

Breath of Fire FAQ/Walkthrough

by Shotgunnova

Updated on Mar 16, 2016

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FAQ/WALKTHROUGH
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EMAIL: shotgunnova [at] gmail [.] com
ASCII done by...ASCII Generator!
<http://www.network-science.de/ascii/>

Best viewed in 79-character width browser!

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This sword-wielder hails from the town of Drogen, which gets wrecked by the Dark Dragon clan within the first minute of gameplay. His clan has powers of the Light Dragon or, rather, did -- they've lost 'em! But, it's his duty to defeat Zog, Dark Dragon King, whose wreaking havoc all 'round the world.

[SKILLS:]

- SnoDr -----> 7 AP. Transforms into ice-elemental dragon.
- FlmDr -----> 10 AP. Transforms into fire-elemental dragon.
- ThrDr -----> 12 AP. Transforms into thunder-elemental dragon.
- IceDgn -----> 20 AP. Transforms into powerful ice-elemental dragon.
- FirDgn -----> 27 AP. Transforms into powerful fire-elemental dragon.
- BltDgn -----> 30 AP. Transforms into powerful thndr-elemental dragon.
- GldDgn -----> 40 AP. Transforms into powerful zombie-killing dragon.
- Rudra -----> 50 AP. Transforms into powerful fire-elemental dragon.
- Agni -----> 60 AP. Transforms into ultimate dragon
- Revert -----> 0 AP. Returns to normal (in-battle, while transformed)

NOTE: Zack can only learn transformations at Dragon Temples/Shrines.

NOTE: Agni calls for everyone to merge; Karn cannot be fused with anyone!

[FISHING:]

This is Zack's unique ability, letting him fish for items on the field. Sometimes he gets fish, but the real purpose of this is to get the Dragon Relics. If you find an old well or odd dock, fishing off of it may just be the key to getting a good piece of equipment. He needs to have a Rod and Bait (both items) equipped to his accessory slot to fish.

NINA

Winged princess of the Winlan Kingdom, she takes it upon herself to go and defeat the wizard causing harm in Karma/Romero. Eventually she joins up with Zack after he's helped her out. Her specialty is healing magicks, so she's always useful in a bind...provided she doesn't get herself killed in an instance due to low defense.

[SKILLS:]

- Lv. ---- Cura1 ----> Recovers HP by 50pts.
- Lv. ---- Fort ----> Briefly ups defense power.
- Lv. ---- Heal ----> Cures any abnormal statuses.
- Lv. 06 - Lk-Up ---> Briefly ups Luck stat.
- Lv. 07 - Atk-Up --> Briefly ups Attack power.
- Lv. 09 - Cura2 ----> Recovers HP by 100pts.
- Lv. 11 - Hold ----> Holds enemy move (paralysis)
- Lv. 12 - Ag-Up ---> Briefly ups agility
- Lv. 13 - Warp ----> Warps to a town (ones party's previously visited)
- Lv. 14 - Zom1 ----> Angel Lv1. Single enemy. (damages undead)
- Lv. 15 - Cura3 ----> Recovers HP by 250pts.
- Lv. 17 - Renew ---> Cures "Stun" State with 1 HP
- Lv. 19 - Idle ----> Slows enemy down (lowers agility?)
- Lv. 21 - Shield --> Lessens damage from magic
- Lv. 23 - Cura4 ----> Fully recovers HP
- Lv. 24 - Zom2 ----> Angel Lv2. Single enemy.
- Lv. 26 - FortX ----> Ups party's defense power
- Lv. 28 - Hush ----> Briefly seals enemy's magic

Lv. 30 - Dispel --> Prevents an enemy from using magic (one casting)
Lv. 34 - RegenX --> Revives character in "Stun" state w/ full HP
Lv. 41 - Wall ----> Reflects magical attacks off ally
Lv. 46 - ZomX ----> Angel Lv3. All enemies.

[FLYING:]

This is Nina's special power. Unfortunately for the player, she doesn't gain the ability until very late in the game, after visiting one certain time-influencing tower... However, when she does get it, it allows the party to land anywhere they'd be able to walk normally, as well as search out treasure spots they'd normally be unable to get to.

BO

A member of the Forest Clan who led the army of Tantar to many victories. After events in Lament Woods, he joins the party permanently, giving them a much-needed edge on the Dark Dragon forces -- great attacking and magic! He suffers from a defensive problem, though...

[SKILLS:]

Lv. ---- Flare ---> Fire Lv. 1, single enemy
Lv. ---- Spark ---> Thunder Lv. 1, single enemy
Lv. ---- Cold ----> Ice Lv. 1, single enemy
Lv. ---- Fry -----> Thunder Lv. 2, single enemy
Lv. ---- Flame ---> Fire Lv. 2, single enemy
Lv. ---- Frost ---> Ice Lv. 2, single enemy
Lv. ---- Cural ---> Recovers HP by 50pts.

[HUNTING:]

Bo's special ability uses his bow-and-arrow setups to kill monsters on the field. If successful, he can pick up what's left of them -- these items are oftentimes of great use, like the W. Ant (heals AP by 100) or the Meat dropped by boars (heals all party's HP some). These items can't be sorted in the inventory, unfortunately...

[FOREST-WALKING]

Bo's got another ability! If you place him in the party lead, he can trek through the pines, to places otherwise unaccessible. This is the only way to get around early on, particularly near Romero.

KARN

Karn's a low-down dirty thief from Bleak, who just wants to be the best in his trade. He joins after completing the Krypt dungeon, and is a big asset in the ways of treasure-hunting with his lockpick and fusion abilities.

[SKILLS:]

NOTE: All fusion abilities increase damage/defense in battle.

Shin ---> Fusion that combines him, Gobi, and Bo. Faster hunting on the world map and also forest-walking abilities retained.

Debo ---> Fusion that combines him, Gobi, and Ox. Only available under the water, which makes it pretty dumb once you don't need to travel that way any longer. No special abilities...

Doof ---> Fusion that combines him, Ox, and Bo. Only available on land, so it's the exact opposite of Debo. Can still walk through forests.

Puka ---> Combines him, Gobi, Ox, and Bo. Doesn't retain any abilities but Karn's (IIRC). His special ability is opening dragon-crested doors on the world map, and having great battle fortitude. >=p

[LOCKPICKING:]

Karn's a lockpick master, meaning he can open up any locked gates you find in the game (well, almost all of them).

[TRAP DISARMING]

Karn's also an adept thief and can smell traps a mile away. This includes disarming treasure chests that have nasty after-effects and also trapdoors which can cause the party to lose progress.

BLEU

Bleu, to put it simply, is a bangin' sorceress with the body of a snake. Her magickal skills are peerless, and she has quite an arsenal to unleash on the unsuspecting enemy hordes. It's all offensive, though; if she had white magick, she would definitely be THE best.

[SKILLS:]

Lv. ---- Exit -----> Escapes from a dungeon to world map
Lv. ---- Flare -----> Fire Lv. 1, single enemy
Lv. ---- Spark -----> Thunder Lv. 1, single enemy
Lv. ---- Cold -----> Ice Lv. 1, single enemy
Lv. ---- 3.5 -----> Quake Lv. 1, single enemy
Lv. ---- Para -----> Stops enemy's time
Lv. ---- Bomb -----> Explosion Lv. 1, single enemy
Lv. ---- Sap -----> Absorb an enemy's HP
Lv. ---- Warp -----> Warp to a previously-visited town
Lv. ---- Rub -----> Kills an enemy with "Shock!" (works ~50% of time)
Lv. ---- Flame -----> Fire Lv. 2, single enemy
Lv. ---- Fry -----> Thunder Lv. 2, single enemy
Lv. ---- Frost -----> Ice Lv. 2, single enemy
Lv. ---- 5.5 -----> Quake Lv. 2, single enemy
Lv. ---- Boom -----> Explosion Lv. 2, single enemy
Lv. 20 - F.Ball ----> Fire Lv. 3, single enemy
Lv. 21 - LStorm ----> Thunder Lv. 4, enemy group
Lv. 22 - Chill -----> Ice Lv. 4, enemy group
Lv. 23 - Flee -----> Flees from battle
Lv. 24 - 9.5 -----> Quake Lv. 3, enemy group
Lv. 25 - Blast -----> Explosion Lv. 3, single enemy
Lv. 26 - Gale -----> Thunder Lv. 5, enemy group
Lv. 28 - Ice -----> Ice Lv. 4, enemy group
Lv. 29 - Char -----> Fire Lv. 5, enemy group
Lv. 30 - Nova -----> Explosion Lv. 4, enemy group
Lv. 31 - IceX -----> Ice Lv. 5, enemy group

Lv. 32 - FireX -----> Ice Lv. 4, enemy group
Lv. 33 - Drain -----> Absorb enemy's AP
Lv. 35 - BoltX -----> Thunder Lv. 3, single enemy
Lv. 37 - NovaX -----> Explosion Lv. 5, single enemy
Lv. 40 - Comet -----> Meteor Storm, enemy group

GOBI

Gobi is a thrifty fish-man who used to be a prominent member of the Prima Guild. He set up shop in Auria, the town of riches, and eventually tags along with the party since he has business elsewhere. Well, he eventually ends up as the party's guide and joins them.

[SKILLS:]

NOTE: His skills can ONLY be used underwater

Ebb -----> Attacks all enemy ranks with fish schools
EbbX -----> Attacks all enemy ranks with fish schools
Eco -----> Attacks all enemy ranks with fish schools
EcoX -----> Attacks all enemy ranks with fish schools

[BIG FISH:]

After receiving the 'Sphere' item, Gobi will once again be allowed to use the Big Fish ability of his clan. This lets him traverse any part of the ocean, but is mostly useful for getting to the western part.

OX

Ox is a member of the Gant machinists, a people who mine and overhaul machines. He's a really big powerhouse, and his wife was kidnapped when the Dark Dragons came to their village. He attempts to get to the Hidden Base, but ends up in the underwater town of Prima where he joins Zack in his quest to destroy the evil clan.

[SKILLS:]

Lv. ---- Cura3 --> Recovers HP by 250pts.
Lv. ---- Heal ---> Cures any abnormal statuses

[WALL-BREAKING:]

He's such a fountainhead of brute strength, that Ox can destroy sections of walls that have already been infirmed. This is used a few times in the course of the game, but it also helps to get treasures in isolated rooms.

MOGU

A mole in the village of Gramor, he was put into a deep coma by Mote. The party helps him find his "courage" in the dream world and he joins them in their quest, partially as thanks and to get back the rest of the town's enslaved mole-people.

[SKILLS:]

Lv. ---- Dig ---> Escape from battle

[DIGGING]

Digging is a mole's specialty, so obviously a mole-person retains that tip-top technique. On the world map, Mogu can dig into the dragon marks and uncover the areas below, which may have treasure or people. He also can use this ability to dig up items on the world map, a skill employed once in the lategame (see: Root).

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| III. WALKTHROUGH [WLK1] |
-----o

-----o
| 01 - 02 [03] |
-----o
| 04 | 05 |
-----o

- 01) Chronological number
- 02) Town/dungeon/area name
- 03) Cntrl+F listing code
- 04) Items
- 05) Enemies (when applicable)

-----o
| 01) Drogen [DRG1] |
-----o
| ITEMS: _ |
| [_] V. Ptn [_] 300 GP |
-----o

Name your character if you want (default: Zack) and adjust your settings. As the game begins, Zack will be in a burning house, awoken by an old hag. Open the burning bureau nearby to get a [V. PTN] (you won't be able to get it later) and follow the guide downstairs.

The villagers have gathered, now. Talking to the people by the entrance makes them step aside, and once Zack talks to the middle woman, more townspeople rush in and say the Dark Dragons are attacking the village.

After some scenes, the old man makes a [300 GP] chest appear nearby. Rob it of its bounty and exit the building. The only other building contains the dragon save point. You can heal for free at the old woman in the main house, too. Get out of town when you're ready to do some cuttin'.

-----o
| 02) World Map - Drogen Area [WMP1] |
-----o
| ENEMY: Slime, Bulla, Flea |
'-----'

'Kay, you can battle weak Slimes around these parts, all of which you can fell in a single hit. They drop Antidotes, too. Bullas take two hits to drop, however. When your health gets low, don't waste items; go back into town and heal up. Beware, because Bullas can appear in twos. I suggest kickin' monster behind until you're around Level 4.

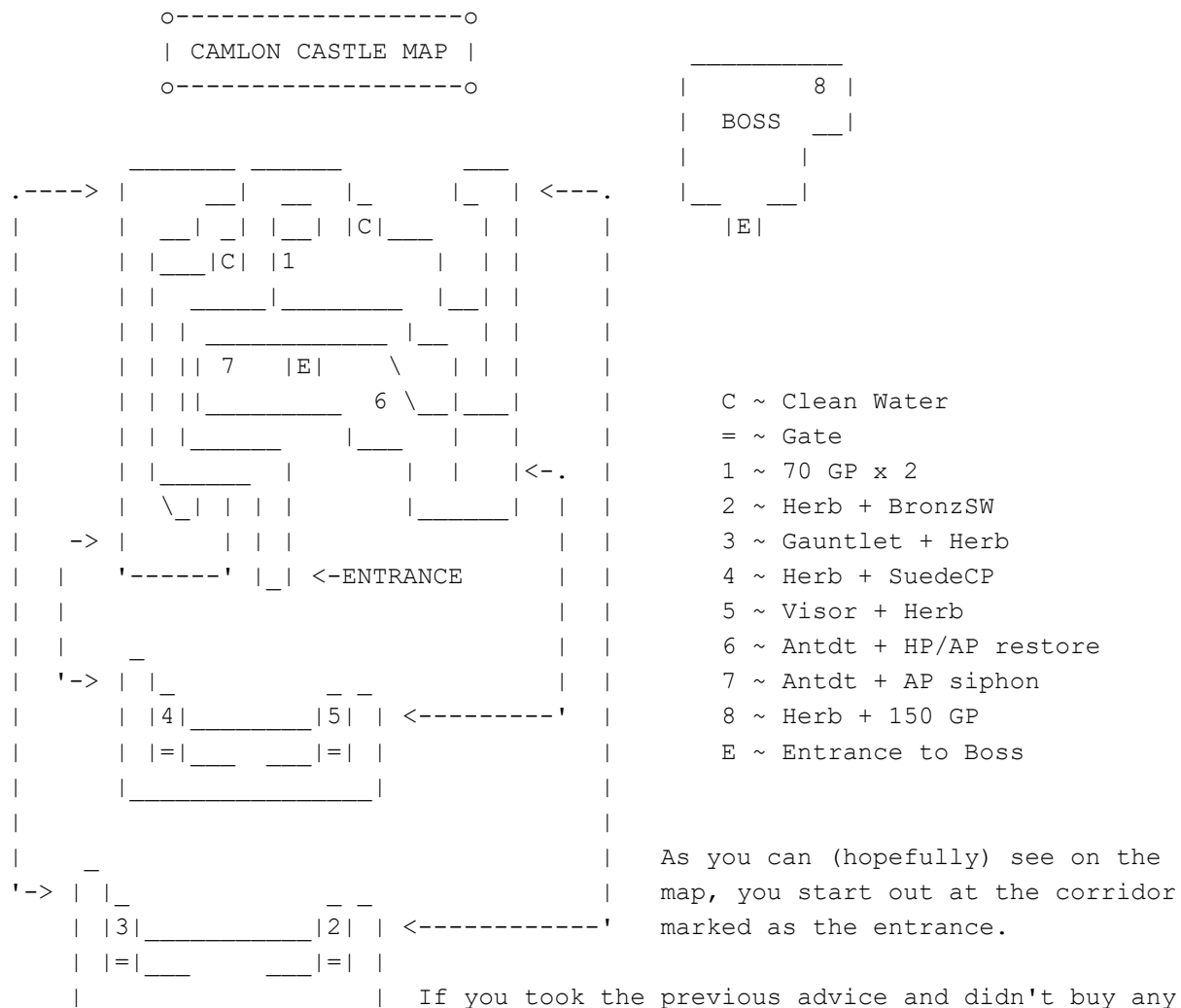
Don't bother with buying any new swords/armors, as you'll get an upgrade in the very near future. After healing up, make your way north of...

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o-----o
| ITEMS:      _      _      | ENEMY:      |
|      [_] 70 GP      [_] 70 GP |      Creep, Gloom, Beak, P. Bug |
|      [_] BronzSW    [_] Herb  |-----o
|      [_] Gauntlet  [_] Herb  |
|      [_] SuedeCP   [_] Herb  |
|      [_] Visor     [_] Herb  |
|      [_] Antdt     [_] Antdt  |
|      [_] Herb      [_] 150 GP |
o-----o
    
```

This place is wrecked as well, and there are no merchants or healing points. Yeah, kinda backwards. Anyway, there's a major monster infestation in the castle nearby and no one steps forward to do some cleansing -- heeeeeere's Zack! Enter the manse.



- C ~ Clean Water
- = ~ Gate
- 1 ~ 70 GP x 2
- 2 ~ Herb + BronzSW
- 3 ~ Gauntlet + Herb
- 4 ~ Herb + SuedeCP
- 5 ~ Visor + Herb
- 6 ~ Antdt + HP/AP restore
- 7 ~ Antdt + AP siphon
- 8 ~ Herb + 150 GP
- E ~ Entrance to Boss

As you can (hopefully) see on the map, you start out at the corridor marked as the entrance.

If you took the previous advice and didn't buy any equipment upgrades, you might have to hotfoot it through the serpentine passage and camp out at the healing water spots to get a few levels. But, as soon as you get to the end of the (one-track) hallway, you can get the BronzSW (@5) which will be of great aid. The rest of the corridors are self-explanatory, too, with treasure chests along the way. If you see a passage, take it -- there isn't any secret items lying in wait at any dead ends.

Make sure to equip the Visor/Gauntlet/BronzSW as soon as you get them, which should let you plow through most enemies now. One chest (@6) is a trap, but heals your HP/MP since there is a boss fight coming up. The other chest in the west (@7) is an Antidote trap, letting you get the item in exchange for some AP. Get chest 7 before 6 if you want all the items.

The stairway nearby leads up to the boss.

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| BOSS: Frog | HP: ~100 | EP: 500 | GP: 350 | ITEM: None |
o-----o-----o-----o-----o-----o-----o
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Zack should be hitting for 19 dmg or thereabouts, so this shouldn't take too long if you're about level five or six. Frog hits for 7~9 or so damage but is also faster than you (unless you're a high level), so if you need to heal it'll have to be done a turn before you actually need to do it -- anticipate the enemy and all that. 'Sides the speedy Frog's legs (:p), it's just hack-and-slash, through and through. When you deplete its HP, it "seems alright" enough to take one more hit to go down. Such fortitude...

Take the two chests nearby (Herb/150 GP) and start chuggin' back towards the castle entrance. Yes, you have to walk back. Luckily, the experience from the amphibian you just murdered should've pushed you up a level or two; and, there aren't enemies anyway.

As you come out of the castle victorious, the king says that the Dark Dragon family must have control of...uh, the Quake Control. The secret palace in Nanai should be a conduit to stop 'em. Sorry, no lavish reward for the hero. Exit back onto the world map, aiming north again...

By the way, you can buy an ArmPad (better than SuedeCP) if you want, but you'll get a free one comin' up. Having about ten herbs is a good idea for the upcoming boss, though.

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o-----o-----o-----o-----o-----o-----o
| 04) World Map - Camlon Area [WMP2] |
o-----o-----o-----o-----o-----o-----o
| ENEMY: Slime, Flea, Bulla |
'-----'
```

Get northbound up the peninsula and you'll eventually loop around by Nanai, which is clogging up the only passage east. You can only enter it completely in the nighttime.

```
o-----o-----o-----o-----o-----o-----o
| 05) Nanai [NNA1] |
o-----o-----o-----o-----o-----o-----o
| ITEMS: |
| [ ] S. Ptn [ ] 150 GP |
| [ ] Herb [ ] 150 GP |
| [ ] Herb |
o-----o-----o-----o-----o-----o-----o
```

Evidently drunk from the night's pillaging, the Dark Dragons are either on the ground in "passed-out" mode or wary to your presence. You can still sneak around town, luckily; getting caught just means you're ejected from town. Go into the inn and search a bureau for a sweet [S. PTN], then leave again.

Head around the inn to the north and go east, sticking as far south from the vigilant vigilante as you can. When you get to the water pool, head north and enter the unguarded house. There's two doses of [150 GP] inside. Exit again.

'Kay, this time go south from the west edge of the pond and you should be just out of view of the item shop guard and the other faux-ninja in the east. From there, you can continue to the structure the pond surrounds or sneak to the eastern edge and enter the weapon shop. Nothing of interest except for the LongSD (2250g), which you can't probably buy. You can also enter the northeasternmost house by cutting along the east side of the pond and heading east along the north edge of town. There's two [HERB] chests to be found.

Anywho...when you're ready to continue, enter the palace, unlock the gate, and head into the subterranean caves...

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o-----o
| 06) Gaia Palace                                     [GPL1] |
o-----o
| ITEMS:      _      _      | ENEMY:      |
|      [_] Antdt      [_] 70 GP      |      Beak, P. Bug, Gloom      |
|      [_] F. Stn.    [_] ArmPad    |-----o
|      [_] B. Stn.    [_] 650 GP    |      |
|      [_] ArmPad     [_] E. Key    | NOTE: Stairwells omitted on the map |
o-----o

```

```

_ ENTRANCE      _      _      | 5 |
|3| _ | _      _ | <-> | _ | 4 | _ |
| | |      | _ | _ |      | _ | BOSS | 1 ~ Antdt
| | | _      _ | | |      | _ | _ | 2 ~ B. Stn.
| | | |      | 1 | | |      | _ | _ | 3 ~ 650 GP
| | | |      | _ | | |      | E | <-----> | _ | 4 ~ 70 GP
| | | |      | | | |      | _ | _ | 5 ~ ArmPad
| | _ | | _      | | | |      | _ | _ | 6 ~ F. Stn.
| | | |      | _ | | _      | _ | _ | 7 ~ Cure
| _ | |      | _ | | |      | 7 | _ | E ~ Exit to Boss
| |      | 2 | | 6 | |      | _ |
| _      | | _      |

```

Some of the chests are skippable, but the F.Stn./B.Stn. battle items, as well as the Cure, are definitely worth the detour (the formers are useful in the upcoming boss fight). As before, this is a one-time-only dungeon, so if you are a huge perfectionist, hit up all the loot in the caves.

The second large area sends you right to a fancy room; the boss is near the adjoining control altar.

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o-----o
| BOSS: Knight | HP: ~200 | EP: 700 | GP: 500 | ITEM: None |
o-----o

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Use the F. Stn. and B. Stn. items and you'll really put a dent in this guy's health. By level eight, Zack should have the upper hand in speed, so you can act without thinking ahead. That said, Knight uses T.Bolt to do 20 damage to you, so use Herbs to rectify the situation. Luckily, T. Bolt isn't a crutch the boss uses too much; physical attacks are more likely to come your way. When his HP lowers too far, he uses "Recover!" to gain 40 health back. When its health is exhausted, the Knight manages to yell and stay in the fight for about about 100 more damage (!). It takes three near-fatal encounters for ol' rustbucket to give up the ghost.

Once you can move again, inspect the machine for the [E. KEY] and leave via the teleportation device. You'll escape just in time to see Nanai meet a nice

earthquake explosion. You end up back at...

| 07) Camlon | [CML2] |

Nothing to do but listen to the nerdy vassal (Scribe Shanky from Musashi? XD) talk about going to Winlan. Go back to where Nanai once stood and head east. If you're finding the enemies annoying, remember that you can use the E. Key in battle -- it does 30 damage to all enemies...and it's reusable!

Anyway, the path east of Nanai's ruins leads north eventually. Ignore the cave you see and head into windmill central...

| 08) Winlan | [WNL1] |

| ITEMS: |
[] V. Ptn	[] Herb
[] Herb	[] SuedeSH
[] SuedeHT	[] Antdt
[] Herb	[] Antdt
[] Herb	

There's an inn here, although if you want to know a fun fact, you can eat the fish on the kitchen counter and in some houses to refill HP -- hey, if it saves you the cash, right? Other things of notice are you can buy Acorns at the item shop (refill AP) and use the storage facility, which houses your items/coins for use later on. Can't store the E. Key, though.

In the the eastern house on the main horizontal street, you can search a bureau for a [V. PTN]. Yum. Go into the castle and talk to the white-robed woman to cue some scenes; once they've concluded, you'll control Nina, the princess. Go down the nearby stairs to arrive back on the ground floor.

Take the two [HERB] chests nearby and the four chests in the northwestern corner of the level. There are two chests in the floor below, too. Talk to Zack to see him mumble something about a girl in his sleep...kekekeke!

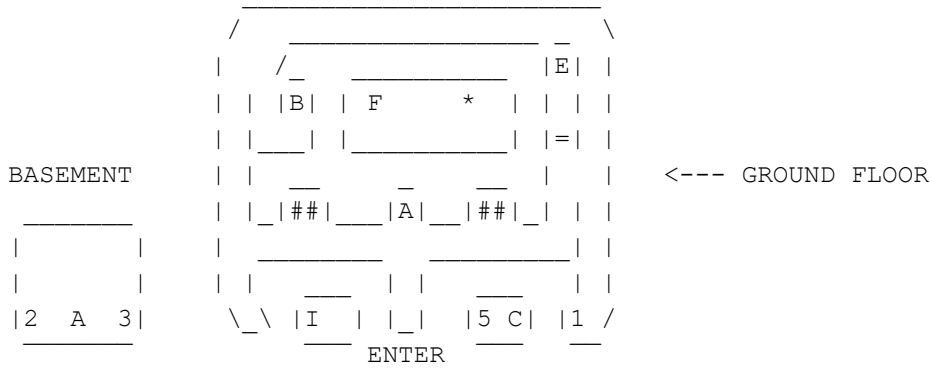
Exit Winlan and go to the cave nearby.

| 09) Aura Cave | [RCV1] |

ITEMS:	ENEMY:	
[] Cure	[] 150 GP	Gloom, Creep
[] SuedeGN	[] I. Ore	-----
[] 70 GP	[] Herb	
[] Herb	[] B. Stn.	NOTE: Stairwells omitted from map
[] C. Stn.		

As you arrive, the two soldiers accost you...then join your party! If you haven't done it yet, equip the SuedeSH/HM on Nina. Head north to the stairs, which takes you down further...

\|_____|_____|/



On the first floor are two healing fountains, so if you want to camp out and raise levels, there's the place to do it. Go down the stairway north of the entrance to the tower and find the two [HERB] chests.

Near the east fountain on 1F is a scythe-wielding creature. Talk to it and...

```

o-----o-----o-----o-----o-----o-----o
| Morte | HP: ~80 | EP: 364 | GP: 260 | Item: Herb |
o-----o-----o-----o-----o-----o-----o

```

This should be a pushover no matter what you do. Use the E. Key and have the soldiers attack. It should be dead in three turns, since he starts crying as his HP depletes, giving him one last stand. Chances are he'll act first in this battle, so plan your healing strategies accordingly.

Okay, given the complexity of the stairs around here, I'll do a step-by-step way to do this.

- 01) Take "E" to the second floor.
- 02) Take "K" to the third floor.
- 03) Arc east and take "L" down to second floor.
- 04) Take "D" upstairs, avoiding the floor holes.
- 05) There will be four floor holes, as so:

```

[] []
[] []

```

Take the NE on in the arrangement, ending up at first floor.

- 06) Avoid hole and take stairway "F" to second floor.
- 07) Take "G" up to third floor.

Here, you can find another scythe-wielder blocking your way.

```

o-----o-----o-----o-----o-----o-----o
| Mortea | HP: ~130 | EP: 336 | GP: 240 | Item: None |
o-----o-----o-----o-----o-----o-----o

```

Again, use the E. Key to take down this boss. Same as the Morte fight, 'cept she has about 1.5x more health. She can pack a punch, too, dealing about 20 damage or thereabouts. You'll probably have to have someone healing every other round. Like before, Mortea will seem "alright" when her HP's been crunched, but ~30 damage should take her down for good.

When you're done, take the stairway she blocked up to the top of the tower, heading west across the bridge. Once you get to the second tower, you'll

find the kidnapped Romano girls and two stairways. Take the one by the gate to find some healing fountains and a dragon lord statue.

Open the switch inside the gate you just passed to make the girls move out of your way, letting you head downstairs. Take the [CURE] you see and keep on going.

Eventually, you'll find the Wizard in a dimly-lit room who throws Xeon Gas on you -- that stuff prevents your powers from working. The guy even has the audacity to call everyone a "bird"! Grr...

Anyway, you fight the wizard twice, each time with you forced to lose. One of the soldiers will fly off to get help...

o-----o
| 14) Winlan | [WNL2] |
o-----o

The wounded soldier tells of the princess' fate before dying. Zack is asked to rescue everyone, and can't refuse. Go into town, buy any supplies you'll think you need (Herbs/ChainML!), and exit onto the world map. Talk to the Winlan soldier and he gives you a ride back to...

o-----o
| 15) Karma | [KRM2] |
o-----o
| ITEMS: | ENEMY: |
| [] Foil [] Remedy | P. Bug, Spider, Creep, Beak, |
o-----o | Zard |
o-----o

You'll land on the roof of the second tower. Head down, save if you want (not recommended if you're unsure of your strength), and return to the wizard's chambers. The accompanying soldier can't go down with you, and leaves the party.

In the subterranean, gassed-up area, follow to the left side of the area and get the long-range [FOIL] weapon (and also refill HP/AP). Equip it on Zack if you want and head toward the north/south passage in the middle of the area. The wizard bemoans your presence and attacks! Wowie! Zowie!

o-----o
| BOSS: Wizard | HP: ~200 | EP: 1300 | GP: 910 |
o-----o

Use the B. Stn. and C. Stn. items immediately and you can deplete all of his HP. Of course, he puffs out his chest and can weather a little more damage, but that's what the E. Key is for. Just use that for your major source of attack if you don't have the above items, and use Herbs when it slings its magic at you. T. Bolt and Blizzard can do around ~20, so if you have to use item healing, it'll be attack, heal, attack, heal, etc.

Following battle, the Wizard dies and you get the [REMEDY]. Afterwards, its another flight back to...

o-----o
| 16) Winlan | [WNL3] |
o-----o

Go to the second floor and see speak with Nina at the king's bedside. His Majesty appears to be in critical condition...until he jumps around the bed like a kook. Nina will join the party permanently now and you can leave via the tunnel.

So...uh, where is it? On the first floor, take the stairway into the basement and talk to the two green guards preventing passage beyond. They'll step aside and you can cross the bridge. Follow the dirt path until it ends near the seaside, then continue east to the town rubbing shoulders with the dry riverbed...

```
o-----o
| 17) Tantar/Tuntar                                     [TNT1] |
o-----o
| ITEMS:      _           _           |
|      [ ] L. Ptn      [ ] Charm      |
|      [ ] Saw        [ ] Herb        |
|      [ ] Cure              |
o-----o
```

Word around these parts is that the Dark Dragons have dammed the river mouth and the agricultural communities are suffering. Zack and Nina'll have to be doing somethin' about that, won't they? Before you get your hands dirty, dig around the inn and chieftain's houses for the bureau items, a [CHARM] and [L. PTN], respectively.

Once the looting is done, go into the foundry in the southern part of town and find the blacksmith. Give him the I. Ore you found in Aura Cave (if you don't have it, go back and get it) and he'll turn it into a [SAW]. You can leave now.

Oh, and if you go to Tuntar on the other riverbank, you can find the item shop and an [HERB] bureau in the chieftain's house; the inn has a [CURE] bureau in the back. The town here also speaks of a...stone robot... Hmm...

```
o-----o
| 18) World Map - Tuntar Area                             [WMP4] |
o-----o
| ENEMY: Creep, Gloom, WarHog, Stool, Zombie, Blurb |
'-----'
```

Just a note for milking enemies out here. Using the Foil + E. Key really can clean up enemies around here, the WarHogs in particular -- they leave loads of EXP/GP to finance your equipment expenditures. M. Drops are on sale in Tuntar, if you want some.

To continue with the story, go northwest of Tantar until you find a slope to advance north. You'll come to a grove of trees blocked by a large tree, and if you have the Saw in your inventory, you'll cut it down. The boughs of the woods shake as you enter...

```
o-----o
| 19) Lament Woods                                       [LMT1] |
o-----o
| ITEMS:      _           _           | ENEMY:      |
|      [ ] Herb      [ ] T. Drop      |      Zombie, Stool, S. Rider, |
|      [ ] Wrist     [ ] Life          |      G. Knight                 |
|      [ ] T. Drop              |-----o
o-----o
```

Small area, so there's no map. Make note that the S. Rider enemies will be faster than you and can hit for 10+ damage, so even with a Foil/E.Key combo you may end up killed. Keep your HP above 25 at all times while here, or at least until you're faster than them.

The duo starts in the south. Travel north and you should see a chest in the NW -- [HERB]. Get it and continue north along the western screen boundary, coming to a [T. DROP] chest. From there head back south, taking the first eastern path.

Now, the destination is in the upper right-hand corner of the woods, but you can get a few other chests -- [WRIST], [LIFE], [T. DROP] -- by exploring the eastern expanses. One is along the northern edge of the wall, and the others can be found by going south from there, then west along the southern screen boundary.

When you want to continue, head into the northeastern part of the woods and enter the weird-shaped bunker...

```
o-----o
| 20) Dark D. Fort [DDF1] |
o-----o
| ITEMS:           | ENEMY:           |
|   [_] Life      |   [_] LongSD    | WarHog, Zard, Midget, S.Rider |
|   [_] Life      |   [_] T. Drop   |-----o
|   [_] Life2     |   [_] T. Drop   |
|   [_] Herb      |   [_] Acorn     |
|   [_] Herb      |   [_] Herb      |
|   [_] WolfHT    |   [_] Herb      |
|   [_] T. Drop   |   [_] Herb      |
o-----o
```

Talk to the guards standing nearby and they'll (surprise!) attack you.

```
o-----o-----o-----o-----o
| Bowman | HP: ~70 | EP: 338 | GP: 260 | <-- FIGURES ARE TOTAL
o-----o-----o-----o-----o
| Lancer | HP: ~80 |
o-----o-----o
```

Basically just use the E. Key and Foil; don't even have to use Atk-Up or anything. Should only take two turns to murder these faces, or one if you are decently leveled.

Once the doofuses are dead, walk under the doorway where the bats are and you will fall into a basement with four chests: two [LIFE]s, [LONGSD] & [T. DROP]. Use the stairs nearby to exit.

Now, head up the path along the eastern wall (straightforward) until it splits north and south. Take the north (south is a trap) and you will come upon another set of tweedle-dee/tweedle-dums.

```
o-----o-----o-----o-----o
| Bowman | HP: ~70 | EP: 338 | GP: 260 | <-- FIGURES ARE TOTAL
o-----o-----o-----o-----o
| Lancer | HP: ~80 |
o-----o-----o
```

Same strat as last time: use E. Key and Foil. Shouldn't take more than two

turns this way, and even yet, the enemies just use basic attacks. Laff.

With the duo dead, arc south to the four chests: [HERB], [T. DROP], [ACORN], and [LIFE2]. Use the down-stairway in the northwest, coming into floor B1 (as I call it).

Continue east and take the short north passage, which sends you plummeting into a treasure room. Heal up before you take the items, because the SE chest deals 50 damage to the party leader (note: can't KO). The [WOLFHT], [T. DROP], and twin [HERB]s are your reward, although Bo takes double damage while wearing the former.

Use the tiny stairs back up and take the long path near another [HERB] chest -- there's a similar chest in the very SW of the room. In the north, there are three Dark Dragons guarding the kidnapped chief. Yipes! Come into battle healed before you engage 'em.

```
o-----o-----o-----o-----o
| Bowman | HP: ~120 | EP: 494 | GP: 390 | <-- FIGURES ARE TOTAL
o-----o-----o-----o-----o
| Lancer | HP: ~90 |
o-----o-----o
```

There are two Lancers and a Bowman this time around. Use Atk-Up if you need to, but the Foil/E. Key strategy can clear the Lancers in the first round with a good probability. They're a bit more powerful than normal, and since there are three, they can swamp a character and kill him/her off if you're unlucky. But, besides that small likelihood, this should be gravy. Try to end the battle fully-healed, since your HP carries over to the next.

When the chief is returned, he asks if you want him to lead you to the Dark Dragons. Giving an affirmative answer will cue a fight with Pog, although by repeatedly refusing to tag along, the Pog fight can be skipped entirely (and go right to the one after, the General)!

```
o-----o-----o-----o-----o
| BOSS: Pog | HP: ~220 | EP: 1684 | GP: 962 |
o-----o-----o-----o-----o
```

What a goofus! This Schizo-wannabe (see: FF7) isn't up to snuff, and can only play off your lack of recovery from the previous fight. Cure yourselves up if you're in critical condition (attacks can do ~20 dmg) and give Atk-Up to Zack, who can wail on the enemy, hopefully for ~50 damage. Use Fort for good effect, too, if you have T. Drops to heal the AP with. There really should not be any trouble here if you can recover your health. As per usual, you have to deal extra damage at the fight's end to really kill the boss, but it's only 30~40, easily dealt with the E. Key. Make sure to heal up before this fight ends, because you will be fighting ANOTHER boss very, very soon.

A wolven stranger saves your hide and the fake chief reveals himself as the Dark Dragon General!

```
o-----o-----o-----o-----o
| BOSS: General | HP: ~180 | EP: 1560 | GP: 390 |
o-----o-----o-----o-----o
```

I would say that you should give Fort to Bo, but the General is a complete PUSHOVER. Make no mistake: the General is pretty powerful, dealing 20 or so to Zack/Nina and 30ish to Bo...but he just doesn't have enough HP to sustain

any sort of offense. Have Zack attack, Nina use the E. Key and heal if she has to, and Bo use a Lv2 spell of his (or cure), and this should be over in two rounds.

Afterwards, the chief leaves to look for a way to stop the rock that's been used as a stopper for the river, and Bo joins the party permanently. Equip him with the WolfHT, of course. You can leave the fort, now, and also the woods. Nothin' else to do here.

In Tuntar, the newly-released chief says that the secret of the giant robot in the north is found in Agua. Since there aren't any ways to go near the twin cities, it's time to revisit Romero. If you position Bo in the party leader position (L/R shoulder buttons), you can walk through forests and use the shortcut to...

```
o-----o
| 21) Romero                                     [RMR2] |
o-----o
| ITEMS:           _           _           |
|           [_] WtrJr           [_] Herb   |
o-----o
```

Buy ChainML for Bo and a Sown for Nina if you haven't already!

Anywho, after you've talked to Tuntar's chief about Agua (YOU MUST DO THIS), zombies will start appearing in Romero during the night. Enter the town during the day and talk to the wild-haired old man in the northeasternmost house. The geezer says he'll give you information on Agua if you eradicate the town's zombies.

Walk around the world map until it's night and re-enter. The old woman in the graveyard doesn't say anything else to you until you've talked to the female NPC (in old man's NE house, 2F) about Cleansing Water. After that, the hag's zombie hubby reveals a secret tombstone passage, saying that the cave in the west has the Cleansing Water. Enter the newly-opened hole and take the [HERB] and [WTRJR]. Exit town and remember to upgrade equipment!

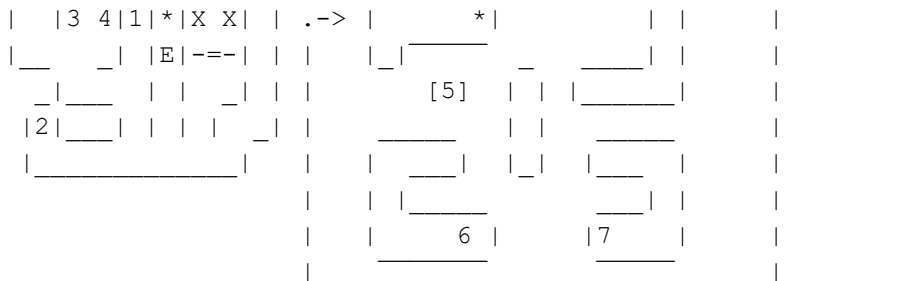
```
o-----o
| 22) World Map - Karma Area                       [WMP5] |
o-----o
| ENEMY: Slime, Creep, Flea, Bulla |
'|-----'
```

With Bo in the party leader position, you'll be able to walk through forests easily. South of Karma Tower is an island cave, accessible from the south.

```
o-----o
| 23) Ease Cave                                     [ESC1] |
o-----o
| ITEMS:           _           _           | ENEMY:           |
|           [_] Herb           [_] Herb   |           Ameblob, G. Knight, Blurb, |
|           [_] F. Stn.         [_] NiceHT |           Mage           |
|           [_] Herb           [_] T. Drop |-----o
|           [_] Apple          [_] BronzHT |
o-----o
```

Like before, the "A" stands for a pair of interconnected stairs, which would be too hard to draw on the map.

```
_____
|_____ |
```

--- LEGEND ---

- X ~ Wall Chests
- * ~ Locked Gate
- E ~ Entrance
- 1 ~ Life2
- 2 ~ Herb
- 3 ~ Acorn
- 4 ~ Apple
- 5 ~ SunHT
- 6 ~ ThiefCL
- 7 ~ IronSH
- 8 ~ Acorn
- 9 ~ Herb
- 10 ~ HairBand
- 11 ~ Bracelet
- = ~ Wall Wk. Spot

This area isn't too different from the others you've gone though, but there are "movement pads" to get around in a few areas. Stepping on one sends you in a direction, then strands you at a platform. It's pretty simple to move around, although if you're having trouble:

FLOOR 2: South > North
 FLOOR 2: East > East > North

The fourth floor is simple, and a teleport system takes you to a platform with a glowing, purple globe on it. Heal up, then inspect it to be attacked by...

```

o-----o-----o-----o-----o
| BOSS: Wisp | HP: ~350 | EP: 1200 | GP: 300 |
o-----o-----o-----o-----o

```

You're gypped out of a good fight here. Wisp will either attack someone for mediocre damage (~15) or does mediocre damage to everyone (~10). Use normal attacks, the Earth Key, and Bo's spells (Fry, in particular) to defeat it. Conserve the B/C Stn.s you may have, but feel free to use Atk-Up/Fort. No last bit of strength before it dies, either!

Search the pillar after Wisp's gone to get the [KNGKEY]. It doesn't unlock any of the gates you encountered previously, but it does operate the gigantic robot north of Tuntar.

```

#####
Allen Wong writes: There was an item I came across that wasn't in your guide
and was found in Agua Tower on the top level where you get the key from the
Wisp. It is in a corner hidden inside the fourth of the four pillar
indentations on the right where there is a hidden spot with a SteelBW that I
accidentally came across. You have to walk into the wall to get to that
invisible chest. Thought you'd like to add that you your items. (Thanks!)
#####

```

Nina's Warp spell doesn't work here, so you'll have to put on some walkin' shoes and make the descent. Warp to Tantar once you're done and get back on the map.

```

o-----o
| 26) World Map - Tuntar Area [WMP6] |
o-----o
| ENEMY: Creep, Gloom, WarHog, Stool, Zombie, Blurb |

```

To find the monolithic robot, head north of Tuntar and go up the first slope you see by the road. It leads to a cave, but instead of entering it, go east and follow the mountain range north. At the very northern spot, continue up the plain until you see a cliff quarry to the east. The robot is there, and you have to enter from its left leg.

27) The Giant			[TGT1]
ITEMS:		ENEMY:	
[_] BronzHT	[_] Herb	None...?	
[_] Acorn	[_] Life2		
[_] Mrlb1			

After Agua Tower, you're treated with an easily navigable letter. Once out of the stairwells, go east until you find the two chests, [BRONZHT] and an [HERB], in an antechamber. Exit east to the next floor.

Here you'll find three goofy Dark Dragon soldiers around a big...uh, heart. They want to rip your face off, of course.

General	HP: ~150	EP: 1873	GP: 650
Lancer x2	HP: ~70		

This should be a no-brainer, what with three incredibly weak idiots putting up their dukes. Use the E. Key and Foil to take out the Lancers in the first round, then slap the General around in the next (and last) round. General'll yell himself a second chance when his HP's depleted, but you know how to deal with people who can't use their inside voice. ^__^

Once the goonies are dead, use the key on the heart's panel. To get all the chests when the teleport pads are on, here's what you do (from heart's room:)

- 01) Take pad nearest room stairway
- 02) Take pad at the twisting dead end
- 03) Take pad against western wall-----> [ACORN]

Now, get back to step three:

- 04) Take the other pad here.
- 05) Take pad in the tiny dead-end nearby ---> [LIFE2] + [MRLB1]

Get back to step five's location:

- 06) Take the other pad in the room
- 07) Take the next pad...

...and you should be in the heart of the giant. Use the Key here and Nina'll command it to take her to the lake. It'll destroy the rock with a laser beam and you can leave the thing entirely. The stairway exit is thattaway.

28) Tantar			[TNT2]
------------	--	--	--------

ITEMS:	_	_	_	_	
	[_] PrisonCL	[_] Life2	[_] 2000 GP	[_] G. Tiara	
	[_] Life	[_] 5000 GP	[_] Mrbl1	[_] Cure	
	[_] S. Ptn	[_] Cure	[_] Acorn	[_] 20000 GP	
	[_] W. Ant	[_] Life	[_] 20000 GP	[_] Antdt	
	[_] V. Ptn	[_] 2000 GP	[_] SmartRG	[_] Life	
	[_] Mrbl3	[_] L. Ptn	[_] Cure		

o-----o

The town guards show their hospitality by immediately kicking your behind in jail under the pretense of "intruding." In jail, talk to the sleeping man and he will open the locked gate for you. Yes, the incarcerated man can open the cell... =/ Check the water fountain in the corner for some [PRISNCL] wear. You can leave the station after that.

Guards around town will throw you in jail if they see you, but you can still enter the inn, dragon-lord save shrine, weapon shops, and some residential houses. Enter the weapon shops (next to jailhouse) and go to the 2nd floor. Push the dresser on the north wall aside and enter the secret room beyond it. Shove the pot aside and take the [LIFE2] underneath.

Back in the second-floor barroom, a man has the hiccups. Go downstairs and buy one vitamin (650g) and he'll reward you with [5000 GP] for the kindness. Why he didn't buy 'em himself is beyond me. Anyway, time to play Robin Hood with all the greedy homeowners.

Behind the police station are some mansions with rosary emblems on 'em. The one right behind the station has a [LIFE] chest and an [S. PTN] in the bureau near there. Upstairs, rob the bureau of a [CURE] and the chest of a [W. ANT]. The sleeping "shoop!" guy doesn't even know he's being burgled. Exit the manse and head to the one east of there.

The first floor has a [LIFE] chest and a [V. PTN] bureau. Upstairs, take the [2000 GP] bureau and the [MRBL1] chest. Exit the residence and go to the one right behind it.

Don't open the first-floor chest here -- it's rigged to alarm! The bureau beside it still gives up a [L. PTN]. Upstairs, raid the [MRLB3] bureau and the [CURE] chest. Talk to the old man as Nina (he requests it...) and help fix his aching back -- you get [20000 GP]! Go to the last mansion, now.

The first floor has an [ACORN] chest and a [SMARTRG] chest. Equip it on your main healer/magic-user. Take the stairs up to the [LIFE] and [ANTDT] finds, bureau and chest, respectively. The woman here is actually the mother of the guy who was trapped in the fairy circle by the dragon shrine. If you talked to him before, she'll want you to help rescue him (warp to Tantar, talk to fairy in forest, talk to fairy at circle, return to Auria). When you do, you get [20000 GP] for the trouble.

Head into the northernmost mansion now. Go up to the second floor and raid the [CURE] and [G. TIARA] chests. There's also a [2000 GP] stash in the NE bureau. The man on the ground floor (Ross) is in a bit of pickle, but he won't tell you anything unless you agree to help him. To get him to do that, talk to the man at the wharf, left of the weapon/item shop.

Once you've struck a bargain to help (in exchange for use of his ship), he'll say his daughter is stuck in the safe. Sadly, you can't do anything about it now. You'll have to progress with the storyline, and that requires you to buy a "G. Bar" -- 65,000 gold. Since there isn't a storage shop, just sell all of the junk you have and make sure to get the easy 40,000g stated above. Kill

enemies, whatever...just make some cash. The G. Tiara sucks, by the way, but sells for 10,000g. Buy a Pouch item, too -- it helps in the next town.

Once the gold bar's in your possession, exit onto the world map and steer east. The cave's nearby.

```
-----o
| 36) L & D Cave                                     [LDC1] |
-----o
| ITEMS:      _           _           | ENEMY:      |
|      [ ] Cure      [ ] ShellHT | Bully, Midget, Fly |
-----o
```

Talk to the two men here who warn of Bleak's thieves. Enter the stairwell and enter the maze. Ordinarily, this would be a little annoying, but since there is only one straightforward way with a few dead ends around, it's very simple. When you finally get to the eastern wall, take the first left path to a [SHELLHT] and [CURE] chest duo. Continue south along the eastern wall to find an up-stairway.

From here, go east. When you get to the north/south split, you can leave at once to the world map (south), but if you meander north along the path, you can come back to the first room where the two guys were, and be able to unlock the gate for easier passage. Whatever you want to do, I guess.

Don't forget about the locked gates here...

```
-----o
| 37) World Map - Bleak Area                         [WMP8] |
-----o
| ENEMY: Fly, Mage, G. Knight, G. Slime |
'|-----'
```

Run-of-the-mill enemies around here, except for the G. Slimes which aren't too hard to defeat and leave 1000+ EP upon defeat (appear in twos, mostly). Good place to level up. Anyway, go clockwise around the tower until you're south of it. The town's there.

```
-----o
| 38) Bleak                                          [BLK1] |
-----o
| ITEMS:      _           _           |           |
|      [ ] 5000 GP      [ ] Life2      | NOTE: You need a "G.Bar." to advance |
|      [ ] Herb         [ ] Herb       | the storyline. Buy it in Auria for |
|      [ ] Icicle       [ ] Life       | 65000g. See "ARA1" section for cash |
|      [ ] W. Ant       [ ] Herb       | tips.                               |
|      [ ] Herb         |           |
-----o
```

Ahh, the joys of thievery. You can stay at the inn for free, but the owner'll steal 200GP from you if you do...that is, unless you have a Pouch in your inventory. Take a nap with the Pouch in your inventory to catch the owner red-handed, and he'll give you [5000 GP] to keep quiet.

Anyway, there's still thieving from the thieves that can be done. Don't buy into the "fortune teller" -- she'll just dump you in a house and take your cash. However, in that very same house (the one she stands by) is a barrel that covers a [LIFE2]. Later on, you can get a powerful item behind the heavy box, too.

In the NW house behind the shops is a fakey magician. Upstairs in his house is a set of [HERB] (x2) chests. If you want to see Chun Li of Street Fighter fame in a cameo, talk to the magician. Answer "yes" twice, "no" twice, then "yes." Kinda funny.

Anyway, go to the northern house and talk to the old man. He says Karn can help you open the safe in Auria but he's in the Krypt currently. If you have the G. Bar, you can trade it for an Icicle to travel in the desert. Unlike the other offers, this one's legit -- you can't refuse anyway. He also says there are lots of traps where Karn is... Take the [LIFE] and [W. ANT] pair of chests upstairs -- and the 2 [HERB]s in the magician's next-door house -- and leave town.

Upgrade your equipment, too! Then, exit town and head west to the visible...

```
o-----o
| 39) Desert Cave                                     [DSC1] |
o-----o
| ITEMS:                | ENEMY:                |
|      None              |      Fly, Shadow, Ameblob |
o-----o
```

One-track road, baby! Yes, another easy-peasy "buffer" cave. At the very end of it, Zack will use the Icicle and "cool air will move in." Exit!

```
o-----o
| 40) World Map - Arad Area                           [WMP9] |
o-----o
| ENEMY: Prickle, Scorp, SandClod, Cactus |
'-----'
```

Almost due south of the Desert Cave is the town of Arad. You should be able to notify it since there's a house moving around in the sand.

```
o-----o
| 41) Arad                                           [ARD1] |
o-----o
| ITEMS:      _                _                |
|      [_] Fife      [_]                |
o-----o
```

Nothing really here, although there's an (unmarked) inn NE of where you come in, and you can stay for free (save point is here, too). Nothing else of interest here, so enter the orange tent in the north. The mayor says he'll give you the fife if you destroy the Sand Worm. Agree, and it will become night.

Go to the goat pen beside the orange tent and the boss fight will cue up automatically.

```
o-----o
| BOSS: Sand Worm | HP: ~1200 | EP: 1200 | GP: 1200 |
o-----o
```

Not hard at all. Have Zack turn into the Thunder Dragon while Nina uses Fort on Bo a few times. Sand Worm only has a single-target attack, which can do 50+ to our weak friend Bo, but is perfectly tolerable on everyone else. Nina can deal out cures while Bo attacks (if you have LongBo) and uses Fry. This guy's no Gremlin, that's for sure.

saves you! When Karn goes below, do the same and talk to him -- he'll join the party. His special ability is lockpickin' on caliber with Jill Valentine (:p). He also disarms traps, so use him anytime you think a trap's about.

After the first two locked doors, you'll come to a third farther north. Go west to find two chests -- [CURE] and [HERB] -- with traps in 'em. Retreat back to the gate you passed, lockpick it, and go downstairs again.

Take the first southern exit you see to a [HUNTCL] chest, then backtrack to the large stairway in the middle of the room. Follow it down to a vast room with caskets in it. Search all eight chests and you'll discover that the book Karn's looking for...is the casket itself! You can leave the area now, although you'll have to walk out. Hope you have some Mrlb3s to spare. =)

Now that you can unlock vault doors and all, you may consider going back to L & D Cave and a few other places, particularly Agua. I HIGHLY RECOMMEND YOU DO THIS!!!!!!!!!!!!!!!!!!!! The destination is still Auria, though.

```
o-----o
| OPTIONAL: L & D Cave Revisited                                     [LDC2] |
o-----o
| ITEMS:      _          _          | ENEMY:      |
|      [_] Dart      [_] G. Bar  | Bully, Midget, Fly |
o-----o
```

Entering from the Auria side, unlock the first door just to do so and return west, taking the northern path along until you can get to a locked vault. Pry it open with Karn and get the [DART] chest. Continue south along the east wall until you get back to the first vault door you unlocked. Take the nearby stairway and head east. Remember how you can get back to the initial room (from Auria) with the gate switch? Head north and come to another gate to open and this time it's a...[G. BAR]! To Auria!

NOTE: You will actually need another G. Bar soon. This is still optional, but it's kinda dumb to gather another 65,000g when you can get the item in ten seconds.

```
o-----o
| OPTIONAL: Winlan Revisited                                     [WNL4] |
o-----o
| ITEMS:      _          _          |
|      [_] Turban      [_] BrokenSD |
|      [_] Life2       [_] Life     |
|      [_] Cure       [_] FlameRP  |
o-----o
```

Enter Winlan Castle and get into the downstairs portion. Proceed to lockpick the treasury and get the [TURBAN], [BROKENSD], [LIFE2], [LIFE], [CURE], and [FLAMERP]. Time to revisit...uh, Agua. Yeah, that's it.

```
o-----o
| OPTIONAL: Agua Tower Revisited                                 [AGT2] |
o-----o
| ITEMS:      _          _          | ENEMY: WarHog, S. Rider, Zombie |
|      [_] LavaSH      [_] LifeAR  |-----o
|      [_] IcyDR       |
o-----o
```

Unlock the doors until you get up to the boss floor. Go left until you find another locked door and, beyond it, a movement pad. Use it to go south and

you'll be able to walk out in the fresh air for a brief moment before coming back inside.

The first chest is a [LAVASH], which is +36 defense at this point in time! Keep climbing until you come to a watery shrine. Search the left draconic statue for the mindblowingly strong [LIFEAR] armor, for Zack only. The right statue has an [ICYDR] dirk for Karn. You can leave now.

o-----o
| 43) Auria | [ARA2] |
o-----o

The guards will arrest you again if you're spotted, and if so, you won't be able rely on the guy from before...because it seems Karn was incarcerated at last jailing! Anyway, just a tidbit. Also, Karn can't disarm that trap chest in the NE mansion...what gives? =/

So, go into Ross' mansion and unlock the two vault doors in the basement underground. The daughter says her father was planning on giving the LtKey to the Dark Dragons and how her mother wouldn't have set him straight... Hmm, wasn't there someone in Bleak who could speak to ghosts, and he was in some tower...? Warp to Bleak and head to the tower.

o-----o
| 44) L & D Tower | [LDT1] |
o-----o

ITEMS:		ENEMY:	
[] 2000 GP	[] B. Stn.	Bulla, Chopper, Shadow,	
[] Life	[] Life2	Fungus	
[] Cure	[] HornHT	-----o	
[] Turban	[] 2000 GP		
[] DkKey	[] Mirror		

o-----o

Right off the bat, lockpick your way into the ground-floor room and take the [2000 GP] chest, then the stairs up. There's an old man here who says he'll give you his treasure if you defeat the monsters. Climb the stairs nearby to get on the third floor.

There are two stairways here. Take the left one first to a [B. STN.] and [LIFE] chest duo. Double-back and take the left stairway. Now on the fourth floor, take the other stairway just south of where you come in.

Floor #5. Take the stairway in front of you to get to a [LIFE2] chest, then take the down-stairway in the west to another room with [HERB], [HORNHT], and [CURE]. Double-back two rooms until you're at the other part of Floor #5; go south around the corner and head north along the east wall to the sixth-floor exit.

Two more stairways here. As you arc counterclockwise, take the last (2nd) stairway you see. You'll eventually arrive on the eighth floor with [TURBAN] and [2000 GP] chests. Return to the sixth floor and take the stairway you ignored. This leads up to the seventh floor, and if you take the stairwell placed right near the entrance, it leads up to the top floor. Inspect the glowing red-orb stand and...

o-----o
| BOSS: Cloud | HP: ~1400 | EP: 5775 | GP: 1443 |
o-----o

Yeah, this guy can really wallop. Burn Out can do 30-40 damage and T. Bolt does 40 damage (consistent). Luckily, those are only single-target attacks and easily overcome. Have Zack become a thunder dragon, Nina heal Cura1/2, and Bo attack with Karn. Like a few other bosses, he dies immediately when his HP is depleted.

Afterwards, inspect the pillar to get the [DKKEY], NOT usable in battle... Return to the old man on the second floor and he'll let you take the [MIRROR] chest he's been guarding. You'll now find the world map in constant daylight, which is hilarious. Warp to Auria.

```
o-----o
| 45) Auria | [ARA3] |
o-----o
| ITEMS: |
| [ ] Herb | [ ] Herb |
| [ ] Herb | [ ] B. Stn. |
| [ ] Herb | [ ] Dart |
| [ ] Herb | [ ] MetalSH |
| [ ] F. Stn. | [ ] LtKey |
| [ ] GnPwdr |
o-----o
```

Find Ross in his house (dining room) and talk to him. A spectre of his wife appears and (easily) dissuades him from doing something stupid. It's rather funny how his wife says "Peace!" before leaving. :p Talk to Ross, then go and talk to his daughter, who'll ask for the party's help in stopping the Dark Dragons. You can't refuse...

She'll move and you can reap the bounty of your fetch quest: [DART], [B. STN.], [METALSH], and five [HERB]s. That's right, a bunch of crap for the most part. DIE RICHIES! Once over your initial dismay, start climbing the mansion tower steps. Get the [F. STN.] chest en route and claim the [LTKEY] at the top of the tower.

Back in Ross' house, he says you can take anything in his house as payment. Direct the party down to the docks to set sail on his craft...and see Cap'n Crunch scared about some Dark Dragons blocking the launch. Time to rumble!

```
o-----o
| Archer | HP: ~150 | EP: 4370 | GP: 2835 |
o-----o
| Knight | HP: ~500 |
o-----o
```

Once again, the Dark Dragons prove to be complete pushovers. Have Zack turn into the thunder dragon, Karn attack or use the E. Key, Nina heal, and Bo Fry stuff. The Archer sucks, but the Knight can deal +30 damage to a single target with his physical attack. Easily remedied, no? The Knight can use a T. Bolt spell (~25dmg) when the Archer is gone, though.

Afterwards, the disgraced Dragons call for an attack on the ship and sink 'er to the bottom. A fish-faced man comes and says their main camp can be reached by going around the north peninsula. Fishy Face says he'll trade you some gunpowder in exchange for a gold bar. A lop-sided trade to be sure, but you have to do it. If you don't have a G. Bar, go back and get the free one in L & D Cave; if you do, exchange it immediately for [GNPWDR].

The "northern cave," of course, is Cape Cave.

```

-----o
| 46) Cape Cave [CPC2] |
-----o
| ITEMS: | ENEMY: |
| None | Ameblob, Midget, Fly, Shadow, |
-----o

```

Enter the cave from the south and take the west path at the fork. The party leader will automatically set the explosives and the way into the base is then open... But, really, what kind of foe is dumb enough to think a few rock piles will stop anyone?

```

-----o
| 47) Secret Base [SCT1] |
-----o
| ITEMS: | ENEMY: |
| None | None |
-----o

```

Continue down through the trees and go west on the path near the hut. Two blokes show up and attempt to clobber you...

```

-----o
| Spearman x 2 | HP: ~150 | EP: 1500 | GP: 1020 |
-----o

```

There are regular enemies harder than this mandatory battle. No strat needed I would hope.

Continue west along the path until you spot the majestic galleon of the Dark Dragons. Get on board, sailor.

```

-----o
| 48) Dark D. Ship [DDS1] |
-----o
| ITEMS: | ENEMY: |
| [ ] V. Ptn [ ] Acorn | None |
| [ ] Herb [ ] Acorn |-----o
| [ ] Herb |
-----o

```

A bumbling archer decides to pick a fight with you.

```

-----o
| Archer | HP: ~150 | EP: 728 | GP: 234 |
-----o

```

Everyone can attack and kill him. The'nd.

Go belowdecks and another fight ensues.

```

-----o
| Archer | HP: ~150 | EP: 1378 | GP: 676 |
-----o
| SpearMan | HP: ~XXX |
-----o

```

Just attack 'em. That's about as simplistic as you can get.

Afterwards, take the next stairway up and you'll find a nice human opponent.
...NOT!

```
o-----o-----o-----o-----o
| BOSS: Squid | HP: ~1200 | EP: 7804 | GP: 5463 |
o-----o-----o-----o-----o
```

You know the drill. Have Zack transform into thunder dragon, Bo attack and use Fry, Karn attack and use the E. Key, while Nina heals everyone and stat-buffs. The monster mostly attacks to a single target, but it can do much carnage to people with low defense (in a word: Bo). It did 100+ to Bo when I did this. It also has a ink-shooter attack to everyone, that does 20-50 dmg, depending on who it hits. As long as you keep Fry+T. Dragon Attack+E. Key+Cura2 going it's a fairly bland fight.

After the squidlarkin's dead, rob the bureau of a [V. PTN] and take the stairs down. Take the two [ACORN] and [HERB] chests and leave the ship for Auria.

```
o-----o
| 49) Auria | [ARA4] |
o-----o
```

The weapon shop's back open if you want to get stuffs. Talk to Cap'n Crunch and you'll all pile onboard the ex-Dark Dragon ship and set sail...

```
o-----o
| 50) Dark D. Ship | [DDS2] |
o-----o
```

Of course, nothing ever goes as planned. Dark Dragon maruaders show up and demand you give them the key (word travels fast!), to which everyone refuses. Go down with the ship...? Well, some people attack you first.

```
o-----o-----o-----o-----o
| Archer x 2 | HP: ~150 | EP: 2107 | GP: 910 |
o-----o-----o-----o-----o
| SpearMan | HP: ~150 |
o-----o-----o
```

Another stall battle, to which the only response is "DIE!". Easy-peasy.

After going belowdecks, three more Archers attack.

```
o-----o-----o-----o-----o
| Archer x 3 | HP: ~150 | EP: 2185 | GP: 702 |
o-----o-----o-----o-----o
```

Yes, these guys are stupid. Being a lackey doesn't require any education...

After getting cornered in the cannonball room...

```
o-----o-----o-----o-----o
| Archer x 2 | HP: ~150 | EP: 1456 | GP: 468 |
o-----o-----o-----o-----o
```

Destroy the meaty targets while healing your party, since the HP figures transfer into the next consecutive fight...

```
o-----o-----o-----o-----o
```

| BOSS: Octo | HP: ~1600 | EP: 7218 | GP: 1804 |

o-----o-----o-----o-----o

Change Zack into a thunder dragon, have Bo use Fry, Karn attack and use the E. Key, and Nina manage the party upkeep. Like before, the octopus monster can use a powerful single-target physical attack (counter: Cure2) and a medium-damage hit-all, for 30~50 damage. Not really different from the romp you did on the last boss.

Gobi helps everyone escape and then uses dynamite to blow everyone up.

GOBI: "If this doesn't work, don't blame me, OK?"

EVERYONE: "You're out of your mind!"

A whirlpool sends everyone to...

o-----o

| 51) Island [ISL1] |

o-----o

| ITEMS: | ENEMY: |

| None | Land- Slime, Flea |

o-----|Water- CactusX, CreonX, DogFish, Fishy|

o-----o

Gobi says you need a "Gills" to reach Prima. He'll sell it for ten million gold pieces; you have to choose "Yes," at which time he takes all your cash and loans you the rest (rest of what?) You can then control Gobi on the world map and sea floor, where he'll be by himself...

The monsters underwater are powerful, so use any Mrbls you have to walk in perfect peace. Head west to find the fishy-faces' city of...

o-----o

| 52) Prima [PRM1] |

o-----o

Lots of shops here, but that's to be expected at a merchant town. One shop even sells B/C/F. Stn.s, which are always good to have in full supply. Stock up however you see fit and talk to the guild owner in the ornate-looking house in the north. He says the town has no Gills for sale, but Gant should. I don't suggest buying anything here unless you've got a good economy about yourself. See the shop list for help here.

Exit town. To get to Gant, go south from Prima's and break land on the beach nearby. Follow the twisting, one-track path to the town in the dead trees...

o-----o

| 53) Gant [GNT1] |

o-----o

| ITEMS: |

| [] L. Ptn [] Goods |

| [] A. Ptn |

o-----o

Head north up the first stairway and enter the house with a square roof. The second-floor bureau has an [L. PTN] for you. Continue north to the highest building and talk to the bearded man there. He'll say the young men in town have been kidnapped (notice the place was deserted?) and he wants you to haul some goods back to Prima for him. Accept the offer and take the [GOODS] from the chest behind him. There's also a secret entrance behind the dresser, as

you can probably see, but there's nothing you can do back there...yet.

Rob the [A. PTN] dresser upstairs before you go back to Prima. You remember the way, I hope...

```
o-----o
| 54) Prima [PRM2] |
o-----o
| ITEMS:      _      |
|      [_] Gills      [_] 6000 GP |
o-----o
```

Once you have the "Goods," bring them back to the guild leader in the red-colored building in the north. He'll give you the [GILLS] in exchange for Gobi's hard work. Somehow, there's also a letter saying Gant's been attacked by the Dark Dragons! Just then, a ghost appears upstairs and Gobi says he'll get a warrior to defeat it...for 5000 GP. You can decline and raise the cost up to 6000 GP, which you should do (takes two 'no's).

Leave to the world map and go back and get the party members on the island. Upgrade your equipment when you get here, now that all allies are present. When you return to the Prima inn, talk to the Ghost and...BOOM! Fightin' commences.

```
o-----o
| BOSS: Morteo | HP: ~1400 | EP: 3850 | GP: 3609 |
o-----o
```

Have Gobi use EbbX, Zack change into a thunder dragon and attack, Nina heal and stat-buff, and Karn/Bo use E. Key and Fry, respectively (whoever is in your party at the time). Gobi is probably the weakest defensively, so change him out if he starts taking too much damage. Morteo has a weak physical cut attack, which is very easy to stomach unless you're Gobi/Bo (~50-60dmg). But, Cura2 is a great band-aid. Morteo "seems alright" when his HP is depleted, and that only signifies that battle's around half over -- he's got a lot of HP left.

After Morteo's send packing, the sleeping man nearby wakes up (Ox) and says he's one of the metal smiths. Everyone vows to help him (how can he breath underwater?) and Ox will join the party. His specialty is breaking stuff with a hammer, including walls, and being strong -- you've probably seen a few things that can crumble or be pushed, ya?

Exit to the world map and travel northwest to the beach landing. Or, do the following optional things.

```
o-----o
| OPTIONAL: Camlon Revisited [CML3] |
o-----o
| ITEMS:      _      |
|      [_] W. Ptn      [_] Mrlb1 |
|      [_] A. Ptn      [_] DkKiss |
|      [_] ProtnA      |
o-----o
```

The town has now been rebuilt and you can rob the up-and-coming citizens of their trinkets and treasures! All items are in bureaus, by the way.

house sitting in some palm-tree shade...

-----o
| 58) W-Man Home | [WMH1] |
-----o

Show the man the completed B.Rang and he'll talk about the GrimFowl, and how it flips out when its eggs are stolen. That could be the "weapon" that gets the idiots in Nabal. Now, you have to walk ALL the way back the fort and keep going north into...

-----o
| 59) Grimfowl Woods | [GMF1] |
-----o
| ITEMS: | ENEMY: |
| [] Egg | None |
-----o

Walk north where the grimfowl roam and take the egg on the nest.

o-----o-----o-----o-----o
| BOSS: GrimFowl | HP: ~2100 | EP: 5053 | GP: 5775 | Item: Herb |
o-----o-----o-----o-----o

Now that I beat the idea of having Karn's fusion into your head, make sure you have it on. Have Nina use Atk-Up on Shin'D-out Karn and have Zack turn into a thunder dragon. Ox can attack and heal and Nina can do the same, but this should be over in a heartbeat -- Karn's fusion rips everything up. GrimFowl will use the single-target Burn Out and projectile attacks.

Take the [EGG] for real this time and exit to the north, making sure a bird is following right behind you.

-----o
| 60) Nabal | [NBL1] |
-----o
| ITEMS: | ENEMY: |
| [] Life2 | [] SkullRG | BowMan, SpearMan, Chopper |
-----o

With a bird in tow, the party leader throws the egg into the castle and makes the guard regiment get turned topsy-turvy. You can now enter inside.

Go through the chaotic corridors and find the down-stairway in the SE corner. Before you go down, push the two pots there south to find a [LIFE2] and a [SKULLRG]! Follow the ensuing passage, heal up when you get to the breakable wall, and proceed. The General commends your effort but sends three lackeys at you...

o-----o-----o-----o-----o
| BOSS: SlimeX x 3 | HP: ~2000 | EP: 6496 | GP: 7218 |
o-----o-----o-----o-----o

Have Zack transform into the thunder dragon, Fusion Karn attack, Nina buff Karn with Atk-Up, and Ox smash things like the hulk. Each Slime has less than ~480 HP, so Karn should be able to kill 'em in one hit (+ Atk-Up). Of course, the slimes are sort of fast and can do ~30 damage per hit -- Nina makes that pain go away, so long as they don't all attack one person, which I would assume is really rare. When all three are dead, they transform into one single SlimeX, which only has about 500-600 HP. This boss only uses a

simple attack, too, making it even easier to repair the damage.

Afterwards, Ox' wife says the ship was loaded with the secret weapon and now Prima is about to be destroyed. You automatically go to...

```
o-----o
| 61) Prima [PRM4] |
o-----o
| ITEMS:      |
|      [_] Statue |
o-----o
```

After a team huddle, it's decided that Winlon's sorceress is needed to save the town from the secret weapon...a torpedo! Go upstairs and talk to the pink fishface to get some info on the sorceress. You'll need the [STATUE], which you can get by moving onto the fishyface's bed (after he moves) and inspecting the spot.

Stay at the inn, re-Shin Karn, and exit town. Remember that moving thing in and around Arad's area? That's the town we're lookin' for. Get onto dry land, warp to Arad, then leave for the village in the shifting sands nearby...

```
o-----o
| OPTIONAL: Nabal Revisited [NBL2] |
o-----o
| ITEMS:      | ENEMY:      | |
|      [_] MagicRG      [_] Cure      | BowMan, SpearMan, M. Scorp |
|      [_] Life2      [_] SkullRG      | Chopper |
|      [_] Clogs      | | |
o-----o
```

[Thanks to Gnutz for telling the exact time this section was doable!]

Anyway, return to Nabal and enter the jail cell in the first downstairs area. Have Ox break the wall and follow the passage to [MAGICRG] and a [CURE]. That's all there is here, so you can leave. If you go upstairs to the throne room, you can make two bridges appear for easier access (not that you'll need to come back here).

Also, if you haven't gotten 'em already, you can find a [LIFE2] and [SKULLRG] by inspecting under the two pots at the stairway that leads to the jail cell (from dungeon entrance).

[Stephen Gonzales writes:] when you are in the kings throne, a little bit southeast from there, theres an opening that leads to the outside of the castle.. and move up then left..(youre now in the docks/pier) and in the dead-end, in the lower-left corner, theres a "HIDDEN CLOG". The clogs are on the floor, not in a container of some sort.

```
o-----o
| 62) Wisdon [WSD1] |
o-----o
| ITEMS:      | ENEMY:      |
|      [_] ProSH      [_] Herb      | R. Slime, Chopper |
|      [_] OldSP      [_] Herb      | |
|      [_] SilverBR      [_] Life      | |
|      [_] RageHR      [_] Life2      | |
|      [_] ChainML      [_] Life      | |
|      [_] ProSH      [_] Herb      | |
|      [_] Herb      [_] OldEgg      | |
o-----o
```


but I suggest switching her out for Nina so you can have a healer. Whichever route you take, Pincher gets murdered by thunder-based spells, so having as many as you want helps you. The boss' regular attacks hit for about 30ish, and its T. Bolt spells hit EVERYONE for 95 damage. You'll almost have to spend a turn undoing that damage -- don't forget that Ox knows Cura3!

A cutscene afterwards introduces 4 of the D. Dragon Commander's sub-generals who are dispatched to kick your allies' behinds and take the Goddess Keys. Gobi also joins the party permanently. When you return to the world map, our greedy fishyface comments that he's "missing something" -- go back to the guild leader and he'll drop two treasure chests for him. Obtain the [MYSTSF] and the [SPHERE]! Upgrade Bleu's equipment as your coinpurse allows and leave town.

Gobi can turn into a fish when he's in the lead (when you have the Sphere, that is) so change into it now. Go north towards the Sea Volcano but steer west over the once-unpassable abyss -- this lets you into the other side of the ocean. There's a lot of extra stuffs to do about now

```
o-----o
| OPTIONAL: Tunlan                                     [TNL1] |
o-----o
| ITEMS:      _           _           |
|             [_] Melon      [_] Herb   |
|             [_] Rod5                |
o-----o
```

NOTE: You have to come here later in the game, so go now so you don't have to do lots of backtracking!

To get here, cross the underwater abyss with Gobi's Big Fish ability and follow the southern wall. When you get to a passage normally unpassable due to jagged rocks, head due west and you'll reach an island. Tunlan's there.

Lots of, uh, stuff to see here, most notably everyone who plays a flute and the Nina lookalike with amnesia. Good equips too. Head north to the house and use the stairway to find a treasury with some stone monsters "guarding" it. The gate can't be lockpicked (!) but when you approach any of the other chests, you'll get pushed into a trapdoor. Make sure you fall in the left trapdoor.

You'll fall in some living quarters with boxes around. The SW box is on top of a [ROD5] fishing tool for Zack, the best actually! Push the SE box and fall into a room with a [MELON] / [HERB] chest.

If you're not familiar with the Rod5, it lets Zack play fisherman to some top-notch special equipment of his. They're available now, if you want to get 'em. More of that in awhile.

```
o-----o
| OPTIONAL: World Map Area - Tantar Area             [WMPA] |
o-----o
| ITEMS:      _           |
|             [_] Slab    |
o-----o
```

NOTE: There's nothing to do here unless you have the Rod5!
NOTE: Make sure you have some bait!

Exit Tantar and head due west until you hit the coastline. Travel north from there and you'll find an old, broken-down artisan well. Fish there and you may be able to get a [SLAB]. Once you do, it's time to go to the next area.

```
o-----o
| OPTIONAL: World Map Area - Romero Area [WMPB] |
o-----o
| ITEMS: _ |
| [_] DragonHT |
o-----o
```

NOTE: There's nothing to do here unless you have the Rod5!
NOTE: Make sure you have some bait!

Warp to Arad and exit to the world map. Head due west until you get to the seaside mountain range and head south a bit. There should be an opening in the mountains that lets you get to the coastline. Head south until you find a meadow with another well. Fish out the [DRAGONHT]!

```
o-----o
| OPTIONAL: World Map Area - Romero Area [WMPC] |
o-----o
| ITEMS: _ |
| [_] DragonSD |
o-----o
```

NOTE: There's nothing to do here unless you have the Rod5!
NOTE: Make sure you have some bait!

Exit Romero and put Bo in the lead. Head west through the forest, past Karma Tower, until you hit a range of mountains running north/south. Head north and arc around them, continuing the westward trek. There's another broken-down well nearby, from which Zack can land a [DRAGONSD]! You'll have to give up the B.Rang to use it, but it's about +50 attack power, so make the right choice, yo.

```
o-----o
| OPTIONAL: Dragon Shrine #2 [DRS2] |
o-----o
| ITEMS: _ |
| [_] Mrbl2 |
o-----o
```

NOTE: You must have the DragonSD to proceed!

En route to GrimFowl Woods, you may have noticed a path going west. Well, it is in that direction you will be going. Go back through the Hidden Fort to get in position, and follow the mountain path west, south, then back east along the seaside. The shrine is near there.

Make Zack the party leader to gain entrance, then take the [MRBL2] chest at the right side of the dragon. Talk to the dragon to start the second test.

```
o-----o
| BOSS: Bain | HP: ~1100 | EP: 1020 | GP: 360 |
o-----o
```

To quote Dumb & Dumber: "Pretty bird!" This blue avion will be fighting Zack mano e mano, as is the usual. Its exterior doesn't bely its mediocre attack

strategies -- with the DragonSD and DragonHT, this is ten times as easy. Bain'll still be faster than Zack and can do critical "Slam" hits, so, like last time, anticipate healing. Transform into the thunder dragon to really take this toucan to town (plus, ThrDr heals you to full!). The boss expires once its HP is depleted; no second wind like some others.

For your conquest of Bain, you'll receive four new dragon transformations from the Dragon God: IceDgn, FirDgn, BltDgn, and GldDgn! Now, back to the storyline, eh?

```
o-----o
| 65) Gust                                     [GST1] |
o-----o
| ITEMS:  _                                     |
|         | _ | Sash                           |
o-----o
```

To reach Gust, you need get in the water and head north of Tunlan where a beach is. If you haven't been to Tunlan, the beach is the westernmost beach on the north side (if that makes sense to you). Once landborne, head west to an orchard, then north across the brige towards town.

In the house left of the pond, push the crate out of the way and fall into a basement portion. There are some barrels here that prevent access to a wizard, which can give Karn a fusion spell. The formation is:

[1][2][3] To get this "puzzle" out of the way, go like so:

```
[4]  [5]
      [6]  1) Push [6] left or right
          2) Push [4] left
          3) Push [5] right
          4) Push [1] and [3] north
          5) Push [2] left or right
```

You can now get to the spellmaster behind the barrels. Put Karn in the lead and talk to the wizard, who'll give Karn the Debo spell, which combines him, Ox, and Gobi. Since it can only be used underwater, it's not THAT useful, but still pretty cool.

In town, you may notice a few people saying that Nicholie is the only one who can fix the destroyed bridge to Scande; and, that some guy had his lunch stolen by a Fly. This will be attended to later. Get the [SASH] in the inn's dresser, then head north out of town and into the Gust's "valley," where the iron door on the mountainside leads to...

```
o-----o
| 65) Lab                                     [LLB1] |
o-----o
| ITEMS:  _           _           | ENEMY:           |
|         [ _ ] Cure2   [ _ ] Herb   | Mimic, Rogue, Blaze, Buzzer, |
|         [ _ ] Rod4    [ _ ] L. Ptn |-----o
o-----o
```

If you're going for all the treasures, there will be "mandatory" fights with Rogue enemies (3277 EXP, 1560 GP). They have about 1200 HP, but have really horrible DEF stats, so they shouldn't pose much of a problem.

.---> EXIT

|

o-----o


```
o-----o
| 66) Frog Cave [FRG1] |
o-----o
| ITEMS: _ |
| [_] Oil |
o-----o
```

The middle frog strikes a bargain: Oil for a G.Fly. Since you should already have a G.Fly, he'll give you the Oil straight away. If you don't have the fly in question, go back to Gust and enter the cave in the west part of town, killing the G.Fly. Back to town...

```
o-----o
| 70) Gust [GST2] |
o-----o
| ITEMS: _ |
| [_] Maestro |
o-----o
```

Nicholie and his attending nurses (:p) are in the house just right of where you enter. The bridge-builder says to destroy the poison flower, and when Bleu looks in her crystal ball, it explodes! Not a bad omen, I hope... Head north into the valley to find Cort standing by the poison flower. He says it's hungry...!

```
o-----o
| BOSS: FlowerX | HP: ~1800 | EP: 3850 | GP: 3609 |
o-----o
```

Have Zack turn into the bolt dragon, Karn use the Shin fusion and attack, Ox tempers his hammer on the boss, and Nina heals. The boss' regular slap does about 50 damage, and can poison you. If you get poisoned, have Nina alleviate it and Ox act as the healer. Pretty basic stuff. I've heard of people who've found this battle tough, but I don't really see it.

Cort flees once his creation's been deep-sixed, and the lunatic people of Gust'll be out from under the flower's control. Karn will have to turn back into Shin, but don't do it right now; heal up with items before you leave, too.

Back at Nicholie's bedside and Gobi'll say there's a monster causing commotion ...but the monster is really Nicholie! Whatthehex!?

```
o-----o
| BOSS: RugaX | HP: ~800 | EP: 4162 | GP: 3121 |
o-----o
```

The annoying this is that you'll have to re-Shin Karn. ARGH! Switch your lineup to suit yourself. For me, it's Ox/Zack/Nina/Shin Karn. Have Zack change into the Ice Dragon, Karn use Shin and attack, Ox smash up the bad guy, and Nina play healer (duh!). Ruga's multi-hit breath attack can kill (~120dmg!) those with weak DEF, so you may have to throw a few Life2s around. It's basically the same as before, which is why I copy-and-pasted the prior strat. >=p

After the incredibly stupid 'stall' battle, Nicholie is back to normal and decides to fix the valley's bridge to repay the debt. Everyone automatically rests. Now that everyone's back to normal, check the house left of the pond and find the flute-maker. Search his bed for a [MAESTRO], which you'll need later (get now so you don't have to backtrack).

Head back to the bridge, which is near where you fought the FlowerX boss. Approach and Cort will...uh, change into a Mighty Morphin Toad.

```
o-----o-----o-----o-----o
| BOSS: HornToad | HP: ~4000 | EP: 6800 | GP: 7000 |
o-----o-----o-----o-----o
```

Zack should use BltDgn, Nina heals, Ox smashes and uses Cura3 if needed, and Shin Karn attacks. The Squash attack can do quite a bit of damage to DEF-crappy characters (~100dmg), but usually it's not too bad. If you have Nina defend until she has to heal, she can survive. The multi-attacking "stomp" skill can do around ~70 to the party members, except Zack who'll take significantly less damage. When HornToad "gets mad" when its HP is depleted, Nina should defend to stay alive. For some reason, Shin Karn'll be taking more damage than usual, but he should have lots of HPs to sustain himself.

Cort bemoans his own stupidity before exploding, and Nicholie beckons you to head into Scande, 'cross the bridge. Heal and save back in town before setting out.

```
o-----o-----o-----o-----o
| 71) World Map - Gramor Area [WMPD] |
o-----o-----o-----o-----o
| ENEMY: Blaze, Warlock, Zombie, Zoom, D. Knight |
'-----'
```

The monsters will start appearing in twos, which is bad news, especially for the Warlocks which use T. Bolt to inflict ~95dmg to everyone! Use a Mrbl3 to avoid their clutches.

From the bridge, wind south and follow the pass west to the barren desert. You'll see a person on the map who disappears into a crevice when you get near; follow 'em!

```
o-----o-----o-----o-----o
| 72) Gramor [GRM1] |
o-----o-----o-----o-----o
| ITEMS: _ |
|          [_] Cowl |
o-----o-----o-----o-----o
```

Inside this cavern, enter the doorway the little she-mole is in. As one of the mole-kids says, "The Dark Dragons are exploiting us." They want you to break Mogu from his comatose state, that Mote (1 of 4 generals, remember) placed him under. Talk to the elder who wants an item from Tunlan to break his state; accept to obtain a [COWL].

Warp to Tunlan or, if you hate doing sidequests and didn't go there, you'll have to backtrack. To get there, head to the beach near Gust and swim south; the island should be in the east a little from there.

```
o-----o-----o-----o-----o
| 73) Tunlan [TNL2] |
o-----o-----o-----o-----o
| ITEMS: |
|          None |
o-----o-----o-----o-----o
```

With the Cowl you can now learn that people still don't understand when you talk to them. Great, huh? They mention a Flute, though, and there's a person we've seen who has one of those... You should already have the Maestro flute you need if you read the walkthrough, but if you don't:

```
o-----o
| 74) Gust                                     [GST3] |
o-----o
| ITEMS:   _ |
|           [_] Maestro                       |
o-----o
```

The house just right of the pond had the crazy grandpa who ran around his room. Well, now that his sanity has been restored, he tells you about the flute he made. Search under his bed (enter bed, inspect with action button) to get the [MAESTRO]. Go back to Tunlan.

```
o-----o
| 75) Tunlan                                     [TNL2] |
o-----o
| ITEMS:   _ |
|           [_] Bolster      [_] Melon      |
|           [_] M. Drop      [_] Melon      |
o-----o
```

With all modes of communication open, the hospitality's a little better now. Enter the northernmost house and talk to the green-robed granny to learn about the Bolster, an item for entering dreams. Accept to solve her problem -- the princess wants to give the TmKey to Zog, who she's smitten with -- and the Bolster's yours.

Head upstairs and talk to the Princess, infatuated with eternal youth (and idiocy), before returning to the granny. The marks on the princess' back show how to open the safe, and when you follow the granny to the safe, she says the princess likes to swim at night...the marks are visible...

Exit Tunlan and wait for it to be night; or, use the DkKey and make it night immediately. Re-enter town and you'll find the princess' throne blocked from voyeurs and intruders(!), as the guards call the men party leaders. So how to view? Go back to the first floor, take the stairs to the second, and instead of descending again, enter through the west wall (has a crack in it). Approach the pool from behind the nearest palm and "inspect" it with the action button to see the marks:

"Blue, Red, and White, from left to right"

Return to the granny, tell her about the findings, then inspect the left part of the safe door. After inspecting the second, the troll statues'll go haywire and jump down the hole, right before the princess and her escort come to see the commotion.

...and in the confusion of Bleu blowing up the doors, Cerl (1 of 4 generals, remember) takes the key. After Bleu blows everyone up (lol?), go back to the safe and take the [BOLSTER], the two [MELON]s, and an [M. DROP]. You can get the chests in front of the trapdoors by flanking 'em. Anyway, back to Gramor, folks.

```
o-----o
| 76) Gramor                                     [GRM2] |
o-----o
```

```
| ITEMS: |
|       None |
o-----o
```

NOTE: You won't be able to return to the real world until you've completed the Dream World events.

Talk to the man beside Mogu's bedside and choose to be teleported to...

```
o-----o
| 77) Dream Town | [DRM1] |
o-----o
```

```
| ITEMS: |
|       None |
o-----o
```

The inn has an item shop, but there's nothing else to do around here. Mogu's "selves" are around here but don't provide much information -- the girl near where you wake up says you have to go to the North Tower, though... Exit out of town near the stairway.

```
o-----o
| 78) World Map - Dream Town Area | [WMPE] |
o-----o
```

```
| ENEMY: Buzzer, WraithX, Chimera |
'-----'
```

Not really much to do here. Follow the eastern path and it eventually leads to the ivory North Tower. Consider using a Mrbl3 here since the enemies'll attack with two or three partners sometimes.

```
o-----o
| 79) Devil Tower | [DVL1] |
o-----o
```

```
| ITEMS: | ENEMY: |
|       None | Blaze, Warlock, D. Knight, |
o-----| Zoom, Chopper |
o-----o
```

This place is annoying because of the floor switches. Stepping one one makes the walls vanish (still there, though) and you end up stumbling around until you hit another switch, making the walls show up again. Your destination is a little boy standing on a stairway. To get to him from where you enter:

- 01) Step on the first switch
- 02) Head west to next switch, making walls reappear
- 03) Follow western path until you step on obscured switch
- 04) Continue east to next switch
- 05) Double-back west and take southern 'alley'
- 06) Take the nearest southern alley from there
- 07) Follow path south, west, and south until you see an eastern path
- 08) Take that path to the boy on the stairway.

Talk to him and choose to fight him, even though he says you'll never be able to do so. When you engage with the Mothro boss, run away and have Bleu warp you out of the tower (w/ Exit). Go back towards Dream Town and talk to Ann at the town icon before entering.

```
o-----o
| 80) Dream Town | [DRM2] |
o-----o
```

```

-----o
| ITEMS:                                     |
|           None                             |
-----o

```

Go back in the house where you entered the dream world and talk to Ann. She says a "very wise man" fixed the bridge to the south, and the mole nearby says Courage is being kept in the southern cave (yes, this game is simple). Exit town, but not before healing up and/or buying more Mrbl3s.

On the world map, head west of town and you'll find a bridge's been made. Follow it south and enter the eastern Wilderness, via the middle "alley" in the hills.

```

-----o
| 81) Wilderness                             [WLD1] |
-----o
| ITEMS:  _           _           | ENEMY:   |
|         [_] LightSH   [_] Life   |          WarHogX, WraithX, Buzzer |
|         [_] Headgear   |-----o
-----o

```

If you touch a steam stream, you'll lose 2 HP. This can stack up if you're fumbling and stumbling, so watch where you step. As you walk, you'll snake your way east, west, then east, then west, ad nauseum. The first chest you see is a [LIGHTSH], right off the side of the path -- get it!

Travel west until a break in the bone-walls allows you to go north (west is a dead end). You should see a chest nearby but you can't get to it -- it's just a [LIFE]. To get it, continue along the way until you find another northern alley; continue east. Brave the geyser-infested gauntlet to get said [LIFE], and if you continue, to a [HEADGEAR]. The north way you passed is the way to go, though.

Make it through the walls of steam (annoying, hmm?) and you'll be spit out near the destination. Enter.

```

-----o
| 82) South Cave                             [SCV1] |
-----o
| ITEMS:                                     | ENEMY:   |
|           None                             |          None |
-----o

```

Heal up from the damage you've incurred and talk to Courage, sitting alone by some fruit baskets. Mogu will then join the party after a minor procession of his selves. Sadly, you'll have to backtrack through the Wilderness. The destination's Devil Tower, again.

```

-----o
| 82) South Cave                             [SCV1] |
-----o
| ITEMS:                                     | ENEMY:   |
|           None                             |          Blaze, Warlock, D. Knight, |
|-----o                                |          Chopper, Zoom               |
|                                     |-----o

```

Time to see the kid again. If you don't remember the way:

01) Step on the first switch

- 02) Head west to next switch, making walls reappear
- 03) Follow western path until you step on obscured switch
- 04) Continue east to next switch
- 05) Double-back west and take southern 'alley'
- 06) Take the nearest southern alley from there
- 07) Follow path south, west, and south until you see an eastern path
- 08) Take that path to the boy on the stairway.

This time, the kid retreats instead of fighting. Go up to the second floor, which can be navigated like so:

- 09) Follow path until first (working) switch
- 10) Follow the inviz path north, west, and zig-zag southwest to the next switch
- 11) Go south and take the path east (you should see the stairway)
- 12) When you find a west corridor, take it to the stairway

You should be on the third floor now.

- 13) Follow path to the first working switch
- 14) Head south to the orange switch, which turns the walls back on
- 15) Take one step north and head east
- 16) Follow the inviz path west, north, west, and north.
- 17) You should see an orange switch off the east side of the path now.
- 18) To get to it, exit "under" it on the screen (i.e. go east) and follow to the switch
- 19) Take the stairway up.

Fourth floor, going up! Luckily, this floor's a joke and there's an on/off switch every couple of steps. They lead to the kid, so heal up before you approach and talk to him.

```

o-----o-----o-----o-----o
| BOSS: Mothro | HP: ~3300 | EP: 6000 | GP: 8000 |
o-----o-----o-----o-----o

```

Mothro lacks a health meter, so you'll be fighting in the dark so to speak. Turn Zack into the BltDrgn, Karn use the Shin transformation, Ox attack and alleviate poison, and Nina heal up. Mothro often makes weapon attacks fail (in Pokemon Double Team fashion), so magickin' the guy is the way to go. You can actually fight with Bleu instead of Nina here, although Nina's Idle spell seems to work. Besides "Poison," Mothro can use "Shock!" which can kill a target and "Time Out" which inflicts paralysis. Overall, a pretty lukewarm boss fight; it just takes awhile with the boss' evasion abilities.

Everyone gets thrown back to...

```

o-----o
| 83) Gramor | [GRM3] |
o-----o
| ITEMS: |
| None |
o-----o

```

Mogu wakes up from his catatonic state and joins the party officially. Now that you have Mogu, whose special ability is digging up stuffs, you can get some more special items. If you don't feel like reading extra stuff, skip to the "WNT1" section, which is the Winter Cave. To get to the destination, simply head south from Gramor.

```
-----o
| OPTIONAL: World Map - Tantar Area                                [WMPF] |
-----o
| ITEMS:      _          |
|      [ ] L. Ptn      [ ] Clog      |
|      [ ] A. Ptn      [ ] V. Ptn      |
-----o
```

Warp to Tantar and exit town. Go north towards the Lake Cave, following the road to the end of its length. North of there should be a slope onto a tree-covered cliff; go east around it then north. You should come to a marking of a dragon. Have Mogu dig there and you'll come to an underground cavern...

Four chests here. The northwest one (Clog) is a deathtrap and the northeast one is a HP/AP healer, so you can figure out the order. Or, have Karn disarm the bad one. Either way, you get an [L. PTN], [A. PTN], [V. PTN], and also a [CLOG]. The Clog's an accessory that raises the Active/MagDef stat. Distribute it as necessary, then touch the teleport device to leave.

Onto the next marking!

```
-----o
| OPTIONAL: World Map - Camlon Area                                [WMPG] |
-----o
| ITEMS:      _          |
|      None          |
-----o
```

Warp to Camlon and head towards Nanai. Before you get to the west part of the once-city (=p), head north to a riverbank that touches shoulders with a marking. Dig down and you'll find a treasure of a different sort...a spell for Karn! Make Karn the party leader (Reverted from current transformation) and the wizard'll teach him the Doof spell.

It sounds funny, but it makes him strong. Strong enough to move heavy things, in fact, which is why you should head to Bleak. Teleport out on the pad and warp to the den of thieves that is...

```
-----o
| OPTIONAL: Bleak                                                [BLK2] |
-----o
| ITEMS:      _          |
|      [ ] ClearCL      |
-----o
```

Remember the fortuneteller's house where she swindles you? It's just north of the dragon shrine. Inside, you may remember a heavy box you can't push. Well, with the Doof simulation, you can shove it aside and enter the room below. ...And it's another wizard! Talk to the man with Karn (normal) in the lead to learn the Puka spell! Wowee zowee, huh?

Exit back into the house again and find the other huge box. Push it north, then push the pot west, allowing you to enter the hole beyond. You should fall by some barrels. Push the left one north and the right one east so you can get at the large box nearby. Push it up and inspect beneath it to find a [CLEARCL] armor for the women! If you're big on using Nina, this could really help her stay alive a lot longer. =)

So, now you have Puka...think there's anything else to do? You're dang right! Puka can open strange doors and such, so where have we seen those...?


```

-----o
| OPTIONAL: World Map - Auria Area                                     [WMPH] |
-----o
| ITEMS:      _ |
|             [_] DarkBR |
-----o

```

A little north of Auria is one of those strange doors. With Puka in the lead, you can blow it to the side and take the [DARKBR] inside. It's an accessory for Karn, which raises Active/Fate/MagDef some. Definitely worthwhile. Now, if you want to make use of Puka again, warp to Gust.

```

-----o
| OPTIONAL: World Map - Gust Area                                     [WMPJ] |
-----o
| ITEMS:      _ |
|             [_] LoveBR      [_] EarthRB |
-----o

```

Exit Gust to the south and head towards the southwestern beach. Where you once broke land, there's a door in plain sight. Open it with Puka and reap the LoveBR! It's a female accessory, so slap it on one of them. :p

Additionally, an EarthRB can be obtained by revisiting Gust -- it's under a heavy box (requires Doof) in the flutemaker's house. Thanks to tri sapphire for this tidbit!

```

-----o
| 84) Winter Cave                                                  [WNT1] |
-----o
| ITEMS:      None | ENEMY: |
|             |      Nautulis, Buzzer, D. Flea, |
-----o

```

The Winter Cave is actually a two-screen walkway, so you can get through it with about one Mrbl3. It's recommended, in fact, since Nautulis foes appear quite often appear in twos and threes, plus MORE enemies. It's annoying and you don't have to sit through that crap.

```

-----o
| 85) World Map - Spring Area                                       [WMPJ] |
-----o
| ENEMY: Warlock, D. Knight, Flower, Zoom, WraithX |
'-----'

```

The Flower enemy has about 500+ HP, so unless you have the Puka simulation for Karn or a lot of power from level-grinding, running is a good idea. And speaking of good things, there's a town directly east of the cave exit.

```

-----o
| 86) Spring                                                       [SPR1] |
-----o
| ITEMS:      _ |
|             [_] Herb      [_] Clog |
-----o

```

The largest (widest) house in town has a [HERB] bureau and the inn's bureau has a [CLOG]. Now that the larceny's out of the way, you can put your ear to the ground and see what the regular folk has to say. Some say that the Spyre

in the south controls the climate (it's frozen in this area, in case you've got glaucoma) and another says that the entrance can only be opened by one of the mole people...and we've got one of those!

Buy some equipment for Mogu if you're using him in the main party (QuartzAR and IronCL, if possible), and get some Mrbl3s if you're running short. A note of advice, though -- you'll be getting two great armors in the near future and Mogu can equip both.

If you want to land on the world map closer to the tower destination, use one of the stairs to walk on the frozen creek and slip-'n'-slide out the way in the south. Once you're at the tower's base, use Mogu's diggin' claws on the draconic marking to enter...

87) Spyre		[SYR1]
ITEMS:		ENEMY:
[_] Shell	[_] A. Ptn	Wraith, WraithX, Golem,
[_] FlameAR	[_] WorldAR	D. Flea, Buzzer, Flower,
[_] Cure2		Slime, Flea, Creep, Zombie,
		Ameblob, Blurb, Zard, Scorp,
		SandClod, Prickle, Cactus,
		Warlock, D. Knight, Phoenix,

This place isn't too hard, so there's really no reason for a map.

From where you enter, head south up the extra-long hallway to the stairway -- this brings you down to a system of bridges in a waterway. In the south are a pair of treasure chests out of reach. We'll get 'em in a sec. First, from where you start out, loop clockwise to a [CURE2] chest, then backtrack.

Follow the canal-tops east and take the first mini-stair you see north. When you get to the fork, continue east, which takes you south in the process. At the island you come to, make a pitstop to get the [A. PTN] and [SHELL] chests you find. Keep on truckin' west to find a platform with the exit stairway; do not take it yet, as the chests you're seeking are west a little more. They're a [FLAMEAR] and [WORLDAR] -- two excellent armors, both of which Mogu can use if you held off on buying him one in Spring like I said. Take the stairs you bypassed up into a green field.

Yes, there's a huge lawn up here. Slimes, Fleas, and other crappy enemies you can decimate with one attack appear here, so save your Mrbl3s if you want. To exit in this neverending sea of grass, venture northeast of the starting area to come to the exit platform.

Now, you're subjected to a huge black, rainy backdrop -- a similar expanse that you have to navigate. Zombies, Ameblobs, and a few other enemies from dungeons past appear now...see a running theme? This time, the platform to the above floor is southwest of the one you start. Also, if you want to exit the tower COMPLETELY (read: to world map), search the northern wall for a gap and enter it. If you're ready to come along, hit 'em up to the next floor.

This time 'round, you've got a huge sandbox to play in. SandClods, Scorps, and a few other Arad-area enemies come up from their pits to party with the, well, party. To find the exit platform, head due east from the starting one until you hit the wall, then go south. The newest floor's style is...

...WINTER! Yay. You'll see a gap to southern wall nearby -- DO NOT TAKE IT,

for, as you guessed, it kicks your behind out a window and you land on the world map. Warlocks, D. Knights, and some other contemporaries on par with your team (hopefully, you're better) now show up, so Mrbl3s can come in a bit more handy. This time the exit's a little easier to trek to -- just go straight north! No compass required.

The fifth stage in this wond'rous wild ride is the sky level, complete with a windy-cloud portrait as a background. Phoenix (Bain pallete-swap) shows up here, and a few other new arrivals...again, Mrbl3 if you're not in the mood. The exit is in the southwestern corner of the gigantor boxed-in area.

No, you're not in the Twilight Zone -- it's just the sixth and final stage to the tower's trickery! The enemies are mostly the same fare as before, so surprises they ain't. Head northeast to find a platform with a machine that needs a key and a glowing totem. Inspect the pole, take off your fisticuffs, and duke it out with...well, nothing. Mote surprises you and warps you off to...

```

-----o
| 88) Mare Town                                     [MRT1] |
-----o
| ITEMS:                                           |
|           None                                   |
-----o

```

Haha, like "Nightmare." Get it? -__-

Talking around can tell you that this is a dream world, controlled by Mote. Gawd, not again. A geezer sleeping in a bed says that Mote needs to be done away with for everyone to return, that his consciousness will belie where he resides.

Exit onto the world map after you've healed up/bought items, where you'll find there are no enemies! Finally, a stroke of good fortune. From Mare Town, head south along the ridge and you'll find a slope that lets you get up on said ridge. Follow it until you come to a cave at the base of an ivory tower. Gives new sense to the phrase, huh?

```

-----o
| 89) Mare Tower                                     [MTW1] |
-----o
| ITEMS:  _           _           | ENEMY:           |
|         [_] Cure      [_] JadeBW |                 D. Flea, M. Flea, Nautulis, |
|         [_] L. Ptn    [_] Trident |                 Buzzer, Warlock, D. Knight, |
|         [_] Smoke     [_] CursedHT |                 Bain, Blaze, BlazeX, Golem, |
|         [_] FaceMask  [_] SkyKey  |-----o
-----o

```

~ LEGEND ~

- 1 ~ Cure
- 2 ~ JadeBW
- 3 ~ L. Ptn
- 4 ~ Trident

- 5 ~ Smoke
- 6 ~ CursedHT
- 7 ~ FaceMask

```

_____|
|E X I T|
|__  __|

```

```

| |
| |_____
| |_____ |
| |_____ |
| |_____ |
| |_____ 5-7|
| |_____ ^ _____

```

```

_____|
| |_____ |
| |_____ |
| |_____ |

```

```

| | _____ | 1 - 4 | _____
| _____ | |X____ | | The "X" on the map leads to a
      ^ | | dead-end room you fall into if
      ^ | | you take treasure #3, L. Ptn.
| |>>^ | _____ | The door closes on you and you
| | _ | ^ have to do a bunch of backtrack
| | ^ footwork. Also note that the "EXIT" isn't
| | ^ really the exit, but it leads to a room with
| | _____ ^ some healing water and a pot where you can
| _____ |>^ save your game. Head north outta there to
| | _____ | find a freaky-deaky pathway you have to run
| | | through before you can find Mote. Since it does
| | | not translate so well on the map, and would in fact do
| _____ | <-> | _____ | a great number to ENLARGE it beyond necessary, I'll
| _____ | | guide you with...uh, what do ya call 'em...words, that
| | | is what they're called. =p
| |
| |
| _ | So, by on-screen direction, here's how you'll find Mote in the
ENTER labyrinthine second stretch of the tower:

```

- 01) Head north, step on the path-switcher device
- 02) Follow west to next path-switcher device
- 03) Continue on southern path to next path-switcher
- 04) Continue north to next switcheroo device
- 05) Head east and take first southern walkway to a north/south split. Go south to spinning tile.
- 06) Go west to switch panel.
- 07) Go west, skip the first northern alley, but take the second one to a spinning tile.
- 08) Continue west and north to exit tile.

Probably the most annoying part of the game, IMO -- at least you had a guide to help you through and eliminated all the fumbling trial-and-error crap. This new area will have three stairways (one isolated) with some glowing mustard- and ketchup-colored tiles. The tiles seem to hurt everyone in the active party 'cept the party leader, although this may just be my setup on Zack (?). Either way, you don't want to do a jig on these things since they inflict -3 HP each time you walk on one.

Go up the stair (middle) with the purple panel in front of it, arriving at a second-floor area filled with yellow tiles. Head south of the yellow tile figuration (shaped like a middle finger...?) and go a bit east, at which time you should fall through a trapdoor into the isolated stairway below.

Follow the tiny stairways until you get to a room with just five up-stairways (not counting the one you come up) arranged like so:

```

          [1]          The "[E]" being the entrance one, of course.
                    Take the "[5]" stairway; if you take any of
[2] [3]             the others you'll wind back up at the initial
                    room and have to start over. Once the correct
[E] [4] [5]        passage's been taken, you'll end up in Mote's
                    chambers and, boy, is he not excited to see you

```

knocking on his door.

```

o-----o-----o-----o-----o
| BOSS: Mote | HP: ~3500 | EP: 5400 | GP: 6000 |
o-----o-----o-----o-----o

```

Use physical attacks right off the bat and heal when Mote uses physical

attacks (~40-70dmg). On the second turn, he'll talk some jive...until his conscience arrives and "blocks his power." How does he do it? No idea. The battle will then start anew.

You'll find that when you physically attack Mote, his pixels proliferate a bit, making physical attacks do more damage and magical attacks less damage. If you have Zack in the BltDgn state, he'll be doing pitiful damage but a nice meat shield. Basically, all you can do is attack and heal when it uses its physical attack. When its HP is depleted and "Mote gets mad" over it, he starts using Inferno (90dmg to one target), which is easily smoothed over w/ Cura2. This battle can take awhile, particularly if you have Mogu and he can die easier than most, but it's just an attack-and-heal kind of battle. Just attack when he's all blurred and use throw magick at him when he is (which will re-obscure him). Karn should be in his Puka transformation, naturally -- his Slam can do 600+!

After Mote takes a dirtnap, you'll be back in Spyre. Search the totem for a [SKYKEY] and use the machine nearby to switch the outside area to defrost. Use Bleu's exit to get back on the world map. Back to Spring!

```
o-----o
| 90) Spring                                     [SPR2] |
o-----o
| ITEMS:   _ |                                     |
|          [_] DragonAR | See "SPR1" section for prior items! |
o-----o
```

The winter of Spring's discontent has passed and it's...uh, spring again. This also means you can enter the obligatory waterfall cave the town's famous for having. Before that, though, if you have the Rod5, you can fish up the [DRAGONAR] from the duck pond. To find it, head into two and wade in the west river. You can find the duckpond near there. Equip the Rod5 and some bait to Zack and he'll fish it out from the dock. Whether you like it as much as the LifeAR is really moot -- you should get it because it's a requirement for the temple later on!

When you're ready to skidaddle, wade in the river and duck behind the falls. It's just a two-area dungeon that leads to the world map. Duh, right?

```
o-----o
| 91) World Map - Carmen Area                     [WMPK] |
o-----o
| ENEMY: Phoenix, Nautulis, D. Flea, DogfishX, Flower |
'|-----'
```

Head south a long ways and you'll come to a town by a forest. This place is named after an opera...

```
o-----o
| 92) Carmen                                     [CRM1] |
o-----o
| ITEMS:   _ |                                     |
|          [_] RubyRG |          [_] W. Ant |
o-----o
```

Search the inn's bureau to find the [RUBYRG], first and foremost, then locate the moving man in the town square. He says that time's stopped (explaining why no one talks to you or moves) and drops a hint that it may have something to do with the "Tock" in the east...

Before you do anything, find the northeastern windmill house and get to the second floor. Move a barrel and search its former spot for a [W. ANT]. Should you need to heal up or buy stuff, you'll have to warp elsewhere; at least you can warp back, which is all this town's good for currently.

To find "Tock," exit south of town to find a forest. As you head east, hug the northern cliffs (you go NE) until you find a slope you can use to get a better vantage point. East of there is another slope where a tower sits, but you need to walk with Bo, meaning you diffuse (:p) Karn.

```
o-----o
| OPTIONAL: World Map - Carmen Area                                [WMPL] |
o-----o
| ITEMS:      _ |
|             [_] WindBR |
o-----o
```

East of Carmen, by the seaside, you can find a dragon-crested door. Use the Puka simulation to open it and take the [WINDBR] inside!

```
o-----o
| 93) Tock                                                       [TCK1] |
o-----o
| ITEMS:      _      _ | ENEMY: |
|             [_] Life  [_] EvilCN | Buzzer, DogfishX, Firehead, |
|             [_] IcyAR  [_] Cure   | Widow, D. Rider             |
|             [_] G. Tiara  [_] Life2 |-----o
|             [_] GuardSH  [_] AgileHT |
|             [_] WolfSkin |
o-----o
```

Too intricate for maps, so we'll have to do this junk by the book. =(

[FIRST FLOOR]

To begin with, head north from where you enter to find a "ring" of arrow'd pads. Ignore 'em (healing fountain to the north, though) and head west to an arrow by itself. Take it to teleport through the wall, then teleport through that wall. Approach the third "<" teleport but go north instead of takin' it, where you can get an [ICYAR] chest. I gave it to Ox, since Zack had the DragonAR. Now, use the arrows to get to the western wall, then walk back to where the healing fountain area is.

Use the "<" once to wall-shift, and BEFORE you take the next, head north to a [LIFE] chest, then continue north for a [EVILCN] for Bleu. Continue north to a left-pointing arrow, then loop to the small room west of there for another <- arrow. This should warp you to an antechamber with a stairway in it. If you're confused, just remember you have a bird's-eye view and can see the destination. Onward!

[SECOND FLOOR]

Take the nearby [CURE] chest and warp into the north/south corridor. Use the ">"s to move to the eastern screen boundary, then loop counterclockwise to back to the eastern screen boundary. Use the "<" to enter the southeastern room with a stairway in it. Vamoose from this floor, pronto!

[THIRD FLOOR]

Wow, you end up right by a [G. TIARA] chest and use the down arrow to shift

to the ground. BE CAREFUL YOU DO NOT STRAY TOO FAR SOUTH OR YOU CAN FALL OUT OF THE TOWER. Solve the easy "puzzles" nearby for a [LIFE2] and [GUARDSH] chest pair. Go upstairs when you're ready.

[FOURTH FLOOR]

There's a huge maze of these idiot tiles here, and two chests in the middle of 'em, as well as two stairways. The stair closes to the west edge cannot be entered from this floor, luckily, so you can put that out of your mind.

The nearest chest to the west wall is the [AGILEHT]. To get it:

01) Go to northern wall and look for this configuration:

```
[->][<-] [->][<-] [->][<-]
[/\]      [/\]      [<-]<===== Enter this tile from the north
[/\]      [/\]      [/\]          and this'll begin the steps to
[/\][<-]  [/\][<-]  [/\][/\]      get the item.
```

02) Once in the "ring," take the <- to the south.

03) Head south to the <- tile

04) Head west on the <- tile

05) Take the downward tile to the treasure box

To get the [WOLFSKIN] chest:

01) Enter from the point used in Step #1 of the previous chest-getter proof.

02) Go south onto the <- tile

03) Go west on the <- tile

04) Go south on the downward tile

05) Go east on the -> tile

06) Go south on the -> tile

07) Go on the downward tile that is directly left of the chest nearby

08) Go east on the -> tile

09) Go north on the <- tile

To get out of this hellhole:

01) Follow the WolfSkin-getting directions to Step #8

02) Go west to the downward tile

03) Go east on the -> tile

04) Go east on the upwards tile

05) Go north on the upwards tile

06) Go north on the <- tile

...and take the stairs up!

[FIFTH FLOOR]

The stairway in the left leads back to the annoying arrow pads, so stay away unless you like doing annoying things repeatedly. Heal up and head up the northern alley to find Cerl and, of course, you don't fight her at once. This time, the battle is stalled as you get sucked into a time-space continuum rip and...whatever. You're crapped out onto the world map, at which point you should walk back to Carmen. Everyone got separated, so you'll be Zack only at the moment... Use a Mrbl3 because some monsters can use Shock! (instantdeath) on you.

```

-----o
| 94) Carmen [CRM2] |
-----o
| ITEMS: | |
| None | See "CRM1" for prior treasures! |
-----o

```

When Zack arrives, Nina and the others gather for a meeting. Apparently, Alan and Cerl were childhood friends and he ends up going to Tock to see what's up with her (he claims she'd never help the Dragons). Follow Alan and refuse Karn once you're back in the tower.

```

-----o
| 95) Tock [TCK2] |
-----o
| ITEMS: | ENEMY: |
| [ ] Life [ ] EvilCN | Buzzer, DogfishX, Firehead, |
| [ ] IcyAR [ ] Cure | Widow, D. Rider |
| [ ] G. Tiara [ ] Life2 |-----o
| [ ] GuardSH [ ] AgileHT | |
| [ ] WolfSkin | See "TCK1" for treasures' methods |
-----o

```

Backtrack to where Cerl was (see previous section for methods) and you'll find her and Alan chatting. Unfortunately, Cerl transforms into a giant preying mantis-type monster, and we all know what those do to their male friends... *gulp*

```

-----o
| BOSS: Cerl | HP: ~3500 | EP: XXXX | GP: XXXX |
-----o

```

Uh, Cerl sucks, plain and simple -- you've probably had a harder time on the Gremlin boss. She'll attack for mediocre damage (~50-70) on one person and buff herself with some magicks. Have Zack attack with BltDrgn, Karn use the Puka transformation, Nina heal, and Bleu bombard with her best spells. In fact, Cerl seems to have around the same HP as the last boss, which is a thing considering the level of difficulty. Cerl can sometimes attack all of the party members for ~40 damage, but when Nina is barely hurt, you know the party upkeep's in good shape.

Unfortunately for the party, Cerl can't be beaten this time as she threatens to speed up time in Carmen until everyone's dead. The party lands at the South Castle, but Cerl enters and shuts everyone out. This time, Nina's with you when everyone's scattered in the wind, so you can warp to town outright.

```

-----o
| 96) Carmen [CRM3] |
-----o
| ITEMS: | |
| None | See "CRM1" for prior treasures! |
-----o

```

Enter the house north of the square fountain to find out Alan's been injured by Cerl's dastardly corruption of space-time-ness! When asked if there's any item that means a lot to Cerl, Alan says "Fruit" from the Holiday Tree where they grew up. That should remind her of the time they spent together so long ago (*nostalgiatear*).

On the world map, return to where Zack was thrown the first time Cerl messed

around with time. To get there, head like you normally would towards Tock, but look for a ramp leading south past the first forest you come to. There should be a lone tree by some town's ruins, and once you punch the tree w/ Ox, you can take the [FRUIT] on the ground.

To get back to the South Castle, follow the path you're near east and when it goes south and disappears, follow it to the mountain pass. The castle is right nearby.

```
o-----o
| 97) South Castle                                     [STC1] |
o-----o
| ITEMS:      _ |
|      [ ] TmKey |
o-----o
```

With the Fruit in your inventory, Cerl's heart is warmed and you can enter the castle. Upstairs you'll find her with a blue chest, and she says that Alan'll never forgive her and they should just leave. Take the [TMKEY] and go back to Carmen.....AGAIN. ARGH. Luckily there are some cool events that take place and I won't spoil 'em. You end up back at Tock.

Crap goes wrong after Carmen's restored, though, and Nina's thrown into a space-time loop. Everyone ends up near Tunlan.

```
o-----o
| 98) Tunlan                                           [TNL4] |
o-----o
| ITEMS:      |
|      None   |
o-----o
```

A strange man by the dragon lord shrine says there was a famous doctor in Carmen. Go to the house near the princess' palace and talk to an old man to learn the girl in the house (Nina replica, remember) has amnesia. Now, put two and two together and it's time to revisit the unfrozen city.

```
o-----o
| 99) Carmen                                           [CRM4] |
o-----o
| ITEMS:      _ |
|      [ ] P. Fish      [ ] C. Nut |
|      [ ] Root        [ ] W. Ant |
|      [ ] Tonic       [ ] Pass  |
o-----o
```

The northeastern windmill house is the doctor's, and when you talk to him he says a Tonic can be effective in alleviating the series. You'll need four items: P. Fish, Root, C. Nut, and W. Ant. Locations are as follows:

[W. ANT]

You can find a [W. ANT] in the upstairs room of here, by moving the barrel and inspecting under it. Hopefully you haven't sold that yet, because you will have to wait for a white deer to appear on the overworld and kill it with Bo. And that can take awhile... Other locations for the W. Ant we've already come across in the game (with corresponding Ctrl+F sections):

- Auria ["ARA1"]
- Bleak ["BLK1"]

[P. FISH]

This one's easy. Head past where South Castle was (and see nice scene ^_^) and you'll find a marsh that's all icky and poisoned. Follow the dirt road to a broken bridge and fish off it, at which time you'll catch a P. Fish! This stands for "Poison Fish," so don't let anyone take a bit, y'dig?

[ROOT]

This one's a little hard to figure out, but when you think of roots, you may just make the connection to Gramor's mole-men. South of the town, on the world map, you can find some pale, swirly-lookin' plants. In front of the lone one, have Mogu dig and he'll come up with the root.

[C. NUT]

Obviously, this stands for "coconut," so you'll have to take a trip to the only deserted island you know of...Tunlan's! Well, the only inhabited one, that is. Warp there, exit onto the world map, and have Ox punch a tree to drop the item in question.

When you've got all the items, return to Carmen and the doctor will make a herb stew for ya, culminating in a [TONIC] for the party. Before you go, look for a strange man by a NE trough who tells you to "search here." When he disappears, take the [PASS] he left behind. This lets you enter Scande.

Now, return to...

```

o-----o
| 100) Tunlan                                     [TNL5] |
o-----o
| ITEMS:                                         |
|         None                                   |
o-----o

```

Enter our li'l amnesiac's residence and she'll take the tonic, and she'll regain her bearings on everything. You'll also notice that Nina has the ability to fly on the world map...! Yay for her and the new portrait she's got. Too bad she couldn't come back with a huge defensive boost...

You can fly to Scande (it's almost due south from Tock), or you can try out the new flying abilities and get some awesome items. Your call.

```

o-----o
| OPTIONAL: World Map - Tock Area                 [WMPM] |
o-----o
| ITEMS:     _                                     |
|         [_] HeroBW                             |
o-----o

```

From Tunlan, transform Nina into a giant bird and fly a smidgen north before crusing west. You'll arrive near Tock, and can find a dragon-marked hole at the foot of a mountain. Dig with Mogu to find a [HEROBW]. There's a toxin trap (poisons party leader), so have Karn disarm it.

Let us proceed to the next place.

```

o-----o
| OPTIONAL: World Map - Scande Area                 [WMPN] |

```

```

-----o
| ITEMS:      _      _      |
|      [ ] Life2      [ ] L. Ptn  |
|      [ ] A. Ptn    [ ] S. Ptn  |
|      [ ] MystCW    [ ] StarSH  |
|      [ ] LoveHT    [ ] AgileHT  |
-----o

```

If you don't know where Scande is, find the western edge of the continent and head due south past the poisoned marsh. A big castle is denoted on the map, but you don't want to go there just yet. Keep flying south (and SE) until you find a dead-tree-infested area (near the ship drawn on the map). Use Mogu to dig at the dragon mark you find, landing near a treasure trove of treasures!

Warp out when you've taken 'em all.

```

-----o
| OPTIONAL: Nabal Revisited                                     [NBL2] |
-----o

```

```

| ITEMS:      _      _      | ENEMY:      |
|      [ ] MagicRG      [ ] Cure  |      BowMan, SpearMan, M. Scorp  |
|      [ ] Life2      [ ] SkullRG |      Chopper                      |
-----o

```

You could probably do this earlier, like right after you get Ox, but I didn't remember to write it down. Anyone who knows the exact time, let me know and I'll rearrange this section.

Anyway, return to Nabal and enter the jail cell in the first downstairs area. Have Ox break the wall and follow the passage to [MAGICRG] and a [CURE]. That's all there is here, so you can leave. If you go upstairs to the throne room, you can make two bridges appear for easier access (not that you'll need to come back here).

Also, if you haven't gotten 'em already, you can find a [LIFE2] and [SKULLRG] by inspecting under the two pots at the stairway that leads to the jail cell (from dungeon entrance).

[Stephen Gonzales writes:] when you are in the kings throne, a little bit southeast from there, theres an opening that leads to the outside of the castle.. and move up then left..(youre now in the docks/pier) and in the dead-end, in the lower-left corner, theres a "HIDDEN CLOG".

```

-----o
| OPTIONAL: Dragon Temple                                     [DRT1] |
-----o

```

```

| ITEMS:      _      |
|      [ ] Melon      |
-----o

```

NOTE: Having the DragonSH helps immensely. Cntrl+F the term for more info.

North-northeast from Gust, you can find a temple isolated on top of a lake. With Nina's newfound flyin' powers, you can land near there and enter it. The man inside demands that you have the DragonAR before proceeding, so if you don't have it, go get it (fish with Rod5 in Carmen duck pond). Once the admittance's been granted, take the [MELON], heal up, and take the challenge.

o-----o-----o-----o-----o-----o
| BOSS: Avian | HP: ~3000 | EP: 1400 | GP: 1600 |
o-----o-----o-----o-----o-----o

Avian bird flu is right! This palette-swapped GrimFowl is quick, attacking first every round. This means you'll have to anticipate when you'll need to heal, but a rule of thumb is to use a Cure (or similar) when your HP is below 75~80. Transform into the bolt dragon and attack away -- even the Tri-Rang pales in comparison to this. Sometimes the bird's attacks can fail, so that's something to look forward to. I took it on at around Lv. 23-24 and was able to get in two attacks before I had to use a Cure. For those who've power-levelled, this should be no sweat. Hopefully you won't have to eat a Slam from Avian, because that can screw you right there. [Reader Chinvincible recommends transforming into the Fire Dragon, whose attacks play off the boss' weakness, perhaps outdamaging the Bolt Dragon!]

You'll be told your training is complete at this point and obtain the Rudra transformation. Congrats!

o-----o-----o-----o-----o-----o
| OPTIONAL: Northern Island [NTH1] |
o-----o-----o-----o-----o-----o
| ITEMS: _ |
| [_] Tri-Rang |
o-----o-----o-----o-----o-----o

Have Nina fly directly north of Agua and you'll find a tiny isle with what seems to be a house on it. A house it is not, but you can still find the [TRI-RANG] weapon for inspecting the landmark. Lighthouse, maybe? Either way, the Tri-Rang kicks the DragonSW's behind quite a lot.

o-----o-----o-----o-----o-----o
| OPTIONAL: World Map - Romero Area [WMPO] |
o-----o-----o-----o-----o-----o
| ITEMS: _ |
| [_] V. Ptn [_] S. Ptn |
| [_] Sash |
o-----o-----o-----o-----o-----o

Using Nina's flying abilities (aren't they just so handy?), fly northeast of the cave near Romero. You won't have to fly far to see a dragon-marked patch of ground, and when you dig with Mogu, you'll find three treasure chests. The one out in the open is a [V. PTN] with a curse trap, the left one is a [S. PTN] with a fire trap, and the right's a [SASH] with a Boom trap.

There's a healing fountain nearby, though, so the traps are inconsequential.

o-----o-----o-----o-----o-----o
| OPTIONAL: World Map - Gust Area [WMPP] |
o-----o-----o-----o-----o-----o
| ITEMS: _ |
| [_] DragonSH |
o-----o-----o-----o-----o-----o

Southwest of town is a beach and a Puka-only door. If you fly north of there, you can find an isolated well. Equip Zack with the Rod5 and some bait and he can fish out the superb [DRAGONSH] item. This raises his defense greatly, and if you've had trouble with the Avian boss, this'll almost halve its attack. Yes, it's that good.

```
-----o
| OPTIONAL: I-Woman's Home                                     [IWH1] |
-----o
| ITEMS:      _      |
|      [ ] List      [ ] Wtzit      |
|      [ ] Herb      [ ] I. Claw    |
|      [ ] Herb      [ ]            |
-----o
```

This is actually a bit of a sidequest, so I'll cover it all here.

To begin with, you can find the I-Woman's home southwest of Tantar. It's on an island, but the rocky beach means you'll have to fly here. Talk to her and she'll ask you if you know of any other weapon fanatics. This is where the correspondance begins. Proceed as follows:

- 01) Fly to the W-Man's Home (almost due south) and he'll let you take a list to the woman. Search his house for the [LIST] and two [HERB]s.
- 02) Give the List to the I-Woman and she'll let you inside. Take the [WTZIT] from the chest.
- 03) Give the Wtzit to the W-Man and he'll ask you to deliver back a letter.
- 04) Show the letter to the I-Woman and she'll want you to bring another back.
- 05) The old man says it's an [I.CLAW] and gives it to the party. He also says it's related to the mole people...

You can't do anything more at this time, however. It just saves time.

```
-----o
| OPTIONAL: Ease Cave Revisited                               [ESC2] |
-----o
| ITEMS:      _      |
|      None      |
-----o
```

If you recall, this place is where you got some holy water to un-zombify the town of Romero. Well, now you've got some Gills, so you can actually delve deeper under the water. It's a dungeon without any major twists, so I trust you can get to the water part by yourself -- that's where this thing starts.

Strange as it is, there's a temple under the water and if you've completed the other dragon shrines/temples, you will be allowed the Agni transformation that really lets loose one enemies. And, you get it without any hassle -- I guess this really is EASE cave, huh? =p

```
-----o
| 101) Scande                                               [SND1] |
-----o
| ITEMS:      _      |
|      [ ] Herb      |
-----o
```

Scande is almost due south from Tock, past the poisoned marsh. When you enter the Dark Dragons "card" you, and if you have the Pass, you'll be permitted to enter. If you don't have the Pass, return to Carmen and talk to the stranger by the NE windmill house and search where he stood upon his vanishing.

A normal man by the elevator says the lift's broken, and if you inspect it, you're told the parts are out of place. Oh well... Search the inn's bureau

for an [HERB] and head south down the stairways as far as possible. There's nothing you can do here at the moment, so fly to Spring.

```
o-----o
| 102) Spring                                     [SPR3] |
o-----o
| ITEMS: _ |
|         [_] B. Part                             |
o-----o
```

Find the house with a smoking chimney and talk to the bedridden man. He'll confess he took the "parts" from the Scande elevator and gives them back... in a broken sort of way -- receive the [B. PART] for safe keeping. He says the parts can be fixed in Gant, so off we go!

```
o-----o
| 103) Gant                                       [GNT4] |
o-----o
| ITEMS: _ |
|         [_] Parts                             |
o-----o
```

Head into the northernmost house's second floor and talk to the old woman. She'll punch her husband out of bed so you can talk to him. Apparently the parts can be fixed while the party sleeps, so...they are. After the [PARTS] are received, it's back to Scande. You'll have to fly back since the town doesn't register as a town. =/

```
o-----o
| 104) Scande                                     [SND2] |
o-----o
| ITEMS: _ |
|         None                                 |
o-----o
```

Inspect the elevator, now, and the Parts'll fit. Climb the two lifts and enter the ornate door to find another mysterious figure. He says the D. Hurt can destroy any dragon, and since Zog can turn into one (if you listened to the Auria barkeep), this'll probably be of some use. It's found in Tunlan, so we'll have to return. Funny how the Bolster was considered a treasure but not this thing...

```
o-----o
| 105) Tunlan                                     [TNL6] |
o-----o
| ITEMS: _ |
|         [_] D. Hrt                             |
o-----o
```

Upon entering, head straight north into the first doorway. The flutist shows that the D. Hrt is actually a song, and bottles it for the party. Zack'll be hurt pretty badly from hearing it (naturally), so rest up before returning to Scande...400g for room service is pretty crappy.

```
o-----o
| 106) Scande                                     [SND3] |
o-----o
| ITEMS: _ _ | ENEMY: |
|         [_] Mrb11      [_] IcyCN | Entity, Claw, BowManX, |
|         [_] Glove      [_] PowerHT | SpearManX               |
o-----o
```


As for Zog's attacks, he has a weak hit-all breath attack...well, except for Puka who can take 200+ (!) damage from it. He also uses a physical hit which weakens a character by about 70~80dmg when it hits...although when I saw it, it was about a 50/50 chance of success or failure. Just heal up as necessary, using a second character with Meat/M. Drops if you are forced to.

After battle, Zog acknowledges your strength and explodes, sending you into the chasm far below. Instead of squashed tomatoes, everyone turns out A-OK! Sara is down here, and Zack gives her the keys so she can destroy 'em...only to have her trick the party and give them to Jade. ARRRGHHH! He says they're heading to Agua to release Tyr, so it's time to get on their trail. Everyone is cured, at least.

Head south and a mole person will pop up. Jump in his hole, landing in a maze of sorts. There's a congregation of mole people -- talk to the one north of the Master Digger (yellow jumpsuit'd guy). When everyone jumps in the hole, follow 'em again to reappear in Scande proper, at a cavern with town access. Leave town and head for Agua. Remember where it is? No? It's the floating place by Romero.

```
o-----o
| 107) Agua Tower                                     [AGT4] |
o-----o
| ITEMS:      _      _      |                               |
|      [_] LifeAR      [_] IcyDR      | See AGT1/2/3 for previous itemlists! |
o-----o
```

Since you've already been here, can lockpick your way up the floors instead of doing the puzzles, and the enemies suck, I'm not going to re-explain easy junk. By the fourth or so floor, you should be able to exit onto the tower's exterior and re-enter another point. From there, it's just a stairway to the towertop shrine.

BEFORE you do anything, if you haven't already, search the two statues around here for the [LIFEAR] armor for Zack and the [ICYDR] for Karn. Enter the shrine to find Sara, who runs to a stairway. Follow her to find Jade, who raises a tower from an island nearby. Take the teleport device to...

```
o-----o
| 108) Pagoda                                         [PGD1] |
o-----o
| ITEMS:      _      _      | ENEMY:      |
|      [_] PowerAR      [_] Domino      |      Nautulis, Buzzer, ICU,      |
|      [_] AgileAR      [_] TrapGrd      |      Entity, Ghoul      |
|      [_] FlameDR      [_] StoneHT      |-----o
o-----o
```

If you want to leave the Pagoda, just exit south to arrive on the world map.

To begin with, there are five stairways here, but you can't go to all of 'em. Enter the northwest one by walking on the floor tile below a ledge, which raises a stairway.

[SECOND FLOOR]

Get the nearby [POWERAR] chest and step on the tile near the stairway, which

lowers a gate. Go south to the [DOMINO] chest and go down the stair whence you came. You'll have to use Exit to get out now, which is why this part was tackled first. =p If you want to fly to the tower, head north-ish.

[FIRST FLOOR]

Okay, you've re-entered the Pagoda. Go up the northeast mini-stairs, then arc south to get to the second floor.

[SECOND FLOOR]

There are two holes nearby but they're red herrings -- don't bother. Head east across the skybridge and when you get to the purple-tiled floor, take the fork's north path to a [AGILEAR] -- a good armor for Bleu/Nina. Follow the other part of the fork to a down-stairway.

[FIRST FLOOR]

Step on the floor-button to close the two gates nearby. Take the right newly-opened gate and when you get to the eastern wall, follow it north to a chest containing a [TRAPGRD]. Follow the wall south (don't step on gate switch) and follow west on the southern screen boundary. When you get to the far-west wall, take the alley beside it (right), which loops around to another switch. Step on it and continue north to the newly-opened gate, which contains a [FLAMEDR]. Take the stairs up.

[SECOND FLOOR]

Follow the purple tiles to another stairway.

[THIRD FLOOR]

The party's in a differently colored room, now. Walk up the stairs nearby and you'll be hit with a shield...but Sara regains her senses momentarily and breaks it for you, allowing you to proceed. The party took MAJOR damage from touching it, so heal up appropriately -- use a Cure2 or something to alleviate all that hurt, then go downstairs...but suddenly...

```
o-----o-----o-----o-----o
| BOSS: Sara | HP: ~11000 | EP: 8000 | GP: 8000 |
o-----o-----o-----o-----o
```

If you didn't listen to what I said, you'll enter battle with 1 HP. Heal up ASAP, with a Cure2 or M. Drop. Sara attacks for ~90dmg to one target or uses T. Bolt to deal ~50dmg to everyone. Needless to say, this battle is a piece of cake (or crap), and shouldn't pose a problem. Have Zack use Rudra, Karn use Puka, Nina heal, and Bleu use her strongest spells. You can even use the D.Hrt here for some damage, if you've saved it.

Sara departs now that's she's free from Jade's control, so go downstairs.

[SECOND FLOOR]

Follow the straightforward path to a healing fountain and, then, a stairway.

[FIRST FLOOR]

You'll be at the two isolated stairs. Take the [STONEHT], then the other way.

[SECOND FLOOR]

DO NOT fall down the hole; the area only looks small. You can actually follow the path east, under the "eaves" of the blind spot. It leads to a stairway.

[THIRD FLOOR]

You'll now be in a "space zone," not unlike the one in Mare Tower. There are a bunch of annoying "disappear the path" buttons here, but if you follow the long, winding one (take south path from where you start), it eventually will lead to an upward stairway.

[FOURTH FLOOR?]

Take the moving device north to find Jade taking Tyr's power. The screen goes black...

Zack wakes up in Drogen and his party tells him Jade's made the Obelisk operational. On the world map, head south to the poisoned marsh and look for the giant purple lake. The Obelisk floats, and Nina can take the party in at once.

```
o-----o
| 109) Obelisk                                     [OSK1] |
o-----o
| ITEMS:  _           _           | ENEMY:           |
|         [_] FlameHR      [_] EmporSD |         PincherX, ICU, Gargoyle, Ruga |
|         [_] StarHR       |         Golem           |
o-----o-----o-----o
```

NOTE: Buying tons of Cures is a good idea from this point on, if you do not have CuraX! Also bring Acorns or other items that cure AP.

Upon entering, open the door and have Mogu inspect the crack within. Since there is no entrance, he'll have to make one and, if you have the I.Claw, Mogu mentions learning how to use it.

If you do not have the I. Claw, see the "IWH1" section; if you do, fly to Gramor and talk to the elder with Mogu in the lead. It's only good for one use, but Mogu learns the "secret". Back in the Obelisk, inspect the crack with Mogu and he'll drill down into...

[FIRST FLOOR]

You land by a teleportation device. There are two devices you can take on the northern side of the platform -- go for the easternmost. This takes you north to another platform with only one device in the west. It leads to a stairway.

[FLOOR B1]

Take the north device to a platform with two moving devices. The northernmost is the one you want to take, and it leads to a one-way path to another device (yes, I know it's stupid to call everything a 'device'). You'll encounter a [FLAMEHR] chest naturally. There's also a big goon nearby, but you can't get to him from this position.

Take the moving device (:p) to get back where you came in. Head north and this time, take the southern device on the second platform you come to.

From there, it's a series of straightforward device-hopping to the goon. He runs away momentarily to the exit, so follow him.

[FLOOR B2]

Take the moving platform north and a mummy-like thing comes out of the wall. Let's get it on, hombre!

```
o-----o-----o-----o-----o
| BOSS: Goda | HP: ~11000 | EP: 6000 | GP: 6000 |
o-----o-----o-----o-----o
```

This goofus only has one single-target physical attack, so there should be no problem making this guy come undone. I suggest just using Agni which'll do 999dmg to the boss consistantly. If you want to go the hard way/highroad, transform into the bolt dragon and attack, Karn can use Puka, Nina heals, and Bleu uses whatever magicks she wants. But, really, Goda's pathetic no matter how you slice it.

Goda asplodez and leaves a gaping hole in the wall; enter and go down the stairs you find.

[FLOOR B3]

Four moving platforms you can take, and you can take either -- they all lead to the same room in the same position! Weird, I know. Luckily, this room is incredibly straightforward, with you either riding a platform or leaving one staircase to go up another...ad nauseum. Eventually, this takes you to the down-stairway in the middle of the room.

[FLOOR B4]

Take the lone device west and go down the stairs -- don't bother with the other moving platforms, as they only lead to the stairs you left. Doesn't make sense, you say? Well, don't take 'em, like I said! =p

[FLOOR B5]

Heal up Zack's AP and head north to meet swords with Jade. He asks if you want to switch sides, and no matter what you answer, he turns into one of those fat, mutated sweaty-blob monsters.

```
o-----o-----o-----o-----o
| BOSS: Jade | HP: ~23000 | EP: 8000 | GP: 8000 |
o-----o-----o-----o-----o
```

Transform into Agni to really murder this fool; or, do the usual if you do not have enough AP: Rudra/Bltdgn + attack, Nina heals, Karn uses Puka, and Bleu slams things with her magick (Nova?). Jade attacks single target for mediocre, easily-removable damage (~80dmg) unless you're Puka, who can take up to 300+ (!); his attack-all spore attack does ~40 to everyone but Puka, who takes about ~150dmg. Again, not so incredibly hard, but it just takes awhile to chip away his inordinate amount of HP... Always keep your HP above 100 for the most part, since Blizzard does just that much to all the allies. There's nothing you can do about the T.Bolt spell if it hits a low-DEF character -- it did 279dmg to my Nina... Just revive and persevere as possible, which encapsulates what this entire battle is about. Note that once his HP is depleted the first time, his health bar disappears (only about 5000dmg left apx).

Jade says it was destiny he would lose and blows up. Hah! Search his throne for a [EMPORSD] and search the right pillar for a [STARHR]. Anyway, if you need to level up or go do other stuff, Exit out and leave the elevator for awhile.

Go below once you're ready and you'll find a girl past the first moving device. She heals everyone if you answer 'yes' to her. If you want to use this place as a level-up center, she will keep healing you so long as you don't give answer her with the negatory option (grinding in the poison marsh gives better EXP results however). Before you advance, here's what you need to have:

- lots of Cures (x50 recommended)
- a WtrJr' (heals all HP/MP - get in Ease Cave)
- Acorns (only a few)

If you've fought at the poisoned marsh as advised, you should be getting EXP/GP in the three-thousands. If you get Slimes and other crap, you're too far south (go north of Obelisk).

To progress, though, you'll have to throw a big 'no' in her face. There are two ways this can go, each giving different endings.

```
o-----o-----o-----o-----o
| BOSS: Goddess | HP: ~50000 | EP: 10 | GP: 12 |
o-----o-----o-----o-----o
```

This boss is actually has two ways to go.

[FIRST WAY:] - [Gives the bad ending]

This is what happens if you don't have the Agni transformation for Zack. With the EmporSD and the Puka transformation as Karn, you should be hitting 999dmg or thereabouts since the goddess' "crying little girl" form is pretty weak in terms of defense. She also won't attack for awhile. Once her HP bar's depleted, she'll ask you to be her friend -- choose "Yes" and Sara will tell you to use Agni, then the battle re-begins.

The crying little girl now has a wild hair style, and will attack with some regular attacks and Blizzard (100dmg to all). Transform into Puka and Rudra and have Bleu use FireX. Nina heals, as per usual. Since Blizzard doesn't get used twice in a row (not that I could see, anyway), you should have a bit of time to heal up before the next slew of icicles. Everyone should be faster than the Goddess if your levels are in the mid-twenties/early 30s, so throwing a Cure item around isn't such a bad idea. You can use Nina's Shield spell to halve damage from Blizzard, if you didn't know (it wears off in three turns or so).

[ENDING:]

SPOILERS AHEAD:

.
.

Sara shows up and everyone and reminds everyone that they should continue to be 'heroes' and help with the rebuilding of the world. Everyone agrees and...cut to credits! Afterwards, Tyr is shown in the Obelisk saying "I haven't done anything wrong, don't hurt me" before turning into an evil

| | | () || (| (| | \ | | |) | ()
| | |) (|| (___/\ | (___/\|) \ | | (___/) _
)_(| / \|(_____/ (_____/|/)_)(_____/ ()

o-----o
| IV. SHOP LIST [SHP1] |
o-----o

o-----o
| DROGEN |-----o
o-----o

ARMORY	ITEM SHOP
Dirk.....50	Mrbl3.....9
Sabre.....400	Herb.....9
Cloth.....10	Antdt.....13
SuedeCP.....240	T. Drop.....18
ArmPad.....300	Apple.....90
WoodSH.....300	Life.....450
HairBand.....1000	Cure.....1800
SilkGN.....2800	

o-----o
| NANAI |-----o
o-----o

ARMORY

IronRP.....1800
LongSD.....2250
Cloth.....9
SuedeSH.....135
SuedeCP.....216
WoodSH.....270
HairBand.....900
SilkGN.....2520

o-----o
| WINLAN |-----o
o-----o

ARMORY	ITEM SHOP
Sabre.....400	Mrlb3.....10
BronzSD.....700	Herb.....10
BronzRP.....800	Antdt.....15
SuedeHT.....200	T. Drop.....20
WoodSH.....300	Acorn.....30
Visor.....800	Charm.....150
ChainML.....2000	Life.....500
	Cure.....2000

o-----o
| ROMERO |-----o
o-----o

WEAPON SHOP	ITEM SHOP
Sabre.....400	Mrlb3.....10
ShortRP.....400	Herb.....10

BronzRP.....800	Antdt.....15
BronzSH.....500	Acorn.....30
BronzHT.....1200	Life.....500
Gown.....2000	Cure.....2000
ChainML.....2000	
SilkGN.....2800	

o-----o
| TANTAR |-----o
o-----o

WEAPON SHOP

Sabre.....400
BronzRP.....800
ShortBW.....1000
Scythe.....1200
Bandana.....400
BronzSH.....500
SuedeAR.....750
Visor.....800

o-----o
| TUNTAR |-----o
o-----o

ITEM SHOP

Mrbl3.....10
Herb.....10
Antdt.....15
Acorn.....30
Cure.....2000
Life.....500
T. Drop.....20

o-----o
| AURIA |-----o
o-----o

WEAPON SHOP

ITEM SHOP

Rapier.....1650	Herb.....13
Dagger.....2200	Worm.....65
LongSD.....2750	Life.....650
LongBW.....2860	Vitamn.....650
BroadSW.....5500	Mrbl1.....1300
Tiara.....1650	Pouch.....1300
SunHT.....2750	Rod1.....1300
SageML.....3300	G. Bar.....65000

o-----o
| BLEAK |-----o
o-----o

WEAPON SHOP

ITEM SHOP

Dagger.....2000	Mrbl3.....12
LongBW.....2600	Herb.....12
BroadSw.....5000	Antdt.....18

MetalSH.....1400	T. Drop.....24
HuntCl.....1500	Acorn.....36
IronSL.....2000	Charm.....180
BronzAR.....3600	Life.....600
WoolRB.....5000	Cure.....2400

o-----o

| PRIMA |-----o

o-----o

WEAPON SHOP

Club.....3250
IronHR.....4550
PowerSD.....10400
Glove.....3900
IcySH.....5200
HornHT.....6500
FaceMask.....7800
GoldHT.....26000

ITEM SHOP

Mrbl3.....9
Herb.....9
Antdt.....13
Charm.....135
Life.....450
Cure.....1800

WEAPON SHOP II

LongBW.....2860
SteelBW.....4400
PoisonBW.....5500
ChainHT.....2750
PlateAR.....3740
IronMask.....4400
RangerVT.....5500
G. Tiara.....22000

ITEM SHOP II

Worm.....50
Srdine.....50
Worm2.....100
Mackrl.....100
Sole.....250
Trout.....500
Rod1.....1000
Rod2.....2000

WEAPON SHOP III

Pike.....2750
Javelin.....4400
RustCW.....7700
IronCW.....11000
DivingHT.....4400
LightSH.....4400
SuedeRB.....6600
SpineCL.....8800

ITEM SHOP III

Mrbl3.....13
Life.....650
Vitamn.....650
Mrbl1.....1300
Pouch.....1300
G. Bar.....65000

WEAPON SHOP IV

Dart.....3300
PoisonRP.....3300
Tri-DR.....4400
Cane.....6600
Visor.....880
MetalSL.....3300
BronzAR.....3960
IronML.....5500

ITEM SHOP IV

Mrbl3.....11
B. Stn.....22
F. Stn.....22
Acorn.....33
C. Stn.....44
Life.....550

WEAPON SHOP V

Dart.....3000
SteelBW.....4000
BroadSD.....5000
Sickle.....6500

ITEM SHOP V

Mrbl3.....10
Herb.....10
Antdt.....15
T. Drop.....20

EvilRP.....2000	Acorn.....30
Bandana.....400	Charm.....150
NiceHT.....600	Mrbl1.....1000
WoolRB.....5000	Cure.....2000

o-----o
 | GANT |-----o
 o-----o

WEAPON SHOP	ITEM SHOP
IronHR.....3150	Mrbl3.....8
GiantHR.....4050	Herb.....8
HeroSP.....6750	Antdt.....12
SpineHR.....27000	F. Stn.....16
IronSL.....1800	B. Stn.....16
MetalSL.....2700	C. Stn.....32
IronHT.....6300	Charm.....120
MetalAR.....8100	Cure.....1600

o-----o
 | CAMLON |-----o
 o-----o

ITEM SHOP

Mrbl3.....8
Herb.....8
Antdt.....12
T. Drop.....16
Acorn.....24
Apple.....80
Life.....400
Cure.....1600

o-----o
 | TUNLAN |-----o
 o-----o

WEAPON SHOP	ITEM SHOP
BoneCL.....2412	Mrbl3.....13
PoisonRP.....2700	Herb.....13
Cane.....5400	Antdt.....19
EvilRP.....18000	T. Drop.....26
Dress.....900	Acorn.....39
Gown.....1800	Charm.....195
MystRB.....5400	Mrbl1.....1300
GuruCT.....18000	Cure.....2600

WEAPON SHOP II	ITEM SHOP II
Dagger.....2200	Mrbl3.....10
LongBW.....2860	Herb.....10
PoisonRP.....3300	Antdt.....15
Tri-DR.....4400	T. Drop.....20
Gauntlet.....880	Acorn.....30
HuntCL.....1650	Charm.....150
ThiefCL.....2750	Mrbl1.....1000
RangerVT.....5500	Cure.....2000

o-----o

| GUST |-----o

o-----o

WEAPON SHOP

ITEM SHOP

Tri-DR.....4000	Mrbl3.....10
OldSP.....6000	Herb.....10
WindRP.....7000	Antdt.....15
MoonBW.....8000	T. Drop.....20
WindSD.....10000	Acorn.....30
GaiaMask.....8000	Charm.....150
FlameSH.....12000	Mrbl1.....1000
WorldML.....22000	Cure.....2000

o-----o

| DREAM TOWN |-----o

o-----o

ITEM SHOP

Mrbl3.....10
Herb.....10
Antdt.....15
Acorn.....30
Life.....500

o-----o

| SPRING |-----o

o-----o

WEAPON SHOP

ITEM SHOP

Tri-DR.....4000	Mrbl3.....10
PowerDR.....5500	Herb.....10
RustCW.....7000	Antdt.....15
IronCW.....10000	T.Drop.....20
WingSD.....10000	Acorn.....30
IronML.....5000	Charm.....150
SpineCL.....8000	Cure.....2000
GaiaMask.....8000	
QuartzAR.....10000	

o-----o

| MARE TOWN |-----o

o-----o

ITEM SHOP

Mrbl3.....10
Herb.....10
Antdt.....15
Acorn.....30
Life.....500

o-----o

| CARMEN |-----o

o-----o

WEAPON SHOP

Tri-BW.....12000
IcyCW.....15000
FlameSD.....20000
LoyalRP.....25000
WorldAR.....12000
PowerHT.....20000
MystSH.....20000
LightCL.....30000

-----o
| V. FREQUENTLY ASKED QUESTIONS [FAQZ] |
-----o

[Q] - How come I can't use Agni?

[A] - You need to merge with all the characters, so this means that Karn must be de-fused with other people. It should work fine, then.

[Q] - How do I get some W. Ants?

[A] - Kill the rare white stag on the world map with Bow; or, alternatively, look in the "CRM4" section for a location list.

[Q] - Hey, [something or the other] is out of order! What gives!?

[A] - Chillax, I haven't played for awhile. Send in a correction and I'll update. =p

[Q] - You forgot [so-and-so]!

[A] - Send me the correction and I'll update, although you'll have to provide the earliest time you can do/find the "something."

[Q] - Do you like this game a lot?

[A] - Not really... >_____>

-----o
| VI. UPDATES + THANKS [UPDT] |
-----o

01-07-07 -----+ Added to GameFAQS...maybe? Eh, who cares.
06-07-07 -----+ Updated Agua Tower section thanks to Allen Wong. Thx!
08-19-07 -----+ Corrected I-Woman's House section thanks to Eric Moen!

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- Chris Olson, for SkullHT/WolfHT/PowerHT damage intake info
- Chinvincible, for a tip against Avian
- Stephen Gonzalez, for the Hidden Clog info
- tri sapphire, for Gust EarthRB

-----o
| VII. LEGALITY [LGLT] |
-----o

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LOVE IS A VERB
LOVE IS A 'DO' WORD

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