

=====

I. Revisions & Updates

II. Tutorial and Guide to Beyond the Beyond (Basic game information)

- Controls
- Menu/Status Screens
 - <> Status Window
 - ~ Name of character
 - ~ VP (Vitality Points)
 - ~ LP (Life Points)
 - ~ MP (Magic Points)
 - <> Gold
 - <> Command Menu
 - ~ Talk
 - ~ Search
 - ~ Magic
 - ~ Item
 - ~ Prepare
- Terrain
- Castles/Towns/Dungeons (etc.)
- Combat
 - ~ Battle Options
 - ~ Winning/Losing
 - ~ Abnormal Conditions
- Active Playing System
- Class Change
- Special Transportation

III. Characters (Friends and Foes)

IV. Walkthrough

- 4.1 Isla Village (I)
- 4.2 Cave of Spirits
- 4.3 Isla Village (II)
- 4.4 Marion Town (I)
- 4.5 Border Church
- 4.6 Underground Tunnel
- 4.7 Mountain Cottage
- 4.8 Tree Path
- 4.9 Mountain Cave
- 4.10 Zalagoon Town (I)
- 4.11 Sewers
- 4.12 Zalagoon Castle
- 4.13 Ophera Village
- 4.14 Port Town Luna (DAY)
- 4.15 Emerald Cave
- 4.16 Simone Village (I)
- 4.17 Ancient Temple
- 4.18 Port Town Luna (NIGHT)
- 4.19 Mist and Rainbow Valley
- 4.20 Jonowan Village
- 4.21 Gaea Shrine
- 4.22 Magic Vine
- 4.23 Tower of Arawn
- 4.24 Simone Village (II)
- 4.25 Secret Passage
- 4.26 Zalagoon Town (II)
- 4.27 Dragon Cave (I)
- 4.28 Marion/Zalagoon Bridge
- 4.29 Marion Castle
- 4.30 Marion Town (II)
- 4.31 Bandore Town
- 4.32 Bandore Castle

- 4.33 Volcano
- 4.34 Domino's Ship
- 4.35 Leave Village
- 4.36 Barbaros Castle (I)
- 4.37 Discipline Town
- 4.38 Barbaros Castle (II)
- 4.39 Merlin
- 4.40 Mistrall Village
- 4.41 Pity Island
- 4.42 Arawn's Four Shrines
- 4.43 Flying Palace
- 4.44 Dragon Shrine
- 4.45 Zeal Village
- 4.46 Arawn's Fifth Shrine
- 4.47 Ice Cave
- 4.48 Sand Cave
- 4.49 Quamdar Village
- 4.50 Dragon Cave (II)
- 4.51 The Abyss
 - <> Orb of Light
 - <> Orb of Darkness
 - <> The Final Battle

V. Weapons and Armor

- Character Weapon/Armor Lists
- Weapons
- Armor
- Accessory Armor

VI. Magic

- Character Magic Spell Lists
- Magic Spells

VII. Items

- Items (Regular)
- Items (Unique)

VIII. Rings

IX. Character Experience Chart

X. Tips, Hints, and Tricks

XI. Frequently Asked Questions

XII. Towns and Shops

XIII. Monster List

XIV. Game Shark Codes

XV. Credits

=====
I. Revisions/Updates
=====

Version 1.70 (03/24/09)

- Updated the Tutorial (Combat, Overworld, Magic, Active Player System, etc.)
- Added information to "special" category in walkthrough section
- Divided the FAQ section into another section, "Tips and Hints"
- Updated the Monster Section
- The location of another Source of Courage and the Tempest Ring in addition to other information that has been provided thanks to the help of other gamers (see Credits Section)
- Developed a Puzzle guide for the Border Church
- Updated Magic Spell list
- Created history/info subsection of Beyond the Beyond and Camelot in

the FAQ section, X.

Version 1.45 (10/31/03)

- Finished rewriting my walkthrough
- Reworked the Spells section
- Created a Towns and Shop section
- Created a FAQ, Rings, and Monster section
- Did some minor and major tweaking on other sections
- Calculated the exact VP of all bosses

Version 1.2 (11/2/99)

- Updated the Weapon and Armor values
- Added some items to the Item List
- Added a Controls section

Version 1.0 (7/22/99)

- Finished writing up a brief walkthrough for the game
- Finished writing a basic Weapon and Armor section
- Created a Table of Contents

=====
II. Tutorial and Guide to Beyond the Beyond (Basic game information)
=====

Storyline (Brief History)

In an age long ago, two sides battled for control of the world. The Beings of Light battled against the Beings of Darkness, neither of which came from this world. The battle raged between these two powerful entities, each of who had willing followers and supporters. This battle destroyed towns, shattered civilizations, and shook the world. As the world plummeted to certain destruction both sides agreed upon a truce. The Beings of Light would rule the Overworld, and the Beings of Darkness the Underworld. Furthermore, both sides swore never to step foot or interfere with the others realm. The Kingdom of Quamdar was chosen to represent the boundary between these two realms.

Now Finn, a youth training to become a knight, has been left in the care of Sir Galahad. Finn, with baby dragon companion Steiner, trains in the art of battle and forge ties of friendship with those around them. As the forces of Darkness begin to emerge into the Overworld, Finn must leave his home and begin his journey. The quest will be long, but with the help of some faithful friends, Finn and his group will become a force to be reckoned with. Keep your wits sharp, and your blade even sharper, for this quest will determine the fate of the world!

Playstation Controls
=====

Directional Pad

Press the control pad to move your character in the desired direction. Your

character can be moved in only four directions, up, down, left, and right. The directional pad also lets you move the cursor to select different commands on the menu screens.

Start

Press this button to begin your adventure. Also, while during battle or after you have brought up the menu display, holding the Start Button will make the menu display disappear. When you release the button, the menu display will reappear.

Select

This button is not used in the game.

X Button

This button is used to bring up the Main Menu. It will also execute commands and advance you through the dialog screens. This button also allows you to land or climb onto Steiner or the Flying Palace.

O Button

This button is used to close a menu screen, cancel a command, and will answer "No" when you are asked a "yes or no" question.

? Button

This button is used to talk to other characters or search a location.

? Button

This button is not used in the game.

L1 or R1

These buttons are also used to talk to other characters or search a location. This button will also act to execute a command in the combat menu.

L2

This button acts to cancel a command in the combat menu. However, during the actual combat sequence, this button will change the camera angle.

R2

This button is not used in the game.

=====

Main Menu

=====

```
+-----+
|Finn  Annie |
|VP 13  VP 21 |    <-----Status Window-----
|LP 5   LP 7   |
|MP 0   MP 3   |
+-----+
+-----+
| Talk    |
```

```
| Search |
| Magic | <-----Command Menu-----
| Item |
| Prepare |
+-----+
```

```
-----Gold-----> +-----+
|G 3457 |
+-----+
```

Status Window
=====

This window will open when the X button is pressed. However, if you are flying on Steiner or the Flying Palace, you will need to land first before trying to open the Status Window.

Name of Character

The names of the characters you are controlling are listed here. As the game progresses, the names of your new characters will appear here. In the diagram shown above, Finn and Annie are the two characters that are being played.

VP (Vitality Points)

A character's vital points represent their health. If the number decreases to 0 during a fight, the character will temporarily lose consciousness.

LP (Life Points)

A character's life points represent their "life force". If the number decreases to 0, the character will need to be resurrected at a Church.

MP (Magic Points)

This is the character's magical power. Each spell requires a certain amount of magic points to cast. As this number approaches 0, you will have fewer spells to choose from.

Gold

This window, in the bottom-right hand corner of your screen, displays the current amount of gold you have. You will gain gold by defeating enemies or by selling items. Gold is used to buy items or the services of townspeople.

Command Window
=====

This window will open when the "X" button is pressed.

Talk

By facing a person and executing this command, you will be able to talk to that person. Some of the people you meet may have important information, so make it a habit to talk to everyone you possibly can.

Search

This command will let you open a treasure chest or search an object (vases,

dressers, pots, etc.) Remember to always look around for hidden items in a new town, because chances are there will certainly be some for you to find.

Magic

As you progress through the game, your characters will learn magic spells. The magic option gives you the opportunity to cast "Recovery" magic spells, like Heal or Cure. Later on, you will have the opportunity to use different levels of a spell, like Heal (lv 1), or Heal (lv 2).

To use a spell, select this option (Magic), and then select the character whose spell you want to use. Finally, select the magic spell you want to use. When you choose the magic spell, either in this screen or in battle, the spell will start at its most powerful level. You will then have the opportunity to change the level of the magic spell by using the directional pad. Note: If you are in a non-combat situation and use healing magic when any of the characters that would be affected are already at the max VP or baseline condition, you will not lose any MP since the spell had no real affect on your character.

Item

This command allows you to "use", "equip/unequip", "give", or "discard" an item. Once you select the Item command, a screen will appear listing all the characters in your group. Use the directional pad to move either up or down to the desired character and then press the "X" button.

Use: Enables the use of an item in your inventory, hand an item to a person, or place it in a designated location. Note: Similar to the situation described above in the magic subsection, if you are in non-combat situations and accidentally use an item such as a Healing Herb when you are at max VP, the item will not be used.

(Un)Equip: This command will allow you to equip/unequip a weapon or piece of armor. Remember, characters are only able to equip certain pieces of equipment. Once an item is equipped, the letter "E" will appear next to the item.

Give: This command allows you to transfer items among your group members. Once you select the item, a new window will appear where you will be able to select the character that will receive the item. If the item you selected to transfer is a weapon or piece of armor, there will be a small screen to the left of the Item screen saying whether the character can equip that item. Fortunately, items can also be taken from dead characters.

Discard: This option allows you to select an item and throw it away. When you discard a "common" item, it usually can't be recovered. However, for the items that are rarer, like a War Amulet, Dragon Card, etc., they can usually be bought back from the Item Shop, although only in the quantity you discarded. Also, there are some special items that help to continue a story line that can't be discarded.

Prepare

This command displays a new menu of options for you to choose from, "Status", "Formation", "Setting", and "Tactics".

Status

When this option is selected, four new screens will appear. The screen in the upper-left corner will tell you your basic status, the lower-left your basic attributes, the upper-right your total fighting attributes and exp, and the lower-right screen the equipment you currently have equipped.

If you press the "X" button while on the character you selected, a screen will appear showing that character's magic spells. You can then switch back and forth between the equipment/base attribute window and the magic spell window by further pressing the "X" button.

Basic Status:

Class - the character's class (Ex. Finn starts as a Hero)
Condition - will display any condition abnormality or illness
VP - displays your current / maximum vitality points
LP - displays your current / maximum life points
MP - displays your current / maximum magic points

Base Attributes (Stats):

Strength - displays your strength unaffected by weapons/armor
Defense - displays your defense unaffected by weapons/armor
Speed - displays your speed unaffected by weapons/armor
IQ - displays your intelligence rating
Luck - displays your luck rating

Fighting Attributes (Current):

Strength - displays your strength affected by weapons/armor
Defense - displays your defense affected by weapons/armor
Speed - displays your speed affected by weapons/armor
EXP - displays your total amount of experience
NEXT - displays how much experience you need to advance to the next level

Equipment:

"Weapon equipped"
"Armor equipped"
"Shield equipped"
"Accessory equipped"

Formation

This command allows you to arrange your character's battle order. If a character is in the front line of battle, he/she will be able deal the enemies more damage (Domino is an exception), but will also receive more damage compared with a character that is positioned in the back line. There are only five different positions where you can place your character, which means that the maximum number of group members you can have in your group is five.

To order your characters, select a character by using the "X" button, and then use the directional pad to move him to the proper battle location. When you use this option, you must reposition all of your characters, even if you position some of them in the same battle order you had previously. The positions are as follows -->

```
1 2 3
4 5
```

Setting

This option will bring up a new screen allowing you to adjust certain settings, "Message", "Battle", and "Window."

Message: This option will allow you to adjust the message speed to fast, medium, or slow.

Battle: This window will allow the battle window to be turned on or off. When this command is selected in the "off" position, all windows displayed during battle will be removed. Remember, this means that your status screens will not be displayed, so you will not know your characters' stats!

Window: This command will give you the option of choosing three different modes, each of which changes the background color. Mode A makes the background clear, Mode B opaque, and Mode C black. Below this, you have the option of changing the color of the font of text messages, the "frame" of the dialog and menu boxes, or BG (Background) color of each dialog and menu box. NOTE: If you select Mode A, you will not see any change in color regardless of what you choose for the latter three options, "Font", "Frame", or "BG".

Tactics

This command allows you to select the general type of actions you want your characters to perform in battle. It is not necessary to use different tactics in battle, but it may help you depending on how well you use this option. The different possible tactics you can select are "Charge", "Fight", "Reserve", "Guard", or "Manual".

Charge: This command tells the characters to attack or use their most powerful magic spells so that you can deal the enemy as much damage as possible. However, this option may use up your characters resources, so you may not want to use this option too frequently.

Fight: This command tells your characters to fight at a normal level and focuses more on using your characters' resources efficiently. This option balances both the defensive and offensive components of your characters.

Reserve: This command disables the use of magic in battle so that your characters can conserve magic points.

Guard: This command tells the characters to focus on protecting him/herself from injury. Depending on the enemies, the character may be passive or use extreme force like in the "Charge" option to quickly end the battle, thereby protecting him/herself. This command is helpful if you are trying to save a character from death.

Manual: This option allows you to control each character separately during battle. This gives you many more options and gives you the chance to follow a very specific battle plan. This is the option I almost always use since I like directing the flow of the battle.

=====

Terrain

=====

As you explore the Overworld, you will notice that the terrain around you is quite different. There are six main different types of terrain that you will encounter in this game while you are exploring the Overworld: grasslands, forests, mountains, rock mountains, oceans, and structures. These terrains also have different characteristics, so it is important to know the differences between them.

Grasslands

This area is further divided up into two different categories, light and dark grasslands. Walking on grassland is relatively safe, which means that it is less likely that you will encounter enemies here compared with the other terrains. The grasslands are also the only place where you will be able to land Steiner or the Flying Palace.

Forests

This area is densely wooded, and as you can imagine, the chance of encountering enemies here is higher than walking in the grasslands.

Deserts

This area is home to many small and occasionally powerful creatures. The chance of encountering enemies here is higher than walking in the grasslands.

Mountains

When you are walking on this terrain, you have the greatest chance of encountering enemies. Enemies here also appear to be stronger than the ones you would encounter when walking on the terrains mentioned above.

Rock Mountains

You are unable to cross this terrain on foot, but later on, you will be able to fly over this terrain. When flying Steiner, you will be able to cross some areas of rock mountain ranges, but not all areas. When flying in the Flying Palace, you will be able to fly over all of the rock mountain ranges, except for the area surrounding Quamdar.

Oceans

Just like previous terrain, you are unable to cross this area on foot. However, once Domino joins your group and you have access to his ship, you will be able to cross this terrain. The chance of encountering enemies on this terrain is similar to that of the forest terrain. When using the ship, it is also important to know that you are unable to cross shoal/reef areas, which means that you will be unable to reach some areas until you have access to Steiner or the Flying Palace.

Structures

This broad term encompasses all of the castles, towns, villages, dungeons, shrines, towers, mazes, etc., that you will encounter. These areas are usually represented by a few square spaces of terrain. When you walk onto this terrain, you will enter a new and unique area, depending upon what structure you entered.

=====
Castles/Towns/Dungeons (etc.)
=====

As you progress in the game, you will find friendly areas where you can rest and purchase supplies, and also ones where you will encounter areas filled with mystery and monsters.

Structures like castles, towns, villages, and freestanding inns are places where you will be able to rest and/or purchase supplies. Places like dungeons, towers,

caves and even some shrines are places that are filled with monsters and danger. Each of these locations will offer your group different resources, ranging from information to valuable items.

The following information is divided up into two different sections. The first section describes what buildings or resources may be available to your group when you enter a castle, town, village, etc., and the second section talks about dungeons, towers, cave, etc.

Castles/Towns/Villages

Churches

The Pastor inside this building will let you save your game, resurrect a dead party member, or cure some abnormal conditions. A character that wants to be revived will have to pay a Pastor x20 gold for each level that character has reached. To cure the "poison condition," a Pastor will charge 10G. To remove a cursed item from a character, the Pastor will charge 1/3 the cost of the buy price for that piece of equipment, which can also be calculated by multiplying .44445 by the sell the price of that weapon or armor.

Inns

This building is where you will be able to rest for the night and refresh any missing VP or LP that you may have lost during battle. Depending on the location, the cost of the Inn may be free or up to 300G!

*** When someone in your group is dead, resting at the Inn will not revive that character, refresh his/her VP or LP, or remove any abnormal conditions. This may accomplished only be done by visiting a Pastor at a Church and paying money for him to resurrect or cure any abnormal condition affecting your characters.

Item Shops

This building will sell different supplies like Herbs, Antidotes, etc., and will offer to buy any excess items or equipment that you want to sell for 75% of the buy price. The person at this shop also offers to fix any broken items, such as a Unicorn Horn for 1/3 of its buy price. When you are buying something at the shop, you will also be able to see if any of your characters possess the item that the pointer is currently selecting.

Weapon and Armor Shops

This building, depending upon what type of shop you entered, will let you buy weapons and/or armor for your characters, sell your items for 75% of the buy price, and repair any broken items. As you are buying a piece of equipment, if you scroll down the list of equipment offered, a display screen will show you what characters can equip the piece of armor or weapon you selected. If the character can't equip that item, the screen will display "can't equip" next to that item. If the character can equip that piece of equipment, the character will be highlighted in white along with the change in AP or DP that goes along with the piece of equipment being equipped.

For example, pretend that you currently have selected a sword type weapon that could be equipped by Finn. Finn's name will be highlighted in white and his current AP will be listed along with the amount of AP that he would have if he were equipped with the sword selected. If the amount of AP will be more when the weapon that is selected is equipped, the predicted AP value will also be

highlighted in white, but if the weapon that is selected will decrease his AP, then this number will not be highlighted.

Castles

Castles are located in a few towns, specifically, Marion, Zalagoon, Bandore, and Barbaros. From these castles, the Kings and Queens can rule and control the surrounding area. Every castle will usually have a throne room, dungeon, and a treasure room. Many important events and decisions will take place in the various castles that you visit throughout your journey.

----- Dungeons/Towers/Shrines -----

Most of dungeons and caves you enter are very simple to complete and you should have little trouble passing through them. However, towers, shrines, and ruins are a whole other story since they often have puzzle components that force you to use your mind to solve them.

===== Combat =====

As you first begin to explore the world around Isla Village, you will soon run into enemies. Battling enemies is very important in this game since they will give you experience and gold. Although some battles may be easy, there will be many difficult battles ahead.

Before the battle even begins, one of three things will happen. Most often, both sides will enter into the battle with no advantages. However, if you surprise the enemy, you will have one free turn without the enemy being able to do anything. Conversely, if the enemy ambushes you, they will have one free turn with you not being able to do anything. During an ambush, there will occasionally be an enemy that will not perform an action.

Battles in this game are turn-based. This means that your group members and enemies will be able to attack/defend/etc., in an order based on their speed. Once every group member and monster on the screen has had their turn, the Combat Command Menu will reappear, letting you once again choose from any one of its options. Also, since the battles are turn-based, you can take your time to plan what to do, since nothing will happen until you have made all of your decisions. With experience, you will be able to develop effective strategies on how to defeat enemies while taking into consideration your characters' speed and abilities, along with the speed and abilities of the enemies you are fighting.

The characters and enemies speed determines their order of action in battle. If your character and an enemy have the same speed, your character will get to go first. If a character has the same speed as another character, or an enemy the same speed as another enemy, the order they go in is determined by their character position. The left position in the front row is the first position, the middle the second and the right position third. The left position on the back row is fourth and the right fifth.

As a general rule of thumb, you can vaguely predict what type of attack an enemy will use based on their appearance. For example, a beast type creature will probably use some type of physical attack, while a human dressed in a robe with a wand is more likely to use some type of magic attack.

When you first encounter an enemy, a battle screen will appear replacing the

Overworld screen. The numbers of enemies that you have to fight will be listed in the bottom-right corner of the screen. There is a maximum of seven enemies that can be on the screen at one time. However, some monsters have the ability to call other monsters to join the battle, as long as there are less than seven enemies currently alive, so there is a possibility that you will have to defeat more than seven enemies during some battles. At the top of the screen your characters current VP, LP, and MP will be listed, along with any abnormal conditions that they might be afflicted with. The only other screen that will appear is the Combat Command Menu, which will give you the option to Fight, change Tactics, or Run.

Although I usually recommend selecting the Fight option, it may become necessary or useful at times to attempt to run in order to save your group members lives or simply to avoid bothersome enemies. If you have selected the Run option, each character will attempt to run away, and if successful, the entire group will then escape. The order that characters run in is predetermined according to their speed. If all of the characters fail in running from a battle and they then choose to run again from battle the following turn, they will have a temporary boost in speed, which means that their turn may be before monsters that which typically have a higher speed than them. In addition, they will also have a much greater chance of success in running from the battle. However, remember that the only way to get your characters stronger and earn money will be to fight enemies, so try not to run too often.

Depending upon the enemy and your current situation, you may wish to change the tactics of your group so that they you can be more effective. The different tactics and what they mean can be reviewed in the Tactics section, which I have previously discussed.

If you have selected the Fight option, a new Combat Command Menu screen will appear offering you the following options, Attack, Magic, Defend, or Item.

Attack

This command will cause you to attack an enemy with your weapon causing direct physical damage. The amount of damage delivered is determined by the attack power of your character and the defense power of the enemy. It is important to know that characters in the back row will deal less damage than those attacking from the front row and enemies will receive less damage if they are in the back row compared to the same enemy in the front row. The only exception to this rule is with Domino since he has throwing weapons, which enables him to deal just as much damage from the back row as it would if he were attacking from the front row.

Magic

This command will allow you to use magic to attack enemies or help your friends. When you select this option, a box will appear listing the magic that character can use. If you have learned many different magic spells, you may need to toggle right to access whatever doesn't appear on the first screen. You can also cast different levels of a particular spell by first selecting the spell, and then toggling left/right to the desired level of that spell. When casting a magic spell, the damage dealt to an enemy isn't depended on the row that they are positioned. Some magic is more effective against certain enemies than others, so it is helpful to learn what magic works best. Unlike non-combat situations, in battle, if you use healing magic on a character that is at their max VP or baseline condition, you will lose magic points when you cast the spell.

Defend

This command will allow you to reduce the amount of damage dealt to you by half, whether it physical or magical damage. This option can be useful if a character is close to dying or in many other circumstances. Remember, if a character is in the back row, he/she will receive less damage than if that person was in the front row. Therefore, the beneficial effects of defending with a character can be amplified by placing that character in the back row.

Item

This command will let you use any usable item in that character's inventory. Once that item is selected, you have the option of using that item on a friend or enemy, depending on the type of item you have selected. Remember, you are unable to exchange any items during combat, so it is important to plan ahead and determine what characters should hold what items. Unlike non-combat situations, if you use a healing item on a character that is at their max VP or baseline condition, you will lose magic points when you cast the spell.

Vitality Points (VP) / Life Points (LP)

During battle, when an enemy attacks and deals damage to a character, that character will lose Vitality Points (VP). When a character's amount of VP is reduced to 0, he or she will experience "grogginess" and will be knocked out for that turn. However, during his/her next turn, the character will recover and can be used the following turn. When a character does this, he/she will regain half of their maximum VP, rounded down if their maximum VP is an odd number, at the cost of 5 LP. However, if a character has less than 5 LP when they recover from grogginess, they will regain less than half of their maximum VP.

When a character has no more VP or LP left, the character will be dead until he/she can be revived. A character can be revived by items, magic, or by a Pastor at a Church, who charges 20 gold pieces per level that character has gained.

Winning/Losing

Once the battle is over, assuming you have won, a screen will appear telling you what you have earned. This screen will list the number of experience points each character will receive as well as the total amount of gold you have been rewarded. Occasionally, a monster will leave behind an item, weapon or armor, which will then be displayed at the end of the gold earned display.

When a character gains enough experience, he/she will gain a level. This information is displayed after the exp/gold amounts. The information displayed will be any stat increase, such as VP, LP, Defense, etc. Only characters that are alive at the end of the battle will receive any experience, so it is in your best interest to keep your group members alive.

If you lose the battle (all your characters are completely dead), you will return back to your last saved spot. However, only Finn will be alive and you will have also lost half of your gold.

If you run from a battle, you will receive no exp or gold. If a monster runs from battle, you will receive no gold or exp for that monster, but you will still receive the gold/exp for any monsters that you did kill.

Abnormal conditions

During battle, enemies may unleash other types of attacks/spells/items on your characters, like poison, paralysis, and many others. The following is a list of the conditions that you may encounter, as well as their symptoms and treatments.

NOTE: If a character loses consciousness with a condition (VP goes down to 0), he/she will still have this condition once the character recovers consciousness. This will only happen if the condition is permanent, like the "poison or curse condition," or the character still has not automatically recovered from their abnormal condition. However, if your character is poisoned and dies (has no LP left), when that character is revived, the poison condition will have been removed. But if your character has a cursed piece of equipment on, dies, and is then revived, the cursed condition and piece of equipment will still be on that character.

Confusion

When your character has this condition, it means that you won't have control over this character for about 3 turns. While a character is confused, he/she may attack your enemies or even your own characters. There is no recovery spell or item that can be used on this condition, so you must either wait until your character automatically recovers or wait until the end of the battle where your character will then return to normal.

Curse

Any curse from equipping a weapon or piece of armor can only be removed by the Pastor of a Church. The cost to remove a curse is 1/3 of the buy price for that piece of equipment, which can also be calculated by multiplying .44445 x the sell the price of that weapon or armor.

Illusion

When your character has the "illusion condition", it means that this character will have a decreased chance of hitting enemies with their weapon until he/she recovers. The time it takes to recover from this condition is 3 turns. There is no recovery spell or item that can be used on this condition, so you must either wait until your character automatically recovers or wait until the battle ends, which will then cause the character's condition to return to normal.

Paralysis

When your character has the "paralysis condition", it means that the character will miss his/her turn during battle. This condition will last for 3 turns. If you don't want to wait for 3 turns, cast the magic spell Cure Magic (Lv 2), use a Cure Herb, or Unicorn Horn on the character, to remove the paralysis. If a character still has the paralysis condition once the battle is over, that character's status will automatically return to normal.

Petrify (Stone)

When your character has been turned to stone, that character will miss their turn until an item or spell has caused the condition to be removed or the battle has ended. The items/magic you can use to remove this condition are a Cure Herb, Unicorn Horn, Cure Magic (Lv 1) or Cure Magic (Lv 2). During battle, the character will still be able to receive damage even though he/she has the stone condition. This condition will be removed once the battle has ended.

Poison

The "poison condition" is the most complicated condition in the game. First off, a character can't spontaneously recover from this condition. The items/spells that will remove this condition are an Antidote, Cure Herb, Unicorn Horn, Cure Magic (Lv 1), Cure Magic (Lv 2), or by paying 10G to a Pastor at a Church. When a character has this condition during battle, if the character does anything other than "defend," the character will take poison damage, usually about 2 HP. After battle, for every fifth step you take, the character that has been poisoned will receive 1 HP damage. The damage you take from moving every fifth step also applies to flying Steiner and the Flying Palace, along with walking in dungeons, towers, etc. However, this does not apply if you are in a safe area like a town, castle, etc.

Silence

When your character has been "silenced", it means that this character won't be able to cast ANY magic spells until he/she recovers. If a character attempts to cast magic, the character will simply "stand there," not casting the spell, and also not losing any MP. The time it takes to recover from this condition is about 3 turns. There is no recovery spell or item that can be used on this condition, so you must either wait until your character automatically recovers or wait until the battle ends, which will then cause the character's condition to return to normal.

Sleep

When your character has the "sleep condition," it means that the character will miss his/her turn. This spell condition will last for about 3 rounds. If you don't want to wait for 3 turns, have the magic spell Awaken cast on this character and your character will wake up. If a character still has the "sleep condition" once the battle is over, their status will automatically return to normal.

Slow

When your character has been slowed, their defense and speed will be decreased. The time it takes to recover from this condition is about 3 turns. There is no recovery spell or item that can be used on this condition, so you must either wait until your character automatically recovers or until the end of battle where your character's condition will return to normal.

=====

Active Playing System

=====

* This section can also be found by looking at #3 in the Tips, Hints, and Tricks section, X.

Beyond the Beyond uses the APS (Active Playing System), which allows you to increase the chance of winning a fight. Basically, by pressing certain buttons while your character is attacking or defending, you may cause your character to perform a special move. If you do this correctly, you will hear a "ching" noise. It is also important to know that you will not always be able to activate a character's special move, but it is most definitely worth time to keep on trying. Also, there are rare occasions when you will think you have activated the special move and consequently hear the "ching" noise, but your character will not perform a special move.

To activate the special move, I recommend rapidly pushing the "X" button either:

1) Before a character is about to attack, which will result in a double attack,

super attack, or a normal attack followed by a super attack.

2) Before a monster is about to attack, which results in a guard or counterattack (normal or super)

3) During an attack where a character receives a lethal blow, which will result in the character coming back from grogginess with 1 VP left.

4) During a turn when your character would normally come back from grogginess resulting in a full VP recovery and half LP loss.

Another trick I heard about and tried to duplicate with some success is to hit the X button while either pressing a direction on the control pad. If you hold Up or Left when a blue diamond appears and rapidly hit the X button, a double attack will result. If you hold Down or Right on the control pad when a gold diamond appears and rapidly hit the X button, a super attack will result.

=====
Class Change
=====

As your journey progresses, you will reach a point where you will have the opportunity to advance the "class" of your character. Each character can only advance their class one time, and to do so, Finn must have completed the Discipline Island quest and the character must be at or above level 20.

There are many advantages to changing your characters' class. The first advantage is that you will be able to learn more powerful magic spells. The second is that you will be able to gain levels easier since the experience needed to advance to the next level will decrease after your class change. The third is that there comes a point, at level 40, where you will receive very minimal attribute increases for the levels you gain, so it is advantageous change class so that you can start back at level 1 and gains more base attribute points. The fourth is that you will be able to equip more powerful weapons and pieces of armor.

As I mentioned earlier, Finn will need to complete the Discipline Island Quest if you want to change class, and this can only be done after Domino has joined your group, since you will need his ship to sail to Discipline Island. (For directions on how to complete the Discipline Island Quest, refer to section 4.37 of the walkthrough section) Once you have completed the quest, talk to the leader of the shrine and he will give you the option of changing the class of any other of your characters that are at or above level 20.

It may not necessarily be a good idea to a change a character's class as soon as he/she reaches level 20. Remember, once you reach level 40, before or after your character changes class, you will not see a significant increase in your base attributes for any level gained thereafter. Therefore, I would recommend getting to at least level 30 with a character before changing his class so you are less likely to reach level 40 after the class change. Also, although the experience to reach the next level is remarkably less after you change class, this amount rapidly increases. For example, if you compare the amount of experience needed to reach level 29 before the class change with the amount after the class change, you will notice that the amount of experience needed before the class change is significantly less. It is therefore also more advantageous for you to gain more levels before you change class since in the long run it will be more effective.

The only reason I would recommend changing class as soon as possible is if you are trying to beat the game with the bare minimum of experience/level gaining.

Special Transportation

Domino's Ship

Domino's Ship becomes available to your group after the Volcano section, 4.33. When you are on the ship, you can bring up the status window and command menu by pressing the "X" button. You are able to sail your ship anywhere on the water, expect for over shoals or reefs. To sail Domino's Ship, all you need to do is walk onto it, and you can then begin to sail. To climb off of Domino's Ship, you need to be adjacent to land and hold the direction pad in the direction of the land for a couple of seconds.

Steiner

After completing the Discipline Island quest, 4.37, Steiner will grow into an adult dragon. You can fly on Steiner by walking on top of him and pressing the "X" button. Steiner is able to fly over all areas except over high mountain ranges. To climb off of Steiner, you must position it over grassland terrain and press the "X" button.

Flying Palace

After completing the Flying Palace section, 4.43, you will be able to fly around the world in the Flying Palace. The Flying Palace can fly anywhere except over the mountain range surround the desert where Quamdar and the Abyss are located. To climb onto the Flying Palace, you must step onto it and press the "X" button. To climb off of the Flying Palace, you must position it over grassland terrain and press the "X" button.

III. Characters (Friends and Foes)

Finn

Class: Swordsman -> Hero

History: Left in the care of Galahad ever since his parents died, he trains with his foster father Kevins to become a knight. Finn one day hopes to become the leader of the Marion Knights, just like Lord Kevins and Sir Galahad.

Steiner

Class: Baby Dragon -> Dragon

History: A baby dragon that has a strong attachment to Finn. Ever since Finn rescued him, Steiner has been a constant companion.

Annie

Class: Cleric -> High Cleric

History: Galahad's daughter has always been a friend of Finn. She always looks out for his welfare, but has a strong streak of stubbornness. However, she is very kind and will be an important member of your group.

Percy

Class: Knight -> Black Knight

History: Annie's older brother is currently training to become a knight at Marion Castle. Just like Annie, he has an outgoing personality, and is also fast becoming an excellent swordsman. He is currently serving at Marion Castle, although he does occasionally visit his parents.

Samson

Class: Soldier -> General

History: The strongest soldier in the world, Samson is one of the most honored and respected soldiers in Marion. He is utterly faithful and loyal to not only Marion, but to its prince, Edward.

Prince Edward

Class: Magician -> Mage

History: Marion's prince, he has had no training in the art of war, but does have at his disposal powerful magic. Don't let his appearance fool you, for Edward has noble blood running through his veins and will be a very capable companion on your journey.

Tont

Class: Conjurer -> Summoner

History: A young magician who is living with his parents in the Village of Simone. Tont is studying "summoning magic," and as his levels increase, he will be able to summon powerful creatures to aid you in battle.

Domino

Class: Pirate -> Captain

History: A pirate who has sworn vengeance on his enemies. He is currently seeking some of the most fabled treasures in the world. He is well known throughout the eastern part of the world, especially in Port Town Luna.

Lorele

Class: Monk -> Master Monk

History: Princess of the kingdom of Barbaros, she has been schooled in the martial arts. Enemies should be wary, because this girl is very powerful not only with her physical attacks, but also with her magic!

Friends

=====

Sir Galahad

History: Galahad is the father of Annie and Percy. He is a former leader of the Marion Knights, who had to retire due to injuries. He is also the caretaker of Finn, who he lets stay at his house.

Lord Kevins

History: Kevins is the "father" of Finn and current leader of the Marion Knights. He has entrusted the care of his son to Sir Galahad, who was once his teacher.

Arawn

History: An extremely powerful wizard who has lived for hundreds of years. He will guide and help Finn on his journeys. There is great mystery surrounding Arawn and only time will reveal his whole story.

Foes

====

Shutat

History: A mysterious person who has become a "rising star" in the political realm of Bandore. He currently holds a position under the emperor and his ambition may lead him to reach higher...

Ramue

History: A general under the command of Shutat. Her magical power is great and she will test your group early on in your adventure. She is cold, calculating, and will do anything to destroy her enemies.

Dagoot

History: Another of Shutat's generals, he is an expert archer having descended from a long line of bowmen. His bow is one of the strongest in the world and no man or creature is safe from his eagle eye.

Yeon

History: The last of Shutat's generals, Yeon is known for his deception and trickery. His magical powers may even surpass those of Ramue, making him one of your more serious opponents.

=====
IV. Walkthrough
=====

I have divided this walkthrough up into distinct sections to make it easier for everyone to follow. Each section has a main heading that has a number to its left, which corresponds to its location in the Table Of Contents. Below the main heading there are three other minor sections, Items Found, Special/Note, and Enemies Encountered. The "Items Found" section lists all of the items that can be found in that particular section. The "Special/Note" section lists any unique characteristics or features that the section has to offer. The "Enemies Encountered" section lists all of the enemies that you may come across as you begin and complete that particular section. If there is an Overworld subsection in the "Enemies Encountered" section, this means that you can find these enemies outside in the Overworld.

4.1 Isla Village (I)

Items Found: 2 Herbs, Short Sword, Antidote, Light Shield, Flask
Special/Note: Storage Trunk (Located in the basement of Annie's House)
Enemies Encountered: None

Begin a new game, and when asked, choose your name. After the initial dialog sequence, you will wake up alone in your room. Annie then comes up the stairs and tells you to go talk to Sir Galahad. Hmmm, it must have something to do with the quest that Lord Kevins and Sir Galahad were talking about earlier. But before you go downstairs, you should search the barrel in southwest corner of your room for an Herb. (If you are having trouble getting to this barrel, you must first go south to the wall, and then walk west so that you are in front of the barrels) Before I continue, I must mention that searching for hidden items is VERY important in this game, and are typically found in pots, stoves, casks, bushes, and armor/swords on the wall. That being said, I will always make a note of where specific items can be found throughout your journey.

Walk down the stairs and you will enter into a dialog sequence with Sir Galahad. After talking for a while, he asks you if you would like to see Marion Castle. He then says that if you do want to go, you will first have to enter the Spirit Cave and fill the Flask that gives you with Spirit Water. Just as you are ready to leave the house and begin your quest, Annie interrupts and asks if she can go along. Sir Galahad laughs and says that she can't go since... "She is only a girl!", which then sends Annie running out of the house.

Before you exit the house, talk to Sir Galahad and he tells you to look in basement for some equipment. Walk down the stairs to the basement. Search the sword hanging on the wall to the right of the staircase and you will receive a Short Sword. Search the barrel in the southeast corner of the room for an Antidote and the barrel to the immediate left of the firewood for an Herb. If you look in the northwest corner of the room you will find a large chest. This important "item" is the Storage Trunk, which will let you store money, weapons, armor, and items. Unfortunately for you, the Storage Trunk is too heavy for you to carry and will remain in the basement of Annie's house for the entire game. While you are here, open the Storage Trunk and remove a Light Shield from the armor storage. There are also 2 Herbs and 4 Antidotes in the Storage Trunk for you to take if need them. (Throughout most of the game, you will have the opportunity to visit Annie's house where you can then store or remove items from the Storage Trunk) Walk back up stairs and exit the house. Immediately after you leave the house, Sir Galahad will come running out after you so that he can give you one last piece of advice, "... take a right at the fork in the cave since the left path leads to danger."

If you look around town, you will notice that the exit leading north out of town is guarded, which means that you will have to take the exit to the south. But before you exit the town, make sure that you save your game at the Church located to the northwest of Annie's house.

4.2 Cave of Spirits

Items Found: Source of Wisdom, Spirit Water
Special/Note: Annie temporarily joins your group
Enemies Encountered: Slime, Small Bat, Tumble Rabbit

Once you are outside the village, walk southeast and go into the cave. At this point, you may want to consider fighting inside the cave until you have gained a couple levels. If you choose to do this, take advantage of the "free Inn," by resting in your bed back at Isla Village.

* Floor 1 * Follow the path, and after your first battle, Annie will come out of the hiding spot where she was watching you fight. After talking to you, she will run off in hopes of finding the Spirit Water by herself, thereby earning the respect she deserves. Continue to follow the path and defeat all the enemies you encounter until you reach a fork. At this point, you will catch up to Annie, only to see her run off down the left path! Wasn't this the path that was supposed to lead to danger? However, instead of following Annie, walk down the stairs to the northeast.

* B-Floor 1 * Once you are on this floor, you will see a path leading south and another path going east. Follow the path leading south and continue to follow that path as it turns east until the path divides into three separate paths. Follow the path that leads northeast and walk down the stairs to the next floor.

(The path that leads east at the beginning of the floor ends in an exit that will bring you outside of the mountain. Although it isn't necessary, you may want to consider following this path since at the end there is an amazing view of the surrounding terrain)

* B-Floor 2 * Walk north and stand before the spring. "Use" the Flask in your item list and you will get the Spirit Water! Now walk south and climb back up the stairs.

* B-Floor 1 * Backtrack west, north, and climb up the stairs.

* Floor 1 * Walk west and climb down the same stairs that Annie went down.

* B-Floor 1 * Take a couple of steps west and then walk north to a treasure chest. Open the treasure chest for a Source of Wisdom. Walk south and the east past the stairs that you just came down. Now follow the path going north and climb down the stairs to the next floor.

* B-Floor 2 * Walk south to the fork, and then follow the path going northwest. Climb down the stairs to the next floor.

* B-Floor 3 * Walk south and climb down the stairs.

* B-Floor 4 * Walk to the swamp and... a Kraken is trying to capture Annie! After a few failed rescue attempts, Annie is finally captured. Luckily, you have something that can save her! Stand before the swamp and "Use" the Flask containing the Spirit Water. The Kraken spits Annie out, who then lies dead on the floor. Your character then pours a couple of drops of the Spirit Water into Annie's mouth. Annie then glows for a couple seconds before beginning to breathe again! Once she recovers, she will ask to join your group and go back home to Isla Village. Backtrack your way out of the cave and walk northwest to town.

4.3 Isla Village (II)

Items Found: None

Special/Note: Percy joins and Annie rejoins your group

Enemies Encountered: None

Overworld - Bat, Green Slime, Killer Bee, Killer Frog, Kobold, Slime,
Small Bat, Tumble Rabbit

Walk north into Annie's house and your character will give Galahad the Spirit Water. Just before everyone goes to bed, Galahad hears someone outside...its Percy! Everyone runs outside and sees Percy lying wounded on the ground. Bandore

has attacked Marion Castle!

The next morning Percy decides to come with you to Marion. As you are leaving the town, Annie begs you to let her come with you. After receiving her father's permission, Annie joins your group once again. Your group will then appear outside of Isla Village. Before you travel to Marion, I recommend going back into the village and saving your game at the Church. At this point, I also suggest fighting outside to gain levels and gold. Once you're ready, walk north from Isla Village and enter Marion Town.

NOTE: Every new character that joins your group will have some basic fighting equipment and an Herb in their inventory.

4.4 Marion Town (I)

Items Found: Ring of Defense, Smoke Bomb, Illusion Potion, Prison Key, Royal Pendant, Monster Bait, Helium Ring, Source of Defense

Special/Note: Meeting with Sir Samson and Edward

Enemies Encountered: Bandore Soldier, Bat

Before you start exploring, here are the locations of all the hidden items in this town. There is a Monster Bait hidden under the table in an old man's house, which is located in the northwest section of town. (There are two similar houses in this part of town; the old man's is the one to the right) An Illusion Potion can be found by searching to either SIDE of the Pastor's pulpit in the Church. There is treasure chest containing a Smoke Bomb just north of the flowerbed in the northwest section of the castle compound. The best item that can be found is the Ring of Defense, which is hidden behind the northwest tombstone in the cemetery in the town.

If you have the money, go the weapon/armor shop and buy a Short Rod and Travel Dress for Annie, and then a Leather Plate for Finn. Once you are ready, talk to the man walking in front of the house in the northwest corner of town. A short sequence will then occur between Sir Samson and some soldiers. Once the sequence is over, walk into the house that Sir Samson exited. Now search under the desk and a secret staircase will be revealed. Climb down the stairs and flip the hidden switch on the wall. Walk into the cemetery and you will see that a tombstone has been moved revealing a hidden staircase. Now climb down the stairs to enter the secret passageway.

* B-Floor 1 * Follow the path north and you will soon be forced to battle two Bats. Once they are defeated, continue walking north and you will soon find yourself battling three Bats. Keep on following the path and you will come to a large rock blocking your way. Fortunately, your group will be able combine their strength and push the rock out of the way. Now walk north and climb down the stairs to the next floor.

* B-Floor 2 * Follow the path and you will eventually enter into a dialog sequence with Sir Samson. He decides to let you help him find Prince Edward and leads your group west to the stairs.

* B-Floor 1 * Search the chains on the wall to your right for a Helium Ring. Follow the path past the different jail cells until you reach the jail cell that contains Prince Edward. (He is dressed in bright yellow clothes) Talk to Edward and walk west to the far door where your group will then break into the guardroom. This will then trigger a battle sequence involving a group of 3 Bandore Soldiers. These Bandore Soldiers have less VP than the ones you will face later on in the game and are extremely weak. During this battle, Sir Samson

will also have an extremely high chance of delivering super attacks and counter attacks, which helps to make your fight that much easier. Once the Bandore Soldiers are defeated, they will drop the Prison Key. Now walk back to the jail cell where Prince Edward is being held and use the Prison Key on the cell door. Once the Prince Edward is free, he will join your group. Now walk back to the hole where you first entered the dungeon.

Just before you make it back to the underground tunnel, the sorceress Ramu will appear. Ramu will attack Sir Samson and eventually succeed in casting a curse on him. This curse has multiple affects on Sir Samson, but only affects him when he is in battle. The first possible scenario is that Sir Samson will be unable to move. The second is that if he attacks, the curse will deal him 1/4 the damage he deals to an enemy. If the curse doesn't affect Sir Samson during a turn, he will just perform his designated action with no other effect.

Enter the tunnel and follow it back to where you first met Sir Samson. Your party will then split up into two groups, one with Prince Edward and Sir Samson, and the other with Finn, Annie and Percy. Prince Edward then gives you the Royal Pendant to show the Pastor at the Border Church. Your group will then exit the tunnel and appear outside of Marion. Before going to the Border Church, I recommend that you go back to Isla Village and save your game. While you are in Isla Village, try walking into Annie and Percy's house and you will find the door locked. Search the door, which will then lead to a short dialog sequence between Annie, Percy, and their parents. Also, now that the villagers are out of their houses, you can search the vase inside of the northwest house in town for a Source of Defense.

(At this point in the game, you are able to enter Marion Castle since all of the guards are away from their stations looking for Prince Edward. However, some of the doors and stairs in the castle are still not accessible. Although you are able to get a couple of items at this point, I prefer getting them farther along into the game when you are able to explore every room of the castle. Therefore, the directions to those items can be found in the corresponding section of my walkthrough, 4.29)

4.5 Border Church

Items Found: Resist Jewel, Antidote
Special/Note: Samson and Edward join your group
Enemies Encountered: None

The Border Church is located in the mountains to the southeast of Marion. Once you are inside, explore the forest on the eastern side of the building and you will find a treasure chest containing a Resist Jewel. For more information regarding this special item, refer to question #13 in the FAQ section, XI. Walk into the building, and then to the east wing of the Church. Now walk north and search the middle vase in the bottom row of three vases to find an Antidote.

Now show the Pastor the Royal Pendant and answer "Yes" when he asks if you are (name of the character using the item). The Pastor will then open a secret door leading to the rear of the Church. Exit through the door and walk north into a clearing where you will find Samson and Edward. Prince Edward will tell you that you need to solve the riddle of the picture to find the secret passageway.

To solve this puzzle, you must position the different pieces so that the ivy crown is on the top and the free space in the middle. The end result must be identical to the complete picture, which you are able to catch a glimpse of before the pieces of the puzzle are rearranged. If you step on any piece of the

puzzle adjacent to the free space, the piece will move to where the free space was previously located. This puzzle is very tricky, but with a little time and effort, you should be able to solve the puzzle. Unfortunately, the game rearranges the pieces of the puzzle differently each time you walk into the garden, so I am unable to tell you how exactly to solve your specific puzzle. However, if you are having trouble, refer to the Frequently Asked Questions section (XI) of walkthrough, and go down to question 19.

*** Make sure that you don't go back to the Church without completing the puzzle. If you do go back, Ramu and two Ork Lords will find and attack your group. You can defeat this group, but not without a lot of help, and by "help," I mean using the GameShark. Ramue has tens of thousands of HP and unless you level up all your characters outrageously, you won't be able to defeat her. The total prize for defeating Ramue and the two Ork Lords is 1024 experience and 400 gold. Individually, Ramue herself will give you 900 exp. and 300 gold, while the Ork Lords will give you 62 exp. and 50 gold each.***

Once the puzzle is solved, the Pastor will appear to your south, blocking your way back to the Church. At this point, you can safely go back to the Pastor and save your game. As soon as you are ready to continue, walk north and go through the door.

4.6 Underground Tunnel

Items Found: Blizzard Card, Herb, Source of Agility

Special/Note: Percy leaves your group

Enemies Encountered: Bat, Green Slime, Killer Bee, Killer Frog, Kobold, Mold, Slime, Tumble Rabbit

Walk north until you reach the end of the red carpet. Before going down the stairs, I would recommend giving Percy's items to another character since Percy will be leaving your group soon. However, if you forget to switch his items, you will still be able to get them back later in the game. Now walk down the stairs and into the cave.

* Floor 1 * If you search middle vase of the three vases to your right, you will find a Blizzard Card. Walk northeast until you reach a gate, and then perform a "search" on the lever on the wall to raise the gate. Walk through the gate, and just as you do so, you hear the voices of some soldiers following you further back in the tunnel. Your group will then start to run away... except for Percy, who will then run back and close the gate! Percy has decided to make sure that no one follows you, and as further insurance, breaks off the lever to the gate. After a long discussion, your group decides to go on and continue their journey. Walk east until you reach the stairs. If you want, search the middle barrel of the three barrels south of the stairs for an Herb, and then climb up the stairs.

* Floor 2 * Follow the path to your east and climb up the stairs.

* Floor 3 * Open the treasure chest for a Source of Agility and climb back down the stairs to the previous floor.

* Floor 2 * Walk west back to the fork and follow the path going north. Keep on walking north, and at the next fork, follow the northwest path until you find Brother Thomas. Choose to guide him out of the cave so that once you reach the Inn, he will be available to save your game. Walk south back to the fork and follow the path leading northeast. Continue to follow this path as it turns east and then climb up the stairs to the next floor.

* Floor 3 * Walk east and exit the cave. As soon as you exit the cave, you will be able to view a dialog sequence that is taking place at the Border Church. Mistress Ramue is right on your trail, but since Percy destroyed the gate, she is not able to follow you. Curiously, she does not seem to be that upset that your group will make it to Zalagoon.

4.7 Mountain Cottage

Items Found: Healing Herb
Special/Note: None
Enemies Encountered: None

Overworld - Bat, Goblin, Green Slime, Killer Bee, Killer Frog, Kobold, Slime, Tumble Rabbit

Walk north to the front of the building and stand in front of the two bushes to the west of the door. Now search the east bush of the two for a Healing Herb. Walk into the building and if necessary, rest at the Inn. Now talk to Brother Thomas and save your game.

From outside the Mountain Cottage, walk northeast through the forest and you will eventually enter into a different screen. To make it to the cave on the other side of this valley, you will need to first climb up into the trees and find a path above the ground.

(If you want, you can go north from the Mountain Cottage and into the Dragon Cave. This cave is an excellent place to gain experience and earn gold. If you explore the eastern part of the cave, you will notice that a sleeping dragon is blocking your path. There is also a treasure chest with a Healing Herb that can be found if you follow the path above the ladder. However, I include getting that particular treasure in a different section of my walkthrough, 4.27)

4.8 Tree Path

Items Found: Steel Mail, Counter Jewel, Source of Life
Special/Note: None
Enemies Encountered: Bat, Demon Hornet, Giant Scorpion, Goblin, Green Slime, Kobold, Kobold Lord, Mold, Ork, Poisonous Frog, Zombie

Recommended Level: 6

Walk east and enter the big hole in the tree.

* Floor 1 * Follow the path counter-clockwise and climb up the stairs.

* Floor 2 * Walk along the path until an acorn blocks your progress. Now push the acorn north and into the hole, which can be accomplished by walking into the acorn in the direction you want it to move. Once you've done this, continue following the path and climb up the stairs.

* Floor 3 * Walk west and push the acorn south 4 spaces. Now push the acorn east one space, and then south into the hole. Walk southeast and climb up the stairs to the next floor.

* Floor 4 * Walk northwest to find a treasure chest containing a Steel Mail, and then climb back down the stairs to the previous floor.

* Floor 3 * Walk northwest and step into the hole, which will then drop your group down to the second floor.

* Floor 2 * Walk counter-clockwise and push the acorn north into the hole. Follow the path and climb back up the stairs.

* Floor 3 * Follow the path southeast until you reach an acorn. Push this acorn south two spaces, west one space, and then south into the hole. Now climb up the stairs to the next floor.

* Floor 4 * Follow the path until you reach an acorn. Push this acorn east one space, north one space, and then east three spaces. Now push the acorn south one space, and then east into the hole. Climb up the stairs to the next floor.

* Floor 5 * Walk west, push the acorn south to the wall, and then push the acorn east two spaces. Now walk around the inner wall and push the acorn south five spaces. Finally, push the acorn west into the hole and climb up the stairs.

* Floor 6 * Circle around the inner walls so that you can push the acorn west three spaces. Now walk back around and push the acorn north three spaces. Next, position your character so that you can push the acorn east six spaces. Now push the acorn south five spaces, and then west two spaces. All that's left for you to do is push the acorn south one space and into the hole! Now walk through the vines and you will appear outside of the tree.

Walk east along the vine until you reach a long segment of vine leading down towards the ground. Follow this vine south, step onto the tree limb, and then walk west back into the tree. Open the treasure chest for a Counter Jewel and walk east back outside the tree. Climb the vine north so that you come back to the main path, and then walk east until you reach the next tree. Climb through the small hole and you will appear in a new tree.

* Floor 6 * Now that you have crossed over the forest, the only thing left for you to do is find a way back to the ground. Unfortunately, there are no vines for you to climb back down, which means that you will have to fall down the holes in floor to reach the bottom. However, many of the holes have webs underneath them that will bounce you back up.

To get started, walk north, and then walk southwest until you reach the hole that is in the southwest corner of the floor. Now step into the hole to drop down to the next floor.

* Floor 5 * Walk east to the wall, take two steps north, and then walk east into the hole.

* Floor 4 * Walk north two steps, and then west until you reach a wall. Now walk south five steps, and then west into the hole.

* Floor 3 * Walk southeast and open the treasure chest for a Source of Life. Now walk northeast and into the hole.

* Floor 2 * Walk northwest so that you are in the northern portion of the tree. Now walk into the most southern hole that is in the northern section of this floor. (This hole is a couple steps east from the division of the north and south part of this floor)

* Floor 1 * Walk south and exit the tree.

Now walk east to exit the forest. Walk northeast and enter the cave.

4.9 Mountain Cave

Items Found: Counter Orb

Special/Note: None

Enemies Encountered: Demon Hornet, Giant Scorpion, Goblin, Kobold Lord, Ork,
Poisonous Frog, Zombie

* Floor 1 * Walk north, and at the fork, follow the path going northeast. Now at the next fork, continue to follow the path going northeast. Once you reach the end of the path, climb up the stairs to the next floor.

* Floor 2 * Walk northeast to the fork, and then take the path going east. Continue to follow the path until you reach a treasure chest containing a Counter Orb. Now walk back to the fork and follow the path going north. Once you reach the end of the path, climb down the stairs.

* Floor 1 * Follow the path southeast and exit the cave!

Walk northeast until you reach Zalagoon. (The town is located on a bright green plain, slightly west of the ocean)

4.10 Zalagoon Town (I)

Items Found: None

Special/Note: Meeting with Advisor Glade

Enemies Encountered: None

Overworld - Amazon, Demon Hornet, Giant Scorpion, Killer Bee, Kobold Lord, Ork,
Poisonous Frog, Slime, Spinning Tail, Tumble Rabbit, Zombie

Walk north through the gates and into town. Save your game at the Church in the northeast corner of town. If you happened to go into the Weapon or Armor Shop, you will notice that the owners won't sell you anything until you have seen "the advisor." If you talk to the townspeople, you will learn that "the advisor" is very unpopular and has been making everyone miserable!

Now in order to keep the plot line moving, you will need to walk north through the town and into the castle. Talk to the guards and Edward will announce his identity and ask to see the King. (Make sure that Samson is alive, otherwise you will not be allowed inside the castle) Your group will then meet with Advisor Glade who says that you are lying and demands that Sir Samson provide proof to the King that he is Marion's hero. Advisor Glade will then ask you to explore the town until a messenger comes to bring you to the King.

Once you are back in town, talk to the boy with the yellow hair that is standing right outside of the castle entrance beside the trees. He tells you that the sewers underneath the streets can be used as pathways to go to different parts of the town and castle. Now that we know how to get into the castle, walk to the weapon/armor shop and purchase some new equipment to prepare yourself for jumping into the sewers.

4.11 Sewers

Items Found: Source of Magic, Smoke Bomb, Bronze Key(I), Herb

Special/Note: Meeting with Sir Bison

Enemies Encountered: Flying Mouse, Kobold Lord, Ork, Poisonous Frog,
Spinning Tail, Thief, Zombie

Recommended Level: 8

Search the well (i.e. sewer hole) that is south of the Church and your group will fall into the sewer system below the town.

* Floor 1 * Walk a couple of steps south and go west across the red bridge. Follow the path west and search the barrel for a Smoke Bomb. Now walk south off the ledge and your group will fall into the water, which will then carry you south. Walk east a few steps and then north out of the water onto the path. Walk east across the red bridge and follow the path south, west, and then across another red bridge. Now follow the path as it twists and turns to the north until you are standing on the next red bridge. Walk north off the bridge and into the water. Walk north and go through the small hole in the wall.

Once you are on the other side of the wall, walk a few steps west, and at the fork, follow the north path. Now follow this path until you reach a dead end. Walk west to fall into the water and then walk one step south, two steps west, and then north onto the sewer ledge. Follow the path southeast and walk east across the red bridge. Now follow the path south until it stops and search the barrel to your east for an Herb. Walk south into the water and the current will carry you one step to the west. Now walk south, west, and then north onto the sewer ledge. Take one step west, walk south, and follow the path until you reach a ladder. Climb up the ladder and search the treasure chest to your east for the Bronze Key(I)!

Now climb back down the ladder and into the sewers. Walk west until you reach the barrel. Walk south into the water and the current will carry you west. Once you have stopped, walk west and the current will take you for a long ride. Now walk north onto the sewer ledge. Take one step east and follow the path until it ends. Search the barrel to your east for a Source of Magic. Now walk north and climb up the ladder.

Now that you are back in town, take the opportunity to restore your characters' health and save your game at the Church. Once you are ready, climb back down into the sewers by searching the well to the southwest of the Inn.

Walk south from the ladder, and then walk east across two red bridges. Follow the path south, west across a red bridge, and then keep on walking until you are standing on the next red bridge, which is where you jumped off earlier. Instead, walk east across another bridge. Follow the path northeast, and then walk west across another red bridge. Walk west and you will see a door blocking your path. There is a keyhole one space to east of the door. Stand in front of the keyhole and use the Bronze Key(I) to open the door. Walk north until you see a passage leading to the west. Walk off the path into the water and follow the path west, which will eventually lead to the basement of Zalagoon Castle. Follow the path northeast through a couple rooms and climb up the ladder to emerge on the lawn inside of the castle.

The messenger you saw earlier is standing on the grass waiting for your group. Once he sees your group, he will bring Sir Bison out to meet you. Sir Bison says that Edward's Aunt would help your group, but Advisor Glade has control of most of the power in the kingdom. He then tells you that if Advisor Glade kicks you out of Zalagoon, to meet him back here. Once Sir Bison has left, walk back into the sewers and make your way south to an exit. (Take advantage of the currents, and when possible, let them carry you closer to the exit)

4.12 Zalagoon Castle

Items Found: Tornado Card, Magic Bean
Special/Note: Meeting with the King and Queen
Enemies Encountered: None

Exit the sewers and walk towards Church. Just before you reach the door, a messenger will come and tell you to come to the castle. Save your game, buy any last supplies you need, and then walk into the castle. Talk to the guards so that they open the gate and walk north until you are in the courtyard.

The King, Queen, Advisor Glade, Sir Bison, and Sir Piat will all be waiting for in front of the main castle. Advisor Glade accuses your group of being imposters and of even possibly trying to help Bandore capture Zalagoon! The only way for your group to prove your identity is for Sir Samson to perform a "feat of strength." Unfortunately, Samson is unable to completely pass the test due to Ramue's evil curse and your group is then ordered to leave Zalagoon or be thrown into the dungeon. Once the scene is over, talk to Edward and Samson so that they rejoin your group.

Now walk east across the courtyard towards the three columns. Search the front of the northernmost column for a Tornado Card. Talk to the guards blocking your path and they will move out of the way. Walk south and exit the castle.

Since you've been evicted from the castle, the only thing left for you to do is to go back through the sewers to the secret area where you previously met Sir Bison. Once you are there, you will see the Queen and Sir Bison patiently waiting for your group to arrive. Sir Bison tells your group of a mysterious group of wizards who might be able to lift Sir Samson's curse. The Queen also gives something to Sir Bison, who then places it in a treasure chest before your group. Inside is the Magic Bean, which according to prophecy, is supposed to save the kingdom during a time of need. Once the Queen and Sir Bison go back into the castle, open the treasure chest for the Magic Bean. Now walk back through the sewers to reach the main part of town. Save your game at the Church and get ready for a very long trip!

4.13 Ophera Village

Items Found: Monster Bait, Healing Herb, Smoke Bomb, Flame Card
Special/Note: None
Enemies Encountered: None

Recommended Level: 10

Overworld - Amazon, Blood Pudding, Devil Scorpion, Flying Mouse, Harpy,
High Ork, Kobold Lord, Mantrap, Skeleton, Spinning Tail, Summoner,
Thief, Warlock, Worm

Your next stop is a little town located in the desert to the far south of Zalagoon. Begin by walking southeast until you reach a desert. At this point, continue to walk south along the water's edge (to your east) until you see the town.

Here are the locations of the various hidden items in the town. If you search under the table on the second floor of the Inn you will find a Monster Bait.

There is a Healing Herb hidden in the northwest bush in front of the Weapon and Item shop. (If you still can't find it, start by standing just outside the doorway of the shop, and then walk west until you reach a bush) In the northeast house of town there is a Smoke Bomb hidden in the gray vase just below the stove/fireplace. Lastly, the house to the right of the Church has a Flame Card hidden in a gray vase.

There is not much else for you to do in this town, but if you want, talk to the townspeople to learn about Port Town Luna, a mysterious Tower, and pirates.

Before begin your journey to Luna, you should fight outside Ophera to level up your characters and earn gold. The monsters here are new and extremely tough, especially in the mountains, so be prepared or you may end up dying. You may notice a structure floating above a building to the northwest of town, but don't worry about exploring it since you will be back here later on in the game. Once you are ready to continue, save your game and exit the town!

4.14 Port Town Luna (DAY)

Items Found: None

Special/Note: Umm...it's a pirate town, what more do you want?

Enemies Encountered: None

Overworld - Dark Priest, Devil Scorpion, Elf, Mantrap, Skeleton, Summoner, Warlock, Worm

Your next stop will be at the port town of Luna. Begin by walking southwest until you are out of the desert, and then continue in that direction until you reach the sea. (The seacoast should be to your west and run in a north to south direction. If the seacoast doesn't run in that direction, then you need to continue walking west until you find the proper seacoast) Now follow the seacoast south until you reach Luna.

Luna is one of the more unique towns that you will come across in the game because you will have the opportunity to visit Luna not only during the daytime, but also at night. As you look around town, you might see some treasure chests hidden in various areas. However, you will not be able to get the treasure chests until night. While you are here, make sure that you talk to the two men sitting at the table next to the Inn. They will tell you about the Moon Crescent, and of another town, Jonowan. The Moon Crescent can be used to change day into night, but you can't get this item until you accomplish some other tasks.

Now walk into the vase shop in the northeast corner of town and try to walk into the back room. You will overhear a conversation between a shop owner and his employee regarding the Vase of Life and a pirate named Domino. Once you have saved your game at the Church and bought new equipment, exit Luna.

While you are here, there is an easy way for you to make tens of thousands of gold pieces. First, accumulate about 2,000 or 3,000 gold, and then go to vase seller and buy as many vases as you can. Now go back to the Weapon Shop and try to sell those vases. Most of the vases you ended up buying will be regular vases, however, some of the vases will be special vases like the Tornado Vase, Fire Drake Vase, Wind Vase, or Thunder Vase. You can then sell these special vases for a profit or save them to use on enemies.

Once you've done that, walk back to the vase shop and sell the regular vases to

the "buyer" who is above the vase seller. However, make sure that you don't sell the powerful vases to the "buyer" because he only will give you half the price of the item you are selling, not three-fourths like a regular merchant. You can then repeat this procedure until you have accumulated as much money and powerful vases as you want. It is important to note however, that this trick won't once you enter Bandore Castle.

(Occasionally, the vase seller will also give you a free Herb in addition to one of the mysterious vases)

Your next goal is the secluded village of Simone, which can be reached by going through the Emerald Cave found north of Port Town Luna. If you haven't reached the recommended level yet for the Emerald Cave, I would recommend buying some Healing Herbs and Mage Potions (from Ophera Village) before you begin your journey. While you were wandering outside of Luna on the Overworld, you may have noticed that there is a path through the forest to the southeast of town. This path leads to the Mist and Rainbow Valley, but before you go there, you should first visit Simone Village.

4.15 Emerald Cave

Items Found: Magic Emerald, Broad Sword, Power Gauntlet, Flame Card

Special/Note: None

Enemies Encountered: Amazon Priestess, Blood Pudding, Dark Priest, Elf, Ghost, Ghoul, Harpy, Hobgoblin, Lizard Man, Ork Lord, Roper, Summoner, Worm

Recommended Level: 13

To find the Emerald Cave, start from outside of Luna and walk north paralleling the coastline to your left. Continue to walk north while maintaining your position next to the ocean until you see a mountain range dividing the area. Keep to the west of the mountain range and continue north until another mountain range separates you from the coastline. Walk northeast to enter the cave, and then north again to enter the Emerald Cave.

* Floor 1 * Walk north and climb up the stairs.

* Floor 2 * Now walk southeast and go through the door leading outside of the cave. Open the treasure chest for a Broad Sword and walk back into the cave. Walk north through a hole in the wall and follow the path. At the end of the path there's an apparent dead end, but just walk south through another hole in the wall. Now take a couple of steps east and climb up the stairs.

* Floor 3 * Climb up the vine to your left, walk north, and then climb up the stairs to the next floor.

* Floor 4 * Walk east, and at the intersection, south. You are now faced with the option of choosing two doors, both which lead outside. Choose the west door and you will be dropped down onto a ledge. Climb the vine to your north, walk north, and then climb another vine. Walk west and search the sparkly item in the grass for the Magic Emerald! Now climb back down ONE vine, walk southeast, and enter the cave.

* Floor 5 * Walk north through a hole in the wall and climb down the stairs.

* Floor 4 * Walk south and you will come back to the two doors that lead outside

the cave. This time choose to walk through the east door. Climb up the vine and walk back into the cave.

* Floor 3 * Walk north past the stairs and open the treasure chest for a Flame Card. Walk southeast and climb the stairs to the next floor.

* Floor 4 * Walk north and climb up another set of stairs.

* Floor 5 * Now climb up the vine, and at the intersection, walk west to find the Power Gauntlet. Walk east back to the intersection and follow the path south until you exit the cave.

* Floor 6 * Climb the vine north and walk north through the flowers. Once you have passed through the flower garden, walk back into the cave.

* Floor 7 * Follow the path, and when it splits, follow the path leading east. Continue to follow the path as it turns north and climb up the stairs.

* Floor 8 * Follow the path leading directly north and climb down the stairs to the next floor.

* Floor 7 * Walk northeast and climb down the stairs.

* Floor 6 * Walk southeast and climb down the stairs.

* Floor 5 * Now walk south and exit the cave.

From here, Simone Village is a short walk to the southeast.

4.16 Simone Village

Items Found: Source of Agility (2), Monster Bait, Antidote, Tempest Jewel

Special/Note: Tont joins your group

Enemies Encountered: None

Overworld - Amazon Priestess, Blood Pudding, Dark Priest, Devil Scorpion, Elf, Harpy, Hobgoblin, Roper, Summoner, Worm

Walk north to the Inn and rest for the night. Ghustan, the traveling merchant, is on the second floor of the Inn and has some new armor for sale. Walk into the house southwest of the Inn and search the boiling pot for a Source of Agility. The Church is not labeled, but the building has the customary "church look" and can be found north of the southwest house in town.

Talk to the man standing outside of the house north of the Church and then talk to the woman inside of that house. Apparently their son took a magic invisibility cape and is now missing! Search underneath the table in this house for a Monster Bait. Now talk to the man inside of the house to the north of the Inn. He will mention something about transformation powder. Exit the building and walk west out of the screen. Follow the path and you will find a house in the middle of some trees. Enter the house and talk to the magician who will say that he needs the Magic Emerald to complete his magical potion.

Select the Magic Emerald from your item list and "Use" it. He will take it from you and throw it into the boiling cauldron. BOOOOOOM! After the explosion, talk to the blob inside of the house and it will follow you.

Now exit the house and walk west between the pair of trees that are west of the

well. Walk north along the house's west wall until you are stopped by a tree. The wall is hollow at this point, so walk one space east and open the treasure chest for a Source of Agility.

Walk back into the main town and try to walk up the path north of the Inn that leads to the Mystic Shrine. Eventually, you will come to a rock blocking the road. Once you reach this point, a magician will tell you that Master Zeon placed the rock there so no one would disturb his meditations. If you talk to some of the people in town, you will hear that Master Zeon is an amazing and powerful magician, maybe even powerful enough to remove Samson's curse! This town is full of useful information about the journey ahead and I recommend taking the time to talk to every person in the town and in the Mystic Tree. However, before you even go inside the Mystic Tree, make sure that Samson is alive otherwise the following events will not be able to take place.

Walk north past the buildings and exit the main town. Now walk north, climb up the ladder, and enter the Mystic Tree. Walk north until you reach the back of the tree, and then walk down the stairs.

Walk south into the room and search the northeast vase in the group of vases for an Antidote. Now walk clockwise around the room and walk through the door in the middle of the room. Climb down the stairs and open the treasure chest for a Tempest Jewel. Climb back up the stairs, and then climb down the stairs to your south.

Walk clockwise around the room and climb down the stairs. Walk clockwise around another room and climb down another set of stairs. (The door that you passed is locked and can't be opened until later on in the game) Walk north and talk to the head magician of the group who is standing between the two torches. He then tries to remove Samson's curse, but fails. He suggests having the master magician Zeon break the curse, but as you already know, he is meditating in the currently inaccessible shrine.

Now exit the Mystic Tree and try to walk out the main entrance of Simone. Just before you make it out of town, the yellow blob following you will transform into Tont, the boy who stole the magic invisibility cape. Unfortunately, he also got a dose of transformation powder and has been changed into something non-human! Tont will then join your group, becoming the fifth member of your party.

Before leave this area, I recommend fighting around Simone until you have raised Tont's level to at least 9. By now you might have realized that you don't always gain the same stats when you level up. Take advantage of this and make sure that when you level up Tont or any other new characters, you get them the best stats possible. Your next task is to find the Moon Crescent, and to do this, you must walk all the way back to Ophera.

4.17 Ancient Temple

Items Found: Smoke Bomb, Dragon Card, Moon Crescent, Firedrake Vase

Special/Note: None

Enemies Encountered: Amazon, Assassin, Blood Pudding, Bug Bear, Dark Priest, Dire Wolf, Flying Mouse, Gargoyle, Ghost, Ghoul, Harpy, High Ork, Lizard Man, Mantrap, Ork Lord, Roper, Skeleton, Skeleton Warrior, Summoner, Sylph, Thief, Warlock

Recommended Level: 14

While you are in Ophera, stock up on Mage Potions and make sure that you

purchase a Guiding Branch. From outside of Ophera, walk west to the mountains, and then north along the mountain range until you reach the Ancient Temple.

* Floor 1 * Enter the Ancient Temple, walk north up the steps, and then walk through the door. Walk northeast and climb up the stairs.

* Floor 2 * Walk west to the side of the temple, walk north, and then climb down the vine to the previous floor.

* Floor 1 * Walk east and climb down the stairs.

* B-Floor 1 * Starting on this floor, there is an additional puzzle element to the maze, where you will step on various switches, which will then change the walls and layout of the floor. Walk south and go east down the steps. Now walk north to the intersection and follow the path going east until you reach the end of the path. Now walk up the steps so that you are on the raised level of the floor. Walk south and step onto the blue diamond shaped switch, which causes part of the floor to move, thereby creating a new pathway. Continue to follow the new path until you reach another blue diamond switch. Walk east past the switch, follow the path north, and climb down the stairs.

* B-Floor 2 * Walk south and step onto the switch. Now walk north back to the stairs and follow the path going west. Once you reach the end of the path step onto the blue switch, and then walk down the steps to your east. Now follow the path going east and you will eventually reach a fork, with one path leading south, and the other north. Follow the path going north and open the treasure chest for a Smoke Bomb. Now walk south back to the fork and continue to follow the path south until you reach the bottom of the screen. Follow the path west and walk up the steps. Now step onto the blue switch and follow the path east until you reach an intersection. Follow the path going north and climb down the stairs to the next floor.

* B-Floor 3 * Walk south and step onto the blue switch. Now walk northwest and step onto the blue switch, which is just north of the stairs. Walk east PAST the steps and follow the path south. Once you reach the end of the path, step onto the blue switch and then backtrack to the steps that you just passed. Walk down the steps and follow the path until you reach another set of steps. Climb up the steps and walk south past the blue switch until you reach the southwest corner of the floor. Now climb down the stairs to the next floor.

* B-Floor 4 * Walk northeast and step onto the blue switch. Now follow the path east until you reach another blue switch. Step onto this switch and walk northwest to a pair of steps. Walk down the steps going west and at the intersection, follow the path going southwest path. At the end of the path, open the treasure chest for a Dragon Card. Now backtrack northeast and walk back up the steps. Now walk southeast and step onto the blue switch to move the wall again. Backtrack southwest and step onto the other blue switch. (The last two switches you stepped on have "reset" the floor back to its original position. If you don't think that you did this properly, just climb up the stairs going back to the third floor, and then climb back down those same stairs) From the stairs leading down to this floor, walk northeast until you reach a pair of steps, the same ones you were at before. Now walk down the steps going east and follow the path until you reach an intersection. Follow the path going east until you reach some steps. Now climb up the steps, and then down the stairs to the next floor.

* B-Floor 5 * Walk northwest and step onto the blue switch. Now take either path north, and continue walking north until you reach another blue switch. Step onto this blue switch and walk south to the blue switch that you first activated. Step onto this blue switch again and walk southeast back to the entrance of the floor. Now walk down the steps and follow the path west. As you follow this path

you will eventually reach an open area where you will have the option of taking a couple different routes. This happens around the point where you can see some steps that lead to a dead end. Now walk east and continue to follow any path leading east until you reach the northeast corner of this floor. Now follow the path west, walk up the steps, and then climb down the stairs to the next floor.

* B-Floor 6 * Walk south past a blue switch and continue walking south until you encounter another blue switch. Step onto this blue switch, and then walk northeast along the new path. Continue to follow the path until you reach another blue switch. Step onto this switch and follow the path west until you are back near the entrance of this floor. Walk south and step onto the blue switch that you passed earlier. Now walk west along the new path that was made and then walk south along the western wall of the floor until you reach some steps. Walk down the steps and follow the path leading north, which will eventually lead to an intersection. Follow the path leading north, and continue to follow the path until you reach a treasure chest. Finally, open the treasure chest to find the Moon Crescent! At this point, you can chose to either exit the maze by either using a Guiding Branch, Escape Magic, or just by walking out of the maze. However, you can also choose to follow this next set of directions, which lead to a treasure chest containing a Firedrake Vase!

(First, you will need to have all the switches reset. To do this, I recommend walking back to the entrance of the floor, and then climbing up and back down the stairs. Once you have the switches reset, walk south past the first blue switch and continue walking south until you reach the next blue switch. Step onto this blue switch and walk northwest back to blue switch that you passed earlier. Step onto this blue switch, and then walk northeast. Now follow the path east until you reach another blue switch. Step onto this blue switch and walk southeast along the new path that was created from stepping onto the blue switch. Keep on walking south until you reach some steps leading down to the lower level of the floor. Walk down the steps and continue walking west until you reach an intersection. Follow the path leading northeast until you reach a treasure chest, which contains a Firedrake Vase!

Once you have found your way out of the Ancient Temple, walk southwest to the Port Town of Luna.

4.18 Port Town Luna (NIGHT)

Items Found: Source of Growth, Healing Herb, Monster Bait, Critical Jewel, Statue of Gaea

Special/Note: Time for some fun!

Enemies Encountered: None

Overworld - Dark Priest, Devil Scorpion, Elf, Mantrap, Skeleton, Summoner, Warlock, Worm

Before you enter Luna, use the Moon Crescent, which will turn the day into night. Now walk into Luna and get ready for some fun!

Once you enter the town, make your way towards the Weapon Shop. As you will soon notice, now that it is night, the tide has receded revealing another area for you to explore. Walk down the ladder just south of the Weapon Shop.

If you search under the southwest table on the beach, you will find a Monster Bait. As you explore the town, make sure that you walk into the Bar room, which is the first building east of the ladder on the beach. While you are here, talk to the people sitting at the tables, the man sitting on the left side of the

bar, and finally the person sitting at the right end of the bar. He will mention some stuff about Domino, and will then say that "someone was looking for the Moon Crescent, but all he found was a statue."

(If this conversation does not take place, talk to everyone in the bar room once again, and then to the man sitting at the right end of the bar table. If you still don't have the conversation with the man, exit Luna and it will turn back to day. Now go back into Luna, walk west past the Inn, and talk to the man sitting on the south side of the table, who will then talk about the Moon Crescent. Then exit Luna, use the Moon Crescent, and go back into the Bar. Now try talking to the man sitting at the right end of the bar table again, which will hopefully result in the desired conversation)

The ladder in the northwest corner of the Bar will lead to a treasure chest containing a Source of Growth. The steps in the northeast corner of the Bar will lead to a treasure chest containing a Healing Herb. After you exit the Bar, walk south and then east under the bridge. Walk east past the Item Shop and then walk north to a ladder. Climb up the ladder and open the treasure chest to find a Critical Jewel.

Walk south on the beach until you are in the southern part of town. If you enter the door on the southeast side of the building, you will find the Vase Merchant who lost his Vase of Life to Domino the Pirate. If you want, walk west from here and enter the door to find a couple having an argument. Talk to the man and at the end of the sequence to the girl, who will then give Finn a little reward! Make sure that you visit the Weapon/Armor Shop in the southwest corner of town and that you buy some new equipment for your group. Once you have finished exploring the town, exit Luna and the night will end.

Now go back into Luna and walk west past the Inn. Talk to the man on the south side of the table and he will offer you the Statue of Gaea for the Moon Crescent. Accept his offer because you will need the Statue of Gaea for the next part of your quest. Once the trade is done, save your game, and exit Luna.

4.19 Mist and Rainbow Valley

Items Found: Angel Ribbon, Tempest Ring, Source of Vitality
Special/Note: None

Enemies Encountered: Assassin, Bug Bear, Dire Wolf, Gargoyle, Lizard Warrior,
(Mist Valley) Ork Lord, Roper, Skeleton Warrior, Sylph

Enemies Encountered: Assassin, Bug Bear, Dire Wolf, Ice Warrior, Roper, Skeleton
(Rainbow Valley) Warrior Sylph

To reach the town of Jonowan, you will first have to go through Mist Valley and Rainbow Valley. From outside of Luna, walk southeast, and then walk northeast between two mountain ranges. As you do so, you will find yourself in Mist Valley.

Walk north to a fork and follow the path leading northeast. Continue walking north until you reach another fork. Now follow the northeast path and walk north between two hills until you reach yet another fork. Follow the path going west and it will eventually lead you to a treasure chest containing an Angel Ribbon. Now backtrack to the fork and follow the path going east until you come to a small clearing. Walk to the east and you will see a stone dragon on the other side of the stream. Stand directly to the left of the statue and walk towards it. The stone dragon will shoot a chain out of its mouth and bring you to the other side of the stream.

Walk north and make sure that you stay out of the range of the stone dragon on the other side of the stream or you will be caught by its chain and dragged back across the stream. Continue to follow the path and you will reach a stone dragon facing north. Stand to the north of this dragon and walk one step east so that you get pulled to the island to the north. Now walk to the northern end of this island and search the stone dragon for the Tempest Ring. Now walk back to the southern end of the island and get pulled south by standing one step to west and south of the stone dragon facing south.

Now walk counterclockwise around the stone dragon so that you are on the east side of it. Walk east and you will get pulled to the east side of the lake by a different stone dragon. Walk to the northeast corner of the island and you will be pulled north. Walk north to the end of the island you will be pulled north.

Now from where you are standing, walk 1w 1n 5w 7s 1e 2s 1w 2s 1e, and then south until you are to the right side of the treasure. Open the treasure chest for a Source of Vitality. Now walk directly north and you will be pulled to the east shore. Walk north and you will be pulled to the north shore. Walk west and follow the path leading north. If you look closely, you will see a ramp to the north that will let you walk onto a ledge. Walk up this ramp, and then walk west until you are pulled south by a stone dragon. Now follow the path as it loops around and it will lead you to ramp that will bring you off of the ledge. Walk south off the ramp and go north, making sure that you don't walk too far south off the ramp or you will be pulled to east shore by the stone dragon that you passed earlier. Now walk north to enter Rainbow Valley.

Rainbow Valley is much simpler than Mist Valley. First, walk northwest and climb up the ramp onto the ledge. Follow the path northeast and walk behind the waterfall. Continue to follow the path as it turns northwest until you reach a vine. Climb up the vine and walk southeast. Find the stone dragon and have it pull you across to the east side of the river. Now walk north, paying special attention not to get pulled to western embankment by the other stone dragon. Follow the path north and walk off of the ledge. Now walk northwest and out of Rainbow Valley.

Walk southeast to Jonowan Village!

4.20 Jonowan Village

Items Found: Source of Wisdom, Monster Bait, Cure Herb

Special/Note: Time to play Moses...

Enemies Encountered: None

Overworld - Assassin, Bug Bear, Cockatrice, Dark Priest*, Devil Scorpion*,
Dire Wolf, Gargoyle, High Elf, Ice Warrior, Lizard Warrior,
Ork Lord, Roper, Skeleton*, Warlock*, Worm*

(* These monsters are found in the extreme northwest part of this area)

If you talk to the townspeople, you will find out that a band of pirates has landed on Gaea Island. Walk into the house that's in the southwest section of town and search the vase to find a Source of Wisdom. You can find Ghustan the traveling merchant standing between the two houses in the northern section of town. I recommend buying at least a couple of Mage Potions from him because you will certainly need them for your upcoming adventure. If you walk into the Inn, you will find a Pastor who will be able to save your game. While you're here, search under the table to find a Monster Bait.

Now walk to the pond that's west of Inn. Search the statue and it will read, "For peace to return to Gaea, the Guardian must be placed with his chosen people. From the center of four, one east and then three north, the new resting place of the Guardian will appear."

Walk to the northeast corner of town and you will see four rocks that form a square. If you search the bush that is one space north from the center of the four rocks you will find a Cure Herb. Now follow the statues hint and walk one space east and then three spaces north from the center of the four rocks. Use the search command and a statue will come up out of the ground! Use the Statue of Gaea and it will fit like a key into the statue. This will cause the water east of Jonowan to part, thereby forming a land bridge to Gaea Island. Once you are ready, exit Jonowan and walk east to Gaea Island. As soon as you cross the land bridge it will disappear, but don't panic, because you will be able to recreate the land bridge from Gaea Shrine. Walk north and into Gaea Shrine.

4.21 Gaea Shrine

Items Found: Battle Axe, Steel Plate, Battle Dress, Vase of Life

Special/Note: Meeting with Domino...and your first boss monster!

Enemies Encountered: Assassin, Bug Bear, Cockatrice, Dire Wolf, Gargoyle,
High Elf, Ice Warrior, Imp, Living Armor, Lizard Warrior,
Naga, Siren Harpy, Water Leaper, Yeti, Yeti Child

Recommended Level: 18

I highly suggest that you level your group to the recommended level of 18 before you fight the boss of Gaea Shrine. Many of the monsters can use attack magic that affects your whole group, and once Annie learns the Heal Rain Magic (Lv 1) spell at level 18, your journey will be much easier.

* Floor 1 * Walk north and you will see four rocks that form a square, similar to those in Jonowan. If you search the area where the statue was last time, one step east and three steps north from the center of the four rocks, the statue will rise up from the ground. You can then use the Statue of Gaea to recreate the land bridge that leads back to Jonowan. Once you have done this, walk north and climb up the stairs.

* Floor 2 * While you are exploring the following floors, your group will be surrounded by a small circle of light. This will effectively limit what you can see to the size of the circle, while leaving everything else on the floor in complete darkness. Before you start exploring, there are two hazards that you need to know about.

First, there are fluorescent squares on the ground that will reduce you Magic Points by 5 each time you step on it. Secondly, you must use caution when walking since there are holes in the ground, similar to those you saw in the Tree Path when you were trying to reach Zalagoon. Since most of the floors are covered in darkness, you should take your time when exploring.

Now follow the path east and you will soon see one of the fluorescent squares that were mentioned earlier. Walk past the fluorescent square and follow the path as it loops around to the northwest. Follow the path past some statues, and then climb up the stairs.

* Floor 3 * As if the Gaea Shrine wasn't hard enough already, there is an added element of difficulty on this floor and the ones above. As you pass one of the

special statues, you will notice that it will follow your group, which then makes it impossible to walk in the opposite direction.

From the stairs, follow the path east and stop directly in front of the first statue you find. If you look at the statue, you will notice that its eyes are flashing red and yellow. From where you are standing, walk south until you reach a fork. Follow the path going south, and at the open area, follow the path going southwest. At the end of this path there is a statue icon, which will enable you to deactivate the statue. Walk over the statue icon, which will then lead the statue following you to automatically step onto the statue icon tile, thereby deactivating it.

Now walk east back to the open area and follow the path east, making sure you avoid the hole in the floor. Now climb up the stairs to the next floor.

* Floor 4 * Follow the path southwest until you are standing in front of the second statue, which will then be activated. Walk north to the fork, and then follow the path going north. At the end of the path, deactivate the statue by walking over the statue icon, and then walk up the stairs. (Occasionally a statue will not become deactivated after it moves over the statue icon, so just circle around and try again)

* Floor 5 * Walk east and stop in front of the first statue you see, which will then be activated. Walk south and step onto the statue icon, but don't get off of it. You must now step west or north off of the statue icon depending upon which way you first stepped on it. Otherwise, you will be forced down the east or south path, which both lead to hazards. Once the statue has been deactivated, follow the path southwest to the stairs. Before you walk up the stairs, you have a decision to make. There is a Battle Axe that you can find on this floor, but it requires some extra work. The directions in the parenthesis below will guide you to the Battle Axe, but if you don't want to find it, just walk up the stairs and continue following the walkthrough.

(To find the Battle Axe you will first need to reset the floor back to its original position. The best way for you to do this is to climb up the stairs in the southwest corner of the floor, and then climb back down the stairs to return the floor to its resting position. This allows you to explore the eastern part of the floor while still allowing you to return back to the stairs. Walk east, and at the intersection where the statue icon is located, follow the east path and open the treasure chest for a Battle Axe. Now walk west and climb back up the stairs to the next floor. (There is no way to avoid stepping on the fluorescent square in this situation)

* Floor 6 * Walk north and follow the path the path until you reach two statues. Now walk northeast past the statues and open the treasure chest for a Steel Plate. Walk south back to the stairs, and then walk east until you reach an intersection. Walk northeast and you will see that the path splits around the lake, with one path leading east and the other north. Follow the path leading north until you reach another fork. Continue to follow the path north, and then climb up the stairs to the next floor. (All of the other paths on this floor lead to dead ends)

* Floor 7 * As soon as you step onto the floor, the statue to your south will become activated. To find the statue icon, walk 5 steps west, 4s, 2e, 6s, 4w, 4s, and 2 steps east. At this point, the statue icon will be diagonally across from you to the northeast. Walk over the statue icon and step off of it by going east, west, or south. If you walk north off the statue icon, you will be forced either to drop down a floor or walk across a fluorescent square. Once you have deactivated the statue, follow the directions below.

From directly below where the statue icon was, walk 3 steps west, and then north until you see a treasure. Open the treasure chest for a Battle Dress, and then work your way around to the northwest corner of the floor. (Here are specific directions to the stairs in the northwest corner of the floor: from standing on the space immediately west of the treasure chest, walk 7s, 6e, 4n, 2w, 6n, 8w, and then north)

Just as you reach the stairs, another statue will become activated! To find the statue icon where you can deactivate the statue, follow these directions. Starting from the space directly right of the stairs, walk 6 steps east, 4s, 2e, 2s, 6e, 2s, 2e, 3s, and the statue icon should be to your left. Place the statue onto the icon and walk back to the northwest corner of the floor where the stairs leading to the next floor are located. (Here are specific directions to reach the northwest corner from your current position: from one space east of the statue icon, walk 3n, 2w, 2n, 6w, 2n, 2w, 4n, and then west to the stairs)

* Floor 8 * Once you reach this floor, you will immediately notice that someone has finally turned on the lights! Unfortunately, this someone is your next opponent, the Water Demon. Before you begin to explore, heal up your characters, and then walk north to enter into a sequence where you find Domino the pirate and the Water Demon!

Name: Water Demon

Item Dropped:

VP: 800

Speed: 21

MP: 60

Exp: 500

Location: Gaea Shrine

Gold: 200

Special Abilities: Ice Magic (Lv 1), Ice Magic (Lv 2), Illusion Magic (Lv 1), Confusion Magic (Lv 1), Healing Potion

Special Attack: None

Strategy: This boss's main weakness is Fire Magic. The best attack strategy would be for Finn and Samson to use their physical attacks, Annie Heal Magic, Edward Fire Magic, and Tont use the summon Firedrake Spell. (Another option is to have Finn use some Fire Magic and Samson any Fire or Dragon Cards that you have found) The only real concern you should have when you are fighting the Water Demon is the Ice Magic (Lv 2) spell, which will deal your group massive amounts of damage. A good way to know when you are getting close to defeating the Water Demon is that it will use a Healing Potion to regain some VP.

After defeating the Water Demon, walk up to unconscious Domino and talk to him. After a brief discussion, Domino will let you have the Vase of Life since you not only have the same goals, but since you also saved his life. Once the conversation is over, walk north and search the Vase of Life that was left lying on the ground to place it into your inventory. Now use a Guiding Branch or cast the Escape Spell to exit Gaea Shrine.

If you haven't already done so, walk back into Gaea Shrine and use the Statue of Gaea to reopen the path back to Jonowan. Now walk south to the end of the island, and then west to Jonowan Village. After you have refreshed yourself at the Inn and saved your game, walk back through Mist and Rainbow Valley. Now walk back to Ophera Village and get ready for the next part of your journey.

Items Found: Great Mail

Special/Note: The secret of the Magic Bean and Vase of Life

Enemies Encountered: High Elf, Ice Warrior, Illusionist, Imp, Living Armor,
Mystic Fungus, Naga, Raise, Siren Harpy, Water Leaper, Yeti

Recommended Level: 19

Walk northwest and into the Ancient Temple. Now walk north into the building, and then walk north into the middle room. Walk north to the altar and use the Vase of Life, which will then be placed down upon the altar. Next, use the Magic Bean and it will be placed in the Vase of Life, which will cause it to sprout and form a vine that will let you reach the Tower of Arawn.

Now leave this room, walk east, and climb up the stairs. Walk west and climb up the steps leading to top section of the temple. Climb the vine and you will soon appear in a new area.

Just like the different caves and tower you have explored, there is a puzzle element here that you will need to understand. During your climb up the vine, there will be times when you will have to pick up a water droplet and place it on a flower or small leaf. This will cause the flower or sprout to grow, thereby allowing you to reach another level of the vine or bridge a gap between leaves. However, the water droplet will be spilled completely from your hands on the 11th step, which means that you will have to reach your target ON or BEFORE the 10th step.

* Floor 1 * Walk north to the water droplet and perform the "search" command. Now walk southwest to the flower and perform the "search" command again, which causes the water to spill onto the flower making it grow into a vine. Climb up this new vine to the next floor.

* Floor 2 * Walk west towards the flower bud, and then south to the left side of the water droplet. Now carry some water north to the flower and climb up the vine.

* Floor 3 * Follow the path and open the treasure chest for the Great Mail. Now walk back to the vine and climb down to the previous floor.

* Floor 2 * Walk northeast to the water droplet and carry it southeast to the flower. Now climb up the vine to the next floor.

* Floor 3 * Walk to the northeast section of the floor and search the water droplet. Now carry it west to the flower and climb up the vine.

* Floor 4 * Walk north to the water droplet, and then carry it south to the small leaf, which will then cause it grow. Now walk north back to the water droplet, carry it west to the flower, and then climb up the vine.

* Floor 5 * Walk west to the water droplet and carry it east to the small leaf. Now follow this new path until you reach another water droplet. Carry some water from this droplet, and then pour it onto the leaf to the west. Now walk east back to the water droplet, carry it west to the flower, and then climb up the vine to the last floor.

* Floor 6 * Walk southeast to the water droplet and stand on its east side. Now take the water and carry it east to the small leaf. Now follow this new path past the first water droplet find until you reach another water droplet to the north. Take some water to the southwest to the flower, and then climb up the vine to the next floor.

* Floor 7 * Walk along the path going southwest and continue to follow it as it turns north. At the fork, follow the path going east to the water droplet, and then carry the water northwest to the small leaf. Follow the new path west past the water droplet and flower until you reach another water droplet. Now carry some of the water east to the small leaf and follow the path south until you reach a vine that will bring you back to the previous floor.

* Floor 6 * Walk northeast past the water droplet and flower until reach another water droplet. Now carry the water northwest to the flower and climb back up to the previous floor.

* Floor 7 * Walk northeast, take some of the water from either of the last two water droplets, and then pour it onto the small leaf. Now take some water from the last droplet on that path, the one about 5 spaces north from the vine, and then walk north to the flower. Finally, climb up the vine and you will have reached the Tower of Arawn!

4.23 Tower of Arawn

Items Found: Tempest Sword, Hammer, Ancient Tablet, Light Orb

Special/Note: Meeting with Arawn

Enemies Encountered: Clay Golem, Hell Hound, Illusionist, Imp, Living Armor, Mystic Fungus, Naga, Raise, Siren Harpy, Water Leaper, Yeti

Unfortunately, there is another difficult puzzle in the Tower of Arawn that you will have to solve. This puzzle is based on the concept of day and night, where certain blocks in the floor will be raised during the day and others during the night.

* Floor 1 * Walk north and follow either the east or west path to the south section of the floor. Now climb up the stairs to the next floor.

* Floor 2 * Follow the path going west and walk clockwise to the northern section of the floor. Now walk south through a doorway to the middle room and climb up the stairs to the next floor.

* Floor 3 * If you look around, you will notice that the "night blocks" are raised while the "day blocks" remain in the floor since it is currently daytime in the tower. Follow the path leading west and walk clockwise around the room until you are back at the southern section of the floor. Now walk south through the door and you will appear outside of the tower. Once you are outside, walk west around the outside of the tower and enter the door that has the moon symbol above its frame. This door will bring you to the northern section of the floor that you were just on, but will have changed the inside of the tower from day to night. Now follow the path west and walk counterclockwise around the outside of the room until you reach the middle of the floor. Now climb back down the stairs that lead to the second floor.

* Floor 2 * Walk north to the outer edge of the room and follow the path east until you reach a treasure chest. Open the treasure chest for a Tempest Sword, and then walk back to the stairs to go up to the third floor.

* Floor 3 * Walk north and climb up the stairs to the next floor.

* Floor 4 * Now walk north and go through the door to the outside of the tower. Walk east around the tower until you reach the pile of rubble. If you look directly in front of your characters, you will see a Hammer lying on the ground.

Search the ground and you will pick up the Hammer. Now walk west and go back through the moon door. Walk south back to the stairs and follow the path that leads northwest. Now walk counterclockwise around the outer edge of the floor, and then climb up the stairs to the next floor.

* Floor 5 * Walk north along the path until it splits. Follow the southeast path, and then walk north through the door to the outside of the tower. Now walk west until you reach a large crack in the floor, just before the pile of rubble. Position your character so that you are facing the crack, NOT standing on it. Now go into your Item List and use the Hammer, which will create a large hole in the ground. Now walk west and fall down through the hole.

* Floor 4 * Walk west and go back into the tower through the sun door. Walk north to the stairs, and then follow the path east until you reach a fork. Follow either the southeast or southwest path, and then climb up the stairs.

* Floor 5 * Walk north and climb up the stairs to the next floor.

* Floor 6 * Walk south and go through the door to the outside of the tower. Now circle around east and walk through the moon door. Once you are back inside, follow the southwest path until you reach the southern section of the floor. Now walk north to the middle room and climb up the stairs.

* Floor 7 * Follow either path north to the wall that has three gemstones on the wall. Search the pink gemstone to restore your VP, and then search the blue gemstone to restore your MP. Now search the middle green gemstone to resurrect any member of your group that has died.

Arawn will appear and explain why he led your group to the tower! He then shows you the amazing view outside, and after a brief sequence, the talk will turn serious. Arawn mentions the Abyss, also known as the Underworld, where the four Vicious Ones reside. Near the end of his dialogue, he will give you the Ancient Tablet and tell your group that you will need to find three more pieces before you complete your journey. He will then give each character a Light Orb, which will help you rearrange your characters once more people join your group.

4.24 Simone (II)

Items Found: Wind Cloak

Special/Note: Sir Samson's curse is removed!

Enemies Encountered: None

Arawn will then teleport your group to the shrine at Simone, the one you were trying to reach earlier, but whose path was blocked by the mystic rock. Master Magician Zeon will then attempt to break Sir Samson's curse, resulting in a magical flash of light. Once you can move, check to see if Master Zeon is all right, and then check on Sir Samson. The curse has been broken!

If you look at your characters status, you will notice that any character that was below level 15 has now been promoted to level 15. (Arawn does this some time during his conversation with your group without anyone noticing)

Walk south out of the shrine, and then east to a treasure chest that contains a Wind Clock. Now walk west and follow the path to the fork. Follow the path leading west and you will be brought to a new screen. Continue to follow the path and you will be brought to Simone Village. Take this opportunity to restock any items that you need and save your game. Now that the Samson's curse is broken, you can go back to Zalagoon and prove your identity to the king! Luckily

for you, instead of walking all the way back through Emerald Cave, there is a more direct way to reach Zalagoon.

Now walk back along the path that leads to the shrine, and then at the fork follow the path leading north until you reach the Overworld. Now walk north and go into the cave.

4.25 Secret Passage

Items Found: Healing Herb

Special/Note: None

Enemies Encountered: Bandore Soldier (Strong), Blood Pudding, Ghoul, Harpy, Lizard Man, Ork Lord, Roper, Summoner

* Floor 1 * Walk northeast and continue walking along the path until you reach a fork. Follow the path leading north and you will soon reach the stairs. If you want, follow the path south of the stairs and you will find a treasure chest containing a Healing Herb. Walk north and climb down the stairs.

* B-Floor 1 * Follow the path until it splits, and then take the path leading north until you reach another fork. Follow the path that leads northwest into a small room that has a staircase leading down to the next floor.

* B-Floor 2 * Now walk east and follow the path until you reach a fork. Follow the path north and you will eventually see a pair of soldiers blocking your way. Talk to the soldiers who will then ask if you want to battle. Respond "Yes" to battle them.

Name: Bandore Soldier (Strong) (x2)

Item Dropped: Healing Herb

VP: 500 Speed: 25

MP: 0

Exp: 350 (x2) Location: Secret Passage

Gold: 200 (x2)

Special Abilities: None

Special Attack: None

Strategy: These soldiers are more powerful than you might think, especially since their bows are able to strike the back row of your party with as much force as when they attack the front row. To defeat them, have Finn and Samson attack, Edward cast Attack Magic (Lv 1), Annie Heal Rain Magic (Lv 1), and Tont Firedrake or Titan Summon Magic.

Once the soldiers are defeated, walk southwest and out of the cave. Now walk northwest and pass through the narrow path that is formed by the ends of the two mountain ranges. Now walk northeast until you reach Zalagoon.

4.26 Zalagoon Town (II)

Items Found: Guiding Branch, Iron Plate, Cure Herb, Heavy Mail, Music Box, Ring of Power, Monster Bait

Special/Note: It's time to take on Glade!

Enemies Encountered: Clay Golem, Dark Bishop, Glade, Hell Hound, Imp,

Recommended Level: 21

As soon as you enter the town, you will notice that the town is empty and that most of the buildings are locked. (Except for the Church and Inn) Once you are ready to continue, walk north towards the castle. Before you reach its gates, a messenger will appear and tell you to meet Sir Bison via the sewer passageway. It seems that Advisor Glade is trying to make peace with Bandore!

Before you enter the sewers, you should be aware that the monsters down there are much more powerful than the ones you previously fought in the sewers. You can find the list of new monsters here by looking above in the "Enemies Encountered" subheading.

Once you've made your way through the sewers and emerged back inside the castle, a maid will greet your group. She tells you that Sir Bison is waiting, and then opens the door so you can enter the castle. Once you are inside, you should see a Pastor, Sir Bison, and a staircase to your left.

First, climb down the stairs and walk south into the storage room. Open the two treasure chests for a Guiding Branch and an Iron Plate. Search the right barrel of the three barrels at the southern end of the room for a Cure Herb. Search the armor that is directly east from the treasure chest that contained a Guiding Branch (the top one of the two treasure chests), to find a Heavy Mail. Now climb back up the stairs and talk to Sir Bison. He will ask if Sir Samson's curse has been broken, and then ask you to follow him into the courtyard to find the King and Advisor Glade.

When you enter the courtyard, Glade will be trying to get the king to surrender to Bandore. However, Sir Bison will bring your group to the king who will then grant Samson a second chance to lift the pillar.

Samson will finally succeed and the king will declare that Edward is the real Prince Edward. He will then offer the aid of his army to reclaim Marion, but... Advisor Glade will then swallow a magical pill and...

Name: Glade

Item Dropped:

VP: 950 Speed: 24 (first turn), 12 (second turn)

MP: 80

Exp: 700 Location: Zalagoon (II)

Gold: 300

Special Abilities: Healing Potion, Fire Magic (Lv 2), 2 Turns

Special Attack: None

Strategy: Advisor Glade is very tough because he frequently casts the Fire Magic (Lv 2) spell and has 2 turns during battle. Annie will frequently need to cast Heal Rain Magic (Lv 1), and if necessary, other characters may need to use healing items. I recommend that Finn and Samson attack with their weapons, while Edward uses Attack Magic (Lv 1) on your fighters. Tont should use Undhine Magic (Lv 1) or if you don't have a lot of MP, Firedrake Magic (Lv 1).

Once Advisor Glade is defeated, the king will let your group rest for the night inside the castle. When you wake up, get out of bed and search under the table in the southwest corner of the room for a Music Box, which when used, has 46 songs that you can play. Walk south out of the bedroom, and then northwest to

the throne room. Talk to the King and Queen and they will tell you that the soldiers at Marion/Zalagoon Bridge are still looking for a way to cross. Now from the King's throne, walk west and climb up the stairs to the King's bedroom. Walk south to the cabinets, and then search the front of the eastern most cabinet among the top row of cabinets to find the Ring of Power. Walk back down the stairs and go south out of the throne room. Now walk west and enter the first room you find, the cook's room, where you can find a Monster Bait hidden in the stove/fireplace. West of the bedroom where your group awoke, there are stairs that lead down to the library where you can brush up on some history.

Once you have everything you need, exit the castle and walk back to town, which has returned to normal. The Item, Weapon, and Armor shop are all selling new and powerful equipment that you can purchase. Although you have saved Zalagoon, you still have to somehow find your way back to Marion, and since the bridge to Marion is blocked by Bandore Troops, you will need to find another way.

4.27 Dragon Cave (I)

Items Found: Healing Herb (2), Smoke Bomb, Thunder Card

Special/Note: Sir Norton and Princess Katherine's graves

Enemies Encountered: Bat, Demon Hornet, Flying Mouse, Giant Scorpion,
Green Slime, High Ork, Kobold, Kobold Lord, Mold,
Poisonous Frog, Spinning Tail, Thief, Zombie

From outside of Zalagoon, walk northwest until you see a cave. (Do not confuse the entrance of this cave with the exit of the Mountain Cave. The entrance to the Dragon cave is in the far northwest corner of the map from Zalagoon)

* Floor 1 * Follow the path as it loops around, and then cross the bridge. If you follow the path north, you will find a Healing Herb. Now walk south and climb down the stairs.

* B-Floor 1 * Follow the path south, walk west across the bridge, and then walk up the steps. Now walk down the steps to the west and walk north across the bridge. Continue walking north and open the treasure chest for a Smoke Bomb. Now walk south back across the bridge, and then walk southwest until the path divides. Follow the path south across the bridge and walk east until you reach the stairs, which will lead you down to the next floor.

* B-Floor 2 * Walk south past the lake, and then walk west to a fork. Follow the path leading south and open the treasure chest for a Thunder Card. Now walk northeast back to the stairs and climb up to the previous floor.

* B-Floor 1 * Follow the path west, north across the bridge, and then walk north through the hole in the wall. Now continue walking north until you reach a house. There is a treasure chest inside the house that is locked, and if you look to the right of the house, you will see two memorials. One is for Sir Norton, and the other for Princess Katherine of Marion. Oddly enough, Sir Kevin appears to have written the inscription on the tombs... Once you have finished looking around, walk southwest from the house and fall down through the hole.

* B-Floor 2 * If you look around, you will see the dragon to your south, and an indentation in the floor to your east and west. Walk west and fall down the small indentation onto the ledge. Open the treasure chest for a Healing Herb and walk west through the hole in the wall. Follow the path and walk down the steps. Now walk southwest and exit the cave.

4.28 Marion/Zalagoon Bridge

Items Found: None

Special/Note: None

Enemies Encountered: Bandore Soldier, Bandore Soldier (Strong), Bat*, Green Slime*, Killer Bee*, Killer Frog*, Kobold*, Mold*, Slime*, Tumble Rabbit*

(* These monsters are found in the Underground Tunnel)

Walk south to the Mountain Cottage where you can rest at the Inn and save your game. (The price of the Inn has been raised from 40G to 50G) Now walk back through the cave that leads to the Border Church, which is west of the Mountain Cottage. If you forget how to navigate the cave, here are some quick directions.

* Floor 3 * Walk west and climb down the stairs to the next floor.

* Floor 2 * Follow the path and walk southwest until you reach the stairs, which will bring you to the next floor.

* Floor 1 * Walk west, and then south to the gate that is now broken. Walk southwest and climb up the stairs.

Now walk south out of the building, and then south to the Church. If you talk to the person wandering inside, he will tell you that the Pastor was arrested for aiding Prince Edward and his friends. (If someone in your group happens to be dead, you will notice that a mysterious voice will speak and revive that party member) Walk south out of the Church to the Overworld.

Walk south, and then east onto the bridge.

Walk north into the building and climb down the stairs. Walk down the steps, and then climb down the stairs to the next floor where you will enter into a battle sequence. The first battle will be with two Bandore Soldiers.

Battle #1

Name: Bandore Soldier Archer

Item Dropped:

VP: 46

Speed: 23

MP: 0

Exp: 172

Location: Marion/Zalagoon Bridge

Gold: 58

Special Abilities: None

Special Attack: None

Name: Bandore Soldier Swordsman

Item Dropped:

VP: 40

Speed: 24

MP: 0

Exp: 180

Location: Marion/Zalagoon Bridge

Gold: 67

Special Abilities: None

Special Attack: None

Strategy: These soldiers are very easy to beat so all you need to do is just use

your basic attacks.

The second battle will pit you up against three Bandore Soldiers and their Commander, who is in the archer in the back row, right side. The commander is identical to the soldier you fought in the Secret Passage that led from the Simone to the Overworld near Zalagoon.

Battle #2

Name: Bandore Soldier Archer

Item Dropped:

VP: 46

Speed: 23

MP: 0

Exp: 172

Location: Marion/Zalagoon Bridge

Gold: 58

Special Abilities: None

Special Attack: None

Name: Bandore Soldier Swordsman (x2)

Item Dropped:

VP: 40

Speed: 24

MP: 0

Exp: 180

Location: Marion/Zalagoon Bridge

Gold: 67

Special Abilities: None

Special Attack: None

Name: Bandore Soldier (Strong)

Item Dropped: Healing Herb

VP: 500

Speed: 25

MP: 0

Exp: 350

Location: Marion/Zalagoon Bridge

Gold: 200

Special Abilities: None

Special Attack: None

Strategy: Have Samson, Annie, and Finn attack the stronger Bandore Soldier with their weapons, while having Tont and Edward cast their most powerful attack spells, which will then wipe out the weaker soldiers. Once you have done this, have all of your characters use their weapons against the stronger Bandore Soldier, and when necessary, have Annie cast Heal Rain Magic (Lv 1).

After the battle, the Zalagoon troops will come swarming across the bridge and head towards Marion. Your job here is done, so climb back up the staircases and exit the building. Now walk northwest and enter Marion!

(If you enter Isla Village and try to go into Annie's house, you will enter into an event sequence where Annie's mom refuses to let you into the house. This event sequence is identical to the one that took place at the end of 4.4)

4.29 Marion Castle

Items Found: Steel Key, Tornado Card, Source of Courage, Mage's Potion,
Source of Defense, Thunder Card, Source of Power

Special/Note: You are unable to run from battles with Bandore Soldiers
Enemies Encountered: Bandore Soldier, Dark Bishop, Evil Summoner, Ogre

Recommended Level: 22

Once you are in Marion Town, you will see dead Bandore and Zalagoon Soldiers lying on the ground. While you're here, rest at the Inn and save your game at the Church. Now walk north into the castle compound and continue walking north into the castle.

* Floor 1 * As soon as you enter the castle, an event sequence will take place. Once the group of Bandore Soldiers has finished killing the other soldier, follow them up the stairs.

* Floor 2 * Continue to follow the escaping soldiers by walking northwest and climbing down the stairs.

* Floor 1 * Once the Bandore Soldiers have escaped through the gate, walk northeast and try to open the gate to follow them. Just as you try to turn the key, the Emperor of Bandore will leave on his horse drawn carriage for Bandore Castle. Now climb back up the stairs to the second floor.

* Floor 2 * Walk east to the main hallway, and then south through the door so that you are outside on the castle's battlements. Now walk west and climb up the steps to the west tower. Right before you pass through the door, you will hear Ramue putting a cursed mask onto someone. Walk into the room and before you can even attack Ramue, she will leave. Unfortunately, she leaves some of her monsters behind to attack your group, two Ogres and Evil Summoner. Once the battle is over, the monsters will leave behind the Steel Key.

Now walk south out of the west tower and climb down the steps. Walk east to the east tower and climb up the steps to the door. Use the Steel Key and walk inside to find... the King! Now walk back into the castle and go back to the gate where you saw the Bandore Emperor escaping in his carriage. Open the gate with the Steel Key, and then attempt to walk through the gate.

Just as you make it through the gate, the evil Lord Shutat will walk down the stairs. After a brief conversation with your group, Shutat reveals his intentions to kill Finn, but before he can, the cavalry arrives! Shutat and Ramue will then choose to retreat by teleporting out of Marion.

After an event sequence, your group will appear in the throne room with the King, his advisor, and other assorted knights. The King will reward your group by allowing you to take whatever you need from Marion's treasury. Sir Galahad will talk to the King about the current situation in the kingdom, including the capture of Lord Kevins. Sir Galahad then accepts the King's offer to be Commander in Lord Kevins absence and immediately decides not to retaliate and invade Bandore. Unfortunately for you, it appears that Sir Samson and Edward are to remain in Marion...but don't worry, things will work out in the end ;)

Walk south out of the throne room and Commander Galahad will stop your group. He will then ask if you intend to go to Bandore, and if you are, do you also intend to rescue your father Kevins. Respond "Yes" to these questions, and then continue south out of the throne room.

Climb up the stairs to your east and you will be in the King's bedroom. Search the dresser on the far left and you will find a Tornado Card. Walk south out of the King's bedroom and outside to the castle battlements. Now walk southeast to

the tower that has a red flag flying above its top. Walk south into the back of the tower and you will appear in a small room that has treasure chest containing a Source of Courage inside. Now walk back into the King's bedroom, climb down the stairs, and search the painting to your right. (Hmmm... this looks like something I would draw) Now walk southwest and climb down the stairs to the first floor. Walk east into the treasure room and open up all of the chests for a Source of Defense, Thunder Card, and Mage's Potion. (Going from left to right) Now walk into the room directly west of the stairs leading up the second floor and search under the table for a Source of Power.

4.30 Marion Town (II)

Items Found: Healing Potion, Mage's Potion, Source of Growth

Special/Note: Reunited!

Enemies Encountered: None

Now exit the castle and walk into Marion Town. Find the Weapons/Armor/Item shop and buy a Rune Sword and a Rune Gauntlet. Now is also the perfect time to go back to Annie's house in Isla Village and store some of the items you don't need, like the Statue of Gaea, Ancient Tablet, Steel Key, etc. Once you are ready, exit Marion Town and walk southwest until you see a bridge, which is now open for anyone to use.

Walk north into the building and climb down the stairs. Climb down another set of stairs, and then walk west out of the building. Now walk west across the bridge, and then go back into the building. Walk west to the stairs and you will hear Edward and Samson calling down from above. It looks like your group is back together again! Now climb up the stairs, open the treasure chest for a Mage's Potion, and then search the vase for a Healing Potion. Now climb up the stairs to the next floor and search the vase for a Source of Growth. Walk south out of the building, and then south out of the screen.

4.31 Bandore Town

Items Found: Monster Bait, Ring of Revenge, Unicorn's Horn

Special/Note: Into enemy territory

Enemies Encountered: None

Overworld - Clay Golem, Dark Bishop, Evil Summoner, Fire Giant, Hell Hound, Illusionist, Ogre, Raise, Razor Demon, Siren Harpy

Now that you are on the other side of the river, walk northwest following the coastline until you reach its northern inland boundary, and then follow the coastline as it turns southwest until you reach a bridge.

(The forest around this area contains creatures that are more powerful than the ones that are normally found in the Overworld. Here is a list of the creatures in case you are interested in fighting them: Basilisk, Griffin, Huge Gel, Hydra, Vampire Worm, and Venom Giant)

Walk south over the bridge, and then walk southeast until you see a stream that is flowing north into the ocean. Walk south along the stream until you reach its end, and then walk northeast along the mountain range. Once the mountain range reaches its northern boundary, walk southeast until you reach another stream. At the end of this stream, walk east to the mountain range, and then follow it north until you reach Bandore.

Walk into the Inn and search under the unoccupied table for a Monster Bait. If you climb the stairs to the second floor of the Inn, you will see a treasure chest in the southwest room. However, this treasure chest, like others you have seen before, cannot be opened until later on in the game. Now walk to the house in the northeast corner of town and search the middle barrel of three on the east side of the house for a Unicorn Horn. Walk into the northwest house and search the southern vase of the two on the east side for the Ring of Revenge.

Walk outside that house and talk to the lady standing near the east wall of the house. She will tell you that the husband of the family in that house was captured, and that the boy brings his dad food everyday via a secret tunnel. Try to walk into the house, and before you make it to the door, a sequence will occur. The little boy will exit the house and walk through a hole in the wall. From standing on the space directly in front of the house's door, the location of the hole is 1 step south, 7 west, 6 north, and then west. The hole can also be identified by a slightly lighter shadow that is cast onto the ground. Before you follow him, make sure you go to the Weapon/Armor shop and purchase some of the new equipment that is available.

(Once you enter Bandore Castle, you will be unable to go back to Port Town Luna, Marion Town, or any other place past the bridge southwest of Marion until you complete the next couple of tasks. Also, this will be your last opportunity for the rest of the game to use the Vase buying/selling trick)

4.32 Bandore Castle

Items Found: Flame Scroll, Chain Key, Angel's Ocarina

Special/Note: None

Enemies Encountered: Bandore Soldier, Clay Golem, Dark Bishop, Evil Summoner,
Fire Giant, Hell Hound, Ogre, Razor Demon

Now walk through the hole that the boy used and walk south until you reach the cave entrance. Walk into the cave and follow the path until you reach a fork. Follow the path to the right as it leads north until you reach another fork. Walk along the path going northwest until you reach a treasure chest, which contains a Flame Scroll. Now walk south back to the fork and follow the path leading northeast until you reach the exit, which leads to the basement of Bandore Castle.

* B-Floor 1 * Walk east until you reach two groups of barrels, and then walk north between them. Continue walking north through the door and follow the path until you find a soldier standing guard near the library door. Fight the Bandore Soldier (Sword) and he will drop the Chain Key onto the floor when he dies. Walk to the item and perform a "search" so that your character will pick up the Chain Key. Now walk northwest and climb up the stairs to the next floor. (If you are having trouble walking east as soon as you enter Bandore Castle's basement because the vases block you from moving, take one step south and try walking east again)

* Floor 1 * Follow the path to the intersection and watch the event sequence, where the King of Bandore will flee once again, leaving Sir Kevins in the hands of Shutat. Now walk east to another intersection, and then walk south where you will encounter another Bandore Soldier (Archer). Now walk south and exit the castle. (If you are having trouble finding the exit, it can be found by going directly south from the enemy archer and walking south through the indentation in the wall)

Walk east along the castle's outer walls, and then northeast until you reach a treasure. Open up the treasure chest for an Angel's Ocarina and walk back into the castle. Now walk north until you see two staircases, one on either side. Climb down the east staircase and you will find yourself in Bandore's Dungeon.

(There are three more Bandore soldiers on the main floor that you have the option of fighting. There is a Bandore Soldier (archer) that is guarding a room on the east side of the castle, a Bandore Soldier (archer) in the southeast corner of the castle, and the last, a Bandore Soldier (sword) in the southwest corner of the castle.

* B-Floor 1 * Walk south to the last row of dungeon cells, and then walk east to the last cell in this row. Use the Chain Key on the door and talk to Sir Kevins, who will then tell you about your parentage. After Sir Kevins is done talking, he will tell you to leave him. Walk northwest and climb up the steps that you used to reach the dungeon. Just as you leave, a pair of soldiers will come down the other set of stairs and take Sir Kevins to the Volcano where he will be executed!

(While you were talking to Sir Kevins, you may have noticed a treasure chest in the adjacent cell. This treasure chest, like others that you have seen in the game, cannot be opened until later on in the game)

* Floor 1 * At this point, I chose to walk all the way back to town so I could save my game and visit the Inn. But if you are ready to continue, walk west to the other set of stairs and climb up them to reach the throne room.

* Floor 2 * Walk south out of the room and you will emerge onto the battlements outside the castle. Walk east, climb down the steps, and then walk east to reach the Volcano.

4.33 Volcano

Items Found: Silver Key, Death Hood, Robe of Darkness, Critical Orb, Gold Key, Healing Potion, Wind Vase

Special/Note: Meeting with Yeon and the return of Domino

Enemies Encountered: Bandore Soldier, Clay Golem, Dark Bishop, Evil Summoner, Fire Giant, Ogre, Phantom Armor, Pyro-Hydra, Razor Demon, Stone Golem, Vampire Bat, Wyvern

Recommended Level: 23

Walk east and follow the pathway, which will lead into an event sequence where Shutat and Ramue trap your group. Just before they leave, Ramue summons four monsters to battle your group, 2 Phantom Armors and 2 Wyverns. Once you defeat the monsters, a mysterious warrior, the Black Knight, will drop down the Silver Key. Search to pick up the Silver Key and use it on the door. Now follow the path east and walk up the flights of steps. Walk north and you will reach an intersection, with one path going southwest and the other east. Make a note of the path going southwest because you will need to follow it after you find the Gold Key. However, you first need to rescue Sir Kevins, so follow the path going east, and after a few twists and turns, you will eventually find the cave entrance.

* Floor 1 * Walk north and you will notice that there is some lava on the ground. For every lava-covered square that you step on, 1 VP of damage will be dealt to each character. Walk north past the lava and continue to follow the path as it turns east until you reach the stairs.

* Floor 2 * Walk northwest and cross the lava into a small room. Open the treasure chest for the Death Hood and walk southeast back across the lava. Now walk northeast past the lava and follow the path as it takes a sharp turn to the south. Continue to follow the path until you reach the stairs to the next floor.

* Floor 3 * Walk east and follow the first path you find leading north. Continue walking north, and at the end of the path, open the treasure chest for the Robe of Darkness. Now walk south back to the main path and walk east until you reach the next path leading north. Follow this path north across the lava and climb up the stairs.

* Floor 4 * Walk northeast across the lava and open the treasure chest for a Critical Orb. Now walk south back across the lava, and then follow the path clockwise until you reach the exit. Walk south out of the cave and into the heart of the volcano.

Follow the path northeast and you will eventually reach some steps leading down towards the center of the Volcano. (Just east of these steps, you will notice a cave entrance with a rock blocking the path, which supposedly leads to the town of Zeal. Refer to Frequently Asked Questions, section XI, question 11 for further information) Walk down the steps and follow the path as it leads deeper and deeper into the heart of the volcano. As you are walking, you will begin to hear someone crying out for "Help."

Eventually, you will enter into an event sequence where you find Sir Kevins hanging over molten lava. Walk south and take a couple of steps east until you are asked whether you wish to untie the knot on the pulley. Reply "yes" and you will pull Sir Kevins back onto solid ground, where he will then transform into the Magician Yeon, who then tries to drop you into the lava! Luckily, Sir Kevins, freed by the Black Knight, will come to the rescue. After the event sequence, you will hear Arawn's voice urging you to continue on your journey.

Once Arawn has finished talking, walk into the small cave east of the ropes that were holding Yeon. Follow the path north, and at its end, you will find the Gold Key lying on the ground. Search to pick up the Gold Key, and then cast the Escape spell to return back to the entrance of the Volcano.

Now follow the path east to the steps, and then walk north back to the intersection that was mentioned earlier. Now instead of following the path east to the volcano, follow the path leading southwest until you reach a locked door. Use the Gold Key, follow the path north, and walk into the cave. Walk northwest and exit the cave.

Follow the path northwest, climb down the steps, and then walk west until you reach the docks. Walk north across the planking and you will enter into an event sequence. The scene turns towards the ocean, where a ship controlled by Shutat and Ramue will fire their cannons at other ships destroying them, and then turn the ship around to fire on the docks, killing the guards and the Emperor of Bandore! Just as Ramue suggests firing the cannons at Finn, a dragon will appear, the one from the Dragon cave, forcing Shutat and Ramue to flee.

Once the sequence is over, walk north and search the first barrel to the east for a Healing Potion. Walk west and search the north barrel of the two western most barrels for a Wind Vase. Now walk southeast back across the planks and you will meet Domino the Pirate, who will then join your group!

Items Found: 2 Healing Herbs, Dragon Card, World Map, Ancient Tablet

Special/Note: Captain Finn!

Enemies Encountered: None

Walk north and climb aboard onto Domino's Ship. Make sure you don't talk to Domino until you find all the items listed below, since this is the only opportunity you have to search Domino's ship. Now climb down the stairs found on the west side of the ship. Climb down another set of stairs to your north, and then open the treasure chests to your west for 2 Healing Herbs and a Dragon Card. Walk back up the stairs, and then walk east past the stairs leading to the top deck until you find another set of stairs, which lead to Domino's private cabin. Search under the table for the World Map, a unique item that you will find to be very useful. If you want, read the books in Domino's bookcase, which talk about the Vase of Life and Domino's quest for revenge.

Now walk back up to the top deck of the ship and talk to Domino, who will then join your group. Since you already have five total members in your group, you will have to leave one of them behind. Choose any character you want and place him/her in Marion Town or Isla Village. (The Light Orb can be used to teleport to the town where your other characters are placed. For further information on the Light Orb, refer to #2 in the Tips, Hints, and Tricks section, X)

Once you're in control of the ship, disembark to your west and walk into Bandore. Now walk into the castle and go down to the basement/library where you fought the guard for the Chain Key. Walk south to the room with the barrels and vases, and then climb down the stairs. Now walk up to the door and use the Gold Key. Walk north into the room and search the object on the wall for an Ancient Tablet. Now walk to the throne room and talk to Sir Galahad, who will then talk about having a new government formed in Bandore. Walk back into town, visit the Inn, save your game, and get ready for an ocean voyage!

4.35 Leave Village

Items Found: Resist Orb, Demon's Leather, Reviving Herb, Monster Bait, Guiding Branch

Special/Note: None

Enemies Encountered: None

Overworld - Demon's Pet*, Devil Insect*, Evil Summoner, Giant Goblin, Huge Gel, Metal Golem*, Necromancer*, Razor Demon, Red Dragon*, Succubus, Undead Knight*, Undead Lector*, Vampire Bat, Venom Giant, Wyvern

(You can find extremely powerful monsters adjacent to the mountain range west of the Village of Leave. These monsters are listed above and can be identified by the asterisk (*) mark next to their name)

From outside of Bandore, climb onto the ship and sail northeast just past the mountain range. Now sail southeast and follow the mountain range until you see grassland to the east of the mountains. Continue to sail south along the coastline until you see some of the darker type of grassland and then dock your ship. Walk south and enter the Village of Leave. (If you hug the coastline, at some point you will be able to see part of the town in the southwest corner of your screen)

Walk north and enter the building, which turns out to be Inn. Search under the bed in the northwest corner of the building to find a Resist Orb. Now walk north past the Inn and you will find a house located in a small clearing. Search the

vase in the northeast corner of the house for the Demon's Leather armor. Walk southwest to the Weapon/Armor and Item shop, and then walk north behind the building until you standing next to the two bushes. Now search the bush on the left for a Reviving Herb! The house southwest of the Weapon/Armor and Item Shop has a Monster Bait hidden under the table. The Church can be found in the northwest part of town. (If you are having trouble finding the Church, walk directly north from the house that had the Monster Bait) There is a Guiding Branch hidden under the left of the two bushes behind the Church.

While you are here, you may want to consider buying some new weapons and armor for your group. If you choose to buy new equipment, you will notice that there are some weapons and armor that your characters can't currently equip. You will only be able to equip these new weapons and armor once you advance your character's class by completing the quest at Discipline Island. Once you are ready, exit the Village of Leave and walk north to your ship.

4.36 Barbaros Castle (I)

Items Found: None (Read note at end of this section)

Special/Note: Meeting with Lorele

Enemies Encountered: None

Overworld - Dark Elf, Evil Summoner, Giant Goblin, Griffin, Huge Gel, Hydra, Succubus, Vampire Bat, Vampire Worm, Venom Giant

From outside of Leave, walk north and climb onto your ship. Now sail southeast along the coast, and continue to follow the coastline as it turns south, west, and then northwest. As you continue to sail northwest along the coast, you will see mountainous terrain to your east, and then eventually come to an opening that leads further into the continent. The rivers in this area only lead to dead ends, so pass by this opening and continue sailing northwest.

As you continue to sail northwest along the coastline, you will come across some reefs/shoals alongside of the land that prevent you from landing your ship in this area. Continue to sail northwest for awhile longer, and you should eventually see another opening with a river leading farther into continent. Sail your ship into the river and sail east until you reach a fork. Follow the branch of the river going east, and you will soon come to another fork. Sail along the branch of the river going northeast, and after sailing for a few more seconds, disembark so that you are standing in the forest to the north. Follow the path north through the forest, which will then turn into mountainous terrain. Continue to follow the path until reach Barbaros Castle.

Walk north through the castle gates and you will enter an event sequence where Lorele, the King's daughter, practices fighting the castle's soldiers. Once the event sequence is over, walk north into the castle. Walk north through the door and talk to the King who will ask you if you have an important mission. Answer "Yes," and he will say that he will listen to you if you can prove your worth at Discipline Island.

Now walk south out of the throne room and continue walking south until you are outside in the main castle compound. The door on the east side of the castle will bring you to the east wing, which has a Church and the castle dungeons. The door on the west side of the castle compound will bring you to the castle Inn, Weapon/Armor, and Item shop. Buy whatever equipment you need, most likely for Samson and Domino, and then exit Barbaros Castle.

Note: There are some items that you could potentially get at this time, but I

chose to include the instructions on how to get these items in section 4.38 of the walkthrough.

4.37 Discipline Town

Items Found: Healing Potion, Chaos Shield, Source of Courage, Blizzard Scroll, Heavy Shield, Source of Power, Mystic Blade

Special/Note: Time for your characters to change class!

Enemies Encountered (Labyrinth): Black Aerial, Dark Elf, Evil Summoner, Giant Goblin, Huge Gel, Hydra, Minotaur, Pyro-Hydra, Succubus, Venom Giant

Overworld - Evil Summoner, Giant Goblin, Huge Gel, Hydra, Minotaur, Succubus, Venom Giant, Wyvern

Recommended Level: 26

The easiest way to find Discipline Town, which is an island in the southern part of the map, is to first go to Port Town Luna. However, instead of spending all of your time walking back to your ship and sailing there, it is easier to use the Light Orb. Once you are out of Barbaros, use the Light Orb, which will then teleport you to the town where your sixth character can be found. Now have this character join your group and send one of your characters to Port Town Luna. Now exit whatever town you are in and use the Light Orb to get to Port Town Luna. Climb onto your ship, sail west, and you will soon reach an island. Dock your boat just north of the reefs/shoals and walk west to the town/temple.

Before I discuss your actual mission in Discipline Town, here is a list of all the hidden items you can find. There is a Healing Potion in the barrel found in the southwest house of town. If you search the barrel that is in the house connected to the Weapon/Item shop, you will find the Chaos Shield. Now talk to the girl that is standing in front of the house north of the Church. Apparently, she seems to think you are quite the stud and offers you some entertainment once you complete your quest in the Labyrinth. Walk north into her house and search the vase for a Source of Courage.

Now, do you remember those weapons you weren't able to equip? Once you complete the task below, any character over the level of 20 will have the option to advance their "class." This will not only enable them to equip more powerful pieces of weapons and armor, and learn better magic spells, but each character that advances will begin at level 1 for their respective class. This means that you get to keep all your previous stats, but now need less experience to advance your character's level. But before you attempt this task, make sure that you give Finn some Mage Potions and Healing Herbs, as well as transferring any non-essential items to your other characters.

Once you are ready to continue, walk north through town to the next screen. Continue walking north and enter the temple. Now walk into the southeast room and search the east vase of the two vases at the southern end of the room for a Blizzard Scroll. Walk north and talk to the man in the purple robe. He will ask if you are ready to accept the challenge, which you should answer with a "Yes." Your group will then select Finn to complete this task. Walk north through the metal gates to enter the Labyrinth.

Walk north and climb up the stairs. (You can only climb up the stairs in this quest from the appropriate side) Now walk east past the purple tile and continue to walk northeast until you reach the red tile. Step onto this tile and walk 4 steps west, 4 steps north, and then west onto land. Open the treasure chest for

a Heavy Shield, and then walk west to jump off the platform, which will drop you down to the bottom floor. Now walk southwest and climb back up the stairs.

Walk north and step onto the purple tile. Now take 1 step north, 2 steps west, 1 step north, and then 1 step west onto the red tile. Continuing, walk 3 steps west, 6 steps north, and then 2 steps west onto the gray/green tile. Now walk 3 steps north onto the red tile. Walk 4 steps west, 5 steps north, and then 1 step east onto the purple tile. Finally, walk 1 step west, 2 steps north, 2 steps west, and then north onto the platform. Walk north and open the treasure chest for a Source of Power. Now walk off the platform so that you fall back down a floor, but this time onto a slightly more elevated level. Walk southeast and climb back up the stairs.

Walk west onto the red tile. Now walk 4 steps north, and then 1 step west onto the gray/green tile. Walk 1 step north, and then 4 steps east onto the purple tile. Walk 1 step west, 2 steps north, 2 steps west, and then 3 steps north onto the gray/green tile. Now walk 1 step north, 4 steps east, 1 step north, 2 steps east, 2 steps south, and then search the treasure chest for the Mystic Blade. Finn's class will now change to "Hero," and you will then be warped out of the maze back to the Priest in purple robes.

The Priest will now give you the option of raising the class of any character that is over the level 20. Walk south and go back to the main part of town. Now walk back to the house that had the girl standing in front who talked about giving you something special once you completed the quest in the Labyrinth. She will give your group a nice special brew to drink, and then when you wake up in the morning, talk to Finn about "settling down" ;)

Now go back to the Weapon/Armor store and equip your characters with some new and powerful equipment. Exit the town and you will immediately see that Steiner has grown into an adult dragon! Steiner will now be able to fly you around the world, traveling over water, grass, etc., but not over any high mountain ranges. In addition, the best part about flying on Steiner is that you won't have to battle any monsters! Besides being able to fly on Steiner, Finn will be able to use him in battle by casting the newly acquired, "Steiner" magic spell.

4.38 Barbaros Castle (II)

Items Found: Ancient Tablet, Bronze Key(II), Healing Jewel, Wind Bandanna,
War Rod, Demon's Gauntlet, Thunder Scroll
Special/Note: Lorele joins your group, (Wandering Merchant: on battlements)
Enemies Encountered: None

Overworld - Dark Elf, Evil Summoner, Giant Goblin, Griffin, Huge Gel, Hydra,
Succubus, Vampire Bat, Vampire Worm, Venom Giant

Now travel back to Barbaros Castle, which you can either reach by ship, or more easily, by moving your character there by using the Light Orb like you did earlier. Walk north into the castle the compound and you will notice that the entire castle has been destroyed. Walk north into the throne room and talk to the King who will tell you that Ramue and Shutat were the ones who devastated the castle. More importantly, he will then mention that they forgot to take the Ancient Tablet. Once the King has finished talking, walk behind the throne and "search" the wall to find the Ancient Tablet. Now exit the throne room and walk back to the main courtyard. Walk east to the east wing of the castle and go through the door. Walk north past the Church and stop in front of the stairs leading down to the dungeon. Now walk three steps south and walk east THROUGH the wall to find a secret room. Talk to the guard who will then give you the

Bronze Key(II). Walk north through the door and climb down the stairs. Walk south and use the Bronze Key(II) to open the door.

Enter the room and Lorele will push you aside and run up the stairs to find her father. Walk south open the three treasure chests in the room for a Healing Jewel, Wind Bandanna, and a War Rod. (Going from right to left) Now return to the throne room and you will see Lorele saying goodbye to her dead father. Once she is finished, she will join your group and meet you back outside the castle by the main gate when you are ready to leave.

Before you exit the throne room, walk east and climb up the stairs. Walk south and go through the door that brings your group outside onto the castle battlements. Now walk northeast to the corner of the castle and search the southeast barrel for the Demon's Gauntlet. Now walk southwest and go back inside the castle. Work your way to the west side of the floor and go through the other door that leads to the outside of the castle. Walk northwest and search the southwest vase for a Thunder Scroll.

From here, walk south along the outer edge of the battlements, and then walk east towards the main gate. As you are walking, the Traveling Merchant, who is standing under the east gate tower, will eventually stop your progress. So once you can't walk any further, use the "Talk" command and you will be able to talk to him. As you will immediately notice, he sells some of the best items in the game. Buy what you need, and then walk down to the main courtyard of the castle. (The Traveling Merchant will always be in this location for the remainder of the game)

Walk south, and just before you completely leave Barbaros Castle, Lorele will stop and join your group, which also forces one of your group members to leave. Once you have chosen this member, select to leave him/her at Leave Village. Now exit Barbaros and use the Light Orb to reach Leave Village. (If you haven't noticed by now, when you teleport by using the Light Orb, Steiner and your ship will relocate to the general area surrounding that town or castle)

4.39 Merlin

Items Found: Tornado Scroll, Tempest Orb

Special/Note: Meeting with Merlin and a special spell!

Enemies Encountered: None

From outside of Leave Village, walk northeast and climb onto your ship. Sail southeast along the coast until you are sailing relatively due south. Now continue to sail south across the ocean until reach land that is covered in forest terrain. From here, sail northeast along the coast until you reach a mountain range. Sail around the tip of this mountain range, and then sail southeast so that you are between the mountain range that you just passed and the one to your east. Sail south to where the mountain ranges meet and step off the ship onto the spot where the mountain ranges join together. If you don't step directly into the cave, take one step east to enter the hidden cave.

Walk south and take either the southeast or southwest path until you reach the middle room in the cave. Search the engraved vase between the torches and the master magician Merlin will appear. Merlin says that Arawn asked him to wait here until someone found him, and will then offer to teach the magic spell Revive to one of your characters. If you are ready to learn the spell, select your desired character and he/she will learn the spell. (Personally, I recommend giving this spell to Annie)

NOTE: Your character will only be able to learn the spell if they have advanced their character class at Discipline Island.

Once you have learned the spell, search the torch to the left for a Tornado Scroll and the torch to the right for a Tempest Orb. After exiting Merlin's Cave, use the Light Orb to teleport around until you are at Marion Town.

4.40 Mistrall Village

Items Found: Ice Ring, Monster Bait, Dragon Scroll, Cursed Bandana

Special/Note: None

Enemies Encountered: None

Overworld - Basilisk, Griffin, Hell Hound, Huge Gel, Hydra, Raise, Vampire Worm, Venom Giant

From outside of Marion Town, climb onto Steiner and fly west until you are stopped by a high mountain range. If you look to your left, you will see a cave that is surrounded by high mountain ranges and unreachable until you are further along in the game. Now fly north just past the end of the mountain range, and then fly west until you see a town. Land Steiner on the grassland terrain and enter Mistrall Village.

As usual, here is a list of items to find and tasks to perform. Walk west past the Church, and then walk north along the Church's west wall. Keep on walking north until you see a bridge that leads east to a small island where you can see a small boy walking around. Search the bush on the island for the Ice Ring! If you walk back across the bridge, there is a Weapon/Armor and Item shop to the immediate southwest that has some new equipment for your characters.

From outside of the Weapon/Armor shop, walk west across the bridge and enter the house, which turns out to be the Smithy shop. Talk to the smith, who will agree to forge new weapons and armor if you bring him Mithril Silver from the cave that you passed earlier. However, as I previously mentioned, you won't be reach this cave until later on in the game.

From outside the Weapon/Armor shop, walk southwest and enter the first house you find. Search under the table for a Monster Bait, exit the house, and then walk south to the back of the next house. Walk west and search the bush to find a Dragon Scroll. Walk south to the front of the building (Inn), and then walk east across the bridge. Now search the left woodpile in front of the house to find the Cursed Bandanna.

4.41 Pity Island

Items Found: Mage's Jewel, Power Knuckles, Throwing Knife, Battle Gi,
Ancient Tablet

Special/Note: Last piece of the Ancient Tablet

Enemies Encountered: Basilisk, Black Aerial, Burial, Dark Elf, Evil Shaman,
Fenril, Griffin, Hippogriff, Manticore, Minataur Lord,
Poltergeist, Pyro-Hydra, Stone Golem, Wight

Recommended Level: 3 (From now on, this level recommendation number is for your new character's class assuming that you changed class around level 26)

Your next task is to collect the last piece of the Ancient Tablet, which can be

found at Pity Island. To reach Pity Island, use first need to use the Light Orb to reach Bandore Town. Now climb onto Steiner, fly north just past the tip of the mountain range, and then fly east until you reach an island surrounded by reefs. Land Steiner on the grassland to the south of the building, and then walk into the tower.

The puzzle element to this tower is that it contains mushrooms that will either shrink your characters or bring them back to their normal size. Accordingly, there will be holes in the walls and pitfalls that will only accommodate a certain size character.

* Floor 1 * Walk north and follow the path until you reach an intersection that has one path leading south and the other continuing southeast. Walk down the path going south and open the treasure chest for a Mage's Jewel. Now walk north back to the fork and follow the path going southeast. At the end of the path, climb up the stairs to the next floor.

* Floor 2 * Walk north and touch the green mushroom to shrink your characters. Now walk southwest and go north through the hole in the wall. Walk west and touch the red mushroom to bring your characters back to their normal size. Walk east and climb up the stairs.

* Floor 3 * Walk west past the red mushrooms until you see a green mushroom patch near the west wall. Touch this mushroom to shrink your characters and walk counterclockwise around the red mushrooms while making sure that you don't bump into any red mushrooms. You will eventually reach a small hole in northeast wall that will lead you to the next room. Now touch the red mushroom and climb up the stairs to the next floor.

* Floor 4 * Walk west past the paths leading south until you reach a green mushroom patch. Touch the green mushroom and walk a couple of steps west so that you fall down the hole in the ground.

* Floor 3 * Open the treasure for the Power Knuckles and climb onto the leaf to ride across the lake. Now walk counterclockwise around the red mushrooms and go through the hole in the wall. Touch the red mushroom and climb back up the stairs.

* Floor 4 * Walk west back to the green mushroom, but this time DON'T touch it! Instead, walk south and climb up the ladder to the next floor.

* Floor 5 * Walk north and touch the green mushroom to shrink your characters. Now walk east and go south through the hole in the wall. Walk east and open the treasure chest for a Throwing Knife. Now walk west and go back through the hole in the wall. Walk west to the wall and touch the red mushroom to bring your characters back to their normal size. Now walk north up the steps and climb up the ladder to the next floor.

* Floor 6 * Walk north up the steps, and then walk down the steps to the west. Now walk south avoiding the larger holes in the floor and touch the green mushroom at the end of the path. Walk north, watching out for the small hole, and climb onto the green leaf that will then carry you east across the lake. Now touch the red mushroom and fall down the hole.

* Floor 5 * Walk north and climb up the ladder to the next floor.

* Floor 6 * Walk north and climb up the next ladder.

* Floor 7 * Follow the path that leads east, and at its end, touch the green mushroom. Now walk west back to the ladder, and then walk north through the hole

in the wall. Walk southwest and climb onto the leaf, which will then carry you south across the lake. Walk west past the red mushroom and go north through the hole in the wall. Touch the red mushroom, walk east, and climb the ladder.

* Floor 8 * Walk east and touch the green mushroom to shrink your characters. Now line up your characters so that they are standing directly south of the red mushroom. Walk south and you will pass through a hole in the wall. Open the treasure chest for a Battle Gi and go north back through the hole in the wall. Touch the red mushroom and climb back down the stairs to the previous floor.

* Floor 7 * Touch the green mushroom to your south, walk west, and then go south back through the hole in the wall. Now walk south onto the leaf, the one directly south of the hole, and you will be brought all the way to the other side of the lake. Walk north through the hole in the wall, touch the red mushroom, and then climb up the ladder.

* Floor 8 * Walk southwest and touch the green mushroom to shrink your characters. Climb onto the leaf and you will be carried north across the lake. Now walk north to the next leaf, being careful not to touch any red mushroom or fall down the hole. Climb onto this leaf and ride it north across the lake. Walk north and search the Ancient Tablet on the wall to add it to your inventory. Now use either the Escape Spell or a Guiding Branch to exit the tower.

4.42 Arawn's Four Shrines

Items Found: Evil Scale, Fire Ring, Cursed Scarf

Special/Note: The Flying Palace is revealed

Enemies Encountered: None

Now make sure that you have all four pieces of the Ancient Tablet in your inventory, and then head to Discipline Town. (You should have gotten one from the Tower of Arawn, one from the basement of Bandore Castle, another from Barbaros Castle, and the last piece from Pity Island)

Climb onto Steiner, fly north and land on the first island you find. Walk into the shrine and talk to the man standing guard who will tell you, "to protect the world, Arawn put the palace in the sea and placed guards at each shrine. Three of the tablets are in Barbaros, Bandore, and Pity. Arawn took the remaining tablet." Now walk north and use the Ancient tablet while standing directly in front of the empty spot in the shrine. The Ancient Tablet will fit into the slot and a blue light will begin to shine from the shrine's top. Now search the northwest torch of the four torches to find the Evil Scale. Walk south and exit the shrine.

Fly north and you will see a part of the ocean that is surrounded by reefs. Now fly east, land on the island, and walk into the next shrine. Walk northwest and put another piece of the Ancient Tablet into its designated place. Exit the shrine and climb onto Steiner. (There are no items to be found in this shrine)

Fly west over the area of the ocean that is surrounded by reefs until you reach the next island. Enter the shrine, walk east, and put the third Ancient Tablet into its designated place. If you search the left torch of the two torches south of where you placed the Ancient Tablet, you will find the Fire Ring. Walk west and exit the shrine.

Climb onto Steiner, fly east back to the reefs, and then fly north to the last of the four shrines. Follow the path and place the last of the Ancient Tablets into its respective spot. Suddenly, the blue light from each shrine will shoot

across the ocean and meet in the center of the area surrounded by reefs, thereby causing the Flying Palace to appear. From where the Ancient Tablet was placed, walk south and search the southeast torch to find the Cursed Scarf. Exit the shrine, save your game, and gear up for another long journey.

4.43 Flying Palace

Items Found: Cloak of Darkness, Devil Ribbon, Mage's Jewel, Battle Shield,
Torch, Silk Scarf

Special/Note: Meeting with Dagoot!

Enemies Encountered: Burial, Ekidona, Evil Shaman, Fenril, Green Dragon,
Hippogriff, Manticore, Minataur Lord, Stone Golem, Wight

Recommended Level: 5

Climb onto Steiner and fly directly over the Flying Palace, which will bring your group to the first floor of the pyramid.

* Floor 1 * Walk east and follow the path north until you reach a small room. Walk onto the space in the northeast corner of the room and you will fall down into a secret area.

* B-Floor 1 * Walk south to the intersection and continue to follow the path south. At the end of the path, open the treasure chest for the Cloak of Darkness, and then walk northeast back to the intersection. Follow the path leading southwest and climb up the stairs.

* Floor 1 * Once you come out from behind the mummy state, walk east and follow the path north back to the small room. However, instead of falling down the hole, walk west and climb down the stairs to the next floor.

* B-Floor 1 * Follow the path south until you reach an intersection. Walk along the path going east, and then walk northeast towards the two hieroglyphics that are on the wall. Directly below the hieroglyphic on the east wall there is a button. Step on this button, which will then cause the spikes blocking your path to disappear. Walk north and climb down the stairs.

* B-Floor 2 * Walk east to the intersection and follow the path going south, which will soon divide into two more paths. Walk down the eastern path of the two and follow the path south until a mummy statue stops your progress. Walk south into the mummy statue, which will cause it to slide to the left. Now walk west to last passage on the western side of the room. Follow the path north and open the treasure chest for the Devil Ribbon.

Follow the path going southeast, and at the fork, walk along the path leading south. This path will then divide into two more paths. Walk south along the western path of the two until you reach a mummy statue at the end of the path. Gently walk into the mummy statue so that you push it one space south. Now push the mummy statue to the eastern side of the floor so that is lined up with the east side of the wide path going north. (Make sure you position the statue so that you will still be able to push it north) Now push the statue north onto the button, which will then deactivate the spikes blocking your path. Walk north and search the east mummy statue to find a Mage's Jewel. Now walk down the stairs to the next floor. (If you improperly place the mummy statue, you can always reset the floor by climbing back up the stairs and going back down them)

* B-Floor 3 * Walk south to the intersection and follow the path east to where it splits to the north and south. Follow the path that leads south until you

reach yet another intersection. At this point, you should see an empty torch holder to your west and lit torches to your east. Walk west past the empty torch holder and continue to walk west past the other paths until you reach the western side of the floor. If you look to your north, you will see three passages leading north. Walk north along the middle passage until you see a small path leading to the western path of the three. Follow the small path west and walk north until you reach the northwest corner of the floor. Now walk east along the northern edge of the floor until you reach a treasure chest, which contains a Battle Shield.

Now walk west a few steps and follow the eastern path of the three south until you reach a small room to the east. Walk into this room and search the mummy statue to find the Torch. Now walk south along the eastern passage until you reach the southern end of the floor. Walk east to the unlit torch holder and "Use" the Torch, which will then cause the unlit torch to burst into flames. (To light the torch you must be facing the empty torch holder) Once the torch has been lit, the large block obstructing the path to the north will move to the south. Now walk west and follow the first passage going north until you reach an intersection. Follow the path leading north, and then climb down the stairs.

* B-Floor 4 * Walk south until you are stopped by the spikes that pop up out of the floor. Now walk west to the western side of this floor, just south of a small room. Walk north into the room and open the treasure chest for a Silk Scarf. Walk south out of the room and walk east past all of the spikes until you reach the eastern side of the floor. Of the two passages leading south, follow the western one south until you reach an intersection. At the intersection, walk southeast into a small room and climb down the stairs.

* B-Floor 5 * Walk north, and at the end of the path, push the mummy statue northwest onto the button, which causes a staircase to appear in the room to your west. Walk south back down the path, and then walk west to the mummy statue. Push the mummy statue north until it is directly in front of the sphinx. Now walk east and climb down the stairs to the next floor.

* B-Floor 6 * Walk south and follow the path until you reach a mummy statue. Push this mummy statue west onto the button, and then walk west to the next mummy statue. Push this statue east onto the button and walk northwest to the last mummy statue. Push this mummy statue east onto the button, which causes the door leading to the middle room to be opened. Walk southeast back to the middle room and walk north through the open door. Now step into the center of the engraved circle in the floor and the Flying Palace will rise up out of the ocean.

Spoiler: During the event sequence, Dagoot, one of the Lord Shutat's minions, fires a gigantic grappling hook to prevent the Flying Palace from completing its ascent out of the ocean. Steiner will attempt to remove the grappling hook, but Dagoot will shoot Steiner with a magical arrow, inflicting upon him a grievous wound. His mission completed, Dagoot will disappear, leaving Steiner struggling to stay in the air. After Steiner sinks into the ocean, the scene shifts to Finn and the rest of the group who are all distraught with the death of Steiner? Your group then renews their determination to stop Shutat and the rest of the Vicious Ones.

4.44 Dragon Shrine

Items Found: Source of Life

Special/Note: Reunited with Steiner

Enemies Encountered: None

Overworld - Bat, Green Slime, Killer Bee, Killer Frog, Kobold, Slime,
Small Bat, Tumble Rabbit (Same as Overworld by Marion Town)

Once the event sequence is over, fly northwest to Marion Town. Now fly northeast over the mountains and you will see a small shrine. Land the Flying Palace and walk into the shrine.

Walk north and talk to the guardians, one of whom will mention that this is the Dragon Shrine. Now walk down the stairs and follow either the southwest or southeast path until you reach the room in the middle of the floor. Walk north up the steps and you will see Steiner! Apparently, when Steiner woke up, he found himself in the Dragon Shrine being cared for by its guardians. Steiner then says that he is better and will meet you back at Isla Village. Before you leave, search the northwest torch near where Steiner was for a Source of Life.

The guardians at the Dragon Shrine mention that you should go to the village of Quamdar. But to reach Quamdar, you will first have to find the village of Zeal, and then go through the Sand Caves. Exit the Dragon Shrine and fly to Bandore Town. (Let Steiner rest at Isla Village for a while, he needs it!)

4.45 Zeal Village

Items Found: Evil Armor, Silence Orb, Source of Magic, Monster Bait, Drain Rod
Special/Note: None
Enemies Encountered: None

Overworld - Clay Golem, Dark Bishop, Ekidona, Evil Summoner, Fire Giant,
Hell Hound, Hippogriff, Lich, Manticore Elder, Minataur Lord,
Mirage Dragon, Necromancer, Ogre, Raise, Vampire Worm, Young Dragon

From outside of Bandore Town, fly southeast over a mountain range, which will place you near the northern edge of a large desert and a small town. Land the Flying Palace and enter the village of Zeal.

Here is a list of all the items you can find in the town. First, walk west to the northwest part of town. Now search the northern barrel of the two on the west side of the building attached to the Weapon Shop to find the Evil Armor. Walk to the northeast corner of town and enter the building, which happens to be the Inn. Walk up the stairs to the second floor and search under the table to find the Silence Orb. Exit the Inn and walk to its eastern wall. Search the northern barrel of the two to find a Source of Magic. Now walk south to the lower part of town and enter the Tavern. Search under the middle table, the one that has two patrons sitting at either end, to find a Monster Bait. Exit the building and walk to Tavern's west wall. Now search the middle barrel to find the Drain Rod. Once you are finished picking up all the goodies, walk to the Weapon Shop and buy some new equipment!

4.46 Arawn's Fifth Shrine

Items Found: Magic Staff, Seraphic Ring, Final Tablet
Special/Note: Final showdown with Dagoot
Enemies Encountered: Dagoot, Lich, Necromancer

Recommended Level: 8

part of the game, which would be going through the Sand Caves to reach Quamdar. The second choice is for your group to perform an optional side quest.

Below are the steps that will help you complete the optional side quest. This quest will help you to equip your characters with some top-notch equipment that will help you later on in the game.

(If you are not interested in doing this, skip over the following section and continue reading at the Sand Caves, 4.48)

4.47 Ice Cave

Items Found: Gimry's Axe, Dagger, Helium Ring, Flint Stone, Storm Bandanna, Battle Scarf, Mithril Silver

Special/Note: Time to find some Mithril!

Enemies Encountered: Dead Armor, Ekidona, Hippogriff, Ice Dragon, Ice Giant, Lich, Manticore Elder, Snow Bear, Snow Wolf

Recommended Level: 8

If you remember earlier, there was a smith in Mistrall Village who said he would make your group strong weapons and armor if you found the Mithril, which is hidden in the Ice Cave. This cave has been inaccessible up until now, but now that you have the Flying Palace, it is finally within reach. To find the Ice Cave, start from Mistrall Village and fly a little southeast to a small valley. Land the Flying Palace on the grassland terrain and enter the cave.

* Floor 1 * Walk southwest to the icicles and follow the path going southwest. Now climb down the stairs to the next floor.

* B-Floor 1 * Walk east to the intersection and follow the path going north. At the end of the path, open the treasure chest for Grimy's Axe. Walk south back to the intersection and follow the path going west. Continue to follow this path as it curves around clockwise until you reach a large frozen pond. Now follow the path around the frozen lake until you are at its southern tip.

Every time you step onto ice when starting from dry land, your character will continue to slide an extra space. This is also the case when walking from ice to ice. The directions on how to move across the ice are described in the following example. If I wrote "one step north [2]," this means that you should take one step north. The number 2 in the brackets represents how many spaces of total movement occurred. If I wrote two steps north [4], it would mean that you should walk north two steps on the ice, for a total of 4 movement spaces.

Now that the terminology is clear, begin by taking a step north onto the southern tip of ice for a total of two spaces of movement north. Now take another step north [2], a step west [2], two steps north [4], one step east [2], walk north, and then climb down the stairs.

* B-Floor 2 * Follow the path to the frozen pond. Step onto the ice (it doesn't matter which square) and slide into anyone of the first two holes to the north.

* B-Floor 3 * Walk south to the end of the path and open the treasure chest for a Dagger. Now walk north and climb up the stairs to the previous floor.

* B-Floor 2 * Walk one step south, which still leaves you standing on dry land. Now slide west all the way across the frozen pond onto dry land. Walk south and open the treasure chest for a Helium Ring. From the space directly above the

treasure chest, walk two steps north and a step east.

Now that you are positioned properly, step east onto the ice, which will cause your character to slide an extra space east. Take two more steps east [4], one step south [2], one step east [2], and then one step north [2]. Now take one step east [2], one step north [2], and then slide east onto dry land. Walk south and climb down the stairs to the next floor.

* B-Floor 3 * Walk south along the path and climb down the stairs.

* B-Floor 4 * Walk east up the steps and walk south to the end of the platform. Now slide down the ice ramp, which will slide your group west across the room. Walk west along the dry land and climb up the steps onto another platform. Now walk to the northern end of the platform and slide down the top ramp. Once you stop sliding, you will be in the northwest corner of the floor.

Walk south to the end of the platform and slide down the southern most ramp, which will bring you to another platform on the eastern side of the floor. Walk north to the northern end of the platform and slide down the northern ramp, which will then bring your group to the treasure chest in the center of the room. Open the treasure chest to find the Flint Stone and slide back down the ramp, which will bring you back to the ramps on the eastern side of the floor.

Walk south and slide down the ramp at the southern end of the platform, which will bring you back to the ramps in the northwest corner of the floor. Now slide down the middle ramp on the platform, which will bring you to the northeast corner of the floor. Now walk west back onto the ice and keep on sliding west along the ice until you have one space between you and the middle ramp. Now walk one step south [2], one step west [2], turn so that you are facing north, and then open the treasure chest for a Storm Bandanna. Walk southeast and fall down into the hole, which will drop you down a floor.

* B-Floor 5 * Follow the path counter-clockwise until you reach two ramps. Slide down the northern ramp and you will be brought to the east side of the floor. Walk north and open the treasure chest for a Battle Scarf. Now walk south and slide back down the ramp, which will bring you to the west side of the floor. Now slide down the southern ramp, walk northwest across the ice, and climb up the stairs to the previous floor.

* B-Floor 4 * Slide south across the ice onto dry land, walk west, and then climb up the steps onto the platform. Slide down the ramp at the northern end of the platform, which will bring you back to the northwest corner of this floor. Walk south and slide down the middle ramp, which will bring you to the northeast corner of the floor. Finally, walk northeast and climb down the stairs.

* B-Floor 5 * Walk east to the intersection and follow the path leading north until it also divides. Now follow the path going east, walk across the ice, and then climb up the steps onto the platform. Now slide down the ramp, which will bring you to another platform. Walk down the steps and climb down the stairs to the next floor.

* B-Floor 6 * Walk west up the steps and follow the path counter-clockwise to another set of steps. Walk down these steps, walk east, and follow the path north into a small room. Stand facing the pot of oil in the center of the room and "Use" the Flint Stone, which then causes the ice door in the northern part of the room to melt. Walk north and open the treasure chest for the Mithril Silver. Now exit the cave and fly back to Mistrall Village.

Walk to the Smith's house, which is in the northwest part of town. Talk to the smith and he will take the Mithril Silver. He then tells you to "come back later

so he has time to work on the metal." Now walk outside, fight a battle, rest at the Inn, and then go back to the Smithy.

Once you are back inside, talk to the smith and he will offer to sell you a Mithril Dagger for 4,760 G, which is 1,300 G cheaper than store price. Regardless of whether you accept his offer, he will send the new equipment he made to the regular Weapon/Armor store just east of his workshop. If you want, walk east to the Weapon/Armor store and purchase some of the new equipment that is offered.

The next part of your journey is going to be a long one, so it would be a good idea to stock up on some restorative items like Mage's Potions, Mage's Jewels and Reviving Herbs before you go back to Zeal Village.

4.48 Sand Cave

Items Found: Mystic Dagger, Healing Jewel, Source of Vitality, Shadow Gi,
Demon Axe, Thunder Vase

Special/Note: Meeting with the Black Knight

Enemies Encountered: Bat (Sand Cave), Black Knight, Dead Armor, Demon,
Demon Bat, Demon's Pet, Greater Demon, Lich,
Manticore Elder, Necromancer, Red Dragon, Undead Knight,
Undead Lector, Young Dragon

Recommended Level: 11

From outside of Zeal, fly to the southern end of the desert and land the Flying Palace. Now walk south and enter the cave. This cave is very tricky because as you climb higher, there are hidden holes that will drop you down to the previous floor. I will describe the location of these holes the best I can, although at times it may be difficult for you to infer their exact location. It also helps if you pay attention to shadows on the floor you're currently on, because you can get a general idea of the location of the holes on the above floor.

* Floor 1 * Walk north along the path until you reach an intersection, which has one path leading north and the other south. Follow the path going north and continue to follow it as it turns west and then south. Continue to follow the path south, and at its end, climb up the stairs to the next floor.

* Floor 2 * Walk south to the wall, and then walk 4 steps east, 1 step south and 1 step east. Now walk 3 steps south, 1 step east, and then south 3 steps. (All this fancy footwork helps to avoid the 4 holes in this area) Now walk southwest and follow the path until you reach the stairs, which lead to the next floor.

* Floor 3 * Walk south and open the treasure chest for a Mystic Dagger. Now walk north and climb back down the stairs.

* Floor 2 * Walk back north, and if you want, you can retrace your steps past the holes. Otherwise, just fall down one of the holes, walk northwest, and climb up the stairs. (It is much easier to fall down the hole, walk northwest, and climb back up to this floor)

From the stairs that you used to climb up from the first floor, walk east past the lake and follow the path as it turns north. Walk west past the narrow path that leads south, and then immediately hug the wall to your south. Now continue walking west along the southern wall until you reach the treasure chest. Once you have opened the treasure chest for a Healing Jewel, walk right next to the wall to your west and follow it north to the stairs. (If you step too far away

from the wall, you will be in danger of falling into a hole)

* Floor 3 * Walk south until you reach a narrow path leading south. Walk south slowly through the path and stop IMMEDIATELY once the path widens more than one space. Now walk west to the lake, south, and then follow the path southeast. At the end of the path you will find a treasure chest containing a Source of Vitality.

Once you have opened the treasure chest, walk west a few steps, and then north to the wall. Now walk clockwise around the "blacked out area" while hugging the wall until you come back towards the treasure chest that you just opened. Follow the path leading east, which will then fork, with one path going south and the other north. Follow the path going north until you run into the stone heads that pop up out of the ground. Now walk east and follow the path going south until you reach the lake, where the path will split again. Follow the path that begins by going east and then turns south. This path will then fork into one path leading south and the other west. Follow the path west until you reach the stairs, and then climb up them to the next floor.

* Floor 4 * Follow the path south until you reach a lake. Now walk east past the lake and follow the path leading southeast. Eventually you will run into some stone heads that appear to blocking your way, but there is room to the south for you to walk by them. Continue to follow the path and it will open up into a room that has two paths to the north. Follow the path going northwest and you will eventually come to another intersection. This time, follow the path leading north until you once again run into more of the stone heads that pop up out of the ground. This time they will leave room to the southwest for you to walk by them. However, there is one hole that you still have to avoid. To get around it, hug the western wall as you walk north, and then climb up the stairs.

* Floor 5 * Walk south to the rock, east to the wall, and then south to the wall. Now walk 3 steps east, 5 steps south, and then step west to the wall. Now walk south along the wall until you are just past the three rocks standing out of the ground to the west. Walk west past the regular rocks and rock heads that pop out of the ground, and continue to follow the path north until you reach a treasure chest. Open the treasure for the Shadow Gi and walk southeast back along the path. Now position your character so that he is directly below the regular southernmost rocks and the rock heads that popped up beside them. Walk directly east past the lakes until you reach the wall. Take one step north, walk east to the wall, and then follow the path north until you first SEE the boundary of a lake. Now walk west to the wall and hug its edge as you walk northwest until you are past the two regular rocks standing out of the ground. Now walk north and climb up the stairs to the next floor.

* Floor 6 * Walk south until you reach the BEGINNING of the lake. If you look to the south, you will see that the path narrows to a two space wide area, with the lake bordering the west side of the path and the wall the other. Walk along the WALL side of the path and continue south until reach the tip of a protruding wall to your south. Now walk west past the lake until you are its western edge, and then follow the path leading north. As the path turns west, you will eventually see a small room that branches off to the west, which has a treasure chest containing the Demon's Axe. Now walk back along the same path to the southern end of the lake, and then follow the narrow path leading south to find a treasure chest containing a Thunder Vase. Now walk north until you are just past the tip of the wall to your east, and then follow the path leading southeast until you reach a fork. Follow the path leading south, and after a few twists and turns you will see the treasure chest that you just opened to the north. Now heal your characters and continue to follow the path west and then north until you hear a voice talking to you... it's the Black Knight!

Name: Black Knight (Percy)

Item Dropped:

VP: 300

Speed: 39

MP: 100

Exp: 1000

Location: Sand Cave

Gold: 500

Special Abilities: Fire Magic (Lv 1), Fire Magic (Lv 2), Fire Magic (Lv 3),
Thunder Magic (Lv 2)

Special Attack: None

Strategy: Hopefully by now you have figured out who the Black Knight really is...its PERCY! He is currently under Ramue's control, but with your help, Percy can escape. If you wait and don't attack the Black Knight, after about 12 rounds, he will break free of Ramue's spell and join your group! To survive these twelve rounds, it helps to cast defense spells like Illusion, Confusion, Defense, etc., so that your character doesn't take too much damage. Once Percy joins your group, I recommend placing your extra character at the Mountain Cottage.

If you choose to take the other approach and battle the Black Knight, you should have no problem defeating him by using strong attacks and magic.

Once the battle with the Black Knight is over, follow the path and exit the cave.

4.49 Quamdar Village

Items Found: Gundalf Hood, Monster Bait

Special/Note: The last town!

Enemies Encountered: None

Overworld - Demon, Demon's Pet, Devil Insect, Great Demon, Metal Golem,
Necromancer, Red Dragon, Undead Knight, Undead Lector

Once you're out of the cave, walk west and position yourself so that you are standing on the desert between the two rivers to the west of the cave. Now walk south and enter the village of Quamdar.

The first thing you will probably need to do is visit the Inn, but after that, you are free to find the couple goodies that are hidden in town. First, walk into the house northeast of the Church, and then search the barrel in the southeast corner of the house to find a Gundalf Hood. From outside of this house, walk northwest and you will see a house that is surrounded by a lake. Walk inside, and if you search under the table, you will find a Monster Bait.

If you talk to the people in town, you will notice that they have a very favorable view of Shutat!? Make sure that you visit the Weapon/Armor and Item shop and buy whatever equipment upgrades you need. (The shop is northwest of the Inn)

Note: In the mountains northwest of Quamdar, you can find monsters that are typically found in the Overworld outside of Zeal Village.

4.50 Dragon Cave (II)

Items Found: Skeleton Key, Dragon Blade, Reviving Herb, Tornado Vase, Mystic Gi
Special/Note: Visit to Sir Norton and Princess Katherine's house
Enemies Encountered: (Enemies are dependent upon where you travel)

Now, before you enter the Abyss, I think it might be a good idea to tie up some loose ends and stock up on some necessary items.

First, use the Light Orb to reach the Mountain Cottage. (The Mountain Cottage is where you stopped after going through the cave near the Border Church) From outside the Mountain Cottage, walk north into the Dragon Cave. Walk along the path until it forks and then follow the path leading east. After walking through the door, walk east to where the Dragon used to sleep and you will see that he left something behind on the ground. Search the object to find the Skeleton Key, which can be used to open all of the previously locked treasure chests.

1) Dragon Cave - Now walk northeast from the where you found the Skeleton Key and go through the door. Walk east to the where the path forks and follow the path leading northeast until you reach the stairs. Once you have climbed up the stairs, follow the path west until you reach the bridge, and then go north through the hole. Walk north and you will eventually find Sir Norton's house. Now "use" the Skeleton Key on the treasure chest, and you will find a mighty weapon, the Dragon Blade!

2) Simone Village - Enter Simone Village and walk north to the Mystic Tree. Once you are inside, walk north and climb down the stairs. Walk clockwise along the path and climb down the stairs. Follow the path around the outside of the room and climb down yet another set of stairs. Follow the path, and at the door, use the Skeleton Key. Now walk inside the room and open the treasure chest for a Tornado Vase.

3) Bandore Town - Walk into the town and go to the second floor of the Inn. Now walk southwest and enter the small room, where you can then unlock the treasure chest, which contains the Mystic Gi.

4) Bandore Castle - Walk north to Bandore Castle, and once inside, climb down one of the staircases that lead to the dungeon. Now walk south to the last row of cells and use the Skeleton Key on the cell that has the treasure chest inside. Walk into the jail cell and open the treasure chest to find a Reviving Herb.

All right, now that you have found all of these goodies, it would be a good time to raise your character's levels to 15. Once you're done with this, I would recommend buying some Reviving Herbs and Angel's Ocarinas from the Traveling Merchant in Barbaros Castle, as well as Mage's Potions from a merchant in another town. Also, if you haven't used Resist Jewels on your characters to reduce the magic damage dealt to them by half, you should purchase them from the Traveling Merchant as well. Once you ready for the final dungeon, use the Light Orb to go back to Quamdar Village.

4.51 The Abyss

Items Found: Poisoned Fang, Seraphic Cane, Mystic Shield, Malicious Rod,
Hero Scale, Demon's Fist, Ring of Death
Special/Note: Final Battle
Enemies Encountered: Barrog, Devil Insect, Greater Demon, Hydra Warrior,
Metal Golem, Necromancer, Nightmare Queen, Red Dragon,

Recommended Level: 15

From outside of Quamdar, walk north until you are past the river to your east. Now walk south along the east side of the river, and then walk west along the mountainous terrain. Now continue to follow the path until you cross over a bridge, and then walk northwest until you cross another bridge. From here, walk north and enter the temple.

Before you begin exploring, it is important for you to know some information about the Abyss. Inside, there is an Orb of Light and an Orb of Dark that you will be able to put into your inventory. As you walk north on the first floor, you will pass two different types of statues, death and angel statues. Your goal is to carry each orb to the bottom of the Abyss and put it back onto its respective statue. However, if you pick up the Light Orb, you will only be able to pass by the angel statues, because the death statues will emit an aura preventing you from passing near them. If you pick up the Dark Orb, you will only be able to pass by the death statues, because the angel statues will emit an aura preventing you from passing near them. Since this dungeon is so long, you will also need to travel back to Quamdar and resupply your group, so don't worry if you forgot something or need to replace any of the items that you used.

* Floor 1 * Walk north past the guardians of the Abyss until you enter into an event sequence with Yeon...! I thought he was supposed to be dead? Apparently Yeon, along with Lord Kevins, survived their fall into the Volcano. Unfortunately, Sir Kevins is now being tortured in the underworld, which prompts your characters to challenge Yeon to a fight! (NOTE: If the Final Tablet is not in your possession, you will not enter into this event sequence with Yeon)

Name: Yeon (1 Royal Guard + 1 Hydra Warrior) Item Dropped

VP: 1100 Speed: 42 (first turn), ??? (second turn)

MP: 200

Exp: 1100 Location: Abyss (1st floor)

Gold: 600

Special Abilities: Thunder Magic (Lv 1) Thunder Magic (Lv 2), Thunder Magic (Lv 3), Heal Rain Magic (Lv 2), Confusion Magic (Lv 2) (all), 2 Turns

Special Attack: None

Strategy: I recommend that you first destroy the Hydra Warrior since it has 2 turns, and then the Royal Guard. Once you have done this, you can focus on defeating Yeon.

An easy strategy to follow is to first cast Silence on Yeon, which would neutralize his magic spells, and then have someone cast Attack Magic (Lv 2) to temporarily boost the attack power of your characters. You can then crush Yeon with your powerful attacks and use Tont's summon spells, along with some of your other characters' powerful magic. However, be careful of Yeon's Confuse Magic (Lv 2), which can be very devastating to your party. As you can tell, Yeon doesn't have much VP so you should win this battle fairly easily.

(Note: The stats listed above are for Yeon only. They are not combined with either the EXP or GP for the Royal Guard or Hydra Warrior)

After defeating Yeon, search the northeast death statue to find the Poisoned Fang weapon. Now walk north and "use" the Final Tablet, which will fit into the

groove in the floor, opening the door to the Abyss. (At this point, I recommend going back to Quamdar and re-supplying your characters) Once you are ready, walk north from where you defeated Yeon and walk through the door. Now continue walking north and climb down the steps to the next floor.

Orb of Light

The following directions will help you successfully bring the Orb of Light to its respective statue on the bottom floor of the Abyss. Following that set of instructions, there will be another section that gives detailed steps on how to bring the Orb of Darkness to the bottom floor of the Abyss.

* B-Floor 1 * Climb down the steps and walk east to the main corridor. Walk north, climb up the steps and go through the door. Now walk east around the 3D circular room and go through the door. Walk north and position your character so that he is facing the angel statue to his north, and then perform a "search" to pick up the Orb of Light. Once you do so, you will notice that the death statue to your right is emitting an aura, which will prevent you from walking too close. Now walk south and go back through the door to exit the room. From here, walk west around the circular room and go back through the door. Now walk south back down the main corridor, and then walk west. Climb up the steps, and then climb down the left staircase to the next floor.

* B-Floor 2 * Climb down the steps and walk east to the main hallway, which has one path going north and the other south. Walk south and search the angel statue to find the Seraphic Cane. Now work your way south between the statues until you reach the end of the main corridor, and then walk west. Now walk north up the steps and climb down the stairs to the next floor.

* B-Floor 3 * Climb down the steps and walk east to the adjacent staircase. Now walk onto the raised platform and climb down the stairs to the next floor.

* B-Floor 4 * Climb down the steps and walk west to the main corridor. Now walk north along the path until you reach an intersection, and then follow the path east until you reach a treasure chest, which contains the Malicious Rod. Now backtrack to the stairs that brought you down to this floor. (Walk west to the main corridor, south, and then east). Now walk up the steps onto the raised platform and climb up the stairs to the previous floor

* B-Floor 3 * Climb down the steps to your south and walk west past the other staircase. Follow the path as it turns north and you will eventually reach a large room. Now walk northeast past the statues until you reach the steps, and then walk through the door. Now walk west around the 3D circular room and go through the door. Walk northwest and follow the narrow path north, which will once again bring your group to a large room. Walk northeast past the angel statues until you see the steps, and then position yourself so that you are standing just below them. Now walk south past the angel statue on your right and stop once you are between the first pair of angel statues. Search the angel statue to your west to find the Mystic Shield. Now walk south past all of the angel statues, and then walk south down either of the two narrow paths. Walk east until you reach the last narrow path leading north, and then follow it north to the death statues. Now walk to the east side of the room and you should be able to walk north past the death statues. Finally, walk northwest up onto the raised platform, and then climb down the stairs.

* B-Floor 4 * Walk south down the steps and then at the intersection, walk south down the narrow path. Now walk west, climb up the steps, and then climb down the stairs to the next floor.

* B-Floor 5 * Walk south past the angel statues and go through the door. Now walk east around the 3D room and go through the door. Climb down the steps, and at the intersection, follow the path leading west. Continue walking west until you reach the last path leading south, which you should then follow until you reach the southern end of the floor. Now walk east past the first path going north, and then walk north up the next path. Continue walking north, go up the steps, and then climb down the stairs to the last floor.

* B-Floor 6 * Climb down the steps, walk west, and follow the path north until you reach the angel statue. Stand so that you are facing the angel statue to your north, and then "use" the Orb of Light, which will then be placed in the angel statue's hands.

Now that you have finished carrying the Orb of Light, you now have to go all the way back to B-Floor 1 to get the Orb of Darkness. At this point I would recommend casting the Escape spell, which is much easier than walking. This is also a good time to consider exiting the Abyss and resupplying your characters back at town.

Orb of Darkness

The following set of directions will help you successfully bring the Orb of Darkness to its respective statue on the bottom floor of the Abyss. At the end of this section there will be a separate guide on what to do after you have brought both orbs back to their respective statues.

* Floor 1 * Once you are ready, walk north from where you defeated Yeon and walk through the door. Now continue walking north and climb down the stairs.

* B-Floor 1 * Climb down the steps and walk east to the main corridor. Walk north, climb up the steps and go through the door. Now walk east around the 3D circular room and go through the door. Walk north and position your character so that he is facing the death statue to his north, and then perform a "search" to pick up the Orb of Darkness. Once you do so, you will notice that the angel statue to your left is emitting an aura, which will prevent you from walking too close. Now walk south and go back through the door to exit the room. From here, walk west around the circular room and go back through the door. Now walk south back down the main corridor, and then walk west. Climb up the steps, and then climb down the left staircase to the next floor.

* B-Floor 2 * Climb down the steps and walk east to the main hallway, which has one path going north and the other south. Walk north between the different statues, climb up the steps, and go through the door. Walk west around the 3D circular room and go through the door. Now walk north and continue walking north past the death statues until you reach the end of the path. Open the treasure chest for the Hero's Scale and walk down the stairs.

* B-Floor 3 * Climb down the steps to your south and walk southwest until you reach the bottom row of angel statues. Now walk east just below the angel statues until you reach the death statues, and then walk north. Continue walking north, climb up the steps, and then go down the stairs to the next floor.

* B-Floor 4 * Climb down the steps and walk west until you reach another set of steps. Now walk north and climb down the stairs.

* B-Floor 5 * Walk south past the death statues until reach an intersection, and then follow either path going south. Now walk east past the angel statues, and

then north until you reach a treasure chest, which contains the Demon's Fist. Now walk south past all of the statutes to the bottom of the floor, and then walk through the door. Walk east around the 3D circular room and go through the door. Climb down the steps, and at the intersection, follow the path leading west. Now walk south down the first path you find, and at the death statue, you can "search" to find the Ring of Death. Walk back north, and then follow the path east to far side of the room. Now follow the path south past all of the statues until you reach the southern end of the floor. Walk west past the first path going north, and then walk north up the next path. At the end of the path, climb up the steps, and then down the stairs to bottom floor.

* B-Floor 6 * Climb down the steps, walk east, and follow the path north until you reach the death statue. Stand facing the death statue to your north, and then "use" the Orb of Darkness, which will then be placed in the death statue's hands. Once you have done this, the door leading to the Underworld will open! If you need to, exit the Abyss, and then prepare for the final battle.

The Final Battle

*B-Floor 6 * Once you are ready to continue, walk north and go through the door. Walk north, and just as you reach the bottom of the steps, you will enter into an event sequence with Ramue. After she is done talking, Shutat will talk about how everyone is suffering in the Underworld and how he has sworn to take vengeance on Arawn. He will then ask you to join him and rule the world together, to which you should respond "No." In the distance, you hear Lord Kevins saying that Shutat has been taken over by the Vicious Ones, and hearing that, Shutat will get extremely upset and attack your group.

(If you chose "Yes" to the previous question, he will ask if ruling Bandore is sufficient. If your answer is "Yes" to this question, you will hear Lord Kevins voice telling you that they want control over the whole world, following which, Shutat will attack your group with Ramue. However, since you wanted to rule a piece of the world, one of your characters will decide not to fight with Finn and the rest of the group.

If you answer "No" to whether Bandore is enough for you to rule over, he will then ask you if want Marion and Zalagoon? If you say "Yes," two of your group members won't be with you when the fighting starts. If you chose "No" to this question, he will offer you the whole continent of Greenheim. If you say "Yes," three characters will not be with your group when the fight starts. If you say "No," Shutat will offer you dominion over the entire Common World. At this point, Lord Kevin will begin speaking and you will end up fighting Shutat and Ramue ALONE!)

Note: No matter which way you respond to Shutat's questions, you will still have to fight him and Ramue in the end.

Name: Ramue

Item Dropped:

VP: 1200 Speed: 46 (first turn), ??? (second turn)

MP: 150 (147, 150)

Exp: 2500 Location: Abyss (B-Floor 7)

Gold: 0

Special Abilities: Titan Magic (Lv 1), Firedrake Magic (Lv 1), Heal Rain Magic (Lv 2), Defense Magic (Lv 2), Healing Potion, 2 Turns

Special Attack: None

Name: Shutat

Item Dropped:

VP: 1500 Speed: 42 (first turn), ??? (second turn)

MP: 200 (197,198)

Exp: 2500 Location: Abyss (B-Floor 7)

Gold: 0

Special Abilities: Undhine Magic (Lv 1), Tolle Magic (Lv 1), Firedrake Magic (Lv 1), Firedrake Magic (Lv 2), Silence Magic (Lv 2), 2 Turns

Special Attack: None

Strategy: Shutat and Ramue are both weak against physical and magical attacks, so you can use almost any combination of the two during battle. The easiest way to win this battle is to have someone cast Attack Magic (Lv 2), and then have your fighters attack Ramue until she was dead, and then use the same method to kill Shutat. Your magic users are best served playing a supportive role to your fighters with Attack Magic (Lv 2) or Heal Rain Magic. Although both Shutat and Ramue have a lot of MPs, their magic attacks should not deal too much damage since you used the Resist Jewel/Orb earlier.

Towards the end of the battle, I recommend using some Mage's Jewels or Mage's Potions to restore some of your MP before... the next battle?

Note 1: Since you are unable to steal magic from Shutat or Ramue, the MP values are not exact, but are instead close estimates.

Note 2: The EXP and GP listed above are for both Shutat and Ramue combined

Once Ramue and Shutat are defeated, you will return to the main screen, where Shutat will go into convulsions as the evil spirit flees his body. Shutat's last words will be to confess the evil he has done, and to then warn you of... Akkadias!!! Now here comes the real challenge.

Name: Akkadias

Item Dropped:

VP: 3990-4020 Speed: 47 (first turn), ??? (second turn)

MP: Unknown ???

Exp: 0 Location: Abyss (Final Battle)

Gold: 0

Special Abilities: Soul Blast Magic (Lv 1) (all), Silence Magic (Lv 2), Summon Magic (Lv 1), Summon Magic (Lv 2), Summon Magic (Lv 3), Summon Magic (Lv 4), Heal Rain Magic (Lv 3), 2 Turns

Special Attack: None

Strategy: Although Akkadias is weak against magic attacks, he is especially vulnerable to physical attacks. The only real weapon he has is his Soul Blast Magic, which deals about 25 VP of damage to your characters (normally). If you used the Resist Jewel on your characters, Soul Blast should only deal you about 12 VP of damage per character. Luckily for you, or maybe not, Akkadias has a powerful physical attack, however he rarely uses it during his normal turn.

The strategy I recommend following is similar to the one I used above. Have someone cast Attack Magic (Lv 2), and then pound Akkadias with physical attacks, while using the occasional Heal Rain Magic to restore your health. However, since he is so weak against physical attacks, I would not use any offensive magic, but instead focus on just using physical attacks. Towards the end of the

battle, Akkadias will stop using Soul Blast and begin to vary his attacks more.

Note 1: Since you are unable to steal magic from Akkadias, the MP value is not exact, but is instead, an extremely close estimate.

Once the battle is over, Arawn calls out to Finn and tells him to use the Light Orb to send Akkadias back into the underworld. Just as your group gathers itself together and tries to leave, the building will start to collapse. Finn, being the last one to leave, has the ground collapse around him and is unable to maintain his footing. Luckily, Steiner will then swoop down and rescue Finn from certain death.

Everyone appears back at the Arawn's Tower, where it is decided that the old dragon, the one who you saw in the Dragon Cave, will guard Quamdar and prevent any further mischief. Amazingly, Finn wants to continue the search for Lord Kevins in the underworld, which sets the scene for a sequel. Arawn will then send all of the characters back to their homes.

The scene then switches to Finn, Annie, and the rest of her family. Just before Finn leaves with Steiner, Annie hands Finn her piece of the Light Orb. The credits will then begin to roll as Steiner and Finn fly to their friends' houses to say goodbye. Finally, they fly over to the Abyss and enter the Underworld!

```
*****  
*****  
**  -----  **  
**   THE END   **  
**  -----  **  
*****  
*****
```

V. Weapons and Armor

This section is composed of two parts, individual character weapon and armor lists, and a separate list of the different types of weapons and armor. The character weapon and armor lists are broken down alphabetically with Annie listed first, followed by Domino, Edward, Finn, Lorele, Percy, Samson, and lastly Tont. The separate list of the different types of weapons and armor are broken down into three sections, a weapon section, armor section, and an accessory armor section, each of which are also broken down alphabetically.

NOTE: All Buy/Sell prices are in (G).

KEY (for special category)

^ = This piece of equipment can only be equipped after the character changes CLASS following the completion of the Discipline Island quest. I will mark this change over by drawing a line horizontally, which will separate the pieces of equipment that can be equipped before and after the class change.

* = This piece of equipment is cursed, and if equipped, will cause a curse condition to be inflicted on that character during battle.

= Casts Steal Magic (Lv 1)

~ = A piece of equipment that can't be equipped after a character changes class

@ = A weapon that will deal only normal damage during a Super Attack, not the 2x damage like other weapons.

KEY (for location category)

Start = Character starts with this piece of equipment

(F) = (Found)

Towns

- DT = Discipline Town
- ZT = Zalagoon Town
- PTL = Port Town Luna
- PTL(N) = Port Town Luna (Night)
- MT = Marion Town
- BT = Bandore Town

Villages

- IV = Isla Village
- JV = Jonowan Village
- LV = Leave Village
- MV = Mistrall Village
- MV(P) = Mistrall Village (Post Mithril)
- OV = Ophera Village
- QV = Quamdor Village
- SV = Simone Village
- ZV = Zeal Village

Castles

- BC = Bandore Castle
- BrC = Barbaros Castle
- MC = Marion Castle
- ZC = Zalagoon Castle

Caves, Dungeons, Towers, etc.

- EC = Emerald Cave
- PI = Pity Island
- SC = Sand Cave
- MsV = Mist Valley
- Mvi = Magic Vine
- V = Volcano
- GS = Gaea Shrine
- FP = Flying Palace
- IC = Ice Cave
- DC = Dragon Cave
- TP = Tree Path
- AT = Arawn's Tower
- AFS = Arawn's Four Shrines
- AFiS = Arawn's Fifth Shrine

=====
Character Weapon/Armor Lists
=====

=====
Annie
=====

Weapons	AP	Special	Cost (Buy/Sell)	Location
Wooden Rod	+2	----	80 / 60	Start(A,E,T), MT(I)
Short Rod	+6	----	250 / 187	MT(I), ZT(I)
Bronze Rod	+11	----	450 / 337	ZT(I), OV
Iron Rod	+18	----	830 / 622	PTL, PTL(N)
Steel Rod	+23	----	1350 / 1012	PTL(N), ZT(II)
Lunar Rod	+30	----	1780 / 1335	ZT(II), MT(II), BT
Shield Rod	+38	+2 Def.	2300 / 1725	BT, DT
Stun Rod	+46	@	6200 / 4650	BrC, MV
Priest's Cane	+53	^	4800 / 3600	LV, DT

War Rod	+60 ^	3200 / 2400	BrC(II) (Found), ZV
Tempest Rod	+67 ^ +3 Spd.	6200 / 4650	ZV, QV
Drain Rod	+68 ^ #	---- / 8250	ZV (Found)
Seraphic Cane	+79 ^	9000 / 6750	MV(P), Abyss (Found)
Malicious Rod	+85 ^ *	---- / 10500	Abyss (Found)

Armor	DP	Special	Cost (Buy/Sell)	Location
Floral Dress	+2	----	---- / 52	Start(A)
Travel Dress	+4	----	120 / 90	MT(I), ZT(I)
Journey Dress	+6	----	220 / 165	ZT(I), OV, PTL, PTL(N)
Battle Dress	+9	----	380 / 285	GS(Found), ZT(II)
Tempest Dress	+12	----	700 / 525	ZT(II), MT(II), BT
Fairy Dress	+15	----	970 / 727	SV, BrC(I), DT, MV
Seraphic Robe	+17 ^		1600 / 1200	BrC(I), MV, ZV, MV(P)
Goddess Robe	+20 ^		7500 / 5625	QV
Robe of Darkness	+23 ^ *		---- / 7125	V(Found)

Accessory Armor	DP	Special	Cost (Buy/Sell)	Location
Ribbon	+1	----	---- / 30	Start(A)
Silk Ribbon	+3	----	90 / 67	ZT(I), OV, PTL
Holy Ribbon	+5	----	160 / 120	SV, PTL(N), ZT(II)
Angel Ribbon	+8	----	250 / 187	MsV(F), ZT(II), MT(II), BT
Goddess Ribbon	+11	----	340 / 255	BT, LV, BrC(I), DT, MV, MV(P)
Athena Ribbon	+13 ^ +2 Str.		490 / 367	ZV, QV
Devil Ribbon	+13 ^ *		---- / 532	FP (Found)

=====
Domino
=====

Weapons	AP	Special	Cost (Buy/Sell)	Location
Darts	+46	----	2500 / 1875	Start(D), LV
Short Knife	+53	----	3300 / 2475	BrC(I), DT, MV
Throwing Knife	+63 ^		4900 / 3675	PI (Found), ZV
Dagger	+72 ^		---- / 4350	IC (Found)
Mithril Dagger	+77 ^		6800 / 5100	MV(P)
Mystic Dagger	+86 ^		9000 / 6750	SC (Found), QV
Poisoned Fang	+91 ^ *		---- / 8250	Abyss (Found)

Armor	DP	Special	Cost (Buy/Sell)	Location
Soft Leather	+11	----	1800 / 1350	Start(D), LV
Hard Leather	+14	----	3100 / 2325	BrC(I) DT, MV, ZV
Strong Leather	+17 ^ +2 Str.		5700 / 4275	DT
Pirates Leather	+19 ^		7700 / 5775	MV(P)
Captain's Leather	+21 ^		11000 / 8250	QV
Demon's Leather	+24 ^ *		---- / 7500	LV (Found)

Accessory Armor	DP	Special	Cost (Buy/Sell)	Location
Bandanna	+8	----	320 / 240	Start(D), LV
Sailor Bandanna	+11	----	620 / 337	BrC(I), DT, MV

Wind Bandanna	+13	^ +3 Spd.	560 / 420	BrC(II) (Found), ZV
Storm Bandanna	+15	^ +2 Str.	710 / 532	IC (Found), MV(P)
Oath Bandanna	+17	^	880 / 660	QV
Cursed Bandanna	+18	^ *	---- / 712	MV (Found)

=====
Edward
=====

Weapons	AP	Special	Cost (Buy/Sell)	Location
Wooden Rod	+2	----	80 / 60	Start(A,E,T) MT(I)
Short Rod	+6	----	250 / 187	MT(I), ZT(I)
Bronze Rod	+11	----	450 / 337	ZT(I), OV
Iron Rod	+18	----	830 / 622	PTL, PTL(N)
Steel Rod	+23	----	1350 / 1012	PTL(N), ZT(II)
Lunar Rod	+30	----	1780 / 1335	ZT(II), MT(II), BT
Shield Rod	+38	+2 Def.	2300 / 1725	BT, DT
Stun Rod	+46	@	6200 / 4650	BrC, MV

Mage's Staff	+51	^	4500 / 3375	LV, DT
War Rod	+60	^	3200 / 2400	BrC(II) (Found), ZV
Tempest Rod	+67	^ +3 Spd.	6200 / 4650	ZV, QV
Drain Rod	+68	^ #	---- / 8250	ZV (Found)
Magic Staff	+69	^	---- / 7275	AFiS (Found)
Wizard's Staff	+75	^	8800 / 6600	MV(P)
Malicious Rod	+85	^ *	---- / 10500	Abyss (Found)

Armor	DP	Special	Cost (Buy/Sell)	Location
Cloth Garment	+3	----	---- / 67	Start(E)
Travel Garment	+5	----	150 / 112	ZT(I)
Leather Garment	+7	----	260 / 195	OV, PTL
Magic Cape	+10	----	400 / 300	PTL(N), ZT(II)
Wind Cloak	+13	+2 Speed	720 / 540	SV(II) (F), ZT(II), MT(II), BT
Wizard's Cloak	+16	----	1000 / 750	LV, BrC(I), DT, MV, MV(P)
Mystic Cloak	+18	^	2000 / 1500	BrC(I), MV, ZV, MV(P)
Cloak of Light	+21	^	3800 / 2850	ZV, QV
Merlin's Cloak	+24	^	???? / 6000	????

Accessory Armor	DP	Special	Cost (Buy/Sell)	Location
Cloth Hood	+1	----	---- / 37	Start(E)
Leather Hood	+3	----	100 / 75	ZT(I), OV, PTL, Start(T)
Travel Hood	+5	----	210 / 157	SV, PTL(N), ZT(II)
War Hood	+6	+2 Str.	300 / 225	ZT(II), MT(II), BT
Wizard Hood	+8	----	420 / 315	LV, BrC(I), DT
Mystic Hood	+10	----	530 / 397	MV, ZV, MV(P)

Sage's Hood	+12	^	610 / 457	QV
Death Hood	+12	^ *	---- / 600	Volcano (Found)
Gundalf Hood	+14	^	---- / 525	QV (Found)

=====
Finn
=====

Weapons	AP	Special	Cost (Buy/Sell)	Location
---------	----	---------	-----------------	----------

Short Sword	+5	----	100 / 75	Start(P), IV(Found), ZT(I)
Middle Sword	+10	----	280 / 210	ZT(I), OV
Long Sword	+15	----	490 / 367	PTL
Broad Sword	+21	----	850 / 637	EC(Found), PTL(N)
Great Sword	+28	----	1500 / 1125	PTL(N), ZT(II)
Tempest Sword	+36	+3 Speed	2200 / 1650	AT(Found), ZT(II)
Rune Sword	+44	----	3000 / 2250	MT(II), BT, LV, DT

Guardian Blade	+52	^ +2 Def.	7000 / 5250	BrC(I), MV
Mystic Blade	+62	^	8500 / 6375	DT(Found), QV
Counter Blade	+71	^	10000 / 7500	ZV
Mithril Blade	+79	^	12000 / 9000	MV(P)
Dragon Blade	+88	^	---- / ----	DC(Found)
Demon's Blade	+95	^ *	???? / 7500	????

Armor	DP	Special	Cost (Buy/Sell)	Location
-------	----	---------	-----------------	----------

Cloth Jerkin	+3	----	---- / 60	Start(F) (P)
Leather Plate	+5	----	140 / 105	MT(I), ZT(I), OV
Bronze Plate	+7	----	240 / 180	PTL
Iron Plate	+10	----	430 / 322	PTL(N), ZT(II)-(F), MT(II)
Steel Plate	+13	----	750 / 562	GS(F), ZT(II), MT(II), BT, LV
Silver Plate	+16	----	1300 / 975	DT

Dragon Scale	+18	^	2300 / 1725	BrC(I), MV, ZV, QV
Mithril Scale	+21	^	4000 / 3000	MV(P)
Hero Scale	+24	^	---- / 5250	Abyss(Found)
Evil Scale	+25	^ *	---- / 9000	AFS(Found)

Accessory Armor	DP	Special	Cost (Buy/Sell)	Location
-----------------	----	---------	-----------------	----------

Light Shield	+2	----	---- / 52	Start(P), VI(Found)
Wood Shield	+4	----	110 / 82	ZT(I), OV, PTL, PTL(N)
Steel Shield	+6	----	230 / 172	ZT(II), MT(II), BT
Spike Shield	+8	+2 Str.	370 / 277	BT, LV, BrC(I), DT, MV

Heavy Shield	+10	^ -3 Spd.	---- / 367	DT(Found)
Battle Shield	+12	^	620 / 465	FP(Found), ZV, QV
Mithril Shield	+13	^	760 / 570	MV(P)
Mystic Shield	+15	^	---- / 825	Abyss(Found)
Chaos Shield	+16	^ *	---- / 682	DT(Found)

=====
Lorele
=====

Weapons	AP	Special	Cost (Buy/Sell)	Location
---------	----	---------	-----------------	----------

Leather Glove	+50	----	3800 / 2850	Start(L), BrC(I), DT
---------------	-----	------	-------------	----------------------

Power Knuckles	+69	^	6600 / 4950	PI (Found), ZV
Mystic Knuckles	+77	^	9500 / 7125	MV(P), QV
Dragon Claw	+88	^ +3 Def.	---- / 7500	Red Dragon (Dropped)
Demon's Fist	+93	^	---- / 10875	Abyss (Found)

Armor	DP	Special	Cost (Buy/Sell)	Location
-------	----	---------	-----------------	----------

Gi	+12	----	1700 / 1275	Start(L), BrC(I)
Battle Gi	+17	----	3000 / 2250	PI (Found), ZV

```

-----
Dragon Gi      | +21 | ^      | 5400 / 4050 | MV(P), QV
Mystic Gi     | +24 | ^      | ---- / 5625 | BT (Found)
Shadow Gi     | +29 | ^ *    | ---- / 7350 | SC (Found)

```

```

Accessory Armor  DP      Special  Cost (Buy/Sell)      Location
-----

```

```

Scarf          | +9  | ----   | ---- / 247   | Start(L)
-----

```

```

Silk Scarf     | +11 | ^      | 470  / 352   | FP (Found), ZV, MV(P)
Battle Scarf   | +13 | ^      | ---- / 442   | IC (Found)
Power Scarf    | +14 | ^ +2 Str. | 730  / 547   | QV
Cursed Scarf   | +14 | ^ *    | ---- / 667   | AFS

```

```

=====
Percy
=====

```

```

Weapons          AP      Special  Cost (Buy/Sell)      Location
-----

```

```

Short Sword    | +5  | ----   | 100  / 75    | Start(P), IV(Found), ZT(I)
Middle Sword   | +10 | ----   | 280  / 210   | ZT(I), OV
-----

```

```

Counter Blade  | +71 | ^      |10000 / 7500 | ZV
Mithril Blade  | +79 | ^      |12000 / 9000 | MV(P)
Demon's Blade  | +95 | ^ *    | ???? / 7500 | ????????
```

```

Armor           DP      Special  Cost (Buy/Sell)      Location
-----

```

```

Cloth Jerkin   | +3  | ----   | ---- / 60    | Start(F) (P)
Leather Plate  | +5  | ----   | 140  / 105   | MT(I), ZT(I), OV
Bronze Plate   | +7  | ----   | 240  / 180   | PTL
Iron Plate     | +10 | ----   | 430  / 322   | PTL(N), ZT(II)-(F), MT(II)
Steel Plate    | +13 | ----   | 750  / 562   | GS(F), ZT(II), MT(II), BT, LV
Silver Plate   | +16 | ----   | 1300 / 975   | DT
-----

```

```

Dragon Scale   | +18 | ^      | 2300 / 1725 | BrC(I), MV, ZV, QV
Mithril Scale  | +21 | ^      | 4000 / 3000 | MV(P)
Evil Scale     | +25 | ^ *    | ---- / 9000 | AFS(Found)

```

```

Accessory Armor  DP      Special  Cost (Buy/Sell)      Location
-----

```

```

Light Shield   | +2  | ----   | ---- / 52    | Start(P), VI(Found)
Wood Shield    | +4  | ----   | 110  / 82    | ZT(I), OV, PTL, PTL(N)
Steel Shield   | +6  | ----   | 230  / 172   | ZT(II), MT(II), BT
Spike Shield   | +8  | +2 Str. | 370  / 277   | BT, LV, BrC(I), DT, MV
-----

```

```

Heavy Shield   | +10 | ^ -3 Spd. | ---- / 367   | DT(Found)
Battle Shield  | +12 | ^      | 620  / 465   | FP(Found), ZV, QV
Mithril Shield | +13 | ^      | 760  / 570   | MV(P)
Mystic Shield  | +15 | ^      | ---- / 825   | Abyss(Found)
Chaos Shield   | +16 | ^ *    | ---- / 682   | DT(Found)

```

```

=====
Samson
=====

```

```

Weapons          AP      Special  Cost (Buy/Sell)      Location
-----

```

```

Middle Axe     | +4  | ----   | 120  / 90    | Start(S), ZT(I)

```

Steel Axe	+11	----	300 / 225	ZT(I), OV
Broad Axe	+23	----	520 / 390	PTL, PTL(N)
Tomahawk	+31	----	870 / 652	PTL(N)
Battle Axe	+41	----	1600 / 1200	GS(Found), ZT(II)
War Axe	+48	----	2300 / 1725	ZT(II), MT(II), BT
Tempest Axe	+54	+5 Spd.	3200 / 2400	LV, BrC(I), DT, MV

Rune Axe	+68	^	5300 / 3975	MV, ZV
Gimry's Axe	+80	^ -5 Spd.	7400 / 5550	IC(Found), MV(P)
Earth Breaker	+89	^	9000 / 6750	QV
Demon's Axe	+97	^* -5 Def.	---- / 9750	SC (Found)

Armor	DP	Special	Cost (Buy/Sell)	Location
Bronze Mail	+3	----	---- / 82	Start(S)
Steel Mail	+6	----	320 / 240	TP (Found), ZT(I), OV
Chain Mail	+8	----	590 / 442	PTL
Heavy Mail	+11	-3 Spd.	1150 / 862	PTL(N), ZT(II) (F), ZT(II)
Great Mail	+14	----	2000 / 1500	MVi(F), ZT(II), MT(II), BT
Mystic Mail	+17	----	3800 / 2850	BrC(I), DT, MV, ZV, QV

Mithril Armor	+20	^	6500 / 4875	MV(P)
Evil Armor	+25	^ *	---- / 8250	ZV (Found)

Accessory Armor	DP	Special	Cost (Buy/Sell)	Location
Leather Bracer	+1	----	---- / 45	Start(S)
Gauntlet	+3	----	100 / 75	ZT(I), OV, PTL
Power Gauntlet	+4	+2 Str.	210 / 157	EC(Found), PTL(N), ZT(II)
Warrior's Gaunt.	+6	----	640 / 480	ZT(II)
Rune Gauntlet	+9	----	460 / 345	MT(II), BT, DT
Mazin Gauntlet	+12	----	590 / 442	BrC(I), MV, ZV, QV

Mithril Gauntlet	+15	^	720 / 540	MV(P)
Demon's Gauntlet	+18	^ *	---- / 675	BrC(II) (Found)

=====
Tont
=====

Weapons	AP	Special	Cost (Buy/Sell)	Location
Wooden Rod	+2	----	80 / 60	Start(A,E,T), MT(I)
Short Rod	+6	----	250 / 187	MT(I), ZT(I)
Bronze Rod	+11	----	450 / 337	ZT(I), OV
Iron Rod	+18	----	830 / 622	PTL, PTL(N)
Steel Rod	+23	----	1350 / 1012	PTL(N), ZT(II)
Lunar Rod	+30	----	1780 / 1335	ZT(II), MT(II), BT
Shield Rod	+38	+2 Def.	2300 / 1725	BT, DT
Stun Rod	+46	@	6200 / 4650	BrC, MV

Elder's Wand	+52	^	4600 / 3450	LV, DT
Tempest Rod	+67	^ +3 Spd.	6200 / 4650	ZV, QV
Drain Rod	+68	^ #	---- / 8250	ZV (Found)
Defense Wand	+73	^ +5 Def.	8300 / 6225	MV(P)
Malicious Rod	+85	^ *	---- / 10500	Abyss (Found)

Armor	DP	Special	Cost (Buy/Sell)	Location
Magical Hood	+7	----	---- / 75	Start(T)

COUNTER BLADE ^ Equip: Finn, Percy

AP: +71
Buy/Sell: 10000 G / 7500 G
Special: None

Location: Zeal Village

DAGGER ^ Equip: Domino

AP: +72
Buy/Sell: ---- / 4350 G
Special: None

Location: Ice Cave (Found)

DARTS Equip: Domino

AP: +46
Buy/Sell: 2500 G / 1875 G
Special: None

Location: Domino (Starts with), Leave Village

DEFENSE WAND ^ Equip: Tont

AP: +73
Buy/Sell: 8300 G / 6225 G
Special: +5 Defense

Location: Mistrall Village (Post-Mithril)

DEMON'S AXE ^* Equip: Samson

AP: +97
Buy/Sell: ---- / 9750 G
Special: -5 Defense

Location: Sand Cave (Found)

DEMON'S BLADE ^ * Equip: Finn, Percy

AP: +95
Buy/Sell: ??? / 7500 G
Special: None

Location: ????

DEMON'S FIST ^ Equip: Lorele

AP: +93
Buy/Sell: ---- / 10875 G

Special: None

Location: Abyss (Found)

DRAGON BLADE ^ Equip: Finn

AP: +88

Buy/Sell: ---- / ----

Special: None

Location: Dragon Cave (Found) (Skeleton Key)

DRAGON CLAW ^ Equip: Lorele

AP: +88

Buy/Sell: ---- / 7500 G

Special: +3 Defense

Location: Red Dragon (Dropped)

DRAIN ROD ^ Equip: Annie, Edward, Tont

AP: +68

Buy/Sell: ---- / 8250 G

Special: Casts Steal Magic (Lv 1)

Location: Zeal Village (Found)

EARTH BREAKER ^ Equip: Samson

AP: +89

Buy/Sell: 9000 G / 6750 G

Special: None

Location: Quamdar Village

ELDER'S WAND ^ Equip: Tont

AP: +52

Buy/Sell: 4600 G / 3450 G

Special: None

Location: Leave Village, Discipline Town

GREAT SWORD Equip: Finn

AP: +28

Buy/Sell: 1500 G / 1125 G

Special: None

Location: Port Town Luna (Night), Zalagoon Town (II)

GIMRY'S AXE ^ Equip: Samson

AP: +80
Buy/Sell: 7400 G / 5550 G
Special: -5 Speed

Location: Ice Cave (Found), Mistrall Village (Post-Mithril)

GUARDIAN BLADE ^ Equip: Finn

AP: +52
Buy/Sell: 7000 G / 5250 G
Special: +2 Defense

Location: Barbaros Castle (I), Mistrall Village

IRON ROD Equip: Annie, Edward, Tont

AP: +18
Buy/Sell: 830 G / 622 G
Special: None

Location: Port Town Luna (Day) (Night)

LEATHER GLOVE Equip: Lorele

AP: +50
Buy/Sell: 3800 G / 2850 G
Special: None

Location: Barbaros Castle (I), Discipline Town, Lorele (Starts with)

LONG SWORD Equip: Finn

AP: +15
Buy/Sell: 490 G / 367 G
Special: None

Location: Port Town Luna (Day)

LUNAR ROD Equip: Annie, Edward, Tont

AP: +30
Buy/Sell: 1780 G / 1335 G
Special: None

Location: Zalcoon Town (II), Marion Town (II), Bandore Town

MAGE'S STAFF ^ Equip: Edward

AP: +51
Buy/Sell: 4500 G / 3375 G
Special: None

Location: Leave Village, Discipline Town

MAGIC STAFF ^ Equip: Edward

AP: +69

Buy/Sell: ---- / 7275 G

Special: None

Location: Arawn's Fifth Shrine (Found)

MALICIOUS ROD ^* Equip: Annie, Edward, Tont

AP: +85

Buy/Sell: ---- / 10500 G

Special: None

Location: Abyss (Found)

MIDDLE AXE Equip: Samson

AP: +4

Buy/Sell: 120 G / 90 G

Special: None

Location: (Samson begins game with), Zalagoon Town (I)

MIDDLE SWORD Equip: Finn, Percy

AP: +10

Buy/Sell: 280 G / 210 G

Special: None

Location: Zalagoon Town (I), Ophera Village

MITHRIL BLADE ^ Equip: Finn, Percy

AP: +79

Buy/Sell: 12000 G / 9000 G

Special: None

Location: Mistrall Village (Post-Mithril)

MITHRIL DAGGER ^ Equip: Domino

AP: +77

Buy/Sell: 6800 G / 5100 G

Special: None

Location: Mistrall Village (Post-Mithril)

Mistrall Village Smith (4760 G, Post-Mithril... This is a one time
only deal)

MYSTIC BLADE ^ Equip: Finn

AP: +62
Buy/Sell: 8500 G / 6375 G
Special: None

Location: Discipline Town (Found), Quamdar Village

MYSTIC DAGGER ^ Equip: Domino

AP: +86
Buy/Sell: 9000 G / 6750 G
Special: None

Location: Sand Cave (Found), Quamdar Village

MYSTIC KNUCKLES ^ Equip: Lorele

AP: +77
Buy/Sell: 9500 G / 7125 G
Special: None

Location: Mistrall Village (Post-Mithril), Quamdar Village

POISONED FANG ^* Equip: Domino

AP: +91
Buy/Sell: ---- / 8250 G
Special: None

Location: Abyss (Found)

POWER KNUCKLES ^ Equip: Lorele

AP: +69
Buy/Sell: 6600 G / 4950 G
Special: None

Location: Pity Island (Found), Zeal Village

PRIEST'S CANE ^ Equip: Annie

AP: +53
Buy/Sell: 4800 G / 3600 G
Special: None

Location: Leave Village, Discipline Town

RUNE AXE ^ Equip: Samson

AP: +68
Buy/Sell: 5300 G / 3975 G
Special: None

Location: Mistrall Village, Zeal Village

RUNE SWORD

Equip: Finn

AP: +44

Buy/Sell: 3000 G / 2250 G

Special: None

Location: Marion Town (II), Bandore Town, Leave Village, Discipline Town

SERAPHIC CANE ^

Equip: Annie

AP: +79

Buy/Sell: 9000 G / 6750 G

Special: None

Location: Mistrall Village (Post-Mithril), Abyss (Found)

SHIELD ROD

Equip: Annie, Edward, Tont

AP: +38

Buy/Sell: 2300 G / 1725 G

Special: +2 Defense

Location: Bandore Town, Discipline Town

SHORT KNIFE

Equip: Domino

AP: +53

Buy/Sell: 3300 G / 2475 G

Special: None

Location: Barbaros Castle (I), Discipline Town, Mistrall Village

SHORT ROD

Equip: Annie, Edward, Tont

AP: +6

Buy/Sell: 250 G / 187 G

Special: None

Location: Marion Town (I), Zalagoon Town (I)

SHORT SWORD

Equip: Finn, Percy

AP: +5

Buy/Sell: 100 G / 75 G

Special: None

Location: Isla Village (Found), (Percy starts game with), Zalagoon Town (I)

STEEL AXE

Equip: Samson

AP: +11

Buy/Sell: 300 G / 225 G

Special: None

DP: +17
Buy/Sell: 3000 G / 2250 G
Special: None

Location: Pity Island (Found), Zeal Village

BRONZE MAIL Equip: Samson

DP: +3
Buy/Sell: ---- / 82 G
Special: None

Location: (Samson begins game with)

BRONZE PLATE Equip: Finn, Percy

DP: +7
Buy/Sell: 240 G / 180 G
Special: None

Location: Port Town Luna (Day)

CAPTAIN'S LEATHER ^ Equip: Domino

DP: +21
Buy/Sell: 11000 G / 8250 G
Special: None

Location: Quamdar Village

CHAIN MAIL Equip: Samson

DP: +8
Buy/Sell: 590 G / 442 G
Special: None

Location: Port Town Luna (Day)

CLOAK OF DARKNESS ^ * Equip: Edward, Tont

DP: +26
Buy/Sell: ---- / 7500 G
Special: Cursed

Location: Flying Palace (Found)

CLOAK OF LIGHT ^ Equip: Edward, Tont

DP: +21
Buy/Sell: 3800 G / 2850 G
Special: None

Location: Zeal Village, Quamdar Village

CLOTH GARMENT Equip: Edward

DP: +3
Buy/Sell: ---- / 67 G
Special: None

Location: (Edward start game with)

CLOTH JERKIN Equip: Finn, Percy

DP: +3
Buy/Sell: ---- / 60 G
Special: None

Location: (Finn and Percy start game with)

DEMON'S LEATHER ^* Equip: Domino

DP: +24
Buy/Sell: ---- / 7500 G
Special: None

Location: Leave Village (Found)

DRAGON GI ^ Equip: Lorele

DP: +21
Buy/Sell: 5400 G / 4050 G
Special: None

Location: Mistrall Village (Post-Mithril), Quamdar Village

DRAGON SCALE ^ Equip: Finn, Percy

DP: +18
Buy/Sell: 2300 G / 1725 G
Special: None

Location: Barbaros Castle(I), Mistrall Village, Zeal Village, Quamdar Village

EVIL ARMOR ^ * Equip: Samson

DP: +25
Buy/Sell: ---- / 8250 G
Special: None

Location: Zeal Village (Found)

EVIL SCALE ^ * Equip: Finn, Percy

DP: +25
Buy/Sell: ---- / 9000 G

Special: None

Location: Arawn's Four Shrines (South) (Found)

FAIRY DRESS

Equip: Annie

DP: +15

Buy/Sell: 970 G / 727 G

Special: None

Location: Simone Village, Barbaros Castle (I), Discipline Town, Mistrall Village

FLORAL DRESS

Equip: Annie

DP: +2

Buy/Sell: ---- / 52 G

Special: None

Location: (Annie begins game with)

GI

Equip: Lorele

DP: +12

Buy/Sell: 1700 G / 1275 G

Special: None

Location: Barbaros Castle (I), Lorele (Begins with)

GODDESS ROBE ^

Equip: Annie

DP: +20

Buy/Sell: 7500 G / 5625 G

Special: None

Location: Quamdar Village

GREAT MAIL

Equip: Samson

DP: +14

Buy/Sell: 2000 G / 1500 G

Special: None

Location: Magic Vine (Found), Zalagoon Town (II), Marion Town (II), Bandore Town

HARD LEATHER

Equip: Domino

DP: +14

Buy/Sell: 3100 G / 2325 G

Special: None

Location: Barbaros Castle (I), Discipline Town, Mistrall Village, Zeal Village

HEAVY MAIL

Equip: Samson

DP: +11
Buy/Sell: 1150 G / 862 G
Special: -3 Speed

Location: Port Town Luna (Night), Zalagoon Town (II) (Found), Zalagoon Town (II)

HERO SCALE Equip: Finn

DP: +24
Buy/Sell: ---- / 5250 G
Special: None

Location: Abyss (Found)

IRON PLATE Equip: Finn, Percy

DP: +10
Buy/Sell: 430 G / 322 G
Special: None

Location: Port Town Luna (Night), Zalagoon (II) Town (Found),
Zalagoon Town (II), Marion Town (II)

JOURNEY DRESS Equip: Annie

DP: +6
Buy/Sell: 220 G / 165 G
Special: None

Location: Zalagoon Town (I), Ophera Village, Port Town Luna (Day) (Night)

LEATHER GARMENT Equip: Edward

DP: +7
Buy/Sell: 260 / 195 G
Special: None

Location: Ophera Village, Port Town Luna (Day)

LEATHER PLATE Equip: Finn, Percy

DP: +5
Buy/Sell: 140 G / 105 G
Special: None

Location: Marion Town (I), Zalagoon Town (I), Ophera Village

MAGIC CAPE Equip: Edward, Tont

DP: +10
Buy/Sell: 400 G / 300 G
Special: None

Location: Port Town Luna (Night), Zalagoon Town (II)

MAGICAL HOOD Equip: Tont

DP: +7
Buy/Sell: ---- / 75 G
Special: None

Location: (Tont starts game with)

MERLIN'S CLOAK ^ Equip: Edward, Tont

DP: +24
Buy/Sell: ???? / 6000 G
Special: None

Location: ????

MITHRIL ARMOR ^ Equip: Samson

DP: +20
Buy/Sell: 6500 G / 4875 G
Special: None

Location: Mistrall Village (Post-Mithril)

MITHRIL SCALE Equip: Finn, Percy

DP: +21
Buy/Sell: 4000 G / 3000 G
Special: None

Location: Mistrall Village (Post-Mithril)

MYSTIC CLOAK ^ Equip: Edward, Tont

DP: +18
Buy/Sell: 2000 G / 1500 G
Special: None

Location: Barbaros Castle (I), Mistrall Village, Zeal Village,
Mistrall Village (Post-Mithril)

MYSTIC GI ^ Equip: Lorele

DP: +24
Buy/Sell: ---- / 5625 G
Special: None

Location: Bandore Town (Found) (Skeleton Key)

MYSTIC MAIL Equip: Samson

DP: +17
Buy/Sell: 3800 G / 2850 G
Special: None

Location: Barbaros Castle (I), Discipline Town, Mistrall Village, Zeal Village
Quamdar Village

PIRATE'S LEATHER ^ Equip: Domino

DP: +19
Buy/Sell: 7700 G / 5775 G
Special: None

Location: Mistrall Village (Post-Mithril)

ROBE OF DARKNESS ^* Equip: Annie

DP: +23
Buy/Sell: ---- / 7125 G
Special: None

Location: Volcano (Found)

SERAPHIC ROBE ^ Equip: Annie

DP: +17
Buy/Sell: 1600 G / 1200 G
Special: None

Location: Barbaros Castle, Mistrall Village, Zeal Village,
Mistrall Village (Post-Mithril)

SHADOW GI ^* Equip: Lorele

DP: +29
Buy/Sell: ---- / 7350 G
Special: None

Location: Sand Cave (Found)

SILVER PLATE Equip: Finn, Percy

DP: +16
Buy/Sell: 1300 G / 975 G
Special: None

Location: Discipline Town

SOFT LEATHER Equip: Domino

DP: +11
Buy/Sell: 1800 G / 1350 G
Special: None

BATTLE SHIELD ^ Equip: Finn, Percy

DP: +12
Buy/Sell: 620 G / 465 G
Special: None

Location: Flying Palace (Found), Zeal Village, Quamdar Village

CHAOS SHIELD ^ * Equip: Finn, Percy

DP: +16
Buy/Sell: ---- / 682 G
Special: None

Location: Discipline Town (Found)

CLOTH HOOD Equip: Edward

DP: +1
Buy/Sell: ---- / 37 G
Special: None

Location: (Edward starts game with)

CURSED BANDANNA ^* Equip: Domino

DP: +18
Buy/Sell: ---- / 712 G
Special: None

Location: Mistrall Village (Found)

CURSED SCARF ^* Equip: Lorele

DP: +14
Buy/Sell: ---- / 667 G
Special: None

Location: Arawn's Four Shrines (North) (Found)

DEATH HOOD ^* Equip: Edward, Tont

DP: +12 (Edward), +15 (Tont)
Buy/Sell: ---- / 600 G
Special: None

Location: Volcano (Found)

DEMON'S GAUNTLET ^* Equip: Samson

DP: +18
Buy/Sell: ---- / 675 G

Special: None

Location: Barbaros Castle (II) (Found)

DEVIL RIBBON ^* Equip: Annie

DP: +13

Buy/Sell: ---- / 532 G

Special: None

Location: Flying Palace (Found)

GAUNTLET Equip: Samson

DP: +3

Buy/Sell: 100 G / 75 G

Special: None

Location: Zalagoon Town (I), Ophera Villsg, Port Town Luna (Day)

GODDESS RIBBON Equip: Annie

DP: +11

Buy/Sell: 340 G / 255 G

Special: None

Location: Bandore Town, Village of Leave, Barbaros Castle, Discipline Town
Mistrall Village, Mistrall Village (Post-Mithril)

GUNDALF HOOD ^ Equip: Edward, Tont

DP: +14

Buy/Sell: ---- / 525 G

Special: None

Location: Quamdar Village (Found)

HEAVY SHIELD ^ Equip: Finn, Percy

DP: +10

Buy/Sell: ---- / 367 G

Special: -3 Speed

Location: Discipline Town (Found) (Labyrinth)

HOLY RIBBON Equip: Annie

DP: +5

Buy/Sell: 160 G / 120 G

Special: None

Location: Simone Village, Port Town Luna (Night), Zalagoon Town (II)

LEATHER BRACER Equip: Samson

DP: +1
Buy/Sell: ---- / 45 G
Special: None

Location: (Samson starts game with)

LEATHER HOOD Equip: Edward, Tont

DP: +3
Buy/Sell: 100 G / 75 G
Special: None

Location: Zalagoon Town (I), Ophera Village, Port Town Luna (Day),
(Tont starts game with)

LIGHT SHIELD Equip: Finn, Percy

DP: +2
Buy/Sell: ---- / 52 G
Special: None

Location: Village of Isla (Found), (Percy starts game with)

MAZIN GAUNTLET Equip: Samson

DP: +12
Buy/Sell: 590 G / 442 G
Special: None

Location: Barbaros Castle(I), Mistrall Village, Zeal Village, Quamdar Village

MITHRIL GAUNTLET ^ Equip: Samson

DP: +15
Buy/Sell: 720 G / 540 G
Special: None

Location: Mistrall Village (Post-Mithril)

MITHRIL SHIELD ^ Equip: Finn, Percy

DP: +13
Buy/Sell: 760 G / 570 G
Special: None

Location: Mistrall Village (Post-Mithril)

MYSTIC HOOD Equip: Edward, Tont

DP: +10
Buy/Sell: 530 G / 397 G
Special: None

Location: Mistrall Village, Zeal Village, Mistrall Village (Post-Mithril)

MYSTIC SHIELD ^ Equip: Finn, Percy

DP: +15

Buy/Sell: ---- / 825 G

Special: None

Location: Abyss (Found)

OATH BANDANNA ^ Equip: Domino

DP: +17

Buy/Sell: 880 G / 660 G

Special: None

Location: Quamdar Village

POWER GAUNTLET Equip: Samson

DP: +4

Buy/Sell: 210 G / 157 G

Special: +2 Strength

Location: Emerald Cave (Found), Port Town Luna (Night), Zalagoon Town (II)

POWER SCARF ^ Equip: Lorele

DP: +14

Buy/Sell: 730 G / 547 G

Special: +2 Strength

Location: Quamdar Village

RIBBON Equip: Annie

DP: +1

Buy/Sell: ---- / 30 G

Special: None

Location: (Annie starts game with)

RUNE GAUNTLET Equip: Samson

DP: +9

Buy/Sell: 460 G / 345 G

Special: None

Location: Marion Town (II), Bandore Town, Discipline Town

SAGE'S HOOD ^ Equip: Edward

DP: +12
Buy/Sell: 610 G / 457 G
Special: None

Location: Quamdar Village

SAILOR BANDANNA Equip: Domino

DP: +11
Buy/Sell: 620 G / 337 G
Special: None

Location: Barbaros Castle (I), Discipline Town, Mistrall Village

SCARF Equip: Lorele

DP: +9
Buy/Sell: ---- / 247 G
Special: None

Location: Lorele (Starts with)

SILK RIBBON Equip: Annie

DP: +3
Buy/Sell: 90 G / 67 G
Special: None

Location: Zalagoon Town (I), Ophera Village, Port Town Luna (Day)

SILK SCARF ^ Equip: Lorele

DP: +11
Buy/Sell: 470 G / 352 G
Special: None

Location: Flying Palace (Found), Zeal Village, Mistrall Village (Post-Mithril)

SPIKE SHIELD Equip: Finn, Percy

DP: +8
Buy/Sell: 370 G / 277 G
Special: Strength +2

Location: Bandore Town, Leave Village, Barbaros Castle (I), Discipline Town
Mistrall Village

STEEL SHIELD Equip: Finn, Percy

DP: +6
Buy/Sell: 230 G / 172 G
Special: None

Location: Zalagoon Town (II), Marion Town (II), Bandore Town

STORM BANDANNA ^ Equip: Domino

DP: +15
Buy/Sell: 710 G / 532 G
Special: +2 Strength

Location: Ice Cave (Found), Mistrall Village (Post-Mithril)

SUMMONER HAT ^ Equip: Tont

DP: +12
Buy/Sell: 680 G / 510 G
Special: None

Location: Zeal Village, Mistrall Village (Post-Mithril), Quamdar Village

TRAVEL HOOD Equip: Edward, Tont

DP: +5
Buy/Sell: 210 G / 157 G
Special: None

Location: Simone Village, Port Town Luna (Night), Zalagoon Town (II)

WAR HOOD Equip: Edward, Tont

DP: +6
Buy/Sell: 300 G / 225 G
Special: +2 Strength

Location: Zalagoon Town (II), Marion Town (II), Bandore Town

WARRIOR'S GAUNTLET Equip: Samson

DP: +6
Buy/Sell: 640 G / 480 G
Special: None

Location: Zalagoon Town (II)

WIND BANDANNA ^ Equip: Domino

DP: +13
Buy/Sell: 560 G / 420 G
Special: +3 Speed

Location: Barbaros Castle(II) (Found), Zeal Village

WIZARD HOOD Equip: Edward, Tont

DP: +8
Buy/Sell: 420 G / 315 G

Special: None

Location: Leave Village, Barbaros Castle (I), Discipline Town

WOOD SHIELD

Equip: Finn, Percy

DP: +4

Buy/Sell: 110 G / 82 G

Special: None

Location: Zalagoon Town (I), Ophera Village, Port Town Luna (Day) (Night)

VI. Magic

Character Magic Spell Lists

This list of magic is arranged in the following way. The "learned" column represents the level you will achieve a spell. As you increase your levels, you will get to a point where you will be unable to learn new spells unless you advance your class by completing the Discipline Island quest. The spells that can only be learned following the Discipline Island quest are designated with a * symbol next to their name. These spells will also have a level number next to their name, as if you kept on leveling without reverting back to level 1 when your character changed class. This can be confusing, so if you don't know what I am talking about, read the following example.

For example, if Finn was a level 23, he will have learned the Thunder Magic (Lv 1) spell. If Finn gains four more levels will learn the Fire Magic (Lv 3) spell. But, lets say that Finn completes the Discipline Island quest and changes his class, which will then bring him back to level 1. If Finn gains four more levels, placing him at level 5 with his new class, he will also learn the Fire Magic (Lv 3) spell.

To accurately list for all game players what level a character will gain a spell; I have chosen to continue on as if you didn't revert back to level 1 when you complete the Discipline Island quest. So, from the level that your character changes class, add that the characters new level and subtract 1 (since you start out at level 1, not 0) Using the example above, Finn was level 23 when he changed class and then gained five more levels. Add level 23 + (5 levels - 1 level) to get level 27, which is when he will learn the Fire Magic (Lv 3) spell. Hopefully, you will be able to understand the charts below, but if don't, please feel free to email me for help.

NOTE: Finn learns the magic spell Steiner immediately following his class change. Under the "learned" category, I have listed this as level "xx."

Annie
=====

Learned | MP | Spell | Effect

Level 1	3	Heal (Lv 1)	Recovers 15 VP for one character
Level 10	5	Heal (Lv 2)	Recovers 30 VP for one character
Level 20	10	Heal (Lv 3)	Recovers 50 VP for one character
Level 39 *	20	Heal (Lv 4)	Recovers ALL VP for one character
Level 4	3	Cure (Lv 1)	Removes poison from one character
Level 16	5	Cure (Lv 2)	Removes poison, paralyze, and petrify from
			one character
Level 6	2	Awaken (Lv 1)	Awakens one party member from sleep
Level 27	4	Awaken (Lv 2)	Awakens all party members from sleep
Level 8	3	Holy Light (Lv 1)	Attacks one group of enemies with holy lght
Level 12	6	Holy Light (Lv 2)	Attacks one group of enemies with holy lght
	9	Holy Light (Lv 3)	Attacks all enemies with holy light
Level 35 *	9	Holy Light (Lv 4)	Attacks one enemy with holy light
Level 14	3	Silence (Lv 1)	Attacks one group of enemies with silence
Level 32 *	6	Silence (Lv 2)	Attacks all enemies with silence
Level 18	6	Heal Rain (Lv 1)	Recovers 20 VP for all characters
Level 30	11	Heal Rain (Lv 2)	Recovers 40 VP for all characters
Level 42 *	19	Heal Rain (Lv 3)	Recovers 60 VP for all characters
Level 46 *	30	Heal Rain (Lv 4)	Recovers ALL VP for all characters
Level 25	0	Steal (Lv 1)	Steals up to 10MP from one enemy and gives
			MP to spell caster

Domino

=====

Learned	MP	Spell	Effect
Start 15	2	Awaken (Lv 1)	Awakens one party member from sleep
Level 17	4	Awaken (Lv 2)	Awakens all party members from sleep
Start 15	4	Wind (Lv 1)	Attacks one group of enemies with wind
Start 15	8	Wind (Lv 2)	Attacks one group of enemies with wind
Level 27	10	Wind (Lv 3)	Attacks all enemies with wind
Level 37 *	10	Wind (Lv 4)	Attacks one enemy with wind
Start 15	3	Illusion (Lv 1)	Attacks one group of enemies with illusion
Level 24	7	Illusion (Lv 2)	Attacks all enemies with illusion
Start 15	3	Slow (Lv 1)	Decreases one group of enemies def. and spd
Level 30	5	Slow (Lv 2)	Decreases all enemies defense and speed
Level 21	5	Confusion (Lv 1)	Attacks one enemy group with confusion
Level 33 *	9	Confusion (Lv 2)	Attacks all enemies with confusion

Edward

=====

Learned	MP	Spell	Effect
Level 1	2	Fire (Lv 1)	Attacks one enemy with fire
Level 9	5	Fire (Lv 2)	Attacks one group of enemies with fire
Level 21	8	Fire (Lv 3)	Attacks all enemies with fire

Level 34 *	12	Fire (Lv 4)	Attacks all enemies with fire
Level 2	6	Attack (Lv 1)	Raises one party member's attack power
Level 28	10	Attack (Lv 2)	Raises all party member's attack power
Level 6	5	Ice (Lv 1)	Attacks one enemy with ice
Level 16	9	Ice (Lv 2)	Attacks one group of enemies with ice
Level 31 *	12	Ice (Lv 3)	Attacks all enemies with ice
Level 41 *	12	Ice (Lv 4)	Attacks one enemy with ice
Level 12	3	Silence (Lv 1)	Attacks one group of enemies with silence
Level 46 *	6	Silence (Lv 2)	Attacks all enemies with silence
Level 14	6	Thunder (Lv 1)	Attacks one group of enemies with thunder
Level 26	13	Thunder (Lv 2)	Attacks all enemies with thunder
Level 36 *	16	Thunder (Lv 3)	Attacks all enemies with thunder
Level 43 *	16	Thunder (Lv 4)	Attacks one enemy with thunder
Level 19	5	Confusion (Lv 1)	Attacks one enemy group with confusion
Level 38 *	9	Confusion (Lv 2)	Attacks all enemies with confusion
Level 23	7	Void (Lv 1)	Attacks one group of enemies c a black hole
Level 49 *	12	Void (Lv 2)	Attacks all enemies with a black hole

Finn

=====

Learned	MP	Spell	Effect
Level 3	2	Fire (Lv 1)	Attacks one enemy with fire
Level 17	5	Fire (Lv 2)	Attacks one group of enemies with fire
Level 27	8	Fire (Lv 3)	Attacks all enemies with fire
Level 36 *	12	Fire (Lv 4)	Attacks all enemies with fire
Level 7	3	Illusion (Lv 1)	Attacks one group of enemies with illusion
Level 29	7	Illusion (Lv 2)	Attacks all enemies with illusion
Level 11	3	Heal (Lv 1)	Recovers 15 VP for one character
Level 20	5	Heal (Lv 2)	Recovers 30 VP for one character
Level 43 *	10	Heal (Lv 3)	Recovers 50 VP for one character
Level 53 *	20	Heal (Lv 4)	Recovers ALL VP for one character
Level 23	6	Thunder (Lv 1)	Attacks one group of enemies with thunder
Level 32 *	13	Thunder (Lv 2)	Attacks all enemies with thunder
Level 47 *	16	Thunder (Lv 3)	Attacks all enemies with thunder
Level 58 *	16	Thunder (Lv 4)	Attacks one enemy with thunder
Level xx	9	Steiner (Lv 1)	Steiner attacks all enemies with fire
Level 40 *	12	Mystery (Lv 1)	Casts a random spell that randomly targets your enemies or your own characters
Level 13	8	Escape (Lv 1)	Teleports group back to entrance of a dungeon, cave, tower, etc.

Lorele

=====

Learned	MP	Spell	Effect
Start 19	3	Heal (Lv 1)	Recovers 15 VP for one character
Start 19	5	Heal (Lv 2)	Recovers 30 VP for one character
Level 40 *	10	Heal (Lv 3)	Recovers 50 VP for one character
Level 54 *	20	Heal (Lv 4)	Recovers ALL VP for one character
Start 19	3	Holy Light (Lv 1)	Attacks one group of enemies with holy light
Start 19	6	Holy Light (Lv 2)	Attacks one group of enemies with holy light
Level 24	9	Holy Light (Lv 3)	Attacks all enemies with holy light
Level 37 *	9	Holy Light (Lv 4)	Attacks one enemy with holy light
Start 19	4	Wind (Lv 1)	Attacks one group of enemies with wind
Start 19	8	Wind (Lv 2)	Attacks one group of enemies with wind
Level 29	10	Wind (Lv 3)	Attacks all enemies with wind
Level 42 *	10	Wind (Lv 4)	Attacks one enemy with wind
Start 19	2	Sleep (Lv 1)	Attacks one group of enemies with sleep
Level 34 *	5	Sleep (Lv 2)	Attacks all enemies with sleep
Start 19	3	Cure (Lv 1)	Removes poison from one character
Level 26	5	Cure (Lv 2)	Removes poison, paralyze, and petrify from one character
Start 19	5	Defense (Lv 1)	Raises one group member's defense and speed
Level 31 *	9	Defense (Lv 2)	Raises all group member's defense and speed
Level 21	6	Heal Rain (Lv 1)	Recovers 20 VP for all characters
Level 46 *	11	Heal Rain (Lv 2)	Recovers 40 VP for all characters
Level 50 *	19	Heal Rain (Lv 3)	Recovers 60 VP for all characters

Percy
=====

Percy will have these spells (designated with a ^) when he rejoins your group in the Sand Caves. The levels listed below are the levels he would have gained the specific spell. Although Percy has already advanced a class while he was with the enemy, I have calculated that he changed class at level 20. Therefore he the level he learned the spell is (Level 20 + current Level - 1 Level)

Learned	MP	Spell	Effect
Level 3 ^	2	Awaken (Lv 1)	Awakens one party member from sleep
Level 14 ^	4	Awaken (Lv 2)	Awakens all party members from sleep
Level 5 ^	3	Heal (Lv 1)	Recovers 15 VP for one character
Level 21 ^	5	Heal (Lv 2)	Recovers 30 VP for one character
Level 48 *	10	Heal (Lv 3)	Recovers 50 VP for one character
Level 56 *	20	Heal (Lv 4)	Recovers ALL VP for one character
Level 6 ^	2	Fire (Lv 1)	Attacks one enemy with fire
Level 12 ^	5	Fire (Lv 2)	Attacks one group of enemies with fire
Level 24	8	Fire (Lv 3)	Attacks all enemies with fire
Level 33 *	12	Fire (Lv 4)	Attacks all enemies with fire
Level 9 ^	5	Defense (Lv 1)	Raises one group member's defense and speed
Level 26 ^	9	Defense (Lv 2)	Raises all group member's defense and speed
Level 16 ^	3	Slow (Lv 1)	Decreases one group of enemies def. and spd

Level 40	5	Slow (Lv 2)	Decreases all enemies defense and speed
Level 18	^ 6	Thunder (Lv 1)	Attacks one group of enemies with thunder
Level 28	13	Thunder (Lv 2)	Attacks all enemies with thunder
Level 37	* 16	Thunder (Lv 3)	Attacks all enemies with thunder
Level 45	* 16	Thunder (Lv 4)	Attacks one enemy with thunder

Tont
=====

Learned	MP	Spell	Effect
Level 1	3	Summon (Lv 1)	Summons a weak monster to attack
Level 8	5	Summon (Lv 2)	Summons a fairly strong monster to attack
Level 18	8	Summon (Lv 3)	Summons a strong monster to attack
Level 23	10	Summon (Lv 4)	Summons a very strong monster to attack
Level 5	6	Attack (Lv 1)	Raises one party member's attack power
Level 42	* 10	Attack (Lv 2)	Raises all party member's attack power
Level 11	6	Firedrake (Lv 1)	Attacks all enemies with flame
Level 28	11	Firedrake (Lv 2)	Attacks one group of enemies with flame
Level 15	10	Titan (Lv 1)	Attacks all enemies with stones
Level 31	* 15	Titan (Lv 2)	Attacks one group of enemies with stones
Level 20	12	Undhine (Lv 1)	Attacks all enemies with water
Level 34	* 18	Undhine (Lv 2)	Attacks one group of enemies with water
Level 26	16	Tolle (Lv 1)	Attacks all enemies with explosion
Level 40	* 20	Tolle (Lv 2)	Attacks one group of enemies with explosion
Level 30	0	Steal (Lv 1)	Steals up to 10MP from one enemy and gives MP to spell caster

=====
Magic Spells
=====

This section is divided up into Offensive Magic, Recovery Magic, and Miscellaneous Magic.

Furthermore, I have subdivided Offensive Magic into four other categories, Elemental Magic (Fire, Ice, Light, Thunder, Wind), Condition Magic (Confusion, Illusion, Silence, Sleep, Slow), Summon Magic (Firedrake, Summon, Titan, Tolle, Undhine), and Special Magic (Mystery, Steal, Steiner, Void).

Offensive magic spells, specifically the elemental and condition magic categories, have listed next to there "type of magic" the types of monsters that are susceptible to that type of magic. For example, fire magic is strongest against ice and snow enemies. In all of the categories, I have also listed the descriptions of particular spells and the MP costs for each level of magic.

Recovery Magic is composed of the following spells (Attack, Awaken, Cure, Defense, Heal, Heal Rain, and Resurrect)

Miscellaneous Magic is composed of the following spell (Escape)

=====

Offensive Magic

Elemental Magic
=====

*** This magic deals direct damage to the enemy.

Type: Fire Magic Strong Against: Ice/Snow

- Fire Magic (Lv 1) (2MP) - Attacks one enemy with fire elemental magic
- Fire Magic (Lv 2) (5MP) - Attacks one group of enemies with fire elemental magic
- Fire Magic (Lv 3) (8MP) - Attacks all enemies with fire elemental magic
- Fire Magic (Lv 4) (12MP) - Attacks all enemies with fire elemental magic

Type: Ice Magic Strong Against: Fire/Lava

- Ice Magic (Lv 1) (5MP) - Attacks one enemy with ice elemental magic
- Ice Magic (Lv 2) (9MP) - Attacks one group of enemies with ice elemental magic
- Ice Magic (Lv 3) (12MP) - Attacks all enemies with ice elemental magic
- Ice Magic (Lv 4) (12MP) - Attacks one enemy with ice elemental magic

Type: Light Magic Strong Against: Dark/Evil

- Holy Light Magic (Lv 1) (3MP) - Attacks one group of enemies with light magic
- Holy Light Magic (Lv 2) (6MP) - Attacks one group of enemies with light magic
- Holy Light Magic (Lv 3) (9MP) - Attacks all enemies with light magic
- Holy Light Magic (Lv 4) (9MP) - Attacks one enemy with light magic

Type: Thunder Magic Strong Against: Water/Flying

- Thunder Magic (Lv 1) (6MP) - Attacks one group of enemies with thunder magic
- Thunder Magic (Lv 2) (13MP) - Attacks all enemies with thunder magic
- Thunder Magic (Lv 3) (16MP) - Attacks all enemies with thunder magic
- Thunder Magic (Lv 4) (16MP) - Attacks one enemy with thunder magic

Type: Wind Magic Strong Against: Flying

- Wind Magic (Lv 1) (4MP) - Attacks one group of enemies with wind magic
- Wind Magic (Lv 2) (8MP) - Attacks one group of enemies with wind magic
- Wind Magic (Lv 3) (10MP) - Attacks all enemies with wind magic
- Wind Magic (Lv 4) (10MP) - Attacks one enemy with wind magic

Condition Magic
=====

*** This type of magic usually lasts for about two or three turns before the enemy breaks free from the spell.

Type: Confusion Magic Strong Against: Warriors/Soldiers/Low intelligence

Summon Magic (Lv 1) (3MP) - Ice Warrior - Attack, Ice Magic (Lv 1)
 Lizard Warrior - Attack
 Sylph - Wind Magic (Lv 1)
 Water Leaper - Attack

Summon Magic (Lv 2) (5MP) - Hell Hound - Attack, Fire Breath (Lv 1)
 High Elf - Attack, Wind Magic (Lv 2)
 Naga - Attack, Ice Magic (Lv 2)
 Raise - Attack, Thunder Magic (Lv 1)

Summon Magic (Lv 3) (8MP) - Black Aerial - Attack, Wind Magic (Lv 2)
 Dark Elf - Attack, Thunder Magic (Lv 1)
 Poltergeist - Attack
 Succubus - Attack, Ice Magic (Lv 2)

Summon Magic (Lv 4) (10MP) - Ekidona - Attack, Thunder Magic (Lv 2)
 Nghtmr. Qn. - Blzz. Breath (Lv 3), Ice Magic (Lv 3)
 Undead Lector - Attack, Holy Light Magic (Lv 3)

 Type: Titan Magic Strong Against: Flying

Titan Magic (Lv 1) (10MP) - Summons a titan, which attacks all enemies
 with huge stones
 Titan Magic (Lv 2) (15MP) - Summons a titan, which attacks one group of enemies
 with huge stones

 Type: Tolle Magic Strong Against: (This is attack is very powerful and
 works fairly well against most monsters)

Tolle Magic (Lv 1) (16MP) - Summons a Viking, which attacks all enemies with his
 explosive and powerful hammer
 Tolle Magic (Lv 2) (20MP) - Summons a Viking, which attacks one group of enemies
 with explosive and powerful hammer

 Type: Undhine Magic Strong Against: Fire/Lava/Dragons

Undhine Magic (Lv 1) (12MP) - Summons a water spirit, which attacks all enemies
 with powerful blasts of water
 Undhine Magic (Lv 2) (18MP) - Summons a water spirit, which attacks one group of
 enemies with powerful blasts of water

 Special Magic
 =====

 Type: Mystery Magic Strong Against: Depends...

Mystery Magic (Lv 1) (12MP) - Casts a random spell against an enemy, enemy group,
 all enemies, or your own characters

 Magic Spells:

 Attack Magic (Lv 1) Heal Magic (Lv 4) Illusion Magic (Lv 1)
 Awaken Magic (Lv 1) Heal Rain Magic (Lv 4) Silence Magic (Lv 1)
 Confuse Magic (Lv 1) Holy Light Magic (Lv 2) Sleep Magic (Lv 1)

Cure Magic (Lv ?)	Holy Light Magic (Lv 3)	Slow Magic (Lv 1)
Defense Magic (Lv 1)	Holy Light Magic (Lv 4)	Thunder Magic (Lv 3)
Fire Magic (Lv 2)	Ice Magic (Lv 1)	Thunder Magic (Lv 4)
Fire Magic (Lv 3)	Ice Magic (Lv 2)	Wind Magic (Lv 2)
Fire Magic (Lv 4)	Ice Magic (Lv 3)	Wind Magic (Lv 3)
Heal Magic (Lv 2)	Ice Magic (Lv 4)	Wind Magic (Lv 4)

(When you first cast this spell, you will have to target an enemy or enemy group. However, this does not mean that your spell might affect that enemy or enemy group. Depending upon the spell, you may only affect one monster, one group of monsters, all of the monsters, or even your own characters! Occasionally, your character will "just stand there," when trying to cast the spell, thus wasting his turn. I personally don't like using this spell since its effects are so random)

Type: Steal Magic Strong Against: Magic Enemies

Steal Magic (Lv 1) (0MP) - Steals up to 10MP from one enemy and gives to the caster of the spell

(This spell will steal 10MP unless the target enemy has less than this number. Also, if you need less than the actual amount of MP the spell steals, you will only recover the amount needed to reach your max MP)

Type: Steiner Magic Strong Against: Ice/Snow

Steiner Magic (Lv 1) (9MP) - Steiner will enter the battle and attack all enemies with his fiery breath dealing tons of damage.

(This spell is more powerful than Fire Magic (Lv 4) and costs less MP to cast)

Type: Void Magic Strong Against: Any

Void Magic (Lv 1) (7MP) - Attacks one group of enemies with a black hole

Void Magic (Lv 2) (12MP) - Attacks all enemies with a black hole

(If successful, this spell will instantly kill any enemy that is affected)

=====

Recovery Magic

=====

Type: Attack Magic

Attack Magic (Lv 1) (6MP) - Raises one party member's attack power

Attack Magic (Lv 2) (10MP) - Raises all party member's attack power

(This spell lasts for about 3 rounds, and the first attack that a character makes after the spell has been cast, will be his/her most powerful attack)

Type: Awaken Magic

Awaken Magic (Lv 1) (2MP) - Wakes up one party member from the sleep condition

Awaken Magic (Lv 2) (4MP) - Wakes up all party members from the sleep condition

Type: Cure Magic

Cure Magic (Lv 1) (3MP) - Removes poison from a character

Cure Magic (Lv 2) (5MP) - Removes poison, paralyze, and petrify from a character

Type: Defense Magic (This spell will last for about 3 rounds)

Defense Magic (Lv 1) (5MP) - Raises one group member's defense and speed

Defense Magic (Lv 2) (9MP) - Raises all group member's defense and speed

Type: Heal Magic

Heal Magic (Lv 1) (3MP) - Recovers 15 VP for one character when cast outside of battle. When cast during battle, this spell will only recover about 11 VP for one character

Heal Magic (Lv 2) (5MP) - Recovers 30 VP for one character when cast outside of battle. When cast during battle, this spell will only recover about 26 VP for one character

Heal Magic (Lv 3) (10MP) - Recovers 50 VP for one character when cast outside of battle. When cast during battle, this spell will only recover about 41 VP for one character

Heal Magic (Lv 4) (20MP) - Recovers ALL VP for one character when cast either outside of or during battle

(If you need less than the actual amount of VP the spell recovers, you will only recover the amount needed to reach your max VP)

Type: Heal Rain Magic

Heal Rain Magic (Lv 1) (6MP) - Recovers 20 VP for all characters when cast outside of battle. When cast during battle, this spell will only recover about 17 VP for everyone

Heal Rain Magic (Lv 2) (11MP) - Recovers 40 VP for all characters when cast outside of battle. When cast during battle, this spell will only recover about 33 VP for everyone

Heal Rain Magic (Lv 3) (19MP) - Recovers 60 VP for all characters when cast outside of battle. When cast during battle, this spell will only recover about 51 VP for everyone

Heal Rain Magic (Lv 4) (30MP) - Recovers ALL VP for all characters when cast either outside of or during battle

(If you need less than the actual amount of VP the spell recovers, you will only recover the amount needed to reach your max VP)

Type: Resurrect Magic

Resurrect Magic (Lv 1) (12MP) - Revives a dead character giving him/her full VP and half of their LP. However, this spell does nothing to alter or change the target character's MP.

=====

Miscellaneous Magic

Type: Escape Magic

Escape Magic (Lv 1) (8MP) - Teleports your group back to entrance of a dungeon,
cave, tower, etc.

=====

VII. Items

=====

Items (Regular)

ANGEL'S OCARINA Buy/Sell/Repair: 2000 G / 1500 G / 666 G

Effect: Recovers 20 VP for all characters when used outside of battle. When used
in battle, this item will only recover about 17 VP for one character. (If you
need less than the actual amount of VP this item recovers, you will only recover
the amount needed to reach your max VP) This item is the same as Heal Rain Magic
(Lv 1)

This item can be used about 4 times before cracking. Once the item cracks, it
will only have one more use before being destroyed unless you bring it back to a
shop, where it can then repair it back to its normal usage.

ANTIDOTE Buy/Sell: 20 / 15

Effect: Removes poison from a character restoring him/her to normal status

AWAKEN STONE Buy/Sell: 1150 G / 862 G

Effect: Casts the spell Awaken Magic (Lv 2) on all characters. (Wakes up all the
characters that are afflicted by the condition of sleep

BALL OF VOID Buy/Sell: ---- / 2250 G

Effect: Attacks all enemies with the spell Void Magic (Lv 2) (Attempts to such
all enemies into a black hole, instantly killing them)

BLIZZARD CARD Buy/Sell: ---- / 750 G

Effect: Attacks all enemies with the elemental spell, Ice Magic (Lv 3)

BLIZZARD SCROLL Buy/Sell: ---- / 2250 G

Effect: Attacks one enemy with the elemental spell, Ice Magic (Lv 4)

CLONE STATUE Buy/Sell: ---- / 7 G

Effect: Effect: This item acts just like a regular Herb. It will recover 15 VP for one character when used outside of battle. When used in battle, this item will only recover about 13 VP for one character. (If you need less than the actual amount of VP this item recovers, you will only recover the amount needed to reach your max VP)

CONFUSION FEATHER Buy/Sell: 1300 G / 975 G

Effect: Attacks all enemies with Confusion Magic (Lv 2) (Enemies will perform random actions on either there allies, themselves, or your group)

COUNTER JEWEL Buy/Sell: 1000 G / 750 G

Effect: Raises the "counterattack percentage" for one character, making him more likely to counterattack after being hit by an enemy

COUNTER ORB Buy/Sell: ---- / 750 G

Effect: Raises the "counterattack percentage" for all characters, making them more likely to counterattack after being hit by an enemy

CRITICAL JEWEL Buy/Sell: 1000 G / 750 G

Effect: Raises the "critical hit percentage" for one character, making him more likely to perform a super attack (2x the characters normal attack)

CRITICAL ORB Buy/Sell: ---- / 750 G

Effect: Raises the "critical hit percentage" for all characters, making them more likely to perform a super attack (2x the characters normal attack)

CURE HERB Buy/Sell: 200 / 150

Effect: Removes poison, paralyze, and petrify from one character restoring him/her to normal status

DRAIN STATUE Buy/Sell: ---- / 1500 G

Effect: Attacks one enemy with Steal Magic (Lv 1), which if successful, will transfer up to 10MP from the enemy to the person casting the spell

DRAGON CARD Buy/Sell: ---- / 1500 G

Effect: Attacks one group of enemies with a magical fire (This item deals about the same damage as the spell Fire Magic (Lv 3)

DRAGON ROAR Buy/Sell: ---- / 750 G

Effect: Works the same as Attack Magic (Lv 2), raising the attack power of all group members

DRAGON SCROLL Buy/Sell: ---- / 3750 G

Effect: Attacks all enemies with a magical fire (This item deals about the same damage as the spell Fire Magic (Lv 4))

FLAME CARD Buy/Sell: ---- / 750 G

Effect: Attacks all enemies with the elemental spell, Fire Magic (Lv 3)

FLAME SCROLL Buy/Sell: ---- / 2250 G

Effect: Attacks all enemies with the elemental spell, Fire Magic (Lv 4)

FIRE DRAKE VASE Buy/Sell: ---- / 7500 G

Effect: Attacks one group of enemies with the summon spell, Fire Drake (Lv 2)

GUIDING BRANCH Buy/Sell: 400 G / 300 G

Effect: Teleports your group back to the entrance of a dungeon, cave, tower, etc. (This item may not work in some situations, such as when you are in the central area of the Volcano. If this happens walk into the closest entrance or exit that will place you in the actual dungeon, cave, or tower, and then use another Guiding Branch)

HEALING HERB Buy/Sell: 100 G / 75 G

Effect: Recovers 25 VP for one character when used outside of battle. When used in battle, this item will only recover about 22 VP for one character. (If you need less than the actual amount of VP this item recovers, you will only recover the amount needed to reach your max VP)

HEALING JEWEL Buy/Sell: ---- / 750 G

Effect: Recovers ALL VP for one character when used outside of or during battle

HEALING POTION Buy/Sell: 500 G / 375 G

Effect: Recovers 35 VP for one character when used outside of battle. When used in battle, this item will only recover about 29 VP for one character. (If you need less than the actual amount of VP this item recovers, you will only recover the amount needed to reach your max VP)

HERB Buy/Sell: 10 G / 7 G

Effect: Recovers 15 VP for one character when used outside of battle. When used in battle, this item will only recover about 13 VP for one character. (If you need less than the actual amount of VP this item recovers, you will only recover

the amount needed to reach your max VP)

ILLUSION POTION Buy/Sell: 200 G / 150 G

Effect: Will decrease your chances of encountering enemies for a short period of time

ILLUSION POWDER Buy/Sell: 1150 G / 862 G

Effect: Attacks all enemies with Illusion Magic (Lv 2) (Decreases enemies chance of landing a strike on your character)

MAGE'S JEWEL Buy/Sell: ---- / 1125 G

Effect: Recovers ALL MP for one character when used outside of or during battle

MAGE'S POTION Buy/Sell: 600 G / 450 G

Effect: Recovers 20 VP for one character when used outside of battle or during battle. (If you need less than the actual amount of MP this item recovers, you will only recover the amount needed to reach your max MP)

MEDICINAL HERB Buy/Sell: ---- / 7 G

Effect: This item acts just like a regular Herb. It will recover 15 VP for one character when used outside of battle. When used in battle, this item will only recover about 13 VP for one character. (If you need less than the actual amount of VP this item recovers, you will only recover the amount needed to reach your max VP)

MONSTER BAIT Buy/Sell: 200 G / 150 G

Effect: Will increase your chances of encountering enemies for a short period of time

RESIST JEWEL Buy/Sell: 1000 G / 750 G

Effect: Permanently halves the magic damage dealt to one character by monsters for the entire game

RESIST ORB Buy/Sell: ---- / 750 G

Effect: Permanently halves the magic damage dealt to all characters by monsters for the entire game. This is one of the best items you will ever be able to find in the game

REVIVING HERB Buy/Sell: 10000 G / 7500 G

Effect: This item restores all of your character's VP and LP, but your MP amount will remain the same as when your character died

SILENCE CRYSTAL Buy/Sell: 1050 G / 787 G

Effect: Attacks all enemies with Silence Magic (Lv 2) (Prevents enemies from casting magic spells)

SILENCE ORB Buy/Sell: ---- / 750 G

Effect: Let me start off by saying that this one of the most unusual items in the game. First off, you will need to use this item on one of your characters, all though it doesn't matter which since this item effects every monster and character in the battle. This item will silence EVERYONE with 100% effectiveness and last for about 3 turns. If a character or monster tries to use magic when this item is in use, the screen will display that they are just "standing there," and they will miss their turn. This item may be very useful when battling Shutat and Ramue at the end of the game.

SLEEPING POWDER Buy/Sell: ---- / 787 G

Effect: Attacks all enemies with Sleep Magic (Lv 2) (Enemies that have fallen asleep will miss their turn until they wake up)

SLOW CARD Buy/Sell: 1200 G / 900 G

Effect: Attacks all enemies with Slow Magic (Lv 2). (Decreases all monsters defense and speed by 3 during the monster groups next full turn)

SMOKE BOMB Buy/Sell: 500 G / 375 G

Effect: Allows your group to automatically escape from battle when used. Therefore, give this item to your fastest character to use, or otherwise the quicker monsters may still get to attack your group if a slower character is using this item.

SOURCE OF AGILITY Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your speed by 2-5 points

SOURCE OF COURAGE Buy/Sell: ---- / 450 G

Effect: This item will raise the level of your character by one

SOURCE OF DEFENSE Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your defense by 2-5 points

SOURCE OF GROWTH Buy/Sell: ---- / 450 G

Effect: This item will increase your experience by 2000, 3000, 4000, or 5000 exp

SOURCE OF LIFE Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your LP by 2-5 points

SOURCE OF MAGIC Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your MP by 2-5 points

SOURCE OF POWER Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your strength by 2-5 points

SOURCE OF VITALITY Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your VP by 2-5 points

SOURCE OF WISDOM Buy/Sell: ---- / 450 G

Effect: This item will permanently increase your intelligence by 2-5 points

TEMPEST JEWEL Buy/Sell: 1000 G / 750 G

Effect: Raises the "double attack percentage" for one character, making him more likely to perform a double attack (2 attacks dealing 1x the characters normal attack)

TEMPEST ORB Buy/Sell: ---- / 750 G

Effect: Raises the "double attack percentage" for all characters, making them more likely to perform a double attack (2 attacks dealing 1x the characters normal attack)

THUNDER CARD Buy/Sell: ---- / 1500 G

Effect: Attacks all enemies with the elemental spell, Thunder Magic (Lv 3)

THUNDER SCROLL Buy/Sell: ---- / 3750 G

Effect: Attacks one enemy with the elemental spell, Thunder Magic (Lv 4)

THUNDER VASE Buy/Sell: ---- / 15000 G

Effect: Attacks one group of enemies with the summon spell, Tolle Magic (Lv 2)

TORNADO CARD Buy/Sell: ---- / 750 G

Effect: Attacks all enemies with the elemental spell, Wind Magic (Lv 3)

TORNADO SCROLL Buy/Sell: ---- / 2250 G

Description: The World Map can be found in a treasure chest below deck in Domino's room. This item can only be used when you are outside of towns, caves, dungeons, etc. This item displays the entire World Map along with a blinking red dot that represents where you are currently.

(This item can be sold for 2250 G)

VIII. Rings

As your journey progress, you will have the opportunity to find different rings. Rings can be equipped to boost certain stats and some may cause different effects when used. Rings that can be used in or out of battle have a random number of uses before they crack. For example, I have had a ring crack after one use and have been able to use that same ring after it has been repaired eight times before it cracks again. On average, each ring probably gets about three uses before it cracks.

If a ring cracks, it can be used ONE more time before it breaks into pieces and disappears forever. Therefore, if a ring cracks, instead of using it again, you should have it repaired at an Item Shop (Select the "Repair" option). Then select the ring that has been broken, and for a fee, your ring can be repaired. Also, when a ring cracks, it will still give its respective stat boost, if it has one, to the character that has it equipped. Remember, you will need to find these rings, they cannot be purchased.

FIRE RING ^

Location: Arawn's Four Shrines (West)

Buy/Sell: ---- / 7500 G

Repair: 3333 G

Uses: ~3

Special: +2 Defense

Effect: Fire Magic (Lv 2)

*** Can't be equipped by Lorele ***

HELIUM RING (x2)

Location: Marion Castle Dungeon, Ice Cave

Buy/Sell: ---- / 7 G

Repair: ----

Uses: ----

Special: ???

Effect: None

ICE RING ^

Location: Mistrall Village

Buy/Sell: ---- / 7500 G

Repair: 3333 G

Uses: ~3

Special: +2 Defense

Effect: Ice Magic (Lv 2)

*** Can't be equipped by Lorele ***

RING OF DEATH ^* Location: The Abyss

Buy/Sell: ---- / 9000 G

Repair: 4000 G

Uses: ~3

Special: +10 Strength

Effect: Void Magic (Lv 2) all

RING OF DEFENSE Location: Marion Town (Cemetery)

Buy/Sell: ---- / 7500 G

Repair: 3333 G

Uses: ~3

Special: +3 Defense

Effect: Defense Magic (Lv 1)

RING OF POWER Location: Zalagoon Castle

Buy/Sell: ---- / 7500 G

Repair: 3333 G

Uses: ~3

Special: +5 Strength

Effect: Attack Magic (Lv 1)

RING OF REVENGE Location: Bandore Town

Buy/Sell: ---- / 4500 G

Repair: ----

Uses: ----

Special: ???

Effect: None

SERAPHIC RING ^ Location: Arawn's Fifth Shrine

Buy/Sell: ---- / 7500 G

Repair: 3333 G

Uses: ~3

Special: +2 Defense

Effect: Heal Rain Magic (Lv 2)

*** Can only be equipped by Annie ***

TEMPEST RING Location: Mist and Rainbow Valley

Buy/Sell: ---- / 4500 G

Repair: ----

Uses: ~3

Special: +5 Speed

Effect: None

=====

IX. Character Experience Chart

=====

The levels listed below for each character are divided up into two different sections. The first section is an experience chart from Level 1-50 showing the experience needed before the character's class change. The second section to the right is an experience chart from Level 1-50 showing the experience needed after the character's class change. I have only chosen to show the experience needed for levels 1-50 because I feel that it is unlikely that anyone would go beyond these limits during normal game play unless they intentionally set out to do so.

The number of experience points listed for each level is the amount needed to reach that level from the previous one. For example, if you just reached Level 3 you will need 59 more experience points to achieve Level 4. The numbers listed below assume that you get the exact amount of experience needed to gain the next level.

In reality, you will most likely end up getting more experience points than is necessary to gain the next level. When this happens, the rest of the experience points will be puts towards the amount needed for the next level. For example, let's say that Finn is at Level 2 and he only need 3 experience points to gain Level 3. However, when you finish fighting some monsters, you see that you gained 13 experience points. The result of this battle is that Finn will gain Level 3 and still have 10 extra experience points that will be put towards the 59 experience points needed to reach Level 4. This means that you will now only need 49 experience points to gain Level 4.

There are two items that can affect your experience, a Source of Growth or a Source of Courage. If you use a Source of Growth, you will gain 2000, 3000, 4000, or 5000 experience points. If you use a Source of Courage, you will gain the exact amount of experience necessary to gain the next level. By applying the information I discussed in the previous two paragraphs, it would make the most sense to use a Source of Courage immediately after gaining a level to maximize the use of the item.

=====
Annie
=====

Before Class Change				After Class Change				

Level 1	0	Level 26	22714		Level 1	0	Level 26	25020
Level 2	15	Level 27	23019		Level 2	6600	Level 27	36941
Level 3	30	Level 28	26579		Level 3	8005	Level 28	30656
Level 4	55	Level 29	26366		Level 4	9549	Level 29	30359
Level 5	97	Level 30	27832		Level 5	10659	Level 30	30004
Level 6	165	Level 31	29223		Level 6	12875	Level 31	29601
Level 7	270	Level 32	30537		Level 7	14731	Level 32	29154
Level 8	422	Level 33	31772		Level 8	16660	Level 33	28666
Level 9	638	Level 34	32928		Level 9	18646	Level 34	37263
Level 10	931	Level 35	30038		Level 10	20669	Level 35	27981
Level 11	1316	Level 36	30382		Level 11	22714	Level 36	37313
Level 12	1806	Level 37	35256		Level 12	23019	Level 37	37502
Level 13	2499	Level 38	31117		Level 13	26579	Level 38	37670
Level 14	3294	Level 39	31183		Level 14	26366	Level 39	37822

Level 15	4241	Level 40	31165		Level 15	27832	Level 40	37957
Level 16	5343	Level 41	25020		Level 16	29223	Level 41	38078
Level 17	6600	Level 42	36941		Level 17	30537	Level 42	50547
Level 18	8005	Level 43	30656		Level 18	31772	Level 43	38690
Level 19	9549	Level 44	30359		Level 19	32928	Level 44	51963
Level 20	10659	Level 45	30004		Level 20	30038	Level 45	52862
Level 21	12875	Level 46	29601		Level 21	30382	Level 46	53757
Level 22	14731	Level 47	29154		Level 22	35256	Level 47	54646
Level 23	16660	Level 48	28666		Level 23	31117	Level 48	55527
Level 24	18646	Level 49	37263		Level 24	31183	Level 49	56403
Level 25	20669	Level 50	27981		Level 25	31165	Level 50	41595

=====
Domino
=====

Before Class Change				After Class Change				

Level 1	---	Level 26	22714		Level 1	0	Level 26	25020
Level 2	---	Level 27	23019		Level 2	6600	Level 27	36941
Level 3	---	Level 28	26579		Level 3	8005	Level 28	30656
Level 4	---	Level 29	26366		Level 4	9549	Level 29	30359
Level 5	---	Level 30	27832		Level 5	10659	Level 30	30004
Level 6	---	Level 31	29223		Level 6	12875	Level 31	29601
Level 7	---	Level 32	30537		Level 7	14731	Level 32	29154
Level 8	---	Level 33	31772		Level 8	16660	Level 33	28666
Level 9	---	Level 34	32928		Level 9	18646	Level 34	37263
Level 10	---	Level 35	30038		Level 10	20669	Level 35	27981
Level 11	----	Level 36	30382		Level 11	22714	Level 36	37313
Level 12	----	Level 37	35256		Level 12	23019	Level 37	37502
Level 13	----	Level 38	31117		Level 13	26579	Level 38	37670
Level 14	----	Level 39	31183		Level 14	26366	Level 39	37822
Level 15	----	Level 40	31165		Level 15	27832	Level 40	37957
Level 16	5343	Level 41	25020		Level 16	29223	Level 41	38078
Level 17	6600	Level 42	36941		Level 17	30537	Level 42	50547
Level 18	8005	Level 43	30656		Level 18	31772	Level 43	38690
Level 19	9549	Level 44	30359		Level 19	32928	Level 44	51963
Level 20	10659	Level 45	30004		Level 20	30038	Level 45	52862
Level 21	12875	Level 46	29601		Level 21	30382	Level 46	53757
Level 22	14731	Level 47	29154		Level 22	35256	Level 47	54646
Level 23	16660	Level 48	28666		Level 23	31117	Level 48	55527
Level 24	18646	Level 49	37263		Level 24	31183	Level 49	56403
Level 25	20669	Level 50	27981		Level 25	31165	Level 50	41595

=====
Edward
=====

Before Class Change				After Class Change				

Level 1	0	Level 26	18965		Level 1	0	Level 26	42431
Level 2	15	Level 27	22160		Level 2	6056	Level 27	43726
Level 3	31	Level 28	22047		Level 3	7254	Level 28	38196
Level 4	55	Level 29	25635		Level 4	8545	Level 29	45835
Level 5	100	Level 30	24971		Level 5	9913	Level 30	39472
Level 6	165	Level 31	28977		Level 6	11340	Level 31	47803
Level 7	273	Level 32	27683		Level 7	12810	Level 32	40608
Level 8	426	Level 33	32145		Level 8	14304	Level 33	49656
Level 9	627	Level 34	30159		Level 9	16946	Level 34	41623
Level 10	931	Level 35	35111		Level 10	17481	Level 35	41889

Level 11	1316	Level 36	32387		Level 11	18965	Level 36	52047
Level 12	1806	Level 37	37872		Level 12	22160	Level 37	42745
Level 13	2412	Level 38	34372		Level 13	22047	Level 38	42936
Level 14	3138	Level 39	35104		Level 14	25635	Level 39	54243
Level 15	3991	Level 40	35774		Level 15	24971	Level 40	43671
Level 16	4965	Level 41	42431		Level 16	28977	Level 41	43810
Level 17	6056	Level 42	43726		Level 17	27683	Level 42	43932
Level 18	7254	Level 43	38196		Level 18	32145	Level 43	44042
Level 19	8545	Level 44	45835		Level 19	30159	Level 44	44137
Level 20	9913	Level 45	39472		Level 20	35111	Level 45	44221
Level 21	11340	Level 46	47803		Level 21	32387	Level 46	44296
Level 22	12810	Level 47	40608		Level 22	37872	Level 47	44362
Level 23	14304	Level 48	49656		Level 23	34372	Level 48	44419
Level 24	16946	Level 49	41623		Level 24	35104	Level 49	44467
Level 25	17481	Level 50	41889		Level 25	35774	Level 50	44507

====
Finn
=====

Before Class Change				After Class Change				

Level 1	0	Level 26	20175		Level 1	0	Level 26	36385
Level 2	16	Level 27	21716		Level 2	6512	Level 27	36941
Level 3	32	Level 28	23207		Level 3	7800	Level 28	37447
Level 4	59	Level 29	24641		Level 4	9188	Level 29	37907
Level 5	105	Level 30	26011		Level 5	10659	Level 30	38323
Level 6	178	Level 31	27311		Level 6	12194	Level 31	38702
Level 7	290	Level 32	28539		Level 7	13774	Level 32	39046
Level 8	454	Level 33	29694		Level 8	15380	Level 33	39385
Level 9	686	Level 34	30774		Level 9	16993	Level 34	39641
Level 10	1001	Level 35	31780		Level 10	18597	Level 35	39894
Level 11	1415	Level 36	32714		Level 11	20175	Level 36	40121
Level 12	1942	Level 37	33577		Level 12	21716	Level 37	40325
Level 13	2593	Level 38	34372		Level 13	23207	Level 38	40506
Level 14	3375	Level 39	35104		Level 14	24641	Level 39	40668
Level 15	4291	Level 40	35774		Level 15	26011	Level 40	40814
Level 16	5339	Level 41	36385		Level 16	27311	Level 41	40944
Level 17	6512	Level 42	36941		Level 17	28539	Level 42	41058
Level 18	7800	Level 43	37447		Level 18	29694	Level 43	41160
Level 19	9188	Level 44	37907		Level 19	30774	Level 44	41250
Level 20	10659	Level 45	38323		Level 20	31780	Level 45	41328
Level 21	12194	Level 46	38702		Level 21	32714	Level 46	41398
Level 22	13774	Level 47	39046		Level 22	33577	Level 47	41460
Level 23	15380	Level 48	39358		Level 23	34372	Level 48	41513
Level 24	16993	Level 49	39641		Level 24	35104	Level 49	41558
Level 25	18597	Level 50	39894		Level 25	35774	Level 50	41595

=====
Lorele
=====

Before Class Change				After Class Change				

Level 1	---	Level 26	20175		Level 1	0	Level 26	36385
Level 2	---	Level 27	21716		Level 2	6512	Level 27	36941
Level 3	---	Level 28	23207		Level 3	7800	Level 28	37447
Level 4	---	Level 29	24641		Level 4	9188	Level 29	37907
Level 5	---	Level 30	26011		Level 5	10659	Level 30	38323
Level 6	---	Level 31	27311		Level 6	12194	Level 31	38702

Level 7	---	Level 32	28539		Level 7	13774	Level 32	39046
Level 8	---	Level 33	29694		Level 8	15380	Level 33	39385
Level 9	---	Level 34	30774		Level 9	16993	Level 34	39641
Level 10	---	Level 35	31780		Level 10	18597	Level 35	39894
Level 11	----	Level 36	32714		Level 11	20175	Level 36	40121
Level 12	----	Level 37	33577		Level 12	21716	Level 37	40325
Level 13	----	Level 38	34372		Level 13	23207	Level 38	40506
Level 14	----	Level 39	35104		Level 14	24641	Level 39	40668
Level 15	----	Level 40	35774		Level 15	26011	Level 40	40814
Level 16	----	Level 41	36385		Level 16	27311	Level 41	40944
Level 17	----	Level 42	36941		Level 17	28539	Level 42	41058
Level 18	----	Level 43	37447		Level 18	29694	Level 43	41160
Level 19	----	Level 44	37907		Level 19	30774	Level 44	41250
Level 20	10659	Level 45	38323		Level 20	31780	Level 45	41328
Level 21	12194	Level 46	38702		Level 21	32714	Level 46	41398
Level 22	13774	Level 47	39046		Level 22	33577	Level 47	41460
Level 23	15380	Level 48	39358		Level 23	34372	Level 48	41513
Level 24	16993	Level 49	39641		Level 24	35104	Level 49	41558
Level 25	18597	Level 50	39894		Level 25	35774	Level 50	41595

=====

Percy

=====

Before Class Change

After Class Change

Level 1	0	Level 26	20175		Level 1	----	Level 26	36385
Level 2	16	Level 27	21716		Level 2	----	Level 27	36941
Level 3	32	Level 28	23207		Level 3	----	Level 28	37447
Level 4	59	Level 29	24641		Level 4	9188	Level 29	37907
Level 5	105	Level 30	26011		Level 5	10659	Level 30	38323
Level 6	178	Level 31	27311		Level 6	12194	Level 31	38702
Level 7	290	Level 32	28539		Level 7	13774	Level 32	39046
Level 8	454	Level 33	29694		Level 8	15380	Level 33	39385
Level 9	686	Level 34	30774		Level 9	16993	Level 34	39641
Level 10	1001	Level 35	31780		Level 10	18597	Level 35	39894
Level 11	1415	Level 36	32714		Level 11	20175	Level 36	40121
Level 12	1942	Level 37	33577		Level 12	21716	Level 37	40325
Level 13	2593	Level 38	34372		Level 13	23207	Level 38	40506
Level 14	3375	Level 39	35104		Level 14	24641	Level 39	40668
Level 15	4291	Level 40	35774		Level 15	26011	Level 40	40814
Level 16	5339	Level 41	36385		Level 16	27311	Level 41	40944
Level 17	6512	Level 42	36941		Level 17	28539	Level 42	41058
Level 18	7800	Level 43	37447		Level 18	29694	Level 43	41160
Level 19	9188	Level 44	37907		Level 19	30774	Level 44	41250
Level 20	10659	Level 45	38323		Level 20	31780	Level 45	41328
Level 21	12194	Level 46	38702		Level 21	32714	Level 46	41398
Level 22	13774	Level 47	39046		Level 22	33577	Level 47	41460
Level 23	15380	Level 48	39358		Level 23	34372	Level 48	41513
Level 24	16993	Level 49	39641		Level 24	35104	Level 49	41558
Level 25	18597	Level 50	39894		Level 25	35774	Level 50	41595

=====

Samson

=====

Before Class Change

After Class Change

Level 1	0	Level 26	21358		Level 1	0	Level 26	30338
Level 2	16	Level 27	21272		Level 2	6968	Level 27	30156

Level 3	33	Level 28	24637		Level 3	8346	Level 28	36698
Level 4	63	Level 29	23647		Level 4	9831	Level 29	29979
Level 5	110	Level 30	27051		Level 5	11405	Level 30	37174
Level 6	191	Level 31	25645		Level 6	13048	Level 31	29601
Level 7	307	Level 32	29395		Level 7	14738	Level 32	37484
Level 8	482	Level 33	27243		Level 8	16456	Level 33	29060
Level 9	745	Level 34	31389		Level 9	17040	Level 34	37659
Level 10	1071	Level 35	28449		Level 10	19713	Level 35	37899
Level 11	1514	Level 36	33041		Level 11	21385	Level 36	28195
Level 12	2078	Level 37	29283		Level 12	21272	Level 37	37905
Level 13	2774	Level 38	34372		Level 13	24367	Level 38	38076
Level 14	3612	Level 39	35104		Level 14	23647	Level 39	27093
Level 15	4591	Level 40	35774		Level 15	27051	Level 40	37957
Level 16	5713	Level 41	30338		Level 16	25645	Level 41	38078
Level 17	6968	Level 42	30156		Level 17	29395	Level 42	38184
Level 18	8346	Level 43	36698		Level 18	27243	Level 43	38278
Level 19	9831	Level 44	29979		Level 19	31389	Level 44	38363
Level 20	11405	Level 45	37174		Level 20	28449	Level 45	38435
Level 21	13048	Level 46	29601		Level 21	33041	Level 46	38500
Level 22	14738	Level 47	37484		Level 22	29283	Level 47	38558
Level 23	16456	Level 48	29060		Level 23	34372	Level 48	38607
Level 24	17040	Level 49	37659		Level 24	35104	Level 49	38649
Level 25	19713	Level 50	37899		Level 25	35774	Level 50	38683

====
Tont
====

Before Class Change				After Class Change				

Level 1	0	Level 26	18965		Level 1	0	Level 26	42431
Level 2	15	Level 27	22160		Level 2	6056	Level 27	43726
Level 3	31	Level 28	22047		Level 3	7254	Level 28	38196
Level 4	55	Level 29	25635		Level 4	8545	Level 29	45835
Level 5	100	Level 30	24971		Level 5	9913	Level 30	39472
Level 6	165	Level 31	28977		Level 6	11340	Level 31	47803
Level 7	273	Level 32	27683		Level 7	12810	Level 32	40608
Level 8	426	Level 33	32145		Level 8	14304	Level 33	49656
Level 9	627	Level 34	30159		Level 9	16946	Level 34	41623
Level 10	931	Level 35	35111		Level 10	17481	Level 35	41889
Level 11	1316	Level 36	32387		Level 11	18965	Level 36	52047
Level 12	1806	Level 37	37872		Level 12	22160	Level 37	42745
Level 13	2412	Level 38	34372		Level 13	22047	Level 38	42936
Level 14	3138	Level 39	35104		Level 14	25635	Level 39	54243
Level 15	3991	Level 40	35774		Level 15	24971	Level 40	43671
Level 16	4965	Level 41	42431		Level 16	28977	Level 41	43810
Level 17	6056	Level 42	43726		Level 17	27683	Level 42	43932
Level 18	7254	Level 43	38196		Level 18	32145	Level 43	44042
Level 19	8545	Level 44	45835		Level 19	30159	Level 44	44137
Level 20	9913	Level 45	39472		Level 20	35111	Level 45	44221
Level 21	11340	Level 46	47803		Level 21	32387	Level 46	44296
Level 22	12810	Level 47	40608		Level 22	37872	Level 47	44362
Level 23	14304	Level 48	49656		Level 23	34372	Level 48	44419
Level 24	16946	Level 49	41623		Level 24	35104	Level 49	44467
Level 25	17481	Level 50	41889		Level 25	35774	Level 50	44507

=====

1) Secret cinemas

After you turn the Playstation on, simultaneously press and hold Up on the control pad while also pressing the Triangle button. Keep on holding these buttons down, and after the Camelot logo appears for a few seconds, the game will begin to play an awesome cinema show. (Many tips/hint sites refer to two different cinema shows, but in reality, both refer to the same cinema. This technique is also the easiest and most reliable when trying to view the cinema show)

2) Light Orb

After getting the Light Orb, you may have wondered about the purpose of this item. Besides playing an important part at the end of the game, it can also be used to transport your characters to a town where one of your extra characters is staying.

Accordingly, this item cannot be used until you get your sixth character because you need an extra party member to place at one of the towns. It's important point to understand that you can only use this item in the Overworld.

For example, Domino just joined your group and you have chosen to place your sixth character in Isla Village. Now, while standing outside on the Overworld, go into one of your character's item list and use the Light Orb. You then have the option of teleporting to Isla Village where you placed your sixth character.

Now take this one step further. Suppose after you visit Isla Village you want to teleport to Port Town Luna, but don't want to sail your ship halfway around the continent to get there. Walk into Isla Village and talk to your sixth character and choose to place him or another character at Port Town Luna. Now exit Isla Village and use the Light Orb to teleport to Port Town Luna. You can use this same method to teleport to any of the previous towns or castles that you have visited.

3) The "Active Playing System"

Beyond the Beyond uses the APS (Active Playing System), which allows you to increase your chances of winning a fight. Basically, by pressing certain buttons while your character is attacking or defending, you may cause your character to perform a special move. If you do this correctly, you will hear a "ching" noise. It must be noted that you will not always be able to activate a character's special move, but it is most definitely worth time to keep on trying.

I recommend rapidly pushing the X button either:

- 1) Before a character is about to attack, which will result in a double attack, super attack, or a normal attack followed by a super attack.
- 2) Before a monster is about to attack, which results in a guard, or counterattack (normal or super)
- 3) During an attack where a character receives a lethal blow, which will result in the character coming back from grogginess with 1 VP left.
- 4) During a turn when your character would normally come back from grogginess resulting in a full VP recovery and half LP loss.

Another suggestion that I have tried with minimal success is to hit the X button while either holding up or down on the control pad. If you hold Up or Left when a blue diamond appears and rapidly hit the X button, a double attack will result. If you hold Down or Right on the control pad when a gold diamond appears

and rapidly hit the X button, a super attack will result. As mentioned earlier, I have had minimal success with predicting these occurrences.

4) Vase Selling Trick

There is a quick way to make tens of thousands of gold pieces early on in the game at Port Town Luna. The first step is to accumulate around 2,000 to 3,000 gold pieces. Now go to vase seller and buy as many vases as you can. Go back to the Weapon Shop and try to sell those vases. Most of the vases you ended up buying will be regular vases, however, some of the vases will be special vases like the Tornado Vase, Fire Drake Vase, Wind Vase, or Thunder Vase. You can then sell these special vases for a profit or save them to use on enemies.

Once you've done that, walk back to the vase shop and sell the regular vases to the "buyer" who is above the vase seller. However, make sure that you don't sell the powerful vases to the "buyer" because he only will give you half the price of the item you are selling, not three/fourths like a regular merchant. You can then repeat this procedure until you have accumulated as much money and/or powerful vases as you want. Before you start getting too happy, it is important to know that this trick won't work once you are enter Bandore Castle.

5) Leveling Up (Maximizing your stats)

This technique will teach you to maximize the attribute gains that a character receives when he/she levels. When a character gains a level, he/she is awarded with a random amount of attribute points. This means that a character may get great stats after gaining a level, but crappy stats during the next level up. If you save your game right before a character is ready to gain a level, you can restart the game if you get a bad attribute increase, and then try to get better stats for that same level up. This may seem like a lot of work, but in reality it is not since you will only infrequently get a bad attribute point increase during a level up. The attribute that I think is most important for your characters to have is speed. Therefore, I highly recommend that when you gain a level, you make sure that the character gains speed, and if he/she doesn't, consider restarting the game and trying again.

=====
XI. Frequently Asked Questions
=====

1. What is the purpose of the cursed weapons/armor?

A: I personally don't think there is much use for cursed equipment. Cursed equipment is usually the most powerful offensive or defensive equipment in the game. The curse that your character will have is identical to the one that afflicted Samson. Some people find it beneficial to equip a character with a full suit of cursed equipment, if they are going to equip any cursed equipment at all, since adding more cursed equipment has no further ill affects on a character.

2. How can I remove the curse from my character?

A: If you are trying to remove the curse Ramue put on Samson, this won't happen until you meet Arawn at the Tower of Arawn. The curse will eventually be removed as you reach a certain point in the game. Just hang in there!

If you put on a cursed piece of equipment, you can go to a Church and ask him to

"Cure" your character, which he can do for a steep price of 1/3 the cost of the buy price for that piece of equipment. However, since you can't buy any of the cursed equipment, you won't easily know the buy price of these items. Therefore, to find out the cost of removing the curse, multiply the sell price of the item by .44445, which will give you the correct amount.

3. Why am I unable to equip some of the better equipment for my characters? I know that they should be able to equip it, but the game won't let me.

A: You will eventually reach a point in the game where you will be able to purchase equipment that you aren't yet able to equip until you raise your class at Discipline Island. Once you have changed class, you will be able to equip the more powerful weapons and armor in the game.

4. How do I get the Vase of Life? I defeated the Water Demon, but I still don't have it!

A: Once you defeat the Water Demon, he will drop the Vase of Life. You still need to search for the Vase of Life that was left lying on the ground, which will then go into one of your character's inventory.

5. Where do I find the Resurrect spell?

A: To learn the Resurrect spell, you will first have to find Merlin's Cave. You can find the cave by start outside of Leave Village, then walking northeast and getting into your ship. Then sail east along the coastline until the coastline turns south. Now sail south, and keep on sailing directly south across the ocean until reach land, which will be covered in forest terrain. Now, sail northeast along the coast until you reach a mountain range. Sail around this mountain range, south to where the mountain ranges meet, and then step off the boat and onto the spot where the mountain ranges join together. If you don't step directly into the cave, just walk one step east and you will enter the cave. Follow the path in the cave until you reach the center room. Search the engraved vase and Merlin will appear. He will then ask which character you want to learn the spell. However, choose your character wisely because only one character will be able to learn this spell.

Note: The character chosen must have advanced their class or they will not be able to learn the spell.

6. Where is the hidden merchant that I have heard about?

A: The hidden merchant can be found in Barbaros Castle after it has been destroyed. Walk up the stairs inside of the castle that lead to the second floor. Walk through the southwest door on the second floor, which will bring you outside and onto the western wing of the castle battlements. Now walk south along the outer edge of the battlements and then east until your progress is stopped. The Hidden Merchant is under the east gate tower where you can't see him. However, he will stop your group if you walk into him; so once you're stopped, you will be able to talk to him.

7. Where can I find the Skeleton Key and the treasure chests that it opens?

A: The Skeleton Key can be found in the Dragon Cave where the Dragon was sleeping after you have visited Quamdar. There are four treasure chests that

need the Skeleton Key to unlock them: (refer to section 4.50)

- 1) Found in Sir Norton's house in the Dragon Cave (Dragon Blade)
- 2) Inside the Mystic Tree in Simone Village (Tornado Vase)
- 3) The second floor of the Inn in Bandore Town (Mystic Gi)
- 4) Inside a cell in the dungeons in Bandore Castle (Reviving Herb)

8. What is the best (non-cursed) equipment that my characters can be equipped with by the end of the game? (In my opinion)

A:	Weapon	Armor	Accessory	Armor	Ring
Annie:	Seraphic Cane	Goddess Robe	Athena Ribbon		Seraphic Ring
Domino:	Mystic Dagger	Captain's Leather	Oath Bandanna		Fire/Ice Ring
Edward:	Wizard's Staff	Merlin's Cloak	Gundalf Hood		Ring of Def.
Finn:	Dragon Blade	Hero Scale	Mystic Shield		Tempest Ring
Lorele:	Dragon Claw	Mystic Gi	Power Scarf		Fire/Ice Ring
Percy:	Mithril Blade	Mithril Scale	Mystic Shield		Ring of Power
Samson:	Earth Breaker	Mithril Armor	Mithril Gauntlet		Ring of Power
Tont:	Defense Wand	Merlin's Cloak	Gundalf Hood		Ring of Def.

9. What are some monsters that drop great items?

A:

Red Dragon: Dragon Claw

10. Where can I find the different hidden characters in this game?

A:

Tont: This is the first character that you have an opportunity to find. On your journey from Port Town Luna to Simone Village you will have to pass through Emerald Cave. In the Emerald Cave, you will have the opportunity to find the Magic Emerald. Once you are in Simone Village, walk west out of the town and into a secluded area. Walk west and go into the Magician's House, who will then ask for a Magic Emerald. Selected the Use command on the Magic Emerald in your Item List, and you will give the Magic Emerald to the magician who will then use it to... boom! After the explosion a yellow blob will follow you around. Now try to leave Simone Village, and just before you reach the exit, the blob will transform into the Tont, the Summoner. (Further details can be found in the main walkthrough section, 4.15, 4.16)

Lorele: This is the second character you will have a chance to get. After completing the Discipline Island quest, walk into Barbaros Castle and you will see that it has been destroyed. Walk into the east wing of the castle and walk north so that you are standing next to the stairs leading to the dungeon. Then walk three steps south, and then walk east THROUGH the wall to find a secret room. Talk to the guard and use the Bronze Key on the door. Climb down the stairs and use the Bronze Key once more to free Lorele who will run to the throne room. After you get the treasures in this room, walk to the throne room and you will find Lorele saying goodbye to her father. She then says that she will join your group "once she has collected her belongings." She will then meet you at the entrance of the castle as you leave.

Percy: This is the last hidden character. At the end of the Sand Caves you will have to fight the Black Knight, who is really Percy under Ramue's spell. If you

DO NOT attack for about 12 rounds, he will run away and then join your group.

11. Where do I find the hidden tunnel that connects the Volcano Dungeon to the Village of Zeal?

A: Once you have traveled through the "cave" part of the Volcano Dungeon, you will emerge in the center of the volcano. As you follow the path, you will work your way deeper and deeper into the Volcano. While you are walking along the outer ring of the Volcano, you will notice a cave entrance blocked by a stone on the eastern side of this area. If you are having trouble finding this cave, it is a little east of the first steps you will encounter.

This passage is mentioned later on in the game by the daughter of the grandmother at the Inn in Marion Town. There is also a reference to the tunnel in Bandore Town, in the far northeast house, by the daughter and grandchild of a man who used this tunnel to reach Zeal Village.

In Zeal Village, you will meet this grandfather in the Inn, and learn that Shutat and his monsters blocked the path from Zeal to Bandore. (I assume that this passageway is how Shutat, the Vicious Ones, and Monsters first came to Bandore) As far as I know, there is no item or sequence of events that you can follow that will remove the rock from the entrance of this cave.

12. Why does Tont sometimes just "stand there" when I try casting Summon Magic?

A: The reason for this is because the monster that you targeted with Tont's Summon Magic has been defeated. Unlike other magic spells, Summon Magic (Lv 1-3) will not target another enemy if its original target has been defeated during the turn the spell was cast. This only happens with the "regular" Summon Magic, not other special summon magic like Firedrake, Titan, etc.

13. I'm having trouble fighting enemies that use attack magic. What should I do?

A: There are two items in the game that can help you with your problem, the Resist Jewel and the Resist Orb. These items will permanently reduce the amount of magic damage dealt to you by an enemy in half! I don't know whether this is glitch in the game or whether the game designers planned it, but I do recommend that you take advantage of these items. The only way to successfully use these items is during battle. A Resist Jewel will affect one character, and the Resist Orb your entire group.

14. I sold a (rare weapon, armor, item), is there any way for me to get it back?

A: Yes, there is a way for you to get it back. Any rare/special item that you sell in the game can be purchased back from its respective shop for the calculated buy price of that item. For example, if you sell a Firedrake Vase to an Item Shop, you will have the option of buying back that Firedrake Vase at other Item Shops. However, you will only have the option of buying back the exact number of items that you sold. If you only sold one Firedrake Vase, you will only be able to purchase one from the Item Shop, not an infinite number.

15. I forgot to get the World Map while I was on Domino's ship. Is there anyway for me to get this item now?

A: Once you have talked to Domino and taken control of the ship, there is no way

for you to get his item.

16. I noticed that you include many optional steps in your walkthrough. What are some of the sections that I don't need to attempt and still beat the game?

A: Here are some of the sections you don't need to complete to beat the game, however I would still recommend following them since they either make it easier for you to beat the game or help to more fully complete the storyline of the game.

Sections:

- 4.15 - Emerald Cave
- 4.16 - Simone Village
- 4.35 - Leave Village
- 4.39 - Merlin
- 4.40 - Mistrall Village
- 4.44 - Dragon Shrine
- 4.47 - Ice Cave
- 4.50 - Dragon Cave (II)

17. What are top ten hardest monsters to find?

A:

1. Yeti Child (Gaea Shrine)
2. Mirage Dragon (Overworld - Zeal Village)
3. Green Dragon (Flying Palace)
4. Minotaur (Overworld - Discipline Town; Labyrinth)
5. Barrog (Abyss)
6. Ice Dragon (Ice Cave)
7. Metal Golem (Abyss, (Overworld - Leave, Quamdar))
8. Shadow Dragon (Abyss)
9. Snow Bear (Ice Cave)
10. Amazon (Ancient Temple, (Overworld - Zalagoon, Ophera))

18. I am interested about the history of this game and about Camelot. What can you tell me?

A: Beyond the Beyond was developed by Camelot Software Planning. The history of this developer is that they started under Sega as Sonic Software Planning, not to be confused with Sonic Team, where they developed Shining in the Darkness, and all of the Shining Force games. Around 1994-1995, the key members of Sonic Software Planning left to create the independent Camelot Software Planning, where they then made Beyond the Beyond and Sony published the game. Beyond the Beyond, Hot Shots golf, as far as I know, are the only games Camelot has made that weren't under Sega or Nintendo. Camelot had a falling out with Sega during the development of Shining Force III scenario 3, and has since been working exclusively under Nintendo; where they've done Golden Sun, Mario Golf, and Mario Tennis.

(Thanks to Darren for providing me with this information)

19. How do I solve the Border Church Puzzle?

A: There are 8 different movable pieces to this puzzle that must be arranged to form the original picture. When the puzzle is complete, the center piece will end up being the blank space. This puzzle is randomly mixed, so I am unable to

provide you with the exact instructions to solve your particular puzzle. However, thanks to <http://www.quazen.com/Games/The-Easy-Way-to-Complete-Sliding-Tile-Puzzles.13550> here is a method to easily complete the puzzle. I have labeled each of the puzzle pieces below with a number and description that corresponds to the solution instructions.

- (1) The left piece in the top row has the hair (with ivy) going on a diagonal from the upper right corner to the bottom left corner.
- (2) The middle piece in the top row has the hair with a circlet at the bottom of the piece.
- (3) The right piece in the top row has hair (with ivy) going on a diagonal from the upper left corner to the bottom right corner.
- (4) The left piece in the middle row has the left side of her face.
- (B) The middle piece of the puzzle will end be blank
- (6) The right piece in the middle row has the right side of her face.
- (7) The left piece in the bottom row has the hair (without ivy) going on a diagonal from the upper left corner to the middle of the bottom of the piece.
- (8) The middle piece in the bottom row has her chin and neck.
- (9) The right piece in the bottom row has hair (without ivy) going on a diagonal from the upper right corner to the middle of the bottom of the piece.

Start by placing pieces numbered 1 and 2 in the correct order in the top row as shown below. Now place piece number 3 on the square below where you want it to end up, and then make sure the empty space is directly below it.

```
1  2  z      z = any random piece
z  z  3      B = blank space
z  z  B
```

Now move (Up, up, left, down, right, down, left, up, up, right, down) If you followed this order, the entire first row should now be in order.

While keeping the top row in its place, move the pieces in the bottom two rows so that piece number 7 is in the bottom left corner. Have piece number 8 so it is above piece number 7. Move piece number 4 so that it is in the center of the puzzle, and then have the blank space to the right of piece number 4. Your puzzle should now look like the one below.

```
1 2 3
8 4 B
7 z z
```

Now move (Left, left, down, right, up, right, down, left, left, up, right), which will result in the puzzle in the order below. Then just rotate the four remaining pieces until they pop into place and you will have solved the puzzle.

The towns and shops are listed sequentially according to the steps listed in the walkthrough. As you progress through the game, some stores may offer more and/or different weapons, armor and items. This is because the game gives you the option to buy any rare items that you have sold before. For example, if you sell a Tornado Vase to an Item Shop, the Item Shops that you visit later on will have the Tornado Vase on sale for you to purchase. You also have the option of buying back any rare weapon or piece of armor from Weapon/Armor Shops. I have listed all of the items that the Weapon/Armor/Item Shops you visit will offer, except for any item you have sold to them previously.

Isla Village - Church, Traveling Merchant, Annie's House
=====

Traveling Merchant

Herb - 10 G
Healing Herb - 100 G
Antidote - 20 G
Cure Herb - 200 G

Marion Town - Church, Inn (30 G), Weapon Shop, Item Shop
=====

Weapon Shop		Item Shop	
-----		-----	
Wooden Rod	- 80 G	Herb	- 10 G
Short Rod	- 250 G	Healing Herb	- 100 G
Leather Plate	- 140 G	Antidote	- 20 G
Travel Dress	- 120 G	Cure Herb	- 200 G

Mountain Cottage - Church, Inn (40 G)
=====

Zalagoon Town (I) - Church, Inn (80 G), Weapon Shop, Armor Shop, Item Shop, Pub
=====

Weapon Shop		Armor Shop	
-----		-----	
Short Sword	- 100 G	Leather Plate	- 140 G
Middle Sword	- 280 G	Wood Shield	- 110 G
Middle Axe	- 120 G	Steel Mail	- 320 G
Steel Axe	- 300 G	Gauntlet	- 100 G
Short Rod	- 250 G	Travel Dress	- 120 G
Bronze Rod	- 450 G	Journey Dress	- 220 G
		Silk Ribbon	- 90 G
		Travel Garment	- 150 G
		Leather Hood	- 100 G
Item Shop			

Herb	- 10 G		
Healing Herb	- 100 G		
Antidote	- 20 G		
Cure Herb	- 200 G		
Guiding Branch	- 400 G		

Ophera Village - Church, Inn (40 G), Weapon/Armor Shop, Item Shop
=====

Weapon/Armor Shop

 Middle Sword - 280 G
 Steel Axe - 300 G
 Bronze Rod - 450 G
 Leather Plate - 140 G
 Wood Shield - 110 G
 Steel Mail - 320 G
 Gauntlet - 100 G
 Journey Dress - 220 G
 Silk Ribbon - 90 G
 Leather Garment - 260 G
 Leather Hood - 100 G

Item Shop

 Herb - 10 G
 Healing Herb - 100 G
 Healing Potion - 500 G
 Antidote - 20 G
 Cure Herb - 200 G
 Guiding Branch - 400 G
 Mage's Potion - 600 G

 Port Town Luna (DAY) - Church, Inn (120 G), Weapon/Armor/Item Shop, Vase Shop,
 ===== Buyer (Buys items at 1/2 the full price)

Weapon/Armor Shop

 Long Sword - 490 G
 Broad Axe - 520 G
 Iron Rod - 830 G
 Bronze Plate - 240 G
 Wood Shield - 110 G
 Chain Mail - 590 G
 Gauntlet - 100 G
 Journey Dress - 220 G
 Silk Ribbon - 90 G
 Leather Garment - 260 G
 Leather Hood - 100 G
 Herb - 10 G
 Healing Herb - 100 G
 Antidote - 20 G
 Cure Herb - 200 G
 Guiding Branch - 400 G

Vase Shop

 Vase - 200 G
 --> Firedrake, Tornado, Thunder, Wind

 Simone Village (I) - Church, Inn (40 G), Traveling Merchant
 =====

Traveling Merchant

 Holy Ribbon - 160 G
 Travel Hood - 210 G
 Herb - 10 G
 Healing Herb - 100 G
 Antidote - 20 G
 Cure Herb - 200 G
 Guiding Branch - 400 G
 Vision Crystal - 300 G
 Mage's Potion - 600 G

 Port Town Luna (NIGHT) - Church, Inn (150 G), Item Shop, Weapon/Armor Shop, Pub
 =====

Weapon Shop

Item Shop

Broad Sword	- 850 G	Herb	- 10 G
Great Sword	- 1500 G	Healing Herb	- 100 G
Broad Axe	- 520 G	Antidote	- 20 G
Tomahawk	- 870 G	Cure Herb	- 200 G
Iron Rod	- 830 G	Guiding Branch	- 400 G
Steel Rod	- 1350 G	Vision Crystal	- 300 G

Armor Shop

Iron Plate	- 430 G
Wood Shield	- 110 G
Heavy Mail	- 1150 G
Power Gauntlet	- 210 G
Journey Dress	- 220 G
Holy Ribbon	- 160 G
Magic Cape	- 400 G
Travel Hood	- 210 G

Jonowan Village - Church, Inn (50 G), Traveling Merchant

=====

Traveling Merchant

Herb	- 10 G
Healing Herb	- 100 G
Antidote	- 20 G
Cure Herb	- 200 G
Guiding Branch	- 400 G
Illusion Potion	- 200 G
Mage's Potion	- 600 G

Simone Village (II) - Church, Inn (50 G), Traveling Merchant

=====

Traveling Merchant

Holy Ribbon	- 160 G
Travel Hood	- 210 G
Herb	- 10 G
Healing Herb	- 100 G
Antidote	- 20 G
Cure Herb	- 200 G
Guiding Branch	- 400 G
Vision Crystal	- 300 G
Mage's Potion	- 600 G

Zalagoon Town (II) - Church, Inn (100 G), Weapon Shop/Armor Shop, Item Shop, Pub

=====

Weapon Shop

Great Sword	- 1500 G
Tempest Sword	- 2200 G
Battle Axe	- 1600 G
War Axe	- 2300 G
Steel Rod	- 1350 G
Lunar Rod	- 1780 G

Armor Shop

Iron Plate	- 430 G
Steel Plate	- 750 G
Steel Shield	- 230 G
Heavy Mail	- 1150 G
Great Mail	- 2000 G
Power Gauntlet	- 210 G

Item Shop		Warrior's Gauntlet - 640 G

Herb	- 10 G	Battle Dress - 380 G
Healing Herb	- 100 G	Tempest Dress - 700 G
Antidote	- 20 G	Holy Ribbon - 160 G
Cure Herb	- 200 G	Angel Ribbon - 250 G
Guiding Branch	- 400 G	Magic Cape - 400 G
Illusion Potion	- 200 G	Wind Cloak - 720 G
Monster Bait	- 200 G	Travel Hood - 210 G
Smoke Bomb	- 500 G	War Hood - 300 G

Marion Town (II) - Church, Inn (50 G), Weapon Shop/Armor, Item Shop
=====

Weapon/Armor Shop		Item Shop	
-----		-----	
Rune Sword	- 3000 G	Herb	- 10 G
War Axe	- 2300 G	Healing Herb	- 100 G
Lunar Rod	- 1780 G	Antidote	- 20 G
Iron Plate	- 430 G	Cure Herb	- 200 G
Steel Plate	- 750 G	Guiding Branch	- 400 G
Steel Shield	- 230 G	Illusion Potion	- 200 G
Great Mail	- 2000 G	Monster Bait	- 200 G
Rune Gauntlet	- 460 G	Smoke Bomb	- 500 G
Tempest Dress	- 700 G		
Angel Ribbon	- 250 G		
Wind Cloak	- 720 G		
War Hood	- 300 G		

Bandore Town - Church, Inn (200 G), Weapon/Armor, Item Shop, Pub
=====

Weapon/Armor Shop		Item Shop	
-----		-----	
Rune Sword	- 3000 G	Herb	- 10 G
War Axe	- 2300 G	Healing Herb	- 100 G
Lunar Rod	- 1780 G	Antidote	- 20 G
Shield Rod	- 2300 G	Cure Herb	- 200 G
Steel Plate	- 750 G	Guiding Branch	- 400 G
Steel Shield	- 230 G	Illusion Potion	- 200 G
Spike Shield	- 370 G	Monster Bait	- 200 G
Great Mail	- 2000 G	Smoke Bomb	- 500 G
Rune Gauntlet	- 460 G		
Tempest Dress	- 700 G		
Angel Ribbon	- 250 G		
Goddess Ribbon	- 340 G		
Wind Cloak	- 720 G		
War Hood	- 300 G		

Leave Village - Church, Inn (200 G), Weapon Shop/Armor Shop, Item Shop
=====

Weapon/Armor Shop		Item Shop	
-----		-----	
Rune Sword	- 3000 G	Herb	- 10 G
Tempest Axe	- 3200 G	Healing Herb	- 100 G

Mage's Staff	- 4500 G	Antidote	- 20 G
Priest's Cane	- 4800 G	Cure Herb	- 200 G
Elder's Wand	- 4600 G	Guiding Branch	- 400 G
Darts	- 2500 G	Illusion Potion	- 200 G
Steel Plate	- 750 G	Monster Bait	- 200 G
Spike Shield	- 370 G	Smoke Bomb	- 500 G
Fairy Dress	- 970 G	Vision Crystal	- 300 G
Goddess Ribbon	- 340 G	Mage's Potion	- 600 G
Wizard's Cloak	- 1000 G		
Wizard's Hood	- 420 G		
Soft Leather	- 1800 G		
Bandanna	- 320 G		

Barbaros Castle (I) - Church, Inn (300 G), Weapon Shop/Armor Shop, Item Shop
=====

Weapon/Armor Shop		Item Shop	
-----		-----	
Guardian Blade	- 7000 G	Herb	- 10 G
Tempest Axe	- 3200 G	Healing Herb	- 100 G
Stun Rod	- 6200 G	Healing Potion	- 500 G
Short Knife	- 3300 G	Antidote	- 20 G
Leather Glove	- 3800 G	Cure Herb	- 200 G
Dragon Scale	- 2300 G	Guiding Branch	- 400 G
Spike Shield	- 370 G	Illusion Potion	- 200 G
Mystic Mail	- 3800 G	Monster Bait	- 200 G
Mazin Gauntlet	- 590 G	Smoke Bomb	- 500 G
Fairy Dress	- 970 G		
Seraphic Robe	- 1600 G		
Goddess Ribbon	- 340 G		
Wizard's Cloak	- 1000 G		
Mystic Cloak	- 2000 G		
Wizard's Hood	- 420 G		
Hard Leather	- 3100 G		
Sailor Bandanna	- 450 G		
Gi	- 1700 G		

Discipline Town - Church, Inn (250 G), Weapon Shop/Armor Shop, Item Shop
=====

Weapon/Armor Shop		Item Shop	
-----		-----	
Rune Sword	- 3000 G	Herb	- 10 G
Tempest Axe	- 3200 G	Healing Herb	- 100 G
Shield Rod	- 2300 G	Antidote	- 20 G
Mage's Staff	- 4500 G	Cure Herb	- 200 G
Priest's Cane	- 4800 G	Guiding Branch	- 400 G
Elder's Wand	- 4600 G	Monster Bait	- 200 G
Short Knife	- 3300 G	Smoke Bomb	- 500 G
Leather Glove	- 3800 G		
Silver Plate	- 1300 G		
Spike Shield	- 370 G		
Mystic Mail	- 3800 G		
Rune Gauntlet	- 460 G		
Fairy Dress	- 970 G		
Goddess Ribbon	- 340 G		
Wizard's Cloak	- 1000 G		
Wizard's Hood	- 420 G		

Hard Leather - 3100 G
Strong Leather - 5700 G
Sailor Bandanna - 450 G

Barbaros Castle (II) - Church, Traveling Merchant
=====

Traveling Merchant

Healing Potion - 500 G
Vision Crystal - 300 G
Awaken Stone - 1150 G
Critical Jewel - 1000 G
Tempest Jewel - 1000 G
Counter Jewel - 1000 G
Resist Jewel - 1000 G
Confusion Feather - 1300 G
Silence Crystal - 1050 G
Illusion Powder - 1150 G
Slow Card - 1200 G
Unicorn Horn - 1200 G
Angel's Ocarina - 2000 G
Reviving Herb - 10000 G

Mistrall Village - Church, Inn(150 G), Weapon Shop/Armor Shop, Item Shop, Smithy
=====

Weapon/Armor Shop

Guardian Blade - 7000 G
Tempest Axe - 3200 G
Rune Axe - 5300 G
Stun Rod - 6200 G
Short Knife - 3300 G
Dragon Scale - 2300 G
Spike Shield - 370 G
Mystic Mail - 3800 G
Mazin Gauntlet - 590 G
Fairy Dress - 970 G
Seraphic Robe - 1600 G
Goddess Ribbon - 340 G
Wizard's Cloak - 1000 G
Mystic Cloak - 2000 G
Mystic Hood - 530 G
Hard Leather - 3100 G
Sailor Bandanna - 450 G

Item Shop

Herb - 10 G
Healing Herb - 100 G
Antidote - 20 G
Cure Herb - 200 G
Guiding Branch - 400 G
Illusion Potion - 200 G
Monster Bait - 200 G
Smoke Bomb - 500 G

Zeal Village - Church, Inn (400 G), Weapon Shop/Armor Shop, Tavern
=====

Weapon/Armor Shop

Counter Blade - 10000 G
Rune Axe - 5300 G
War Rod - 3200 G
Tempest Rod - 6200 G
Throwing Knife - 4900 G

Power Knuckles - 6600 G
 Dragon Scale - 2300 G
 Battle Shield - 620 G
 Mystic Mail - 3800 G
 Mazin Gauntlet - 590 G
 Seraphic Robe - 1600 G
 Athena Ribbon - 490 G
 Mystic Cloak - 2000 G
 Cloak Of Light - 3800 G
 Mystic Hood - 530 G
 Summoner Hat - 680 G
 Hard Leather - 3100 G
 Wind Bandanna - 560 G
 Battle Gi - 3000 G
 Silk Scarf - 470 G

 Mistrall Village - Church, Inn(150 G), Weapon Shop/Armor Shop, Item Shop, Smithy
 =====

*** After returning the Mithril to the Smith ***

Weapon/Armor Shop		Item Shop	
-----		-----	
Mithril Blade	- 12000 G	Herb	- 10 G
Gimry's Axe	- 7400 G	Healing Herb	- 100 G
Wizard's Staff	- 8800 G	Antidote	- 20 G
Seraphic Cane	- 9000 G	Cure Herb	- 200 G
Defense Wand	- 8300 G	Guiding Branch	- 400 G
Mithril Dagger	- 6800 G	Illusion Potion	- 200 G
Mystic Knuckles	- 9500 G	Monster Bait	- 200 G
Mithril Scale	- 4000 G	Smoke Bomb	- 500 G
Mithril Shield	- 760 G		
Mithril Armor	- 6500 G		
Mithril Gauntlet	- 720 G		
Seraphic Robe	- 1600 G		
Goddess Ribbon	- 340 G		
Wizard's Cloak	- 1000 G		
Mystic Cloak	- 2000 G		
Mystic Hood	- 530 G		
Summoner Hat	- 680 G		
Pirate's Leather	- 7700 G		
Storm Bandanna	- 710 G		
Dragon Gi	- 5400 G		
Silk Scarf	- 470 G		

=====
 Quamdar Village - Church, Inn(500 G), Weapon Shop/Armor Shop, Item Shop
 =====

Weapon/Armor Shop		Item Shop	
-----		-----	
Mystic Blade	- 8500 G	Herb	- 10 G
Earth Breaker	- 9000 G	Healing Herb	- 100 G
Tempest Rod	- 6200 G	Antidote	- 20 G
Mystic Dagger	- 9000 G	Cure Herb	- 200 G
Mystic Knuckles	- 9500 G	Guiding Branch	- 400 G
Dragon Scale	- 2300 G	Illusion Potion	- 200 G
Mystic Knuckles	- 9500 G	Monster Bait	- 200 G
Dragon Scale	- 2300 G	Smoke Bomb	- 500 G

Battle Shield - 620 G
Mystic Mail - 3800 G
Mazin Gauntlet - 590 G
Goddess Robe - 7500 G
Athena Ribbon - 490 G
Cloak Of Light - 3800 G
Sage's Hood - 610 G
Summoner Hat - 680 G
Captain's Leather - 11000 G
Oath Bandanna - 880 G
Dragon Gi - 5400 G
Power Scarf - 730 G

=====
XIII. Monster List
=====

Below is a list of all the monsters that I have encountered in the game. If you have any information that you think may be helpful, please email me at LevinMage@hotmail.com.

Each monster can be found in a specific location. For some monsters I have written that they can be found in the "Overworld (xxxx)" This means that they are not found in any dungeons, caves, etc., but in the outside world. The name of the town or area in the parenthesis is the general area where that monster can be found. The locations listed are ordered according to the when you would encounter them if you follow my walkthrough.

Listed for each monster are their "special abilities" and "super attack." Monsters special abilities are composed of any magic or any other non-physical ability that it uses. For example, if a monster uses Fire Magic (Lv 1) or Fire Breath (Lv 1), it will be listed under special abilities. Every monster has the ability to deliver a super attack, similar to what your characters can also perform. Most monsters' super attack will only deal physically damage to your characters, resulting in 2x the amount of usual damage. However, some monsters' super attack will result in your characters being paralyzed, poisoned, etc., in addition to physical damage. Any super attack that has a special effect on your character is listed next to the sub-heading "super attack." If an asterisk (*) is next to the effect of a "super attack", such as confusion*, this means the monster's super attack also deals the character twice the normal physical damage in addition to the special effect of its attack. Any "super attack" sub-heading that has "none" listed next to it means that the monster's super attack only results in physical damage to that character.

Since many of the monsters have abilities that you are not familiar with, I have also noted what type of effect those abilities will have on your characters or other monsters. Magic that you are unfamiliar with has also been listed below, but I have not listed the affects for magic that you are familiar with (i.e. that your characters have), since you can look above in the Magic Spells section, VI for their descriptions. One of the most important things to remember is that your characters are designated as "a group." This means that any spells monsters use on your characters that targets "a group" will affect all of your characters. For example, Sleep Magic (Lv 1) will affect all of your characters.

Key:

Blizzard Breath (Lv 1) - Deals damage to one character
Blizzard Breath (Lv 2-3) - Deals damage to all characters

Curse - Paralyzes all characters
Dragon Roar - Increases the attack strength of one group of enemies
Enveloping Fog - Illusion to one character
Explode - Deals physical damage to one character
Fire Breath (Lv 1) - Deals damage to one character
Fire Breath (Lv 2-3) - Deals damage to all characters
Halting Stare - Petrify one character
Illusion Powder - Illusion to all characters
Poison Spit - Poison to one character
Resurrect Magic (Lv 3) - Brings one enemy back to life
Scream - Confusion one character
Sleeping Fog - Sleep to one character
Sleeping Powder - Sleep to all characters
Terrifying Scream - Paralyze to all characters
War Amulet - Increases the defense and speed of 1 group of enemies
Wild Stare - Sleep to one character

Name: AMAZON

Item Dropped: Herb

VP: 18

Speed: 10

MP: 0

Exp: 30

Location: Overworld (Zalagoon), Overworld (Ophera),

Gold: 31

Ancient Temple

Special Abilities: Herb

Super Attack: None

Strategy: Blades

Name: AMAZON PRIESTESS

Item Dropped: Confusion Feather

VP: 24

Speed: 12

MP: 0

Exp: 45

Location: Emerald Cave, Overworld (Simone)

Gold: 38

Special Abilities: Herb

Super Attack: Confusion*

Strategy: Blades, Ice Magic, Fire Magic

Name: ASSASSIN

Item Dropped: Cure Herb

VP: 30

Speed: 17

MP: 0

Exp: 87

Location: Ancient Temple, Mist Valley, Rainbow Valley,

Gold: 58

Overworld (Jonowan), Gaea Shrine

Special Abilities: None

Super Attack: Unknown ???

Strategy: Blades, Ice Magic

Name: BANDORE SOLDIER (Strong)

Item Dropped: Healing Herb

VP: 500

Speed: 25

MP: 0

Exp: 350

Location: Secret Passage, Marion/Zalagoon Bridge

Gold: 200

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: BANDORE SOLDIER (Weakest)

Item Dropped:

VP: 13

Speed: 8

MP: 0

Exp: 12

Location: Dungeon in Marion

Gold: 22

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: BANDORE SOLDIER (Archer)

Item Dropped: Healing Herb

VP: 47

Speed: 25

MP: 15

Exp: 203

Location: Marion Castle, Bandore Castle

Gold: 80

Special Abilities: Attack Magic (Lv 1)

Super Attack: None

Strategy: Blades

Name: BANDORE SOLDIER (Archer)

Item Dropped:

VP: 46

Speed: 23

MP: 0

Exp: 172

Location: Marion/Zalagoon, Bridge, Volcano

Gold: 58

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: BANDORE SOLDIER (Swordsman)

Item Dropped:

VP: 45

Speed: 24 (First attack), 12 (Second attack)

MP: 0

Exp: 194

Location: Marion Castle, Bandore Castle

Gold: 75

Special Abilities: Healing Herb, 2 Turns

Super Attack: None

Strategy: Blades

Name: BANDORE SOLDIER (Swordsman) Item Dropped:

VP: 40 Speed: 24
MP: 0
Exp: 180 Location: Marion/Zalagoon Bridge, Volcano
Gold: 67

Special Abilities: None
Super Attack: None

Strategy: Blades

Name: BARROG Item Dropped:

VP: 99 Speed: 41
MP: 0
Exp: 660 Location: The Abyss
Gold: 128

Special Abilities: Fire Breath (Lv 1), Fire Breath (Lv 2), Fire Breath (Lv 3),
Terrifying Scream (Paralysis all char.)
Super Attack: None

Strategy: Blades, Undhine Magic

Name: BASILISK Item Dropped: Cure Herb

VP: 48 Speed: 27
MP: 0
Exp: 269 Location: Overworld (Mistrall), Pity Island
Gold: 47

Special Abilities: Halting Stare (Petrify one character)
Super Attack: None

Strategy: Blades

Name: BAT Item Dropped: Herb

VP: 12 Speed: 7
MP: 0
Exp: 11 Location: Overworld (Marion), Secret Passageway in Marion,
Gold: 14 Tree Path, Dragon Cave, Overworld (Mountain Cottage)
Underground Tunnel, Overworld (Dragon Shrine)

Special Abilities: None
Super Attack: Sleep*

Strategy: Blades, Fire Magic

Name: BAT (Sand Cave) Item Dropped: Healing Herb

VP: 58 Speed: 31
MP: 0

Name: CLAY GOLEM

Item Dropped: Healing Herb

VP: 31

Speed: 19

MP: 0

Exp: 149

Location: Arawn Tower, Zalagoon (II) Sewers,

Gold: 90

Overworld (Bandore), Bandore Castle, Volcano

Overworld (Zeal)

Special Abilities: None

Super Attack: None

Strategy: Blades, Undhine Magic

Name: COCKATRICE

Item Dropped: Cure Herb

VP: 31

Speed: 17

MP: 0

Exp: 112

Location: Overworld (Jonowan), Gaea Shrine

Gold: 40

Special Abilities: Halting Stare (Petrify one character)

Super Attack: None

Strategy: Blades

Name: DARK BISHOP

Item Dropped: Healing Potion

VP: 40

Speed: 25

MP: 23

Exp: 182

Location: Zalagoon (II) Sewers, Marion Castle,

Gold: 80

Overworld (Bandore), Bandore Castle, Volcano

Overworld (Zeal)

Special Abilities: Heal Magic (Lv 2), Heal Rain Magic (Lv 1)

Super Attack: None

Strategy: Blades

Name: DARK ELF

Item Dropped:

VP: 52

Speed: 31

MP: 17

Exp: 274

Location: Discipline Town, Overworld (Barbaros), Pity Island

Gold: 90

Special Abilities: Thunder Magic (Lv 1), Thunder Magic (Lv 2),

Confusion Magic (Lv 2)

Super Attack: None

Strategy: Blades

Name: DARK PRIEST

Item Dropped: Healing Herb

VP: 22

Speed: 13

MP: 18

Strategy: Blades, Fire Magic

Name: DEMON'S PET

Item Dropped:

VP: 64

Speed: 47

MP: 0

Exp: 464

Location: Overworld (Leave), Sand Cave, Overworld (Quamdar)

Gold: 65

Special Abilities: None

Super Attack: Poison*

Strategy: Blades, Thunder Magic

Name: DEVIL INSECT

Item Dropped:

VP: 78

Speed: 37

MP: 0

Exp: 605

Location: Overworld (Leave), Overworld (Quamdar), The Abyss

Gold: 72

Special Abilities: Enveloping Fog (Illusion one character)

Super Attack: Paralysis*

Strategy: Blades, Fire Magic

Name: DEVIL SCORPION

Item Dropped:

VP: 18

Speed: 11

MP: 0

Exp: 41

Location: Overworld (Ophera), Overworld (Luna)

Gold: 29

Overworld (Simone), Overworld (Jonowan)

Special Abilities: None

Super Attack: Paralysis*

Strategy: Blades, Ice Magic

Name: DIRE WOLF

Item Dropped: Monster Bait

VP: 27

Speed: 15

MP: 0

Exp: 79

Location: Ancient Temple, Mist Valley, Rainbow Valley

Gold: 41

Overworld (Jonowan), Gaea Shrine

Special Abilities: Call for Help

Super Attack: None

Strategy: Blades

Name: EKIDONA

Item Dropped: Drain Statue

VP: 59

Speed: 32

MP: 26

Exp: 404

Location: Flying Palace, Overworld (Zeal), Ice Cave

Gold: 71

Special Abilities: Thunder Magic (Lv 1), Thunder Magic (Lv 2)

Super Attack: Poison*

Strategy: Blades, Ice Magic

Name: ELF

Item Dropped: Guiding Branch

VP: 20

Speed: 15

MP: 13

Exp: 42

Location: Overworld (Luna), Emerald Cave, Overworld (Simone)

Gold: 50

Overworld (Jonowan)

Special Abilities: Wind Magic (Lv 1), Illusion Magic (Lv 1)

Super Attack: None

Strategy: Blades, Ice Magic

Name: EVIL SHAMAN

Item Dropped:

VP: 50

Speed: 32

MP: 23

Exp: 294

Location: Pity Island, Flying Palace

Gold: 90

Special Abilities: Herb, Titan Magic (Lv 1), Resurrect Magic (Lv 1),

Summon Magic (Lv 1), Summon Magic (Lv 2), Summon Magic (Lv 3)

Super Attack: None

Strategy: Blades, Silence Magic

Name: EVIL SUMMONER

Item Dropped:

VP: 43

Speed: 27

MP: 22

Exp: 200

Location: Marion Castle, Overworld (Bandore), Bandore Castle,

Gold: 76

Volcano, Overworld (Leave), Overworld (Barbaros),

Overworld (Discipline), Discipline Town (Labyrinth)

Overworld (Zeal)

Special Abilities: Thunder Magic (Lv 1), Heal Magic (Lv 1), Heal Magic (Lv 2),

Summon Magic (Lv 1), Summon Magic (Lv 2), Summon Magic (Lv 3)

Sleeping Powder (Sleep all characters)

Super Attack: None

Strategy: Blades, Silence Magic

Name: FENRIL

Item Dropped:

VP: 53

Speed: 30

MP: 0

Exp: 337

Location: Pity Island, Flying Palace

Gold: 60

Special Abilities: Scream (Confusion one character)

Super Attack: None

Strategy: Blades

Name: FIRE GIANT

Item Dropped:

VP: 50

Speed: 22

MP: 11

Exp: 172

Location: Overworld (Bandore), Volcano, Overworld (Zeal)

Gold: 57

Special Abilities: Fire Magic (Lv 2)

Super Attack: None

Strategy: Blades, Ice Magic, Undhine Magic

Name: FLYING MOUSE

Item Dropped: Smoke Bomb

VP: 15

Speed: 9

MP: 0

Exp: 28

Location: Overworld (Zalagoon), Sewers, Overworld (Ophera),

Gold: 25

Ancient Temple, Dragon Cave

Special Abilities: Call for help

Super Attack: None

Strategy: Blades

Name: GARGOYLE

Item Dropped: Sleeping Powder

VP: 33

Speed: 17

MP: 0

Exp: 82

Location: Ancient Temple, Mist Valley, Rainbow Valley

Gold: 47

Overworld (Jonowan), Gaea Shrine

Special Abilities: Halting Stare (Petrify one character)

Super Attack: None

Strategy: Ice Magic

Name: GHOST

Item Dropped: Illusion Potion

VP: 25

Speed: 13

MP: 14

Exp: 49

Location: Emerald Cave, Ancient Temple

Gold: 35

Special Abilities: Ice Magic (Lv 1)

Super Attack: None

Strategy: Blades, Fire Magic

Name: GHOUL

Item Dropped: Illusion Potion

VP: 25

Speed: 12

MP: 0

Exp: 56 Location: Emerald Cave, Ancient Temple, Secret Passage

Gold: 41

Special Abilities: None

Super Attack: Paralysis*

Strategy: Blades, Fire Magic

Name: GIANT GOBLIN

Item Dropped:

VP: 52

Speed: 25

MP: 0

Exp: 244

Location: Overworld (Leave), Overworld (Barbaros),

Gold: 56

Overworld (Discipline), Discipline Town (Labyrinth)

Special Abilities: Healing Herb

Super Attack: None

Strategy: Blades

Name: GIANT SCORPION

Item Dropped: Antidote

VP: 12

Speed: 8

MP: 0

Exp: 15

Location: Tree Path, Dragon Cave, Mountain Cave,

Gold: 18

Overworld (Zalagoon)

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: GOBLIN

Item Dropped: Herb

VP: 14

Speed: 7

MP: 0

Exp: 14

Location: Overworld (Mountain Cottage), Tree Path,

Gold: 23

Mountain Cave

Special Abilities: Retreat, Herb

Super Attack: None

Strategy: Blades, Ice Magic

Name: GREATER DEMON

Item Dropped:

VP: 84

Speed: 37

MP: 28

Exp: 544

Location: Overworld (Leave), Sand Cave, Overworld (Quamdar)

Gold: 108

The Abyss

Special Abilities: Fire Magic (Lv 1), Fire Magic (Lv 2), Fire Magic (Lv 3),

Thunder Magic (Lv 1), Thunder Magic (Lv 2), Attack Magic (Lv 2),

Terrifying Scream (Paralyze all characters)

Super Attack: Paralysis*

Strategy: Blades

Name: GREEN DRAGON

Item Dropped:

VP: 54

Speed: 29

MP: 23

Exp: 350

Location: Flying Palace

Gold: 68

Special Abilities: Fire Breath (Lv 1), Attack Magic (Lv 2)

Super Attack: None

Strategy: Blades, Undhine Magic

Name: GREEN SLIME

Item Dropped: Antidote

VP: 13

Speed: 6

MP: 0

Exp: 10

Location: Overworld (Marion), Underground Tunnel, Tree Path,

Gold: 13

Dragon Cave, Overworld (Mountain Cottage)

Overworld (Dragon Shrine)

Special Abilities: None

Super Attack: Poison*

Strategy: Blades, Fire Magic

Name: GRIFFIN

Item Dropped:

VP: 51

Speed: 27

MP: 0

Exp: 284

Location: Overworld (Barbaros), Overworld (Discipline),

Gold: 60

Pity Island

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: HARPY

Item Dropped: Illusion Powder

VP: 24

Speed: 13

MP: 0

Exp: 52

Location: Overworld (Ophera), Emerald Cave, Overworld (Simone)

Gold: 37

Ancient Temple, Secret Passage

Special Abilities: Call for Help, Illusion Powder (Illusion all characters)

Super Attack: None

Strategy: Fire Magic

Name: HELL HOUND

Item Dropped:

VP: 41

Speed: 21

MP: 0

Name: HUGE GEL

Item Dropped:

VP: 47

Speed: 24

MP: 0

Exp: 200

Location: Overworld (Leave), Overworld (Barbaros),

Gold: 44

Overworld (Discipline), Discipline Town (Labyrinth),
Overworld (Mistrall)

Special Abilities: None

Super Attack: None

Strategy: Blades, Fire Magic, Ice Magic

Name: HYDRA

Item Dropped:

VP: 49

Speed: 27

MP: 0

Exp: 254

Location: Overworld (Leave), Overworld (Barbaros), Overworld

Gold: 56

(Discipline), Discipline Island (Labyrinth),
Overworld (Mistrall)

Special Abilities: Frequent Double Hits, Counter Attacks

Super Attack: None

Strategy: Blades, Ice Magic, Holy Light Magic

Name: HYDRA WARRIOR

Item Dropped: Silence Orb

VP: 88

Speed: 38 (first turn), 19 (second turn)

MP: 26

Exp: 580

Location: The Abyss

Gold: 114

Special Abilities: Thunder Magic (Lv 1), Thunder Magic (Lv 2),

Frequent Double Attacks, Frequent Counter Attacks, 2 Turns

Super Attack: None

Strategy: Blades, Fire Magic

Name: ICE DRAGON

Item Dropped:

VP: 72

Speed: 33

MP: 0

Exp: 436

Location: Ice Cave

Gold: 82

Special Abilities: Blizzard Breath (Lv 1), Blizzard Breath (Lv 2)

Super Attack: None

Strategy: Blades, Fire Magic

Name: ICE GIANT

Item Dropped:

VP: 64

Speed: 29

Strategy: Blades

Name: KILLER FROG

Item Dropped: Antidote

VP: 11

Speed: 7

MP: 0

Exp: 8

Location: Overworld (Marion), Underground Tunnel,

Gold: 12

Overworld (Mountain Cottage), Overworld (Zalagoon)

Overworld (Dragon Shrine)

Special Abilities: None

Super Attack: Paralysis*

Strategy: Blades

Name: KOBOLD

Item Dropped: Herb

VP: 11

Speed: 8

MP: 0

Exp: 9

Location: Overworld (Marion), Underground Tunnel, Tree Path,

Gold: 15

Dragon Cave, Overworld (Mountain Cottage)

Overworld (Dragon Shrine)

Special Abilities: Retreat

Super Attack: None

Strategy: Blades

Name: KOBOLD LORD

Item Dropped: Herb

VP: 16

Speed: 9

MP: 0

Exp: 27

Location: Tree Path, Mountain Cave, Dragon Cave,

Gold: 27

Overworld (Zalagoon), Sewers, Overworld (Ophera)

Special Abilities: Herb

Super Attack: None

Strategy: Blades

Name: LICH

Item Dropped:

VP: 55

Speed: 33

MP: 34

Exp: 362

Location: Arawn's Fifth Shrine, Overworld (Zeal), Ice Cave,

Gold: 100

Sand Cave

Special Abilities: Void Magic (Lv 1)

Super Attack: None

Strategy: Blades, Silence Magic

Name: LIVING ARMOR

Item Dropped:

VP: 38

Speed: 19

MP: 0

Exp: 122

Location: Gaea Shrine, Magic Vine, Arawn Tower

Gold: 52

Special Abilities: Sleeping Powder (Sleep all characters)

Super Attack: None

Strategy: Blades

Name: LIZARD MAN

Item Dropped:

VP: 23

Speed: 14

MP: 0

Exp: 59

Location: Emerald Cave, Ancient Temple, Secret Passage

Gold: 42

Special Abilities: War Amulet (Increase defense and speed of 1 group of enemies)

Super Attack: None

Strategy: Blades, Ice Magic

Name: LIZARD WARRIOR

Item Dropped: Confusion Feather

VP: 31

Speed: 17

MP: 0

Exp: 98

Location: Mist Valley, Rainbow Valley, Overworld (Jonowan)

Gold: 48

Special Abilities: None

Super Attack: None

Strategy: Blades, Ice Magic

Name: MANTICORE

Item Dropped:

VP: 59

Speed: 29

MP: 0

Exp: 334

Location: Pity Island, Flying Palace

Gold: 64

Special Abilities: None

Super Attack: Poison*

Strategy: Blades, Ice Magic

Name: MANTICORE ELDER

Item Dropped: Counter Jewel

VP: 64

Speed: 31

MP: 0

Exp: 394

Location: Overworld (Zeal), Ice Cave, Sand Cave

Gold: 75

Special Abilities: None

Super Attack: Paralysis

Strategy: Blades

Name: MANTRAP

Item Dropped:

VP: 17

Speed: 9

MP: 0

Exp: 34

Location: Overworld (Ophera), Overworld (Luna), Ancient Temple

Gold: 26

Special Abilities: Sleeping Fog (Sleep one character)

Super Attack: None

Strategy: Blades, Fire Magic

Name: METAL GOLEM

Item Dropped:

VP: 56

Speed: 33

MP: 0

Exp: 1500

Location: Overworld (Leave), Overworld (Quamdar), The Abyss

Gold: 500

Special Abilities: Scream (Confusion one character)

Super Attack: None

Strategy: Blades

Name: MINOTAUR LORD

Item Dropped:

VP: 56

Speed: 34

MP: 0

Exp: 324

Location: Pity Island, Flying Palace, Overworld (Zeal)

Gold: 76

Special Abilities: Dragon Roar (Increase the attack str. one group of enemies)

Super Attack: None

Strategy: Blades

Name: MINOTAUR

Item Dropped:

VP: 45

Speed: 24

MP: 0

Exp: 266

Location: Overworld (Discipline), Discipline Town (Labyrinth)

Gold: 70

Special Abilities: Healing Herb

Super Attack: None

Strategy: Blades

Name: MIRAGE DRAGON

Item Dropped:

VP: 66

Speed: 33

MP: 21

Exp: 454

Location: Overworld (Zeal)

Gold: 74

Special Abilities: Illusion Magic (Lv 2), Illusion Powder (Illusion all char.)

Super Attack: None

Strategy: Blades, Thunder Magic

Name: MOLD

Item Dropped:

VP: 11

Speed: 6

MP: 0

Exp: 13

Location: Underground Tunnel, Dragon Cave, Tree Path

Gold: 30

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: MYSTIC FUNGUS

Item Dropped:

VP: 48

Speed: 20

MP: 0

Exp: 160

Location: Magic Vine, Arawn Tower, Zalagoon (II) Sewers

Gold: 45

Special Abilities: Explode (physical damage to one character)

Super Attack: None

Strategy: Blades

Name: NAGA

Item Dropped:

VP: 36

Speed: 19

MP: 25

Exp: 117

Location: Gaea Shrine, Magic Vine, Arawn Tower

Gold: 54

Special Abilities: Ice Magic (Lv 1), Ice Magic (Lv 2), Attack Magic (Lv 1),
Wild Stare (Sleep one character)

Super Attack: None

Strategy: Blades, Ice Magic

Name: NECROMANCER

Item Dropped:

VP: 74

Speed: 40 (first turn), 20 (second turn)

MP: 27

Exp: 414

Location: Overworld (Leave), Arawn's Fifth Shrine,
Overworld (Zeal), Sand Cave, Overworld (Quamdar)
all

Gold: 115

Special Abilities: Healing Herb, Void Magic (Lv 1), Titan Magic (Lv 1),
Fire Drake Magic (Lv 1), 2 Turns

Super Attack: None

Strategy: Blades, Silence Magic

Name: NIGHTMARE QUEEN

Item Dropped:

Gold: 57

Special Abilities: None

Super Attack: None

Strategy: Blades, Ice Magic

Name: POISONOUS FROG

Item Dropped:

VP: 14

Speed: 7

MP: 7

Exp: 17

Location: Tree Path, Dragon Cave, Mountain Cave,

Gold: 19

Overworld (Zalagoon), Sewers

Special Abilities: Slow Magic (Lv 1)

Super Attack: Poison*

Strategy: Blades, Ice Magic

Name: POLTERGEIST

Item Dropped:

VP: 55

Speed: 27

MP: 17

Exp: 304

Location: Pity Island

Gold: 54

Special Abilities: Attack Magic (Lv 1), Sleep Magic (Lv 2)

Super Attack: None

Strategy: Blades

Name: PYRO-HYDRA

Item Dropped: Flame Scroll

VP: 52

Speed: 29 (first turn), 14 (second turn)

MP: 0

Exp: 281

Location: Volcano, Pity Island

Gold: 59

Special Abilities: Frequent Double Hits, Counter Attacks, 2 Turns

Super Attack: None

Strategy: Blades, Ice Magic

Name: RAISE

Item Dropped:

VP: 38

Speed: 21

MP: 17

Exp: 152

Location: Magic Vine, Arawn Tower, Zalagoon (II) Sewers,

Gold: 63

Overworld (Bandore), Overworld (Mistrall)

Overworld (Zeal)

Special Abilities: Thunder Magic (Lv 1), Defense Magic (Lv 1), Steal Magic (Lv 1)

Super Attack: None

Strategy: Blades, Fire Magic

Name: RAZOR DEMON

Item Dropped:

VP: 46

Speed: 24

MP: 17

Exp: 183

Location: Overworld (Bandore), Bandoer Castle, Volcano

Gold: 55

Overworld (Leave)

Special Abilities: Thunder Magic (Lv 1), Steal Magic (Lv 1), Sleep Magic (Lv 1)
Call for Help

Super Attack: None

Strategy: Blades

Name: RED DRAGON

Item Dropped: Dragon Claw

VP: 88

Speed: 38

MP: 0

Exp: 624

Location: Overworld (Leave), Sand Cave, Overworld (Quamdar),

Gold: 130

The Abyss

Special Abilities: Fire Breath (Lv 1), Fire Breath (Lv 2)

Super Attack: None

Strategy: Blades, Undhine Magic, Ice Magic

Name: ROPER

Item Dropped: Illusion Powder

VP: 22

Speed: 14

MP: 0

Exp: 63

Location: Emerald Cave, Overworld (Ophera) Overworld (Simone),

Gold: 34

Ancient Temple, Mist Valley, Rainbow Valley,
Overworld (Jonowan), Secret Passage

Special Abilities: Poison Spit (Poison one character)

Super Attack: None

Strategy: Blades, Fire Magic

Name: ROYAL GUARD

Item Dropped: Smoke Bomb

VP: 82

Speed: 36

MP: 0

Exp: 575

Location: The Abyss

Gold: 200

Special Abilities: None

Super Attack: None

Strategy: Blades, Thunder Magic

Name: SHADOW DRAGON

Item Dropped:

VP: 104

Speed: 40

MP: 0

Exp: 640

Location: The Abyss

Gold: 160

Special Abilities: Fire Breath (Lv 2), Fire Breath (Lv 3)

Super Attack: None

Strategy: Blades, Ice Magic, Undhine Magic

Name: SIREN HARPY

Item Dropped: Confusion Feather

VP: 37

Speed: 19

MP: 19

Exp: 135

Location: Gaea Shrine Magic Vine, Arawn Tower,

Gold: 56

Zalagoon (II) Sewers

Special Abilities: Wind Magic (Lv 1), Wind Magic (Lv 2)

Super Attack: Poison*

Strategy: Blades, Fire Magic

Name: SKELETON

Item Dropped: War Amulet

VP: 15

Speed: 10

MP: 0

Exp: 35

Location: Overworld (Ophera), Overworld (Luna), Ancient Temple

Gold: 32

Overworld (Jonowan)

Special Abilities: War Amulet (Increase defense and speed of 1 group of enemies)

Super Attack: None

Strategy: Blades, Fire Magic

Name: SKELETON WARRIOR

Item Dropped: Tempest Jewel

VP: 23

Speed: 14

MP: 0

Exp: 75

Location: Ancient Temple, Mist Valley, Rainbow Valley

Gold: 45

Special Abilities: None

Super Attack: Paralysis*

Strategy:

Name: SLIME

Item Dropped: Herb

VP: 6

Speed: 4

MP: 0

Exp: 5

Location: Cave of Spirits, Overworld (Marion)

Gold: 4

Underground Tunnel, Overworld (Mountain Cottage)

Overworld (Zalagoon), Overworld (Dragon Shrine)

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: SMALL BAT

Item Dropped: Herb

VP: 7

Speed: 5

MP: 0

Exp: 4

Location: Cave of Spirits, Overworld (Marion),

Gold: 3

Overworld (Dragon Shrine)

Special Abilities: None

Super Attack: None

Strategy: Blades

Name: SNOW BEAR

Item Dropped:

VP: 68

Speed: 30

MP: 0

Exp: 430

Location: Ice Cave

Gold: 72

Special Abilities: Terrifying Scream (Paralyze all characters)

Super Attack: None

Strategy: Blades

Name: SNOW WOLF

Item Dropped:

VP: 60

Speed: 32

MP: 0

Exp: 409

Location: Ice Cave

Gold: 60

Special Abilities: Blizzard Breath (Lv 1), Blizzard Breath (Lv 2)

Super Attack: None

Strategy: Blades, Fire Magic

Name: SPINNING TAIL

Item Dropped: Monster Bait

VP: 13

Speed: 9

MP: 10

Exp: 24

Location: Overworld (Zalagoon), Sewers, Overworld (Ophera)

Gold: 23

Dragon Cave

Special Abilities: Retreat

Super Attack: None

Strategy: Blades, Fire Magic

Name: STONE GOLEM

Item Dropped:

VP: 40

Speed: 22

MP: 0

Exp: 307

Location: Volcano, Pity Island, Flying Palace

Gold: 99

Special Abilities: None

Super Attack: None

Strategy: Blades, Ice Magic, Titan Magic, Tolle Magic

Name: SUCCUBUS

Item Dropped:

VP: 52

Speed: 28

MP: 18

Exp: 224

Location: Overworld (Leave), Overworld (Barbaros),

Gold: 58

Overworld (Discipline), Discipline Town (Labyrinth)

Special Abilities: Ice Magic (Lv 1), Ice Magic (Lv 2)

Super Attack: None

Strategy: Blades, Holy Light Magic

Name: SUMMONER

Item Dropped:

VP: 24

Speed: 16

MP: 13

Exp: 65

Location: Overworld (Ophera), Overworld (Luna), Emerald Cave,

Gold: 49

Overworld (Simone), Ancient Temple, Secret Passage

Special Abilities: Herb, Fire Magic (Lv 1), Fire Magic (Lv 2)

Summon Magic (Lv 1), Summon Magic (Lv 2)

Super Attack: None

Strategy: Blades, Silence Magic

Name: SYLPH

Item Dropped:

VP: 28

Speed: 13

MP: 20

Exp: 72

Location: Ancient Temple, Mist Valley, Rainbow Valley

Gold: 36

Special Abilities: Wind Magic (Lv 1), Wind Magic (Lv 2)

Super Attack: None

Strategy: Blades, Ice Magic, Silence Magic

Name: THIEF

Item Dropped:

VP: 15

Speed: 12 (first turn), 6 (second turn)

MP: 0

Exp: 22

Location: Sewers, Overworld (Zalagoon), Overworld (Ophera)

Gold: 45

Ancient Temple, Dragon Cave

Special Abilities: Retreat, Herb, 2 Turns

Super Attack: None

Strategy: Blades

Name: TUMBLE RABBIT

Item Dropped: Monster Bait

Name: WORM

Item Dropped:

VP: 19

Speed: 10

MP: 0

Exp: 39

Location: Overworld (Ophera), Overworld (Luna), Emerald Cave

Gold: 28

Overworld (Simone), Overworld (Jonowan)

Special Abilities: Poison Spit (Poison one character)

Super Attack: None

Strategy: Blades, Ice Magic

Name: WYVERN

Item Dropped: Cure Herb

VP: 50

Speed: 25

MP: 0

Exp: 214

Location: Volcano, Overworld (Leave), Overworld (Discipline)

Gold: 59

Discipline Town (Labyrinth)

Special Abilities: None

Super Attack: Poison*

Strategy: Blades, Ice Magic, Thunder Magic

Name: YETI

Item Dropped:

VP: 40

Speed: 18

MP: 18

Exp: 152

Location: Gaea Shrine, Magic Vine, Arawn Tower

Gold: 50

Special Abilities: Ice Magic (Lv 1), Ice Magic (Lv 2)

Super Attack: None

Strategy: Blades, Fire Magic

Name: YETI CHILD

Item Dropped:

VP: 32

Speed: 20

MP: 0

Exp: 120

Location: Gaea Shrine

Gold: 80

Special Abilities: Blizzard Breath (Lv 1), Retreat

Super Attack: Unknown ???

Strategy: Blades, Fire Magic

Name: YOUNG DRAGON

Item Dropped: Healing Potion

VP: 64

Speed: 36

MP: 0

Exp: 384

Location: Overworld (Zeal), Sand Cave

Gold: 85

Special Abilities: None

Super Attack: None

Strategy: Blades, Ice Magic

Name: ZOMBIE

Item Dropped: Antidote

VP: 17

Speed: 8

MP: 0

Exp: 20

Location: Dragon Cave, Tree Path, Mountain Cave, Sewers

Gold: 24

Overworld (Zalagoon)

Special Abilities: None

Super Attack: Poison*

Strategy: Blades, Fire Magic

=====
XIV. Game Shark Codes
=====

At this time, I have decided not to include any Game Shark codes in this guide since I have not personally tested them. However, if you are looking for codes, visit the websites below.

<http://cheats.codetwink.com/psx/view/992/>

<http://www.gamewinners.com/gameshark.php?game=blpbeyondbeyond.htm>

=====
XV. Credits
=====

To my wife and Snowy Owl for all the support they have given me.

1) Nickoli Tuckofski IV for reminding me that Beyond the Beyond was "the first" RPG for the Playstation, not "one of the first."

2) Brain Boss for telling me that it is possible to defeat Ramue at the Border Church, sub-section 4.5 of the walkthrough.

3) Ken (aka Maverick) for telling me where to find the Tempest Ring in Mist and Rainbow Valley, sub-section 4.19 of the walkthrough

4) NinjaSmudge for finding the location of the hidden Source of Courage in Marion Castle, sub-section 4.29 of the walkthrough.

5) Darren for filling me in on the history of this game and Camelot Co., LTD. in the FAQ section, X, 18#.

To every devoted RPG fan out there.