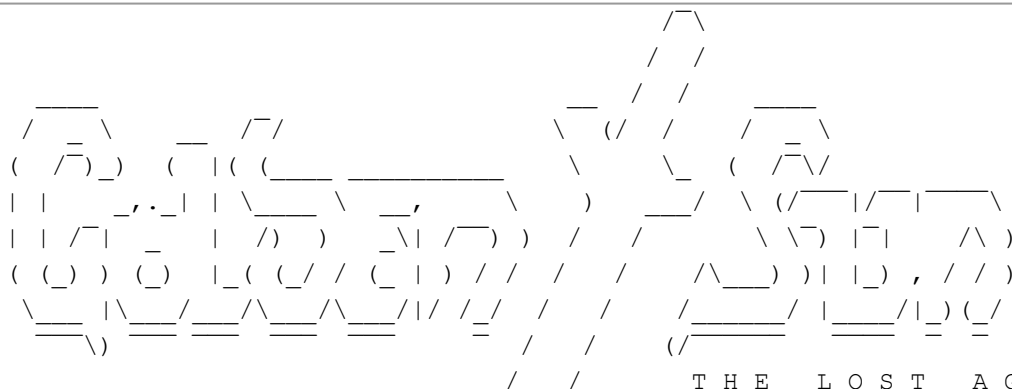


Golden Sun: The Lost Age FAQ/Walkthrough

by Shotgunnova

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Spoiler-free FAQ & Walkthrough

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I. CONTROLS [CNTR]

Naturally, being a GBA game, there is no option to change the controls. For a great tip, harness the psynergy shortcuts as they'll make field use much, much easier.

BUTTON	FUNCTION
D-Pad	Controls character movement
Start	Un/pause game
Select	Displays field commands
A-Button	'Examine/Confirm' button
B-Button	Run (hold down) / Make dialogue appear faster
L-Button	Use psynergy shortcut / Zoom-out when on map
R-Button	Use psynergy shortcut / Display world map (when on map)

If you find yourself in an impossible situation, holding L + R + Start before loading a "Continue" save will transport everyone back to the sanctum of the latest-visited town. One example of where this helps is in SW Atteka Islet, where if one gets the Dragon Skin and saves, it's impossible to go the same way back! [NOTE: Warping back may cause loss in items obtained up to then, etc.]

II. TH' BASICS

[THBS]

STORY

[STRY]

(In-game intro -- a bit choppy but sufficient)

Ages ago, or so the stories tell, the power of Alchemy ruled over the world of Weyard. Alchemy wrought the base elements of humanity into thriving civilizations, like lead into gold. But in time, man's dreams gave birth to untold strife. Dreams of endless riches, of eternal life, of dominion over all that lived... Dreams of conquest and war. These dreams would have torn the world apart if not from a few brave and wise men, who sealed away the power of Alchemy deep in Mt. Aleph's Sol Sanctum.

-PROLOGUE FROM BOOK ONE-

The town of Vale guarded the secret for many years, until Isaac and Jenna, whose parents died in a storm 3 years before, disturbed the sanctum. Saturos and Menardi, of the Mars Clan, followed them into the sanctum. With them traveled Jenna's brother, Felix, thought lost in that same tragic storm. Saturos and Menardi stole the Elemental Stars, the keys to breaking the seal on the power of Alchemy, and kidnapped Jenna and the scholar Kraden. If these four jewels were used to fire the elemental lighthouses, the seal on Alchemy would be broken.

Isaac and Garet set out to stop Saturos, rescue their friends, and return the Elemental Stars to their home in Sol Sanctum. They banded together with a young Wind Adept named Ivan and pursued Saturos and Menardi to Imil, a winter-locked town near Mercury Lighthouse. There, they met the guardian of the lighthouse, a Water Adept named Mia. With her, they pursued Saturos to the aerie high atop Mercury Lighthouse. Isaac was too late to stop Saturos from lighting the beacon and escaping. Again Isaac chased him, crossing Angara to the shores of the Karagol Sea.

Taking passage on a troubled ship, Isaac crossed the Karagol to Tolbi. He spoke with Tolbi's leader, a strange man named Babi. Babi entered Isaac in Colosso as a test of his powers. Isaac's Psynergy won Colosso and earned him Babi's trust. Babi revealed a great secret to Isaac... Thanks to a mystic draught from the lost land of Lemuria, Babi had lived for 150 years! He offered to help Isaac, who then headed deep into Gondowan.

In the town of Lalivero, Isaac learned that Saturos and Menardi had kidnapped a young girl named Sheba, whom they needed within the lighthouse. Isaac fought and defeated them atop the lighthouse, but he was too late -- the beacon had been lit. A great cataclysm followed. Sheba fell into the sea. Felix jumped in to save her, but both were lost in the roiling waves. Jenna left the lighthouse to find them, but to no avail... Isaac went to Lalivero, where Babi asked him to find Lemuria and the remaining lighthouses. He gave Isaac a Lemurian ship to make the journey for the lost land.

This chapter of our story begins with Jenna, just before the beacon on Venus Lighthouse is lit...

ELEMENTAL RELATIONSHIP [ELMT]

Like 99.9% of RPGs, Golden Sun's abilities & characters are elemental-based, so they have inheret strengths and weaknesses. Fire/Water and Earth/Wind are paired together, each one good against the other while neutral to any not aligned with it. For instance, Fire is super-effective against water-type enemies but does normal damage to Earth/Wind. Djinn and equipment will help mold players' resistances, so always check to see the fine print on their effects (for equipment, the 'Detail' option).

STATUS EFFECTS [STTS]

Golden Sun introduces a couple seldom-seen effects here: Curse and Haunt. The former is caused by equipment that, once on, can't be removed unless a village healer is paid to; the latter is caused by Haunt-type enemy spells and also requires a healer's aid. The rest of the statuses are normal fare. Most self-alleviate after 'x' amount of time in-battle or by ending battle, although some (Curse, Downed, Haunt, Poison, Venom) require special action.

Status	Effect
Curse	Caused by equipment; may paralyze character during round
Deluded	Causes decreased physical accuracy
Downed	User is defeated (0 HP) and can't participate in battle
Haunted	Caused by spell; user takes damage at end of each turn
Paralyzed	Paralyzed and can't take action or evade
Poison	After taking an action, user's HP decreases a minor bit
Predict Downed	User is cursed by enemy spell, and dies after 7 turns
Seal	Can't use psynergy
Sleep	User cannot take action for a random number of turns
Venom	After taking an action, user's HP decreases a crapload!

STAT OVERVIEW [STTO]

Like any good RPG, Golden Sun has some stats to learn. These can be viewed in their non-abbreviated form by checking the Status menu.

- HP - Health Points. When they reach 0, the user can't participate in battle
- PP - Psynergy Points. When they reach 0, the user can't use psynergy
- LV - Person's level. Determines stats and class psynergy.
- EXP - Experience level. As it goes up, the person gains a level
- ATK - Attack. Determines strength of weapon strikes and some psynergies.
- DEF - Defense. The higher it is, the lower enemy physical attacks do.
- AGL - Agility. As it grows, unit acts quicker and evades phys attacks more
- LCK - Luck! Influences enemy drops and critical hits, mainly.

SEND OPTION [SNDO]

The Send option is a method of carrying data from the first Golden Sun to its sequel, this game. This option is available by default, unlike its predecessor where one had to beat the game first and do a button sequence.

Now, there are two options for transferring data: password or link cables. The former is annoying to type in but an option anyone can do, since it doesn't require extra accessories; the latter requires link cables (sold seperately) to instantly transfer data.

The password option has three levels (in descending order of usefulness): gold, silver, bronze. Gold saves will transfer more things than Bronze, but will be longer passwords, expectedly. So what transfers over on each tier?

- Gold ---> Levels, Djinn, Stats, Items, Coins
- Silver -> Levels, Djinn, Stats
- Bronze -> Levels, Djinn

The essentials will always be carried over, but for people who want "perfect saves" for The Lost Age, they'll want to carry over their inventories. After all, some items in Golden Sun CANNOT be found in the 2nd game!

NOTE: Passwords are case sensitive, so if even one letter is screwed up, the entire thing is screwed up! For gold passwords with 6 pages of stuff to write down, this can be very annoying, so be meticulous!

DJINN USAGE [DJNU]

Djinn not only determine which class a person is (and by that extension, the current psynergy), but also a character's stat boosts and general power level! They can also be used in-battle to aid the allies. There are three modes to djinn:

- #1) SET : A set djinn is simply on the person, ready to be used. In this stage, it can either (1) be manually put on standby, if in the djinn menu (2) used in-battle and then automatically put on standby. Set Djinn will give stat boosts as long as they're not in recovery or standby mode.
- #2) STANDBY : These djinn have been used, or manually put in this mode, and can be readily summoned in battle. Standby djinn do not give stat boosts until they're put back in Set mode!
- #3) RECOVERY: After being used as a summon in-battle, each djinn has a 1-turn downtime _per each. This means a 4-djinn summon will take four turns 'til all can be used again. The stat boosts, abilities, and classes lost when a djinn is used will be automatically be regained. If you finish battle while a djinn's recovering, simply walking around will suffice as their "turns" -- a little chime plays as each becomes set again. [Djinn in this state don't naturally recover on a KO'd ally until the ally is revived!]

So the flow is Set -> Standby -> Recovery -> Set again. Each element has four summons, using 1-4 djinn, and increasing damage. As more djinn are found, the better summons can be used. Manually putting a djinn in standby lets a player pop off a summon at the start of battle!

SUMMONS [SMMN]

Summons are special attacks performed by and dependant on the number of standby djinn. All of the default damage-dealers have no special effect but the special ones (learned from tablets) do. Most're easily comprehensible, but two have special effects. Daedalus, after being initially summoned, will attack a second time 1-turn after, doing more damage than its first missile strike. Iris not only damages the enemies but it will heal/revive all allies (8) to full health!

Some summons' requirements make them a little unwieldy but it's important to know that they are NOT required to beat any mandatory bosses. Optional ones, however, typically do need a little help to overcome their outrageous HP values.

SUMMON	Er Fr Wi Wa	EFFECT	LOCATION
Venus	1 -- -- --	Earth DMG	-----
Ramses	2 -- -- --	Earth DMG	-----
Cybele	3 -- -- --	Earth DMG	-----
Haurus	3 3 -- --	Earth DMG + %Deadly Poison	-----
Judgment	4 -- -- --	Earth DMG	-----
Charon	8 -- 2 --	Instantly Kill all Foes	Anemos Inner S.
Mars	-- 1 -- --	Fire DMG	-----
Zagan	1 1 -- --	Fire DMG + %DEF Down	Indra Cavern
Megaera	-- 1 1 --	Fire DMG + Party ATK Up	Osenia Cave
Kirin	-- 2 -- --	Fire DMG	-----
Ulysses	-- 2 -- 2	Fire DMG + %1-Turn Parylz	Izumo Ruins
Tiamat	-- 3 -- --	Fire DMG	-----
Meteor	-- 4 -- --	Fire DMG	-----
Daedalus	3 4 -- --	Fire DMG (Again 1 turn aft)	Yampi Desert C.
Iris	-- 9 -- 4	Fire DMG + Heal/Rviv Allies	Anemos Inner S.
Jupiter	-- -- 1 --	Wind DMG	-----
Atalanta	-- -- 2 --	Wind DMG	-----
Flora	1 -- 2 --	Wind DMG + %Sleep	Air's Rock
Procne	-- -- 3 --	Wind DMG	-----
Eclipse	-- -- 3 2	Wind DMG + %ATK Down	Lemurian Spring
Thor	-- -- 4 --	Wind DMG	-----
Catastrophe	-- 3 5 --	Wind DMG + Lower foes' PP	Islet Cave
Mercury	-- -- -- 1	Water DMG	-----
Nereid	-- -- -- 2	Water DMG	-----
Moloch	-- -- 1 2	Water DMG + %AGL Down	Madra Catacombs
Neptune	-- -- -- 3	Water DMG	-----
Coatlucue	-- -- 3 3	Heal; Regen HP few trns aft	Atteka Cavern
Boreas	-- -- -- 4	Water DMG	-----
Azul	3 -- -- 4	Water DMG + %Paralysis	Treasure Isle

TIPS N' TRICKS [TPST]

Here's the depository for game tips! Like most of my latter-day guides, if a reader has a doozie to put here, drop me a line and I'll put it here (as long as it's up to snuff).

- **ENEMY DROPS:** they're often hard to get. Some of the rare equipment pieces found toward the endgame have such low chances of dropping, a person could pass them by completely! However, there is a way to even the score a bit and that's by defeating enemy with psynergy/djinn that plays off their elemental weakness. If done right, an enemy will blink polychromatically before they disappear from the field -- this is the telltale sign they were killed by their elemental weakness. Now, this doesn't boost the drop rate of items up to 100% but it'll help you find rare items like the Tisiphone Edge a lot easier.
- **RNG:** a.k.a the Random Number Generator. This governs random events in the game, such as monster encounters, drop rates, enemy formations, and so forth. If you know how to use it in your favor, you can save lots of time in getting enemy drops! Check out this FAQ for more information on the subject: www.gamefaqs.com/portable/gbadvance/file/561356/25734
- **INVENTORY MANAGEMENT:** it's crucial! Everyone can hold fifteen (15) items, so that makes sixty maximum. Consumable items are combined into one group, but equipment won't be. In long dungeons, where a bunch of items are obtained at once, it pays to have an inventory reasonably clear of clutter.

One good way to do this is to use all stat-boosting items and dump any junk like herbs, antidotes, elixirs (since psynergy can take care of those).

NOTE: If you have an artifact you need to get rid of but aren't near any shops, drop it as a last-ditch effort. It WILL magically appear in shops thereafter for some reason. I only found this out by accident, m'self...

- **SHORTCUTS!** Not battle-wise, but psynergy-wise. Since it's such a large part of field work, use the L- and R-buttons as shortcuts to pick some of the more common psynergies. To make a shortcut, go into the psynergy list and press L/R Shoulder, then pick which spell to match with it. It helps a crapload.
- Later in the game, bosses can be rather annoying as they get more than one turn and can use 'Break' to remove positive stat boosts from the allies. But, Break-baiting can be very useful for making the boss waste one of its attack turns with the titular skill. It can really lighten the load when bosses get x3-4 strikes, especially on some of the optional bosses, and the team might be able to benefit from the boosts if their AGL is higher than the targets (alternatively, lower boss' AGL).

/ III. WALKTHROUGH [WLKT] | _

00) Prologue [To Idejima]

[WK00]

Before the actual game starts, the events at the end of the first Golden Sun are shown through the eyes of the then-NPCs, Jenna and Kraden -- the latter isn't a fighter, though. After being prevented from going back up Venus Lighthouse, continue the descent and look for an [Herb] chest accessible from the basement. The lighthouse exit is to the south, and there'll be a lot of dialogue once out in the fresh air.

Immediately following, the objective is to exit to the west into Suhalla Gate and take the canyon tunnel to Idejima, a small peninsula where Alex's ship is docked. Along the way there will be a few fights with Ruffians, weak enemies who can be OHKO'd with Jenna's Fume psynergy. If she needs to heal, use an Herb.

Following more scenes, the game's early team will form: Felix, Jenna, Sheba. Well, y'have to revive 'em back to consciousness first. Default equipment (all Lv5):

<u>Felix</u>	<u>Jenna</u>	<u>Sheba</u>
• Short Sword	• Wooden Stick	• Wooden Stick
• Cotton Shirt	• One-Piece Dress	• Travel Vest
• Padded Gloves	• Padded Gloves	• Leather Armlet
• Herb [x2]	• Herb [x7]	• Circlet
• Shaman's Rod		• Herb
• Mythril Bag		

First stop is heading south of Idejima's new location.

01) Daila

[WK01]

To
Idejima

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The first town in the game is a mandatory stop, and recently recovering from a huge tidal wave. There's nothing to actually do here, although we'll return here later on to claim the Sea God's Tear, a special item not yet accessible.

For those uninitiated with RPGs in general or Golden Sun games, item-finding in towns is basically searching every barrel, vase, oven, and pot, in or outside houses. This type of searching is no doubt tedious -- later on, there will be a psynergy (Reveal) that tips the player off to item locations.

```

|_____|_____|
| 01 | Smoke Bomb |
| 02 | 3 Coins    |
| 03 | 12 Coins   |
| 04 | Herb       |
| 05 | Sea God's Tear |
|_____|_____|

```

Feel free to upgrade equipment a smidge here, if y'like -- it'll be the only town to visit for awhile. After exiting south of town, the game's 1st djinni (Echo), a critter who gives characters elemental power, joins the team.

These suckers can change characters' classes and give them additional psynergy (depending on what level the user is), and can even be used in battle, separately or as high-powered summons. Awesome? I would say that.

For the next stop, the team will have to visit Kandorean Temple in the south. It's readily visible but Felix's squad will have to loop around from the southwest (i.e. counterclockwise) to reach the joint.

02) Kandorean Temple

[WK02]

ENEMIES: Punch Ant, Giant Bat, Wild Wolf, Angle Worm

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|_____|_____|
| 01 | Game Ticket |
| 02 | Mysterious Card |
| 03 | Lash Pebble |
| 04 | Djinni: Fog |
|_____|_____|

```

The temple entrance is sealed, so the team has no way in...or do they? Check the left side of the outer wall to find a vine-covered entrance which can be cleared via Sheba's Whirlwind psynergy. Commit this tactic to memory 'cause it'll be used and abused throughout the game! From the passage beyond, the team can climb up through the dry well and infiltrate the interior with no other problems. Witness the scene just inside the interior and enter the dungeon through the double doors.

The nearest chest contains a [Game Ticket], although Felix's squad will have to pry it from the cold, dead hands of a mimic first. This will be a common situation throughout the game, for reference. When done, take the zig-zagging west path to the exit ("E"). In the B1 area, navigate the flat-topped pillars and climb up the other side of the cliff, which gives access to jump on top of said pillars -- the exit's north. Follow the path to another exit ("F"), which leads to the B2 floor.

This cavern contains a fast-moving river. Walk downstream and look for an entry point to run upstream in the south, which can get to the eastern side. When running against the stream, use rocks or dry land to take a breather if y'need it. The dead-end room the cavern opens into has two waterspouts with lids on 'em and one movable trunk. By pushing the trunks on one of the spouts, it makes the remaining one go twice as high, opening into the B1 floor again. Ride the rightmost spout up to a [Mysterious Card] chest, then take the other ("G") up to a ledge.

Follow across the tightrope and look for a single trunk on the cliff edge. "Move" it east and jump 'cross to stop the steam vent, which allows access over the other tightrope (if you fall in, take the "I" stairway back up). Use the cliff to get past a rocky impedement, leading into the first B1 screen with the flat-topped pillars, although it's the eastern side this time. Ignore the mercury djinni for now -- we'll be back for it in a second.

Take the next two stairs up to F2 -- Felix and company should find a boiling pot. Now, if this were a kung fu movie, someone would grab the outrageously hot metal and push it aside but we have "Move" psynergy to do that for us. Heal up and

BOSS: Chestbeater [x3]				
HP: 155	Weak: Fi	EXP: 120	\$\$: 84	DROPS: Nut

- Claw Attack (single: dmg)
- Beat Dance (single: dmg)
- Uses Herb (single: heal 50 HP)

These three King Kong rejects can definitely pose a problem if the team wasted all their psynergy en route, but if the team's brimming with PP, it's quite simple to just blitzkreig them and put 'em on the defensive. Jenna's likely to have Flare wall by now and that can typically take off one-third of their HP.

After the monkey funeral service, climb upstairs and talk with the temple's leader to obtain the [Lash Pebble], which bestows Lash psynergy on whomever it's equipped to. With this, backtrack a little ways and get that mercury djinni (Fog), although it'll put up a fight first. NOTE: If you don't want anyone with weird psynergy, or psynergy that clashes with their elemental type, just put the djinni on standby so it quits affecting anything. Having a bunch of mercury djinn with no mercury adept will be a problem for awhile, actually. Use Retreat to leave afterwards.

Shrine of the Sea God is near Daila, to the east to be exact. Since it's very prominent it should be an easy find.

Through the cave's other entrance, exit east into the 2nd plateau screen. The crumbly pillars introduced here: normal pillars can be jumped on once before they crack, cracked ones will disintegrate when stepped on. Either way, bound to the [Elixir] chest, then use the remaining pillars to continue onward. The heavy pillar blocking the path beyond can only be crushed with Pound psynergy, which we don't have yet.

At the next patch of cracked ground, the northernmost heavily-cracked tile can drop Felix into a cave with a [Mint], which increases AGL. Exit north of the "patch field" when done, finding another bunch of pillars to step on. Jump left once, northwest once, then east once onto the lone pillar. Jump back onto it to break it and gain the [Themis' Axe] artifact for Felix, the only one who can equip it. Artifact weapons have "unleashes," special attacks that randomly play when the "Attack" option is picked. They do more damage than usual and may have auxiliary effects, like dropping defense or poisoning the target. Either way, re-enter the screen, take the NW pillar-hopping route, and curve back east to the exit.

The next part of the plateau will involve a complex of caves and holes. Fall any of the ones nearby, navigate the cave below, and come upon a mars djinni who flees the team. Follow him through another lower cave and he'll flee east, which Felix should do also (after pushing the stump to make a cut-across). At the rope bridge, take the lower path across some tightropes to some stumps. These ones have ivy that can't be Whirlwind-ed away, and they're basically movable ladders. Using this tidbit, Lash up to the [Nut] chest, and push the other stump off a cliff -- this leads to a SW path. When the djinni is approached again (from either direction) it flees east again, so pursue.

The djinni escapes to a cave again and its route can't be taken. Instead, push the nearby ladder-stump east, climb up, and hop around on the two pillars nearby till one breaks. Go north at ground level to find a second ladder-stump, push it west and jump on the remaining pillar to crumble it. Push the regular stump as far west as it'll go, which should give access to the next stairway ("J").

Continue until finding the djinni's room again -- sadly, it can't be reached from this side due to the cracked floor tiles. Instead of approaching it, take the SW exit in the room and eventually reach the part of the plateau the djinni jumped through. Take the rightmost of the two cracked tiles and topple right on the djinni's head, knocking the [Pound Cube] loose from its person. Take the stairway ("N") nearby and follow to the djinni's final location. In order to prevent it from escaping again, go around it and use Pound on the heavy pillar near its cliff; this way it can't escape when approach. It (Cannon) has to be fought but that's about all the excitement there is at the dungeon. Take the room's other stairway up a bit and it'll be possible to leave via the SW part of the plateau and find the world map once again.

INDRA CAVERN [OPTIONAL] [WK05]

Move the stump one space left and use Lash to find a cliff tablet. Inspect it to learn the Zagan summon, requiring 1 Venus/Mars djinni. This attack can lower an enemy's DEF, making it pretty useful in the early going.

WORLD MAP [MANDATORY]

To find the next town (Madra), proceed past Indra Cavern and try to go south a bit, finding a bridge that leads east. The town's in a forest and

08	Hard Nut		Screen #3 has a jupiter djinni (Blitz) to obtain,
09	Blow Mace		and to get him, it'll require scaling the cliffs and
10	Trainer's Whip		using the poundable stakes as stepping stones. Felix
_____	_____		will have to pick which pound certain ones to get
+ -	Requires Scoop		though, though! In order to proceed without cutting

off the route to the djinni, pound the one nearest the screen entrance, go up and east a bit to the rightmost -- pound that too. From there, pound the next stake that masks an obvious rock ladder and make way to the djinni. Save beforehand 'cause it has a penchant for running, like most wild ones. There's an [Antidote] chest in the NW part of the screen, too, if y'didn't get it before. Exit east by finding a drop-down groove.

Screen #4 has a helpful Psynergy Stone, but nothing else -- continue north using the stake-masked ladder. Screen #5 has a weird scorpion monster that pinballs underground, depending on where pounded stakes are. Pound the stake here to make it leave to Screen #6, where the same technique applies. If the timing isn't right, the stakes just make it loop back and forth, so re-enter if that happens. The looping situation can take place in Screen #7 as well, but is easily remedied: ignore the NW stake and wait for the scorpion to burrow westwardly past the SE stake, then pound it, which should make the baddy reach the northern burrow. Save before approaching because there'll be a big, bad, brutal, boombastic boss battle!

BOSS: King Scorpion				
_____	_____	_____	_____	_____
HP: 1064	Weak: Fi	EXP: 440	\$\$: 228	DROPS: Vial, Scoop Gem
_____	_____	_____	_____	_____

- Twin Shear (single: phys damage)
- Desert Gasp (multi: phys? damage)
- Sand Breath (multi: phys? damage)
- Poison Tail (single: phys damage + %Poison)
- Paralytail (single: phys damage + %Paralysis)

This boss loves to defend and only gets one attack per turn, so it's not that hard to deal with if each ally has some Herbs. Use Iron to boost the party's DEF, have Jenna spam Fume, and when possible, summon Zagan to hopefully lower the boss' DEF. Again, given how much the boss defends, party upkeep should be relatively easy -- just don't let anyone be KO'd or the hole may be too hard to dig out of!

With the scorpion pulling up daisies, collect its [Scoop Gem] which bestows the titular psynergy. Use Scoop on the weird pile in the center of the cavern to find a waterspout that returns the team back to the previous set of areas. At this point, it's time to return to desert's 2nd screen -- the one with the Madran travellers -- and find the weird SW pile that can be Scooped to reveal a hidden passage ("B" on map).

Follow the straightforward paths until the travellers also find that secret passage (stupid mayor's son gets all the credit!), then continue northward. Look for a conspicuous sandpile that can be Scooped for [315 Coins], then head into the cave. The sandflow here will carry Felix along, but it's not too hard to collect the [Hard Nut] and [Blow Mace], the latter being a great artifact for Sheba...unless you already bought her something in Mikisalla, in which case, give it to Felix. East leads out of the cave!

In this final area, there'll be a bunch of sandfalls. Take the lowroad east until finding a rock ladder, then cross the sandfalls that threaten to push Felix off the middle level. Upon finding the Lash coil, use that psynergy to climb to the top of a sandfall -- fall down its eastern side to get access to

the [Trainer's Whip] chest, which changes someone's class and gives some cool monster-themed abilities.

To exit, return to the ladder from the lowroad and cross the two sandfalls at mid-level like before; this time, take the 2nd rock ladder upwards, going east. Upon reaching the screen boundary, there are two options: north to Alhafra, south to Air's Rock. The latter trip is one-way at this point so DO NOT go there yet, unless you want to walk all the way back to the desert's west entrance via Garoh & Mikisalla. To Alhafra, which is just north of the desert's northeast exit.

10) Alhafra / Alhafra Cave

[WK10]

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ALHAFRAN  |A|_____ |A|_|_|_|_|_|
CAVE      ( ( |__ \ ) ) | |__ |      MAIN TOWN  __/___|
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          |_____| |B|^-   | |_____| |_____|
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01	Elixir	
02	Apple	After the Madrangs make for the mayor's pad, take some
03	Sleep Bomb	time to loot the town of items. Note that all items
04	32 Coins	can't be obtained right now! The shops here are not
05	Smoke Bomb	super-awesome but you'll want to buff up everyone's
06	Large Bread	DEF for the upcoming boss battle. Everyone should get
07	Lucky Medal	some Leather Boots for sure (easy +6 DEF) and anything
08	7 Coins	else, supposing y'didn't outfit in Mikisalla.
09	Ixion Mail	
10	123 Coins	Now, the Briggs character everyone's talking about is
11	Lucky Medal	in the harbor ship's lower area, and constitutes the
12	777 Coins*	boss of this town. If you're not prepared, it'll be a
13	Potion*	huge frustration since the odds are stacked against
14	Psy Crystal*	Felix's team. Here's a few tips to consider:
15	Power Bread*	
		• Grind outside of Alhafra a bit to reach Lv13, where
*	- Frost-required	Felix learns the powerful single-target "Ragnarok"

which they'll definitely need.

- The monsters outside of town can drop some useful things, such as Nuts, or battle-use items, like Weasel Claws and Oil Drops. Since one may run out of PP, these can be very helpful; or, if you want to conserve PP, the same ideal applies.
- A designated healer will work well for the boss battle, and Sheba usually ends up being the best person given her high PP growth. By giving her one earth djinni, she can get access to Cure/Cure Well and that'll be a lot more useful than using Herbs.

When ready to fight Briggs, visit the ship's belowdecks area and eavesdrop on the goofballs.

BOSS: Briggs + Sea Fighter x1-4				
HP: 984	EXP: 689	Weak: All	\$\$: 1411	DROPS: Vial

- Use 'Herb' [heals ~50 HP]
- Use 'Nut' [heals ~200 HP]
- Use 'Oil Drop' [Oil Drop effect]
- Echo Cut [single: physical damage]
- Signal Whistle [summons one 'Sea Fighter' to battle]

As the player quickly finds, Briggs himself isn't the problem, it's all the annoying Sea Fighter cohorts he summons to battle (apx. 200HP). They heal the boss, can use Oil Drops/Smoke Bombs, and share the Echo Cut skill -- it makes the enemy side very formidable indeed! However, Briggs can only have two allies in battle at a time, and Signal Whistle will eventually quit working after 3 uses, so the best way to proceed is to tagteam each cohort (with Ragnarok and Beam/Fume) until they die. If you made Sheba the designated healer here, her high AGL should prove very useful for crucial HP upkeep, especially after Briggs uses his (one and only) Oil Drop. This battle can be hard if y'come in without a strategy, but thankfully, it's possible to win without using any djinn whatsoever! However, all human enemies are weak to all elements, so summons/djinni unleashes have an extra oomph here...just be wise in how y'use 'em.

With Briggs' team incarcerated, most of the town's items can be obtained. To gain access to the Alhafran Cave, which is the guarded entrance near the mayor's mansion, give the Large Bread to the hungry boy in the washed-out part of town (he's by the stairs). Since his dad guards the cave, he'll let the team sneak in for helping his boy. The Ixion Mail is the real catch here, and only Felix can equip it for now! Also, you can take part in clearing the ship's broken mast of its debris, but it can't be done partially due to a large rock pinning the thing down (we'll return later).

As Kraden said before, maybe seeking out Piers is a good idea.

11) Mikisalla

[OPTIONAL] [WK11]

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From Alhafra, Mikisalla can be accessed in two ways:

- #1) Go back to Yampi Desert and exit south over the one-way sandfall, which puts the team by Air's Rock. Once the town of Garoh is located, go west to find the place. [Quickest way!!!!!!]
- #2) Go back to Yampi Desert and backtrack through to its west entrance. On the world map, go southwest and loop counterclockwise to find town snuggled by some mountains.

Now, this town is pretty unimpressive but it does boast a decent armory and it's the only accessible one for awhile. However, the real reason to come

| 01 | Lucky Pepper |

02 Nut		here is the mars djinni (Spark) hidden north of the
03 Djinni: Spark		town. To locate it, use Scoop on the southwest hut's
04 82 Coins		sheep pen to find a hidden ladder. Navigate it north,
05 Herb		exit through a cave, and just walk to the djinni!
____		This one joins without any fuss, and thankfully, its
		function is to revive allies -- no more wasting the
		precious Waters of Life! Now there's nothing else to do in town but feel free
		to check out the knight in the in for a weird harbinger of things to come.

OSENIA CAVERN [OPTIONAL] [WK12]

Northeast of Mikisalla is a cavern surrounded by mountains a forest. Once inside, locate the hidden ladder with Scoop ('x' truly marks the spot!) and learn the Megaera summon (1 Mars, 1 Jupiter). Not only will it do damage to the targets but it also increases the allies' ATK.

The area around the cavern also has a wild mercury djinni (Sour) that can be encountered.

13) Garoh [OPTIONAL] [WK13]

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The mysterious town of Garoh is located in an easternly direction from Mikisalla, and was seen if you took the eastern path to the village. This werewolf colony can't be fully accessed until Reveal psynergy is learned, and its equipment shops can't be accessed either, so there isn't much to do here. However, the town can still be looted sufficiently (except the Hypnos' Sword).

Enter | | When you're done browsing the town, it's time to visit the first mega-dungeon in the game: Air's Rock. It's the big pink structure in the middle of the desert, north of town.

14) Air's Rock [WK14]

NOTE: Some places can only be accessed with lateral whirlwinds, and these can't be accurately described on the map. Hashes (#) denote entrances to the next (vertical) tier of the exterior.

____		____		ENEMIES
7		*		Wind Stone
		!		Fall/Ride Up
		01		Lucky Medal
*		02		Cookie
		03		Smoke Bomb

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      | | | _____ | 04 | Storm Brand | • Ghoul
N    ( ( _____ | 05 | Vial*   |
      | \_____ |!!! | 06 | Sleep Bomb |
      | | | _ _!|__ | 07 | Fujin Shield |
W ---+--- E | | _____ | _____ |
      | | | _____ | |
      | | | _ |!!! | To put it bluntly: Air's Rock is massive.
S    | | |!!! |!!! | It's exterior is split into three main parts:
      | | |!|_!| | a base, a midsection, and the peak ascent.
      | _____ | _____ | The guide will divvy each part up for an
      | _____ | | easier time, 'cause lord knows this is quite
      | _____ | | a trial compared to the sissy stuff so far.
      | _____ |

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Interior | 6 | PART 1: BASE

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Exit \_ | | | |
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If you didn't stop in Garoh, you may not know the secret to proceeding: using Whirlwind on those weird rocks. Doing so will shoot tornado in a line from Felix's position, clearing away soil and other crap blocking passages. However, to proceed, the team will have to navigate the maze to get the right positioning.

After clearing the first path, go north until a mimic chest is found -- it has a [Lucky Medal]. From here, navigate to the northeast wind rock and clear the way to the Storm Brand chest, when we get all these events done. The next mandatory stone is in the southwest, which opens the path to the stone just west of there. Shoot a twister north twice in order to open the path to the rare PP-boosting [Cookie]. Take the path south of there to arrive at the level's 1st wind rock, which can open the western path now. From here, it should be a cinch to get the [Smoke Bomb] and go north along the left screen boundary. Upon encountering the gigantic pink tornado-shaped

rock, just use Whirlwind like normal to clear the detritus from the ladder series.

PART 2: MIDSECTION

Veer west and climb up the west side until there's a drop-down groove that places Felix in front of a statue's whirlwind-shooting path. As you'll see, this method of travel will carry him from ledge to ledge, often bypassing the normal routes. In this case, drop down further to a 2nd statue's trajectory, and land near the movable trunk blocking the ladder ascension. By the eastern edge, there's a climb-down spot into the 1st screen again, where the great [Storm Brand] awaits...if you cleared the path previously. Climb back up when it's safely pocketed.

Start climbing the eastern ladder series, take the statue's wind westward, hitting a stump. Climb down to another statue nearby, which should take the team further westward, to a position where Felix can push said stump off its cliff. Now the upper statue can knock everyone to the isolated ledge nearby and exit this screen.

PART 3: PEAK ASCENT

Climb the leftside ladder while tactically dodging whirlwind projectiles

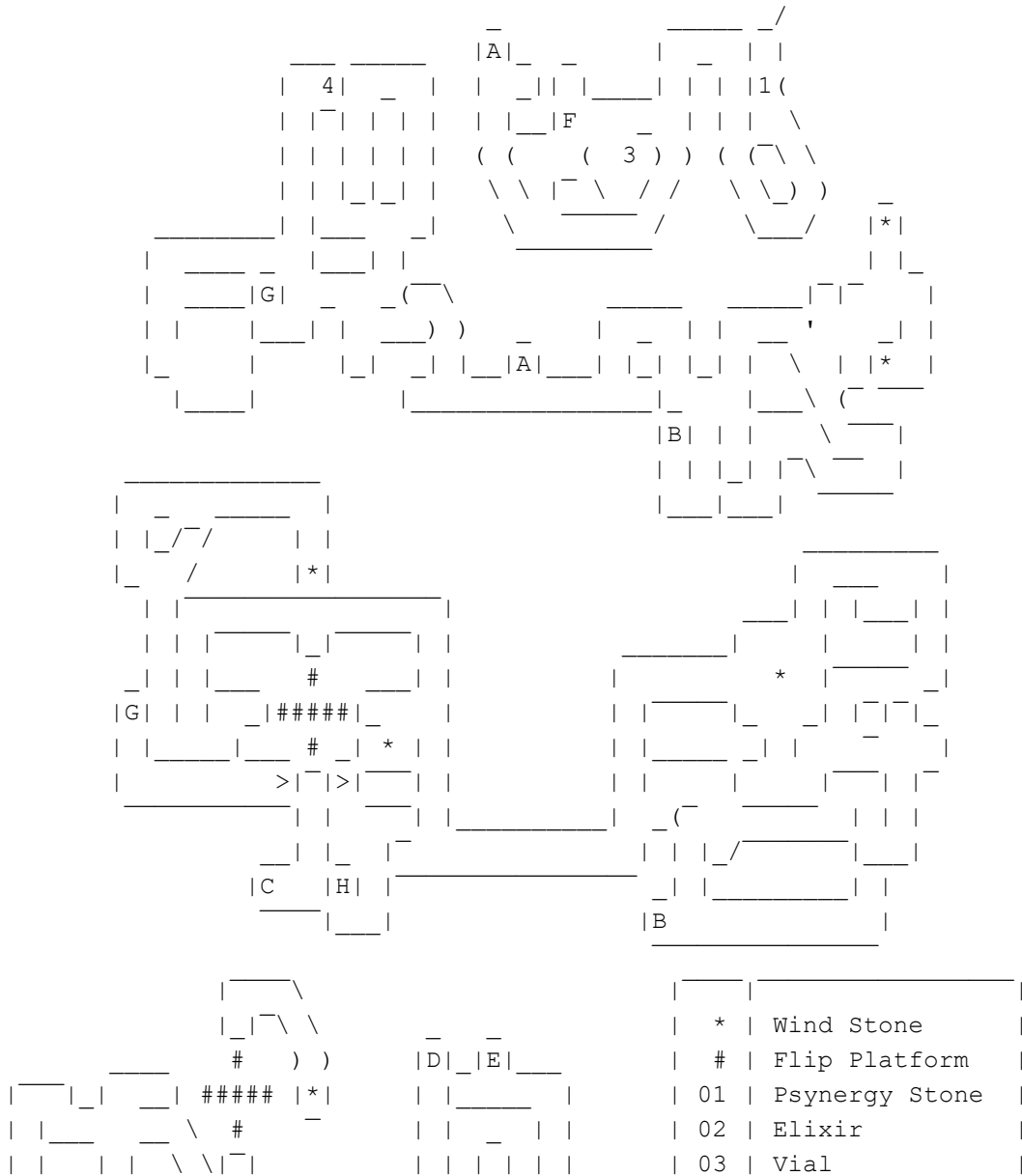
and, once you get to the top, feel free to drop down the groove and claim the [Sleep Bomb] chest. The upwards-pointing statue will get Felix back to the top ledge -- exit east. In the next screen, climb the ladder series till some logs come in sight. The left can be moved without incident, but to get to the other, Felix will have to find the mid-tier's drop-down groove and ride the lower-right statue upwards. It's a lot easier than that explanation makes it out to be! With both logs moved, drop-down to the isolated statue and ride it to the top level, exiting west.

The west route is actually two paths side-by-side, neither of which merges with each other. Felix should be on the upper of the two, which leads to the east of the two cliff ladders. Upon reaching the final wind stone, "Move" the log out of the way and return all the way down to the statue series again. Climb the lefthand ladder all the way up until it goes parallel with the previous ascending path, leading up to the newly-accessible wind stone. Activate it to clear the foggy air which, if you didn't check, makes the area loop indefinitely. Without the obstacle, Felix can get to the top!

Activate the final windstone to blow open a secret entrance. However, to get the useful [Fujin Shield] chest in plain sight, Felix will have to do a quick backtracking section to the other parallel path (the one that went east alongside the penultimate windstone) and then return again. So tiring!

| AIR'S ROCK INTERIOR |

ENEMIES: Mummy, Emu, Ghoul, Creeper Start



its ledge to permanently connect bridge the two sides.

Snatch the [Elixir] and continue north to the large abyss with floating tiles and another flip platform. Follow the (only) path to the southern windstone, use it on the f-platform, cross, then use a 2nd windstone to connect it to the west ledge -- and thus, the tier's center shaft. Take the ladder down to the stairway ("D") where a large synergy stone will refill the party's PP free of charge and repeatedly, if necessary. Exit ("E") up to the lowest tier's center and activate the large windstone, which powers up the nearest upwards-facing statue ("F"), which connects to the interior's highest, first-encountered room. Activate the windstone here to power up all of the dungeon's remaining statues.

INTERIOR, PART 2: GETTING REVEAL

Okay, everything is activated and we're on the top floor. Meander to the NE statue and take it to the [Vial] chest, then get rid of that stump to connect the paths fully on this tier. Take the stairway ("A") again to reach the center shaft. This time, the lefthand path is the real way to go (we couldn't go there before) but backtracking down a tier will give a helpful bounty too! It's completely optional though.

OPTIONAL: Summon Tablet (Flora)

After taking the "B" stairway, Felix should be in the eastern tier with all the stump-n'-vent puzzles. Return to the north-central area that contains the windstone we couldn't reach before (via statue blast). South of this area is a movable stump that seems to have no use; move it one tile east, so it's in windstone's trajectory. When activated, the blast will carry the stump to the south side of the room (by the "B" entrance), and can be pushed east to bridge a path to the summon tablet. Three cheers for ingenuity! Backtrack to the top tier's shaft rim by the lower "A" stairway afterwards.
#####

The left wing of the shaft's top tier is accessible, as previously said, thanks to a functional statue (move the lower stump first). The ensuing chamber has a change-up: it's the whirlwind statue that's movable this time! Move the path 6-7 tiles north and let it carry Felix to the [Clarity Circlet] artifact, then push the statue south a little ways to reach the exit. The exit ("G") is blocked by a steam valve but navigating the SW stepping-stone puzzle -- although that's being liberal with the term -- can stop the steam with one swift "Move" dosage.

"G" connects to a previously-accessible room (the one with the 2nd flip platform), and the straightforward tightrope series leads to the "H" path. Here, find the windstone and shoot it east and south, unblocking a path and carrying a whirlwind statue to a new home, respectively. Now when Felix continues, he can easily get the [666 Coins] chest on an isolated ledge. If you ever plan on coming back here, push the stump west to connect the two ledges, then exit ("I"). Here, continue on the left path to find another [Vial], then move the statue out of the way to make the right parallel path accessible ("J").

Felix will now be on the center shaft's lower-left rim. Whirlwind across to the opposite side, and climb up a bit until the mysterious room is enterable. Inspect the statue and Sheba will learn Reveal, which shows hidden paths, pillars/stumps/etc., and also where treasure is hidden in towns. For now, be on the lookout for things in circular formations, because Reveal often belies paths through or treasures within. In fact, to leave Sheba will have to employ this tactic! Get the [Psy Crystal] before exiting the room.

After exiting the cliffs, the stopgap town of Naribwe is to the north. En route, there is a bridge to the west that leads to a dead-end plain near the coast. A mercury djinni (Chill) can be encountered here and is fond of -- you guessed it! -- fleeing battle. Sleep/Paralysis statuses work well in countering this lowball tactic.

16) Naribwe

[OPTIONAL] [WK16]

				Small and unimportant, this town
2	_	01	Thorn Crown	has generic crap besides the
	_	02	Unicorn Ring	useful [Thorn Crown] by the Lash
4_	_	03	Elixir	coil. To get the [Unicorn Ring],
(04	18 Coins	use Reveal on the NW totem circle.
		05	Sleep Bomb	Stock up on equipment here because
_ _	_ 5_ 1	05	Sleep Bomb	the next town's shops will not be
3				open until after some events.

17) Kibombo Mountains

[WK17]

ENEMIES: Wild Gorilla, Pixie, Dirge, Assassin

North of Namibwe is the mountain pass that connects to the isolated village of Kibombo. However, warriors patrol this route and, if they see Felix, he gets shoved back to the southern entry point. Stealth must be employed to get past undetected!

				In the first screen, move the two
•	Guard / Dog			crates near the stairway so they can
01	Disk Axe		_ _ •	be used as stepping stones to a vine
02	Power Bread		•	wall in the east. Cross to the west
03	Tear Stone		_ _	by using the wooden arch, and start
04	Smoke Bomb		_	going up the left side. There will be
05	Djinni: Waft*		_ _ _	an actively patrolling warrior here --
			_ • _	when his back's turned, dash to the
* - Frost Required			_	crate and start pushing it in order to
			START	climb the next vine undetected. With
				that goofball oblivious, getting the
				awesome [Disk Ask] should be a cinch.

Use Lash to get over the screen's third and final sentry, and head south a bit to secure a way back (for return trips, etc.) North is the real way to go, though.

The fourth encountered sentry can be bypassed by jumping over the flat-top trees, but to get the [Power Bread] chest, the sentry must be disposed of -- this is done by dropping the cliff box on him when he momentarily stops. To get the other chest nearby, climb onto the cliff again and, when the mutt is north of the bottleneck, push the stump off to prevent him from going south; then, just saunter to the [Tear Stone] like it's no one's business!

Enter the mountains from the west (Kibombo side) and you'll probably see the djinni on a high-up plateau. Use Frost on a nearby puddle, go up one tier to hop across, and use Growth to get near it. It has to be fought, so make sure to stun/sleep it to ensure victory!

GONDOWAN CLIFFS [OPTIONAL]

Get: Healing Fungus

[See walkthrough for map.] This item is obtained by climbing to the top tier of the cliffs, locating a puddle to Frost, and hopping across to a groove, which leads down to the chest. This item can be traded for a fire djinni in Madra! Note that this is the only fungus that works -- the dumber Laughing Fungus is the useless one.

MADRA CATACOMBS [OPTIONAL]

Get: Moloch summon, Ruin Key, Apple, Lucky Medal, Mist Potion

In addition to the items obtainable before, there's a bunch of others and a summon. The graveyard entrance is sealed up now so go through the town entry point, going down to the ruined town. Use Reveal to show a veiled door button, giving access to the rest of the place that the team couldn't prior. The [Apple] chest is easily accessible to start with. Move the vine pillar into its slot, and go east, jumping across the cliff to a point where one can use Lash. [NOTE: it's hard to see the cliff-jumping part so you may've walked past it!]. Using Lash, jump over the Frost puddle and into the 2F story of the old mansion. Use Tremor in the only room here to knock a treasure chest down below, then exit to the west cliff rim and take the [Mist Potion].

Drop down to ground level and enter the house from the south. Go north once to get the [Ruin Key], which can be used in the B1 level (accessible one room east) to find the Moloch tablet, which needs 2 Mercury & 1 Jupiter djinn to be used. Finally, go upstairs and north to 2F, and follow that passage to a [Lucky Medal] chest. Bingo bango, we're done here!

MADRA [MANDATORY]

Get: Cyclone Chip

Visit the mayor for a scene, then try to leave to obtain the [Cyclone Chip]! Before going, if you have a Healing Mushroom, give it to the grandpa in one of the houses and he'll trade it for a fire djinni (Char)! This is important because this is the 4th fire djinni accessible, and giving them all to Jenna will let her learn Healing Aura (heals entire party)!

MADRA [MANDATORY?]

Get: Golden Boots

This is an event that can only be obtained by having transferred Golden Sun 1 data, where Isaac's team talked to the Vault mayor and learned some thieves escaped. After doing Madra's mandatory part, said thieves will attack Felix's squad on the world map. If you're around Lv18+, these guys' challenge is comparable to a McDonalds placemat maze. The golden item can be found on the world map after the wusses leave forever.

EAST INDRA SHORE [MANDATORY]

Get : Cookie, Elixir, Potion, Antidote, Oil Drop

Foes: Aqua Jelly

This is where Piers' ship is located, near Dehkan Plateau's east entrance, remember? Frost the puddle, collect the crate [Cookie], and jump to the ship. [NOTE: If you didn't visit Madra's mayor yet, that must be done first!] Once onboard -- by accessing the southern ladder -- it'll be time to visit the power station belowdecks, so head on in. An [Elixir] crate is nearby.

There are a few monsters here that, when killed, turn into water puddles. These can be Frosted, and this tactic is used to get the [Potion] crate on a storage ledge. Go east of here and start killing as many of the monsters as you see, then frosting their puddles. Since they appear on the field and don't move, the pillar-moving aspect is pathetically easy. Past the largest room, there'll be another where a jelly is scared and hides under a walkway. Kill and frost it to hold up the walkway, then proceed to the room with a bunch of crates. Save here and inspect the only jelly nearby to start a boss battle!

| BOSS: Aqua Hydra |

HP: 2276	EXP: 963	Weak: Fire	\$\$: 1612	DROPS: Vial
----------	----------	------------	------------	-------------

- Drench [multi: water-elem damage]
- Raging Floor [all: water-elem damage]
- Slaver [multi: lowers DEF]
- Triple Chomp [single: high phys damage]

If Jenna has four fire djinni, she should know Healing Aura which can cure everyone's health -- and that's helpful, considering some of the powerful water-based multihit attacks the boss has. Unfortunately, the rest of the battle is rather prosaic and should pose little trouble. Later on, when bosses start getting more than one attack per turn, you'll start wishing for these good old days! It's possible to get by without summoning any djinni, but you may have to throw Jenna a Psy Crystal (or use Ether) if the battle draws out too long.

Following battle, continue along and reach the lowest room. Douse the pillar and move it onto the slot, opening up the path to the Black Crystal's slot. For reference, that green chest in the boss' room is a [Mist Potion] but can only be obtained when the ship is docked: soon, it will be Lemuria, while later it'll be Atteka Inlet.

ALHAFRA [OPTIONAL]

Get : Psy Crystal

If you looted the place before, there'll be some new items to claim. "Reveal" a [Psy Crystal] hidden in the town graveyard.

21) The Eastern Sea

[OPTIONAL] [WK21]

PREVIOUS TOWNS

	###	_____ \		
	##	#####		\
01: Daila	##	#	—	# \
02: Madra	##	##	(17)	# 26)
03: Mikisalla	\	#	#	# /

After doing the dumb Douse-the-statue puzzle and continuing north again, locate the dry pool with a movable stone and a Frost puddle. In order to get the treasure -- a [Water of Life] -- Frost the puddle and move the ice block one tile west, then fill up the pool; to reach the exit, push the ice block two spaces west and fill up the pool. Either way, Felix will re-enter the previous room, able to push the stump eastward and reach the "E" stair one screen up, by moving the stump to its designated slot. Back in the tightrope room, Felix can move eastward and, across some stepping stones, reach a room with a hole lotta movable pillars.

PATH DIAGRAM	Now, the player will notice that some pillars can't be
	moved, so this should be a pretty easy trick to figure
	out. Either way, from the teardrop statue, the glittery
, ->	beam should go: S > E > S > W > N > E > N > E. The north
--> , -> -'	and southeastern fixed statues aren't used in this chain,
'-> -'	for reference. It's an easy walk to the exit ("F").

Back down on the interior's lowest floor, shove the stump off its ledge (to reconnect the two pathways) and hop to the ledge that leads north. The chest that has a [Potion] along the way is actually a mimic, but oh well! Follow the path ("G" on map, although it's not a stairway; it couldn't be drawn properly!) to reach the infinite psynergy stone room which segues into the large cavern south of there. If you didn't access this place yet, good -- not a lot to do since the paths weren't connected. Dousing the waterstone here'll connect both sides of the room, so getting that dang [Lucky Pepper] can be done now. Additionally, the [Aquarius Stone] key item on the center platform can be accessed as well.

Once said stone is obtained, exit the room via the SW door. Remember how I said the stepping stone path branched in three directions? This time, go in the north one (skipped previously) to re-enter the central chamber from its base. Inspect the vacant column and set the Aquarius Stone there, which will part the waters and give access to the secret room beyond. Inspect the tablet at the end and Piers will learn the Parch psynergy, which drains small pools of water of their contents. This has to be used to get out, actually.

Aqua Rock is now complete, but there's two remaining things to get. Backtrack to the three-path stepping stone room and go to the south ledge. Use Parch here to obtain a [Rusty Sword], which can be turned into a Robber's Blade. The 2nd thing to do is obtaining a mercury djinni! Re-enter the chamber that held the Aquarius Stone and take the SE exit, which wraps counterclockwise to a moai statue's "river". Go up the river's right side and Parch the top of the statue, stopping the river and letting the djinni be approached. Since it tries to flee, employ any of the usual tricks to catching it (Steam).

[Instead of warping out, go back to the Rusty Sword's location and just go south, which leads back to the exterior's lower entrance.]

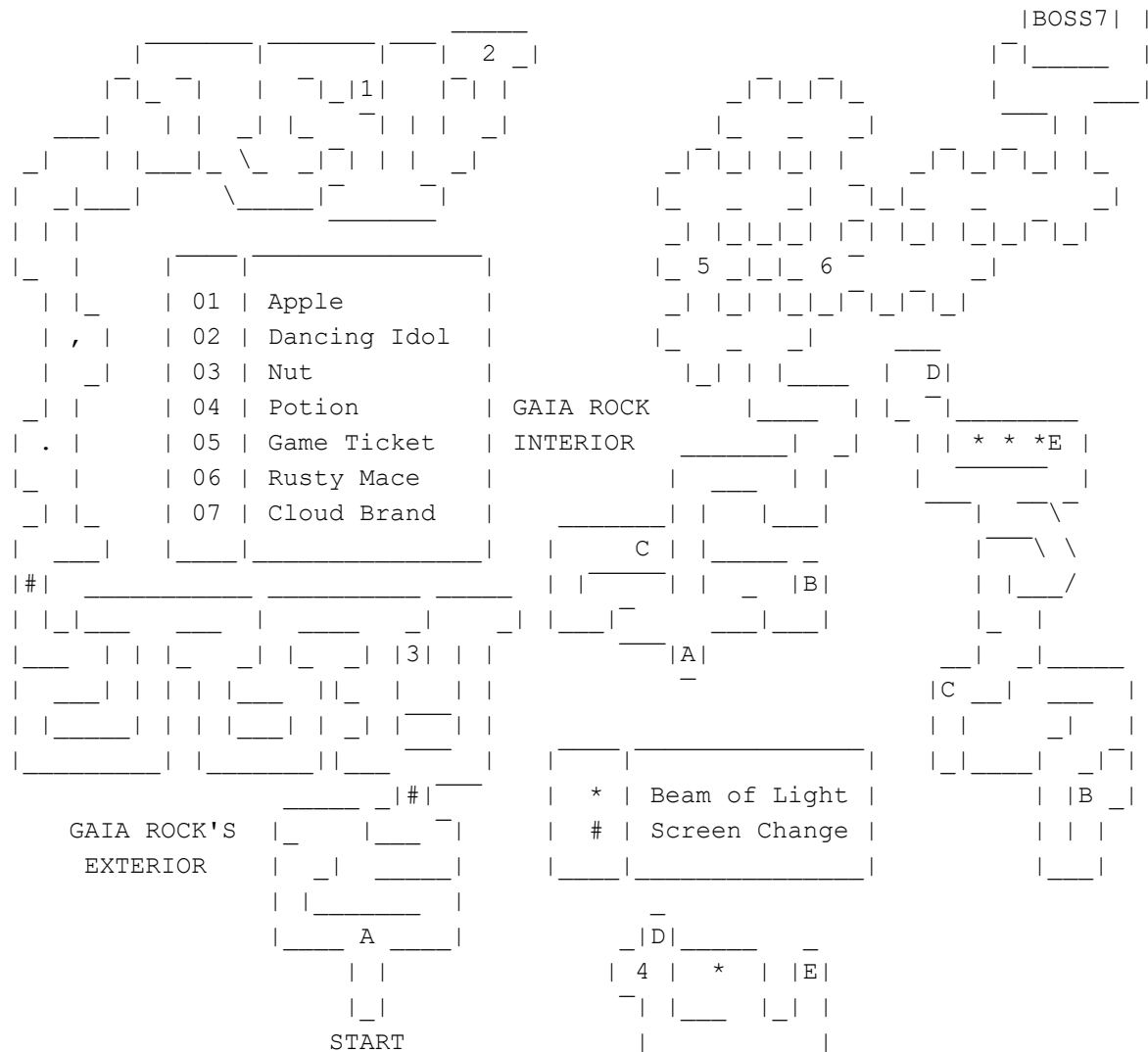
26) Gaia Rock

[WK26]

ENEMIES: Fire Worm, Wight, Golem, Clay Gargoyle, Gnome Mage, Dread Hound, Wood Walker, Mad Vermin

If you've already been to Izumo -- see section WK21's map -- then you'll know that Gaia Rock is right on the other side of the island. There's no special events to access it, so hit the dusty trail and infiltrate!

|_____|_



Luckily for the player, Gaia Rock is the easiest and most straightforward of the elemental rock dungeons, so this shouldn't be much of an annoyance.

EXTERIOR

Upon arriving, ignore the interior entrance and do the lame pillar-n'-cliff puzzle above, which has one moving the pillar off the cliff, going around to the other side to move it, then going back. Yawn! The next-highest screen has one item, a [Nut], accessible by climbing all the ladders and vines on the right side. Again, easy-peasy stuff. The NW part of this section is the real way to go, and you'll know you're on the right track when y'see a whirlwind statue hitting vines. This will make the vine move a bit, and is replicable by using Whirlwind psynergy when on a ledge -- this tactic will be employed a bit, actually, here and in future dungeons. Do this feat on the vine right down the face to reach a movable stump; once it's clear, go down to the base and work up to push it onto its holder, which clears the path to the next screen. Luckily, it's very straightforward and just requires Whirlwind a few times.

Screen #3 is basically a long cliff face going upwards. The climb is semi-perilous as certain sections of the ladder will knock Felix off when a moai pops outwards (one-time-only each). Avoid ladder "clusters" to reach the top without much nonsense, and go from the northwest corner into the middle portion. Move through the rock maze to the stump and continue across to find an [Apple] chest. Return back a ways and move that stump south, then go across again to find the mountaintop altar. Use Reveal to...err, reveal the [Dancing Idol]. Retreat to the base and go inside now.

INTERIOR

NOTE: Each light beam you shine down on the boss will weaken its ability to regenerate health, which is important for the upcoming fight. It's nearly impossible without any help, while a lot easier if all (4) are focused.

Place the Dancing Idol on the altar here to move back two hideous statues masking doors -- go right first. At the end of the route will be a weird patch of weeds which, when Cycloned, will create some moving platforms that can be accessed from the ledge. How to get to that ledge? Take the left of the two statues (from before), go across the leafy platforms, and continue north to find two more hellish statues. Blow away the leafy "+" mark to hit the boss with the first beam, then put the idol on the altar to hit it with the 2nd. Take the ledge NW to the "D" path.

Nearby, the Mad Plant in the weed patch carries a [Potion]. Go south to a room with a lateral-placed ladder series, but ignore it for a second. The lower door leads to the altar just passed, and activating it hits the boss with the 3rd light beam. Now, cross the wall ladder eastward and find the dead-end room where an altar's caught in a cobweb. Cyclone it to plummet it to the room below, then follow after and activate said altar, hitting the boss with the final (4th) light beam. Now to advance to the serpent!

Retreat to the entrance and take the middle path, which eventually leads to a two-stump moving puzzle in cramped quarters. Move the nearest stump two tiles north and one east, then move the other along until it can be put in the other alcove. There'll be a maze nearby where a single plant lies in the middle of a crossroads, and using Growth makes it point in one of four directions -- the direction to take. This tactic has to be done fourteen times, lamely, and there's a [Game Ticket] and [Rusty Mace] along the way, the latter of which can be polished into a [Demon Mace] in Yallam. After the long walk, the boss room should be located.

| BOSS: Serpent |

HP: 3536	EXP: 1995	Weak: Wind	\$\$: 2898	DROPS: ----

- Cure Well [self: heals HP]
- Briar [multi: earth damage]
- Recover # HP [self: heals HP]
- Black Ice [multi: earth? damage]
- Quake Sphere [multi: earth damage]
- Mighty Press [single: physical damage]
- Toxic Breath [multi: earth? damage + %Poison]

Assuming you turned on all the light beams to weaken the boss, it'll only be able to heal a 30HP/turn and, additionally, it only gets 2 attacks of 3! At this point, simply using Healing Aura once in awhile will be enough to get by, with the only things capable of screwing up the plan being (1) two Mighty Presses in a row (2) Toxic Breath poisoning multiple people (3) Jenna running out of HP. Flower and Ether can help with #2 and #3, respectively, and keeping HP above 200 toward the end of the fight helps with #1. Tactic-wise, spamming Ragnarok and Diamond Dust works well, while Sheba buffs the party out (High Impact & Resist) and gets off a wind summon, if y'think she can handle it. Again, djinni summons aren't needed but can expedite the battle if you wanna bumrush the snake.

Afterwards, Felix can learn Sand psynergy by inspecting the tablet there. Use this to get behind the serpent's desiccated corpse and inspect the east part of the puddle to obtain the [Cloud Brand]. The hint to getting this is

actually given by Susa back in Izumo, but this'll save a long boring trip through the maze. Either way, that's all there is to do here!

NOTE: Back in Izumo, give the Dancing Idol to Lady Uzume to get a free mars djinni (Coal)!

IZUMO RUINS [OPTIONAL] [WK27]

Enemies: Any monster found in Gaia Rock + Gressil (drops Otafoku Mask)

With the new Sand psynergy, locate the weird column structure northeast of town and move the leftmost once. Use Reveal to find a newly-opened trapdoor that leads down into the ruins! Frost the nearest puddle and tunnel under the Poundable sticks to get the other. At the fork beyond, steer right, pound a stick, tunnel under, and move the tree trunk in place; then, go left at the fork and exit.

Downstairs, go north and curve around to the [Phantasmal Mail], then return and pound the stepping-stone stick to go leftward to a pond. Use Piers' Parch psynergy (gained at Aqua Rock) to drain the pond, which leads to the Ulysses summon tablet (2 Mercury, 2 Mars).

28) Islet Trading Sidequest [OPTIONAL] [WK28]

This sidequest involves all the little inlets & islets in the eastern ocean, which themselves have little to do there, unless you're going in the right order! Now that the team has Sand and Parch psynergy, the main part of the quest can be completed.

[01] - E. Tundaria Islet
- Items: Lucky Medal

Mind Read the penguin to learn its mate has hurt her leg across the water and can't swim back. Jump across the mini-icebergs and get up on the log ledge -- when it's pushed off, move Pengulina across it and the male penguin gives Felix a [Pretty Stone] in return.

[02] - SE Angara Islet
- Items: Lucky Medal

Push the uppermost box off the cliff, then two spaces east of the Frost puddle. This way, the 2nd box can be pushed onto it, and once the puddle is frozen, the team can scale the vine. Mind Read the bird and exchange the Pretty Stone for the [Red Cloth]!

[03] - N Osenia Islet
- Items: Lucky Medal

Use Sand outside to tunnel under the pots into the cow's pen, then Mind Read it to learn it wants the bird's handkerchief. Agree to part with it, and gain the [Milk] in return!

[04] - West Indra Islet
- Items: Lucky Medal

Locate the dog in the shallows and Mind Read to learn it's thirsty, so use Parch psynergy to turn it into dust! ...Just kidding. Give it the

newly-acquired Milk to earn a [Li'l Turtle]!

- [05] - Sea of Time Islet
- Items: Lucky Medal

In the southeast corner of the islet is a turtle, who reveals his severe loneliness when mind-read. If you have the Li'l Turtle from the previous owner, hand him over and the turtle will show you Felix his secret spot in return.

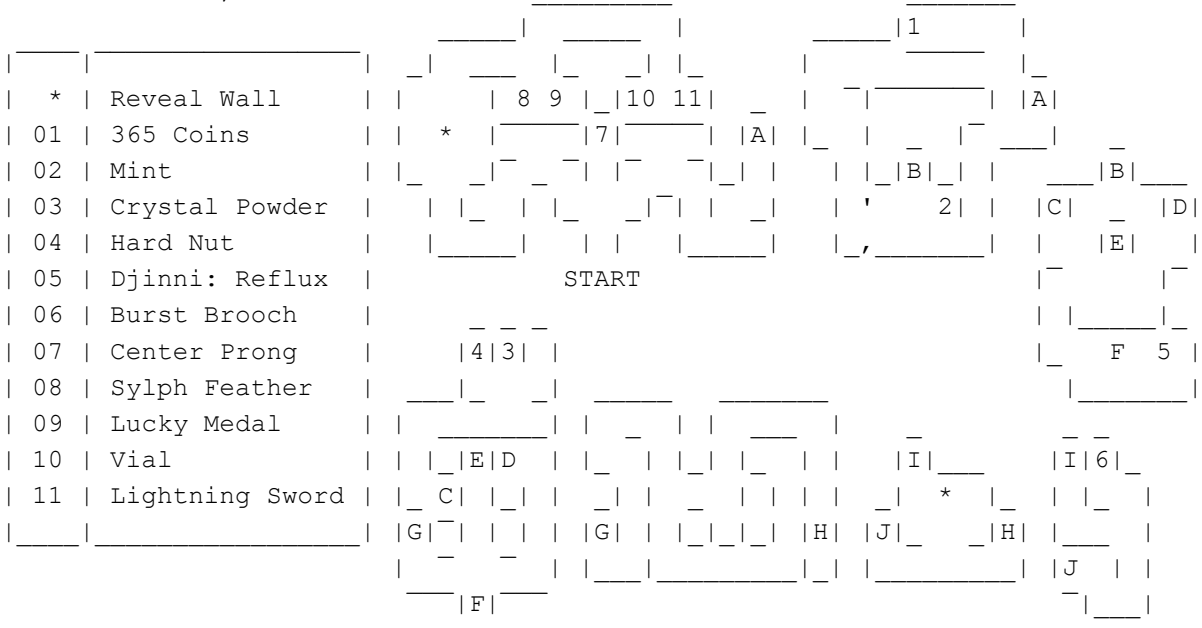
The secret spot is actually the reef-enclosed Islet Cave, inaccessible by normal means. The place is rather simple to proceed through, so getting the [Turtle Boots] and [Rusty Staff] will be easy as pie. There's also an earth djinni here, although it's got high AGL and a penchant for fleeing ASAP, so it can be a hassle to catch. It (Meld) will be tamed after an arduous battle!

29) Tundaria Tower

[WK29]

Tundaria Tower is on that southern strip of tundra, all the way in the west; that's a long walk from the eastern beach! If you still can't find the spot, check the map in section [WK21]. NOTE: Before entering the tower, go SW into a dead-end mountain pass and see if y'can capture the wild jupiter djinni (Wheeze).

FOES: Magicore, Dinox, Squirrelfang, Living Armor, Needle Egg, Stone Soldier, Harridan, Minotaurus



Once inside, Parch the two pools on the ground floor to open up the paths they cover. The lefthand one leads nowhere in particular now, so take the remaining to the exit ("A") to F2. Visit the south iced-over room and slide to the [Mint] chest, then backtrack one room and go north to the [365 Coins] chest. Continue west here, which eventually leads back to the iced-over room's west side -- slide a bit here to get access to the "B" stairway.

Here, there are three stairways (C,D,E) to take. Go up "C" first, which'll lead to a [Hard Nut] and [Crystal Powder] chest. Backtrack and bit and go up "E", which, after sliding down the "F" hole, lands one floor down near a fire djinni (Reflux). To reach the sucker, slide: WNWSENE. Heal up 'cause it has a lot of high-tier fire psynergy at its disposal. Exit the room and go up the "D" stairway this time, which gives access to the "G" stairway one

room above.

Eventually Felix will stumble upon a room with an isolated ledge entrance, three stumps, and two frozen ponds. In the right pond, pound the two pillars farthest away from the center ledge, and move the stump there S,W,N -- now move one of the ledge pillars east. In the left pond, move the stump W,N,E and push the other pillar out of the door's way, giving access to the next floor ("H"). Continue until coming to an icy wall with a secret Reveal door; climb all the way up to the top of the tower! The [Burst Brooch] will bestow the titular psynergy; use it to destroy the stopped-up door nearby and Retreat to the entrance.

Back on F1, head straight into the middle room and Burst open the icicle to get the [Center Prong]. That completes the required portion of this dungeon, but going through the left door (that was formerly obscured by water) leads to another ice wall with a crack -- use Burst here. Now the team can collect all the rest of the treasures (#8-11), the best of which are the [Sylph Feather] and [Lightning Sword].

NOTE: The Sylph Feather can be forged into Aerial Gloves which highly boost a character's AGL -- this is useful for slowpokes like Jenna/Piers.

ALHAFRA [WK30]

In order to do the upcoming Champa events, Briggs must escape from his cell in Alhafra; and before that, the ship must be cleared of its clutter. If you Pound-ed the stake and cleared the debris off the mast earlier, there should only be one thing left: the boulder weighing the mast down. Use Burst on it and try to leave, which cues some events. Check the harbor afterwards and the escapees manage to get out.

Before going to Champa, go back to the Alhafran Cave and get the three last treasures in the mayor's stockpile: [Psy Crystal], [777 Coins], [Potion]! Backtracking to Briggs' cell can earn a [Power Bread] as well.

31) Ankohl Ruins [WK31]

To find the ruins, disembark at the beach a little east from Champa's.

<pre> _ _____ _ E _____ 5 _____ _ G G _ _ K 6 _____ F _ I _ L _____ _____ _____ _____ _____ H H M _____ _____ _ _____ _____ 4 _____ _ N D _____ O O _____ _____ _____ _____ 8 _____ 7 _____ F _____ I _____ L J _____ _____ N _____ _____ _____ _____ M _____ _____ _____ _ _____ 3 _____ _____ 01 Muni Robe _____ _____ _____ K 02 Thanatos Mace _____ _____ _____ _____ 03 Power Bread _____ _____ _____ _____ 04 365 Coins 11- _____ _____ A _____ 05 Vial </pre>	<p><u>ENEMIES</u></p> <ul style="list-style-type: none"> • Living Armor • Harridan • Wood Walker • Minotaurus • Squirrelfang • Dinox
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		10	E						D				06	Sylph Feather	
		9											07	Potion	
	B								1				08	Left Prong	
													09	Crystal Powder	
A						C		J					10	135 Coins	
										C			11	Nut	
		START													

Enter the ruins (ignore overgrown doors -- they don't hold anything) and locate the chamber with the huge stone faces. The middle one has its center piece removed, clueing the player into removing the completed statues' similar portions. Do this to all and find the [Crystal Powder] and [135 Coins] chests, and finaggle around to the [Nut] chest. After all that, take the SW path to the "A" stairway.

Follow along, use Sand when needed, and claim the [Thanatos Mace] before continuing north. At its end, push the statue's fragment into place, making it spew sand. Backtrack down one floor and enter the "B" stair, leading back up to the same area as before, just on the east side. Claim the [Power Bread] and burrow under the sand, heading north to the "F" stairway.

The corridor beyond twists to a [365 Coins] and a [Vial], the latter which requires a little more work. Toward the NE section of the tier, find the room with a button that continuously raises the sand. Quickly move to the 2nd button to open the exit ("G"), which goes to the next ("H"). Here, move the left part of the statue into place and move the stump out of the way before going inside.

Head all the way east and push the stump out of the way, which opens up the path from the "D" stairway. Retreat to the 1F chamber with all the face statues and exit SE, which leads to the "C" stairway -- collect the [Muni Robe] along the way -- and find the "D" near a long corridor. This time, Sand under the previously-moved stump and continue east, getting a [Sylph Feather] behind an overgrown door, and enter the sand-n'-button puzzle room. The same concept as before applies, but y'gotta be quicker! Along the way, get the [Potion] chest seen previously and go down the "J" path, which loops back toward the "D" path's lower entrance. Complete the statue to make it...get evil eyes? Hmm.

Retreat, take the "C" path back up toward the newly-completed face, and see what's happened to it: now when Felix approaches, it bumrushes and tries to push him back. To bypass this boobytrap, run to the sandy stripe and burrow (with Sand, of course) before it can push back; then, enter the door it blocked to reach the exit ("K"). Follow the paths to their end, where a statue's right half is fenced in. "Reveal" a hole in the middle and push it there, then head down and complete the last unfinished statue to make a sandflow.

Retreat for the final time, go up the "E" path, and reach the newly-completed sandflow. Go to its base, use Sand to start climbing it, and get to the "N" path. From here, it's a simple climb to the [Left Prong], which should be the final piece collected if y'followed this walkthrough. That's all there is to do here now!

A _ 6_	B _	B _	BOSS
7 D	A	C	
4	D	C	
5			
3			
1	01 Viking Helm	05 12 Coins	
2	02 Golden Ring	06 Smoke Bomb	
	03 Smoke Bomb	07 Lucky Medal	
	04 Elixir		

START With Briggs having escaped back to Champa -- if he didn't you need to do the [WK30] portion of the guide -- meet with him at the cave entrance and follow him up to the top, where his granny's forge is. There'll be a boss fight here of all places, although there'll be the option of leaving first (the boss is mandatory however).

| BOSS: Avimander |

HP: 3792	EXP: 2176	Weak: Watr	\$\$: 1330	DROPS: Potion
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- Guard [self: raise DEF]
- Impair [single: lower DEF]
- Star Mine [all: non-elem damage]
- Fiery Blast [multi: fire-elem damage]
- Fire Breath [multi: fire-elem damage]
- Heat Stun [single: damage + %Paralysis]

Generally, using Odyssey/Diamond Berg for the men, Healing Aura for Jenna, and buffing/attacking for Sheba works well. Boosting the team's RES pays off a lot, particularly for the high-damage Star Mine -- getting hit with two of those in a row can be very fatal! As long as everyone can be healed in one go, this battle isn't that hard...just recover from Heat Stun quickly, particularly if Jenna's the victim.

After a long talk about how Briggs is a ninny, talk with the grandmother. If you've collected all three prongs (from Shrine of the Sea God, Ankohl Ruins, and Tundaria Tower), she will forge them into the mythical [Trident], a mandatory item for passing the Sea of Time. This is an equippable item and gives +20 Water RES, so it's good for, say, Jenna. Also, this item can be used to damage in battle without ever being used up -- schwing!

Now, the Sea of Time is the part of the Eastern Ocean that is all misty and appears clouded on the world map. To reach Lemuria, it must first be navigated -- locate the south entrance landmarked by two weird rocks.

33) Sea of Time

[WK33]

To Lemuria

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| -Boss: Poseidon

The Sea of Time is the stopgap "dungeon" that prevents easy access to the long-lost city of Lemuria. Fierce whirlpools and dangerous currents abound, it's impossible to get through without

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| #         | | | # 2 |
| #         | ___|4         | #
| #___|         |#####
| #         | #-----#
| ## 5         ## 1         #
|_#         | #         ##
|_#         |_#         |_#
#         # START #

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knowing the trick. In fact, if y've visited the park in Yallam, the songs the kids act out actually detail the correct path to take.

Either way, the point is to circle around the tiny volcano cones (glitter comes out of them if it's being done right) until they temporarily calm the rapids -- this is the window to get past them!

The map at left details the correct path to take, with the numbers denoting volcanos and the hash marks (#) denoting the currents. In order to get past the whirlpools, the player must use good ol' centrifugal force, using the spin of the whirlpool to throw them in the right direction.

Once the correct path is known, advancing isn't that hard -- in fact, the last stretch is ridiculously easy. Now, for the boss here, make sure to equip the Trident on someone (having it in the inventory ain't good enough)

BOSS: Poseidon					
HP: 4905	EXP: 2930	Weak: Fire	\$\$: 3762	DROPS: Psy Crystal	ATK x2

- Ply Well [self: heals HP]
- Deluge [multi: water-elem damage]
- Water Grave [all: water-elem damage]
- Ice Missile [multi: water-elem damage]
- Typhoon Blow [single: water-elem damage]
- Ocean Fist [single: water-elem damage + %HP-to-1]
- Counter Rush [self: physically counters each character's if they attack]

To be honest, this fight is a bit overhyped: as long as you can heal all allies and raise RES a bit, the fight is very tolerable. There's two things that normally screw up a solid gameplan: (1) Poseidon is invincible until the Trident is used on him, and of course, it must be equipped first for that to happen! (2) if Poseidon leads off with Ocean Fist and gets its auxiliary effect to work, and follows it up with a kill shot, that can really be annoying, especially if it's on Jenna! The second one can be recovered from if y'work fast, though. Like the previous boss, spamming Odyssey and Diamond Berg works best, while Jenna heals (every turn) and Sheba attacks/stat-buffs. RES-boosting is very useful here, although some prefer to expedite the fight by summon-rushing at the start -- it can be useful but risky, depending on one's AGL.

With Poseidon deep-sixed, head north to find Lemuria. After docking, "Move" a statue out of the way to see some scenes -- after, it'll be time to walk freely!

34) Lemuria

[WK34]

[2,3]
To Palace

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___| |___
|4         |

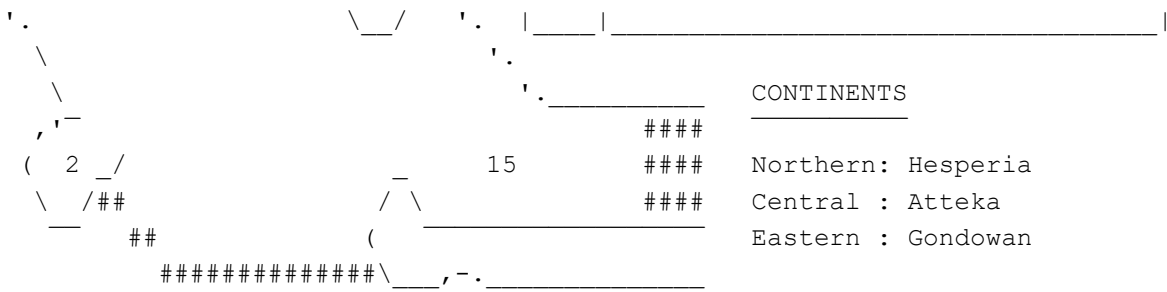
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OPTIONAL THINGS TO DO IN TOWN

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The second portion of this optional section involves scouring the western ocean, which also has some small things to do.

SW ATTEKA INLET

Items: Dragon Skin

Push the lower stump into the water, then the upper box off the cliff -- the [Dragon Skin] chest is now accessible. We can return here later for a random jupiter djinni, but may not need to -- more on this later.

HESPERIA SETTLEMENT

Items: 166 Coins
 Djinn: Tinder (Fire)

To get the djinni, use Growth on the left vine and climb to the cliff's top. Push the crate down the leftmost gap, then push it "right" off the cliff. At the cliff bottom, move it right once and climb to the djinni, who joins without any fuss.

KALT ISLAND

Items: Apple
 Djinn: Gel (Water)

A mercury djinni sits in plain sight on a cliff, but is only accessible by doing the braindead ice-sliding puzzle (sorta like the Imil one in Golden Sun) to a Lash spool. This one also joins without any hullabaloo. There's an Apple in the tree here but can't be obtained without Catch synergy...

WORLD MAP [HESPERIA]

Djinn: Petra (Earth)

The Hesperia continent is the large northwest one, obviously containing the Hesperia Settlement. At the northeast beach, go southwest down the left river (ignore bridge) and disembark to the left when a mountain is reached. This djinni appears right near the disembark point.

WORLD MAP [ATTEKA]

Djinn: Core (Fire)

To find this rogue fire djinni, go to the Atteka continent's northwest beach and go southeast along the riverside, until reaching a dead-end forest surrounded by the river (or, dock at the west beach and run northeast to reach the same place). Our fiery friend randomly appears here, although it may be awhile if yer unlucky... [Coincidentally, this forest is almost shaped like a djinni!]

GONDOWAN SETTLEMENT

Items: Lucky Medal

A tombstone here has Lucky Medal, and if you Cyclone the bushes, there's a secret entrance to a Star Dust chest. Nothin' else, though. Note the place's proximity to Magma Rock, which we'll be visiting in the not-so-distant future.

ATTEKA INLET

Items: Vial

To get the Vial, enter the tiny settlement and walk over the gateposts, which returns to the 1st screen via cliffside. In a little while, we can return here and get the djinni (Geode) hiding under a bush blocked by the Lift-required boulder.

CONTIGO

		01	Corn
2		02	Bramble Seed
4		03	Djinni: Salt
	-To Anemos Sanctum	04	Power Bread
1			

Northeast of Atteka Inlet is the landlocked city of Contigo, renowned for its parlor games (all of which were in the 1st Golden Sun) and its connection to the long-lost peoples of Anemos. For now, there's not that much to do

item-wise, although by scooping the blank spot in the weed patch (near the entrance), the team can dig up an earth djinni. Later, another djinni can be obtained here, too. [For info on the parlor games' prizes and rules, see the appropriate section.] You can also go to Anemos Sanctum and get Dragon Skin, but said sanctum can't be fully explored until later on.

36) Shaman Village

[WK36]

To reach Shaman Village -- which is totally enclosed by mountains -- the team must find Shaman Village Cave on the Hesperia continent. However, the maze of rivers and bridges can make going upstream rather difficult, if y'don't know where to go, that is... The correct one to take is on the south coast, but not the one that leads into the inland bay; the one east of there. Luckily, the cave itself is very easy to explore and getting into town will be a cinch from there.

|To Trial Road|

		01	Spirit Gloves
1		02	Elixir
		03	Djinni: Aroma
		3	
2			

The town itself is rather easy to explore, although none of the denizens will speak to the team -- Mind-read 'em to figure out why.

Of course, none of the shops are open at this time, but there's a silly scene at the inn that allows for rest. There's a djinni in the east but it can't be obtained until the upcoming events are over. Speaking of which, to start said events, approach the chief's NW house and he'll burst out. The team will get nowhere until they show the Shaman's Rod to the chief, who then invites them to Trial Road in the north where they can prove their worth! In the area that prefaces TR, Whirlwind the purple rock to get the real events started.

TRIAL ROAD

Moapa will explain how Trial Road works before the team can attempt to do it themselves, but I'll explain too: the ally team will race the chief's team to the top of the cliff where a fight will take place. However, en route, there will be four puzzle rooms to complete. What's the incentive to solve them quickly? That's the thing!

To get past each puzzle room, each team must place one (1) heavy item into the chest near the exit (step on pad, inspect opened chest). Whichever team puts their item in the chest first gets to the next puzzle, while the team that lags has to put TWO (2) items in to continue. The faster one is, the less the allies suffer. A "heavy item" is any type of body equipment sans those class-changing items like the Tomegathericon or Trainer's Whip -- none of that lightweight stuff (Herbs, Vials, etc.) will work! Since the fastest team will have to put four items in minimum, try putting in some of the girls' equipment (or spare equipment if it's just laying around) since they end up using psynergy anyway. ALL ITEMS ARE RECOVERED AFTER THESE EVENTS, NOT LOST FOREVER!

After Moapa's explanation, Felix can pick which route he wants to take. The left of the two paths is the easiest, and once y'know what to do, finishing it ahead of Moapa is a breeze. The right path is the hardest and, unless you know exactly what to do, losing is almost assured.

| TRICK: Trial Road Duplication |

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|
| The nature of Trial Road lends itself a little trick, where any artifact
| dropped within the trial (from the time it starts to Moapa's defeat) is
| returned to Felix's inventory after he leaves/quits; furthermore, this'll
| make a copy in the Artifacts section of a shop. For example, say y'wanted
| to dupe a Hestia Blade. Start the race, drop it, and leave -- the blade's
| back in the inventory but a copy is in the shop, too! Of course, this is
| not apparent in Shaman Village until after the shops open, and the copies
| still have to be bought...
|
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Some puzzles have more than one way to be solved, in which case, I'll pick the easiest method. NOTE: Taking items often wastes precious time (the right path especially) and there's little incentive to get 'em. They can all be obtained after these events anyway!!

<u> END </u>	<u>LEFT PATH (EASY)</u>
	• Use Sand psynergy to get up the sandfall; Whirlwind ladder
	• Push log N,W then climb vines to push log S. Move pillar
	out of the way, then push log E to climb out
	• Push middle pillar south, west pillar east, and east pillar
	west to complete the stepping-stone chain to the exit
	• Scoop NW floor crack to make fountain spout up to exit!

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RIGHT PATH (HARD)

- There are four poundable pillars and two movable ones. Pound the two pillars to reverse their positions, then move the square pillars onto 'em, completing the chain.
- Push the two southern pillars so they're parallel with the overgrown one, then hop across to the exit.
- Climb up the right cliff and hop back and forth onto the rock pillar until it breaks, then continue north to leave.
- Pull the two pillars so they're parallel with the icy pillars, then move the left torch one tile east (so it melts west icy pillar) and one tile west. Hop over the west icy pillar, now a puddle, and Frost it, then continue to the right cliff which leads to the exit.

BOSS: Moapa / Knight x2 |

START)

HP: 3042	EXP: 3340	Weak: All	\$\$: 2870	DROPS: ---
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11 | | |

- Bosca Hit [single: phys damage]
- Strong Hit [single: phys damage]
- Uses Nut/Bramble Seed/Elixir/Crystal Powder/Water of Life

- 01 | Hard Nut |
- 02 | Potion |
- 03 | Vial |
- 04 | Vial |
- 05 | Vial |
- 06 | Vial |
- 07 | Nut |
- 08 | Vial |
- 09 | Potion |

This boss fight isn't super-hard, although Moapa and his cohorts will appear tougher if the allies lost most of the puzzle "battles". On the flipside, winning most of the puzzle "battles" will weaken Moapa's team and they'll be easier to defeat. The Knights have about 2000 HP each so it'll be prudent to tagteam them one at a time. Keep spamming Odyssey/Diamond Berg, Jenna using Healing Aura, and Sheba buffing/attacking. With one foe gone, it's cake!

It's also worth noting that the foes are humans and thus more susceptible to elemental damage than monsters, not to mention they can be put to sleep easier, too. Try casting that if they're bearin' down on ya. [It's possible to summon-rush and kill Moapa before his lackeys, although it may not be the most welcome outcome. =p]

Once Moapa's forced to taste defeat, he gives up the [Hover Jade] item in exchange for that deadweight Shaman's Rod. The team then automatically goes back to the village, so make sure to get that cliff djinni! Don't know how? Enter the 2-story house that couldn't be accessed before and leave via its 2F cliff balcony, which can go east and push the stump westward. Return to Moapa's house and Lash to the cliff, which can then get the east djinni (Aroma) without any rigamarole.

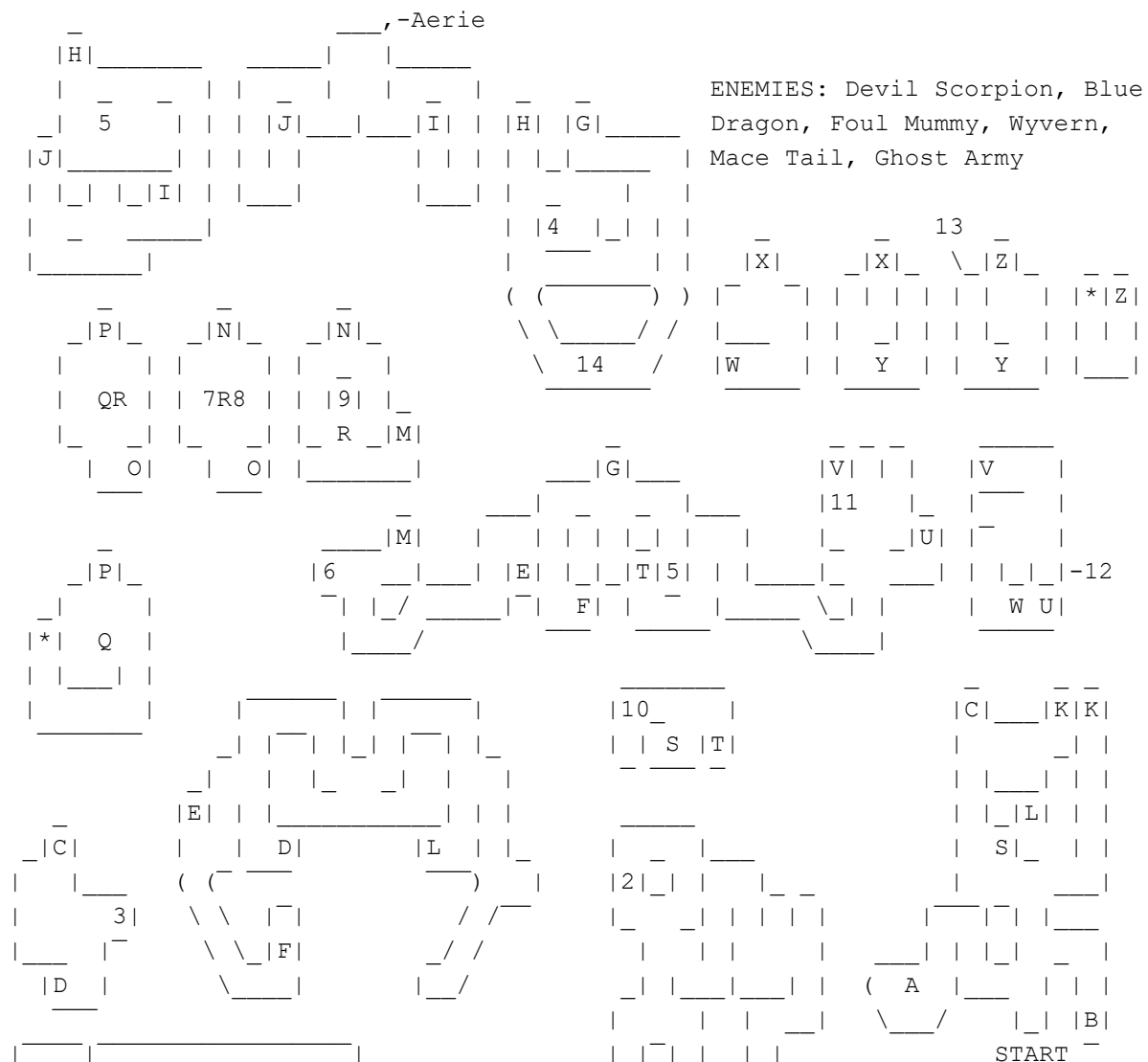
Later on, we can get another djinni on Trial Road, but for now, it's time to finally access the game's first lighthouse!

37) Jupiter Lighthouse [WK37]

Jupiter Lighthouse is on the north end of the Atteka continent, and to access it, one must go north of Contigo which itself is northeast of Atteka Inlet. To reach Atteka Inlet, go to the continent's southern side and navigate the

river system, eventually reaching the reef-enclosed harbor which serves as a docking point. Badabing, badaboom!

NOTE: Wyverns can drop awesome Aeolian Cassock robes, which powers up wind RES and PWR -- great for Sheba!



- * Archer Statue
- 01 Mint
- 02 Psynergy Stone
- 03 Erinyes Tunic
- 04 Meditation Rod
- 05 Red Key
- 06 Psy Crystal
- 07 306 Coins
- 08 Mist Potion
- 09 Blue Key
- 10 Potion
- 11 Djinni: Whorl
- 12 Water of Life
- 13 Phaeton's Blade
- 14 Mars Star

Knock knock? Who's there? Annoying lighthouse! Yes, the first lighthouse in the game is a doozie, and comes with the complete aggravation package: lots of stairways up/down, backtracking, and complexity! It's split into three parts -- the main tower at the center and two mini-towers branching off it towards the top. The guide will be sectioned off into parts accordingly.

PART 1: ASCENT

This section'll cover the events leading up to the first side-tower. After entering the ground floor, take the west path outside again and Cyclone into the basement ("A"). A dead end near here contains a Mad Plant who drops a [Mint], and north, there's another dead-end room with a [Psynergy Stone]; however, the remaining east route is the correct path. Find the purple pad and use Hover on it, which allows passage to the cliff -- this tactic will be used a lot so commit it to memory. Cyclone on up ("B") to arrive on the lighthouse's ground floor, where a pillar-n'-switch puzzle can make the front entrance open permanently.

North of there is a large shaft (although this isn't apparent right away) with a large light beam and several deactivated hoverpads. Luckily there's no choice in how to proceed! Go upwards ("C") to find a weak log-rolling puzzle, which gives access to the [Erinyes Tunic] and the exit ("D"), which cyclones the team up a floor. There are some chains here which can be caught by using the Whirlwind technique patented at Gaia Rock, but for now, ignore everything and take the "F" stairway.

Continue to the "Reveal circle" that gives access to the exit ("G") -- the right half of the room can't be accessed just yet. "G" leads to a room with a bunch of stepping-stone pillars, and obtaining the [Meditation Rod] is a matter of moving a couple pillars around. Exit via the SW entrance and push the movable block east a bit, then step on the button to plummet it downward. Back inside, ascend the "H" stair.

At this point, start ignoring everything in subsequent rooms and continue upwards, until reaching the lighthouse aerie (peak); here, start doing down the west-side stairs, until coming to a room previously passed by. Slide down to the ladder and a voice should say "show the power of Anemos" -- use Hover atop the ladder to power up all of the lighthouse's working hoverpads. Cross to the east side and go north, back to another room we skipped. Push the block north to its rightful slot, then use Hover on the southern pad, which allows Felix to cross to the [Red Key]! This is needed to enter the western tower.

Back down at the lowest "G" entrance, cross east (again using Reveal) to claim the [Psy Crystal]! Continue down further to reach the lowest "E" entrance, which is a Cyclone ride up to a red door requiring -- what else -- the Red Key.

PART 2: WEST TOWER

Now the western tower is guarded by a whirlwind mechanism that, whenever an object enters its trajectory, it's swept away by a projectile. To get past, bait it into shooting a twister, use one of the blocks as cover, and slowly work west, until being able to slip past. The tower's ground floor has a mimic chest that has a [Psy Crystal]; after, go upwards ("M").

Here, there's a Blue Key isolated and protected by pillars, and it can't be obtained yet. Go up one floor ("N") to find two chests containing [306 Coins] and a [Mist Potion]. To get the latter, exit the room via the south side and re-enter, pushing the pillar west and finishing with a counterclockwise trek. Continue up two floors from here to find a ton of fragile or almost-fragile tiles. Get to the left hoverpad and float to the pillar; when positioned, it will open the exit (which itself is reached by hovering off the other pad).

Keep going up to the tower's top and complete the hover puzzle to make the archer statue shoot eastward, lifting up half of the aerie's coverplate. On the way back down, re-enter the broken tile room and fall down the isolated tile ("Q"), which eventually leads all the way to the [Blue Key] previously skipped. Naturally, this is required to enter the eastern tower.

PART 3: CENTRAL TOWER [II]

Activating the hoverpads let more of the central tower be accessed and this will relate to getting to the east tower. Return to the ground floor (it's easier to just Retreat) and locate the room north of the central shaft with the floating blocks. Move the errant one into place and go up ("K"), which actually ends up back in the central shaft. Push the block off the ledge and

into its slot, opening a new hoverpad -- this can be used to get to the pad just west of there, which gives access to the "L" cyclone pad.

Up the next floor, return to the room with the Whirlwindable chains and push the east pillar off the ledge, completing the chain for later use. Exit SE to the exterior and push the, uh, conductor rod into its hole, powering up a hover pillar further up (and mandatory to get to the other tower). Backtrack to the "L" pad on the ground floor and use the HOVERPAD to jump into the large light pillar ("S"), which is the "secret" path to getting up to the east tower -- it certainly threw me for a loop!

At the peak, complete the floating-block chain to obtain a [Potion], then continue to find the ominous blue door which, like before, uses the color-correspondent key we picked up before. [NOTE: The cyclone pad here doesn't lead back up so don't take it!]. At the exterior beyond, Hover on the pad we powered-up with the conductor rod tile and be blown to the east tower!

PART 4: EAST TOWER

The ground floor room of the tower has an isolated jupiter djinni to get! Hover onto the east ledge and push the conduit tile into its appropriate slot, which should power up a 2nd hoverpad. Use this to push that ledge's block off and put it wherever -- it doesn't matter. When both blocks are in a hole, the ledgetop "pound" pillar springs up, and hitting it will dislodge the two movable blocks. Arrange them in order to get the djinni (Whorl, who must be fought) and redo the puzzle to get to the NW stair ("V").

Up here, there'll be a hover-n'-block puzzle which is used to get to two different ledges, one containing a [Water of Life] chest and the other going upwards. To even rearrange the blocks Felix must pound the pillar to remove the hoverblock, and push it between the ledge gap to make a stepping stone to the ladder. [The NE block here is default and must be left there to get anywhere!] The solutions are easy but just to be on the safe side...DIAGRAMS!

EXIT: img.photobucket.com/albums/v242/Shotgunnova/Jupiter-Exitsolu.png

ITEM: img.photobucket.com/albums/v242/Shotgunnova/Jupiter-Itemsolu.png

The floor exit ("W") is near a pillar-n'-switch puzzle that, when completed, connects this area to the ground floor, skipping the stupid block-moving one we just did. Two floors up, the team will find more breakable tiles coupled with whirlwind statues. There are two ways to reach the puzzle exit: (1) get past the east statue (2) let the west statue carry the team east, which will also bypass the east statue's gamut.

Finally, reach the penultimate floor to find a bazillion hoverpads with some cracked tiles interspersed. There are also whirlwind statues here attempting to blow Felix to the wall, dropping him through crack tiles to the floor below! To bypass the statues, oftentimes Felix will have to bait the statue into shooting its projectile, dodge, and quickly bypass, often around the "conductor rod" tiles or whatever obstacle is nearby. Sometimes he'll have to float over cracked tiles on the strength of his Hover synergy. The left path of this floor is easier and contains the [Phaeton's Blade] weapon, while the right and harder of the two paths leads to the exit ("Z"). At the tower peak, trigger the remaining archer statue to make the lighthouse aerie's coverplate completely rise.

Backtrack out of the tower and Lash to the main structure, or Retreat out -- it doesn't matter too much.

PART 5: FINAL ASCENT

Now it's time to climb up to the aerie again, which is the initial path the team walked -- if you don't remember it, read the first section of this dungeon again. On the way up, there'll be a scene where Isaac's parth (on the tier above) is in trouble because of the exterior's breakaway floor. Continue after the scene to the stepping-stone puzzle where the Medidation Rod was obtained, and meet up with the groups. After more talk, Felix gets the cool [Mars Star] and is asked to visit the aerie with it. The party at this time will be Felix and Piers, while the girls stay behind temporarily. Of course, once the aerie is obtained and the lighthouse lit (agree at the prompt), an unpleasant surprise is in order, and I'm not talking about the duo stealing the Mars Star...

| BOSS: Karst, Agatio |

HP: 3186 (K)	EXP: 5813	Weak: Watr	\$\$: 9020	DROPS: Dark Matter
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HP: 4248 (A)				
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- K: Healing Aura [foes: heals HP]
- A: Debilitate [multi: lowers DEF]
- A: Eruption [multi: fire-elem damage]
- K: Supernova [multi: fire-elem damage]
- A: Meteor Blow [all: fire-elem damage]
- K: Fiery Blast [multi: fire-elem damage]
- A: Rolling Flame [multi: fire-elem damage]
- A: Rising Dragon [single: fire-elem damage]
- K: Break [all: removes positive stat boosts]
- K: Heat Kiss [single: phys damage + %Delusion]
- A: Stun Muscle [single: phys damage + %Paralysis]
- K: Death Scythe [single: phys damage + %Instant Death]
- A: Cage [single: damage + target loses their action that turn]
- K: Djinnfest [all: one djinn is randomly put in 'Recover' mode]

The first battle with these two starts off as a 2-on-2 fight, but after a couple turns, Jenna arrives, and a few after that, Sheba. The best course of action is tagteaming one of the bosses and Karst gets that honor since she can heal and use Djinnfest, which drains power from one of each characters' djinni. When Karst is defeated, Agatio will usually step up his attacks, spamming his heavy-hitting Meteor Blow attack, sometimes many turns in a row. With four people and someone constantly curing each turn, surviving isn't that hard; it can often be the first couple of turns that require the most strategy. Using damage-shield djinn and defending can help until Jenna gets her butt in gear, although y'may have to dip into the Mist Potion reserve... As a tip, using the Moloch summon to reduce the bosses' AGL can really help in the going before Karst is defeated, letting the team be faster even as Djinnfest lowers everyone's classes, and by extension, their stat boosts. Remember that if you need to buy time, using Rime to seal Agatio's psynergy can really help!

With the enemies having escaped with the Mars Star, Isaac's party asks Felix and the gang to meet them in Contigo. Do so (in the hilltop house) and after some discourse, they join the party. Which items they carry depends on if the player used a special password for carry-over items, but either way, they carry some djinn and some required items (Carry Stone, Lifting Gem, Catch Beads

ATTEKA INLET

The Lemurian ship will have wings that are powered by the team's pooled

psynergy. Pressing B-button will levitate the ship to go over some landforms (rivers, plains, white reefs) but drains the team's PP in doing so, so eventually one'll have to stop and recover. There are no monster battles when levitating, though! Additionally, if the player used a password which saved Hammet during Golden Sun 1, a mini event here will give a [Orihalcon] chest to the party!

38) 2-Party Backtracking

[OPTIONAL] [WK38]

Now that the two parties have merged, the psynergy from the first Golden Sun can be used to get some otherwise inaccessible things. However, the Carry Stone, Catch Beads, Lifting Gem, Frost Jewel, and Douse Drop are always obtained, even if you didn't use a special item password.

ATTEKA INLET

Items: Orihalcon
Djinn: Geode (Earth)

In the makeshift camp, use Cyclone on the bush near the Lift boulder to free a hiding djinn. This one joins without any rigamarole, thankfully!

KALT ISLAND

Items: Apple
Djinn: Gel (Water)

With Catch now obtained, the Apple along the frozen river can be taken. Gel, too, can be snatched (w/o fighting) if it's still here.

SW ATTEKA ISLET

Djinn: Jupiter (random from GS1)

Using the Lift psynergy, the team can claim a jupiter djinni from the first Golden Sun, provided the team didn't collect them all (in which case there won't be anything here).

WORLD MAP [SW OF HESPERIA]

Item: Rusty Sword

Southwest of the Hesperia continent is an atoll, which is basically a small shallows rimmed by unpassable rocks. Using the new flying power, get inside and look at the bottom to claim the rusted weapon, which can be transformed into a Soul Brand in Yallam.

SHAMAN VILLAGE CAVE

Items: Golden Shirt
Djinn: Eddy (Water)

If Isaac won Colosso in the first Golden Sun and a password was used (which would transfer that event to this game), then three disgruntled contestants from that contest will attack Isaac here. If you've been talking to NPCs throughout the game, they'll have dropped hints about the search! Defeating these three goofballs -- none of which have over 1000 HP or any good techs --

will earn the Golden Shirt!

Additionally, the mercury djinni we had to skip before (Eddy) can be gotten, too. Use Lift on the leftmost boulder a little deeper in, Frost the puddle, and Whirlwind the ladder -- this gives a clear shot at the little bugger! However, he'll run away, so lift the third-from-left boulder as well to stop his fleeing.

TRIAL ROAD [SHAMAN VILLAGE]

Items: Elixir, Lucky Pepper.

Djinn: Gasp (Wind)

Now that we have Hover _and_ Lift, return to the peak of Trial Road via the left path. Use Hover to get to the isolated entrance, and follow the stairs to dead-end canyon area. An [Elixir] can be obtained by Revealing a hidden pool stepping stone, but the real reason to do this area is getting the weird jupiter djinn (Gasp) who mirrors the team's movements, always staying out of catching distance. Using the same reveal tactic on the pools, bump into one another to knock it down, then violently subjugate the beast! Also, a hidden Mad Plant here can drop Lucky Pepper...nummy.

ATTEKA CAVERN

Summon: Coatlicue

Parch the pool and climb down to the tablet -- not too shabby. This summon requires 3 Mercury & 3 Jupiters to be used.

ANGARA CAVERN

Summon: Haures

Down on the lowest level, there's a boring Carry-required puzzle. Move the block into the center of the gap, Carry the cliff one off, then stack them to make a stepping stone to the tablet. Haures requires: 3 Venus, 2 Mars.

YALLAM

Item: Masamune

If the Orb of Force was carried over from the first Golden Sun, knock down the log near Sunshine's house, then Cyclone the field to find a secret path down to the chest. The unleash (Rising Dragon) isn't the same one Agatio was using previously, note: this one can double or triple its attack depending on how many dragons are unleashed from the blade!

TREASURE ISLAND

Items: see particular section

This place is now fully accessible if you want to go through. The main need to go here is for leveling and/or getting rare material drops for forging equipment at Sunshine's place. [NOTE: You need to do the Lift-related stuff to get the good drops.]

moai -- this also destroys a western pillar. At the tier's lowest cliff, use Growth to reach the middle pathway (which should be cleared because of the pillar broken earlier) and its fountain moai, which can lift Felix up to the western movable pillar. The way up from there is blocked for now so there's only one option to go: west!

Felix starts near the top of this one and there are 4 grooves to jump down. The 2nd-from-east leads to [383 Coins] but the 2nd-from-west is the real option, leading down to a Lash coil. Burst the fountain moai and drop down the nearest groove, then climb up to get on top of it -- be quick about it! Follow the ladder series to the tier's top portion where two ladders lead up -- use the rightmost.

Felix will now be on Magma Rock's northwest exterior corner. Jump west and push the wooden pillar east, then go back around and jump across the crumbly pillars. On the way back, the middle pillar should break giving Burst access to the moai which destroys the obstacle blocking the road east. There'll be a long series where fireballs are swapped back and forth, but before then, climb the ladder down one tier and get the [Salamander Tail] chest (as well as connecting the lower paths to avoid the long way 'round).

Okay, back to the fireball-swapping moai. After dodge-climbing past that screen, continue east to find a lone moai that will open the upper entrance to the exterior. [NOTE: If you want, back toward the start of this screen, a groove leads down one tier and lets Felix get access to the fast way up the cliff, rather than using the long ladder. Totally optional.]

MAGMA ROCK INTERIOR

Follow the path to a large pit with a giant moai statue, which will spit lava into the dry pool when the mini-moai is Bursted. Exit north of this room to find a white lava platform moving, which allows Felix's team to get to the lava pool's west side. Step on the sluiceway to drain the liquid rock, then shove the movable pillar north -- this completes a way across when the lava's in! The room's SW exit leads to a [Lucky Medal], but besides that, there's nothing left to do on this floor. The exit ("A") is in the northern section where the white moving platform is but only where there's no lava to be had.

In the new floor, there's also a lava statue, but don't trigger it yet! Jump down into the dry bed and run south two screens, and look for the fire djinni (Fury) on a cliff, only accessible when there's no lava -- it has to be beaten up though. The final preparation is exiting the djinni room, going NW, and moving a pillar south to complete a path. Trigger the lava statue and exit that room to the SW (without draining lava) and get the [Mist Potion] via the moving platform. Since the movable statue was positioned, exit south to the (ex-)djinni room and take that platform eastward, exiting back north. There are some moving platforms here, but if y'want a tip, Felix can Burst crumbly pillars himself without using moai statues. Destroy both here, drain the lava, and backtrack to the 2-platform room -- with no crumbly statues to impede the ladder paths, reaching the tier exit ("B") in the SE.

In this tier, follow the path until reaching the lava statue -- trigger it to make the white platforms start moving. Cross to the SW exit and continue in that direction until finding the tier's 2nd sluiceway; drain the lava here. Backtrack to the lava room (lowest walkway) and move the three pillars into their slots, then visit the 1st sluiceway -- in the NE -- and collect the [Golem Core] material. The final thing to do with no lava is move toward the starting area and move the ladder-blocking pillar out of the way. Pump lava into the tier again and go across the new path created by the 3 moved pillars, which should lead to a [Salamander Tail] chest and another south exit. Follow

this path until it loops counterclockwise to one of the first rooms, where an isolated pillar can be pushed west off a ledge. FINALLY, drain the lava again and return to the newly-moved pillar area, which should give access to the tier exit ("C").

The final area connects to the lowest entrance to Magma Rock, and if you haven't killed the mimic for an [Apple], do that now before continuing on. In the lava pool room, an explosion event will throw rocks all over. Ignore 'em for now and continue northward, to the final room where Jenna can learn the Blaze psynergy! This allows Jenna to light candles by Blazing fire at them, and this tactic will have to be used to leave! Return back to the lava room and Blaze the first candle using one of the flames, then repeat it on the 2nd candle to lower the pillar. The path beyond leads to the weird rock that, when inspected, coughs up the [Magma Ball]!

That concludes this dungeon. Retreat a few times and head back to the ship!

LOHO [WK40]

If you haven't been to Loho, it's the small mining town on the northwest coast of Gondowan. Inspect the town cannon and use the Magma Ball to destroy the wall, which prompts the miners to load the cannon onto the team's ship. Before leaving, Scoop the two [Golem Core]s -- one's underneath the Liftable boulder -- and collect the final jupiter djinni (Lull) on a roof.

The Magma Rock's main purpose is letting the team get through the Northern Reaches, the icy strait in the north. Navigate to the large ice wall and blow it to pieces with the Magma Ball-cannon combo. Back on the world map, head north a bit to reach the game's final city, couched in snowy wastelands.

41) Prox

[WK41]

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To Map- . _ _ | 6 | | | | |
          | | | | 4 | _ _ | | 01 | Sacred Feather |
          _ | | | | | | | | | 02 | Potion         |
          | _ _ _ > > | | | | | 03 | Dark Matter   |
          | | | | | | | | | | 04 | Djinni: Mold   |
          _ | | | | | | | | | 05 | Cookie        |
          | _ _ _ _ | | | | | 06 | Djinni: Mercury | | | |
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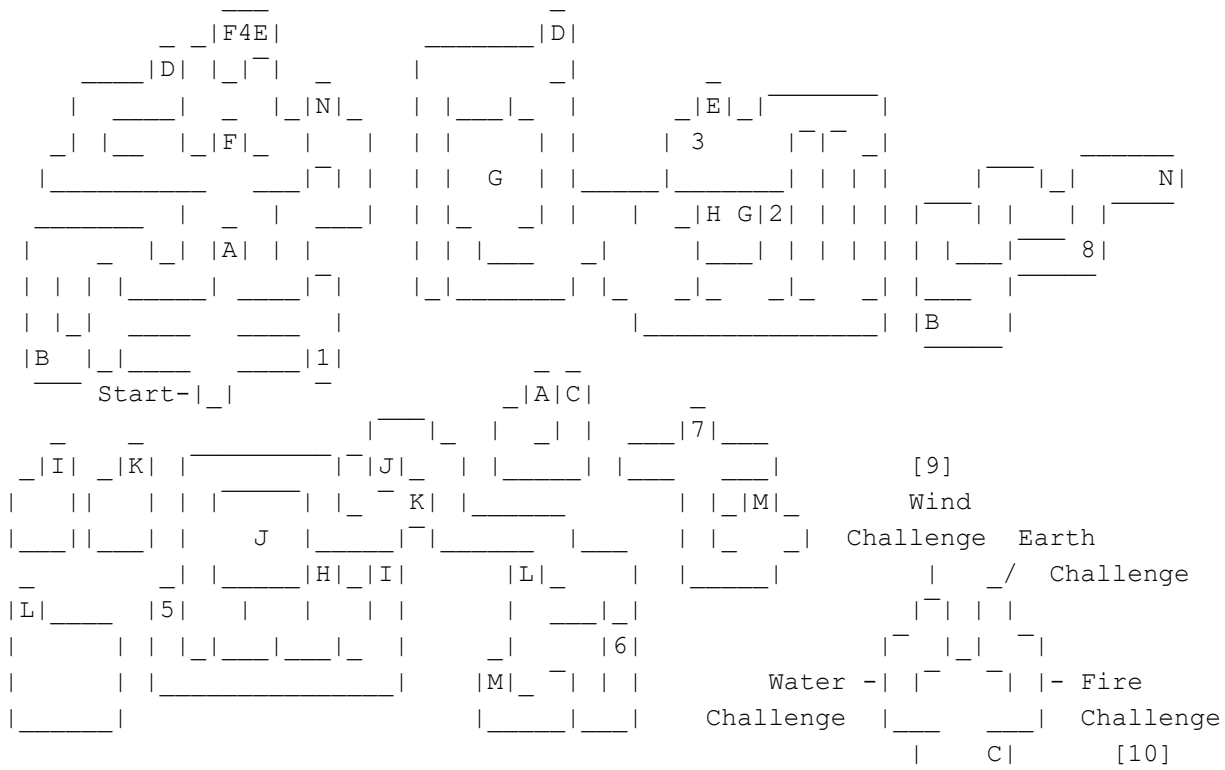
Prox is a bit larger than some towns but that's OK, since there are some good things to be found! The best ones are the [Dark Matter] and the earth djinni. To get the former, Lift the rock near the iced-over bridge and Scoop up the item; to get the latter, head under the north bridge and bump into the djinni, then scoop him out of the snowbank. Try to exit north of town for a scene, and then it's go time at the final (mandatory) dungeon!

42) Mars Lighthouse

[WK42]

ENEMIES: Minos Warrior, Doodle Bug, Devil Frog, Raptor, Fire Bird, Aka Manah

NOTE: If you have a cursed weapon equipped on Felix, you'll probably want to take it off before getting the Sol Blade, his best weapon!



- | 01 | Cookie | Ahh, the final lighthouse. Inside, there'll be a
- | 02 | Orihalcon | bunch of icicles and frozen-over dragon statues.
- | 03 | Djinni: Balm | Navigate the ground floor to the "B" stairway --
- | 04 | Teleport Lapis | after getting the mimic's [Cookie] to reach a
- | 05 | Valkyrie Mail | tiny pipe passage leading to a djinni room (out of
- | 06 | Sol Blade | reach) with a large ice shard. "Grind" the shard out
- | 07 | Mars Star | of place to crack the ice sheet on the ground floor,
- | 08 | Djinni: Fugue | then backtrack there and "Burst" a hole through.
- | 09 | Psy Crystal |
- | 10 | Alastor's Hood | In the adjacent room, ignore all the distractions
- | | | and go all the way west, up to a room with some
- | | | mobile fire-breathing statues affixed to the walls.

The object here is to get the leftmost serpent statue all the way east; if Felix messes up, he gets knocked off the cliff and must restart! Although this is generally annoying, using "Move" psynergy is preferred to pushing the statue, since, when field psynergy is used, the statues' routes pause. At the other end, the statue covers an inert statue and lets Felix get down the exit ("D").

Navigate the ice-sliding puzzle near the stairway and go south to a draconic statue that, when its fuse is lit with Blaze, cracks the ice sheet covering a nearby door. Go back across the "ice rink" just crossed and go south; one can now destroy the ice sheet! The newly-opened room isn't used right now, but remember it for later! East, Blaze the next dragon statue to clear all the icy detritus blocking the south path. The next room encountered has the supreme [Orihalcon] material and the one after that, another dragon puzzle! This statue shoots a projectile south, preventing the way to the northern exit. Solution: Pound all the pillars from the extreme left/right sides and trek north by hiding in the small alcoves. At the next ice-sliding rink, immediately "Move" the left serpent statue out of its place, then do the following: SWSWNNENWSW. At this point, go south to find the mercury djinni (Balm) and north to the exit ("E").

Felix will now be back in the chamber that led to the fire-breathing statues. Slide down to the [Teleport Lapis] item -- which bestows the Teleport

psynergy -- and use it immediately on the mystic floor circle to get to a new place.

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#####  
NOTE: Teleport is the key to finishing the remaining optional dungeons  
(Yampi Desert Cave, Islet Cave, Anemos Inner Sanctum) but the latter will  
require all djinni to complete, so don't leave prematurely...at least get  
the upcoming Sol Blade! ALSO: Teleport can be used on the world map to visit  
previously-accessed towns (only) so there's a shortcut at long last.  
#####
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Now that the team has Teleport, go back downstairs (past firebreathers) and go south to the dead-end room previously opened. "Reveal" the teleport circle ("G") that leads to the Orihalcon room's ledge, giving access to the next flight down ("H"). There'll now be a puzzle that involves racing west through some obstacles while trying to beat a triggered firebreathing statue. The stakes? If Felix doesn't get to the end first, a dragon statue blows him back east into a pit and he'll have to do the events all over again. Before going down the groove, get the west [Valkyrie Mail] chest and perhaps set "Pound" to a shortcut.

Beyond is another summoning pad ("J") but ignore it for a moment and go down the corridor beyond to where the "J" path takes Felix: right into the path of a waiting dragon-statue trap! To avoid an extra-crispy fall into the abyss, move the snake statue in front of the flame trigger's trajectory, and now when "J" is taken, the team can advance without harm. The ensuing room has a stepping-stone puzzle with a single chest, the awesome [Sol Blade], as its prize. Exit south when it's pocketed and leave via the "M" stairway.

Follow the path to where a suspicious block of ice encases two suspicious dragons. Naturally, the only way to proceed is Blazing a nearby statue and freeing the dragons who, of course, attack when a teammate Bursts open the crack. It's like the saying: suspicion killed the cat. No wait...

BOSS: Fire Dragon x2				
HP: 5348 (Lil)	EXP: 5004	Weak: Watr	\$\$: 3393	DROPS: Psy Crystal
HP: 5724 (Big)				

- L: Healing Aura [foes: heals HP]
- B: Debilitate [multi: lowers DEF]
- B: Eruption [multi: fire-elem damage]
- L: Supernova [multi: fire-elem damage]
- B: Meteor Blow [all: fire-elem damage]
- L: Fiery Blast [multi: fire-elem damage]
- A: Rolling Flame [multi: fire-elem damage]
- B: Rising Dragon [single: fire-elem damage]
- L: Break [all: removes positive stat boosts]
- B/L: Flame Breath [multi: fire-elem damage]
- L: Heat Kiss [single: phys damage + %Delusion]
- B: Stun Muscle [single: phys damage + %Paralysis]
- L: Death Scythe [single: phys damage + %Instant Death]
- B: Cage [single: damage + target loses their action that turn]
- L: Djinnfest [all: one djinn is randomly put in 'Recover' mode]

One dragon copies Agatio's repertoire and the other Karst's... Since you've already figured out the "secret" here -- I hope -- there shouldn't be much of a strategy to use, besides the one at Jupiter Lighthouse, and even then, we've gotten stronger, better equipment, and a full party since then! Like

before, defeat the smaller of the two dragons for an easier time. The only improvement from J-Lighthouse is more HP...and if you've already defeated Star Magician at Treasure Isle, this will be a cakewalk. [Remember: when only the big dragon is left, seal its psynergy for an easier time!]

With the dragons' surprise revealed (Shock! Awe! Dismay!) snatch the [Mars Star] from the right one and set it in the statue that beckons for it. This will put the "fire" back in the lighthouse, and remove the icy casings from the dragon statues in the dungeon's very first room. Retreat back there and Blaze the left statue, then destroy the ice on the 2nd, which also uncovers the "N" stair's path. This leads up to the final fire djinni (Fugue) who, like the true embodiment of the fightin' spirit...fights the team.

After, Retreat to ground level and go up the "A" stairway. With the Mars Star intact, the statue that turned Felix away before (if he went) will now open the way to the four elemental trials. They can be done in any order, it doesn't matter. [I suggest "Retreat"ing back to the trial hub instead of backtracking from each tower.]

FIRE : At the base of the trial's tower, make sure to snatch the useful [Alastor's Hood] from the right side. Inside, Burst the two sections of the walls to get access to the lava/stepping stone puzzle. Go the length of the left path and find the button that sets the flame statue in motion; then, go down the right and Blaze the dragon statue to crack the remaining wall. Burst that one to find the next-lowest tier.

Now it's time for a pipe-moving puzzle! Do it in this order: (1) move the mandatory first one (2) follow the south path and move the serpent statue west one tile (3) use the northern stair to move said statue one tile west, blocking a firebreathing statue (4) follow the path past the defunct firebreather and go counterclockwise to dislodge the first pipe, which shuts off a 2nd firebreather in the east (5) bypass this 2nd firebreather to reach the exit. Blaze the tower-top tablet to end the trial.

WATER: After a bit of walking, it's an ice-sliding puzzle! Slide to the NW stairway and, one floor down, there's another pipe puzzle! To make the fire circuit: (1) Frost the NE puddle and push the north pipe east (2) push the central pipe north (2) Frost the remaining puddle (3) push central pipe back south (4) push southern pipe north. Back upstairs, slide to the NE corner and Blaze the statue's flammable fumes to make the dragon statue clear the icy debris from the rink. It'll now be possible to slide to the west exit and then get to the tower-top Blaze-able pictogram.

WIND : Not surprisingly, this tower will have some Cyclonable warp pads. At the entrance, take the left one up; at the fork, take the left one again to enter the main room. Move the serpent statue in front of the firebreathing statue and take the remaining path back to the tower's entrance. This time, when given the choice at the upper fork, use the right cyclone pad to land safely in front of the ex-firebreathing statue.

On the north side of the room, find the suspicious floor circle and "Reveal" a hidden cyclone pad, which eventually leads back to the same room, just on the NE ledge. The moving statue here gives a small window to push a block west, and in doing so, the west hoverpad'll work again. Use it to bypass the firebreathing statue's trajectory and get to the final cyclone pad which leads to the next floor up. Immediately head left and get the [Psy Crystal], avoiding a nasty

plummet into an abyss thanks to a dragon statue. When the coast is temporarily clear, follow the projectile south, "Reveal" a hidden stepping stone, and exit to the tower-top tablet.

EARTH: There'll be some movable statues here, but some cover firebreathing statues waiting to damage the team's HP. "Move" the following ones: right, left. Use the passage behind the final statue to get to the room above. Here, "Carry" the two lower stones into their ledge slots and push the 3rd higher one in front of a firebreathing statue, which gives access to the tightrope. In order to bypass the next 2 statues, use "Sand" to hide in the small isolated tiles. The way to the peak's pictogram will then be easy to find.

With all the trials completed, the dragon statue creates a teleport pad going to the aerie. THIS IS THE POINT OF NO RETURN, so if you want to do any of the optional dungeons, now is the right time.

BOSS: Doom Dragon				
HP: 13200 (Total)	EXP: ----	Weak: Wind	\$\$: ----	ATKS: 4, 3, 2
				DROPS: -----

- Haunt [multi: %Haunt]
- Curse [single: %Curse]
- spire [multi: earth-elem damage]
- Thorn [multi: earth-elem damage]
- Briar [multi: earth-elem damage]
- Inferno: [all: fire-elem damage]
- Cruel Ruin [all: non-elem damage]
- Nettle [multi: earthe-elem damage]
- Psy Boost [single: recovers 20 PP]
- Clay Spire [multi: earth-elem damage]
- Quake Sphere [all: earth-elem damage]
- Fiery Blast [multi: fire-elem damage]
- Flare Storm [multi: fire-elem damage]
- Gravel Blow [multi: earth-elem damage]
- Serpent Fume [single: fire-elem damage]
- Guard Aura [self: reduces damage taken]
- Break [all: removes positive stat boosts]
- Darksol Gasp [multi: non-elem damage + %Haunt]
- Blast Breath [multi: non-elem damage + %DEF Down]
- Desert Gasp [multi: earth-elem damage + %DEF Down]
- Djinn Blast [single: all djinn put in recovery mode]
- Earth Force [single: makes character lose action that turn]

It just wouldn't be a boss without a multi-part last fight! The D.D. has three heads and each must be defeated, so that's three bosses back to back (which means summon-rushing is a horrible idea). Defeating a head will then reduce the boss' repertoire and reduce its number of attacks per turn: it starts at 4 and can eventually be whittled down to 2. However, the boss'll typically get tougher as the fight goes on because in the early going, he uses junk psynergy (Briar, Flare Storm, etc.) on a lot of turns; later, he'll use hard-hitting unique attacks like Cruel Ruins and Darksol Gasp.

Perhaps the most annoying attack in its arsenal is Djinn Storm, which'll remove all djinn influence for a character and, thusly, the stat boosts. In the middle of a 4-turn attack, this can certainly be deadly! It might not be a bad idea to have that character defend (or use a damage-dampening djinn effect) for a few turns until they start getting their 'oomph' back. If the team healer gets Djinnstorm'd, make sure to have someone throw some

Mist Potions around -- it's not like they'll be needed later!

As far as party roles go (and I'm using the GS2 original party for this), Felix should try to use the Sol Blade's Megiddo effect (700+ damage), and Piers should use Diamond Berg or a good weapon effect, such as Excalibur's Legend or Masamune's Rising Dragon (both of which can double or triple the normal unleash damage). Jenna should be healer throughout with little variation, unless she has a good weapon (Masamune?) that can make a normal attack standout. Sheba should be stat-buffer, like usual. The importance of her role can't be understated: it's helpful inherently but it can do the "Break-baiting" trick, which "baits" the boss into using Break, wasting one of its precious turns.

Other than what's listed, the fight can turn standard rather quick. Before I suggested not using summons, but if you end up using the 2nd party (i.e. the main party is KO'd), a fast summon-rush may help. ALSO, if allies get Haunted, use the Salt djinni's effect to remove all that nonsense (Flower's doesn't do the trick). It really can't be said enough how awesome both the Legend/Megiddo unleash is here -- they can easily do 1000+ if ATK-boosted.

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After the dialogue, extra scenes, and credits, there'll be a prompt to save. NOTE: There is no New Game Plus option so if you want to make a cleared save (which can't be loaded again), don't overwrite the one yer already usin'.

43) Treasure Isle

[OPTIONAL] [WK43]

Although it lacks Jack Hawkins and other ruffians, Treasure Isle can still be a fun, albeit short, booty-oriented romp. It's the northeasternmost island in the Eastern Sea, and has an angular reef surrounding it.

ENEMIES: Stone Soldier, Harridan, Cannibal Ghoul, Turtle Dragon, Earth Golem, Sea Hedgehog, Pyrodra, Great Seagull, Puppet Warrior, Gillman Lord

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		Treasure Isle is the dungeon Briggs raided to get his jewels, and now, Felix's squad can loot it for the rest of its goodies. Just inside, get the
01	161 Coins	[161 Coins] and [Lucky Medal] chests at the far
02	Lucky Medal	left door, and continue to the northern pond.
03	Jester's Armlet	
04	Power Bread	Stepping on the switch to the north triggers a
05	Cookie	stone trap that prevents further advancement...that
06	Psy Crystal	is, until Felix uses Grind. Ignore all the chests
07	911 Coins	and simply exit to the east to a pillar/tightrope
08	Sylph Feather	puzzle. To do this puzzle, move the pillar 2 tiles
09	Rusty Axe	south and one east, then stand in the south and
10	Star Dust	push it north onto the switch. This triggers the
11	Iris Robe	Grindstone trap, but since we're on the south, it
12	Djinni: Gale	doesn't actually "trap" anything. Exit across the
13	Fire Brand	tightrope.
14	Tablet: Azul	
		The next room has three more grindstones that'll

spring up when triggered. Sink the rightmost and use the tightrope path to get the [Jester's Armlet], then exit north into a small maze. The NW exit leads further in, but take the southern path to find the 1st grindstone pond. Supposing y'didn't the NW of the large stones, Felix can hop to the treasures (#5-10) without a problem. On the way back to the NW maze exit, make sure to get the [Power Bread] held by a mimic. There'll be a boulder to Lift, and this marks the 2nd leg of the dungeon where the harder monsters rear their ugly mugs. Snatch the [Iris Robe] before going north.

There'll now be a cliff puzzle consisting of three passages between cliffs and six liftable rocks. To get the [Fire Brand] and jupiter djinni (Gale), lift the lower-middle rock and hop along to the items -- the djinni puts up a fight. To exit, lift up the SW, NW, and NE rocks, then hop across the abyss to the ladder, going east. The south door connects to a previous path while the north road leads to the boss room (after a tiny maze).

BOSS: Star Magician					
HP: 7486	EXP: 11150+	WEAK: Fire	\$\$: 7454+	DROPS: ----	ATKS: 2

- SM: Megacool [multi: ice-elem damage]
- SM: Mine Ball [multi: physical damage]
- TB: Storm Ray [multi: wind-elem damage]
- SM: Spark Plasma [all: wind-elem damage]
- TB: Flash Bolt [multi: wind-elem damage]
- RB: Earnest Ply [single: refills all HP?]
- TB: Shine Plasma [multi: wind-elem damage]
- RB: Restore [single: removes all status effects]
- AB: Anger Ball [multi: non-elem kamikaze attack]
- RB: Cure Poison [single: removes poison/deadly poison]
- SM: Mystic Call [summons a random 'Ball' ally into battle]
- GB: Guard Aura [Star Magician: heavily lowers damage taken, 1 turn]

In the scheme of things, Star Magician is the 2nd-hardest of the four optional bosses. It's not really himself that's impressive (just look at his repertoire), but he stacks the odds in his favor by having up to four cohorts. Said cohorts are 'Ball' type enemies: Thunder, Anger, Restore, or Guardian. So, basically his team gets up to six attacks per turn, and that should be enough to make the fight draw out a bit.

The first order of business is getting rid of the most dangerous cohorts and trying to get four Thunder Balls on Star Magician's side -- this will definitely give him 6 attacks per turn but he can't use Guard Aura, cure himself, or have any kamikaze allies on his team. Try to work fast because the more allies that die, the more turns SM wastes using Mystic Call! [The balls have about 250-550 HP from best to worse, which is Thunder to Anger]

As for the allies, when the enemy field is good, avoid attacking cohorts and go right for the boss with powerful single-target attacks (no summons!) while the girls either heal or boost everyone's RES. Damage-reducing djinni can help if y'get in a bind; or, if you're not that powerful to begin with, let Mia replace an attacker and have two healers working the beat. If there is any good news about this battle, it's that the boss can't "Break" the allies' stat boosts, so buff RES immediately and ATK when possible to cook a fire under the magician. [When Magician dies, remember that his cohorts have to be defeated, too!]

TWO MORE TIPS

- Keep your healers' PP in mind!
- When everyone's RES and ATK are buffed to max, try casting Sleep =)

With Star Magician visiting the hospital in the sky, inspect the tablet to learn the Azul summon (4 Mercury, 3 Venus).

The below strategy was submitted by: DragonKnight Zero
#####

Worked out my own strategy to take Star Magician down with a Lv 32 party. The gist of it is to set up a Coatlicue loop along with keeping defense buffs up. More specific details follows. No rare drops are required to use this strat.

Needed: Enough Djinn for at least two people to equip 8 of them, up to date defensive gear, Shade, Zepher, Steam or Breeze (Steam preferred), Ether or Aroma.

Recommended: Strong weapons speeds things up. Kite, Gale, Breath, and Spritz come recommended. Rime and/or Luff may be handy.

Take one adept from each element and set their Djinn as follows. I'll use the names of the GS2 crew for ease of use.

Felix: 1-2 Venus, 6 Mercury (Shade or Steam but not both)
Sheba: 2 Jupiter, 6 Venus
Piers: 2 Mercury (1 is Shade or Steam), 6 Mars
Jenna: 1-2 Mars, 6 Jupiter

Different class combos may work as long as someone has access to the Protect or Protector spells and you can unleash 3 Mercury and 3 Jupiter Djinn within 2 rounds. Onto the battle itself:

Round 1:
Felix: Unleash Shade
Sheba: Unleash Jupiter Djinn
Piers: Unleash Steam
Jenna: Unleash Zepher

At lower levels, Star Magician is likely to be faster than your team. Zepher fixes that. Steam boosts Resistance, lowering the damage you take from magic

and Mine Ball. I decided to use Shade here as this is the round where you won't have the Agility buff. Having Sheba use Gale on a Ball may blow it off the battlefield.

Round 2:

Felix: Unleash Mercury Djinn (recommend Spritz)

Sheba: whatever

Piers: whatever

Jenna; Unleash Jupiter Djinn

Make sure to heal damage from the previous round; this is when the team is most vulnerable to someone going down. You'll go first so speed won't be an issue. What Jupiter Djinn Jenna uses depends on the situation. Either if someone's missing enough PP, etc... If you want her to summon Coatlicue next round (Wind power boost), use Kite. I'd reset for convenience if someone is unlucky enough to be downed here. (Angry Mine, two Mine Balls, and a Shine Plasma centered on the same target hurts)

Round 3:

Felix: whatever

Sheba: whatever

Piers: summons Coatlicue

Jenna; casts Protect

Mine Ball is physical so Protect reduces its damage. Actually, anyone can summon Coatlicue. If someone's really beat up from the previous round, use Sheba or Felix to help out with healing.

Round 4:

Jenna: cast High Impact

Everyone else does whatever.

High Impact is optional but does speed things up as the party's main offense will likely be physical attacks. Heal if needed though Coatlicue should provide sufficient coverage.

Round 5:

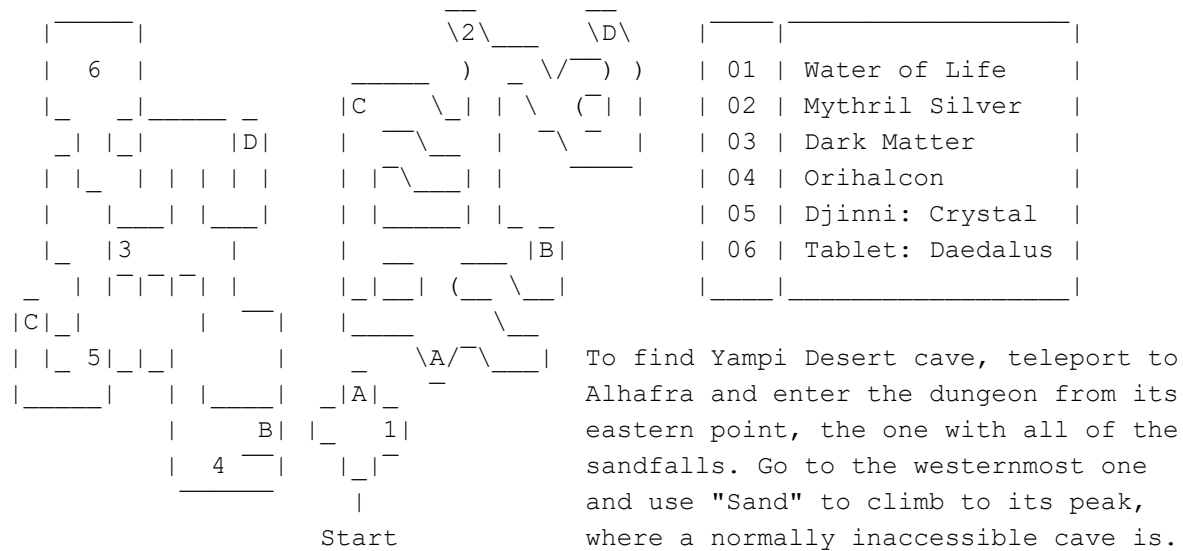
Everyone does whatever.

This round is for doing damage as Djinn reset.

All Djinn will have reset and Agility will return to normal so repeat the process from round 1. Coatlicue fades after round 2 in the loop, which is conveniently before it's summoned again. As for what targets to go after on free turns: Eliminate Refresh Balls first, than Guardian Balls (though both are equal when you haven't damaged the Star Magician yet). Anger Balls can be dangerous if there's more than one. If there's only one Anger Ball out, I'd rather be attacking the Magician myself if there are no Refresh or Guardian Balls in the way. Keep up the loop and avoid unleashing any attack Djinn on an enemy targetted by multiple characters and Star Magician will go down without any item use even. With defensive buffs in place and constantly up, your party will endure even with 4 Thunder Balls out.

It's totally optional but after the Star Magician falls, while taking out the Thunder Balls you can switch in your lower level characters so that they gain the full EXP.

ENEMIES: Fire Dragon, Soul Army, Minos Knight, Winged Lizard, Sand Scorpion



Snatch the [Water of Life] by the start and teleport down to the lower level ("A"). In this area, go to the NW portion and "Sand" under an obstacle, then "Burst" the crumbly pillar to proceed north to a rolling-pillar puzzle. Ignore the entrance nearby ("C") and do the puzzle, which culminates in "Sand"ing under a pillar. Adjacent, find the dead end with [Mythril Silver] to scoop,, and trek to the far exit ("D").

Here, "Sand" again and move the pillar onto its spot, blocking the way back. South, get the [Dark Matter] chest and keep going south, like your lift depends on it! Another pillar-moving puzzle to do: (1) push pillar south (2) (2) push north pillar north-er (3) push 1st pillar back north (4) roll west pillar east (5) repeat steps #1 and #2 which can only be done by using "Sand" (6) push remaining west pillar east, clearing the exit. Take the ledge path and move a pillar (opens "C" route), then doubleback and go south, where an [Orihalcon] chest and the "B" stairway is, the latter accessible after Bursting the crumbling pillar.

Locate "C" and go down -- notice the weird thing moving around in the sand. Time a Scoop psynergy correctly and unearth the prize: Crystal the earth djinni! Unlike others in recent hours, this one puts up a fight. Finally, go north (Pound stake) and move a pillar onto the sandy marker, which will connect the path. But which path? The one from the "D" stairway of course! Backtrack to the "D" stairway and this time, take the highroad to the boss room.

BOSS: Valukar					
HP: 12960	EXP: 8702	WEAK: Watr	\$\$: 4980	DROPS: ----	ATKS: 2

- Stun Jip [single: magic damage + %Paralysis]
- Djinn Stun [all: puts 1 random djinn from each ally on 'standby']
- Summon [all: uses best learned summon of available standby djinn]

This boss is the easiest of the four optional bosses for one reason: the strategy calls for summon-rushing. The boss can drain everyone's djinn and then use the learned summons himself, which is why having them around just ain't a good idea. However, this is really where the two-party system can really help.

What I mean is, most people have an ally party they use a lot. In this case, before fighting Valukar, use a normal battle and switch in all the allies you DON'T use, then put all their djinn on standby. Naturally they will probably die within a few turns but if their AGL is good enough, not before they heavily damage the boss with massive summons. At this point, the "main" force will arrive and take over, either with normal attacking strategies or with their own blitzkreig of mighty summons. This strategy can work very very well (although luck helps), especially if someone makes the boss's AGL lower, such as with the Hestia Blade's Crucible Fire effect.

Of course, since the boss can't use "Break" psynergy, stat-buffing helps smooth over some of the inevitable damage y'take should the summon strategy be put to use. [Of course, an ATK-buffed Megiddo can do pretty well on its own!] Don't let him summon Megaera or he'll raise his ATK and then someone will have to use Break on HIM!

With Valukar in bloody chunklets, inspect the ancient tablet to learn the cool Daedalus summon [4 Mars, 3 Venus]!

45) Islet Cave

[WK45]

ENEMIES: Magicore, Stone Soldier, Druj, Chimera Worm, Wonder Bird, Cruel Dragon

The Islet Cave is an unmarked "dungeon" by the Sea of Time Islet, and can only be accessed by doing an optional trading sidequest detailed in section [WK28]. At this time, whenever Felix enters the islet, he can Mind Read the turtle and be taken to the dungeon.

Luckily, the area is so straightforward that it hardly qualifies for a dungeon. The normally accessible part involves a few log-rolling streams, which allow one to get the [Turtle Boots] and a [Rusty Staff], which can be turned into a Dracomace in Yallam. There's also an earth djinni (Meld) easily accessible as well.

The 2nd stretch of the cave is accessible when Teleport is obtained in the final lighthouse. Teleport across the pond and start a loooooooooooooong stretch of interlocked hallways, none of which are particularly interesting. Toward the end there will be a moving statue though, and using Tremor will knock a mercury djinni (Serac) free. It has to be fought, but that's just the way of the world... Eventually the final room can be approached.

| BOSS: Sentinel |

HP: 8736	EXP: 10538	WEAK: Erth	\$\$: 6144	DROPS: ----	ATKS: 3
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- Guard [self: raises DEF]
- Blue Bolt [multi: wind-elem damage]
- Break [all: removes positive statuses]
- Searing Beam [multi: fire-elem damage]
- Spark Plasma [multi: wind-elem damage]
- Destruct Ray [multi: wind-elem damage]
- Armor Crush [single: earth-elem damage + %DEF Down]

Sentinel can be annoying for 3 reasons: (1) any psynergy, whether debuff or offensive in nature, won't work on him (2) he regenerates 200 HP and

		Once all 72 have been caught -- which, of course,
01	Dragon Skin	requires all to have been found in GS1 and carried
02	Tablet: Charon	over via password -- it's time to go spelunkin' in
03	Dark Matter	the final optional dungeon. Before taking the first
04	Orihalcon	stairway ("A"), read the tablet inscription to learn
		the Charon summon [8 Venus, 2 Jupiter].

Go north out of the maze and take the west room to find a stone that mimics the field movement of Felix. Move it onto the button while avoiding the pits -- simple...for now. Walk the east corridor and locate the "C" elevator, which is powered up by stepping on all the weird floor buttons. Above, push the pillar out of the way (reconnects path to "B" stair) and go west to the exit ("D"), which leads further down ("E").

Here, enter the first room located and get the [Dark Matter] chest in one of the corners. Back upstairs, enter the only accessible room to find it full of crumbly tiles and elevator-power-upper circles. To do this without falling through, head directly to the NW corner, the SW corner, and then connect 5 circles (not NE) before looping back to the starting point. From there, just get the final one and head on up ("G") The path will curve back down ("H") a floor, where Felix can reconnect the path via a stump and then go east to a new and shiny boulder/pillar puzzle.

This puzzle involves several rooms but needs a little setup first. Lift the crossroads boulder and exit south, navigating the passageway to 2nd tablet mimic puzzle. To solve this one, position the mimic stone so that its NE of the singular green block, then make it go SW (Felix goes SE) -- it should catch on the block's north side while Felix ends up aligned with the door. Go south all the way and then navigate the mimic block as usual. Now...

- 1) North, at the 3-pillar portion, move onto either of the open depressions
- 2) Backtrack to boulder crossroad and go north, looping back to boulder room
- 3) Hop south and maneuver 2nd pillar onto 2nd depression
- 4) Return north, loop counterclockwise, re-enter boulder room
- 5) Lift boulder, go south, move 3rd pillar east
- 6) Hop north and move 4th pillar west, under boulder and onto the door switch

Down the stair ("I"), enter the 3rd and final tablet mimic room. This one's a bit harder but can be trial-and-errored through. Make the stone rub against the isolated green block's south side, then navigate it a bit to said block's north side -- grind it south. If done right, Felix should end up two spaces east from his westmost block. Beyond, use the "J" stair to snatch the final item, an [Orihalcon], then backtrack and go east.

The puzzle room here involves a crossroad with nine crumbly tiles, and the key to doing this right is not cutting through the center. Using this method, go west and clockwise around the crossroads, to a point where one can "Move" a pillar off a Sand tile. Now, to get to this part, return to the crossroads and go east (it doesn't matter if y'cut through the center now) and "Sand" through the barrier. This allows Felix to find the north exit, where the final puzzle is pushing six blocks onto an insectoid drawing, matching up the shapes. When completed successfully, jump on top of it and use "Hover" to go north, where the game's hardest boss awaits...

BOSS: Dullahan

HP: 16000	EXP: 15600	WEAK: Wind	\$\$: 6775	DROPS: ----	ATKS: 3
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- Bind [single: %Seal] | HP REGEN: 200/turn |
- Curse [single: %Curse] | PP REGEN: 100/turn |
- Condemn [single: %Instant Death] | _____ |
- Formina Sage [single: phys damage]
- Summon Charon [all: earth-elem damage]
- True Collide [multi: drains HP to self]
- Break [all: removes positive stat bonuses]
- Element Swap [self: changes elemental weakness]
- Djinn Storm [all: puts all djinn into recovery mode]

He has the most HP in the game and some of the meanest attacks as well. Formina Sage will essentially KO a person, although if at high levels (like Lv50+) one may survive intact. Djinn Storm will put everyone's djinn in recovery mode and that's really the coup de grace on a team who hasn't expended their summons. Additionally, Dullahan can summon Charon on a whim, which does high earth-elem damage to everyone -- d'oh! The recommended team of mine is:

Team 1: Isaac, Garet, Felix, Jenna
 Team 2: Piers, Mia, Ivan, Sheba

Perhaps the easiest strategy is to have everyone in the first party summon Daedalus the first turn. This will do about 2000 HP damage total the first turn but on the 2nd turn, about 4000 HP (because the summon's final missile gets a late hit). However, the final missiles DO NOT ARRIVE if the team's completely KO'd before then, so keep at least one person in the team living to ensure that crucial damage. When the 2nd team finally gets knocked into play, have all of them summon Eclipse, and with a little luck, the boss'll finally succumb that turn.

It should be noted that, if you need to buy a turn, make sure that the Lull summon is NOT 'set' as it can render Dullahan useless temporarily.

Defeating Dullahan gives access to the Iris tablet [9 Mars, 4 Mercury], the final summon in the game. There are plenty of ways to defeat the boss and most involve summoning, but if y'have a special way, organize it and send it my way, and I'll put it here!

/ IV. APPENDICES [APND] | _

SHOP LIST

[SHPL]

Shops are pretty standard in this game, except when it comes to artifacts. Certain artifacts (special equipment) will appear when the shop is first visited, and from then on, every shop in the world will carry them. The table navigation should be easy, although for the "USE?" column, the first letters of each of the main four's names is used ["F"elix, "J"enna, etc.] For the other four, their equipment options match up with the person of their corresponding type (Felix/Isaac, Piers/Garet, Jenna/Ivan, Mia/Sheba), not their element.

DAILA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Long Sword	F--P	14	---	---	---	-----	200
Short Sword	F--P	08	---	---	---	-----	120
Mace	F-S-	06	---	---	---	-----	80

Wooden Stick	-JS-	04	---	---	---	-----	40
Cotton Shirt	FJSP	---	03	---	---	-----	20
Travel Vest	FJSP	---	07	---	---	-----	50
One-Piece Dress	-JS-	---	04	---	---	-----	25
Wooden Shield	F--P	---	06	---	---	-----	40
Padded Gloves	FJSP	---	02	---	---	-----	10
Leather Cap	FJSP	---	03	---	---	-----	30

MADRA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Long Sword	F--P	14	---	---	---	-----	200
Short Sword	F--P	08	---	---	---	-----	120
Battle Axe	F--P	24	---	---	---	-----	280
Mace	F-SP	06	---	---	---	-----	80
* Magic Rod	-JS-	16	---	---	---	Murk	380
Travel Vest	FJSP	---	07	---	---	-----	50
Wooden Shield	F--P	---	06	---	---	-----	40
Padded Gloves	FJSP	---	02	---	---	-----	10
Leather Armlet	-JS-	---	07	---	---	-----	180
Leather Cap	FJSP	---	03	---	---	-----	30
Circlet	-JS-	---	06	---	---	-----	120
Leather Boots	FJSP	---	06	---	---	-----	270

ALHAFRA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70
Long Sword	F--P	14	---	---	---	-----	200
Broad Sword	F--P	40	---	---	---	-----	1000
Hunter's Sword	FJ-P	28	---	---	---	-----	520
Battle Axe	F--P	24	---	---	---	-----	280
Heavy Mace	F-SP	26	---	---	---	-----	500
Leather Armor	F--P	---	12	---	---	-----	240
Travel Vest	FJSP	---	07	---	---	-----	50
Travel Robe	-JS-	---	10	---	---	-----	200
Wooden Shield	F--P	---	06	---	---	-----	40
Leather Gloves	FJSP	---	10	---	---	-----	220
Leather Armlet	-JS-	---	07	---	---	-----	180
Open Helm	F--P	---	09	---	---	-----	180
Leather Cap	FJSP	---	03	---	---	-----	30
Circlet	-JS-	---	06	---	---	-----	120
Leather Boots	FJSP	---	06	---	---	-----	270

MIKISALLA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST
Herb	FJSP	---	---	---	---	Heal 50 HP	10
Antidote	FJSP	---	---	---	---	Cure Poison	20

	War Mace		F-SP		84		---		---		---		-----		6400	
	Silver Vest		FJSP		---		28		---		---		-----		3200	
	Platinum Circlet		-JS-		---		29		---		---		-----		4200	
*	Shamshir		F--P		99		---		---		---		Acid Bath		10000	
*	Ninja Blade		F--P		94		---		---		---		Cyclone Attack		8800	
*	War Gloves		FJSP		10		32		---		---		-----		4000	
	Herb		FJSP		---		---		---		---		Heal 50 HP		10	
	Nut		FJSP		---		---		---		---		Heal 200 HP		200	
	Antidote		FJSP		---		---		---		---		Cure Poison		20	
	Elixir		FJSP		---		---		---		---		Cure Del/St/S1		50	
	Sacred Feather		FJSP		---		---		---		---		Less encountrs		70	
*	Psy Crystal		FJSP		---		---		---		---		Restore all PP		1500	

CHAMPA

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST									
	Master Rapier		FJ-P		86		---		---		---		-----		6800	
	Great Axe		F--P		80		---		---		---		-----		5200	
	Plate Mail		F--P		---		33		---		---		-----		4400	
	Silver Armlet		-JS-		---		30		---		---		-----		4000	
	Silver Helm		F--P		---		30		---		---		-----		3900	
*	Demonic Staff		-JS-		92		---		---		---		Bad Omen		10000	
*	Blessed Robe		-JS-		---		36		---		---		HP Recovery +5		7000	
	Herb		FJSP		---		---		---		---		Heal 50 HP		10	
	Nut		FJSP		---		---		---		---		Heal 200 HP		200	
	Antidote		FJSP		---		---		---		---		Cure Poison		20	
	Elixir		FJSP		---		---		---		---		Cure Del/St/S1		50	
	Sacred Feather		FJSP		---		---		---		---		Less encountrs		70	
*	Potion		FJSP		---		---		---		---		Restore all HP		1000	

LOHO

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST									
	Herb		FJSP		---		---		---		---		Heal 50 HP		10	
	Nut		FJSP		---		---		---		---		Heal 200 HP		200	
	Vial		FJSP		---		---		---		---		Heal 500 HP		500	
	Antidote		FJSP		---		---		---		---		Cure Poison		20	
	Elixir		FJSP		---		---		---		---		Cure Del/St/S1		50	
	Sacred Feather		FJSP		---		---		---		---		Less encountrs		70	
*	Spirit Armlet		-JS-		---		38		---		---		Er/Wa Powr +10		9000	
*	Potion		FJSP		---		---		---		---		Restore all HP		1000	
*	Psy Crystal		FJSP		---		---		---		---		Restore all PP		1500	
*	Mist Potion		FJSP		---		---		---		---		300 HP to all		1000	

CONTIGO

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST									
	Herb		FJSP		---		---		---		---		Heal 50 HP		10	
	Nut		FJSP		---		---		---		---		Heal 200 HP		200	
	Vial		FJSP		---		---		---		---		Heal 500 HP		500	
	Antidote		FJSP		---		---		---		---		Cure Poison		20	
	Elixir		FJSP		---		---		---		---		Cure Del/St/S1		50	
*	Mist Potion		FJSP		---		---		---		---		300 HP to all		9000	
*	Water of Life		FJSP		---		---		---		---		Revive from KO		3000	

Great Sword	F--P	90	---	---	---	-----	7000	
Master Rapier	FJ-P	86	---	---	---	-----	6800	
Great Axe	F--P	80	---	---	---	-----	5200	
War Mace	F-SP	84	---	---	---	-----	6200	
* Swift Sword	FJ-P	104	---	---	---	Sonic Smash	9400	
* Righteous Mace	F-SP	112	---	---	---	Blinding Smog	8400	
Steel Armor	F--P	---	36	---	---	-----	4900	
Silver Vest	FJSP	---	28	---	---	-----	3200	
Silver Armlet	-JS-	---	30	---	---	-----	4000	
Knight's Helm	F--P	---	33	---	---	-----	4600	
Platinum Circlet	-JS-	---	29	---	---	-----	4200	
* Mirrored Shield	F--P	---	39	---	---	Can delude foe	5200	
* Jeweled Crown	FJSP	---	33	---	05	-----	4000	
_____	_____	_____	_____	_____	_____	_____	_____	

- Swift Sword also gives +10 Wind Power
- Righteous Mace also gives 3 HP/turn recovery

SHAMAN VILLAGE [Shops are closed until Trial Road events are passed.]

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
Herb	FJSP	---	---	---	---	Heal 50 HP	10	
Nut	FJSP	---	---	---	---	Heal 200 HP	200	
Vial	FJSP	---	---	---	---	Heal 500 HP	500	
Antidote	FJSP	---	---	---	---	Cure Poison	20	
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50	
* Silver Blade	F--P	108	---	---	---	Aqua Sock	12000	
* Crystal Rod	-JS-	106	---	---	---	Drown	13400	
* Magical Cassock	-JS-	---	39	---	---	PP Recovery +2	9000	
* Potion	FJSP	---	---	---	---	Restore all HP	1000	
* Psy Crystal	FJSP	---	---	---	---	Restore all PP	1500	
_____	_____	_____	_____	_____	_____	_____	_____	

PROX

ITEM	USE?	ATK	DEF	AGL	LCK	UNLEASH/EFFECT	COST	
Herb	FJSP	---	---	---	---	Heal 50 HP	10	
Nut	FJSP	---	---	---	---	Heal 200 HP	200	
Vial	FJSP	---	---	---	---	Heal 500 HP	500	
Mist Potion	FJSP	---	---	---	---	300 HP to all	9000	
Antidote	FJSP	---	---	---	---	Cure Poison	20	
Elixir	FJSP	---	---	---	---	Cure Del/St/Sl	50	
Sacred Feather	FJSP	---	---	---	---	Less encountrs	70	
* Mysterious Robe	-JS-	---	48	---	---	-----	38500	
* Psy Crystal	FJSP	---	---	---	---	Restore all PP	1500	
* Water of Life	FJSP	---	---	---	---	Revive from KO	3000	
_____	_____	_____	_____	_____	_____	_____	_____	

- Mysterious Robe has 20HP and 10PP/round recovery

EQUIPMENT LIST

[EQPT]

Anyone can equip boots, undershirts, rings, caps, and clothes, but beyond that, everyone has certain things. [NOTE: Isaac's team's selections match up with their GS:TLA counterparts, i.e. Ivan equips whatever Sheba can,

Garet whatever Piers can, etc.]

Felix: Longswords, Light Blades, Axes, Helms, Gloves, Heavy Armor

Jenna: Light Blades, Staff/Rod, Robes, Circlets, Dresses, Armlets

Sheba: Maces, Staff/Rod, Robes, Circlets, Dresses, Armlets

Piers: Longswords, Light Blades, Axes, Helms, Gloves, Heavy Armor

All artifact unleashes will inflict damage, although not all have a secondary effect like deadly poison or DEF Down. Asterisked items (*) denote cursed artifacts, and parenthesized () monsters in the right-hand column denote the source of the dropped weapon.

/ LONG SWORDS _				
Long Sword	15	-----	200	-----
Broad Sword	40	-----	1000	-----
Arctic Blade	55	Blizzard (ATK Down)	-----	GS Transfer
Storm Brand	60	Hurricane (ATK Down)	-----	Aqua Rock
Claymore	70	-----	-----	-----
Great Sword	90	-----	7000	-----
Shamshir	99	Acid Bath (DEF Down)	10000	-----
Robber's Blade	101	Shred (DEF Down)	-----	Rusted Item
Silver Blade	108	Aqua Sock	12000	-----
Muramasa*	126	Demonfire (Haunt)	-----	GS Transfer
Cloud Brand	130	Raiden's Wrath	-----	Gaia Rock
Lightning Sword	134	Flash Edge (Delusion)	-----	Tundaria Tower
Gaia Blade	135	Titan Blade	-----	GS Transfer
Soul Brand	141	Soul Shatter	-----	Rusted Item
Hestia Blade	145	Crucible Fire (AGL Down)	-----	Lemuria Spring
Huge Sword	155	Heavy Divide (DEF Down)	-----	Forged Item
Mythril Blade	160	Lethe Albion (Seal)	-----	Forged Item
Levatine	173	Radiant Fire	-----	Forged Item
Fire Brand	176	Purgatory (Sleep)	-----	Treasure Isle
Excalibur	180	Legend	-----	Forged Item
Sol Blade	200	Megiddo	-----	Mars Lighthouse
Darksword*	210	Acheron's Grief (D-Poison)	-----	Forged Item

- Gaia Blade also gives +20 Earth PWR/RES

/ LIGHT BLADES _				
Short Sword	8	-----	120	-----
Bandit's Sword	12	Rapid Smash	-----	GS Transfer
Hunter's Sword	28	-----	720	-----
Pirate's Sword	34	Dreamtide (Sleep)	-----	Osenia Cliffs
Elven Rapier	44	Vorpal Slash	-----	GS Transfer
Hypnos' Sword	49	Moon Air (Sleep)	-----	Garoh
Battle Rapier	58	-----	2900	-----
Mystery Blade	85	Life Nourish (Heals User)	-----	GS Transfer
Master Rapier	86	-----	6800	-----
Assassin Blade	90	Mortal Danger (Instadeath)	-----	GS Transfer
Corsair's Edge	90	Lunar Slash (RES Down)	-----	Lemuria
Ninja Blade	99	Cyclone Attack (RES Down)	-----	Izumo
Swift Sword	104	Sonic Smash	-----	Contigo
Mist Sabre	110	Searing Fog (Delusion)	-----	Aqua Rock
Sylph Rapier	124	Mad Zephyr	-----	Forged Item
Kikuichimonji	128	Asura	-----	GS Transfer
Pirate's Saber	136	Scorpionfish (D. Poison)	-----	Rusted Item
Phaeton's Blade	151	Light Surge (Delusion)	-----	Jup. Lighthouse
Burning Sword	157	Blaze Rush (DEF Down)	-----	Forged Item
Masamune	161	Rising Dragon	-----	Yallam
Tisiphone Edge	178	Vengeance	-----	(Cruel Dragon)

/ STAVES/RODS |

Wooden Stick	4	-----	40	-----
Shaman's Rod	10	-----	-----	-----
Magic Rod	16	Murk (Sleep)	380	Madra
Witch's Wand	32	Stun Voltage (Paralysis)	850	Garoh
Blessed Ankh	46	Psyphon Seal (Seal)	1600	Mikisalla
Psynergy Rod	64	Psynergy Leech (Steals PP)	3800	Namibwe
Frost Wand	76	Frost Bite (Paralysis)	5400	Kibombo
Staff of Anubis	83	Sarcophagus (Haunt)	-----	Dropped Item
Angelic Ankh	83	Life Leech (Steals HP)	6400	Apojii Islands
Demonic Staff*	92	Bad Omen (Haunt)	10000	Champa
Cloud Wand	98	Stun Cloud (Paralysis)	-----	Forged Item
Zodiac Wand	102	Shining Star (Delusion)	-----	Forged Item
Crystal Rod	106	Drown (Instant Death)	13400	Shaman Village
Glower Staff	126	Flash Force (Seal)	-----	Rusted Item
Dracomace	128	Aging Gas (Steals HP)	-----	Rusted Item
Fireman's Pole	130	(USE: Up all allies' RES)	-----	Lemuria Spring
Goblin's Rod	134	Sargasso (Instant Death)	-----	Rusted Item
Meditation Rod	150	Nirvana (PP Drain)	-----	Jup. Lighthouse
Salamander Rod	156	Fire Dance (ATK Down)	-----	Forged Item
Nebula Wand	165	Reverse Star	-----	Forged Item
Clotho's Distaff	168	(USE: Heals 1000 HP)	-----	(Minos Warrior)
Atropos' Rod	169	Life Shear (Instant Death)	-----	(Fire Dragon)
Lachesis' Rule	177	Apocalypse (Curse)	-----	(Mad Demon)

/ AXES |

Battle Axe	24	-----	280	-----
Themis' Axe	30	Stone Justice (AGL Down)	-----	Dehkan Plateau
Broad Axe	50	-----	1400	-----
Vulcan Axe	76	Barrage (Paralysis)	-----	GS Transfer
Disk Axe	76	Power Drive	-----	Kibombo Mtns.
Great Axe	80	-----	5200	-----
Burning Axe	84	Broil	-----	GS Transfer
Captain's Axe	95	(USE: Increase DEF)	-----	Rusted Item
Dragon Axe	100	Heat Mirage (Delusion)	-----	Apojii Islands
Giant Axe	114	Meltdown (DEF Down)	-----	(Earth Golem)
Tartarus Axe	127	Vein Tap (Drains HP)	-----	(Minotaurus)
Demon Axe*	132	Poison Cloud (Poison)	-----	GS Transfer
Viking Axe	137	Stun Bolt (Paralysis)	-----	Rusted Item
Mighty Axe	142	Heat Shatter (RES Down)	-----	Lemuria Spring
Apollo's Axe	158	Flare Burst (Drains HP)	-----	Forged Item
Gaia's Axe	163	Mother Earth (Sleep)	-----	Forged Item
Stellar Axe	171	Supernova (Paralysis)	-----	Forged Item

/ MACES |

Mace	6	-----	80	-----
Heavy Mace	26	-----	500	-----
Blow Mace	45	Boost Hack	-----	Yampi Desert
Battle Mace	56	-----	2600	-----
War Mace	84	-----	6200	-----
Grievous Mace	88	Terra Strike	-----	GS Transfer
Comet Mace	105	Ice Crush (DEF Down)	-----	Forged Item
Hagbone Mace	108	Wyrd Curse (Haunt)	-----	Rusted Item

Righteous Mace	112	Blinding Smog (Delusion)	-----	Contigo
Demon Mace*	115	Evil Eye (Delusion)	-----	Rusted Item
Thanatos Mace	125	Heartbreak (Instant Death)	-----	Tundaria Tower
Blessed Mace	126	(USE: Heal 200 HP)	-----	(Turtle Dragon)
Wicked Mace*	130	Poison Death (D. Poison)	-----	GS Transfer
Rising Mace	152	High Vitals (Drains HP)	-----	(Blue Dragon)
Tungsten Mace	157	Hammersphere	-----	Forged Item

- Righteous Mace also gives 3HP/round
- Blessed Mace also gives 2HP/round

/ HELMS				
Open Helm	9	-----	180	-----
Bronze Helm	14	-----	600	-----
Iron Helm	20	-----	1600	-----
Steel Helm	27	-----	3100	-----
Adept's Helm	29	Max PP x1.2	-----	GS Transfer
Silver Helm	30	-----	3900	-----
Viking Helm	30	Water RES +30	-----	Champa
Knight's Helm	33	-----	4600	-----
Warrior's Helm	35	Earth PWR +10, Crit% UP	-----	GS Transfer
Dragon Helm	42	Fire/Water RES +20	-----	Forged Item
Minerva Helm	43	PP +20	-----	Lemurian Spring
Mythril Helm	44	Crit% UP	-----	Forged Item
Millenium Helm	45	HP +20	-----	Forged Item
Fear Helm*	48	ATK +10	-----	Forged Item
Gloria Helm	49	10HP/round regeneration	-----	(Aka Manah)

/ CAPS/CIRCLETS				
Leather Cap	3	-----	30	-----
Circlet	6	-----	120	-----
Wooden Cap	10	-----	400	-----
Silver Circlet	16	-----	1300	-----
Nurse's Cap	18	(USE: Heal HP)	-----	Madra
Lure Cap	20	Encounter% UP	-----	GS Transfer
Clarity Circlet	21	Wind PWR +15	-----	Air's Rock
Guardian Circlet	25	-----	3400	Apojii Islands
Glittering Tiara	27	(Use: Anti-Delusion)	-----	GS Transfer
Thorn Crown	28	ATK +8	-----	Naribwe
Ninja Hood	28	AGL +20	-----	GS Transfer
Pure Circlet	29	-----	-----	Forged Item
Platinum Circlet	29	-----	4200	-----
Prophet's Hat	30	(USE: Curse%)	-----	(Dread Hound)
Otafuku Mask	31	(USE: Water Breath)	-----	(Gressil)
Astral Circlet	32	PP +15	-----	Forged Item
Lucky Cap	33	2PP/round regen; Crit% UP	-----	GS Transfer
Hiotoko Mask	33	(USE: Fire Breath)	-----	(Little Death)
Floating Cap	34	Wind RES +20, LCK x1.2	-----	Forged Item
Mythril Circlet	34	3PP/round regeneration	-----	Forged Item
Jeweled Crown	35	LCK +5	4000	Contigo
Brilliant Circlet	36	LCK +10	-----	Lemuria Spring
Psychic Circlet	39	12PP/round regeneration	-----	Forged Item
Thunder Crown*	40	4PP/round regeneration	-----	GS Transfer
Crown of Glory	40	8PP/round regeneration	-----	Lemuria Spring
Berserker Band	46	ATK +15	-----	(Druj)
Alastor's Hood	47	(USE: Haunt%)	-----	Mars Lighthouse
Demon Circlet*	50	Crit% UP	-----	Forged Item

/ HEAVY ARMOR |

Leather Armor	12	-----	240	-----
Psynergy Armor	21	PP +20	1000	-----
Chain Mail	25	-----	2000	-----
Ixion Mail	26	Wind/Water RES +20	-----	Alhafran Cave
Armored Shell	30	-----	3600	-----
Spirit Armor	32	All element RES +20	-----	GS Transfer
Plate Mail	33	-----	4400	-----
Spiked Armor	34	ATK +10, Crit% UP	-----	GS Transfer
Steel Armor	36	-----	4900	-----
Planet Armor	36	All element PWR +10	-----	Lemuria Spring
Phantasmal Mail	38	LCK +7 (USE: Delusion%)	-----	Izumo Ruins
Asura's Armor	42	ATK +5, 8HP/round regen	-----	GS Transfer
Erebus Armor	43	6HP/round	-----	Lemuria Spring
Dragon Armor	44	Fire/Water RES +15	-----	Forged Item
Dragon Scales	44	Fire/Water RES +30	-----	GS Transfer
Chronos Mail	47	HP +20	-----	Forged Item
Stealth Armor*	48	Earth RES -10	-----	Forged Item
Xylion Armor	50	ATK +12	-----	Forged Item
Demon Mail*	50	Wind RES -10	-----	GS Transfer
Valkyrie Mail	53	Crit% UP	-----	Mars Lighthouse

/ CLOTHES/DRESSES |

Cotton Shirt	3	-----	20	-----
One-Piece Dress	4	-----	25	-----
Travel Vest	6	-----	50	-----
Fur Coat	16	Water RES +20	-----	GS Transfer
Adept's Clothes	18	PP +8	850	-----
China Dress	19	(USE: ATK Down)	-----	GS Transfer
Full Metal Vest	21	-----	-----	Dehkan Plateau
Elven Shirt	22	AGL x1.5	-----	GS Transfer
Kimono	25	AGL +10, Fire RES +10	-----	GS Transfer
Silver Vest	28	-----	3200	-----
Cocktail Dress	29	PP +15	-----	GS Transfer
Festival Coat	28	LCK +10	-----	Izumo
Water Jacket	30	Watr RES +30, Fire RES +20	-----	GS Transfer
Ninja Garb	36	Wind RES +10, AGL +30	-----	GS Transfer
Wild Coat	37	AGL +40	-----	Lemuria Spring
Floral Dress	38	(USE: Sleep)	6600	Lemuria Spring
Storm Gear	42	Watr/Wind/Fire RES +30	-----	GS Transfer
Mythril Clothes	44	Crit% UP	-----	Forged Item
Erinyes Tunic	45	ATK +5, Crit% UP	-----	Jup. Lighthouse
Triton's Ward	47	Watr POW +30, Watr RES +70	-----	(Ocean Dragon)

/ ROBES |

Travel Robe	10	-----	200	-----
Silk Robe	20	-----	1400	-----
Jerkin	26	-----	2400	-----
Blessed Robe	36	5HP/round regeneration	-----	GS Transfer
Magical Cassock	39	2PP/round regeneration	9000	Shaman Village
Muni Robe	39	10HP/round regeneration	-----	Ankohl Ruins
Dragon Robe	42	Water/Fire RES +18	-----	Forged Item
Oracle Robe	43	Water RES +40, 10HP/round	-----	GS Transfer
Ardagh Robe	44	Fire PWR +20, Fire RES +40	-----	Forged Item

Feathered Robe	45	AGL +30, Wind PWR/RES +20	-----	(Wise Gryphon)
Aeolian Cassock	46	Wind PWR +15, Wind RES +50	-----	(Wyvern)
Iris Robe	47	15 LCK/Fire RES 20; 12PP/r	-----	Treasure Isle
Mysterious Robe	48	20HP/round, 10PP/round	38500	Prox

/ ARMLETS/GLOVES |

Padded Gloves	2	-----	10	-----
Leather Armlet	7	-----	180	-----
Leather Gloves	10	-----	220	-----
Armlet	17	-----	900	-----
Gauntlets	23	-----	1600	-----
Heavy Armlet	25	-----	2000	-----
Battle Gloves	26	ATK +8	-----	GS Transfer
Vambrace	27	ATK +5	-----	GS Transfer
Guardian Armlet	27	(USE: Boost DEF)	-----	GS Transfer
Silver Armlet	30	-----	4000	-----
Clear Bracelet	31	Water PWR +25	-----	Forged Item
War Gloves	31	ATK +10	-----	GS Transfer
Spirit Gloves	34	All element PWR +5	-----	GS Transfer
Virtuous Armlet	35	Fi/Wi PWR +10; Use: +100HP	-----	GS Transfer
Crafted Gloves	35	ATK +5	-----	Lemuria Spring
Aura Gloves	36	(USE: Boost RES)	-----	GS Transfer
Aerial Gloves	37	AGL +30, Wind PWR +20	-----	Forged Item
Spirit Armlet	38	Er/Wi PWR +10; Use: Elixir	-----	Loho
Leda's Bracelet	38	Wind PWR +30	-----	Lemuria Spring
Jester's Armlet	39	Max PP +30	-----	Treasure Isle
Spirit Gloves	40	PP +20	-----	Shaman Village
Titan Gloves	43	HP +30	-----	Forged Item
Riot Gloves	45	ATK +15, Crit% UP	-----	(Minos Knight)
Mythril Armlet	46	Crit% UP	-----	Forged Item
Big Bang Gloves	47	Fire PWR +40	-----	Forged Item

/ SHIRTS |

Running Shirt	1	AGL +15	-----	Contigo (Slots)
Silk Shirt	6	LCK +1	-----	Contigo (Slots)
Mythril Shirt	10	HP +5	-----	Contigo (Slots)
Golden Shirt	12	HP +10	-----	Special Event

/ BOOTS |

Fur Boots	2	Water RES +15	-----	Contigo (Slots)
Turtle Boots	3	AGL x0.5	-----	Islet Cave
Quick Boots	3	AGL +20	-----	Contigo (Slots)
Hyper Boots	4	Crit% UP	-----	Contigo (Slots)
Leather Boots	6	-----	270	-----
Safety Boots	12	AGL x0.7	700	Garoh
Dragon Boots	13	Earth/Fire/Water RES +10	-----	Forged Item
Golden Boots	15	AGL +30	-----	Special Event

/ RINGS |

Adept Ring	---	USE: 7PP Recovery	-----	Contigo (Wheel)
Cleric's Ring	---	Negate curse penalties	-----	GS Transfer
Fairy Ring	---	USE: Elixir	-----	GS Transfer

Golden Ring	---	USE: Raise elemental RES	-----	Special Event
Guardian Ring	4	HP +20	-----	Yampi Desert
Healing Ring	---	USE: 70HP Recovery	-----	(Nightmare)
Sleep Ring	---	USE: Sleep%	-----	Contigo (Wheel)
Spirit Ring	---	USE: 160HP Recovery (all)	-----	Forged Item
Stardust Ring	---	USE: Seal%	-----	Forged Item
Unicorn Ring	---	USE: Cure Poison	-----	(Sea Dragon)
War Ring	---	USE: Raise ATK	-----	Contigo (Wheel)

/ MISCELLANY |

Mysterious Card	---	Class Change: Pierrot	-----	Kandorean Temp.
Trainer's Whip	---	Class Change: Tamer	-----	Yampi Desert
Tomegathericon	---	Class Change: Dark Mage	-----	Goba. Catacombs

DJINN LIST

[DJNN]

They're listed in the order they can first be obtained, although since there is a little leeway on the order of some dungeons, it can vary slightly. Note that even backtracking to optional dungeons [etc.] is included in this list. GS:TLA has 44 natural always-there djinn, while the original 28 djinn from the first Golden Sun can be transferred for a grand total of 72. However, it is possible to get one Mercury/Jupiter djinni from the first GS but only if the GS1 transfer file was missing any of those types. [See walkthrough for locations.]

#	NAME	EL	LOCATION	EFFECT
01	Echo	Er	World map (outside of Daila)	Damage
02	Fog	Wi	Kandorean Temple	Damage + %Delusion
03	Breath	Wa	Shrine of the Sea God	Heals HP (single)
04	Cannon	Fi	Dehkan Plateau	Damage
05	Iron	Er	World map (area near Madra)	Raise DEF (all)
06	Sour	Wa	World map (Osenia Cave area)	Damage + %RES Down
07	Blitz	Wi	Yampi Desert	Damage + %Paralysis
08	Spark	Fi	Mikasalla (requires Scoop)	Revives ally
09	Ether	Wi	Garoh (event after Air's Rock)	Heals PP (single)
10	Kindle	Fi	Gondowan Cliffs	Raise ATK (all)
11	Chill	Wa	World map (SW of Namibwe)	Damage + %DEF Down
12	Spring	Wa	Equipped to Piers	Heals HP (single)
13	Shade	Wa	Equipped to Piers	Halve damage (1 turn)
14	Steel	Er	Gabomba Statue	Damage + %HP Drain
15	Waft	Wi	Kibombo Mountains	Damage + %Sleep
16	Char	Fi	Madra (trade Healing Fungus)	Damage + %Paralysis
17	Mud	Er	Gabomba Catacombs	Lower DEF (all)
18	Flower	Er	Taopo Swamp	Heal HP/Status (All)
19	Coal	Fr	Izumo (trade Dancing Idol)	Raise AGL (all)
20	Steam	Wa	Aqua Rock	Raise RES (all)
21	Meld	Er	Sea of Time Islet (Islet Cave)	Damage
22	Wheeze	Wi	World Map (SW of Tundaria Twr)	Damage + %D. Poison
23	Reflux	Fi	Tundaria Tower	Phys-counter all atks
24	Haze	Wi	Apojii Islands	Avoid damage (1 turn)
25	Rime	Wa	Ancient Lemuria	%Seal (100%)
26	Tinder	Fi	Hesperia Settlement	Revives ally
27	Gel	Wa	Kalt Island	Damage + %ATK Down

28	Core	Fi	World map (NW Atteka)	Damage (Ignores DEF?)
29	Petra	Er	World map (NE Hisperia; river)	Target skips 1 turn
30	Salt	Er	Contigo (Scoop bush blankspot)	Cure statuses (all)
31	Aroma	Wi	Shaman Village (post-Trial R.)	Heals PP (all)
32	Whorl	Wi	Jupiter Lighthouse	Damage + %Death
33	Shine	Fi	Contigo (Force @ trunk by inn)	Damage
34	Geode	Er	Atteka Inlet (Lift required)	Damage
35	Eddy	Wa	Shaman Village Cave	Djinn recover aftr 1t
36	Gasp	Wi	Trial Road	Damage + %Haunt
37	Gale	Wi	Treasure Isle	Damage
38	Fury	Fi	Magma Rock	Damage + %Haunt
39	Lull	Wi	Loho (after using Magma Rock)	%Seal (100%)
40	Mold	Er	Prox (Scoop from snowbank)	Damage
41	Balm	Wa	Mars Lighthouse	Revive allies (all)
42	Fugue	Fi	Mars Lighthouse	Lower PP (all)
43	Crystal	Er	Yampi Desert Cave	Heals HP (all)
44	Serac	Wa	Islet Cave (requires Teleport)	Damage
____	_____	____	_____	_____

Here's a list of the djinni from the first Golden Sun, although as stated before, if all of them aren't transferred over, only two extra ones from that "era" can be found. Without a password, Isaac's team will only carry eighteen (18) djinn by default -- 4E, 4F, 5Wi, 5Wa. Either way, without all of them from the first Golden Sun, it'll be impossible to enter the final optional dungeon, Anemos Inner Sanctum, which requires all djinni to have been collected.

NOTE: Minor spoilers for Golden Sun 1 if you read the location column

##	DJINNI	EL	LOCATION	EFFECT
01	Flint	Er	World map outside Vale	Physical damage
02	Forge	Fi	Goma Cave	Raise party's ATK
03	Gust	Wi	Bilibin	Wind-elem damage
04	Granite	Er	Kolima	Lower next turn DMG
05	Breeze	Wi	Tret Tree	Raise party's RES
06	Fever	Fi	Imil Falls Cave	Damage + Delusion
07	Fizz	Wa	Mia (Mercury Lighthouse)	Heal HP
08	Sleet	Wa	Mercury Lighthouse	Lower foe's ATK
09	Zephyr	Wi	Fuchin Falls Cave	Raise party's AGL
10	Quartz	Er	Mogall Forest	Revive fallen ally
11	Mist	Wa	Xian	Puts foe to sleep
12	Corona	Fi	North of Xian (Island)	Raise party's DEF
13	Spritz	Wa	Altin Peak (lowest mine)	Heal HP to party
14	Smog	Wa	Lamakan Desert	Deludes foe
15	Vine	Er	World map (NE of Kalay)	Drops foes' AGL
16	Scorch	Fi	Kalay Tunnel	Damage + %Stunned
17	Sap	Er	Vault Cave	Damage + HP Drain
18	Kite	Wi	Vale Cave	2 attks next round!
19	Ember	Fi	Tolbi	Restore allies' PP
20	Hail	Wa	NW of Tolbi (by bridge)	Damage + lower DEF
21	Ground	Er	Kalay Docks	Foe loses its turn!
22	Squall	Wi	Altmiller Cave	Damage + %Paralyze
23	Tonic	Wa	Lunpa Fortress	Cure all statuses
24	Flash	Fi	Suhalla Desert	Blocks most damage
25	Dew	Wa	Suhalla Gate	Revive downed ally
26	Torch	Fi	Lalivero	Damage (Ignore DEF)
27	Luff	Wi	Babi Lighthouse	Seals foe psynergy
28	Bane	Er	Crossbone Isle [B6]	Damage + %Venom
____	_____	____	_____	_____

Psynergy is the "magic" of this game, and comes in a few categories: Field, Attack, Status, and Medicinal. Because GS:TLA introduces a special method to force class changes (and the psynergy that goes with it), that gets a new category even if the abilities can be put elsewhere.

FIELD PSYNERGY

This category deals with special abilities that can be used on the field, i.e. walking around towns and dungeons. Since the amount of this type has doubled since the first Golden Sun, it should come as no surprise that these are used primarily for puzzle-solving aspects. [Gale and Whirlwind psynergy function the same but are learned by different classes.]

PSYNERGY	PP	R	EFFECT	ITEM USED...
Avoid	05	-	Enemy encounters will decrease	-----
Blaze	01	-	Use fire source to light others	-----
Burst	02	-	Destroy/open cracked objects	Burst Brooch
Carry	02	-	Levitate & move special blocks	Carry Stone
Catch	01	-	Retrieve out-of-range items	Catch Beads
Cloak	01	-	Become invisible in the shadows	Cloak Ball
Cyclone	02	-	Clears away underbrush/weeds	Cyclone Chip
Douse	05	-	Use water to fill/douse objects	Douse Drop
Force	02	-	Knock over out-of-range objects	Orb of Force
Frost	05	-	Create ice pillars from puddles	Frost Jewel
Gale	03	-	Removes overgrowth from objects	-----
Growth	04	-	Grow vines to scale cliff-sides	-----
Halt	02	-	Temporarily stop moving objects	Halt Gem
Hover	02	-	Temporarily hover (purple pads)	Hover Jade
Lash	01	-	Uncoil ropes to make new paths	Lash Pebble
Lift	02	-	Levitates certain tiny boulders	Lifting Gem
Mind Read	01	-	Read NPCs' innermost thoughts	-----
Move	02	-	Push/pull/move certain objects	-----
Parch	02	-	Evaporate small pools of water	-----
Pound	02	-	Removes stake (etc) impediments	Pound Cube
Retreat	06	-	Warp back to dungeon's entrance	-----
Reveal	01	-	Find things hidden by illusions	-----
Sand	02	-	Hide in sand (bypass obstacles)	-----
Scoop	01	-	Uncover buried objects or paths	Scoop Gem
Teleport	03	-	Navigate dungeons/revisit towns	Teleport Lapis
Tremor	01	-	Shake objects loose/off obstcls	Tremor Bit
Whirlwind	05	-	Removes overgrowth from objects	-----

ATTACK PSYNERGY

Attack psynergy specializes in -- you guessed it -- ATTACKING the enemy, dealing tangible damage. Here's a list of the typical mundane stuff; if you want to see the full brunt of the special classes' unique abilities, look in

Whirlwind	05	3	Wind DMG	Ray	06	3	Wind DMG
Tornado	14	5	Wind DMG	Storm Ray	10	3	Wind DMG
Tempest	27	5	Wind DMG	Destruct Ray	21	3	Wind DMG
Plasma	08	3	Wind DMG	Bolt	04	1	Wind DMG
Shine Plasma	18	5	Wind DMG	Flash Bolt	07	3	Wind DMG
Spark Plasma	37	7	Wind DMG	Blue Bolt	14	3	Wind DMG
Slash	04	1	Wind DMG	Gale	03	3	Wind DMG
Wind Slash	09	3	Wind DMG	Typhoon	12	5	Wind DMG
Sonic Slash	20	5	Wind DMG	Hurricane	25	5	Wind DMG
Thunderclap	09	3	Wind DMG				
Thunderbolt	19	5	Wind DMG				
Thunderstorm	39	7	Wind DMG				

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Frost	05	3	Water DMG	Ice	05	1	Water DMG
Tundra	08	3	Water DMG	Ice Horn	11	3	Water DMG
Glacier	15	3	Water DMG	Ice Missile	23	3	Water DMG
Douse	05	3	Water DMG	Prism	07	3	Water DMG
Drench	10	3	Water DMG	Hail Prism	16	5	Water DMG
Deluge	20	5	Water DMG	Freeze Prism	31	5	Water DMG
Froth	05	3	Water DMG	Cool	06	3	Water DMG
Froth Sphere	12	5	Water DMG	Supercool	14	5	Water DMG
Froth Spiral	31	7	Water DMG	Megacool	33	7	Water DMG

Some attack psynergy is unique to a class, and those are listed below. They don't typically come in a series, so I'll just pair them by elements. An asterisk (*) means the attack upgrades (supersedes) the psynergy listed right above it. Upgrading happens occasionally when a class gets enough djinn, and a lower ability gets revamped to suit the newfound power.

PSYNERGY	PP	R	ELEM	EFFECT
Ragnarok	07	1	Erth	Earth damage
* Odyssey	18	1	Erth	Earth damage
Demon Night	12	3	Erth	Earth damage + %Haunted
Helm Splitter	08	1	Erth	Earth damage + %Paralysis
* Skull Splitter	08	1	Erth	Earth damage + %Paralysis
Sabre Dance	07	1	Erth	Earth damage
Demon Night	12	3	Erth	Earth damage + %Haunt
* Thorny Grave	24	3	Erth	Earth damage + %Haunt
Heat Wave	06	1	Fire	Fire damage
* Liquifier	17	1	Fire	Fire damage
Dragon Cloud	06	1	Fire	Fire damage
* Epicenter	33	1	Fire	Fire damage
Planet Diver	07	1	Fire	Fire damage
* Planetary	19	1	Fire	Fire damage

Fire Breath	13	3	Fire	Fire damage	
Fire Puppet	07	3	Fire	Fire damage + %Paralysis	
Astral Blast	05	1	Wind	Wind damage	
* Thunder Mine	16	1	Wind	Wind damage	
Shuriken	08	3	Wind	Wind damage	
Poison Flow	28	5	Wind	Wind damage + %D. Poison	
Quick Strike	12	1	Wind	Wind damage	
Death Plunge	14	1	Wind	Wind damage + %Paralysis	
* Death Leap	22	1	Wind	Wind damage + %Paralysis	
Whiplash	06	1	Wind	Wind damage	
Backstab	16	1	Wind	Wind damage	
Cutting Edge	05	1	Watr	Water damage	
* Plume Edge	15	1	Watr	Water damage	
Diamond Dust	06	1	Watr	Water damage	
* Diamond Berg	17	1	Watr	Water damage	
_____	____	____	_____	_____	

SPECIAL-CLASS PSYNERGY

The game has three special class groups (Pierrot, Tamer, Necro Mage) taught by the Mysterious Card, Trainer's Whip, and Tomegathericon, respectively. As they're points of interest and have their own unique psynergies, I figure it might be wise to group them here (even if there was a little overlap earlier).

PIERROT

The Pierrot abilities are typical of a court jester and have trickery and pranks involved, although if you've ever heard of someone afraid of clowns, those sinister undertones surface here as well with some downright nasty attacks!

PSYNERGY	PP	R	EFFECT
Baffle Card	04	3	%Delusion
Juggle	07	3	Fire-elemental damage
Avoid	05	-	Reduces frequency of attacks
Sword Card	06	1	%ATK Down
Sabre Dance	07	1	Earth-elemental damage
Flame Card	11	3	Fire-elemental damage
Sleep Card	05	3	%Sleep
Heat Juggle	13	5	Fire-elemental damage
Fire Breath	13	3	Fire-elemental damage
Thunder Card	17	3	Wind-elemental damage
Death Card	08	1	%Instant Death
Backstab	16	1	Wind-elemental damage
Bramble Card	22	3	Earth-elemental damage
Fiery Juggle	25	5	Fire-elemental damage
Frost Card	28	3	Water-elemental damage
_____	____	____	_____

TAMER

This class deals with, as its name suggests, training beasts. However, there is no pokemon-style catching and training; the beasts' use is in name only. Unlike some of the other classes, this one has a lot of ability upgrades depending on which of the four evolutions the person's in. [NOTE: You don't need to have encountered the titular beasts in order to use them, or anything

along those lines.]

PSYNERGY	PP	R	EFFECT
Wild Wolf	03	1	Physical damage
Orc	03	1	Physical damage
Dinox	03	1	Earth-elemental damage
Troll	03	1	Earth-elemental damage
Cure Poison	05	1	Cures Poison/Deadly Poison
Impact	07	1	Raises ally's ATK
Pixie	05	1	Heals ~115 HP
Faery	05	1	Heals ~120 HP
Weird Nymph	05	1	Heals ~125 HP
Whiplash	06	1	Physical damage
Salamander	07	3	Fire-elemental damage
Cerberus	07	3	Fire-elemental damage
Chimera	07	3	Fire-elemental damage
Macetail	07	3	Fire-elemental damage
Restore	03	1	Cures Sleep/Paralyz/Delusion
Elder Wood	14	9	Heals ~170 HP
Estre Wood	14	9	Heals ~180 HP
Emu	10	1	Wind-elemental damage
Harpy	10	1	Wind-elemental damage
Gryphon	10	1	Wind-elemental damage
Minotaur	10	1	Earth-elemental damage
High Impact	12	9	Raises allies' ATK
Succubus	09	1	Heals ~250 HP
Lich	10	1	Revives target
Phoenix	10	1	Revives target
Manticore	18	9	Heals ~300 HP
Wyvern	17	5	Fire-elemental damage
Blue Dragon	17	5	Fire-elemental damage
Fire Dragon	17	5	Fire-elemental damage
Roc	22	1	Physical damage
Grand Golem	22	1	Earth-elemental damage
Living Armor	22	1	Earth-elemental damage
Ghost Soldier	22	1	Wind-elemental damage

NECRO MAGE

As its name suggests, this class practices the dark arts and finds itself at home among zombies, death, and other macabre things. It gets some very hard-hitting attacks later on (Summon Dullahan in particular) so it's not a mere trifle.

PSYNERGY	PP	R	EFFECT
Call Zombie	05	1	Water-elemental damage
Raging Heat	09	5	Fire-elemental damage
Haunt	05	3	%Haunt
Revive	15	1	Revive from KO at full HP
Fire Puppet	07	3	Fire-elemental DMG + %Parlyz
Fiery Abyss	18	5	Fire-elemental damage
Curse	06	1	%Curse
Call Demon	13	1	Earth-elemental damage
Condemn	08	1	%Instant Death
Drain	03	1	Drains foe's HP to fill own
Poison Flow	28	5	Wind-elem DMG + %D. Poison
Psy Drain	--	1	Drains foe's PP to fill own

Call Dullahan	21	1	Wind-elemental damage	
Dire Inferno	32	7	Fire-elemental damage	
_____	_____	_____	_____	

STATUS PSYNERGY

This branch of psynergy deals with augmenting the team's stats with positive augmentations, lowering enemy stats (debuffing), and inflicting abnormalities on the opposition.

SERIES	PP	R	EFFECT	SERIES	PP	R	EFFECT
Guard	03	1	Raises DEF	Impact	07	1	Raises ATK
Guardian	03	9	Raises DEF	High Impact	12	9	Raises ATK
Protect	05	1	Raises DEF	Demon Spear	07	1	Raises ATK
Protector	05	9	Raises DEF	Angel Spear	07	9	Raises ATK
Ward	03	1	Raises RES	Sword Card	06	1	%ATK Down
Resist	05	9	Raises RES	Sleep Card	05	3	%Sleep
Magic Shell	03	1	Raises RES	Baffle Card	04	3	%Delusion
Magic Shield	05	9	Raises RES	Death Card	08	1	%Death
Sleep	05	3	%Sleep	Dull	06	1	%ATK Down
Bind	04	1	%Seal	Blunt	11	3	%ATK Down
Delude	04	3	%Delusion	Impair	04	1	%DEF Down
Mist	04	3	%Delusion	Debilitate	06	3	%DEF Down
Haunt	05	3	%Haunt	Weaken	04	1	%RES Down
Curse	06	1	%Curse	Enfeeble	06	3	%RES Down
Condemn	08	1	%Death				
Annihilation	18	1	%Death				

MEDICINAL PSYNERGY

This type of psynergy corresponds to the team's wellbeing, and consists of healing abilities and status-alleviators, primarily.

PSYNERGY	PP	R	EFFECT
Aura	07	9	Heals ~50 HP
Cool Aura	16	9	Heals ~200 HP
Cure	03	1	Heals ~70 HP
Cure Poison	05	1	Cures Poison/Deadly Poison
Cure Well	07	1	Heals ~150 HP
Drain	03	1	Drains HP from target to cure self
Elder Wood	14	9	Heals ~170 HP
Estre Wood	14	9	Heals ~180 HP [Elder Wood Upgrade]
Faery	05	1	Heals ~120 HP
Healing Aura	11	9	Heals ~100 HP
Lich	10	1	Revives target
Manticore	18	9	Heals ~300 HP
Phoenix	10	1	Revives target [Lich Upgrade]

Pixie	05	1	Heals ~115 HP	
Ply	04	1	Heals ~100 HP	
Ply Well	08	1	Heals ~300 HP	
Potent Cure	10	1	Heals ~300 HP	
Psy Drain	--	1	Drains PP from target to cure self	
Pure Ply	12	1	Heals ~1000 HP	
Pure Wish	20	9	Heals ~400 HP	
Revive	15	1	Revives target with full health	
Restore	03	1	Cures Sleep, Paralysis, and Delusion	
Succubus	09	1	Heals ~250 HP	
Weird Nymph	05	1	Heals ~120 HP	
Wish	09	9	Heals ~80 HP	
Wish Well	13	9	Heals ~160 HP	
_____	____	____	_____	

CLASS OVERVIEW

[CLSS]

-
-
- 1) Earth Classes ERCL
 - 2) Fire Classes FRCL
 - 3) Wind Classes WNCL
 - 4) Water Classes WTCL
 - 5) Equip-Item Classes EQCL

The classes in GS:TLA are almost identical to the ones in the previous game, except, with a new djinn-carrying limit (9 instead of 7), each series ends up getting a new class or two, while some had their limits tweaked a bit. A few of the unique classes (Ninja, Samurai, etc.) even got their own families, while some equippable items can now forcebally change one's class to a unique one. All in all, lots of fun, fun changes!

NOTE: Any class can become a Dragoon/Ninja/Samurai-type class, but none have differing psynergy-learning paths. For this reason, it's listed once (in Earth section) and not anywhere else.

I use a special abbreviation table to make the charts, and while they're probably self-explanatory, here's a short overview on how to read them.

Level (LV) Learned At	Element/Type Of Psynergy	Abbreviation of Earth-Type / Classes (First Letter in Name, Left to Right)
\ _____ _____ / _____	ERTH PSYNERGY	S Q G L S
LV		
--	Cure	X----->
02	Quake	X
04	Earthquake	X----->
06	Spire	X--->
____		_____

To read this example, find the Quake Line. It has one "X" all the way at the farthest "S" (denoting the Slayer class, the highest in the family). Since there is no arrow or anything before it, it means Quake is only learned in that class and will be lost in a class change.

Earthquake, on the other hand, has an arrow going from the first to last class, signifying that every class will learn it at the given level. Spire is learned at the middle class ("G" for Gallant), and while every class past

there will learn it, the two that preface it will not.

If you have trouble reading the chart, email me and I'll help y'work it out.

EARTH CLASSES [ERCL]

Earth classes relate to Felix and Isaac.

EARTH CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Squire	0	---	---	---	110%	80%	110%	100%	110%	100%
Knight	2	---	---	---	130%	90%	120%	110%	120%	100%
Gallant	4	---	---	---	150%	100%	130%	120%	130%	100%
Lord	6	---	---	---	170%	110%	140%	130%	140%	100%
Slayer	8	---	---	---	190%	120%	150%	140%	150%	100%
Brute	---	1	---	---	100%	70%	120%	90%	110%	70%
Ruffian	---	2	---	---	120%	80%	130%	100%	120%	70%
Savage	---	4	---	---	140%	90%	140%	110%	130%	70%
Barbarian	---	5	---	---	160%	100%	150%	120%	140%	70%
Berserker	1	6	---	---	180%	110%	160%	130%	150%	70%
Chaos Lord	2	7	---	---	200%	120%	170%	140%	160%	70%
Apprentice	---	---	1	---	100%	120%	110%	100%	120%	90%
Illusionist	---	---	2	---	120%	130%	120%	110%	130%	90%
Enchanter	---	---	4	---	140%	140%	130%	120%	140%	90%
Conjurer	3	---	6	---	170%	160%	140%	130%	160%	90%
War Adept	2	---	7	---	190%	170%	160%	140%	170%	90%
Shaman	---	---	7	---	120%	150%	110%	110%	130%	100%
Druid	1	---	8	---	150%	170%	130%	130%	140%	100%
Swordsman	---	---	---	1	100%	90%	110%	110%	90%	120%
Defender	---	---	---	2	120%	100%	120%	120%	100%	120%
Cavalier	---	---	---	4	140%	110%	130%	130%	100%	120%
Shaman	---	---	---	6	120%	150%	110%	110%	130%	100%
Guardian	1	---	---	6	170%	130%	140%	140%	130%	120%
Druid	1	---	---	8	150%	170%	140%	130%	140%	100%
Protector	2	---	---	7	190%	140%	160%	150%	130%	120%
Dragoon	---	3	---	3	160%	130%	140%	140%	110%	120%
Templar	---	4	---	4	180%	140%	150%	150%	120%	120%
Paladin	---	4	---	5	200%	150%	160%	160%	130%	120%
Ninja	---	3	3	---	160%	140%	150%	120%	170%	90%
Disciple	---	4	4	---	180%	150%	160%	130%	180%	90%
Master	---	4	5	---	200%	160%	170%	140%	190%	90%
Samurai	---	4	3	---	190%	130%	150%	140%	140%	95%
Ronin	---	5	4	---	190%	140%	160%	150%	150%	95%

--	Cure	X----->	--	Growth	X----->
02	Quake	X----->	06	Blast	X----->
04	Earthquake	X----->	07	Spire	X----->
06	Spire	X----->	09	Impair	X----->
07	Gaia	X--->	12	Mad Growth	X----->
10	Cure Well	X----->	13	Planet Diver	X----->
13	Ragnarok	X----->	16	Nova	X----->
14	Quake Sphere	X----->	17	Haunt	X----->
19	Revive	X--->	19	Revive	X----->
20	Clay Spire	X----->	20	Clay Spire	X----->
24	Mother Gaia	X--->	23	Debilitate	X----->
26	Potent Cure	X----->	24	Curse	X----->
42	Stone Spire	X----->	28	Wild Growth	X----->
54	Grand Gaia	X--->	29	Condemn	X----->
			40	Supernova	X----->
			42	Stone Spire	X----->

LV	WIND PSYNERGY	A I E C W S D
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--	Delude	X----->
	Cure	X->
02	Bolt	X->
03	Growth	X->
05	Impact	X--->
	Ward	X->
06	Ward	X--->
	Gaia	X----->
	Flash Bolt	X->
09	Weaken	X----->
10	Cure Well	X->
11	Astral Blast	X----->
12	Mad Growth	X->
14	Sleep	X----->
17	Haunt	X----->
18	Bind	X->
19	Revive	X->
21	High Impact	X--->
22	Resist	X--->
	Blue Bolt	X->
23	Resist	X->
24	Mother Gaia	X----->
25	Enfeeble	X----->
26	Potent Cure	X->
29	Wild Growth	X->
31	Drain	X----->
39	Psy Drain	X----->
54	Grand Gaia	X----->

LV	DRAGOON PSYN.	D T P
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02	Blast	X--->
04	Thorn	X--->
05	Cure Poison	X--->
06	Avoid	X--->
08	Wish	X--->
10	Mad Blast	X--->
11	Cutting Edge	X->
	Plume Edge	X
13	Restore	X--->

LV	WATR PSYNERGY	S D C G P S D
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--	Ply	X----->
	Cure	X->
	Growth	X->
02	Froth	X->
04	Thorn	X----->
05	Cure Poison	X----->
06	Avoid	X----->
08	Wish	X----->
10	Mad Blast	X----->
	Cure Well	X->
11	Cutting Edge	X--->
	Plume Edge	X->
12	Mad Growth	X->
13	Restore	X----->
14	Briar	X----->
14	Froth Spiral	X->
16	Ply Well	X----->
19	Revive	X----->
22	Wish Well	X----->
26	Potent Cure	X->
28	Wild Growth	X->
30	Break	X----->
34	Break	X->
	Pure Ply	X----->
36	Nettle	X----->
40	Froth Spiral	X->
46	Pure Wish	X----->

LV	NINJA PSYNRGY	N D M
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--	Gale	X--->
04	Punji	X--->
06	Fire Bomb	X--->
07	Mist	X--->
08	Thunderclap	X--->
12	Death Plunge	X
	Death Leap	X->
15	Punji Trap	X--->

16	Ply Well	X--->		16	Cluster Bomb	X--->	
22	Wish Well	X--->		18	Typhoon	X--->	
27	Fiery Blast	X--->		21	Shuriken	X--->	
34	Pure Ply	X--->		26	Thunderbolt	X--->	
36	Nettle	X--->		31	Annihilation	X--->	
46	Wish	X--->		36	Punji Strike	X--->	
				40	Carpet Bomb	X--->	
				44	Hurricane	X--->	
LV	SAMURAI PSYN.	S R		50	Thunderhead	X--->	
03	Guardian	X->					
05	Demon Spear	X->					
06	Rockfall	X->					
08	Lava Shower	X->					
10	Magic Shell	X->					
12	Dragon Cloud	X					
	Epicenter	X					
15	Protector	X->					
18	Demon Night	X					
	Thorny Grave	X					
21	Angel Spear	X->					
22	Molten Bath	X->					
24	Rockslide	X->					
27	Magic Shield	X->					
33	Helm Splitter	X					
	Skull Splitter	X					
40	Quick Strike	X->					
48	Magma Storm	X->					
54	Avalanche	X->					

FIRE CLASSES [FRCL]

This section relates to Jenna and Garet, although unlike the earth users, they have two separate base classes (which figures, since she's a mage and he ain't).

FIRE CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Flame User	---	1	---	---	100%	120%	100%	100%	100%	90%
Witch	---	2	---	---	110%	130%	110%	110%	130%	90%
Hex	---	4	---	---	130%	140%	120%	120%	140%	90%
Fire Master	---	6	---	---	150%	150%	130%	130%	150%	90%
Justice	---	8	---	---	170%	160%	140%	140%	160%	90%
Guard	---	0	---	---	110%	80%	100%	110%	70%	100%
Soldier	---	2	---	---	130%	90%	110%	120%	80%	100%
Warrior	---	4	---	---	150%	100%	120%	130%	90%	100%
Champion	---	6	---	---	170%	120%	130%	140%	100%	100%
Hero	---	8	---	---	190%	120%	150%	150%	110%	100%
Brute	1	---	---	---	100%	70%	120%	90%	110%	70%
Ruffian	2	---	---	---	120%	80%	130%	100%	120%	70%
Savage	4	---	---	---	140%	90%	140%	110%	130%	70%
Barbarian	5	---	---	---	160%	100%	150%	120%	140%	70%

Berserker	6	1	---	---	180%	160%	110%	130%	150%	70%
Chaos Lord	7	2	---	---	200%	120%	170%	140%	160%	70%
Page	---	---	1	---	100%	120%	110%	100%	120%	90%
Illusionist	---	---	2	---	120%	130%	120%	110%	130%	90%
Enchanter	---	---	4	---	140%	140%	130%	120%	140%	90%
Conjurer	---	1	6	---	170%	160%	140%	130%	160%	90%
War Adept	---	2	7	---	190%	170%	160%	140%	170%	90%
Ascetic	---	---	6	---	120%	140%	110%	120%	140%	120%
Fire Monk	---	1	7	---	160%	160%	140%	140%	160%	120%
Swordsman	---	---	---	1	100%	90%	110%	110%	90%	120%
Defender	---	---	---	2	120%	100%	120%	120%	100%	120%
Cavalier	---	---	---	4	140%	110%	130%	130%	110%	120%
Luminier	---	1	---	6	170%	130%	140%	140%	130%	120%
Radiant	---	2	---	7	190%	140%	150%	150%	140%	120%
Ascetic	---	---	---	7	120%	140%	110%	120%	140%	120%
Water Monk	---	1	---	7	150%	160%	130%	140%	160%	120%
Dragoon	---	3	---	3	160%	130%	140%	140%	110%	120%
Templar	---	4	---	4	180%	140%	150%	150%	120%	120%
Paladin	---	4	---	5	200%	150%	160%	160%	130%	120%
Ninja	---	3	3	---	160%	140%	150%	120%	170%	90%
Disciple	---	4	4	---	180%	150%	160%	130%	180%	90%
Master	---	4	5	---	200%	160%	170%	140%	190%	90%
Samurai	---	4	3	---	190%	130%	150%	140%	140%	95%
Ronin	---	5	4	---	190%	140%	160%	150%	150%	95%

LV	ERTH PSYNERGY	B R S B B C	LV	FIRE (G) PSY.	G S W C H
--	Growth	X----->	--	Flare	X----->
06	Blast	X----->	03	Guard	X--->
07	Spire	X----->	04	Fire	X----->
09	Impair	X----->	06	Flare Wall	X----->
12	Mad Growth	X----->	08	Volcano	X----->
13	Planet Diver	X----->	09	Impair	X--->
16	Nova	X----->	12	Heat Wave	X--->
17	Haunt	X----->		Liquifier	X->
19	Revive	X----->	14	Fireball	X----->
20	Clay Spire	X----->	15	Protect	X--->
23	Debilitate	X----->	18	Flare Storm	X----->
24	Curse	X----->	22	Eruption	X----->
28	Wild Growth	X----->	26	Debilitate	X--->
29	Condemn	X----->	36	Inferno	X----->
40	Supernova	X----->	48	Pyroclasm	X----->
42	Stone Spire	X----->			
LV	WIND PSYNERGY	P I E C W A F	LV	FIRE (J) PSY.	F W H F J
--	Delude	X----->	--	Flare	X----->
	Slash	X->	05	Fume	X----->
			06	Flare Wall	X----->

03 Guard	X--->	07 Beam	X----->
05 Impact	X--->	09 Aura	X--->
06 Ward	X----->	10 Impair	X----->
08 Volcano	X----->	16 Healing Aura	X--->
09 Weaken	X----->	18 Flare Storm	X----->
Plasma	X->	21 Cycle Beam	X----->
10 Wind Slash	X->	23 Debilitate	X----->
11 Astral Blast	X--->	26 Serpent Fume	X----->
Thunder Mine	X->	33 Cool Aura	X--->
14 Sleep	X----->	41 Searing Beam	X----->
15 Protect	X--->	47 Dragon Fume	X----->
18 Bind	X->		
21 High Impact	X--->		
22 Eruption	X->	LV WATER PSYNRGY	S D C L R A W
23 Eruption	X----->		
24 Resist	X->	-- Ply	X----->
25 Enfeeble	X----->	Douse	X->
26 Shine Plasma	X->	02 Blast	X----->
30 Sonic Slash	X->	03 Guard	X----->
31 Drain	X----->	05 Cure Poison	X----->
33 Drain	X->	06 Prism	X->
39 Psy Drain	X----->	Avoid	X----->
41 Psy Drain	X->	08 Wish	X--->
48 Pyroclasm	X----->	Volcano	X->
50 Spark Plasma	X->	09 Wish	X->
		10 Mad Blast	X----->
		11 Cutting Edge	X----->
		Plume Edge	X
		12 Drench	X->
		13 Restore	X----->
		15 Protect	X----->
		16 Ply Well	X----->
		20 Hail Prism	X->
		22 Wish Well	X--->
		Eruption	X->
		24 Wish Well	X->
		28 Fiery Blast	X----->
		30 Deluge	X->
		Break	X----->
		34 Break	X->
		Pure Ply	X----->
		46 Pure Wish	X----->
		48 Pyroclasm	X->
		52 Freeze Prism	X->

WIND CLASSES [WNCL]

(Applies to Ivan and Sheba)

WIND CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Seer	1	---	---	---	90%	130%	90%	90%	110%	100%
Diviner	2	---	---	---	110%	140%	100%	100%	120%	100%
Shaman	4	---	---	---	120%	150%	110%	110%	130%	100%
Druid	6	---	1	---	150%	170%	130%	130%	150%	90%
Oracle	7	---	2	---	170%	180%	140%	140%	170%	110%
Enchanter	7	---	---	---	140%	140%	130%	120%	140%	90%
Conjurer	7	---	1	---	170%	160%	140%	130%	170%	90%
Wind Seer	---	---	0	---	80%	140%	80%	90%	130%	110%
Magician	---	---	2	---	90%	150%	90%	100%	140%	110%

24	Mother Gaia		X->		33	Drain		X----->	
25	Enfeeble		X->		34	Break		X----->	
26	Potent Cure		X----->		39	Psy Drain		X->	
29	Wild Growth		X----->		41	Psy Drain		X----->	
31	Drain		X----->		48	Pyroclasm		X----->	
39	Psy Drain		X----->		50	Spark Plasma		X----->	
54	Grand Gaia		X->						

			LV	WIND PSYNERGY	H E S S S W				
LV	WIND PSYNERGY	W M M M S							
01	Whirlwind		X----->		01	Impact		X----->	
04	Ray		X----->		06	Prism		X----->	
05	Impact		X----->		08	Plasma		X----->	
06	Ward		X----->		12	Wish		X----->	
08	Plasma		X----->		18	Bind		X----->	
12	Sleep		X----->		21	High Impact		X----->	
14	Storm Ray		X----->		22	Hail Prism		X----->	
17	Bind		X----->		24	Wish Well		X----->	
18	Tornado		X----->		26	Shine Plasma		X----->	
21	High Impact		X----->		30	Break		X----->	
22	Resist		X----->		31	Drain		X----->	
26	Shine Plasma		X----->		39	Psy Drain		X----->	
36	Destruct Ray		X----->		46	Pure Wish		X----->	
44	Tempest		X----->		50	Spark Plasma		X----->	
50	Spark Plasma		X----->		52	Freeze Prism		X----->	

			LV	RANGER PSYNGY	M C D				
LV	MEDIUM PSYNGY	M C D							
--	Cure		X--->		--	Douse		X--->	
02	Froth		X--->			Slash		X--->	
	Bolt		X--->		06	Ward		X--->	
06	Flash Bolt		X--->		08	Volcano		X--->	
10	Cure Well		X--->		10	Wind Slash		X--->	
14	Froth Sphere		X--->		12	Drench		X--->	
17	Haunt		X--->		18	Bind		X--->	
19	Revive		X--->		22	Eruption		X--->	
20	Curse		X--->		24	Resist		X--->	
22	Blue Bolt		X--->		30	Sonic Slash		X--->	
26	Potent Cure		X--->			Deluge		X--->	
29	Condemn		X--->		33	Drain		X--->	
31	Drain		X--->		34	Break		X--->	
36	Psy Drain		X--->		41	Psy Drain		X--->	
40	Froth Spiral		X--->		48	Pyroclasm		X--->	

LV	WHITE MAGE P.	W P		
02	Prism		X->	
05	Cure Poison		X->	
06	Ward		X->	
08	Plasma		X->	
11	Dull		X->	
12	Wish		X->	
13	Restore		X->	
17	Revive		X->	
20	Hail Prism		X->	
24	Wish Well		X->	
26	Shine Plasma		X->	

31 Resist X->
37 Blunt X->
46 Spark Plasma X->
Pure Wish X->
52 Freeze Prism X->

WATER CLASSES [WTCL]

Like Jenna and Garet, Piers and Mia share all classes except their base ones, being Mariner and Water Seer, respectively.

WATER CLASS	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Water Seer	---	---	---	0	90%	130%	90%	100%	80%	130%
Scribe	---	---	---	2	100%	140%	100%	110%	90%	130%
Cleric	---	---	---	4	120%	150%	110%	120%	100%	130%
Paragon	---	---	---	6	140%	160%	120%	130%	110%	130%
Angel	---	---	---	8	160%	170%	130%	140%	120%	130%
<hr/>										
Mariner	---	---	---	0	110%	90%	100%	100%	90%	120%
Privateer	---	---	---	2	130%	100%	110%	110%	100%	120%
Commander	---	---	---	4	150%	110%	120%	120%	110%	120%
Captain	---	---	---	6	170%	120%	130%	130%	120%	120%
Admiral	---	---	---	8	190%	130%	140%	140%	130%	120%
<hr/>										
Seer	1	---	---	---	90%	130%	90%	90%	110%	100%
Diviner	2	---	---	---	110%	140%	100%	100%	120%	100%
Shaman	4	---	---	---	120%	150%	110%	110%	120%	100%
Druid	6	---	---	1	150%	170%	130%	130%	150%	100%
Oracle	7	---	---	2	170%	180%	140%	140%	170%	100%
Cavalier	7	---	---	---	140%	110%	130%	130%	110%	120%
Guardian	7	---	---	1	170%	130%	140%	140%	130%	120%
<hr/>										
Pilgrim	---	1	---	---	90%	120%	90%	100%	120%	120%
Wanderer	---	2	---	---	110%	130%	100%	110%	130%	120%
Ascetic	---	4	---	---	120%	140%	110%	120%	140%	120%
Water Monk	---	6	---	1	150%	160%	130%	140%	160%	120%
Guru	2	7	---	---	170%	170%	150%	150%	170%	120%
Cavalier	---	7	---	---	140%	110%	130%	130%	110%	120%
Luminier	1	7	---	---	170%	130%	150%	140%	130%	120%
<hr/>										
Hermit	---	---	1	---	80%	140%	80%	90%	130%	120%
Elder	---	---	2	---	90%	150%	90%	110%	140%	120%
Scholar	---	---	4	---	110%	160%	100%	110%	150%	120%
Savant	---	---	5	---	130%	170%	110%	120%	160%	120%
Sage	---	---	6	1	150%	180%	120%	130%	170%	120%
Wizard	---	---	2	7	180%	190%	130%	140%	180%	120%
<hr/>										
Medium	3	---	---	3	130%	170%	120%	120%	150%	90%
Conjurer	4	---	---	4	140%	160%	120%	130%	160%	90%
Dark Mage	5	---	---	4	160%	170%	130%	140%	170%	90%
<hr/>										
Ranger	---	3	---	3	130%	160%	120%	120%	160%	120%
Bard	---	4	---	4	150%	170%	140%	130%	170%	120%
Warlock	---	4	---	5	170%	180%	150%	140%	180%	120%

White Mage	3	---	---	4	150%	180%	130%	130%	150%	130%
Pure Mage	4	---	---	5	180%	190%	140%	140%	160%	120%

LV	ERTH PSYNERGY	S D S D O C G	LV	FIRE PSYNERGY	P W A W G C L
--	Cure	X----->	--	Douse	X----->
	Ply			Ply	
02	Froth	X----->	02	Blast	
03	Growth	X----->	03	Guard	
04	Thorn		05	Cure Poison	X----->
05	Cure Poison	X----->	06	Prism	X----->
06	Avoid			Avoid	
08	Wish	X----->	08	Volcano	X---->
10	Cure Well	X----->		Wish	
	Mad Blast		09	Wish	X---->
11	Cutting Edge		10	Mad Blast	
	Plume Edge	X	11	Cutting Edge	X
12	Mad Growth	X----->		Plume Edge	X
13	Restore	X----->	12	Drench	X----->
14	Froth Sphere	X----->	13	Restore	X----->
	Briar		15	Protect	
19	Revive	X----->	16	Ply Well	X->
22	Wish Well	X----->	20	Hail Prism	X----->
26	Potent Cure	X----->	22	Eruption	X---->
29	Wild Growth	X----->		Wish Well	X->
30	Break	X----->	24	Wish Well	X---->
34	Pure Ply		28	Fiery Blast	X->
36	Nettle		30	Deluge	X----->
	Pure Wish	X---->		Break	X->
40	Froth Spiral	X----->	34	Break	X----->
46	Pure Wish			Pure Ply	X->
			46	Pure Wish	X----->
			48	Pyroclasm	X---->
LV	WIND PSYNERGY	H E S S S W	52	Freeze Prism	X----->
--	Impact	X----->	LV	WATER (P) PY.	M P C C A
06	Prism	X----->	--	Douse	X----->
08	Plasma	X----->		Frost	X----->
12	Wish	X----->	02	Ply	X----->
18	Bind	X----->	04	Cool	X----->
21	High Impact	X----->	05	Cure Poison	X----->
22	Hail Prism	X----->	06	Avoid	X----->
24	Wish Well	X----->	08	Tundra	X----->
26	Shine Plasma	X----->	12	Diamond Dust	X----->
30	Break	X----->	13	Restore	X----->
31	Drain	X----->	17	Ply Well	X----->
39	Psy Drain	X----->	21	Supercool	X----->
46	Pure Wish	X----->	24	Glacier	X----->
50	Spark Plasma	X----->	30	Break	X----->
52	Freeze Prism	X----->	35	Pure Ply	X----->
LV	WATER (M) PY.	W S C P A	40	Megacool	X----->
--	Ply	X----->			
02	Frost	X----->			
04	Ice	X----->			

Mercury adepts' additional special classes (Ranger, etc.) are the same

08 Wish	X--->	as the Jupiter adepts', so check that
09 Tundra	X----->	section to see the psynergy-learning
13 Restore	X----->	charts.
16 Ply Well	X----->	
17 Ice Horn	X----->	
22 Wish Well	X--->	
25 Glacier	X----->	
30 Break	X----->	
34 Pure Ply	X----->	
42 Ice Missile	X----->	
46 Pure Wish	X--->	

EQUIP-ITEM CLASSES [EQCL]

Equip-item classes come about by finding special equipment that forcefully changes and fixes the class at a set family, rather than letting normal djinn amounts change it up (although these still apply). There are three items in the game -- Mysterious Card, Trainer's Whip, Tomegathericon -- that fit into this category, changing the class families to Pierrot, Tamer, and Necro Mage, respectively.

However, to "ascend the family tree" and get the higher-tier classes, there is a special catch relative to the equipper: the person must have one of each elemental djinn NOT of his/her base class. That's hard to explain without imagery, though. Pretend that Felix has no djinn and has the Mysterious Card equipped, setting his base class at Pierrot. If he equips 9 Earth djinn, he remains at the base class. However, since he's earth-elemental, if he equips 1 djinn of each other type (fire, water, wind), he becomes a Harlequin. To get to the next, he has to have 2 of each type; to reach the max, 3 of each type. [Each equip-item class follows this same line of thought.]

FAMILIES	ERT	FIR	WIN	WAT	HP	PP	ATK	DEF	AGL	LCK
Pierrot	---	---	---	---	100%	80%	100%	110%	130%	120%
Harlequin	?	?	?	?	130%	100%	110%	120%	140%	120%
Punchinello	?	?	?	?	160%	110%	120%	130%	150%	120%
Acrobat	?	?	?	?	190%	120%	130%	140%	160%	120%
Tamer	---	---	---	---	100%	70%	110%	120%	90%	80%
Trainer	?	?	?	?	130%	90%	120%	130%	100%	80%
Beastkeeper	?	?	?	?	160%	100%	140%	140%	110%	80%
Beast Lord	?	?	?	?	190%	110%	160%	150%	120%	80%
Dark Mage	---	---	---	---	80%	140%	80%	90%	140%	90%
Crypt Lord	?	?	?	?	100%	160%	100%	110%	150%	90%
Necrolyte	?	?	?	?	130%	170%	120%	120%	160%	90%
Necromage	?	?	?	?	160%	190%	140%	130%	170%	90%

LV	PIERROT PSYN.	P H P A	LV	TAMER PSYNRGY	T T B B
03 Baffle Card	X----->		-- Wild Wolf	X	
05 Juggle	X----->		Orc	X	
06 Avoid	X----->		Dinox	X	
08 Sword Card	X----->		Troll	X	
10 Sabre Dance	X----->		05 Cure Poison	X----->	
13 Flame Card	X----->		06 Impact	X----->	
15 Sleep Card	X----->		07 Pixie	X	

17	Heat Juggle	X----->		Faery	X	
22	Fire Breath	X----->		Weird Nymph	X	
25	Thunder Card	X----->	10	Whiplash	X----->	
27	Death Card	X----->		Salamander	X	
29	Backstab	X->		Cerberus	X	
33	Bramble Card	X----->		Chimera	X	
37	Fiery Juggle	X----->		Macetail	X	
46	Frost Card	X----->	13	Restore	X----->	
			15	Elder Wood	X	
				Estre Wood	X	
LV	DARK Mage PY.	D C N N	20	Emu	X	
				Harpy	X	
--	Call Zombie	X----->		Gryphon	X	
09	Raging Heat	X----->		Minotaur	X	
17	Haunt	X----->	22	High Impact	X----->	
19	Revive	X----->	24	Succubus	X	
20	Fire Puppet	X----->	27	Lich	X	
22	Fiery Abyss	X----->		Phoenix	X	
24	Curse	X----->	28	Manticore	X	
26	Call Demon	X->	32	Wyvern	X	
29	Condemn	X----->		Blue Dragon	X	
31	Drain	X----->		Fire Dragon	X	
33	Poison Flow	X----->	45	Roc	X	
39	Psy Drain	X----->		Grand Golem	X	
47	Call Dullahan	X		Living Armor	X	
53	Dire Inferno	X----->		Ghost Soldier	X	

As always, if you see any errors here, be sure to drop me a line at my addy (shotgunnova -@- gmail d0t c0m) so I can correct that stuff ASAP. Thankee-sai!

FORGING

[FRGN]

A new gameplay aspect (compared to the first game) is finding raw materials and forging them at the blacksmith's in Yallam, accessible after getting the boat. Here's the steps to forge something:

- [01] - Obtain material in whatever fashion (chests, drops, etc.)
- [02] - Give material to Sunshine
- [03] - Exit and re-enter town (or sleep at inn) in order to pass the time
- [04] - Buy creation from Sunshine's wife

The problem with forging is that the player can't decide the outcome, so there's often a lot of resetting involved to get the good stuff (such as the Excalibur which has, I believe, a 5% of being created).

MATERIAL	DROPPED BY (DUNGEON)	WEAK	SELL
Dark Matter	Wonder Bird (Islet Cave)		2250
Dragon Skin	Winged Lizard (Yampi Desert Cave)		900
Golem Core	Bombander (Anemos Inner Sanctum)		1125
Mythril Silver	Soul Army (Jupiter Lighthouse/Yampi D.C.)		1500
Orihalcon	Sky Dragon (Anemos Inner Sanctum)		3000
Salamander Tail	Pyrodra (Treasure Isle)		1050
Star Dust	Sand Scorpion (Yampi Desert Cave)		300
Sylph Feather	Great Seagull (Treasure Isle)		525
Tear Stone	Gillman Lord (Treasure Isle)		225

TEAR STONE	Some materials can be found freely in chests but most have to be won as drops, the monsters that carry them mostly found in optional dungeons' depths. To even the odds (and you <u>WILL</u> need them), defeat a foe with a djinn unleash -- not summon -- based off its elemental weakness. If done right, the attack message should end in "!!!!".
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SYLPH FEATHER	STAR DUST	SALAMANDER TAIL	DRAGON SKIN
Faery Vest	Comet Mace	Ardagh Robe	Dragon Helm
Sylph Rapier	Luna Shield	Flame Shield	Dragon Robe
Floating Hat	Planet Armor	Apollo's Axe	Dragon Armor
Aerial Gloves	Stardust Ring	Burning Sword	Dragon Boots
	Astral Circlet	Salamander Rod	Dragon Shield

MYTHRIL SILVER	GOLEM CORE	DARK MATTER	ORIHALCON
Levatine	Gaia's Axe	Darksword	Excalibur
Mythril Helm	Huge Sword	Fear Helm	Nebula Wand
Mythril Blade	Titan Gloves	Terra Shield	Stellar Axe
Mythril Armlet	Chronos Mail	Demon Circlet	Xylion Armor
Mythril Clothes	Tungsten Mace	Stealth Armor	Cosmos Shield
Psychic Circlet			Millenium Helm
			Big Bang Gloves

The final aspect of forging is simply paying Sunshine to fix up rusted items, found in some dungeons or in the ocean's shallows. Rusted items can be used normally but carry low attack values; if refurbished, their inner artifact shines and the item is restored to full power. "Ocean shallows" are light-colored pools that contrast with the deep blueness of the rest of the water, and are actually visible on the main map. Locations of all these items are listed in the walkthrough (some with maps), so use that as a source if you need extra help finding these suckers. They're listed in the order they can first be obtained.

ITEM	BECOMES...	LOCATION	PRICE
Rusty Mace	Hagbone Mace	Eastern Sea (NE shallows)	8300
Rusty Axe	Captain's Axe	Eastern Sea (SE of Sea of Time)	6800
Rusty Staff	Glower Staff	Shrine of the Sea God	10100
Rusty Sword	Robber's Blade	Aqua Rock (Parch pool by low exit)	7600
Rusty Mace	Demon Mace	Gaia Rock (plant maze)	9200
Rusty Mace	Dracomace	Islet Cave	10700
Rusty Sword	Corsair's Edge	Lemuria (Scoop flowers by Lunpa's)	6300
Rusty Axe	Viking Axe	Treasure Isle	11000
Rusty Sword	Pirate's Sabre	Western Sea (SE shallows)	10600
Rusty Staff	Goblin's Rod	Western Sea (NW shallows)	29955
Rusty Sword	Soul Brand	Western Sea (Atoll w/ of Atteka)	11600

There are a few minigames to play and all are located in that wonderful city of Tolbi!

LEMURIAN SPRING

Found : Lemuria (duh?)

Prizes: Hestia Blade, Erebus Armor, Aegis Shield, Floral Dress, Mighty Axe, Minerva Helm, Crown of Glory, Leda's Bracelet, Fireman's Pole, Wild Coat, Brilliant Circlet, Crafted Gloves, Potion, Psy Crystal, Water of Life; Eclipse Summon (one-time-only bullseye prize).

Near the Lemurian entrance is a spring with some crabs and turtles walking around inside. Felix can throw regular coins (and only win more coins if he hits the critters) or throw rare Lucky Medals, which will win him various artifacts. Save beforehand to ensure you don't get a bunch of obsolete or duplicate equipment! The best stuff to get is the Hestia Blade, Minerva Helm, and Erebus Armor, plus the Eclipse summon. The Wild Coat's AGL boost can be pretty useful, too.

SUPER LUCKY DICE

Found : Contigo

Prizes: \$\$\$

Unlike the version in the first Golden Sun, this one is "SUPER," using two pairs of dice. Each bet costs 370g, and when the dice're rolled, Felix will get a chance to double the current pot by guessing whether the next roll will be higher or lower than his current roll. For instance, say he rolls a 10: he can either bet his pot on the next sum being under 9 or above 11, or he can cash out completely and pocket his winnings. Not a shabby way to make a buck, if you got the luck. /rhyme

LUCKY WHEELS

Found : Contigo

Prizes: Quick Boots, Hyper Boots, Running Shirt, Mythril Shirt, Silk Shirt, Fur Boots, Adept Ring, Sleep Ring, War Ring, Water of Life, Potion, Psy Crystal

This minigame is found in an rickety tent near the inn, and it's basically a slotmachine that runs on Game Tickets (which are dropped by monsters or given to the party by shopkeepers after something's been bought). It's not that hard to understand: match up 4-5 of the icons and hit the jackpot, then obtain an artifact. This game is a carbon copy of the one found in the first Golden Sun, for reference.

Shirt -> Shirts

Ring --> Rings

Heart -> Items

Stars -> Items

Moon --> Anything!

Moons can be used as wild cards to make jackpots with other icons, remember. The shirts and boots are great items (latter in particular), but the rings are pointless and I wouldn't recommend having them wasting space.

[Q] - What's Laughing Fungus do?

[A] - Nothing. If you try to give it to the man in Madra, he says that isn't the right mushroom and won't accept it (i.e. all that's left to do is sell it). The Healing Fungus, accessible after getting Piers, is the correct item to give to the Madre padre.

[Q] - Why isn't Poseidon taking any damage?

[A] - Someone must use the Trident on him, and the item must be equipped beforehand. To make the Trident, collect the prong pieces from three dungeons (Shrine of the Sea God, Tundaria Tower, Ankohl Ruins) and do the Briggs/Champa events in order to forge it.

[Q] - How do I improve the frequency of weapon unleashes?

[A] - Equipment that says it "improves criticals" actually affects this category (not critical normal attacks), so that's what to seek out.

[Q] - How do I clear the debris from Alhafra's defunct ship?

[A] - After defeating Briggs, it's possible to start the maintenance. There are some gray rocks on the mast that can be pushed off, and a "pillar" crate that can be removed, and a log that can be thrown overboard, too. With those three done, that leaves three things accessible from the east shore: (1) a 2nd crate (2) a poundable stake (3) a giant boulder. For the crate, push it west once and go around counterclockwise to its north side (by using ropes on mast), then push it into the water. For the poundable stake, get to the NE section to use Pound. Finally, to clear the boulder, use Burst (from Burst Brooch, found in Tundaria Tower) to destroy it.

[Q] - Piers has my Lash Pebble in Lemuria, and now I can't go to Lunpa!

[A] - This is a common question -- if the Lash Pebble's with Piers when he temporarily leaves, then how will one get to the 2F balcony? Try any random psynergy on the Lash coil and, instead of going to Lunpa, he'll throw down a ladder!

[Q] - What's Hard Mode?

[A] - When you beat the game and save/overwrite to make a 'clear save', next time a new game is started, there'll be a prompt to try the titular mode. Enemies here have percentage-based stat boosts but everything else is the same, typically. THIS IS NOT A NEW GAME PLUS FEATURE, so nothing carries over by accepting the challenge.

[Q] - How do I get rare drops more often?

[A] - If you know which monster drops so-and-so items, the method to raising the chances involves djinn unleashes (not summons!). If killed with a djinn of the element it's weak to, a monster will flash polychromatic for a moment before disappearing -- this is how one knows it was killed in that fashion. This method won't guarantee drops but for some items, like Lachesis's Rule or Orihalcon who have very low drop rates, this'll be very helpful.

VI. UPDATES & CONTRIBUTORS

[UPDT]

04-25-09 -----+ Started walkthrough

05-22-09 -----+ Finished walkthrough

THANKS TO...

-
- Sailor/Ceej, for hosting my FAQstuffs
 - The GS2 messageboard, for a wealth of information and being awesome
 - The Golden Sun wiki, for some early-ability levels and class stat %s <3

GAMEFAQS RECOMMENDED READING

- LinkKirby's Random Number Generator FAQ
- PuyoDead's World Map
- TFergusson's Battle Mechanics Guide

If any readers have corrections or awesome things to add, drop me a line!

VII. LEGALITY

[LGLT]

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