

Just Breed FAQ/Walkthrough

by Binta

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JUST BREED

FAQ/Walkthrough

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What is this about?

This is an FAQ for Just Breed. It contains a walkthrough, some item and enemy lists, the basics of the game, and other stuff, but the FAQ is incomplete.

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Thanks to:

- Enix, for creating great games like this
- Stealth Translations, so I could actually read the text and enjoy the game
- GameFAQs, for accepting this FAQ
- Myself, for my hard work
- Lord Ezelkiel for causing us to go on this quest

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Version History

- 1.0 - Initial release. Has a crappy format for the lists, and I lazily left some battle tactics incomplete. The item, enemy, and secret lists are all incomplete. There's no armor or spell lists yet.
- 1.1 - Fixed some things. Also discovered a sidequest to a cave of east Cassalia! I've also created a list of healing and support magic.
- 1.2 - Added in the item and accessory list.
- 1.3 - Fixed the FAQ up a little more, and started the direct offensive magic list, which is still far from complete. Also added in the Boss Mark thing, which is definately worth a try!

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Yes, I've also included the ending. Don't scroll there, as you'll spoil it for yourself. I've also included the secrets. I won't mention any of them (with the exception of the message speed changer) in the walkthrough if you want to figure them out yourself.

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The Story

Seven Gurus governed seven Sacred Stones. Monsters invaded and the seven summoned the megagod Jisfandel to vanquish the monsters. The owner of the Ruby, however, turned evil and starting abusing his powers and caused Jisfandel to

kill innocent lives. The other six took away his ruby and banished him. With the last of their power, the remaining six sealed Jisfandel. However, a descendant of the Ruby Guru plans to revive Jisfandel...

The Sapphire Tiara was handed down from mother to daughter. The new Priestess, who is your girlfriend, Firis, is kidnapped shortly after receiving the tiara. You set out on an adventure to save her, and oddly enough, there are others who share a similar mission to you, and there are other jewel priestesses around the world...

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Controls/Basics

The overworld and walkabout scenes are like from Dragon Warrior 4, but with better graphics. The battle scenes are like those RPG/strategy games, like Fire Emblem or Ultima.

The controls are simple on the overworld map. 'A' opens the menu and confirms, 'B' cancels (or chooses no when given a yes-no question), and while walking with the directional buttons, holding 'B' down will make your character dash.

The commands on the map are rather self-explanatory; but I'll explain it anyway

- Speak - Talk to any person in front of you
- Magic - Cast a healing spell or Strim
- Items - Use an item from your inventory
- Equip - Equip weapons, armor, shields or other stuff on your people
- Status- Check out the stats, equipment and spells of your characters
- Search- Used to open up treasure chests

Battle commands are:

- Fight - Attack with your current weapon
- Magic - Cast a magic spell (heroes and wizards only)
- Unarm - Disable a monster den so they don't make any more monsters
- Equip - Change that character's equipment
- Item - Use an item from your inventory
- Hold - End that character's turn with no actions done

Towns. Most towns will have shops, inns, and hospitals. I trust you will buy the right things, you'll rest at inns, and use hospitals. The hospitals are there in case your troops die. This is where you revive them.

To move, click on a hero to activate their army. Now you can use their troops.

- If no army is highlighted, pressing A where nobody is will bring up 3 options
 - Status - Like the one in walkabout mode
 - Done - Ends player's phase completely
 - Suspend- Interruption save. Note that your temporary save will be gone when you reload it from here.

- If an army IS highlighted and you press A somewhere random, 3 different choices
 - Status - (See above)
 - Auto - Your troops will try to attack enemies in range. Whoever can't hit any enemy with his/her normal attack will try to go close to their leader. If the leader can't use his/her normal attack, however, (s)he'll do nothing.

Monster Dens. You'll see light skin-colored circles on most battlefields. These are monster dens. Most of the time, they'll produce one monster each until they're disarmed.

The rules of battle

- If the hero is killed, you lose and are sent back. (see Unsolved Mysteries)
- If one of your armies' leaders is killed, but he still has his troops alive, his troops will run away from the battle.
- Every troop for a single army must be on the screen at the same time. However, you can spread out your other armies/leaders.
- Battle will not end until you lose, or you defeat all the enemies and disarm all the working monster dens.
- If you position your hero on where you came from, you'll retreat from battle. There's no penalty to this, but you'll have to redo the whole battle.

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Characters

.....The Hero.....
 The hero grew up in the town of Astholm with his lover Firis. When she was kidnapped, the hero initiated the quest to save her from the clutches of Gel du Rey. You get to name this guy anything within a 5 letter limit. As the main character, you will have to be present at all times, and if you are killed in battle, you lose the entire battle. The hero is a strong fighter who can also use good magic spells, making him a versatile character. He is also the only one capable of using the Solar Armor.

.....Rolan.....
 Rolan is the Captain of the Guard of Segartea. He is engaged to the Ellen, the Emerald Priestess, who was kidnapped. He is generally a brave man, but he's rash. Rolan is another good fighter with a few different spells at his disposal, mainly specializing in ice magic. His HP, MP, and stamina are slightly lower than the hero's, but his attack power is higher. In fact, he has the highest natural attack power in the game! He can use the Mercury Suit, making him really tough to kill. Note that he cannot use magic until he finds Ellen's Emerald Rod.

.....Orlof.....
 Orlof lives in a mansion, taking care of orphan girls. He thought of one of them, Tifa, as his own daughter. When she was kidnapped, Orlof kept her Lapis Lazuli with him and planned whatever he could do to save her. His favorite food is chicken. Simply put, in battle Orlof is a tank. He has huge HP and stamina amounts, and has good attack power. In addition, he can use the Jupiter Halberd. He can cast some great spells early on, but his MP is low, and his good spells generally eat up MP, so he can't use them very often.

.....Hans.....
 Hans is the best archer in the Winga. He's a loyal man, but he always wants the ladies. In fact, he joins your team in hopes of being popular! Anyways, Hans is a unique Hero character; he's like an archer on steroids, and he can also use magic, mainly healing. His HP is low but his strengths will more than help make up for that.

.....Duval.....
 Duval was originally the captain of the Guard of Jarmy, but he left and lives somewhere in the forest southwest of Jarmy. He is bilingual, and you'll need him to help translate a language called Tungal. In battle Duval's alright; not as good as the other heroes, though. His HP is low, but he can equip the Saturn Spear, making him a hard hitter. However, before getting it he's not as strong as the first four heroes. He specializes in lightning magic.

.....Lydia.....
Lydia was a close friend of Cecille, the Amethyst Priestess. As described in the game, they were so close they could've been sisters. Like Duval, she's not bad, but not as great as the other heroes. Her attack power is moderate; really low for a Hero. And her spells aren't as good as the other heroes, too; she lacks any good offensive magic. However, her healing is awesome, and you'll really need it by the end of the game.

The Hero's army:

.....Wizard Isaac.....
Probably the best wizard. His HP and MP are quite high and he gets some good spells. Like all of the wizards, he is very weak physically, so keep him protected and away from the enemy.

.....Fighters Marsh and Gill.....
Of all the basic fighters, these guys are probably your best. Gill seems to have slightly better stat gains than Marsh, although Marsh starts out better. They have more HP than everyone else (not counting the heroes).

.....Archers Elk and Lenny.....
Again, of all the basic archers, they're probably the best. Elk has slightly higher stat gains, although not much.

Rolan's army:

.....Wizard Karen.....
Another good wizard, although she mainly uses healing and indirect offensive magic. She doesn't have direct offensive magic, and being the petite cleric she is, she has virtually no physical strength. However, her healing is invaluable, so if you can keep her protected, you'll be pleased with the results!

.....Fighters Herb and Gail.....
Not as good as Gill and Marsh, but still good fighters. They can hit harder than Marsh or Gill, but their HP is considerably lower.

.....Archers Frank and Willy.....
Not too much weaker from Elk and Lenny, although these guys have virtually the same stats.

Orlof's army:

.....Wizard Luci.....
She has some pretty good magic, but her MP is lower than of Isaac's or Karen's, so use her magic sparingly. Like all mages, she's not a very good fighter, so keep her in the back lines of battle.

.....Fighter Patty.....
The weakest of the basic fighters. She's not without a use, however. While the others fight monsters, have her unarm monster dens.

.....Archers Sarah, Shana, and Anna.....
Again, not impressive next to the previous archers. Sarah and Shana have almost equal HP, but Shana's power and stamina are lower. Anna is the weakest of them all, but she starts out with a better weapon.

Hans's army:

.....Wizard Mikey.....
Maybe the worst wizard, mainly because his MP is the lowest of them all, his

spells aren't as effective, and doesn't start with good spells. However, he does get some good magic later on.

.....Fighter Ricky.....
Not the greatest of the fighters, but still better than Patty. At least he's passable for fighting, instead of just unarming monster dens.

.....Archers Sergy, Larry, and Nick.....
Not very impressive. They are about equal to Orlof's archers, but maybe with better HP.

Duval's army:

.....Wizard Rudol.....
Better than Mikey, but still not a great wizard. He gets lightning magic.

.....Fighters Ash and Jacob.....
Average fighters. They're pretty good, except their Stamina ratings are rather low.

.....Archers Mark and Mel.....
Like Ash and Jacob but they're archers. Their main problem is low Stamina.

Lydia's army

.....Wizard Eva.....
She's got some wicked spells at her disposal, but her MP isn't that great, and so are her physical abilities. Combine her low HP and dangerously low stamina, you almost have the human glass window. Virtually all of her magic is direct offense, making her extremely powerful, however.

.....Fighters Olga and Jessi.....
Not as good as all the other fighters, but still better than Patty.

.....Archers Pam and Diana.....
Even worse than Mark and Mel. They're still handy to have on your team, though.

And the supporting characters...

.....Firis.....
Firis is the hero's sweetheart, and the two of them also grew up together in the town of Astholm as best friends. During their childhood, they would watch her mother perform the annual Sapphire Festival. Upon turning 18, Firis succeeded the Sapphire Tiara, but shortly thereafter, she was kidnapped by monsters.

.....Ellen.....
Ellen is the Emerald Priestess of Segartea, and she is engaged to Rolan. Like Firis, she was also kidnapped by the same monsters. She built a relationship with Rolan so great that at times, he can go crazy when it comes to the monsters who've taken her. She has a sister who looks a lot like her named Karen.

.....Tifa.....
Orlof raised Tifa like his own daughter. She has the Lapis Lazuli, which she dropped when she was also kidnapped by monsters.

.....Rina.....
Rina is the Crystal Priestess of Messalia. You never see her, except in the end.

.....Cecille.....
Cecille is the Amethyst Priestess. She and Lydia were as close as sisters, and

like all the other priestesses, she was also kidnapped by Lord Ezelkiel.

.....Claire.....
Claire is the Turquoise Priestess of Bouvre. She's not exactly what I'd consider strong, but she's brave, nonetheless, as you'll see when you take her back to Bourve and Gel du Rey comes by.

.....Penta.....
Penta is a wandering soldier born in the town of Susanda. He doesn't have a significant role in the story, but you'll bump into him a few times.

.....Cozette.....
Cozette is a girl Hans picks up on in the town of Seakett.

.....Gel du Rey.....
Lord Ezelkiel's top general. He is huge, and does the majority of the evil at work. He is big and strong, although he's weak by himself.

.....Lord Ezelkiel.....
This guy is the man behind all the trouble. He's ordered the kidnappings of all the priestesses so he can use their power to revive Jisfandel.

.....Jisfandel.....
Jisfandel is the final villain of the game. He has been asleep for as long as we can remember, but Ezelkiel will revive him in the end.

=====
You start off in the town of Astholm. One of your soldiers decides to take your place so you can enjoy the Sapphire Festival. Go north, past the people, and talk to your girlfriend, Firis, who is wearing a white/red dress. She'll say she's nervous to do the ceremony, but now that she's seen you she's can carry on the succession of the Sapphire Tiara. She also says when the festival is done, to meet her by the tree near the plaza. The screen will switch to outside the church and they'll give Firis the Sapphire Tiara. When you regain control of your character, go north, into the plaza, and next to the giant tree's stump. Firis will come and say she's sorry she was late. She'll talk about her ceremonial dress and ask you if you remember watching the Sapphire Festival with her when the both of you were kids. Say either yes or no, but either way she'll say that time passed by so quickly now that you and her are 18. She thinks of the excitement of the festival is almost unreal, then suddenly, there's a flash of lighting. Monsters, led by Gel du Rey of Lord Ezelkiel, appear and abduct Firis! One of the monsters leaves a little later, makes fun of you, calling you lover-boy and smacks you before leaving. The Sapphire Tiara was dropped behind, and you pick it up. The hero, upset by the kidnapping of his dear Firis, decides to leave alone on a journey to rescue her.

The next morning, you're in your house. You put on the Sapphire Tiara (even though you're a guy). Leave your house and go to the elder's house, which is to the west, next to the church. Go inside and talk to the old man there. He says the Sapphire Tiara is handed down from mother to daughter, and the monsters who kidnapped Firis might be worthy opponents. He'll ask if you still want to rescue Firis. Say yes and he'll instruct you to go to the west and enlist the help of a wizard. Leave the town through the west gate, but before you leave, two of your archers and two of your fighters will insist that they come along with you. Leave the town and get ready for your first battle!

NOTE: You might want to change the message speed. To do so, go to the inn and talk to the old guy sitting next to a table. Impatient will set the speed to fast, normal will set the speed to normal, and carefree will set the speed to slow. I usually pick Fast/Impatient.

Battle 1:

This one is easy. Just keep your troops together and use the Hero's Horma spell if needed and you'll be fine.

Now you'll enter the wizard's house. You'll be the "target" of a weak Burlaiz spell, but it won't hurt...much. Anyways, go inside the house and talk to the wizard. He won't join you, but his apprentice, Isaac, will. Isaac will prove himself (not really) by casting Burnas. The wizard will give you a Book of Strim, which you can use to teleport between locations (even in battle!). Leave and get ready for your second battle. Or you can skip it with your Strim.

Battle 2:

This is also easy. Use the same strategy, and have Isaac cast Burnas on enemies with full health. Otherwise, have him attack weakened enemies.

Now you're back in Astholm. Remember the south gate you were standing guard at last night? Talk to the guards and now you can continue your quest that way.

Battle 3:

Barely harder than the previous two battles. Use the same strategy to win here. Afterwards, go to the next town, Schloss.

There's nothing important to do in Schloss, except maybe upgrade your equipment and buy some Herbl. Leave through the south.

Battle 4:

This one is noticeably bigger from the other battles, the enemies are much more difficult, monster dens are starting to be put to use, and you'll encounter your first boss! Isaac is a great help here, although Elk and Lenny aren't. As you approach the hill near the town, the music will change. One monster (he has a name, but I don't remember) will recognize you from the night he and his buddies kidnapped Firis. This guy is so easy, I shouldn't even consider him a boss! I had the hero kill him in like 1 or 2 hits! When he is defeated, he'll say he was just doing what he was told to do when kidnapping Firis, and beg you to let him go. Unfortunately, you're forced to give in... (I was a sadist and said no like 30 times, but I still wasn't allowed to finish him off)

Let's go to the next area, Segartea. Something bad has happened here too; the Emerald Priestess, Ellen, and her sister Karen, have been kidnapped. Go to the building just to the right of the church and go inside. Talk to everyone, and upstairs you'll find Rolan. He is also on a mission, and leaves. Leave the town through the south exit for your next battle. You can also skip this one with Strim.

Battle 5:

Now the difficulty level has picked up a bit. Keep to the same strategy; stay together and keep your troops healthy. You should consider buying some Herbl and have your normal troops use them, to save your MP for the really tough enemies.

You'll notice a girl on the ground. It's Karen, and a man will come by, pick her up and carry her off to the east. Follow him to his house. Enter and talk to the guy. Go upstairs and talk to his wife, who is caring for the girl they found. She'll wake up and join your team. Note that she's in a one person army for now. Leave this place.

Battle 6:

Slightly easier than Battle 5. Use the same strategy, but don't have Karen charge ahead sheepishly; Wizards aren't good fighters or damage absorbers!

Let's return to Segartea. Return to the Elder's house and talk to the two guys inside. Agree to find and help Rolan, then go upstairs to get Karen. Leave this place through the south exit.

Battle 7:

Same as Battle 5, but easier, seeing you have Karen to heal your troops.

Afterwards, go south this time, follow the path, and go to the mountain city of Albany. Go to the room on the far right, bottom floor. This is the hospital. Talk to the nurse and go downstairs to find Rolan's army. They took quite a beating due to a lack of magic, and Karen will insist to be with Rolan because they need a healer. From now on, Karen counts as part of Rolan's army, who will join you! We'll leave this place through the northeastern portion of this place.

Battle 8:

Now, common sense would tell you that now that you have a second army, it would be easier. True, but it's difficult to keep everyone alive from now on, although it's still easy to win for now. You can keep the hero's and Rolan's armies together to mow down the enemies, OR you can split the two up, one going to the south and one going to the east. Now...

...welcome to Gratska, home of lots of drunkards. There's not much to do here, except outfit your troops. Leave through the northern gates.

Battle 9:

Look at how few enemies there are in that area to the northwest. Too good to be true, eh? Pretty soon, the monster dens will start to bring additional monsters to the field. Get rid of the dens quickly, and spread out your two armies, but not too far, so you can back the other one up if things get hairy.

After winning, don't go to Milton (town on the left) just yet. Go north to find Orlof's mansion. Here, you'll be greeted by a girl, who will tell you to come in. Rolan will be pensive here, thinking this is a trap. Talk to everyone and on the second floor, go to the room on the top right and talk to the girl there. You'll be given a place to rest, but they lock the door on you! Rolan will get mad and tell you to search the place. Then talk to him and eventually a girl will bring in chicken, Orlof's favorite food. Rolan thinks it's a trap, it has food poison, and won't eat it. Orlof will also come in and talk about the mission you and Rolan are on. He'll explain that he, too, is on a similar mission to rescue Tifa, one of his girls. His army will unite with yours, then suddenly, we can smell a fire! A girl will run in and say the kitchen caught on fire! Orlof will have you rescue the girl in there, and he'll try to save Tifa's Lapis Lazuli. After everyone gets out of the mansion, you're on your way to your next destination, Milton.

Battle 10:

Not too bad, seeing you have your third army now. Stick to the tried and true strategy of keeping together and healing when needed.

Like Albany, there's nothing much to do in Milton. Leave through the south.

Battle 11:

Who! This battle can be tough if you're not fully prepared. Watch out for the Falconers, who can attack from a distance AND at an angle. The enemies are also getting stronger, so be careful. You might have a lot of normal troops die, but you can always revive them. Let's go to Darbia afterwards.

In Darbia, you'll learn that the only way forward is the Undersea Tunnel, but it's blocked by someone. Look for a house with a green roof. There, on the top floor, talk to Mr. Borne, only to find out he's not letting anyone pass through

the canal. Leave the building and look for Orlof. Talk to him and bring him to Mr. Borne. Apparently, he still owes Orlof a favor and will let you use the Undersea Tunnel! Then go to the Undersea Tunnel, which is located to the left of Mr. Borne's house.

Keep going until you see a bunch of people, who are refugees from Lutom, the next town. Talk to the red kid, because he has information. You'll learn that Firis, Ellen, and Tifa were taken somewhere. Since Rolan's feelings for Ellen are so strong, he'll go crazy and run ahead, leaving you and Orlof behind! Follow him and you'll end up in Lutom. The place is in ruins, so there's absolutely nothing to do, except rest at the inn if you haven't already. Leave through the left.

Battle 12:

This battle isn't too bad, despite the fact Rolan's not with you for now. Keep both of your armies together, concentrate on the enemies across the bridges first, and when you've taken care of them, fight the monsters in the north. When you're done, you'll see two towns. Go to the one on the right; the one on the left isn't really a town at all.

Enter the next town, Irondell. Everyone here is pensive, but don't let that bother you. Talk to everyone and leave. Go to the area on the left. This is really an enemy stronghold. Go north and you'll see monsters dragging the three priestesses somewhere. Go upstairs and you'll find Rolan. He got his butt whipped pretty badly, because he couldn't hurt some Philaxra monster because he couldn't use his ice magic. You'll have to take him back to Irondell.

This next part is pretty tricky. After Rolan recovers, you'll have to play hide and seek with some kids. I don't remember exactly what to do, but whenever you find a kid, indoors or outdoors, talk to him. Eventually, when you've completed everything, you'll find one of the kids has Ellen's Emerald Rod! Rolan will demand to give it back, but he only scares the kid. Karen will take care of the situation and persuade him to give it back to Rolan. Now you can use Rolan's magic! SWEET!

Return to the enemy stronghold, and prepare yourself for the next three battles, because you can't use their normal troops.

Battle 13:

This battle is pretty tricky, seeing as you only have the hero, Rolan, and Orlof. The biggest factors to winning is to gang up on the same monster until it dies, and keep your characters alive. You should consider buying Herb2, since it's more effective than Horma, and you might want to save your MP for Gesarch or other spells.

Battle 14:

Like Battle 13 but harder. When you're done, forge onward to fight Philaxra, the boss!

Battle 15: Boss Battle, Philaxra

Rolan should be at least level 9 so he can cast Krunas enough times to kill this guy. Have Rolan cast Krunas over and over again, and have the hero or Orlof cast Horma every round just to keep Rolan alive. If Rolan dies or runs out of MP before killing Philaxra, don't even try to put up a fight. Philaxra is immune to every other attack and spell. Keep the hero and Orlof at least 2 spaces horizontally away from Rolan so Philaxra can't use Burlaiz.

Leave through where Philaxra was standing.

Battle 16:

Here's where the game starts becoming difficult. You've got Falconers to take

care of, and a new enemy - the Crawler. These guys can go through your people, hurting multiple targets. Spread out, but not too far, as not to get surrounded. Go north to the next town, Susanda.

In Susanda, you'll notice all the people here are old. Go to the house in the southwestern portion of town to learn you need the Mark of the Winga. and talk to the two guys. Leave and talk to the elder, who's house is to the right. He has the Winga Mark and will give it to you if you agree to protecting the people who want to retrieve water for the town. Leave the town through the eastern entrance you came from.

Battle 17:

Your goal for the first four turns is to protect the three Fogeys. Fight extra cautiously, as there are more Crawlers than before. When it's the fourth turn, you'll find out the well has oil instead of water. Finish the battle normally, but you'll probably have lots of troops die.

Go back to Susanda and talk to the elder. He complains about the oil and won't give you the Winga Mark just yet.

Battle 18:

You see all those Crawlers up there. Actually, this is much easier than it looks. Once you've killed off all the nearby monsters, you can concentrate on opening the water to Susanda. As you might have learned in the town, equip the Pickaxe and attack the rocky ground. The crawlers in the north will just sit there unless you get close enough, so pick them off with Gesarch or Fribane.

When you win, go back to Susanda and talk to the elder. He'll give you the Winga Mark. Leave through the north exit and fight the same battle again, this time without having to open the oasis. Use the Winga Mark and defeat all the monsters. Go to the huge machine wandering away from you, have your character stand on it and choose the Hold command and you enter Winga!

Go to the middle, where you'll see two sets of stairs. Go up, and you'll see a meeting room. Talk to everyone, and sit on the empty chair. You'll discuss how to break into the enemy's wall, and recruit Hans's army for help. Leave the meeting room and go right, where you see more stairs going up. As instructed go to the chair near the steering wheel. Ram the Winga into the big part of the wall and you'll enter another battle!

Battle 20:

This battle is pretty tricky if you don't know what to do. You see those buttons throughout the map? You have to keep at least one troop on the buttons to open the doors. However, this means you'll eventually have to leave your armies behind for now. The enemies aren't too strong, but there are a LOT of monster dens; they'll multiply really quickly, so you'll have to get rid of them. I suggest having Hans's army open the first gate, then Orlof's for the second, and either Rolan's or your armies open the third. But whatever you do, do not let any of your armies' leaders die! The very last part will be pretty difficult, considering you only have one army there. Try to disarm the traps, and switch between your last two armies (by moving the first one out and the other one in) if things get too hairy. When you manage to get through all the defenses, go to the middle of the map, where you'll see... Firis, Ellen, and Tifa! Or is it them!?!? When you get close enough to them, they're really fakes and transform into Garps!

Boss Battle: Garp (three of them) (HP 77, MP 27, AP 31, AC 25)

These guys can use Marrow, so gang up on one until it dies, then gang up on another. If you still have archers near where you opened the second gate, move them near the wall north of these monsters and have them attack. Or

better yet, use someone who can use Gesarch. Combine the two (or three, with you army fighting them) and you should easily beat them.

After this battle, a man runs in and says to return to the Winga. There, you'll celebrate and drink. Return to the upper room and talk to everyone. The Winga took quite a beating, and will need to be rebuilt. Hans will come in and say he'd like to join your armies to visit other towns. He'll then open a bridge. Go to it, and you'll be back in the wall. A monster will come and blow himself up, sending you into the air and into Messalia. Hans is there, but Rolan and Orlof flew elsewhere.

Go to the building left of the inn. Talk to everyone inside on every floor and leave. A pidgeon will come. Search it to find that Rolan and Orlof sent a letter, saying they're OK. Go back in the building, talk to the guy at the counter and give him 100 gold to send a carrier pidgeon to them. Go down from the place and talk to Hans. Leave the town and go back in, and to the water fountain. Another pidgeon will come. Search him and get another letter from Rolan and Orlof telling you to get some oil for explosives. Go back to Susanda to get the oil.

Remember the elder who gave you the Winga Mark? Talk to him. He'll give you your oil. Return to Messalia. The pidgeon carrier store will say his pidgeons aren't strong enough to carry the oil, so you'll have to look elsewhere. Find Hans, and enter the building he's near. Talk to the guy with the glasses and he'll let you use his pidgeon for 80 gold. Pay him and leave. Go to the right to find Hans. Search the pidgeon that's following him to find the explosives. Get permission from the mayor to use them. His house is near the water fountain, the house with the sign out front. Go to the third floor and talk to the mayor. Go to the north part of town, where all the statues are. Line yourself up where the bushes intersect, go north, and set the explosives there. You'll go to Cassalia, where Rolan and Orlof will instantly greet you. By talking to people here in Cassalia, you'll learn about their Crystal Priestess, Rina, being kidnapped by monsters.

NEW! I've noticed there's an exit leading to a cave on the right side of town! To get there, go to the weapon store in Cassalia, and talk to the old woman on the second floor. She'll tell you a weapon that can only be held by the holder of the Lapis Lazuli is hidden in a cave to the east. If you try to go to the eastern part of town before talking to her, some weird guy will just keep blocking your path.

Once you enter the cave, go right and up. You'll find a chest containing a Krunas Figure. From there, go left and find another chest. This one has a Horma Ring. You'll see a bridge and an injured man. He'll say a treasure here is guarded and he couldn't hurt it. Go past the bridge and in the door. From there, go north to fight a battle with a huge golem guy called BigStone. Now, the first time I fought this guy, he was extremely easy because I was just near the end of the game and I returned trying to find other stuff. I'm guessing this guy would be hard if you fought him when you should have. He is immune to elemental-based attacks (such as Burlaiz/Fire, Krunas/Ice, and Laizak/Lightning), and he can hit really hard. In fact, he still did like 30-40 damage when I was like level 20 and had the best armors that were available before the final stage! His earthquake attacks aren't too bad, though. When he is defeated go north to find the chest containing the Jupiter Halberd! Give it to Orlof, the only one capable of using this great thing.

Return to Cassalia. Let's go to the north, past the church, to find the exit and enter another battle.

Battle 21:

A pretty tough battle. Again, try to unarm the monster dens as soon as possible. But even if you can, the monsters have a lot of HP and can hit pretty hard, so be extra cautious. It's actually better to send your armies to different areas of the map, so you can quickly get rid of the monster dens. Just keep them healthy and you should be fine. After this battle, enter the next town, Mahle.

Wow! Right in the center of the town, are statues of you, Rolan, Orlof, and Hans. Apparently the people really appreciate you opening the wall, linking the two towns together, and slaying the monsters. Talk to the mayor (his house is in the southeastern section of town) and he'll tell you to wait at the plaza, where you'll now see Rolan, Orlof and Hans waiting for you. Talk to your buddies and sit on the empty seat. Some hosts will come and serve you chicken. Remember how Orlof loves chicken? Hans doesn't, so he gives his portion to him. When you and your allies eat it, you'll get high.....Just kidding. You're merely paralyzed. The mayor will then reveal himself to be Gel du Rey. The statues will also turn into monsters. Gel du Rey will fly away (wimp) and Hans, who didn't eat the chicken, is still healthy and will kill off the monsters. A girl will also reveal herself to be a monster, and run away, bumping into the fence on the way. When everything is over, you're now jumpy and will move all weirdly. Leave the town through the west gate. Don't get dizzy now! Hehe.

Battle 22:

Not too hard, except occasionally, the hero, Rolan, and Orlof will randomly have paralytic spasms, and it's basically like choosing the Auto command. If it wasn't for that, this battle would actually be easy.

NOTE: You can continue the game like this, but I seriously recommend getting yourself cured of the poison. Go to the next town, Kaefner.

Go to the left, to the hospital. You need help for your current state. Inside, talk to the nurse on the stairs, only to find out the doctor's full. Crap, right when you need him. Oh well. Leave and go to the right, down the cellar. Talk to the old guy and he'll accompany you to the doctor's office. The nurse will let you upstairs, and the doctor will tell you it's poison of a Bari Mushroom. He'll cure you, and the others for 50 gold. Leave the hospital and look for Rolan and Orlof. Take them to the doctor, but you can only take one at a time. Rolan will be able to stay with you, but Orlof, who had double dosage, will have to stay behind unfortunately...this also means his army will stay behind for now. They will be unequipped, so if you see a whole bunch of weapons and armor, don't be surprised. Anyways, let's leave the town from the western gate.

Battle 23:

This battle is surprisingly easier than the last couple battles. However, beware of the ghosts who can cast instant-death spells. Still, this battle isn't too hard. When you win, get ready for your next destination...

Jarmy. You'll learn here about some guy named Duval who used to be the guard captain here, but he's left and formed his own army. Talk to everyone, then look for Heniamul, who lives in a house surrounded by a moat. Locate it on the northwestern portion of town. Give Heniamul 180 gold and he'll guide you to Duval's place. Leave through the bottom part of town and enter another battle.

Battle 24:

This battle is annoying. If you stray away from Heniamul, he'll yell at you and will refuse to move. Despite that nuisance, keep 1 or 2 armies ahead of him and fight the enemies. Eventually, he'll ask for an additional 100 gold. Pay him; it isn't much. When you defeat all the enemies, he'll uncover Duval's place. Go there and enter. Talk to Duval, the cool looking guy there. He'll tell you to go to Bajjat, which lies to the north.

There's nothing much to do in Bajjat. To the left of the church is a dirt path. By going on the right half of it, you'll end up in a crystal cave. Talk to the old man and he'll dig a path for you, to find nothing. He'll then mention a man of dreams and hope. Exit the cave and talk to Rolan, who is on a nearby hill. He'll think of himself to be that person and follow you. Take him to the old man in the cave. He'll dig another path and he still hasn't found a crystal yet. Leave the cave and look for Hans, who is in the building in the southwest corner of town. Talk to him and he'll follow you to the crystal cave. The old guy will dig another tunnel, and this time a sacred crystal forms. Hans will take it (you can equip him with it too).

Return to Duval's house and talk to him. He'll join you and tell you there's trouble in the town of Essencia, where the Amethyst Priestess hails. Go down the stairs next to him and down into some caves.

You'll probably hate this level if you don't know what to do. The two doors on the sides of where you start lead to dead ends, and you have to step on the orange squares and fall down to lower levels. Go to the left and down on the orange square. When you fall down, you'll see three more orange squares. Go to the left and choose the square on the bottom. Go clockwise and up some stairs. Ignore the next square you see and continue. You'll see three squares all lined up horizontally. Step on the one on the left. From there, go to the next square on your left. Continue until the caves branch out in two directions. Go to the right and on square. Ignore all the squares from here on and go up the stairs, to the next overworld.

From the crater, go south and follow the brick path until you come across a cave, which is Lydia's hideout, and refuge home of the town of Essencia. Go in and a guard will ask if you're an ally of Rolan or Hans. Say yes and he'll let you pass. Here, you'll learn about a Lady Cecille being kidnapped and her best friend, Lydia, plans a rescue mission. Follow the path going right and eventually you'll come across six treasure chests. They contain: Silver Sword, Copper Spear, Steel Spear, Iron Sword, Iron Spear, Iron Sword. Return to where the path intersects and go north. Talk to the lady on the pedestal and she'll talk about reclaiming their hometown Essencia. She'll give you an item, Disguise. Leave the cave and go to Essencia, which is found to the left. Make sure you wear your disguise before entering.

Talk to the monster and say no to both of the questions he asks. Upon entering, go southeast and locate a guy in green, who's standing near a withered tree and some rocks. He'll hatch a plan to steal the magic-inhibiting seal by night. A whistle will blow, telling all the humans to go to the lodge house. Go upstairs and talk to everyone. One old man will tell you the Amethyst was swallowed by a Sandworm. When you've talked to everyone, go downstairs and talk to the guy at the door to begin the plan. Keep going forward along the path and you'll escape with the seal. Get ready for the next battle!

Battle 25:

Pretty easy! You only have the hero, Rolan, Hans and Duval to fight this battle, but there are only 3 Biggsleys and 3 Jarks...for now. Every turn, monsters from inside the town will come out and join the fight. The only way to win this is to position the hero on the town.

When you leave the battle, go to the right and look for a building with a female soldier standing outside of it. On the top floor, talk to Lydia. She'll explain that without the Amethyst, the town's all barren. Leave through the left gate to fight your next battle.

Battle 26:

You see only one enemy, but he is pretty big. Actually, he's pretty easy. Even

though the boss music won't play and he's easy to beat, I still consider him a boss. He can call an earthquake to hit all of your people, but he's nothing too bad. When you see BabyWorms, have Duval cast Fribane and you should easily win. When you win, step inside the worm's mouth and enter it!

Keep going until you find a green guy. He'll start complaining and whenever he asks if you're mad at him, keep saying Yes and he'll give you all sorts of cool stuff! I got a Book of Strim, Stylish Bow, and most importantly - the Amethyst! Let's get outta here and go back to Essencia. By talking to Lydia, she'll tell you to go outside and use the Amethyst. Do what she told you to do and go back inside. She'll say she'll return the Amethyst to the church and look for Lady Cecille.

Battle 27:

You see all those stone walls? Attack them four times to dismantle them, then you can walk by them. Be careful of HellFires, as they can use Burlaiz at the cost of no MP! This is a pretty tough battle, and you'll most likely have to play it a couple times before winning.

Enter Seakett, which is located on the bottom left portion of the map. As soon as you step inside, Hans will say this is his kind of town and will run off to look for girls (he'll pick up a girl named Cozette). Nothing to do here, except upgrade your equipment. Go to the southeast part of town for the first exit.

Battle 28:

Judging by all those monster dens, you're probably thinking this map is really hard to beat. It's not easy, but it's not hard. It becomes easier once you dispose of all the enemies and dens that lurk on the first hill. The second hill shouldn't pose much a threat, since you should easily be able to wipe out Raptors. Be aggressive in this battle.

This next town, Baan, really confuses me. Not in the layout or what to do, but the way these people speak. If someone doesn't mind, can you tell me what they are saying? By talking to Duval (not required) you'll learn that this is the Tungal dialect. Anyway, as you walk around, Hans will start talking about Cozette. Go to the left, and when you try to leave, a soldier will run up to you and tell you Seakett is under siege and he asks you for help! Naturally, Hans will worry about Cozette. Return to Seakette. You won't encounter any enemies if you go by foot.

Something's happened. Bandits have attacked, and you'll see all the girls are gone. Hans will explain that Cozette went into the cave to fight off the bandits. Leave through the north exit and follow the path to a cave.

In the cave, the soldier there will complain that the bandit's are really tough. Go south from where you entered and find a chest containing a Silver Boomerang. There are 5 paths. Each one has a battle, which you'll fight as the hero, Rolan, Hans, and Duval alone, but each one has a unique hazard. Note that the traps will still act before your turn ends, even when no enemies are alive. Here's a brief summary of what each area has in store for you:

- The upper-left one has crossbows which will fire at you when you're lined up with one vertically. Beyond that area, you'll find two chests. One contains a Speed Boots, the other has a Burnas Statue.
- The upper-right path has little diamond-shaped tiles that will shoot at you as if it was the Marrow spell. There's one chest after that, it contains a Magic Robe.
- The lower-left area is pretty much the same as the upper-left, but with a slightly different layout. The treasures here is an almighty Luna Bow!
- The lower-right one is like the upper-right, but again it has a different

layout, and the treasure found here is a Flame Sword.

-And finally, the bottom path also has those Marrow like things, and one thief will transform into Wolfen. This guy is really hard to beat.

Be aggressive with each battle. When fighting Wolfen, equip the Flame Sword to the hero, have him move straight down, and attack with the Flame Sword, which acts like Burlaiz. Hans can help pick them off with his Luna Bow, and Rolan and Duval aren't much help.

Hint: It might help to get one set of treasures, use Strim to return to Seakett, then return to the cave, get more treasures, and repeat until you get every treasure. Or, if you think you have enough MP for another battle, have your basic mages heal your people.

When you've disposed of Wolfen's army, go down to find Cozette. She got hurt pretty badly, and Hans will get her to the hospital in Seakett. Unfortunately, Hans will leave you for now... before going to the room Cozette's in, equip Hans with a Bowgun or something so you can keep the Luna Bow.

When you regain control of your character, leave through the south exit to repeat battle 28, or you can bypass it with Strim! Either way, go to Baan.

Here, leave through the left exit and Lydia will come and join you. Leave to the next battle.

Battle 29:

The difficulty level cooled down a little bit. Like in the bandit cave, you can be aggressive in this battle, but watch your HP.

When you reappear on the overworld map, go left to the town of Tungal. Again, here they speak all weirdly. And crap the item shops are submerged in water. Oh well. Look for Duval and he'll offer to decipher what the people are saying. Return to the entrance area, then from there follow the path going left, past Lydia, and into a isolated house on the hill. The guy inside says he only talks to women. Leave and find Lydia. Return to the weird guy and he'll tell you to leave Lydia here. Lydia will keep going in and leave the house to ask Duval for a translation. The guy thinks Lydia's hot.

1st message: "That's a fine ass, girl! How about I tell you something just as fine?"

2nd message: "In stopping a river flood, I know dam and nothing however."

3rd message: "In river of dam to spinning break that man for repair would know by the way girl those are really hot tits."

When the guy is done hitting on Lydia, return to the entrance (but don't leave yet) and go to a house north due to there. Talk to the injured guy in bed and he'll ask if you really want to fix the dam. Say yes. If you talk to Rolan outside, he recalls a woodcutter somewhere near Segartea. To avoid a long, tedious journey, use Strim to return to the Woodsman's house (you should recall being here when Karen joined your team). Talk to the woodsman and he'll give you a Log. Return to Tungal and leave through the south exit.

Battle 30:

Same as battle 29, except you're on the other side of the map. Use the same strategy as from the previous battle. However, you start out in a confined area so it's easy to get trapped.

Find the dam, which is in the northern section, with some stone blocks to walk on to go to it. Stand in front of the open part of the dam and use the Log to repair it. Return to Tungal.

Remember the area that originally was flooded with water? Now the water's been drained, you can go to the shops, and then to your next destination, to the left exit of town.

Battle 31:

A tough battle. How should I say this. It's foolish to go on the offensive, but don't take your time. If you go on the offensive in this battle, without healing or getting rid of monster dens quickly, you probably won't make it through this one. Now, Life Herbs are invaluable. Same goes to Herb2.

In the northwest part of the map, you'll see the next town, Bourve. As you go inside, you'll instantly see the town's been destroyed, with a few survivors. Their Turquoise Priestess, Claire, was also captured and taken to a crater in the west. Leave the town through the west for your next battle. Just kidding. Unbelievably, there's no battle on the way there!

Argh...I hate this level, and you probably will too if you aren't totally ready. Like in all "dungeon" type levels, you'll fight every battle with just your leaders alone. In the cave, you'll find Penta and some archer guy. Ignore them; they won't do anything. South of them, you'll find a chest containing a Heal Staff!

Again, like the other cave where you had to rescue Cozette, it might help to use Strim after battles to heal.

In the first room you come across, you'll fight a bunch of LandUrchs, Manticores and an Ampelar. Kill them with crowd controllers. When they are defeated, find a Saturn Spear in a chest behind them. Duval's the only one who can wield this thing, so give it to him.

In the corridor near the Heal Staff, you'll fight the same battle, but with a Totelice guy instead. Although he can't attack normally, his spells are pretty deadly (he can cast instant-death spells!) and magic ain't too effective. For the first round, Rolan should use Krulain, Duval should use Fribane, Lydia to heal, and the Hero attack with his Flame Sword. Then finish these guys off with normal attacks. Behind this battlefield is a chest containing Mercury Suit. Only Rolan can equip this durable thing, so give it to him.

When you've gotten both items, go to the middle of the volcanic hallways and into the room in the middle for your next battle.

Battle 32:

This battle is really tough. There are monster dens and you don't have your normal troops with you. I suggest having Lydia and Rolan go to the right and disarm the dens, while Duval and the hero go north and cut down the monster ranks. Use your MP for healing, but if you need it to attack, use it for powerful crowd controllers. If Duval is about to die, have him try to run to Rolan and the hero, since you'll want to use his MP for Bunsido. Keep everyone alive. And healthy. When you've finished business, go to the northeastern part of the map. This room is linear, except there are two chests containing Herb2. Take them; chances are you'll need them.

Battle 33:

Like the other two battles where you fought to win those powerful items, but now you have a Karmani to handle. This guy takes a frustratingly long time to defeat, and he can hit pretty hard. His lightning magic killed my guys in like 1 or 2 hits!!! Have Lydia use Macuum on him, while the others fight. When he is defeated, he'll say there's no stopping the resurrection of the Megagod Jisfandel.

Go to the room above you to rescue Claire. She'll take you back to town. A man will be relieved about her safety, then lightning strikes! Gel du Rey will kill the man who was going to you and ask to hand over the priestess again. I said no but either way Claire will give you the Turquoise and, despite what you say, will go to Gel du Rey and sacrifice herself to make him go away. When this is over, go north, past the church, and to your next battle.

Battle 34:

Mow down the enemies however you can, but be careful since it's a cramped area. The dens might be inactive for awhile, but they do start making monsters later. Macuum helps against those Wolfen guys.

This odd structure isn't an enemy fortress. You'll see your allies there, and Hans and Orlof will be there, too! As you go forward, a sage, the Guru of Lambruvir, materializes. He'll tell you he once governed the Sapphire, and each gem was to place a seal on Jisfandel, but it's starting to weaken. He'll say Lord Ezekiel wants to sacrifice the priestesses to revive Jisfandel, and you must prevent it. He'll then give you a test, where you'll fight five clones of yourself and retrieve Solar Armor!

Battle 35:

This battle isn't as hard as you might think. These clones have the exact same stats as you do. They can heal themselves, which makes this fight long, but this shouldn't prove to be much a problem. Luckily, they don't gang up on you; you just have to fight them one at a time, unless you charge ahead sheepishly. If you level up here, these guys also level up too! When approaching one, if you're too far away to hit them, make sure you're not using the Flame Sword, or they'll get the first hit and make your battle miserable. I suggest level 20; so you these guys aren't too strong, but you'll have enough MP to cast Horpha enough times to win.

After this battle, go to the treasure chest to retrieve the Solar Armor. You'll warp back to Lambruvir. The sage will appear again and tell you you're the Justbreed. He'll tell you to hurry before the sacrifice is done. Talk to Rolan and he'll ask if you're fully prepared. Once you say yes, you won't be able to return! You'll warp to the final level, but now you only control the six heroes from now on! This level is so big, I'll divide it with the equals line.

Note that Hans and Orlof's stats are up to par with the others (level 18 when I played). Also, be sure to check their equipment, to see if they're properly equipped.

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THE FINAL LEVEL! You're so close to winning now; don't give up just yet! Here are some hints for the next several battles:

- The normal troops won't follow you here, so you might as well jack their stuff and upgrade your heroes' equipments with them if you haven't already, and/or you can sell the troops' stuff to buy expensive items here.
- Since you don't have to repeat the battles if you backtrack, whenever you win always return to the first floor, heal up, and stock up with Herb2, Life Herbs, and Ale.
- If you're approaching a dragon and you're too far away to hit him, use an Ale. On your next two turns you can hit him really hard.
- Use a mix of offensive and defensive tactics. Keep everyone healthy, but try to kill enemies as soon as possible. Tornado Axes make short work of enemies who try to surround you.

Floor 1:

Go to the left to find a Just Shield. Go to the right to get a Just Armor. From

the middle, go up. To the right of the secondroom are shops. To the left is an inn. Don't save here unless you're positive you can beat this level. When you're ready, go to the middle room and up the stairs.

Floor 2:

I suggest going left first. You'll fight a battle with a bunch of monsters and a Red Dragon. Kill them quickly and don't forget about dens, but keep an eye on your HP. When you're done, go to the next room to find an MP Ring and a Light Sword. Give the MP Ring to Lydia, and Light Sword to the Hero. Go back to the first room on this floor and go right. Do what you did in the other battle, but have Lydia heal with Hosplus. When you've taken down all the normal enemies, concentrate your attack on the dragon. Go up the stairs behind the Green Dragon to find the Just Spear. Go down the stairs and to the left, to the third floor.

Floor 3:

Keep going south for a StrmPod. Then go back to the intersection and to the right to fight a Blue Dragon, along with some normal enemies. This guy uses lightning magic. Have Lydia heal and everyone else attack the dragon and the enemies. When you win, proceed to find a Venus Shield and a T-Bolt. Now look carefully at the bottom left corner. You'll see a different tile. Step on it and you'll fall to a room with another MP Ring. Go forward to fall down to the inn on floor 1. Return to the junction on Floor 3. Go to the left this time, for a considerably harder battle that includes a Snow Dragon. You'll be attacked from two directions, so fight with caution. Use Tornado or Storm Pods to attack the enemies coming from the north. When you clean them out, do the same to enemies coming from the south. As you might have guessed it, ice magic (such as Krulain) isn't too effective against these ice-breathing enemies. Don't let enemies accumulate. When you defeat the Snow Dragon, go right to where it was standing to find a Holy Ray. Go back to the left and up the stairs.

Floor 4:

Go south for an EXTREMELY difficult battle. The Draclich, Thanakia, and...Gel du Rey are here! They have huge HP amounts and the enemies are fierce, so brace yourself for a tough battle. Try to mow down the enemies as quickly as possible, so you can reach the monster den. When you've defeated every enemy except for Gel du Rey, don't go to him just yet. Equip MP Rings and stand still to restore everyone's MP. When one person's MP is maxed out, unequip it and give the ring to another character. Keep doing this until you are completely healed. Now go to him. Actually, he isn't that tough to beat. Mount your physical attacks on him, and have Hans and/or Lydia heal when needed. Note that you won't be refreshed after this battle. Go back to the first floor and rest up for the final battle. When you're ready, go back to where Gel du Rey was. Go north and onto the teleporter to the final battle!

THE FINAL BATTLE:

Firis will say not to worry about her, and to run while you can. But, you're the JustBreed, so let's battle Ezelkiel, who will tease you. He's not very hard to beat, since he's alone for now. Keep hitting him regularly, then heal when needed. When he's defeated, he'll revive Jisfandel and the Priestesses above you will disappear. You'll now fight Jisfandel. I was fooled the first time I fought him, because you have to kill him in multiple spots; the glowing horns, the green face, and the ball on top of him. However, you cannot harm the ball unless you destroy all the other parts first. When you defeat him, get ready for the ending!

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Normal Enemies

*----Name----	*-HP-*	*-MP-*	*-AP-*	*-DP-*	*-EXP-*	*-Gold-*	----Special abilities/spells----	*
MushEye	8	0	8	1	2	6	None	
Ratachu	11	0	7	3	3	8	None	

Stinger	10	0	9	3	3	10	Can fly	
Garmanii	11	0	11	7	5	20	Can shoot from 3 spaces away	
Pyon	10	0	16	4	5	18	None	
Shmealth	18	4	12	12	8	24	Can cast Burnas	
Escargak	33	0	14	16	8	30	None	
Skeleton	49	0	27	16	12	40	None	
Trent	35	12	10	10	6	32	Can cast Toromar	
Falconer	53	0	25	15			Can attack from a distance/angle	
Skaerie	47	25	25	20			Can cast Toromar and Horma	
CragCrab	57	0	25	31			None	
Python	59	0	41	20			None	
Crawler	47	0	27	39			Can go through while attacking	
Moird	59	0	43	20			None	
Biggsley	79	0	43	33	57	122	None	
Stirge	57	0	38	20	45	114	Can fly AND shoot	
Ghost	41	43	12	18	57	114		
Phaun	41	37	12	18				
Jark	69	0	37	41			Can shoot cannonballs	
BabyWorm	37	0	49	37				
Basilisk	85	6	20	41	90	204	Can cast Toromar	
Raptor	57	0	41	20	57			
Hellfire	93	0	33	33	120	264	Can use Burlaiz and shoot	
LandUrch	57	0	59	77	207	414	None	
Thief	120	0	57	57	132	264	Can hit/run & hit from distance	
Gargon	87	0	57	49			Can hit/run	
Ampelar	132	0	67	63				
Zombeast	65	0	61	41	102	114		
Wolfen	187	90	84	57			Can cast Tornado	
Manticor	77	0	63	41	207	414	Can use Burlaiz	
Mantaflly	69	0	44	37			Can fly	
Totelice	207	167	0	41	381	628	Can cast instant death spells	
K'thon	207	126	77	41			Instant death, Horpha, Barazan	
Vangoria	151	0	63	57			Uses ice version of Burlaiz	
Nebilus	667	506	57	61	381	762	Can cast Barazan, Krulain, Horpha	
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Bosses (in order of appearance)

-----Name-----	HP	MP	AP	DP	EXP	Gold	Special abilities/spells	*
Philaxra	207	167	61	555			Can cast Gesarch and Burlaiz	
Garp	77	27	31	25			Can cast Marrow	
BigStone	104	0	69	61	167	342	Can cause earthquakes to hit all	
Sandworm	120	0	61	57				
Karmani	401	102	74	69	381	762	Can shoot arrows, cast Barazan	
(hero clone)	***	***	***	***	500	None	Can cast Horma; has hero's stats	
RedDrag	970	0	90	77	461	922	Can use Barazan	
GrnDragn	970	0	90	87	461	922	Can use Tornado	
SnowDrag	970	0	90	77	461	922		
BlueDrag	970	0	90	77	461	922		
Draclich	1xxx	0	90	77	555	1110	Can use Barazan	
Thanakia	970	560	0	67			Can cast Krulain	
GelduRey	1xxx	506	77	77	667	1334	Can cast Tornado	
Ezelkiel	970	506	69	67			Can cast lightning, Barazan	
Jisfandel	506	0	87	102			Can use Barazan	
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Item List

-This is sorted by: Weapons, Armor, Shields, and Misc, and Items
 -Power means how much of an increase in attack or defense.

- For items, instead of Power it's effect.
- Where means how/where to acquire the item
- Price is self-explanitory, left digit being the buy value and the right being the sell value.
- Opinion is my opinion of the item, and if it's worth buying or not.

Weapons! Only Archers and Hans can use bows and boomerangs, the other three heroes and the basic fighters can use swords and spears, and wizards can use staves.

Swords are basic weapons. Spears can attack one more space ahead, but not at diagonals. Staves can do the same and hit from a diagonal. There are a few unique weapons as well.

Wooden Bow

Power: 3

Where: Lenny and Elk start with these things

Price: (N/A) (?)

Opinion: Garbage. Better than nothing, though. Upgrade ASAP.

Blunt Sword

Power: 3

Where: Gill starts with it

Price: (N/A) (?)

Opinion: Well, it's better than nothing. Upgrade ASAP.

Thin Sword

Power: 5

Where: The hero starts with it

Price: (N/A) (?)

Opinion: Not a very good weapon still, but hand it down to Gill when you get the hero a Copper Sword until he too can have better weapons.

(some kind of staff, don't remember what it's called)

Power: ?

Where: Isaac starts with it

Price: (N/A) (?)

Opinion: Better than nothing, I suppose. Upgrade to Stone or Glass ASAP.

Blunt Spear

Power: 4

Where: Marsh starts with one, Schloss, Segartea, Albany

Price: (70) (35)

Opinion: Not bad, seeing you can attack from one space away with these things, but I'd rather buy the next weapon, which is...

Copper Sword

Power: 7

Where: Schloss, Segartea, Gratska

Price: (130) (65)

Opinion: This is an excellent weapon for your hero and fighters for a long time. I'd invest in some of these, granted you have the funds.

Stone Staff

Power: 5

Where: Schloss, Segartea

Price: (30) (15)

Opinion: Whether you want Isaac to use physical attacks or not, it's also up to you to decide if this is worth it or not. I bought it, so Isaac can

contribute more to the fight without using MP. And it's cheap, so don't be afraid of getting cheated.

Copper Spear

Power: 8

Where: Gratska, Lutom

Price: (290) (145)

Opinion: Orlof also comes with one of these. You might as well keep it on him, but I wouldn't buy this thing, because you'll get better alternatives pretty quickly.

Copper Bow

Power: 8

Where: Segartea, Gratska

Price: (180) (90)

Opinion: Not a bad buy, really. But I'd only buy these if you can't afford the next weapon, which is...

Wooden Boomerang

Power: 11

Where: Gratska, Darbia, Mahle

Price: (400) (200)

Opinion: These things are expensive, but they are stronger than Copper Bows, and you can attack from angles with these things. So yeah, these things are definitely worth it if you have the money. They'll last you for a long time, too.

Glass Staff

Power: 9

Where: Gratska, Darbia, Winga, Cassalia

Price: (180) (90)

Opinion: A good weapon for your wizards. I'd buy it. Don't worry about breakage, even though it's glass.

Iron Sword

Power: 12

Where: Darbia, Winga, Cassalia, Mahle

Price: (410) (205)

Opinion: A very powerful weapon, and it will serve you well until you get a better alternative.

Iron Bow

Power: 16

Where: Darbia, Winga, Cassalia, Mahle

Price: (490) (245)

Opinion: A decent upgrade, but I prefer the Wooden Boomerang, even though it's not as powerful as this thing. I usually skip this one, because it can't attack from angles like the Wooden Boomerang can.

Iron Spear

Power: 14

Where: Winga, Cassalia, Mahle, Seakett

Price: (720) (360)

Opinion: A little expensive, but it's powerful and like all spears, it lets you hit targets one space ahead of you. If you don't mind spending extra money, I suggest buying some of these.

Steel Sword

Power: 20

Where: Mahle, Seakett, Baan

Price: (980) (490)

Opinion: Very powerful. Buy these for those who don't have Iron Spears yet.

Jupiter Halberd

Power: 57

Where: Chest in a cave east of Cassalia

Price: (Found) (Can't sell)

Opinion: This is found on a sidequest...I can't believe I didn't know about this until recently! With this, Orlof will make short work of pretty much ANYONE! In addition to being really powerful, this will also hit all adjacent enemies, even at a diagonal! Only Orlof is able to wield this kick-arse thing, however.

Iron Staff

Power: 12

Where: Mahle

Price: (600) (300)

Opinion: Rather expensive for a staff, and you won't use it for long. I suggest not to buy these.

Bowgun

Power: 16

Where: Jarmy, Seakett

Price: (780) (390)

Opinion: Although it can't attack from angles and it has the same power as the Iron Bow, this can be used at any distance and the arrow goes through enemies, making crowds easy to handle. If you decide to keep Wooden Boomerangs, at least buy one of these for Hans.

Spirit Staff

Power: 15

Where: Jarmy, Seakett

Price: (1200) (600)

Opinion: A good weapon for your wizards, despite the price. I'd rather spend my money on other stuff, though. Unless you have extra funds, don't buy.

Steel Bow

Power: 25

Where: Seakett

Price: (980) (490)

Opinion: If you think the Bowgun is too weak to do the job, then these things will do. I ended up not using these often since I preferred the Bowgun.

Steel Spear

Power: 22

Where: Baan

Price: (1420) (710)

Opinion: A pretty good weapon. You might as well buy a few.

Silver Staff

Power: 20

Where: Baan

Price: (2000) (1000)

Opinion: A great weapon for your wizards, but by then their physical attacks are next to useless, and these are expensive, so don't buy these.

Silver Sword

Power: 35

Where: Chest in Lydia's hideout, bought in Tungal

Price: (2100) (1050)

Opinion: Wow! This weapon is powerful! When you first get it, it's easily your most powerful weapon. I suggest giving it to either Rolan or the hero. Use this with the Bunsido spell to make it a truly deadly weapon for a long time. However, don't buy these because in the town you can buy them in, you can also buy Silver Spears.

Stylish Bow

Power: 8

Where: Given from a man in the Sandworm

Price: (Found) (1400)

Opinion: Okay, what exactly is so good about this weapon? It doesn't go through enemies like the Bowgun does, nor does it attack from angles like the Boomerang. It's weak, very weak, but sells for a rather high price. Unless you want your inventory to look cool, I suggest selling this thing.

Silver Boomerang

Power: 25

Where: Chest in the bandits' cave, final level

Price: (2800) (1400)

Opinion: A pretty good weapon, especially since it's a boomerang. Give it to one of your basic archers, seeing as Hans has the almighty next weapon...

Luna Bow

Power: 57

Where: Chest in the bandits' cave

Price: (Found) (Can't sell)

Opinion: Holy CRAP, this weapon is strong! Give it to Hans, but before he leaves your team be sure to give him something else, so one of your other archers can use this in place of him. If you do decide to let one of your basic archers, be certain to disequip it so Hans can use this thing once again.

Flame Sword

Power: 37*

Where: Chest in the bandits' cave

Price: (Found) (Can't sell)

Opinion: This is a weird, but good weapon. See the star near the 37 (its power)? Your attack power will remain at 37 when you use this, but that doesn't mean it sucks. It will cast Burlaiz when you attack with it. For free, too! This is also worth the trouble. However, it counts as a magic attack, so it's rather useless against enemies with high magic defense, or enemies resistant to fire for any matter.

Silver Spear

Power: 39

Where: Tungal, final level

Price: (2600) (1300)

Opinion: Until the final level, these are your best weapons. These are worth the money, but don't buy a lot; about 4-8 will do.

Silver Bow

Power: 36

Where: Tungal, final level

Price: (1920) (960)

Opinion: If you could buy this earlier than you can, this would be worth it. In the first shop you find it in, you can also buy Silver Boomerangs, which are easily better.

Saturn Spear

Power: 54

Where: Chest in the volcano

Price: (Found) (Can't sell)

Opinion: Only Duval can use this thing, and it's a shame too, since it's strong and you'll wish the others could use it too.

Tornado Axe

Power: 41

Where: Final level

Price: (8000) (4000)

Opinion: This is an excellent weapon for handling crowds of enemies. When you attack, you'll hit all the enemies adjacent to you, even diagonally! However, the Just Spear or Saturn Spear can hit harder. But still, it's very nice to have around.

Heal Staff

Power: 15

Where:

Price: (Found) (400)

Opinion: This thing had potential when I first found it. When you attack an enemy with this thing, you'll regain some HP, However, the reason it isn't as great as I hoped it would be is that you can't use your troops for the final battle, so you won't be using this thing for long, unfortunately...

Silver Bowgun

Power: ?

Where: Final level

Price: (6000) (3000)

Opinion: Haven't used it. But since you've already got Hans' Luna Bow, I guess this thing would be worthless. However, I think like the normal Bowgun it goes through enemies.

Light Sword

Power: ?

Where: Final level on the second floor

Price: (Found) (?)

Opinion: Like the Flame Sword, this will set your attack power to (don't remember the number). It can hit every enemy on the screen at one time, but it's rather weak. Still good for weakening enemies from a distance or finishing them off.

Just Spear

Power: 53

Where: Final level on the second floor

Price: (Found) (?)

Opinion: This is the strongest weapon I've seen so far. I've heard about a Big Sword, which is extremely powerful, but I've never found it myself. I will consider this your best weapon as for now. The Saturn Spear may have an extra point but this weapon can be used by the hero, Rolan, Orlof, Duval, AND Lydia.

Power:

Where:

Price:

Opinion:

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Armor and shield lists coming soon!

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Misc. (Accessory) List

These go to "Misc." when equipped. Note that they are all found. Equip means who can use it.

Sapphire

Where: The hero starts off with it

Effect: Raises magic defense a little bit

Equip: Hero

Lapis Lazuli

Where: Orlof starts off with it

Effect: Raises magic defense a little bit

Equip: Orlof

Emerald

Where: Given from a kid after playing hide and seek with him and his friends

Effect: Raises magic defense a little bit

Equip: Rolan

Horma Ring

Where: Cave east of Cassalia

Effect: Recovers 10 HP of user at the start of player's phase

Equip: Everybody

Krunas Statue

Where: Cave east of Cassalia

Effect: Raises defense against ice based attacks

Equip: Everybody

Crystal

Where: Cave in Bajjad

Effect: Raises magic defense a little bit

Equip: Hans

Speed Boots

Where: Bandit's cave

Effect: Increases distance the user can move

Equip: Everybody

Burnas Statue

Where: Bandit's cave

Effect: Raises defense against fire based attacks

Equip: Everybody

Amethyst

Where: Lydia starts off with it

Effect: Raises magic defense a little bit

Equip: Lydia

Turquoise

Where:

Effect: Raises magic defense a little bit

Equip: Duval

MP Ring

Where: Chest in Jisfandel's Tower

Effect: Restores 10 MP of user at the start of player's phase

Equip: Everybody

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Item List

Note: Even if you can buy the item and you find it in a chest, I simply put down the shops, since it's easier to get the item that way.

Herb 1

Where: Every shop

Price: (5) (2)

Effect: This will heal about 15-20 HP. These are invaluable early on, but once you can buy Herb 2 these are obsolete.

Strim, (Book of)

Where: Every shop

Price: (30) (15)

Effect: Warps you to pretty much any town or location you've visited. The hero learns a spell which works the same way, and once he learns it, don't buy these. Strim is nice to have around, but once you reach the final level it becomes useless.

Cure Herb

Where: Every shop, starting at Segartea

Price: (10) (5)

Effect: I could never figure out what to do with these.

Life Herb

Where: Every shop, starting at Segartea

Price: (160) (80)

Effect: Revives any of your characters who were defeated in battle. Very helpful in the last leg of the game. Before the final stage though, it doesn't bring back defeated leaders though. It's also cheaper to revive at the hospital, but these are nice to have around, especially in an emergency.

Herb 2

Where: Every shop, starting at Irondell

Price: (30) (15)

Effect: Much better than Herb 1. These are very useful, and even with healing spells, you might as well buy several to save MP for attack magic, or for any case you can't use your magic users. It heals roughly 55-70 HP.

Ale

Where: Every shop, starting at Kaefner

Price: (150) (75)

Effect: Using this increases the user's attack power for 2 turns in battle. Pretty useful, but it only works on the user.

Thunder Bolt

Where: Final level's shop

Price: (6000) (3000)

Effect: This will cast Laizak in battle. It summons some clouds and a lightning bolt will hit a random enemy. Not really worth it, since you have better ways to spend your money, and it hits one random enemy.

Storm Pod

Where: Final level's shop

Price: (12000) (6000)

Effect: Same as the Tornado spell. A tornado will come forth and hurt all of the enemies ahead of you, as well as those 1 space to the left or right of them! The only problem is the time it takes for it to finish, but oh well.

Holy Ray

Where: Chest in Jisfandel's Tower

Price: (Found) (?)

Effect: By FAR the most damaging thing I've seen on my first playthrough! It will do well over 100 damage to every enemy on the screen! Unfortunately there's only one throughout the whole game, so use it wisely. I suggest saving it for the battle Gel du Rey is in.

Pass

Where: It's a secret!

Price: (Found) (Can't sell)

Effect: Lets you enter the Enix Nights Club. It's also required to get the Boss Mark.

Boss Mark

Where: It's a secret!

Price: (Found) (Can't sell)

Effect: This is one of the coolest items in RPG history. You can fire lightning bolts and kill anyone in town (they reappear when you leave, though). You can also zap your teammates (this won't kill them, but they react, and blast Lydia for funny results). If you zap yourself, you'll die and end up in the hospital, losing some cash of course.

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Spell List (Incomplete)

I haven't taken note of all of the spells Mikey and Luci use. I'd like to know what spells they use.

When I mean "Everyone" for Used by, remember it's only the heroes and wizards who can use magic. If a few are excluded, it will say "Everyone but _____"

The Strim spell doesn't seem to fit in any category, so I'll list it by itself.

Strim

MP Cost: 0

Used by: Hero

Effects: Don't waste money on Books of Strim when you learn this spell. This will let you visit any town you've visited. For free, too! A nice spell, but it literally becomes useless when you enter the final level.

Healing and Support magic will either heal you or improve you temporarily.

Horma

MP Cost: 3

Used by: Everyone but Rudol and Eva

Effects: This is a great spell. It will heal about 25-40 HP on one of your characters. You'll be using this spell for a long time.

Horpha

MP Cost: 8

Used by: Hero, Rolan, Karen, Hans, Lydia

Effects: I'm not sure if there's a cap to how much this heals, but it seems to heal full HP to any one of your characters. It's MP cost isn't too bad either, so use it well.

Hospis

MP Cost: 8

Used by: Hans, Lydia, Karen

Effects: This heals slightly more than Horma but it works on all of your characters who are on the screen. Pretty useful.

Hosplus

MP Cost: 20

Used by: Hans, Lydia, Karen

Effects: A wonderful spell. It will fully heal every character on the screen. But beware of the high MP cost, so use this only in an emergency.

Arienas

MP Cost: 20

Used by: All six heroes

Effects: This will revive any dead ally to full HP. As useful as it is, only use it if you're all out of Life Herbs, due to the high MP cost.

Hardi

MP Cost: 8

Used by: Hero, Orlof, Duval, Lydia

Effects: This will increase attack power for about 2 or 3 turns. Unlike the Ale item, you can use this on others, not just yourself, so it's better.

Doctom

MP Cost: 2

Used by: Hero, Hans, Karen

Effects: Not sure. I haven't used it yet.

Direct offensive magic deals damage to enemies. These are arranged in the categories: Fire, Ice, Lightning, and Misc./Non-elemental.

Burnas

MP Cost: 2

Used by: Isaac, Rudol

Effects: A fireball shot out in front of you will dish out roughly 10-20 fire-based damage. This spell is a great help early on, but it becomes obsolete when you get better spells. Rudol also comes with it, but for him it's pretty much useless.

Burlaiz

MP Cost:

Used by:

Effects: A blanket of fire (3 spaces wide and 5 spaces long) will cook groups of enemies for about 30-50 fire damage. However, the radius of the fire will start one space ahead of you. This spell is wonderful.

Krunas

MP Cost:

Used by:

Effects: Your basic ice spell that will deal roughly 20-45 ice damage. It will hurt only one enemy, but it packs quite a punch, and this spell is required to defeating Philaxra.

Krulaiz

MP Cost:

Used by:

Effects: A stronger ice spell, it seems to do roughly 50-70 ice-based damage. Good if you're handling only one enemy at a time, but use something

else when fighting groups of monsters.

Krulain

MP Cost:

Used by:

Effects: This is one of my favorite spells. It attacks every enemy on the screen and hits them for about 50-80 damage each! It takes forever for this spell to finish, but the wait is more than worth it when you consider the decimation it causes!

Laizak

MP Cost:

Used by:

Effects: The sky will darken and a lightning bolt will blast a random enemy for 45-70 lightning damage. Respectable damage since you get it rather early, but it's unreliable since it hits a random enemy.

Laizaza

MP Cost:

Used by:

Effects: Take Gesarch, and charge it up with lightning and super damage. Three lightning bolts will strike three random enemies for 80-115 damage per bolt! This is one of the most potent things in the game, but it does burn up MP, so use it in tough situations.

Marrow

MP Cost:

Used by:

Effects: Lasers shoot out in eight directions, and hurts all nearby enemies for about 10-20 damage. This is great early on, but is easily outclassed by the next offensive spells. Non-elemental damage.

Gesarch

MP Cost: 8

Used by: Hero, Rolan, Orlof, Duval, Mikey, Eva

Effects: Three disks will fly and hit three random targets (multiple disks will gang up on an enemy if there are only 1 or 2 targets on the screen) for 10-20 damage. Like Marrow, it doesn't do elemental damage, which can be good. This and the next spell, Fribane, will be your best offensive magic for a long time.

Fribane

MP Cost:

Used by:

Effects: I haven't fully understood how this spell works, but a blue sphere will attack enemies and hit tons of times for about 10-20 damage (not sure if it's fire-based damage, or regular damage). As powerful as it is when you first get it, it does eat up MP pretty fast, so use it against groups that give you real trouble.

Araund

MP Cost: 12

Used by: Hero, Lydia, Eva

Effects: A 5x5 area will scramble up and damage enemies in it for about 20-40 points. Not bad if you know how to use it correctly.

Bunsido

MP Cost: 20

Used by: Hero, Rolan, Duval

Effects: Four copies of you will appear and act as if you chose the Auto

command. Even though they disappear when your turn's over, this is still a great spell.

Torneda

MP Cost:

Used by:

Effects: A tornado, 3 spaces in width, will shoot out just in front of you, tearing off 50-80 HP of unfortunate enemies that happen to be in its path. Like Krulain, it's a great spell, but it takes forever to finish.

MP Cost:

Used by:

Effects:

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The secrets are below. If you don't want them ruined, that's why I put this blank spot as a warning.

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THE SECRETS (incomplete)

There are a lot of secrets in the game, although just a few are worthwhile, and I've only found a few, cool or not.

.....Drunk Doctor.....

During the Sapphire Festival, go to the hospital and talk to the doctor and he's drunk. Not a real secret, but I think it's pretty funny.

.....Change the Message Speed.....

In Astholm, when you gain control of your character again after Firis is kidnapped, go to the inn and talk to the old guy sitting at the table. He'll ask you if you're impatient, normal or carefree. Impatient will set the message speed to fast, normal will set it to normal, and carefree will set it to slow.

.....Little Kid Casting Burnas.....

After getting Isaac, return to Astholm and find a kid who hangs out behind your house. Talk to him and he'll say he learned some magic. He'll cast Burnas.

.....Service.....

In Gratska, look for a woman standing outside a house on the left side of the town. Talk to her and she'll invite you in for a drink and...service. When inside, you can choose nothing and leave, or GRAB ARM, FEEL LEG, or - curiously enough - the blank spot on the list. If you choose the first three options, you're dragged behind a wall (for a censor) and I'll let you see what happens next. But doing so will take away some of your gold (about 4 to 12, depending on

which one you chose).

.....The Secret Boots.....
By talking to an old man in Milton, you'll get the Secret Boots. They won't show up in your inventory, but you'll get a different reaction to the people of Milton when you talk to them.

.....Puppet Show.....
You can view some puppet shows in Cassalia. Locate either of the two buildings at the southmost part of town, both with signs outside. The right one costs 10 gold to view and you'll see a history of Messalia and Cassalia uniting. The one on the right costs 20 to watch and you'll see a history of the seven gurus and the Sacred Stones.

.....Dating.....
In Seakett, there's a beach where Hans and four girls are hanging out. If you talk to one of the girls who isn't with Hans, she'll ask you out. You'll do what she says, and this will take off quite a bit of money. I hear you get a Bewitch Armor for doing this, however. This cannot be done after Seakett is attacked by bandits.

.....Boss Mark.....
Perhaps the coolest secret in the game. Once you reach Baan, talk to all the chickens and then talk to the farmer. He'll offer to teach you how to talk to chickens. Return to Schloss and talk to the two chickens (it's tricky to reach the one behind the fence). They'll tell you they were turned into chickens by a sorcerer in Segartea. Go to Segartea and search the well near the church. You'll fall into the sorcerer's house, and he'll quiz you. The correct answer is Saitama. If you get it wrong, you get turned into a chicken! However, that wears off when you leave Segartea. The sorcerer, if you get the answer right, will grant you a power to remove the chicken curse. Return to Schloss again and talk to the chicken near the well. Go to Mahle and to the house near two lakes (in the southwestern corner of the map). Talk to the guy inside and he'll serve you some chicken. Talk to the plate and the chicken will tell you how to talk to cows. Talk to the cow in Schloss and go to Susanda. Go to the well where three people are and search it. A lightning bolt will miss you. Go to Milton and search the wall just two steps to the left of the hospital's door. You'll get a Member's Pass. Search the nearby well and you'll find the Enix Nights Club. Go up the stairs inside and the men will tell you to talk to the cow upstairs. After all the text, the man will tell you to be their boss. Now, something funny will happen next. Afterwards you'll get the Boss Mark.

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Yet another blank margin spot. This is if you want to see the ending yourself.

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THE ENDING

Everything is glowing a bright, golden color. The gems are being placed into Jisfandel and will obliterate him. The Priestesses will reappear. Ellen and Rolan will run up to each other and are relieved they are safe, Tifa will run to Orlof and ask why did he risk his life for her, Cecille and Lydia will rejoice, with Cecille thanking Lydia for coming all this way just to save her and Lydia will say that's what friends are for. Hans will say that's good for Rolan to score, and Duval will say everyone worked together to save the world. Duval will also remind Hans about Cozette, who is worried. Hans will run around. Rina and Claire will thank everyone, then Duval will be conceited and say he was helping these amateurs, and to thank the one who is entranced, who is you! The tower will rumble, then everyone runs outside.

We're back in Astholm, the Sapphire Festival again! Yay! One of your soldiers will take your place as guard. The hero goes to Firis, and Firis will say to wait by the tree again. The hero will go to the tree, and Firis will also come. She'll say she didn't thank him properly, and she never wants the two to be apart again. Just before she's able to say "I lo..." then a monster will show up and give Firis and the hero some flowers! He'll say he's sorry to interrupt, then leave. Then Firis will finish her sentence and say "...ve you!". The festival will begin and they will walk to the church, side by side. Between the scenes that show up, you'll see the credits as well.

You'll see Rolan and Ellen getting married, with a bunch of those carrier pidgeons in the church. Orlof and his girls have rebuilt Orlof's mansion. Back in the Winga, a bunch of girls are fighting over Hans, then Cozette will come in and get mad at Hans for being with a bunch of different girls and run after him! Duval will be training an army at Jarmy. Lydia and Cecille use the Amethyst in Essencia again, and everything is rebuilt, and the plants and trees are healthy again. A kid will get excited and run around them. In Cassalia, everyone's happy to see Rina again. The really fat carrier pidgeon that was used to deliver explosives will come in and scare Rina. Everyone in Bouvre will be happy to see Claire again. Then the rest of the credits roll by.

I liked the ending, but I think there should've been another scene that involves more of the Sapphire Festival. Anyways, congrats on beating a great game!

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And that's it. This huge blank spot was used so you don't accidentally spoil the ending for yourself in case you wanted to look at the unsolved mysteries.

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Unsolved Mysteries (email me the answers if you figure them out)

Obviously, the blank spots on the enemy and item lists. Actually, I was just my lazy self and didn't to fill those in. However, I didn't take note of what magic Mikey and Luci use.

The Cure Herb. I'm serious. I've never figured out how to use that thing.

At the start when Firis asks you if you remember watching the Sapphire Festival together as kids, does saying no affect anything in the game? I said yes, but I wonder if anything (like the ending, for instance) is changed if you say no.

Are there any different endings?

How much HP do the Drachlich and Gel du Rey have? It's more than 1000 is all I know.

If you level Karen up while she's in her own army, would her stat gains carry over to when she joins Rolan? I'm not sure if it her stats will reset or not, or if she can even gain levels (didn't pay attention), but if this works, she potentially can be very strong!

What if you level up the hero's army before getting Isaac? Will he level up with them or will he be extremely weak?

What happens if you keep Orlof when you're supposed to drop him off at the hopsital?

What if you use the Boss Mark during the second Sapphire Festival? Can you enter the church of leave Astholm? Or does nothing happen?

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And that's all! Comments?