! IF that will destroy Valmar.

Ryudo: What!!?

Elena: What is wrong? Do it quickly. I am a little scared, so please, make it as painless as you are able.

Ryudo: Don't be stupid! That is Selene talking, not YOU!!

Elena: ?

Ryudo: My job is to get you to the cathedral. If you want any extras, hire someone else. Just stop your brooding and get to bed.

Elena: <<She leaves for bed>>

Ryudo: Damnit! Not the right approach Ryudo. Not the right approach. What the hell is wrong with her! Bah. Guess I ought to get to bed myself. <<leaves for bed>>

-At this Ryudo leaves for bed, but what really just happened? I believe that Ryudo and Elena almost had a romantic moment but it was ruined by Ryudo's hardened beliefs and the fact Elena is so pious. Maybe. However, something quite creepy is about to happen, so buckle up.....and.....here.....we go.....are you ready to learn why Ryudo is the way he is?

=====
The Eyeball Mystery
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Voice: Oooooooh. Oooooooooh.

-You see Ryudo, floating in the air. However, something is amiss.

Ryudo: Where am I?

-Suddenly, out of nowhere, many eyeballs appear and surround Ryudo. He demands to know what they are looking

at, but they do not answer, only drawing closer. Wherever he runs, they follow. The eyes are everywhere. Why won't they go away!! Suddenly they are gone. AND A HUGE EYEBALL IS STARING AT YOU. OH MY GOD.

Ryudo: Don't. This is MY soul damnit. Stay the hell out of it!!

-Suddenly you get a peek. A giant flashback. Ryudo remembers his terrible past. He cried for the eye to stop. It doesn't. He dreams on, screaming and talking in his sleep. He suddenly wakes up.

Skye: Ryudo! What's wrong? You were moaning!

Ryudo: Damn! Why do they keep haunting me? I was almost able to forget.

Skye: Doesn't sound like a very sweet dream.

Ryudo: I know! That was the dream they saw.

-At this you get control. As you attempt to leave the bedroom, Ryudo has a thought.

Ryudo: That is odd. I can't shake the feeling that I'm still being watched.

-Go to the window. As you look outside, something terrible appears. A giant eyeball bursts the window open.

Ryudo: It was.....that THING! <<At this the eye leaves>> The cause of the nightmares? If so, the village's curse. Damn it!

-At this Roan and Mareg enter the room.

Ryudo: Roan! Mareg! Are you alright?

Roan: Yes, Ryudo. Are you okay?

Mareg: Bah! That cured dream! What was its purpose?

Ryudo: Ask that thing. It's been causing these damn nightmares!

Roan: What do you mean by "that thing?"

Elena<<running in>>: Ryudo! What is happening?

Ryudo: Elena! You alright? Listen, the source of the nightmares was right there!

Skye: Eyeball. Big flapping eyeball. Just staring at us. I've never seen the like.

Ryudo: If that was the cause, then the others.

Elena: It cannot be. Miss Irina?

Ryudo: Oh blazes! Let's check on her! Hurry!

-At this you regain control. Quickly leave the room first, and when you get out, run to the second floor of the inn. Inside you will see an eyeball haunting the innkeeper and her son. As you enter, it quickly flies out the window. Skye follows it and you go after another way. Quickly descend the stairs and leave the inn. As you enter the main yard of the town, you will see many eyeballs flying everywhere. They are mainly flying over the house of Sandra. After a minute, they fly into a cave behind her house. The party goes after! Run to the back of town, crossing the snail bridge, and using the save cone if you so desire. As you approach the cave, the group slows up.

Ryudo: Skye, where did they go!!?

Skye: Into that fissure!

Ryudo: And we all know what comes next. Let's be quick about it. I want to find out what the hell is going on here.

-At this you regain control. Enter the cave.

=====
The Mysterious Fissure of Mirumu: The source of those eyes?
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In the Fissure:
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Weapons:
Armor: Winged Boots,
Accessories: Raincoat,
Items: Bone Harp, Purifying Herb, 1500G, 500G, Book of
Warriors
Enemies: Twin Ogre, Hammerhead.
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=====
Mysterious Fissure, Underground
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-As you enter, you will notice this cave is well made and very sturdy. Seems, in the opinion of the author, to have been there a great deal of time. Take note and proceed forward. Continue on past a wide open space and when you can, turn right. Continue on and turn left almost immediately, descending a slope and battling a new enemy, the twin ogre. Beat them and continue just a bit, turning right in a U-turn fashion once you get through the bottleneck. Get the Wing Boots out of the mouth of the fossil chest. Double around. Continue forward and turn to the right, into a cul-de-sac. Grab the bone harp and turn around. Double back the way you initially came, going back through the bottle neck and turning right at the curve.

When you get to the first turn you encountered in this
dungeon, turn to your right and proceed forward. Fight any
enemies that get in your way, turn to the right and grab
the raincoat. Turn towards your left and head that way,
following the path for a bit, grabbing the 500G. Now turn
around and head all the way back through the bottleneck I
keep mentioning. Once through it, turn left and follow the
path along this wide open area with many enemies. Once you
reach the cliff, grab the purifying herb and turn right,
following along the cliffs. Be sure to get the 1500 G under
the bones as you go along. Keeping going along the path,
through and long and narrow bottle-twisty-neck. Once you
emerge at the other side, go UP the shell rock. Round and
round you go, to the top, and down to the other side.

-Once you reach the bottom of the other side, turn right.
You will enter an area of.....pillars? This is very
creepy, is it not. Like.....an ANICIENT RUIN!!! Oh good
lord! Proceed forward and you will see a save cone. Use it
well. Turn left and enter the depths.

=====
Mysterious Fissure, Depths
=====

-You will enter an eerie place. Water floats solemnly
around you. Proceed along the rocks until you reach the
platform. You will see a broken seal of Granas around a
Valmar orb.

Ryudo: Isn't this a seal of Granas!

Elena: As I had suspected, it has been broken.....<<sees
something>> I have seen these flowers before <<she finds
flowers in the base of the shrine>>. <<At this eyes quickly
descend on the group>>.

Ryudo: It's those things again! They're coming!

=====

Mid-Boss of Fissure: Four Eyeball Bats

=====

HP: 3000/3000

Regular Attacks: Pound attacks for a hundred or so per.

Magic Attacks:

Special Attacks: A Tri-Attack on one character for mucho
damage.

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-How to beat the eyeball bats: Start the correct way by
pounding on ONE eyeball bat. The bats have a special attack
in which if three combine, they do damage. Therefore
cutting off a couple early negates this possibility. Have
Ryudo use his Flying Tensekenu at first to chop the eyeball

bats to shreds to the tune of 1720 damage. Then have Mareg do his beast-king smash to add to this. Have Roan pound away with magic, and have Elena be ready to heal or use magic. For magic: Crackle, Howlslash, and ZAP work the best. Keep pounding, healing when needed, and when they finally die, be happy. You get much of everything, including a new skill book.

=====

End Mid-Boss Battle

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-Once you have defeated the flying demons, the group talks.

Elena: So, now the villages may be.....

Ryudo: No, these things are small change. Nothing like Gadan. The real money is somewhere else.

Roan: So they were like marionettes?

Mareg: Perhaps. Their powers may be peculiar, but our true enemy would not meet defeat so easily.

Elena: It cannot be.

Ryudo: Damnit! Valmar must be somewhere! If we're not killing the source, we're just killing time!

-At this the group goes back to the inn. They plan their strategy.

Mareg: Is this too the work of Valmar?

Ryudo: As the seal of Granas is broken, I am afraid that is so.....Elena, how is Irina doing?

Elena: Not well, she will not wake, just like her son.

Ryudo: Roan! How are the villagers?

Roan: A few more fell ill last night. And everyone who did not fall ill, they had nightmares again.

Ryudo: They're not the only ones. Lately I have been having nightmares of my.....the past. It is not too cool. Man, not at all.

Roan: I had some too. I saw my mother.....die.

Mareg: I dreamt of my village, of the demon man who came in blood and fire. I dreamt of ruin.

Elena: I slept soundly. Last night, I dreamt not at all.

Ryudo: There must be someone possessed by Valmar. Someone

controlling the flying eyeballs. Do you think it is Aira?

Elena: That cannot be! She is such an innocent girl, right? Only the hearts of the wicked are open to Valmar! That girl has done nothing wrong.

Villager<<entering>>: The High Priestess Selene is conducting an investigation, so she has ordered everyone to meet in the town hall.

Elena: We ought to inform the high priestess of the events of yesterday. The villain is not of this village. Not even a person! Let's go Ryudo.

Ryudo: Yeah. Before Selene decides to frame someone.

-At this you regain control, truly unsure of who is behind this eyeballish plot. Leave the inn first and foremost. Head next door to the town hall. As you enter, you will notice many sleeping people, yet no Selene.

Ryudo: Didn't take them long to round up the town <<looking at the sleeping bodies>>

Elena: How awful.

Selene<<entering>>: Such a pitiful sight. We must attend to the purification immediately. We will find the bedeviled one without delay.

Ryudo: You're sniffing up the wrong leg, priestess! We saw the darkness last night. Flying eyeballs! They should be dealt with first.

Selene: Flying eyeballs you say? How droll. Yet, the things you saw may indeed have been servants of Valmar.

Elena: Yes! And we must search them out!

Selene: However, they are merely servants. I doubt Valmar would appear in such a form or fashion, hmmm? Chasing after such, whimsical beasts would not solve our problem. Valmar seizes upon the darkness in the heart, not the eye.

Ryudo<<really mad>>: Are you even listening to a thing we say? Or are you too eager to purify the entire down! What the hell is wrong with you!

Elena: I beg of you, high priestess! Save the villagers!

Selene: Oh yes, they shall be saved. You see, there is one with a corrupt soul who has brought disaster to this village. What would happen if we were to permit Valmar to roam freely about the land? Could you imagine that Elena?

Elena: Yes.

Selene: Well, then. I shall have the cooperation of everyone in the village. I shall discover the identity of the treacherous one. Then we need not purify the entire

village. <<leaves>>

Elena: Ryudo! We cannot let her proceed. You know how this will end!!!

Ryudo: I know, I know. But we have to find out who or what is controlling those eyeballs. I mean, that's just sick .To make people relive their worst nightmares.

Roan: But where do you think those eyeballs come from?

Mareg: I advise a deeper hunt into the fissure. It could be our quarry waits there.

Ryudo: Then there is where we will resume our pursuit.

-At this you regain control. Leave the town hall. Proceed up past the bridge and towards the fissure. Once you get near, you will meet someone again.

Aira: Miss!

Elena: Hello little Aira

Aira: Did you come to see me? Did you want to play?

Elena: What do you mean?

Aira: Let's go to a fun place. To a place where there's no suffering and no pain. No bad memories!

Elena: Aira, should you be out? Will your mother worry?

Aira: Oh, it's fine. We're going to a happy place after all!

Roan: That Aira. There is something a little odd about her.

Elena: I wonder what it was she meant?

Ryudo: Only one way to find out. Let's follow her.

-At this you get control again. Quickly follow Aira to her little shed and when you get to it, go in. You will see her standing in front of a mirror, and when you approach her, she speaks.

Aira: My mother had a hard time because of me. She would buy medicine and look for herbs, working from dawn until dusk. It is all my fault, but my mother's praying healed me.

-At this she drops into the hole in her shed, vanishing from sight but most certainly not from mind.

Elena: Aira!!!

-The party jumps in the hole at this. You emerge.....in the cave??

Ryudo: Where are we?

Elena: I cannot believe this!

-You are in the room where the orb of Granas used to be. So, the orb was under their house then. Now some things are starting to make sense. You notice Aira in the center of the room where the former intact orb remains.

Aira: I don't think people should fight. Everyone just suffers. We can learn to like each other. Why do they always blame other people? Nobody wants to be hated. I'll make it so everyone can get along! I want to help everyone!

Elena: So, so- Aira, you.

Aira: It is really a nice place. I'm gonna have everyone come to the Garden of Dreams. No one will fight. Everyone will live together peacefully. They'll forget all the bad things. Come on! Let's all go into the dream!

-At this something very odd happens. A dazzling light comes from Aira and she emits a great glow. Suddenly, and for no reason it seems, you are all in the Garden of Dreams.

Aira: When I was cured, I was so happy. But I was also sad cause I could see things I could not before. My mother also wanted to get along with the villagers. But everyone lies and hates each other. They keep blaming others for bad things. Everyone suffers in their heart. I want everyone to come here and get along. This is the Garden of Happiness. Everyone who comes here is happy. They forget the bad memories and suffering, the people all become fairies. And they live happily here. Look, see how many fairies there are now? Isn't everyone happy?

Elena: Stop it!

Aira: Why?

Elena: You are not doing anything wrong, but, but.....

-Before she talks, Aira has something shine on her forehead.....an.....eye??

Aira: I just want to make everyone happy.

Elena: That Eye!!!!

Aira: This is the eye that Granas gave me. It's how I can see everything.

Elena: No! Stop it! Do not make them suffer any more!

Aira: Suffer? I don't make anyone suffer. Everyone here is happy. There's no sadness here. Outside, everyone lies, so they suffer. They pretend to be nice but they act mean. The only one I trust is mother. !!!.....Huh? Why're you doing this? Why're all of you coming after me! Is this not the eye of Granas? Well, isn't it? Aren't you all the same as

me? Miss Elena?

Elena: No! NO! Aira? Ah! Wait!

-At this Aira runs off and vanishes.

Ryudo: Something might be going down at the village. We've got to get back there.

-At this you regain control. Leave the garden. When you get to the forest, exit it and get back to the town as soon as possible. When you reach town.....you see something terrible going on. Sandra is being assailed by the knights of Granas.

Sandra: I don't know anything! My daughter was miraculously cured by the power of Granas! I prayed and prayed for her. Leave her out of this!

Selene: The blessing of Granas are not to be bestowed on the likes of you. Where is your daughter? Speak truly, for the both of you are surely minions of Valmar!

Sandra: No, no that cannot be.

Selene: Well, well. What shall we do with a mother and a child who conspire with the powers of darkness? Will you people side with Darkness? Know that if you heed the words of the words of the witch, you must be prepared for the consequences.

Villager: You devil! No! You evil witch! Just what are you trying to do? Release the curse on the village, quickly! What is the grudge you bear!?

Sandra: What is it we have done!? My daughter and I have done nothing!

Selene: Release me!

Sandra: Ah!

Aira: Mother! Leave my mother alone! It isn't her fault everyone suffers!

Selene: That evil eye! Is see we have discovered the power of Valmar!

-At this you regain control. Quickly go into the item shop and buy anything you will need for the long road ahead (herbs and such). When ready, leave the store. When you get to Sandra's house, you will see a form on the ground. It's Sandra.

Ryudo: What the hell is happening here!?

Selene: You can no longer escape.

Elena: Aira!?

Ryudo: You take care of her! <<Ryudo and Elena run off to see Selene>>. What the hell are you doing? How many of you does it take to handle a single girl!? Leave her be!

Selene: Do not interfere with my task. Or are you too in collusion with darkness.

Ryudo: This girl doesn't even know what's happening? Look at her! A servant of light should be extending a hand of redemption, not raising an iron fist.

Selene: Don't be a fool, boy! We merely follow the will of Granas! To cleanse the world of Darkness.....Elena! Come, bring the girl to me.

Elena: Please, Selene. There must be some other way we can save her. There must be!

Selene: Impossible! There is no salvation for one possessed by Valmar. I cannot believe a sister of the church would try to protect one who has rejected the light and embraced the darkness!

Elena: I-I...

Ryudo: Don't listen to her! Damn it, Elena! You are better than that! There's no wrong in protecting the helpless. And if Granas has a problem with that, you can tell heaven that your god will find no protection from me!

Elena: Ryudo...

Ryudo: And what about you people? Is this child a sinner? Both mother and child have lived among you! Do you truly wish to damn them both?

Aira: Mother!

Sandra: Ah! Aira!? But, that eye!!?<<gasps>> You are a.....

Aira: A monster. You called me a monster! Even my own mother!!

Elena: Aira, please! Be calm! Your mother is just a little shocked.

Aira: Am I? A monster? Noooooooooo! Let go of me! Leave me alone! All of you! Leave me alone! <<Aira Vanishes in a bright flash>>

Selene: What has happened? You?! If you had not interfered, darkness would not still plague the land. This is on your heads! Separate and search the area. DO not let the demon-child escape! <<She dispatches the knights>> Ryudo. I believe I shall not forget what you have done here today.<<walks off>>

Ryudo: Hey, Elena. Snap out of it. Hey!!

-Suddenly a bright flash envelops Elena. And out of the

dusts, Millenia appears!

Millenia: Oh drat! Ouch, ouch, ouch! That eyeball really let me have it!

Sandra: What, what have I done to Aira?

Millenia: Huh?

Sandra: It's my fault. Everything is my fault.

Millenia: What's the matter?

Sandra: I thought something was wrong when she said she took Nicolas to the Garden of Dreams. It was there she discovered the ability to know what others were thinking and feeling. But not only is she able to do this, she can also see what others are doing and where they are. Even I grew afraid. I pitied Aira. I wanted to do something for her! But how could I have known, Valmar was listening to my prayers. Oh, where did I go wrong?

Roan: You have done no wrong. Any parent would have done the same!

Mareg: There is no fault in caring for your own. It is Valmar who bears the onus of these events.

Sandra: Please, kill her.

Ryudo: Are you nuts??

Sandra: She is beyond hope already. So please, kill her. Before she causes anymore more grief.

Ryudo: Don't be a fool! We were not protecting her before just so we could kill her now. Do what you will but I am not planning on giving up anytime soon. I'll find a way to save her. With you, or without you.

Millenia: I know, how about we rip that eye right out of her? Sound good?

Ryudo: Millenia.....Are you sure you can remove the eye of Valmar from her?

Millenia: Sure I can! Of course, Aira's soul will shatter, and fade, so it goes.....

Ryudo: Millenia! Damnit, there must be another way!

Sandra: I am completely to blame for her suffering. If there is no way to save her, then please, put her out of her misery.

Millenia: Yeah, yeah. That sounds lovely. You heard the lady- Let's just finish this up and move on.

Ryudo: You. I don't want to hear it. Of course, what should I expect from Valmar! Obviously not a concern for human

life.

Millenia: What!? But this does not concern us, Ryudo! The one who should do something is the girl's mother, right? And she's given up! End of story!.....Look. I don't blame you, Ryudo. It's perfectly natural for people to want to run from reality, they just can't face life. But we don't have the time to run along after you. Stop chasing after your silly nonsense. There is no other way to do this.

Ryudo: Shut the hell up! That little girl is suffering right now. Scared and alone! You ever suffered alone, Millenia!? All she ever wanted was to bring a little happiness into the world. Is THIS what she deserves?!! You are her mother, but you want me to "put her out of her misery?" Ma'am, we do that to our pets, not our children! She wanted everyone to be happy. What the hell is wrong with that!?

Millenia: Look, it's started. She's suffering.

Sandra:

Ryudo: Damn it! We have wasted enough time here! We have got to find her before Selene does! Let us try that garden!

-At this you regain control. Take the advice of Ryudo and leave the town by going out the main gates. Head back to the Lumir Forest. When you arrive there, run back along the path and enter the Garden of Dreams. As you enter, you will see no one seems to be there.

Ryudo: If she's not here, then, where else do we look?

Millenia: Uh-huh, she's here. Just wait a little.
<<Millenia walks away from the party. After she does, a bright orange lights comes from her and immediately after, a black void forms near the tree>>. C'mon, she's in here, let's go Ryudo!

-Leap into the void. You will emerge in the same room (AGAIN) where the orb was. As you approach the orb, you see an ethereal door-way into an unknown place.

Millenia: Look, here it is!

Ryudo: here? What is this place? Where is Aira?

Millenia: This is the entrance into her soul.

Ryudo: When did this get to so metaphysical?

Millenia: She's escaped within herself. Probably hugging her knees right now. Once we enter the world within her soul, we won't be able to get out until we settle this. Are you ready?

-Since you have already purchased everything you have needed from the general store, you are ready. Enter the portal. You will shortly find yourself in the ruins of a

building. The floor is 100% covered in mist. Welcome to Aira's Soul

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The Soul of Aira: A Hiding Place of Valmar
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In Aira's Soul:
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Weapons: Warp Knife.
Armor: Red Shoes, Illusion Clothes.
Accessories: Mirage Earring, Demon's Tears.
Items: 500G (x3), Yomi's Elixir, Silver Feather, 1500G,
Bonds of Trust, Gravity Egg.
Enemies: Star Lancer, Hell Hound, Huge Caterpillar,
Hammerhead, Twin Ogre.
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Aira's Soul, First Section:
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-Welcome to her lovely and possessed soul. First thing I recommend doing is saving your game at the save spot directly behind you. When you have finished, prepare for trouble and head out. Start by leaving the stone building you are in, adjusting the view you the shot is from behind you and go forward. Before you do anything, even fight an enemy, turn to your left and go a short bit, grabbing the Silver Feather you will find. You will immediately encounter a new foe after this, the Star Mirage. These guys are pushovers, so defeat them and turn right. Head around the long curve and past the pillars, grabbing the 500G when you see it. Battle some more lancers and continue on forward, killing as you go. Keep forward and then when you reach the end, turn right, grabbing the Yomi's Elixir. Once you grab the elixir, turn around immediately. Follow the path and make a right turn. You will see a stone bridge, cross it. When you come to a T-Junction on the bridge, turn right and go all the way, grabbing the Red Shoes at the end. Turn around and go back down the bridge, turning right to continue down the bridge as you were before. You will emerge on a new cloud with new star lancers. Beat them up and continue on. Grab the 500G you will see and round the curve, going straight and beating up a few lancers. You will see a giant bell. Ring it. At this a giant whale will come and your group will leap on it. The whale will carry you and carry you to a desert-canyon like place.

-In this new land proceed forward. As you emerge into a wide area, you will see many familiar enemies that you battled in the cave. Take them on and take them out. See that contraption? Have any idea what it is? Email me at

Rotted_Zombie@hotmail.com with your guesses. Otherwise grab the 1500G next to it and continue on. Proceed down the path until you see some more enemies, beating them in. You will then continue until you see an orb, enter it. This will take you to the next area.

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Aira's Soul, Second Section:

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-You will emerge in a much different area then you left. This one is very evil, filled with fire, lava, and brimstone.....not to mention all the enemies and the evil Valmar. When you enter this area, proceed forward (changing the view of course). You will immediately see a new enemy once you descend the rocks, the Hellhound. Beat some of them up and stop. Turn to your right and proceed. Go around the lava lake and past the eyeball mountain, battling any enemies you find. You will see a pink mass with a giant eyeball on it acting as a bridge. Crush the eyeball and proceed over the pink bridge. When on the other side, turn right, going across another pink bridge and grabbing the Battle Manicure you will find. Re-cross the bridge, going forward and slightly to the right, hugging the edge. Before you cross the next bridge, make sure you have grabbed the giant chest and it's contents (Illusion Clothes, Mirage Earring, Bonds of Trust). Once you have that, cross the first bridge (left most one) and grab the 500G. Re-Cross it and when ready, cross the second of the two (right most one). Once you cross, turn to the left. Proceed along, battling enemies, and when you come to it, cross the stone steps. When across, turn to the right. When you are across, turn right. Grab the Moebius Ring. Turn around and go straight, turning into the fenced off area when you come to it. In the fenced off area, turn to your left, go across the log, and grab the 1500G. Once you have that, turn around and go back across the log, turning left and leaving the fenced off area. Proceed to go along a second log and onto a fence you can walk on (what is up loses distinction). Climb up the fence to get higher and after you go across a little area after you are high up, climb down again. After climbing down, go forward, battling the enemies as you go. Once you beat them up, go forward and grab the 500G you will see. Go into a large fenced area. However, when you enter this area, you will become trapped and you will be forced to battle four hell hounds to escape. After defeating them, proceed on. You will see a save point. SAVE. You are about to face the second-hardest boss in the game, so make sure you are ready.

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Pre-Boss Checklist of Readiness

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-First thing you will want to do is look at your

characters. You have a great excess of special coins and magi coins, so use them. Put the special coins into beefing up your character's special attacks. Put your magic coins into beefing up skills and eggs. Good ideas: Ryudo (Flying Tensekenu), Millenia (Fallen Wing), Mareg (Beat King Smash and Beast King Blast), Roan (Snowball Fight) for the special skills. For magic, try to work on getting crackle good along with ZAP!, Tremor, Quake, etc. Work heavy magic spells that will do damage to many people or a great damage to a single enemy. Also, on skills, just do it your way. Look at your books of skills and pick and choose as you see, upgrading and equipping.

-Next look at yourself. Are you ready? If you feel too weak, go back and battle some more enemies, they always regenerate if you leave a level and come back. Also look to beef up coins by doing this. When you are good and ready.....continue.....

=====
Here we go.....
=====

-Approach the cliff's edge. As you do, the giant eyeball will come up, and along with it will come many rocks. Jump along these and go into the eye. You will Aira's room of solitude.

Aira: Why don't you just leave ma alone? I didn't do anything wrong. Why does everyone hate me?

Ryudo: I know, believe me, kid, I know. Come, we'll take you to your mother.

Aira: You're lying, I know it. You're afraid of me, too. The girl with wings just wants to eat me! It must be a lie. Even my mother asked you to kill me, right?

Ryudo: You're wrong, kid, see?.....

Aira: Bah! All of you, just go away!

-At this, Aira vanishes into the eye, releasing a giant eye.

=====

BOSS BATTLE FIVE: THE SCOURGE OF MIRIMU, THE EYE OF VALMAR

Eyeball Bat (x 4)
HP: 3000/3000
Attacks: A smash attack
Special Attacks: A delta force attack for mucho damage
Magic Attacks: None

=====
Left Tendril

HP: 6000/6000

Attacks: A smash attack

Special Attacks: Pollen Seed Attacks for Sleep and Poison.

Magic Attacks: None

Right Tendril

HP: 6000/6000

Attacks: See Left

Special Attacks: See Left

Magic Attacks: See Left

Valmar's Eye

HP: ???/???

Attacks: Smash Attacks

Special Attacks: Poison Spew, Spellbinding Eye, etc.

Magic Attacks: Crackle.

Phase One: Take out the Eyeball Bats

-As you start you will see this huge creature, the eye of Valmar, is very ominous. He is large, in charge, and has a boatload of options to throw at you. He has two tendrils, a body, and four eyeballs bats (you faced these guys earlier). You MUST start by taking out the eyeball bats, as they have a delta attack which does enormous amounts of damage to one player. Start by unleashing your deadliest attacks. Have Millenia cast her fallen wings spell. This will do a good deal of damage to all enemies and set up the rest of the party. Have Roan then use either magic (I have him with ZAP!) or use his golden hammer to cancel something. Have Mareg then start by using his Beast-King Smash or Blast on the enemies, thus lowering them even more. Lastly, to open, have Ryudo use his Flying Tensekenu to whap an eyeball bat into oblivion. At this point the enemies should be getting their first attacks. The eyeball bats will most likely pound you with forward ram attacks, while the body and tendrils might spew poison at you. Hold your ground and continue firing. Continue have Roan fire his ZAP attack, which will do at good 600-700 damage per. Then have Ryudo destroy another eyeball bat by unleashing another flying Tensekenu. Have Mareg and Millenia finish the last one off. Now you move onto the body.

Phase Two: Defeat the Tendrils

-If you have used the above strategy, then the tendrils will already be a little down, as you used ZAP to pick away at them. The tendrils are much more difficult then the eyeballs bats to destroy, as they do more damage, have more health, and can cancel certain attacks if you are not wary.

Continue picking away with Roan, using ZAP with the target radius centering in on the Eye itself. Have Mareg leap forward with another beast king smash on the one whom you feel would be better off getting it (left or right). Watch the main body, as it will use seed attacks to put your party to sleep, poison it, or cancel attacks. These aforementioned attacks of status affecting nature are very deadly, as it can incapacitate you, and then the eye can promptly feast. By now you should be pretty low, so I strongly recommend healing. As you come out of healing, prepare for his best attack, the spellbinding eye. This eye attack will freeze the targeted character in place, preventing them from doing anything while slowly damaging them. After a while, you, if you heal properly, should have worn it down. Finish the job with some high-octane attacks and move on.....

=====
Final Phase: The Eye of Valmar
=====

-The Eye is nasty. It will unleash many deadly attacks. These attacks include the spellbinding eye, various seeds (poison and sleep which can really knock one out of whack), and other pound attacks. Have all your characters regroup, heal, and throw everything they have. Have Ryudo use his most powerful remaining attack, have Millenia use magic (crackle) to chip away, have Roan use his Dragon Rise which you have been saving to deal around 1500 damage, and have Mareg use whatever he has left. Most likely you will have enough left to you each of your most powerful attacks once. Once you have used these attacks, it is time to micromanage and chip away. Save enough to heal with while pounding the eye with normal attacks and the off magic spell. You might even considering using status (attack) boosting spells in order to do more raw damage. After a good deal of pounding, the eye will FALL.

=====
End Big Bad Boss Battle
=====

-After you come out of the battle, you will get many things. You will get a nice warp knife for Roan, a demon's tears accessory, and a gravity egg! Sweet! After you defeat the eye, you find yourself back in the garden of dreams. There you see Aira, lying unconscious after the ordeal. Millenia approaches the girl.

Ryudo: Millenia, what are you doing!?!?

Millenia: Don't you know by now! I won. She's mine!

Ryudo: Stop! Where else do we look? There's a way to save the girl! We just have to find it!

Millenia: I said there isn't one. Either I devour her or she devours me. And I am no one's dinner.

Ryudo: Damnit!

Millenia: Didn't we already go through this, Ryudo? She's only going to suffer. Nothing else we can do.

Sandra<<arriving>>: So this is the garden of dreams.....<<she approaches the group>>. Aah! I'm sorry Aira. I love you more than anyone!

Aira: Mother?

Sandra: I never thought you were a monster, even for a moment.

Aira: Oh. I'm so glad! So you don't hate me, right? Look. This is the garden of dreams you told me about, mother. Isn't it pretty? You, the girl with wings. Please, take out this eye. Mother smiled. So I don't need this eye anymore. I understand everything now.

Mareg: Millenia. Do you know what to do?

Roan: Miss Millenia.....

Sandra: Please! Leave her alone, please!

Aira: Mother, don't worry. I have to get rid of this or I might make for trouble for everyone.....Mother. I love you so.

-At this Millenia absorbs the eye. As the scene returns, all the flowers in the garden are gone.

Roan: The fairies are going back into the bodies of the villagers.

Ryudo: If I were as able to save her as I was able to shoot my mouth off.....I'm sorry.

Sandra: I wish to thank you. It was because of your words that I had the courage to come here. In the end, you saved her. You saw her smiling, right? <<Ryudo looks very sad>>. She was happy.

Millenia: Ha, ha, ha! Die. End it! Then everyone else's lives will be worth living. It's all your fault, anyway. Sides, why should we care.

Ryudo: Millenia?! You bloody little wretched.....!

Millenia: HMMMMMMMMMMMM. I see, look, over there!

-A single flower is blooming in the garden. A tulip.

Millenia: That single flower is Aira's heart. It grows there because it couldn't return to her body. Aira might come back if enough of those flowers bloom to fill this

place. Though there is no way that will happen.

Sandra: Yes it will! I'll make it happen! I'll turn this whole place into a garden!

Roan: Miss Millenia! So little Aira will come back!?

Millenia: Maybe.

Ryudo: Wait up a second, Millenia. Those things you said to Sandra. Were your words meant to give her strength?

Millenia: Huh? I don't know what you are talking about.

Ryudo: Don't play dumb. Then were you lying when you said that there's hope for Aira? You DID say that there was no way to save her. On numerous occasions.

Millenia: Um, well, yeah. Oh. Never mind that. I am the wings of Valmar, Ryudo. I could care less about the petty antics of these miserable little humans.

Ryudo: Uh-huh. Listen, girlie, just so you know; you can't con a con artist. And if you're going to try, you'd best be better than me.

-At that you leave the wonderful garden. You find yourselves back at the house of Sandra, caring for little Aira. Elena is now back with the party.

Elena: I'm so sorry, little Aira. I could do nothing for you.

Roan: She'll be okay. I know it. A king girl like little Aira cannot end up like this.

Mareg: As the raven is born of its own, so does kindness beget kindness. There will be good even in this.

Ryudo: Well, we should be going. Don't lose hope in Aira. We won't. Take care, and thank you for everything.

Nicolas: Miss Sandra!

Sandra: Well, Nicolas! You're awake!

Nicolas: yes, but I'm really hungry. Where is Aira?

Sandra: Aira's still sleeping. Sorry.

Elena: Nicolas. <<He answers "Yes?">> Be nice to little Aira, will you?

Nicolas: Huh? Of course. We're friends, after all! <<leaves>>.

Ryudo: Come, let's go.

Sandra: Thank you for all your help. Please take care.

-At this you regain control. Leave the house and return to the village. However, it seems Selene is still here.....

=====
Conversation with Selene Before You Leave Mirumu
=====

Ryudo: Well, well. Look what the slavish devotion to sanctimonious bloodshed dragged in. What brings you here, or did I answer myself?

Selene: I shall put that mother and daughter before the inquisition!!

Ryudo: Why? Haven't the people who fell ill recovered? Shouldn't you be driving back into your crypt and gnawing at bones by now?

Elena: Ryudo is right. Selene. The girl cannot see, nor can she hear. She is harmless. Please, just leave her alone.

Selene: Hold your tongue songstress. Those tainted by Valmar must be dealt with accordingly. In the name of Granas, all that is evil and corruptible must be purified!

Ryudo: Please stop with that word!! Tell me, is it wrong for a mother to wish to heal her sick daughter!?! Is it "righteous" to string up a grieving mother!?!?

Selene: Ryudo. You do seem to want to protect them. Some would find your words to be heretical. You have no issue with this.

Elena: High Priestess Selene. Surely you would not!?!?

Ryudo: Fine, fine. I'm a heretic! I hate god. I hate your ridiculous outfits. I hate YOU. Call me whatever, but leave those two alone!

Chief: Ah, Selene. Do not worry about us. Everything has been resolved. Let's not argue any more. Please. Please let us get back to our lives. We were suffering but that was a reason for our cruel treatment of Sandra and Aira. Please, forgive us. <<Villagers agree>>

Selene: I remain reluctant, yet let it not be said that Granas is without mercy. So be it. However, Elena. You seem to be lacking in piety for a follower of Granas, for a songstress. This I shall report to Zera. <<they leave>>

-Regain control and leave this forsaken village. Now, let us see. Look up. That was a huge damn village section, wasn't it. I hope we can make it guys, as we are almost to the Papal State. Time to climb the St. Heim Mountains.

=====
PART F: The St. Heim Mountains, The Papal State, His
Holiness Zera, and the Divine Quest.
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=====
The Saint Heim Mountains, the Doorway to Your Goal

=====

=====
In the Saint Heim Mountains:
=====

Weapons: Dragonslayer Axe,
Armor: Lion Field Garb, Mach Boots,
Accessories: Silver Feather, Godspeed Ring, Battle
Manicure,
Items: Guard Mushroom, 500G (x5), Scattering Stone,
Scroll of Alheal, 1500G (x3), Yomi's Elixir, Seed of
Spells,
Enemies:
=====

=====
St. Heim Mountains; The Base, Part One
=====

-You will arrive after a very long detour in the St. Heim
Mountain Range. Now is the time to see what your mettle is
made of. Proceed forward and use the save cone if you wish.
Time to go! But first, head to the left (not up just yet)
and grab the Guard Mushroom. Now you scale the mountain.
Turn to your right and start up the mountain. Pick up the
500G on the first turn and keep going. Round the bends and
go into the caverns you will see.

=====
St. Heim Mountains; The Caverns, Part One
=====

-These are some dark caverns, huh? First thing is first,
head dead right and pick up the 500G you will see. From
there, double back to where you started. Now, let's do this
again. First head dead forward and curve around a giant
stone to the left, grab the scattering stone you will find.
Now double back around the stone to the right, to where you
entered. Turn around and go to your left. Proceed forward
and go under the overpass. Keep going until you leave the
cave.

=====
St. Heim Mountains; The Base, Part Two
=====

-Well, we are back outside again, wasn't that fun. Seems this area is coated with a fine layer of snow too, bonus. Proceed to your left and curve to the left when you come to the edge. Continue along the perilous cliff, going under the waterfall.

-This area is very small, so I would not worry too much about spacing it off separately. Just go forward and you will see you are on a large area, or the second floor of the caverns. Battle your way around once you get to the open area. Once you have defeated the enemies, grab the Scroll of Alheal and the 500G. Now loop around to your left and go out the little exit you will see there. On the small ledge outside, grab the Lion Field Garb from the chest. Once you have that, go back outside via the waterfall entrance. Now work your way up along the mountain path again, battling more enemies as you go. After a short time, you will see an entrance to the cave as your only path, take it.

=====
St. Heim Mountains; The Caverns, Part Two
=====

-Enter and proceed to the right. Ryudo will declare a state of camp, as it is indeed getting late and you have found a nice open space.

Ryudo: All right, we camp here tonight.

-The camp is set up and the group sits around a fire, talking.....

=====
Campfire Conversation on the Saint Heim Mountains
=====

Ryudo: All right, we'll make camp here.

Elena: Just what happened in Mirumu village? I wonder if our actions were correct.

Roan: I cannot accept Selene's what else could be done? Could something else have been done?

Mareg: None can find fault with Sandra. Her actions were those of a dutiful parent.

Elena: The high priestess was set on purifying the entire

village. Yet despite her intentions, would that have been the right thing to do? That girl, Aira, I could never kill her.

Ryudo: If it were not for Millenia, we'd still be back there, sorting through the mess. Hell, Selene might have put a torch to everything.

Roan: I still do not understand. Is she really the wings of Valmar?

Mareg: Millenia is but a child, yet unacquainted with the world.

Elena: What do you think Millenia did? Did she not destroy Aira's soul? Was that the right thing to do?

Ryudo: I'll give you that. She does seem sort of dangerous somehow, I guess.

Roan: Miss Millenia is a child? You think so? I think of her as quite an adult.

Mareg: I know not the nature of Valmar. Even so, Millenia's smell differs from that of the damnable fiend, Melfice.

Elena: The more I hear of Millenia, the more my disquiet grows. Who, or what, is she? Just thinking of her presence inside me, makes me ill at ease.

Ryudo: C'mon, we have yapped enough for tonight.

=====
End Campfire Conversation on the Saint Heim Mountains
=====

-Now you regain control again. Use the save cone if needed and proceed forward. See that chest on your left? You will need to get it, so simply work your way back around by doubling back and turning right when you can, following the path to the chest. Once you have it, simply go back to the save cone and proceed forward, go straight. Follow the path and go into the waterfall room. You will see a chest in there, open it, getting the Battle Manicure, Silver Feather, and Godspeed Ring. Double back and go out of the waterfall room. Follow the path again and turn left, continuing on and exiting the cave.

=====
Saint Heim Mountains, The Base, Part Three
=====

-Now you are outside.....again. Turn right and battle the enemies you will find, taking their asses out with ease. Now grab the chest you will see, as you will want the 1500G inside. Proceed up the mountain. You will eventually reach

a waterfall. When you come to it, you will be prompted to jump over it via rocks, do so. Once on the other side, continue on, beating up some snowy men in the process. You will now see yet another entrance to the caves, go in it.

=====
St. Heim Mountains, The Caverns, Part Three
=====

-Now you are inside again, isn't this fun? You will emerge onto a slanted slope. Run along it, grabbing the Yomi's Elixir as you go. Proceed onward, pushing a rock over when you come to it. This will allow you to go down into a small area and grab some "Mach Boots," and nothing more. Leave this tiny area after you have your boots, going back up the rocks. Once up from your little boot-pit, go forward. You will see 500G, grab it. Once the gold is yours (oh boy, oh boy, oh boy!!), continue along the ledge for a short ways until you reach the halfway up point of the mountains.

=====
St. Heim Mountains, Half-Way Up
=====

-Finally, you are halfway up! Yes! Go you! Wait. Does that mean there is a full other half.....yes it does. Damn. Okay, here we go. Once out of the cave, turn to your right and move those legs. You will arrive in a big open area, where Ryudo declares this will be your camp for the night.

Roan: Fine, I will go get some water.

Mareg: A fine idea. I shall accompany you. It will make your burden lighter.

Roan: No. I will be able to manage.

Mareg: Then I shall keep you company. Come, let us go.

-They go off in search of water.

Elena: You two, take care, okay?

-This leaves Ryudo and Elena alone (don't think those dirty thoughts, okay? She is a sister of Granas). They find themselves around a campfire, the evening quickly approaching. They are talking about life and the such, you know, as we all do when a lot is on our minds.

Ryudo: We are almost there. If I would have known this trip would take so long, I would have had Vyx per-sit Skye.

Elena: I fear our trip would have been much shorter had you not been with us, Ryudo. It is only because of you that we have come so far. I have learned many things ad well. Thank you for what you have done.

Ryudo: Well, er. I...um. I am not the only one who should be thanked. I did some things I normally wouldn't do cause of you. But it was worth it. I have never actually enjoyed doing a job before.

Skye: And I've never seen the little punk actually work before, either.

Ryudo: Shut up Skye. Shouldn't you be pecking and scratching at ground, anyway?

Elena: When we come to the Cathedra and meet with Zera, do you think he will truly be able to exorcise Valmar?

Ryudo: That I don't know. Look, this is a bit off-topic, but I've been meaning to ask why are you so nice?

Elena: Well, the souls of the people are weak, so I must help them, I must bring them the light. If they are not strong, then the dark one will seize upon their weaknesses, as with me. Will Zera be able to save me?

Ryudo: There is always a way. We'll see him tomorrow, we'll know then.

-At this our water gatherers come back.

Ryudo: What took you so long? Dinner's ready.

Mareg: The path we followed wrapped upon itself as a many-coiled serpent, it's course at once both circuitous and labyrinthine.

Roan: Mister Mareg is trying to say.....

Elena: What are you two talking about?

Mareg: We were lost. Come, let us eat. My claws are sheathed and my belly hollow.

=====
Second Campfire Conversation on the St. Heim Mountains
=====

Elena: What is with you two? I did not think it would take so long to fetch water.

Mareg: I see you have found yourselves. My heart is gladdened.

Elena: So we shall finally reach Granas Cathedral. We have come so far.

Roan: Mister Mareg. You really do worry about the strangest things! It would have been fun to watch on the sky!

Mareg: There are times when it best to allow the river to run its own course. You will discover the truth of this

soon enough. In any event, our path draws near the Cathedral.

Ryudo: We've almost cleared the mountains. We'll be in the Papal State soon.

Roan: I wonder. Do prayers said long ago by people you never knew still stay around? Even if no one still remembers them?

Elena: A thought carries far, on the wings of prayer.

Mareg: Even a thought cast aside has the faculty to trouble and sway the mind. There is a danger in this, though the new supplants the old. Though the aged pine chokes, the sapling of light, in due time, the sapling will rise, as it must.

Ryudo: Do a man's dreams drift silently through the ages.....? We'll speed things up a bit tomorrow. Let's get to bed.

=====
End Second Campfire Conversation On the St. Heim Mountains
=====

-You again regain control, after a nice nights sleep. Go to your left and use the cone if needed. Once used, continue up the mountain, battling those snow guys as you go. Grab the 500G when you come to it. Continue on, as you will see a nice axe for Mareg underwater. How can we get that? Maybe the way will reveal itself in time. Turn right, battling the enemies when you come to them. Now turn to your right and go above the waterfall, pushing the rock over the source to reveal the path to the axe. Go grab the axe. When you have it, double around and go straight ahead. Grab the Holy Wound Salve and continue forward, entering the base of the mountain again.

=====
St. Heim Base and Waterfall From Half-Way Up
=====

-Now to get a dash sidetracked, let's get items! You are now back on the base, but higher up. You will go forward and bit and turn left, entering the waterfall. Once inside, you will fight some more of those bouncy crabs. Once you get to a junction, head just a bit forward and to your left. You will get a nice view of the waterfall. Cool! Now double around and find the path UP. Go back to the way half-way up the mountain.

=====
St. Heim Mountains, Half-Way Up, Part Two
=====

-You will emerge to the area half-up again. Go forward and to the right, battling away. Grab the 500G when you come to it. Continue on, battling the lovely and sexy enemies as you go. When you reach a corner, turn it and continue up the mountain. Avoid the hot air, it will burn you. Go past the vents and up the mountain. When you see enemies and trees again, defeat the enemies and grab the 1500G in the chest you will also see. Turn to your left and go up again. You will find yourself in a somewhat dense forest now, filled with many enemies, and by a river. Cool! Go forward until you will have a choice, left or right. Grab the Seed of Spells and go left. Leaving the mountain to East Silesia.

-You are now at a pivotal point in the game, the Saint Heim Papal State.

=====
The Saint Heim Papal State, Your Quest's Destination
=====

-You arrive in the Papal State at last. It is a glorious city, full of light and holiness. There is a small town avenue in the center, where one can do just about anything. Branched off are small residential communities. On top is the crowning jewel, the Granas Cathedral at the Papal State.

Elena: We made it! We are finally here!

Gate Guard: Before you lies the splendor of the St. Heim Papal State, dedicated in honor of the glory and majesty of our great Lord Granas.

Ryudo: Cute. This where the cathedral is?

Guard: Yes, it is so. But what business have you at the Cathedral?

Elena: I am a sister of Granas in the serve of Lord Granas. My name is Elena. Father Carius of Carbo in the Black Forest instructed me to come and call upon Zera.

Guard: Well, that must have been quite a journey. So you wish to meet with Zera?

Elena: I must make a repot regarding the Ceremony of Sealing.

Guard: Well then, let me lead you to the Cathedral!

Elena: Um, well. I would rather not today. I shall go there directly tomorrow.

Guard: As you wish. I shall inform Zera.

Ryudo: And so the mighty warriors come to the end of their lengthy, needlessly complicated journey! You did good kid, must be tired.

Elena: Ryudo, what shall you and the others do now?

Ryudo: I'm still a little concerned about my brother, but I have no idea where he might be

Mareg: Fate has seen fit to bind brother to brother. I would stay with you, for destiny's work is not yet complete.

Roan: I would like to stay with you too. But I am also interested in the stories told by the Church, so I would like to stay here a bit.

Ryudo: Not a problem. Not like I have anywhere else to be. But Elena, you sure you don't want to take care of your business today?

Elena: It IS an audience with Zera, so I want to be neat before I go.

Ryudo: Okay! Let's spend the night here and rest out feet. Or, for some of us, our rat-stained claws.

-You regain control in this new town. Time to explore! First thing first, it is time to equip yourself again. Thus enter the Saint Heim General Store

=====
The Saint Heim Papal State General Store
=====

Weapons: Claymore (+60 ATK, 3600G), Sister's Staff (+55 ATK, Cure Powers, 3500G), Halberd (+68 ATK, 4400G)

Armor: Sister's Robe (+35 DEF, Poison Resist, 4500G), Sister's Hat (+20 DEF, Paralysis Resist, 1750G), Heavy Boots (+10 MOV, +6 DEF, Negates Knock-Back, 800G)

Jewelry: Healing Ring (+5 DEF, Heal), Poison Charm, Sleep Charm, Confusion Charm, Paralysis Charm, Move Block Charm (Move Block Resist), Magic Block Charm (Magic Block Resist)

Items: Wound Salve, Holy Wound Salve, Healing Herb, Scroll of Alheal, Poison Antidote, Paralysis Salve, Purifying Herb, Smelling Salts, Move Blessing (Releases Move Blocks), Magic Blessing (Removes Magic Blocks), Yomi's Elixir

Regional: Butter Roll (Restores 50 SP), Fresh Sandwich (Restores 600 HP, Cures Poison and Paralysis), Mogay Bomb, Holy Ashes, Myriad Power Nut, Patience Nut, Sympathy Nut, Swiftiness Nut

=====
-Once you have everything you need, leave the general store. Walk across the street and enter the inn. When inside, talk to inn-keep. Spend the night. You will then find yourself at an inn table, eating dinner.....

=====
Dinner Conversation and Elena's Leaving
=====

Elena: Thank you for helping us get here Ryudo.

Ryudo: Hey, you did your fair share too!

Roan: It has been quite a pleasure. And quite an adventure as well.

Mareg: Much remains to be done withal. The wise man stills tends to the tire, though it burns brightly.

Elena: Thank you so much. I just do not know how to thank you enough.....my friends.

Ryudo: It's my job, don't mention it.

Elena<<Standing up>>: Don't say that, Ryudo!

Priest<<Entering>>: Excuse me. Miss Elena, come to the Cathedral right now. Zera is overjoyed by the news of your arrival!

Elena: R-right now? In the middle of dinner? I am not ready yet. Can this not wait?

Priest: We shall bring your things later. Zera is looking forward to having dinner with you. Please do not make him wait.

Elena: Ah, no. I must not do that. Everyone.....Ryudo.....

Ryudo: Don't spoil the moment kid. By now you know what to do. Good luck.

Roan: Miss Elena, please take care!

Mareg: Your kindness is indeed a rare treasure, Elena.

Elena: Thank you for everything you have done. I will not forget you! <<She leaves the inn>>.

Roan: Miss Elena.....she's gone.

Mareg: She is. And now we turn to other matters.

Skye: Well, our job here is finished.

Ryudo: Yeah. The job's done, but I'm feeling a little sad

about the whole thing. Go figure.

=====
End Conversation and the Parting of Elena
=====

-At this the evening dinner ends and the scene shifts to Elena. She finds herself in the cathedral, in front of none other than his Holiness, Pope Zera Innocentius.

Zera: I can see it. The day of Darkness is near. Valmar's moon too- it's fire shadow is growing ever stronger. Valmar is certainly attempting to revive. You must understand this. Listen, Elena. Your mission is important, not just for you, but for the world. The Darkness must be resealed.....Doing this will require all your effort, the power of lord Granas, and the Divine Sword, the Granasaber. You must find it, no matter what. Fail, and the world is doomed.

Elena: I understand.

Zera: You must succeed in order to remove the Darkness within you, as well. You must prevail.

Elena: I understand. I will not let you down.

-The scene now shifts back to the inn, where we find our heroes standing around, having finished dinner, and discussing their options.

Ryudo: Never been one for goodbyes. Or hellos. Can't help but feel a bit sad when someone like her leaves.

Roan: Yes. Were Miss Elena with us, we would be able to see the inside of the Cathedral.

Mareg: I presume it interests you.

Roan: Yes. Miss Elena often spoke of the confrontation between Light and Darkness. But I don't quite understand.....at all.

Ryudo: Light, Darkness, Granas, Valmar. Can't tell them apart.

Mareg: As well. I am not versed in matters of religion.

Roan: SO we might just find out something there.

Priest<<Entering>>: Mister Ryudo, I presume?

Ryudo: What is this? I'm busy. Didn't your church drill some manners into you? Or did it just drill through your head?

Priest: I apologize for my rudeness, Ryudo. The Pope has called for you. Please come to the Cathedral right away.

Ryudo: Look, I realize word of my amazing singing voice has spread everywhere, but I'm not interested.

Priest: His Holiness Zera has a special request. Please bring your companions also, I beg my leave.

Ryudo: The Pope has a "special request?" Sounds like the first line of a really bad joke.

Roan: What kind of person is Zera? I understand he is said to be the "Sage who will save the world."

Ryudo: Which isn't nearly as impressive as "The Sage who will save his breath." This had better be quick.

-Regaining control, you find the Pope wants you. But for what? Leave the inn. Head up the avenue and along the cobblestone path. There seem to be many people and houses here. We will visit them later. Eventually you will come to some stone stairs. Climb them and you will see a large stone statue of an angel. Isn't it pretty? Continue on beyond it and up more stairs. Head to the GRANAS CATHEDRAL. You will find yourself on top of a large snowy mountain, where the Cathedral is built. As you emerge from the stairwell, you state your awe.

Ryudo: I'm impressed.....

-You get a nice wide view of the Cathedral at this moment. It seems you must have traveled a long way. And my goodness, is that not a grand sight to behold. In the middle of the Saint Heim Mountains stand this massive church of stone. Goodness.....

Mareg: Quite remarkable in it's proportions. The thoughts of its architect twist and wind almost palpably through the sculpted stone.

Roan: How beautiful! It must have taken forever to build

Gate Guard: You must be Mister Ryudo. His Holiness awaits in the Audience Chamber.

Ryudo: Stop gawking. Move it!

-After you regain control, move forward into the double doors. Proceed forward and talk to the man in front of you.

Priest: Mister Ryudo. Please go inside. I am sorry, but your companions must wait outside.

Ryudo: Didn't he say my friends could come?

Priest: He has important things to discuss with you, so.....

Roan: Oh. It is alright. I don't mind. I can wait. Can I at least wait somewhere interesting?

Priest: Our library is most interesting. There you will

find many important books about the doctrine of our church.

Roan: Mister Ryudo, can I talk to you really quickly?
<<Roan drags the group aside>>. There might be some interesting information at the library. I will check it out.

Skye: Clever boy. More clever than other little boys I know.

Priest: Um, so may I lead you into the library?

Ryudo: Go, Lead.

Priest: Well then. Mister Ryudo, please go in. You two, this way please.

-Enter the double doors in front of you. You enter to see a beautifully designed room. Elena and other songstresses are singing, as you learn the service is still in progress. You see a huge stained glass with an angel over it at the back of the room. Zera and his priests are at the head of the room, watching the girls sing.

=====
Ryudo and Zera, the Conversation
=====

Zera: Bring to this world light, peace, and harmony.

Father: Your Holiness, please calm our souls. What can we do?

Zera: You must bolster your soul. If you leave no chink in the armor of your soul, then darkness and Valmar will not be able to penetrate you.

Father: Please save us from Valmar, your holiness!

Zera: We must not give into darkness! You must save yourselves. You must bolster your souls!

Fathers: <<They all talk at once, pleading for aid>>

Zera: Quiet, please. We are here to bring peace to the masses! How can we do so in a panic? Calm down, please.

Oro: Your Holiness, the rumors of Valmar's revival are not going away. Some say these rumors might even be true. Is that not right Selene? At this rate, the Day and Darkness is unavoidable.

Zera: We must not scare our people. This goes against Granas! What do you think, Cardinal Oro?

Oro: When the Day or Darkness comes, the world will be destroyed. I don't know what we can do.

Zera: Selene, do not misunderstand me, I am not saying you were wrong, but you went too far. You must not scare the people we are trying to save.

Selene: Yes your Holiness.

Zera: You must all remain on guard, so darkness will not take advantage of your souls. Back to your rooms, now.

-They all leave at this and you approach.

Zera: Ah, Mister Ryudo! Please, come.

Ryudo: Nice speech.

Zera: Please accept my apologies. I did not mean to make you wait.....I am sorry for having called upon you on such short notice, but my request is not an ordinary one. Please, to the next room.

Ryudo: Elena.....

-At this Zera and Elena go to the next room. Follow them, entering the Pope's Corridor. Proceed to then enter the Pope's Room.

Zera: I thank you for what you have done on Elena's behalf. But now I have a special request to make.

Ryudo: Before we get to that, tell me- what about Elena? Will she be all right?

Zera: Ah, you ask if the presence of Valmar can be drawn from her. Sadly, I must tell you that she is beyond even my power. However, if the sword of Granas can be recovered, there may yet be hope for us all. This is why I have asked you here.

Ryudo: Keep talking.....

Zera: I want you to find the divine sword, the Granasaber. The sword which slew the dark one must be returned to us if the light is to be restored to this world!

Ryudo: You still haven't made an actual request, but I get the idea.

Zera: Yes. Elena has told me much. Enough for me to know that you are the only one capable of contending with the darkness. Naturally, this request must appear absurd to you. However, as your reward, we shall give whatsoever you request.

Ryudo: HMMMMMMMMMMMM. This conversation has become more interesting.

Zera: However. When you depart, I wish for Elena to accompany you.

Ryudo: Why bring her along? You sure you don't want to cast

a few wards against Valmar instead?

Zera: Unfortunately, we can do nothing more for Elena now. We would be unable to protect her from Valmar even if she were to remain here. She will be safer with you, Ryudo.

Ryudo: You're right. Your request is absurd.

Zera: The pieces of Valmar struggle for dominance, each attempting to devour the others in order that the darkness will be restored. According to prophecy, once the pieces unite, the Day of Darkness will come upon us, and all mankind will be destroyed.

Ryudo: So what do we do? Sharpen a point stick?

Zera: Lord Granas has yet to recover from battle. Thus our world heads toward darkness, lacking the guiding hand of light. Were we to possess the Granasaber, we would at least be able to bring back some of the Light of Lord Granas. Then can Elena be saved and our world protected from the advent of the Day of Darkness.

Ryudo: Any idea where this sword might be?

Zera: Unfortunately, our holy book says only that it "rests with the Legion of Darkness"

Ryudo: I'm sorry, that's not vague enough for me. Could you be a little less specific? Bah. I need some time to think it over.

Zera: I will wait until tomorrow for your answer. Ah, but I see that I have tired you. Rest and return tomorrow. But, please, consider my offer. I hope you will accept it.

-Leave the room at this.

=====
End Ryudo and Zera, the Conversation
=====

-Once outside, Elena runs after you, wishing a word.

Ryudo: Elena, what's with you?

Elena: Ryudo, do as he asks, please. Not for me, but for everyone. The world.....<<at this she runs off again>>

-Now you finally have control. Leave this area by going down the stairs you will see in front of you. Once in the Audience chamber, you will see some familiar faces talking in hushed whispers.

Oro: What could his holiness be thinking of? At this rate.....

Priest<<noticing Ryudo>>: Cardinal Oro!

Oro: Ryudo, I believe, was your name. Just what did His Holiness Zera tell you?

Ryudo: Huh? He asked me to find some divine sword.

Oro: I see. I question His Holiness' selection of his.....emissaries. A task this great surely requires someone with more experience.

Ryudo: Careful with your words, aren't you, old man? I'd be as careful with my judgment were I you. Experience I have. Patience I don't.

Oro: Insolence! Listen well, stripling. It is best you abandon your search, for it is not for a churlish whelp to find the Granasaber!

Ryudo: Tell you what I'll do., I'm going to ignore you. And then I'm going to leave. You just stay there.

Oro:Ashes! What could his Holiness Zera be thinking? That fool boy's insouciance will be our ruin when the Day of Darkness comes!.....Aah! Whatever shall we do!?

-Oro leaves, giving you your control back. Leave this audience chamber the way you initially came into it. Once you leave the double doors, turn to your left and proceed up the stairs. You are now in the guestroom wing of the Cathedral. Avail yourself of the Save Cone and enter the library. As you enter, you see Roan and Mareg sitting around a table, reading.

Mareg: This script is unfamiliar to me.

Roan: Now, this is really interesting. Oh! Mister Ryudo! What did he have to say?

Ryudo: You mean when he was actually talking about of his mouth? Nothing that wasn't completely ridiculous.

-To this note the screen blacks out. It quickly fades back in, the three standing around, talking. Ryudo has told them what the Pope has proposed.

Roan: So he wants you to find the Divine Sword in order to halt the Day of Darkness?

Mareg: A dubious undertaking. We talk unguided through shadows.

Roan: The only clue is the words, "The Divine Sword rests with the Legion of Darkness."

Ryudo: You find anything else about that?

Roan: No. Not in this place. Anyway, Mister Ryudo, you ought to read some of these books too. They have lots of details about Valmar and Granas, the battle of good and evil, the Day of Darkness, and even the Divine Sword.

Mareg: Dinner awaits in the other room, and books do not spoil or grow cold without use.

-Leave the library as the group coalesces together again. Proceed across the hall into the guest room. Turns out that dinner was not quite ready, so the group must wait a bit before dinner was not quite ready, so they have to wait a bit.....flash out of the room in the mean time, to a lonely and despairing Cardinal Oro, who, in a darkened area of the Cathedral, speaks to himself.

Oro: What good is it to chance after fancy now that the threat of Darkness is upon us? No one has ever found the Divine Sword.....How can he be so nonchalant about matters of such weight? I must consult my auguries for some means of holding back the Darkness!

-Oro approaches his crystal ball and incants, gesturing and utters phrases around it. The light of Valmar's room starts to shine in through the window, and as it does, the ball breaks.

Oro: This is an evil sign. The Day of Darkness draws near!.....WHA!!!?

-Oro looks out the window, and sees something terrible. He sees the Wings of Valmar standing in front of the moon of Valmar! Millenia proceeds to smash into Oro's room.

Oro: Aaaahhhhhh! The Wings of Valmar! Valmar, here in the Cathedral! Someone! Someone come QUICKLY!.....

-Flash out of Oro's room into the guest room, where the group is enjoying a quiet dinner.

Mareg: Truly, bread is the body's life as the earth is to all that spring from it, so also a fine bread is a loam for the soul.

Roan: Well, this bread IS delicious. Mr. Ryudo? Are you not going to eat?

Ryudo: Roan, Mareg.....I'm going to look for that damned sword.

Roan: I thought you would say that.

Mareg: This sword interests me, for I have not before heard of it's like.

Ryudo: You two coming along?

Mareg: It was evermore my intent

Roan: Please, let me come along too!

Ryudo: I could use your help. I appreciate it.

Roan: If it is as His Holiness Zera says, this has meaning for me too.

Ryudo: What do you mean?

Roan: Well, you see.....

Ryudo: Damnit! Not again! We're eating!

Guard: Please excuse me. I am told that Valmar has taken human form and entered the Cathedral! Have you seen any suspicious persons?

Roan: Huh? No, no one has been here.

Guard: Please excuse the interruption, I must go.

Ryudo: Must be Millenia. What the hell is she thinking?

-At this you get control, knowing that Millenia is on the loose. Leave the room. Proceed down the stairs next, finding yourself in the lobby. Run across the lobby and go up the opposing set of stairs on the other side. You will enter the Balcony of the Cathedral, finding Millenia.

Ryudo: Millenia.....

Millenia: So, you're going to look for the Granasaber. Right, Ryudo?

Ryudo: You! What the hell are you doing here!? You're practically standing on the Dinner Plate of Granas!

Millenia: Oh like I care! If Granas ever wakes up, the big god can smack me stupid- long as I get to follow you around again, Ryudo.

Ryudo: Er, I don't think you've thought this through. See, when we find the sword, we're going to use it to stab evil people.

Millenia: Oh, you! You're concerned about me? No one has ever been such a.....gentleman to me before! Just do what you think is best.

Ryudo: I don't think you understand what I'm saying here, Millenia.

Millenia: Don't worry about me, I'll be okay.

-At this the scene and the lovely conversation fades out. You find yourself again the guestroom. Night has gone. Leave the room and avail yourself in the Save Cone. Go down the stairs and enter the Pope's Audience Chamber through the double doors. Approach the Pope.

Zera: Well, Ryudo. Have you made up your mind?

Ryudo: One question. When we get the Granasaber, will it belong to you, er, the Church? And how will it be used?

Zera: The sole purpose of the sword is to strike down

Valmar. As such, it belong to none, for this great hope Granas has given to all.

Ryudo: I'll take your word for it.....Time to rock. We'll find the Granasaber. But not for the sake of Granas or the Church.

Ryudo: Ryudo!

Ryudo: Look, I'm sick of all the suffering in the world. If Granas won't do anything about it, then SOMEONE has to.

Zera: Well, well, Ryudo. Elena, you should leave now as well. Your soul brims with Light. Be strong in your mission, and do not yield your heart!

Elena: Yes. Your Holiness, Farewell!

Zera: Lord Granas spoke to me last night. I am permitted to tell you this. Ryudo must face the past should he desire the divine sword. You should remember this. Ah, you should also take this along. It is sure to be useful.

*****He gives you the BOOK OF PRIESTS!*****

Zera: Elena, take care. And remember our words.

Elena: Your holiness.....Ryudo, thank you for accepting this request.

Ryudo: I wasn't about to let a dainty little princess mince and prance about without her faithful and obedient bodyguard.

Elena: Oh, Ryudo.....you.....

Roan: Miss Elena! We are together again!

Mareg: Our paths again are as one. It is good!

Elena: Thank you, everyone!

Ryudo: C'mon! Let's get moving!

-At this, with everyone in your party, you regain control! Leave the Audience Chamber via the double doors at the bottom. Head forward and go out of this room via the double doors in front of you. When you get to the stairs in this next room, the group pulls up.

=====
Where to go, the Group Converses on Options
=====

Ryudo: Never through we'd travel together again. I'm counting on you, Elena, okay?

Elena: I feel the same way, Ryudo! Roan, Mareg! And Skye

too! I'm counting on all of you! This time it might be more difficult for us.

Mareg: Difficult times are indeed upon us. Welcome is the comfort of friends in this hour.

Roan: That's right. Traveling would not be fun at all without you, Miss Elena.

Ryudo: But where to travel to? The Divine Sword is held by the Legion of Darkness. We can't just knock on their door, grab it, and run.

Mareg: I am not familiar with this "Divine Sword."

Elena: I remember.....in the holy book containing a passage, "The People of Darkness continue to hide deep within the bowels of the Earth." Is it a metaphor, or is there more substance in it? Perhaps it is with these people we shall find the Legion of Darkness.

Roan: Perhaps if we visit the Kingdom of Cyrum where I lived, we might learn the meaning of these words.

Ryudo: Got a lead?

Roan: No, I- I just thought that we might learn something useful.

Mareg: What other knowledge have we which would intimate a course of action?

Ryudo: Something about confronting my past. Which probably means.....

Mareg: Melfice. Surely it could be none but he.

Ryudo: Melfice. A long time it has been, brother.

Elena: Now, now, you two. Anyway, the Kingdom of Cyrum, what is it like?

Roan: Well, climate is warm and there are lots of water. Very good country.

Ryudo: We don't need a weather report, kid. We need to find some leads. And we might as well start in the Kingdom of Cyrum.

Roan: Then the Kingdom of Cyrum lies to the east of the St. Heim Mountains. Come on, let's go!

=====
End the Options Conversation
=====

-Now you cheerily regain control. Descend the stairs and re-enter the township. Proceed around the statue and down

into the street. Stop off in the inn, save, and start the journey by leaving the town!

=====
Part G: COMING SOON
=====

=====
Section VIII: Item List-----Unorganized
=====

-Please note this list was created along the original party basis. Anything Elena and Roan can wear basically can be worn by Millenia also.

=====
Weapons:

- =====
-Swordfish Sword: (+52 ATK, Ryudo)
-Flame Staff: (+40 ATK, Burn!, Elena)
-Flying Fish Bow: (+56 ATK, Good on Birds, Millenia)
-Burning Bow: (+45 ATK, Fire Based, Millenia)
-Dragonslayer Axe: (+58 ATK, Good on Reptiles, Mareg)
-Hammer Axe: (+52 ATK, Mareg)
-Flint Knife: (+48 ATK, Roan)

=====
Armor:

- =====
-Plate Mail: (+25 DEF, Mareg & Ryudo)
-Ancient Cuirass: (+32 DEF, Reduces IP slowing, Mareg & Ryudo)
-Chain Mail: (+20 DEF, Mareg & Ryudo & Roan)
-Guardian Robe: (+22 DEF, Poison Resist, Elena & Roan)
-Illusion Clothes: (+32 DEF, Evasion +5%, All)
-Ogre Helm: (+25 DEF, -5 MOV, Mareg & Ryudo)
-Shoulder Guards: (+23 DEF, Mareg & Ryudo)
-Silk Hair Band: (+2 DEF, Elena)
-Feathered Hat: (+18 DEF, All)
-Wing Boots: (+15 MOV, +5 DEF, Level 2 Earth Resist, All)
-Leather Leggings: (+0 MOV, +4 DEF, All)
-Hi-Heels: (+2 MOV, Elena)
-Odd Wooden Clogs: (+5 MOV, +5 DEF, May Evade Attacks, All)
-Giant's Shoes: (+5 MOV, +5 DEF, Mareg)
-Dash Shoes: (+10 MOV, +4 DEF, Gives Dash Power, All)
-Children's Shoes: (+8 MOV, All)

=====
Magical Jewelry:
=====

- Rune Necklace: (+5 ACT, Suppresses IP Slowing)
- Reflection Ring: (+10 DEF, Sometimes Reflects Damage)
- Bonds of Trust: (+5 ACT, Raises IP)
- North Wind Cape: (+10 MOV, Level 3 Wind Resist)
- Crystal Brooch: (+10 DEF, Level 3 Earth Resist)
- Blizzard Charm: (Level 5 Blizzard Resist)
- Poison Charm: (Poison Resist)
- Sleep Charm: (Sleep Resist)
- Confusion Charm: (Confusion Resist)
- Hercules Brace: (+5 ATK)
- Jade Charm: (+2 ATK, +2 DEF)
- Godspeed Ring: (+15 ACT)
- Moebius Ring: (+2 ATK, +2 DEF, +2 ACT, +2 MOV)
- Pretty Ring: (Very Valuable Ring)
- Healing Ring: (+5 DEF, Heal)
- Paralysis Charm: (Paralysis Resist)
- Move Block Charm: (Move Block Resist)
- Magic Block Charm: (Magic Block Resist)

=====
Odds and Ends:
=====

- Butter Roll: (Restores 50 SP)
- Fresh Sandwich: (Restores 600 HP, Cures Poison and Paralysis)
- Mogay Bomb: (Power is 500, IP Damage Effect)
- Holy Ashes: (Power is 700, Good Versus Undead)
- Myriad Power Nut: (+1 ATK Level)
- Patience Nut: (+1 DEF Level)
- Sympathy Nut: (+1 ACT Level)
- Swiftiness Nut: (+1 MOV Level)

=====
Section IX: Enemy List/Guide
=====

Name:

HP:

Attacks Found:

EXP Given Per:

Special Coins Given Per:

Magic Coins Given Per:

Gold Given Per:
=====

1. Mottled Spider

- a) 250/250 HP
- b) A standard bite attack for around 25 HP
- c) 8 EXP Given
- d) 15 Special Coins Given Per
- e) 5 Magic Coins Given Per
- f) 0 Gold Given Per

Analysis: A very, very weak enemy who is only a threat in large numbers. Ryudo and the party should have no problems

defeated such a pathetic foe. They do have a web, trap attack which has a cancel though.

2. Dodo (a small bird).

- a) 230/230 HP
- b) A standard Dive attack for minimal damage
- c) 6 EXP Given
- d) 10 Special Coins Given Per
- e) 8 Magic Coins Given Per
- f) 7 Gold Given for Two

Analysis: These are weaklings compared to Ryudo. Their dive attacks will miss if your speed is high enough, so don't worry. Simply use combo attacks and they will drop like flies.

3. Gargoyle

- a) 380/380 HP
- b) A variety of attacks, including a howl (wind slash), a standard charge (40 damage), etc.
- c) 18 EXP Given
- d) 54 Special Coins Given Per
- e) 21 Magic Coins Given Per
- f) 12 Gold Given Around.

Analysis: A strong enemy at this point, it has the first true magic of the game. Be wary when fighting it, but do not worry too much, as you can beat it senseless. Beware, they have a powerful howlslash which can do upwards of 100 damage.

4. Crag Snake

- a) 280/280 HP
- b) A variety of attacks, including an acid spew, a bite, and various specials.
- c) 12 EXP Given
- d) 24 Special Coins Given Per
- e) 20 Magic Coins Given Per
- f) 25+ Gold Given Per

Analysis: Not that difficult of an enemy, but beware of their specials, as they can cause a fair amount of damage. Just play cautiously and you will be fine, not very tough at all.

5. Frost Frog

- a) 400/400 HP
- b) Standard Lick Attacks (Moderate Damage) and a few specials.
- c) 11 EXP Given
- d) 21 Special Coins Given Per
- e) 17 Magic Coins Given Per
- f) 35+ Gold Given Per

Analysis: Not that hard of an enemy, but the most difficult you have yet faced. Practice caution but do not worry on end. Simply slash it to bits.

6. Troglodyte

- a) 980/980 HP

- b) Standard Lick Attacks for Moderate Damage, A Sleep Spawn Attack (Special, Sleep), and a standard swipe attack for moderate damage
- c) 36 EXP Given.
- d) 60 Special Coins Given Per
- e) 15 Magic Coins Given Per
- f) 80+ Gold Given Per.

Analysis: Hard, Hard, Hard. Be cautious, heal wisely, and just attack. Watch for their sleep attack. Basically be very careful, as if they gang up on one member, it might be curtains for that member rather quickly (at least in this stage of the game when you first see them (Durham Cave Two)).

7. Giant Mantis

- a) 420/420
- b) Standard Claw attacks for around 60 or so.
- c) 20 EXP Given.
- d) 11 Special Coins Given Per
- e) 72/4 Special Coins Given Per.
- f) 46/4 Gold Given Per.

Analysis: They are really pushovers, with no true hard hitting attacks as I have seen. Just bash them and get rid of them quickly.

8. Sandman

- a) 340/340 HP.
- b) Regular attacks and a sand spray special used (60 Damage -1 Move).
- c) 78 EXP Given
- d) 96/7 Special Coins Given Per
- e) 90/7 Magic Coins Given Per
- f) 150/7 Gold Given.

Analysis: These guys are very tricky. They will spray sand at you, run around, and slow you down. Use attacks and chip away, healing when needed. Stay healthy and you will do fine, as they have a low life but come in huge groups.

9. Ghoul

- a) 670/670 HP
- b) Many, many harmful attacks. Gravity attack which draws the party into the member it is cast at, A power drain attack which sucks your HP and gives it to them, and regular harmful attacks, and an ice prick attack which does 100 or so damage on a radius.
- c) 45/3 EXP Given.
- d) 57/3 Special Coins Given Per.
- e) 30 Magic Coins Given Per.
- f) 34/3 Gold Given Per.

Analysis: Hard, Hard, Hard. These guys are hard as nails. They have all sorts of magic and tough, hard hitting, attacks. Try your best, always remember to heal, and be wary, as this is the most difficult normal enemy to date.

10. Big Foot

- a) 750/750 HP
- b) Some attacks. General smash attacks as seen (75 or so).
- c) 29 EXP Given Per
- d) 47 Special Coins Given Per.
- e) 35 Magic Coins Given Per
- f) 46 Gold Given Per.

Analysis: Not that hard at all. High on health, but not high on attacks, so simply pound away and heal if needed until dead.

11. Giant Crab

- a) 560/560 HP
- b) First off you have a repeated punch attack (10 hits) for about 80 to 150 damage depending on armor and the character. They also have a sleep dance attack, where they bounce on your head and put you to sleep. Otherwise, they are nothing but annoying.
- c) 108/3 EXP Given.
- d) 111/3 Special Coins Given Per
- e) 111/3 Magic Coins Given Per
- f) Nine Gold Given Per

Analysis: Annoying, Annoying, Annoying. These guys will just keep attacking! They are not very strong, but come in large enough packs to cause some serious damage. Just be vary of your health and bash them in.

12. Huge Caterpillar

- a) 630/630 HP
- b) They have a self-inflating attack, where they walk over to you and blow up their little pouches, emptying them in a gas around you.
- c) 100/3 EXP Given
- d) 90/3 Special Coins Given
- e) 90/3 Magic Coins Given
- f) 10 Gold Given Per

Analysis: Not too hard, and very slow. Simply pile on the attacks and they will bite the dust.

13. Twin Ogre

- a) 680/680 HP
- b) They have a "throw buddy" attack which lowers your move and does around 140-160 damage. Otherwise just pound attacks.
- c) 27 EXP Given
- d) 52 Special Coins Given Per
- e) 29 Magic Coins Given Per
- f) 76 Gold Given

Analysis: A mere pushover compared to #13. Simply pound until they crumble to dust.

13. Hammerhead

- a) 830/830 HP
- b) A "giga spread" attack which does around 150 on each and paralyzes. Otherwise just normal attacks.
- c) 33 Exp Given Per

- d) 48 Special Coins Given Per.
- e) 38 Magic Coins Given Per.
- f) 96 Gold Given.

Analysis: Hard, hard, hard. Their Giga Spread attack is deadly, as it knocks your people out of the right for a bit. Hit hard and with magic, healing if needed, to defeat these foes.

14. Star Mirage

- a) 720/720 HP
- b) Regular Attacks (50), a Power Press (125), and that is about it.
- c) 96/6 Exp Given Per.
- d) 234/6 Special Coins Given Per.
- e) 114/6 Magic Coins Given Per.
- f) 438/6 Gold Given Per.

Analysis: Push over. You will be able to pound them easily if you have built up at all.

15. Hell Hound

- a) 580/580 HP
- b) A Burn flame attack for a good amount of damage, a WOW! Attack to boost their attack, and regular attacks.
- c) 76/4 Exp Given Per.
- d) 22 Special Coins Given Per.
- e) 212/4 Magic Coins Given Per.
- f) 108/4 Gold Given Per.

Analysis: Difficult yet not. Can be tricky due to the enormous amount of magic these demons possess, but if you heal well and keep on your toes, you will be fine.

16. Giant Crab

- a) 560/560
- b) They guys are just annoying. They move very quickly and will pounce around, doing enough damage to make you use an occasional heal. They have a sleep attack, but not much else.
- c) Around 35 Exp Given Per.
- d) Around 40 Special Coins Given Per.
- e) Around 35 Magic Coins Given Per.
- f) Around 35 Gold Given Per.

Analysis: These guys are not hard. They are more like an annoyance. Watch for the sleep attack and simply crush them with regular attacks.

17. Chameleon

- a) 780/780
- b) Not many attacks. A powerful slam attack and a couple others.
- c)

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Section X: About the story

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-This section, in my opinion, is essential to the guide. As you go through this game, were you ever thrown off by the story? If the answer is yes, and it possibly is, as at points this game can be confusing, this section will come in handy for you. I will tell you everything STOTY wise that has happened in the game so far, so if you did miss anything, one can catch up here without fear or spoilers or whatnot. Here we are:

-Before Carbo Town: Ryudo, a Geohound or mercenary for hire, finds a letter waiting on his tree of opportunity (basically a place where he goes to see if people need him for a job or something). He sees that a Church in the remote Carbo Town needs his services as a bodyguard. Ryudo pushes his way through the surrounding forest and makes it to Carbo Town, where he learns how deep he is in.

-Carbo Town Before Exorcism: Ryudo enters Carbo town unsure of what is expected of him. There, he initially meets a group of sisters who are on their way to isolated Garmia Tower to do an activity, which however, Ryudo is not sure of. He goes to the church to check in, where he is met by a beautiful singing voice (Elena) and after a short conversation with the Songstress, Ryudo meets Father Carius. Carius, Ryudo, and Elena discuss the plan and agree to meet at the local inn post haste. When they all arrive there, Elena is entrusted to Ryudo's care as a bodyguard to see her safely past the Black Forest and to the ceremony at Garmia Tower. Ryudo accepts his pay and they (Ryudo and Elena) continue on.

-Before and Just After Garmia Tower: Ryudo and Elena successfully venture through the black forest together and reach the tower. Upon their arrival, the sisters, who are already there, practically interrogate Ryudo on his care of their songstress. Finding no wrong and instructing Ryudo to remain outside, all the sisters enter. Flash forward to a campfire near the tower. Around it, Ryudo and Skye sit and discuss Ryudo's character and how he is usually very hard nosed, but in this case seems softer to Elena. Their discussion was interrupted by screams from the tower, and Ryudo rushes into the tower quickly to help the source of the scream. Ryudo and Skye rush up the three floors of the tower and enter the main room on the top floor to be greeted by Tessa, one of the sisters, who is dying. She explains that the ceremony was an exorcism and it had failed terribly. With her last breath, Tessa pleads for us to help Elena. Bursting into the chamber of the exorcism, Ryudo and Skye are witness to something terrible. They see Elena floating in a cloud of darkness, sprouting wings!! Quickly dragging her down and escaping before the tower is engulfed by darkness, Ryudo succeeds in saving her. When Elena comes too outside and learns of what has happened, she is grief stricken. Ryudo insists they press on, and thus they return to Carbo Town.

-Carbo Town After the Failed Exorcism: When they return, it is nighttime and Elena is very shaken, having been told she sprouted wings and her friends are all dead. Returning to the church, Father Carius instructs Elena to go to sleep and he talks with Ryudo. Carius tells Ryudo what actually happened, that the exorcism was a ceremony of sealing. Essentially Valmar, the god of evil, has been sealed across the lands. In this case, the Wings of Valmar had been sealed by Granas in Garmia Tower and were starting to break free, the ceremony was a final attempt to reseal them, which failed. Carius and Ryudo discuss it further and Carius asks Ryudo to escort Elena to the St. Heim Papal State to see Pope Zera. Ryudo initially refuses but his refusal is cut short by a loud crash. Carius and Ryudo rush outside to see a succubus lady (Millenia the Wings of Valmar!) having destroyed the statue of Granas outside the church. Words are exchanged and Millenia shows a particular interest in Ryudo. At this point Ryudo and Millenia fight and Millenia runs off after winning, promising to make Ryudo hers. Afterwards, Ryudo agrees to help Carius escort Elena, and on the morrow, to the objection of her (she does not like Geohound scum), they leave Carbo Town.

-After Carbo Town Into Agear: Ryudo, Elena, and Skye venture into the Inor mountains after leaving Carbo Town. At one point, when the group camps, you learn that Ryudo has a soft spot for Elena under his hard visage and Skye tells him to follow his heart basically. Elena, hearing all of this, takes a different approach to Ryudo now, being really nice to him. After their trip past the Inor Mountains, you see that the town of Agear has been ruined by monsters (destroyed). There is a cave at the back of the town which monsters suddenly flooded from, destroying the town. Ryudo and Elena decide to hole up in a shanty-inn constructed by an old friend of Ryudo, Vyx. Ryudo and Vyx chat it up for a good while, and Ryudo learns what happened to the town, but at one point they are interrupted by a group of people at a nearby table (Circus Carnies as Ryudo calls them) arguing with a little kid named Roan.

-Roan's Plight and the Durham Cave: Roan, it seems, is a wandering kid who was traveling with Gonzola (leader of the Carnies) and his band but managed to lose his mother's medal (memento) in the Durham Cave. Ryudo doesn't agree to anything and basically tells the kid off, at which point Elena collapses from eating too many Kuko Berries (poor girl). Ryudo carries her off to her room but is almost immediately engaged by a returning Millenia as he enters his room. Skye and Ryudo agree to let Millenia come with them. At this point one of Gonzola's cronies informs Ryudo and the group that Roan has run off to find the medal of his mother, essentially he ran into the cave alone, not a smart move. Ryudo, Millenia, and Skye run through the ruins of the town and into the caves, where they search for Roan. After finding him on the second level (saving him from a horde of monsters) and Millenia takes a shine to him, the four continue on through the cave, looking for Roan's medal. After some harrowing adventures around the cave, the party will come across a large minotaur. You must do battle

with the minotaur. Once it is defeated, Roan gets his medal back, but something odd happens. Millenia, while frying the minotaur, laments aloud to herself that no one will mess with the wings of Valmar. Taken by surprise, Ryudo asks her about this, but she protests and you leave the cave.

-Once out of the cave, you watch Millenia have some fun with you and then transform back into her most famous other form, Elena. Baffled by this, Roan and Ryudo ask Elena what she remembers. Not remembering anything, Elena laments that the wings of Valmar must be inside of her. Oh my. Shaken by this and Roan's telling statement that Millenia cannot truly be evil, the party regroups and heads back to the Inn of Vyx. There, Gonzola and Paella, his wife, greet you, commenting on what an excellent job you did. After a squabble, they send you on your way, as the path out of Agear is now clear. Roan, insisting on coming and with Ryudo allowing it, joins the party.

-From Agear your party walks south to the great baked plains. There the group encounters many evil foes and will struggle to get through the first two levels of it and you will come to baked plains three. On three, you will see something that will amaze you, the granacliffs!! My god, they are huge, expansive, and utterly beautiful. You will lament over them for a little while. After a period, you will realize that the only way across is to use a skyway. Making camp for the night, the group beds down, only to be wakened in the night by Elena's screaming after a horrid dream. Ryudo wakes up to hear it is deathly quiet outside. After he notices this, the tent comes crashing down around the group as a Beast-Man attacks. After defeating him, he relays that it was an accidental mistake of identity. Mareg, the beast-man, thought that Ryudo was Ryudo's brother MELFICE! After the mistake, Mareg tells you that Melfice destroyed his village and that he is out for revenge. After this, Mareg departs. From here you travel to Liligue, a futuristic city which is mired in darkness.

-Once in, you realize that the city, beyond the first part, is locked by a gate. You will enter the inn and spend the night, and on the morrow you proceed into the city. Just after you enter, you meet a little boy and his family who tell you of the scenario plaguing the town. It appears that a curse has fallen over the town, not letting them eat anything but the inedible and tasteless arum root. After hearing their plight and offering a suggestion, they tell you to see Gadan, the greedy man in charge of the skyway, who, the father of the family says, is unlikely to let you cross it. You go see this Gadan, and just as the father predicted, he will not let you cross unless you pay a hefty sum. It seems this fat foe of yours is quite persistent. He recommends you go to the church to find out about the curse on the city, commenting the gods must be smiling on him. Proceeding to the church, you learn there that the city was built on an ancient Granas temple which had sealed away a bit of Valmar. Horrified, you rush from the church only to discover Mareg. He joins you as he claims Melfice is in town and the cause of this stench that he claims to smell. Proceeding down to the excavation site where Gadan was

digging into the temple, you enter it and proceed through it, eventually reaching the room with the formerly sealed orb. It appears the Tongue Of Valmar was stored here, as it bursts onto the scene, gulps Elena, and laughs at you. Just as soon as that is over, Millenia appears (Transformed from Elena) out of the mouth of that creature. You as a group chase after it and defeat it, returning Gadan (who was the Tongue it seems, he was possessed and that is why he was so greedy). To his house. It seems that Gadan and his Tongue had cast the darkness and now it has lifted. Ryudo and Mareg agree to chase after Melfice after everyone gets to the Cathedral of Granas in St. Heim.

-After Gadan bites the dust, things seem to start returning to normal. The townspeople can eat again, the engineer and his family return, huzzah! Go you! Ryudo and the party leave the city at this via the skyway. On the skyway, they discuss what exactly did happen. Much confusing as to what happened to Gadan is abound. However, something terrible happens, and midway through the ride, Valmar's moon rears it's ugly head. The "Seas" of the Granacliffs rise up and churn deeply, sending the car flying. The party wakes up in the morning to find Ryudo, Mareg, and Roan intact, but Elena missing. Quickly running to look for her, they discover her starting at a piece of broken glass. She claims she just saw Millenia and talked to her. How eerie. Seems Millenia told Elena to get used to get and that she (Millenia) will look out for the both of them. Very nice of her. As you walk through the forest, your party comes across a very odd place, a "garden of dreams." There, amidst the icy glaciers, flowers are yet growing. When you enter, your group is approached by a small girl named Aira, who tells you this is her garden. After a brief conversation with Elena where Aira tells Elena "DON'T EAT ME," she runs off and you leave the garden (which vanishes once you do). The party then makes it way through the Lumir forest and down into south Silesia.

-The party makes its way into the village of Mirumu. This is a very desolate place, a very run down place, and a play filled with a great fear. As you enter, the Village Chief demands to speak with you and you retreat to his house to talk. He informs you that the village has a large problem. It seems people are falling asleep and not waking up, and those who do complain of vivid nightmares in which eyes haunt them and they relive their worst moments in life. He begs for you, as warriors and Elena, as a sister of Granas, to help him. He informs you he already called for aid from the Cathedral, so that should be on its way. As you return to the inn to attempt to acquire lodging for the night, you learn a bit more. It seems that the innkeeper, Irina, has a son who was playing with Aira (remember her) when he fell ill of the sleep disease. Imploring you to aid him and yelling a thousand curses at the "witch" Sandra (mother of Aira), who is constantly muttering her "cursing." Venturing a look, you go out to Sandra's house to find both she and Aira. Sandra tells you she prays to Granas and mixes healing herbs. She prayed to Granas and this alone restored her daughter, Aira's, vision. Amazed at this miracle, the group learns that Sandra and Aira are not so

bad and that the villagers are obviously misjudging them. However, it is at this moment the cavalry comes rolling in.

-As you leave the house of Sandra, it is clear something is different in the village. The party goes to the town square to find Selene the High Priestess of Granas and her Knights of Granas squad at the gates of the town. It seems they are here to perform some sort of inquisition to determine what exactly is going on. They are determined to find Valmar, even if it takes brutal "holy fire" burning tactics (village goes up). Elena and Ryudo protest this immensely, claiming she has no proof of anything and is just a mad zealot. She forbids them from leaving the village thus. At this everyone gets mad and Selene deploys her troops. The group starts to sleep when they are all disturbed by nightmares. Waking up, Ryudo sees a horrid image, a flying eye!! Chasing after it, they follow it into a cave behind the house of Sandra. After going deep into the fissure of the cave, you find a cracked orb of Granas, which used to hold a part of Valmar! Good lord, it seems Valmar is indeed involved with all this. Quickly leaving the cave, the group returns to the inn to discuss what they saw. They believe they must go back into the cave to investigate. Everyone goes to sleep sans Ryudo and Elena, who stay up and talk. This is the start of their romance in the opinion of the author, their understanding. At one point it gets so heated with Ryudo complaining to Elena to stop whimpering about her soul's darkness and do something. She asks for him to kill her. He refuses and she runs to bed. In the morning, it is learned that Selene has invited the group to the town hall to talk. Everyone shows to find the sleeping people have been moved there for convenience. Selene appears and starts giving a cryptic message about Valmar and how they need to search the village people. Ryudo and Elena complain, telling they need to search the cave again. Selene, very crazed and zealot, tells her message again and leaves. The group starts going back to the cave, when they run into Aira again.....

-However, something odd has gone on now. Selene is even more strict than usual. This can only spell trouble. As you leave the meeting house in the town hall, you see Aira standing near her house. After a talk with her in which she desires to show you something, you follow her back into the shed behind her house. There, strangely, she has a shortcut into the.....room with the broken orb of Valmar!!? She, however is there and you speak with her. She reveals how she just wanted to help people, but when she is confronted, she vanishes. The group, resolute to follow her, decides she most likely went to her Walden, the Garden of Dreams. You leave the cavern the long way and exit the town, taking the Lumir Forest into the Garden. There, you will discover something horrible. As you go in, you see Aira there, but something is desperately wrong. Elena confronts her and they talk for a minute, but after a bit, something strange happens. On Aira's forehead, where stitches once were, an eyeball now protrudes. Aghast, Elena backs away and Aira vanishes in anger. It was the EYE OF VALMAR inside of Aira. You must find her.....back to the village! When you arrive back at the village, seems that Selene has taken matters

into her own hands, and she is conducting a brutal inquisition of Sandra. She is demanding Sandra tell her where Aira is, as they are obviously both practicing in the dark arts with Valmar. Sandra pleads but she falls on deaf ears. Thank heavens you arrive in time, huh? The party runs up and Ryudo confronts Selene. A hot verbal battle ensues, and after a good while, Aira arrives on scene. She comforts her mother and then talks to Elena. However.....she can sense her mother thinks her a monster, and using a bright light to stun them both, escapes. Yikes, this is crazy. As Elena is deeply hurt, Millenia emerges from her form and takes over. Selene, all huffy over Aira escaping, is going to hold Ryudo personally responsible. After her warning, she walks off. This leaves Sandra, Ryudo, and Millenia to argue about what to do with Aira. Ryudo forces the opinion, as he demands they attempt to save her soul. The group sagely decides to check out the Garden of Dreams, as it is her safe haven. However, upon arrival, she is not there. Millenia thinks she knows though, and leads the party through a dark portal to the Orb room in the fissure again. There, as Millenia predicted, is the answer, a gateway. This gateway is the gateway to the soul of Aira. Millenia warns that there will be no turning back upon entry. The group enters. Battling the demons, the group fights it's way to the core of her soul.....

-Upon reaching the Core of Aira's soul, the group makes a startling discovery. They find Aira in the center, very downtrodden and distressed. When the group confronts her, she sinks away and in her place a giant eye creature appears, the Eye of Valmar. After defeating this massive Eye, the group is transported back to the Garden of Dreams. There, Sandra comes running up, begging Millenia, who wants to consume the soul of Aira and thus get the eye, to leave her daughter alone. Aira, now cured, tells her mother that she was happy to see her (Sandra) smile, and that is enough. Sandra, with resigned sadness, agrees and lets Millenia devour Aira's soul. The Garden, devoid of life since the villagers are now slowly waking up, suddenly appears to have one flower. This flower, explains Millenia, is Aira's soul, and if Sandra wants Aira back, she must fill the entire Garden of Dreams with flowers again. Sandra, ever vigilante, vows to do this. On the side, Ryudo notes a touching part of Millenia's essence, as it seems she truly cares for the plight Sandra is under. With that note, the group goes back to the city. After one last brief chat with Sandra, the group prepares to leave, and almost does it, except for one person. Selene. As the group approaches the town's square, Selene emerges with her knights and confronts Ryudo. Selene says Ryudo did a terrible thing by aiding a possible servant of Valmar, and that the village should have been exterminated. Elena, with Ryudo's help, convinces Selene of otherwise and force her to go back to the papal state of St. Heim in a grouchy mood. With that little trifle out of the way, the group leaves for the Papal State again.

-The group, upon leaving Mirumu, finds itself in the Saint Heim Mountain ranges. The group starts slowly climbing the mountain. They press on, taking two eves to cross. In the

night, while they camp, the group seems unsure what will happen when they reach the papal state, which is right over the mountains. Will they split for good? What will happen to Elena? They decide only time will tell and press on. They eventually cross the mountain, making it to the other side. There they see one of the most grand sights to behold on the globe, the Granas Cathedral at Saint Heim. The group, upon arrival, is confronted by a priest who, upon being informed of Elena and her mission, goes to talk to the Pope. While the group waits in the inn, the members talk of the journey and how they will miss one another. Ryudo and Mareg propose going on together, with Roan, in search of Melfice, Ryudo's brother. Elena meanwhile sits nervously, unsure of what is to come. During dinner, the group is interrupted by a priest, who takes Elena off to see the Pope. In just a brief while, Ryudo and his friends are called as well, and they then journey to the Cathedral. When they arrive, Mareg and Roan are ushered off to the library, where they will look in the tomes, while Ryudo is escorted in to see the Pope. As Ryudo enters the Pope's audience chamber, he is greeted by the beautiful singing of songstresses of Granas, including Elena. When they finish up, the Pope, Zera, dismisses his panicky priests and Cardinal and talks to Ryudo.

-Ryudo and Zera engage in a long running conversation. Essentially, Zera asks Ryudo to go in search of the Granasaber, the holy blade of Granas with which he defeated Valmar. By doing so, thus will be world be able to be saved from the ever growing threat of the Day of Darkness, which is supposed to be when all the Valmar pieces come together and the world ends. Ryudo, skeptical, retires to the library and then guest quarters with Mareg and Roan to discuss it over. The three think it will be a difficult task, as the only clue is that it rests with the "Legions of Darkness," wherever that may be. They then eat dinner, as it is served at this time. The scene quickly shifts to one Cardinal Oro, who is very skeptical of Ryudo and the Pope's plan, and has openly told this to both. He is in his chambers, consulting his auguries. He senses trouble. At that moment, Millenia crashes into his window and enters the Cathedral. Oro, panicking, reports that the Wings of Valmar are in the cathedral. Ryudo, hearing this, goes to find Millenia. When they find one another, they talk for a minute before Millenia declares she will come along and help Ryudo, since he shows concern for her well being and possible death by Granasaber. The morning then arrives and Ryudo tells the Pope that he has decided to accept his offer and go search for the Granasaber. The Pope, insisting, tells Ryudo that Elena will go along for her safety and for the well being of the party. Ryudo reluctantly agrees. Before they leave the Cathedral, the group discusses it's options. None are sure of what to do until Roan suggests they do to his old homeland, the Kingdom of Cyrum, to learn more clues there. As it is near, the group accepts and they are on their way!

-TBC!!

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Section XI: Spell List (Eggs)
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Incomplete

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Section XII: Book List (Skills)
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Incomplete

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Section XIII: Character Special Moves
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-The special moves in Grandia II are very nice. They will be your meat and potatoes for the entire game. You will use them to smash all the major bosses and keep your game afloat in hard times. A note; as one upgrades the attacks, two things happen. The first thing is their power shoots through the roof. The second is that the time taken to execute these attacks gets lower and lower as you upgrade. So it behooves you to upgrade them well. Have fun!

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Ryudo; The Blade-Master
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=====
Tenseiken Slash
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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

USE COST:

-Ryudo's Tenseiken Slash is the first special move you will ever see. As you start the game, it will be your main attack. The Tenseiken Slash will serve you well at first, as it is used at a very reasonable cost of Special Points and does a fair amount of damage. On the initial enemies, the Tenseiken Slash will prove disastrous to them, running them over with sheer power. As you upgrade, the damage will obviously increase, but as you go along in the game, this attack will be slowly phased out. As you acquire the Flying Tenseikenu, you will only use this attack in a pinch to deal out some damage. Overall, a good attack which runs out of use after about the second town.

=====

Purple Lightning

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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

USE COST: 32 Special Points.

-The Purple Lightning is a mystery to me. It is a very powerful attack at high level, and costs a bit less than the Flying Tensekenu, but not too much less (32 to 40). My question is why is this an attack, as it is probably yours. The answer, friends, is convenience. Purple Lightning may be less powerful than the Flying Tensekenu, but in a pinch it can save you. Let us make a scenario. Say you are fighting a boss and you have low health, so does it, but you only have for a Purple Lightning attack and not a Flying Tensekenu. Without a powerful Purple Lightning, you would be stuck, but with out, you can dish out a decent amount of damage and not get pounded while waiting for your Flying Tensekenu to be available again. Overall, when you get it, Purple Lighting at first is the better attack choice. The reason is economics. Ryudo will have less Special Points to use, so a Purple Lighting instead of a Flying Tensekenu may be nice. If you can pull off three Purple Lightings and only two Flying Tensekenus, then the choice is obvious. Even though it is only a middle of the road attack in strength, it can be very handy in a pinch. So I recommend you max out on it.

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Flying Tensekenu

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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

USE COST: 40 Special Points.

-Repeat after me; thank you lord for giving me the Flying Tensekenu, thank you lord for giving me the flying Tensekenu, thank you lord for giving me the Flying Tensekenu.....

-The Flying Tensekenu will be your bread and butter, meat and potatoes, and essentially your only special attack used for about ninety percent of the game. It is an attack where Skye shocks the enemy, picks them up, and drops them on your waiting blade. This will do, especially at high upgrade levels, an enormous amount of damage. I estimate 3000-5000 at top notch and in top form. As you can see, a great attack. Nothing much left to say beyond build it up and rely on it.

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Sky Dragon Slash
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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-Wow. I mean.....good Granas. This is the most powerful attack you will ever see. Ryudo, in this attack, proceeds to jump high up, grab his sword, and with a magical blast, slams it into the ground. This slam produces rippling magic waves and an earthquake which damage your foes. This can do, in top form, upwards of 5000 on all enemies. I never really used this attack much, as it cost a pretty Special Point. However, I did avail myself of it during the final boss battle, where I needed to distribute as much damage as quickly as possible. Quite impractical on anything other than a boss, and even then, it uses so many Special Points to be worthwhile (Flying Tensekenu). On the final boss, this is the most potent weapon you will have, but until then, lay off the sauce.

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Elena; The Beautiful Songstress
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Impact Bomb
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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This the second attack you will be privy to in the game, Elena's Impact Bomb. After you acquire her, it will be not much use to you, as the enemies will fall by a simple blade attack, so why waste special points going after them with an Impact Bomb? Then, one may ask, how is this attack useful. It is useful in any boss situation. The Impact Bomb is a cancel attack, meaning it stops the enemy from executing it's attack and partially resets the wait bar. This, plus a fair (but not great) amount of damage, make the Impact Bomb an attractive option while fighting the harder bosses and enemies, as one can time your attack to reset theirs. Basically, though, this attack is not used most of the game, except in cancel scenarios, which limits its usefulness.

=====
Nightmare Ball
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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is quite an odd attack indeed, and it has always been a bit of an enigma to me. What this attack is, is bubbles. Elena holds her staff up and releases bubbles from it for a radius damage around her. The damage, sadly, is not very good at all. Now, after that, one would think this attack utterly useless. Not so. The bubbles, upon connecting with an enemy, have a strong chance of putting that enemy to sleep or rendering them unconscious. This can prove VERY useful at the right time. If you find yourself caught in a tough normal battle that sees you losing health at a rapid rate, using this attack could very well halt the enemies in their tracks as they are too busy counting sheep to attack you. However, there is a giant downside to this attack, bosses. This attack is the most useless attack in the game against bosses, as it will NOT PUT THEM TO SLEEP. Thus do not even attempt to use the attack just for the bubble damage in those cases. Basically this can be a great attack if used well against normal enemies, but do not even think to bring it out against bosses, as it would be a waste of special points.

=====
Droplets of Life
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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is a very nice healing special move to have at any time. Elena will use this special move to heal all members of the party a certain amount, which depends on level and the potency (how many stars) of the move. Simply said, this can be quite effective in any situation, as Elena can quickly heal everyone, giving them back a more then decent amount of health. Another upside is that if one runs out of MP, the usual source from where you gather your healing magic, Elena can remedy that problem by using this move. However, on a downside, this will drain your special points faster then I would like, so try to stick to healing via spells. It is always nice to have a backup though.

=====
White Apocalypse
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-Remember Hiroshima? Nagasaki? Think of that, but on a holy scale. This attack is simply awesome. Elena, as she uses it, raises her staff and utters some words. Then the screen cuts to a nice CGI sequence of a giant, and I do mean giant, holy explosion. This explosion is focused directly at all the enemies. This attack, when upgraded fully, is the second most powerful in the game (Sky Dragon Slash), combining Granas and the Manhattan Project. This will level virtually any normal enemy for upwards of 5000 damage. Used on bosses, it proves a very effective tool, especially on the final boss, where if Ryudo and Elena combine this and the Sky Dragon Slash, where the two attacks can chip away a fifth of the health in no time at all. Save this puppy in your sack for a special occasion, and when the boss gets tough, you get holy on his infernal ass.

=====
Roan; The Would-Be King
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Golden Hammer
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COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is also, like Elena's Impact Bomb, a very useful attack. With this attack, Roan will raise a giant Golden Hammer (only Granas knows how he managed to lug that hammer out to the battle with him) above his head and chuck it at the enemy of his choice. Upon impact, the hammer does a fair amount of damage (always depending on skill, level, and stats) and cancels whatever the enemy was doing. That, my friends, is the major use of the Golden Hammer, cancel. Like the Impact Bomb, this is Roan's main cancel attack, to be used on bosses and regular enemies alike to halt them in their tracks and buy your health a breather. This attack is slightly more powerful than the Impact Bomb. As the game goes on, beyond cancel (I used this attack a good number of times against the final boss for that sole purpose), this attack is pretty useless.

=====

Snowball Fight

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This attack scares me. Roan, when you ask him to execute this command, will create a huge, and I do mean HUGE, ball of snow over some enemies and drop it, inflicting a decent amount of damage. The reason this attack scares me is the size of the snowball. I have never seen a snowball that big used as an attack in a game before, so this was a first for many of us, including the author. Not much more to say about this attack, as it is decent against bosses, but I prefer the Dragon Rise (To be TRUE Dragon Rise) and other attacks. But if this is your cup of tea, by all means use it and use it proudly. Just watch out for the frostbite.

=====

Dragon Rise (To TRUE Dragon Rise)

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-Now THIS is an attack. With this, Roan beats the enemy around for a bit before using his dagger to initiate an attack he calls the Dragon Rise. This is a multi-hit attack which does a healthy amount of damage (2000-3000) when pumped up. This will be Roan's meat and potatoes attack for the good majority of the game and it will be your staple for him. Use it against regular enemies who are giving you a hard time. Use it against all bosses in any case, as it will be his main special move against them. Basically use it whenever you feel like, as it is potent, somewhat cheap, and overall a good deal. I recommend pumping this one up to max quickly so you can have it to truly pound the early bosses like the Tongue and Eye. After a point in the game (I refuse to spoil it here), Roan's Dragon Rise will be changed to the TRUE Dragon Rise attack. This will do at least 750-1000 more damage each attack then the original and for the same cost. Is that a good deal or what?

=====

Vitality March

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-Now this is a truly useless move, and a waste of space, especially since it is his final move. What the Vitality March does is cure status disorders for the entire team. This can be handy in a pinch, if you do not have turns to spare, but in the long run, I only used this once as I played the game (never against a boss). If I were you, I would not invest in this beyond one slot (for a pinch) and save your points for other, more important things.

=====
Millenia; The Wings of Valmar
=====

=====
Arrow Shot
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-Think Impact Bomb and Golden Hammer when you think of the Arrow Shot. Millenia's Arrow Shot falls under the same category, cancel attacks. With this attack, Millenia simply aims her crossbow at the enemy, enchants the arrow with a kiss of magic, and lets fly. This is a very useful attack, especially for the first bit of the game and even into the late parts of it. Why, you ask? Simply because it is quite potent (more so then the aforementioned other two) and cancels the enemy's move. I was using this one late into the game just for the cancel effect, which I especially needed on the later bosses who would beat up on me if I did not cancel their attacks with skill. I recommend pumping this one to maximum so you can do the most damage possible while canceling.

=====
Fallen Wings
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is possibly the coolest attack in the game. Why, you

ask? Well, two reasons. One, the powerful nature of it, and two, the awesome graphics that come packaged with it. What happens with this attack is that Millenia gets pissed and opens her wings, proceeding to unleash energy balls of darkness on all the enemies. This attack is very powerful, doing upwards of 3000 at maximum potency. Also, this attack will be your staple with Millenia on the bosses, as you will use it a couple of times with her to soften them up and then proceed to have the rest of your party beat the boss down. I recommend getting this skill up to five stars and maximum efficiency as fast as possible, as the power it brings and the quick-cast of it will behoove you immensely on all bosses.

=====
Heel Crush
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

--This attack is an enigma to me, and because of the poor placement of it, I never used it. It is placed between a tool attack, the Arrow Shot, and your meat and potatoes, the Fallen Wings. It thus can be left by the wayside. Basically a crush which hurts the enemies. It costs a bit less than the Fallen Wings and does less damage, but I never found any use for it. I would simply default to other attacks. If you wish to use it fine. If you have TIPS on when to use it or when it would be effective, email me, as I never found a good use for it.

A Note from Nephelite on Heel Crush Via Email:

-I don't know if you're aware, but Heel Crush lowers the enemy it hits status levels (Attack, Defense, Movement, and Speed, I think...) By one every time they're hit by it. I find it rather helpful. But that's just me. ^_^

=====
Starving Tongue
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This attack, although many tend to overlook it, is incredibly useful. It is the attack Millenia absorbs from her lovely friend, the Tongue of Valmar, upon his defeat. This attack also has a good graphics scene, where a big mouth draws enemies in and eats them, giving back it's

decent damage as health to Millenia. This attack can be used in place of Fallen Wings if you wish. It does slightly less damage but since it returns the damage as health, it costs more. I found nice use of this against the tougher bosses like the Eye, where I could use it and save Millenia a round healing herself or having someone else heal her when this attack would do it for me. Defiantly put this one up to max if you intend to use it, as it can be rather handy.

=====
Spellbinding Eye
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This, like the aforementioned attack, is gained from the defeat of a Valmar vestige. This one is gained, as the name says, when Millenia absorbs the Eye of Valmar into her. This attack, being a top one, is not that great. When used, a giant eye reveals itself in an awesome show of graphics, and it proceeds to freeze up the enemies. I found this mildly useful against annoying regular enemies, but never used it once against bosses. Like the Heel Crush, this one fell by the wayside for me. I do not recommend putting much into this.

A note from Synn regarding Spellbinding Eye via Email:

-Spellbinding eye is the most overpowering move in the entire game. The reason for that is it paralyzes everything in the area of effect without fail. So for a boss fight: Spellbinding eye ---> boss paralyzed for a few rounds. Safe attacks, magic etc. Boss wakes up.. ---> if you can spellbinding eye him again. Oooooooh look. he cant attack again.

=====
Grudging Claws
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This attack, which Millenia absorbs from the lovely Claws of Valmar, I found quite nice indeed. It is her most powerful attack by far, but it can be only used against one enemy. When she unleashes this attack, a giant claw will come crashing up and grab onto a silver ball, containing

your enemies. The claw will proceed to crush this ball into a bloody pulp for an excellent amount of damage. This attack is very useless against regular enemies, as it costs a good deal and by using it on regular enemies, you are just wasting special points. However on bosses, especially the last one, this attack is quite handy, as you can dish out a great deal of damage in one punch. I recommend bulking up on this one in a big way, and soon, so you can unleash this attack on unsuspecting foes quickly and deadly.

=====

Mareg; The Beast-Man

=====

=====

Beast-Fang Cut

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is Mareg's first attack, and a very useful one at that. This attack is the most powerful first attack in the game and with good reason, I mean look at the guy, he is huge! This will be a very useful attack at first, as the cancel will behoove you greatly. But as you go along this attack will quite quickly fall by the wayside. All of the other first attack cancel attacks are at range, letting one stay away from the enemies and not taking very much time to execute. This one is not at range, so it leaves you close to enemies. This is a minor inconvenience, but I like to remain as far away as possible. Also, Mareg's second attack is so much better that you will quickly forget this one ever existed except in desperate situations where a cancel is quickly needed. I recommend building this one up, but it is not necessary to go all the way. Due to the.....

=====

Beast-King Smash

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This, along with the next attack, will be your staple for Mareg the entire game. I predict that upon the close of the

game, you will have used this attack about 50-50 percent of the time with the next attack, Beast-King Blast, as they are both that useful. What the Beast-King Cut does is Mareg leaps around and pounds his axe multiple times down on a single enemy, leading to a great (3000 at max) damage number. I suggest you build this attack up very quickly (possibly, along with the Flying Tensekenu the first you build up), as it's great strength will keep you alive in the middle period where Elena has not yet developed into an attack machine and Roan is not quite there either. Be prepared to rely much on this. You will use it against all bosses, all regular enemies that you have trouble with, and anything else.

=====
Beast-King Blast
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This attack, like I mentioned above, is the other staple of Mareg. You will be using this attack until the end of the game. This attack, unlike the aforementioned one, can hit multiple foes, which behooves its use. What the attack does it Mareg spins his axe around and slams it into the ground, creating a fire quake of sounds in a radius around him. Any enemies in this radius are damaged by the attack. This attack will do similar damage to the one above and costs only slightly more. I recommend you build this attack up quickly as well, as to reap the benefits of a great radius based attack.

=====
Lion's Roar
=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-Every character has at least a semi-useless move. This is that move for Mareg. The Lion's Roar allows Mareg to boost the attack power of all allies. This one aspect is what saves the attack from the depths of uselessness, the all part. If this attack centered only on Mareg, I would not recommend getting it at all, as a well placed "Wow" cast will do that times two. But since this attack hits all allies, it does have a saving grace and can come in handy at times, especially when facing a tough foe like a big bad vestige of Valmar. I recommend putting a bit into this (

two or three should do).

=====

Tio; The Automaton With Heart

=====

=====

Lotus Flower

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is a very useful attack indeed. What happens with the Lotus Flower is that Tio sends in a straight line pattern her Lotus. Any enemy in that line is hit by it, and any attacks are appropriately canceled. If Mareg's first attack is the strongest, then Tio's is the best. She can dish out a fair amount of damage with this, cancel attacks, and hit multiple enemies. There is nothing more to say but get it up to maximum and use it often.

Fast-Dance Whirl

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is a nice attack for Tio. What happens is that Tio rushes up to any enemy of her choice and simply starts pounding away for ten or so hits. This attack can dish out a fair amount of damage and is rather cheap, so I see no reason not to build it up a bit, two or three sounds right. I do not recommend more, as you should put that into the Lotus Flower or her next attack. This attack is very handy if you are low on Special Points and want a decent amount of damage dished out (does more then the Lotus Flower) while not hurting your pocket for points. On the whole I did not use it unless it was that case.

Tornado

=====

COST: One Star (Free), Two Star (), Three Star (),
Four Star (), Five Star Fully Upgraded ().

Use Cost:

-This is Tio's meat and potatoes attack. This attack is expensive, true, and it does a little less damage than I would like, but it can come in handy in a pinch. What this attack does is that Tio unleashes a Tornado, true to its name, which sucks up and throws the enemies out for a certain amount of damage. This attack will come in handy against large groups of annoying regular enemies or against bosses, where the added damage is a big plus. Just watch your special points meter, as it can drain your special points incredibly quickly (make sure to save a bit for the Lotus if needed). I recommend you build this one up as much as you can (3 or 4) as a powerful attack from Tio is quite handy later in the game where Ryudo has become your main power man.

=====
Section XIV: Game Script.
=====

-This section will be devoted to putting all the idle, non-game-advancing conversations of the game into writing.

-Please note this. I am not really doing this as I am so desperate to sit down and record everything. I am doing this for sheer love of the game that you and I are currently playing, Grandia II. Please appreciate this section as much as possible, as it really did take forever to do and made me spend much longer than I normally would have. Thank You.

=====
Carbo Town Before The Church
=====

Man One (Blonde Hair): Well, Well, what have we here. We don't see the likes of your kind around here very often, Geohound. Do you know someone here?

Ryudo: No, I've been asked here. You know anything about the church of Granas?

Man One: Yeah, I do. They're nice people, they help out a lot. Something a cretin like you could never understand.

Woman One (Pink Dress): Grandmother read the signs, and she said something about the powers of darkness...Something bad is supposed to happen. I don't understand...but I'm sure we'll be all right if we have each other! That's it! As long as my beloved husband is with me...

Ryudo: Well, love is not exactly my field...Geohounds are rarely given the opportunity to gain any experience, you

know?

Child One (Green Hair): Um...hey. Are you a Geohound?

Ryudo: What if I am?

Child: Aren't Geohounds known for being savage? You don't bathe, and you drink the blood of the monsters you slaughter, right?

Ryudo: Close. We BATHE in the blood of our kill.

Woman Two (Old and with gray hair): Well there, young one...I ain't ever seen you before. You want to talk to old granny? The only thing I'm good for now is telling tales and folk's fortunes...Do you want to hear anything?

Tale of Valmar's Moon: Woman: Two moons in the heavens. The second one is false. Misfortune it is, an abomination. When the moon brings the darkness, then shall the abomination appear. Darkness and doom shall reign over all.

Ryudo: So you're telling me the moon is the sign of Valmar?

Wow, you've got a vice-grip on the obvious...

Woman: Hee hee! What a clever lad! I just guess you're too smart for me to tell you something you already know.

The Battle of Good and Evil: Woman: Long, long ago, the world was split in two. Light and Darkness fought a bitter war that lasted for ages. But finally Granas, the lord of light, defeated Valmar, the devil of darkness. Exhausted from the battle, Granas slept.

Ryudo: Right, right. Granas won, I know. But then, how come the tale doesn't end with a "happily ever after...?"

Woman: Because there wasn't one, I guess...look about you, clever lad. Can't you see the misfortune left over from the battle?

Tell me my fortune then: Woman: Why it can't be...but it IS! Your palm speaks of a woman trouble, yet it also speaks of a great love! Never before have I seen such a palm!

Skye: Woman trouble AND a great love? For Ryudo? Check again, old woman.

Ryudo: Skye, are you taking this SERIOUSLY?! Listen granny...woman trouble? Love? Not me. Not ever.

Child Two (Green hair and gray clothes): Waaaaaaaah!

Elena, help me! Leo's trying to beat me up again!

Elenaaaaaaaa! Waaaah. Elenaaaaa!

Ryudo: Get your eyes checked, kid. I'm not Elena.

Child: Waaaah...huh? You're not? Well then go find Elena for me! Elenaaaaa! Waaaah. Elenaaaaa!

Skye: There are other Sisters of Granas. Why do you want the Songstress?

Woman Three (Bonnet and earth tone dress): The sisters have all gone to Garmia Tower in the Black Forest. I hope they are all right...

Ryudo: Granas should reward their piety, right?

Woman: I hope so...there are so many monsters in that region...I can't help but worry...

Man Two (Yellow/Brown Clothes, hair covered): Well, well, well. What have we here!? Come to ask Lord Granas for help?

EVERYONE needs help THESE days...

Ryudo: Hardly apparently your Granas has a keen sense of irony. The church wants MY help.

Skye: Where IS the church, anyway?

Man: Its right over there. But the church.....hiring a Geohound? That's a new one.

Child Three (Pink Hair, Girl): The other day, Elena Taught me a NEW SONG! Its called the "SONG OF LIGHT!" Or a hymn to Granas, praised be the name. Um, do you want to hear it?

Ryudo: A hymn to Granas, huh? I don't think so. I'm not too big on hymns...

Man Three (Old with Cane): The crops are scarce lately. Nowadays I have to climb over a couple hills to look for them. Ain't never been like this before.

Ryudo: You're not the only person who's been saying that old man. I hear it everywhere. But, uh, aren't you a little bit old to be working so hard?

Man: It ain't the working. Folks should help each other out in times like these. NOT helping would weigh heavier on me, sonny.

Ryudo: Yeah.....right...

Man Four (Carbo, House One): Our harvests of fruits and vegetables haven't been too good lately, I wonder if it's the same elsewhere?

Ryudo: During my travels, I have noticed others complaining of bad harvests as well.

Man: Yeah. I figured that we weren't the only village having such a hard time.

Man Five (Carbo, House Two): Ah, you must be the Geohound. Its so good of you to come here to help us.

Ryudo: Whoa, now, gramps? You feeling well? For future reference, no one thanks a geohound. Everyone hates us, remember?

Man: Oh, no, no. I'm grateful for the dangerous job you are doing. - slaying monsters. That's something I could never do.

Skye: Well, well! I have been despised before but never thanked.

Man Six (Carbo, House Three): The monsters from the Black Forest have lately begun to come out around the village. I fear that some day my wife or children might be attacked.. The world has become a dangerous place.

Ryudo: Logic dictates that dense forests are to be the nesting ground for monsters... Don't let the women and kids near them.

Woman Four (Carbo, House Three): Are those sisters going to be all right? Going off to that weird tower for an exorcism.

Skye: An exorcism those church girls are off to an EXORCISM?

Ryudo: For some sort of supreme deity, Granas sure does know how to dodge responsibility. Sends all his lackeys to do his work..

Woman: What a thing to say! Dear little Tessa and the others in the church work so hard so that you can live happily.

Woman Five (Carbo, House Four): Are you are traveler? We have some delicious jam, so would you like to try some?

Ryudo: Jam? Uh, no. I'll pass. I can't stand sweet food.

Skye: That is rather odd. It does not appear that they can harvest enough fruit to make this jam.

Woman: Oh, yes, father Carius taught us how to plant and tend orchards. That's why we have enough fruit.

Man Seven (Green all over outside): I don't know WHAT to do. The orchards are hardly producing. Nothing to sell, and barely enough to eat ourselves.

Skye: That is more than can be said of other towns. Many are starving, you should count yourselves lucky to have what you do.

Ryudo: Barely eating and still motivated to make some gold.....ha! My kind of people indeed!

Man: Making money? Heavens no. That's not why we sell to the merchants. We just want other villages to enjoy the good food.

Woman Six (Old, outside near gate to church): Oh, I'm so disappointed there is no mass today at church. Now I won't hear that beautiful Songstress' voice today.

Skye: Songstress? Mass? Um.....uh, yeah. I do not know what this is all about, we just came to report for work.

Woman: Of, of course. Forgive me. Normally there is a mass in the evening, and a songstress sings for us.

Man Eight (Old, cane, Near House Two): I take you for a geohound, am I not right? It's in your EYES, lad. The SAME eyes I had at your age.

Ryudo:<<sarcasm>> Do tell. This ought to be entertaining.

Man: I've had about enough of songstress tales from the old bat! You came at the right time, let me tell you a tale. A tale of a man called Flyin' Jim Phoenix! The only man to fall to the depths of the Granacliffs and live to tell the tale!

Ryudo: Look, gramps, NO ONE survives a fall from the Granacliffs.

=====
Carbo Town After The Church
=====

Woman Six: There was no mass, but could you hear her? How was her voice, the songstress? Did it not stay echoing in your heart?

Ryudo: Yeah, it's still stuck in me somewhere, she's got a voice, ill give you that, but she's kind of rowdy for a songstress...

Woman: Rowdy? You must be mistaken. I've never known a more kind, gentle girl. She's loved by Everyone in the village.

Skye: Hah ha Ryudo. Your moth digs let enough hole you cannot climb out of.

Man Seven: Of all the sisters in the Church, Elena has been

the most helpful. She taught our daughter the hymns, and looked after her. So our little daughter looks up to her now, and says " Someday, I'm going to be a songstress just like sister Elena...!"

Ryudo: Well LUCKY YOU! As far as I'm concerned she's nothing but a burden.

Man in front of Item Store: Did you meet the songstress yet? She should be in the Church, practicing.

Ryudo: No, I just went to the church. They're finished practicing.

Man: Then you heard her! Isn't she wonderful!? Its almost as if she can purify your heart with her voice.

=====
Carbo Town After the Acquisition of Elena
=====

All of this is after you emerge from the inn after getting Elena.

Man(In front of Item Store): Why Songstress, isn't a bit late for you to be out? Where are you headed?

Elena: It is late. I am going to Garmia Tower for a special Ceremony.

Man: Garmia Tower? Why, that is a dangerous place even in the daytime. Why THERE!?

Skye: Don't worry. The lady won't be alone. We are protecting her.

Man(In front of Inn): Elena, dear, you're going to the Tower, aren't you? Are you prepared? The tower is a dangerous place, you know. Do you have some "Wound Salve?" Do you have any "Poison Antidote?" Anything else.....lets see.

Ryudo: Excuse me, hello? We're capable of preparing ourselves. I AM a professional, you know.

Boy (Left of fountain with Aquamarine Cap): Hey, Elena. I heard you are going to the Black Forest! Will you be alright by yourself?

Elena: Leo...I will be fine. Besides, this Geohound is going to watch over me.

Leo: No! Don't trust him. Being with a Geohound makes it even more dangerous!

Ryudo: Hey, kid, I'm getting paid here, so I WILL protect the little lady. What're you worried about?

Man (Right of Fountain with brown vest and yellow cap): Songstress! Is it true? Are you really going to the tower outside of town? Don't go! Its dangerous! Where there are huge spiders everywhere. At least take some "Wound Salve" with you. Maybe I should go with you.

Ryudo: Look here you two-bit hired sword. I'm the professional here. She'll be just fine with me. You'd just get in the way.

Elena: Ryudo! Use a little tact! He means well.

Man: Well then! You certainly are not lacking in CONFIDENCE. But see to it that you DO take good care of

her.

Woman(Just beyond fountain, earth tone dress): Elena!
Elena, is it true? Are you going to Garmia Tower too? I'm
so WORRIED about you...

Elena: Worry not, grandmother. It is nothing more than an
errand. We will all be just fine.

Woman: Do you think so? Well, take care, all of you.

Man(All green, near hour four): Elena Dear? Are you
certain that it's a good idea to walk around with
that.....Geohound lad?

Elena: here is a ceremony I must perform. We will go to
Garmia tower and then be right back.

Man: But Elena..They say that monsters have attacked people
there. That worries me.

Ryudo: And that would explain me and my weaponry. Quit
whining. She's well taken care of.

Old Man(Near house One): The setting of the sun ain't so
pretty any more. More and more folks speak of the day of
darkness these days.

Elena: We all fear the darkness...

Old Man (Near house Three): Just looking at the sky
beings it all back. A contest of strength with that beast-
man. Why, he picked up a tree as thick as 10 of you, young
lad. He turned to me and said: "Can you do THIS?"

Ryudo: Is it story time again? Wait! Let me find a place to
curl up for a nap.

Man: So I walked over and snatched that tree, and whirled
it around and around with the beat-man still holding on,
HAH!

Boy (Behind House Two): Um. Elena? The forest is filled
with, like, monsters, so get back before it's too dark,
okay?

Elena: Oh, that is very sweet of you to worry, but you
ought to think of yourself too. Hurry back home before the
moon comes out.

Boy: Um, okay! Right. Be careful, Elena. Sing for us again
when you get back, k?

Man (House One Inside): Hmmm, isn't this delicious? A
wife's cooking is the best because its flavored with the
spice of love!

Ryudo: Are you talking about this red soup with uncooked
vegetables dropped on the top? Real culinary genius.

Man: Of course! The crisp vegetables create a crunchy
harmony that is enhanced by the bold, aggressive seasoning!
Such a feast!

Skye: Its not something to get THAT worked up over...

Woman(House One): Darling, I made a special dish to thank
you for all of your hard work! Oh! I thought you were my
husband.

Ryudo: You call this food? The strange red liquid with
chunks floating in it?

Woman: That's right! The red color is a special spice.
Doesn't it look delicious?

Skye: Oh, I think this is beyond the concept of delicious...

Old Man (House Two): Well, Hello, Elena. Going out at this hour? Be careful not to fall down!

Elena: I will have you know that I am NOT a child. I will not "fall down" when I am outside in the dark.

Man: I know, I know, dearie. But if you fall down at night, you'll be snatched by the army of darkness.

Skye: Is that some sort of local superstition?

Woman (House Three): Ah, that cursed moon hands in the sky. Why does my son not listen to me? That idiot never comes early on such days as this.

Elena: He has not returned? But the moon of Valmar is about to rise

Woman: That is just it! And I keep telling him over and over, come here once the Moon comes out!

Ryudo: I know! Maybe he is TOO BUSY enjoying his childhood. I got an idea. Let's strip that from him and force him to grow up.

Little Girl (House Four): With the morning light the word abounds, a miracle is brought to pass...Ah miss Elena! Good Evening!

Elena: Good evening. Why are you home already? Your friends are still outside playing...

Girl: Yes, its almost dark, right? Daddy and Mommy would worry.

=====
Carbo Town, After Exorcism has Failed (return).
=====

Man (Green Clothes): Huh? What in the world happened to make you cry so Elena? Where are the other sisters?

Elena: Sniff...

Ryudo: Its nothing, all right? I'm taking her to the church. Do not go outside tonight. I mean it. Stay indoors.

Woman (Pink next to green man): Why Elena dear, what's wrong? What are you doing here at a time like this?

Elena: Sniff...

Ryudo: Don't worry, its nothing, I'm escorting her to the church.

Woman: Well all right. But she looks rather pale. Is everything all right?

Old Woman (outside house two): You'll have to get back to church to tell father Carius young lad. You take care of Elena now.

=====
Carbo Town, After the Battle with Millenia, Before you Leave the Town Forever.
=====

Woman (Gray Hair outside of inn): Ah, yes. The moon did

have a sinister glow to it that night. It was an omen of the coming darkness. But Elena, that is not to say that I did not realize until now how hard your service has been for Granas.

Elena: Not a word of that, grandmother. It was my wish to go to Granas Cathedral.

Man (Outside Inn): It has been so hard for you, songstress. What with Tessa and, you still. You still intend to leave so soon? Those terrible things just happened. Why don't you give yourself some more time?

Elena: I am so sorry to make you worry about me. But I must go to Granas Cathedral. I have a job to do! Besides, Tessa would chide me if I do not get going!

Man (Green w/ Yellow Hair just inside gate): Well, well, you are made of sterner stuff than I thought. Talking back to that witch who destroyed the statue with one blow.

Ryudo: It wasn't for your sake, so don't get the wrong idea. She pissed me off, that's all.

Skye: So no one can say nice things about you either, eh?

Woman (Bottom of Fountain, Pink): Say, who was that monster woman? Did you see her smash the statue of lord Granas with one blow!? Is this what grandmother spoke of when she talked about the day of darkness? If it is, what shall we do?

Kid (Fountain Left): Wow. That was a monster! I mean, they are really unstoppable, wow.

Elena: Leo, is something the matter? You have been practicing for this, right? Come on, cheer up!

Kid: Elena, are you kidding? That monster? Now way! I cant.

Ryudo: You are right Leo, There's no way a little runt like you could protect anyone!

Woman (Fountain Top): The statue of lord Granas in pieces. So, what happened that night wasn't a nightmare. If we are to be attacked by demons like that, what will happen to the village?

Elena: Grandmother, cheer up! We may have lost the statue of lord Granas, but we did not lose you! The statue can be rebuilt.

Man (Green, Fountain Top): Word has it that you're going to the Granas cathedral in the papal state of St. Heim.

Elena: Yes, but I feel awful for leaving everyone in the village at a time like this.

Man: Not to worry, Elena dear. Father Carius is with us, but please be very careful of mushrooms as you cross the Inor Mountains.

Ryudo: Mushrooms?

Man: Some mushrooms of the Inor mountains are used as nests by monsters. Its best to avoid them if you can.

Ryudo: Nests, eh? Monsters keep treasures in their nests, though. Easy money if you ask me.

Skye: True, but is it worth the risk?

Ryudo: Risk? What risk? We grab the treasure, and if a monster comes at us, we hammer it. Where is the risk in that?

Kid (Near house 3): Oh! Hi Elena! You're going to Granas cathedral, right? Here, take this with you.

Elena: Why thank.....Hmm. What is this? Its fluffy. What strange nut is this. Where did you find it?

Kid: I found it when Leo and I were playing outside the village. Its my special treasure, but you can keep it as a charm.

Elena: Why Lenny, you are such a sweetie. Thank you for thinking about me. I will take really good care of it.

<<POFF NUT ACQUIRED!!>>

Kid: Gee Elena, I guess witches really do exist. She was scary, really scary.

Elena: Now don't you worry Lenny, you just leave the witches to me. I can take care of them, okay?

Skye: She obviously is more frightened then the boy, yet see how she carries herself. Less a pampered little girl than a.....

Ryudo: Knock it off, Skye. Still, she's harder to figure out then most women.

Man (Old, House 2): Mr. Geohound, thank you for protecting our village.

Ryudo: Did not look like anyone else was going to stand up and fight. Besides, why thank me when she got away safely?

Man: Oh, driving her off was more than enough! Besides, we couldn't protect the village on our own.

Man (Outside House One, Old): Looks like this village ain't even safe any more. Seeing as how a woman like that, more like a monster, shows her face here.

Elena: Grandfather, I have decided to go to the Papal State of St. Heim to serve Lord Granas. To tell the truth, I do not wish to leave the village, but I.....

Man: Don't you fret, Elena! We all know you're going for our sake!

Man (House 1): I thought this village would always be safe because of the dedicated Father and the Sisters here. But after that horrible witch appeared, I started thinking, maybe this village is doomed too.

Woman (House 4): Miss Elena, so you are safe! I'm so glad, I heard of trouble at the church. A horrible monster came and smashed the statue of lord Granas. How could such terrible things happen?

Elena: Please worry not about me. I am going to visit Holiness Pope Zera to ensure that such a dreadful event never happens again.

Kid (House 4): Miss Elena, are you really going far away?

Elena: Yes, I am. But I wanted to hear your song one more time before I left, to make me happy. I was disappointed to not see you practicing outside today, like usual.

Kid: After the scary with appeared, I'm scared to go outside, I cant practice outside anymore.

Man (House 3): Even here it has happened, the rumors that the powers of darkness grow stronger with each passing day are true after all.

Elena: Please do not worry. I am traveling to see his Holiness pope Zera to find out how we can seal in the darkness that haunts us.

Man: Elena, dear, don't overdo it. If we all work together, we can do it. You need not do it all yourself.

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Agear Town Just After You Arrive

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Guard: This used to be a town where travelers could rest, but now its in ruins, ordinarily they'd just write the place off. But this town remains an important crossroads, that is why we are here.

Elena: I think what you are doing is wonderful. You are helping so many people this way!

Ryudo: Yeah. But with the road blocked, it doesn't matter to us if anyone guards this spot or not.

Guard (outside inn): Alright, lets make the best of it and get some rest till morning.

Ryudo: You mean you sleep here. Ive sleepy in nicer rain-drenched caves.

Guard: This is a fine inn, a gentleman Vyx built it after the monsters destroyed the town.

Guard (Gate): You guys sure picked the wrong time to come here, as you can see, the road is blocked. You cant get through.

Skye: Talk about a mess. What on earth happened here anyway?

Guard: We were attacked by monsters, bird brain. They came from a cave at the base of the mountain and did a number on our town.

Guard (roaming behind armor shop): This town was a pretty lively place until it got thrashed by those monsters.

Ryudo: Those damn monsters. How the hell did they get over that wall!

Guard; They didn't have to. They came from a cave at the base of the mountain. The wall was useless.

Man (Roaming, green hair): You cant go into town, its too dangerous, you never know when the monsters may return.

Ryudo: Get out of my way, rookie. Ive been doing this long enough to know when I'm in danger and when I'm not.

Man: This is my home, I may have ran away when the monsters came, but now I'm back for good.

=====

Agear Town, After Millenia Joins The Group

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Guard (outside inn): I shouldn't have taken my eyes off that kid! Who'd have thought he would run right into the monster's nest! Damn!

Ryudo: What kind of mentally-deficient brat would run off

like that? Agh! Now I guess we have to go look for him.

Guard (Wandering in Front of Inn): Dammit! I should not have taken my eyes off the barricade! Now look what has happened. Vyx was depending on me, but I let him down. I guess I will just have to go rescue him.

Millenia: I think you've done enough! You help that kid any more and he'll end up dead, just get out of our way.

Ryudo: Hey, hey! This ain't no walk in the park we are going on, you know!

Guard (Barricade): I am sorry mister Geohound. The kid ran into the cave, I only turned my back for a second.

Ryudo: Yeah, looks that way, eh? This little brat is nothing but trouble. I can already tell.

Skye: Ryudo, you were going to hunt down those monsters anyway, right? So what is the difference?

Ryudo: Did you take a double dose of stupid pills today? I don't need some damn kid slowing me down.

Guard (Behind Tent): I was careless. I didn't think anyone would dare go out on such a creepy, moonlit night. I take my eyes off the barricade for one second, and that brat runs right into the cave. What was he thinking!!?

Ryudo: He wasn't thinking. He's a kid, thinking isn't something kids know how to do. Reminds me of some women in my life.

=====
Agear, After Roan Joins the Group
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Guard (Outside Inn): Being a geohound, you must know about the dirty sand monsters of the baked plains, right?

Ryudo: Yeah, I plan to steer clear of those psychos.

Elena: Ryudo, just who are these sand monsters?

Ryudo: They're sandmen. They live in baked plains, they're not exactly something we want to run into.

Guard: I see now why Vyx thinks so highly of you in spite of your youth. Thank you for your help!

Ryudo: No need to thank us.

Roan: But its okay if I thank you for helping me get my medal back, right? Gee, Mister Ryudo, You're the greatest!!

Ryudo: Shut it kid. Or ill shove you back into that cave.

Guard: You Geohounds sure are amazing. I see why Vyx spoke so highly of you. I hope now everyone will return to town. Anyhow, you have my gratitude.

Roan: Mister Ryudo helped me get my medal back. Thank you Ryudo!! You are the greatest!!

Ryudo: Save your thanks, I just did what I did to keep everything moving.

Guard (In front of old Gate): Are you leaving mister. Well the road is clear thanks to you. Our hero!

Ryudo: Hero implies working for free. So trust me, I am no hero. Just a garden variety Geohound.

Guard: I see. Well, listen up. Ahead is the baked plains.
Beyond that, the scar of the earth, the granacliffs.
That fabled gorge is said to be the bottomless pit. So step
carefully. Ha!

Woman: Take this as a token of my appreciation for slaying
the monsters

Ryudo: What the hell is this? Is it edible?

Woman: No! You cant eat that nut. It's a Poff Nut. It
attracts an animal called a Carro. When you give a Carro a
Poff nut, it becomes playful and acts really cute.

Ryudo: Great, last time I heard that, I found myself stuck
with Skye. If you really want me to have it, thanks.

=====
Liligue Town When You Arrive And The Gate is Unlocked
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-Please note: This town is very, very large. To make my
life easier I am only doing the specific houses in which
you will find people. Thank you.

House One: Man: Not Arum Root Again!! I cant stand this
stuff anymore!

Ryudo: If its that bad, why do you even bother to stick
around. Get the hell of out of here if you're so unhappy.

Man: Are you nuts. We're making money hand over fist. I'm
not leaving because of some bad food.

House Two: Man: We are getting weaker and weaker with every
passing day from eating that arum root. It is even harder
on the elderly and the kids. I thought if I developed some
sort of tranquilizer to numb the hunger. But I couldn't
come up with anything.

Roan: Oh, I see. Well, there is sure a lot of Sarbia nuts
here. I believe your preparation method is rather odd.

House Three: Woman: How did it come to this? I thought
things would start looking up when Gadan became the skyway
manager.

Ryudo: Call me crazy, but have you considered leaving? I
know it may sound radical and all, but at least you could
eat again.

Woman: Ive been thinking of leaving, but my husband cant
practice his skills anywhere else, it would be asking too
much of him.

House Four: Empty.

=====
Liligue Town After You Defeat the Tongue
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House One: Man: Its no good that the food is no good, but
what's really bad is not caring about bad stuff, that's

worse than the bad food.

Ryudo: Huh? You want to run this past me one more time there nutball?

Roan: I believe he recognized that the real problem is not about bad tasting food, right?

Man: Right! That's it! Oh man, I sure blew it, going to work without eating.

House Two: Man: Suddenly, people have been getting sick after eating various foods. Everyone needs medicine, so I'm really busy.

Elena: Harrumph? Still? You seem to be rather happy about it.

Man: I don't know why, of course, but their illness has been cured. I'm very happy about it.

House Three: Woman: It's been a long time since I've made home cooking. My husband, he'll have one bite of it, then he'll suddenly look downward.

Ryudo: What, does he get sick to his stomach or something?

Woman: No, no. While he's still looking downward, he'll just quickly say "delicious." That makes me so happy.

House Four: Empty.

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Section XV: Maps
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Incomplete

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Section XVI: Do you wish to contact me?
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-Hi. Do you wish to contact me at all about this guide?
Well, below are my rules for contacting me.

1. I will accept ALL question emails. So please send them, I would be happy to help, although I might not know.
2. I will accept all additions to my guide via things I missed. This will be included in a separate section if enough response is generated
3. I will accept all complements.
4. I will accept all constructive criticisms
5. I will accept all emails wishing to ask to use this guide on a site, although I must give permission first for this to happen.

6. I will NOT accept any flames. If I see them, I will get mad, please do not send flames.

7. I will NOT accept anyone yelling at me for what I have explain in the "Notes From the Field Section"

8. I will NOT accept random junk mail with off topic questions unless I personally know you.

-Please follow the above guidelines to make my life easier, as I do get a bit of mail. Thank you.

=====
Section XVII: Final Notes
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What to Expect in the Next Update:

- Continue on this god forsaken walkthrough: 50 Percent
- Continue on the Game Story: 50 Percent
- Continue on the Game Script: 35 Percent
- Start the Item Lists: 25 Percent
- Start the Skill Lists for Characters: 100 Percent
- Start Maps: 0 Percent

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If I find this guide anywhere without my permission VIA EMAIL OR AIM, I will press legal action.

Thank You:

Squid Girl- My FAQ writing love.

Brett Franklin- My friend who inspired me.

Devin Morgan- For being a good friend.

The Makers of Grandia II- For such a great game.

All the people at gamefaqs- I might not like you, but thanks.

Anyone else- Thanks.

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Fin.....

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