

	F. Amanda	[AMAND5.6]
	G. Niccolo	[NICCO5.7]
	H. Isabella	[ISABEL5.8]
	I. Count Lee	[COULE5.9]
	J. Bogard	[BOGA5.10]
	K. Cibba	[CIB5.11]
	L. Lester	[LEST5.12]
	M. Devius	[DEVI5.13]
	N. Watts	[WATT5.14]
	O. Medusa	[MEDU5.15]
	P. Goremand	[GOREMA5.16]
	Q. Marshall	[MARS5.17]
	[VI. The Walkthrough (Hero.)]	[THEWA6]
	A. Beginning	[BEGI6.1]
	B. Escaping Granz Castle! Destiny Awaits!	[ESDE6.2]
	C. The Journey Begins At Topple Village...	[TJB6.3]
	D. The Master Of Vinquette Hall	[TMOV6.4]
	E. The Marsh Cave...It Leads To Wendel!	[TMC6.5]
	F. Heroine's Kidnapped! Finding The Mythril	[HKFT6.6]
	G. Half Way There...Gaia Cave And The Airship Await! . .	[HWTG6.7]
	H. Amanda Stole The Pendant...? Heading to Jadd	[ASTP6.8]
	I. The Never Ending Jadd Desert...Chasing Medusa!	[TNEJ6.9]
	J. Assault On Devius Manor!	[AODM6.10]
	K. Cascade Cave And Mt. Illusia Lead To Granz Castle! .	[TRTG6.11]
	L. The Return To Granz Castle...Revenge Is Near!	[TRRIS6.12]
	M. The Beautiful Desert Of Glass...A New Objective	[TBDO6.13]
	N. The Frozen North...The Fate Of Lorimar Castle	[TFNT6.14]
	O. Heading Into The Unknown...The Path Opens...	[HITU6.15]
	P. Subsea Volcano...The Resting Place Of The Sword Of Mana	[SV6.16]
	Q. Heading To Dime Tower...Going Through The Sealed Cave	[HTDT6.17]
	R. Final Preparations	[FP6.18]
	S. Ruined Passage Is The Path To Dime Tower...	[RPIT6.19]
	T. The Old Dime Tower...Reaching The Mana Sanctuary . .	[TODT6.20]
	U. The Sacred Mana Sanctuary Is Where Julius Hides... .	[TSMS6.21]
	V. Heading Inside The Mana Temple...Julius's Hiding Place!	[HI6.22]
	W. The Showdown With Julius	[TSWJ6.23]
	X. Julius, Round 2!	[JR26.24]
	Y. The Battle In Hell...This Is Where It Ends!!!	[TBIH6.25]
	Z. Ending	[END6.26]
	[VII. The Walkthrough (Heroine.)]	[THEWA7]
	A. Beginning	[BEGI7.1]
	B. The Journey Begins At Topple Village...	[TJBA7.2]
	C. The Master Of Vinquette Hall	[TMOV7.3]
	D. The Marsh Cave...It Leads To Wendel!	[TMC7.4]
	E. Being Held Prisoner...It's Time To Escape!	[BHP7.5]
	F. Heading To Menos Village...Our Journey Continues There!	[HTM7.6]
	G. Amanda Stole The Pendant...? Heading to Jadd	[ASTP7.7]
	H. The Never Ending Jadd Desert...Chasing Medusa!	[TNEJ7.8]
	I. Assault On Devius Manor!	[AODM7.9]
	J. Cascade Cave And Mt. Illusia Lead To Granz Castle! .	[TRTG7.10]
	K. The Assault On Granz Castle...Dark Lord's Fall	[TAODL7.11]
	L. The Beautiful Desert Of Glass...A New Objective	[TBDO7.12]
	M. The Frozen North...The Fate Of Lorimar Castle	[TFNT7.13]
	N. Malyris, The Evil Spirit...Helping Lorimar Castle... .	[MTE7.14]
	O. Heading Into The Unknown...The Path Opens...	[HITU7.15]
	P. Subsea Volcano...The Resting Place Of The Sword Of Mana	[SV7.16]
	Q. Heading To Dime Tower...Going Through The Sealed Cave	[HTDT7.17]
	R. Final Preparations	[FP7.18]

	S. Ruined Passage Is The Path To Dime Tower...	[RPIT7.19]	
	T. The Old Dime Tower...Reaching The Mana Sanctuary . .	[TODT7.20]	
	U. The Sacred Mana Sanctuary Is Where Julius Hides... .	[TSMS7.21]	
	V. Heading Inside The Mana Temple...Julius's Hiding Place!	[HI7.22]	
	W. The Showdown With Julius	[TSWJ7.23]	
	X. Julius, Round 2!	[JR27.24]	
	Y. The Battle In Hell...This Is Where It Ends!!!	[TBIH7.25]	
	Z. Ending	[END7.26]	
	[VIII. Boss Guide]	[BOSGU8]	
	A. Hero's Bosses	[HEBOS8.1]	
	B. Heroine's Bosses	[HERBOS8.2]	
	[IX. Monster List]	[MONLI9]	
	[X. Weapons]	[WEAP10]	
	A. Swords	[SWOR10.1]	
	B. Staves	[STAV10.2]	
	C. Knuckles	[KNUC10.3]	
	D. Flails	[FLAI10.4]	
	E. Sickles	[SICK10.5]	
	F. Bows	[BOWS10.6]	
	G. Spears	[SPEA10.7]	
	H. Axes	[AXES10.8]	
	I. Morning Stars	[MORN10.9]	
	[XI. Armor]	[ARMO11]	
	A. Helmets	[HELM11.1]	
	B. Hats	[HATS11.2]	
	C. Armor	[ARMO11.3]	
	D. Robes	[ROBE11.4]	
	E. Boots	[BOOT11.5]	
	F. Sandels	[SAND11.6]	
	G. Gloves	[GLOV11.7]	
	[XII. Accessories]	[ACCES12]	
	[XIII. Item List]	[ITELI13]	
	A. Recovery Items	[RECOIT13.1]	
	B. Mystery Items	[MYSIT13.2]	
	C. Meat Items	[MEAIT13.3]	
	D. Other Items	[OTHLI13.4]	
	E. Trait Coins	[TRACO13.5]	
	F. Spirit Icons	[SPICO13.6]	
	G. Summons	[SUMM13.7]	
	[XIV. Forging/Tempering Equipment]	[FORTEME14]	
	[XV. Hot House]	[HOTHO15]	
	A. Watt's Shop	[WATSH15.1]	
	B. Li'l Cactus's Journal	[LICAJ15.2]	
	C. Trent's Orchard	[TREOR15.3]	
	[XVI. Planting/Growing List]	[PLGRLI16]	
	[XVII. Spirit List]	[SPIRLI17]	
	[XVIII. Communication]	[COMMU18]	
	[XIX. Class/Job List]	[CLAJOLI19]	

Stats by A Chan. Other than that, nothing else has been added or changed.

5/14/07 - Just writing in to let any readers know if they E-Mail me any questions or comments, that my address still works. My willpower to write walkthroughs over the last few years died, mostly to college and real life, but I may just start this up again. Feel free to write in, thanks.

4/19/04 - Alright, well, acquiring each Monster's Dropped Items and such is not as easy as I or Lord Skylark thought it'd be. Unfortunately, Lord Skylark spent over 8 hours hacking the game and wasn't able to find anything, due to Square Enix handling the code in a rather weird way and finding anything isn't easy. So, yeah, in the near future, if I can get it somehow, I'll throw it up, but sorry for the long wait in not hearing anything on the progress of that. Ah well. Besides that, I marked this as the Final version of the walkthrough, so, if I ever need to update again, I'll do so, but this guide is as complete as possible at the moment. With that, until I next update, take it easy and enjoy the walkthrough!

3/11/04 - WHEW. Ok, the Heroine's Walkthrough is now complete as well, with ALL the changes and such noted through The Walkthrough, so, enjoy that. So, since that's done, this entire walkthrough is now complete, EXCEPT I STILL don't know what the exact percentages are for each Item Drop for each Monster, let alone what it is that each Monster drops and all. I SHOULD have this soon, plus some stats for Monsters that aren't listed in the normal Monster List in the game. Not sure how long it'll take Lord Skylark to get the data for this, as he's hacking the game for me, but we'll have to see. I'll update this walkthrough once I get the information, but until then, it is as complete as possible. Enjoy it, as it'll DEFINITELY help you in every way! Well, later!

3/9/04 - Today I made some great progress. Already with the Heroine I'm up to the Airship with her. Thing is, writing her walkthrough isn't hard, as 95% of her game is the same as the Hero's and there's only a few things that are different/unique to each game. A few dialogue scenes here and there and things both do that the other doesn't. So all I'm doing is copying the Hero's Walkthrough and pasting it in for the Heroines, but I'm fixing it and adding in and/or taking things out that are different in her version. Makes more sense than to just rewrite the whole thing.

I WOULD combine both walkthroughs as one, but I figured this'd be the best way to do it, since I'm sure if you're playing as either the Hero or Heroine, you want to browse down one straight walkthrough, get what you need and that's it, not browse and attempt to find where someone's path begins and the other's ends and it's just over all easier to go through I think for you, the reader. I mean, this entire guide is basically done, just I need to do the Heroine's Walkthrough which is a pain and all, but if I can get The Walkthrough up to the Airship in one day...I doubt it'll take me THAT long to COMPLETELY finish this damn thing. Anyway, expect more tomorrow and until then, enjoy!

3/8/04 - Whew, there we go. Unfortunately, IGN doesn't update on the weekends, so, sorry about no progress for the last 3 days. Either way, though, the Hero's Walkthrough is now FULLY completed! All that remains now is the entire Heroine's Walkthrough, which I'll start on later today. So, yeah, enjoy that and I'll have some progress on the Heroine's Walkthrough tomorrow for you. Until then, take it easy and enjoy!

3/5/04 - Alright, I didn't get a whole lot done today, since I've had a rather bad sore throat, but, not like you care anyway. Heh. Anyway, most of my time was spent on the Side Quests, which, they are ALL complete now.

That took me a good while, due to the damn Spirit Side Quests and boy were they fun. -- Either way, The Walkthrough itself is now only up to the start of the Rocky Wilds, so, again, expect more progress tomorrow, as we're nearing the end of the Hero's Story. Well, later.

3/4/04 - Hey all, well, I have another update once again for all of you. I didn't make TOO much progress today, since most of my time was sapped doing a ton of the Side Quests that I covered in today's work. So, as it stands, I've updated The Walkthrough up to the Snowfield, which leads to Lorimar Castle. That and a bunch of Side Quests have been added up to meet where I am in The Walkthrough at the moment. Other than that, nothing else is new, since, well, everything BUT the two walkthroughs are done, so, yeah. Enjoy today's update and expect even more tomorrow. Later.

3/3/04 - Once again, I have another update for you today. For now, I've updated The Walkthrough up to Granz Castle and I think that's rather good for 1 day's work. I'm getting rather close to being done, for the Hero that is, then I have to tackle the Heroine's Walkthrough. Boy, that'll really kill me. Heh, anyway, enjoy today's update and expect more tomorrow!

3/2/04 - Eh, I made some good progress today I guess. I've updated The Walkthrough up to the Jadd Desert now, as well as added more Side Quests and the like to meet with where I am in The Walkthrough at the moment. Again, expect progress from me daily until this is completed from now on. So, until tomorrow, enjoy!

3/1/04 - Ok, sorry about not updating for about 2 weeks. I took up a side project to do and I've also been sort of busy with other things. Anyway, I've updated The Walkthrough up to the start of Gaia Cave, so, enjoy that. Side Quests have also been updated to match where I am in The Walkthrough, as well as the Boss Guide. Other than that, nothing much else. Expect more progress soon!

2/17/04 - Well, The Walkthrough has been started for the Hero. As it stands, I've updated up to Vinquette Hall, so expect more each day from me. The Boss Guide has been started, as has the Side Quests Section, plus a new Section is up, Section XXI. Poipoi's Notes. Still in progress as I write The Walkthrough, but it's there. Anyway, other than that, nothing much else. Expect more tomorrow!

2/16/04 - Alrighty, again, I'm now COMPLETELY done with everything BUT both Walkthroughs, the Boss Guide and Side Quests. EVERYTHING else you see here is COMPLETE. I work fast, huh? Anyway, I plan to do The Walkthrough for the Hero first, so expect various updates for him all through this week. Also, if you want to know "What's New", here you go:

- Section IV. How To Play.
- Section XVI. Planting/Growing List.
- Section XVII. Spirit List.

So, there you go. Again, look for various updates this week to the actual Walkthrough now, since all the Appendencies are now done. Though, I WISH I could figure out what each Monster drops and at what rate, but that's not possible unless I hack the game, apparently. Oh well. If anyone wants to take a stab at it, lemme know and I'll give you full credit for your hard work. Well, until my next update...

2/14/04 - As promised, here's another bulky update. Here's what I got done today:

- Section XIII. Item List.
- Section XIV. Forging/Tempering Equipment.
- Section XV. Hot House.
- Section XVIII. Communication.

Doesn't seem like much, but trust me, for me to do all the research in the game, type it up, format it, etc, it is. Not a whole lot is left, Appendencies wise and I figure within 1-2 days tops I'll be done with the rest and then all that will remain is both Walkthroughs, the Side Quests and both Boss Guides, which will probably take 2 weeks tops to complete. Anyway, look for more updates coming VERY soon!

2/13/04 - Alrighty, more work has started and ALOT of it has come fast. For starters, I've completed the rest of the Armor List and the following are also now complete:

- Section V. The Characters Of The Story.
- Section XII. Accessories.
- Section XIX. Class/Job List.

Yeah, doesn't seem like a whole lot, but trust me, it is. Glance at the sections and you'll see. Anyway, more work is coming in the following days, so keep stopping in to see what's new, as I will continue to continuously work on this walkthrough as much as possible until it's done. Agan, I'm very, very sorry not much is here right now, so please just bear with me. Thanks.

2/11/04 - I'm VERY, VERY, VERY sorry there's not much to look at or help you out here as of yet. This project of mine for Sword Of Mana is really taking MUCH longer than I anticipated it would and so far, all that's actually been worked on is the Monster List and the Weapons and Armor Lists. (They are Sections IX, X and XI.) Again, I'm VERY sorry and you can expect ALOT more VERY soon, THAT I promise you. This walkthrough is just here for the moment so IGN knows that I AM working on something and that more is coming asap. Look forward to it. I have all my lists of various information on the game all around my computer and it's just a matter of time until I sit down and compile them into this walkthrough.

Though, if you have ANY questions on the game that you need help with, throw me an E-Mail at ssj4kain@aol.com and I'll try my best to help you.

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= [III. FAQ (Frequently Asked Questions.)] [FAQ3] =
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None as of yet. Oh well. If you have something to ask me, send it to ssj4kain@aol.com or if I get asked something enough, I'll throw it up here.

=====
= [IV. How To Play] [HOTOPT4]=
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- A. Controls And Menus [COAME4.1]-

Alright, let's start with the controls, shall we?

D-Pad - Used to move around in the game and also to browse the various Menus.

Select - Switch between your Hero/Heroine or a friend if you have one to use in the game and while in the Menus, use it to bring up or hide the Help Messages.

Start - Brings up the Ring Menu and also closes it.

B Button - Use it to Run and to cancel out options in the Menus.

A Button - Use it to Attack, talk to people, examine objects, open Treasure Chests and to confirm options in the Menus. Also, once you learn how to do this, hold this Button and the L Button to sit, which lets you restore your MP slowly.

L Button - Allows you to Jump once you learn how to and it's also used to browse through Menus to go back to the previous page and during Battle, it brings up the Weapon Menu if you're in the Ring Menu and hit this. Also, once you learn how to do this, hold this Button and the A Button to sit, which lets you restore your MP slowly.

R Button - Lets you use the current Spirit's Magic you have Equipped. Tap it to do the 3 MP spell and Hold it for a few seconds, then release to perform the 6 MP spell to attack with. It's also used to browse through Menus to go forward to the next page and during Battle, it will take you to the Spirits Menu if you're in the Ring Menu and hit this.

Ok, that covers the controls. Next up is the various Menus in the game:

First, we'll start with the Title Screen. Once you load the game up, you can choose these options:

New Game - Select this to begin a new Quest as either the Hero or Heroine.

Continue - Only appears after you actually have a Save File saved, but select this to continue on in your Quest from where you last saved.

Communication - Only works if you and a friend both have a Gameboy Advance, Sword Of Mana Game Pak and a Gameboy Advance Link Cable. For more on this, check out Section XVIII. Communication.

Now, as you start the game, you will have to select between either the Hero or Heroine as your character. This is NOT a game where you choose based on what your gender is, it is, but it's also a different game based on who you select. Once you select your character, you must name them and the Hero/Heroine. They don't have default names or "Official" names, so anything you want will do. Also, while playing the game, to Save your progress, look for Gold or Silver Goddess Statues, as these are Save Points. The Silver Statues can only Save the game, but Gold Statues can Save the game AND heal you and your friend completely, even if your friend is dead.

Ok, so that takes care of the Title Screen. Now for the rather big Menu, the Ring Menu:

Throughout Sword Of Mana, this little Menu will be vital to your Quest. Basically, at ANYTIME in the game when you hit the Start Button, a Menu with options in a circle like pattern or ring, rather, will appear. Using the D-Pad, you can browse through each area, select the one you want and

possibly be taken to Sub-Categories where even more options are to be selected and chosen. Let's take a look at each of them:

Weapons - Allows you to check which Weapons you currently own, Equip them and to also see what each Weapon's Attack Trait is.

Accessories - If you have Accessories to Equip, you can do so in this area, as well as also Equip your friend with one. You're also able to Discard any Accessories you don't want by selecting them and choosing "Discard".

Magic Rope - Once you acquire this, it can be used anywhere, save a few rare places and when you can't use it, you won't see it in the Ring Menu. When you're in trouble or actually want to teleport someplace quickly, where ever you last used a Goddess Statue, you'll be taken there instantly. VERY useful and rather handy at times.

Spirits - Lets you check and see which Spirits you currently have, as well as how many of each as well. You can Equip them here and also see what each Spirit does on the little Menu Bar below.

Poipoi's Notebook - A VERY useful piece of Equipment that Niccolo sells to you near the start of your Quest for dirt cheap. Here's what it allows you to see:

World Map - Lets you see the world or as much of it as you've currently seen. Using the D-Pad, you can browse around and see the names of places to where you've been already. Rather handy. The red dot is where you are currently, just as a reminder.

Monster Album - Shows and documents all the Monsters you've currently beaten. Very useful if you want all the 411 on fighting each Monster in the game and always having the upper hand. Now if it just listed what each Monster drops...

Memo - This is more or less a place for beginners, but it documents all the stuff in the game, such as how to Jump, what each Spirit does, etc. Basically if you forget how to do something, head here and look around and you'll find it.

Amigo List - Shows you how many Amigos you currently have. For more on this, check out XIII. Item List, G. Summons for more on this, as well as Section XVIII. Communication.

After Poipoi's Notebook, we have:

Status - Allows you to check on the current Status of either you or a friend if one is present. Though, this area is broken into several sections and they are:

Status - Shows your current Stats, as well as a friends if one is with you. Rather easy to figure out what everything is here, but I'll go down the list and tell you, from top left, to bottom, to top right to bottom:

Character Name - The name of the character.

Class - Only appears when you actually have a Class, which the title will show above the Character Portrait.

Character Portrait - Image of the character.

Lv - The current Level of the character.

HP - Hit Points. It's the number value of Health. If this drops to 0, you die.

MP - Magic Points. It's the number value of Magic. If this drops to 0, you can't use any more of your Magic.

Next - Shows you how much Experience you need for the next Level.

Pow - How well you can attack.

Def - How well you can defend.

Int - How well you can attack with Magic.

Mnd - How well you can defend against Magic.

Agi - How well you can land hits and avoid attacks.

L - Means Lucre and shows how much money you currently have.

Day - Shows you what Day it is.

As for the rest, to the right is just all the Weapons/Spirits in the game and the Levels next to them show how well you can use each of them. The higher the Levels, the stronger your attacks will be with each.

Next up on the Status list we have:

NPC Setting - Allows you to set both your character and a friend's behavior in Battle, which only takes effect when you aren't using them. Here's a rundown on each of them:

Close In - This makes the character rush in and attack Monsters at close range.

Magic - Has the character cast Magic constantly.

Weapons - Character will attack with their Weapon only.

Stay Back - Character will not engage in Battle if it can help it.

Basically, you move the character around in the grid towards the area you wish them to take on the most adaptive behavior you wish. Move them towards the middle, though, if you just want them to do whatever. Also, to confirm what you want to have them do, press the A Button and select Yes or No to confirm it, otherwise your selection will NOT stay.

After this, we have:

Weapons List - Lets you see what each of your Weapon's Stats are, as well as what each Weapon is at the moment, in terms of names. Here's what the stats mean:

Ex Effe - Shows if the Weapon has any Extra Effects, such as casting Silence on a Monster.

Ele - Shows you if the Weapon has a Spirit infused, giving it that

specific trait. (For example, if it's Salamander, the Weapon will be a Fire Weapon now.)

Pow - Tells you what the Weapon's Attack is.

Dodg - Tells you how well you can avoid attacks with this Weapon Equipped.

Hit - Tells you how well a Weapon's Accuracy is.

Ele Pow - Tells you what the Weapon's Elemental Power is.

Lmt - Tells you how many times the Weapon can be Tempered currently to make it stronger. (Fore more information on this, check out Section XIV. Forging/Tempering Equipment.)

Next, we have:

Armor List - Lets you see what each of your Armor's Stats are, as well as what each Armor is at the moment, in terms of names. Here's what the stats mean:

Ex Effe - Shows if the Armor has any Extra Effects, such as protecting from No Bewitch.

Ele - Shows you if the Armor has a Spirit infused, giving it that specific trait. (For example, if it's Salamander, the Armor will now be very strong against Fire attacks.)

Slash Def - Tells you how well the Armor can defend against Slash attacks.

Bash Def - Tells you how well the Armor can defend against Bash attacks.

Jab Def - Tells you how well the Armor can defend against Jab attacks.

Lmt - Tells you how many times the Armor can be Tempered currently to make it stronger. (Fore more information on this, check out Section XIV. Forging/Tempering Equipment.)

Whew, ok, finally, the final section we have here is:

Items - Stores all the usable and important Items you find in your Quest. Here's a breakdown of each area:

Recovery Items - Usable Items that heal your HP, MP and other things.

Mystery Items - Items that have mysterious uses. Not many of them and most are rather useles...

Trait Coins - Coins of the Spirits, which allow you to quickly use them to instantly use the 3 MP spell each one has without the chance of the spell being canceled out if you're hit. Hard to come by and only use them in a last ditch effort. (Only appears in the Ring Menu during Battle.)

Spirit Icons - The exact opposite of Trait Coins, these cast the Spirit's Magic Attack, the 6 MP one, on Monsters. Again, useful, but hard to come across. Use them only when you absolutely need to. (Only appears in the Ring Menu during Battle.)

Meat Items - Items that when eaten, you deal double the damage and recieve 1/2 of the normal damage from Monsters of the same type of the Meat you

ate. Useful if you're having problems with certain Monsters and need a quick edge on them.

Other Items - This is broken into a few different things. They are:

Event Items - Items that are needed for the Story or Side Quests.

Seeds - Used in Planting at Trent's Orchard. (See Section XVI. Planting/Growing List for more.)

Fruits - Used to Temper Armor. (See Section XIV. Forging/Tempering Equipment.)

Vegetables - Used to Temper Weapons. (See Section XIV. Forging/Tempering Equipment.)

Raw Materials - Used to Forge/Temper Weapons/Armor. (See Section XIV. Forging/Tempering Equipment.)

Finally, we have:

LVUP - This only appears when you gain a Level, but select it to go and choose your stats.

WHEW, well, that about covers the Menus in the game. I hope that helped you...

- B. Moving Around [MOVAR4.2] -

Movement in Sword Of Mana is rather easy, as it is in most Action/RPGs. There's alot to cover in this area, so let's get down to it, shall we?

First, let's start with the Towns themselves. Towns are VERY important in this game, as they are always bustling with activity, even if it doesn't look it. For the most part, Towns have General Stores, Inns and Blacksmiths. General Stores supply Items, Inns heal you and give you the Best Status Effect and Blacksmiths let you Temper your Equipment. Now, in all fairness, Inns are rather useless. Literally. You can heal for free at any Gold Goddess Statue and unless you want the Best Status Effect, which only lasts six screens, (It makes your Power and Defense higher.) then go for it, but other wise, ignore it.

The other thing is Side Quests. Each Town is full of them and most will only appear after certain events. That's why it's ALWAYS a good idea to talk to each resident more than once and at least once to see if there's something you can do for a Side Quest. Trust me, do the Side Quests, as most of them WILL be VERY worth your time.

Now, you'll also notice a semi unique feature in the game, which is the time of day. The game sports it's own unique days of the week and different times of day, which rapidly change fast, based on how many screens you enter. The time of day goes like this:

Morning, Late Morning, Noon, Dusk, Night, Midnight, Late Night, Dawn, Morning.

Each of the things above represent a screen. So, for example, say it's Morning and you head out 2 screens. Well, now it'll be Noon. 2 more

screens will make it Night. See how it goes? Time passes at all times, even in Dungeons/Caves, EXCEPT in the Vinquette Hall. Also, time doesn't pass in Towns or in the 1 screen surrounding Towns, so those areas are immune to time happening for that space. Now, thanks to the times of day, certain Monsters and even events only take place at certain times and you will notice this. Also thanks to the days themselves, depending on what day it is, Spirits will be stronger. So if it's Salamander Day, Salamander will be stronger. (Note: On Mana Holy Day, ALL Magic is stronger.) Anyway, here's the order of the days, starting with Mana Holy Day, which is "Sunday":

Mana Holy Day, Luna Day, Salamander Day, Undine Day, Dryad Day, Jinn Day and Gnome Day.

Next we move onto the actual world itself and traveling around. Occassionally, you'll find Treasure Chests, either laying around or left behind after you defeat a Monster. Pick them up immediately, as you never know what's inside. Though, sometimes, Monsters have things called Treasure Traps, which in order to open the Treasure Chest, you must do a Russian Roulette type game of chance, landing on anything from:

Ok - Nothing happens, you get the Treasure inside.

Arrows - Hurts you for about 1/6 or 1/7 of your Hit Points.

Bombs - Hurts you for about 1/3 of your Hit Points.

Kaiser Mimic - Fight the Monster Kaiser Mimic. You lose whatever Treasure was in the chest, but the Kaiser Mimic will usually drop a Treasure Chest instead.

Polter Box - Fight the Monster Polter Box. You lose whatever Treasure was in the chest, but the Polter Box will usually drop a Treasure Chest instead.

Smoke - Hurts you for about 1/3 of your Magic Points.

Spikes - Hurts you for about 1/10 of your Hit Points.

Stones - Hurts you for about 1/5 to 1/6 of your Hit Points.

Besides the Kaiser Mimic and Polter Box, even though you are damaged, you will still get the Treasure inside, so don't worry. Though, as you progress through the game, almost all the Monsters have Traps on their Treasure Chests and landing on Ok gets harder and harder. Though, if you're ANY type of Thief Class, your chances of landing on an Ok go up. Check Section XIX. Class/Job List, E. Thief for more on that.

Anyway, next up we have tall grass. Basically, you'll always see tall grass where you go, usually, which when you use a Weapon that has a Slash Trait, such as the Sword, if you cut down the grass, you may find Mystery Items, which can help you against Monsters. They aren't THAT helpful, but still, if you like to always fight with an edge, check around tall grass for them, as they're VERY easy to find.

Next up we have the Goddess Statues. Throughout your Quest, you'll find Gold or Silver Goddess Statues, which can be used to heal you completely and/or Save your game. Gold Goddess Statues can do both, but Silver Goddess Statues can only Save your game. Take note of this.

After this we have objects that may lay in your path throughout Dungeons. Basically, there's things called Metaballs and Stone Seals. Metaballs can only be defeated with either a Slash, Bash or Jab Weapon and you must figure out which one can defeat it and Stone Seals can only be destroyed with certain kinds of Magic. They glow a certain color, which is easy to figure out which Magic it takes to destroy it, so figure it out, kill it, then move on.

Finally, we have Jump and Sit. Once you learn these two, you can perform them whenever you wish. Jump allows you to do just that; jump. It helps you jump over small areas or climb up to higher areas that you can't reach by walking. Sit, on the other hand, is a slow, yet useful method to slowly recover your Magic Points. As you increase your Level, the amount of Magic Points you get back will increase, so at first it'll be INSANELY slow, but later, it'll go by rather fast.

Well, there you have it. That about covers everything in this area that you need to know.

- C. Battle System [BATSYS4.3]-

Ah, the Battle System. Every RPG has one. For Sword Of Mana, you Battle in real time, meaning, it's not a Menu where you select options and watch and wait to see what happens. No, you ARE the action. Moving your character around the screen and slashing up Monsters as you go along. First, let's take a look at the screen when you enter a Battle.

When you enter a Battle, you'll know it because your character will draw their Weapon, their HP/MP and Deathblow Gauge will appear, as will their friend's if one is with you. Here's what you'll see:

Character Icon - Shows you a picture of the character you're using.

HP - Hit Points. Remember, if this number reaches 0, you die. The left is your current Hit Points and the right is your maximum amount.

MP - Magic Points. Remember, if this number reaches 0, you can't use Magic until you refill it. The left is your current Magic Points and the right is your maximum amount.

Deathblow Gauge - The little bars at the very bottom. Once these are filled, you're able to do a Deathblow attack with your Weapon, which is very strong. More on this in a minute.

Now, at the top right of the screen, you'll see all of the above, minus the Deathblow Gauge for your friend, if one is with you. Though, you won't see their maximum amount of Hit Points and Magic Points, so do pay attention to them and heal them when they're low.

Ok, now, let's go over a few basics in fighting, now that you have the screen down:

First, always make sure you're properly Equipped for the area you're in as best as possible. Nothing's worse than walking into a area and being taken down instantly. Watch your Hit Points and Magic Points and ALWAYS stock up on Recovery Items, as you WILL need them incase your Magic Points run dry.

Second, you can pause the Battle by hitting the Start Button and bringing

up the Ring Menu. Browse through it to select whatever, but don't worry about being attacked while you do this.

Third, if you want to switch and use your friend, hit the Select Button to do so. Your main character will attack depending on the NPC Setting, as will your friend when you're not using them, so be sure to configure that to your liking under the Status Menu in the Ring Menu.

Whew, ok, next up, let's talk about Combo Attacks.

Only 5 Weapons in the game have Combo Attacks and what they are are attacks that are timed perfectly, which allow you to do extra attacks and cause more damage. Basically, time hitting the A Button right and after you attack, try hitting it at the correct moment to do an additional hit. You can do a max of 3 hits and each one after the additional hit is stronger than the rest. The Weapons that can do this are:

Axe, Knuckle, Spear, Staff and Sword.

Next up we have Deathblows. Depending on your Weapon, the Deathblow Gauge will fill up at a certain rate, every time you successfully land an attack. Apparently, the system for which causes the Bars to raise appears to be every 10 Levels that you train with your Weapon, each hit lands you an extra Bar. So if you're Level 1-9, you'll only get 1 Bar per hit on the Deathblow Gauge, Level 10-19 gets you 2 and so on. Rather useful and once you reach high Levels, you'll REALLY be a power house with attacks. To perform a Deathblow, once the Deathblow Gauge is full, you'll begin to glow and once you do, hold down the A Button and once you "stop" glowing, release and you'll perform the Deathblow. It won't disappear until you hit an Monster, so if you want to practice with it and see what each Weapon's Deathblow Attack is, go for it.

Alright, continuing right along, next we have Physical Attack Traits. What this is is each Weapon has a certain trait, either it being Slash, Bash or Jab. To find out what each one is, simply check the Weapons List Menu under the Ring Menu and browse each Weapon and it'll tell you. For a quick reference, though, here's a rundown on each one:

Axe - Slash.

Bow - Jab.

Flail - Flail.

Knuckle - Bash.

Morning Star - Bash.

Sickle - Slash.

Spear - Jab.

Staff - Bash.

Sword - Slash.

Now, when using Weapons, they can Level up. I'm not sure exactly what or how they Level up, Experience wise, since there's no way in the game to actually find out, but I DO know that ALL Monsters will give you "Experience" as long as you hit them. Even if you do 0 Damage, you still get it. So basically, if you find an Undead Monster, whack away on it, as NO Weapons can kill it and it's really easy Experience.

Alright, next we have Spirits. Throughout the game, you'll find a total of 8 Spirits that'll help you on your Quest. Though, there's ways to make them stronger and have literally 8 of each Spirit. For more on that, check out Section XVII. Spirit List. Other than that, during a Battle, depending on what Spirit you have Equipped, you can use it to help fight or assist

you personally. Either it being a Status Boost or perhaps a Magic Attack, it'll help you either way, as long as you have Magic Points. Also, depending on your Weapon, the Magic Attack will be different, so try all your Weapons for the best effects and figure out what's the best one for you.

Finally, we have Leveling Up. As you fight and gain Experience, you will notice a "LVUP!" Icon appear above your head once you gain a Level. When you do, hit the Start Button and select the LVUP option under the Ring Menu, then you'll be able to choose what area you want to Level up. For more information on this, check out Section XIX. Class/Job List for more on this.

THERE. Heh, ok, all done. That about wraps it up for the Battle System and that SHOULD be all you need to know. Well, have fun...

- D. Status Ailments/Conditions [STAICO4.4] -

Like all RPGs, Sword Of Mana is no different when it comes to certain ailments that'll slow you down throughout your Quest. Though some are good, most are bad and you'll want to know what each one does and how to cure it so you can get back up to full strength as soon as possible. So, let's take a look at each one:

First, the Good Status Ailments:

Bubble Boat - Lets you float around in a bubble. You can't attack, but only Monsters with a Sense of Sight can find you.

D-Fence - Temporarily increases your Defense and all the damage you take is cut in half.

Mooglemorphosis - Turns you into a Moogle. You can't attack, but only Monsters with a Sense of Smell can find you.

Power Up - Temporarily increases your Power.

Psychic Shield - Temporarily increases your Magic Defense and all damage you take from Magic is cut in half.

Silhouette - Makes you invisible. You can't attack, but only Monsters with a Sense of Hearing can find you.

Speed Up - Temporarily increases your speed times two.

Next, the Bad Status Ailments:

Bedraggled - You take twice the amount of damage. This eventually ends, but use a Prestoveggie to instantly cure it.

Bewitched - You take twice the amount of Magic Damage. This eventually ends, but use a Prestoveggie to instantly cure it.

Confusion - Makes the D-Pad's directions all screwed up. Like hitting the Up Button will make you walk to the right or something. This ends after a while, but use a Stardust Herb to instantly cure it.

Darkness - You become blind and your Accuracy is reduced. This effect will

end eventually, but you can use a Stardust Herb to cure it instantly.

Fire Man - You're incased in flames and can't attack and continuously take damage for a certain amount of time. Use a Stardust Herb to instantly cure this.

Numb - You're unable to attack for a short period of time. Use a Stardust Herb to instantly heal it.

Petrify - You become incased in stone and lose half your Hit Points. Most attacks won't harm you, but this effect will last a while. Use a Stardust Herb to instantly cure it.

Poison - You take constant damage. It eventually stops, but to instantly cure it, use a Prestoveggie.

Pose - You are unable to move. It eventually stops, but use a Prestoveggie to stop this immediately.

Power Down - Your Power is cut in half. This eventually ends, but use a Prestoveggie to cure it instantly.

Silence - You are unable to use Magic. It'll end eventually, but if you want to get rid of it instantly, just use a Stardust Herb.

Sleep - You fall asleep and can't move. This lasts for a while, but it's canceled when you recieve damage. You can also use a Stardust Herb to instantly end this effect.

Small - Also known as Wimp. Your size is reduced and your Power and Defense are cut in half. During this time, you can enter some places that you normally couldn't, but this also will come to an end after some time. Use the Tiny Tapper or a Stardust Herb to cure this instantly.

Snow Man - You're incased in snow and look like a Snow Man. Heh heh. Anyway, you can't move and most attacks won't harm you, but this lasts a while. Just use a Stardust Herb to cure it.

Speed Down - Cuts your Speed in half. This eventually ends, but use a Prestoveggie to instantly cure it.

Toxin - A worse case of Poison, you'll take more constant damage over time. This eventually stops, but to instantly cure it, use a Prestoveggie.

Well, there you have it. I hope that helps you.

- E. Tips & Tricks [TITR4.5]-

- Never avoid Battles if you can help it. Experience and Lucre are always needed in this game and you can never have too much of both. Besides, if you blow off training early on, you'll never survive later in the game.

- Always stock up on Recovery Items. Don't over do it, as you need to save your Lucre for Forging/Tempering, but buy yourself enough to last you for a decent while.

- Whenever you get a new Weapon or Spirit, test them out and even attempt to Level them up some, so they aren't INSANELY weak later on when you may

need them. Just don't focus on one Weapon the whole time, as you'll get a rude awakening later on when you find that Weapon is terrible for a certain area. Vary yourself and you'll go far.

- Before you even start the game, check out Section XIX. Class/Job List and figure out what Class you want to be. That section has all the information you'll need and why it's important to do this, so be sure to read it.

- Save often. Perferably anytime you see a Goddess Statue, Save your game. You have no idea what's coming up and it sucks to die and then redo an area.

- Talk to everyone in town. This means at Dawn, Day, Dusk and Night. Different people come out at those times, so if someone isn't around at Night, they may be during Day. This may lead to Side Quests or actually help you complete Side Quests, if it involves finding people at certain times.

- In my opinion, NPCs or friends are useless. They're terrible, really. They die alot, their AI is horrible and it's just not worth having them around, as they barely help out. I STRONGLY suggest against Tempering their Equipment and buying them anything or healing them, as most of them aren't with you for THAT long and it's just a utter waste of Lucre that you'll need later. But, if you find a use for them and want to keep them around, knock yourself out, it's your game, play it how you want. That's just my advice, though.

- Check in to the Hot House and check Li'l Cactus's Journal here and there to see what's left to do. Any "-----" spaces means you haven't done anything yet to complete that event, so you'll know from how many of those you see how many Story Quests/Side Quests you have left to do.

- If you are trying to get a certain Monster to drop a Treasure Chest, ALWAYS make sure you kill that Monster last, as the Monster that is killed last is the one that drops the Treasure Chest. This makes finding certain Items MUCH easier.

- Want fast Experience for your character, Weapons and Spirits? Seek out a Cyclops. They are INSANELY good for leveling up on. Spending a good hour alone without dying can EASILY make all your Weapons and Spirits around Level 30 each. If you need information on where to find them, hit Ctrl + F and run a search on "Cyclops" and you'll find what you need. If you also manage to buy the 2 Accessories Niccolo sells that increase your Experience and Lucre by 2, then this makes training even BETTER. (Note: The Accessories you need are the Chimpfish Iris and Belle Bell.)

- With the Magic Rope, there's a nice trick you can do with this. If you want to come to to an area in the future immediately and there's a Goddess Statue nerby, Save at it, then leave. So later on, if you go some place really far out and you want to come back to that spot fast, just use the Magic Rope and it'll teleport you there instantly. Works great when you wish to save time for yourself.

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= [V. The Characters Of The Story] [TCOTS5] =
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- A. Hero [HER5.1] -

The main character you control if you choose to play his story. 10 years ago, his father, the Consul of the Granz Realm and his mother, were both killed by Dark Lord. Forced to flee by his mother, with a girl that was just taken in by request of Bogard, he is caught in the escape and thrown into the Granz Castle's Dungeons and has been a Fighter-Slave since then, all for Dark Lord's Amusement. Fighting day to day against countless Monsters, he must do this if he wishes to survive, but he counts the days until he'll escape and avenge his parents and kill Dark Lord. Each day, he also wonders whatever happened to that girl...

- B. Heroine [HEROI5.2] -

The other main character you control if you choose to play her story. 10 years ago, she lived in Mana Village with her foster mother. A part of the Mana Clan herself, she was about to leave on a journey, when suddenly Dark Lord and Julius rolled in and ordered the Mana Village to be destroyed, due to them being "heretics", due to "stealing" all the Mana for themselves when the rest of the world is suffering. Defenseless, the town quickly fell and the Heroine managed to escape with Bogard, thanks to her foster mother holding off Julius. After being hidden at the Consul of the Granz Realm's House, she quickly had to flee with a boy, as Dark Lord showed up shortly later. The boy hurt himself in the escape and she was forced to go on without him. After being trained by Bogard now, she plans to help Bogard in his cause, but she can't help but wonder whatever happened to that boy...

- C. Julius [JULI5.3] -

One of Dark Lord's best men, Julius is a skilled Fighter and Magician, who's said to be a decendent of Emperor Vandole, the man who once honed Mana's Power and ruled with an Iron Fist until he was brought down by the 4 Gemma Knights. No one knows if he is a decendent or not, but the fact remains he is still mysterious. Though he is a lackey, he has no problem acting superior around Dark Lord and even going against him from time to time. His true purposes are unknown as of late, but they will soon surface...

- D. Dark Lord [DARLO5.4] -

The leader of the Granz Realm, Dark Lord hides his face behind a mask. A skilled fighter himself, he was left to rule the Realm by his father who established it, Lord Granz. He wishes to not rule with Mana's Power, but to instead rule it with his strength and power alone and believes anyone who uses Mana's Power is a heretic and should be gotten rid of immediately. His main target: The Mana Clan.

- E. Willy [WILL5.5] -

A close friend to both the Hero and Heroine, he is of the Mana Clan himself, as seen through the Heroine's Story. During the attack on the

Mana Village, he was captured as well and like the Hero, he was forced to become a Fighter-Slave and fight daily just to survive. A boy who always has an idea or two up his sleeve, he's as clever as he is sneaky, but his plans also fail...alot. He means good, though and does alot to help aid the Hero and Heroine in their quests. (Originally, Willy had literally NO role in the story, as if you play the original version for the first 5 minutes, you'll know why.)

- F. Amanda [AMAND5.6] -

A girl who is also a Fighter-Slave along with the Hero and Willy. She may not look it, but she's plenty tough and can easily prove it, even if she looks like a beautiful, harmless girl. She plays a small role in the game, though she appears at the start of the Hero's Story, she comes back later. Though, to mention it would ruin the game...

- G. Niccolo [NICCO5.7] -

A travelling salesman, no game is complete without at least one wacky person, right? Well, he's not THAT wacky, but he does pop up from time to time to sell you goods in all areas of the game. (It's completely random, mind you). He's also a VERY, VERY nice way to get some good materials from later on in the game and if you want to get them as soon as possible, check out Section XXII. Secrets for more on that.

- H. Isabella [ISABEL5.8] -

Count Lee's "Girlfriend", Isabella is a weird woman who's motives are also unknown. She appears to help the Hero and Heroine at first, but then also seems to be working with Dark Lord as well. She doesn't play a large role in the story, as she's a minor character, but she comes into play later on in the game.

- I. Count Lee [COULE5.9] -

The master of Vinquette Hall, Count Lee is, of course, a Vampire. Though at first he is a Enemy, he becomes a friend to the Hero and Heroine right after their duel. Why? I won't say, but his role in the story is also small, so play and find out...

- J. Bogard [BOGA5.10] -

One of the four Gemma Knights, Bogard is a great Swordsman and a master fighter. After fighting Emperor Vandole, he became a loner and not one to speak much about himself or the past. His role now is to protect the Heroine at all costs, while he and her both work to gain supporters that still believe in the Mana Goddess, even if it's secretly, as to freely announce you do means death, thanks to Dark Lord. He has a fairly good role in the story and pops up here and there throughout, but his role takes effect MUCH later on.

- K. Cibba [CIB5.11]-

The great Sage of Wendel, Cibba is the one who trained the Gemma Knights long ago. He currently resides at the Cathedral in Wendel as a Holy Man, but once Dark Lord and Julius step in, he helps assist the Hero and Heroine in their quest and plays a fairly decent role in the game, even though he's mostly a information type guy, but he helps to explain alot of things later on.

- L. Lester [LEST5.12]-

A good hearted Musician, Lester enjoys playing for people and always attracts an audience with his music. He is the brother of Amanda, as this is noted later on and no, it's not a spoiler, trust me. He willingly helps out later on and is a rather skilled Fighter himself, even though his role is limited, he will be helpful to you throughout the story, once you meet him.

- M. Devius [DEVI5.13]-

The Count of Devius Manor, Devius appears to be a wealthy man who likes the company of Birds. He plays a small role in the story and again, his motives are also unknown, but due to circumstances in the story, you will meet him again after your first meeting and to tell anymore will ruin it for you...

- N. Watts [WATT5.14] -

A high spirited Dwarf, Watts headed out to the Abandoned Mine in search of Mythril, but he hadn't returned in a while, worrying his friends. After going to find him, due to you needing Mythril yourself, he later on joins your team as the Blacksmith at the Hot House and will Forge AND Temper your Equipment. He's VERY useful once you get him and is even a skilled Fighter for the time he's with you.

- O. Medusa [MEDU5.15]-

Erm...a rather weird woman, indeed. She plays a small role in the story and to tell you who she is will ruin a part of it, so to mention anymore will ruin alot for you. Just play the game and see.

- P. Goremand [GOREMA5.16]-

A Demonic Jester who enjoys eating the souls of those about to die. A rather weird Monster indeed, he seems to be working with Dark Lord and the rest of him is a mystery. He comes into play late in the game and to mention anymore will spoil it for you.

- Q. Marshall [MARS5.17]-

A robot who was built for fighting during the time of Emperor Vandole, Marshall helps assist you in the Dime Tower. Though Marshall plays a small role in the story, to mention what happens later to him would only ruin it for you.

= [VI. The Walkthrough (Hero.)] [THEWA6]=

Note: Just another friendly reminder. Before you start the game, please make sure you've decided on what Class you want to be. It's VERY important later on and choosing what's best for you will only make the game more enjoyable. For a more details, check Section XIX. Class/Job List.

- A. Beginning [BEGI6.1]-

Before playing the game, if you let the game sit, you'll see a introduction scene, which explains about Mana and the Mana Goddess and how she created the world. Time passed and the story tells how a man known as Vandole rose to power, claiming himself Emperor Vandole and ruled with a Iron Fist, thanks to harboring Mana for himself. It wasn't until the Gemma Knights, four brave fighters, appeared and took him down, restoring peace to the world, as well as the power of Mana to all. Though, people have forgotten the Goddess once again...

As you start the game, select the Hero, as this will cover his Quest. If you wish to play as the Heroine, please head to Section VII. The Walkthrough (Heroine.) now for her Quest. Anyway, once you select the Hero, name him. There's no default name, but for this walkthrough, I will call him Hero so not to confuse you. Once this is done, you'll see a dream like sequence. Watch it, as it explains part of the story. You'll see the Hero at Lord Granz's House, listening to his song and getting a lesson. They both talk, then the Hero leaves and upon coming home, Dark Lord appears at his house. Apparently, the Hero's Father is hiding people who believe in Mana and Dark Lord wants none of this. The Hero rushes inside to warn his father, but it's too late.

After some more talking, Bogard and Dark Lord have at it, until Granz Soldiers take Bogard prisoner and Hermann and the Hero run away. Once they meet up with the Hero's Mother, Hermann tells the Hero to go with her and escape with the girl as well. They rush off, while Hermann stalls Dark Lord. Again, after more talking, the Hero's Mother makes the Hero and the Heroine escape, but the Hero falls down, hurting himself, as the Heroine continues on. Granz Soldiers capture him and then the dream ends, as the Hero will awaken in a prison and the journey begins...

- B. Escaping Granz Castle! Destiny Awaits! [ESDE6.2] -

- Granz Castle -

Enemies In The Area During The Day: Jackal. (Boss.)
Enemies In The Area During The Night: Jackal. (Boss.)
Items To Get: None.
Suggested Level To Train To: 1.

As the game starts, the Hero will awaken suddenly, as will Willy, a fellow Fighter-Slave. Seems after the Hero was captured, he was forced to become on and is now fighting daily just to survive and to entertain Dark Lord by Battling Monsters. Anyway, Willy will be upset at the Hero's scream, which woke him up and asked if he was dreaming again and if he'd like an explanation on what it was. Tell him yes and the Hero and Willy will talk about the dream. During this, you'll have to name the Heroine. Again, there's no official name, so name her whatever you want, but I will call her the Heroine for this walkthrough. After hearing the name, Willy sounds like he knows her, but shrugs it off and after some more talking, Slave wonders if Willy is going to try and escape again.

Slave and the Hero aren't really expecting much from Willy, since his last attempts failed, but Willy believes this time it'll work and explains how kind the Soldier was that gave him the heads up and how he sang a sad song. After a joke that it might be Lord Granz, you'll gain control of the Hero. Talk to Willy and Slave if you wish, but do talk to Amanda, the girl to the east twice to get a hint about the Goddess Statue. After this, head up and Save at the broken Goddess Statue, then talk to Slave and you'll start the next event, which is your escape. You'll then see Dark Lord give a heart lifting speech on the Mana Clan, the Hero and Willy will be told by a Soldier who looks like somewhat familiar that they are now up and must fight. After a thumbs up from Amanda, the Soldier asks if they are going to escape and both tell him yes.

You're then lead to the arena and your first Battle in the game starts and it's a "Boss Battle". If you'd like a strategy on how to beat him, head over to Section VIII. Boss Guide, Hero's Bosses for more on that. Otherwise, fight him yourself.

After the Boss Battle, which Willy really didn't exactly help out much in, you'll be praised for your victory, as you both play it cool. After some talk, you can control the Hero, so head north through the gate and a scene will take place. Apparently, the Hero wants to kill Dark Lord, while Willy wants to find the Heroine. He explains to the Hero that he knew the Heroine, but he's not sure if it's the same girl he's talking about and besides that, they should head to Topple Village, as there's some people who still believe in Mana there. Sounds good and all, but Dark Lord and some Soldiers appear. Willy acts like nothing's up, but the Hero doesn't, as Dark Lord offers them jobs as Heretic Hunters. The Hero doesn't want this, as he refuses and tells Willy to do as he wishes and rushes Dark Lord, trying to avenge his parents, but he stops his Sword with just one hand. Then, with one attack, Dark Lord sends the Hero flying off the bridge and down a waterfall, as Willy prays to the Mana Goddess to protect him.

- C. The Journey Begins At Topple Village... [TJB6.3] -

- Path To Topple -

Enemies In The Area During The Day: Chobin Hood (Only one of these.) Bebe and Rabite.

Enemies In The Area During The Night: Batmo, Bebe And Rabite.

Items To Get: Angel Grail x1, Earth Geode x1, Gumdrop x1 And Wood Geode x1.

Suggested Level To Train To: 2.

The scene changes to show Niccolo, a traveling Merchant, who you may or may not remember from Legend Of Mana. Well, he's out fishing and what's he catch? The Hero. Niccolo tries to wake him up and the Hero comes to, remembering what just happened, then thanks Niccolo, as they both introduce themselves. After asking where he is, Niccolo tells him he doesn't know, as he also just arrived here and the Hero tells him he's going to Topple Village, which Niccolo has heard of, but he doesn't know where it is. Anyway, after this, Niccolo leaves, telling him he can pay him back later for saving him, then you gain control of the Hero.

If you wish, Save and heal yourself at the Gold Goddess Statue near you and make a note that just a bit to the east is the Earth Geode, which you'll need to come back later to get, since you don't have the Tiny Tapper at the moment. Next, head south to exit this screen and you'll hear a scream, as the Hero rushes to help whoever it is. You'll then have to fight a Chobin Hood, which is slightly stronger than a normal Chobin Hood, so watch it. Just defeat it and afterwards, the Hero asks Traveling Girl if she's ok, though she seems not to trust you and wants to leave. The Hero suggests that he'll take her where she needs to go, but she turns him down, but somewhat agrees once he states she might be attacked again.

She asks if he's from the Granz Realm, but before anything can be answered, the Hero hears something, but Traveling Girl tells him he can take her to Topple Village. She tells you Topple Village is to the northeast and after some introductions, it appears she may be the girl the Hero once knew. Either way, she joins you now and asks you if you can help her find a Book a kid in Topple asked for. You must use your Sword here to cut down the tall grass, so do so and afterwards, cut the rest of the tall grass down if you want some Mystery Items that can help you while fighting Monsters. Whenever you're ready, head south and you'll find some Rabites to fight. I suggest you train until you're Level 2 while going through this area. Anyway, head northeast into the next are and in this area, head north into the next screen and in this area, head west to find a Treasure Chest which holds a Gumdrop, then head back east and go north to Topple Armory to find a Cannon that you can't use yet, but to the west is a glowing object.

Grab this to get the Wood Geode, which will come in handy later on. Next, head south again and go northeast to find a Treasure Chest which holds a Angel Grail. After this, head north and you'll reach Topple Village.

- Topple Village -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Barbecued Newt x1, Gumdrop x1, Magic Rope x1 And Poipoi's Notebook x1.

Suggested Level To Train To: 2.

Side Quests Available: #25 And #26.

As you enter Topple Village, the Heroine will run off and the Hero will

continue to wonder about her. Anyway, first you should get Poipoi's Notebook, which will be VERY helpful in your Quest. To get it, head north, then head west out of the town and Niccolo will stop you. He'll ask where you're going, so tell him that you're going to avenge your parents and he'll sell you Poipoi's Notebook for 10 Lucre. Buy it and then check it out. In the Memo, you'll notice that #1 and #13 are already filled, thanks to Amanda and the Heroine's Lecture to you before.

There's a few other Memos to get here, so, first, head into the Topple General Store to the west at the entrance of Topple Village and talk to Topple Grandfather to get #14, but make sure it's during the Day or he won't be here. Also, if it's Day, talk to the kid named Luke. Accept what he wants you to do, as this is Side Quest #26. You'll get the Barbecued Newt and your objective. For more on this, head to Section XX. Side Quests. (Note: You can't finish this Side Quest immediately, but do check it to see what you have to do.) Now, yet another person is here, which the other man is called Clive. If you bring him the right Items, he'll make you a Honey Elixer. For more on that, check out Section XIII. Item List, A. Recovery Items. Again, he's only here during the Day.

Next, head out of Topple Village to the south and walk around the screens until it's Night. Then, head into Topple Village and talk to Topple Grandfather near the Inn and tell him no when he asks you about the Orchard. This will give you #21 for your Memo and then head into the Topple Inn and talk to the Topple Gentlemen, as he'll give you #2. After this, head up to the second floor of the Inn and you'll find a Treasure Chest with a Gumdrop inside and then talk to Blassie The Third. He'll ask you to get him a Blood Pouch, which Batmos drop, so accept his offer. It's another Side Quest, which you can complete rather instantly, so for more information, head to Section XX. Side Quests.

Finally, talk to everyone in Topple Village if you wish, mainly the Topple Gentlemen in the house near the west exit to Topple Village. He'll give you some information on a Swordsman who lives to the north in Cascade Cottage. Then, head into the house to the east at the entrance of Topple Village to see a small scene. Apparently Topple Village is scared of Heretic Hunters and the Topple Grandfather thinks you're one and tells you to search the place, as they don't believe in Mana. Do so if you wish for a quick laugh, then leave, as Topple Boy stops you. He thinks you're a Realm Soldier and Topple Grandfather comes out to try and tell you Topple Boy is just speaking nonsense about the Mana Goddess, but Topple Boy stands up for what he believes in. Though, after the Hero does nothing and they learn he isn't a Realm Soldier.

After their mistake, they invite you in and explain how Topple Village is the biggest group of Mana Believers left and they're all marked. The Hero asks how to beat Dark Lord, but Topple Grandfather tells him without the Sword Of Mana, he doesn't stand a chance and that Cibba The Sage in Wendel knows and Topple Boy tells you how to get to Wendel. Before you leave, though, Topple Grandfather gives you the Magic Rope, a VERY handy Item, which when used, will take you back to the last Goddess Statue you saved at. (Also, #5 in your Memo is filled now.) When you're ready, exit Topple Village to the west and get ready to head to Wendel...

Note: Before you leave, heal up at the Gold Goddess Statue near the exit of Topple Village.

Enemies In The Area During The Day: Bebe And Rabite.
Enemies In The Area During The Night: Batmo, Bebe And Rabite.
Items To Get: None.
Suggested Level To Train To: 3-8.

Alright, well, in all honesty, I suggest you train from anywhere from Level 3-8, as you'll want to build up some Lucre and Experience for yourself. Also, try and fight Batmos, as if you get the Blood Pouch, you can not only complete a Side Quest, BUT you'll get 100 Lucre a pop for them and you can buy Accessories then back in Topple Village. Though, don't kill yourself in getting them, as they are NOT easy to get the Batmos to drop. But, while fighting them, you'll gain a decent amount of Levels, so that of course is good. Anyway, once you're ready, follow the path as it can't get much more obvious where to go and you'll find a sign telling you you're near the Cave you need to go through to get to Wendel.

Well, since you can't exactly reach it yet, head west and follow the path until you reach Cascade Cottage. Go inside and a scene will take place, as the Hero finds a letter telling a person to go to Wendel and to meet up there. Just then, the Heroine walks in and assumes the Hero is a Heretic Hunter, but he denies it, though the Heroine still asks where Sir Bogard is as she hits him. She notices he doesn't draw his Sword and he tells her he will if she's working for Dark Lord. Apparently, both aren't, as both lost their parents and the Heroine lost her village to him. After this, the Hero tells the Heroine about the letter Sir Bogard wrote for her and she then summons the Spirit Wisp as he pops out.

Wisp introduces himself, as the Hero is amazed at it and the Heroine then heals him and decides to teach him how to use Magic, as he can't be that bad if he could see a Spirit and one showed itself to him. She'll explain how to use Magic and afterwards, tell her yes, you understand. Then, the Hero gives the Heroine the letter he found and she sees she must go to Wendall now. The Hero will ask to tag along and explain he needs to meet Cibba The Sage there and she agrees to travel with him. Again, she'll join you, as the Hero mentions they must get the master of Vinquette Hall to open the Cave that leads to Wendel, so they must go there first. After this, leave Cascade Cottage and head east and the Heroine will teach you how to Jump. (Also, thanks to the Heroine again, #9, #10, #11 and #15 in your Memo have been added.)

Once you learn, it's now time to head to your next destination: Vinquette Hall!

- D. The Master Of Vinquette Hall [TMOV6.4] -

- Topple Outskirts -

Enemies In The Area During The Day: Bebe And Rabite.
Enemies In The Area During The Night: Batmo, Bebe And Rabite.
Items To Get: Gumdrop x1.
Suggested Level To Train To: 4-8.

Ok, well, even though you got the Wisp Spirit, technically, you can't use it just yet. You can later and I'll tell you when. Anyway, backtrack now to that sign you passed earlier and now head north, using your Jump

ability now and grab the Treasure Chest you see to get a Gumdrops. Then, head east and you'll reach the entrance to the Cave.

- Path To Cave -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: None.

Suggested Level To Train To: 4-8.

In this area, Niccolo is walking around. Talk to him to learn about Metaballs and to get #17 in your Memo filled. After this, Save at the Silver Goddess Statue, then enter the Cave.

- Batmo Cave -

Enemies In The Area During The Day: Batmo, Chobin Hood And Lime Slime.

Enemies In The Area During The Night: Batmo, Chobin Hood And Lime Slime.

Items To Get: Angel Grail x1, Bow x1 And Gumdrops x1.

Suggested Level To Train To: 4-10.

As you enter Batmo Cave, follow the path and enter the next screen and in here, follow the path again and near the exit to the north, grab the Treasure Chest to get a Angel Grail, then head north to the next area. Now, once here, follow the path and you'll notice 3 Lime Slimes pop out and attack. You can't hurt them, but the Heroine's Wisp Magic can. I suggest just avoiding them, but it's your call. Eitherway, there's a Metaball that's now blocking your path where you entered, but one Sword slash will kill it. Anyway, you'll want to just follow the path and exit to the east and in this area, follow the path and head north and kill all the Chobin Hoods. After the final one dies, you'll get the Bow, your second Weapon.

I suggest you switch to it and use it, so you can make it stronger, but it's your call. The Bow's good against Lime Slimes, so, again, you may or may not want to use it. Once you decide, head back south and then head east into the next area. In this screen, use the Bow to destroy the Metaball here, then head east and grab the Treasure Chest to get a Gumdrops. Next, head south to the next area and once here, follow the path and use the Heroine and attack with her Staff to destroy the Metaball at the end. After this, follow the path and exit this place to the south.

- Viquette Vicinity -

Enemies In The Area During The Day: Bebe, Chobin Hood, Needlebeak And Rabite.

Enemies In The Area During The Night: Batmo, Lime Slime And Rabite.

Items To Get: Cactus Essence x1, Cobra Earrings x1 and Gumdrops x2.

Suggested Level To Train To: 7-10.

Once outside, follow the path down and grab the Treasure Chest you see to get a Gumdrops. Then, head south and in this area, don't bother going to the west, as there's a Treasure Chest there, which holds Cobra Earrings, that you can't reach without the Flail, so you'll have to come back later.

For now, head to the east and in this area, make your way south. In the next area, head south past the sign you see and in this area, you'll run into Niccolo. He'll sell you the Cactus Essence for 50 Lucre. Buy it and after he tells you how to use it, head east and examine the flower pot you see and select yes and the Hot House will appear.

Inside the Hot House, you can't do much yet. You can go and see Trent if you want, but odds are you don't have a whole variety of Seeds yet and there's no reason for you to Plant anything yet either. The Blacksmith area is also empty and won't be operational for a while. For now, just talk to Li'l Cactus and exit and enter the house until he stops getting out of his flower pot and writing in his journal. Once he stops, check his journal to see what events you've completed. At this point, you should have 2 things done at most, but only 1 thing if you weren't able to complete Side Quest #25 yet.

Anyway, when you're ready, exit the Hot House and head north back to where you were and head east now and grab the Treasure Chest to get a Gumdrop. Next, head north and make SURE it's Night, otherwise you won't be able to enter Viquette Hall. Once you're able to enter, the Hero gets scared about this place, as the Heroine thinks she sees something and rushes off. Then, Mystery Man walks in and tells the Hero to move out of the way, but the Hero stands his ground, as Mystery Man tells him about the Master of this place, who's a Vampire and drinks the blood of girls. He then walks off, as the Heroine returns, saying she saw a Ghost. After making fun of her, the Hero decides to enter the place, so, head north and enter Viquette Hall...

- Viquette Hall -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Angel Grail x1.

Suggested Level To Train To: 10-15.

Once inside Viquette Hall, Ebony Butler appears and greets you, as the Hero asks to meet with the Master of the place. Ebony Butler tells them he can help them, but Heroine tells him they need to talk to him directly and they learn the Master is asleep now and maybe the problem can be handled through him. Heroine decides to come back later, but Ebony Butler informs her of their gate only open at night and perhaps they'd like to stay until he wakes up. Just then, Overnight Guest appears, as she's revealed to be Ms. Isabella. After some talk, she heads to her room and Ebony Butler asks them what they're going to do and Hero decides they'll stay, as Ebony Butler goes to prepare the room. Hero and Heroine end up arguing, since Heroine didn't want to stay in some Ghost invested place and after some insults, Ebony Butler returns and you head to your room.

In your room now, grab the Treasure Chest to get a Angel Grail, then exit your room and head east and save at the Gold Goddess Statue, then continue east and head into the room you see to find Isabella. She'll see your the overnight guests and ask if anything's wrong and assumes it's the Vampire talk, since Hero tells her they heard gossip about this place. She tells them they have nothing to worry about, as she knows him quite well and Heroine thinks they're dating and she wishes they were. Again, she assumes they want the Master to unseal the Cave leading to Wendel and tells them she'll get the Master to unlock it for you. She also gives you a tip about a Water Spirit in the Cave, which is to the east of here, so remember

this. Afterwards, head back to your room.

Another scene takes place, as Hero decides to go to sleep, but Heroine's still concerned about the Vampire, yet dozes off as well. Though, Hero falls asleep, he has another dream, this time starting with the scene where the last dream ended. We see the Hero and Heroine running, but the Hero falls, telling her to go on, as he can't, due to twisting his ankle. He urges her to go on and they'll meet up later and she does so, but he's captured from Granz Soldiers. Hero then wakes up and you'll notice the Heroine is gone, as does the Hero. Once in control of him, exit your room and you'll see the Ebony Butler talk about the Heroine and then head through the door to the west. Hero comments on this and decides he has to save her from the Vampire.

In any case, go and check on Isabella and when you do, she's gone, but there's her diary nearby. Read it and you'll see she came to this world for a certain reason and also has learned about the Gemma Knights and Lord Granz. Hero contemplates this and wonders how old Isabella is exactly and who she is. Afterwards, exit and go through the door to the west that the Ebony Butler went through.

- Vinquette Hall 1F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: Batmo, Count Lee, (Boss.) Lime Slime, Skull Beast And Zombie.

Items To Get: Light Coin x1.

Suggested Level To Train To: 10-15.

Once through the door, Monsters will appear. I suggest using your Bow here, as your Sword will be ineffective against the Lime Slimes. Anyway, to the north and northwest are 2 rooms which aren't worth going to, since nothings there, so for now, head west to find a Treasure Chest, which holds a Light Coin, then enter the door to the north. You'll appear in Vinquette Hall B1. When I tell you to, come back to THIS area. For now, head to the section below this one.

Welcome back. Ok, back on this Floor, head through the door to the northeast and use your Salamander Spirit on the Zombie. Also, it wouldn't be a bad idea to raise Salamander a few Levels. If you run out of MP, just sit. Next, head through the door to the north and in this area, head north and head east and enter the middle door, as the other 2 doors are just dead ends with Monsters. In this room, head down the stairs and at this time, head back to the section below this one, as you're back on B1 now and return here when I tell you to.

Welcome back. In this room, exit to the southeast and in the next room, head south and ignore the first door you come across, as it leads to a dead end room with Monsters there and instead enter the next door you see. In this room, head northeast and head up the stairs and you'll reach a room with a Gold Goddess Statue. Save and heal up, then enter the door to the north. As you enter, a scene takes place, where the Heroine tells the Hero that Isabella is in trouble and he sees Count Lee is here. When asked what he's doing, he explains he's protecting them as a favor to someone and he must protect all the Mana Women and the whole mess with Dark Lord and the Mavoles will be resolved through him. Though, Hero and Heroine don't like his logic and Count Lee decides to use force. At this time, you'll enter another Boss Battle. If you'd like a strategy, please head to

Section VIII. Boss Guide, A. Hero's Bosses, otherwise, fight him and move on.

After the Battle, Hero will demand Count Lee release Isabella, but just then, Ghost appears and he looks awfully alot like Lord Granz. He explains that Count Lee is not to blame, he is, as he asked him to protect the Mana Women from the Heretic Hunters. Surprised to see Lord Granz, as well as Heroine saying she saw him earlier, Hero asks what's going on and after some talk, it's decided that the Hero and Heroine must leave and that Isabella will be fine. After Count Lee tells you about the Water Spirit and how Salamander can break the seal to Marsh Cave, which gives you #18 in your Memo, you'll leave. Both he and Lord Granz will talk, then he frees Isabella and you'll see the Hero and Heroine running, as the Hero recalls the events of his dream and figures out that the Heroine is the same girl he knew. Both realize it and after some talk, they both decide to head to Wendel. Together.

- Vinquette Hall B1 -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: Batmo, Black Wolf, (Boss.) Lime Slime, Skull Beast And Zombie.

Items To Get: Magic Walnut x1 And Salamander Spirit x1.

Suggested Level To Train To: 10-15.

Once here, head west down the stairs and in the next area, head east and enter the first door you see. In this room, grab the Treasure Chest, which holds a Magic Walnut and Save your game if you wish by using the Silver Goddess Statue, then exit the room and head east and enter the next door you see. In this room, use your Bow on the Metaball and it'll free a Salamander Spirit. After some talk, Salamander will join you and teach you how to Sit, as well as you'll now get #16 and #25 in your Memo now and you can now use Magic. Unfortunately, only Salamander for the moment. When you're ready, backtrack to Vinquette Hall 1F and at this time, head back to the section above this one. When I tell you to, come back to this area.

Welcome back. Ok, in this area, head east and enter the first door you come across, as the one past this one leads to a room that's a dead end and just filled with Monsters. In this room, you'll see Mystery Man looking around. Hero asks what he's doing and he gets the same question back at him, but tells the Hero he's looking for the Vampire's Fiance, though he quickly leaves after sensing a Hellhound. Just then, Ebony Butler enters and tells you he'll have to kill you now, due to you seeing this room and it's nothing personal. Just then, he transforms into Black Wolf, the next Boss. If you want a strategy, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight him yourself.

After the Battle, Hero sees Ebony Butler's still alive and wonders what kind of Monster he is, as he's different than the Arena Monsters. He then wonders if the Heroine is past the door nearby, so head through the door to the northeast and at this time, please head back up to the section that documents F1 of this place.

- E. The Marsh Cave...It Leads To Wendel! [TMC6.5]-

- Path To Scaly Lair -

Enemies In The Area During The Day: Bebe, Chobin Hood, Needlebeak And Rabite.

Enemies In The Area During The Night: Batmo, Lime Slime And Rabite.

Items To Get: Cicada Earrings x1.

Suggested Level To Train To: 15-20.

Once you're back in control of the Hero, you'll be near the entrance to Vinquette Hall. So, head south into the next area and head south again. If you wish, stop at the Hot House, as Li'l Cactus will enter #2 to his journal now. Eitherway, you'll want to head south into the next screen in this area and in the next area, head south across the bridge and follow the path to find a Treasure Chest, which holds Cicada Earrings. After this, head back northeast, as the path to the east leads to Wendel, but without the Water Spirit, you'll never get by.

- Scaly Lair -

Enemies In The Area During The Day: Bebe, Death Flora, Lizardon, Needlebeak And Tonpole.

Enemies In The Area During The Night: Death Flora, Lizardon And Tonpole.

Items To Get: Angel Grail x1 And Menos Bronze x1.

Suggested Level To Train To: 15-20.

In this area, head northwest and enter the next screen and in this area, head north into the next area to find a Treasure Chest which holds a Angel Grail. Next, head back south, then head east in this area and in the next area, head east and jump across the small land to the south to reach a Treasure Chest which holds a Menos Bronze, then head north into the next area to find a Gold Goddess Statue. Save and heal up, then exit back to the south and head northwest and exit on this path, following it all the way until you reach a cave. Enter it, as it's the Marsh Cave.

- Marsh Cave -

Enemies In The Area During The Day: Duck GI, Hydra, (Boss.) Lime Slime, Lizardon And Tonpole.

Enemies In The Area During The Night: Death Flora, Duck GI, Hydra, (Boss.) Land Leech, Lime Slime, Lizardon And Tonpole.

Items To Get: Angel Grail x3, Crooked Seed x1, Flail x1, Gumdrop x1, Long Seed x1, Moon Mirror x1, Oblong Seed x1, Oak Wood x1 And Small Seed x1.

Suggested Level To Train To: 15-20.

Once you're inside the Marsh Cave, switch to your Bow if you aren't using it already at the moment and and attack the Stone Seal with Salamander's Magic. After doing so, a bridge will appear and you can cross over now, so do so and head through the door to the north. In this area, follow the path and grab the Treasure Chest you see to get a Angel Grail, then head south and go across the pond to get another Treasure Chest, which holds a Small Seed. Then, head south into the next area and in this area, head southeast across the pond to find 2 Treasure Chests, which hold a Oak Wood and a Angel Grail, then head southwest into the next area and in this room, head south again and in this room, grab the Treasure Chest you see to get a Long Seed. Then, head back north and in the previous area, take

out the Metaball with your Sword and cross over the bridge here and exit to the east and in this area, just follow the path across the bridges and exit to the south once you're able to.

In this room, grab the Treasure Chest to the south to get a Crooked Seed, then head back to the previous room and head east and head south, as you fall through the floor. Heroine will ask if you're ok and Hero tells her he is, as you begin to fight some Monsters around here, so just beat them up and afterwards, once the Duck GIs are dead, you'll get the Flail. I suggest you use it for a while to power it up, but either way, you'll need it to grapple onto stakes in the ground here, so, use it. Anyway, head north and grapple the stake and then head north into the previous area you were just in before you fell. Once here, head north to find another stake and grapple across it, head north through the door and in this room, head northeast and grab the Treasure Chest to get a Oblong Seed.

Next, head east and grapple the stake, then head east into the next area and in this room, head east across the stakes and head north to a small area to get a Treasure Chest, which holds a Gumdrop. Then, head east into the door here and in this area, follow the path and grab the Treasure Chest to the north to get a Angel Grail, then follow the path and exit to the south. In this room, Save and heal up at the Gold Goddess Statue if you need to, then once you're ready, head south into the next area and grab the Moon Mirror that's just sitting in the open. Heroine suggests they go and show Isabella, but before you can, a Monster approaches. Get ready for another Boss Battle. Again, if you'd like a strategy for this, had to Section VIII. Boss Guide, A. Hero's Bosses for more, otherwise, fight it yourself and move on afterwards.

After the Battle, you'll get Undine, but you can't use her until you heal her with some pure water, since she's been heavily damaged from the Marsh's Poison. Anyway, Heroine mentions some in Scaly Lair, so, first, get out of the Marsh Cave.

Note: Apparently if you go and show Isabella the Moon Mirror, a scene happens, but she gives it back to you. I'm really not sure if this has anything to do with whatever in the game, but if someone knows, drop me a line. All I can tell is it doesn't effect anything, but that's what I think and I could be wrong.

- Scaly Lair -

Enemies In The Area During The Day: Bebe, Death Flora, Lizardon, Needlebeak And Tonpole.

Enemies In The Area During The Night: Death Flora, Lizardon And Tonpole.

Items To Get: Undine Spirit x1.

Suggested Level To Train To: 20-22.

Once outside, backtrack to where that Gold Goddess Statue is in the area. In this area, a scene will take place where Undine, The Water Spirit, is revived and as thanks to you, she grants you her power. (Also, #26 is added to your Memo.) After this, you're going to want to backtrack now to the cave that leads to Wendel that you passed earlier.

- Path To Scaly Lair -

Enemies In The Area During The Day: Bebe, Chobin Hood, Needlebeak And Rabite.

Enemies In The Area During The Night: Batmo, Lime Slime And Rabite.

Items To Get: None.

Suggested Level To Train To: 20-22.

Once there, though, you may want to go back to the area near Batmos Cave, as remember, there's a Treasure Chest there that you need the Flail to get, so go and get it. When you're ready, cross over the bridge and head east into the Cave.

- Road To Wendel -

Enemies In The Area During The Day: Iffish And Land Leech.

Enemies In The Area During The Night: Iffish And Land Leech.

Items To Get: Animal Bone x1, Gummi Frog x1 And Menos Bronze x1.

Suggested Level To Train To: 20-22.

Inside the Cave, just follow the path and once you find a Stone Seal, use Undine on it, perferably with the Flail Equipped and it'll shatter. After this, grab the Treasure Chest to get a Animal Bone, then follow the path and enter the next area and in this area, head south and grab the Treasure Chest that's sort of hidden to get a Gummi Frog. Next, head northeast and grab the Treasure Chest here to get a Menos Bronze. Finally, just head south and exit the Cave.

- Wendel Coast -

Enemies In The Area During The Day: Duck GI, Iffish, Land Leech, Needle Beak And Pincher Crab.

Enemies In The Area During The Night: Iffish, Land Leech And Pincher Crab.

Items To Get: Oak Wood x1.

Suggested Level To Train To: 20-22.

Once outside, if it's Night, head east to cross over a path to find a Treasure Chest, which holds a Oak Wood. Then, just follow the path south as far as you can, then go as far west as you can to find the Wendel Armory, though nothing's there. Then just head back east one screen, then head north and you'll enter Wendel.

- Town Of Wendel -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Leaflet x15, Oblong Seed x1 And Silver Knife x1.

Suggested Level To Train To: 20-22.

Side Quests Available: #18, #19, #21 And #23.

As you arrive in Wendel, a scene takes place, where the Hero wants to find Cibba The Sage, while the Heroine wants to find Bogard. After some talk, you'll regain control of the Hero. First, there's a ton of things to do in Wendel, so, find Wendel Boy and Wendel Gentlemen, as these two will give you #3 and #4 in your Memo. Next, head into the Wendel General Store and talk to Dohmi and accept to hand out 15 Leaflets around Wendel for

him. This is a Side Quest, so if you want more information on it, head to Section XX. Side Quests for more details on that. Next, stock up on any Items you may need, then exit and outside and head north, but don't enter the next part of town, but instead enter the Wendel Residence and go to the very back of it and grab the Treasure Chest here to get a Oblong Seed.

Then, if you accepted the Side Quest back in Topple Village to find Luke's Dad, talk to the woman in the house named Thatcher and she'll tip you off on going to the Blacksmith for your next clue. Now, exit the house and head north into the next part of Wendel and you'll see a scene where Minstrel is singing a song with his Harp. After he sings, the people thank him and walk off, as Gray-Haired Man asks him his name. The Hero walks up to him as well and it appears Lester, the singer, is trying to go to Granz Castle. After the Gray-Haired Man mentions some rather uninspiring things, he leaves and you regain control of the Hero.

Next, head west and talk to Veerapol, the man lying behind the building and you'll get #19 and #20 to your Memo. Then, if you want, head into the Wendel Blacksmith and Temper your Equipment if you can or wish, but talk to Dohel and Donga here, then Navali for another hint on the Side Quest to find Luke's Father. Finally, head into the Inn and talk to Emerilie to the west and talk to her and accept her request, as this is another Side Quest. Then, head east and talk to Umberto and accept his request and then talk to Vega to the west and agree to help him as well. Now, for help on all of these, head over to Section XX. Side Quests now for additional information.

Now, whenever you finish doing Side Quests, training, whatever, if you wish, head to the Wendel Inn and find the Gray-Haired Man called Devius and talk to him. After he tells you why he thinks Lester would be killed if he went to Granz Castle, it's time to head to the Cathedral to the north now, so, do so when you are ready.

- Wendel Cathedral -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Wisp Spirit x1.
Suggested Level To Train To: 20-22.

As you enter the Wendel Cathedral, Bogard and Strange Old Man will be talking, as the Hero and Heroine enter. After some talk, mainly Cibba and Bogard laughing at the fact that the Hero wants to be a hero and get the Sword Of Mana, he runs off and outside, a Airship flies by, as people make it out as the Military Airship and Dark Lord is leading an attack on them. As they run away, Dark Lord, Julius and a Granz Soldier appear. The Hero draws his Sword, mad as ever, as Dark Lord is as calm as he always is. He attacks Dark Lord, but quickly loses and Dark Lord offers him a job in his Army. He declines and Julius hits him with a Magic Spell and he goes flying back into the Wendel Cathedral.

Inside, Hero flies back in and lands, as the Moon Mirror is destroyed. Dark Lord and Julius enter and Cibba thinks he sees Vandole in Julius, as Dark Lord asks for the Heroine. Bogard won't let that happen and challenges Dark Lord and after some talk, they are about to fight, but the Heroine gives herself up. They agree, since obviously if they don't let her go, Wendel will be destroyed, but the Hero won't allow it and tries to stop them, but Dark Lord stops him again, as Granz Soldiers pop

in. They get ready to leave and Dark Lord asks the Hero to join him once more and again he refuses. Dark Lord then promptly slams him away, as the Hero has another dream.

Again, he dreams of what his mother told him to do, as he wakes up in the Wendel Inn, in Devius's Room. Bogard tells him the situation and then asks Lester to leave them, as you gain control of the Hero. Talk to Bogard to learn that the Heroine is in the Airship now and you can't reach her, but maybe Cibba knows a way. Exit the Wendel Inn and speak with Lester to learn he's going to Jadd, where he'll stay at Devius Manor, as Devius and the Hero talk and the Hero thanks him for his room. Though, he asks you a favor, which is to release his Birds for him in the Wendel Inn. I'm not sure what relevance this has, if any, on the game, but just go and do it. (Note: Thanks to Timo Rößler for this, but apparently, unless you free the Birds, the Cathedral will remain locked and Devius and Lester stay at the Inn to remind you, but disappear after the task is done. Thanks!)

Finally, head back to the Wendel Cathedral and a scene will take place, as Cibba and Bogard talk about how Vandole may be involved in this and he saw him just as the Moon Mirror broke. Bogard asks him what his plan is and apparently, the Airship is docking at Westlake to refuel, so that's when they can sneak aboard. The Hero asks how to get there and Cibba tells him he has to go through Gaia's Cave and then Cibba gives the Hero Wisp, The Light Spirit. After this, everyone heads outside and Bogard and the Hero are to approach the Airship from different paths, while Cibba goes to research more on Julius. You then see a scene with Lester and Devius camping, as Dark Lord and a Granz Soldier pop in, another scene where Isabella is leaving Vinquette Hall, Willy fighting a Jackal at Granz Castle and Niccolo in a town.

You'll also see a scene where it seems Isabella teams up with Dark Lord now. Afterwards, you'll regain control of the Hero, so, make sure you're fully prepared and when you are, head back to the first part of Wendel and then exit to the west into a new area. (Also, #22 has been added to your Memo now, thanks to Cibba.)

- F. Heroine's Kidnapped! Finding The Mythril [HKFT6.6] -

- Mushboom Forest -

Enemies In The Area During The Day: Mushboom.
Enemies In The Area During The Night: Mushboom.
Items To Get: Angel Grail x2, Chocolump x1, Flat Seed x1, Gummi Frog x1,
Menos Bronze x1, Oblong Seed x1 And Small Seed x1.
Suggested Level To Train To: 22-24.

As you enter Mushboom Forest, you'll find a flower pot. Use it, as I'm sure you've done stuff now to get Li'l Cactus to start writing again. Just keep entering and exiting until he stops writing. If you don't care to do this, that's fine. Do anything else you may need to here, such as planting, although I doubt you'll be able to make a whole bunch of things at the moment. Anyway, when you're ready, head west and you'll see a sign. Well, at this time, you can't enter Gaia's Facade, due to you not having any Mythril. If you choose to head there and see for yourself, you'll see a scene where a giant stone head wakes up and mumbles about wanting Mythril, so you definitely need Mythril to move forward. For now, you have

to find Mythril, so head to the Dwarf Cave, but first, there's some Treasure Chests to gather around here.

So, head north to find your first Treasure Chest, which holds a Gummi Frog, then head northwest to find another Treasure Chest to get a Oblong Seed. Next, head north into the next area and search around here for 3 Treasure Chests, which hold a Menos Bronze, Small Seed and Angel Grail. Then, head back south to the previous area and head back to where that sign was and head west and use the Flail to grapple onto the rock to here to get to the other side and head west into the next area. In this area, just head west into the next screen and you'll arrive at Dwarf Cave. Now, when I tell you to, come back to this part of the Walkthrough. For now, head to the section directly below this.

Welcome back. Ok, now, back in the previous screen, head north now, then head west in this area and in the next area, head northwest to find a Treasure Chest which holds a Angel Grail, then head west into the next area. In this area, head north and enter the next area to find a Treasure Chest, which holds a Flat Seed, then head back south into the previous screen and head west and grab the Treasure Chest you see to get a Chocolump. Next, head northwest and enter the next area and in this area, grapple across the rock and head north into the next area, which leads to the Path To Mine.

- Dwarf Cave -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 22-24.

Head inside and talk to Capo, the Dwarf in the red. After a rather silly scene, you'll learn you can only enter Gaia Facade if you have Mythril and Mythril can be found in the Abandoned Mine, which is where Watts, a fellow Dwarf, is right now, but he hasn't come back yet...anyway, after you talk to Capo, head out and head back east into the previous screen. Now, at this time, head back up to the section above this one.

- Path To Mine -

Enemies In The Area During The Day: Locud, Molebear And Mushroom.
Enemies In The Area During The Night: Blood Owl, Molebear And Mushroom.
Items To Get: Big Seed x1.
Suggested Level To Train To: 23-25.

As you enter this area, head east and jump up onto the small ledge to get the Treasure Chest here, as if you go up to the north and jump off, you'll jump over it. Inside is a Big Seed and once you get this, head east into the next area and in this screen, just head north into the next area and you'll see a scene take place. The Hero will look around at the entrance to the Abandoned Mine, not being able to find a way in, but takes his Sword out and slashes at some rocks, as 3 Dudbears and Strange Dwarf come out. After a rather silly scene here, Watts sees the Hero isn't a mirage, which he thinks he is since no one comes to this place, but after the Hero confirms he's not one and explains his problem, Watts asks if he'll go with him into the Abandoned Mine, take care of the Monsters and get the

Mythril, which Watts needs for the Ultra Sword and of course you need for Gaia Facade. You'll then team up with him, as you enter the Abandoned Mine.

- Abandoned Mine -

Enemies In The Area During The Day: Ankheg, (Boss.) Insectaur, Locud And Molebear.

Enemies In The Area During The Night: Ankheg, (Boss.) Blood Owl, Insectaur And Molebear.

Items To Get: Chocolump x1, Gumdrop x1, Menos Bronze x1 And Sickle x1.

Suggested Level To Train To: 23-28.

Once you're inside the Abandoned Mine, if you choose to jump down to the west and enter the door here, you'll find a bunch of Dudbears walking around. Nothing is really here, except a Silver Goddess Statue, so Save if you wish, otherwise, back in the main room, jump onto the rail cart and you'll go along the tracks now. Basically, make sure the Flail is Equipped and hit the levers you see along the way to continue moving. If you miss them, don't worry, you'll come by in another pass to try again. Once you reach the end, head south into the next screen head south and grab the Treasure Chest to get a Gumdrop, then head east into the next area. In this area, just head east and enter the next screen and in this area, take out all the Insectaurs and you'll get the Sickle Weapon. Again, use it for now, since it's probably the lowest trained Weapon you have at the moment.

After this, head north and enter the next room and in this area, just head to the northwest and enter the next area. In this area, if you wish, head north into the next area, but if you head west instead, it's a much shorter path, but both lead to the same place. If you want more Experience and such, head north, but either way, once you reach a room where there's a rail cart, jump onto it and you'll go for another ride now. Again, just hit the levers as you pass them, using the Flail or Sickle. Once you get off the rail cart, grab the Treasure Chest nearby it to get a Menos Bronze, then this looks tricky as to where you go, but you can head east from where the Treasure Chest was and go around the giant rock structure here. Then, head south and grab a Treasure Chest here to get a Chocolump, then finally, head northwest and enter the next area, Save and heal up at the Gold Goddess Statue, then head north to the final area.

After a small scene where you find the Mythril, a voice booms and tells Ankheg to take care of the intruders. You'll then enter a Boss Battle, so if you wish for a strategy, head to Section VIII. Boss Guide, A. Hero's Bosses for more on that, otherwise, fight it yourself and move on. After the Battle, Watts inspects the Mythril, as a Dudbear digs into the room, presenting a shortcut for you. They all leave, as the Hero wonders who that voice was. You'll end up back at the Dwarf Cave, as all the Dwarves are happy that Watts is back and they can now harvest Mythril with no worries. Though, the Hero sees they make Weapons for Granz Realm and asks why and after the Dwarves explain they just make Weapons for people to use and don't choose sides, the Hero becomes sad, mainly due to how they're helping the Enemy.

Though, Watts asks him what he uses his Weapon for and he tells him to protect the Heroine with and he doesn't use it for evil. Watts is surprised and decides to join the Hero and stay at the Hot House and Temper AND Forge Equipment for him. Awesome. After this, you'll regain control of the Hero. I STRONGLY suggest you head back to the flower pot

now in the Mushroom Forest and go see Watts, as you can Forge yourself better Equipment now and you will definitely want it, as your Bronze stuff is getting rather outdated. Also, if you wish to get some REALLY good Raw Materials, try and find Niccolo and do that trick so you can unlock his Special Shop and buy them. To know what I'm talking about, see Section XXII. Secrets for more.

Anyway, once you've upgraded your Equipment if you've chosen to, backtrack to where you were on the Path To Mine and got the Big Seed before. We'll continue from there now. Once you're there, just head west into the next area.

- Path To Gaia -

Enemies In The Area During The Day: Light Cyclops*, Locud And Molebear.

Enemies In The Area During The Night: Blood Owl And Molebear.

Items To Get: Angel Grail x1 And Round Seed x1.

Suggested Level To Train To: 28-32.

* Light Cyclops ONLY appears on Mana Holy Day during the Day and he appears in the screen to the south of the entrance to Gaia Facade. There is a VERY slim chance he will appear, but all you have to do is keep defeating the Monsters in that screen and he will eventually appear. BE WARNED: At your current Level, you are NO MATCH FOR HIM. I am NOT kidding you. The Monster can take you out in 1-2 hits and 2 hits is if you're lucky. Though he is a _GREAT_ source of Experience and Lucre and you can gain a TON of Skill Levels on your Weapons and Spirits, but again, BE WARNED he is STRONG. I can't stress this enough. Check his stats under the Monster List for more information. He's #70 there. If you are using an Emulator to play, by all means, search him out and Level yourself up along with your Weapons and Spirits, but if you are playing on an actual system, do not take the chance yet. *

Now, please note the above, although, once in this area, there IS a Silver Goddess Statue here, so you can Save and attempt to Level Up you and your Equipment on the Light Cyclops, although it'll take some time and unless you're using a Emulator, it'll be a long and hard process. I DO suggest you actually spend an hour here attempting to fight it and maybe gain something from it, but it is really your call and you do NOT have to do this. Just know that the benefits are VERY good and it is WELL worth it, but do this at your own risk. For you Emulator players, have fun with it and reap in the benefits of fighting this thing.

Anyway, Save up if you wish at the Silver Goddess Statue, then grab the Treasure Chest to get a Angel Grail, then head west into the next area and head west and grab the Treasure Chest to the north to get a Round Seed, then exit to the northwest.

- Gaia's Facade -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: None.

Suggested Level To Train To: 28-32.

Well, rather simple area. Just head up to Gaia and a scene will take place

and you'll enter Gaia Cave.

- G. Half Way There...Gaia Cave And The Airship Await! [HWTG6.7]-

- Gaia Cave -

Enemies In The Area During The Day: Earth Cyclops* Eye Spy, Insectaur, Locud And Molebear.

Enemies In The Area During The Night: Blood Owl, Eye Spy, Insectaur And Molebear.

Items To Get: Angel Grail x1, Animal Hide x1, Big Seed x1, Crooked Seed x1, Forsena Iron x1, Gnome Spirit x1, Marble x2 And Small Seed x1.

Suggested Level To Train To: 28-34.

* Earth Cyclops ONLY appears in the last room of Gaia Cave on Gnome Day during the Day. Again, just like the Light Cyclops, head my warning about it and do not fight it unless you are eager to get Experience or whatever. Please read above under the Path To Gaia section for my words on the Light Cyclops which also apply to this one, if you haven't already done so. *

As you enter Gaia Cave, head north up the ledge and into the next area. In this area, head north and grab the Treasure Chest here for a Crooked Seed, then continue north and use Salamander's Magic Attack on the Stone Seal and enter the door. Once in this small room, grab the 2 Treasure Chests here to get a Marble and a Big Seed, then head back to the previous room and head west this time to enter another area. In this area, the moving rocks or whatever they are can't hurt you, so don't worry. Just head past them and head north and take out the two Metaballs with your Sword and exit this place to the east. In this room, follow the path east past the Stone Seal and head north to find a Treasure Chest, which holds a Marble, then backtrack and go west now and you should go behind the Stone Seal this time. Make your way west and you'll find a Treasure Chest which holds a Animal Hide.

Next, head back to the previous area and head west this time and in the next area, head west and then south through a sort of hidden path to find a Treasure Chest, which holds a Forsena Iron. Then, head west and enter the next area, follow the path around and you'll find a green hat on the ground that's sleeping. Talk to it and it appears to be Gnome, The Earth Spirit. After some talking, he'll join you and afterwards, head west into the next area and in this area, head west and grab the Treasure Chest you see to get a Angel Grail, then Equip the Gnome Spirit and use his Magic Attack on the Stone Seal to the south, then head south a bit, then east to find a hidden path with a Treasure Chest. Grab it to get a Small Seed, then head back west and head south to exit Gaia Cave.

(Also, #29 has been added to your Memo. That and for the Earth Cyclops, you must get the Eye Spy Monsters to appear in the last room so he has a chance to appear. To do this, just backtrack to the entrance of Gaia Cave, then head back to the exit and there they will be.)

- Lake Vicinity -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: None.

Suggested Level To Train To: 34.

Once you exit Gaia Cave, Save your game if you wish at the Silver Goddess Statue, then head west into the next area and you'll find Cibba, who's made a camp. After some talk about what the Hero learned about why the Dwarves make Weapons for everyone, Cibba tells him he's grown up and that the Airship is landing near Westlake, as it seems the Heroine may have caused problems on board. After what I guess is you eating some Rabites with Cibba and some talk about how no life is worthless, Cibba joins you and once he does, head west into the next area.

- Path To Lake -

Enemies In The Area During The Day: Granz Archer*, Granz Soldier* And Werewolf. (Only a few of these.)

Enemies In The Area During The Night: Granz Archer*, Granz Soldier* And Werewolf. (Only a few of these.)

Items To Get: Knuckles x1, Spiny Seed x1 And Water Geode x1.

Suggested Level To Train To: 34.

* These two Monsters aren't listed in the Monster List, so I have NO idea what their stats are, but check the Monster List later, as I will have them soon after hacking the game. *

As you enter this area, head west and grab the Treasure Chest here to get a Spiny Seed, then near this is a sparking light. Examine it and you'll get the Water Geode, then head west into the next area and in this area, just head west again into the next area. Now, in this area, there's some Werewolves to fight and they are a bit stronger than normal Werewolves, but again, nothing to worry about. Once you defeat them, you'll get the Knuckle Weapon. Again, use it since it's probably your weakest Weapon at the moment, but it's up to you. After this, head west and you'll end up on the Airship.

- Airship -

Enemies In The Area During The Day: Cursed Doll, Eye Spy, Granz Archer And Imp.

Enemies In The Area During The Night: Cursed Doll, Eye Spy, Granz Archer And Imp.

Items To Get: Animal Hide x1, Gumdrop x1, Round Seed x1 And Spiny Seed x1.

Suggested Level To Train To: 34.

As you enter the Airship, it suddenly lifts off and Cibba notes this, as the Hero sees there's no going back now. Save your game now if you wish at the Silver Goddess Statue, then head east to enter the Airship. Once you're inside, head north and enter the door here and in this room, grab the 2 Treasure Chests here to get a Spiny Seed and a Round Seed. Next, exit this room and head southwest and enter the door to the southwest and in this room, head up the stairs and the Hero will comment on being able to break the window nearby. First, though, grab the 2 Treasure Chests here to get a Animal Hide and a Gumdrop. Then, go ahead and break the window to the south and go outside and head east, as Cibba tells you to stop, as a scene takes place. You'll see Julius and the Heroine talking, as Julius

asks her for the key, but she refuses. He talks about seeing her true colors, but she doesn't understand and he sees she doesn't even know herself.

He asks if she knows who her mother is, but she thinks she's at the Mana Sanctuary and he tells her to give him the key and she won't get hurt. Again, she refuses and he blasts her with some Magic, as she falls and Julius decides to kill her and all the Mana Women. Before he can launch another attack, Cibba throws a Wisp Magic Attack at him, stopping him in his tracks. After the two talk to one another, Julius throws an attack at Cibba, knocking him out, as the Hero steps in to save the Heroine. Though, he has no time, as she throws him the Mana Pendant, telling him to protect it and escape. Before he can do anything else, Julius hits him, as she flies off the Airship to the ground below. As he hits, Mystery Woman finds him and sees that it's the Hero, as she decides to take him home...

- H. Amanda Stole The Pendant...? Heading to Jadd [ASTP6.8] -

- Menos Village -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Black Mask x1, Crooked Seed x1, Kurt's Letter x2, Menos Bronze x1 And Rhinoloupe x1.

Suggested Level To Train To: 34.

Side Quests Available: #28, #29, #30, #31, #32 And #34.

As the scene comes back in, the Hero wakes up and asks where he is. Mystery Woman tells him he's in Menos Village and he fell out of the sky. She then re-introduces herself to him, to see if he remembers her and it turns out to be Amanda. He tries to move, but he's too hurt and Amanda recommends he stay in bed until he's better, though he wants to go, but again fails to, due to his wounds. He mentions he has to save the Heroine and Amanda asks who that is, then tells him to get some rest, as he wonders if Cibba's ok. He then asks her how she escaped and she explains after he and Willy left, the place went nuts and she escaped then. When asked about Willy, she doesn't know what happened to him, as Soldiers were taking him away. They're both sure he's fine and Amanda suggests he go to sleep and he does.

He dreams again about the Heroine being chased by Julius, as Amanda stays by his side, hoping he gets better. After watching the Hero spaz out, Devius enters the room, but Amanda draws her Spear. He tells her he can help her by giving her some medicine for the Hero, but there's a deal involved. The screen fades out and in and Amanda mentions she can't let the Hero die, as she runs off and the Heroine and Bogard enter. The Hero wakes up and sees them and he's happy both of them are alright. The Heroine was rescued by Bogard and after figuring that Cibba is ok, the Heroine asks the Hero if he has the Mana Pendant. He does, but checks and sees he doesn't and it must've been stolen. Bogard mentions a girl ran out of the house just before them and thinks she took it. The Hero doesn't believe Amanda took it, but decides to go find her around town.

You'll then gain control of the Hero and so, there's a few things to do in Menos Village besides find Amanda now, if you wish. First, though, let's just take care of finding Amanda quickly. What you need to do is talk to

the villagers to get clues. Talk to Menos Boy, Menos Maiden and Menos Grandmother. Once you do, head back to Amanda's House and the Hero will tell the Heroine and Bogard what's up. Apparently, Amanda went to Jadd and Bogard figures that's too far away for a walk and so, they decide to go after her. Though, the Hero will catch up with them later once he writes a note for Amanda. They leave and you regain control of the Hero once more.

With that done, there's some things to do now around Menos Village. First, talk to the Menos Gentlemen to get #8 for your Memo and talk to the Menos Girl for #12. Then, head into the Menos Inn and talk to the Menos Grandfather and you'll get #6 and #7 as well. Now, while you're at the Menos Inn, talk to the man the corner called Toma. Talk to him 4 times and he'll ask you to give a Black Mask back to the Dudbears for him. For more information on this, check Section XX. Side Quests for more on that. After this, head upstairs in the Inn and talk to Johnny and accept his offer and tell Tony you've been listening to him when he asks. This is another Side Quest, so just let Tony talk about his viewpoints on Mana and Dark Lord and afterwards, Granz Soldiers drag him away. Talk to Johnny and he gives you a Dudbears Gold, so you'll finish this Side Quest right here.

Next, head into the Menos Blacksmith and if you helped out Vega back in Wendel, he'll be hanging out here. If not, he won't be. If he is here, talk to him and accept his request, as it's another Side Quest. Then, talk to Delmar and tell him you know about Spirit Coins. This is another Side Quest, so for information on both of the above, head to Section XX. Side Quests now. Then, after this, head into the Menos General Store and talk to Pancetta and agree to his terms, as this is another Side Quest. Again, for more information on this, head to Section XX. Side Quests. After this, head into the Menos Residence to the east of the Menos General Store and talk to Badra and again, accept her request, as this is another Side Quest. You know where to go if you need help for this.

Also, in this house is 2 Treasure Chests, but you can only get one during the Day and one during the Night. Open both to get a Menos Bronze and a Crooked Seed. Then, talk to Kralove if you accepted the Side Quest back in Topple Village from Luke to find his dad and he'll give you a hint on where he went, which is to Jadd now. After this, stock up on any Items you may need at the Menos General Store, then for now, head north out of Menos Village after you healed up and Saved at the Gold Goddess Statue and you'll enter the Menos Outskirts.

- Menos Outskirts -

Enemies In The Area During The Day: Rabillion.

Enemies In The Area During The Night: Imp And Rabillion.

Items To Get: Baobab Wood x1, Dark Geode x1, Flat Seed x1, Forsena Iron x2, Long Seed x1 And Menos Bronze x1.

Suggested Level To Train To: 34-38.

Once you enter this area, head north up the stairs and make your way back south along the top part here to find a Treasure Chest, which holds a Forsena Iron. Then, head east into the next area and in this area, head south to find a Treasure Chest that holds a Baobab Wood, then head north and behind a stone structure sort of hidden is another Treasure Chest, which holds a Flat Seed. Next, head east and jump up the ledges here and head east into the next area and grab the Treasure Chest here to get a Forsena Iron, then a bit to the south, examine the sparkling light to get a Dark Geode. After this, head north and jump down and grab the Treasure

Chest here for a Long Seed, then jump down to the east and head south into the next area and in this area, head southeast and grab the Treasure Chest here to get a Menos Bronze. After this, head back to Menos Village and once there, Save up and heal at the Gold Goddess Statue and this time, head south and into the next area.

- Prickly Desert -

Enemies In The Area During The Day: Rabillion.

Enemies In The Area During The Night: Imp And Rabillion.

Items To Get: Chocolump x2, Flat Seed x1, Gummi Frog x1 And Magic Walnut x1.

Suggested Level To Train To: 34-38.

As you enter this place, head south into the next area and in this area, you'll find a flower pot. Use it to get Li'l Cactus to update his Journal and/or Forge/Temper your Equipment if you wish, other wise, head west, as heading south leads to the Menos Armory and there's nothing there for you yet. In this area, head south into the next area and grab the Treasure Chest here to get a Chocolump, then backtrack to the previous screen and grab the Treasure Chest nearby to get a Magic Walnut. Next, head west and follow the path and check behind the tree to the south to find a sort of hidden Treasure Chest, which holds a Gummi Frog.

After this, head south into the next area and in this area, grab the Treasure Chest nearby to get a Flat Seed, then head north and climb up the ledges and enter the next area and in the previous screen gain, grab the Treasure Chest here to get a Chocolump. Well, after this, backtrack to the south and head south into the next area and in this area, Save if you wish at the Silver Goddess Statue to the west and then head south into Jadd.

- Town Of Jadd -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Courtney's Letter x1 And Invoice x5.

Suggested Level To Train To: 34-38.

Side Quests Available: #33, #34, #35, #36 And #37.

Well, the first order of business in Jadd is to find Amanda, but, that can wait. First, let's check out some of the Side Quests available at the moment, so, head to the Jadd Blacksmith and if you completed Side Quest #19 and #29, Vega will be here. Talk to him and accept his request again and if you want help on this, head to Section XX. Side Quests for more on that. Also, while here, if you accepted the Side Quest to find Luke's Dad back in Topple Village, talk to Radley here and he tells you he remembers a man who liked Barbecued Newt and thinks he got a job at Devius Manor. So, go there and find Priscilla and she'll see the Barbecued Newt and tell you Marco went to Ishe because he wanted something better than the slave quality pay here. Hmm...anyway, since you're at Devius Manor and talking to Priscilla, mine as well finish the Side Quest up involving her if you accepted it.

Head back outside and head east and find the man called Mr. Cannel and accept his request and he'll ask you to help him with something. Again, you can't do this now, but for more information, head to Section XX. Side

Quests for more information. Finally, head into the Jadd General Store and talk to Courtney and you'll accept her request automatically, then, talk to Janka here as well and you'll also automatically accept this. For help on both, check Section XX. Side Quests for more. Anyway, after all this, head west into the next area to find Devius Manor. After Hero thinks the Birds that fly by are the ones he set free in Wendel, enter Devius Manor.

- Devius Manor -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Crooked Seed x1, Elephant Tusk x1 And Gumdrop x1.

Suggested Level To Train To: 34-38.

As you enter Devius Manor, head west and jump over the railing and grab the Treasure Chest nearby to get a Gumdrop, then head north into the next area and in this area, head east then southeast back into the previous area, but in a different spot this time. Grab the Treasure Chest you find to get a Crooked Seed, then back track to the north and head southwest into another part of this room and head up the stairs, grab the Treasure Chest here to get a Elephant Tusk and then enter the door to the north. Now when I tell you to, come back to this area. For now, head to the part below. Welcome back. Ok, now, follow the path into the next area and head north to where the 2 Maids are guarding a door.

Apparently they won't let you through, since Lady Medusa is out, but a Bird flies in and they see you are the one who returned the Birds to them, so they let you in. Head into the room now, as a scene takes place. At this time, head down two sections to "Medusa's Room" and continue from there.

- Devius Manor 2F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Luna Icon x1 And Moon Coin x1.

Suggested Level To Train To: 34-38.

Ok, in this room, head west and grab the Treasure Chest here to get a Luna Icon, then head north up the stairs and grab the Treasure Chest here to get a Moon Coin. Then head south out of this room and at this time, head back up to the section above this one.

- Medusa's Room -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Birdcage Key x1.

Suggested Level To Train To: 34-38.

As you enter the room, Amanda rushes up to the Hero and sees he's recovered. He sees it's Amanda, but suddenly the door locks and he notices this, then he asks Amands if she took the Pendant. She admits she did and Amanda goes on about how she did it to save the Hero's Life and should've

asked him first about the Pendant, but was worried he wouldn't live and all. Some more talk about how they'll be together now since they are Slaves anymore and then the Hero asks who the woman in the room is and Amanda tells him it's Lady Medusa and this is her room and they should ask her to let them out of here.

Amanda then joins you, as the Hero asks Lady Medusa to let them out and Amanda explains why she's sad. Just then, a Bird sings and it sounds like Lester. Amanda is surprised the Hero knows him, as he's her brother and they figure out that the Birds must be Ministrals and the Bird that sang is Lester! They try to open his cage, as Lady Medusa gets angry and fires Magic at them, but they dodge and it hits a Rabite instead and it turns into a Bird as the Hero asks if Amanda is ok. Just then, 2 Maids enter and tell the Hero and Amanda they know Lady Medusa's Secret now and can't live, as they try to calm Lady Medusa down. She refuses and knocks them back and speaks of going to the Alter Of Time where "he" will be. She then leaves, as you regain control of the Hero.

Now, check the Maid to the west to get the Birdcage Key, then open the Birdcage Lester is in to free him, as he flies off. The Hero suggests they follow him, so do so. Make your way out of Devius Manor now and you'll notice everyone but a few of the Maids have been turned into Birds. Once you're outside, head back into Jadd and Amanda will comment on how Lady Medusa said she was going to the Alter Of Time, so that must be where Lester went, thus that's where you're going. Make any last minute preparations, then head out into the desert to the south of Jadd.

- I. The Never Ending Jadd Desert...Chasing Medusa! [TNEJ6.9] -

- Jadd Desert -

Enemies In The Area During The Day: Cobra, Cockatrice, Polter Box And Sand Scorio.

Enemies In The Area During The Night: Cobra, Cockatrice, Moon Cyclops*, Polter Box And Sand Scorio.

Items To Get: Angel Grail x1, Chocolump x1, Fire Coin x1, Granz Steel x1, Oblong Seed x1, Red Moon Horn x1 And Small Seed x1.

Suggested Level To Train To: 34-42.

* Moon Cyclops only appears on the screen north of the area where all those Polter Boxes are at Night on Luna Day. Again, please remember that he may still be more than a match for you at this point and to take him VERY seriously and understand that he can kill you in just a few hits. Fight him at your own risk and don't say I didn't warn you. *

As you enter the Jadd Desert, head southeast into the next area. In this area, head northeast and grab the Treasure Chest you find to get a Chocolump, then if you head east into the next area and then north into the next area, you won't be able to continue on, due to the poison mist here. So, instead, head south into the next area and in this area, head southeast and you'll see 2 trees. Walk around them in a figure 8 like way and the sand to the north will stop to open a path to a cave. (Also, since you just solved this, if you go and talk to Mr. Cannel back in Jadd you'll complete a Side Quest.) Anyway, at this time, please head to the section below this one and come back to this section when I tell you to. Thanks.

Welcome back. Ok, once outside again, head south into the next area and in this area, fall into the quicksand and you'll re-enter the Dune Maze. Again, head to the section below this one again and continue from there and come back here when I tell you to. Alright, again, welcome back. Now, you'll come back out where you just were previously, so head south and in this area again, head west past the quicksand and you'll see a new opening to enter. Now, again, head down to the section below this one and come back when I tell you to. Ok, now, back outside once again, head west to get a Treasure Chest that holds a Fire Coin, then make your way east and grab the Treasure Chest here for a Baobab Wood. Then, head into the Cave to the north and again, head down to the section below this one and continue from there and come back here again when I tell you to down below.

Ok, again, welcome back. Back outside now, head north into the next area and in this area, head north into the Cave and again, head down to the section below this one and come back here when I tell you to. Ok, welcome back. Again, outside now, head east and grab the Treasure Chest here to get a Red Moon Horn, then head north and Equip Jinn and use his Magic Attack on the Stone Seal, then enter the Cave. Again, head down to the section below this one and continue from there. Alright, welcome back once again. Outside once more, head east into the next area, then in this area, head east to find a Treasure Chest which holds a Angel Grail. (Also, this is the area that the Moon Cyclops appears in, if you wished to know.) Next, head southwest and enter the next area, watch out for a bunch of Polter Boxes. The only real Treasure Chest is the one farthest to the southeast and this one holds a Granz Steel.

After this, head southwest into the next area and in this area, grab the 2 Treasure Chests here to get a Small Seed and a Oblong Seed, then, head west and enter the Cave here. Again, please head to the section below this one and read from there and come back here when I tell you to. Alrighty, back outside now, head back to the previous area where all the Polter Boxes are, then head north and enter the Cave to reach the Alter Of Time.

- Dune Maze -

Enemies In The Area During The Day: Cobra, Cockatrice, Goblin, Polter Box, Sand Scorpio, Shadow Zero And Silkspitter.

Enemies In The Area During The Night: Cobra, Cockatrice, Goblin, Polter Box, Shadow Zero And Skeleton.

Items To Get: Animal Bone x1, Axe x1, Baobab Wood x1, Elephant Tusk x1, Jinn Spirit x1 And Sultan Silk x1.

Suggested Level To Train To: 34-42.

Once you're inside the Dune Maze, follow the path and use your Flail to cross over to the otherside. The Treasure Chest here is actually a Polter Box, so be careful, but the Treasure Chest near the exit to the south is a real one and it holds a Sultan Silk. After you get this, head south out of this place and at this time, head back up to the Jadd Desert Section and return here when I tell you to. Welcome back. Ok, just follow the path here and hit the 2 switches on the ground and exit this place. Then, after this, head back up to the section above this one and come back here when I tell you to. Well, welcome back again. In this area now, grab the Treasure Chest nearby to get a Baobab Wood, then use Gnome's Attack Magic on the Stone Seal here, then head east and hit the switch you see, then head south and exit this place. Now, head back up to the section above this one and come back here again when I tell you to.

Ok, back in this area again, (Sorry, I must REALLY sound like a broken record by now, huh? Heh.) follow the path and enter the door to the north and take out the Goblins here to get the Axe Weapon. Use it if you wish, so you can Level it up, but it's your call. Next, head north into the next area and hit the switch here, then head back into the previous area and then head south back into the other area. In this area, head south here and hit the switch, then head north and hit the switch here and then head west and collect the Treasure Chest now to get a Elephant Tusk. After this, head east and then exit this place. Again, head back up to the section above this one and continue on from there now.

Welcome back. Ok, inside this Cave, take out all the Cockatrices, then a scene will take place as Jinn, The Wind Spirit will join you, as thanks for freeing him from the stone that the Cockatrices put him in. (Also, you'll get #28 in your Memo now.) After this, head north into the next area and in this room, step on the switch and then exit this place. Again, head back up to the section above this one now and come back here when I tell you to. Welcome back again. Well, there's nothing in this area, exit a Treasure Chest to the north which holds a Animal Bone, so get that, then Save at the Silver Goddess Statue, then exit this place to the east and at this time, head back up to the section above this one and continue on from there and return here once I tell you to in the above section.

Ok, back in this area again, head east and cross over to the otherside using the Flail and then head west and watch out, as the Treasure Chest here is a Polter Box. So, destroy it, then step on the switch and exit this place. Again, head back up to the section above this one and continue from there.

- Alter Of Time -

Enemies In The Area During The Day: Medusa (Boss.) And Medusa's Asp.
Enemies In The Area During The Night: Medusa (Boss.) And Medusa's Asp.
Items To Get: Altena Alloy x1, Black Bone x1, Chocolump x1, Dion Wood x1, Maia Lead x1 And Marble x1.
Suggested Level To Train To: 40-43.

Once you enter the Alter Of Time, grab the 2 Treasure Chests to the north to get a Chocolump and a Marble. Then, Save and heal up at the Gold Goddess Statue and make a note later on to come back here when you have the Tiny Tapper and go behind the Gold Goddess Statue to find 4 Treasure Chests, which hold a Black Blone, a Dion Wood, a Maia Lead and a Altena Alloy. Anyway, when you're ready, head north and you'll see a scene where Medusa is surrounded by Birds that quickly fly away. Amanda pleads with her to change her brother back to normal, as Medusa splurts out things that don't make a whole lot of sense. The Hero thinks something's wrong with the room, as well as is surprised when Medusa mentions Lord Granz, but then tells Amanda to get away, as Medusa bites her. Though, Amanda manages to get back up after falling and Medusa transforms, ready to attack you.

You'll then enter a Boss Battle and if you wish for a strategy on this, head to Section VIII. Boss Guide, A. Hero's Bosses for more, otherwise, fight this on your own and afterwards, continue on. After the Battle, Bogard and the Heroine rush in and Bogard has the Heroine heal her. Medusa comes to and it becomes apparent that Medusa has regained her sanity. Apparently, she is Granz's Wife and once Granz left she became obsessed with him and needed to hear his songs again and again. In doing so she

transformed Minstrels into Birds and put them in Birdcages. They urge her not to talk, but she tells them she's dying anyways, as she gives the Hero Lord Granz's Lute and then dies. Just then, Devius and Dark Lord enter, as Devius asks what they're doing here and suddenly sees his mother laying dead on the floor.

Angry now, he decides to have Dark Lord take the Key to the Mana Sanctuary and leave, but he tells him it's not good. After some more talk, Dark Lord decides to leave this to Devius and leaves, as Devius decides to attack everyone, but Bogard takes the hit and disappears. Devius then decides that he'll unleash his wrath on you...but he'll do it at his Manor. Uh, alright...anyway, he tells you to come there, as he hits Amanda with something, then leaves. Amanda appears to be in pain, as the Heroine tells her to hang on, but she's transforming into a Medusa. She asks for Lester to help her, but suddenly attacks the Heroine, as the Hero tells her to try and remember who they are and she tries to and does, but she can't keep her sanity for long, since she'll become like Medusa soon.

She asks the Hero to kill her, so she can be put out of her misery and he meekly agrees to it. Just attack her with your Sword and afterwards, he asks the Heroine to heal her and she does, barely bringing Amanda back. She has them use her blood to restore Lester and he returns, just to see her final moments. She dies and the Hero curses himself for not saving her. Though, both the Heroine and Lester tell him he did all he could for her and that looking at her face, she looks happy now. They decide to go after Devius, then Dark Lord, since they have to save Bogard. After this, the group appears at Devius Manor. The Hero, though, is having thoughts about Dark Lord and Devius, as they appear to be brothers and Medusa was Lord Granz's Wife, thus their mother, yet he killed their mother and now, he's just like Dark Lord. The Heroine tells him that he's different, as Lester gives him Amanda's Blood, which is used to help return all the Minstrels back to normal. After this, you'll enter Devius Manor.

- J. Assault On Devius Manor! [AODM6.10]-

- Devius Manor -

Enemies In The Area During The Day: Cockatrice, Mindflare, (Boss.) Polter Box, Shadow Zero, Tin Knight And Werewolf.

Enemies In The Area During The Night: Mindflare, (Boss.) Polter Box, Shadow Zero, Specter And Werewolf.

Items To Get: Angel Grail x1, Chocolump x1, Dark Coin x1, Granz Steel x1, Gumdrop x1, Gummi Frog x1, Long Seed x1, Luna Spirit x1 And Magic Walnut x1.

Suggested Level To Train To: 40-43.

Once you're inside Devius Manor, head back to Medusa's Room and talk to Genoa and she'll open the door for you. Talk to her again to get a clue about bells opening doors in this place, then enter the door and get ready. First, follow the path and once you see a gear to the south, jump on it and head west and enter the next room to the south. In this room, hit the bell to the east 3 times and you'll hear a sound, then head south into the next area and in this small area, grab the Treasure Chest here to get a Magic Walnut. Next, backtrack to where you jumped on that gear and now head north into the next area and in this area, follow the path and grab the Treasure Chest you see to get a Long Seed, then continue on and

head into the next area.

In this area, just head south into the next area and in this area, head south into the next room. In this small room, just grab the Treasure Chest, which holds a Angel Grail, then backtrack to the previous room and head west across the gears and enter the room to the north. In this room, just grab the Treasure Chest you see to get a Gummi Frog, then head north into the next area and in this room, head south and use Jinn's Magic Attack on the Stone Seal, then head up the stairs into the next area. In this area, again, use Jinn's Magic Attack on the Stone Seal and head north now and grab the Treasure Chest here to get a Chocolump, then head east and grab another Treasure Chest, which holds a Wind Coin. Next, head south and destroy the Metaball, then head west up the stairs into the next area.

Now, in this area, head south and enter the door to the north and in this area, head south and hit the left bell 2 times and the right bell 1 time. Then, grab the Treasure Chest to the east to get a Granz Steel, then backtrack to where you destroyed the Stone Seal before and this time, head east and enter the door here. In this area, follow the path and head west when you can across the gear and head north into the next area and in this room, follow the path and ignore the Treasure Chest, as it's a Polter Box and just head north and enter the door here. In this room, head to the east and west to grab 2 Treasure Chests, which hold a Gumdrop and a Dark Coin. Then, you'll have to hit 4 bells here. First, hit the northwest bell 3 times, then the northeast bell 2 times, then the southeast bell 1 time and then the southwest bell 2 times.

After this, the door SHOULD open, so enter the room and in this area, Save and heal up at the Gold Goddess Statue, then head north through the door and a scene will take place. The Hero will find Bogard and Bogard learns that everyone but Amanda is ok and he's sad to hear about it. The Hero tries to free him, but he can't and Bogard explains that unless Devius is killed, his lock on this cage won't break. He tells the Hero that he's doing this as payback, since he didn't save Medusa when he could've, using Mana Power, but the fabric of society would come undone if he did. Bogard goes on to explain that Devius and Dark Lord view him and the others are the bad guys because they "hoard" Mana Power.

After this part, you'll regain control of the Hero, so head east and then north and enter the door here. You'll find Devius and after some small talk, you'll fight him. For a strategy on him, head to Section VIII. Boss Guide, A. Hero's Bosses, otherwise, fight this yourself and move on. After the Battle, Devius tells the Hero to finish him off, but he won't and Devius thinks he wants him to feel fear and pain, but the Hero tells him that's not it, as Mystery Man's Voice asks Devius if he wants it to end. The Hero recognizes it as Julius and Julius tells Devius the Hero wants him to live so for a stupid reason so he can feel weak and whatnot. The Hero tells him that's not true, but Julius asks him to kill him then, as that is his last wish.

The Hero refuses and Julius offers him some Elixer Of Life to heal him, but even Devius refuses it and tells him he'll decide his own fate. He explains to the Hero that if he ever wants to take up arms, he can't not hesitate and until he learns that, he can't weild the Sword Of Mana. Julius thinks he's died, just as Goremand appears and eats Devius's Soul! He quickly disappears, as the Hero is surprised, then the scene fades out. It comes back in, as the Hero, Heroine, Lester and Bogard appear outside and all remember the ones that were lost and the Hero sees in the end, they saved no one and he feels no better, even after getting revenge. He realizes now what Cibba meant about him not being able to hold the Sword

Of Mana. Lester asks the Hero if he can sing a song for everyone and he agrees and gives him Lord Granz's Lute to use for it.

As Lester plays, his song is heard across the world and it shows that the poison mist back in the Jadd Desert is now gone, as well as a scene with Dark Lord, Julius, Isabella and Goremand. Afterwards, Genoa gives the Hero Luna, The Moon Spirit, as it was once Medusa's. The Hero can't accept it, but Genoa tells him it's fine and to take it before she decides not to give him it and she leaves. Luna gives the Hero some encouraging words about looking ahead and not to mope about in the past, as she joins him. (You also get #24 in your Memo now.) After this, Bogard asks to be alone for a while and to head to Granz Castle without him. The Heroine wishes to stay behind and wait for him, so the Hero and Lester move on. Lester joins you now and at this time, if you have any more business left to do in either Jadd or Menos Village, do it now and once you're fully prepared, head back to the place in the Jadd Desert that was where the poison mist was (It's near the entrance, just head east twice, then north.) and we'll go from there.

- K. Cascade Cave And Mt. Illusia Lead To Granz Castle! . . . [TRTG6.11]-

- Miasma Glen -

Enemies In The Area During The Day: Assassinant And Wood Cyclops*.

Enemies In The Area During The Night: Specter.

Items To Get: Angel Grail x1, Gumdrop x1, Holly Wood x1 And Long Seed x1.

Suggested Level To Train To: 41-45.

* Wood Cyclops appears only on Dryad Day during the Day in the area from the start: north, then west, then north. Again, I warn you that he is fairly strong, but at this point in the game, you SHOULD be able to sort of stand up to him. Again, fight him at your own risk and if need be, browse The Walkthrough upwards for my other warnings on the Cyclops. It's your call, again, but don't say I didn't warn you. *

As you enter this area, head north without jumping up any ledges into the next area and in this area, grab the 2 Treasure Chests here to get a Long Seed and a Holly Wood. Next, head east and exit to the south and back in this area, head north up the stairs back into the other area again, but a different part this time. In this area, follow the path and head north and in this area, grab the Treasure Chest you see to get a Chocolump. (Either jump down or go by the rock structure to the west, as you can move behind it.) Then, head back to the previous screen and head west this time into the next area and in this area, head west, then south and then east into the next area.

In this area, just head south and get the Treasure Chest here which holds a Gumdrop, then backtrack to the previous screen and head north and grab the Treasure Chest you see to get a Angel Grail, then head north into the next area. In the next area, follow the path and head north into the next area and in this area, Save at the Silver Goddess Statue if you wish, then enter the Cave you see.

- Cascade Cave -

Enemies In The Area During The Day: Boison Vine, (Boss.) Bumpkin, Full Metal Haggar, (Boss.) Gloomoth, Marlboro, Killer Pansy And Spiny Cone.
Enemies In The Area During The Night: Boison Vine, (Boss.) Bumpkin, Full Metal Haggar, (Boss.) Gloomoth, Killer Pansy, Malboro And Spiny Cone.
Items To Get: Animal Bone x1, Charcoal x1, Crooked Seed x1, Dryad Spirit x1, Flat Seed x1, Granz Steel x1 And Jadd Hemp x1.
Suggested Level To Train To: 43-48.

As you enter this place, head northeast and enter the door here and in the next area, follow the path north, then go west to find a Treasure Chest, which holds a Animal Bone. Next, head northeast into the door and in the next area and in this area, head west and before you exit this area, head south into another area. In this area, head east and grab the Treasure Chest you find to get a Granz Steel, then backtrack to the previous area by cutting down the vines with your Sword and head west now. In this area, head north and grab the Treasure Chest you see here to get a Crooked Seed, then head east into the previous area, but you'll end up in a high up place this time and just head north into the next area now.

In this area, head west to grab a Treasure Chest, which holds a Flat Seed, then head north, then west and then southwest until you see a Stone Seal. Use Luna's Attack Magic on it, then enter the door and in this small area, grab the Treasure Chest, which holds a Charcoal. Next, exit this place and head northeast into the next area and in this area, head northwest into the next area. In this area, head west and go up the stairs and if you head north towards the vines across the door and try to cut them down, the Hero will comment that it's no use and they just grow back. Lester suggests they find another route, so, head east now into the next area to find a Gold Goddess Statue, so Save and heal up if you wish, then when you're ready, head east into the next area.

As you enter the next room, Julius talks to the Hero and Lester, telling them that their hands also have blood on them now and he appears, but it's not Julius, but instead Julius's Shadow. He tells the Hero that with all the blood on him, he's qualified enough to join him and asks him to join the Vandole Empire. Lester and the Hero comment on this and mentions how Dark Lord easily saw it, as the Hero runs and slashes at Julius's Shadow. It disappears, as Julius laughs that it was always in his nature to fight. He then summons one of his Monsters to fight you, as you enter a Boss Battle. If you'd like a strategy on this, head to Section VIII. Boss Guide, A. Hero's Bosses now or fight this yourself and then move on.

After the Battle, Dryad, The Wood Spirit, appears and Lester tells you it's a Spirit. After some small talk with the Hero asking Dryad to help them get out of this Cave and to Granz Castle, it agrees, so, head west back to where the Gold Goddess Statue is, Save and heal up, then head west again and in the next area, head west and head back to the vine you couldn't cut down before. Attempt to now and Dryad will appear and clear the vines for you. She then decides that's all she can do and decides to leave, but Lester tells her to come back and the Hero asks for her help. She's surprised they want her help, but decides why not and joins you. (You also get #27 in your Memo.) After this, head north through the door and in this area, grab the Treasure Chest to the west to get a Jadd Hemp, then head south to exit this place.

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 48-51.

Not much here, just Save and heal up at the Gold Goddess Statue if you need to, then head northwest and enter the Cave here.

- Mt. Illusia -

Enemies In The Area During The Day: Bumpkin, Cherry Slime, Gloomoth, Gray Ox, Howler And Tin Tortoise.
Enemies In The Area During The Night: Bumpkin, Cherry Slime And Howler.
Items To Get: Angel Grail x1, Animal Bone x1, Big Seed x2, Chocolump x1, Gnome Icon x1, Granz Steel x1, Gumdrop x1, Gummi Frog x2, Jinn Icon x1, Morning Star x1, Magic Walnut x1 And Marble x1.
Suggested Level To Train To: 48-51.

As you enter Mt. Illusia, head north and hit the two Stonehedge Heads until they smile, then enter the door to the north. In this area, follow the path and grab the Treasure Chest you see to get a Gummi Frog, then follow the path and exit to the south and back outside. Once outside, make sure you hit all the Stonehedge Heads all have no facial expressions, then head west and enter the Cave here. Inside the Cave, just follow the path and exit to the south and back outside and head up the stairs and jump down to grab a Treasure Chest, which holds a Marble, then jump back onto the path by jumping to the south and head west behind a rock structure and head west into the next area.

In this area, grab the Treasure Chest to the west to get a Big Seed, then Save and heal up if you wish at the Gold Goddess Statue, then head back to the previous screen now and head north. Use Dryad's Attack Magic on the Stone Seal here, then grab the Treasure Chest nearby to get a Gumdrop, then enter the Cave to the north. In this Cave, follow the path and grab the Treasure Chest to the south that's sort of hidden to get a Jinn Icon, then exit this place to the south. Outside again, head up the stairs to the north, then jump off the ledge to the south and follow the path to the northeast to find 2 Treasure Chests, which hold a Gummi Frog and a Angel Grail.

Next, backtrack to where you were before you leaped down and head north now and you'll see a Stonehedge Head that's frozen. For now, ignore it and head northwest to find a Treasure Chest which holds a Magic Walnut. Then, head north into the next area and in this area, take out the 5 Tin Tortoises and you'll get the Morning Star Weapon. Equip it if you wish, then enter the Cave that just opened up and inside, hit the Stonehedge Head until it has a angry face on it, then leave the Cave and backtrack to where you passed that other Stonehead Head a moment ago. Now, head into the Cave near it that's opened now and inside, make all 4 Stonehedge Heads have angry faces and enter the door to the northwest and in this room, grab the 3 Treasure Chests here to get a Granz Steel, a Chocolump and a Big Seed.

Then, backtrack to the previous area and make all the Stonehedge Heads have sad faces now and head through the door to the northeast. In this area, head north up the ledge and grab the Treasure Chest you see to get a Gnome Icon, then head southeast and exit the Cave. Outside again, head east and jump up onto the ledge to get a Treasure Chest which holds a

Animal Bone, then head east into the next area to reach Granz Castle.

- L. The Return To Granz Castle...Revenge Is Near! [TRRIS6.12]-

- Granz Castle Bridge -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 48-51.

As you enter this area, the Hero will comment on how many bad memories this place brings back, but Lester comments that at least this is where he met Amanda. After some more talk, you regain control of the Hero and DO take note that IF you enter Granz Castle now, ANY Side Quests I mentioned in Section XX. Side Quests that can't be done once you enter Granz Castle, means they can't be done ONCE you enter the castle, so, IF and WHEN you are ready, head east into the next area and you'll enter Granz Castle.

- Granz Castle -

Enemies In The Area During The Day: Anthrosect, Chobin Hoodlum, Dark Lord, (Boss.) Duck General, Garuda, (Boss.) Granz Soldier, Granz Wizard And Polter Box.
Enemies In The Area During The Night: Anthrosect, Chobin Hoodlum, Dainslaif, Dark Lord, (Boss.) Garuda, (Boss.) Goblin Guard, Granz Soldier, Granz Wizard And Polter Box.
Items To Get: Angel Grail x1, Animal Bone x1, Chocolump x2, Dudbears Gold x1, Gator Skin x1, Gold Key x1, Granz Steel x2, Gumdrop x1, Gummi Frog x1, Long Seed x1, Magic Walnut x3, Round Seed x1 And Spear x1.
Suggested Level To Train To: 48-51.

Upon entering Granz Castle, head east and then north and you'll see a scene take place. Isabella appears to be guarding the entrance to Granz Castle and her reasoning to doing so is quite weird. Either way, the Hero doesn't want to fight her, but she insists and the two go at it. Isabella is impressed by him, but the Hero tells her to stop, as Goremand appears and tells her to do so, as it's Dark Lord's Orders to let them in. She thinks he doesn't want a woman bailing him out, but decides to watch instead and head off. Goremand tells them to enter and Dark Lord is waiting, IF they can reach him alive and he disappears. Back in control of the Hero now, head north into the castle.

As you enter Granz Castle, the doors lock and the Hero sees this and Goremand tells them that Dark Lord is waiting and that they won't need a way back. After some more talk, you'll regain control of the Hero once more. So, first, Save and heal up at the Gold Goddess Statue nearby, then head north into the next area and in this area, head west and then south and jump over the railing here and head south back into the previous area. Once here, grab the Treasure Chest which holds a Magic Walnut, then head back to the previous area and head east and do the same thing here, going over the railing and heading south. In this area, grab the Treasure Chest that holds a Chocolump.

Then, head back to the previous area and head west and enter the door to the far west and in this area, head southwest and jump over the railing to get a Treasure Chest, which holds a Angel Grail, then head south into the next area. In this area, follow the path and enter the jail cell to the south and you'll be locked in. Defeat the Granz Wizard and 2 Polter Boxes and you'll get the Gold Key, then exit this room via the way you entered it and in the previous area, head back out to the other previous area and this time, head east all the way and enter the door here. In this room, head south and enter the next area and in this area, follow the path and if you wish, check the jail cell to the south to find Willy.

Unfortunately, you can't open the door just yet, but the Hero and Willy are happy to see one another and Willy's surprised he's alive, let alone back at Granz Castle. After hearing he's going after Dark Lord, Willy tells him to take care of him first, then worry about him. So, after this, head east and grab the Treasure Chest here to get a Chocolump, then, if you managed to complete all the Side Quests concerning Vega, head north and you'll find a Granz Soldier there and it's Vega. Talk to him and he tells you that he became a Granz Soldier, but he's nothing more than a decoration and he's sorry he was so cocky towards you. He realizes that you had kindness even towards him and he's going to make something better of himself and thanks you by giving you a Dudbears Gold. (Also, you just completed another easy Side Quest, IF Vega is here and you talked to him.)

After this, backtrack to the previous area and then backtrack to the other previous area and back in the main hallway, enter the door to the north, after you use the Gold Key. In this area, head north and watch out for the spikes in the floor and enter the door to the north and in this area, head north and check to the east and west for 2 Treasure Chests that hold a Magic Walnut and a Animal Bone. Then, head north into the next area and in this area, take out the 4 Granz Soldiers and you'll receive your final Weapon, the Spear. If you wish, use it for not, but either way, head north into the next area and in this area, don't bother with the Treasure Chests to the east and west, as they're Polter Boxes and instead, head west and then north through the door.

In this area, had northeast and grab the Treasure Chest here to get a Granz Steel, then head southeast and then north and then before exiting this area, head west to find a Treasure Chest that holds a Gumdrop, (Also, ignore the Treasure Chest to the far east, as it's just a Polter Box.) then head north and grab the Treasure Chest right near the edge of the screen to get a Long Seed, then head north into the next area. In this area, head northwest and enter the open door here and in this room, watch out, as there's 4 Treasure Chests, but 2 of them are Polter Boxes. Either way, grab the 2 real Treasure Chests here to get a Granz Steel and a Gator Skin.

Next, exit this room and ignore the open door to the far east, as it's just a room with Monsters inside, so, now, enter one of the closed doors nearby and you'll see a scene. As the Hero and Lester enter the room, Lester wonders where they are now and the Hero tells him it's Lord Granz's Room. Just then, Bogard is heard, as he tells them this room has a special barrier on it and they'll be safe, as the Hero asks about the Heroine and he tells her she'll be coming soon. Once he finishes, the Heroine and Willy enter and some talk takes place of the Heroine learning that Willy and the Hero know each other, as Willy asks about Amanda, since she escaped recently. The Hero tells him she didn't make it and he's shocked and the Hero tells them they need to do something so others don't die.

After Lester introduces himself to Willy, Bogard comments on that the Hero

is the only one who can stop Dark Lord now and after more talk about trying to find Lord Granz, even if there's the tiniest hope he's alive, the Heroine will join you. Once you have control over the Hero again, check the bookcase to the northwest and read Lord Granz's Diary 3 times, then the Hero will see one is out of place. Choose to insert it, then leave the room and head north up the stairs and into the door. In this area, head northeast and enter the door here and in this room, head west and jump over the railing and grab the 3 Treasure Chests here to get a Magic Walnut, a Gummi Frog and a Round Seed. Then, Save and heal up at the Gold Goddess Statue back to the east and when you're ready, head west into the next area.

Once outside, head up the stairs and you'll enter a Boss Battle. If you want a strategy, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight it yourself and continue on afterwards. After the Battle, head to the east and in the next area, Save at the Silver Goddess Statue, then head east to find Dark Lord, Isabella and Goremand, as a scene takes place. Dark Lord congratulates the Hero and Heroine on making it here, as the Hero comments on all the people who died because of him and all for what? Dark Lord tells him it was for greatness and each war has it's casualties and that even his hands are stained with blood. He goes on about how he's such a hypocrite and explains how he was the Consul General's Son and everything was given to him and he has no right to take away what he wants.

He then tells Isabella and Goremand to not help him in this and tells the Hero to draw his Sword, as he attacks you. You'll enter another Boss Battle at this point, so if you want a strategy, head to Section VIII. Boss Guide, A. Hero's Bosses, otherwise fight this yourself, then move on. After the Battle, Dark Lord lays dying, as Isabella appears and he tells her to remove his mask. (I swear, this feels like a moment from Star Wars here. Oh my God, spoiler for Star Wars. Eh, oh well, if you haven't seen the movies yet, stop living under a rock already and do so.) It's revealed he looks just like Devius and that because of that, it didn't matter even how he and Devius were treated. He then laughs at how funny it all was and Isabella tries to stop him, but he tells her she must stop Julius and that he wanted to be with her.

Wonderful, so Dark Lord wasn't evil, just misguided. Well, at least this doesn't involve God like so many games have since circa Final Fantasy VII here. Oh, wait, maybe it does...anyway, Goremand enters and decides to feast on Dark Lord's Soul. He tells the others not to interfere and holds the Hero and the Heroine in place and asks Isabella for the Pendant, but she refuses, since she won't sink that low and is surprised at how stupid Goremand is. After he goes on and on about eating souls and death, he eats Dark Lord's Soul and then jokes about both him and Devius, as Isabella becomes pissed and transforms, but you don't see the outcome of it. The screen fades out and then in, as a woman finds the Hero and Heroine. After having another pointless dream, the Hero wakes up...

- M. The Beautiful Desert Of Glass...A New Objective [TBDO6.13] -

- Town Of Ishe -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.

Items To Get: Cancun Feather x1, Dudbear x3 And (Name Of Spirit Here.) Spirit x1.

Suggested Level To Train To: 49-53.

Side Quests Available: #39, #40, #41, #43, #44 And #45.

After the Hero wakes up, you'll gain control of him, so, talk to everyone to learn what happened, then talk to Cibba, who is here as well and alive and kicking. Apparently, Selah, an old friend of Cibba's and Bogard's found Cibba and the rest and helped them recover. The Hero comments on how he couldn't save anyone in the end, even Dark Lord and he's powerless. Cibba mentions how he wishes he knew it all and could save them, but he's not, as Willy mentions the sandstorm is clearing up, then a Bird enters. Cibba tells them that the Bird told him that Julius has the Pendant now and he can enter the Mana Sanctuary with it. The Mana Women protected it with their lives, but now...well, guess it's over.

Though, the Hero asks him to tell him where the Sword Of Mana is and knows he may not be ready for it, but Cibba tells him it's in the Subsea Volcano. Thing is, the Sword Of Mana chooses its user and Willy thinks it'll help them, since Julius is one that deserves to die, as Cibba tells them they have to take responsibility for what happened and Bogard and the Heroine comment on the ones who died. Cibba then mentions that the path to Subsea Volcano isn't easy, but the Hero tells him he has to try anyway, as Willy tells the Heroine they should go there now as well. The Heroine is surprised Willy is going, but he's doing it to protect her and Cibba tells her it'll be easier for Mana Clan Members to find the Sword Of Mana. With that, the Hero decides to go with Lester and you gain control of the Hero again.

If you wish, talk to Cibba to learn about a whole bunch of things, but it's not needed. Head outside and you'll be in the Town Of Ishe. There's a few Side Quests to do here, so let's locate those and then get back on task, shall we? First, if you took up the Side Quest WAY back in Topple Village to help Luke find his dad and have been keeping up with it, find Yakov to the southeast of Ishe and talk to him to learn Marco's at Lorimar Castle now, since he'd take any job, regardless how dangerous it was and because he needed money. Next, head into the Ishe Blacksmith and talk to Ghamdi and he'll ask you for a random Fruit. If you need help or want more on this, check Section XX. Side Quests for more.

Next, head into the Ishe Inn and talk to Mahar and accept his request to find Bubu Worms on Monsters that he needs for Medicine. Also, if it's Night, head northeast and talk to Asaad and depending on the Day and if you have enough Dudbears Gold, you can partake in a Side Quest here. Again, for more information head to Section XX. Side Quests for help on both of these. After this, again, if it's Night, outside the Ishe Inn talk to Mutsu and if you buy a Dudbear from him for 40,000 Lucre, you'll complete another Side Quest here. You can buy 2 more, but, at 40,000 Lucre a pop, eh, it's your call. Next, head into the Ishe General Store and talk to Chekov and accept his request for another Side Quest.

Also, talk to Abdul for another Side Quest. Again, if you want help on these two, head to Section XX. Side Quests for more information. Anyway, once you're done and ready, (DO remember about Asaad and the Spirits, as you WILL want to get all 8 from her.) head south out of Ishe and into the Glass Desert.

Enemies In The Area During The Day: Basilisk.

Enemies In The Area During The Night: Basilisk.

Items To Get: Chocolump x1, Gummi Frog x1, Long Seed x1, Magic Walnut x1, Moon Geode x1 And Oblong Seed x1.

Suggested Level To Train To: 49-53.

Once you enter the Glass Desert, head south and then east up the stairs, then head southeast into the next area and in this area, head south into the next area. In this small aread, head southwest and grab the Treasure Chest here to get a Chocolump, then head back to the previous area and head northwest into the other previous area and in this area, grab the 2 Treasure Chests that hold a Gummi Frog and a Magic Walnut. Then, jump down to the north and then head south into the next area and in this area, head south and then head up the stairs to the west and head north back into the previous area. In this area again, head north and grab the Treasure Chest here to get a Oblong Seed, then head back to the south and in this area again, head south and follow the path to the east at the end and grab the Treasure Chest here to get a Long Seed.

Next, head south into the next area. There's a Hot House here, so use it if you wish for whatever reasons and when you're ready, head south into the next area to reach the Ishe Armory. In this small area, just Save at the Silver Goddess Statue if you wish and check to the north part of the Cannon to find the Moon Geode. This is VERY well hidden and really impossible to find without being told. Anyway, talk to Prof. Bomb and tell him to fire away, so you can travel out of here. The Cannons you saw earlier in the game are the means of travel in Sword Of Mana, so get use to being launched out of these suckers. Anyway, you're supposed to go to Lorimar Castle now, but I suggest you first head back to Wendel so you can do a few new Side Quests. (Plus, if you have the Black Mask from another Side Quest from earlier, you can go visit the Dudbears at the Abandoned Mine or you could do that other thing with it...)

So, let's head to Wendel first. Choose the Wendel Armory on your World Map and you'll blast off. Once you're at Wendel Cost, head into Wendel.

- Town Of Wendel -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Keepsake Necklace x1 And Tiny Tapper x1.

Suggested Level To Train To: 49-53.

Side Quests Available: #22 And #24.

Ok, once you're back in Wendel, make sure it's Night, then head to the Wendel Cathedral and you'll see a seen where Josse bumps into Inger and then runs off. Inger complains about her foot, then sees her Keepsake Pendant is gone. Go up and talk to her and agree to get the Thief, as this is another Side Quest. For more information on this, head to Section XX. Side Quests. After this, head into the Wendel Cathedral and talk to Pablo here if it's Day and if you give him 10 Chocolumps, you'll get a Dudbears Gold. Do this for a total of 5 times to get 5 of them! For more info, (Which, I doubt you'll need now.) head to Section XX. Side Quests. After this, head to the Wendel Armory and if you're ready, shoot yourself to Lorimar Castle, but be warned, once you go there, you can't go anywhere else until you finish that part of the game.

- N. The Frozen North...The Fate Of Lorimar Castle [TFNT6.14] -

- Snowfield -

Enemies In The Area During The Day: Snowy Rabite And Water Cyclops*.
Enemies In The Area During The Night: Snowy Rabite.
Items To Get: Flat Seed x1, Gumdrop x1, Jadd Hemp x1 And Undine Icon x1.
Suggested Level To Train To: 49-53.

* Water Cyclops appears on the screen 3 screens to the west from the Snowfield Armory. Again, understand that like all Cyclops, Water Cyclops is also VERY powerful. You can probably match him by now, but again, go at him at your own risk. For more locations and warnings on the various Cyclopes in the game and The Walkthrough, run a Ctrl + F search on "Cyclops". *

As you land in the Snowfield, you'll see that the Prof. Bomb here is completely frozen, so you can't go back just yet. For now, head west and open the Treasure Chest here for a Undine Icon, then Save at the Silver Goddess Statue, then head west into the next area. In this area, head west and in the next area, head west and grab the Treasure Chest you see to get a Gumdrop, then head back east and in the previous area, head northwest into the next area again. In this area, just head west and in this area, (Note: This is where the Water Cyclops appears during Undine Day during the Day.) grab the Treasure Chest you see to get a Flat Seed, then head north into the next area and in this area, just head northwest into the next area. In this area, head east to find a Treasure Chest, which holds a Jadd Hemp, then head northwest into the next area and in this area, just head northwest to reach Lorimar Castle.

- Lorimar Castle -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Lorimar Castle Key x1.
Suggested Level To Train To: 49-53.
Side Quests Available: None.

As you reach Lorimar Castle, the Hero comments on how this place gives him the creeps, as you enter it. Once inside, you'll notice everyone is frozen solid, just like how Prof. Bomb was. The only place you can go is north through the door, so, do so and once you do, a scene takes place. The Hero wonders why everyone's frozen, as he sees King Lorimar, who's not frozen. He non-chalantly welcomes you to his castle, as the Hero asks what happened. He explains they aren't dead and he's the only one left. Just then, Marley enters and explains he sold out to the Vandole Empire for his own gain, but he's shocked to see her and tells her he did it for the people. After some more talk about how he used an Evil Spirit and this was the fate of everyone and some melodramaticness, Marley tells you to just continue on and not look back.

Though, the Hero explains they're heading to the Subsea Volcano, but since Prof. Bomb is frozen, you can't leave, but there is one way, which is to beat Malyris. The Hero agrees to do it, as he can't sit around all day and

Marley sees he's determined and tells him Malyris is at Kahla Peaks and she gives him the Lorimar Castle Key. After some more talk, you'll regain control of the Hero now. For now, head south back into the previous room and don't bother going to the east and through the door, as there's nothing there at the moment, but feel free to unlock the door anyway. (Also, Save and heal up at the Gold Goddess Statue.) You'll want to head west and through the door here, then follow the path and exit north, as you'll appear outside. Once outside, head north to reach Kahla Peaks.

- Kahla Peaks -

Enemies In The Area During The Day: Dragodon, Ice Leech, Malyris, (Boss.) Poto, Sabre Kitty, Sky Dragon And Tanpole.

Enemies In The Area During The Night: Dark Batmo, Ice Leech Malyris, (Boss.) And Sabre Kitty.

Items To Get: Ash Wood x2, Chocolump x1, Gumdrops x1, Gummi Frog x1, Lorimar Iron x1, Magic Walnut x1, Marble x1, Small Seed x1 And Water Coin x1.

Suggested Level To Train To: 51-55.

As you enter Kahla Peaks, head north and destroy the Ickill with your Sword to find a Treasure Chest, which holds a Gumdrops, then head west into the next area. In this area, head northwest and destroy the Ickill here to reach a Treasure Chest which holds a Magic Walnut, then head back to the previous area, as the area to the north leads to a dead end. Back in this area, head east and destroy the 3 Ickills here, then in this area, head northeast, grab the Treasure Chest here to get a Gummi Frog, then head northwest into the next area. In this area, head north to grab a Treasure Chest that holds a Water Coin, then head west into the next area and in this area, just head north into the next screen.

In this area, head north and grab the Treasure Chest you see by jumping up the ledges to get a Big Seed, then head east and take out the Ickill here to find a Treasure Chest which holds a Marble, then head northeast into the next area. Now, in this area, head northeast and destroy the Ickill here to find 2 Treasure Chests, which hold a Ash Wood and a Chocolump. Then, head west into the next area and in this area, head west and destroy the Ickill to the far west near a Treasure Chest to find another Treasure Chest. Open both to get a Ash Wood and a Small Seed, then head north to find another Treasure Chest which holds a Lorimar Iron.

Finally, head east into the Cave and once inside, Save and heal up at the Gold Goddess Statue, then head east, as you'll enter a Boss Battle. If you want a strategy, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight it yourself and move on. After the Battle, Malyris apparently wakes up and sees she came here for a reason, but overstayed her visit and thanks you for what you did. Just then, the curse is broken, as a blood rain falls all over Lorimar and frees the people from their prison of ice. They awaken and seek King Lorimar and see it was all his fault and King Lorimar sees this and asks Durac, his son, to take over for him. He agrees, but tells him his atonement will to be help rebuild the kingdom, as Marley walks off and Durac follows and tells her to stop.

He recognizes her as Pamela, his girlfriend, but she tells him he's mistaken. Apparently she was never frozen and it's been years since this took place, thus she has aged greatly. She tells him to just take over the throne and rebuild Lorimar, as that's all that matters now, as she runs off. Back outside, the Hero and Lester see her run off, as you enter

Lorimar Castle again.

- Lorimar Castle -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Barbecued Tail x1.
Suggested Level To Train To: 51-55.
Side Quests Available: #46 And #47.

Ok, well, once you're inside Lorimar Castle, due note that at this time, ALL Side Quests are open now to you. Most of them, though, mainly just the Spirit Upgrade ones won't be 100% available to you until you get a certain number of Spirits, so for more information on how to go about the Spirit Upgrade Side Quests now, please refer to Section XVII. Spirit List and Section XX. Side Quests as well. Anyway, head south into the next area and in this area, head east and through the door, then head north and talk to Rooney here a few times and then tell him yes. He'll then ask you for Li'l Cactus, so agree to give him it and regardless to what he says, just give him it, as you'll get him back in a second. This is another Side Quest, so for more information, head to Section XX. Side Quests for more.

Next, if you've been keeping up with tracking down Marco, Luke's Father from WAY back in Topple Village, head north through the door here and talk to the Soldier to the northeast, as this is Marco. After he sees his son sent you after him, he eats the Barbecued Newt and tells you to tell his son not worry, as he's doing ok, but needs more time. He gives you a Barbecued Tail to give to his son, so, head back to Topple Village when you can and talk to Luke to complete this Side Quest finally. Next, exit back into the main hall of Lorimar Castle and head west through the door this time.

In this area, talk to Kaz and if you have any Geodes, he'll give you a Spirit for each Geode you have. Again, this is another Side Quest, so head to Section XX. Side Quests for more information. After this, head back to the Snowfield Armory, as Prof. Bomb is unfrozen now and if you are ready, you can head to the Rocky Wilds, but there is a few more Side Quests to do now. One in Ishe and the other in Wendel. That and there's the Spirit Upgrade ones, but it's your call. From here, you can only go to Ishe or the Rocky Wilds, so in order to go elsewhere, you have to go to Ishe first. So, let's just head back to Ishe, shall we?

- Town Of Ishe -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 51-55.
Side Quests Available: #42.

Ok, once you're back in Ishe, head to the Ishe Blacksmith and talk to Jahari and agree to his request to get him a Moon Drop. For more information on how to get it, please head to Section XX. Side Quests. Anyway, once you're done here, take care of any other unfinished business you may have, complete any Side Quests you wish and when you're ready, head to a Cannon and shoot yourself over to the Rocky Wilds.

- O. Heading Into The Unknown...The Path Opens... [HITU6.15]-

- Rocky Wilds -

Enemies In The Area During The Day: Denden Telza, Garuda, Griffon Claw, Pricklebeak And Wind Cyclops*.
Enemies In The Area During The Night: Gremlin, Night Sniper And Punkster.
Items To Get: Angel Grail x1, Chocolump x1, Dion Wood x1, Gumdrop x1, Magic Walnut x1 And Wind Geode x1.
Suggested Level To Train To: 51-59.

* Wind Cyclops appears on the screen that's from the Rocky Wilds Armory: south, east, north, north on Jinn Day during the Day time. (He also appears in 3 other areas, surprisingly, and they're all right near each other.) Again, be careful when fighting this Cyclops, for like all Cyclops, he presents a rather good challenge. Though, if you've been Leveling Up at this point and Forging/Tempering your Equipment into the higher Levels, then you should have NO problem at this point. If not, then attack him at your own risk. *

As you enter the Rocky Wilds, Save at the Goddess Statue if you need to, then head south into the next area. In this area and throughout the Rocky Wilds, try and avoid the moving rocks here, as they can hurt you. Anyway, head east into the next area and in this area, head east into the next area and follow the path here to the end to find a Treasure Chest, which holds a Gumdrop. Next, backtrack to the previous area and once here, head west and use the Flail to grapple onto the stake and then head north into the next area. In this area, head northeast into the next screen and in this area, follow the path and grapple yourself across the ledges to find a Treasure Chest, which holds a Angel Grail, then, backtrack to the previous area.

Back in this area, head west into the next area and in this screen, use the Flail to cross over to the other side and head northeast to find a Treasure Chest that holds a Dion Wood. Next, head north using your Flail again and head into the next area and in this area, head north to find a flower pot, so, use it if you wish for the Hot House, otherwise, head back to the previous area and head west into the next area. In this area, cross over the gap using the Flail and follow the path north into the next area and in this area, as soon as you enter, head to the east to find the Wind Geode. Next, head northwest and grab the 2 Treasure Chests here for a Magic Walnut and a Chocolump, then, Save and heal up at the Gold Goddess Statue and then enter the Cave.

- Subland River -

Enemies In The Area During The Day: Ankher, Big Baby, Clincher Crab, Killafish, Kraken, (Boss.) Polter Box, Sahagin And Taxibird.
Enemies In The Area During The Night: Ankher, Clincher Crab, Killafish, Kraken, (Boss.) Polter Box And Sea Dragon.
Items To Get: Altena Alloy x2, Angel Grail x2, Animal Hide x1, Brownie Ring x1, Chocolump x3, Crooked Seed x1, Fish Scale x1, Gator Skin x1, Lorimar Iron x1, Magic Walnut x1, Oblong Seed x1, Round Seed x1, Snake

Scaill x1, Spiny Seed x1, Undine Icon x1 And Water Coin x1.
Suggested Level To Train To: 55-61.

As you enter the Subland River, head east to find a Treasure Chest, which holds a Chocolump, then head north and enter the next area. In this area, follow the path and head north into the next screen and in this area, if you have the Tiny Tapper, head north through the small hole and in this area, head north through the hole here and make your way northwest through it. Now, head northwest through it a bit and then use the Tiny Tapper again to return you to your normal state, then, try jumping upwards around the area and you'll be teleported to a room. Talk to Mr. Brown and you'll see that this is just a joke from Brownie Brown, the group that had a hand in Sword Of Mana. (The game you're playing, not the actual Sword.)

He jokes with you about who he is, then asks if you want something of his. The Duelle Jam and Sotherbee Citrus you can't take even if you try, so just ask for the Browine Ring. It's an Accessory and a DAMN good one at that. Go and Equip it and check how much your stats all boost now. ^_^ After this, head south out of this area and back where you just were, grab the Treasure Chest here to get a Crooked Seed, then head through the hole to the north again and follow the path west and grab the 3 Treasure Chests here to get a Oblong Seed, a Altena Alloy and a Snake Scale. Next, head back to where you entered and head northeast now to find another Treasure Chest, which holds a Altena Alloy.

Next, exit to the south and back in this area, head west behind the waterfalls to find 2 Treasure Chests that hold a Magic Walnut and a Animal Hide, then head southeast, then west and use the Flail to cross over the pond here and head west into the next area. In this area, head west and leap up onto the ledge and watch out for a Polter Box here and grab the Treasure Chest here to get a Angel Grail. Next, head east and cross over to the other side using the Flail, then head west and you'll see a strange looking rock. Go near it to make it break, then head east again and cross over using the Flail, then head east back into the previous area, but in a different part and grab the Treasure Chest here to get a Chocolump, then head back west and in this area again, head north and then east into the next area.

In this area, examine the odd rock here to make it spurt water, then backtrack up to here again and head east across the pond using the Flail and then examine the rock here as well. After you backtrack back up here again, head north into the next area. In this area, head northwest behind the water fall and into the next area and in this area, grab the 4 Treasure Chests here that hold a Gator Skin, a Fish Scale, A Lorimar Iron and a Water Coin. Next, head back east into this area again and head east and if you broke all 3 of those rocks to drain the water, then the pond here will be empty. Jump down into it, then head north, jump back up and enter the next area.

In this area, head north across to the other side using the Flail and head southwest to find 2 Treasure Chests, but one is a Polter Box. Inside the real one is a Spiny Seed. After this, head north and ignore the Treasure Chest you see, as it's a Polter Box and head up the stairs and grab the Treasure Chest here to get a Ash Wood. Then, head east and examine the rock here to make it spurt water, then backtrack up to where you were and grab the Treasure Chest here to get a Undine Icon. Next, head back south and cross back over to where you entered this area and head east now, then before you leave the screen, head northwest to find a Treasure Chest which holds a Chocolump.

Then, head east into the next area and in this area, head east and grab the 2 Treasure Chests here to get a Angel Grail and a Round Seed, then Save and heal up at the Gold Goddess Statue and when you're ready, talk to Warbot, as you learn it's from the Vandole Empire and the Hero wonders about it, as it suddenly comes to life and you're thrown into a Boss Battle. If you'd like a strategy for this, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight it yourself and then move on. After the Battle, head southeast back into the area you were just in before and Save and heal up at the Gold Goddess Statue, then head north into the Cave to reach the next area.

- P. Subsea Volcano...The Resting Place Of The Sword Of Mana . [SV6.16] -

- Subsea Volcano -

Enemies In The Area During The Day: Cumulus, Efflite, (Boss.) Fire Cyclops*, Flame Moth, Grumpkin, Knollbear, Land Dragon, Polter Box And Tomato Man.

Enemies In The Area During The Night: Cumulus, Efflite, (Boss.) Flame Moth, Grumpkin, Knollbear And Polter Box.

Items To Get: Angel Grail x1, Chocolump x1, Fire Coin x1, Fire Geode x1, Fossil x1, Gator Skin x1, Gummi Frog x2, Jadd Hemp x1, Lizard Scale x1, Long Seed x1, Maia Lead x1, Rusty Sword x1 And Spiny Seed x1.

Suggested Level To Train To: 55-61.

* Fire Cyclops appears on Salamander Day during the Day time in the screen from the start of Subsea Volcano: north, north, north, east, north. Again, fight him at your own risk, though if you are strong enough by now, which I pray you are and if you have the Brownie Ring as well, then you should be able to easily take him down. *

As you enter this place, follow the path and head north into the next area. Now, be warned, this place is a pain in the ass and you will see what I mean very shortly. Basically, the lava here can hurt you and if you stand on it, it'll drain your HP FAST. Anyway, in this area, head northeast across the lava and grab the Treasure Chest here to get a Chocolump, then head northwest into the next area. In this area, head northeast into the next area and in this screen, grab the Treasure Chest here to get a Lizard Scale, then backtrack to the previous area. Back in this area, head west and destroy the Stone Seal here using Luna's Attack Magic, then head north into the next area.

In this area, be VERY careful of the Bomrans here, as once you get near them, they'll flash, then explode and they take off 1/2 of your HP. The best strategy here is to just get near it, then run away so the path is cleared. Anyway, just follow the path here and ignore the 2 Treasure Chests, as they're Polter Boxes and head into the next area. In this area, grab the 2 Treasure Chests that hold a Long Seed and a Gummi Frog. Next, jump down to the south and head south and follow the path and exit to the west and in this area, grab the Treasure Chest here to get a Fire Coin, then head back into the previous area.

Back in this area, head northeast and grab the Treasure Chest here for a Angel Grail, then a bit to the west, in the lava, is the Fire Geode. Then, head north into the next area and in this screen, if you have the Tiny Tapper, head north, then west across the lava and into the hole here and

follow it around and exit to the west. In this area, grab the 2 Treasure Chests here to get a Gator Skin and a Fossil, then backtrack to the previous area and head northeast into the next area. In this screen, head northeast and enter the next area and in this area, head north across the lava here and slash at the wall to the northeast to find an Cave. Enter it and head west and head west into the next area.

In this area, follow the path and break the wall here as well and enter the Cave and in this area, grab the Treasure Chest here to get a Maia Lead. Then, backtrack to the room where you crossed over the lava to reach the Cave and this time, head west and in this area, head west and grab the Treasure Chest here to get a Spiny Seed, then head north, then head southwest into the next area and in this area, grab the Treasure Chest here to get a Gummi Frog, then head back to the previous area. Back here, head north and grab the Treasure Chest you see to get a Jadd Hemp, then head northwest and ignore the other Treasure Chest, as it's a Polter Box and break the rocks on the wall here and enter the Cave.

In this area, head north and Save and heal up at the Gold Goddess Statue, then, when you're ready, talk to the Warbot here and after a similar scene like back in the Subland River, you'll appear in a room with a Sword that's stuck in the ground. As the Hero tries to see what it is, the path is blocked off by fire, as you enter a Boss Battle. If you'd like a strategy for this, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight it yourself and move on. After the Battle, the Hero approaches the Sword and wonders if it's the Sword Of Mana, as Lester mentions how rusty it is. The Hero decides to take it back to Cibba, as you instantly appear back in Ishe.

- Town Of Ishe -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: None.

Suggested Level To Train To: 55-61.

Back in Ishe, you'll see a scene where Cibba asks if you managed to get the Sword Of Mana. The Hero shows him it and after a explanation about how the Hero was tricked, mainly that the Sword Of Mana is found in one's heart, not in a material. So, technically, the Sword Of Mana could be a tree branch if you had enough power. Ok...anyway, the Hero understands that and Cibba and Bogard are happy that he finally realized that. Though, you also learn that Julius is infact Vandole and that he must be stopped, but exactly how, well, that's a problem. Since he has the key to the Mana Sanctuary, they can't stop him and the only other way there is via the Dime Tower, the bridge built by the Vandole Empire long ago, but it was destroyed.

Though, Selah mentions to Bogard he should explain things now and Bogard agrees, mentioning that Dime Tower is infact still around, but Cibba put a barrier on it and even when you get in, it's not going to be a walk in the park to get through. Mainly, the whole tower is a huge challenge and to make it through alive will take a miracle. The Hero and company agree to head for it, but before they leave, Selah offers them dinner and a night's rest, so they can be fully prepared for tomorrow. After a scene of them eating and the Hero and the Heroine out in the Glass Desert making a promise to one another, you regain control of the Hero. Talk to the Heroine to get her to join you, then, take care of any business you may

have, such as Side Quests, Forging/Tempering, whatever and when you're ready, head north out of Ishe and into the Glass Desert.

- Q. Heading To Dime Tower...Going Through The Sealed Cave . [HTDT6.17] -

- Glass Desert -

Enemies In The Area During The Day: Kid Dragon, Skull Drake And Tyrranos.
Enemies In The Area During The Night: Dark Cyclops*, Fierce Face And Skull Drake.

Items To Get: Angel Grail x1, Ash Wood x1, Chocolump x1, Crooked Seed x1, Gumdrop x1, Gummi Frog x1, Light Geode x1, Magic Walnut x1, Marble x1, Obsidian x1 And Shade Icon x1.

Suggested Level To Train To: 55-61.

* Dark Cyclops appears on the screen to the east of the start of the Glass Desert during Mana Holy Day at Night time. Again, if you aren't up to par in Equipment or Levels, don't challenge him and yet again, fight him at your own risk. Don't say I didn't warn you. Though, by now, you SHOULD be able to handle him and the rest of the Cyclopes. *

As you begin this area, head east into the next area and in this screen, make sure it's Night time, otherwise you can't continue on. Head east across the invisible bridge and then northwest into the next area and in this area, head northwest again into the next area. In this screen, head west up the stairs and then head south into the next area and in this screen, head south to find a Treasure Chest, which holds a Ash Wood, then backtrack to the previous area. Once back here, head north into the next area and in this area, head north to find 2 Treasure Chests which hold a Gummi Frog and a Chocolump. Then, head east to find a Light Geode.

Next, head back into the previous area and now head east into the next area and in this screen, head northeast to find 2 Treasure Chests, which hold a Gumdrop and a Obsidian. Then, head south into the next area and in this area, head south and grab the 2 Treasure Chests here to get a Crooked Seed and a Angel Grail, then head southwest into the next area. In this area, grab the Treasure Chest here to get a Marble, then backtrack to two previous areas and head northwest down the stairs and then west into the next area. In this screen, just follow the path into the next area and in this area, head northeast and grab the 2 Treasure Chests here to get a Shade Icon and a Magic Walnut.

Then, head north into the next area and in this area, Save at the Silver Goddess Statue, then head north into the next screen.

- Ruined Passage -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Chocolump x1 And Magic Walnut x1.
Suggested Level To Train To: 55-61.

As you enter this place, head east and west to find 2 Treasure Chests, which hold a Magic Walnut and a Chocolump. Then, head north and examine

the door to see a scene take place. Goremand appears, showing you that Isabella failed to defeat him, but she's also not dead, as he mentions he screwed up. Anyway, he talks about how he's not here to get you and he's on your side today. The Hero's confused about this, but Goremand tells him that what he seeks is in the Sealed Cave to the west, but the Hero doesn't buy it. Goremand tells him to believe what he wants, but either way, he doesn't care, since he'll eat his or Julius's Soul.

Apparently he's on no one's side permanently, but tells the Hero that the Cannon in Ishe can blast him over to the Sealed Cave, as he leaves. After he does, make your way back to the Ishe Armory and when you're ready, blast over to the Sealed Cave. (Note: You can still reach the Sealed Cave by other Armories.)

- Sealed Cave -

Enemies In The Area During The Day: Hoppin' Tick, Kaiser Mimic Lich, (Boss.) And Shadow Zed.

Enemies In The Area During The Night: Ape Mummy, Bloody Bjorn, Ghoul, Lich, (Boss.) And Shadow Zed.

Items To Get: Angel Grail x1, Big Seed x1, Black Bone x1, Chocolump x1, Flat Seed x1, Moon Coin x1, Obsidian x1, Pedan Stone x1, Shade Spirit x1 And Shade Icon x1.

Suggested Level To Train To: 58-62.

As you enter this place, Save and heal up at the Gold Goddess Statue, then head east into the next screen and in this area, enter the Cave you see. Once inside, head east up the steps, then head west and grab the 2 Treasure Chests here to get a Chocolump and a Moon Coin, then head north into the next area. In this area, follow the path and head south and you'll find a switch and 2 Treasure Chests, so, hit the switch and choose yes to throw it, as the first seal will be broken. Then, grab the 2 Treasure Chests here to get a Obsidian and a Big Seed, then head southwest into the next area and in this area, follow the path and hit the switch here, then continue on and grab the Treasure Chest you see to get a Pedan Stone, then continue on again and hit the other switch here.

Next, backtrack to the previous area and head north now into the next screen and in this area, follow the path and head northwest into the next area. (Also, those Treasure Chests to the south are Kaiser Mimics. The color should tip you off.) In this area, head east to find a Treasure Chest that holds a Flat Seed, then head northeast into the next area and in this area, follow the path east and grab the Treasure Chest here to get a Black Bone, then hit the switch nearby and then jump down to the south and hit the switch here, then head west into the next area. Next, head southwest into the next area and then in this screen, southeast into the next area.

Then, once back in the starting area of the Cave again, head east this time and in this area, follow the path and grab the 2 Treasure Chests you come across to get a Angel Grail and a Shade Icon, then head west and before you enter the Cave here, I suggest since unless you head back outside to the Gold Goddess Statue, which, really isn't THAT far away, that you Sit to refill your MP and heal yourself and when you're ready, enter the Cave. Once in here, examine the Tombstone and you'll see it displays a curse to all who touch it, though, the Hero wonders if he should. Break the seal and a voice asks who dares to disturb him and gets ready to attack them, but the Hero claims he just wanted to open the

Ruined Passage, though, the voice wants to challenge him. You'll then enter a Boss Battle after the Heroine warns you of something coming. If you want a strategy, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight this yourself and then move on.

After the Battle, Lich sees you are indeed determined to defeat Julius and protect the Mana Sanctuary and tells you to take Shade, The Dark Spirit, as it's the key to the Ruined Passage. After a little background information on Light and Darkness, Lich tells you to leave and Shade tells you he'll help you, as he joins you. (You also get the final Memo here, #23.) After this, make your way back to the Ruined Passage. (Also, as you go through Glass Desert again, if you want to train Shade fast, kill all but 1 Skull Drake and have the Sword Equipped and attack it with Shade. Do this especially when it's glowing and watch how many times Shade hits the thing. This will get you a TON of Levels FAST with it. Although, if you can get a Dark Cyclops to appear, it'll go even faster.)

- R. Final Preparations [FP6.18]-

Alright, this is just a note to you, the reader. Please, at this time, before you head to the Ruined Passage, make SURE you are ABSOLUTELY ready, as once you enter the Ruined Passage and make your way to the Dime Tower, you will NOT be able to leave under ANY circumstances, even if you try to use the Magic Rope. So make sure you ANY Side Quests, training, whatever, since you can not exit once you enter the Dime Tower. When you are FULLY ready, continue on.

- S. Ruined Passage Is The Path To Dime Tower... [RPIT6.19] -

- Ruined Passage -

Enemies In The Area During The Day: Beholder, Spring Ball, Viper And Wizard Eye.

Enemies In The Area During The Night: Dullahan, Hell Hound, Wizard Eye And Wolfiend.

Items To Get: Angel Grail x1, Chocolump x1, Dion Wood x1, Gumdrops x1, Gummi Frog x1, Long Seed x1, Luna Icon x1, Oblong Seed x1, Obsidian x1 And Small Seed x1.

Suggested Level To Train To: 60-65.

Once you arrive back at the Ruined Passage, head back up and examine the door, as Wisp and Shade appear, showing they don't like each other, but will work through it for the Hero. They ask the Mana Goddess to undo the seal on the door by combining their power and they do so, as the seal is broken. After they both say something to one another and disappear, the Hero comments on their rivalry, then you regain control of him. So, head into the door. Once inside, head northwest up the ledge and into the next area to the northwest and in this area, follow the path and head east into the next area to find a Treasure Chest, which holds a Chocolump, then backtrack to the previous area and head up the stairs to the south, then back into the other area again.

In this area again, grab the Treasure Chest here to get a Luna Icon, then jump down to the south and follow the path to the east and exit this area

to the east. In this screen, follow the path and head south into the next area and in this area, head south and use Dryad's Attack Magic on the Stone Seal here and then grab the Treasure Chest to the east to get a Long Seed. Next, head out of here and go east, then south and destroy the Stone Seal here with Wisp's Attack Magic, then grab the 2 Treasure Chests here to get a Obsidian and a Angel Grail. Then, head north and use Shade's Attack Magic on the Stone Seal here and then head north into the next area and in this screen, head north and grab the 3 Treasure Chests here to get a Gumdrop, a Gummi Frog and a Dion Wood and head north into the next area.

Now, in this area, head northeast into the next area after jumping down and then back up the ledges to the east and in this area, grab the 2 Treasure Chests here to get a Small Seed and a Oblong Seed, then head back to the previous area and head west into the next area. In this area, hit the switch near you, then head back to the previous area and head south and enter the door that appeared nearby. In this area, follow the path and then head south and hit the switch here, then head northeast to reach the next 2 floors.

- Ruined Passage L3 -

Enemies In The Area During The Day: Beholder, Spring Ball, Viper And Wizard Eye.

Enemies In The Area During The Night: Dullahan, Hell Hound, Wizard Eye And Wolfiend.

Items To Get: Chocolump x1, Magic Walnut x1, Maia Lead x1 And Round Seed x1.

Suggested Level To Train To: 60-65.

As you enter this floor, use your Flail to get over to the area to the south, then follow the path and head north into the next area. In this area, head east and use Luna's Attack Magic on the Stone Seal here, then use Salamander's Attack Magic on the other Stone Seal, then head south to get 2 Treasure Chests, which hold a Maia Lead and a Magic Walnut. Then, head back west and head north and follow the path and before you head north into the next area, head east to find 2 Treasure Chests, which hold a Round Seed and a Chocolump. Then, head north into the next area, head north and the Heroine will tell you this is the point of no return and if you're ready to enter. If you are FULLY PREPARED AND READY, ENTER. BE WARNED: YOU CAN NOT LEAVE ONCE YOU DO, SO MAKE SURE YOU HAVE DONE EVERYTHING IN THE OUTSIDE WORLD YOU WANTED TO. When you're ready, enter.

- T. The Old Dime Tower...Reaching The Mana Sanctuary [TODT6.20]-

- Dime Tower 1F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Chocolump x1.

Suggested Level To Train To: 60-65.

As you arrive in this LARGE area, Save and heal up at the Gold Goddess Statue, then head north into the next area. In this area, the Hero and the

Heroine see that this is Cibba's Dime Tower and talk about taking different approaches to the tower. The Heroine will search above, while the Hero goes underground, so, after the Heroine leaves, head west and follow the path and head down the stairs you find. For now, please head down to the section below this one and come back to this section when I tell you to. Ok, welcome back. Once you're back here, head southeast and examine the scripture on the wall here and a scene takes place as Marshall reads the scripture and explains how the Dime Tower was used for the Vandole Empire for Mana Power.

The Hero doesn't like this and tells him to stop, as Marshall asks if he's angry and the Hero explains how Mana Power and using it is bad, though Marshall explains he was made from Mana Power and wonders if he's bad. The Hero then destroyed the scripture and you regain control of him, so, head north up the stairs to find a staircase that's appeared to the next floor, which is 2F. At this time, head to Dime Tower 2F and continue on from there.

- Dime Tower B1 -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Gummi Frog x1 And Magic Walnut x1.
Suggested Level To Train To: 60-65.

Ok, once you reach this floor, jump to the east over the spikes and examine the orb thing here, then once it starts glowing, head northeast up the stairs and you'll reach 1F again. Just grab the Treasure Chest here to get a Chocolump, then head back down the stairs and head through the door to the southwest. A scene will take place in this area, as the Hero meets a Warbot like the one in the Subland River and Volcano. The Warbot talks about how all his friends stopped working and he's lonely, though after hearing this, the Hero doesn't believe him to be an Enemy. He allows him to join him after being his friend, so, Marshall, since that's his name, joins you. After this, head southwest and east to find 2 Treasure Chests, which hold a Magic Walnut and a Gummi Frog. Then, head back up to 1F now and at this time, head back to that section now, which is above this section.

- Dime Tower 2F -

Enemies In The Area During The Day: Ghostum And Voo Doll.
Enemies In The Area During The Night: Ghostum.
Items To Get: None.
Suggested Level To Train To: 60-65.

As you enter this floor, head south and read the scripture here, as the Hero asks Marshall if he can understand it. Marshall tells him what it says and it's some hint about a nature Spirit knocks 3 times. Basically, hit that orb here 3 times, then head northeast into the next floor and at this time, head to Dime Tower 3F.

- Dime Tower 3F -

Enemies In The Area During The Day: Ghostum And Voo Doll.

Enemies In The Area During The Night: Ghostum.

Items To Get: None.

Suggested Level To Train To: 60-65.

Once you reach this floor, head south and hit each of the orbs here until they light up, then head back down to 2F and head west now up the other set of stairs here, then back in this area, follow the path south, then head northeast when you can and up the stairs and in this area, Save at the Silver Goddess Statue, then follow the path north into the next floor. At this time, head to Dime Tower 4F and continue on from there.

- Dime Tower 4F -

Enemies In The Area During The Day: Chess Knight And Copper Knight.

Enemies In The Area During The Night: Stained Sword.

Items To Get: Granz Steel x1 And Jadd Hemp x1.

Suggested Level To Train To: 60-65.

Alright, once you come to this floor, read the scripture here to learn that once you reach the top, a Wind Spirit will knock you back down. Huh...well, either way, head west and grab the Treasure Chest here to get a Jadd Hemp, as if you don't, you'll miss it for good in a second. Then, head east and grab the Treasure Chest here to get a Granz Steel, then as you head south, the floor will break apart on you. Then, head south and avoid the fire that comes out of the ground, as it causes Fire Man ALOT. You'll see some stairs, so head up them and at this time, head to Dime Tower 5F and continue on from there.

- Dime Tower 5F -

Enemies In The Area During The Day: Copper Knight, Ghostum And Voo Doll.

Enemies In The Area During The Night: Ghostum And Stained Sword.

Items To Get: Chocolump x1 And Menos Bronze x1.

Suggested Level To Train To: 60-65.

As you enter this floor, use your Flail to get across to the area to the west and then head north up the ledge and grab the Treasure Chest you see here to get a Chocolump, then head north up the ledges here and grab the Treasure Chest here to get a Menos Bronze. After this, head east up the stairs here and at this time, head to Dime Tower 6F and continue on from there.

- Dime Tower 6F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Big Seed x1 And Gumdrops x1.

Suggested Level To Train To: 60-65.

Once you arrive on this floor, head east and read the scripture here to get a clue about silver eggs breaking and fire appearing, then head west and grab the Treasure Chest here to get a Big Seed, then head south and use your Flail to get to the other side, then head east and do the same

and use the Morning Star on the Metaball to the north, then head east even more with the Flail and grab the Treasure Chest here to get a Gumdrop. After this, attack the Metaball to the west with your Flail and then head north through the door and in this area, Save at the Silver Goddess Statue, then follow the path and head up the stairs to the north and at this time, head to Dime Tower 7F and continue from there.

- Dime Tower 7F -

Enemies In The Area During The Day: Chess Knight, Copper Knight And Machine Golem.

Enemies In The Area During The Night: Ghostum And Stained Sword.

Items To Get: None.

Suggested Level To Train To: 60-65.

On this floor, read the scripture nearby to get a clue about Knight corpses and how they're arranged on the floor. This talks about hitting the switches in an order from least to most of the wrecked Warbots around, so, hit the switch to the south, then to the north, then the one to the west to make a stairway appear. Then, just head up the stairs and at this time, head to Dime Tower 8F and continue from there.

- Dime Tower 8F -

Enemies In The Area During The Day: Machine Golem And Voo Doll.

Enemies In The Area During The Night: Ghostum.

Items To Get: Forsena Iron x1 And Sultan Silk x1.

Suggested Level To Train To: 60-65.

Once you reach this floor, read the scripture nearby to get a clue about hitting things 3 times, as some Nature Spirits get along. (A previous floor had one that some Nature Spirits didn't get along and to "knock" 1, 5 and 3 times.) Anyway, head west and grab the Treasure Chest here to get a Forsena Iron, then go about and hit each orb 3 times, then head south and step on the yellow tile here, as even more of the Dime Tower is lost. After this, use the Flail to cross over to the west, then head west and grab the Treasure Chest here to get a Sultan Silk, then head up the stairs to the northeast and at this time, head to Dime Tower 9F and move on from there.

- Dime Tower 9F -

Enemies In The Area During The Day: Chess Knight, Copper Knight And Machine Golem.

Enemies In The Area During The Night: Ghostum And Stained Sword.

Items To Get: None.

Suggested Level To Train To: 60-65.

On this floor, read the scripture nearby to get another hint about 2 yellow tiles and a Fire Spirit...hmm, well, just head south and up the stairs here and then head south and step on the yellow tile here. Next, head north and follow the path around to the other side and hit the yellow tile here, then head northwest and head up the stairs into the next area. In this area, Save at the Silver Goddess Statue, then follow the path and

head up the stairs to the north and at this time, head to Dime Tower 10F and continue on from there.

- Dime Tower 10F -

Enemies In The Area During The Day: Chess Knight, Copper Knight And Machine Golem.

Enemies In The Area During The Night: Ghostum And Stained Sword.

Items To Get: Chocolump x1, Gummi Frog x1 And Menos Bronze x1.

Suggested Level To Train To: 60-65.

Well, on this floor, follow the path and hit the orb here, then head south and read the scripture if you want, as again, it gives a hint about Knight corpses and how their deaths are blessed according to their bravery. After this, hit the orb to the west, then head east and grab the 3 Treasure Chests here to get a Gummi Frog, a Menos Bronze and a Chocolump. Next, hit the orb to the southeast, then head northwest up the stairs and at this time, head to Dime Tower 11F and move on from there.

- Dime Tower 11F -

Enemies In The Area During The Day: Ghostum.

Enemies In The Area During The Night: Ghostum.

Items To Get: Angel Grail x1 And Magic Walnut x1.

Suggested Level To Train To: 60-65.

Once you're on this floor, head east and make sure you kill the Ghostums here, then don't bother reading the scripture here, as it just mentions once a marionette's strings are cut, the final Fire Spirit will be lit. Grab the Treasure Chest nearby to get a Magic Walnut, then head south and follow the path west past the stairs and grab the Treasure Chest here to get a Angel Grail, then ignore going to the north, as it talks about that when the 3 Fire Spirits are reunited, a Nature Spirit will open the door. Well, if the 3 orbs on the wall are lit up, then the path is opened, so just head back east and head up the stairs to the north and at this time, head to Dime Tower 12F and move on from there.

- Dime Tower 12F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Altena Alloy x1, Angel Grail x1 And Marble x1.

Suggested Level To Train To: 60-65.

Well, once you reach this floor, head west and head south down the ledges and grab the Treasure Chest here to get a Altena Alloy, then head back north and grab the Treasure Chest here to get a Marble and hit the tile to the west to make it light up. Next, head east to the other side and over here, grab the Treasure Chest here to get a Angel Grail, then read the scripture if you wish to learn that beneath a yellow stone, 2 Nature Spirits sleep and if they are woken up, they'll open the door for you. Well, hit the tile to the east here. After this, head back to the middle of the room and make your way north, as the floor once again collapses here. Then, Save and heal up at the Gold Goddess Statue here, then when

you're ready, head north through the door here. At this time, head to Dime Tower 13F and continue on.

- Dime Tower 13F -

Enemies In The Area During The Day: Golem. (Boss.)
Enemies In The Area During The Night: Golem. (Boss.)
Items To Get: None.
Suggested Level To Train To: 60-65.

The second you reach this floor, you'll enter a Boss Battle, after you hear a robotic voice talk about an intruder and how it must kill it. Marshall tells the Hero not to break, as Golem is coming. If you want a strategy here, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight this yourself and move on. After the Battle, the Heroine appears and after an introduction to Marshall and him getting another friend and being happy, you'll head up to the next floor, so, at this time, head to Dime Tower 14F and continue on there.

- Dime Tower 14F -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 60-65.

As you enter this final floor, Julius's Shadow appears again and after seeing that Cibba's Seal on this place was true, the entire Dime Tower starts to shake, as he explains once Golem was killed, the main defense systems were activated. He tells them they'll all sink to their deaths now, but, the Hero runs forward and slashes him, as he disappears and tells them to enjoy their final moments, as this is the price they pay for going against a God. As the Dime Tower begins to break, the Heroine and Marshall are seperated from the Hero, as the Hero tells her to jump, but she can't and tells him to go on without her and to remember the promise they made about not looking back.

Just then, Marshall tells them he'll through the Heroine up on 3 and that he can fly, so he won't fall. He does this, but he lied apparently, since he can't operate outside of the Dime Tower. The place begins to sink and he tells them goodbye and they'll meet again. After telling him they'll never forget him, they both run off and into a teleporter, heading to the Mana Sanctuary...

- U. The Sacred Mana Sanctuary Is Where Julius Hides... . . . [TSMS6.21]-

- Mana Sanctuary -

Enemies In The Area During The Day: Bunny Matango, Demagon, (Boss.) Earth Basilisk, Petit Poseidon And Polter Box.
Enemies In The Area During The Night: Ache Cone, Bunny Matango, Demagon, (Boss.) Earth Basilisk, Petit Poseidon And Wooding.

Items To Get: Angel Grail x1, Ash Wood x1, Chocolump x2, Crooked Seed x1, Dryad Icon x1, Gummi Frog x2, Light Coin x1, Long Seed x1, Magic Walnut x1, Marble x1, Oblong Seed x1, Small Seed x1, Spiny Seed x1 And Wisp Icon x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

As you enter this place, the Hero sees where they are and thanks the Heroine, as she rejoins you. After this, enter the door and in this area, Save and heal up at the Gold Goddess Statue and if need be, use the Hot House here as well. When you're ready, head north into the next area and in this area, head northwest and grab the Treasure Chest here to get a Gummi Frog, then head northeast and grab the Treasure Chest here to get a Dryad Icon. Next, head northwest into the next area and in this screen, head northeast into the next area. Once you're in this area, head south into the next screen and in this area, head southeast and then east and near the exit to this area, head north and grab the Treasure Chest here to get a Gummi Frog, then head west to find another Treasure Chest, which holds a Chocolump.

After this, head back southeast and into the next area and in this screen, head north and into the next area. As you enter the next area, you'll see a scene where the growth around here starts to wilt away, due to Julius's Magic effecting the Mana Sanctuary and the Hero and the Heroine comment on this. They decide to hurry on, so, head north into the next area and in this screen, follow the path west and grab the Treasure Chest here to get a Spiny Seed, then head northeast into the next area. In this area, head northeast into the next area and in this screen, grab the Treasure Chest to the east to get a Small Seed, then Save and heal up at the Gold Goddess Statue, then head back to the previous area and head northwest into the next area.

Once you reach this screen, follow the path to the end to find 2 Treasure Chests, which hold a Oblong Seed and a Light Coin. Then, backtrack to the previous area and head west into the next area and in this area, head west into the next screen. In this area, head southwest to find a Treasure Chest, which holds a Wisp Icon, then head northwest into the next area and in this screen, head north into the next area. Once you're in this screen, head west into the next area and in this area, grab the 4 Treasure Chests around here to get a Chocolump, a Long Seed, a Ash Wood and a Magic Walnut. After this, head back to the previous area and once here, head north and enter the building here.

Once inside, grab the 3 Treasure Chests here to get a Crooked Seed, a Angel Grail and a Marble, then exit back to the previous area and head southeast into the next screen. In this area, follow the path and head north into the next area, as a scene takes place. As you enter the next area, Julius's Shadow is already there and he's amazed that you survived the Dime Tower, though, he decides to "welcome you" by summoning Demagon. You'll then enter a Boss Battle, so, if you want a strategy here, head to Section VIII. Boss Guide, A. Hero's Bosses now, otherwise, fight it yourself and then continue on. After the Battle, head to the east to enter the next area.

- V. Heading Inside The Mana Temple...Julius's Hiding Place! . [HI6.22] -

Enemies In The Area During The Day: Moldy Goo, Petit Poseidon And Turtle Shelly.

Enemies In The Area During The Night: Bonny Matango, Mean Mask And Woodworm.

Items To Get: Angel Grail x1, Chocolump x2, Magic Walnut x1, Gummi Frog x1 And Honey Elixer x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

Well, welcome to the final area of the game. This is it. I suggest if you aren't around the Level I suggest by now, you may want to do so. Also, be sure that your Equipment is as best as possible and you're fully prepared. Once you are, let's continue on. As you enter this area, follow the path east into the next area and in this screen, head east and grab the Treasure Chest here to get a Chocolump, then head southeast into the next floor. At this time, head to the Mana Temple 1F section below this one and come back to this section when I tell you to. Welcome back. Ok, in this area, follow the path and grab the Treasure Chest you see to get a Angel Grail, then head north and follow the path into the next area.

In this area, follow the path and grab the Treasure Chest here to get a Gummi Frog, then continue on the path and head down the stairs you see and at this time, head back to Mana Temple 1F and continue on from there. Ok, welcome back, again. Back on this floor, follow the path and head north to find 3 Treasure Chests, which hold a Chocolump, a Magic Walnut and a Honey Elixer. After this, head back south and then head east into the next area and in this screen, head east and go down the stairs and at this time, head back to Mana Temple 1F and continue on from there.

- Mana Temple 1F -

Enemies In The Area During The Day: Earth Basilisk, Moldy Goo, Petit Poseidon, Shamanion And Turtle Shelly.

Enemies In The Area During The Night: Ache Cone, Bonny Matango, Earth Basilisk, Mean Mask And Woodworm.

Items To Get: Angel Grail x1, Dion Wood x1, Dryad Icon x1, Honey Elixer x1, Light Coin x1, Pedan Stone x1 And Wisp Icon x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

Ok, in this area, follow the path and when you can go either east or west, head west and up the stairs and at this time, head back to Mana Temple 2F and continue on from there and come back to this section when I tell you to. Welcome back. Ok, in this area, follow the path to the end and grab the 2 Treasure Chests to the north and south here to get a Light Coin and a Pedan Stone. After this, backtrack two screens and now take the east path and head down the stairs here and at this time, head to the section below called Mana Temple B1 and continue on from there and come back here when I tell you to, to this section. Welcome back, again. Ok, in this area, head southwest and grab the Treasue Chest here to get a Angel Grail, then head northwest and grab the Treasure Chest here to get a Wisp Icon.

After this, head up the stairs to the north and at this time, head back up to Mana Temple 2F and when I tell you to, come back to this section. Alright, welcome back for the final part of this place. Outside now, head west into the next area and in this area, head northwest to find a

Treasure Chest, which holds a Dion Wood, then back to the previous area and head east now and follow the path into the next screen. In this area, head north and enter the door here and once inside, head to the east and west to find 2 Treasure Chests, which hold a Honey Elixer and a Dryad Icon. Then, head north through the door into the next area and in this area, get ready, as through the door to the north is where Julius is. Save and heal up at the Gold Goddess Statue here and make SURE you are READY for this.

Train some more if you wish, Level Up your Weapons/Magic, do whatever you need to. If you need to go to the Hot House, you can, just backtrack to it at the start now. Either way, when you are FULLY READY, go and begin the end. Once you enter the door, head to The Walkthrough, W. The Showdown With Julius and continue on from there.

- Mana Temple B1 -

Enemies In The Area During The Day: Moldy Goo And Turtle Shelly.
Enemies In The Area During The Night: Mean Mask And Woodworm.
Items To Get: Small Seed x1.
Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

As you enter this floor, head south and grab the Treasure Chest here to get a Magic Walnut, then head south and head up the stairs here and at this time, head to the section below this one called the Mana Sanctuary and when I tell you to, come back to this section. Welcome back. Ok, in this area again, head northwest into the next area and in this area, head north to find a Treasure Chest, which holds a Small Seed, then head northwest up the stairs and at this time, head back to Mana Temple 1F and continue on from there.

- Mana Sanctuary -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Angel Grail x1, Gummi Frog x1 And Pedan Stone x1.
Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

Once outside here, follow the path east and grab the 3 Treasure Chests here to get a Pedan Stone, a Gummi Frog and a Angel Grail, then backtrack to the previous area.

- W. The Showdown With Julius [TSWJ6.23]-

- Mana Temple 1F -

Enemies In The Area During The Day: Julius I (Boss.) And King Ox.
Enemies In The Area During The Night: Julius I (Boss.) And King Ox.
Items To Get: None.
Suggested Level To Train To: 63-70+. (Totally your choice. Anything around

60 is more than fine.)

As you enter the room, you'll see Julius's Shadow again, as he's surprised you made it this far and even killed his Dragon. Though, he mentions the Hero's Strength is nothing and from this point on, no one can pass through here except himself, but the Hero thinks it's funny that he's a God. But, he has a trick up his sleeve. Julius's Shadow asks him if what he's doing is right and the Hero tells him taking him down is, but he plays some mind tricks on him, as Bogard, Lester, Willy and the Heroine all appear and are forced to display their greatest sins. I won't mention them, so, make it here yourself to see what they are.

After this, they all grab their Weapons and look like they're about to attack, as the Hero draws the Sword of Mana and tries to get the Heroine to remember when they first met after all those years and admits that even though he always wanted to protect her, it was him wanting her to protect him and that's the reality of it, as he casts the Sword into the ground. Julius's Shadow is shocked by this and tells him that he's giving up and a fool to throw the Sword away like that, but the Hero tells him what he's thrown away is his doubts, as he tells the Heroine to go ahead, as he'll protect her from now on, along with her mother and Amanda, as he awaits with open arms to be slain.

Though, of course, the Heroine comes to her senses, as she asks everyone to give her power, as Count Lee, Isabella and Marley give her power and she breaks out of Julius's Shadow's Hold, as does Bogard, Lester and Willy, with Julius's Shadow rather shocked. Just then, Cibba enters and you learn something about the Heroine here, again, I won't mention it. After some talk, Julius's Shadow gets fed up with this, but Lester chimes in and tells him even with their faults, as Willy says this to and that they can accept them, unlike a shadow can. Though, Julius's Shadow gets pissed, but Cibba chimes in with a "Vandole" comment to him and Julius's Shadow calls for his master, Julius.

He asks him what he wants and Julius's Shadow asks for Magic and he grants him it, as he no longer needs it, just as Lord Granz appears. Apparently, all shadows and Monsters live off his life force and all this time you've been destroying him. Julius's Shadow laughs, as what kind of friends do that and again gets fed up about them accepting each other's faults. Though, Bogard, Willy and Lester tell the Hero and the Heroine to get out of here, as they'll handle him and they must live, but Julius's Shadow finds this funny and knocks them all down. Just then, Lord Granz rises up and stuns Julius's Shadow, as he allows the Hero and the Heroine to escape and tells the Hero to always protect the Heroine.

You'll then see a scene where everyone attempts to fight Julius's Shadow, as the Hero and Heroine see that there's a light of hope and everyone's fighting for them and they should do the same. You'll regain control of the Hero now, so, had north into the next area and in this area, you'll find Julius. He mentions that they've somehow overcome the passing of their friends, but they're too late, as the Hero asks what he's planning to do. He explains he wants to meet the Mana Goddess and make her bow before him and become a God himself and have her as a ordinary woman. Though, after some really heavy explaining on what's going on here with the Heroine, the Hero sees he has no choice in this, but tells him to go and shove it, as no one's listening to him.

Just then, he holds the Rusty Sword above him, as it shines and becomes the Sword Of Mana, something the Gemma Knights couldn't even do and Julius comments on this, as you enter a Boss Battle. For your pleasure, the next

and final Boss Battles will be listed right here instead of in the Boss Guide. Get ready, as this is the end.

- Julius I -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 500.	Knuckles: O.	Luna: O.	
Power: 80.	Flail: O.	Salamander: O.	
Intelligence: 80.	Sickle: O.	Undine: O.	
Defense: 60.	Bow: O.	Dryad: O.	
Mind: 60.	Spear: O.	Jinn: O.	
Agility: 65.	Axe: O.	Gnome: O.	
Experience: 200.	Morning Star: O.		
L: 0.			

- King Ox -

Monster Type: Animal.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DayViz.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: O.	
Hit Points: 410.	Knuckles: O.	Luna: ^.	
Power: 85.	Flail: O.	Salamander: ^.	
Intelligence: 76.	Sickle: O.	Undine: O.	
Defense: 53.	Bow: O.	Dryad: O.	
Mind: 56.	Spear: O.	Jinn: (O).	
Agility: 65.	Axe: O.	Gnome: X.	
Experience: 2.	Morning Star: O.		
L: 1.			

Strategy: This is an utter joke, but don't even think that this is the real fight. Basically, Julius summons 4 King Oxen to fight you as well. Though, you've had harder Battles than this. As for Julius himself, he has some ok attacks, mainly a Bomb Blast he uses that can cause Fire Man Status on you, some Dark Magic Attack and he can incase himself in Magic Shields of either Blue Shield or Orange Shield. Blue Shield protects him from all damage, but Magic can still hurt him and Orange Shield does the opposite here. Basically, since he's hurtable with anything, just run him through as fast as possible, along with the King Oxen and get read for round 2.

- X. Julius, Round 2! [JR26.24] -

- Mana Temple 1F -

Enemies In The Area During The Day: Julius II. (Boss.)
Enemies In The Area During The Night: Julius II. (Boss.)
Items To Get: None.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

- Julius II -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: -.	
-----	Staff: O.	Shade: -.	
Hit Points: 700.	Knuckles: O.	Luna: -.	
Power: 85.	Flail: O.	Salamander: -.	
Intelligence: 85.	Sickle: O.	Undine: -.	
Defense: 65.	Bow: O.	Dryad: -.	
Mind: 65.	Spear: O.	Jinn: -.	
Agility: 65.	Axe: O.	Gnome: -.	
Experience: 250.	Morning Star: O.		
L: 0.			

Note: Depending on what attack Julius just used, his Spirit Strengths and Weakness change to the following when he uses an attack:

For Lava Wave: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: X.
Undine And Jinn: O.

For Ice Tornado: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: O.
Undine And Jinn: X.

For Dark Drain: Wisp And Dryad: O. Shade And Luna: X. Salamander, Undine,
Jinn And Gnome: ^.

Strategy: Again, not much harder than before. You just want to watch out for his 3 attacks here, which he constantly uses. Lava Wave can cause Fire Man or Petrification to you if it hits, Ice Tornado can either Silence you or Snow Man you and Dark Drain can sap 1/2 your HP and heal Julius. Basically, since his Spirit Strengths and Weaknesses changes constantly, just smash him with your best Weapon as fast as possible, as again, you've had much tougher than him.

After the Battle, Julius comments on how far he's made it, but it's because of the Sword Of Mana, but the Hero tells him its power comes from the heart, not the Sword. Julius comments on this, but the Heroine tells him to give it up, as without Mana, the world wouldn't exist. He tries to get the Hero to not believe this, but he sticks with the Heroine as strong as ever. Julius decides to end this, as he summons ALL of Mana's Power and you enter the final battle.

- Y. The Battle In Hell...This Is Where It Ends!!! [TBIH6.25] -

- Limbo -

Enemies In The Area During The Day: Julius III. (Boss.)
Enemies In The Area During The Night: Julius III. (Boss.)
Items To Get: None.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

- Julius III -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 1,500.	Knuckles: O.	Luna: O.	
Power: 90.	Flail: O.	Salamander: O.	
Intelligence: 90.	Sickle: O.	Undine: O.	
Defense: 70.	Bow: O.	Dryad: O.	
Mind: 70.	Spear: O.	Jinn: O.	
Agility: 70.	Axe: O.	Gnome: O.	
Experience: 0.	Morning Star: O.		
L: 0.			

Strategy: This. Is. It. Although by looking at his stats this may seem like a breeze, but even with having the best stuff possibly at this point plus the Brownie Ring, you can still easily die here. Basically, Julius uses a few new and a few old attacks you're used to. For example, he still uses that Blue/Orange Shield thing, so, again, if it's blue, attacks don't work, but Magic does and if it's orange, then vice versa. As for new, he has a Multi-Punch attack which can hit hard and multiple times and it can even cause Poison Status. Not to mention he has a Rushing attack, which can cause Sleep and he usually follows up afterwards with a Pile Driver that can also cause Sleep. Finally, for his ultimate attack, he has Meteor, which can SERIOUSLY hurt you, no matter HOW high your stats are. Basically, heal when this happens and ALWAYS keep your HP high or else watch yourself die.

As for how to go about this...well, I suggest you Equip a Weapon and a Spirit that is both fast and long range, mainly whatever is your best and attack him as much as you can, switching between attack and Magic, due to his damn Blue/Orange Shield. As he takes damage, though, he'll move faster and faster, so you'll really need to take him down fast, otherwise he'll cast Meteor on you. Just keep your assault him, do your best, use ANYTHING you need to. Go ALL out here, use Items, whatever to beat this guy, as nothing matters at this point. After the final blow, it's all over, as he utters his last words of meeting the Heroine again...

Congratulations! You've just beaten Sword Of Mana! Now, sit back, watch the ending and if you wish to know what happens, read on.

- Z. Ending [END6.26] -

The scene appears outside, as Cibba tells the Hero that it's over now and he's done well. Everyone mentions how they can sustain this world now without the power of Mana and it's time to leave her nest, as each person comments on this. The Heroine thanks them and is happy to have been born at this time to have witnessed this, as she starts to leave, but the Hero tries to stop her. After some words to him from her about thanking him from everything and that not to be sad or anything, he sees it's alright and that as long as she lives, he'll protect her and remember her. She

then nods and floats into the air and disappears, as the scene goes to show various scenes and places throughout the game of what everyone's doing now, as it ends with the Hero back at the Mana Temple and praying to the Heroine, as the credits role...after the credits, you'll see the Sword Of Mana, then the "Fin" at the bottom. If you wait a while, perhaps you'll see that one character that was left out of this remake...one clue: He's yellow and cute.

Well, that ends it for me. Thanks for reading my walkthrough, first of all and I hope you enjoyed playing the game, especially. If you are new to the Mana Series and would like you continue it, know that this was the "first" game in the series, so, the "second" is Secret Of Mana for the SNES, so, if you haven't already played it, give it a shot. Then comes Seiken Densetsu 3 also for the SNES, though it was never released out of Japan, there is a fully translated English ROM floating around, so, that's the "third" game. Finally, there's Legend Of Mana for the PlayStation. So, yeah, there you have it. If you only beat Hero's Story, though, why not head through the Heroine's Story now? Not a whole lot is different, but, hey, extra gameplay, you know? Either way, I'll catch you there or I'll catch you next time...later!

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= [VII. The Walkthrough (Heroine.)] [THEWA7]=
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Note: Just another friendly reminder. Before you start the game, please make sure you've decided on what Class you want to be. It's VERY important later on and choosing what's best for you will only make the game more enjoyable. For a more details, check Section XIX. Class/Job List.

- A. Beginning [BEGI7.1]-

Before playing the game, if you let the game sit, you'll see a introduction scene, which explains about Mana and the Mana Goddess and how she created the world. Time passed and the story tells how a man known as Vandole rose to power, claiming himself Emperor Vandole and ruled with a Iron Fist, thanks to harboring Mana for himself. It wasn't until the Gemma Knights, four brave fighters, appeared and took him down, restoring peace to the world, as well as the power of Mana to all. Though, people have forgotten the Goddess once again...

As you start the game, select the Heroine, as this will cover her Quest. If you wish to play as the Hero, please head to Section VI. The Walkthrough (Hero.) now for his Quest. Anyway, once you select the Heroine, name her. There's no default name, but for this walkthrough, I will call her Heroine so not to confuse you. After a short introduction scene that was explained in the above, you'll see a dream sequence of the Heroine, as Heroine's Mother just gets done teaching the Heroine the Mana Song. After this, Heroine's Mother mentions how there's better songstresses in the world than her and the Heroine asks if she'll ever meet them and she tells her yes and she gets excited.

Though, apparently the Heroine is going on a trip somewhere and has to say goodbye to everyone and after explaining how she's scared to go out into the world, as she may not like the people she meets, she wants to not dislike anyone. Her mother explains how she'll always meet people she doesn't like and that's how things are, as the Heroine asks if she went on the same trip she is and she tells her she did, long ago. After this, she

decides to go say goodbye to everyone and bumps into Mana Clan Boy and after some comments about Sir Bogard, the Gemma Knight she's traveling with, she says good bye to Willy. She then goes and talks to the Mana Clan Chief, named Kaseem and after some talking, Willy rushes in saying Soldiers are coming, as Kaseem asks them what they're doing here.

Mystery Soldier sees this is the heretics' village, as Kaseem asks what he means. Mystery Soldier explains how everyone else is at war, yet they are at peace and harbor Mana Power for themselves, but Kaseem sees he's talking nonsense and tries to explain, but Dark Lord, as he's called, tells him to shut up, as he tells his men to capture everyone and Mystery Man walks up to do so. Just then, Heroine's Mother enters, as Kaseem tells her to take the Heroine away. She does and they run off, her mother falls and tells the Heroine to run away, but she can't leave her, as Mystery Man enters. After some talk about Mana Power throwing through everything and not just one place, Heroine's Mother holds Mystery Man at bay, as Military-Type Man appears and sees the village is under attack. Heroine's Mother explains quickly that she isn't the Heroine's real mother and tells Bogard to take her away and protect her, as she teleports them away.

The scene then changes to the Consul's House, as Bogard and the Heroine appear and Aristocrat talks to him, as the Heroine goes to sleep, then wakes up and after a lengthy conversation with Consul's Wife about her village being destroyed, she goes back to sleep after Consul's Wife tells her tomorrow they'll talk to Lord Granz about this matter, as Bogard is talking to her husband at the moment. She then is awoken again, as she is told she must run, as Realm Soldiers are here. Herself and Boy will escape and herself and her husband will meet them later and they escape, as the Heroine talks about not wanting to see this and she wakes up...

- B. The Journey Begins At Topple Village... [TJBA7.2]-

- Topple Outskirts -

Enemies In The Area During The Day: Rabite.
Enemies In The Area During The Night: Rabite.
Items To Get: None.
Suggested Level To Train To: 1-2.

As the scene comes back in, the Heroine awakens from her dream, as Bogard sees she's been having nightmares again. After some talk about her dream to him, he tells her that she could have done nothing to help back then and to think rationally about it. After some more talk, he asks her what the boy's name was, as you get to name him. Name him whatever you wish, but for the purpose of this walkthrough, I'll call him Hero. Afterwards, Bogard is surprised when he hears the name, as it was Consul Hermann's Son's Name. After some more talk about how he didn't see if he or his parents lived, he tells her they have to get out of here and go and find any survivors of the Mana Clan.

She asks him what he's going to do and he explains he has alot to accomplish himself and for her to visit the people in Topple Village. So, they exit the house and outside, Bogard asks if you know how to use Magic. Tell him no to get an explanation on how to and either way, you'll learn how to Sit and Bogard also explains to Save/Pray at any Goddess Statues you find. He then mentions he has to gather some information at Granz

Castle and after she goes to Topple Village to wait for him back at the Cascade Cottage. You'll then get control of the Heroine, so, make sure you Equip the Wisp Spirit, as it's not Equipped yet, then, Save at the Silver Goddess Statue here and then head east into the next area. In this area, just head east into the next area.

In this screen, head south into the next area. Once you reach this screen, just head west into the next screen. In this area, just follow the path and head east to reach Topple Village.

- Topple Village -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Barbecued Newt x1, Gumdrop x1 And Poipoi's Notebook x1.

Suggested Level To Train To: 2.

Side Quests Available: #25 And #26.

As you enter Topple Village, you should get Poipoi's Notebook, which will be VERY helpful in your Quest. To get it, head west out of the town and Niccolo will stop you. He'll ask where you're going, so tell him that you're going to avenge your parents and he'll sell you Poipoi's Notebook for 10 Lucre. Buy it and then check it out. In the Memo, you'll notice that #1, #9, #10, #11, #16 and #22 are filled for you already.

There's a few other Memos to get here, so, first, head into the Topple General Store to the west at the entrance of Topple Village and talk to Topple Grandfather to get #14, but make sure it's during the Day or he won't be here. Also, if it's Day, talk to the kid named Luke. Accept what he wants you to do, as this is Side Quest #26. You'll get the Barbecued Newt and your objective. For more on this, head to Section XX. Side Quests. (Note: You can't finish this Side Quest immediately, but do check it to see what you have to do.) Now, yet another person is here, which the other man is called Clive. If you bring him the right Items, he'll make you a Honey Elixer. For more on that, check out Section XIII. Item List, A. Recovery Items. Again, he's only here during the Day.

Next, head out of Topple Village to the south and walk around the screens until it's Night. Then, head into Topple Village and talk to Topple Grandfather near the Inn and tell him no when he asks you about the Orchard. This will give you #21 for your Memo and then head into the Topple Inn and talk to the Topple Gentlemen, as he'll give you #2. After this, head up to the second floor of the Inn and you'll find a Treasure Chest with a Gumdrop inside and then talk to Blassie The Third. He'll ask you to get him a Blood Pouch, which Batmos drop, so accept his offer. It's another Side Quest, which you can complete rather instantly, so for more information, head to Section XX. Side Quests.

Finally, talk to everyone in Topple Village if you wish, then, head into the house to the east at the entrance of Topple Village and inside, talk to Topple Boy. He asks you to find his book that he lost, so, agree to do so. Then, once you're done here, head south out of Topple Village and into the next area.

- Path To Topple -

Enemies In The Area During The Day: Chobin Hood (Only one of these.) Bebe and Rabite.

Enemies In The Area During The Night: Batmo, Bebe And Rabite.

Items To Get: Angel Grail x1, Earth Geode x1, Gumdrop x1 And Wood Geode x1.

Suggested Level To Train To: 2.

As you enter this area, head east to grab a Treasure Chest, which holds a Angel Grail, then head west and into the next area and in this screen, grab the Treasure Chest here to get a Gumdrop. Next, head back to the previous area and head north now into the next screen to reach the Topple Armory. You can't use it yet, though, but, head west to find a sparkling light and examine it to get a Wood Geode. Then, backtrack to the previous area again and head southeast into the next area. In this area, just head south into the next screen and in this area, head west and then north into the next area.

Once you reach this screen, the Heroine will start to look around for the book, as Mystery Man appears and they both recognize each other, though he didn't think any Mana Clan people were left. They both talk about that day and Mystery Man tells her he had nothing to do with it, Dark Lord did, but wonders if she'll be lucky today, as a Realm Soldier contacts Julius and tells him that Dark Lord summons him. He then calls a Chobin Hood out to fight you and the Heroine's surprised that he can control Monsters, as he disappears and Military Man appears and tells her to look out. Just defeat it and afterwards, the Heroine sees he has a bloody Sword and wonders if he's a Realm Soldier. Realm Soldier? asks if she's ok, though she seems not to trust him and wants to leave. She asks if he's a Realm Soldier, but he tells her no, then suggests that he'll take her where she needs to go, but she turns him down, but somewhat agrees once he states she might be attacked again and after they hear a noise.

Once they both introduce each other and the Heroine sees he may be the boy from her past, the Hero joins you, then the Heroine asks if he can help her find a Book a kid in Topple asked for. Both of you will look for it and after the Hero finds it, you can switch to using the Hero here and use his Sword here to cut down the tall grass, which you can find some Mystery Items that can help you while fighting Monsters. Whenever you're ready, head south into the next area. (Also, if you head north into the area nearby and head northeast in this screen, you'll see another sparkling light behind a tree, but you can't get it yet until you get the Tiny Tapper. Make a note to come back later and get it.) I suggest you train until you're Level 2 while going through this area. Anyway, backtrack to Topple Village now.

- Topple Village -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Magic Rope x1.

Suggested Level To Train To: 2.

Once you're back here, the Hero will leave and the Heroine comments on how if that boy were still alive, he'd be about his age now. After this, head into the Topple Residence and give Topple Boy his book back and after some silly talking, talk to Topple Grandfather here. Agree or disagree to spend the night, it doesn't matter and after some talking, he'll give you the Magic Rope, which when used, it'll send you back to the last Goddess

Statue you Saved at. This is a GREAT Item, so put it to good use, though, there are a FEW places you can't use it, so if you try to use it and it doesn't work, well, then you can't use it at the moment. Either way, after you get this, head to the northwest Topple Residence and talk to Topple Gentlemen and he'll tell you that he told a grimy Swordsman about her Uncle and maybe he shouldn't have, as the Heroine decides she must get back to the Cascade Cottage. After this, go ahead and leave Topple Village.

- Topple Outskirts -

Enemies In The Area During The Day: Bebe And Rabite.
Enemies In The Area During The Night: Batmo, Bebe And Rabite.
Items To Get: None.
Suggested Level To Train To: 3-8.

Alright, well, in all honesty, I suggest you train from anywhere from Level 3-8, as you'll want to build up some Lucre and Experience for yourself. Also, try and fight Batmos, as if you get the Blood Pouch, you can not only complete a Side Quest, BUT you'll get 100 Lucre a pop for them and you can buy Accessories then back in Topple Village. Though, don't kill yourself in getting them, as they are NOT easy to get the Batmos to drop. But, while fighting them, you'll gain a decent amount of Levels, so that of course is good. Anyway, once you're ready, follow the path back to Cascade Cottage.

Once here, go inside and a scene will take place, as the Heroine finds the Hero and assumes he is a Heretic Hunter, but he denies it, though the Heroine still asks where Sir Bogard is as she hits him. She notices he doesn't draw his Sword and he tells her he will if she's working for Dark Lord. Apparently, both aren't, as both lost their parents and the Heroine lost her village to him. After this, the Hero tells the Heroine about the letter Sir Bogard wrote for her and she then summons the Spirit Wisp as he pops out.

Wisp introduces himself, as the Hero is amazed at it and the Heroine then heals him and decides to teach him how to use Magic, as he can't be that bad if he could see a Spirit and one showed itself to him. She'll explain how to use Magic and afterwards, the Hero gives the Heroine the letter he found and she sees she must go to Wendall now. The Hero will ask to tag along and explain he needs to meet Cibba The Sage there and she agrees to travel with him. Again, he'll join you, as the Heroine mentions they must get the master of Vinquette Hall to open the Cave that leads to Wendel, so they must go there first. After this, leave Cascade Cottage and head east and the Hero will teach you how to Jump. (Also, thanks to this, you'll get #15 in your Memo.)

Once you learn, it's now time to head to your next destination: Vinquette Hall!

- C. The Master Of Vinquette Hall [TMOV7.3] -

- Topple Outskirts -

Enemies In The Area During The Day: Bebe And Rabite.
Enemies In The Area During The Night: Batmo, Bebe And Rabite.
Items To Get: Gumdrop x1.
Suggested Level To Train To: 4-8.

Ok, so, after all this, backtrack now to that sign you passed earlier on the Path To Cave and now head north, using your Jump ability now and grab the Treasure Chest you see to get a Gumdrop. Then, head east and you'll reach the entrance to the Cave.

- Path To Cave -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 4-8.

In this area, Niccolo is walking around. Talk to him to learn about Metaballs and to get #17 in your Memo filled. After this, Save at the Silver Goddess Statue, then enter the Cave.

- Batmo Cave -

Enemies In The Area During The Day: Batmo, Chobin Hood And Lime Slime.
Enemies In The Area During The Night: Batmo, Chobin Hood And Lime Slime.
Items To Get: Angel Grail x1, Bow x1 And Gumdrop x1.
Suggested Level To Train To: 4-10.

As you enter Batmo Cave, follow the path and enter the next screen and in here, follow the path again and near the exit to the north, grab the Treasure Chest to get a Angel Grail, then head north to the next area. Now, once here, follow the path and you'll notice 3 Lime Slimes pop out and attack. You can't hurt them normally, but Wisp's Magic Attack can. I suggest just avoiding them, but it's your call. Eitherway, there's a Metaball that's now blocking your path where you entered, but one Sword slash will kill it, thanks to the Hero, if you switch to him. Anyway, you'll want to just follow the path and exit to the east and in this area, follow the path and head north and kill all the Chobin Hoods. After the final one dies, you'll get the Bow, your second Weapon.

I suggest you switch to it and use it, so you can make it stronger, but it's your call. The Bow's good against Lime Slimes, so, again, you may or may not want to use it. Once you decide, head back south and then head east into the next area. In this screen, use the Bow to destroy the Metaball here, then head east and grab the Treasure Chest to get a Gumdrop. Next, head south to the next area and once here, follow the path and with your Staff to destroy the Metaball at the end. After this, follow the path and exit this place to the south.

- Viquette Vicinity -

Enemies In The Area During The Day: Bebe, Chobin Hood, Needlebeak And Rabite.
Enemies In The Area During The Night: Batmo, Lime Slime And Rabite.

Items To Get: Cactus Essence x1, Cobra Earrings x1 and Gumdrop x2.
Suggested Level To Train To: 7-10.

Once outside, follow the path down and grab the Treasure Chest you see to get a Gumdrop. Then, head south and in this area, don't bother going to the west, as there's a Treasure Chest there, which holds Cobra Earrings, that you can't reach without the Flail, so you'll have to come back later. For now, head to the east and in this area, make your way south. In the next area, head south past the sign you see and in this area, you'll run into Niccolo. He'll sell you the Cactus Essence for 50 Lucre. Buy it and after he tells you how to use it, head east and examine the flower pot you see and select yes and the Hot House will appear.

Inside the Hot House, you can't do much yet. You can go and see Trent if you want, but odds are you don't have a whole variety of Seeds yet and there's no reason for you to Plant anything yet either. The Blacksmith area is also empty and won't be operational for a while. For now, just talk to Li'l Cactus and exit and enter the house until he stops getting out of his flower pot and writing in his journal. Once he stops, check his journal to see what events you've completed. At this point, you should have 2 things done at most, but only 1 thing if you weren't able to complete Side Quest #25 yet.

Anyway, when you're ready, exit the Hot House and head north back to where you were and head east now and grab the Treasure Chest to get a Gumdrop. Next, head north and make SURE it's Night, otherwise you won't be able to enter Vinquette Hall. Once you're able to enter, the Hero gets scared about this place, as the Heroine thinks she sees something and rushes off and she finds a Bat, as it transforms into Ghost and looks awfully familiar...either way, she gets scared and runs off and Ghost sees and realizes it was "her" and decides to ask the Count to take care of her. The Heroine then runs back to the Hero and after making fun of her, you'll regain control of the Heroine, so, head north and enter Vinquette Hall...

- Vinquette Hall -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Angel Grail x1.
Suggested Level To Train To: 10-15.

Once inside Vinquette Hall, Ebony Butler appears and greets you, as the Hero asks to meet with the Master of the place. Ebony Butler tells them he can help them, but Heroine tells him they need to talk to him directly and they learn the Master is asleep now and maybe the problem can be handled through him. Heroine decides to come back later, but Ebony Butler informs her of their gate only open at night and perhaps they'd like to stay until he wakes up. Just then, Overnight Guest appears, as she's revealed to be Ms. Isabella. After some talk, she heads to her room and Ebony Butler asks them what they're going to do and Hero decides they'll stay, as Ebony Butler goes to prepare the room. Hero and Heroine end up arguing, since Heroine didn't want to stay in some Ghost invested place and after some insults, Ebony Butler returns and you head to your room.

In your room now, grab the Treasure Chest to get a Angel Grail, then exit your room and head east and save at the Gold Goddess Statue, then continue east and head into the room you see to find Isabella. She'll see your the overnight guests and ask if anything's wrong, as the Heroine tells her

she thinks she saw a Ghost, but she tells her it was probably a Servent Spirit, as the master is a Vampire and has them. The Heroine asks if she knows the master and she tells them she knows him quite well and Heroine thinks they're dating and she wishes they were. Again, she assumes they want the Master to unseal the Cave leading to Wendel and tells them she'll get the Master to unlock it for you. She also gives you a tip about a Water Spirit in the Cave, which is to the east of here, so remember this. Afterwards, head back to your room.

Another scene takes place, as Hero decides to go to sleep, but Heroine's still concerned about the Vampire, yet dozes off as well, thinking she'll dream tonight, as the place reminds her of the Consul's. The Heroine dreams about her and the Hero escaping, but the Hero twists his ankle and tells her to go on, as they'll meet up later. She reluctantly does so, as Realm Soldiers capture him. She then remembers a conversation with Bogard about how all her friends died and the only thing she can do is pray. After some more talk, she wakes up and notices she dreamed again, but can't sleep now. She hears the Hero talking in his sleep and it's about protecting "her" and she figures he MUST be the boy she knew and she's happy he's ok. Just then, she sees something, so, back in control of the Heroine, head out of the room.

In this area, you'll see Ivory Butler, as he talks about the Heroine being a great catch. The Heroine notes how he looks different, along with his clothes and Ivory Butler mentions how she'll be a great bride for him and they can return to Mavolia soon. He then leaves, as the Heroine comments on what he said and wonders if he meant Ms. Isabella and if they're all from Mavolia and Mavoles. After this, head through the door that Ivory Butler just went through and get ready for a dungeon.

- Vinquette Hall 1F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: Batmo, Count Lee, (Boss.) Lime Slime, Skull Beast, Tribbie And Zombie.

Items To Get: Light Coin x1.

Suggested Level To Train To: 10-15.

Once through the door, Monsters will appear. I suggest using your Bow here, as your Sword will be ineffective against the Lime Slimes. Anyway, to the north and northeast are 2 rooms which aren't worth going to, since nothings there, so for now, head east to find a Treasure Chest, which holds a Light Coin, then enter the door to the north. You'll appear in Vinquette Hall B1. When I tell you to, come back to THIS area. For now, head to the section below this one.

Welcome back. Ok, back on this Floor, head through the door to the northwest and use your Salamander Spirit on the Zombie. Also, it wouldn't be a bad idea to raise Salamander a few Levels. If you run out of MP, just sit. Next, head through the door to the north and in this area, you'll come across Tribbie, a Monster that's NOT in the Monster List, but I'll have data on it soon. Either way, ignore it and head north into the next area. In this area, head west and enter the middle door, as the other 2 doors are just dead ends with Monsters. In this room, head down the stairs and at this time, head back to the section below this one, as you're back on B1 now and return here when I tell you to.

Welcome back. In this room, exit to the southwest and in the next room,

head south and ignore the first door you come across, as it leads to a dead end room with Monsters there and instead enter the next door you see. In this room, head northwest and head up the stairs and you'll reach a room with a Gold Goddess Statue. Save and heal up, then enter the door to the north. As you enter, a scene takes place, where Isabella asks Count Lee what he thinks of the Heroine, as she notices the Heroine is here and they all talk. Apparently, Count Lee isn't looking for a bride, as the Butlers were starting that rumor and he sees she got past his Butler and she says she's sorry, but wanted to know who they were. After he explains that they're Mavoles, some more talking ensues about a promise he made to some dead guy and he then puts Isabella to sleep, as the Hero enters.

She tells the Hero that Isabella is in trouble and he sees Count Lee is here. When asked what he's doing, he explains he's protecting them as a favor to someone and he must protect all the Mana Women and the whole mess with Dark Lord and the Mavoles will be resolved through him. Though, Hero and Heroine don't like his logic and Count Lee decides to use force. At this time, you'll enter another Boss Battle. If you'd like a strategy, please head to Section VIII. Boss Guide, B. Heroine's Bosses, otherwise, fight him and move on.

After the Battle, Hero will demand Count Lee release Isabella, but just then, Ghost appears and he looks awfully alot like Lord Granz. He explains that Count Lee is not to blame, he is, as he asked him to protect the Mana Women from the Heretic Hunters. Surprised to see Lord Granz, as well as Heroine saying she saw him earlier, Hero asks what's going on and after some talk, it's decided that the Hero and Heroine must leave and that Isabella will be fine. After Count Lee tells you about the Water Spirit and how Salamander can break the seal to Marsh Cave, which gives you #18 in your Memo, you'll leave. Both he and Lord Granz will talk, then he frees Isabella and you'll see the Hero and Heroine running, as the Hero recalls the events of his dream and figures out that the Heroine is the same girl he knew. Both realize it and after some talk, they both decide to head to Wendel. Together.

- Viquette Hall B1 -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: Batmo, Lime Slime, Skull Beast, White Wolf (Boss.) And Zombie.

Items To Get: Magic Walnut x1 And Salamander Spirit x1.

Suggested Level To Train To: 10-15.

Once here, head east down the stairs and in the next area, head west and enter the first door you see. In this room, grab the Treasure Chest, which holds a Magic Walnut and Save your game if you wish by using the Silver Goddess Statue, then exit the room and head west and enter the next door you see. In this room, use your Bow on the Metaball and it'll free a Salamander Spirit. After some talk, Salamander will join you and you'll also get #25 in your Memo now. When you're ready, backtrack to Viquette Hall 1F and at this time, head back to the section above this one. When I tell you to, come back to this area.

Welcome back. Ok, in this area, head west and enter the first door you come across, as the one past this one leads to a room that's a dead end and just filled with Monsters. In this room, the Heroine will open a couple of coffins to see Mana Women. They aren't dead, but sleeping, but then, Ivory Butler and explains who the women are, as the Heroine tells

him why are Mana Women here. He's shocked that she knows that they're Mana Women, as Ghost appears again and tells Ivory Butler to bring the girl to the Count, but he gets scared and tells him he has his own things to do, after the Ghost disappears. Just then, he transforms into White Wolf, the next Boss. If you want a strategy, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight him yourself.

After the Battle, Ivory Butler sees he was careless, as the Heroine comments on what the Ghost said and how he oddly wasn't scary, but instead friendly. She decides to meet the Count, so, head through the door to the northwest and at this time, please head back up to the section that documents F1 of this place.

- D. The Marsh Cave...It Leads To Wendel! [TMC7.4]-

- Path To Scaly Lair -

Enemies In The Area During The Day: Bebe, Chobin Hood, Needlebeak And Rabite.
Enemies In The Area During The Night: Batmo, Lime Slime And Rabite.
Items To Get: Cicada Earrings x1.
Suggested Level To Train To: 15-20.

Once you're back in control of the Heroine, you'll be near the entrance to Vinquette Hall. So, head south into the next area and head south again. If you wish, stop at the Hot House, as Li'l Cactus will enter #2 to his journal now. Eitherway, you'll want to head south into the next screen in this area and in the next area, head south across the bridge and follow the path to find a Treasure Chest, which holds Cicada Earrings. After this, head back northeast, as the path to the east leads to Wendel, but without the Water Spirit, you'll never get by.

- Scaly Lair -

Enemies In The Area During The Day: Bebe, Death Flora, Lizardon, Needlebeak And Tonpole.
Enemies In The Area During The Night: Death Flora, Lizardon And Tonpole.
Items To Get: Angel Grail x1 And Menos Bronze x1.
Suggested Level To Train To: 15-20.

In this area, head northwest and enter the next screen and in this area, head north into the next area to find a Treasure Chest which holds a Angel Grail. Next, head back south, then head east in this area and in the next area, head east and jump across the small land to the south to reach a Treasure Chest which holds a Menos Bronze, then head north into the next area to find a Gold Goddess Statue. Save and heal up, then exit back to the south and head northwest and exit on this path, following it all the way until you reach a cave. Enter it, as it's the Marsh Cave.

- Marsh Cave -

Enemies In The Area During The Day: Duck GI, Hydra, (Boss.) Lime Slime,

Lizardon And Tonpole.

Enemies In The Area During The Night: Death Flora, Duck GI, Hydra, (Boss.)
Land Leech, Lime Slime, Lizardon And Tonpole.

Items To Get: Angel Grail x3, Crooked Seed x1, Flail x1, Gumdrop x1, Long
Seed x1, Moon Mirror x1, Oblong Seed x1, Oak Wood x1 And Small Seed x1.

Suggested Level To Train To: 15-20.

Once you're inside the Marsh Cave, switch to your Bow if you aren't using
it already at the moment and and attack the Stone Seal with Salamander's
Magic. After doing so, a bridge will appear and you can cross over now, so
do so and head through the door to the north. In this area, follow the
path and grab the Treasure Chest you see to get a Angel Grail, then head
south and go across the pond to get another Treasure Chest, which holds a
Small Seed. Then, head south into the next area and in this area, head
southeast across the pond to find 2 Treasure Chests, which hold a Oak Wood
and a Angel Grail, then head southwest into the next area and in this
room, head south again and in this room, grab the Treasure Chest you see
to get a Long Seed. Then, head back north and in the previous area, take
out the Metaball with the Hero's Sword and cross over the bridge here and
exit to the east and in this area, just follow the path across the bridges
and exit to the south once you're able to.

In this room, grab the Treasure Chest to the south to get a Crooked Seed,
then head back to the previous room and head east and head south, as you
fall through the floor. Hero will ask if she's ok and Heroine tells him
she is, as you begin to fight some Monsters around here, so just beat them
up and afterwards, once the Duck GIs are dead, you'll get the Flail. I
suggest you use it for a while to power it up, but either way, you'll need
it to grapple onto stakes in the ground here, so, use it. Anyway, head
north and grapple the stake and then head north into the previous area you
were just in before you fell. Once here, head north to find another stake
and grapple across it, head north through the door and in this room, head
northeast and grab the Treasure Chest to get a Oblong Seed.

Next, head east and grapple the stake, then head east into the next area
and in this room, head east across the stakes and head north to a small
area to get a Treasure Chest, which holds a Gumdrop. Then, head east into
the door here and in this area, follow the path and grab the Treasure
Chest to the north to get a Angel Grail, then follow the path and exit to
the south. In this room, Save and heal up at the Gold Goddess Statue if
you need to, then once you're ready, head south into the next area and
grab the Moon Mirror that's just sitting in the open. Heroine suggests
they go and show Isabella, but before you can, a Monster approaches. Get
ready for another Boss Battle. Again, if you'd like a strategy for this,
had to Section VIII. Boss Guide, B. Heroine's Bosses for more, otherwise,
fight it yourself and move on afterwards.

After the Battle, you'll get Undine, but you can't use her until you heal
her with some pure water, since she's been heavily damaged from the
Marsh's Poison. Anyway, Heroine mentions some in Scaly Lair, so, first,
get out of the Marsh Cave.

Note: Apparently if you go and show Isabella the Moon Mirror, a scene
happens, but she gives it back to you. I'm really not sure if this has
anything to do with whatever in the game, but if someone knows, drop me a
line. All I can tell is it doesn't effect anything, but that's what I
think and I could be wrong.

Enemies In The Area During The Day: Bebe, Death Flora, Lizardon,
Needlebeak And Tonpole.

Enemies In The Area During The Night: Death Flora, Lizardon And Tonpole.

Items To Get: Undine Spirit x1.

Suggested Level To Train To: 20-22.

Once outside, backtrack to where that Gold Goddess Statue is in the area. In this area, a scene will take place where Undine, The Water Spirit, is revived and as thanks to you, she grants you her power. (Also, #26 is added to your Memo.) After this, you're going to want to backtrack now to the cave that leads to Wendel that you passed earlier.

- Path To Scaly Lair -

Enemies In The Area During The Day: Bebe, Chobin Hood, Needlebeak And Rabite.

Enemies In The Area During The Night: Batmo, Lime Slime And Rabite.

Items To Get: None.

Suggested Level To Train To: 20-22.

Once there, though, you may want to go back to the area near Batmos Cave, as remember, there's a Treasure Chest there that you need the Flail to get, so go and get it. When you're ready, cross over the bridge and head east into the Cave.

- Road To Wendel -

Enemies In The Area During The Day: Iffish And Land Leech.

Enemies In The Area During The Night: Iffish And Land Leech.

Items To Get: Animal Bone x1, Gummi Frog x1 And Menos Bronze x1.

Suggested Level To Train To: 20-22.

Inside the Cave, just follow the path and once you find a Stone Seal, use Undine on it, perferably with the Flail Equipped and it'll shatter. After this, grab the Treasure Chest to get a Animal Bone, then follow the path and enter the next area and in this area, head south and grab the Treasure Chest that's sort of hidden to get a Gummi Frog. Next, head northeast and grab the Treasure Chest here to get a Menos Bronze. Finally, just head south and exit the Cave.

- Wendel Coast -

Enemies In The Area During The Day: Duck GI, Iffish, Land Leech, Needle Beak And Pincher Crab.

Enemies In The Area During The Night: Iffish, Land Leech And Pincher Crab.

Items To Get: Oak Wood x1.

Suggested Level To Train To: 20-22.

Once outside, if it's Night, head east to cross over a path to find a Treasure Chest, which holds a Oak Wood. Then, just follow the path south as far as you can, then go as far west as you can to find the Wendel Armory, though nothing's there. Then just head back east one screen, then

head north and you'll enter Wendel.

- Town Of Wendel -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Leaflet x15, Oblong Seed x1, Sickle x1 And Silver Knife x1.

Suggested Level To Train To: 20-22.

Side Quests Available: #18, #19, #21 And #23.

As you arrive in Wendel, a scene takes place, where the Hero wants to find Cibba The Sage, while the Heroine wants to find Bogard. After some talk, you'll regain control of the Heroine. First, there's a ton of things to do in Wendel, so, find Wendel Boy and Wendel Gentlemen, as these two will give you #3 and #4 in your Memo. Next, head into the Wendel General Store and talk to Dohmi and accept to hand out 15 Leaflets around Wendel for him. This is a Side Quest, so if you want more information on it, head to Section XX. Side Quests for more details on that. Next, stock up on any Items you may need, then exit and outside and head north, but don't enter the next part of town, but instead enter the Wendel Residence and go to the very back of it and grab the Treasure Chest here to get a Oblong Seed.

Then, if you accepted the Side Quest back in Topple Village to find Luke's Dad, talk to the woman in the house named Thatcher and she'll tip you off on going to the Blacksmith for your next clue. Now, exit the house and head north into the next part of Wendel and you'll see a scene where Ministrel is singing a song with his Harp. After he sings, the people thank him and walk off, as Gray-Haired Man asks him his name. The Hero walks up to him as well and it appears Lester, the singer, is trying to go to Granz Castle. After the Gray-Haired Man mentions some rather uninspiring things, he leaves and you regain control of the Heroine. Next, head west and talk to Veerapol, the man lying behind the building and you'll get #19 and #20 to your Memo.

Then, if you want, head into the Wendel Blacksmith to meet the Dwarf Watts, as he mentions he's the Blacksmith around here and decides to go with you, since you're a traveler. He also gives you the Sickle Weapon here, then he leaves, so, if you wish, Equip the Sickle if you want to train it, but it's up to you. (He's now at your Hot House, so you can now Forge/Temper Equipment there.) After this, Temper your Equipment if you can or wish, but talk to Dohel and Donga here, then Navali for another hint on the Side Quest to find Luke's Father. Finally, head into the Inn and talk to Emerilie to the west and talk to her and accept her request, as this is another Side Quest. Then, head east and talk to Umberto and accept his request and then talk to Vega to the west and agree to help him as well. Now, for help on all of these, head over to Section XX. Side Quests now for additional information.

Now, whenever you finish doing Side Quests, training, whatever, if you wish, head to the Wendel Inn and find the Gray-Haired Man called Devius and talk to him. After he tells you why he thinks Lester would be killed if he went to Granz Castle, it's time to head to the Cathedral to the north now, so, do so when you are ready.

- Wendel Cathedral -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 20-22.

As you enter the Wendel Cathedral, Bogard and Strange Old Man will be talking, as the Hero and Heroine enter. After some talk, mainly Cibba and Bogard laughing at the fact that the Hero wants to be a hero and get the Sword Of Mana, he runs off. The Heroine fails to stop him, as Cibba mentions how he can't face reality and lives in fairy tales and won't ever brandish the Sword Of Mana. Then, Bogard asks if the Heroine still has the Pendant and she tells him she does, as Cibba infuses the Heroine with Mana Power, apparently. After this, Cibba mentions that Bogard can go, as she'll be safe here, though she wants to go with him. They both tell her just like the Hero, she's been living in a fairy tale and has no idea what the outside world is like or real people for that matter.

She refuses this and repeats what she learned back at Vinquette Hall with what Count Lee's doing and they're both surprised she knew about this, let alone what Count Lee's doing and gets pissed about that she shouldn't help. Though, Cibba begins to agree after Bogard starts in and tells him to let her make her own choices in life and to let his mistakes go and he meekly agrees and gives her his consent, as she thanks them both. Just then, the entire place shakes, as Bogard asks what's going on and Cibba mentions it must be the Airship, as the Hero flies back in and lands, as the Moon Mirror is destroyed.

Dark Lord and Julius enter and Cibba thinks he sees Vandole in Julius, as Dark Lord asks for the Heroine. Bogard won't let that happen and challenges Dark Lord and after some talk, they are about to fight, but the Heroine gives herself up. They agree, since obviously if they don't let her go, Wendel will be destroyed, but the Hero won't allow it and tries to stop them, but Dark Lord stops him again, as Granz Soldiers pop in. Then, Julius knocks the Heroine out, as she recalls her talk with her mother at the start of the game, then she wakes up...

- E. Being Held Prisoner...It's Time To Escape! [BHP7.5] -

- Airship 2F -

Enemies In The Area During The Day: Cursed Doll, Eye Spy, Granz Archer,*
Granz Soldier,* Imp, Polter Box And Werewolf.
Enemies In The Area During The Night: Cursed Doll, Eye Spy, Granz Archer,*
Granz Soldier,* Imp, Polter Box And Werewolf.
Items To Get: Magic Walnut x1, Round Seed x1, Sultan Silk x1 And Spiny
Seed x1.
Suggested Level To Train To: 20-25.

* As of now, I don't have the stats on the Granz Archer and the Granz
Soldier, as they don't appear in the Monster List normally. Check the
Monster List soon, though, as I'll have stats on them within time. *

Note: The Heroine doesn't normally explore Mushboom Forest, Gaia Cave,
Abandoned Mine, etc that the Hero goes through. If you wish to go through
these areas to collect the Treasure Chests, fight Monsters, etc, you will
have to go back there later on, but know that you don't HAVE to do this.

If you do, though, please head up to Section VI. The Walkthrough (Hero.) and browse through the sections he goes through for a complete list of Monsters and Items there.

As the Heroine wakes up, Kindly Woman asks if she's awake and she asks where she is, as Dark Lord and Julius enter. Dark Lord explains to her where she is and how there's no escape from here, as she yells at him for all he's done, though he mentions he no longer is like that. He even asks her to join him, but she quickly refuses, as Julius offers to use other methods, even allow Dark Lord to learn the Secret Of Mana, but he tells him to back off and Julius apologizes. Dark Lord then tells her that Maid Marely will look after he until they reach Granz Castle and they'll talk then, as he and Julius leave. Marley offers to assist her in any way and the Heroine asks how to escape, though she's not sure and tells her she can tell her anything she'd like to know, as she's been in service with Granz Castle and even the Consul Hermann for a long time.

So, if you wish, allow her to explain some things to you and afterwards, end it and she'll suggest they go to bed. She does so and then wakes up the next day, as the Airship shakes violently and Dark Lord enters, asking if they're alright, as a Realm Soldier appears and notifies Dark Lord of the situation. Apparently the Engine Room was tampered with thanks to Magic and they'll have to make a landing at Westlake and fix it. Dark Lord tries to be kind to the Heroine, but she shakes him off and he leaves, telling Marley to look after her. After this, talk to Marely and she suggests you read for a bit, so, head over to the table and read the middle book here twice, then talk to Marely. Apparently there's a ton of secret doors on this Airship and the password for one is Lord Granz's Wife's Name, but uttering her name curses the person who said it, so, Marely can't say.

The Heroine decides to read the book again, so, do so and afterwards, examine the closet to the northeast and the Heroine comments on how scary the situation is, as Marely decides to go check it out. Once she leaves, the Heroine opens the door and comments on how all this is her fault, but decides to put it behind her, as Wisp appears. She asks where he's been and apologizes, as Cibba sent him and he was the one who attacked the Airship. Afterwards, she heads into the closet and wonders where it leads, as she comes out in another room, but closes the door quickly, as Dark Lord and Isabella appear. They both talk about how Isabella knows about Dark Lord's Mother, Medusa and he learns that curses don't work on her, since she's not a Human. Though, it was a rumor started to make people scared, so gossip wouldn't spread anymore.

Dark Lord feels bad about not having saved his mother and if he had had Mana Power, he could've done so. After some more talking, a Realm Soldier enters and tells Dark Lord that the Heroine has escaped and Marley is missing as well. Shocked, he asks where Julius is and he's in his room, so he heads to speak with him. Just then, the Heroine comes out and Isabella sees her and they both talk, mainly about what she's doing here. Apparently, Isabella is helping Dark Lord now, but she's not against the Heroine and even gives her advice against Dark Lord and Julius, mainly about Julius and how to stay away. After some more talk about wanting to meet again, she leaves, as a Realm Soldier finds her, but she doesn't want to run and instead wants to meet Julius.

Dark Lord appears and decides to take her to her, as he asks why she turned herself in, as she states she did it for Marley, even though he's surprised she doesn't consider her an enemy. Though, she hates him, not the Realm or Granz and he just ignores this and takes her to Julius. Once

there, she tells him to let Marley go, as she had nothing to do with this and Dark Lord agrees, though Julius states what the law is, with Dark Lord getting mad at him again. They all talk about the Mana Clan and how their new purpose is to destroy ALL members of it, as the Heroine gets even madder at them. Also, apparently Julius again mentions the Secret Of Mana and how Mana Women have a Key to the Mana Sanctuary they pass down from generation to generation and he wants it. Hmm...interesting. Anyway, Dark Lord takes Marley out of here, as they'll do more once they reach Granz Castle.

After this, Julius talks to the Heroine and throws Magic at her, while interrogating her, his way. He wants to know where the Key to the Mana Sanctuary is, but she refuses to talk and he keeps belting her, as she asks him why he hates Mana and the Goddess so much. He tells her he doesn't and just wants to meet the Goddess, as that's Dark Lord's Goals, not his. Just then, the Airship shakes and they are once again flying and some time passes. Julius asks her for the key, but she refuses again. He talks about seeing her true colors, but she doesn't understand and he sees she doesn't even know herself.

He asks if she knows who her mother is, but she thinks she's at the Mana Sanctuary and he tells her to give him the key and she won't get hurt. Again, she refuses and he blasts her with some Magic, as she falls and Julius decides to kill her and all the Mana Women. Before he can launch another attack, Cibba throws a Wisp Magic Attack at him, stopping him in his tracks. After the two talk to one another, Julius throws an attack at Cibba, knocking him out, as the Hero steps in to save the Heroine. Though, he has no time, as she throws him the Mana Pendant, telling him to protect it and escape. Before he can do anything else, Julius hits him, as she flies off the Airship to the ground below.

Just then, Dark Lord enters, seeing how Julius acted, as Cibba gets up and tries to speak sense into Dark Lord about how his father and mother got past the race barrier and married, had kids and built Granz Realm. Though, Dark Lord tells him that his father abandoned his mother and brother, as did the Mana Clan when they didn't save her. Though, Cibba sees it won't work and tells the Heroine he'll protect the Hero at all costs and warps away. Just then, a Realm Soldier comes in and tells Dark Lord the situation and he has him take the Heroine back to her room, as Julius comments on Cibba. After this, the Heroine tells the Realm Soldier she can walk by herself, as he shows her he's Bogard in disguise. She's happy to see him and after he tells her they have to escape via destroying the Control Room Engine and making the Airship crash and to get in there, they have to find the Soldier with a Key on him, Bogard joins you.

So, once you finally get control of the Heroine, head east and enter the door to the south and in this area, destroy all the Granz Archers and Granz here, then backtrack to the previous room. Now, back here, if you head north and up the stairs, you'll find a Silver Goddess Statue in this area. Save if you wish, then go back to the previous area again and in this area, head northeast through this door into the next area. In this screen, take out the Granz Archers and Granz Soldier here, then backtrack again to the previous room and once back here, head through the door to the west near you and in this room, grab the 2 Treasure Chests here to get a Spiny Seed and a Round Seed. Then, notice the window to the north? Destroy it and exit outside and grab the Treasure Chest to the west to get a Magic Walnut, then head east as far as you can and jump over to the south to find a Treasure Chest, which holds a Sultan Silk.

Next, head back inside and back to the previous area and this time, head

as far west as possible and go down the stairs here and at this time, please head to the section below this one called Airship 1F and continue on from there.

- Airship 1F -

Enemies In The Area During The Day: Cursed Doll, Eye Spy, Granz Archer,* Granz Soldier,* Imp, Polter Box And Werewolf.

Enemies In The Area During The Night: Cursed Doll, Eye Spy, Granz Archer,* Granz Soldier,* Imp, Polter Box And Werewolf.

Items To Get: Angel Grail x1, Chocolump x1, Control Room Key x1, Fish Scale x1, Gummi Frog x1, Knuckles x1 And Magic Walnut x2.

Suggested Level To Train To: 20-25.

Once you reach this area, just destroy the Granz Archers and Granz Soldier, then backtrack to the previous area again. Back here, head south and go down the stairs you see. Then, once you're back in the 1F of the Airship again, grab the Treasure Chest you see nearby to get a Gummi Frog, then head southeast into the next area. In this area, break the window to the south and head outside again and once outside, head east and grab the Treasure Chest here to get a Fish Scale, then re-enter the Airship. Back inside, follow the path and grab the 2 Treasure Chests you see to get a Magic Walnut and a Angel Grail.

Next, use your Bow on the Metaball nearby, then head northeast through either of the doors and in this area, take out the Granz Soldier and the Werewolves and you'll get the Knuckle Weapon. Use it if you wish, but it's totally up to you. Either way, head north through either door here and in this area, take out the Granz Archers and Granz Soldier and afterwards, you'll get the Control Room Key. Then, ignore the window to the north, as there's nothing outside and the other window outside just leads to a room where a Polter Box is. Instead, backtrack to the previous area now and head west and examine the door here, then follow the path through it and grab the 2 Treasure Chests here to get a Magic Walnut and a Chocolump. Then, head down the stairs here and at this time, head down to the section below this one and continue on from there.

- Airship -

Enemies In The Area During The Day: Guardian. (Boss.)

Enemies In The Area During The Night: Guardian. (Boss.)

Items To Get: Gnome Spirit x1, Gumdrop x1 And Oak Wood x1.

Suggested Level To Train To: 20-25.

Once you arrive in this area, grab the 2 Treasure Chests here to get a Oak Wood and a Gumdrop. Then, Save and heal up at the Gold Goddess Statue and when you're ready, head down the stairs to the west and you'll reach the Control Room, as a scene takes place. Bogard sees this is the Control Room and that if they destroy it, they can make the Airship land, though the Heroine thought she heard something like a scream and something must be here. Bogard assumes something's guarding the place, as you enter a Boss Battle. If you want a strategy on this, head to Section VIII, B. Heroine's Bosses now, otherwise, fight it yourself and then move on. After the Battle, Gnome, The Earth Spirit, appears and Bogard and the Heroine wonder who kept him in here, as he mentions Van someone and Bogard blurts out Vandole. Gnome tells him that's who or at least who he thinks it was, then

he gives the Heroine his powers, as the Airship comes crashing down.

- F. Heading To Menos Village...Our Journey Continues There! . [HTM7.7] -

- Lake Vicinity -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 20-25.

As you wake up, Bogard explains where you are and the Heroine mentions they must find the Hero, as he's been in alot more worse situations before and he has to be alive. After hearing they're near Menos Village and to head there, head south into the Menos Outskirts.

- Menos Outskirts -

Enemies In The Area During The Day: Rabillion.
Enemies In The Area During The Night: Imp And Rabillion.
Items To Get: Baobab Wood x1, Dark Geode x1, Flat Seed x1, Forsena Iron x2, Long Seed x1 And Menos Bronze x1.
Suggested Level To Train To: 25-38.

Once you enter this area, head south and jump down the ledge, then south into the next area and in this area, grab the Treasure Chest to the southeast to get a Menos Bronze. Then, backtrack to the previous area and this time, head northwest into the next area and in this screen, head north and jump up the ledges here and head east into the next area and grab the Treasure Chest here to get a Forsena Iron, then a bit to the south, examine the sparkling light to get a Dark Geode. After this, head north and jump down and grab the Treasure Chest here for a Long Seed, then jump down to the east and head back into the previous area to the southwest.

Back in this area, head northwest and grab the Treasure Chest behind the stone structure here to get a Flat Seed, then head south and grab the Treasure Chest here to get a Baobab Wood. Then, head northwest into the next screen and in this area, head northwest up the stairs and then head south to find a Treasure Chest, which holds a Forsena Iron and then jump down to the north and head south into the next area to reach Menos Village.

- G. Amanda Stole The Pendant...? Heading to Jadd [ASTP7.7] -

- Menos Village -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Black Mask x1, Crooked Seed x1, Kurt's Letter x2, Menos

Bronze x1 And Rhinoloupe x1.

Suggested Level To Train To: 25-38.

Side Quests Available: #28, #29, #30, #31, #32 And #34.

As you enter Menos Village, as the Heroine comments on never thinking a village would be here. Though, Menos Grandmother and Menos Grandfather are talking about how Amanda took a injured man into her house, as the Heroine rushes up and asks if the man was blonde and wearing red. They can't remember, as she asks where she took him and they tell her over to Amanda's House. She thanks them as they walk off and just then, Amanda appears and they see each other, but she's in a hurry and runs off. They both enter Amanda's House and the Heroine rushes over to the Hero, as he wakes up. The Hero sees them and he's happy both of them are alright. The Heroine was rescued by Bogard and after figuring that Cibba is ok, the Heroine asks the Hero if he has the Mana Pendant.

He does, but checks and sees he doesn't and it must've been stolen. Bogard mentions a girl ran out of the house just before them and thinks she took it. The Hero doesn't believe Amanda took it, but decides to go find her around town, as the screen fades out and back in, with the Hero coming back with news. Apparently, Amanda went to Jadd and Bogard figures that's too far away for a walk and so, they decide to go after her. Though, the Hero will catch up with them later once he writes a note for Amanda. You'll leave and then regain control of the Heroine.

With that done, there's some things to do now around Menos Village. First, talk to the Menos Gentlemen to get #8 for your Memo and talk to the Menos Girl for #12. Then, head into the Menos Inn and talk to the Menos Grandfather and you'll get #6 and #7 as well. Now, while you're at the Menos Inn, talk to the man the corner called Toma. Talk to him 4 times and he'll ask you to give a Black Mask back to the Dudbears for him. For more information on this, check Section XX. Side Quests for more on that. After this, head upstairs in the Inn and talk to Johnny and accept his offer and tell Tony you've been listening to him when he asks. This is another Side Quest, so just let Tony talk about his viewpoints on Mana and Dark Lord and afterwards, Granz Soldiers drag him away. Talk to Johnny and he gives you a Dudbears Gold, so you'll finish this Side Quest right here.

Next, head into the Menos Blacksmith and if you helped out Vega back in Wendel, he'll be hanging out here. If not, he won't be. If he is here, talk to him and accept his request, as it's another Side Quest. Then, talk to Delmar and tell him you know about Spirit Coins. This is another Side Quest, so for information on both of the above, head to Section XX. Side Quests now. Then, after this, head into the Menos General Store and talk to Pancetta and agree to his terms, as this is another Side Quest. Again, for more information on this, head to Section XX. Side Quests. After this, head into the Menos Residence to the east of the Menos General Store and talk to Badra and again, accept her request, as this is another Side Quest. You know where to go if you need help for this.

Also, in this house is 2 Treasure Chests, but you can only get one during the Day and one during the Night. Open both to get a Menos Bronze and a Crooked Seed. Then, talk to Kralove if you accepted the Side Quest back in Topple Village from Luke to find his dad and he'll give you a hint on where he went, which is to Jadd now. After this, stock up on any Items you may need at the Menos General Store, then when you're ready, Save and heal up at the Gold Goddess Statue in the middle of the village and then head south out of Menos Village.

Note: About the Black Mask. If you need directions on how to get to the

Abandoned Mine, since the Heroine never goes there, please refer to the Hero's Walkthrough and browse the area after the Heroine is kidnapped in Wendall and follow the path I lay out for the Hero and you'll reach it easily.

- Prickly Desert -

Enemies In The Area During The Day: Rabillion.

Enemies In The Area During The Night: Imp And Rabillion.

Items To Get: Chocolump x2, Flat Seed x1, Gummi Frog x1 And Magic Walnut x1.

Suggested Level To Train To: 25-38.

As you enter this place, head south into the next area and in this area, you'll find a flower pot. Use it to get Li'l Cactus to update his Journal and/or Forge/Temper your Equipment if you wish, other wise, head west, as heading south leads to the Menos Armory and there's nothing there for you yet. In this area, head south into the next area and grab the Treasure Chest here to get a Chocolump, then backtrack to the previous screen and grab the Treasure Chest nearby to get a Magic Walnut. Next, head west and follow the path and check behind the tree to the south to find a sort of hidden Treasure Chest, which holds a Gummi Frog.

After this, head south into the next area and in this area, grab the Treasure Chest nearby to get a Flat Seed, then head north and climb up the ledges and enter the next area and in the previous screen gain, grab the Treasure Chest here to get a Chocolump. Well, after this, backtrack to the south and head south into the next area and in this area, Save if you wish at the Silver Goddess Statue to the west and then head south into Jadd.

- Town Of Jadd -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Courtney's Letter x1 And Invoice x5.

Suggested Level To Train To: 25-38.

Side Quests Available: #33, #34, #35, #36 And #37.

Well, the first order of business in Jadd is to find Amanda, but, that can wait. First, let's check out some of the Side Quests available at the moment, so, head to the Jadd Blacksmith and if you completed Side Quest #19 and #29, Vega will be here. Talk to him and accept his request again and if you want help on this, head to Section XX. Side Quests for more on that. Also, while here, if you accepted the Side Quest to find Luke's Dad back in Topple Village, talk to Radley here and he tells you he remembers a man who liked Barbecued Newt and thinks he got a job at Devius Manor. So, go there and find Priscilla and she'll see the Barbecued Newt and tell you Marco went to Ishe because he wanted something better than the slave quality pay here. Hmm...anyway, since you're at Devius Manor and talking to Priscilla, mine as well finish the Side Quest up involving her if you accepted it.

Head back outside and head east and find the man called Mr. Cannel and accept his request and he'll ask you to help him with something. Again, you can't do this now, but for more information, head to Section XX. Side Quests for more information. Finally, head into the Jadd General Store and

talk to Courtney and you'll accept her request automatically, then, talk to Janka here as well and you'll also automatically accept this. For help on both, check Section XX. Side Quests for more. Anyway, after all this, head west into the next area to find Devius Manor. After the Heroine comments on how quiet it is, Bogard mentions he feels Magic, but she's dead. When asked what he means, he says nothing and after this, enter Devius Manor.

- Devius Manor -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Crooked Seed x1, Elephant Tusk x1 And Gumdrop x1.

Suggested Level To Train To: 25-38.

As you enter Devius Manor, the Heroine and Bogard see all the Birds around and note the Magic coming from there. You'll then regain control of the Heroine, so, first, head west and jump over the railing and grab the Treasure Chest nearby to get a Gumdrop, then head north into the next area and in this area, head east then southeast back into the previous area, but in a different spot this time. Grab the Treasure Chest you find to get a Crooked Seed, then back track to the north and head southwest into another part of this room and head up the stairs, grab the Treasure Chest here to get a Elephant Tusk and then enter the door to the north. Now when I tell you to, come back to this area. For now, head to the part below. Welcome back. Ok, now, head back to the previous area and talk to Genoa here.

She explains what happened, as Lady Medusa turned the whole place into Birds, as Bogard sees she's still alive. After explaining who Medusa is, which she's Lord Granz's Wife and Dark Lord's Mother, they learn that ever since she came to the Human World she's been getting weaker and weaker. Lord Granz seeked advice from Bogard and Kaseem and others on what to do, but no one would step forward and help her. After some time passed, she sunk into despair and has been losing her memory ever since. She went to the Dune Maze, the place where she and Lord Granz pledged their love for one another and if they can destroy the Alter Of Time, they may be able to save Medusa. So, after this, exit Devius Manor and back in Jadd, the Heroine will see a Bird and sees it's Lester.

Bogard's surprised and asks who, as she explains he's a Minstrel she met in Wendel and besides this, she doesn't question why he's a Bird now...anyway, she says that he said to follow him and so, prepare for anything that you might want to do and when you're ready, head south out of Jadd.

- Devius Manor 2F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Luna Icon x1 And Moon Coin x1.

Suggested Level To Train To: 25-38.

Ok, in this room, head west and grab the Treasure Chest here to get a Luna Icon, then head north up the stairs and grab the Treasure Chest here to get a Moon Coin. Then head south out of this room and at this time,

head back up to the section above this one.

- H. The Never Ending Jadd Desert...Chasing Medusa! [TNEJ7.8] -

- Jadd Desert

Enemies In The Area During The Day: Cobra, Cockatrice, Polter Box And Sand Scorpio.

Enemies In The Area During The Night: Cobra, Cockatrice, Moon Cyclops*, Polter Box And Sand Scorpio.

Items To Get: Angel Grail x1, Chocolump x1, Fire Coin x1, Granz Steel x1, Oblong Seed x1, Red Moon Horn x1 And Small Seed x1.

Suggested Level To Train To: 25-42.

* Moon Cyclops only appears on the screen north of the area where all those Polter Boxes are at Night on Luna Day. Again, please remember that he may still be more than a match for you at this point and to take him VERY seriously and understand that he can kill you in just a few hits. Fight him at your own risk and don't say I didn't warn you. *

As you enter the Jadd Desert, head southeast into the next area. In this area, head northeast and grab the Treasure Chest you find to get a Chocolump, then if you head east into the next area and then north into the next area, you won't be able to continue on, due to the poison mist here. So, instead, head south into the next area and in this area, head southeast and you'll see 2 trees. Walk around them in a figure 8 like way and the sand to the north will stop to open a path to a cave. (Also, since you just solved this, if you go and talk to Mr. Cannel back in Jadd you'll complete a Side Quest.) Anyway, at this time, please head to the section below this one and come back to this section when I tell you to. Thanks.

Welcome back. Ok, once outside again, head south into the next area and in this area, fall into the quicksand and you'll re-enter the Dune Maze. Again, head to the section below this one again and continue from there and come back here when I tell you to. Alright, again, welcome back. Now, you'll come back out where you just were previously, so head south and in this area again, head west past the quicksand and you'll see a new opening to enter. Now, again, head down to the section below this one and come back when I tell you to. Ok, now, back outside once again, head west to get a Treasure Chest that holds a Fire Coin, then make your way east and grab the Treasure Chest here for a Baobab Wood. Then, head into the Cave to the north and again, head down to the section below this one and continue from there and come back here again when I tell you to down below.

Ok, again, welcome back. Back outside now, head north into the next area and in this area, head north into the Cave and again, head down to the section below this one and come back here when I tell you to. Ok, welcome back. Again, outside now, head east and grab the Treasure Chest here to get a Red Moon Horn, then head north and Equip Jinn and use his Magic Attack on the Stone Seal, then enter the Cave. Again, head down to the section below this one and continue from there. Alright, welcome back once again. Outside once more, head east into the next area, then in this area, head east to find a Treasure Chest which holds a Angel Grail. (Also, this is the area that the Moon Cyclops appears in, if you wished to know.) Next, head southwest and enter the next area, watch out for a bunch of Polter Boxes. The only real Treasure Chest is the one farthest to the

southeast and this one holds a Granz Steel.

After this, head southwest into the next area and in this area, grab the 2 Treasure Chests here to get a Small Seed and a Oblong Seed, then, head west and enter the Cave here. Again, please head to the section below this one and read from there and come back here when I tell you to. Alrighty, back outside now, head back to the previous area where all the Polter Boxes are, then head north and enter the Cave to reach the Alter Of Time.

- Dune Maze -

Enemies In The Area During The Day: Cobra, Cockatrice, Goblin, Polter Box, Sand Scorpio, Shadow Zero And Silkspitter.

Enemies In The Area During The Night: Cobra, Cockatrice, Goblin, Polter Box, Shadow Zero And Skeleton.

Items To Get: Animal Bone x1, Axe x1, Baobab Wood x1, Elephant Tusk x1, Jinn Spirit x1 And Sultan Silk x1.

Suggested Level To Train To: 25-42.

Once you're inside the Dune Maze, follow the path and use your Flail to cross over to the otherside. The Treasure Chest here is actually a Polter Box, so be careful, but the Treasure Chest near the exit to the south is a real one and it holds a Sultan Silk. After you get this, head south out of this place and at this time, head back up to the Jadd Desert Section and return here when I tell you to. Welcome back. Ok, just follow the path here and hit the 2 switches on the ground and exit this place. Then, after this, head back up to the section above this one and come back here when I tell you to. Well, welcome back again. In this area now, grab the Treasure Chest nearby to get a Baobab Wood, then use Gnome's Attack Magic on the Stone Seal here, then head east and hit the switch you see, then head south and exit this place. Now, head back up to the section above this one and come back here again when I tell you to.

Ok, back in this area again, (Sorry, I must REALLY sound like a broken record by now, huh? Heh.) follow the path and enter the door to the north and take out the Goblins here to get the Axe Weapon. Use it if you wish, so you can Level it up, but it's your call. Next, head north into the next area and hit the switch here, then head back into the previous area and then head south back into the other area. In this area, head south here and hit the switch, then head north and hit the switch here and then head west and collect the Treasure Chest now to get a Elephant Tusk. After this, head east and then exit this place. Again, head back up to the section above this one and continue on from there now.

Welcome back. Ok, inside this Cave, take out all the Cockatrices, then a scene will take place as Jinn, The Wind Spirit will join you, as thanks for freeing him from the stone that the Cockatrices put him in. (Also, you'll get #28 in your Memo now.) After this, head north into the next area and in this room, step on the switch and then exit this place. Again, head back up to the section above this one now and come back here when I tell you to. Welcome back again. Well, there's nothing in this area, exit a Treasure Chest to the north which holds a Animal Bone, so get that, then Save at the Silver Goddess Statue, then exit this place to the east and at this time, head back up to the section above this one and continue on from there and return here once I tell you to in the above section.

Ok, back in this area again, head east and cross over to the otherside using the Flail and then head west and watch out, as the Treasure Chest

here is a Polter Box. So, destroy it, then step on the switch and exit this place. Again, head back up to the section above this one and continue from there.

- Alter Of Time -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Altena Alloy x1, Black Bone x1, Chocolump x1, Dion Wood x1, Maia Lead x1 And Marble x1.

Suggested Level To Train To: 25-42.

Once you enter the Alter Of Time, grab the 2 Treasure Chests to the north to get a Chocolump and a Marble. Then, Save and heal up at the Gold Goddess Statue and make a note later on to come back here when you have the Tiny Tapper and go behind the Gold Goddess Statue to find 4 Treasure Chests, which hold a Black Blone, a Dion Wood, a Maia Lead and a Altena Alloy. Anyway, when you're ready, head north and Bogard and the Heroine rush in, seeing the Hero and Lester standing over Medusa. After asking if she's still alive, Bogard has the Heroine heal her, as Medusa comes to and it becomes apparent that Medusa has regained her sanity. Apparently, she is Granz's Wife and once Granz left she became obsessed with him and needed to hear his songs again and again. In doing so she transformed Ministrels into Birds and put them in Birdcages.

They urge her not to talk, but she tells them she's dying anyways, as she gives the Hero Lord Granz's Lute and then dies. Just then, Devius and Dark Lord enter, as Devius asks what they're doing here and suddenly sees his mother laying dead on the floor. Angry now, he decides to have Dark Lord take the Key to the Mana Sanctuary and leave, but he tells him it's not good. After some more talk, Dark Lord decides to leave this to Devius and leaves, as Devius decides to attack everyone, but Bogard takes the hit and disappears. Devius then decides that he'll unleash his wrath on you...but he'll do it at his Manor. Uh, alright...anyway, he tells you to come there, as he hits Amanda with something, then leaves. Amanda appears to be in pain, as the Heroine tells her to hang on, but she's transforming into a Medusa.

She asks for Lester to help her, but suddenly attacks the Heroine, as the Hero tells her to try and remember who they are and she tries to and does, but she can't keep her sanity for long, since she'll become like Medusa soon. She asks the Hero to kill her, so she can be put out of her misery and he meekly agrees to it. Just attack her with your Sword and afterwards, he asks the Heroine to heal her and she does, barely bringing Amanda back. She has them use her blood to restore Lester and he returns, just to see her final moments. She dies and the Hero curses himself for not saving her. Though, both the Heroine and Lester tell him he did all he could for her and that looking at her face, she looks happy now. They decide to go after Devius, then Dark Lord, since they have to save Bogard. After this, the group appears at Devius Manor.

They all comment on what happened, how Dark Lord and Devius were the sons of Medusa and all, as Lester gives the Hero Amanda's Blood, which is used to help return all the Minstrels back to normal. Then, the Heroine asks the Hero if he remembers how Devius was in Wendel and how sad he was when Lester sang and mentions that both are now sad and however this ends, she has a feeling he'll regret it. He understands and decides to let her handle this, as Lester joins you. After this, you'll enter Devius Manor.

- I. Assault On Devius Manor! [AODM7.9] -

- Devius Manor -

Enemies In The Area During The Day: Cockatrice, Mindflare, (Boss.) Polter Box, Shadow Zero, Tin Knight And Werewolf.

Enemies In The Area During The Night: Mindflare, (Boss.) Polter Box, Shadow Zero, Specter And Werewolf.

Items To Get: Angel Grail x1, Chocolump x1, Dark Coin x1, Granz Steel x1, Gumdrop x1, Gummi Frog x1, Long Seed x1, Luna Spirit x1 And Magic Walnut x1.

Suggested Level To Train To: 35-43.

Once you're inside Devius Manor, head to Medusa's Room, to the north in the second area and talk to Genoa, as she asks about Lady Medusa. After the Heroine tells her, she tells you about Devius waiting for you and she'll open the door nearby. Talk to her again to get a clue about bells opening doors in this place, then enter the door and get ready. First, follow the path and once you see a gear to the south, jump on it and head west and enter the next room to the south. In this room, hit the bell to the east 3 times and you'll hear a sound, then head south into the next area and in this small area, grab the Treasure Chest here to get a Magic Walnut. Next, backtrack to where you jumped on that gear and now head north into the next area and in this area, follow the path and grab the Treasure Chest you see to get a Long Seed, then continue on and head into the next area.

In this area, just head south into the next area and in this area, head south into the next room. In this small room, just grab the Treasure Chest, which holds a Angel Grail, then backtrack to the previous room and head west across the gears and enter the room to the north. In this room, just grab the Treasure Chest you see to get a Gummi Frog, then head north into the next area and in this room, head south and use Jinn's Magic Attack on the Stone Seal, then head up the stairs into the next area. In this area, again, use Jinn's Magic Attack on the Stone Seal and head north now and grab the Treasure Chest here to get a Chocolump, then head east and grab another Treasure Chest, which holds a Wind Coin. Next, head south and destroy the Metaball, then head west up the stairs into the next area.

Now, in this area, head south and enter the door to the north and in this area, head south and hit the left bell 2 times and the right bell 1 time. Then, grab the Treasure Chest to the east to get a Granz Steel, then backtrack to where you destroyed the Stone Seal before and this time, head east and enter the door here. In this area, follow the path and head west when you can across the gear and head north into the next area and in this room, follow the path and ignore the Treasure Chest, as it's a Polter Box and just head north and enter the door here. In this room, head to the east and west to grab 2 Treasure Chests, which hold a Gumdrop and a Dark Coin. Then, you'll have to hit 4 bells here. First, his the northwest bell 3 times, then the northeast bell 2 times, then the southeast bell 1 time and then the southwest bell 2 times.

After this, the door SHOULD open, so enter the room and in this area, Save and heal up at the Gold Goddess Statue, then head north through the door and a scene will take place. The Heroine will find Bogard and Bogard

learns that everyone but Amanda is ok and he's sad to hear about it. The Heroine tries to free him, but she can't and Bogard explains that unless Devius is killed, his lock on this cage won't break. He tells the Heroine that he's doing this as payback, since he didn't save Medusa when he could've, using Mana Power, but he'd be like Vandole if he did. Bogard goes on to explain that Devius and Dark Lord view him and the others are the bad guys because they "hoard" Mana Power, as the Heroine tells him she'll go to talk to Devius.

After this part, you'll regain control of the Heroine, so head east and then north and enter the door here. You'll find Devius and after some small talk, you'll fight him. For a strategy on him, head to Section VIII. Boss Guide, B. Heroine's Bosses, otherwise, fight this yourself and move on. After the Battle, Devius tells the Heroine to finish him off, but she won't and Devius thinks he wants him to feel fear and pain, but the Heroine tells him that's not it, as the first time she met him, he was kind, yet sad, back in Wendel, as Mystery Man's Voice asks Devius if he wants it to end. The Heroine recognizes it as Julius and Julius tells Devius the Heroine wants him to live so for a stupid reason so he can feel weak and whatnot. The Heroine tells him that's not true, but Julius asks him to kill him then, as that is his last wish.

The Heroine refuses and Julius offers him some Elixer Of Life to heal him, but even Devius refuses it and tells him he'll decide his own fate. He explains to the Heroine that things would've been different if they met under different circumstances and tells her to walk her own path. Julius thinks he's died, just as Goremand appears and eats Devius's Soul! He quickly disappears, as the Heroine is surprised, then the scene fades out. It comes back in, as the Hero, Heroine, Lester and Bogard appear outside and all remember the ones that were lost and the Heroine sees they couldn't save any of them in the end. Lester asks the Hero if he can sing a song for everyone and he agrees and gives him Lord Granz's Lute to use for it.

As Lester plays, his song is heard across the world and it shows that the poison mist back in the Jadd Desert is now gone, as well as a scene with Dark Lord, Julius, Isabella and Goremand. Afterwards, Genoa appears and tells everyone who she is and gives the Heroine Luna, The Moon Spirit, as it was once Medusa's. The Heroine asks why she's doing this Genoa tells him it's fine and to make sure Dark Lord gets what he deserves and she leaves. Luna gives the Heroine some encouraging words about looking ahead and not to mope about in the past, as she joins him. (You also get #24 in your Memo now.) After this, Bogard asks to be alone for a while and to head to Granz Castle without him. The Heroine wishes to stay behind and wait for him, so the Hero and Lester move on, as the the Heroine goes back to Bogard. He comments on how he failed Granz again and can't save his friends, as he spots the Heroine and she apologizes for eavesdropping.

He suggests they get going, as he joins you now and if you have any more business left to do in either Jadd or Menos Village, do it now and once you're fully prepared, head back to the place in the Jadd Desert that was where the poison mist was (It's near the entrance, just head east twice, then north.) and we'll go from there.

- J. Cascade Cave And Mt. Illusia Lead To Granz Castle! . . . [TRTG7.10]-

Enemies In The Area During The Day: Assassinant And Wood Cyclops*.
Enemies In The Area During The Night: Specter.
Items To Get: Angel Grail x1, Gumdrop x1, Holly Wood x1 And Long Seed x1.
Suggested Level To Train To: 35-45.

* Wood Cyclops appears only on Dryad Day during the Day in the area from the start: north, then west, then north. Again, I warn you that he is fairly strong, but at this point in the game, you SHOULD be able to sort of stand up to him. Again, fight him at your own risk and if need be, browse The Walkthrough upwards for my other warnings on the Cyclops. It's your call, again, but don't say I didn't warn you. *

As you enter this area, head north without jumping up any ledges into the next area and in this area, grab the 2 Treasure Chests here to get a Long Seed and a Holly Wood. Next, head east and exit to the south and back in this area, head north up the stairs back into the other area again, but a different part this time. In this area, follow the path and head north and in this area, grab the Treasure Chest you see to get a Chocolump. (Either jump down or go by the rock structure to the west, as you can move behind it.) Then, head back to the previous screen and head west this time into the next area and in this area, head west, then south and then east into the next area.

In this area, just head south and get the Treasure Chest here which holds a Gumdrop, then backtrack to the previous screen and head north and grab the Treasure Chest you see to get a Angel Grail, then head north into the next area. In the next area, follow the path and head north into the next area and in this area, Save at the Silver Goddess Statue if you wish, then enter the Cave you see.

- Cascade Cave -

Enemies In The Area During The Day: Boison Vine, (Boss.) Bumpkin, Full Metal Haggar, (Boss.) Gloomoth, Marlboro, Killer Pansy And Spiny Cone.
Enemies In The Area During The Night: Boison Vine, (Boss.) Bumpkin, Full Metal Haggar, (Boss.) Gloomoth, Killer Pansy, Malboro And Spiny Cone.
Items To Get: Animal Bone x1, Charcoal x1, Crooked Seed x1, Dryad Spirit x1, Flat Seed x1, Granz Steel x1 And Jadd Hemp x1.
Suggested Level To Train To: 38-48.

As you enter this place, head northeast and enter the door here and in the next area, follow the path north, then go west to find a Treasure Chest, which holds a Animal Bone. Next, head northeast into the door and in the next area and in this area, head west and before you exit this area, head south into another area. In this area, head east and grab the Treasure Chest you find to get a Granz Steel, then backtrack to the previous area by cutting down the vines with your Sword and head west now. In this area, head north and grab the Treasure Chest you see here to get a Crooked Seed, then head east into the previous area, but you'll end up in a high up place this time and just head north into the next area now.

In this area, head west to grab a Treasure Chest, which holds a Flat Seed, then head north, then west and then southwest until you see a Stone Seal. Use Luna's Attack Magic on it, then enter the door and in this small area, grab the Treasure Chest, which holds a Charcoal. Next, exit this place and head northeast into the next area and in this area, head northwest into

the next area. In this area, head west and go up the stairs and if you head north towards the vines across the door and try to cut them down, the Heroine will comment that it's no use and they just grow back. Bogard suggests they find another route, so, head east now into the next area to find a Gold Goddess Statue, so Save and heal up if you wish, then when you're ready, head east into the next area.

As you enter the next room, Julius talks to the Heroine and Bogard, telling them that their hands also have blood on them now and he appears, but it's not Julius, but instead Julius's Shadow. He tells the Heroine that with all the blood on her, she's qualified enough to join him and asks her to join the Vandole Empire. Bogard and the Heroine comment on this, as the Heroine asks him what he's trying to do and he tells her he wants Mana Power. She gets mad, as she runs and slashes at Julius's Shadow. It disappears, as Julius laughs that it was always in her nature to fight. He then summons one of his Monsters to fight you, as you enter a Boss Battle. If you'd like a strategy on this, head to Section VIII. Boss Guide, B. Heroine's Bosses now or fight this yourself and then move on.

After the Battle, Dryad, The Wood Spirit, appears and Bogard sees it's a Spirit. After some small talk with the Heroine asking Dryad to help them get out of this Cave and to Granz Castle, it agrees, so, head west back to where the Gold Goddess Statue is, Save and heal up, then head west again and in the next area, head west and head back to the vine you couldn't cut down before. Attempt to now and Dryad will appear and clear the vines for you. She then decides that's all she can do and decides to leave, but Bogard tells her they'll all go together, as she comes back and asks if that's ok and the Heroine asks for her help. She's surprised they want her help, but decides why not and joins you. (You also get #27 in your Memo.) After this, head north through the door and in this area, grab the Treasure Chest to the west to get a Jadd Hemp, then head south to exit this place.

- Path To Mt. Illusia -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 40-51.

Not much here, just Save and heal up at the Gold Goddess Statue if you need to, then head northwest and enter the Cave here.

- Mt. Illusia -

Enemies In The Area During The Day: Bumpkin, Cherry Slime, Gloomoth, Gray Ox, Howler And Tin Tortoise.
Enemies In The Area During The Night: Bumpkin, Cherry Slime And Howler.
Items To Get: Angel Grail x1, Animal Bone x1, Big Seed x2, Chocolump x1, Gnome Icon x1, Granz Steel x1, Gumdrop x1, Gummi Frog x2, Jinn Icon x1, Morning Star x1, Magic Walnut x1 And Marble x1.
Suggested Level To Train To: 40-51.

As you enter Mt. Illusia, head north and hit the two Stonehedge Heads until they smile, then enter the door to the north. In this area, follow the path and grab the Treasure Chet you see to get a Gummi Frog, then

follow the path and exit to the south and back outside. Once outside, make sure you hit all the Stonehedge Heads all have no facial expressions, then head west and enter the Cave here. Inside the Cave, just follow the path and exit to the south and back outside and head up the stairs and jump down to grab a Treasure Chest, which holds a Marble, then jump back onto the path by jumping to the south and head west behind a rock structure and head west into the next area.

In this area, grab the Treasure Chest to the west to get a Big Seed, then Save and heal up if you wish at the Gold Goddess Statue, then head back to the previous screen now and head north. Use Dryad's Attack Magic on the Stone Seal here, then grab the Treasure Chest nearby to get a Gumdrop, then enter the Cave to the north. In this Cave, follow the path and grab the Treasure Chest to the south that's sort of hidden to get a Jinn Icon, then exit this place to the south. Outside again, head up the stairs to the north, then jump off the ledge to the south and follow the path to the northeast to find 2 Treasure Chests, which hold a Gummi Frog and a Angel Grail.

Next, backtrack to where you were before you leaped down and head north now and you'll see a Stonehedge Head that's frozen. For now, ignore it and head northwest to find a Treasure Chest which holds a Magic Walnut. Then, head north into the next area and in this area, take out the 5 Tin Tortoises and you'll get the Morning Star Weapon. Equip it if you wish, then enter the Cave that just opened up and inside, hit the Stonehedge Head until it has a angry face on it, then leave the Cave and backtrack to where you passed that other Stonehead Head a moment ago. Now, head into the Cave near it that's opened now and inside, make all 4 Stonehedge Heads have angry faces and enter the door to the northwest and in this room, grab the 3 Treasure Chests here to get a Granz Steel, a Chocolump and a Big Seed.

Then, backtrack to the previous area and make all the Stonehedge Heads have sad faces now and head through the door to the northeast. In this area, head north up the ledge and grab the Treasure Chest you see to get a Gnome Icon, then head southeast and exit the Cave. Outside again, head east and jump up onto the ledge to get a Treasure Chest which holds a Animal Bone, then head east into the next area to reach Granz Castle.

- K. The Assault On Granz Castle...Dark Lord's Fall [TAODL7.11] -

- Granz Castle Bridge -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 42-51.

As you enter this area, the Heroine will comment on how this is Granz Castle, as Bogard makes a comment on it as well. After some more talk, you regain control of the Heroine and DO take note that IF you enter Granz Castle now, ANY Side Quests I mentioned in Section XX. Side Quests that can't be done once you enter Granz Castle, means they can't be done ONCE you enter the castle, so, IF and WHEN you are ready, head east into the next area and you'll enter Granz Castle.

Enemies In The Area During The Day: Anthrosect, Chobin Hoodlum, Dark Lord, (Boss.) Duck General, Garuda, (Boss.) Granz Soldier, Granz Wizard And Polter Box.

Enemies In The Area During The Night: Anthrosect, Chobin Hoodlum, Dainslaif, Dark Lord, (Boss.) Garuda, (Boss.) Goblin Guard, Granz Soldier, Granz Wizard And Polter Box.

Items To Get: Angel Grail x1, Animal Bone x1, Chocolump x2, Dudbears Gold x1, Gator Skin x1, Gold Key x1, Granz Steel x2, Gumdrop x1, Gummi Frog x1, Long Seed x1, Magic Walnut x3, Round Seed x1, Silver Key x1, And Spear x1.
Suggested Level To Train To: 42-51.

As you enter Granz Castle, the doors lock and the Heroine sees this and Goremand tells them that Dark Lord is waiting and that they won't need a way back. After some more talk, you'll regain control of the Heroine once more. So, first, Save and heal up at the Gold Goddess Statue nearby, then head north into the next area and in this area, head west and then south and jump over the railing here and head south back into the previous area. Once here, grab the Treasure Chest which holds a Magic Walnut, then head back to the previous area and head east and do the same thing here, going over the railing and heading south. In this area, grab the Treasure Chest that holds a Chocolump.

Then, head back to the previous area and head west and enter the door to the far west and in this area, head southwest and jump over the railing to get a Treasure Chest, which holds a Angel Grail, then head back to the previous area and now head east all the way and enter the door here. In this room, head south and enter the next area and in this area, follow the path and if you wish, check the jail cell to the south to find Willy. She sees it's him and calls to him, as Willy sees it's the Heroine and is amazed she's alive. Bogard tries to break the door down, but the Heroine sees it won't open, as a Bird comes in.

The Heroine sees the Bird has a Gold Key and a Silver Key in it's mouth and she thanks it, as she frees Willy. After this, he thanks the Heroine and Bogard comments on how well he survived, though, he mentions the Hero, as he was a friend and how he mentioned her alot. She tells Willy she met him and he's doing fine and even on his way here, as Willy is happy and asks to join you and she allows him, so, Willy joins you. Bogard decides to go free the other slaves and tells you to go to Granz's Room, as you regain control of the Heroine. So, after this, head east and grab the Treasure Chest here to get a Chocolump, then, if you managed to complete all the Side Quests concerning Vega, head north and you'll find a Granz Soldier there and it's Vega. Talk to him and he tells you that he became a Granz Soldier, but he's nothing more than a decoration and he's sorry he was so cocky towards you.

He realizes that you had kindness even towards him and he's going to make something better of himself and thanks you by giving you a Dudbears Gold. (Also, you just completed another easy Side Quest, IF Vega is here and you talked to him.) After this, backtrack to the previous area and then backtrack to the other previous area and back in the main hallway, enter the door to the north, after you use the Gold Key. In this area, head north and watch out for the spikes in the floor and enter the door to the north and in this area, head north and check to the east and west for 2 Treasure Chests that hold a Magic Walnut and a Animal Bone. Then, head north into the next area and in this area, take out the 4 Granz Soldiers

and you'll receive your final Weapon, the Spear. If you wish, use it for not, but either way, head north into the next area and in this area, don't bother with the Treasure Chests to the east and west, as they're Polter Boxes and instead, head west and then north through the door.

In this area, head northeast and grab the Treasure Chest here to get a Granz Steel, then head southeast and then north and then before exiting this area, head west to find a Treasure Chest that holds a Gumdrop, (Also, ignore the Treasure Chest to the far east, as it's just a Polter Box.) then head north and grab the Treasure Chest right near the edge of the screen to get a Long Seed, then head north into the next area. In this area, head northwest and enter the open door here and in this room, watch out, as there's 4 Treasure Chests, but 2 of them are Polter Boxes. Either way, grab the 2 real Treasure Chests here to get a Granz Steel and a Gator Skin.

Next, exit this room and ignore the open door to the far east, as it's just a room with Monsters inside, so, now, enter one of the closed doors nearby and you'll see a scene. As the Heroine and Willy enter the room, everyone has a "joyious" reunion, as Willy sees the Hero's alive comments on this and about Amanda, since she escaped recently. The Hero tells him she didn't make it and he's shocked and the Hero tells them they need to do something so others don't die. After Lester introduces himself to Willy, Bogard comments on that the Heroine is the only one who can stop Dark Lord now and after more talk about trying to find Lord Granz, even if there's the tiniest hope he's alive, the Hero will join you. Once you have control over the Heroine again, check the bookcase to the northwest and read Lord Granz's Diary 3 times, then the Hero will see one is out of place.

Choose to insert it, then leave the room and head north up the stairs and into the door. In this area, head northeast and enter the door here and in this room, head west and jump over the railing and grab the 3 Treasure Chests here to get a Magic Walnut, a Gummi Frog and a Round Seed. Then, Save and heal up at the Gold Goddess Statue back to the east and when you're ready, head west into the next area. Once outside, head up the stairs and you'll enter a Boss Battle. If you want a strategy, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight it yourself and continue on afterwards. After the Battle, head to the east and in the next area, Save at the Silver Goddess Statue, then head east to find Dark Lord, Isabella and Goremand, as a scene takes place.

Dark Lord asks the Heroine if she's come here for the Key to the Mana Sanctuary, but she tells him she's come to talk with him. Though, he tells her to save her breathe, as she tells him that when she last spoke to him, she didn't get a bad feeling from him and he sees she's recognized greatness now, as he's neither good or bad, but just on a path of his own. Hero comments on how violence solves nothing and that he understood what Lord Granz meant finally, as Dark Lord tells about how he was the Consul General's Son and everything was given to him and he has no right to take away what he wants. He goes on about how with Mana Power, he will have what's his, but the Heroine tells him to wake up, as they can't let another Vandole appear. Though, he gets tired of this and then tells Isabella and Goremand to not help him in this and tells them they're both weeds that need trimming, as he attacks you.

You'll enter another Boss Battle at this point, so if you want a strategy, head to Section VIII. Boss Guide, B. Heroine's Bosses, otherwise fight this yourself, then move on. After the Battle, Dark Lord lays dying, as Isabella appears and he tells her to remove his mask. (I

swear, this feels like a moment from Star Wars here. Oh my God, spoiler for Star Wars. Eh, oh well, if you haven't seen the movies yet, stop living under a rock already and do so.) It's revealed he looks just like Devius and that because of that, it didn't matter even how he and Devius were treated. He then laughs at how funny it all was, as they tried to save him, but it wasn't enough in the end. Isabella tries to stop him, but he tells her she must stop Julius and that he wanted to be with her.

Wonderful, so Dark Lord wasn't evil, just misguided. Well, at least this doesn't involve God like so many games have since circa Final Fantasy VII here. Oh, wait, maybe it does...anyway, Goremand enters and decides to feast on Dark Lord's Soul. He tells the others not to interfere and holds the Hero and the Heroine in place and asks Isabella for the Pendant, but she refuses, since she won't sink that low and is surprised at how stupid Goremand is. After he goes on and on about eating souls and death, he eats Dark Lord's Soul and then jokes about both him and Devius, as Isabella becomes pissed and transforms, but you don't see the outcome of it. The screen fades out and then in, as a woman finds the Hero and Heroine. After having another pointless dream, the Heroine wakes up...

- L. The Beautiful Desert Of Glass...A New Objective [TBD07.12] -

- Town Of Ishe -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Cancun Feather x1, Dudbear x3 And (Name Of Spirit Here.) Spirit x1.

Suggested Level To Train To: 45-53.

Side Quests Available: #39, #40, #41, #43, #44 And #45.

After the Heroine wakes up, you'll gain control of her, so, talk to everyone to learn what happened, then talk to Cibba, who is here as well and alive and kicking. Apparently, Selah, an old friend of Cibba's and Bogard's found Cibba and the rest and helped them recover. The Heroine comments on how she couldn't save anyone in the end, no one and she's powerless, though, Cibba mentions how he wishes he knew it all and could save them, but he's not. Willy mentions the sandstorm is clearing up, then a Bird enters, as Cibba tells them that the Bird told him that Julius has the Pendant now and he can enter the Mana Sanctuary with it. The Mana Women protected it with their lives, but now...well, guess it's over.

Though, the Heroine asks him to tell her where the Sword Of Mana is and knows she may not be ready for it, but Cibba tells her it's in the Subsea Volcano. Thing is, the Sword Of Mana chooses its user and Willy thinks it'll help them, since Julius is one that deserves to die, as Cibba tells them they have to take responsibility for what happened and Bogard and the Heroine comment on the ones who died. Cibba then mentions that the path to Subsea Volcano isn't easy, but the Heroine tells him she has to try anyway, as Willy tells the Heroine they should go there now as well. The Heroine is surprised Willy is going, but he's doing it to protect her and Cibba tells her it'll be easier for Mana Clan Members to find the Sword Of Mana. With that, the Hero decides to go with Lester and you gain control of the Heroine again, along with Willy with you now.

If you wish, talk to Cibba to learn about a whole bunch of things, but

it's not needed. Head outside and you'll be in the Town Of Ishe. There's a few Side Quests to do here, so let's locate those and then get back on task, shall we? First, if you took up the Side Quest WAY back in Topple Village to help Luke find his dad and have been keeping up with it, find Yakov to the southeast of Ishe and talk to him to learn Marco's at Lorimar Castle now, since he'd take any job, regardless how dangerous it was and because he needed money. Next, head into the Ishe Blacksmith and talk to Ghamdi and he'll ask you for a random Fruit. If you need help or want more on this, check Section XX. Side Quests for more.

Next, head into the Ishe Inn and talk to Mahar and accept his request to find Bubu Worms on Monsters that he needs for Medicine. Also, if it's Night, head northeast and talk to Asaad and depending on the Day and if you have enough Dudbears Gold, you can partake in a Side Quest here. Again, for more information head to Section XX. Side Quests for help on both of these. After this, again, if it's Night, outside the Ishe Inn talk to Mutsu and if you buy a Dudbear from him for 40,000 Lucre, you'll complete another Side Quest here. You can buy 2 more, but, at 40,000 Lucre a pop, eh, it's your call. Next, head into the Ishe General Store and talk to Chekov and accept his request for another Side Quest.

Also, talk to Abdul for another Side Quest. Again, if you want help on these two, head to Section XX. Side Quests for more information. Anyway, once you're done and ready, (DO remember about Asaad and the Spirits, as you WILL want to get all 8 from her.) head south out of Ishe and into the Glass Desert.

- Glass Desert -

Enemies In The Area During The Day: Basilisk.

Enemies In The Area During The Night: Basilisk.

Items To Get: Chocolump x1, Gummi Frog x1, Long Seed x1, Magic Walnut x1, Moon Geode x1 And Oblong Seed x1.

Suggested Level To Train To: 45-53.

Once you enter the Glass Desert, head south and then east up the stairs, then head southeast into the next area and in this area, head south into the next area. In this small area, head southwest and grab the Treasure Chest here to get a Chocolump, then head back to the previous area and head northwest into the other previous area and in this area, grab the 2 Treasure Chests that hold a Gummi Frog and a Magic Walnut. Then, jump down to the north and then head south into the next area and in this area, head south and then head up the stairs to the west and head north back into the previous area. In this area again, head north and grab the Treasure Chest here to get a Oblong Seed, then head back to the south and in this area again, head south and follow the path to the east at the end and grab the Treasure Chest here to get a Long Seed.

Next, head south into the next area. There's a Hot House here, so use it if you wish for whatever reasons and when you're ready, head south into the next area to reach the Ishe Armory. In this small area, just Save at the Silver Goddess Statue if you wish and check to the north part of the Cannon to find the Moon Geode. This is VERY well hidden and really impossible to find without being told. Anyway, talk to Prof. Bomb and tell him to fire away, so you can travel out of here. The Cannons you saw earlier in the game are the means of travel in Sword Of Mana, so get use to being launched out of these suckers. Anyway, you're supposed to go to Lorimar Castle now, but I suggest you first head back to Wendel so you can

do a few new Side Quests. (Plus, if you have the Black Mask from another Side Quest from earlier, you can go visit the Dudbears at the Abandoned Mine or you could do that other thing with it...)

So, let's head to Wendel first. Choose the Wendel Armory on your World Map and you'll blast off. Once you're at Wendel Cost, head into Wendel.

- Town Of Wendel -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Keepsake Necklace x1 And Tiny Tapper x1.

Suggested Level To Train To: 46-53.

Side Quests Available: #22 And #24.

Ok, once you're back in Wendel, make sure it's Night, then head to the Wendel Cathedral and you'll see a scene where Josse bumps into Inger and then runs off. Inger complains about her foot, then sees her Keepsake Pendant is gone. Go up and talk to her and agree to get the Thief, as this is another Side Quest. For more information on this, head to Section XX. Side Quests. After this, head into the Wendel Cathedral and talk to Pablo here if it's Day and if you give him 10 Chocolumps, you'll get a Dudbears Gold. Do this for a total of 5 times to get 5 of them! For more info, (Which, I doubt you'll need now.) head to Section XX. Side Quests. After this, head to the Wendel Armory and if you're ready, shoot yourself to Lorimar Castle, but be warned, once you go there, you can't go anywhere else until you finish that part of the game.

- M. The Frozen North...The Fate Of Lorimar Castle [TFNT7.13] -

- Snowfield -

Enemies In The Area During The Day: Snowy Rabite And Water Cyclops*.

Enemies In The Area During The Night: Snowy Rabite.

Items To Get: Flat Seed x1, Gumdrop x1, Jadd Hemp x1 And Undine Icon x1.

Suggested Level To Train To: 46-53.

* Water Cyclops appears on the screen 3 screens to the west from the Snowfield Armory. Again, understand that like all Cyclops, Water Cyclops is also VERY powerful. You can probably match him by now, but again, go at him at your own risk. For more locations and warnings on the various Cyclopes in the game and The Walkthrough, run a Ctrl + F search on "Cyclops". *

As you land in the Snowfield, you'll see that the Prof. Bomb here is completely frozen, so you can't go back just yet. For now, head west and open the Treasure Chest here for a Undine Icon, then Save at the Silver Goddess Statue, then head west into the next area. In this area, head west and in the next area, head west and grab the Treasure Chest you see to get a Gumdrop, then head back east and in the previous area, head northwest into the next area again. In this area, just head west and in this area, (Note: This is where the Water Cyclops appears during Undine Day during the Day.) grab the Treasure Chest you see to get a Flat Seed, then head north into the next area and in this area, just head northwest into the

next area. In this area, head east to find a Treasure Chest, which holds a Jadd Hemp, then head northwest into the next area and in this area, just head northwest to reach Lorimar Castle.

- Lorimar Castle -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Lorimar Castle Key x1.
Suggested Level To Train To: 49-53.
Side Quests Available: None.

As you reach Lorimar Castle, the Heroine comments on how this is Lorimar Castle and how quiet it is, as you enter it. Once inside, you'll notice everyone is frozen solid, just like how Prof. Bomb was. The only place you can go is north through the door, so, do so and once you do, a scene takes place. The Heroine wonders why everyone's frozen, as she sees King Lorimar, who's not frozen. He non-chalantly welcomes you to his castle, as the Heroine asks what happened. He explains they aren't dead and he's the only one left, but she mentions how they look it dead. Just then, Marley enters and explains he sold out to the Vandole Empire for his own gain, but he's shocked to see her and tells her he did it for the people. After some more talk about how he used an Evil Spirit and this was the fate of everyone and some melodramaticness, Marley tells them this is the state of affairs at the moment.

Though, the Heroine sees she's Marley, as she sees it's the Heroine and the Heroine's glad she's ok. Willy asks if they're friends and the Heroine tells him who she is and learns that Marley left Dark Lord, as he feared a rebellion and such and didn't want to stick around any long, though, she knows the Heroine stopped him. Marley tells her it's best to just continue on and not stop now, but the Heroine tells her they're going to the Subsea Volcano and ask if she knows it. She tells them they have to go through the Rocky Wilds, but since Prof. Bomb is frozen, you can't leave, but there is one way, which is to beat Malyris. The Heroine agrees to do it, as she has to do something and Marley sees he's determined and tells her Malyris is at Kahla Peaks and she gives her the Lorimar Castle Key. After some more talk, you'll regain control of the Heroine now.

For now, head south back into the previous room and don't bother going to the east and through the door, as there's nothing there at the moment, but feel free to unlock the door anyway. (Also, Save and heal up at the Gold Goddess Statue.) You'll want to head west and through the door here, then follow the path and exit north, as you'll appear outside. Once outside, head north to reach Kahla Peaks.

- N. Malyris, The Evil Spirit...Helping Lorimar Castle... . . [MTE7.14] -

- Kahla Peaks -

Enemies In The Area During The Day: Dragodon, Ice Leech, Malyris, (Boss.) Poto, Sabre Kitty, Sky Dragon And Tanpole.
Enemies In The Area During The Night: Dark Batmo, Ice Leech Malyris, (Boss.) And Sabre Kitty.

Items To Get: Ash Wood x2, Chocolump x1, Gumdrops x1, Gummi Frog x1, Lorimar Iron x1, Magic Walnut x1, Marble x1, Small Seed x1 And Water Coin x1.

Suggested Level To Train To: 48-55.

As you enter Kahla Peaks, head north and destroy the Icikill with your Sword to find a Treasure Chest, which holds a Gumdrops, then head west into the next area. In this area, head northwest and destroy the Icikill here to reach a Treasure Chest which holds a Magic Walnut, then head back to the previous area, as the area to the north leads to a dead end. Back in this area, head east and destroy the 3 Icikills here, then in this area, head northeast, grab the Treasure Chest here to get a Gummi Frog, then head northwest into the next area. In this area, head north to grab a Treasure Chest that holds a Water Coin, then head west into the next area and in this area, just head north into the next screen.

In this area, head north and grab the Treasure Chest you see by jumping up the ledges to get a Big Seed, then head east and take out the Icikill here to find a Treasure Chest which holds a Marble, then head northeast into the next area. Now, in this area, head northeast and destroy the Icikill here to find 2 Treasure Chests, which hold a Ash Wood and a Chocolump. Then, head west into the next area and in this area, head west and destroy the Icikill to the far west near a Treasure Chest to find another Treasure Chest. Open both to get a Ash Wood and a Small Seed, then head north to find another Treasure Chest which holds a Lorimar Iron.

Finally, head east into the Cave and once inside, Save and heal up at the Gold Goddess Statue, then head east, as you'll enter a Boss Battle. If you want a strategy, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight it yourself and move on. After the Battle, Malyris apparently wakes up and sees she came here for a reason, but overstayed her visit and thanks you for what you did. Just then, the curse is broken, as a blood rain falls all over Lorimar and frees the people from their prison of ice. They awaken and seek King Lorimar and see it was all his fault and King Lorimar sees this and asks Durac, his son, to take over for him. He agrees, but tells him his atonement will to be help rebuild the kingdom, as Marley walks off and Durac follows and tells her to stop.

He recognizes her as Pamela, his girlfriend, but she tells him he's mistaken. Apparently she was never frozen and it's been years since this took place, thus she has aged greatly. She tells him to just take over the throne and rebuild Lorimar, as that's all that matters now, as she runs off. Back outside, the Heroine and Willy see her run off, as you enter Lorimar Castle again.

- Lorimar Castle -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Barbecued Tail x1.

Suggested Level To Train To: 51-55.

Side Quests Available: #46 And #47.

Ok, well, once you're inside Lorimar Castle, due note that at this time, ALL Side Quests are open now to you. Most of them, though, mainly just the Spirit Upgrade ones won't be 100% available to you until you get a certain number of Spirits, so for more information on how to go about the Spirit Upgrade Side Quests now, please refer to Section XVII. Spirit List and

Section XX. Side Quests as well. Anyway, head south into the next area and in this area, head east and through the door, then head north and talk to Rooney here a few times and then tell him yes. He'll then ask you for Li'l Cactus, so agree to give him it and regardless to what he says, just give him it, as you'll get him back in a second. This is another Side Quest, so for more information, head to Section XX. Side Quests for more.

Next, if you've been keeping up with tracking down Marco, Luke's Father from WAY back in Topple Village, head north through the door here and talk to the Soldier to the northeast, as this is Marco. After he sees his son sent you after him, he eats the Barbecued Newt and tells you to tell his son not worry, as he's doing ok, but needs more time. He gives you a Barbecued Tail to give to his son, so, head back to Topple Village when you can and talk to Luke to complete this Side Quest finally. Next, exit back into the main hall of Lorimar Castle and head west through the door this time.

In this area, talk to Kaz and if you have any Geodes, he'll give you a Spirit for each Geode you have. Again, this is another Side Quest, so head to Section XX. Side Quests for more information. After this, head back to the Snowfield Armory, as Prof. Bomb is unfrozen now and if you are ready, you can head to the Rocky Wilds, but there is a few more Side Quests to do now. One in Ishe and the other in Wendel. That and there's the Spirit Upgrade ones, but it's your call. From here, you can only go to Ishe or the Rocky Wilds, so in order to go elsewhere, you have to go to Ishe first. So, let's just head back to Ishe, shall we?

- Town Of Ishe -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 51-55.
Side Quests Available: #42.

Ok, once you're back in Ishe, head to the Ishe Blacksmith and talk to Jahari and agree to his request to get him a Moon Drop. For more information on how to get it, please head to Section XX. Side Quests. Anyway, once you're done here, take care of any other unfinished business you may have, complete any Side Quests you wish and when you're ready, head to a Cannon and shoot yourself over to the Rocky Wilds.

- O. Heading Into The Unknown...The Path Opens... [HITU7.15]-

- Rocky Wilds -

Enemies In The Area During The Day: Denden Telza, Garuda, Griffon Claw, Pricklebeak And Wind Cyclops*.
Enemies In The Area During The Night: Gremlin, Night Sniper And Punkster.
Items To Get: Angel Grail x1, Chocolump x1, Dion Wood x1, Gumdrop x1, Magic Walnut x1 And Wind Geode x1.
Suggested Level To Train To: 51-59.

* Wind Cyclops appears on the screen that's from the Rocky Wilds Armory:

south, east, north, north on Jinn Day during the Day time. (He also appears in 3 other areas, surprisingly, and they're all right near each other.) Again, be careful when fighting this Cyclops, for like all Cyclops, he presents a rather good challenge. Though, if you've been Leveling Up at this point and Forging/Tempering your Equipment into the higher Levels, then you should have NO problem at this point. If not, then attack him at your own risk. *

As you enter the Rocky Wilds, Save at the Goddess Statue if you need to, then head south into the next area. In this area and throughout the Rocky Wilds, try and avoid the moving rocks here, as they can hurt you. Anyway, head east into the next area and in this area, head east into the next area and follow the path here to the end to find a Treasure Chest, which holds a Gumdrop. Next, backtrack to the previous area and once here, head west and use the Flail to grapple onto the stake and then head north into the next area. In this area, head northeast into the next screen and in this area, follow the path and grapple yourself across the ledges to find a Treasure Chest, which holds a Angel Grail, then, backtrack to the previous area.

Back in this area, head west into the next area and in this screen, use the Flail to cross over to the other side and head northeast to find a Treasure Chest that holds a Dion Wood. Next, head north using your Flail again and head into the next area and in this area, head north to find a flower pot, so, use it if you wish for the Hot House, otherwise, head back to the previous area and head west into the next area. In this area, cross over the gap using the Flail and follow the path north into the next area and in this area, as soon as you enter, head to the east to find the Wind Geode. Next, head northwest and grab the 2 Treasure Chests here for a Magic Walnut and a Chocolump, then, Save and heal up at the Gold Goddess Statue and then enter the Cave.

- Subland River -

Enemies In The Area During The Day: Ankher, Big Baby, Clincher Crab, Killafish, Kraken, (Boss.) Polter Box, Sahagin And Taxibird.

Enemies In The Area During The Night: Ankher, Clincher Crab, Killafish, Kraken, (Boss.) Polter Box And Sea Dragon.

Items To Get: Altena Alloy x2, Angel Grail x2, Animal Hide x1, Brownie Ring x1, Chocolump x3, Crooked Seed x1, Fish Scale x1, Gator Skin x1, Lorimar Iron x1, Magic Walnut x1, Oblong Seed x1, Round Seed x1, Snake Scail x1, Spiny Seed x1, Undine Icon x1 And Water Coin x1.

Suggested Level To Train To: 55-61.

As you enter the Subland River, head east to find a Treasure Chest, which holds a Chocolump, then head north and enter the next area. In this area, follow the path and head north into the next screen and in this area, if you have the Tiny Tapper, head north through the small hole and in this area, head north through the hole here and make your way northwest through it. Now, head northwest through it a bit and then use the Tiny Tapper again to return you to your normal state, then, try jumping upwards around the area and you'll be teleported to a room. Talk to Mr. Brown and you'll see that this is just a joke from Brownie Brown, the group that had a hand in Sword Of Mana. (The game you're playing, not the actual Sword.)

He jokes with you about who he is, then asks if you want something of his. The Duelle Jam and Sotherbee Citrus you can't take even if you try, so just ask for the Browine Ring. It's an Accessory and a DAMN good one at

that. Go and Equip it and check how much your stats all boost now. ^_^
After this, head south out of this area and back where you just were, grab the Treasure Chest here to get a Crooked Seed, then head through the hole to the north again and follow the path west and grab the 3 Treasure Chests here to get a Oblong Seed, a Altena Alloy and a Snake Scale. Next, head back to where you entered and head northeast now to find another Treasure Chest, which holds a Altena Alloy.

Next, exit to the south and back in this area, head west behind the waterfalls to find 2 Treasure Chests that hold a Magic Walnut and a Animal Hide, then head southeast, then west and use the Flail to cross over the pond here and head west into the next area. In this area, head west and leap up onto the ledge and watch out for a Polter Box here and grab the Treasure Chest here to get a Angel Grail. Next, head east and cross over to the other side using the Flail, then head west and you'll see a strange looking rock. Go near it to make it break, then head east again and cross over using the Flail, then head east back into the previous area, but in a different part and grab the Treasure Chest here to get a Chocolump, then head back west and in this area again, head north and then east into the next area.

In this area, examine the odd rock here to make it spurt water, then backtrack up to here again and head east across the pond using the Flail and then examine the rock here as well. After you backtrack back up here again, head north into the next area. In this area, head northwest behind the water fall and into the next area and in this area, grab the 4 Treasure Chests here that hold a Gator Skin, a Fish Scale, A Lorimar Iron and a Water Coin. Next, head back east into this area again and head east and if you broke all 3 of those rocks to drain the water, then the pond here will be empty. Jump down into it, then head north, jump back up and enter the next area.

In this area, head north across to the other side using the Flail and head southwest to find 2 Treasure Chests, but one is a Polter Box. Inside the real one is a Spiny Seed. After this, head north and ignore the Treasure Chest you see, as it's a Polter Box and head up the stairs and grab the Treasure Chest here to get a Ash Wood. Then, head east and examine the rock here to make it spurt water, then backtrack up to where you were and grab the Treasure Chest here to get a Undine Icon. Next, head back south and cross back over to where you entered this area and head east now, then before you leave the screen, head northwest to find a Treasure Chest which holds a Chocolump.

Then, head east into the next area and in this area, head east and grab the 2 Treasure Chests here to get a Angel Grail and a Round Seed, then Save and heal up at the Gold Goddess Statue and when you're ready, talk to Warbot, as you learn it's from the Vandole Empire and the Heroine wonders about it, as it suddenly comes to life and you're thrown into a Boss Battle. If you'd like a strategy for this, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight it yourself and then move on. After the Battle, head southeast back into the area you were just in before and Save and heal up at the Gold Goddess Statue, then head north into the Cave to reach the next area.

- P. Subsea Volcano...The Resting Place Of The Sword Of Mana . [SV7.16] -

Enemies In The Area During The Day: Cumulus, Efflite, (Boss.) Fire Cyclops*, Flame Moth, Grumpkin, Knollbear, Land Dragon, Polter Box And Tomato Man.

Enemies In The Area During The Night: Cumulus, Efflite, (Boss.) Flame Moth, Grumpkin, Knollbear And Polter Box.

Items To Get: Angel Grail x1, Chocolump x1, Fire Coin x1, Fire Geode x1, Fossil x1, Gator Skin x1, Gummi Frog x2, Jadd Hemp x1, Lizard Scale x1, Long Seed x1, Maia Lead x1, Rusty Sword x1 And Spiny Seed x1.

Suggested Level To Train To: 55-61.

* Fire Cyclops appears on Salamander Day during the Day time in the screen from the start of Subsea Volcano: north, north, north, east, north. Again, fight him at your own risk, though if you are strong enough by now, which I pray you are and if you have the Brownie Ring as well, then you should be able to easily take him down. *

As you enter this place, follow the path and head north into the next area. Now, be warned, this place is a pain in the ass and you will see what I mean very shortly. Basically, the lava here can hurt you and if you stand on it, it'll drain your HP FAST. Anyway, in this area, head northeast across the lava and grab the Treasure Chest here to get a Chocolump, then head northwest into the next area. In this area, head northeast into the next area and in this screen, grab the Treasure Chest here to get a Lizard Scale, then backtrack to the previous area. Back in this area, head west and destroy the Stone Seal here using Luna's Attack Magic, then head north into the next area.

In this area, be VERY careful of the Bomrans here, as once you get near them, they'll flash, then explode and they take off 1/2 of your HP. The best strategy here is to just get near it, then run away so the path is cleared. Anyway, just follow the path here and ignore the 2 Treasure Chests, as they're Polter Boxes and head into the next area. In this area, grab the 2 Treasure Chests that hold a Long Seed and a Gummi Frog. Next, jump down to the south and head south and follow the path and exit to the west and in this area, grab the Treasure Chest here to get a Fire Coin, then head back into the previous area.

Back in this area, head northeast and grab the Treasure Chest here for a Angel Grail, then a bit to the west, in the lava, is the Fire Geode. Then, head north into the next area and in this screen, if you have the Tiny Tapper, head north, then west across the lava and into the hole here and follow it around and exit to the west. In this area, grab the 2 Treasure Chests here to get a Gator Skin and a Fossil, then backtrack to the previous area and head northeast into the next area. In this screen, head northeast and enter the next area and in this area, head north across the lava here and slash at the wall to the northeast to find an Cave. Enter it and head west and head west into the next area.

In this area, follow the path and break the wall here as well and enter the Cave and in this area, grab the Treasure Chest here to get a Maia Lead. Then, backtrack to the room where you crossed over the lava to reach the Cave and this time, head west and in this area, head west and grab the Treasure Chest here to get a Spiny Seed, then head north, then head southwest into the next area and in this area, grab the Treasure Chest here to get a Gummi Frog, then head back to the previous area. Back here, head north and grab the Treasure Chest you see to get a Jadd Hemp, then head northwest and ignore the other Treasure Chest, as it's a Polter Box and break the rocks on the wall here and enter the Cave.

In this area, head north and Save and heal up at the Gold Goddess Statue, then, when you're ready, talk to the Warbot here and after a similar scene like back in the Subland River, you'll appear in a room with a Sword that's stuck in the ground. As the Heroine tries to see what it is, the path is blocked off by fire, as you enter a Boss Battle. If you'd like a strategy for this, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight it yourself and move on. After the Battle, the Heroine approaches the Sword and wonders if it's the Sword Of Mana, as Willy mentions how rusty it is and how it can't be. Though, the Heroine tells him it is and decides to take it back to Cibba, as you instantly appear back in Ishe.

- Town Of Ishe -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: None.

Suggested Level To Train To: 55-61.

Back in Ishe, you'll see a scene where Cibba asks if you managed to get the Sword Of Mana. The Heroine shows him it and after a explanation about how the Heroine was tricked, mainly that the Sword Of Mana is found in one's heart, not in a material. So, technically, the Sword Of Mana could be a tree branch if you had enough power. Ok...anyway, the Heroine understands that and Cibba and Bogard are happy that he finally realized that. Though, you also learn that Julius is infact Vandole and that he must be stopped, but exactly how, well, that's a problem. Since he has the key to the Mana Sanctuary, they can't stop him and the only other way there is via the Dime Tower, the bridge built by the Vandole Empire long ago, but it was destroyed. The Hero, Heroine, Lester and Willy comment on it, as all seems lost and Julius has won.

Though, Selah mentions to Bogard he should explain things now and Bogard agrees, mentioning that Dime Tower is infact still around, but Cibba put a barrier on it and even when you get in, it's not going to be a walk in the park to get through. Mainly, the whole tower is a huge challenge and to make it through alive will take a miracle. The Heroine and company agree to head for it, but before they leave, Selah offers them dinner and a night's rest, so they can be fully prepared for tomorrow. After a scene of them eating and the Hero and the Heroine out in the Glass Desert making a promise to one another, you regain control of the Heroine. Talk to the Hero to get him to join you, then, take care of any business you may have, such as Side Quests, Forging/Tempering, whatever and when you're ready, head north out of Ishe and into the Glass Desert.

- Q. Heading To Dime Tower...Going Through The Sealed Cave . [HTDT7.17] -

- Glass Desert -

Enemies In The Area During The Day: Kid Dragon, Skull Drake And Tyrranos.

Enemies In The Area During The Night: Dark Cyclops*, Fierce Face And Skull Drake.

Items To Get: Angel Grail x1, Ash Wood x1, Chocolump x1, Crooked Seed x1,

Gumdrop x1, Gummi Frog x1, Light Geode x1, Magic Walnut x1, Marble x1, Obsidian x1 And Shade Icon x1.

Suggested Level To Train To: 55-61.

* Dark Cyclops appears on the screen to the east of the start of the Glass Desert during Mana Holy Day at Night time. Again, if you aren't up to par in Equipment or Levels, don't challenge him and yet again, fight him at your own risk. Don't say I didn't warn you. Though, by now, you SHOULD be able to handle him and the rest of the Cyclopes. *

As you begin this area, head east into the next area and in this screen, make sure it's Night time, otherwise you can't continue on. Head east across the invisible bridge and then northwest into the next area and in this area, head northwest again into the next area. In this screen, head west up the stairs and then head south into the next area and in this screen, head south to find a Treasure Chest, which holds a Ash Wood, then backtrack to the previous area. Once back here, head north into the next area and in this area, head north to find 2 Treasure Chests which hold a Gummi Frog and a Chocolump. Then, head east to find a Light Geode.

Next, head back into the previous area and now head east into the next area and in this screen, head northeast to find 2 Treasure Chests, which hold a Gumdrop and a Obsidian. Then, head south into the next area and in this area, head south and grab the 2 Treasure Chests here to get a Crooked Seed and a Angel Grail, then head southwest into the next area. In this area, grab the Treasure Chest here to get a Marble, then backtrack to two previous areas and head northwest down the stairs and then west into the next area. In this screen, just follow the path into the next area and in this area, head northeast and grab the 2 Treasure Chests here to get a Shade Icon and a Magic Walnut.

Then, head north into the next area and in this area, Save at the Silver Goddess Statue, then head north into the next screen.

- Ruined Passage -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Chocolump x1 And Magic Walnut x1.

Suggested Level To Train To: 55-61.

As you enter this place, head east and west to find 2 Treasure Chests, which hold a Magic Walnut and a Chocolump. Then, head north and examine the door to see a scene take place. Goremand appears, showing you that Isabella failed to defeat him, but she's also not dead, as he mentions he screwed up. Anyway, he talks about how he's not here to get you and he's on your side today. The Heroine's confused about this, but Goremand tells her that what she seeks is in the Sealed Cave to the west, but the Heroine doesn't buy it. Goremand tells her to believe what she wants, but either way, he doesn't care, since he'll eat her or Julius's Soul.

Apparently he's on no one's side permanently, but tells the Heroine that the Cannon in Ishe can blast her over to the Sealed Cave, as he leaves. After he does, make your way back to the Ishe Armory and when you're ready, blast over to the Sealed Cave. (Note: You can still reach the Sealed Cave by other Armories.)

Enemies In The Area During The Day: Hoppin' Tick, Kaiser Mimic Lich,
(Boss.) And Shadow Zed.

Enemies In The Area During The Night: Ape Mummy, Bloody Bjorn, Ghoul,
Lich, (Boss.) And Shadow Zed.

Items To Get: Angel Grail x1, Big Seed x1, Black Bone x1, Chocolump x1,
Flat Seed x1, Moon Coin x1, Obsidian x1, Pedan Stone x1, Shade Spirit x1
And Shade Icon x1.

Suggested Level To Train To: 58-62.

As you enter this place, Save and heal up at the Gold Goddess Statue, then head east into the next screen and in this area, enter the Cave you see. Once inside, head east up the steps, then head west and grab the 2 Treasure Chests here to get a Chocolump and a Moon Coin, then head north into the next area. In this area, follow the path and head south and you'll find a switch and 2 Treasure Chests, so, hit the switch and choose yes to throw it, as the first seal will be broken. Then, grab the 2 Treasure Chests here to get a Obsidian and a Big Seed, then head southwest into the next area and in this area, follow the path and hit the switch here, then continue on and grab the Treasure Chest you see to get a Pedan Stone, then continue on again and hit the other switch here.

Next, backtrack to the previous area and head north now into the next screen and in this area, follow the path and head northwest into the next area. (Also, those Treasure Chests to the south are Kaiser Mimics. The color should tip you off.) In this area, head east to find a Treasure Chest that holds a Flat Seed, then head northeast into the next area and in this area, follow the path east and grab the Treasure Chest here to get a Black Bone, then hit the switch nearby and then jump down to the south and hit the switch here, then head west into the next area. Next, head southwest into the next area and then in this screen, southeast into the next area.

Then, once back in the starting area of the Cave again, head east this time and in this area, follow the path and grab the 2 Treasure Chests you come across to get a Angel Grail and a Shade Icon, then head west and before you enter the Cave here, I suggest since unless you head back outside to the Gold Goddess Statue, which, really isn't THAT far away, that you Sit to refill your MP and heal yourself and when you're ready, enter the Cave. Once in here, examine the Tombstone and you'll see it displays a curse to all who touch it, though, the Hero wonders if he should. Break the seal and a voice asks who dares to disturb him and gets ready to attack them, but the Heroine claims she just wanted to open the Ruined Passage, though, the voice wants to challenge him. You'll then enter a Boss Battle after the Hero warns you of something coming. If you want a strategy, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight this yourself and then move on.

After the Battle, Lich sees you are indeed determined to defeat Julius and protect the Mana Sanctuary and tells you to take Shade, The Dark Spirit, as it's the key to the Ruined Passage. After a little background information on Light and Darkness, Lich tells you to leave and Shade tells you he'll help you, as he joins you. (You also get the final Memo here, #23.) After this, make your way back to the Ruined Passage.

Alright, this is just a note to you, the reader. Please, at this time, before you head to the Ruined Passage, make SURE you are ABSOLUTELY ready, as once you enter the Ruined Passage and make your way to the Dime Tower, you will NOT be able to leave under ANY circumstances, even if you try to use the Magic Rope. So make sure you ANY Side Quests, training, whatever, since you can not exit once you enter the Dime Tower. When you are FULLY ready, continue on.

- S. Ruined Passage Is The Path To Dime Tower... [RPIT7.19] -

- Ruined Passage -

Enemies In The Area During The Day: Beholder, Spring Ball, Viper And Wizard Eye.

Enemies In The Area During The Night: Dullahan, Hell Hound, Wizard Eye And Wolfiend.

Items To Get: Angel Grail x1, Chocolump x1, Dion Wood x1, Gumdrop x1, Gummi Frog x1, Long Seed x1, Luna Icon x1, Oblong Seed x1, Obsidian x1 And Small Seed x1.

Suggested Level To Train To: 60-65.

Once you arrive back at the Ruined Passage, head back up and examine the door, as Wisp and Shade appear, showing they don't like each other, but will work through it for the Heroine. They ask the Mana Goddess to undo the seal on the door by combining their power and they do so, as the seal is broken. After they both say something to one another and disappear, the Heroine comments on their social skills, then you regain control of her. So, head into the door. Once inside, head northwest up the ledge and into the next area to the northwest and in this area, follow the path and head east into the next area to find a Treasure Chest, which holds a Chocolump, then backtrack to the previous area and head up the stairs to the south, then back into the other area again.

In this area again, grab the Treasure Chest here to get a Luna Icon, then jump down to the south and follow the path to the east and exit this area to the east. In this screen, follow the path and head south into the next area and in this area, head south and use Dryad's Attack Magic on the Stone Seal here and then grab the Treasure Chest to the east to get a Long Seed. Next, head out of here and go east, then south and destroy the Stone Seal here with Wisp's Attack Magic, then grab the 2 Treasure Chests here to get a Obsidian and a Angel Grail. Then, head north and use Shade's Attack Magic on the Stone Seal here and then head north into the next area and in this screen, head north and grab the 3 Treasure Chests here to get a Gumdrop, a Gummi Frog and a Dion Wood and head north into the next area.

Now, in this area, head northeast into the next area after jumping down and then back up the ledges to the east and in this area, grab the 2 Treasure Chests here to get a Small Seed and a Oblong Seed, then head back to the previous area and head west into the next area. In this area, hit the switch near you, then head back to the previous area and head south and enter the door that appeared nearby. In this area, follow the path and then head south and hit the switch here, then head northeast to reach the next 2 floors.

- Ruined Passage L3 -

Enemies In The Area During The Day: Beholder, Spring Ball, Viper And Wizard Eye.

Enemies In The Area During The Night: Dullahan, Hell Hound, Wizard Eye And Wolfiend.

Items To Get: Chocolump x1, Magic Walnut x1, Maia Lead x1 And Round Seed x1.

Suggested Level To Train To: 60-65.

As you enter this floor, use your Flail to get over to the area to the south, then follow the path and head north into the next area. In this area, head east and use Luna's Attack Magic on the Stone Seal here, then use Salamander's Attack Magic on the other Stone Seal, then head south to get 2 Treasure Chests, which hold a Maia Lead and a Magic Walnut. Then, head back west and head north and follow the path and before you head north into the next area, head east to find 2 Treasure Chests, which hold a Round Seed and a Chocolump. Then, head north into the next area, head north and the Hero will tell you this is the point of no return and if you're ready to enter. If you are FULLY PREPARED AND READY, ENTER. BE WARNED: YOU CAN NOT LEAVE ONCE YOU DO, SO MAKE SURE YOU HAVE DONE EVERYTHING IN THE OUTSIDE WORLD YOU WANTED TO. When you're ready, enter.

- T. The Old Dime Tower...Reaching The Mana Sanctuary [TODT7.20]-

- Dime Tower 1F -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Chocolump x1.

Suggested Level To Train To: 60-65.

As you arrive in this LARGE area, Save and heal up at the Gold Goddess Statue, then head north into the next area. In this area, the Hero and the Heroine see that this is Cibba's Dime Tower and talk about taking different approaches to the tower. The Hero will search above, while the Heroine goes underground, so, after the Hero leaves, head west and follow the path and head down the stairs you find. For now, please head down to the section below this one and come back to this section when I tell you to. Ok, welcome back. Once you're back here, head southeast and examine the scripture on the wall here and a scene takes place as Marshall reads the scripture and explains how the Dime Tower was used for the Vandole Empire for Mana Power.

The Heroine doesn't like this and tells him to stop, as Marshall asks if she's angry, as she destroys the scripture and the Heroine explains how Mana Power and using it is bad, though Marshall explains he was made from Mana Power and wonders if he's bad. You'll then regain control of her, so, head north up the stairs to find a staircase that's appeared to the next floor, which is 2F. At this time, head to Dime Tower 2F and continue on from there.

- Dime Tower B1 -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Gummi Frog x1 And Magic Walnut x1.
Suggested Level To Train To: 60-65.

Ok, once you reach this floor, jump to the east over the spikes and examine the orb thing here, then once it starts glowing, head northeast up the stairs and you'll reach 1F again. Just grab the Treasure Chest here to get a Chocolump, then head back down the stairs and head through the door to the southwest. A scene will take place in this area, as the Heroine meets a Warbot like the one in the Subland River and Volcano. The Warbot talks about how all his friends stopped working and he's lonely, though after hearing this, the Heroine doesn't believe him to be an Enemy. She allows him to join him after being his friend, so, Marshall, since that's his name, joins you. After this, head southwest and east to find 2 Treasure Chests, which hold a Magic Walnut and a Gummi Frog. Then, head back up to 1F now and at this time, head back to that section now, which is above this section.

- Dime Tower 2F -

Enemies In The Area During The Day: Ghostum And Voo Doll.
Enemies In The Area During The Night: Ghostum.
Items To Get: None.
Suggested Level To Train To: 60-65.

As you enter this floor, head south and read the scripture here, as the Hero asks Marshall if he can understand it. Marshall tells him what it says and it's some hint about a nature Spirit knocks 3 times. Basically, hit that orb here 3 times, then head northeast into the next floor and at this time, head to Dime Tower 3F.

- Dime Tower 3F -

Enemies In The Area During The Day: Ghostum And Voo Doll.
Enemies In The Area During The Night: Ghostum.
Items To Get: None.
Suggested Level To Train To: 60-65.

Once you reach this floor, head south and hit each of the orbs here until they light up, then head back down to 2F and head west now up the other set of stairs here, then back in this area, follow the path south, then head northeast when you can and up the stairs and in this area, Save at the Silver Goddess Statue, then follow the path north into the next floor. At this time, head to Dime Tower 4F and continue on from there.

- Dime Tower 4F -

Enemies In The Area During The Day: Chess Knight And Copper Knight.
Enemies In The Area During The Night: Stained Sword.
Items To Get: Granz Steel x1 And Jadd Hemp x1.
Suggested Level To Train To: 60-65.

Alright, once you come to this floor, read the scripture here to learn that once you reach the top, a Wind Spirit will knock you back down. Huh...well, either way, head west and grab the Treasure Chest here to get a Jadd Hemp, as if you don't, you'll miss it for good in a second. Then, head east and grab the Treasure Chest here to get a Granz Steel, then as you head south, the floor will break apart on you. Then, head south and avoid the fire that comes out of the ground, as it causes Fire Man ALOT. You'll see some stairs, so head up them and at this time, head to Dime Tower 5F and continue on from there.

- Dime Tower 5F -

Enemies In The Area During The Day: Copper Knight, Ghostum And Voo Doll.
Enemies In The Area During The Night: Ghostum And Stained Sword.
Items To Get: Chocolump x1 And Menos Bronze x1.
Suggested Level To Train To: 60-65.

As you enter this floor, use your Flail to get across to the area to the west and then head north up the ledge and grab the Treasure Chest you see here to get a Chocolump, then head north up the ledges here and grab the Treasure Chest here to get a Menos Bronze. After this, head east up the stairs here and at this time, head to Dime Tower 6F and continue on from there.

- Dime Tower 6F -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Big Seed x1 And Gumdrop x1.
Suggested Level To Train To: 60-65.

Once you arrive on this floor, head east and read the scripture here to get a clue about silver eggs breaking and fire appearing, then head west and grab the Treasure Chest here to get a Big Seed, then head south and use your Flail to get to the other side, then head east and do the same and use the Morning Star on the Metaball to the north, then head east even more with the Flail and grab the Treasure Chest here to get a Gumdrop. After this, attack the Metaball to the west with your Flail and then head north through the door and in this area, Save at the Silver Goddess Statue, then follow the path and head up the stairs to the north and at this time, head to Dime Tower 7F and continue from there.

- Dime Tower 7F -

Enemies In The Area During The Day: Chess Knight, Copper Knight And Machine Golem.
Enemies In The Area During The Night: Ghostum And Stained Sword.
Items To Get: None.
Suggested Level To Train To: 60-65.

On this floor, read the scripture nearby to get a clue about Knight corpses and how they're arranged on the floor. This talks about hitting the switches in an order from least to most of the wrecked Warbots around,

so, hit the switch to the south, then to the north, then the one to the west to make a stairway appear. Then, just head up the stairs and at this time, head to Dime Tower 8F and continue from there.

- Dime Tower 8F -

Enemies In The Area During The Day: Machine Golem And Voo Doll.

Enemies In The Area During The Night: Ghostum.

Items To Get: Forsena Iron x1 And Sultan Silk x1.

Suggested Level To Train To: 60-65.

Once you reach this floor, read the scripture nearby to get a clue about hitting things 3 times, as some Nature Spirits get along. (A previous floor had one that some Nature Spirits didn't get along and to "knock" 1, 5 and 3 times.) Anyway, head west and grab the Treasure Chest here to get a Forsena Iron, then go about and hit each orb 3 times, then head south and step on the yellow tile here, as even more of the Dime Tower is lost. After this, use the Flail to cross over to the west, then head west and grab the Treasure Chest here to get a Sultan Silk, then head up the stairs to the northeast and at this time, head to Dime Tower 9F and move on from there.

- Dime Tower 9F -

Enemies In The Area During The Day: Chess Knight, Copper Knight And Machine Golem.

Enemies In The Area During The Night: Ghostum And Stained Sword.

Items To Get: None.

Suggested Level To Train To: 60-65.

On this floor, read the scripture nearby to get another hint about 2 yellow tiles and a Fire Spirit...hmm, well, just head south and up the stairs here and then head south and step on the yellow tile here. Next, head north and follow the path around to the other side and hit the yellow tile here, then head northwest and head up the stairs into the next area. In this area, Save at the Silver Goddess Statue, then follow the path and head up the stairs to the north and at this time, head to Dime Tower 10F and continue on from there.

- Dime Tower 10F -

Enemies In The Area During The Day: Chess Knight, Copper Knight And Machine Golem.

Enemies In The Area During The Night: Ghostum And Stained Sword.

Items To Get: Chocolump x1, Gummi Frog x1 And Menos Bronze x1.

Suggested Level To Train To: 60-65.

Well, on this floor, follow the path and hit the orb here, then head south and read the scripture if you want, as again, it gives a hint about Knight corpses and how their deaths are blessed according to their bravery. After this, hit the orb to the west, then head east and grab the 3 Treasure Chests here to get a Gummi Frog, a Menos Bronze and a Chocolump. Next, hit the orb to the southeast, then head northwest up the stairs and at this time, head to Dime Tower 11F and move on from there.

- Dime Tower 11F -

Enemies In The Area During The Day: Ghostum.
Enemies In The Area During The Night: Ghostum.
Items To Get: Angel Grail x1 And Magic Walnut x1.
Suggested Level To Train To: 60-65.

Once you're on this floor, head east and make sure you kill the Ghostums here, then don't bother reading the scripture here, as it just mentions once a marionette's strings are cut, the final Fire Spirit will be lit. Grab the Treasure Chest nearby to get a Magic Walnut, then head south and follow the path west past the stairs and grab the Treasure Chest here to get a Angel Grail, then ignore going to the north, as it talks about that when the 3 Fire Spirits are reunited, a Nature Spirit will open the door. Well, if the 3 orbs on the wall are lit up, then the path is opened, so just head back east and head up the stairs to the north and at this time, head to Dime Tower 12F and move on from there.

- Dime Tower 12F -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: Altena Alloy x1, Angel Grail x1 And Marble x1.
Suggested Level To Train To: 60-65.

Well, once you reach this floor, head west and head south down the ledges and grab the Treasure Chest here to get a Altena Alloy, then head back north and grab the Treasure Chest here to get a Marble and hit the tile to the west to make it light up. Next, head east to the other side and over here, grab the Treasure Chest here to get a Angel Grail, then read the scripture if you wish to learn that beneath a yellow stone, 2 Nature Spirits sleep and if they are woken up, they'll open the door for you. Well, hit the tile to the east here. After this, head back to the middle of the room and make your way north, as the floor once again collapses here. Then, Save and heal up at the Gold Goddess Statue here, then when you're ready, head north through the door here. At this time, head to Dime Tower 13F and continue on.

- Dime Tower 13F -

Enemies In The Area During The Day: Golem. (Boss.)
Enemies In The Area During The Night: Golem. (Boss.)
Items To Get: None.
Suggested Level To Train To: 60-65.

The second you reach this floor, you'll enter a Boss Battle, after you hear a robotic voice talk about an intruder and how it must kill it. Marshall tells the Heroine not to break, as Golem is coming. If you want a strategy here, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight this yourself and move on. After the Battle, the Hero appears and after an introduction to Marshall and him getting another friend and being happy, you'll head up to the next floor, so, at this time, head to Dime Tower 14F and continue on there.

- Dime Tower 14F -

Enemies In The Area During The Day: None.
Enemies In The Area During The Night: None.
Items To Get: None.
Suggested Level To Train To: 60-65.

As you enter this final floor, Julius's Shadow appears again and after seeing that Cibba's Seal on this place was true, the entire Dime Tower starts to shake, as he explains once Golem was killed, the main defense systems were activated. He tells them they'll all sink to their deaths now, but, the Hero runs forward and slashes him, as he disappears and tells them to enjoy their final moments, as this is the price they pay for going against a God. As the Dime Tower begins to break, the Heroine and Marshall are separated from the Hero, as the Hero tells her to jump, but she can't and tells him to go on without her and to remember the promise they made about not looking back.

Just then, Marshall tells them he'll through the Heroine up on 3 and that he can fly, so he won't fall. He does this, but he lied apparently, since he can't operate outside of the Dime Tower. The place begins to sink and he tells them goodbye and they'll meet again. After telling him they'll never forget him, they both run off and into a teleporter, heading to the Mana Sanctuary...

- U. The Sacred Mana Sanctuary Is Where Julius Hides... . . . [TSMS7.21]-

- Mana Sanctuary -

Enemies In The Area During The Day: Bunny Matango, Demagon, (Boss.) Earth Basilisk, Petit Poseidon And Polter Box.
Enemies In The Area During The Night: Ache Cone, Bunny Matango, Demagon, (Boss.) Earth Basilisk, Petit Poseidon And Wooding.
Items To Get: Angel Grail x1, Ash Wood x1, Chocolump x2, Crooked Seed x1, Dryad Icon x1, Gummi Frog x2, Light Coin x1, Long Seed x1, Magic Walnut x1, Marble x1, Oblong Seed x1, Small Seed x1, Spiny Seed x1 And Wisp Icon x1.
Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

As you enter this place, the Heroine sees where they are and thanks the Hero, as he rejoins you. After this, enter the door and in this area, Save and heal up at the Gold Goddess Statue and if need be, use the Hot House here as well. When you're ready, head north into the next area and in this area, head northwest and grab the Treasure Chest here to get a Gummi Frog, then head northeast and grab the Treasure Chest here to get a Dryad Icon. Next, head northwest into the next area and in this screen, head northeast into the next area. Once you're in this area, head south into the next screen and in this area, head southeast and then east and near the exit to this area, head north and grab the Treasure Chest here to get a Gummi Frog, then head west to find another Treasure Chest, which holds a Chocolump.

After this, head back southeast and into the next area and in this screen, head north and into the next area. As you enter the next area, you'll see a scene where the growth around here starts to wilt away, due to Julius's Magic effecting the Mana Sanctuary and the Hero and the Heroine comment on this. They decide to hurry on, so, head north into the next area and in this screen, follow the path west and grab the Treasure Chest here to get a Spiny Seed, then head northeast into the next area. In this area, head northeast into the next area and in this screen, grab the Treasure Chest to the east to get a Small Seed, then Save and heal up at the Gold Goddess Statue, then head back to the previous area and head northwest into the next area.

Once you reach this screen, follow the path to the end to find 2 Treasure Chests, which hold a Oblong Seed and a Light Coin. Then, backtrack to the previous area and head west into the next area and in this area, head west into the next screen. In this area, head southwest to find a Treasure Chest, which holds a Wisp Icon, then head northwest into the next area and in this screen, head north into the next area. Once you're in this screen, head west into the next area and in this area, grab the 4 Treasure Chests around here to get a Chocolump, a Long Seed, a Ash Wood and a Magic Walnut. After this, head back to the previous area and once here, head north and enter the building here.

Once inside, grab the 3 Treasure Chests here to get a Crooked Seed, a Angel Grail and a Marble, then exit back to the previous area and head southeast into the next screen. In this area, follow the path and head north into the next area, as a scene takes place. As you enter the next area, Julius's Shadow is already there and he's amazed that you survived the Dime Tower, though, he decides to "welcome you" by summoning Demagon. You'll then enter a Boss Battle, so, if you want a strategy here, head to Section VIII. Boss Guide, B. Heroine's Bosses now, otherwise, fight it yourself and then continue on. After the Battle, head to the east to enter the next area.

- V. Heading Inside The Mana Temple...Julius's Hiding Place! . [HI7.22] -

- Mana Temple 2F

Enemies In The Area During The Day: Moldy Goo, Petit Poseidon And Turtle Shelly.

Enemies In The Area During The Night: Bonny Matango, Mean Mask And Woodworm.

Items To Get: Angel Grail x1, Chocolump x2, Magic Walnut x1, Gummi Frog x1 And Honey Elixer x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

Well, welcome to the final area of the game. This is it. I suggest if you aren't around the Level I suggest by now, you may want to do so. Also, be sure that your Equipment is as best as possible and you're fully prepared. Once you are, let's continue on. As you enter this area, follow the path east into the next area and in this screen, head east and grab the Treasure Chest here to get a Chocolump, then head southeast into the next floor. At this time, head to the Mana Temple 1F section below this one and come back to this section when I tell you to. Welcome back. Ok, in this area, follow the path and grab the Treasure Chest you see to get a Angel

Grail, then head north and follow the path into the next area.

In this area, follow the path and grab the Treasure Chest here to get a Gummi Frog, then continue on the path and head down the stairs you see and at this time, head back to Mana Temple 1F and continue on from there. Ok, welcome back, again. Back on this floor, follow the path and head north to find 3 Treasure Chests, which hold a Chocolump, a Magic Walnut and a Honey Elixer. After this, head back south and then head east into the next area and in this screen, head east and go down the stairs and at this time, head back to Mana Temple 1F and continue on from there.

- Mana Temple 1F -

Enemies In The Area During The Day: Earth Basilisk, Moldy Goo, Petit Poseidon, Shamanion And Turtle Shelly.

Enemies In The Area During The Night: Ache Cone, Bonny Matango, Earth Basilisk, Mean Mask And Woodworm.

Items To Get: Angel Grail x1, Dion Wood x1, Dryad Icon x1, Honey Elixer x1, Light Coin x1, Pedan Stone x1 And Wisp Icon x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

Ok, in this area, follow the path and when you can go either east or west, head west and up the stairs and at this time, head back to Mana Temple 2F and continue on from there and come back to this section when I tell you to. Welcome back. Ok, in this area, follow the path to the end and grab the 2 Treasure Chests to the north and south here to get a Light Coin and a Pedan Stone. After this, backtrack two screens and now take the east path and head down the stairs here and at this time, head to the section below called Mana Temple B1 and continue on from there and come back here when I tell you to, to this section. Welcome back, again. Ok, in this area, head southwest and grab the Treasue Chest here to get a Angel Grail, then head northwest and grab the Treasure Chest here to get a Wisp Icon.

After this, head up the stairs to the north and at this time, head back up to Mana Temple 2F and when I tell you to, come back to this section.

Alright, welcome back for the final part of this place. Outside now, head west into the next area and in this area, head northwest to find a Treasure Chest, which holds a Dion Wood, then back to the previous area and head east now and follow the path into the next screen. In this area, head north and enter the door here and once inside, head to the east and west to find 2 Treasure Chests, which hold a Honey Elixer and a Dryad Icon. Then, head north through the door into the next area and in this area, get ready, as through the door to the north is where Julius is. Save and heal up at the Gold Goddess Statue here and make SURE you are READY for this.

Train some more if you wish, Level Up your Weapons/Magic, do whatever you need to. If you need to go to the Hot House, you can, just backtrack to it at the start now. Either way, when you are FULLY READY, go and begin the end. Once you enter the door, head to The Walkthrough, W. The Showdown With Julius and continue on from there.

- Mana Temple B1 -

Enemies In The Area During The Day: Moldy Goo And Turtle Shelly.

Enemies In The Area During The Night: Mean Mask And Woodworm.

Items To Get: Small Seed x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

As you enter this floor, head south and grab the Treasure Chest here to get a Magic Walnut, then head south and head up the stairs here and at this time, head to the section below this one called the Mana Sanctuary and when I tell you to, come back to this section. Welcome back. Ok, in this area again, head northwest into the next area and in this area, head north to find a Treasure Chest, which holds a Small Seed, then head northwest up the stairs and at this time, head back to Mana Temple 1F and continue on from there.

- Mana Sanctuary -

Enemies In The Area During The Day: None.

Enemies In The Area During The Night: None.

Items To Get: Angel Grail x1, Gummi Frog x1 And Pedan Stone x1.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

Once outside here, follow the path east and grab the 3 Treasure Chests here to get a Pedan Stone, a Gummi Frog and a Angel Grail, then backtrack to the previous area.

- W. The Showdown With Julius [TSWJ7.23]-

- Mana Temple 1F -

Enemies In The Area During The Day: Julius I (Boss.) And King Ox.

Enemies In The Area During The Night: Julius I (Boss.) And King Ox.

Items To Get: None.

Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

As you enter the room, you'll see Julius's Shadow again, as he's surprised you made it this far and even killed his Dragon. Though, he mentions the Hero's Strength is nothing and from this point on, no one can pass through here except himself, but the Hero thinks it's funny that he's a God. But, he has a trick up his sleeve. Julius's Shadow asks if she has her doubts and is like him, but the Heroine tells him she's nothing like Julius, but he plays some mind tricks on him, as Bogard, Lester, Willy and the Hero all appear and are forced to display their greatest sins. I won't mention them, so, make it here yourself to see what they are.

After this, they all grab their Weapons and look like they're about to attack, as the Heroine draws the Sword of Mana and tries to get the Hero to remember when they first met and how even though she hit him, he took the blows and didn't dodge and he was pure then and his actions spoke for themselves, as she casts the Sword into the ground. Julius's Shadow is shocked by this and tells her that she's giving up and a fool to throw the Sword away like that, but the Heroine tells him what she's thrown away is her doubts, as she tells the Hero to go ahead, as he was always better

than her and she'll protect him from now on, along with her mother, Devius and Dark Lord, as she awaits with open arms to be slain.

Though, of course, the Hero comes to his senses, as he asks everyone to give him power, as Count Lee, Isabella and Marley give him power and he breaks out of Julius's Shadow's Hold, as does Bogard, Lester and Willy, with Julius's Shadow rather shocked. Just then, Cibba enters and you learn something about the Heroine here, again, I won't mention it. After some talk, Julius's Shadow gets fed up with this, but Lester chimes in and tells him even with their faults, as Willy says this to and that they can accept them, unlike a shadow can. Though, Julius's Shadow gets pissed, but Cibba chimes in with a "Vandole" comment to him and Julius's Shadow calls for his master, Julius.

He asks him what he wants and Julius's Shadow asks for Magic and he grants him it, as he no longer needs it, just as Lord Granz appears. Apparently, all shadows and Monsters live off his life force and all this time you've been destroying him. Julius's Shadow laughs, as what kind of friends do that and again gets fed up about them accepting each other's faults. Though, Bogard, Willy and Lester tell the Hero and the Heroine to get out of here, as they'll handle him and they must live, but Julius's Shadow finds this funny and knocks them all down. Just then, Lord Granz rises up and stuns Julius's Shadow, as he allows the Hero and the Heroine to escape and tells the Hero to always protect the Heroine.

You'll then see a scene where everyone attempts to fight Julius's Shadow, as the Hero and Heroine see that there's a light of hope and everyone's fighting for them and they should do the same. You'll regain control of the Heroine now, so, had north into the next area and in this area, you'll find Julius. He mentions that they've somehow overcome the passing of their friends, but they're too late, as the Hero asks what he's planning to do. He explains he wants to meet the Mana Goddess and make her bow before him and become a God himself and have her as a ordinary woman. Though, after some really heavy explaining on what's going on here with the Heroine, the Hero sees he has no choice in this, but tells him to go and shove it, as no one's listening to him.

Just then, he holds the Rusty Sword above him, as it shines and becomes the Sword Of Mana, something the Gemma Knights couldn't even do and Julius comments on this, as you enter a Boss Battle. For your pleasure, the next and final Boss Battles will be listed right here instead of in the Boss Guide. Get ready, as this is the end.

- Julius I -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: 0.	Wisp: 0.	
-----	Staff: 0.	Shade: 0.	
Hit Points: 500.	Knuckles: 0.	Luna: 0.	
Power: 80.	Flail: 0.	Salamander: 0.	
Intelligence: 80.	Sickle: 0.	Undine: 0.	
Defense: 60.	Bow: 0.	Dryad: 0.	
Mind: 60.	Spear: 0.	Jinn: 0.	
Agility: 65.	Axe: 0.	Gnome: 0.	
Experience: 200.	Morning Star: 0.		
L: 0.			

- King Ox -

Monster Type: Animal.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DayViz.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: O.	
Hit Points: 410.	Knuckles: O.	Luna: ^.	
Power: 85.	Flail: O.	Salamander: ^.	
Intelligence: 76.	Sickle: O.	Undine: O.	
Defense: 53.	Bow: O.	Dryad: O.	
Mind: 56.	Spear: O.	Jinn: (O).	
Agility: 65.	Axe: O.	Gnome: X.	
Experience: 2.	Morning Star: O.		
L: 1.			

Strategy: This is an utter joke, but don't even think that this is the real fight. Basically, Julius summons 4 King Oxen to fight you as well. Though, you've had harder Battles than this. As for Julius himself, he has some ok attacks, mainly a Bomb Blast he uses that can cause Fire Man Status on you, some Dark Magic Attack and he can incase himself in Magic Shields of either Blue Shield or Orange Shield. Blue Shield protects him from all damage, but Magic can still hurt him and Orange Shield does the opposite here. Basically, since he's hurttable with anything, just run him through as fast as possible, along with the King Oxen and get read for round 2.

- X. Julius, Round 2! [JR27.24] -

- Mana Temple 1F -

Enemies In The Area During The Day: Julius II. (Boss.)
Enemies In The Area During The Night: Julius II. (Boss.)
Items To Get: None.
Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

- Julius II -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: -.	
-----	Staff: O.	Shade: -.	
Hit Points: 700.	Knuckles: O.	Luna: -.	
Power: 85.	Flail: O.	Salamander: -.	
Intelligence: 85.	Sickle: O.	Undine: -.	
Defense: 65.	Bow: O.	Dryad: -.	
Mind: 65.	Spear: O.	Jinn: -.	
Agility: 65.	Axe: O.	Gnome: -.	
Experience: 250.	Morning Star: O.		
L: 0.			

Note: Depending on what attack Julius just used, his Spirit Strengths and Weakness change to the following when he uses an attack:

For Lava Wave: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: X.
Undine And Jinn: O.

For Ice Tornado: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: O.
Undine And Jinn: X.

For Dark Drain: Wisp And Dryad: O. Shade And Luna: X. Salamander, Undine,
Jinn And Gnome: ^.

Strategy: Again, not much harder than before. You just want to watch out for his 3 attacks here, which he constantly uses. Lava Wave can cause Fire Man or Petrification to you if it hits, Ice Tornado can either Silence you or Snow Man you and Dark Drain can sap 1/2 your HP and heal Julius. Basically, since his Spirit Strengths and Weaknesses changes constantly, just smash him with your best Weapon as fast as possible, as again, you've had much tougher than him.

After the Battle, Julius comments on how far he's made it, but it's because of the Sword Of Mana, but the Hero tells him its power comes from the heart, not the Sword. Julius comments on this, but the Heroine tells him to give it up, as without Mana, the world wouldn't exist. He tries to get the Hero to not believe this, but he sticks with the Heroine as strong as ever. Julius decides to end this, as he summons ALL of Mana's Power and you enter the final battle.

- Y. The Battle In Hell...This Is Where It Ends!!! [TBIH7.25] -

- Limbo -

Enemies In The Area During The Day: Julius III. (Boss.)
Enemies In The Area During The Night: Julius III. (Boss.)
Items To Get: None.
Suggested Level To Train To: 63-70+. (Totally your choice. Anything around 60 is more than fine.)

- Julius III -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 1,500.	Knuckles: O.	Luna: O.	
Power: 90.	Flail: O.	Salamander: O.	
Intelligence: 90.	Sickle: O.	Undine: O.	
Defense: 70.	Bow: O.	Dryad: O.	
Mind: 70.	Spear: O.	Jinn: O.	
Agility: 70.	Axe: O.	Gnome: O.	
Experience: 0.	Morning Star: O.		
L: 0.			

Strategy: This. Is. It. Although by looking at his stats this may seem like a breeze, but even with having the best stuff possibly at this point plus the Brownie Ring, you can still easily die here. Basically, Julius uses a few new and a few old attacks you're used to. For example, he still uses that Blue/Orange Shield thing, so, again, if it's blue, attacks don't work, but Magic does and if it's orange, then vice versa. As for new, he has a Multi-Punch attack which can hit hard and multiple times and it can even cause Poison Status. Not to mention he has a Rushing attack, which can cause Sleep and he usually follows up afterwards with a Pile Driver that can also cause Sleep. Finally, for his ultimate attack, he has Meteor, which can SERIOUSLY hurt you, no matter HOW high your stats are. Basically, heal when this happens and ALWAYS keep your HP high or else watch yourself die.

As for how to go about this...well, I suggest you Equip a Weapon and a Spirit that is both fast and long range, mainly whatever is your best and attack him as much as you can, switching between attack and Magic, due to his damn Blue/Orange Shield. As he takes damage, though, he'll move faster and faster, so you'll really need to take him down fast, otherwise he'll cast Meteor on you. Just keep your assault him, do your best, use ANYTHING you need to. Go ALL out here, use Items, whatever to beat this guy, as nothing matters at this point. After the final blow, it's all over, as he utters his last words of meeting the Heroine again...

Congratulations! You've just beaten Sword Of Mana! Now, sit back, watch the ending and if you wish to know what happens, read on.

- Z. Ending [END7.26] -

The scene appears outside, as Cibba tells the Hero that it's over now and he's done well. Everyone mentions how they can sustain this world now without the power of Mana and it's time to leave her nest, as each person comments on this. The Heroine thanks them and is happy to have been born at this time to have witnessed this, as she starts to leave, but the Hero tries to stop her. After some words to him from her about thanking him from everything and that not to be sad or anything, he sees it's alright and that as long as she lives, he'll protect her and remember her. She then nods and floats into the air and disappears, as the scene goes to show various scenes and places throughout the game of what everyone's doing now, as it ends with the Hero back at the Mana Temple and praying to the Heroine, as the credits role...after the credits, you'll see the Sword Of Mana, then the "Fin" at the bottom. If you wait a while, perhaps you'll see that one character that was left out of this remake...one clue: He's yellow and cute.

Well, that ends it for me. Thanks for reading my walkthrough, first of all and I hope you enjoyed playing the game, especially. If you are new to the Mana Series and would like you continue it, know that this was the "first" game in the series, so, the "second" is Secret Of Mana for the SNES, so, if you haven't already played it, give it a shot. Then comes Seiken Densetsu 3 also for the SNES, though it was never released out of Japan, there is a fully translated English ROM floating around, so, that's the "third" game. Finally, there's Legend Of Mana for the PlayStation. So, yeah, there you have it. If you only beat Heroine's Story, though, why not head through the Hero's Story now? Not a whole lot is different, but, hey, extra gameplay, you know? Either way, I'll catch you there or I'll catch you next time...later!

- A. Hero's Bosses [HEBOS8.1] -

Key:

- (O) - Means the Monster is VERY weak to this.
O - Means the Monster can be hurt with this for normal damage.
^ - Means the Monster is strong to this.
X - Means the Monster is immune to this.

- Jackal -

Table with 3 columns: Monster Type, Weapons, and Spirits. Rows include Prime Sense, Sub Sense, Hit Points, Power, Intelligence, Defense, Mind, Agility, Experience, and L.

Strategy: Eh, this guy isn't that tough. Whack him with your Sword and you'll win this. Honestly, if you're having trouble with this guy, then maybe you shouldn't be playing this game...

- Black Wolf -

Table with 3 columns: Monster Type, Weapons, and Spirits. Rows include Prime Sense, Sub Sense, Hit Points, Power, Intelligence, Defense, Mind, Agility, Experience, and L.

Strategy: Surprisingly easy, depending on how well you trained. Unfortunately, Salamander does pathetic damage to him and unless you've been training as a Magic Class and Leveling Salamander, he won't be much use here to you. Regardless, Black Wolf is insanely easy, but he has a

very power multiple hit attack and a rather strong Blue Ball Blast. Best strategy is to just hit him constantly with your Sword/Bow and he'll fall fast.

- Count Lee

Monster Type: Undead.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: X.	
Hit Points: 130.	Knuckles: O.	Luna: X.	
Power: 17.	Flail: ^.	Salamander: ^.	
Intelligence: 16.	Sickle: O.	Undine: ^.	
Defense: 10.	Bow: ^.	Dryad: O.	
Mind: 14.	Spear: ^.	Jinn: X.	
Agility: 11.	Axe: O.	Gnome: (O).	
Experience: 10.	Morning Star: O.		
L: 45.			

Note: The game's source code lists his name as "Vampire", but obviously his name is Count Lee.

Strategy: Eh, Count Lee isn't that strong, especially if you've been training. Though, most of your attacks except your Sword won't do much to him. If you've been training as a Class that focuses on Power, then your Sword will take him down in a few hits easily, where as if you're doing Magic, eh, good luck. Salamander does barely any damage to him, but the Heroine's Wisp does decent damage, so you may want to switch and use her. Either way, he's not all that hard and most of his attacks aren't that dangerous, save when he turns into a ton of Bats. THAT gets annoying and can really rack up damage on you. Other than that, just attack with your Sword if you can and use the Heroine's Wisp Magic Attack and you'll do fine.

- Hydra Alpha/Beta

Monster Type: Dragon.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: ^.	
Hit Points: 170.	Knuckles: O.	Luna: ^.	
Power: 19.	Flail: ^.	Salamander: (O).	
Intelligence: 18.	Sickle: O.	Undine: X.	
Defense: 9.	Bow: O.	Dryad: O.	
Mind: 16.	Spear: O.	Jinn: O.	
Agility: 10.	Axe: O.	Gnome: ^.	
Experience: 15.	Morning Star: O.		
L: 52.			

Note: Each of the heads has the exact same stats. Also, even though the game's source code lists Hydra Body as a Monster, the Hydra's Body is NOT able to be hit.

Strategy: Surprisingly, if you've been training hard enough, this isn't

that difficult of a Battle. If you're about Level 20 or so, depending on what field you've been training in, you should be ok, but this isn't a Battle you want to rush head on into and attack close range. No, attempt to attack from afar and use the Bow or Flail, mainly I suggest the Bow, but it's your call. Salamander does great damage to Hydra, but only if you've been training yourself as a Magic user and all. Again, if you do use Salamander, make sure the Bow is Equipped so you can release a long range Magic Attack. Anyway, just do your best from afar and heal yourself if you need to, although Heroine will probably keep you covered for the most part. The only attacks of Hydras to watch out for is it can cause Poison and Snow Man on you and both attacks deal a fair share of damage, so stay away at all costs. Keep your assault up, though and afterwards, you'll come through.

 - Ankheg -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 300.	Knuckles: ^.	Luna: O.
Power: 26.	Flail: X.	Salamander: O.
Intelligence: 25.	Sickle: O.	Undine: ^.
Defense: 12.	Bow: X.	Dryad: ^.
Mind: 14.	Spear: X.	Jinn: (O).
Agility: 15.	Axe: O.	Gnome: X.
Experience: 35.	Morning Star: ^.	
L: 67.		

Strategy: Another Boss that's really not that hard. Basically, I suggest you use your Sword or Sickle here, since the Bow and Flail do 0 to him. Also, if you wish, use Wisp or Undine on him, as they do fairly good damage, but again, only if you've been Leveling them up or are a Class that has rather good Magic Skills. Either way, all you have to do is not get near him when he has a portal like thing around him and don't touch the orange slim he leaves when he moves around the room and you'll be golden. Just slash at his body as he passes you and watch how fast he falls. Heal if you need it, but if you've been Leveling Up, this should be a breeze.

 - Medusa -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: X.
Hit Points: 355.	Knuckles: O.	Luna: ^.
Power: 38.	Flail: ^.	Salamander: ^.
Intelligence: 40.	Sickle: O.	Undine: O.
Defense: 35.	Bow: ^.	Dryad: O.
Mind: 36.	Spear: ^.	Jinn: (O).
Agility: 27.	Axe: O.	Gnome: X.
Experience: 60.	Morning Star: O.	
L: 97.		

- Medusa's Asp -

Monster Type: Undead.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 150.	Knuckles: O.	Luna: O.	
Power: 1.	Flail: O.	Salamander: O.	
Intelligence: 1.	Sickle: O.	Undine: O.	
Defense: 1.	Bow: O.	Dryad: O.	
Mind: 1.	Spear: O.	Jinn: O.	
Agility: 1.	Axe: O.	Gnome: O.	
Experience: 0.	Morning Star: O.		
L: 0.			

Strategy: Eh, this Boss Battle isn't that hard, but thanks to Medusa's Attacks it can be. Her most annoying attack is this Light Ball she throws at you that if it hits you, it Petrifies you, knocking off 1/2 your HP. Fun, huh? She can also Poison you and release Asps on you which are all annoying. Not very fun at all. If you want to make this easy for yourself, try using Jinn, as if you're a Class that is good with Magic or even if not, Jinn will REALLY hurt her. Either way, just assault her as best as you can, heal when needed and you'll come out on top.

- Mindflare -

Monster Type: Magicali.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: X.	
Hit Points: 428.	Knuckles: O.	Luna: X.	
Power: 45.	Flail: ^.	Salamander: ^.	
Intelligence: 47.	Sickle: O.	Undine: O.	
Defense: 40.	Bow: ^.	Dryad: O.	
Mind: 35.	Spear: ^.	Jinn: X.	
Agility: 36.	Axe: O.	Gnome: O.	
Experience: 70.	Morning Star: O.		
L: 105.			

Strategy: Ok, this can be easy or hard, depending on how strong you are and how you play your cards here. Basically, if you've been training, this shouldn't be a huge problem for you. The only "challenging" thing about Mindflare is that you fight him on this damn rotating platform and you can only hit him when he lands and stops floating around. Mindflare himself doesn't have alot of really serious attacks, but he has these Blue Homing Balls that if they touch you, they can inflict Darkness, which is a pain. The easiest way to go at him is to wait until he lands and stays in one spot, then run in the direction the platform is moving so you get to him FAST and crash into him so you stop moving and just nail the hell out of him with your Weapons. I don't suggest Magic for this Battle, as it's way too hard to use it right. Just get close and whack away at him and you'll win. He's not THAT hard, really, as long as you've been training.

- Full Metal Haggar -

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 256.	Knuckles: O.	Luna: ^.
Power: 45.	Flail: O.	Salamander: (O).
Intelligence: 43.	Sickle: O.	Undine: X.
Defense: 35.	Bow: O.	Dryad: O.
Mind: 32.	Spear: O.	Jinn: O.
Agility: 41.	Axe: O.	Gnome: ^.
Experience: 10.	Morning Star: O.	
L: 15.		

- Boison Vine -

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 484.	Knuckles: O.	Luna: (O).
Power: 46.	Flail: O.	Salamander: O.
Intelligence: 47.	Sickle: O.	Undine: ^.
Defense: 27.	Bow: O.	Dryad: X.
Mind: 44.	Spear: O.	Jinn: O.
Agility: 33.	Axe: O.	Gnome: ^.
Experience: 75.	Morning Star: O.	
L: 120.		

Note: Apparently that vine thing on Boison Vine is called Boison Tendril, though you can't hurt it.

Strategy: Full Metal Haggar is an absolute joke. It has no really solid attacks, so just let loose on it with your best Weapon and it'll fall FAST. Of course, you didn't think this Boss Battle would be THAT easy, did you? Well, Boison Vine comes in and he's much more of a challenge for you than his first form was. For Boison Vine, it spits out various gases at you that can cause a whole bunch of Status Ailments to you, so your best bet is to avoid them. It also throws out Blue Seeds at you and a little vine also whips out to cause pathetic damage to you. To take this thing down, first target it's stomach like area that opens up and shows you a yellow part to it.

Hit this and once the inside is hollowed out, head to the top platform by jumping up and switch over to the Knuckles and Salamander or Luna, your call and attack it non stop. Though, if you haven't been training the Spirits, they may not be of much help to you, especially if you aren't a Class that deals in Magic. If not, then use your Sword to whack the Blue Seeds back at Boison Vine to deal some damage to it. Just avoid its gases and hit the Blue Seeds back at it and eventually it'll die.

- Garuda -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 567.	Knuckles: O.	Luna: (O).
Power: 50.	Flail: O.	Salamander: O.
Intelligence: 49.	Sickle: O.	Undine: ^.
Defense: 39.	Bow: O.	Dryad: X.
Mind: 40.	Spear: O.	Jinn: O.
Agility: 54.	Axe: O.	Gnome: ^.
Experience: 100.	Morning Star: O.	
L: 120.		

Strategy: Eh, Garuda isn't a terribly hard Boss, but he is annoying and hard to hit. Basically, he flies around most of the time out of your reach and attacks with a swooping attack that can Confuse you, an attack where he drops Bombs on you and an attack where he tries to hit you with his claws. Since he's rather far out of your reach, I suggest use the Flail as it's semi fast and has the best reach of any Weapon. If you wish to use Magic, though, I'd suggest going with the Knuckles and Gnome, as you'll have the best luck there. He's not that hard, so don't worry about having a hard time with him, just worry about actually hitting him. Keep your assault up and you'll win.

- Dark Lord -

Monster Type: None.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: X.
Hit Points: 528.	Knuckles: O.	Luna: ^.
Power: 60.	Flail: O.	Salamander: ^.
Intelligence: 53.	Sickle: O.	Undine: ^.
Defense: 45.	Bow: O.	Dryad: ^.
Mind: 44.	Spear: O.	Jinn: ^.
Agility: 80.	Axe: O.	Gnome: ^.
Experience: 120.	Morning Star: O.	
L: 180.		

Strategy: Surprisingly enough, Dark Lord is a pushover, if you've been training yourself. Dark Lord only has 2 real attacks, which one is a Dark Wave where he releases 3 waves of energy that can cause Darkness to you and one where he does a Charging Rush which can Paralyze you if it hits. Other than that, he can just slash at you with his Sword. Unfortunately, Magic is rather ineffective against him, so I suggest using a Weapon that you can attack with a distance with, unless you feel like rushing him or something. Stick with the Spear, Flail or Bow, but use whatever's best for you, really. Either way, just stick to it and assault him as best as you can and don't even worry about the Heroine, as she'll be taken out rather fast. Don't bother reviving her, as it's not worth it. Keep it up and you'll win.

- Malyris -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 574.	Knuckles: O.	Luna: ^.
Power: 57.	Flail: O.	Salamander: O.
Intelligence: 61.	Sickle: O.	Undine: X.
Defense: 42.	Bow: O.	Dryad: O.
Mind: 42.	Spear: O.	Jinn: X.
Agility: 45.	Axe: O.	Gnome: O.
Experience: 140.	Morning Star: O.	
L: 165.		

Strategy: Eh, Malyris isn't too difficult, again, that's if you've been Leveling Up and all. Her attacks consist of a multiple Yellow Ball Blast, which can cause a decent amount of damage and even Mute you, a tail whip attack, a Freeze Ray which can cause Snow Man and an attack where her tail goes across the top of the screen and Ickills fall down. If these hit you, they cause damage and Snow Man as well. Again, since this Boss is rather out of reach at all times, you'll want to use a long range Weapon, so stick with the Flail, Bow or even the Spear. If you wish to use Magic, make sure you use the Knuckles and either Salamander, Dryad or Gnome. Either way, though, just keep your assault up, heal when you need to and you'll come out on top of this.

- Kraken -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 635.	Knuckles: O.	Luna: ^.
Power: 70.	Flail: O.	Salamander: (O).
Intelligence: 45.	Sickle: ^.	Undine: X.
Defense: 45.	Bow: O.	Dryad: O.
Mind: 45.	Spear: O.	Jinn: O.
Agility: 48.	Axe: ^.	Gnome: ^.
Experience: 170.	Morning Star: O.	
L: 195.		

- Ankher -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 87.	Knuckles: O.	Luna: ^.
Power: 58.	Flail: O.	Salamander: (O).
Intelligence: 45.	Sickle: ^.	Undine: X.
Defense: 30.	Bow: O.	Dryad: O.
Mind: 28.	Spear: O.	Jinn: O.
Agility: 45.	Axe: ^.	Gnome: ^.
Experience: 2.	Morning Star: O.	
L: 1.		

Strategy: Eh, Kraken isn't that bad of a Boss. For his attacks, all he does is change pools to make it hard to hit him, so he'll disappear and reappear in different areas, plus he whips you with his tentacles, but you'll be lucky if these things even hit you. If his tentacle is red when it hits you, it'll throw you and it may cause Confusion. His only annoying attacks are that he fires an Ink Blast at you that can cause Darkness and that he can release Ankher on you, though weak, they are DAMN annoying. I suggest attacking Kraken with the Bow for this, as running up to the thing and trying to hit him with anything else before he runs off will be rather annoying. As for Magic, stick with Salamander and probably the Knuckles if you do use it, as that's your best bet. Either way, just don't give up your assault and you'll come through this a winner.

 - Efflite

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 682.	Knuckles: ^.	Luna: ^.
Power: 70.	Flail: ^.	Salamander: X.
Intelligence: 67.	Sickle: ^.	Undine: O.
Defense: 40.	Bow: ^.	Dryad: ^.
Mind: 40.	Spear: ^.	Jinn: (O).
Agility: 62.	Axe: ^.	Gnome: O.
Experience: 180.	Morning Star: ^.	
L: 225.		

Strategy: Again, if you've been Leveling Up, this'll be rather easy. First off, Efflite has a few attacks, which consist of him mostly bouncing around as a fireball. While it's not that dangerous, if you're not careful, it can do some decent damage to you, depending on if you're weak or not. You can hurt him when he's like this, though. He has another attack where he throws fireballs at you, plus he can make his head float around the room. Again, he's not that terribly hard, but due to having a resistance to every Weapon, you may want to focus on Magic for this Battle, it all depends, really, mainly on if your Weapons are strong enough at this point. For Magic, I suggest you stick with using Jinn and the Knuckles, so you can hit him from afar, but it's your call. Either way, just be sure to assault him as best as you can with whatever works best for you and to heal up when needed and be sure to avoid the lava here and you'll win this.

 - Lich

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: X.
Hit Points: 707.	Knuckles: O.	Luna: X.
Power: 71.	Flail: O.	Salamander: ^.
Intelligence: 76.	Sickle: O.	Undine: ^.
Defense: 45.	Bow: O.	Dryad: ^.
Mind: 54.	Spear: O.	Jinn: ^.

Agility: 53.	Axe: O.	Gnome: ^.
Experience: 200.	Morning Star: O.	
L: 270.		

Strategy: Ugh, this guy is so damn annoying. In all honesty, the smart thing to do here is not fight him in close range combat, due to his Scythe here follows where ever you go and circles around him like a shield almost. It won't do much damage to you, DEPENDING on if you've been training and upgrading your Equipment, but as for the Heroine, don't bother with her. She'll probably be taken down in the first 5-10 seconds of the fight and it's pointless to revive her. Other than his damn Scythe, Lich releases Blue Fireballs that have faces and sort of home in on you, plus if you get close to him, he uses what looks like Wind Slashes to hit you from his hand. I suggest you use the Bow or some other long range Weapon on him and as for Magic, definitely go with the Knuckles and Wisp or any other Weapon that lets you throw Magic at long range. Either way, just keep your assault up on him and he'll easily fall.

- Golem -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: O.
Hit Points: 729.	Knuckles: ^.	Luna: (O).
Power: 80.	Flail: X.	Salamander: X.
Intelligence: 50.	Sickle: ^.	Undine: O.
Defense: 78.	Bow: ^.	Dryad: X.
Mind: 50.	Spear: X.	Jinn: ^.
Agility: 54.	Axe: X.	Gnome: ^.
Experience: 220.	Morning Star: ^.	
L: 300.		

Strategy: Golem isn't too terrible hard at this point in the game and if he is, you'd better seriously start training yourself or you are going to have a rude awakening soon. Either way, Golem doesn't have any seriously hurting attacks, as all he does is move around the room and fire his weird looking orb things at you, plus he can fire a laser at you that causes Defense Down. Nothing too serious, but the only time Golem is hurtable is when he's not moving and he's a weird yellowish color. Unfortunately, he's immune to alot here, so I'd suggest unless your Weapons are heavily Forged, rely on using the Knuckles and Luna, IF your Magic is good with her. Otherwise, use the stats above to your advantage and do the best you can, as he's not that hard. Also, don't worry about Marshall in this Battle, as he's not important here and if he dies, don't revive him. Keep your assault up and you'll quickly end this...I hope.

- Demagon -

Monster Type: Dragon.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: X.
Hit Points: 800.	Knuckles: O.	Luna: O.

Power: 84.	Flail: X.	Salamander: X.	
Intelligence: 85.	Sickle: O.	Undine: ^.	
Defense: 65.	Bow: X.	Dryad: ^.	
Mind: 55.	Spear: X.	Jinn: ^.	
Agility: 57.	Axe: O.	Gnome: O.	
Experience: 250.	Morning Star: O.		
L: 375.			

Note: According to the game's source code, his name is also Giga Dragon.

Strategy: Again, this Battle isn't THAT hard, since I'm assuming you've been training alot and have been Forging/Tempering your Equipment. Anyway, if not, well, do your best, I guess...either way, Demagon's got some rather good attacks, such as its Fiery Breath, which can put you into Fire Man Status, an attack where it throws Yellow Energy Balls and it can also put you into the Stop Status, as well as if you get near it, it'll attack you with some slashes. As for how to go about this...well, if you're lacking over all strength due to not training, I suggest you don't go up the roots/branches of the tree here and fight him head on, but instead use Luna or Gnome with the Knuckles here to attack it from afar. If you're going to use Weapons, though, go with whatever is your best one, except the Flail, Bow or Spear, obviously. Anyway, just keep your assault up and heal when needed and you'll come out of this alive and kicking.

- Julius I

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 500.	Knuckles: O.	Luna: O.	
Power: 80.	Flail: O.	Salamander: O.	
Intelligence: 80.	Sickle: O.	Undine: O.	
Defense: 60.	Bow: O.	Dryad: O.	
Mind: 60.	Spear: O.	Jinn: O.	
Agility: 65.	Axe: O.	Gnome: O.	
Experience: 200.	Morning Star: O.		
L: 0.			

- King Ox

Monster Type: Animal.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DayViz.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: O.	
Hit Points: 410.	Knuckles: O.	Luna: ^.	
Power: 85.	Flail: O.	Salamander: ^.	
Intelligence: 76.	Sickle: O.	Undine: O.	
Defense: 53.	Bow: O.	Dryad: O.	
Mind: 56.	Spear: O.	Jinn: (O).	
Agility: 65.	Axe: O.	Gnome: X.	
Experience: 2.	Morning Star: O.		
L: 1.			

Strategy: Please see The Walkthrough, W. The Showdown With Julius for a complete strategy on Julius and King Ox there.

- Julius II -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: -.	
-----	Staff: O.	Shade: -.	
Hit Points: 700.	Knuckles: O.	Luna: -.	
Power: 85.	Flail: O.	Salamander: -.	
Intelligence: 85.	Sickle: O.	Undine: -.	
Defense: 65.	Bow: O.	Dryad: -.	
Mind: 65.	Spear: O.	Jinn: -.	
Agility: 65.	Axe: O.	Gnome: -.	
Experience: 250.	Morning Star: O.		
L: 0.			

Note: Depending on what attack Julius just used, his Spirit Strengths and Weakness change to the following when he uses an attack:

For Lava Wave: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: X.
Undine And Jinn: O.

For Ice Tornado: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: O.
Undine And Jinn: X.

For Dark Drain: Wisp And Dryad: O. Shade And Luna: X. Salamander, Undine,
Jinn And Gnome: ^.

Strategy: Please see The Walkthrough, X. Julius, Round 2! for a complete strategy on Julius there.

- Julius III -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 1,500.	Knuckles: O.	Luna: O.	
Power: 90.	Flail: O.	Salamander: O.	
Intelligence: 90.	Sickle: O.	Undine: O.	
Defense: 70.	Bow: O.	Dryad: O.	
Mind: 70.	Spear: O.	Jinn: O.	
Agility: 70.	Axe: O.	Gnome: O.	
Experience: 0.	Morning Star: O.		
L: 0.			

Strategy: Please see The Walkthrough, Y. The Battle In Hell...This Is Where It Ends!!! for a complete strategy on Julius there.

Key:

(O) - Means the Monster is VERY weak to this.

O - Means the Monster can be hurt with this for normal damage.

^ - Means the Monster is strong to this.

X - Means the Monster is immune to this.

- White Wolf -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 90.	Knuckles: O.	Luna: ^.
Power: 18.	Flail: O.	Salamander: ^.
Intelligence: 16.	Sickle: O.	Undine: O.
Defense: 12.	Bow: O.	Dryad: O.
Mind: 13.	Spear: O.	Jinn: X.
Agility: 11.	Axe: O.	Gnome: (O).
Experience: 5.	Morning Star: O.	
L: 15.		

Strategy: Surprisingly easy, depending on how well you trained.

Unfortunately, Salamander does pathetic damage to him and unless you've been training as a Magic Class and Leveling Salamander, he won't be much use here to you. Regardless, Black Wolf is insanely easy, but he has a very power multiple hit attack and a rather strong Blue Ball Blast. Best strategy is to just hit him constantly with your Staff/Bow and he'll fall fast.

- Count Lee -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: X.
Hit Points: 130.	Knuckles: O.	Luna: X.
Power: 17.	Flail: ^.	Salamander: ^.
Intelligence: 16.	Sickle: O.	Undine: ^.
Defense: 10.	Bow: ^.	Dryad: O.
Mind: 14.	Spear: ^.	Jinn: X.
Agility: 11.	Axe: O.	Gnome: (O).
Experience: 10.	Morning Star: O.	
L: 45.		

Note: The game's source code lists his name as "Vampire", but obviously his name is Count Lee.

Strategy: Eh, Count Lee isn't that strong, especially if you've been training. Though, most of your attacks except your Staff won't do much to him. If you've been training as a Class that focuses on Power, then your Staff will take him down in a few hits easily, where as if you're doing Magic, eh, good luck. Salamander does barely any damage to him, but Wisp

does decent damage, so you may want to use that. Either way, he's not all that hard and most of his attacks aren't that dangerous, save when he turns into a ton of Bats. THAT gets annoying and can really rack up damage on you. Other than that, just attack with your Staff if you can and use Wisp's Magic Attack and you'll do fine.

- Hydra Alpha/Beta

Monster Type: Dragon.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 170.	Knuckles: O.	Luna: ^.
Power: 19.	Flail: ^.	Salamander: (O).
Intelligence: 18.	Sickle: O.	Undine: X.
Defense: 9.	Bow: O.	Dryad: O.
Mind: 16.	Spear: O.	Jinn: O.
Agility: 10.	Axe: O.	Gnome: ^.
Experience: 15.	Morning Star: O.	
L: 52.		

Note: Each of the heads has the exact same stats. Also, even though the game's source code lists Hydra Body as a Monster, the Hydra's Body is NOT able to be hit.

Strategy: Surprisingly, if you've been training hard enough, this isn't that difficult of a Battle. If you're about Level 20 or so, depending on what field you've been training in, you should be ok, but this isn't a Battle you want to rush head on into and attack close range. No, attempt to attack from afar and use the Bow or Flail, mainly I suggest the Bow, but it's your call. Salamander does great damage to Hydra, but only if you've been training yourself as a Magic user and all. Again, if you do use Salamander, make sure the Bow is Equipped so you can release a long range Magic Attack. Anyway, just do your best from afar and heal yourself if you need to using Wisp. The only attacks of Hydras to watch out for is it can cause Poison and Snow Man on you and both attacks deal a fair share of damage, so stay away at all costs. Keep your assault up, though and afterwards, you'll come through.

- Guardian

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: DayViz.	Sword: ^.	Wisp: X.
-----	Staff: X.	Shade: O.
Hit Points: 200.	Knuckles: X.	Luna: (O).
Power: 27.	Flail: X.	Salamander: X.
Intelligence: 28.	Sickle: ^.	Undine: O.
Defense: 15.	Bow: X.	Dryad: X.
Mind: 20.	Spear: X.	Jinn: ^.
Agility: 24.	Axe: ^.	Gnome: O.
Experience: 50.	Morning Star: X.	
L: 90.		

Strategy: Eh, this is actually rather easy, despite that all your Weapons except the Sickie don't work against him. Though, you could use Bogard here and have him use his Sword, as he's quite good against the Guardian. Another option is Magic, but again, you'll probably run out fast unless you've been training in a Class that relies on Magic. Either way, use Undine, as she's your only Spirit here that'll do anything to him and despite this, just do what you feel works the best, as Guardian is not THAT hard and just keep your assault up and you'll win.

 - Mindflare

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: X.
Hit Points: 428.	Knuckles: O.	Luna: X.
Power: 45.	Flail: ^.	Salamander: ^.
Intelligence: 47.	Sickle: O.	Undine: O.
Defense: 40.	Bow: ^.	Dryad: O.
Mind: 35.	Spear: ^.	Jinn: X.
Agility: 36.	Axe: O.	Gnome: O.
Experience: 70.	Morning Star: O.	
L: 105.		

Strategy: Ok, this can be easy or hard, depending on how strong you are and how you play your cards here. Basically, if you've been training, this shouldn't be a huge problem for you. The only "challenging" thing about Mindflare is that you fight him on this damn rotating platform and you can only hit him when he lands and stops floating around. Mindflare himself doesn't have alot of really serious attacks, but he has these Blue Homing Balls that if they touch you, they can inflict Darkness, which is a pain. The easiest way to go at him is to wait until he lands and stays in one spot, then run in the direction the platform is moving so you get to him FAST and crash into him so you stop moving and just nail the hell out of him with your Weapons. I don't suggest Magic for this Battle, as it's way too hard to use it right. Also, even though Lester's with you, he won't be of much help, so don't rely on him. Just get close and whack away at him and you'll win. He's not THAT hard, really, as long as you've been training.

 - Full Metal Haggar

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 256.	Knuckles: O.	Luna: ^.
Power: 45.	Flail: O.	Salamander: (O).
Intelligence: 43.	Sickle: O.	Undine: X.
Defense: 35.	Bow: O.	Dryad: O.
Mind: 32.	Spear: O.	Jinn: O.
Agility: 41.	Axe: O.	Gnome: ^.
Experience: 10.	Morning Star: O.	
L: 15.		

- Boison Vine -

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 484.	Knuckles: O.	Luna: (O).
Power: 46.	Flail: O.	Salamander: O.
Intelligence: 47.	Sickle: O.	Undine: ^.
Defense: 27.	Bow: O.	Dryad: X.
Mind: 44.	Spear: O.	Jinn: O.
Agility: 33.	Axe: O.	Gnome: ^.
Experience: 75.	Morning Star: O.	
L: 120.		

Note: Apparently that vine thing on Boison Vine is called Boison Tendril, though you can't hurt it.

Strategy: Full Metal Haggar is an absolute joke. It has no really solid attacks, so just let loose on it with your best Weapon and it'll fall FAST. Of course, you didn't think this Boss Battle would be THAT easy, did you? Well, Boison Vine comes in and he's much more of a challenge for you than his first form was. For Boison Vine, it spits out various gases at you that can cause a whole bunch of Status Ailments to you, so your best bet is to avoid them. It also throws out Blue Seeds at you and a little vine also whips out to cause pathetic damage to you. To take this thing down, first target it's stomach like area that opens up and shows you a yellow part to it.

Hit this and once the inside is hollowed out, head to the top platform by jumping up and switch over to the Knuckles and Salamander or Luna, your call and attack it non stop. Though, if you haven't been training the Spirits, they may not be of much help to you, especially if you aren't a Class that deals in Magic. If not, then use your Staff to whack the Blue Seeds back at Boison Vine to deal some damage to it. Just avoid its gases and hit the Blue Seeds back at it and eventually it'll die.

- Garuda -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 567.	Knuckles: O.	Luna: (O).
Power: 50.	Flail: O.	Salamander: O.
Intelligence: 49.	Sickle: O.	Undine: ^.
Defense: 39.	Bow: O.	Dryad: X.
Mind: 40.	Spear: O.	Jinn: O.
Agility: 54.	Axe: O.	Gnome: ^.
Experience: 100.	Morning Star: O.	
L: 120.		

Strategy: Eh, Garuda isn't a terribly hard Boss, but he is annoying and hard to hit. Basically, he flies around most of the time out of your reach

and attacks with a swooping attack that can Confuse you, an attack where he drops Bombs on you and an attack where he tries to hit you with his claws. Since he's rather far out of your reach, I suggest use the Flail as it's semi fast and has the best reach of any Weapon. If you wish to use Magic, though, I'd suggest going with the Knuckles and Gnome, as you'll have the best luck there. He's not that hard, so don't worry about having a hard time with him, just worry about actually hitting him. Keep your assault up and you'll win.

 - Dark Lord -

Monster Type: None.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: X.
Hit Points: 528.	Knuckles: O.	Luna: ^.
Power: 60.	Flail: O.	Salamander: ^.
Intelligence: 53.	Sickle: O.	Undine: ^.
Defense: 45.	Bow: O.	Dryad: ^.
Mind: 44.	Spear: O.	Jinn: ^.
Agility: 80.	Axe: O.	Gnome: ^.
Experience: 120.	Morning Star: O.	
L: 180.		

Strategy: Surprisingly enough, Dark Lord is a pushover, if you've been training yourself. Dark Lord only has 2 real attacks, which one is a Dark Wave where he releases 3 waves of energy that can cause Darkness to you and one where he does a Charging Rush which can Paralyze you if it hits. Other than that, he can just slash at you with his Sword. Unfortunately, Magic is rather ineffective against him, so I suggest using a Weapon that you can attack with a distance with, unless you feel like rushing him or something. Stick with the Spear, Flail or Bow, but use whatever's best for you, really. Either way, just stick to it and assault him as best as you can and don't even worry about the Hero, as he can handle himself, but not for too long. Don't bother reviving him if he dies, though, as it's not worth it. Keep it up and you'll win.

 - Malyris -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 574.	Knuckles: O.	Luna: ^.
Power: 57.	Flail: O.	Salamander: O.
Intelligence: 61.	Sickle: O.	Undine: X.
Defense: 42.	Bow: O.	Dryad: O.
Mind: 42.	Spear: O.	Jinn: X.
Agility: 45.	Axe: O.	Gnome: O.
Experience: 140.	Morning Star: O.	
L: 165.		

Strategy: Eh, Malyris isn't too difficult, again, that's if you've been Leveling Up and all. Her attacks consist of a multiple Yellow Ball Blast,

which can cause a decent amount of damage and even Mute you, a tail whip attack, a Freeze Ray which can cause Snow Man and an attack where her tail goes across the top of the screen and Ickills fall down. If these hit you, they cause damage and Snow Man as well. Again, since this Boss is rather out of reach at all times, you'll want to use a long range Weapon, so stick with the Flail, Bow or even the Spear. If you wish to use Magic, make sure you use the Knuckles and either Salamander, Dryad or Gnome. Either way, though, just keep your assault up, heal when you need to and you'll come out on top of this.

 - Kraken -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 635.	Knuckles: O.	Luna: ^.
Power: 70.	Flail: O.	Salamander: (O).
Intelligence: 45.	Sickle: ^.	Undine: X.
Defense: 45.	Bow: O.	Dryad: O.
Mind: 45.	Spear: O.	Jinn: O.
Agility: 48.	Axe: ^.	Gnome: ^.
Experience: 170.	Morning Star: O.	
L: 195.		

 - Ankher -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 87.	Knuckles: O.	Luna: ^.
Power: 58.	Flail: O.	Salamander: (O).
Intelligence: 45.	Sickle: ^.	Undine: X.
Defense: 30.	Bow: O.	Dryad: O.
Mind: 28.	Spear: O.	Jinn: O.
Agility: 45.	Axe: ^.	Gnome: ^.
Experience: 2.	Morning Star: O.	
L: 1.		

Strategy: Eh, Kraken isn't that bad of a Boss. For his attacks, all he does is change pools to make it hard to hit him, so he'll disappear and reappear in different areas, plus he whips you with his tentacles, but you'll be lucky if these things even hit you. If his tentacle is red when it hits you, it'll throw you and it may cause Confusion. His only annoying attacks are that he fires an Ink Blast at you that can cause Darkness and that he can release Ankher on you, though weak, they are DAMN annoying. I suggest attacking Kraken with the Bow for this, as running up to the thing and trying to hit him with anything else before he runs off will be rather annoying. As for Magic, stick with Salamander and probably the Knuckles if you do use it, as that's your best bet. Either way, just don't give up your assault and you'll come through this a winner.

 - Efflite -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 682.	Knuckles: ^.	Luna: ^.
Power: 70.	Flail: ^.	Salamander: X.
Intelligence: 67.	Sickle: ^.	Undine: O.
Defense: 40.	Bow: ^.	Dryad: ^.
Mind: 40.	Spear: ^.	Jinn: (O).
Agility: 62.	Axe: ^.	Gnome: O.
Experience: 180.	Morning Star: ^.	
L: 225.		

Strategy: Again, if you've been Leveling Up, this'll be rather easy. First off, Efflite has a few attacks, which consist of him mostly bouncing around as a fireball. While it's not that dangerous, if you're not careful, it can do some decent damage to you, depending on if you're weak or not. You can hurt him when he's like this, though. He has another attack where he throws fireballs at you, plus he can make his head float around the room. Again, he's not that terribly hard, but due to having a resistance to every Weapon, you may want to focus on Magic for this Battle, it all depends, really, mainly on if your Weapons are strong enough at this point. For Magic, I suggest you stick with using Jinn and the Knuckles, so you can hit him from afar, but it's your call. Either way, just be sure to assault him as best as you can with whatever works best for you and to heal up when needed and be sure to avoid the lava here and you'll win this.

- Lich -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: X.
Hit Points: 707.	Knuckles: O.	Luna: X.
Power: 71.	Flail: O.	Salamander: ^.
Intelligence: 76.	Sickle: O.	Undine: ^.
Defense: 45.	Bow: O.	Dryad: ^.
Mind: 54.	Spear: O.	Jinn: ^.
Agility: 53.	Axe: O.	Gnome: ^.
Experience: 200.	Morning Star: O.	
L: 270.		

Strategy: Ugh, this guy is so damn annoying. In all honesty, the smart thing to do here is not fight him in close range combat, due to his Scythe here follows where ever you go and circles around him like a shield almost. It won't do much damage to you, DEPENDING on if you've been training and upgrading your Equipment, but as for the Heroine, don't bother with her. She'll probably be taken down in the first 5-10 seconds of the fight and it's pointless to revive her. Other than his damn Scythe, Lich releases Blue Fireballs that have faces and sort of home in on you, plus if you get close to him, he uses what looks like Wind Slashes to hit you from his hand. I suggest you use the Bow or some other long range Weapon on him and as for Magic, definitely go with the Knuckles and Wisp

or any other Weapon that lets you throw Magic at long range. Either way, just keep your assault up on him and he'll easily fall.

- Golem -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: O.
Hit Points: 729.	Knuckles: ^.	Luna: (O).
Power: 80.	Flail: X.	Salamander: X.
Intelligence: 50.	Sickle: ^.	Undine: O.
Defense: 78.	Bow: ^.	Dryad: X.
Mind: 50.	Spear: X.	Jinn: ^.
Agility: 54.	Axe: X.	Gnome: ^.
Experience: 220.	Morning Star: ^.	
L: 300.		

Strategy: Golem isn't too terrible hard at this point in the game and if he is, you'd better seriously start training yourself or you are going to have a rude awakening soon. Either way, Golem doesn't have any seriously hurting attacks, as all he does is move around the room and fire his weird looking orb things at you, plus he can fire a laser at you that causes Defense Down. Nothing too serious, but the only time Golem is hurtable is when he's not moving and he's a weird yellowish color. Unfortunately, he's immune to alot here, so I'd suggest unless your Weapons are heavily Forged, rely on using the Knuckles and Luna, IF your Magic is good with her. Otherwise, use the stats above to your advantage and do the best you can, as he's not that hard. Also, don't worry about Marshall in this Battle, as he's not important here and if he dies, don't revive him. Keep your assault up and you'll quickly end this...I hope.

- Demagon -

Monster Type: Dragon.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: X.
Hit Points: 800.	Knuckles: O.	Luna: O.
Power: 84.	Flail: X.	Salamander: X.
Intelligence: 85.	Sickle: O.	Undine: ^.
Defense: 65.	Bow: X.	Dryad: ^.
Mind: 55.	Spear: X.	Jinn: ^.
Agility: 57.	Axe: O.	Gnome: O.
Experience: 250.	Morning Star: O.	
L: 375.		

Note: According to the game's source code, his name is also Giga Dragon.

Strategy: Again, this Battle isn't THAT hard, since I'm assuming you've been training alot and have been Forging/Tempering your Equipment. Anyway, if not, well, do your best, I guess...either way, Demagon's got some rather good attacks, such as its Fiery Breath, which can put you into Fire Man Status, an attack where it throws Yellow Energy Balls and it can also

put you into the Stop Status, as well as if you get near it, it'll attack you with some slashes. As for how to go about this...well, if you're lacking over all strength due to not training, I suggest you don't go up the roots/branches of the tree here and fight him head on, but instead use Luna or Gnome with the Knuckles here to attack it from afar. If you're going to use Weapons, though, go with whatever is your best one, except the Flail, Bow or Spear, obviously. Anyway, just keep your assault up and heal when needed and you'll come out of this alive and kicking.

 - Julius I

Monster Type: None.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 80.	Flail: O.	Salamander: O.
Intelligence: 80.	Sickle: O.	Undine: O.
Defense: 60.	Bow: O.	Dryad: O.
Mind: 60.	Spear: O.	Jinn: O.
Agility: 65.	Axe: O.	Gnome: O.
Experience: 200.	Morning Star: O.	
L: 0.		

 - King Ox

Monster Type: Animal.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 410.	Knuckles: O.	Luna: ^.
Power: 85.	Flail: O.	Salamander: ^.
Intelligence: 76.	Sickle: O.	Undine: O.
Defense: 53.	Bow: O.	Dryad: O.
Mind: 56.	Spear: O.	Jinn: (O).
Agility: 65.	Axe: O.	Gnome: X.
Experience: 2.	Morning Star: O.	
L: 1.		

Strategy: Please see The Walkthrough, W. The Showdown With Julius for a complete strategy on Julius and King Ox there.

 - Julius II

Monster Type: None.	Weapons:	Spirits:
Prime Sense: None.		
Sub Sense: None.	Sword: O.	Wisp: -.
-----	Staff: O.	Shade: -.
Hit Points: 700.	Knuckles: O.	Luna: -.
Power: 85.	Flail: O.	Salamander: -.
Intelligence: 85.	Sickle: O.	Undine: -.
Defense: 65.	Bow: O.	Dryad: -.
Mind: 65.	Spear: O.	Jinn: -.

Agility: 65.	Axe: O.	Gnome: -.	
Experience: 250.	Morning Star: O.		
L: 0.			

Note: Depending on what attack Julius just used, his Spirit Strengths and Weakness change to the following when he uses an attack:

For Lava Wave: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: X. Undine And Jinn: O.

For Ice Tornado: Wisp, Shade, Luna And Dryad: ^. Salamander And Gnome: O. Undine And Jinn: X.

For Dark Drain: Wisp And Dryad: O. Shade And Luna: X. Salamander, Undine, Jinn And Gnome: ^.

Strategy: Please see The Walkthrough, X. Julius, Round 2! for a complete strategy on Julius there.

- Julius III -

Monster Type: None.	Weapons:	Spirits:	
Prime Sense: None.			
Sub Sense: None.	Sword: O.	Wisp: O.	
-----	Staff: O.	Shade: O.	
Hit Points: 1,500.	Knuckles: O.	Luna: O.	
Power: 90.	Flail: O.	Salamander: O.	
Intelligence: 90.	Sickle: O.	Undine: O.	
Defense: 70.	Bow: O.	Dryad: O.	
Mind: 70.	Spear: O.	Jinn: O.	
Agility: 70.	Axe: O.	Gnome: O.	
Experience: 0.	Morning Star: O.		
L: 0.			

Strategy: Please see The Walkthrough, Y. The Battle In Hell...This Is Where It Ends!!! for a complete strategy on Julius there.

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= [IX. Monster List] [MONLI9]=
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Note: To save myself the typing out of this over and over for each Monster, I'll list this here. This applies to ALL Monsters on your list. When you defeat the same Enemy 1,000 times, they disappear and a new Enemy appears. This is called Black _____. For example, if you kill a Rabite 1,000 times, you will now fight Black Rabites, as the normal ones are now gone. The difference with these Black Enemies are that each stat is increased by 100, same with Experience and L, but HP is upped by 500. So when looking at the Monster data, to figure out how strong their Black version is, just add 100 to something and 500 to their HP and you have it. Also, Black Enemies are vital for getting the best materials to Forge you the best Equipment in the game, as they drop the materials VERY often.

Key:

(O) - Means the Monster is VERY weak to this.

O - Means the Monster can be hurt with this for normal damage.

^ - Means the Monster is strong to this.

X - Means the Monster is immune to this.

Update: Apparently there are a few Monsters in the game that you fight that you can't get stats on, some, but yet VERY, VERY, VERY few of them are normal looking Enemies, but have slightly increased stats and you fight them at parts of the story. I have NO idea how to document them without hacking the game and checking the data, but rest assured the stats are not THAT different and you probably won't notice it. I happened to while fighting the Werewolf when you get the Knuckles in the story with the Hero. I noticed they were much weaker than normal, but the difference wasn't that great. Odd, yes, but you won't really find a whole lot of Enemies that're like this. Though, if anyone would like to hack the game and find the stats on certain Enemies like this, feel free to and if so, send it my way at ssj4kain@aol.com and I'll add it up and give you credit.

Note: I unfortunately don't know what the rate and percent is for each of the Dropped Items the Monsters all drop. Sorry. If anyone would like to do the research or whatever, drop me a line and let me know and full credit will be given. Thanks.

- 1. Rabite -

Monster Type: Fauna.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: None.	Sword: O.	Wisp: ^.	
-----	Staff: (O).	Shade: O.	
Hit Points: 20.	Knuckles: (O).	Luna: ^.	
Power: 5.	Flail: O.	Salamander: ^.	
Intelligence: 2.	Sickle: O.	Undine: O.	
Defense: 2.	Bow: O.	Dryad: O.	
Mind: 1.	Spear: O.	Jinn: (O).	
Agility: 1.	Axe: O.	Gnome: X.	
Experience: 1.	Morning Star: (O).		
L: 1.			

- 2. Molebear -

Monster Type: Fauna.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DayViz.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: O.	
Hit Points: 54.	Knuckles: O.	Luna: ^.	
Power: 24.	Flail: O.	Salamander: ^.	
Intelligence: 23.	Sickle: O.	Undine: O.	
Defense: 18.	Bow: O.	Dryad: O.	
Mind: 10.	Spear: O.	Jinn: (O).	
Agility: 23.	Axe: O.	Gnome: X.	
Experience: 7.	Morning Star: O.		
L: 12.			

- 3. Howler -

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DarkViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 148.	Knuckles: O.	Luna: ^.
Power: 52.	Flail: O.	Salamander: ^.
Intelligence: 22.	Sickle: O.	Undine: O.
Defense: 19.	Bow: O.	Dryad: O.
Mind: 17.	Spear: O.	Jinn: (O).
Agility: 52.	Axe: O.	Gnome: X.
Experience: 19.	Morning Star: O.	
L: 30.		

- 4. Sabre Kitty -

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 170.	Knuckles: O.	Luna: ^.
Power: 63.	Flail: O.	Salamander: ^.
Intelligence: 48.	Sickle: O.	Undine: O.
Defense: 34.	Bow: O.	Dryad: O.
Mind: 28.	Spear: O.	Jinn: (O).
Agility: 56.	Axe: O.	Gnome: X.
Experience: 24.	Morning Star: O.	
L: 27.		

- 5. Gray Ox -

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 170.	Knuckles: O.	Luna: ^.
Power: 63.	Flail: O.	Salamander: ^.
Intelligence: 48.	Sickle: O.	Undine: O.
Defense: 34.	Bow: O.	Dryad: O.
Mind: 28.	Spear: O.	Jinn: (O).
Agility: 56.	Axe: O.	Gnome: X.
Experience: 24.	Morning Star: O.	
L: 198.		

Rare Monster: Only appears during the Day at Mt. Illusia.

- 6. Mushroom -

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 45.	Knuckles: X.	Luna: (O).
Power: 18.	Flail: ^.	Salamander: O.

Intelligence: 19.	Sickle: (O).	Undine: ^.
Defense: 13.	Bow: ^.	Dryad: X.
Mind: 12.	Spear: ^.	Jinn: O.
Agility: 15.	Axe: (O).	Gnome: ^.
Experience: 5.	Morning Star: X.	
L: 10.		

- 7. Death Flora -

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 35.	Knuckles: X.	Luna: (O).
Power: 15.	Flail: ^.	Salamander: O.
Intelligence: 12.	Sickle: (O).	Undine: ^.
Defense: 10.	Bow: ^.	Dryad: X.
Mind: 8.	Spear: ^.	Jinn: O.
Agility: 7.	Axe: (O).	Gnome: ^.
Experience: 3.	Morning Star: X.	
L: 6.		

- 8. Bumpkin -

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 135.	Knuckles: X.	Luna: (O).
Power: 45.	Flail: ^.	Salamander: O.
Intelligence: 55.	Sickle: (O).	Undine: ^.
Defense: 15.	Bow: ^.	Dryad: X.
Mind: 16.	Spear: ^.	Jinn: O.
Agility: 30.	Axe: (O).	Gnome: ^.
Experience: 17.	Morning Star: X.	
L: 12.		

- 9. Marlboro -

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 206.	Knuckles: X.	Luna: (O).
Power: 27.	Flail: ^.	Salamander: O.
Intelligence: 64.	Sickle: (O).	Undine: ^.
Defense: 43.	Bow: ^.	Dryad: X.
Mind: 62.	Spear: ^.	Jinn: O.
Agility: 45.	Axe: (O).	Gnome: ^.
Experience: 51.	Morning Star: X.	
L: 171.		

Rare Monster: Only appears during Dawn at the Cascade Cave.

- 10. Wooding -

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 427.	Knuckles: X.	Luna: (O).
Power: 94.	Flail: ^.	Salamander: O.
Intelligence: 85.	Sickle: (O).	Undine: ^.
Defense: 67.	Bow: ^.	Dryad: X.
Mind: 68.	Spear: ^.	Jinn: O.
Agility: 64.	Axe: (O).	Gnome: ^.
Experience: 158.	Morning Star: X.	
L: 450.		

Rare Monster: Only appears during Night at the Mana Sanctuary.

- 11. Bebe -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 17.	Knuckles: (O).	Luna: O.
Power: 8.	Flail: ^.	Salamander: O.
Intelligence: 4.	Sickle: ^.	Undine: ^.
Defense: 4.	Bow: ^.	Dryad: ^.
Mind: 3.	Spear: ^.	Jinn: (O).
Agility: 5.	Axe: ^.	Gnome: X.
Experience: 2.	Morning Star: (O).	
L: 3.		

- 12. Locud -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 30.	Knuckles: (O).	Luna: O.
Power: 8.	Flail: ^.	Salamander: O.
Intelligence: 18.	Sickle: ^.	Undine: ^.
Defense: 10.	Bow: ^.	Dryad: ^.
Mind: 6.	Spear: ^.	Jinn: (O).
Agility: 21.	Axe: ^.	Gnome: X.
Experience: 6.	Morning Star: (O).	
L: 10.		

- 13. Gloomoth -

Monster Type: Insect.	Weapons:	Spirits:
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Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 115.	Knuckles: (O).	Luna: O.
Power: 21.	Flail: ^.	Salamander: O.
Intelligence: 36.	Sickle: ^.	Undine: ^.
Defense: 18.	Bow: ^.	Dryad: ^.
Mind: 44.	Spear: ^.	Jinn: (O).
Agility: 49.	Axe: ^.	Gnome: X.
Experience: 18.	Morning Star: (O).	
L: 28.		

- 14. Sand Scorpio -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 166.	Knuckles: (O).	Luna: O.
Power: 52.	Flail: ^.	Salamander: O.
Intelligence: 33.	Sickle: ^.	Undine: ^.
Defense: 34.	Bow: ^.	Dryad: ^.
Mind: 35.	Spear: ^.	Jinn: (O).
Agility: 41.	Axe: ^.	Gnome: X.
Experience: 33.	Morning Star: (O).	
L: 108.		

Rare Monster: Appears at all times in the Jadd Desert.

- 15. Silkspitter -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 175.	Knuckles: (O).	Luna: O.
Power: 56.	Flail: ^.	Salamander: O.
Intelligence: 34.	Sickle: ^.	Undine: ^.
Defense: 37.	Bow: ^.	Dryad: ^.
Mind: 37.	Spear: ^.	Jinn: (O).
Agility: 43.	Axe: ^.	Gnome: X.
Experience: 39.	Morning Star: (O).	
L: 126.		

Rare Monster: Only appears during Morning and Night times in the Jadd Desert.

- 16. Tonpole -

Monster Type: Reptile.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: (O).	Wisp: ^.

-----	Staff: ^.		Shade: O.	
Hit Points: 40.	Knuckles: ^.		Luna: O.	
Power: 16.	Flail: O.		Salamander: (O).	
Intelligence: 15.	Sickle: (O).		Undine: X.	
Defense: 9.	Bow: O.		Dryad: ^.	
Mind: 8.	Spear: O.		Jinn: O.	
Agility: 10.	Axe: (O).		Gnome: ^.	
Experience: 3.	Morning Star: ^.			
L: 7.				

- 17. Basilisk

Monster Type: Reptile.	Weapons:		Spirits:	
Prime Sense: Hearing.				
Sub Sense: DayViz.	Sword: (O).		Wisp: ^.	
-----	Staff: ^.		Shade: O.	
Hit Points: 146	Knuckles: ^.		Luna: O.	
Power: 52.	Flail: O.		Salamander: (O).	
Intelligence: 38.	Sickle: (O).		Undine: X.	
Defense: 24	Bow: O.		Dryad: ^.	
Mind: 22.	Spear: O.		Jinn: O.	
Agility: 37.	Axe: (O).		Gnome: ^.	
Experience: 22.	Morning Star: ^.			
L: 19.				

- 18. Lizardon

Monster Type: Reptile.	Weapons:		Spirits:	
Prime Sense: Hearing.				
Sub Sense: DayViz.	Sword: (O).		Wisp: ^.	
-----	Staff: ^.		Shade: O.	
Hit Points: 62.	Knuckles: ^.		Luna: O.	
Power: 22.	Flail: O.		Salamander: (O).	
Intelligence: 20.	Sickle: (O).		Undine: X.	
Defense: 14.	Bow: O.		Dryad: ^.	
Mind: 10.	Spear: O.		Jinn: O.	
Agility: 16.	Axe: (O).		Gnome: ^.	
Experience: 4.	Morning Star: ^.			
L: 10.				

- 19. Cobra

Monster Type: Reptile.	Weapons:		Spirits:	
Prime Sense: Hearing.				
Sub Sense: DayViz.	Sword: (O).		Wisp: ^.	
-----	Staff: ^.		Shade: O.	
Hit Points: 71.	Knuckles: ^.		Luna: O.	
Power: 36.	Flail: O.		Salamander: (O).	
Intelligence: 33.	Sickle: (O).		Undine: X.	
Defense: 17.	Bow: O.		Dryad: ^.	
Mind: 16.	Spear: O.		Jinn: O.	
Agility: 36.	Axe: (O).		Gnome: ^.	
Experience: 10.	Morning Star: ^.			
L: 18.				

- 20. Tyrranos -

Monster Type: Reptile.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: (O).	Wisp: ^.
-----	Staff: ^.	Shade: O.
Hit Points: 260.	Knuckles: ^.	Luna: O.
Power: 86.	Flail: O.	Salamander: (O).
Intelligence: 32.	Sickle: (O).	Undine: X.
Defense: 55.	Bow: O.	Dryad: ^.
Mind: 30.	Spear: O.	Jinn: O.
Agility: 43.	Axe: (O).	Gnome: ^.
Experience: 43.	Morning Star: ^.	
L: 60.		

Rare Monster: Only appears during Day times in the Glass Desert.

- 21. Needlebeak -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: None.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 45.	Knuckles: ^.	Luna: ^.
Power: 18.	Flail: (O).	Salamander: O.
Intelligence: 15.	Sickle: ^.	Undine: ^.
Defense: 8.	Bow: (O).	Dryad: O.
Mind: 8.	Spear: (O).	Jinn: X.
Agility: 16.	Axe: ^.	Gnome: (O).
Experience: 3.	Morning Star: ^.	
L: 9.		

- 22. Batmo -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: None.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 23.	Knuckles: ^.	Luna: ^.
Power: 8.	Flail: (O).	Salamander: O.
Intelligence: 6.	Sickle: ^.	Undine: ^.
Defense: 2.	Bow: (O).	Dryad: O.
Mind: 2.	Spear: (O).	Jinn: X.
Agility: 14.	Axe: ^.	Gnome: (O).
Experience: 2.	Morning Star: ^.	
L: 4.		

- 23. Cockatrice -

Monster Type: Fowl.	Weapons:	Spirits:
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Prime Sense: DayViz.		
Sub Sense: DarkViz.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 95.	Knuckles: ^.	Luna: ^.
Power: 38.	Flail: (O).	Salamander: O.
Intelligence: 38.	Sickle: ^.	Undine: ^.
Defense: 21.	Bow: (O).	Dryad: O.
Mind: 19.	Spear: (O).	Jinn: X.
Agility: 33.	Axe: ^.	Gnome: (O).
Experience: 13.	Morning Star: ^.	
L: 21.		

- 24. Blood Owl -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: None.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 48.	Knuckles: ^.	Luna: ^.
Power: 21.	Flail: (O).	Salamander: O.
Intelligence: 24.	Sickle: ^.	Undine: ^.
Defense: 16.	Bow: (O).	Dryad: O.
Mind: 20.	Spear: (O).	Jinn: X.
Agility: 19.	Axe: ^.	Gnome: (O).
Experience: 6.	Morning Star: ^.	
L: 12.		

- 25. Garuda -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: None.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 274.	Knuckles: ^.	Luna: ^.
Power: 85.	Flail: (O).	Salamander: O.
Intelligence: 81.	Sickle: ^.	Undine: ^.
Defense: 50.	Bow: (O).	Dryad: O.
Mind: 49.	Spear: (O).	Jinn: X.
Agility: 83.	Axe: ^.	Gnome: (O).
Experience: 90.	Morning Star: ^.	
L: 262.		

Rare Monster: Appears only during Day times in the Rocky Wilds.

- 26. Stained Sword -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: O.
Hit Points: 274.	Knuckles: (O).	Luna: (O).
Power: 85.	Flail: X.	Salamander: O.
Intelligence: 81.	Sickle: ^.	Undine: ^.

Defense: 50.	Bow: X.	Dryad: X.
Mind: 49.	Spear: X.	Jinn: ^.
Agility: 83.	Axe: ^.	Gnome: O.
Experience: 90.	Morning Star: (O).	
L: 262.		

- 27. Shadow Zero

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 65.	Knuckles: X.	Luna: X.
Power: 43.	Flail: O.	Salamander: X.
Intelligence: 43.	Sickle: X.	Undine: (O).
Defense: 10.	Bow: O.	Dryad: (O).
Mind: 44.	Spear: O.	Jinn: ^.
Agility: 60.	Axe: X.	Gnome: O.
Experience: 13.	Morning Star: X.	
L: 19.		

- 28. Lime Slime

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 20.	Knuckles: X.	Luna: X.
Power: 14.	Flail: O.	Salamander: X.
Intelligence: 8.	Sickle: X.	Undine: (O).
Defense: 2.	Bow: O.	Dryad: (O).
Mind: 2.	Spear: O.	Jinn: ^.
Agility: 11.	Axe: X.	Gnome: O.
Experience: 3.	Morning Star: X.	
L: 6.		

- 29. Denden Tezla

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 142.	Knuckles: X.	Luna: X.
Power: 58.	Flail: O.	Salamander: X.
Intelligence: 50.	Sickle: X.	Undine: (O).
Defense: 22.	Bow: O.	Dryad: (O).
Mind: 23.	Spear: O.	Jinn: ^.
Agility: 47.	Axe: X.	Gnome: O.
Experience: 28.	Morning Star: X.	
L: 31.		

- 30. Cumulus

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 135.	Knuckles: X.	Luna: X.
Power: 65.	Flail: X.	Salamander: X.
Intelligence: 52.	Sickle: X.	Undine: (O).
Defense: 21.	Bow: X.	Dryad: (O).
Mind: 30.	Spear: X.	Jinn: ^.
Agility: 82.	Axe: X.	Gnome: O.
Experience: 35.	Morning Star: X.	
L: 40.		

- 31. Moldy Goo -

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 428.	Knuckles: X.	Luna: X.
Power: 91.	Flail: O.	Salamander: X.
Intelligence: 94.	Sickle: X.	Undine: (O).
Defense: 68.	Bow: O.	Dryad: (O).
Mind: 65.	Spear: O.	Jinn: ^.
Agility: 63.	Axe: X.	Gnome: O.
Experience: 159.	Morning Star: X.	
L: 445.		

Rare Monster: Appears only during Day times inside the Mana Sanctuary.

- 32. Land Leech -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 31.	Knuckles: ^.	Luna: ^.
Power: 17.	Flail: O.	Salamander: (O).
Intelligence: 16.	Sickle: ^.	Undine: X.
Defense: 10.	Bow: O.	Dryad: O.
Mind: 8.	Spear: O.	Jinn: O.
Agility: 23.	Axe: ^.	Gnome: ^.
Experience: 3.	Morning Star: ^.	
L: 7.		

- 33. Pincher Crab -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 48.	Knuckles: ^.	Luna: ^.

Power: 17.	Flail: O.	Salamander: (O).
Intelligence: 16.	Sickle: ^.	Undine: X.
Defense: 13.	Bow: O.	Dryad: O.
Mind: 10.	Spear: O.	Jinn: O.
Agility: 11.	Axe: ^.	Gnome: ^.
Experience: 4.	Morning Star: ^.	
L: 9.		

- 34. Iffish

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 43.	Knuckles: ^.	Luna: ^.
Power: 19.	Flail: O.	Salamander: (O).
Intelligence: 18.	Sickle: ^.	Undine: X.
Defense: 10.	Bow: O.	Dryad: O.
Mind: 13.	Spear: O.	Jinn: O.
Agility: 14.	Axe: ^.	Gnome: ^.
Experience: 4.	Morning Star: ^.	
L: 10.		

- 35. Sea Dragon

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 230.	Knuckles: ^.	Luna: ^.
Power: 66.	Flail: O.	Salamander: (O).
Intelligence: 60.	Sickle: ^.	Undine: X.
Defense: 42.	Bow: O.	Dryad: O.
Mind: 44.	Spear: O.	Jinn: O.
Agility: 48.	Axe: ^.	Gnome: ^.
Experience: 33.	Morning Star: ^.	
L: 45.		

- 36. Big Baby

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 297.	Knuckles: ^.	Luna: ^.
Power: 83.	Flail: O.	Salamander: (O).
Intelligence: 80.	Sickle: ^.	Undine: X.
Defense: 52.	Bow: O.	Dryad: O.
Mind: 51.	Spear: O.	Jinn: O.
Agility: 56.	Axe: ^.	Gnome: ^.
Experience: 99.	Morning Star: ^.	
L: 291.		

Rare Monster: Appears only during Day times in the Subland River.

- 37. Cursed Doll -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: Magic.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: (O).	Shade: O.
Hit Points: 52.	Knuckles: (O).	Luna: (O).
Power: 22.	Flail: X.	Salamander: O.
Intelligence: 20.	Sickle: O.	Undine: ^.
Defense: 14.	Bow: X.	Dryad: X.
Mind: 12.	Spear: X.	Jinn: ^.
Agility: 16.	Axe: O.	Gnome: O.
Experience: 8.	Morning Star: (O).	
L: 15.		

- 38. Polter Box -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: Magic.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: O.
Hit Points: 88.	Knuckles: (O).	Luna: (O).
Power: 40.	Flail: X.	Salamander: O.
Intelligence: 43.	Sickle: ^.	Undine: ^.
Defense: 24.	Bow: X.	Dryad: X.
Mind: 15.	Spear: X.	Jinn: ^.
Agility: 30.	Axe: ^.	Gnome: O.
Experience: 12.	Morning Star: (O).	
L: 24.		

- 39. Dainslaif -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: Magic.		
Sub Sense: DarkViz.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: O.
Hit Points: 64.	Knuckles: (O).	Luna: (O).
Power: 67.	Flail: X.	Salamander: O.
Intelligence: 18.	Sickle: ^.	Undine: ^.
Defense: 8.	Bow: X.	Dryad: X.
Mind: 6.	Spear: X.	Jinn: ^.
Agility: 58.	Axe: ^.	Gnome: O.
Experience: 22.	Morning Star: (O).	
L: 25.		

- 40. Chess Knight -

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: Magic.		
Sub Sense: DayViz.	Sword: ^.	Wisp: ^.

-----	Staff: (O).		Shade: O.	
Hit Points: 322.	Knuckles: (O).		Luna: (O).	
Power: 80.	Flail: X.		Salamander: O.	
Intelligence: 68.	Sickle: ^.		Undine: ^.	
Defense: 41.	Bow: X.		Dryad: X.	
Mind: 74.	Spear: X.		Jinn: ^.	
Agility: 55.	Axe: ^.		Gnome: O.	
Experience: 49.	Morning Star: (O).			
L: 60.				

- 41. Machine Golem

Monster Type: Magicali.	Weapons:		Spirits:	
Prime Sense: Magic.				
Sub Sense: DayViz.	Sword: ^.		Wisp: ^.	
-----	Staff: (O).		Shade: O.	
Hit Points: 393.	Knuckles: (O).		Luna: (O).	
Power: 98.	Flail: X.		Salamander: O.	
Intelligence: 86.	Sickle: ^.		Undine: ^.	
Defense: 61.	Bow: X.		Dryad: X.	
Mind: 57.	Spear: X.		Jinn: ^.	
Agility: 67.	Axe: ^.		Gnome: O.	
Experience: 150.	Morning Star: (O).			
L: 435.				

Rare Monster: Appears only during Day times in the Dime Tower.

- 42. Tin Knight

Monster Type: Demihuman.	Weapons:		Spirits:	
Prime Sense: Hearing.				
Sub Sense: DayViz.	Sword: O.		Wisp: ^.	
-----	Staff: O.		Shade: ^.	
Hit Points: 130.	Knuckles: O.		Luna: ^.	
Power: 50.	Flail: O.		Salamander: ^.	
Intelligence: 43.	Sickle: O.		Undine: O.	
Defense: 27.	Bow: O.		Dryad: O.	
Mind: 24.	Spear: O.		Jinn: X.	
Agility: 32.	Axe: O.		Gnome: (O).	
Experience: 15.	Morning Star: O.			
L: 30.				

- 43. Tomato Man

Monster Type: Demihuman.	Weapons:		Spirits:	
Prime Sense: Magic.				
Sub Sense: DayViz.	Sword: O.		Wisp: ^.	
-----	Staff: O.		Shade: ^.	
Hit Points: 210.	Knuckles: O.		Luna: ^.	
Power: 63.	Flail: O.		Salamander: ^.	
Intelligence: 61.	Sickle: O.		Undine: O.	
Defense: 27.	Bow: O.		Dryad: O.	
Mind: 72.	Spear: O.		Jinn: X.	

Agility: 51.	Axe: 0.	Gnome: (0).	
Experience: 36.	Morning Star: 0.		
L: 45.			

- 44. Werewolf -

Monster Type: Demihuman.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DarkViz.	Sword: 0.	Wisp: ^.	
-----	Staff: 0.	Shade: ^.	
Hit Points: 102.	Knuckles: 0.	Luna: ^.	
Power: 45.	Flail: 0.	Salamander: ^.	
Intelligence: 43.	Sickle: 0.	Undine: 0.	
Defense: 21.	Bow: 0.	Dryad: 0.	
Mind: 22.	Spear: 0.	Jinn: X.	
Agility: 48.	Axe: 0.	Gnome: (0).	
Experience: 14.	Morning Star: 0.		
L: 27.			

- 45. Duck GI -

Monster Type: Demihuman.	Weapons:	Spirits:	
Prime Sense: DayViz.			
Sub Sense: None.	Sword: 0.	Wisp: ^.	
-----	Staff: 0.	Shade: ^.	
Hit Points: 68.	Knuckles: 0.	Luna: ^.	
Power: 23.	Flail: 0.	Salamander: ^.	
Intelligence: 22.	Sickle: 0.	Undine: 0.	
Defense: 13.	Bow: 0.	Dryad: 0.	
Mind: 10.	Spear: 0.	Jinn: X.	
Agility: 13.	Axe: 0.	Gnome: (0).	
Experience: 4.	Morning Star: 0.		
L: 12.			

- 46. Insectaur -

Monster Type: Demihuman.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DayViz.	Sword: 0.	Wisp: ^.	
-----	Staff: 0.	Shade: ^.	
Hit Points: 82.	Knuckles: 0.	Luna: ^.	
Power: 30.	Flail: 0.	Salamander: ^.	
Intelligence: 28.	Sickle: 0.	Undine: 0.	
Defense: 20.	Bow: 0.	Dryad: 0.	
Mind: 12.	Spear: 0.	Jinn: X.	
Agility: 26.	Axe: 0.	Gnome: (0).	
Experience: 7.	Morning Star: 0.		
L: 13.			

- 47. Chobin Hood -

Monster Type: Demihuman.	Weapons:	Spirits:	
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Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 40.	Knuckles: O.	Luna: ^.
Power: 13.	Flail: O.	Salamander: ^.
Intelligence: 9.	Sickle: O.	Undine: O.
Defense: 8.	Bow: O.	Dryad: O.
Mind: 8.	Spear: O.	Jinn: X.
Agility: 8.	Axe: O.	Gnome: (O).
Experience: 3.	Morning Star: O.	
L: 7.		

- 48. Sahagin -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 201.	Knuckles: O.	Luna: ^.
Power: 69.	Flail: O.	Salamander: ^.
Intelligence: 58.	Sickle: O.	Undine: O.
Defense: 34.	Bow: O.	Dryad: O.
Mind: 41.	Spear: O.	Jinn: X.
Agility: 49.	Axe: O.	Gnome: (O).
Experience: 33.	Morning Star: O.	
L: 33.		

- 49. Goblin -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 100.	Knuckles: O.	Luna: ^.
Power: 41.	Flail: O.	Salamander: ^.
Intelligence: 38.	Sickle: O.	Undine: O.
Defense: 21.	Bow: O.	Dryad: O.
Mind: 18.	Spear: O.	Jinn: X.
Agility: 28.	Axe: O.	Gnome: (O).
Experience: 11.	Morning Star: O.	
L: 18.		

- 50. Tin Tortoise -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 136.	Knuckles: O.	Luna: ^.
Power: 55.	Flail: O.	Salamander: ^.
Intelligence: 46.	Sickle: O.	Undine: O.
Defense: 31.	Bow: O.	Dryad: O.
Mind: 27.	Spear: O.	Jinn: X.
Agility: 35.	Axe: O.	Gnome: (O).

Experience: 20.	Morning Star: 0.	
L: 33.		

- 51. Skull Beast -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: ^.	Wisp: (O).
-----	Staff: ^.	Shade: X.
Hit Points: 25.	Knuckles: ^.	Luna: O.
Power: 15.	Flail: ^.	Salamander: O.
Intelligence: 11.	Sickle: ^.	Undine: ^.
Defense: 8.	Bow: ^.	Dryad: ^.
Mind: 4.	Spear: ^.	Jinn: O.
Agility: 11.	Axe: ^.	Gnome: ^.
Experience: 3.	Morning Star: ^.	
L: 9.		

- 52. Zonbine -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 34.	Knuckles: X.	Luna: O.
Power: 19.	Flail: X.	Salamander: O.
Intelligence: 11.	Sickle: X.	Undine: ^.
Defense: 10.	Bow: X.	Dryad: ^.
Mind: 3.	Spear: X.	Jinn: O.
Agility: 7.	Axe: X.	Gnome: ^.
Experience: 4.	Morning Star: X.	
L: 7.		

- 53. Specter -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 76.	Knuckles: X.	Luna: O.
Power: 5.	Flail: X.	Salamander: O.
Intelligence: 30.	Sickle: X.	Undine: ^.
Defense: 5.	Bow: X.	Dryad: ^.
Mind: 38.	Spear: X.	Jinn: O.
Agility: 25.	Axe: X.	Gnome: ^.
Experience: 14.	Morning Star: X.	
L: 19.		

- 54. Skeleton -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		

Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 72.	Knuckles: X.	Luna: O.
Power: 38.	Flail: X.	Salamander: O.
Intelligence: 19.	Sickle: X.	Undine: ^.
Defense: 14.	Bow: X.	Dryad: ^.
Mind: 12.	Spear: X.	Jinn: O.
Agility: 30.	Axe: X.	Gnome: ^.
Experience: 10.	Morning Star: X.	
L: 19.		

- 55. Ape Mummy -----

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 364.	Knuckles: X.	Luna: O.
Power: 92.	Flail: X.	Salamander: O.
Intelligence: 44.	Sickle: X.	Undine: ^.
Defense: 51.	Bow: X.	Dryad: ^.
Mind: 55.	Spear: X.	Jinn: O.
Agility: 56.	Axe: X.	Gnome: ^.
Experience: 119.	Morning Star: X.	
L: 357.		

Rare Monster: Appears only during Night times in the Sealed Cave.

- 56. Imp -----

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 45.	Knuckles: O.	Luna: ^.
Power: 28.	Flail: (O).	Salamander: X.
Intelligence: 28.	Sickle: X.	Undine: (O).
Defense: 20.	Bow: (O).	Dryad: O.
Mind: 26.	Spear: (O).	Jinn: O.
Agility: 22.	Axe: X.	Gnome: ^.
Experience: 8.	Morning Star: O.	
L: 16.		

- 57. Fierce Face -----

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 235.	Knuckles: O.	Luna: ^.
Power: 36.	Flail: (O).	Salamander: X.
Intelligence: 73.	Sickle: X.	Undine: (O).
Defense: 38.	Bow: (O).	Dryad: O.

Mind: 65.	Spear: (O).	Jinn: O.
Agility: 53.	Axe: X.	Gnome: ^.
Experience: 41.	Morning Star: O.	
L: 55.		

- 58. Punkster -----

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 204.	Knuckles: O.	Luna: ^.
Power: 68.	Flail: (O).	Salamander: X.
Intelligence: 60.	Sickle: X.	Undine: (O).
Defense: 32.	Bow: (O).	Dryad: O.
Mind: 45.	Spear: (O).	Jinn: O.
Agility: 48.	Axe: X.	Gnome: ^.
Experience: 30.	Morning Star: O.	
L: 42.		

- 59. Dullahan -----

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 300.	Knuckles: O.	Luna: ^.
Power: 78.	Flail: (O).	Salamander: X.
Intelligence: 69.	Sickle: X.	Undine: (O).
Defense: 48.	Bow: (O).	Dryad: O.
Mind: 47.	Spear: (O).	Jinn: O.
Agility: 60.	Axe: X.	Gnome: ^.
Experience: 46.	Morning Star: O.	
L: 60.		

- 60. Wormwood -----

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 460.	Knuckles: O.	Luna: ^.
Power: 100.	Flail: (O).	Salamander: X.
Intelligence: 102.	Sickle: X.	Undine: (O).
Defense: 69.	Bow: (O).	Dryad: O.
Mind: 89.	Spear: (O).	Jinn: O.
Agility: 77.	Axe: X.	Gnome: ^.
Experience: 170.	Morning Star: O.	
L: 480.		

Rare Monster: Appears only during Night times inside the Mana Sanctuary.

- 61. Kid Dragon -

Monster Type: Dragon.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: ^.	Wisp: X.
-----	Staff: X.	Shade: X.
Hit Points: 148.	Knuckles: X.	Luna: (O).
Power: 75.	Flail: O.	Salamander: ^.
Intelligence: 69.	Sickle: ^.	Undine: ^.
Defense: 43.	Bow: O.	Dryad: ^.
Mind: 48.	Spear: O.	Jinn: ^.
Agility: 46.	Axe: ^.	Gnome: (O).
Experience: 41.	Morning Star: X.	
L: 52.		

- 62. Sky Dragon -

Monster Type: Dragon.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: ^.	Wisp: X.
-----	Staff: X.	Shade: X.
Hit Points: 236.	Knuckles: X.	Luna: (O).
Power: 78.	Flail: O.	Salamander: ^.
Intelligence: 79.	Sickle: ^.	Undine: ^.
Defense: 50.	Bow: O.	Dryad: ^.
Mind: 53.	Spear: O.	Jinn: ^.
Agility: 55.	Axe: ^.	Gnome: (O).
Experience: 75.	Morning Star: X.	
L: 225.		

Rare Monster: Appears only during Day times in the Kahla Peeks.

- 63. Land Dragon -

Monster Type: Dragon.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: ^.	Wisp: X.
-----	Staff: X.	Shade: X.
Hit Points: 343.	Knuckles: X.	Luna: (O).
Power: 85.	Flail: O.	Salamander: ^.
Intelligence: 87.	Sickle: ^.	Undine: ^.
Defense: 53.	Bow: O.	Dryad: ^.
Mind: 55.	Spear: O.	Jinn: ^.
Agility: 60.	Axe: ^.	Gnome: (O).
Experience: 110.	Morning Star: X.	
L: 315.		

Rare Monster: Appears only during Day times in the Subsea Volcano.

- 64. Eye Spy -

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: DarkViz.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 48.	Knuckles: O.	Luna: X.
Power: 5.	Flail: X.	Salamander: ^.
Intelligence: 26.	Sickle: O.	Undine: ^.
Defense: 13.	Bow: X.	Dryad: (O).
Mind: 28.	Spear: X.	Jinn: ^.
Agility: 10.	Axe: O.	Gnome: O.
Experience: 8.	Morning Star: O.	
L: 13.		

- 65. Spiny Cone

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: DarkViz.	Sword: O.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 92.	Knuckles: ^.	Luna: X.
Power: 41.	Flail: X.	Salamander: ^.
Intelligence: 40.	Sickle: O.	Undine: ^.
Defense: 29.	Bow: X.	Dryad: (O).
Mind: 16.	Spear: X.	Jinn: ^.
Agility: 31.	Axe: O.	Gnome: O.
Experience: 16.	Morning Star: ^.	
L: 28.		

- 66. Poto

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 48.	Knuckles: O.	Luna: X.
Power: 5.	Flail: X.	Salamander: ^.
Intelligence: 26.	Sickle: O.	Undine: ^.
Defense: 13.	Bow: X.	Dryad: (O).
Mind: 28.	Spear: X.	Jinn: ^.
Agility: 10.	Axe: O.	Gnome: O.
Experience: 8.	Morning Star: O.	
L: 13.		

- 67. Griffon Hand

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 198.	Knuckles: O.	Luna: X.
Power: 70.	Flail: X.	Salamander: ^.
Intelligence: 27.	Sickle: O.	Undine: ^.
Defense: 25.	Bow: X.	Dryad: (O).
Mind: 28.	Spear: X.	Jinn: ^.

Agility: 68.	Axe: O.	Gnome: O.
Experience: 29.	Morning Star: O.	
L: 33.		

- 68. Beholder -

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: Magic.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 221.	Knuckles: O.	Luna: X.
Power: 28.	Flail: X.	Salamander: ^.
Intelligence: 72.	Sickle: O.	Undine: ^.
Defense: 36.	Bow: X.	Dryad: (O).
Mind: 77.	Spear: X.	Jinn: ^.
Agility: 45.	Axe: O.	Gnome: O.
Experience: 46.	Morning Star: O.	
L: 52.		

- 69. Spring Ball -

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 373.	Knuckles: O.	Luna: X.
Power: 90.	Flail: X.	Salamander: ^.
Intelligence: 62.	Sickle: O.	Undine: ^.
Defense: 58.	Bow: X.	Dryad: (O).
Mind: 83.	Spear: X.	Jinn: ^.
Agility: 87.	Axe: O.	Gnome: O.
Experience: 138.	Morning Star: O.	
L: 378.		

Rare Monster: Appears only during Day times in the Ruined Passage.

- 70. Light Cyclops -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: X.
-----	Staff: O.	Shade: (O).
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 120.	Flail: O.	Salamander: O.
Intelligence: 110.	Sickle: O.	Undine: O.
Defense: 105.	Bow: O.	Dryad: O.
Mind: 115.	Spear: O.	Jinn: O.
Agility: 97.	Axe: O.	Gnome: O.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only on the Mana Holy Day at Day times in the Path

To Gaia.

- 71. Dark Cyclops -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 120.	Flail: O.	Salamander: O.
Intelligence: 110.	Sickle: O.	Undine: O.
Defense: 105.	Bow: O.	Dryad: O.
Mind: 115.	Spear: O.	Jinn: O.
Agility: 97.	Axe: O.	Gnome: O.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Mana Holy Day at Night times in the Glass Desert.

- 72. Moon Cyclops -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: X.
Power: 120.	Flail: O.	Salamander: O.
Intelligence: 110.	Sickle: O.	Undine: O.
Defense: 105.	Bow: O.	Dryad: (O).
Mind: 115.	Spear: O.	Jinn: O.
Agility: 97.	Axe: O.	Gnome: O.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Luna Day at Night in the Jadd Desert.

- 73. Fire Cyclops -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 120.	Flail: O.	Salamander: X.
Intelligence: 110.	Sickle: O.	Undine: (O).
Defense: 105.	Bow: O.	Dryad: O.
Mind: 115.	Spear: O.	Jinn: O.
Agility: 97.	Axe: O.	Gnome: O.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Salamander Day at Day in the Subsea Volcano.

- 74. Water Cyclops -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 120.	Flail: O.	Salamander: (O).
Intelligence: 110.	Sickle: O.	Undine: (O).
Defense: 105.	Bow: O.	Dryad: O.
Mind: 115.	Spear: O.	Jinn: O.
Agility: 97.	Axe: O.	Gnome: O.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Undine Day at Day in the Snowfield.

- 75. Wood Cyclopes -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: (O).
Power: 120.	Flail: O.	Salamander: O.
Intelligence: 110.	Sickle: O.	Undine: O.
Defense: 105.	Bow: O.	Dryad: X.
Mind: 115.	Spear: O.	Jinn: O.
Agility: 97.	Axe: O.	Gnome: O.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Dryad Day at Day in the Miasma Glen.

- 76. Wind Cyclops -

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 120.	Flail: O.	Salamander: O.
Intelligence: 110.	Sickle: O.	Undine: O.
Defense: 105.	Bow: O.	Dryad: O.
Mind: 115.	Spear: O.	Jinn: X.
Agility: 97.	Axe: O.	Gnome: (O).
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Jinn Day at Day in the Rocky Wilds.

- 77. Earth Cyclops -

Monster Type:	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: O.
-----	Staff: O.	Shade: O.
Hit Points: 500.	Knuckles: O.	Luna: O.
Power: 120.	Flail: O.	Salamander: O.
Intelligence: 110.	Sickle: O.	Undine: O.
Defense: 105.	Bow: O.	Dryad: O.
Mind: 115.	Spear: O.	Jinn: (O).
Agility: 97.	Axe: O.	Gnome: X.
Experience: 300.	Morning Star: O.	
L: 700.		

Rare Monster: Appears only during Gnome Day at Day in the Gaia Cave.

- 78. Ghostum -

Monster Type:	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 245.	Knuckles: X.	Luna: O.
Power: 21.	Flail: X.	Salamander: O.
Intelligence: 72.	Sickle: X.	Undine: ^.
Defense: 30.	Bow: X.	Dryad: ^.
Mind: 54.	Spear: X.	Jinn: O.
Agility: 57.	Axe: X.	Gnome: ^.
Experience: 48.	Morning Star: X.	
L: 49.		

- 79. Bonny Matango -

Monster Type:	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 312.	Knuckles: X.	Luna: (O).
Power: 71.	Flail: ^.	Salamander: O.
Intelligence: 65.	Sickle: (O).	Undine: ^.
Defense: 38.	Bow: ^.	Dryad: X.
Mind: 43.	Spear: ^.	Jinn: O.
Agility: 58.	Axe: (O).	Gnome: ^.
Experience: 50.	Morning Star: X.	
L: 60.		

- 80. Ache Cone -

Monster Type: Oddball.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: None.	Sword: O.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 305.	Knuckles: ^.	Luna: X.
Power: 69.	Flail: X.	Salamander: ^.
Intelligence: 68.	Sickle: O.	Undine: ^.
Defense: 57.	Bow: X.	Dryad: (O).
Mind: 40.	Spear: X.	Jinn: ^.
Agility: 61.	Axe: O.	Gnome: O.
Experience: 50.	Morning Star: ^.	
L: 55.		

- 81. Earth Basilisk -

Monster Type: Reptile.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: (O).	Wisp: ^.
-----	Staff: ^.	Shade: O.
Hit Points: 324.	Knuckles: ^.	Luna: O.
Power: 72.	Flail: O.	Salamander: (O).
Intelligence: 59.	Sickle: (O).	Undine: X.
Defense: 35.	Bow: O.	Dryad: ^.
Mind: 38.	Spear: O.	Jinn: O.
Agility: 56.	Axe: (O).	Gnome: ^.
Experience: 50.	Morning Star: ^.	
L: 57.		

- 82. Rabillion -

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 73.	Knuckles: O.	Luna: ^.
Power: 29.	Flail: O.	Salamander: ^.
Intelligence: 18.	Sickle: O.	Undine: O.
Defense: 16.	Bow: O.	Dryad: O.
Mind: 15.	Spear: O.	Jinn: (O).
Agility: 27.	Axe: O.	Gnome: X.
Experience: 9.	Morning Star: O.	
L: 16.		

- 83. Assassinant -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 105.	Knuckles: (O).	Luna: O.
Power: 39.	Flail: ^.	Salamander: O.
Intelligence: 24.	Sickle: ^.	Undine: ^.

Defense: 19.	Bow: ^.	Dryad: ^.
Mind: 24.	Spear: ^.	Jinn: (O).
Agility: 45.	Axe: ^.	Gnome: X.
Experience: 16.	Morning Star: (O).	
L: 25.		

- 84. Killer Pansy

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 116.	Knuckles: X.	Luna: (O).
Power: 40.	Flail: ^.	Salamander: O.
Intelligence: 34.	Sickle: (O).	Undine: ^.
Defense: 20.	Bow: ^.	Dryad: X.
Mind: 21.	Spear: ^.	Jinn: O.
Agility: 31.	Axe: (O).	Gnome: ^.
Experience: 17.	Morning Star: X.	
L: 27.		

- 85. Duck General

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: None.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 155.	Knuckles: O.	Luna: ^.
Power: 53.	Flail: O.	Salamander: ^.
Intelligence: 43.	Sickle: O.	Undine: O.
Defense: 34.	Bow: O.	Dryad: O.
Mind: 24.	Spear: O.	Jinn: X.
Agility: 41.	Axe: O.	Gnome: (O).
Experience: 20.	Morning Star: O.	
L: 31.		

- 86. Turtle Shelly

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 375.	Knuckles: O.	Luna: ^.
Power: 85.	Flail: O.	Salamander: ^.
Intelligence: 72.	Sickle: O.	Undine: O.
Defense: 50.	Bow: O.	Dryad: O.
Mind: 48.	Spear: O.	Jinn: X.
Agility: 55.	Axe: O.	Gnome: (O).
Experience: 51.	Morning Star: O.	
L: 60.		

- 87. Mean Mask

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 345.	Knuckles: O.	Luna: ^.
Power: 40.	Flail: (O).	Salamander: X.
Intelligence: 77.	Sickle: X.	Undine: (O).
Defense: 43.	Bow: (O).	Dryad: O.
Mind: 82.	Spear: (O).	Jinn: O.
Agility: 63.	Axe: X.	Gnome: ^.
Experience: 52.	Morning Star: O.	
L: 67.		

- 88. Voo Doll

Monster Type: Magicali.	Weapons:	Spirits:
Prime Sense: Magic.		
Sub Sense: DayViz.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: O.
Hit Points: 294.	Knuckles: (O).	Luna: (O).
Power: 76.	Flail: X.	Salamander: O.
Intelligence: 68.	Sickle: ^.	Undine: ^.
Defense: 38.	Bow: X.	Dryad: X.
Mind: 44.	Spear: X.	Jinn: ^.
Agility: 51.	Axe: ^.	Gnome: O.
Experience: 47.	Morning Star: (O).	
L: 45.		

- 89. Shamanion

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Magic.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 317.	Knuckles: O.	Luna: ^.
Power: 78.	Flail: O.	Salamander: ^.
Intelligence: 79.	Sickle: O.	Undine: O.
Defense: 40.	Bow: O.	Dryad: O.
Mind: 80.	Spear: O.	Jinn: X.
Agility: 57.	Axe: O.	Gnome: (O).
Experience: 51.	Morning Star: O.	
L: 61.		

- 90. Killafish

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 188.	Knuckles: ^.	Luna: ^.
Power: 61.	Flail: O.	Salamander: (O).
Intelligence: 49.	Sickle: ^.	Undine: X.
Defense: 32.	Bow: O.	Dryad: O.

Mind: 30.	Spear: O.	Jinn: O.
Agility: 56.	Axe: ^.	Gnome: ^.
Experience: 31.	Morning Star: ^.	
L: 37.		

- 91. Copper Knight -----

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 318.	Knuckles: O.	Luna: ^.
Power: 85.	Flail: O.	Salamander: ^.
Intelligence: 71.	Sickle: O.	Undine: O.
Defense: 44.	Bow: O.	Dryad: O.
Mind: 42.	Spear: O.	Jinn: X.
Agility: 55.	Axe: O.	Gnome: (O).
Experience: 47.	Morning Star: O.	
L: 57.		

- 92. Cherry Slime -----

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 121.	Knuckles: X.	Luna: X.
Power: 50.	Flail: O.	Salamander: X.
Intelligence: 22.	Sickle: X.	Undine: (O).
Defense: 41.	Bow: O.	Dryad: (O).
Mind: 19.	Spear: O.	Jinn: ^.
Agility: 48.	Axe: X.	Gnome: O.
Experience: 19.	Morning Star: X.	
L: 27.		

- 93. Anthrosect -----

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 142.	Knuckles: O.	Luna: ^.
Power: 60.	Flail: O.	Salamander: ^.
Intelligence: 42.	Sickle: O.	Undine: O.
Defense: 18.	Bow: O.	Dryad: O.
Mind: 20.	Spear: O.	Jinn: X.
Agility: 57.	Axe: O.	Gnome: (O).
Experience: 21.	Morning Star: O.	
L: 24.		

- 94. Chobin Hoodlum -----

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 138.	Knuckles: O.	Luna: ^.
Power: 56.	Flail: O.	Salamander: ^.
Intelligence: 44.	Sickle: O.	Undine: O.
Defense: 21.	Bow: O.	Dryad: O.
Mind: 22.	Spear: O.	Jinn: X.
Agility: 47.	Axe: O.	Gnome: (O).
Experience: 20.	Morning Star: O.	
L: 30.		

- 95. Petit Poseidon

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 350.	Knuckles: O.	Luna: ^.
Power: 80.	Flail: O.	Salamander: ^.
Intelligence: 71.	Sickle: O.	Undine: O.
Defense: 48.	Bow: O.	Dryad: O.
Mind: 51.	Spear: O.	Jinn: X.
Agility: 60.	Axe: O.	Gnome: (O).
Experience: 51.	Morning Star: O.	
L: 60.		

- 96. Goblin Guard

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DarkViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 160.	Knuckles: O.	Luna: ^.
Power: 62.	Flail: O.	Salamander: ^.
Intelligence: 41.	Sickle: O.	Undine: O.
Defense: 35.	Bow: O.	Dryad: O.
Mind: 19.	Spear: O.	Jinn: X.
Agility: 34.	Axe: O.	Gnome: (O).
Experience: 21.	Morning Star: O.	
L: 25.		

- 97. Skull Drake

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: ^.	Wisp: (O).
-----	Staff: ^.	Shade: X.
Hit Points: 213.	Knuckles: ^.	Luna: O.
Power: 68.	Flail: ^.	Salamander: O.
Intelligence: 55.	Sickle: ^.	Undine: ^.
Defense: 24.	Bow: ^.	Dryad: ^.
Mind: 32.	Spear: ^.	Jinn: O.

Agility: 67.	Axe: ^.	Gnome: ^.	
Experience: 40.	Morning Star: ^.		
L: 42.			

- 98. Kaiser Mimic -

Monster Type: Magicali.	Weapons:	Spirits:	
Prime Sense: Magic.			
Sub Sense: DayViz.	Sword: ^.	Wisp: ^.	
-----	Staff: (O).	Shade: O.	
Hit Points: 235.	Knuckles: (O).	Luna: (O).	
Power: 70.	Flail: X.	Salamander: O.	
Intelligence: 72.	Sickle: ^.	Undine: ^.	
Defense: 50.	Bow: X.	Dryad: X.	
Mind: 48.	Spear: X.	Jinn: ^.	
Agility: 43.	Axe: ^.	Gnome: O.	
Experience: 38.	Morning Star: (O).		
L: 60.			

- 99. Snow Rabite -

Monster Type: Fauna.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: None.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: O.	
Hit Points: 148.	Knuckles: O.	Luna: ^.	
Power: 56.	Flail: O.	Salamander: O.	
Intelligence: 23.	Sickle: O.	Undine: ^.	
Defense: 27.	Bow: O.	Dryad: O.	
Mind: 16.	Spear: O.	Jinn: (O).	
Agility: 40.	Axe: O.	Gnome: X.	
Experience: 22.	Morning Star: O.		
L: 24.			

- 100. Ice Leech -

Monster Type: Aquan.	Weapons:	Spirits:	
Prime Sense: Hearing.			
Sub Sense: None.	Sword: ^.	Wisp: ^.	
-----	Staff: ^.	Shade: ^.	
Hit Points: 162.	Knuckles: ^.	Luna: ^.	
Power: 58.	Flail: O.	Salamander: (O).	
Intelligence: 42.	Sickle: ^.	Undine: X.	
Defense: 29.	Bow: O.	Dryad: O.	
Mind: 24.	Spear: O.	Jinn: O.	
Agility: 52.	Axe: ^.	Gnome: ^.	
Experience: 23.	Morning Star: ^.		
L: 27.			

- 101. Dark Batmo -

Monster Type: Fowl.	Weapons:	Spirits:	
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Prime Sense: DarkViz.		
Sub Sense: None.	Sword: ^.	Wisp: (O).
-----	Staff: ^.	Shade: X.
Hit Points: 135.	Knuckles: ^.	Luna: ^.
Power: 59.	Flail: (O).	Salamander: (O).
Intelligence: 40.	Sickle: ^.	Undine: ^.
Defense: 28.	Bow: (O).	Dryad: O.
Mind: 35.	Spear: (O).	Jinn: X.
Agility: 78.	Axe: ^.	Gnome: (O).
Experience: 24.	Morning Star: ^.	
L: 25.		

- 102. Tanpole -

Monster Type: Reptile.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: (O).	Wisp: ^.
-----	Staff: ^.	Shade: O.
Hit Points: 167.	Knuckles: ^.	Luna: O.
Power: 61.	Flail: O.	Salamander: (O).
Intelligence: 43.	Sickle: (O).	Undine: X.
Defense: 31.	Bow: O.	Dryad: ^.
Mind: 30.	Spear: O.	Jinn: O.
Agility: 42.	Axe: (O).	Gnome: ^.
Experience: 25.	Morning Star: ^.	
L: 24.		

- 103. Dragodon -

Monster Type: Reptile.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: (O).	Wisp: ^.
-----	Staff: ^.	Shade: O.
Hit Points: 182.	Knuckles: ^.	Luna: O.
Power: 67.	Flail: O.	Salamander: (O).
Intelligence: 48.	Sickle: (O).	Undine: X.
Defense: 36.	Bow: O.	Dryad: ^.
Mind: 36.	Spear: O.	Jinn: O.
Agility: 47.	Axe: (O).	Gnome: ^.
Experience: 26.	Morning Star: ^.	
L: 30.		

- 104. Pricklebeak -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DayViz.		
Sub Sense: None.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 167.	Knuckles: ^.	Luna: ^.
Power: 62.	Flail: (O).	Salamander: O.
Intelligence: 45.	Sickle: ^.	Undine: ^.
Defense: 25.	Bow: (O).	Dryad: O.
Mind: 30.	Spear: (O).	Jinn: X.
Agility: 81.	Axe: ^.	Gnome: (O).

Experience: 27.	Morning Star: ^.	
L: 31.		

- 105. Night Sniper -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: None.	Sword: ^.	Wisp: (O).
-----	Staff: ^.	Shade: X.
Hit Points: 181.	Knuckles: ^.	Luna: ^.
Power: 60.	Flail: (O).	Salamander: O.
Intelligence: 48.	Sickle: ^.	Undine: ^.
Defense: 32.	Bow: (O).	Dryad: O.
Mind: 34.	Spear: (O).	Jinn: X.
Agility: 52.	Axe: ^.	Gnome: (O).
Experience: 27.	Morning Star: ^.	
L: 33.		

- 106. Gremlin -

Monster Type: Demon.	Weapons:	Spirits:
Prime Sense: DarkViz.		
Sub Sense: Smell.	Sword: X.	Wisp: (O).
-----	Staff: O.	Shade: X.
Hit Points: 158.	Knuckles: O.	Luna: ^.
Power: 64.	Flail: (O).	Salamander: X.
Intelligence: 55.	Sickle: X.	Undine: (O).
Defense: 33.	Bow: (O).	Dryad: O.
Mind: 48.	Spear: (O).	Jinn: O.
Agility: 58.	Axe: X.	Gnome: ^.
Experience: 28.	Morning Star: O.	
L: 37.		

- 107. Clincher Crab -

Monster Type: Aquan.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: ^.	Wisp: ^.
-----	Staff: ^.	Shade: ^.
Hit Points: 198.	Knuckles: ^.	Luna: ^.
Power: 68.	Flail: O.	Salamander: (O).
Intelligence: 52.	Sickle: ^.	Undine: X.
Defense: 41.	Bow: O.	Dryad: O.
Mind: 28.	Spear: O.	Jinn: O.
Agility: 52.	Axe: ^.	Gnome: ^.
Experience: 31.	Morning Star: ^.	
L: 22.		

- 108. Taxibird -

Monster Type: Fowl.	Weapons:	Spirits:
Prime Sense: DayViz.		

Sub Sense: None.	Sword: ^.	Wisp: X.
-----	Staff: ^.	Shade: (O).
Hit Points: 211.	Knuckles: ^.	Luna: ^.
Power: 66.	Flail: (O).	Salamander: O.
Intelligence: 58.	Sickle: ^.	Undine: ^.
Defense: 33.	Bow: (O).	Dryad: O.
Mind: 40.	Spear: (O).	Jinn: X.
Agility: 65.	Axe: ^.	Gnome: (O).
Experience: 32.	Morning Star: ^.	
L: 34.		

- 109. Knollbear

Monster Type: Fauna.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: DayViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: O.
Hit Points: 227.	Knuckles: O.	Luna: ^.
Power: 67.	Flail: O.	Salamander: ^.
Intelligence: 55.	Sickle: O.	Undine: O.
Defense: 38.	Bow: O.	Dryad: O.
Mind: 26.	Spear: O.	Jinn: (O).
Agility: 71.	Axe: O.	Gnome: X.
Experience: 34.	Morning Star: O.	
L: 33.		

- 110. Grumpkin

Monster Type: Flora.	Weapons:	Spirits:
Prime Sense: Hearing.		
Sub Sense: None.	Sword: (O).	Wisp: X.
-----	Staff: X.	Shade: (O).
Hit Points: 258.	Knuckles: X.	Luna: (O).
Power: 65.	Flail: ^.	Salamander: O.
Intelligence: 72.	Sickle: (O).	Undine: ^.
Defense: 32.	Bow: ^.	Dryad: X.
Mind: 31.	Spear: ^.	Jinn: O.
Agility: 62.	Axe: (O).	Gnome: ^.
Experience: 34.	Morning Star: X.	
L: 43.		

- 111. Flame Moth

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.
-----	Staff: (O).	Shade: ^.
Hit Points: 184.	Knuckles: (O).	Luna: O.
Power: 28.	Flail: ^.	Salamander: ^.
Intelligence: 53.	Sickle: ^.	Undine: O.
Defense: 25.	Bow: ^.	Dryad: ^.
Mind: 50.	Spear: ^.	Jinn: (O).
Agility: 74.	Axe: ^.	Gnome: X.
Experience: 34.	Morning Star: (O).	

|L: 42.

- 112. Ghoul -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 263.	Knuckles: X.	Luna: O.
Power: 75.	Flail: X.	Salamander: O.
Intelligence: 59.	Sickle: X.	Undine: ^.
Defense: 31.	Bow: X.	Dryad: ^.
Mind: 36.	Spear: X.	Jinn: O.
Agility: 43.	Axe: X.	Gnome: ^.
Experience: 37.	Morning Star: X.	
L: 36.		

- 113. Bloody Bjorn -

Monster Type: Undead.	Weapons:	Spirits:
Prime Sense: Life.		
Sub Sense: Hearing.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 216.	Knuckles: X.	Luna: O.
Power: 73.	Flail: X.	Salamander: O.
Intelligence: 45.	Sickle: X.	Undine: ^.
Defense: 28.	Bow: X.	Dryad: ^.
Mind: 38.	Spear: X.	Jinn: O.
Agility: 72.	Axe: X.	Gnome: ^.
Experience: 37.	Morning Star: X.	
L: 36.		

- 114. Shadow Zed -

Monster Type: Amorph.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: None.	Sword: X.	Wisp: (O).
-----	Staff: X.	Shade: X.
Hit Points: 143.	Knuckles: X.	Luna: X.
Power: 67.	Flail: O.	Salamander: X.
Intelligence: 70.	Sickle: X.	Undine: (O).
Defense: 10.	Bow: O.	Dryad: (O).
Mind: 80.	Spear: O.	Jinn: ^.
Agility: 92.	Axe: X.	Gnome: O.
Experience: 38.	Morning Star: X.	
L: 22.		

- 115. Hoppin' Tick -

Monster Type: Insect.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: Hearing.	Sword: ^.	Wisp: ^.

-----	Staff: O.	Shade: ^.	
Hit Points: 235.	Knuckles: O.	Luna: O.	
Power: 70.	Flail: ^.	Salamander: O.	
Intelligence: 62.	Sickle: ^.	Undine: ^.	
Defense: 27.	Bow: ^.	Dryad: ^.	
Mind: 43.	Spear: ^.	Jinn: (O).	
Agility: 81.	Axe: ^.	Gnome: X.	
Experience: 39.	Morning Star: O.		
L: 46.			

- 116. Wizard Eye

Monster Type: Oddball.	Weapons:	Spirits:	
Prime Sense: DayViz.			
Sub Sense: DarkViz.	Sword: O.	Wisp: X.	
-----	Staff: ^.	Shade: (O).	
Hit Points: 214.	Knuckles: ^.	Luna: X.	
Power: 23.	Flail: X.	Salamander: ^.	
Intelligence: 56.	Sickle: O.	Undine: ^.	
Defense: 22.	Bow: X.	Dryad: (O).	
Mind: 68.	Spear: X.	Jinn: ^.	
Agility: 46.	Axe: O.	Gnome: O.	
Experience: 44.	Morning Star: ^.		
L: 57.			

- 117. Viper

Monster Type: Reptile.	Weapons:	Spirits:	
Prime Sense: Hearing.			
Sub Sense: DayViz.	Sword: (O).	Wisp: ^.	
-----	Staff: ^.	Shade: O.	
Hit Points: 237.	Knuckles: ^.	Luna: O.	
Power: 70.	Flail: O.	Salamander: (O).	
Intelligence: 58.	Sickle: (O).	Undine: X.	
Defense: 30.	Bow: O.	Dryad: ^.	
Mind: 41.	Spear: O.	Jinn: O.	
Agility: 76.	Axe: (O).	Gnome: ^.	
Experience: 44.	Morning Star: ^.		
L: 45.			

- 118. Hell Hound

Monster Type: Fauna.	Weapons:	Spirits:	
Prime Sense: Smell.			
Sub Sense: DarkViz.	Sword: O.	Wisp: ^.	
-----	Staff: O.	Shade: O.	
Hit Points: 261.	Knuckles: O.	Luna: ^.	
Power: 78.	Flail: O.	Salamander: ^.	
Intelligence: 32.	Sickle: O.	Undine: O.	
Defense: 34.	Bow: O.	Dryad: O.	
Mind: 31.	Spear: O.	Jinn: (O).	
Agility: 71.	Axe: O.	Gnome: X.	
Experience: 45.	Morning Star: O.		
L: 49.			

Monster Type: Demihuman.	Weapons:	Spirits:
Prime Sense: Smell.		
Sub Sense: DarkViz.	Sword: O.	Wisp: ^.
-----	Staff: O.	Shade: ^.
Hit Points: 275.	Knuckles: O.	Luna: ^.
Power: 80.	Flail: O.	Salamander: ^.
Intelligence: 68.	Sickle: O.	Undine: O.
Defense: 35.	Bow: O.	Dryad: O.
Mind: 36.	Spear: O.	Jinn: X.
Agility: 68.	Axe: O.	Gnome: (O).
Experience: 45.	Morning Star: O.	
L: 45.		

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= [ X. Weapons ] . . . . . [ WEAP10 ] =
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Throughout Sword Of Mana, the only way to increase your Weapon's Effectiveness and durability is to either Forge current pieces or Temper new ones. In doing so, you'll get better and stronger Weapons. In the following lists that I've compiled, you can check and see what the stats are for each Weapon you have. Just note that not only can you Forge or Temper your Weapons, but you can do the same for your partner who's with you at the time. So if you actually have the money for it and the time, go ahead and do so for them, but it's not really recommended.

Key:

- Price: Total cost of L that it'll take to do this Tempering or Forging.
- Ex Effe: Shows what the current Tempering or Forging will add on to your attack, status ailment wise.
- Ele: Shows what Spirit will be added onto your Weapon, determining it's Element Power.
- Pow: The attack of the Weapon.
- Dodg: How well you can avoid attacks with this Weapon Equipped.
- Hit: The chance of the Weapon hitting. The higher the better. (The number you see is NOT represented by a percent, so if you have something like 15, that's NOT 15%.)
- Ele Pow: The Elemental Power of the Weapon.
- Lmt: How many times the Weapon can be Forged total. (Meaning, once it's down to 0, you can no longer Temper anything to it to make it stronger, so be careful when doing this. Though you could just Forge a new one and start over.)

Note: At the top left of the screen, you'll see an area where it tells you the current Material you can use to Forge/Temper that current Weapon and what the Weapon Name is, it's stats to the right, etc.

Also, the following lists will be compiled in order of appearance of the Materials in the Tempering/Forging area as your scroll down your list. (Which means it'll go from weakest to strongest.)

Another thing: Some Weapons won't show the Ele Spirit when you go to Forge, but if you Forge a Fruit or whatnot to it, it will show up.

Sword Name: Bone Sword.
Material: Animal Bone.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 1.
Dodg: 1.
Hit: 1.
Ele Pow: 1.
Lmt: 30.

Sword Name: Fossil Sword.
Material: Fossil.
Price: 1,500.
Ex Effe: Petrify.
Ele: Gnome.
Pow: 45.
Dodg: 0.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Sword Name: Bronze Sword.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 2.
Dodg: 2.
Hit: 2.
Ele Pow: 0.
Lmt: 15.

Sword Name: Iron Sword.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 8.
Dodg: 8.
Hit: 8.
Ele Pow: 0.
Lmt: 15.

Sword Name: Steel Sword.
Material: Granz Silver.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Pow: 17.
Dodg: 17.
Hit: 17.
Ele Pow: 0.
Lmt: 15.

Sword Name: Lorimar Sword.

Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 25.
Dodg: 25.
Hit: 25.
Ele Pow: 0.
Lmt: 15.

Sword Name: Altena Sword.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 35.
Dodg: 35.
Hit: 35.
Ele Pow: 0.
Lmt: 15.

Sword Name: Maia Sword.
Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Pow: 50.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 15.

Sword Name: Mythril Sword.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 40.
Dodg: 40.
Hit: 40.
Ele Pow: 40.
Lmt: 30.

Sword Name: Orichalcum Sword.
Material: Orichalcum.
Price: 5,000.
Ex Effe: Charm.
Ele: Wisp.
Pow: 50.
Dodg: 50.
Hit: 50.
Ele Pow: 0.
Lmt: 40.

Sword Name: Lizard Sword.
Material: Lizard Scale.
Price: 200.
Ex Effe: None.
Ele: Luna.
Pow: 12.

Dodg: 0.
Hit: 0.
Ele Pow: 8.
Lmt: 20.

Sword Name: Snake Sword.
Material: Snake Scale.
Price: 700.
Ex Effe: Poison.
Ele: Undine.
Pow: 30.
Dodg: 0.
Hit: 0.
Ele Pow: 15.
Lmt: 20.

Sword Name: Dragon Sword.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Fire Man.
Ele: Salamander.
Pow: 65.
Dodg: 0.
Hit: 0.
Ele Pow: 25.
Lmt: 25.

Sword Name: Hal Sword.
Material: Hal Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 75.
Dodg: 75.
Hit: 75.
Ele Pow: 45.
Lmt: 20.

Sword Name: Obsidian Sword.
Material: Obsidian.
Price: 400.
Ex Effe: None.
Ele: Gnome.
Pow: 20.
Dodg: 0.
Hit: 0.
Ele Pow: 10.
Lmt: 20.

Sword Name: Crystal Sword.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 70.
Dodg: 70.
Hit: 70.
Ele Pow: 50.
Lmt: 30.

Staff Name: Oak Staff.
Material: Oak Wood.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 2.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Staff Name: Holly Staff.
Material: Holly Wood.
Price: 100.
Ex Effe: None.
Ele: Undine.
Pow: 5.
Dodg: 0.
Hit: 0.
Ele Pow: 10.
Lmt: 10.

Staff Name: Baobab Staff.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Pow: 8.
Dodg: 0.
Hit: 0.
Ele Pow: 20.
Lmt: 10.

Staff Name: Ebony Staff
Material: Charcoal.
Price: 600.
Ex Effe: None.
Ele: Salamander.
Pow: 13.
Dodg: 0.
Hit: 0.
Ele Pow: 30.
Lmt: 10.

Staff Name: Ash Staff.
Material: Ash Wood.
Price: 900.
Ex Effe: None.
Ele: Jinn.
Pow: 18.
Dodg: 0.
Hit: 0.
Ele Pow: 40.
Lmt: 10.

Staff Name: Dion Staff.

Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Pow: 23.
Dodg: 0.
Hit: 0.
Ele Pow: 45.
Lmt: 10.

Staff Name: Mistletoe Staff.
Material: Mistletoe Wood.
Price: 2,000.
Ex Effe: Sleep.
Ele: Dryad.
Pow: 28.
Dodg: 0.
Hit: 0.
Ele Pow: 60.
Lmt: 20.

Staff Name: Fossil Staff.
Material: Fossil.
Price: 5,000.
Ex Effe: None.
Ele: Shade.
Pow: 30.
Dodg: 0.
Hit: 0.
Ele Pow: 65.
Lmt: 20.

Staff Name: Bone Staff.
Material: Animal Bone.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 1.
Dodg: 0.
Hit: 0.
Ele Pow: 3.
Lmt: 20.

Staff Name: Ivory Staff.
Material: Elephant Tusk.
Price: 400.
Ex Effe: None.
Ele: Salamander.
Pow: 10.
Dodg: 0.
Hit: 0.
Ele Pow: 25.
Lmt: 15.

Staff Name: Dark Staff.
Material: Black Bone.
Price: 1,500.
Ex Effe: Wimp.
Ele: Luna.
Pow: 25.

Dodg: 0.
Hit: 0.
Ele Pow: 50.
Lmt: 15.

Staff Name: Dragon Staff.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Fire Man.
Ele: Salamander.
Pow: 35.
Dodg: 0.
Hit: 0.
Ele Pow: 55.
Lmt: 20.

Staff Name: Ankh Staff.
Material: Ankh Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 40.
Dodg: 40.
Hit: 40.
Ele Pow: 70.
Lmt: 20.

Staff Name: Marble Staff.
Material: Marble.
Price: 200.
Ex Effe: Sleep.
Ele: Dryad.
Pow: 5.
Dodg: 0.
Hit: 0.
Ele Pow: 15.
Lmt: 15.

Staff Name: Pedan Staff.
Material: Pedan Stone.
Price: 700.
Ex Effe: None.
Ele: Luna.
Pow: 15.
Dodg: 0.
Hit: 0.
Ele Pow: 35.
Lmt: 15.

Staff Name: Crystal Staff.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 35.
Dodg: 35.
Hit: 35.
Ele Pow: 70.
Lmt: 30.

Knuckle Name: Ebony Knuckles.
Material: Charcoal.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Pow: 8.
Dodg: 30.
Hit: 0.
Ele Pow: 5.
Lmt: 10.

Knuckle Name: Ash Knuckles.
Material: Ash Wood.
Price: 900.
Ex Effe: None.
Ele: Jinn.
Pow: 17.
Dodg: 50.
Hit: 0.
Ele Pow: 15.
Lmt: 10.

Knuckle Name: Leather Knuckles.
Material: Animal Hide.
Price: 50.
Ex Effe: Confusion.
Ele: Luna.
Pow: 2.
Dodg: 0.
Hit: 2.
Ele Pow: 1.
Lmt: 20.

Knuckle Name: Gator Knuckles.
Material: Gator Skin.
Price: 400.
Ex Effe: None.
Ele: Undine.
Pow: 15.
Dodg: 0.
Hit: 15.
Ele Pow: 8.
Lmt: 15.

Knuckle Name: Centaur Knuckles.
Material: Centaur Hide.
Price: 700.
Ex Effe: None.
Ele: Gnome.
Pow: 25.
Dodg: 0.
Hit: 0.
Ele Pow: 10.
Lmt: 15.

Knuckle Name: Pegasus Knuckles.

Material: Pegasus Hide.
Price: 5,000.
Ex Effe: Numb.
Ele: Jinn.
Pow: 45.
Dodg: 30.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Knuckle Name: Fossil Knuckles.
Material: Fossil.
Price: 1,500.
Ex Effe: Petrify.
Ele: Gnome.
Pow: 25.
Dodg: 60.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Knuckle Name: Bronze Knuckles.
Material: Menos Bronze.
Price: 50.
Ex Effe: Dryad.
Ele: None.
Pow: 2.
Dodg: 5.
Hit: 2.
Ele Pow: 0.
Lmt: 10.

Knuckle Name: Iron Knuckles.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 5.
Dodg: 8.
Hit: 5.
Ele Pow: 0.
Lmt: 10.

Knuckle Name: Lorimar Knuckles.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 20.
Dodg: 25.
Hit: 20.
Ele Pow: 0.
Lmt: 10.

Knuckle Name: Altena Knuckles.
Material: Altena Alloy.
Price: 1,000.
Ex Effe: None.
Ele: Undine.
Pow: 30.

Dodg: 35.
Hit: 30.
Ele Pow: 0.
Lmt: 10.

Knuckle Name: Mythril Knuckles.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 25.
Dodg: 25.
Hit: 25.
Ele Pow: 25.
Lmt: 25.

Knuckle Name: Orichalcum Knuckles.
Material: Orichalcum.
Price: 5,000.
Ex Effe: Charm.
Ele: Wisp.
Pow: 35.
Dodg: 70.
Hit: 35.
Ele Pow: 0.
Lmt: 20.

Knuckle Name: Vinek Knuckles.
Material: Vinek Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 45.
Dodg: 80.
Hit: 45.
Ele Pow: 30.
Lmt: 20.

Knuckle Name: Marble Knuckles.
Material: Marble.
Price: 200.
Ex Effe: None.
Ele: Jinn.
Pow: 10.
Dodg: 0.
Hit: 10.
Ele Pow: 5.
Lmt: 15.

Knuckle Name: Crystal Knuckles.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 40.
Dodg: 90.
Hit: 40.
Ele Pow: 35.
Lmt: 30.

Flail Name: Fossil Flail.
Material: Fossil.
Price: 1,500.
Ex Effe: Petrify.
Ele: Gnome.
Pow: 33.
Dodg: 20.
Hit: 0.
Ele Pow: 20.
Lmt: 15.

Flail Name: Bronze Flail.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 3.
Dodg: 0.
Hit: 1.
Ele Pow: 0.
Lmt: 10.

Flail Name: Iron Flail.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 7.
Dodg: 0.
Hit: 3.
Ele Pow: 0.
Lmt: 10.

Flail Name: Altena Flail.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 33.
Dodg: 0.
Hit: 15.
Ele Pow: 0.
Lmt: 10.

Flail Name: Maia Flail.
Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Pow: 40.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Flail Name: Mythril Flail.

Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 30.
Dodg: 30.
Hit: 30.
Ele Pow: 30.
Lmt: 25.

Flail Name: Orichalcum Flail.
Material: Orichalcum.
Price: 5,000.
Ex Effe: Charm.
Ele: Wisp.
Pow: 45.
Dodg: 25.
Hit: 25.
Ele Pow: 0.
Lmt: 25.

Flail Name: Scale Flail.
Material: Fish Scale.
Price: 400.
Ex Effe: Snow Man.
Ele: Undine.
Pow: 10.
Dodg: 0.
Hit: 0.
Ele Pow: 25.
Lmt: 15.

Flail Name: Lizard Flail.
Material: Lizard Scale.
Price: 200.
Ex Effe: None.
Ele: Luna.
Pow: 10.
Dodg: 0.
Hit: 0.
Ele Pow: 5.
Lmt: 15.

Flail Name: Snake Flail.
Material: Snake Scale.
Price: 700.
Ex Effe: Poison.
Ele: Undine.
Pow: 30.
Dodg: 0.
Hit: 0.
Ele Pow: 15.
Lmt: 15.

Flail Name: Dragon Flail.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Burn.
Ele: Salamander.
Pow: 55.

Dodg: 0.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Flail Name: Jake Flail.
Material: Jake Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 55.
Dodg: 55.
Hit: 55.
Ele Pow: 35.
Lmt: 20.

Flail Name: Obsidian Flail.
Material: Obsidian.
Price: 400.
Ex Effe: None.
Ele: Gnome.
Pow: 15.
Dodg: 0.
Hit: 15.
Ele Pow: 10.
Lmt: 15.

Flail Name: Crystal Flail.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 50.
Dodg: 50.
Hit: 50.
Ele Pow: 40.
Lmt: 30.

- E. Sickles [SICK10.5] -

Sickle Name: Ivory Sickle.
Material: Elephant Tusk.
Price: 200.
Ex Effe: None.
Ele: Salamander.
Pow: 6.
Dodg: 0.
Hit: 0.
Ele Pow: 5.
Lmt: 15.

Sickle Name: Ebony Sickle.
Material: Black Bone.
Price: 700.
Ex Effe: Wisp.
Ele: Luna.
Pow: 23.
Dodg: 0.

Hit: 0.
Ele Pow: 15.
Lmt: 15.

Sickle Name: Bronze Sickle.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 2.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Sickle Name: Iron Sickle.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 4.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Sickle Name: Steel Sickle.
Material: Granz Steel.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Pow: 8.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Sickle Name: Lorimar Sickle.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 18.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Sickle Name: Altena Sickle.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 28.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Sickle Name: Maia Sickle.

Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Pow: 35.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 10.

Sickle Name: Mythril Sickle.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 25.
Dodg: 25.
Hit: 25.
Ele Pow: 25.
Lmt: 25.

Sickle Name: Orichalcum Sickle.
Material: Orichalcum.
Price: 5,000.
Ex Effe: Charm.
Ele: Wisp.
Pow: 45.
Dodg: 20.
Hit: 20.
Ele Pow: 0.
Lmt: 25.

Sickle Name: Scale Sickle.
Material: Fish Scale.
Price: 50.
Ex Effe: Snow Man.
Ele: Undine.
Pow: 1.
Dodg: 1.
Hit: 1.
Ele Pow: 1.
Lmt: 20.

Sickle Name: Dragon Sickle.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Fire Man.
Ele: Salamander.
Pow: 40.
Dodg: 0.
Hit: 0.
Ele Pow: 30.
Lmt: 20.

Sickle Name: Hal Sickle.
Material: Hal Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 50.

Dodg: 50.
Hit: 50.
Ele Pow: 30.
Lmt: 20.

Sickle Name: Obsidian Sickle.
Material: Obsidian.
Price: 400.
Ex Effe: None.
Ele: Gnome.
Pow: 12.
Dodg: 0.
Hit: 0.
Ele Pow: 10.
Lmt: 15.

Sickle Name: Pedan Sickle.
Material: Pedan Stone.
Price: 1,500.
Ex Effe: None.
Ele: Luna.
Pow: 30.
Dodg: 0.
Hit: 0.
Ele Pow: 20.
Lmt: 15.

Sickle Name: Crystal Sickle.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 45.
Dodg: 45.
Hit: 45.
Ele Pow: 35.
Lmt: 30.

- F. Bows [BOWS10.6]-

Bow Name: Oak Bow.
Material: Oak Wood.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 1.
Dodg: 0.
Hit: 5.
Ele Pow: 0.
Lmt: 15.

Bow Name: Holly Bow.
Material: Holly Wood.
Price: 100.
Ex Effe: None.
Ele: Undine.
Pow: 3.
Dodg: 0.

Hit: 10.
Ele Pow: 10.
Lmt: 15.

Bow Name: Baobab Bow.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Pow: 12.
Dodg: 0.
Hit: 20.
Ele Pow: 20.
Lmt: 15.

Bow Name: Dion Bow.
Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Pow: 38.
Dodg: 0.
Hit: 55.
Ele Pow: 20.
Lmt: 15.

Bow Name: Mistletoe Bow.
Material: Mistletoe Wood.
Price: 1,500.
Ex Effe: Sleep.
Ele: Dryad.
Pow: 40.
Dodg: 0.
Hit: 60.
Ele Pow: 25.
Lmt: 20.

Bow Name: Fossil Bow.
Material: Fossil Wood.
Price: 5,000.
Ex Effe: None.
Ele: Shade.
Pow: 45.
Dodg: 25.
Hit: 70.
Ele Pow: 40.
Lmt: 25.

Bow Name: Ivory Bow.
Material: Elephant Tusk.
Price: 200.
Ex Effe: None.
Ele: Salamander.
Pow: 6.
Dodg: 0.
Hit: 15.
Ele Pow: 8.
Lmt: 15.

Bow Name: Ebony Bow.

Material: Black Bone.
Price: 700.
Ex Effe: Wimp.
Ele: Luna.
Pow: 28.
Dodg: 0.
Hit: 35.
Ele Pow: 20.
Lmt: 15.

Bow Name: Lorimar Bow.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 25.
Dodg: 0.
Hit: 40.
Ele Pow: 0.
Lmt: 15.

Bow Name: Altena Bow.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 35.
Dodg: 0.
Hit: 45.
Ele Pow: 0.
Lmt: 15.

Bow Name: Dragon Bow.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Fire Man.
Ele: Salamander.
Pow: 55.
Dodg: 0.
Hit: 55.
Ele Pow: 35.
Lmt: 20.

Bow Name: Ankh Bow.
Material: Ankh Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 60.
Dodg: 60.
Hit: 80.
Ele Pow: 40.
Lmt: 20.

Bow Name: Marble Bow.
Material: Marble.
Price: 50.
Ex Effe: None.
Ele: Jinn.
Pow: 1.

Dodg: 1.
Hit: 1.
Ele Pow: 1.
Lmt: 25.

Bow Name: Obsidian Bow.
Material: Obsidian.
Price: 400.
Ex Effe: None.
Ele: Gnome.
Pow: 18.
Dodg: 0.
Hit: 25.
Ele Pow: 15.
Lmt: 20.

Bow Name: Pedan Bow.
Material: Pedan Stone.
Price: 2,000.
Ex Effe: None.
Ele: Luna.
Pow: 45.
Dodg: 0.
Hit: 50.
Ele Pow: 20.
Lmt: 20.

Bow Name: Crystal Bow.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 55.
Dodg: 55.
Hit: 90.
Ele Pow: 45.
Lmt: 30.

- G. Spears [SPEA10.7]-

Spear Name: Oak Spear.
Material: Oak Wood.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 45.
Dodg: 0.
Hit: 0.
Ele Pow: 30.
Lmt: 15.

Spear Name: Baobab Spear.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Pow: 20.
Dodg: 0.

Hit: 0.
Ele Pow: 20.
Lmt: 15.

Spear Name: Dion Spear.
Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Pow: 45.
Dodg: 0.
Hit: 0.
Ele Pow: 30.
Lmt: 15.

Spear Name: Fossil Spear.
Material: Fossil Wood.
Price: 5,000.
Ex Effe: None.
Ele: Shade.
Pow: 55.
Dodg: 0.
Hit: 0.
Ele Pow: 35.
Lmt: 25.

Spear Name: Leather Spear.
Material: Animal Hide.
Price: 50.
Ex Effe: Confusion.
Ele: Luna.
Pow: 1.
Dodg: 1.
Hit: 1.
Ele Pow: 1.
Lmt: 30.

Spear Name: Gator Spear.
Material: Gator Skin.
Price: 400.
Ex Effe: None.
Ele: Undine.
Pow: 25.
Dodg: 10.
Hit: 0.
Ele Pow: 15.
Lmt: 20.

Spear Name: Centaur Spear.
Material: Centaur Hide.
Price: 700.
Ex Effe: None.
Ele: Gnome.
Pow: 35.
Dodg: 15.
Hit: 15.
Ele Pow: 0.
Lmt: 20.

Spear Name: Pegasus Spear.

Material: Pegasus Hide.
Price: 5,000.
Ex Effe: Numb.
Ele: Jinn.
Pow: 60.
Dodg: 20.
Hit: 20.
Ele Pow: 0.
Lmt: 20.

Spear Name: Ivory Spear.
Material: Elephant Tusk.
Price: 200.
Ex Effe: None.
Ele: Salamander.
Pow: 15.
Dodg: 5.
Hit: 0.
Ele Pow: 15.
Lmt: 20.

Spear Name: Iron Spear.
Material: Forsean Spear.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 10.
Dodg: 0.
Hit: 10.
Ele Pow: 0.
Lmt: 15.

Spear Name: Lorimar Spear.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 30.
Dodg: 0.
Hit: 30.
Ele Pow: 0.
Lmt: 15.

Spear Name: Altena Spear.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 40.
Dodg: 0.
Hit: 40.
Ele Pow: 0.
Lmt: 15.

Spear Name: Mythril Spear.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 45.

Dodg: 45.
Hit: 45.
Ele Pow: 45.
Lmt: 25.

Spear Name: Jake Spear.
Material: Lorimar Jake Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 65.
Dodg: 65.
Hit: 65.
Ele Pow: 50.
Lmt: 20.

Spear Name: Pedan Spear.
Material: Pedan Stone.
Price: 1,500.
Ex Effe: None.
Ele: Luna.
Pow: 50.
Dodg: 20.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Spear Name: Crystal Spear.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 60.
Dodg: 60.
Hit: 60.
Ele Pow: 55.
Lmt: 30.

- H. Axes [AXES10.8]-

Axe Name: Bronze Axe.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 10.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 15.

Axe Name: Iron Axe.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 20.
Dodg: 0.

Hit: 0.
Ele Pow: 0.
Lmt: 15.

Axe Name: Steel Axe.
Material: Granz Steel.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Pow: 30.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 15.

Axe Name: Lorimar Axe.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 40.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 20.

Axe Name: Altena Axe.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 50.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 20.

Axe Name: Maia Axe.
Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Pow: 60.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 20.

Axe Name: Mythril Axe.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 40.
Dodg: 40.
Hit: 40.
Ele Pow: 40.
Lmt: 30.

Axe Name: Orichalcum Axe.

Material: Orichalcum.
Price: 5,000.
Ex Effe: Charm.
Ele: Wisp.
Pow: 75.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 30.

Axe Name: Lizard Axe.
Material: Lizard Scale.
Price: 200.
Ex Effe: None.
Ele: Luna.
Pow: 15.
Dodg: 0.
Hit: 0.
Ele Pow: 7.
Lmt: 20.

Axe Name: Snake Axe.
Material: Snake Scale.
Price: 700.
Ex Effe: Poison.
Ele: Undine.
Pow: 35.
Dodg: 0.
Hit: 0.
Ele Pow: 15.
Lmt: 20.

Axe Name: Dragon Axe.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Fire Man.
Ele: Salamander.
Pow: 65.
Dodg: 0.
Hit: 0.
Ele Pow: 25.
Lmt: 25.

Axe Name: Vinek Axe.
Material: Vinek Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 85.
Dodg: 85.
Hit: 85.
Ele Pow: 45.
Lmt: 20.

Axe Name: Marble Axe.
Material: Marble.
Price: 50.
Ex Effe: None.
Ele: Jinn.
Pow: 5.

Dodg: 0.
Hit: 0.
Ele Pow: 5.
Lmt: 45.

Axe Name: Obsidian Axe.
Material: Obsidian.
Price: 400.
Ex Effe: None.
Ele: Gnome.
Pow: 25.
Dodg: 0.
Hit: 0.
Ele Pow: 10.
Lmt: 20.

Axe Name: Pedan Axe.
Material: Pedan Stone.
Price: 1,500.
Ex Effe: None.
Ele: Luna.
Pow: 45.
Dodg: 0.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Axe Name: Crystal Axe.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 80.
Dodg: 80.
Hit: 80.
Ele Pow: 50.
Lmt: 30.

- I. Morning Stars [MORN10.9] -

Morning Star Name: Bone Morning Star.
Material: Animal Bone.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 10.
Dodg: 0.
Hit: 0.
Ele Pow: 5.
Lmt: 45.

Morning Star Name: Ivory Morning Star.
Material: Elephant Tusk.
Price: 400.
Ex Effe: None.
Ele: Salamander.
Pow: 30.
Dodg: 0.

Hit: 0.
Ele Pow: 10.
Lmt: 20.

Morning Star Name: Fossil Morning Star.
Material: Fossil.
Price: 1,500
Ex Effe: Petrify.
Ele: Gnome.
Pow: 45.
Dodg: 0.
Hit: 0.
Ele Pow: 20.
Lmt: 20.

Morning Star Name: Bronze Morning Star.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Pow: 15.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 15.

Morning Star Name: Iron Morning Star.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Pow: 25.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 15.

Morning Star Name: Steel Morning Star.
Material: Granz Steel.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Pow: 35.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 15.

Morning Star Name: Lorimar Morning Star.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Pow: 45.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 20.

Morning Star Name: Altena Morning Star.

Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Pow: 55.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 20.

Morning Star Name: Maia Morning Star.
Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Pow: 65.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 20.

Morning Star Name: Mythril Morning Star.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Pow: 50.
Dodg: 50.
Hit: 50.
Ele Pow: 50.
Lmt: 30.

Morning Star Name: Orichalcum Morning Star.
Material: Orichalcum.
Price: 5,000.
Ex Effe: Charm.
Ele: Wisp.
Pow: 85.
Dodg: 0.
Hit: 0.
Ele Pow: 0.
Lmt: 30.

Morning Star Name: Lizard Morning Star.
Material: Lizard Scale.
Price: 200.
Ex Effe: None.
Ele: Luna.
Pow: 20.
Dodg: 0.
Hit: 0.
Ele Pow: 7.
Lmt: 20.

Morning Star Name: Snake Morning Star.
Material: Snake Scale.
Price: 700.
Ex Effe: Poison.
Ele: Undine.
Pow: 40.

Dodg: 0.
Hit: 0.
Ele Pow: 15.
Lmt: 20.

Morning Star Name: Dragon Morning Star.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: Fire Man.
Ele: Salamander.
Pow: 75.
Dodg: 0.
Hit: 0.
Ele Pow: 25.
Lmt: 25.

Morning Star Name: Jake Morning Star.
Material: Jake Aerolite.
Price: 8,000.
Ex Effe: Darkness.
Ele: Shade.
Pow: 95.
Dodg: 95.
Hit: 95.
Ele Pow: 40.
Lmt: 20.

Morning Star Name: Crystal Morning Star.
Material: Crystal.
Price: 10,000.
Ex Effe: None.
Ele: All Spirits.
Pow: 90.
Dodg: 90.
Hit: 90.
Ele Pow: 45.
Lmt: 30.

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= [XI. Armor] [ARMO11]=
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Well, just like the Weapons, in order to survive and protect yourself throughout Sword Of Mana, you need to Temper and Forge your Armor into stronger and better pieces of Equipment. In the following lists, I've compiled a check list of the stats for each piece of Armor your character can have. Also, don't forget you can also Temper and Forge the supporting NPC who's with you's Armor as well, if you have the money and want to, that is, but again, I don't really recommend it.

Key:

Price: Total cost of L that it'll take to do this Tempering or Forging.
Ex Effe: Shows what the current Tempering or Forging will add on to your attack, status ailment wise.
Ele: Shows what Spirit will be added onto your Weapon, determining it's Element Power.
Slash Defense: Shows how well the Armor can defend from Slash attacks.
Bash Defense: Shows how well the Armor can defend from Bash attacks.
Jab Defense: Shows how well the Armor can defend from Jab attacks.

Ele Def: Shows how well the Armor can defend against Magic.

Lmt: How many times the Weapon can be Forged total. (Meaning, once it's down to 0, you can no longer Temper anything to it to make it stronger, so be careful when doing this. Though you could just Forge a new one and start over.)

Note: At the top left of the screen, you'll see an area where it tells you the current Material you can use to Forge/Temper that current Armor and what the Armor Name is, it's stats to the right, etc.

Also, the following lists will be compiled in order of appearance of the Materials in the Tempering/Forging area as your scroll down your list. (Which means it'll go from weakest to strongest.)

Another thing: Some Armor won't show the Ele Spirit when you go to Forge, but if you Forge a Fruit or whatnot to it, it will show up.

- A. Helmets [HELM11.1] -

Helmet Name: Ivory Helmet.
Material: Elephant Tusk.
Price: 400.
Ex Effe: No Power Down.
Ele: Salamander.
Slash Def: 5.
Bash Def: 5.
Jab Def: 5.
Ele Pow: 5.
Lmt: 10.

Helmet Name: Fossil Helmet.
Material: Fossil.
Price: 1,500.
Ex Effe: None.
Ele: Gnome.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 5.
Lmt: 15.

Helmet Name: Bronze Helmet.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Slash Def: 2.
Bash Def: 1.
Jab Def: 1.
Ele Pow: 0.
Lmt: 5.

Helmet Name: Iron Helmet.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Slash Def: 2.

Bash Def: 4.
Jab Def: 2.
Ele Pow: 0.
Lmt: 5.

Helmet Name: Steel Helmet.
Material: Granz Steel.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Slash Def: 4.
Bash Def: 4.
Jab Def: 8.
Ele Pow: 0.
Lmt: 5.

Helmet Name: Lorimar Helmet.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Slash Def: 12.
Bash Def: 8.
Jab Def: 8.
Ele Pow: 0.
Lmt: 5.

Helmet Name: Altena Helmet.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Slash Def: 12.
Bash Def: 16.
Jab Def: 12.
Ele Pow: 0.
Lmt: 5.

Helmet Name: Maia Helmet.
Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Slash Def: 16.
Bash Def: 16.
Jab Def: 20.
Ele Pow: 0.
Lmt: 5.

Helmet Name: Mythril Helmet.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: Silence.
Ele: All Spirits.
Slash Def: 8.
Bash Def: 8.
Jab Def: 8.
Ele Pow: 15.
Lmt: 10.

Helmet Name: Orichalcum Helmet.
Material: Orichalcum.
Price: 5,000.
Ex Effe: None.
Ele: Wisp.
Slash Def: 23.
Bash Def: 23.
Jab Def: 23.
Ele Pow: 5.
Lmt: 5.

Helmet Name: Scale Helmet.
Material: Fish Scale.
Price: 200.
Ex Effe: None.
Ele: Undine.
Slash Def: 3.
Bash Def: 3.
Jab Def: 3.
Ele Pow: 3.
Lmt: 10.

Helmet Name: Lizard Helmet.
Material: Lizard Scale.
Price: 700.
Ex Effe: No Bewitch.
Ele: Luna.
Slash Def: 9.
Bash Def: 9.
Jab Def: 9.
Ele Pow: 9.
Lmt: 10.

Helmet Name: Dragon Helmet.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: No Fire Man.
Ele: Salamander.
Slash Def: 20.
Bash Def: 20.
Jab Def: 20.
Ele Pow: 15.
Lmt: 5.

Helmet Name: Jake Helmet.
Material: Jake Aerolite.
Price: 8,000.
Ex Effe: None.
Ele: Shade.
Slash Def: 25.
Bash Def: 25.
Jab Def: 25.
Ele Pow: 25.
Lmt: 5.

Helmet Name: Marble Helmet.
Material: Marble.
Price: 80.
Ex Effe: No Numb.
Ele: Jinn.

Slash Def: 2.
Bash Def: 2.
Jab Def: 2.
Ele Pow: 2.
Lmt: 20.

Helmet Name: Crystal Helmet.
Material: Crystal.
Price: 10,000.
Ex Effe: No Charm.
Ele: All Spirits.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 10.
Lmt: 20.

- B. Hats [HATS11.2]-

Hat Name: Cotton Hat.
Material: Topple Cotton.
Price: 50.
Ex Effe: No Speed Down.
Ele: Jinn.
Slash Def: 0.
Bash Def: 1.
Jab Def: 0.
Ele Pow: 1.
Lmt: 20.

Hat Name: Silk Hat.
Material: Sultan Silk.
Price: 200.
Ex Effe: No Poison.
Ele: Salamander.
Slash Def: 2.
Bash Def: 2.
Jab Def: 2.
Ele Pow: 1.
Lmt: 10.

Hat Name: Hemp Hat.
Material: Jade Hemp.
Price: 700.
Ex Effe: No Wimp.
Ele: Luna.
Slash Def: 8.
Bash Def: 8.
Jab Def: 8.
Ele Pow: 1.
Lmt: 10.

Hat Name: Felt Hat.
Material: Altena Felt.
Price: 10,000.
Ex Effe: No Confuse.
Ele: All Spirits.
Slash Def: 10.

Bash Def: 10.
Jab Def: 10.
Ele Pow: 10.
Lmt: 20.

Hat Name: Oak Hat.
Material: Oak Wood.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Slash Def: 1.
Bash Def: 0.
Jab Def: 0.
Ele Pow: 2.
Lmt: 5.

Hat Name: Holly Hat.
Material: Holly Wood.
Price: 100.
Ex Effe: None.
Ele: Undine.
Slash Def: 1.
Bash Def: 1.
Jab Def: 2.
Ele Pow: 4.
Lmt: 5.

Hat Name: Baobab Hat.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Slash Def: 3.
Bash Def: 5.
Jab Def: 3.
Ele Pow: 8.
Lmt: 5.

Hat Name: Ebony Hat.
Material: Charcoal.
Price: 600.
Ex Effe: None.
Ele: Salamander.
Slash Def: 7.
Bash Def: 5.
Jab Def: 5.
Ele Pow: 10.
Lmt: 5.

Hat Name: Ash Hat.
Material: Ash Wood.
Price: 900.
Ex Effe: None.
Ele: Jinn.
Slash Def: 7.
Bash Def: 7.
Jab Def: 10.
Ele Pow: 12.
Lmt: 5.

Hat Name: Dion Hat.
Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 10.
Bash Def: 13.
Jab Def: 10.
Ele Pow: 15.
Lmt: 5.

Hat Name: Mistletoe Hat.
Material: Mistletoe Wood.
Price: 2,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 16.
Bash Def: 13.
Jab Def: 13.
Ele Pow: 17.
Lmt: 5.

Hat Name: Fossil Hat.
Material: Fossil Wood.
Price: 5,000.
Ex Effe: No Dark.
Ele: Shade.
Slash Def: 18.
Bash Def: 18.
Jab Def: 18.
Ele Pow: 20.
Lmt: 5.

Hat Name: Leather Hat.
Material: Animal Hide.
Price: 400.
Ex Effe: None.
Ele: Luna.
Slash Def: 6.
Bash Def: 6.
Jab Def: 6.
Ele Pow: 0.
Lmt: 5.

Hat Name: Gator Hat.
Material: Gator Skin.
Price: 1,500.
Ex Effe: No Snow.
Ele: Undine.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 0.
Lmt: 5.

Hat Name: Centaur Hat.
Material: Centaur Hide.
Price: 5,000.
Ex Effe: No Petrify.
Ele: Gnome.

Slash Def: 23.
Bash Def: 23.
Jab Def: 23.
Ele Pow: 0.
Lmt: 5.

Hat Name: Pegasus Hat.
Material: Pegasus Hide.
Price: 8,000.
Ex Effe: None.
Ele: Jinn.
Slash Def: 25.
Bash Def: 25.
Jab Def: 25.
Ele Pow: 25.
Lmt: 5.

- C. Armor [ARMO11.3] -

Armor Name: Bone Armor.
Material: Animal Bone.
Price: 50.
Ex Effe: No Sleep.
Ele: Dryad.
Slash Def: 3.
Bash Def: 3.
Jab Def: 3.
Ele Pow: 3.
Lmt: 25.

Armor Name: Dark Armor.
Material: Black Bone.
Price: 1,500.
Ex Effe: None.
Ele: Luna.
Slash Def: 25.
Bash Def: 25.
Jab Def: 25.
Ele Pow: 10.
Lmt: 10.

Armor Name: Bronze Armor.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Slash Def: 2.
Bash Def: 3.
Jab Def: 2.
Ele Pow: 0.
Lmt: 5.

Armor Name: Iron Armor.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Slash Def: 5.

Bash Def: 5.
Jab Def: 8.
Ele Pow: 0.
Lmt: 5.

Armor Name: Altena Armor.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Slash Def: 13.
Bash Def: 13.
Jab Def: 25.
Ele Pow: 0.
Lmt: 5.

Armor Name: Maia Armor.
Material: Maia Lead.
Price: 1,000.
Ex Effe: None.
Ele: Gnome.
Slash Def: 30.
Bash Def: 20.
Jab Def: 20.
Ele Pow: 0.
Lmt: 5.

Armor Name: Mythril Armor.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: No Silence.
Ele: All Spirits.
Slash Def: 15.
Bash Def: 15.
Jab Def: 15.
Ele Pow: 20.
Lmt: 10.

Armor Name: Orichalcum Armor.
Material: Orichalcum.
Price: 5,000.
Ex Effe: None.
Ele: Wisp.
Slash Def: 40.
Bash Def: 40.
Jab Def: 40.
Ele Pow: 5.
Lmt: 5.

Armor Name: Scale Armor.
Material: Fish Scale.
Price: 200.
Ex Effe: None.
Ele: Undine.
Slash Def: 6.
Bash Def: 6.
Jab Def: 6.
Ele Pow: 6.
Lmt: 15.

Armor Name: Snake Armor.
Material: Snake Skin.
Price: 700.
Ex Effe: None.
Ele: Undine.
Slash Def: 15.
Bash Def: 15.
Jab Def: 15.
Ele Pow: 15.
Lmt: 10.

Armor Name: Dragon Armor.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: No Fire Man.
Ele: Salamander.
Slash Def: 35.
Bash Def: 35.
Jab Def: 35.
Ele Pow: 25.
Lmt: 5.

Armor Name: Dragon Armor.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: No Fire Man.
Ele: Salamander.
Slash Def: 35.
Bash Def: 35.
Jab Def: 35.
Ele Pow: 25.
Lmt: 5.

Armor Name: Hal Armor.
Material: Hal Aerolite.
Price: 8,000.
Ex Effe: None.
Ele: Shade.
Slash Def: 45.
Bash Def: 45.
Jab Def: 45.
Ele Pow: 45.
Lmt: 5.

Armor Name: Obsidian Armor.
Material: Obsidian.
Price: 400.
Ex Effe: No Bedraggled.
Ele: Gnome.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 10.
Lmt: 15.

Armor Name: Crystal Armor.
Material: Crystal.
Price: 10,000.
Ex Effe: No Charm.
Ele: All Spirits.

Slash Def: 30.
Bash Def: 30.
Jab Def: 30.
Ele Pow: 30.
Lmt: 20.

- D. Robes [ROBE11.4] -

Robe Name: Cotton Robe.
Material: Topple Cotton.
Price: 80.
Ex Effe: No Speed Down.
Ele: Jinn.
Slash Def: 2.
Bash Def: 3.
Jab Def: 2.
Ele Pow: 2.
Lmt: 25.

Robe Name: Silk Robe
Material: Sultan Silk.
Price: 200.
Ex Effe: No Poison.
Ele: Salamander.
Slash Def: 4.
Bash Def: 4.
Jab Def: 4.
Ele Pow: 2.
Lmt: 10.

Robe Name: Silk Robe.
Material: Sultan Silk.
Price: 200.
Ex Effe: No Poison.
Ele: Salamander.
Slash Def: 4.
Bash Def: 4.
Jab Def: 4.
Ele Pow: 2.
Lmt: 10.

Robe Name: Hemp Robe.
Material: Jadd Hemp.
Price: 700.
Ex Effe: No Wimp.
Ele: Luna.
Slash Def: 9.
Bash Def: 9.
Jab Def: 9.
Ele Pow: 2.
Lmt: 10.

Robe Name: Felt Robe.
Material: Altena Felt.
Price: 10,000.
Ex Effe: No Confuse.
Ele: All Spirits.
Slash Def: 30.

Bash Def: 30.
Jab Def: 30.
Ele Pow: 30.
Lmt: 20.

Robe Name: Oak Robe.
Material: Oak Wood.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Slash Def: 1.
Bash Def: 2.
Jab Def: 1.
Ele Pow: 4.
Lmt: 5.

Robe Name: Holly Robe.
Material: Holly Wood.
Price: 100.
Ex Effe: None.
Ele: Undine.
Slash Def: 3.
Bash Def: 2.
Jab Def: 2.
Ele Pow: 8.
Lmt: 5.

Robe Name: Baobab Robe.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Slash Def: 3.
Bash Def: 3.
Jab Def: 6.
Ele Pow: 10.
Lmt: 5.

Robe Name: Ebony Robe.
Material: Charcoal.
Price: 600.
Ex Effe: None.
Ele: Salamander.
Slash Def: 5.
Bash Def: 10.
Jab Def: 5.
Ele Pow: 12.
Lmt: 5.

Robe Name: Ash Robe.
Material: Ash Wood.
Price: 900.
Ex Effe: None.
Ele: Jinn.
Slash Def: 14.
Bash Def: 7.
Jab Def: 7.
Ele Pow: 15.
Lmt: 5.

Robe Name: Dion Robe.
Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 9.
Bash Def: 9.
Jab Def: 18.
Ele Pow: 20.
Lmt: 5.

Robe Name: Mistletoe Robe.
Material: Mistletoe Wood.
Price: 2,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 12.
Bash Def: 23.
Jab Def: 12.
Ele Pow: 25.
Lmt: 5.

Robe Name: Fossil Robe.
Material: Fossil Wood.
Price: 5,000.
Ex Effe: No Dark.
Ele: Shade.
Slash Def: 25.
Bash Def: 25.
Jab Def: 25.
Ele Pow: 30.
Lmt: 5.

Robe Name: Leather Robe.
Material: Animal Hide.
Price: 400.
Ex Effe: None.
Ele: Luna.
Slash Def: 8.
Bash Def: 8.
Jab Def: 8.
Ele Pow: 0.
Lmt: 5.

Robe Name: Croco Robe.
Material: Alligator Robe.
Price: 1,500.
Ex Effe: None.
Ele: Undine.
Slash Def: 15.
Bash Def: 15.
Jab Def: 15.
Ele Pow: 0.
Lmt: 5.

Robe Name: Centaur Robe.
Material: Centaur Hide.
Price: 5,000.
Ex Effe: No Petrify.
Ele: Gnome.

Slash Def: 30.
Bash Def: 30.
Jab Def: 30.
Ele Pow: 0.
Lmt: 5.

Robe Name: Pegasus Robe.
Material: Pegasus Hide.
Price: 8,000.
Ex Effe: None.
Ele: Jinn.
Slash Def: 40.
Bash Def: 40.
Jab Def: 40.
Ele Pow: 40.
Lmt: 10.

- E. Boots [BOOT11.5] -

Boot Name: Bone Boots.
Material: Animal Bone.
Price: 80.
Ex Effe: No Sleep.
Ele: Dryad.
Slash Def: 1.
Bash Def: 0.
Jab Def: 1.
Ele Pow: 0.
Lmt: 10.

Boot Name: Ivory Boots.
Material: Elephant Tusk.
Price: 400.
Ex Effe: No Power Down.
Ele: Salamander.
Slash Def: 4.
Bash Def: 4.
Jab Def: 3.
Ele Pow: 1.
Lmt: 10.

Boot Name: Bronze Boots.
Material: Menos Bronze.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Slash Def: 0.
Bash Def: 0.
Jab Def: 1.
Ele Pow: 0.
Lmt: 5.

Boot Name: Iron Boots.
Material: Forsena Iron.
Price: 100.
Ex Effe: None.
Ele: Jinn.
Slash Def: 2.

Bash Def: 1.
Jab Def: 1.
Ele Pow: 0.
Lmt: 5.

Boot Name: Steel Boots.
Material: Granz Steel.
Price: 300.
Ex Effe: None.
Ele: Salamander.
Slash Def: 3.
Bash Def: 4.
Jab Def: 2.
Ele Pow: 0.
Lmt: 5.

Boot Name: Lorimar Boots.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Slash Def: 4.
Bash Def: 4.
Jab Def: 6.
Ele Pow: 0.
Lmt: 5.

Boot Name: Altena Boots.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Slash Def: 6.
Bash Def: 7.
Jab Def: 4.
Ele Pow: 0.
Lmt: 5.

Boot Name: Maia Boots.
Material: Maia Lead.
Price: 80.
Ex Effe: None.
Ele: Gnome.
Slash Def: 6.
Bash Def: 10.
Jab Def: 5.
Ele Pow: 0.
Lmt: 5.

Boot Name: Mythril Boots.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: No Silence.
Ele: All Spirits.
Slash Def: 3.
Bash Def: 3.
Jab Def: 3.
Ele Pow: 10.
Lmt: 5.

Boot Name: Orichalcum Boots.
Material: Orichalcum.
Price: 5,000.
Ex Effe: None.
Ele: Wisp.
Slash Def: 13.
Bash Def: 13.
Jab Def: 13.
Ele Pow: 2.
Lmt: 5.

Boot Name: Lizard Boots.
Material: Lizard Scale.
Price: 200.
Ex Effe: No Bewitch.
Ele: Luna.
Slash Def: 2.
Bash Def: 2.
Jab Def: 2.
Ele Pow: 2.
Lmt: 10.

Boot Name: Snake Boots.
Material: Snake Scale.
Price: 700.
Ex Effe: None.
Ele: Undine.
Slash Def: 5.
Bash Def: 5.
Jab Def: 4.
Ele Pow: 4.
Lmt: 10.

Boot Name: Dragon Boots.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: No Fire Man.
Ele: Salamander.
Slash Def: 11.
Bash Def: 11.
Jab Def: 11.
Ele Pow: 10.
Lmt: 5.

Boot Name: Ankh Boots.
Material: Ankh Aerolite.
Price: 8,000.
Ex Effe: None.
Ele: Shade.
Slash Def: 15.
Bash Def: 15.
Jab Def: 15.
Ele Pow: 15.
Lmt: 5.

Boot Name: Pedan Boots.
Material: Pedan Stone.
Price: 1,500.
Ex Effe: No Wimp.
Ele: Luna.

Slash Def: 6.
Bash Def: 6.
Jab Def: 6.
Ele Pow: 6.
Lmt: 10.

Boot Name: Crystal Boots.
Material: Crystal.
Price: 10,000.
Ex Effe: No Charm.
Ele: All Spirits.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 10.
Lmt: 10.

- F. Sandels [SAND11.6] -

Sandel Name: Cotton Sandels.
Material: Topple Cotton.
Price: 80.
Ex Effe: No Speed Down.
Ele: Jinn.
Slash Def: 0.
Bash Def: 1.
Jab Def: 1.
Ele Pow: 1.
Lmt: 10.

Sandel Name: Silk Sandels.
Material: Sultan Silk.
Price: 200.
Ex Effe: No Poison.
Ele: Salamander.
Slash Def: 2.
Bash Def: 1.
Jab Def: 1.
Ele Pow: 1.
Lmt: 10.

Sandel Name: Hemp Sandels.
Material: Jadd Hemp.
Price: 700.
Ex Effe: No Wimp.
Ele: Luna.
Slash Def: 5.
Bash Def: 4.
Jab Def: 4.
Ele Pow: 1.
Lmt: 10.

Sandel Name: Felt Sandels.
Material: Altena Felt.
Price: 10,000.
Ex Effe: No Confuse.
Ele: All Spirits.
Slash Def: 10.

Bash Def: 10.
Jab Def: 10.
Ele Pow: 10.
Lmt: 10.

Sandel Name: Oak Sandels.
Material: Oak Wood.
Price: 50.
Ex Effe: No Speed Down.
Ele: Dryad.
Slash Def: 0.
Bash Def: 0.
Jab Def: 1.
Ele Pow: 0.
Lmt: 5.

Sandel Name: Holly Sandels.
Material: Holly Wood.
Price: 100.
Ex Effe: None.
Ele: Undine.
Slash Def: 1.
Bash Def: 1.
Jab Def: 1.
Ele Pow: 3.
Lmt: 5.

Sandel Name: Baobab Sandels.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Slash Def: 2.
Bash Def: 1.
Jab Def: 2.
Ele Pow: 5.
Lmt: 5.

Sandel Name: Ebony Sandels.
Material: Charcoal.
Price: 600.
Ex Effe: None.
Ele: Salamander.
Slash Def: 3.
Bash Def: 4.
Jab Def: 3.
Ele Pow: 7.
Lmt: 5.

Sandel Name: Ash Sandels.
Material: Ash Wood.
Price: 900.
Ex Effe: None.
Ele: Jinn.
Slash Def: 5.
Bash Def: 5.
Jab Def: 5.
Ele Pow: 9.
Lmt: 5.

Sandel Name: Dion Sandels.
Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 7.
Bash Def: 5.
Jab Def: 5.
Ele Pow: 11.
Lmt: 5.

Sandel Name: Mistletoe Sandels.
Material: Mistletoe Wood.
Price: 2,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 8.
Bash Def: 8.
Jab Def: 9.
Ele Pow: 13.
Lmt: 5.

Sandel Name: Fossil Sandels.
Material: Fossil Wood.
Price: 5,000.
Ex Effe: No Dark.
Ele: Shade.
Slash Def: 9.
Bash Def: 9.
Jab Def: 9.
Ele Pow: 15.
Lmt: 5.

Sandel Name: Leather Sandels.
Material: Animal Hide.
Price: 400.
Ex Effe: None.
Ele: Luna.
Slash Def: 2.
Bash Def: 2.
Jab Def: 4.
Ele Pow: 0.
Lmt: 5.

Sandel Name: Gator Sandels.
Material: Gator Skin.
Price: 1,500.
Ex Effe: No Snow Man.
Ele: Undine.
Slash Def: 7.
Bash Def: 7.
Jab Def: 8.
Ele Pow: 0.
Lmt: 5.

Sandel Name: Centaur Sandels.
Material: Centaur Hide.
Price: 5,000.
Ex Effe: No Petrify.
Ele: Gnome.

Slash Def: 11.
Bash Def: 11.
Jab Def: 11.
Ele Pow: 0.
Lmt: 5.

Sandel Name: Pegasus Sandels.
Material: Pegasus Hide.
Price: 8,000.
Ex Effe: None.
Ele: Jinn.
Slash Def: 13.
Bash Def: 13.
Jab Def: 13.
Ele Pow: 13.
Lmt: 5.

- G. Gloves [GLOV11.7]-

Glove Name: Oak Gloves.
Material: Oak Wood.
Price: 50.
Ex Effe: None.
Ele: Dryad.
Slash Def: 0.
Bash Def: 0.
Jab Def: 0.
Ele Pow: 1.
Lmt: 5.

Glove Name: Baobab Gloves.
Material: Baobab Wood.
Price: 300.
Ex Effe: None.
Ele: Gnome.
Slash Def: 3.
Bash Def: 3.
Jab Def: 3.
Ele Pow: 5.
Lmt: 5.

Glove Name: Dion Gloves.
Material: Dion Wood.
Price: 1,000.
Ex Effe: None.
Ele: Dryad.
Slash Def: 8.
Bash Def: 8.
Jab Def: 7.
Ele Pow: 5.
Lmt: 5.

Glove Name: Leather Gloves.
Material: Animal Hide.
Price: 50.
Ex Effe: None.
Ele: Luna.
Slash Def: 0.

Bash Def: 1.
Jab Def: 1.
Ele Pow: 0.
Lmt: 10.

Glove Name: Gator Gloves.
Material: Gator Hide.
Price: 400.
Ex Effe: No Snow.
Ele: Undine.
Slash Def: 3.
Bash Def: 4.
Jab Def: 4.
Ele Pow: 0.
Lmt: 5.

Glove Name: Centaur Gloves.
Material: Centaur Hide.
Price: 1,500.
Ex Effe: No Petrify.
Ele: Gnome.
Slash Def: 9.
Bash Def: 9.
Jab Def: 9.
Ele Pow: 0.
Lmt: 5.

Glove Name: Bronze Gloves.
Material: Menos Bronze.
Price: 100.
Ex Effe: None.
Ele: Dryad.
Slash Def: 1.
Bash Def: 2.
Jab Def: 2.
Ele Pow: 0.
Lmt: 5.

Glove Name: Lorimar Gloves.
Material: Lorimar Iron.
Price: 600.
Ex Effe: None.
Ele: Wisp.
Slash Def: 4.
Bash Def: 5.
Jab Def: 5.
Ele Pow: 0.
Lmt: 5.

Glove Name: Altena Gloves.
Material: Altena Alloy.
Price: 900.
Ex Effe: None.
Ele: Undine.
Slash Def: 7.
Bash Def: 6.
Jab Def: 6.
Ele Pow: 0.
Lmt: 5.

Glove Name: Mythril Gloves.
Material: Mythril Silver.
Price: 2,000.
Ex Effe: No Silence.
Ele: All Spirits.
Slash Def: 2.
Bash Def: 2.
Jab Def: 2.
Ele Pow: 8.
Lmt: 5.

Glove Name: Orichalcum Gloves.
Material: Orichalcum.
Price: 5,000.
Ex Effe: None.
Ele: Wisp.
Slash Def: 12.
Bash Def: 12.
Jab Def: 12.
Ele Pow: 2.
Lmt: 5.

Glove Name: Lizard Gloves.
Material: Lizard Scale.
Price: 200.
Ex Effe: No Bewitch.
Ele: Luna.
Slash Def: 2.
Bash Def: 2.
Jab Def: 3.
Ele Pow: 1.
Lmt: 10.

Glove Name: Snake Gloves.
Material: Snake Scale.
Price: 700.
Ex Effe: None.
Ele: Undine.
Slash Def: 5.
Bash Def: 6.
Jab Def: 5.
Ele Pow: 1.
Lmt: 10.

Glove Name: Dragon Gloves.
Material: Dragon Scale.
Price: 5,000.
Ex Effe: No Fire Man.
Ele: Salamander.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 6.
Lmt: 5.

Glove Name: Vinek Gloves.
Material: Vinek Aerolite.
Price: 8,000.
Ex Effe: None.
Ele: Shade.

Slash Def: 14.
Bash Def: 14.
Jab Def: 14.
Ele Pow: 14.
Lmt: 5.

Glove Name: Crystal Gloves.
Material: Crystal.
Price: 10,000.
Ex Effe: No Charm.
Ele: All Spirits.
Slash Def: 10.
Bash Def: 10.
Jab Def: 10.
Ele Pow: 10.
Lmt: 10.

=====
= [XII. Accessories] [ACCES12]=
=====

Throughout Sword Of Mana, you'll come across Shops in towns that sell Accessories, which, when worn, boost certain stats of yours. In this section, you'll find a list of all the known Accessories in the game, where you can buy them, how much they cost/sell for and what stats they boost.

- Topple Village/Town Of Wendel -

Accessory Name: BB Ring.
Pow: 0.
Def: 5.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 100.
Sell For: 50.
Information: A Ring set with glass beads.

Accessory Name: Gem Ring.
Pow: 0.
Def: 0.
Int: 5.
Mnd: 0.
Agi: 0.
Cost: 100.
Sell For: 50.
Information: A Ring set with blue jewels.

Accessory Name: Cicada Earrings.
Pow: 0.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 5.
Cost: 100.
Sell For: 50.
Information: Gold Earrings with blue beads.

Accessory Name: Quartz Ring.
Pow: 0.
Def: 0.
Int: 0.
Mnd: 5.
Agi: 0.
Cost: 100.
Sell For: 50.
Information: A Ring made of Quartz.

Accessory Name: Cobra Earrings.
Pow: 5.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 100.
Sell For: 50.
Information: Earrings made of Snake Fangs.

- Menos Village/Jadd -

Accessory Name: White Light Ring.
Pow: 0.
Def: 0.
Int: 0.
Mnd: 10.
Agi: 0.
Cost: 250.
Sell For: 125.
Information: A Ring emitting pure white light.

Accessory Name: Fiend Fang.
Pow: 10.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 250.
Sell For: 125.
Information: An Earclip made of Beast Fang.

Accessory Name: Banding Earrings.
Pow: 0.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 10.
Cost: 250.
Sell For: 125.
Information: Earrings to quicken a Thief.

Accessory Name: Red Moon Horn.
Pow: 0.
Def: 0.
Int: 10.
Mnd: 0.

Agi: 0.
Cost: 250.
Sell For: 125.
Information: A red, crescent shaped Horn.

Accessory Name: D-Fence Ring.

Pow: 0.
Def: 10.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 250.
Sell For: 125.
Information: A Ring with a protective spell.

- Ishe -

Accessory Name: Mist Pendant.

Pow: 0.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 15.
Cost: 400.
Sell For: 200.
Information: A Pendant with a fog attack.

Accessory Name: Knight Crest.

Pow: 15.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 400.
Sell For: 200.
Information: A valiant Knight's Coat Of Arms.

Accessory Name: Gjaller Horn.

Pow: 0.
Def: 0.
Int: 15.
Mnd: 0.
Agi: 0.
Cost: 400.
Sell For: 200.
Information: A Horn with strong magic powers.

Accessory Name: Dragon Choker.

Pow: 0.
Def: 15.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 400.
Sell For: 200.
Information: A Necklace made of Dragon Bone.

Accessory Name: Sage Stone.

Pow: 0.
Def: 0.
Int: 0.
Mnd: 15.
Agi: 0.
Cost: 400.
Sell For: 200.
Information: A stone with secret magic powers.

- Niccolo -

Accessory Name: Belle Bell.

Pow: 0.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 10,000.
Sell For: 5,000.
Information: Increases Experience when defeating foes.

Accessory Name: Chimpfish Iris.

Pow: 0.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 10,000.
Sell For: 5,000.
Information: Get more Lucre when defeating foes.

Note: The following Accessories will ONLY appear after you do the secret trick with Niccolo with buying his wares. For more on this, check Section XXII. Secrets.

Accessory Name: Cardinal Eye.

Pow: 0.
Def: 20.
Int: 0.
Mnd: 20.
Agi: 0.
Cost: 4,000.
Sell For: 2,000.
Information: A Ring made from a big red stone.

Accessory Name: Flame Flicker.

Pow: 20.
Def: 0.
Int: 20.
Mnd: 0.
Agi: 0.
Cost: 4,000.
Sell For: 2,000.
Information: A Pendant with fiery magic powers.

Accessory Name: Draupnir.

Pow: 15.
Def: 15.

Int: 15.
Mnd: 15.
Agi: 15.
Cost: 4,000.
Sell For: 2,000.
Information: A Ring said to defeat all Evil.

- Class Accessories -

Note: You will ONLY get one of these, depending on which Class you reach if you only power up ONE Class until you reach Level 40. Depending on which you do, you'll get one of these Accessories.

Accessory Name: General Crest. (Warrior Level 40.)

Pow: 0.
Def: 50.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 0.
Sell For: 2,500.
Information: An insignia for a top Warrior.

Accessory Name: Dragon Ring. (Monk Level 40.)

Pow: 50.
Def: 0.
Int: 0.
Mnd: 0.
Agi: 0.
Cost: 0.
Sell For: 2,500.
Information: A stone Ring stolen from a Dragon.

Accessory Name: Rune Earrings. (Magician Level 40.)

Pow: 0.
Def: 0.
Int: 50.
Mnd: 0.
Agi: 0.
Cost: 0.
Sell For: 2,500.
Information: Earrings carved with Runes.

Accessory Name: Code Bead. (Sage Level 40.)

Pow: 0.
Def: 0.
Int: 0.
Mnd: 50.
Agi: 0.
Cost: 0.
Sell For: 2,500.
Information: A bead with a sacred spell.

Accessory Name: Wishbone. (Thief Level 40.)

Pow: 0.
Def: 0.
Int: 0.
Mnd: 0.

Agi: 50.
Cost: 0.
Sell For: 2,500.
Information: A Necklace said to grant wishes.

Accessory Name: Crystal Ring. (Random Level 40.)
Pow: 20.
Def: 20.
Int: 20.
Mnd: 20.
Agi: 20.
Cost: 0.
Sell For: 5,000.
Information: A Ring made of Crystal.

- Hidden Accessories -

Accessory Name: Brownie Ring.
Pow: 55.
Def: 55.
Int: 55.
Mnd: 55.
Agi: 55.
Cost: 0.
Sell For: 7,500.
Information: A Phantom Item.

Note: The Brownie Ring is located in the Subland River. For more information on how to get it, check The Walkthrough for the Subland River part and read from there.

=====
= [XIII. Item List] [ITEL13] =
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Throughout the game, you'll need to rely on a wide variety of Items, ranging from, Recovery to Items that help you in the story and fulfill Side Quests. You can acquire Items from Item Shops or from Monsters that happen to drop them. If you are in need of a certain Item that a certain Monster drops, ALWAYS be sure that the LAST Monster on the screen you defeat is that Monster, as the Monster who's defeated last will give you a VERY high chance of getting a Treasure Chest from them.

- A. Recovery Items [RECOIT13.1]-

Your basic Items that all RPGs have. These Items allow you to recover your Hit Points, Magic Points, Status Ailments, etc. Here's a rundown on each one:

Item Name: Angel Grail.
Information: Allows you to revive one of your friends who's fallen back to full Hit Points. It happens alot, so be sure to stock up on them, if you care about your friends.
Where Can I Buy It?: Niccolo, Wendel, Menos, Jadd (Blacksmith.) And Ishe General Stores. Also, countless Monsters drop it.
Cost: 50.

Sell: 25.

Item Name: Chocolump.

Information: Heals you or a friend for 80 HP and it can't be canceled out, even if you get hit.

Where Can I Buy It?: Niccolo, Wendel, Menos, Jadd (Blacksmith.) And Ishe General Stores. Also, countless Monsters drop it.

Cost: 40.

Sell: 20.

Item Name: Gumdrop.

Information: Heals you or a friend for 30 HP and it can't be canceled out, even if you get hit.

Where Can I Buy It?: Niccolo, Topple, Wendel, Menos, Jadd (Blacksmith.) And Ishe General Stores. Also, countless Monsters drop it.

Cost: 10.

Sell: 5.

Item Name: Gummi Frog.

Information: Fills up your Deathblow Gauge instantly. Very useful.

Where Can I Buy It?: Niccolo's General Store. Also, countless Monsters drop it.

Cost: 40.

Sell: 20.

Item Name: Honey Elixer.

Information: Heals you or a friend for all HP and it can't be canceled out, even if you get hit.

Where Can I Buy It?: Nowhere. (See the man named Clive in Topple Village and Wendel General Stores, Jadd Inn and the Lorimar Castle and give him a Honey Onion, Honey and Diceberry. Also, some Monsters will drop it as well.)

Cost: 0.

Sell: 250.

Item Name: Magic Walnut.

Information: Heals you or a friend for 80 MP and it can't be canceled out, even if you get hit.

Where Can I Buy It?: Niccolo, Wendel, Menos, Jadd (Blacksmith.) And Ishe General Stores. Also, countless Monsters drop it.

Cost: 45.

Sell: 22.

Item Name: Prestoveggie.

Information: Cures any Status Ailment that effects your Status for you or a friend. (Anything this can't do, Stardust Herb can and vice versa.)

Where Can I Buy It?: Niccolo, Topple, Wendel, Menos, Jadd (Blacksmith.) And Ishe General Stores. Also, countless Monsters drop it.

Cost: 15.

Sell: 7.

Item Name: Stardust Herb.

Information: Cures any Status Ailment that doesn't effect your Status personally, for either you or a friend. (Anything this can't do, Prestoveggie can and vice versa.)

Where Can I Buy It?: Niccolo, Topple, Wendel, Menos, Jadd (Blacksmith.) And Ishe General Stores. Also, countless Monsters drop it.

Cost: 20.

Sell: 10.

- B. Mystery Items [MYSIT13.2]-

Rather weird Items, but they help you in the game in many ways. Here's a rundown on them:

Item Name: Amigo Whistle.

Information: Once a day, you can call Amigo's, which allow you to do powerful Summon attacks.

Where Can I Buy It?: Can't. Once you get your first Amigo, you will receive it.

Cost: 0.

Sell: ?.

Item Name: Blink Weed.

Information: Attracts Monsters that rely on Vision.

Where Can I Buy It?: Ishe General Store, Spiny Cone drop it and found randomly in the grass once you cut it down.

Cost: 20.

Sell: 10.

Item Name: Potent Posy

Information: Attracts Monsters that rely on Smell.

Where Can I Buy It?: Ishe General Store, Death Flora and Killer Pansy drop it and found randomly in the grass once you cut it down.

Cost: 20.

Sell: 10.

Item Name: Tiny Tapper.

Information: Makes you Small. (Wimp.) Used to crawl into areas you normally couldn't get in, as well as allow you to recover from Wimp.

Where Can I Buy It?: Can't. You get it as a reward in a Side Quest. (#22, Detective Story.)

Cost: 0.

Sell: ?.

Item Name: Tone Stone.

Information: Attracts Monsters that rely on Hearing.

Where Can I Buy It?: Ishe General Store, Molebear and Sea Dragon drop it and found randomly in the grass once you cut it down.

Cost: 20.

Sell: 10.

- C. Meat Items [MEAIT13.3] -

Commonly dropped by Monsters, Meats allow for an easier time when fighting certain types of Monsters. When you're faced against a certain one and need a bit of an edge, find out what type of Monster it is, then if you have it, eat the Meat designated for it's Class and you'll deal double the damage to it, while you only receive half. Useful Items, very useful, as they last until you leave the screen. Here's a rundown on all of them:

Item Name: Animal Meat.

Information: Deal twice as much damage and receive only half against Fauna Monsters.

Where Can I Buy It?: Fauna Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Bird Meat.

Information: Deal twice as much damage and receive only half against Fowl Monsters.

Where Can I Buy It?: Fowl Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Demon Meat.

Information: Deal twice as much damage and receive only half against Demon Monsters.

Where Can I Buy It?: Demon Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Dragon Meat.

Information: Deal twice as much damage and receive only half against Dragon Monsters.

Where Can I Buy It?: Dragon Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Fish Meat.

Information: Deal twice as much damage and receive only half against Aquan Monsters.

Where Can I Buy It?: Aquan Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Insect Meat.

Information: Deal twice as much damage and receive only half against Insect Monsters.

Where Can I Buy It?: Insect Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Lizard Meat.

Information: Deal twice as much damage and receive only half against Reptile Monsters.

Where Can I Buy It?: Reptile Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Magical Meat.

Information: Deal twice as much damage and receive only half against Magicali Monsters.

Where Can I Buy It?: Magicali Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Mixed Meat.

Information: Deal twice as much damage and receive only half against Fauna, Flora, Insect and Reptile Monsters.

Where Can I Buy It?: Fauna, Flora, Insect and Reptile Monsters will drop it. (Niccolo's General Store also has it.)

Cost: 0.

Sell: 50.

Item Name: Morph Meat.

Information: Deal twice as much damage and recieve only half against Amorph Monsters.

Where Can I Buy It?: Amorph Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Odd Meat.

Information: Deal twice as much damage and recieve only half against Oddball Monsters.

Where Can I Buy It?: Oddball Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Phantom Meat.

Information: Deal twice as much damage and recieve only half against Demihuman, Magicali and Undead Monsters.

Where Can I Buy It?: Demihuman, Magicali and Undead Monsters will drop it.

(Niccolo's General Store also has it.)

Cost: 0.

Sell: 50.

Item Name: Rotten Meat.

Information: Deal twice as much damage and recieve only half against Undead Monsters.

Where Can I Buy It?: Undead Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Spicy Meat.

Information: Deal twice as much damage and recieve only half against Amorph, Aquan and Fowl Monsters.

Where Can I Buy It?: Amoprh, Aquan and Fowl Monsters will drop it.

(Niccolo's General Store also has it.)

Cost: 0.

Sell: 50.

Item Name: Thin Meat.

Information: Deal twice as much damage and recieve only half against Flora Monsters.

Where Can I Buy It?: Flora Monsters will drop it.

Cost: 0.

Sell: 12.

Item Name: Tough Meat.

Information: Deal twice as much damage and recieve only half against Demihuman Monsters.

Where Can I Buy It?: Demihuman Monsters will drop it.

Cost: 0.

Sell: 12.

- D. Other Items [OTHLI13.4]-

A collection of all the other things in the game, this is the area where everything else goes that can't be catigorized into the other 3 areas. Anyway, here's a rundown on each of the massive areas:

- Event Items

Item Name: Barbecued Newt.
Information: A well done Newt.
Where Do I Get It?: During Side Quest #26 Where Is Dad?
Cost: 0.
Sell: 0.

Item Name: Barbecued Tail.
Information: A well done Newt Tail.
Where Do I Get It?: During Side Quest #26 Where Is Dad?
Cost: 0.
Sell: 0.

Item Name: Black Mask.
Information: A weird mask that belong to the Dudbears.
Where Do I Get It?: During Side Quest #30 Black Masks.
Cost: 0.
Sell: 0.

Item Name: Blood Pouch.
Information: A pouch filled with blood.
Where Do I Get It?: Batmo drop it.
Cost: 0.
Sell: 0.

Item Name: Bubu Worm.
Information: A Worm that uses Monsters as it's host.
Where Do I Get It?: Basilisk, Kid Dragon and Tyrannose drop it.
Cost: 0.
Sell: 0.

Item Name: Cactus Essence.
Information: Used to create the Hot House.
Where Do I Get It?: Niccolo will sell you it in the story. You can't miss it, don't worry.
Cost: 0.
Sell: 0.

Item Name: Cancun Feather.
Information: A Feather from a Cancun Bird.
Where Do I Get It?: During Side Quest #43 New Adventurer.
Cost: 0.
Sell: 0.

Item Name: Control Room Key.
Information: A Key to the Airship Control Room.
Where Do I Get It?: Story Item, you'll get it automatically.
Cost: 0.
Sell: 0.

Item Name: Courtney's Letter.
Information: A letter that's to be given to Kurt.
Where Do I Get It?: During Side Quest #35 Resistance.
Cost: 0.
Sell: 0.

Item Name: Dark Geode.
Information: A Dark Spirit is inside...
Where Do I Get It?: Menos Outskirts.

Cost: 0.
Sell: 0.

Item Name: Dudbears Gold.
Information: Gold that's been crafted by Dudbears.
Where Do I Get It?: Assorted Side Quests throughout the game.
Cost: 0.
Sell: 0.

Item Name: Earth Geode.
Information: A Earth Spirit is inside...
Where Do I Get It?: Road To Topple.
Cost: 0.
Sell: 0.

Item Name: Fire Geode.
Information: A Fire Spirit is inside...
Where Do I Get It?: Subsea Volcano.
Cost: 0.
Sell: 0.

Item Name: Glittering Armor.
Information: A shinning suit of Armor that's not for use.
Where Do I Get It?: Rabillion drop it.
Cost: 0.
Sell: 0.

Item Name: Glittering Helmet.
Information: A shinning Helmet that's not for use.
Where Do I Get It?: Cockatrice drop it.
Cost: 0.
Sell: 0.

Item Name: Glittering Sword.
Information: A shinning Sword that's not for use.
Where Do I Get It?: Mushboom drop it.
Cost: 0.
Sell: 0.

Item Name: Gold Key.
Information: A gold key.
Where Do I Get It?: Story Item, you'll get it automatically.
Cost: 0.
Sell: 0.

Item Name: Honey.
Information: Regular everyday Honey.
Where Do I Get It?: Assassinant drop it.
Cost: 0.
Sell: 0.

Item Name: Invoice.
Information: A letter for Devius.
Where Do I Get It?: During Side Quest #36 Making Collections.
Cost: 0.
Sell: 0.

Item Name: Keepsake Pendant.
Information: A stylish piece of Jewelry.
Where Do I Get It?: During Side Quest #22 Detective Story.

Cost: 0.

Sell: 0.

Item Name: Kurt's Letter.

Information: A letter that's to be given to Courtney.

Where Do I Get It?: During Side Quest #35 Resistance.

Cost: 0.

Sell: 0.

Item Name: Leaflet.

Information: A piece of paper that advertises a business.

Where Do I Get It?: You'll get them during Side Quest #18 General Store Ads in Wendel.

Cost: 0.

Sell: 0.

Item Name: Light Geode.

Information: A Light Spirit is inside...

Where Do I Get It?: Glass Desert.

Cost: 0.

Sell: 0.

Item Name: Mana Pendant.

Information: A mysterious Necklace.

Where Do I Get It?: It's a Item you'll get in the story, don't worry about it.

Cost: 0.

Sell: 0.

Item Name: Moon Drop.

Information: A gem that shines like the Moon.

Where Do I Get It?: Fierce Face and Skull Drake drop it.

Cost: 0.

Sell: 0.

Item Name: Moon Geode.

Information: A Moon Spirit is inside...

Where Do I Get It?: Glass Desert Armory.

Cost: 0.

Sell: 0.

Item Name: Moon Mirror.

Information: Shows you the true form of something.

Where Do I Get It?: Story Item, again, you'll get this automatically when the time's right.

Cost: 0.

Sell: 0.

Item Name: Rusty Sword.

Information: ?. (This is literally the description.)

Where Do I Get It?: Story Item, you'll get it when the time is right.

Cost: 0.

Sell: 0.

Item Name: Silver Key.

Information: A silver key.

Where Do I Get It?: Story Item, you'll get it automatically.

Cost: 0.

Sell: 0.

Item Name: Silver Knife.
Information: A silver Knife.
Where Do I Get It?: During Side Quest #21 Silver Knife.
Cost: 0.
Sell: 0.

Item Name: Sword Of Mana.
Information: The legendary Sword Of Mana.
Where Do I Get It?: Story Item. You'll get it when the time's right.
Cost: 0.
Sell: 0.

Item Name: Water Geode.
Information: A Water Spirit is inside...
Where Do I Get It?: Lake Vicinity.
Cost: 0.
Sell: 0.

Item Name: Wind Geode.
Information: A Wind Spirit is inside...
Where Do I Get It?: Rocky Wilds.
Cost: 0.
Sell: 0.

Item Name: Wood Geode.
Information: A Wood Spirit is inside...
Where Do I Get It?: Topple Armory.
Cost: 0.
Sell: 0.

- Seeds -

Throughout Sword Of Mana, you'll come across 8 differet Seeds, all which are vital for growing Fruits and Vegetables that can be used to make your Equipment even stronger. Here's a rundown on each of the 8:

Item Name: Big Seed.
Information: A Seed used in planting.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 15.

Item Name: Crooked Seed.
Information: A Seed used in planting.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 15.

Item Name: Flat Seed.
Information: A Seed used in planting.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 15.

Item Name: Long Seed.
Information: A Seed used in planting.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.

Sell: 15.

Item Name: Oblong Seed.

Information: A Seed used in planting.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 15.

Item Name: Round Seed.

Information: A Seed used in planting.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 15.

Item Name: Small Seed.

Information: A Seed used in planting.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 15.

Item Name: Spiny Seed.

Information: A Seed used in planting.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 15.

- Fruits -

One of the most important list of Items in the game, Fruits are used to help Temper your Armor and make it as strong as possible. Anyway, here's a rundown on each of the Fruits:

Item Name: Applesocks.

Information: A Fruit used to Temper Armor.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 10.

Item Name: Bellgrapes.

Information: A Fruit used to Temper Armor.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 10.

Item Name: Boarmelon.

Information: A Fruit used to Temper Armor.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 30.

Item Name: Cherry Bombs.

Information: A Fruit used to Temper Armor.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 30.

Item Name: Citrisquid.

Information: A Fruit used to Temper Armor.

Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Diceberry.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 10.

Item Name: Fishy Fruit.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Kittypie.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Loquat Shoes.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Mangolephant.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Orange'opus.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Peach Puppy.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 10.

Item Name: Pine O'Clock.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Rhinoloupe.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Rocket Papaya.
Information: A Fruit used to Temper Armor.

Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Springanana.
Information: A Fruit used to Temper Armor.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

- Vegetables -

Item Name: Bumpkin.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Cabbadillo.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Conchurnip.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Cornflower.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Dolphin Squash.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 20.

Item Name: Garlicrown.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Heart Mint.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.
Sell: 30.

Item Name: Honey Onion.
Information: A Vegetable used to Temper Weapons.
Where Do I Get It?: Plant Seeds at Trent's Orchard.
Cost: 0.

Sell: 10.

Item Name: Lilipods.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 10.

Item Name: Masked Potato.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 10.

Item Name: Mush-In-A-Box.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 20.

Item Name: Needlettuce.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 20.

Item Name: Orcaplant.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 20.

Item Name: Spade Basil.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 30.

Item Name: Spiny Carrot.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 10.

Item Name: Whalamato.

Information: A Vegetable used to Temper Weapons.

Where Do I Get It?: Plant Seeds at Trent's Orchard.

Cost: 0.

Sell: 20.

- Raw Materials -

Countless Materials that are vital to creating new Weapons and/or Armor.
Here's a rundown on each of them:

Item Name: Altena Alloy.

Information: Metal used in making Equipment.

Where Do I Get It?: Countless Monsters drop it and Niccolo's General

Store.
Cost: 140.
Sell: 70.

Item Name: Altena Felt.
Information: Cotton used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 90.

Item Name: Animal Bone.
Information: Bone used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 15.

Item Name: Animal Hide.
Information: Animal Skin used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 45.

Item Name: Ankh Aerolite.
Information: A piece of a Meteor used in making Equipment.
Where Do I Get It?: Water and Wood Cyclops drop it.
Cost: 0.
Sell: 115.

Item Name: Ash Wood.
Information: Wood used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 135.
Sell: 67.

Item Name: Baobab Wood.
Information: Wood used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 75.
Sell: 37.

Item Name: Black Bone.
Information: Bone used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 75.

Item Name: Centaur Hide.
Information: Animal Skin used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 125.

Item Name: Charcoal.
Information: Wood used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 100.
Sell: 50.

Item Name: Crystal.
Information: Stone used in making Equipment.
Where Do I Get It?: Countless Black Monsters drop it.
Cost: 0.
Sell: 120.

Item Name: Dion Wood.
Information: Wood used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 150.
Sell: 75.

Item Name: Dragon Scale.
Information: Scale used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 100.

Item Name: Elephant Tusk.
Information: Bone used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 45.

Item Name: Fish Scale.
Information: Scale used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 30.

Item Name: Forsena Iron.
Information: Metal used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 45.
Sell: 22.

Item Name: Fossil.
Information: Bone used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 75.

Item Name: Fossil Wood.
Information: Wood used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 105.

Item Name: Gator Skin.
Information: Animal Skin used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 85.

Item Name: Granz Steel.
Information: Metal used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General

Store.
Cost: 75.
Sell: 37.

Item Name: Hal Aerolite.
Information: A piece of a Meteor used in making Equipment.
Where Do I Get It?: Moon and Fire Cyclops drop it.
Cost: 0.
Sell: 145.

Item Name: Holly Wood.
Information: Wood used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 45.
Sell: 22.

Item Name: Jadd Hemp.
Information: Cotton used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 60.

Item Name: Jake Aerolite.
Information: A piece of a Meteor used in making Equipment.
Where Do I Get It?: Light and Dark Cyclops drop it.
Cost: 0.
Sell: 125.

Item Name: Lizard Scale.
Information: Scale used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 60.

Item Name: Lorimar Iron.
Information: Metal used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 110.
Sell: 55.

Item Name: Maia Lead.
Information: Metal used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 150.
Sell: 75.

Item Name: Marble.
Information: Stone used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 15.

Item Name: Menos Bronze.
Information: Metal used in making Equipment.
Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.
Cost: 15.

Sell: 7.

Item Name: Mistletoe Wood.

Information: Wood used in making Equipment.

Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.

Cost: 180.

Sell: 90.

Item Name: Mythril Silver.

Information: Metal used in making Equipment.

Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.

Cost: 180.

Sell: 90.

Item Name: Oak Wood.

Information: Wood used in making Equipment.

Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.

Cost: 15.

Sell: 7.

Item Name: Obsidian.

Information: Stone used in making Equipment.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 45.

Item Name: Orichalcum.

Information: Metal used in making Equipment.

Where Do I Get It?: Countless Monsters drop it and Niccolo's General Store.

Cost: 210.

Sell: 105.

Item Name: Pedan Stone.

Information: Stone used in making Equipment.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 85.

Item Name: Pegasus Hide.

Information: Animal Skin used in making Equipment.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 115.

Item Name: Snake Scale.

Information: Scale used in making Equipment.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 90.

Item Name: Sultan Silk.

Information: Cotton used in making Equipment.

Where Do I Get It?: Countless Monsters drop it.

Cost: 0.

Sell: 30.

Item Name: Topple Cotton.
Information: Cotton used in making Equipment.
Where Do I Get It?: Countless Monsters drop it.
Cost: 0.
Sell: 15.

Item Name: Vinek Aerolite.
Information: A piece of a Meteor used in making Equipment.
Where Do I Get It?: Wind and Earth Cyclops drop it.
Cost: 0.
Sell: 135.

- E. Trait Coins [TRACO13.5]-

Rather handy Items, if you ever are in a pinch and need a quick boost and have no MP at all. Here's a rundown on each of them:

Item Name: Dark Coin.
Information: Casts Silhouette.
Where Do I Get It?: Cumulus, Dulahan, Gremlin and Specter all drop it.
Cost: 0.
Sell: 15.

Item Name: Earth Coin.
Information: Casts D-Fence.
Where Do I Get It?: Gloomoth, Howler, Sabre Kitty, Skeleton, Skull Beast and Skull Drake all drop it.
Cost: 0.
Sell: 15.

Item Name: Fire Coin.
Information: Casts Power Up.
Where Do I Get It?: Cherry Slime, Cumulus, Flame Moth, Imp and Shamanion all drop it.
Cost: 0.
Sell: 15.

Item Name: Light Coin.
Information: Casts Healing Light.
Where Do I Get It?: Chess Knight, Death Flower, Duck General and Duck GI all drop it.
Cost: 0.
Sell: 15.

Item Name: Moon Coin.
Information: Casts Mooglemorphosis.
Where Do I Get It?: Denden, Locud, Poto and Shadow all drop it.
Cost: 0.
Sell: 15.

Item Name: Water Coin.
Information: Casts Bubble Boat.
Where Do I Get It?: Pincher, Tanpole and Tonpole all drop it.
Cost: 0.
Sell: 15.

Item Name: Wind Coin.
Information: Casts Speed Up.

Where Do I Get It?: Ache Cone, Blood Owl, Chobin Hoodlum, Dainslaif, Insectaur, Needlebeak and Taxibird all drop it.

Cost: 0.

Sell: 15.

Item Name: Wood Coin.

Information: Casts Psychic Shield.

Where Do I Get It?: Bumpkin, Cursed Doll, Kaiser Mimic, Malboro and Rusty Weapon all drop it.

Cost: 0.

Sell: 15.

- F. Spirit Icons [SPICO13.6] -

Just like the Trait Coins, Spirit Icons do the exact opposite, which is hit Monsters with their Element Damage. Here's a rundown on each of them:

Item Name: Dryad Icon.

Information: Casts Sleep on a Monster.

Where Do I Get It?: Polter Box drop it.

Cost: 0.

Sell: 20.

Item Name: Gnome Icon.

Information: Casts Sleep on a Monster.

Where Do I Get It?: Flame Moth, Gloomoth, Goblin and Knollbear drop it.

Cost: 0.

Sell: 20.

Item Name: Jinn Icon.

Information: Casts Numb on a Monster.

Where Do I Get It?: Anthrosect and Pricklebeak drop it.

Cost: 0.

Sell: 20.

Item Name: Luna Icon.

Information: Casts Wimp on a Monster.

Where Do I Get It?: Ache Cone, Copper Knight and Wolfiend drop it.

Cost: 0.

Sell: 20.

Item Name: Salamander Icon.

Information: Casts Fire Man on a Monster.

Where Do I Get It?: Mean Mask and Moldy Goo drop it.

Cost: 0.

Sell: 20.

Item Name: Shade Icon.

Information: Casts Charm on a Monster.

Where Do I Get It?: Kid Dragon and Poto drop it.

Cost: 0.

Sell: 20.

Item Name: Undine Icon.

Information: Casts Snow Man on a Monster.

Where Do I Get It?: Dragodon, Hoppin' Tick, Killafish and Lizardon drop it.

Cost: 0.

Sell: 20.

Item Name: Wisp Icon.
Information: Casts Shadow on a Monster.
Where Do I Get It?: Bloody Bjorn and Tin Knight drop it.
Cost: 0.
Sell: 20.

- G. Summons [SUMM13.7] -

Only acquired via the Amigo System, Summons are VERY powerful attacks that can only be used once a day, in game wise and will attack all Monsters on the screen. Here's a rundown on each of them and how to acquire each:

Summon Name: Gaia Card.
Information: A Earth Summon. Gaia attacks all with a Earth attack and causes Petrify to those who survive.
Cost: 0.
Sell: 0.
How Do I Get It?: Get 75 Amigos.

Summon Name: Matilda Card.
Information: A Light Summon. Selva attacks all with a Light attack and causes Charm to those who survive.
Cost: 0.
Sell: 0.
How Do I Get It?: Get 100 Amigos.

Summon Name: Olbohn Card.
Information: A Moon Summon. Olbohn attacks all with a Moon attack and causes Wimp to those who survive.
Cost: 0.
Sell: 0.
How Do I Get It?: Get 50 Amigos.

Summon Name: Pokiehl Card.
Information: A Fire Summon. Pokiehl attacks all with a Fire attack and causes Fire Man to those who survive.
Cost: 0.
Sell: 0.
How Do I Get It?: Get 10 Amigos.

Summon Name: Rosiotti Card.
Information: A Wood Summon. Rosiotti attacks all with a Wood attack and causes Sleep to those who survive.
Cost: 0.
Sell: 0.
How Do I Get It?: Get 30 Amigos.

Summon Name: Selva Card.
Information: A Wind Summon. Selva attacks all with a Wind attack and causes Numb to those who survive.
Cost: 0.
Sell: 0.
How Do I Get It?: Get 5 Amigos.

Summon Name: Tote Card.
Information: A Water Summon. Tote attacks all with a Water attack and causes Snow Man to those who survive.

Cost: 0.

Sell: 0.

How Do I Get It?: Get 15 Amigos.

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= [ XIV. Forging/Tempering Equipment ] . . . . . [ FORTEME14 ] =
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As you go through Sword Of Mana, you'll have TONS of chances to Forge and/or Temper your Equipment. First, let's start with how you Temper your Equipment.

For Tempering, what it does is it forges your Weapon/Armor with a Material and Vegetable/Fruit for a price. In doing so, depending on the Vegetable/Fruit, certain stats will increase on the Weapon/Armor, but when doing this, be careful, as you have a Limit for each Weapon/Armor. Though, you can always Forge a new Weapon/Armor and start over, even on the same type of Weapon/Armor, but you'd have to switch it to something else, then back again, as you can't Forge a Steel Axe into a Steel Axe.

Now, here's a step by step on how to Temper your Equipment:

First, select your Weapon/Armor you want to Temper. Then, choose if you want to do it to yours or your friends. Next, choose the Material you wish to Temper, along with the Vegetable/Fruit as well, then confirm it and you're done. Easy, huh?

Now, as for Forging, once Watts joins your Hot House, he'll Forge your Weapons/Armor, which no one else can do that, as they can only Temper them. What Forging does is allows for you to get totally new pieces of Equipment, making your stuff instantly stronger, as Tempering increases things slower.

Anyway, here's a rundown on how to Forge Equipment step by step:

First, select the Weapon/Armor to be Forged, then select either if it's yours or a friends, select the Material to upgrade the Weapon/Armor with, confirm it and you're done.

Alright, so, here's a tip to get the best Tempering boosts in the game. Once you settle on the ultimate Equipment, mainly the Crystal and Pegasus stuff, the BEST Vegetable/Fruit to use is Fishy Fruit and Spade Basil. These boost ALL stats +1, so for the MAXIMUM stats on Weapons and Armor, use these 2 things to Temper with. How to exactly gain them, though, head on over to Section XVI. Planting/Growing List for more on that.

Other than that, that completes this section. Not much more to talk about, really...

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= [ XV. Hot House ] . . . . . [ HOTH015 ] =
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Early on in the story, Niccolo will attempt to sell you the Cactus Essence for a VERY cheap price. Accept it and you'll be glad you did, as this offers you TONS of oppertunities later on. As you go through the game, you'll find flower pots in the middle of nowhere and when you examine them, you'll use the Cactus Essence in them and out of it will come a Hot House, with the following inside:

- A. Watt's Shop [WATSH15.1]-

This area doesn't become available to you straight away, but once you meet up with Watts in the story and he decides to work here, you'll be able to both Temper AND Forge your Equipment at anytime you wish, but for a price of course. Do note that this is the ONLY place in the game where you can Forge Equipment, so take advantage of it.

- B. Li'l Cactus's Journal [LICAJ15.2]-

A odd little Cactus, yet a very talented writer, Li'l Cactus will keep track of all the events in the game on his journal, which is to the east of him. It's not something that's important, but his journal does keep track of what Story Quests and Side Quests you've actually completed, making it handy to know what's done and what's not done. To get him to write in it, just enter the Hot House, then walk out and if Li'l Cactus gets out of his pot and rushes over to write in his journal, then he's added a new event. If he doesn't, then you haven't done anything as of late. Though you must repeat this until he stops, so he records everything, as he only writes down 1 event per visit.

- C. Trent's Orchard [TREOR15.3]-

One of the most useful places in the game, Trent's Orchard allows you to plant 2 Seeds and get a Fruit or Vegetable, depending on what you plant. The time needed for the Seeds to grow isn't much, as simple exit the room or Hot House, then re-enter and head up the ladder and slash the Fruits/Vegetables down and grab them. For a complete list of all that you can grow and how to get certain Fruits/Vegetables for Tempering, check Section XVI. Planting/Growing List for more on that.

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= [XVI. Planting/Growing List] [PLGRLI16] =
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Probably one of the most vital and most frustrating things in Sword Of Mana is Planting/Growing anything. It's a rather complex method and has taken a LONG time for me to test everything to make sure it all works, compile the data, etc. Just a ton of things to do...anyway, I now share with you the fruits of my labor. (Haha, I made a joke...)

First off, you have Fruits and Vegetables. Fruits are needed to Temper Armor and Vegetables are for Armor. There's a total of 16 different Fruits and Vegetables, some are rather easy to get and some are very hard and can only be obtained in special ways. I've spent a few hours basically mixing and matching Seeds and seeing what the outcome is for each one. Depending on the day, you'll obtain either a Fruit or Vegetable. Let's take a look at what the days are:

Luna, Undine and Jinn: Fruit.

Salamander, Dryad and Gnome: Vegetable.

Mana Holy Day: Varies. If the Seeds include Round, Crooked or Oblong, it will be a Vegetable and if it includes Small, Big, Flat and Long, it'll be a Fruit. Use 2 of the same Seeds and it'll be a Vegetable.

Now that the days of growing are figured out, let's take a look at each Seed and see what you get, depending on when you put that and another one together:

Note: Remember, depending on the day, you'll either get the Fruit or Vegetable.

Big Seed

Big Seed + Big Seed = Bellgrapes/Lilipods.
Big Seed + Crooked Seed = Applesocks/Honey Onion.
Big Seed + Flat Seed = Mangolophant/Conchurnip.
Big Seed + Long Seed = Orange'opus/Cornflower.
Big Seed + Oblong Seed = Springanana/Cabbadillo.
Big Seed + Round Seed = Peach Puppy/Spiny Carrot.
Big Seed + Small Seed = Orange'opus/Cornflower.
Big Seed + Spiny Seed = Bellgrapes/Spiny Carrot.

Crooked Seed

Crooked Seed + Big Seed = Applesocks/Honey Onion.
Crooked Seed + Crooked Seed = Bellgrapes/Lilipods.
Crooked Seed + Flat Seed = Diceberry/Masked Potato.
Crooked Seed + Long Seed = Bellgrapes/Lilipods.
Crooked Seed + Oblong Seed = Mangolophant/Conchurnip.
Crooked Seed + Round Seed = Bellgrapes/Lilipods.
Crooked Seed + Small Seed = Citrisquid/Dolphin Squash.
Crooked Seed + Spiny Seed = Citrisquid/Dolphin Squash.

Flat Seed

Flat Seed + Big Seed = Mangolophant/Conchurnip.
Flat Seed + Crooked Seed = Diceberry/Masked Potato.
Flat Seed + Flat Seed = Bellgrapes/Lilipods.
Flat Seed + Long Seed = Peach Puppy/Spiny Carrot.
Flat Seed + Oblong Seed = Rocket Papaya/Needlettuce.
Flat Seed + Round Seed = Diceberry/Masked Potato.
Flat Seed + Small Seed = Applesocks/Honey Onion.
Flat Seed + Spiny Seed = Rocket Papaya/Needlettuce.

Long Seed

Long Seed + Big Seed = Orange'opus/Cornflower.
Long Seed + Crooked Seed = Bellgrapes/Lilipods.
Long Seed + Flat Seed = Peach Puppy/Spiny Carrot.
Long Seed + Long Seed = Bellgrapes/Lilipods.
Long Seed + Oblong Seed = Springanana/Cabbadillo.
Long Seed + Round Seed = Peach Puppy/Spiny Carrot.
Long Seed + Small Seed = Orange'opus/Cornflower.
Long Seed + Spiny Seed = Springanana/Cabbadillo.

Oblong Seed

Oblong Seed + Big Seed = Springanana/Cabbadillo.
Oblong Seed + Crooked Seed = Mangolophant/Conchurnip.
Oblong Seed + Flat Seed = Rocket Papaya/Needlettuce.
Oblong Seed + Long Seed = Springanana/Cabbadillo.
Oblong Seed + Oblong Seed = Bellgrapes/Lilipods.
Oblong Seed + Round Seed = Diceberry/Masked Potato.

Oblong Seed + Small Seed = Applesocks/Honey Onion.
Oblong Seed + Spiny Seed = Mangolophant/Conchurnip.

Round Seed

Round Seed + Big Seed = Peach Puppy/Spiny Carrot.
Round Seed + Crooked Seed = Bellgrapes/Lilipods.
Round Seed + Flat Seed = Diceberry/Masked Potato.
Round Seed + Long Seed = Peach Puppy/Spiny Carrot.
Round Seed + Oblong Seed = Diceberry/Masked Potato.
Round Seed + Round Seed = Bellgrapes/Lilipods.
Round Seed + Small Seed = Bellgrapes/Lilipods.
Round Seed + Spiny Seed = Bellgrapes/Lilipods.

Small Seed

Small Seed + Big Seed = Orange'opus/Cornflower.
Small Seed + Crooked Seed = Citrisquid/Dolphin Squash.
Small Seed + Flat Seed = Applesocks/Honey Onion.
Small Seed + Long Seed = Orange'opus/Cornflower.
Small Seed + Oblong Seed = Diceberry/Masked Potato.
Small Seed + Round Seed = Bellgrapes/Lilipods.
Small Seed + Small Seed = Bellgrapes/Lilipods.
Small Seed + Spiny Seed = Citrisquid/Dolphin Squash.

Spiny Seed

Spiny Seed + Big Seed = Bellgrapes/Spiny Carrot.
Spiny Seed + Crooked Seed = Citrisquid/Dolphin Squash.
Spiny Seed + Flat Seed = Rocket Papaya/Needlettuce.
Spiny Seed + Long Seed = Springanana/Cabbadillo.
Spiny Seed + Oblong Seed = Mangolophant/Conchurnip.
Spiny Seed + Round Seed = Bellgrapes/Lilipods.
Spiny Seed + Small Seed = Citrisquid/Dolphin Squash.
Spiny Seed + Spiny Seed = Bellgrapes/Lilipods.

WHEW. Ok, there's the list of all the Fruits/Vegetables you can get NORMALLY. The rest you can get on certain days when you combine certain Seeds together. They are, in order of the days:

Mana Holy Day

Big Seed + Long Seed = Rhinoloupe.
Round Seed + Spiny Seed = Bumpkin.

Luna Day

Crooked Seed + Oblong Seed = Pine O'Clock.
Big Seed + Spiny Seed = Kittypie.

Salamander Day

Flat Seed + Long Seed = Garlicrown.
Big Speed + Round Seed = Orcaplant.

Undine Day

Long Seed + Small Seed = Loquat-Shoes.
Big Seed + Crooked Seed = Cherry Bombs.

Dryad Day

Crooked Seed + Small Seed = Spade Basil.
Oblong Seed + Round Seed = Mush-In-A-Box.

Jinn Day

Flat Seed + Spiny Seed = Fishy Fruit.
Long Seed + Round Seed = Boarmelon.

Gnome Day

Flat Seed + Oblong Seed = Whalamoto.
Small Seed + Spiny Seed = Heart Mint.

Ok, THERE. Now that you know how to get ANY Fruit/Vegetable there is, let's take a look at how useful each one is in Tempering, shall we?:

Fruit/Vegetable Name: Applesocks/Honey Onion.
Pow, Dodg, Hit And Ele Pow: +1, +0, +0 and +0.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +0, +0 and +0.

Fruit/Vegetable Name: Bellgrapes/Lilipods.
Pow, Dodg, Hit And Ele Pow: +0, +0, +0 and +1.
Slash Def, Bash Def, Jab Def And Ele Pow: +0, +0, +0 and +1.

Fruit/Vegetable Name: Boarmelon/Orcaplant.
Pow, Dodg, Hit And Ele Pow: +1 to any or all.
Slash Def, Bash Def, Jab Def And Ele Pow: +1 to any or all.

Fruit/Vegetable Name: Cherry Bombs/Heart Mint.
Pow, Dodg, Hit And Ele Pow: +1, +1, +1 and +0.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +1, +1 and +0.

Fruit/Vegetable Name: Citrisquid/Dolphin Squash.
Pow, Dodg, Hit And Ele Pow: +1, +1, +0 and +0.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +1, +0 and +0.

Fruit/Vegetable Name: Diceberry/Masked Potato.
Pow, Dodg, Hit And Ele Pow: +0, +0, +1 and +0.
Slash Def, Bash Def, Jab Def And Ele Pow: +0, +0, +1 and +0.

Fruit/Vegetable Name: Fishy Fruit/Spade Basil.
Pow, Dodg, Hit And Ele Pow: +1, +1, +1 and +1.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +1, +1 and +1.

Fruit/Vegetable Name: Kittypie/Garlicrown.
Pow, Dodg, Hit And Ele Pow: +1, +1, +0 and +1.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +1, +0 and +1.

Fruit/Vegetable Name: Loquat-Shoes/Whalamato.
Pow, Dodg, Hit And Ele Pow: +1, +0, +0 and +1.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +0, +0 and +1.

Fruit/Vegetable Name: Mangolophant/Conchurnip.
Pow, Dodg, Hit And Ele Pow: +1, +0, +1 and +0.
Slash Def, Bash Def, Jab Def And Ele Pow: +1, +0, +1 and +0.

Fruit/Vegetable Name: Orange'opus/Cornflower.
Pow, Dodg, Hit And Ele Pow: +0, +0, +1 and +1.

Slash Def, Bash Def, Jab Def And Ele Pow: +0,+0, +1 and +1.

Fruit/Vegetable Name: Peach Puppy/Spiny Carrot.

Pow, Dodg, Hit And Ele Pow: +0, +1, +0 and +0.

Slash Def, Bash Def, Jab Def And Ele Pow: +0, +1, +0 and +0.

Fruit/Vegetable Name: Pine O'Clock/Mush-In-A-Box.

Pow, Dodg, Hit And Ele Pow: +0, +1, +1 and +1.

Slash Def, Bash Def, Jab Def And Ele Pow: +0, +1, +1 and +1.

Fruit/Vegetable Name: Rhinoloupe/Bumpkin.

Pow, Dodg, Hit And Ele Pow: +1, +0, +1 and +1.

Slash Def, Bash Def, Jab Def And Ele Pow: +1, +0, +1 and +1.

Fruit/Vegetable Name: Rocket Papaya/Needlettuce.

Pow, Dodg, Hit And Ele Pow: +0, +1, +1 and +0.

Slash Def, Bash Def, Jab Def And Ele Pow: +0, +1, +1 and +0.

Fruit/Vegetable Name: Springanana/Cabbadillo.

Pow, Dodg, Hit And Ele Pow: +0, +1, +0 and +1.

Slash Def, Bash Def, Jab Def And Ele Pow: +0, +1, +0 and +1.

Whew, now, obviously the BEST choice here is definitely the Fishy Fruit and Spade Basil, as they raise everything +1 and by using these, you can easily obtain the best stats in the game, though you will also need a TON of Materials, such as Crystals, to fully Temper your Equipment to the utter max. Well, with this in mind, enjoy Tempering and whatnot, as it'll take a good while to get all the Seeds you need and such, but when it's all over, it'll DEFINITELY be worth it.

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= [XVII. Spirit List] [SPIRLI17]=
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The Sword Of Mana world is filled with beings known as Spirits, which when gathered and they are willing to help you, you'll be able to use their magical powers to assist you in Battle. In this section, I'll explain all about the Spirits and how you can even "upgrade" them and get them as strong as possible.

Note: You will get each Spirit in the game without any problem, so don't worry about trying to track them down. Also, depending on what Weapon you use, the Spirit's Attack will vary and change. So try them all out and see what each is like!

First, let's take a look at where you acquire each Spirit:

Spirit Name: Dryad.

Information: A Wood Spirit that specializes in Magic Defense and Wood Damage.

What's It Do?: Psychic Shield raises your Magic Defense for a while for 3 MP and Dryad attacks with Wood for 6 MP and may cause Sleep.

Spirit Name: Gnome.

Information: A Earth Spirit that specializes in Defense and Earth Damage.

What's It Do?: D-Fence makes your Defense higher for a while for 3 MP and Gnome attacks with Earth for 6 MP and may cause Petrify.

Spirit Name: Jinn.

Information: A Wind Spirit that specializes in Agility and Wind Damage.

What's It Do?: Speed Up makes you faster for a while for 3 MP and Jinn attacks with Wind for 6 MP and may cause Paralyze.

Spirit Name: Luna.

Information: A Moon Spirit that specializes in Mooglemorphosis and Moon Damage.

What's It Do?: Mooglemorphosis changes you into a Moogle for 3 MP and Luna attacks with Moon for 6 MP and may cause Mooglemorphosis.

Spirit Name: Salamander.

Information: A Fire Spirit that specializes in Power and Fire Damage.

What's It Do?: Power Up makes you stronger for a while for 3 MP and Salamander attacks with Fire for 6 MP and may cause Fire Man.

Spirit Name: Shade.

Information: A Dark Spirit that specializes in Invisible and Dark Damage.

What's It Do?: Silhouette makes you invisible for a while for 3 MP and Shade attacks with Dark for 6 MP and may cause Darkness.

Spirit Name: Undine.

Information: A Water Spirit that specializes in Floating and Water Damage.

What's It Do?: Bubble Boat makes you float over Monsters safely for 3 MP and Undine attacks with Water for 6 MP and may cause Snow Man.

Spirit Name: Wisp.

Information: A Light Spirit that specializes in Healing and Light Damage.

What's It Do?: Healing Light heals you for 3 MP and Wisp attacks with Light for 6 MP and may Charm the Enemy into helping you.

Alright, now, after you this, you'll have 1 of each Spirit, but the thing is, there is a total of 8 Spirits for each Class in the game. So there are 8 Wisps, 8 Salamanders, etc. The more you collect, the stronger your spells are, but do note that as you can more and more Spirits, the casting cost per spell goes up each time. It doesn't raise for the 3 MP spell, but as you hold down the R Button for the attack, the longer you hold, the more Spirits will appear to deal more damage. Keep this in mind.

Now, you're probably asking where you get these other 7 Spirits for each one, right? I'll explain how, but do note just like ALOT of things in the game, this is not necessary and you can beat the game without getting them, but if you choose to do this, do NOT enter the Dime Tower, as you will NOT be able to return to the main world. Got it? Alright, now, let's take a look at how you get the other 7 Spirits:

First, they are all Side Quests, so in order of appearance:

Side Quest #20 Praying

Side Quest #27 Goddess Gracious

Side Quest #40 Merchant Of Darkness

Side Quest #47 Finders Keepers

Side Quest #48 Icy Sorcerer

Side Quest #49 Spirit Rescue

Side Quest #50 Achy Shaky Heart

Now, obviously, it's not really recommended you go in that order, but either way, whichever works for you, do it. But here's what I recommend, based on how I acquired them through the game:

The Merchant Of Darkness Side Quest is the first one I came across that where I could upgrade my Spirits. Basically, you need Dumbears Gold for

this. For more information, check out Section XX. Side Quests for Side Quest #40 Merchant Of Darkness for the complete step by step on how to upgrade the Spirits here.

Next, most likely you'll encounter Side Quest #47 Finders Keepers, with the Geodes you may or may not have found. Basically, at Lorimar Castle, talk to Kaz and he'll upgrade your Spirits, depending on which Geodes you have. Geodes are scattered around the world and are VERY hard to find, but when you see something shiny on the ground, grab it, as it's a Geode. There's 8 in the world and for a complete detailed step by step on where to find them, either check out Section XX. Side Quests for Side Quest #48 Finders Keepers or do a Ctrl + F search for the Geode you need and you'll find it easily in The Walkthrough.

Ok, now, the next one requires you to have 10 Spirit Coins for each Spirit and what you do is head to Malyris's Cave, which, trust me, was a BITCH to find out that there's some guy here that'll upgrade your Spirits. Anyway, just talk to him a few times and he'll offer to do it and again, make sure you have 10 of each Spirit Coins to upgrade your Spirits. For more on this, check Section XX. Side Quests for Side Quest #48 Icy Sorcerer.

After this, I suggest you do Side Quest #49 Spirit Rescue, as the ones after this require you to have a certain amount of Spirits to get the next upgrades. Basically, what you need to do is raise each Spirit up to Level 30 via using them in Battle and such, then enter the Hot House and exit and they SHOULD contact you. Once they do, you must go rescue them. Again, for more information, check out Section XX. Side Quests for Side Quest #49 Spirit Rescue for more on that.

Whew, ok, after this one, you can attempt Side Quest #50 Achy Shaky Heart, which you MUST have 3 Spirits total to do this. Basically, you go to certain Goddess Statues at certain times, Save your game, then afterwards, the Spirit will appear and you'll get it. For a complete location and step by step on how to do all this, head to Section XX. Side Quests for Side Quest #50 Achy Shaky Heart for all the information on that.

Now, after this one, you can attempt the next one, which requires you to have at least four Spirits per Spirit. What you do is you travel to certain places in the world at certain days and the Spirit will appear and join you. Rather easy, but for more on this, check Section XX. Side Quests for Side Quest #27 Goddess Gracious for all the help you'll need.

Finally, the last upgrade you can do requires that you have a total of 7 Spirits and that you've completed all the above and have each Spirit at 7 now. (You also need to BE SURE you've completed Side Quest #24 The Point Of Church.) Head to the Cathedral in Wendel at Night and be SURE you're upgrading the Spirit you want to upgrade on it's day, so, if it's Luna Day, you'll upgrade Luna. Anyway, Pray at the alter and after a scene, you'll get the final Spirit. Also, for a complete list of what you can do if you're certain Classes with 8 Spirits, check out Section XX. Side Quests for Side Quest #20 Praying for all the information you need.

And with that, that should complete the steps for how to get all 8 Spirits for each Spirit. Good luck...

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= [XVIII. Communication] [COMMU18]=
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A rather unique and yet somewhat tedious audition to Sword Of Mana.

Basically, Communication appears on the Title Screen, which, when you and a friend link up with your Gameboy Advance and a Gameboy Advance Link Cable, both of you select this option. Afterwards, both of you select the desired Save File you wish to "trade" to each other, as in copy it, you don't literally trade your game to one another. You're just getting data. After this, check your Amigo List in Poipoi's Notebook to see the result.

The result is, you now have an Amigo. What this also does is gives you the Amigo Whistle automatically as well. Now, once you're able to collect a certain amount of Amigos, you'll unlock Summons that you can use once per day, in game wise, via the Amigo Whistle. Check Section XIII. Item List, G. Summons for the list of Summons and how many Amigos you need.

Now, the problem is, to get all the Summons, you need 100 Amigos or friends. I HIGHLY doubt you have 100 friends who all have Gameboy Advances and Sword Of Mana. If you do, wow, god damn you are incredible. For the rest of us, there's a rather lengthy trick you can do. Since the game just copies a Save File onto yours as a Amigo, in theory you could just keep starting a New Game, saving it, then trade it 100 times, but only if you happen to have a friend that'd be willing to do it or you somehow have 2 Gameboy Advances and 2 Sword Of Manas.

Either way, this process is somewhat worth it, but it's not really needed and only aim for it if you really want to do everything there is or just want powerful Summons.

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= [XIX. Class/Job List] [CLAJOLI19] =
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A rather unique system in Sword Of Mana, which may have had some influence from Seiken Densetsu 3, is the Leveling Up System. Throughout the game, when you Level Up, you are pitted to choose which Class you want to Level up in, which ultimately determines your Class later on, as you reach higher and higher Levels. Each Class has it's ups and down and none of them are perfect, but they are here to fit whichever your style of fighting is, either it being brute strength or heavy magic, there's a Class for you and ALOT of benefits to rake in.

A few notes to consider and take in before you begin the game and start Leveling Up. First, it's very WISE to plan out what Class you want to become first before you even start, because once you start gaining Levels and become something, you can NOT go back and become some other Class. You are STUCK on the route you take, just be VERY aware of that. Now, also, there's 3 "types" of each Class. Yellow is the "Starting" point, which you reach at Level 5, then there's Blue which is the "Midpoint", which you reach at Level 15 and finally, Red is the "Mastery", which you reach at Level 35. To know what you're at, when you look at your title, you'll see if surrounded by a color, so that'll tell you how far you are.

Well, that about covers the basics. All that's left is for you to determine which class you want to make the Hero/Heroine, then aim for it and try to Level Up to it!

Note: Yellow Classes are the starting point to where you can go from, once you reach them. From there, you can go to one of two Blue Classes, then each of those branch off to 2 different Red Classes you can go to, so, again, choose wisely.

Also, it does NOT matter how long it takes you to reach these, as you don't have to stick strictly to your route. You can branch off and raise other Classes so you get certain stats and easily not hit a Blue Class until, say, Level 25 if you really wish. Though, be careful in doing this, as you could reach a Class you don't want to on the path you're on by mistake. It's best to just wait until you're a Red Class, cause then you can do anything and it won't effect your Class one bit.

If you, though, wish to aim for one Class and one Class only to get the desired Accessory once you reach Level 40, then you must raise your stats by ONLY picking that one Class for 40 times and you must NOT have ANY other Levels in ANY other Class. If you do, it won't work. Though, if you do this, yes, you CAN still become a different Class later on, but you'll be limited due to what Accessory you picked.

- A. Warrior [WARR19.1] -

A Class that's great with Weapons and strength, but weak in the magic department.

Accessory Rewarded If Trained To Level 40: General Crest - Defense +50.

Stat Increases Per Level:

- Hit Points: 7.
- Magic Points: 1.
- Power: 1.
- Defense: 2.
- Intelligence: 0.
- Mind: 0.
- Agility: 1.

Yellow Class Name: Fighter.
Class Requirements: Warrior Level 5.
Benefits: Sword Or Staff Attack +5.

Blue Class Name: Knight.
Class Requirements: Warrior Level 10 And Sage Level 5.
Benefits: Sword Or Staff Attack +5 And Wisp's Healing Light +10.

Blue Class Name: Gladiator Or Gladiatrix.
Class Requirements: Warrior Level 10 And Random Level 5.
Benefits: Sword Or Staff Attack +15.

Red Class Name: Warlord Or War Maiden. (Comes off Knight route.)
Class Requirements: Warrior Level 20 And Sage Level 15.
Benefits: Sword Or Staff Attack +20 And Wisp's Healing Light +40.

Red Class Name: Paladin. (Comes off Knight route.)
Class Requirements: Warrior Level 15, Magician Level 10 And Sage Level 10.
Benefits: Sword Or Staff Attack +20, Wisp's Healing Light +20 And Wisp's Light Damage +10.

Red Class Name: Duelist. (Comes off Gladiator Or Gladiatrix route.)
Class Requirements: Warrior Level 25 And Random Level 10.
Benefits: Sword Or Staff Attack +30 And Shade's Dark Damage +10.

Red Class Name: Weapon Master. (Comes off Gladiator Or Gladiatrix route.)
Class Requirements: Warrior Level 20, Magician Level 5 And Random Level 10.
Benefits: Sword Or Staff Attack +25 And Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +15.

- B. Monk [MON19.2] -

A Class who specializes in hand to hand combat and is a all around good Class, with little wrong with it.

Accessory Rewarded If Trained To Level 40: Dragon Ring - Power +50.

Stat Increases Per Level:

Hit Points: 8.
Magic Points: 0.
Power: 2.
Defense: 1.
Intelligence: 0.
Mind: 0.
Agility: 1.

Yellow Class Name: Grappler.
Class Requirements: Monk Level 5.
Benefits: Knuckle Attack +5.

Blue Class Name: Monk.
Class Requirements: Monk Level 10 And Sage Level 5.
Benefits: Knuckle Attack +10 And Wisp's Healing Light +10.

Blue Class Name: Bashkar.
Class Requirements: Monk Level 10 And Random Level 5.
Benefits: Knuckle Attack +15.

Red Class Name: Warrior Monk. (Comes off Monk route.)
Class Requirements: Monk Level 20 And Sage Level 15.
Benefits: Knuckle Attack +20 And Wisp's Healing Light +40.

Red Class Name: Godhand. (Comes off Monk route.)
Class Requirements: Monk Level 15, Magician Level 10 And Sage Level 10.
Benefits: Knuckle Attack +20, Wisp's Healing Light +20 And Wisp's Light Damage +10.

Red Class Name: Death Hand. (Comes off Bashkar route.)
Class Requirements: Monk Level 25 And Random Level 10.
Benefits: Knuckle Attack +40.

Red Class Name: Dervish. (Comes off Bashkar route.)
Class Requirements: Monk Level 20, Magician Level 5 And Random Level 10.
Benefits: Knuckle Attack +30 And Luna's Moon Damage +10.

- C. Magician [MAGI19.3]-

A Class that excels in Magic use, but falls short of anything with Power. A great Class if you wish to become a heavy spell caster or enjoy

Magic over Power.

Accessory Rewarded If Trained To Level 40: Rune Earrings - Intelligence +50.

Stat Increases Per Level:

Hit Points: 3.

Magic Points: 5.

Power: 0.

Defense: 0.

Intelligence: 2.

Mind: 1.

Agility: 1.

Yellow Class Name: Magician.

Class Requirements: Magician Level 5.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +5.

Blue Class Name: Sorcerer Or Sorceress.

Class Requirements: Magician Level 10 And Sage Level 5.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +10 And Wisp's Light Damage +5.

Blue Class Name: Delphi.

Class Requirements: Magician Level 10 And Random Level 5.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +10 And Shade's Dark Damage +5.

Red Class Name: Arch Mage. (Comes off Sorcerer Or Sorceress route.)

Class Requirements: Magician Level 20 And Sage Level 15.

Benefits: Gnome, Jinn, Salamander, Undine And Wisp's Earth/Wind/Fire/Water/Light Damage +10 And Earth/Wind/Fire/Water Magic Defense +10. (Also allows for 8 Jinn Attacks.)

Red Class Name: Grand Diviner Or Grand Divina. (Comes off Sorcerer or Sorceress route.)

Class Requirements: Warrior Level 1, Monk Level 1, Magician Level 20, Sage Level 10 And Thief Level 3.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +15, Wisp's Light Damage +10 And Earth/Wind/Fire/Water Magic Defense +15. (Also allows for 8 Undine Attacks.)

Red Class Name: Magus. (Comes off Delphi route.)

Class Requirements: Magician Level 25 And Random Level 10.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +30 And Shade's Dark Damage +10. (Also allows for 8 Salamander Attacks.)

Red Class Name: Rune Master Or Runeseer. (Comes off Delphi route.)

Class Requirements: Warrior Level 1, Monk Level 1, Magician Level 20, Thief Level 3 And Random Level 10.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +20, Shade's Dark Damage +10 And Earth/Wind/Fire/Water Magic Defense +10. (Also allows for 8 Gnome Attacks.)

A Class that focuses very heavily in non-attacking spells and more or less ones that can support or heal. A great Class if that's the way you swing when you fight, but other than that, not a great over all Class.

Accessory Rewarded If Trained To Level 40: Code Bead - Mind +50.

Stat Increases Per Level:

Hit Points: 2.

Magic Points: 6.

Power: 0.

Defense: 0.

Intelligence: 1.

Mind: 2.

Agility: 1.

Yellow Class Name: Cleric.

Class Requirements: Sage Level 5.

Benefits: Wisp's Healing Light +10.

Blue Class Name: Priest Or Priestess.

Class Requirements: Magician Level 5 And Sage Level 10.

Benefits: Gnome, Luna, Jinn, Salamander, Undine And Dryad's Earth/Moon/Wind/Fire/Water/Wood Magic Defense +5 And Wisp's Healing Light +20.

Blue Class Name: Enchanter Or Enchanteress.

Class Requirements: Sage Level 10 And Random Level 5.

Benefits: Gnome, Luna, Jinn, Salamander, Undine And Dryad's Earth/Moon/Wind/Fire/Water/Wood Magic Defense +10 And Wisp's Healing Light +10.

Red Class Name: Bishop. (Comes off Priest Or Priestess route.)

Class Requirements: Magician Level 10 And Sage Level 25.

Benefits: Gnome, Luna, Jinn, Wisp, Salamander, Undine And Dryad's Earth/Moon/Wind/Light/Fire/Water/Wood Magic Defense +10, Wisp's Light Damage +20 And Wisp's Healing Light +20. (Also allows for 8 Wisp Attacks.)

Red Class Name: Sage. (Comes off Priest Or Priestess route.)

Class Requirements: Magician Level 10, Sage Level 15 And Thief Level 10.

Benefits: Gnome, Luna, Jinn, Wisp, Salamander, Undine And Dryad's Earth/Moon/Wind/Light/Fire/Water/Wood Magic Defense +10, Dryad's Wood Damage +20 And Wisp's Healing Light +40. (Also allows for 8 Dryad Attacks.)

Red Class Name: Dark Shaman Or Dark Shamaness. (Comes off Enchanter Or Enchanteress route.)

Class Requirements: Magician Level 10, Sage Level 15 And Random Level 10.

Benefits: Gnome, Luna, Jinn, Shade, Salamander, Undine And Dryad's Earth/Moon/Wind/Dark/Fire/Water/Wood Magic Defense +10, Shade's Dark Damage +25 And Wisp's Healing Light +10. (Also allows for 8 Shade Attacks.)

Red Class Name: Necromancer. (Comes off Enchanter Or Enchanteress route.)

Class Requirements: Magician Level 5, Sage Level 15, Thief Level 5 And Random Level 10.

Benefits: Gnome, Luna, Jinn, Shade, Salamander, Undine And Dryad's Earth/Moon/Wind/Dark/Fire/Water/Wood Magic Defense +20, Luna's Moon Damage +15 And Wisp's Healing Light +10. (Also allows for 8 Luna Attacks.)

A very useful Class for those of your who prefer Accuracy, Critical Hits, Agility and Treasure Chests. This Class not only adds your chances of not landing in Treasure Chest Traps more often (As in depending on your Level of "Starting, Midpoint and Mastery", your odds of landing on an "Ok" rise.) Also, if you enjoy luck and speed, along with Ninjas and such, all while attacking from long distances, this is your Class.

Note: This my personal favorite Class, but again, pick whatever suits you best.

Accessory Rewarded If Trained To Level 40: Wishbone - Agility +50.

Stat Increases Per Level:

- Hit Points: 5.
- Magic Points: 3.
- Power: 1.
- Defense: 1.
- Intelligence: 0.
- Mind: 0.
- Agility: 2.

Yellow Class Name: Thief.
Class Requirements: Thief Level 5.
Benefits: Accuracy +5 And Critical Hits +5.

Blue Class Name: Ranger.
Class Requirements: Sage Level 5 And Thief Level 10.
Benefits: Accuracy +10, Bow Attack +5 And Critical Hits +10.

Blue Class Name: Ninja.
Class Requirements: Thief Level 10 And Random Level 5.
Benefits: Accuracy +5, Evasion +10 And Critical Hits +10.

Red Class Name: Rogue. (Comes off Ranger route.)
Class Requirements: Sage Level 15 And Thief Level 20.
Benefits: Accuracy +20, Bow Attack +10, Flail Attack +10 And Critical Hits +15.

Red Class Name: Wanderer. (Comes off Ranger route.)
Class Requirements: Magician Level 10, Sage Level 10 And Thief Level 15.
Benefits: Accuracy +10, Bow Attack +20, Dryad And Luna's Wood/Moon Damage +10 And Critical Hits +15.

Red Class Name: Night Blade. (Comes off Ninja route.)
Class Requirements: Thief Level 25 And Random Level 10.
Benefits: Accuracy +10, Sickle Attack +20, Evasion +10 And Critical Hits +20.

Red Class Name: Night Master. (Comes off Ninja route.)
Class Requirements: Magician Level 5, Thief Level 20 And Random Level 10.
Benefits: Accuracy +10, Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +10, Evasion +20 And Critical Hits +20.

Well, if you're a person who can't decide what's best for them and really want to keep your character as is and just increase normally and leave it to the game to randomly increase areas of your stats like most RPGs, this is your Class. Random Classes are based on other Class stats, so you'll vary your character all around, making them good all around, but it all depends what area you want to be the best in over all.

Accessory Rewarded If Trained To Level 40: Crystal Ring - Power, Defense, Intelligence, Mind And Agility +20.

Stat Increases Per Level:

Hit Points: ?.

Magic Points: ?.

Power: ?.

Defense: ?.

Intelligence: ?.

Mind: ?.

Agility: ?.

Note: All stats are given out randomly. You get 12 points per Level Up and the computer randomly splits them up into those 7 categories.

Yellow Class Name: Barbarian Or Amazoness.

Class Requirements: Warrior Level 2, Monk Level 2 And Thief Level 1.

Benefits: Spear Attack +5.

Blue Class Name: Aesir Or Valkyrie.

Class Requirements: Warrior Level 4, Monk Level 4, Magician Level 2, Sage Level 2 And Thief Level 3.

Benefits: Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Magic Defense +5 And Spear Attack +10.

Blue Class Name: Rune Knight Or Rune Maiden.

Class Requirements: Warrior Level 4, Monk Level 4, Thief Level 2 And Random Level 5.

Benefits: Spear Attack +15.

Red Class Name: Odin Or Vanadis. (Comes off Aesir Or Valkyrie route.)

Class Requirements: Warrior Level 8, Monk Level 8, Magician Level 7, Sage Level 5 And Thief Level 7.

Benefits: Spear Attack +20, Wisp's Light Damage +10 And Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Magic Defense +10.

Red Class Name: Starlancer. (Comes off Aesir Or Valkyrie route.)

Class Requirements: Warrior Level 10, Monk Level 8, Magician Level 5, Sage Level 7 And Thief Level 5.

Benefits: Spear Attack +25 And Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Magic Defense +15.

Red Class Name: Fenrir. (Comes off Rune Knight Or Rune Maiden route.)

Class Requirements: Warrior Level 10, Monk Level 10, Thief Level 5 And Random Level 10.

Benefits: Spear Attack +30 And Shade's Dark Damage +10.

Red Class Name: Dragon Master. (Comes off Rune Knight Or Rune Maiden route.)

Class Requirements: Warrior Level 8, Monk Level 8, Magician Level 5, Thief

Level 4 And Random Level 10.

Benefits: Spear Attack +25 And Gnome, Jinn, Salamander And Undine's Earth/Wind/Fire/Water Damage +15.

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= [XX. Side Quests] [SIQU20]=
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Throughout the game, you'll have the option of completing Side Quests. They aren't necessary in order to beat the game, but they do have some very nice rewards for you. In this section, I'll list all the Quests in the game, including the ones that are part of the story. So, shall we get down to it?

There's a total of 50 Quests. The first 17 are Story Quests, while the other 33 are Side Quests. Do note that you can do ANY of the Side Quests at ANYTIME you wish, ONCE they are available, but you MUST do them before you enter the Dime Tower, as once you do, you can't exit the place. Though, there ARE a few Side Quests that you MUST do at certain times, otherwise, you will not be able to do them and some others later on and it'll effect you. They are Side Quests #19, #23, #29, #33, #35, #37 and #38. Other than that, have fun.

Note: Besides the journal entries, Li'l Cactus writes rather good poems for each one. I'll list each incase you don't feel like exactly filling his journal up or just want to read them, incase you missed a Side Quest or something.

Also, every Side Quest, from 18-50 are the EXACT same for the Hero and Heroine. When I first wrote this, I was doing it under the Hero's Story, so, if you are playing under the Heroine's Story and see it say "Hero" or something like that during a Side Quest, just switch it with Heroine or ignore it. Thanks. (Though I WILL note the differences for 1-17, since some of them ARE different with both characters.)

- 1. A Meeting -

How To Complete: Have the Hero meet the Heroine or the Heroine meet the Hero for the first time.

Li'l Cactus's Poem: The Chief met a friend today from long ago. Their relationship's always tough. With all of their babbling and two-fisted squabbling, you'd think they'd get married 'n stuff.

- 2. Vinquette Hall -

How To Complete: Gained after you complete your journey through Vinquette Hall and defeat Count Lee.

Li'l Cactus's Poem: At the Vampire's Hall, Mana Girls and Mavole are stuffed into coffins alive! It looks like they're sleeping, what dreams are they keeping, when it's so hot and stuffy inside?

- 3. Fighting Hydra -

How To Complete: Gained after you defeat Hydra.

Li'l Cactus's Poem: The Chief went out and found a mirror marked with the Moon and all. But carrying it around seems queerer than hangin' it on a wall!

- 4. Heroine Kidnapped -

How To Complete: Gained after Heroine is kidnapped by Dark Lord and Julius.

Li'l Cactus's Poem: Dark Lord, that foul monstrosity, stormed the nave with dread ferocity; Took the girl--such animosity! What's next? ...I'm at a lossity.

- 5. Rail Carts Rock!/Fight At The Airship -

How To Complete: Gained after Hero defeats Ankheg at the Abandoned Mine/Get after defeating Guardian with Heroine on the Airship.

Li'l Cactus's Poem: The Chief snagged up a rail cart and got it quickly rollin'. Bumpety-bump-bump-bump! Chief reckons changing track's a pain and gets your backside swollen. Bumpety-bump-bump-bump!/Cuties getting bished and bashed by bad guys using Magic? It makes my prickles stand on end when hearing news so tragic.

- 6. Fight At The Airship/End Of The Airship -

How To Complete: Gained after Hero falls off the Airship/Gained after the Airship goes down.

Li'l Cactus's Poem: Cuties getting bished and based by bad guys using Magic? It makes my prickles stand up on end when hearing news so tragic/Airship troubles? Problem solved! Such havoc when the Chief's involved. Brought down the ship without a sweat! You think Dark Lord's angry yet?

- 7. Devius Manor -

How To Complete: Just talk to the Maids at Devius Manor.

Li'l Cactus's Poem: The Devius Maids, from what I learned, from Mavolia they've all been spurned. Fall for one and you get burned! Unless you like their pointy ears and glazed eyes that let them see-rs.

- 8. Bye To Amanda -

How To Complete: Gained after the Hero kills Medusa/Gained after seeing Medusa die.

Li'l Cactus's Poem: I turned my face up to the skies while clouds brought forth the rain. Tears from Amanda filled my eyes, one day, we'll meet again.

- 9. Devius Falls -

How To Complete: Gained after Devius is killed.

Li'l Cactus's Poem: Rang bells and took a tower hike, then took out squidface proper-like. So why's the Chief so dang despressed? We can't do better than our best.

- 10. Dark Lord Falls -

How To Complete: Gained after Dark Lord is killed.

Li'l Cactus's Poem: Chief took out that Dark Lord fella, but hasn't felt the least bit swell-a. I wonder if the guy meant well-a? (He shoulda married Isabella.)

- 11. Malyris, Blood Rain -

How To Complete: Gained after Malyris is killed.

Li'l Cactus's Poem: We stomped a Boss and then the rain defrosted everyone again. But fight a Boss? Me, I suppose a cup of soup'da warm their toes.

- 12. Dingy Sword -

How To Complete: Gained after you get the Sword Of Mana.

Li'l Cactus's Poem: Chief got a Sword from underground where many years it settled--but the rusty junker that was found ain't more than old scrap metal.

- 13. Glass Desert -

How To Complete: Gained after you use the Glass Desert Armory.

Li'l Cactus's Poem: I wonder if the Glass Desert has got some cute Cacti? The type that's cute and prickly do surely catch my eye.

- 14. Goremand -

How To Complete: Gained after you meet Goremand at the Ruined Passage.

Li'l Cactus's Poem: Wow! Could you eat a juicy soul from something that you kilt? If I myself snacked on a soul I reckon I would wilt.

- 15. Pesty Plant -

How To Complete: Gained after Full Metal Haggar and Boison Vine is killed.

Li'l Cactus's Poem: Haggar! Haaaaggggaaaaarrrr! HAAAAGGGGAAAARRRR!
HAGGAAAAAAAAAAAAAAAAAAAAAR! Haggrrrrr...

- 16. Warbot -

How To Complete: Gained after Golem is killed.

Li'l Cactus's Poem: Though from a regime most tyrannical, new friend
Marshall is so Puritanical. He squeaks when he walks AND IS LOUD WHEN HE
TALKS. Such fun is an ally mechanical.

- 17. Mana Sanctuary -

How To Complete: Gained after Demagon is killed.

Li'l Cactus's Poem: How could a Red Dragon so tall, squeeze through a gate
so very small? Well, maybe, just maybe, he entered a baby and had a
growth spurt after all?

- 18. General Store Ads -

How To Complete: Hand out all 15 Leaflets to people around Wendel.

Quest Location: Wendel.

When's It Available?: First time you enter Wendel.

Requirements To Complete: Leaflet x15.

Reward: 440 Lucre And Dudbears Gold x1.

Information: Alright, this is more of a chore than a actual Side Quest.
Anyway, it's still rather busy, just hunting down the people is quite a
task, since they appear at all times of the day. To make this less
confusing than it is, since there's 15 people to find, I'll split them up
to either the first part of Wendel and the second part of Wendel. First
part is where the Gold Goddess Statue is and the second part is where
Lester is.

First Part Of Wendel:

1. Wendel Woman - Appears only during the Day.
2. Wendel Gentlemen - Appears at all times.
3. Wendel Woman - Appears at all times.
4. Guy Who Won't Work - Appears at all times.
5. Wendel Grandfather - Appears at all times.
6. Suspicious Guy - Appears only during the Night.
7. Traveling Man - Appears only during the Night.

Second Part Of Wendel:

8. Wendel Gentleman - Appears only during Day or Night, not during Dusk or Dawn.
9. Blacksmith's Son - Appears at all times.
10. Traveling Youth - Appears at all times.
11. Wendel Maiden - Appears at all times.
12. Wendel Gentlemen - Appears at all times.
13. Wendel Girl - Appears at all times.
14. Sodje - Appears only during Dusk.
15. Unkempt Vagabond - Appears only at Night.

Alright, well, after you hand out all 15 Leaflets, go and see Dohmi and he'll give you your reward. Woo hoo.

Li'l Cactus's Poem: I so thought this Quest was a bore, Chief passing out ads for the store. Though everyone seed 'em, nobody would read 'em and all was the same as before.

- 19. Shiny Knight -

How To Complete: Find the Glittering Sword, which is dropped by Pincher Crabs and Mushbooms and give it to Vega at the Wendel Inn.

Quest Location: Wendel.

When's It Available?: First time you enter Wendel.

Requirements To Complete: Glittering Sword x1.

Reward: 100 Lucre.

Information: Just a small note, if you don't complete this Side Quest by the time the Hero boards the Airship or the Heroine meets Cibba The Sage, this and Side Quests #29, #33 and #38 will NOT be available, so make sure you complete this Side Quest the second you get it. Anyway, this is rather simple, but may take some time. Go out and fight some Pincher Crabs or Mushbooms and hopefully they'll drop a Glittering Sword for you. It's a rather small chance, but it shouldn't that THAT long. Once you get it, return to Vega and talk to him and 100 Lucre is yours. Whoo.

Li'l Cactus's Poem: We helped out some guy in a pinch and snagged him some goodies--a cinch. But I'm guessin' the lesson we need: Was he conned or a true friend indeed?

- 20. Praying -

How To Complete: Visit the Wendel Cathedral and examine the alter at Night one the Day of the certain Spirit that you have 7 of.

When's It Available?: After Malyris is killed.

Requirements To Complete: (Name Of The Spirit Here.) Spirit x7.

Reward: (Name Of The Spirit Here.) Spirit x1.

Information: First, in order to do this Side Quest, you must have completed Side Quest #24. Once you have and once you have 7 of one Spirit, visit the Wendel Cathedral at Night on the Day of that Spirit and examine the alter. After a scene that shows a voice acknowledging your good deeds, you are given the 8th Spirit for that Spirit and also told of what Class can use a special attack now with all 8 Spirits. Here's a list of the Classes you can use each of the 8 Spirits with to get a special attack:

Note: In order to use the special attack, you must hold the R Button down

until all 8 Spirits appear around you, then release the R Button for the attack. Also, you only have to do this once to complete the Side Quest.

Spirit Name/Class

Dryad Spirit - Sage.
Gnome Spirit - Rune Master.
Jinn Spirit - Arch Mage.
Luna Spirit - Necromancer.
Salamander Spirit - Magus.
Shade Spirit - Dark Shaman/Shamaness.
Undine Spirit - Grand Diviner/Divina.
Wisp Spirit - Bishop.

Li'l Cactus's Poem: If every Sunset you manage to pray, forces above'll assist you someday. With the Goddess, I ain't got a beef and I'll even stop teasing the Chief.

- 21. Silver Knife -

How To Complete: Talk to Dohel and Donga at the Wendel Blacksmith, then locate Dofar at the Wendel Inn, talk to him and you'll get the Silver Knife, then just return it to Emerilie at the Wendel Inn.

Quest Location: Wendel.

When's It Available?: First time you enter Wendel.

Requirements To Complete: Silver Knife x1.

Reward: Kitty Pie x1.

Information: Another easy Side Quest. First, talk to Emerilie at the Wendel Inn, accept her request, then go to the Wendel Blacksmith and talk to the two Dwarves, Dohel and Donga. Afterwards, head to the Wendel Inn again and head into the northeast room and talk to Warped Dwarf. Then, Dohel will walk in and Dohel and Dofar will talk. Dofar changes his mind about what he wants to do about cutting his beard off and gives you the Silver Knife back. Then, go and talk to Emerilie and she'll give you a Kitty Pie as thanks to you returning her Silver Knife.

Li'l Cactus's Poem: I've noticed how Dwarves consist of mainly beards. Do you think if you shaved one, he'd just disappear?

- 22. Detective Story -

How To Complete: Go to the Wendel Cathedral at Night, watch the scene and then talk to Inger, then go back into Wendel, then head all the way south to find Joss, talk to him, then head to the Wendel General Store, talk to Joss there as well. Then, make sure you make it Dawn for the time, (Sleep at the Wendel Inn to make this easy on yourself.) then head to the west of the Wendel Blacksmith's and talk to Joss there and you'll get the Keepsake Pendant, then just go to the Wendel Cathedral and give it to Inger.

Quest Location: Wendel.

When's It Available?: After you first arrive in Ishe.

Requirements To Complete: Keepsake Pendant x1.

Reward: Tiny Tapper And 200 Lucre.

Information: Ok, once you first arrive in Ishe, if you head back to Wendel at Night, go to the Wendel Cathedral. As you enter the area, you'll

see Joss bump into Inger and then run off. Inger complains about her foot, then sees she lost the Keepsake Pendant. Go and talk to her and agree to her request, then head back into Wendel. Head all the way south to find Joss hiding and talk to him. He'll run off, claiming you have no business with him, so next, head to the Wendel General Store and talk to him there. Again, he'll complain about you and then run off. Next, you'll have to make it Dawn and the easiest way to do this is just go to the Wendel Inn and sleep. Then, go outside and head to the west of the Wendel Blacksmith's and talk to Joss there, as he finally gives up since you're so annoying and all, but he bolts after giving you the Keepsake Pendant.

Head back to the Wendel Cathedral now and talk to Inger and she's happy you got it back and asks if you were in on it with the Thief. Any answer will do, as she was only kidding you and gives you 200 Lucre and the Tiny Tapper, a very useful Mystery Item. (Note: Do be sure to head back to that area in Path To Topple, you know, where the Hero was fished out by Niccolo WAY back at the start. Use the Tiny Tapper there and head through the trees to the northeast to get the Earth Geode. Also don't forget about the 4 Treasure Chests back in Jadd Desert behind the Gold Goddess Statue right before you fought Medusa.)

Li'l Cactus's Poem: With Pendant in hand, all returned to the town. Thank Goddess the Chief wouldn't say what went down.

- 23. Soldier's Orders -

How To Complete: Find the Mana Believers at the Wendel Residence at Night and then report back to Umberto during the Day and then head back to the Wendel Residence.

Quest Location: Wendel.

When's It Available?: First time you enter Wendel.

Requirements To Complete: None.

Reward: Dudbears Gold x1 And "1,000 Lucre".

Information: A very simple Side Quest. Basically, make sure you talk to Umberto during the Day, then when it's Night, head into the Wendel Residence and you'll see a scene take place. Afterwards, when it's Day again, go and talk to Umberto again, then head back to the Wendel Residence and another scene will take place. Though it looks like you turned on the Mana Believers, you really didn't, as Umberto was looking for his Uncle all along and is acting as a Spy. After some talking, Umberto will leave and Arnold will give you a Dudbears Gold for your trouble, since you don't get 1,000 Lucre. Yeah, seems Realm Soldiers lie. Oh well...

Li'l Cactus's Poem: Got close to a shifty-eyed guy and found inside him an ally. But for all the suffering and pain, we fell far short of fiscal again.

- 24. The Point Of Church -

How To Complete: Talk to Pablo at the Wendel Cathedral during the Day and give him 10 Chocolumps to get a Dudbears Gold. You can do this a total of 5 times.

Quest Location: Wendel.

When's It Available?: After you first arrive in Ishe.

Requirements To Complete: Chocolump x10/50.

Reward: Dudbears Gold x5.

Information: A VERY easy Side Quest and a NICE way to get 5 easy Dudbears Gold. Basically, just go to the Wendel General Store and buy 50 Chocolumps, then go and talk to Pablo during the Day at the Wendel Cathedral and for each 10 Chocolumps, you'll get a Dudbears Gold. Not a bad deal at all.

Li'l Cactus's Poem: I think I shall never partake something as good as Church Poundcake. And don't forget some Cupcakes, too, the prayerful kind they make for you!

- 25. Mavole Blood -

How To Complete: Give Blassie The Third at the Topple Inn just 1 Blood Pouch.

Quest Location: Topple Village.

When's It Available?: First time you enter Topple Village.

Requirements To Complete: Blood Pouch x1.

Reward: 100 Lucre. (If you find and give him a total of 10 Blood Pouches, he'll give you 1,000 Lucre and a Dudbears Gold.)

Information: A rather easy Side Quest, but it all depends on your luck. Basically, the first time you enter Topple Village this Side Quest becomes available and you can do it at ANY point in the game, except before you enter the Dime Tower. Head into Topple Village at Night and go into the Topple Inn and up to the second floor and speak with Blassie The Third. He'll ask you for a Blood Pouch, which only Batmos drop. They're not easy to get them to drop either, so if you get one, you're lucky. Once you get one, go back and talk to him and you'll get your payment and the Side Quest is done. You can, however, continue to give him Blood Pouches and once you reach 10, you'll get 1,000 Lucre and a Dudbears Gold which is really good, but good luck getting 10 Blood Pouches.

Li'l Cactus's Poem: Some weirdo asked if we would fetch the stomach of a Bat. I don't think I'll even ask the use he has for that.

- 26. Where Is Dad? -

How To Complete: Visit Wendel, Menos, Jadd and Ishe, find the clues, then find Marco as a Soldier at Lorimar Castle and give him the Barbecued Newt.

Quest Location: Topple Village.

When's It Available?: First time you enter Topple Village.

Requirements To Complete: Barbecued Newt and you must find the clues in each town and talk to the person who tells you Marco went to so and so town next, then you must give Luke the Barbecued Tail.

Reward: Dudbears Gold x1.

Information: Rather lengthy Side Quest. When you first come into Topple Village, talk to Luke during the Day in the Topple General Store and accept to find his dad, Marco. He'll give you a Barbecued Newt, his dad's favorite and you'll be told he went to find work at Wendel. In Wendel, head into the house to the north in the first part and talk to Thatcher there, then head to the Wendel Blacksmith and talk to Navali and you'll

learn Marco went to Menos Village. Once you reach Menos Village, head into the Menos Residence to the east and talk to Kralove and he'll see you have a Barbecued Newt and talk about a man who loved those, but he left Menos Village for Jadd, since there wasn't any work here.

So, it's onto Jadd now. At Jadd, head to the Jadd Blacksmith and talk to Radley and he'll recognize the Barbecued Newt and mention the guy who loved them went to work at Devius Manor, so head there and talk to Priscilla. She'll also recognize the Barbecued Newt and tell you that a waiter who loved them went to Ishe for more work. Hmm, well, to Ishe we go then. Once you arrive in Ishe, talk to Yakov who sees the Barbecued Newt and recounts how a guy loved those and was desperate for money and would take anything, even if it was dangerous and he's hiding out at Lorimar Castle now. Hmm, well, guess we're going to Lorimar next then. Once you're at Lorimar, after you defeat Malyris, find Marco in the room to the east of the main hall and talk to him.

After he sees you have a Barbecued Newt and eats it, he sees his son sent you because he was worried. He thanks you and tells you to tell his son that he'll be home soon, just he's not done working quite yet and gives you a Barbecued Tail to give to him. So, head back to Topple Village, give Luke the Barbecued Tail and after he becomes overjoyed about seeing his dad again, he'll give you a Dudbears Gold.

Little Cactus's Poem: I'll feast upon Barbecued Newt until the day I die.
Whene'er dad gets it on his face, I laugh until I cry.

- 27. Goddess Gracious -

How To Complete: Find a Spirit at a certain area and get it to join you.

Quest Location: Various.

When's It Available?: After Malyris is killed.

Requirements To Complete: You have to have 4 of the Spirit you want to upgrade, PLUS 10 of their Trait Coins.

Reward: (Name Of Spirit Here.) Spirit x1.

Information: After Malyris is defeated, once you have 4 Spirits total of a Spirit and 10 of their Trait Coins, if you go to a certain area on their Day, they'll appear and join you. You only have to find 1 Spirit to complete this Side Quest, but here's a complete list on where to find each of them:

Dryad Spirit - Head to Path To Lake and outside where Cibba was camping, on Dryad Day, it'll appear.

Gnome Spirit - Head to Gaia's Facade on Gnome Day and he'll appear outside of it.

Jinn Spirit - Head to Path To Topple and go to the area where Hero first woke up when Niccolo saved him on Jinn Day.

Luna Spirit - Head to the Wendel Inn and go to where Devius was staying on Luna Day.

Salamander Spirit - Head to Vinquette Hall during Salamander Day and head to the room where the Gold Goddess Statue is right before where you fought Count Lee.

Shade Spirit - Head to the Wendel Cathedrill on Mana Holy Day.

Undine Spirit - Head to Scaly Lair and go to place where you revived Undine on Undine Day.

Wisp Spirit - Head to Cascade Cottage on Mana Holy Day.

Li'l Cactus's Poem: A Spirit was here all the time and yet I never knew it! Just like when grandma sees a fact, she tends to just stare right through it.

- 28. Meteorite Mania -

How To Complete: Give Pancetta at the Menos General Store at least ONE Aerolite.

Quest Location: Menos Village.

When's It Available?: First time you enter Menos Village.

Requirements To Complete: Either one Ankh, Hal, Jake or Vinek Aerolite.

Reward: Various.

Information: Once you reach Menos Village, head into the Menos General Store and talk to Pancetta and accept his request. Basically, you must give him at least one of the Aerolites that Cyclops drop to complete this Side Quest. In return, he'll give you a rather rare Material. If you don't like what he gives you, just don't accept it and try again. Basically you have to search out the Cyclops and get them to drop these, which it's hard to find them, but VERY, VERY easy to get them to drop one of these Materials. For a location on each Cyclops, check the Monster List or just hit Ctrl + F and run a search on the certain Cyclops you want to find and you'll find the EXACT location in The Walkthrough. Anyway, here's what Pancetta offers for the Aerolites:

Ankh Aerolite - Dragon Scales x1 or Orichalcum x1.

Hal Aerolite - Fossil x1 or Pegasus Hide x1.

Jake Aerolite - Altena Felt x1 or Fossil Wood x1.

Vinek Aerolite - Mythril Silver x1 or Crystal x1.

Note: You can give him as many Aerolites as you want, so don't worry about only getting each Item once.

Li'l Cactus's Poem: For some junk the Chief did trade a meteor that was slick! I hate to say it, but the Chief got the short end of the stick.

- 29. Shiny Knight II -

How To Complete: Give Vega the Glittering Armor, which is dropped by Rabillions, at the Menos Blacksmith.

Quest Location: Menos Village.

When's It Available?: First time you enter Menos Village.

Requirements To Complete: Glittering Armor x1.

Reward: 200 Lucre.

Information: If you completed Side Quest #19, this will be available, but if you didn't, it won't be. Anyway, talk to Vega in the Menos Blacksmith and accept his request to find him the Glittering Armor. After this, head out of Menos Village to the north and into the Menos Outskirts and fight Rabillions, as they drop the Glittering Armor. It's a small chance, but it shouldn't take THAT long to get it. Once you get it, return to him, give him the Glittering Armor, collect your reward of 200 Lucre and move on with the game.

Note: If you don't complete this Side Quest by the time you enter Granz Castle, then you won't be able to complete the next objective with Vega.

Li'l Cactus's Poem: We helped that glittering guy again, but me? I'm getting furious! We're not some silly errand boys with a delivery serv-ious!

- 30. Black Masks -

How To Complete: Either give the Dudbears at the Abandoned Mine the Black Mask or give it to Denton in Wendel General Store.

Quest Location: Menos Village.

When's It Available?: First time you enter Menos Village.

Requirements To Complete: Black Mask x1.

Reward: Dudbears Gold x1 Or 500/800/1,000 Lucre Or Anaguma Gold Coin x3.

Information: In Menos Village, head to the Menos Inn and talk to Toma, the man in the back, 4 times. Agree to take the Black Mask, which has cursed him and give it to the Dudbears, since it's his final request. Simply make your way back to the Abandoned Mine and once inside, head west into the next room and in this area, talk to the Dudbears until one of them asks you for the Black Mask. Agree to give it to them and you'll get a Dudbears Gold for your reward. Then, you must go back to Menos Village and talk to Toma and then you'll complete the Side Quest.

Now, there's another option to this Side Quest. Instead of doing the above, if you go to Wendel General Store and talk to Denton, he'll offer you 500 Lucre for the Black Mask. If you tell him no, he'll give you 800 Lucre. Say no again and he'll throw it up to 1,000 Lucre. Again, say no and he'll offer you Anaguma Gold Coin x3. Accept this offer. Though, do note that if you do this with Denton, you won't technically pass the Side Quest and Li'l Cactus won't write in his Journal. In all honesty, if you really don't give a shit about what the guy writes and would rather go for Anaguma Gold Coin x3, then by all means, do it. If not, well, do the first option then.

Li'l Cactus's Poem: Really! Is it too much to ask for a gander at Dudbears' Black Mask? But their odor is so dang atrocious; like garlic breath with halitosis.

- 31. Eight Coins -

How To Complete: Gather 1 of each of the 8 Spirit Coins and talk to Delmar at the Menos Blacksmith.

Quest Location: Menos Village.

When's It Available?: First time you enter Menos Village.

Requirements To Complete: 1 of each of the 8 Spirit Coins.

Reward: Dudbears Gold x1.

Information: In Menos Village, go to the Menos Blacksmith and talk to Delmar. He'll tell you if you have all 8 Spirit Coins, he'll give you a reward. Thankfully, he doesn't take them from you, but just wants to see if you have all 8. If you manage to get all 8, he'll give you a Dudbears Gold. If you want to know where to find 1 of each Spirit Coin, head to Section XIII. Item List, E. Trait Coins for a list of Monsters that drop them. As a reward, you'll get a Dudbears Gold.

Li'l Cactus's Poem: Returned eight coins and then received mass brownie

points galore! But then again, the Sword Of Mana? Ain't that what we're here for?

- 32. Chatty Guy -

How To Complete: Listen to Tony ramble on and then afterwards, talk to Johnny.

Quest Location: Menos Village.

When's It Available?: First time you enter Menos Village.

Requirements To Complete: Listen to Tony.

Reward: Dudbears Gold x1.

Information: Possibly the easiest Side Quest in the game, basically, once in Menos, head to the Menos Inn and go to the second floor and talk to Johnny and agree to what he asks of you. Tony will then talk to you and once he asks if you've been listening, tell him you have. Shortly after, Granz Soldiers enter and Tony goes with them and after this, talk to Johnny and he'll give you a Dudbears Gold. Easy, huh?

Li'l Cactus's Poem: Got stuck with some old chatty guy who rambles on for years. But such a fate is remedied by tissue in the ears!

- 33. More Shiny Knight -

How To Complete: Give Vega the Glittering Helmet at the Jadd Blacksmith.

Quest Location: Jadd.

When's It Available?: First time you enter Jadd.

Requirements To Complete: Glittering Helmet x1.

Reward: 200 Or 400 Lucre.

Information: This Side Quest is only available to you if you completed Side Quest #19 and #29. If you completed them, head to the Jadd Blacksmith and Vega will be there. Talk to him and he'll ask that you go and find him a Glittering Helmet, the last piece of Equipment that he needs. To do this, you must have access to the Jadd Desert, meaning you must meet up with Amanda at the time. Once you can get into the Jadd Desert, the Monster that drops the Glittering Helmet is Cockatrice, so fight it. Again, it's chances are low for it to drop it, but it won't take THAT long for you to get it. Once you get it, head back to Vega and he'll offer you 200 Lucre for it. Wait a second...he said 400 Lucre before! Tell him no and he'll remember that he offered you 400 Lucre and he'll give you it.

Li'l Cactus's Poem: That glittering guy has got my goat; all I can do is stare at him! He takes advantage of our boss, 'cause Chief's a Good Samaritan!

- 34. A Package -

How To Complete: Give Priscilla in Jadd at Devius Manor the Kitty Pie, then take the Peach Puppy and give it to Badra at the Menos Residence in Menos.

Quest Location: Menos Village.

When's It Available?: First time you enter Menos Village.

Requirements To Complete: Kitty Pie x1 And Peach Puppy x1.

Reward: Rhinoloupe x3 Or Kitty Pie x1.

Information: In Menos Village, head into the Menos Residence and talk to Badra. Accept to give the Rhinoloupe she gives you to her Granddaughter in Jadd at Devius Manor. Problem with this is, there's a ton of girls at Devius Manor that have sort of the same name as Priscilla and if you get confused and give them the Rhinoloupe, you fail the Side Quest and get a Kitty Pie instead. Once you do find Priscilla, though, she'll give you a Peach Puppy to give to Badra, so take it back to Badra and in return, she'll give you Rhinoloupe x3 and you'll complete the Side Quest.

Li'l Cactus's Poem: To someone's Grandkid, (Or Mavole?) Chief delivered a Rhinoloupe. I got a funny feeling then, but now I'm fine, I'll cope.

- 35. Resistance -

How To Complete: Give Kurt and Courtney Letters from each other a few times.

Quest Location: Jadd.

When's It Available?: First time you enter Jadd.

Requirements To Complete: Courtney's Letter x2 and Kurt's Letter x2.

Reward: Dudbears Gold x1.

Information: A rather easy Side Quest, but it's only available if you completed Side Quest #23 and though, it'll take a bit of running back and forth to complete this. Basically, find Kurt at the Menos General Store at Night, talk to him, then give Courtney his Letter. Then, repeat this once more and you're done. Your reward is a Dudbears Gold. Woo.

Li'l Cactus's Poem: The Chief's so kind as to provide a good bit of assistance to folks who oppose foul Dark Lord and formed a small resistance.

- 36. Making Collections -

How To Complete: Find the 5 people in Jadd that owe Lucre and give it to Janka.

Quest Location: Jadd.

When's It Available?: First time you enter Jadd.

Requirements To Complete: Invoice x5, 120, 200, 300, 1,000/10,000 And 2,000 Lucre.

Reward: Dudbears Gold x1, 100 And 200 Lucre.

Information: This is rather easy, since you're just being the delivery boy once again, but, in Jadd, head to the Jadd General Store and find Janka. Talk to her to accept her request and she'll tell you you need to collect 200 Lucre from Mr. Cannel. He can be found in the southeast part of town, so talk to him, get the payment, then report back to Janka. Next up is Mrs. Songo, who lives nextdoor to them and owes 120 Lucre. Go and find her, get the Lucre, then report back to Janka. After this is Radley, who owes 300 Lucre.

He's at the Jadd Blacksmith, so go and talk to him, get the Lucre and head back to Janka. Next is Mr. Ahmed who owes 1,000 Lucre, who can be found in the Jadd Residence to the southwest. Talk to him, then report back to Janka. Finally, Devius owes 2,000, so you'll have to go and collect it

from one of the maids, but she doesn't remember which one. Simply enough, it's Presio and she's on Devius Manor 2F. After talking to her, head back to Janka and as thanks, she rewards you with Dudbears Gold and 200 Lucre.

Note: You CAN keep the Lucre you get, like the 10,000 Lucre, but unless you give Janka the Lucre, you can't complete the Side Quest. Though, 10,000 Lucre IS pretty damn tempting. Your call.

Li'l Cactus's Poem: Chief's been running around the town collecting loads of cash. It sounds like Mafia work to me--but I would keep the stash!

- 37. Endless Walkway -

How To Complete: Complete the figure 8 puzzle in the Jadd Desert and talk to Mr. Cannel back at Jadd.

Quest Location: Jadd.

When's It Available?: First time you enter Jadd.

Requirements To Complete: Complete the figure 8 puzzle in the Jadd Desert.

Reward: Dudbears Gold x1.

Information: A rather easy Side Quest. First, in Jadd, talk to Mr. Cannel, the old man in the southeast part of town and he'll ask you to solve a puzzle for him. Later on, in the Jadd Desert, once you go around the 2 trees in a figure 8 and open a path to a cave, head back to Mr. Cannel and talk to him and in return for solving this puzzle, he'll give you a Dudbears Gold.

Li'l Cactus's Poem: To trude across the desert land my brain is getting dodgy. And sand vamoosing from a stream? It must be a mirag-ey!

- 38. Last Shiny Knight? -

How To Complete: You must have completed Side Quests #19, #29 and #33, then talk to Vega at Granz Castle before you fight Dark Lord.

Quest Location: Granz Castle.

When's It Available?: When you enter Granz Castle to go after Dark Lord.

Requirements To Complete: You must have completed Side Quests #19, #29 and #33, then talk to Vega at Granz Castle before you fight Dark Lord.

Reward: Dudbears Gold x1.

Information: Again, this is rather easy and you must have completed all the other Shiny Knight Side Quests. Basically, find Vega in the dungeon where Willy is held and talk to him and after he admits he was wrong and a cocky jerk to you, he'll tell you he's going to change and admires how you're the better Knight and gives you a Dudbears Gold for your troubles.

Li'l Cactus's Poem: The glittering nut! That's it, enough! I've had it with this clown! With all that glittering junk he wears he'll gleam for miles around!

- 39. Blacksmith's Order -

How To Complete: Give Ghamdi at the Ishe Blacksmith 5 Fruits.

Quest Location: Ishe.

When's It Available?: First time you enter Ish.
Requirements To Complete: 5 random Fruit.
Reward: Dudbears Gold x1.

Information: The first time you arrive in Ishe, head to the Ishe Blacksmith and talk to Ghamdi. He'll go on and on about a random Fruit he needs and asks if you can spare a few of them, even though you only give him 1. Basically, it's, again, random, so if you don't have the Fruit he asks for, tell him no and talk to him again and he'll ask for another one. When you give him a Fruit, exit and re-enter the place and talk to him again and do this 5 times and he'll give you a Dudbears Gold for your trouble. You can actually repeat this over and over to get Dudbears Gold, but you need to get at least 1 from him to complete this Side Quest.

For a complete list of Fruit to grow to help you in this Side Quest, check out Section XVI. Planting/Growing List.

Li'l Cactus's Poem: A hefty stash of Fruit we gave unto the Blacksmith's Shop. Else at the mansion, that guy'd get a boot in his buttock.

- 40. Merchant Of Darkness -

How To Complete: Give Asaad 3 Dudbears Gold for a Spirit at the Ishe Inn.
Quest Location: Ishe.
When's It Available?: First time you enter Ish.
Requirements To Complete: Dudbears Gold x3.
Reward: (Name Of Spirit Here.) Spirit x1.

Information: Once you arrive at Ishe, head to the Ishe Inn at Night and talk to Asaad. Depending on what Day it is, she'll offer you a Spirit for 3 Dudbears Gold. This is definitely something you'll want to do, as Dudbears Gold has no other purpose in this game. In total, you'll need 24 Dudbears Gold to get all 8 Spirits and you get each Spirit depending on what Day it is. So if it's Salamander Day, you'll get the Salamander Spirit. To get Wisp and Shade, visit her on Mana Holy Day. Either way, if you do this just once, you still complete the Side Quest.

Li'l Cactus's Poem: Pulled off some dangerous business and the Chief was never yeller. I think, perhaps, compared to me, the Chief's a badder feller.

- 41. Seven Wisdoms -

How To Complete: Show Chekov at the Ishe General Store least 1 Summon Card to get a Dudbears Gold.
Quest Location: Ishe.
When's It Available?: First time you enter Ishe.
Requirements To Complete: Gaia Card x1, Matilda Card x1, Olbohn Card x1, Pokiehl Card x1, Rosiotti Card x1, Selva Card x1 And Tote Card x1.
Reward: Dudbears Gold x7. (One per each Summon Card.)

Information: When you first arrive in Ishe, head to the Ishe General Store and talk to Chekov and accept his offer to show him the Summon Cards, since he wants to see them before he dies. Basically and thank God, you only need to show him 1 Summon Card to pass this Side Quest, but for each Summon Card you show him, you'll get a Dudbears Gold. So, unless you can

manage to get 100 different friends to Amigo with, completing this Side Quest completely is going to be LONG and really not worth it. At least 5 is doable.

Li'l Cactus's Poem: Seven Wisdoms...Seven Wisdoms? I've heard that name before. I thought that there were only six but now they've added more?

- 42. Moon Drop -

How To Complete: Talk to Jahari in the Ishe Blacksmith and agree to his request, then get a Moon Drop from either a Fierce Face or Skull Drake and give it to him.

Quest Location: Ishe.

When's It Available?: After Malyris is killed.

Requirements To Complete: Moon Drop x1.

Reward: Dudbears Gold x1 Or 1,000 Lucre.

Information: After you defeat Malyris, head back to Ishe and head to the Ishe Blacksmith and talk to Jahari there. After he rambles on about a Moon Drop, he'll ask you to get him one and in return pay you with either a Dudbears Gold or 1,000 Lucre. So, accept his request, then head north out of Ishe into the Glass Desert and just fight the Skull Drakes here until one of them drops it. It's a slim chance they will, but it shouldn't take you THAT long to get it. Though, be warned, Skull Drakes are VERY dangerous, so I suggest you combat them with Magic. Once you manage to get one, go and give it to Jahari and claim your prize. Do make a note that you can do this as many times as you want, meaning this is an EASY way to get Dudbears Gold. (Though, I prefer just doing the 5 Fruits for one...)

Li'l Cactus's Poem: Chief said they found a Moon Drop and we'll make a ton of Lucre. I'm starting to get worried that this may be just a fluke-ra.

- 43. New Adventurer -

How To Complete: Help Abdul at the Ishe General Store by telling him how to correctly Sit and use the World Map, then talk to Messier, refuse to sell the Cancun Feather, talk to Abdul again, give the Cancun Feather back, then talk to Messier again.

Quest Location: Ishe.

When's It Available?: First time you enter Ishe.

Requirements To Complete: Cancun Feather x1.

Reward: Cancun Feather x1, Dudbears Gold x1 Or 50 Lucre.

Information: Once you arrive in Ishe, head to the Ishe General Store and talk to Abdul. He'll ask you how you Sit and tell him it's L Button + A Button, then tell him to view the World Map in Poipoi's Notebook. As thanks, he gives you a Cancun Feather. Next, talk to Messier who's also in the Ishe General Store and he'll offer you 50 Lucre for it. Decline it, then talk to Abdul again and he'll see it's worth something and ask for it back. Do so, then talk to Messier again and being so amazed you were that kind to a guy, he'll give you a Dudbears Gold.

Note: You can keep the Cancun Feather or take the 50 Lucre, but you'll fail this Side Quest.

Li'l Cactus's Poem: I know what'cher thinkin' now: "It's only bad at

first." I hate to break it to you, pal: From here it only gets worse.

- 44. Medicine Stuff -

How To Complete: Talk to Mahar at the Ishe Inn and then give him a Bubu Worm greater than 20 Inches.

Quest Location: Ishe.

When's It Available?: First time you enter Ishe.

Requirements To Complete: Bubu Worm x1.

Reward: 100, 200 Or 400 Lucre.

Information: Once you arrive in Ishe, head to the Ishe Inn and talk to Mahar. He asks you to find him a Bubu Worm for Medicine he's making, so, agree to help him. Bubu Worms are dropped by Basilisk, Kid Dragons and Tyrannoses, but, head south out of Ishe and into the Glass Desert and just fight the Basilisks here to get one. When you do, go and see Mahar and if it's above 20 Inches, he'll give you a reward of 100 Lucre for 22 Inches, 200 Lucre for 25 Inches and 400 Lucre for 42 Inches. You must get one that's above 20 Inches in order to pass this Side Quest. Also, each Monster has a slim chance of dropping one, but it won't take that long to get it.

Li'l Cactus's Poem: Bubu Worm is a close friend of mine, all a-weaving and bobbing and sewing. But pull him too hard...he'll untwine! I'm so happy that Bubu I'm knowing!

- 45. Price Of Dudbears -

How To Complete: Talk to Mutsu outside the Ishe Inn and pay him 40,000 Lucre for a Dudbear.

Quest Location: Ishe.

When's It Available?: First time you enter Ishe.

Requirements To Complete: 40,000 Lucre.

Reward: Dudbear x1.

Information: Uh, rather pointless Side Quest, but still, during the Night, talk to Mutsu and he'll ask if you like Animals. Tell him yes and he'll sell you a Dudbear for 40,000 Lucre. Accept it and he'll send a Dudbear to your Hot House. You can buy 2 more if you wish, but you only need 1 to pass the Side Quest. Yeah, really pointless. Don't even bother unless you like Dudbears or something. Get 1 if you want to complete this Side Quest, but even for 40,000 Lucre...eh, your call.

Li'l Cactus's Poem: Huge group of Dudbears, good Lord there are so many! When will it all end!?

- 46. Poor Old Guy -

How To Complete: After Malyris is defeated, talk to Rooney in Lorimar Castle and agree to give him Li'l Cactus, then go to your Hot House and check Li'l Cactus's Flower Pot, then return and talk to Rooney again.

Quest Location: Lorimar Castle.

When's It Available?: After Malyris is killed.

Requirements To Complete: Li'l Cactus.

Reward: None.

Information: A rather easy Side Quest. Basically, once Malyris is dead, talk to Rooney at Lorimar Castle a few times to learn that he's loney and has been since his plant died. After this, he'll ask you for Li'l Cactus. Agree to give him it, as you'll get it back in a second, regardless to what he says. After this, head to your Hot House and check Li'l Cactus's Flower Pot, then head back to Rooney and talk to him. He'll tell you to take it back, as the thing hasn't been the same since you left it and it's better if you keep it and not to worry about him, he'll be ok now. He can always remember his plant in his heart. Uh...right. Somebody get this guy a REAL friend. Either way, you're done now.

Li'l Cactus's Poem: Abandoned Abandoned Abandoned Abandoned Abandoned
Abandoned Abandoned Abandoned Abandoned Abandoned Abandoned Abandoned
Abandoned Abandoned Abandoned.

- 47. Finders Keepers -

How To Complete: After Malyris is defeated, talk to Kaz at Lorimar Castle and if you have a certain Geode, he'll open it and give you the Spirit that's inside.

When's It Available?: After Malyris is killed.

Quest Location: Lorimar Castle.

Requirements To Complete: (Name Of Geode Here.) Geode x1.

Reward: (Name Of Spirit Here.) Spirit x1.

Information: After Malyris is killed, head to Lorimar Castle and talk to Kaz. He tells you that when he used the Cannon once, he lost all his Geodes and asks for you to find them. Though, they are VERY small and hard to find. If you find them, take them back to Kaz and he'll open them and give you the Spirit inside it as your reward. You only need to do this once to complete the Side Quest and for a complete list on where the Geodes are, run a Ctrl + F search for "___ Geode", where "___" is the Geode's property, like Light Geodie, Dark Geode, etc.

Li'l Cactus's Poem: Chief found this Spirit in a rock! Discoveries are swell! (And if you find it, could you return my pill bug's outer shell?)

- 48. Icy Sorcerer -

How To Complete: After Malyris is defeated, head back to her Cave and talk to Frolan and if you have 10 Trait Coins of a certain Spirit, plus 3 of that Spirit, he'll give you another Spirit.

When's It Available?: After Malyris is killed.

Quest Location: Malyris's Cave.

Requirements To Complete: (Name Of Spirit Here.) Spirit x3 And (Name Of Coin Here.) Coin x10.

Reward: (Name Of Spirit Here.) Spirit x1.

Information: After Malyris is killed, head back to her Cave and talk to Frolan there. Even though the guy talks in all caps, ignore it, as he offers something worth listening to. If you have at least 3 Spirits total for a certain Spirit and 10 of their Trait Coins, he'll give you a Spirit in return for your 10 Trait Coins. You only need to do this once to complete the Side Quest, though.

Li'l Cactus's Poem: The icefield has a nasty chill! I'm sniffles, snorts and sneezes. I reckon on the coldest day, the wind itself can freeze!

- 49. Spirit Rescue -

How To Complete: Level up a Spirit to Level 30+, then enter your Hot House and enter/exit it until it contacts you, telling you where it is. Then, go to that area, fight a Black Dudbear and you'll get the Spirit.

When's It Available?: After Malyris is killed.

Quest Location: Various.

Requirements To Complete: (Name Of Spirit Here.) At Level 30+

Reward: (Name Of Spirit Here.) Spirit x1.

Information: After Malyris is killed, if you Level Up your Spirits to Level 30+, then enter your Hot House and exit it, the Spirit may contact you. Just keep entering/exiting the Hot House until it does, then go to the area it tells you to go to, fight the Black Dudbear there and then the Spirit is yours. You only have to do this once to complete the Side Quest, though.

Note: The locations of the Black Dudbears are NOT that hard to find, as spending 5 minutes or less running through the area it tells you it's in will make you find them. Also, I STRONGLY suggest to save you time that you do Luna, Dryad, Gnome and Jinn all at once, as you can get them all in one trip. The rest are all rather easy to just run to and grab.

Li'l Cactus's Poem: Dark Dudbears to Mavolia? But then I could be wrong. If you want to know more, next time I'll tag along!

- 50. Achy Shaky Heart -

How To Complete: After Malyris is killed and once you have at least 3 of a certain Spirit, if you pray at certain Goddess Statues on certain times, that Spirit will appear and join you.

When's It Available?: After Malyris is killed.

Quest Location: Various.

Requirements To Complete: (Name Of Spirit Here.) Spirit x3.

Reward: (Name Of Spirit Here.) Spirit x1.

Information: After Malyris is killed and once you have at least 3 Spirits of a certain Spirit, if you pray at a certain Goddess Statue during a certain time, that Spirit will appear and join you. Here's a list of the Goddess Statues to pray at and at what times to do so to get each Spirit:

Note: Again, you only have to get 1 Spirit to complete the Side Quest.

Dryad Spirit - Pray at the Goddess Statue after exiting the Cascade Cave at Night time.

Gnome Spirit - Pray at the Goddess Statue at Ishe Inn during the Day time.

Jinn Spirit - Pray at the Goddess Statue near the Hot House in the Vinquette Vicinity at Day time.

Luna Spirit - Pray at the Goddess Statue to the north of Jadd during the Night time.

Salamander Spirit - Pray at the Goddess Statue near Gaia's Facade during the Day time.

Shade Spirit - Pray at the Goddess Statue at Ishe Inn during the Night time.

Undine Spirit - Pray at the Goddess Statue that is right near where you once fought Hydra in the Marsh Cave.

Wisp Spirit - Pray at the Goddess Statue at the entrance to Batmo Cave during the Day time.

Li'l Cactus's Poem: Divine protection's quite a gift! Though of this I've been leery. A Goddess watches over us? Hey, Goddess, can you hear me?

=====

Eh, this is a rather useless section, I will admit, but still, here's some key information for you if you're totally new to the game and whatnot. This just lists the Poipoi's Notes in Poipoi's Notebook, as the Monster Album has already been documented in another section and the World Map and Amigo List aren't really documentable, but the Amigo List is in another section. So, again, this is just for Poipoi's Notes and nothing more. It's here to help you, though I doubt it'll help much...

- 1. Mana Statues -

Touch Mana Statues to Save. There are two statue types: Gold and (Broken.) Silver.

- 2. Leveling Up -

When "LVUP!" appears over the main character, select a growth type from the LVUP Ring Command to enhance your abilities.

- 3. Skill Levels -

The more you use a Weapon or Magic in Battle, the higher your Skill Level becomes. The higher your Level, the more effective you become. You can check your current Skill Level on the Character Status screen.

- 4. Deathblow -

If the Deathblow Gauge reaches Max, your character will start to blink. By pressing the A Button for one second, you can release a Deathblow from the Weapon currently Equipped.

- 5. Magic Rope -

Use this to go back to a safe place by the Goddess's Power. Some places with strange powers may prevent you from using it.

- 6. Attack Traits -

Physical Attacks have 3 Basic Traits: Slash, Bash and Jab. A Weapon's Trait is shown when selected from the Ring Command.

- 7. Monster Stamina -

A Monster's Stamina varies depending on the Attack Trait. Some attacks may have no effect at all. See the Monster Album for more.

- 8. Monster Sense -

Monsters can sense Enemies. Some may have Main and Sub Sensory Abilities.

DayViz: Detects foes during the Day.

DarkViz: Detects foes at Night.

Smell: Detects foes ahead.

Hearing: Detects foes nearby.

Magic: Detects foes that used Magic.

Life: Detects foes low on HP.

- 9. Spirits -

There are 8 types of Spirits, each with a corresponding trait: Light, Dark, Moon, Fire, Water, Wood, Wind and Earth.

- 10. Support Magic -

When a Spirit has been selected from the Ring Command, you can enable Support Magic by pushing the R Button and releasing it before the Spirit appears.

- 11. Attack Magic -

When a Spirit has been selected from the Ring Command, you can enable Attack Magic by pushing the R Button and releasing it after the Spirit appears. When more than one Spirit with the same attribute is available, you can use several at once. These attacks are powerful, but they use more MP.

- 12. Magic Trajectories -

The trajectory of Attack Magic varies depending on the Weapon Equipped.

- 13. Cutting Grass -

Slash Trait Weapons can cut tall grass.

- 14. Moving With The Flail -

The Flail can hook onto certain distant objects and pull you towards them.

- 15. Jumping -

Jumping allows you to leap up and down ledges, etc. Press the L Button to Jump.

- 16. Sitting -

Press both the L Button and the A Button to sit down and take a rest. Sitting restores MP.

- 17. Metaballs -

There are 3 types of Metaballs: Slash, Bash and Jab. Each Metaball inflicts damage based on its type. A Metaball's type can be determined by its attack method.

- 18. Stone Seals -

There are 8 types of Stone Seals: Light, Dark, Moon, Fire, Water, Wood, Wind and Earth. Each Stone Seal inflicts damage based on its type. A Stone Seal's Type can be determined by the color of its hexball.

- 19. Tempering Equipment -

Temper Equipment using similar Materials. Items are strengthened according to the characteristics of the Fruits or Vegetables used to Temper them. The number of times a Weapon or piece of Armor may be strengthened varies by Item.

- 20. Forging Equipment -

To rework an existing Weapon or piece of Armor, use Materials different from that Item. Resulting Abilities will vary.

- 21. The Orchard -

Give Trent 2 Seed Items and the Orchard will produce either a Fruit or Vegetable.

- 22. Light Magic -

Support: Healing Light - Recovers HP by 30 plus your total Light Skill Level.

Attack: Wisp - Inflicts Light Damage and sometimes causes Charm Status.

- 23. Dark Magic -

Support: Silhouette - Become a shadow. Only Monsters who can Hear can attack you.

Attack: Shade - Inflicts Dark Damage and sometimes causes Darkness Status.

- 24. Moon Magic -

Support: Mooglemorphosis - Turn into a Moogle. Only Monsters who can Smell can attack you.

Attack: Luna - Inflicts Moon Damage and sometimes causes Wimp Status.

- 25. Fire Magic -

Support: Power Up - Doubles damage of physical attacks.

Attack: Salamander - Inflicts Fire Damage and sometimes causes Fire Man Status.

- 26. Water Magic -

Support: Bubble Boat - Floats you inside a bubble. Only Monsters with Sight can attack.

Attack: Undine - Inflicts Water Damage and sometimes causes Snow Man Status.

- 27. Wood Magic -

Support: Psychic Shield - Cuts damage from Magic by half.

Attack: Dryad - Inflicts Wood Damage and sometimes causes Sleep Status.

- 28. Wind Magic -

Support: Speed Up - Increases Speed and Agility.

Attack: Jinn - Inflicts Wind Damage and sometimes causes Numb status.

- 29. Earth Magic -

Support: Defense - Cuts damage from Physical Attacks in half.
Attack: Gnome - Inflicts Earth Damage and sometimes causes Petrify Status.

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= XXII. Secrets [SECRE22] =

- Black Enemies -

Not really a Secret, but this warrents being mentioned. Basically, when you reach the amount of 1,000 killed for any Monster in the game, that Monster will disappear and be replaced by a "Black" version of itself. Doesn't seem much different at first, but you'll notice that all it's stats, except HP, which goes up by 500, raises by 100, same goes for Experience and L. Great for training and such and there's even a VERY high chance you'll recieve Crystals from them when you kill them, which is the best Material in the game to make Weapons/Armor with!

- Brownie Ring -

Rather interesting find. In the Subland River, enter the first hole you find using the Tiny Tapper IF you have it. In the next room, enter the next hole, then head northwest a little bit and stop and wait until you are full size again. Then jump around and you SHOULD be taken to a room where there's a man named Brown there. Talk to him and you'll get the Brownie Ring, a Accessory that increases all your stats by +55!

- Get Great Materials From Niccolo -

Try and do this as early on as you can. Basically, if you buy 251 things from Niccolo total, you'll open up a secret part of his menu and can start to buy some GREAT Materials for making Equipment. Though, you can't buy stuff in mass amounts. You have to buy 1 thing, exit out of the menu, go back to "Buy" and buy something again, then repeat. Easiest way to do this is just keep on buying Gumdrops, then sell them back once you have 99, then repeat. Also, Niccolo will also sell some new Accessories as well. A VERY useful trick.

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= XXIII. Credits [CREDI23]=

Well, here's where I give credit to the ones that helped make this walkthrough possible. Here's the following people I'd like to thank:

Square Enix - For making the game of course. It's definitely a great remake of the game, that's for sure and I enjoyed it and the original version. Keep on making great RPGs and I'll keep on buying them, though your Final Fantasy series is starting to lack my interest...

Myself - For doing this walkthrough of course. It was hard work and took alot of time, but it was well worth it. I hope you enjoy the walkthrough!

Stephen Ng - For giving me this game of course to do for IGN, a great site, which you're reading this on right now. Thanks!

Shdwrlm3 - For your very helpful Browine Ring Map on GameFAQs, plus his information on the various Monster/Boss stats I used at first, (Although now were replaced thanks to Lord Skylark.) some Side Quest information and various other small things that I can't possible remember at this point that helped greatly due to this game being so damn large and having so much to FAQ for. You definitely ARE the Sword Of Mana master. Thank you for all your hard work on the game, as well as the many others that helped you. I and many others greatly appreciate it.

Lord Skylark - His help in hacking the game and getting complete Monster Stats and official names was a big help. He's one of the BEST hackers around that I know of and he deals grealty in Final Fantasy Monster Lists. Check his site out at http://www.geocities.com/lord_skylark and be prepared to be amazed.

Timo Rößler - For the information about the Birds and their relation to the game's plot. Thanks!

A Chan - For the corrections on the Lizard Sword's Stats. Thanks!

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= XXIV. My Words [MYWOR24]=
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Sword" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Sword" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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