

Breath of Fire IV FAQ

by Dalez

Updated to v1.05 on Jan 6, 2001

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B R E A T H O F F I R E 4
FAQ/Walkthrough (C) 2000 by Dalez (dalez@intercom.net)
V E R S I O N 1.05
Last Updated: January 06, 2001 09:31 PM

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*** IMPORTANT NOTICE ***

My E-Mail address has changed. I can now be contacted via E-mail at "dalez@intercom.net".
If you have sent me mail recently and not received a response, please re-send it to the new address above. I apologize for any inconvenience this may have caused.

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CONTACTING THE AUTHOR:

Any questions, suggestions, comments, etc regarding this guide or the game itself should be directed to me at dalez@intercom.net. I welcome mail as much as the next person, but before sending me mail, please read the following...

- 1) If you are writing with a game-related question, please be sure to search the guide thoroughly, as in many cases your question may already be answered somewhere in the FAQ.
- 2) I welcome criticism, both positive and negative, but I have a short tolerance for flaming. If you didn't like the guide, I would appreciate if you would point out the things you didn't like and offer suggestions rather than sending me something like "your guide sucks" without pointing out anything that I could do to make it better. Any excessive flames will be disregarded.
- 3) Please don't send advertisements, chain letters, or any other miscellaneous "spam". I get enough of it already. Asking about or commenting on the game or the guide is perfectly fine, or if you just want to chat, that's fine too. However, this guide wasn't intended to be a resource for an E-mail address to send spam to. If you do so, chances are

good your address will be blocked.

- 4) My E-mail traffic tends to fluctuate... some days I will get many E-mails, other days I will get hardly any. If you don't get an immediate response, please don't bother me with more E-mail. I read and respond to just about all my mail, so I do fall behind at times.
- 5) Since I have not yet completed the game, I am respectfully requesting that you do not send contributions just yet, unless they are contained within the sections of the game that are already covered in the guide. Also, please do not ask questions about any sections that aren't yet covered in the guide, as obviously, I won't be able to answer them.
- 6) Please try to be as specific as possible when asking gameplay questions. Breath of Fire IV is not the only game I have written a guide for, nor is it the only game I receive E-mail about. Obviously, if I can't figure out what section (or even what game) you're talking about, it's going to take longer to get your question answered. ;)

REVISION HISTORY:

v1.0 (12-30-2000)

- * Added in another I missed in the Canal...
 - * Smithing Section completed.
 - * Fishing Section also completed.
 - * "Best Equipment", "Combo Specs", and "Special Monsters" sections added...
 - * As of now, the guide is officially "complete". Yay!
-

v0.99 (12-27-2000)

- * Walkthrough completed!!
 - * Now comes finishing out all of the other sections and added in unknowns, other things I missed, etc. Keep an eye out for more updates, and take a look at the "Author's Note" section below for stuff that still isn't present quite yet...
-

v0.90 (12-19-2000)

- * Walkthrough of Chapter III completed.
 - * Added in a few items in the Kyria Woods section.
 - * Added in info on another treasure upgrader I somehow missed... take a look at the "Treasure Upgrades" for details on this.
-

v0.75 (12-14-2000)

- * Edited a few things regarding the "Lead Ball" and treasure upgrades... since I realized I made several mistakes I'll be compiling a list of the upgrades shortly....
- * More additions to the individual sections, as always...
- * Trimmed up the reference lists in an attempt to reduce the size of the guide a bit...
- * Most of the missing item drops added to the bestiary.
- * "Treasure Upgrades" section started.
- * (Hopefully) clarified my directions regarding reaching Tarhn's campfire in the Golden Plains.
- * "Armor Smithing" section started.

* Walkthrough of Sections III-A through III-K completed.

v0.50 (12-12-2000)

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- * "Manillo Store" and "Faerie Colony" sections started.
 - * Added a few items I missed (particularly in Sarai and Chamba)
 - * Walkthrough of Chapter II completed.
-

v0.35 (12-10-2000)

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- * Walkthrough of sections II-B through II-G completed.
-

v0.25 (12-09-2000)

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- * Cleaned up the Reference Lists... hopefully they should look a bit more presentable now.
 - * Various additions and changes just about everywhere... mostly new items added to the Reference Lists and a few minor errors fixed here and there.
 - * Started the "Fishing Lists" section which outlines the fish, baits, fishing spots, etc. Likewise, also started the "Masters" section.
 - * Walkthrough of Chapter I completed.
-

v0.10 (12-06-2000)

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- * Real work begun on the guide. Created the Introduction, Game Basics, and Conclusion sections (which are subject to change in the future), and sections I-A through I-C of the walkthrough. Also added in the Fishing section.
 - * The format isn't great, and some things may be in the wrong place (mainly Dragon Skills). This will be fixed as I complete the game and the guide, so bear with me. =P
 - * This is by no means complete, nor is it even close to getting there. I will be updating every other day or so, until it is complete. Again, please bear with me.
-

v0.05 (11-26-2000)

-
- * Work initiated on the guide. Created the ASCII art and laid out the general format. Also added the Terms of Distribution, Revision History, and Contact sections. Now, just waiting for the release.....
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SECTION I: INTRODUCTION

Breath of Fire has always been one of my favorite RPG series. Not since Final Fantasy 7 have I so eagerly awaited the release of a game, and not since then have I been so pleased with what I got. Though marred in the past and labeled as a hopeless series with bad storyline in control, the fourth and latest installment in the series is everything one could hope for in a solid RPG title.

The purpose of this guide is to give forth as much information as possible on the game, in hopes to aid those who are stuck, or who wish to explore everything the game has to offer. Enjoy the guide, and the game!

--Dalez

SECTION II: GAME BASICS

Breath of Fire 4 plays very much like the other games in the series, and is most common to its predecessor, Breath of Fire 3. It continues many of the traditions that the previous games set... Ryu and Nina as main characters, Fishing sequences, and the Faerie Colony mini-game. It is probably the first in the series to achieve a worthy storyline, and the graphics are no less than wonderful.

Before diving into the game, it may be beneficial to learn about the game itself and what it has to offer.

Story

Two continents, separated by a vast and seemingly endless sea of swamp land. The Fou Empire, on the west continent, and the Eastern Alliance, on the Eastern continent. For ages, the two continents went about their ways, as they had no contact with the other. Travel across the swamp was impossible.

History would soon be made as the two continents contacted each other for the first time. However, history would also show that soon after this contact, a brutal war raged between the two continents. The two powers stood at a stale-mate for practically the entire war, each continent using up all of its strength and natural resources in the battle.

The war raged on and on, until at last both countries had completely used up their resources. With no other choice, the two countries agreed to a truce, and peace once again befell the world. However, one year after the truce was made, Princess Elina of Wyndia suddenly vanished. After travelling across the East Continent, visiting the towns and memorials, she suddenly disappeared near the town of Synesta, a deserted town close to the border of the swamp. Synesta was her last known location, but currently no one knows of her exact whereabouts.

No search party was rallied, as if the Eastern Alliance had gathered an army to the border to search for Princess Elina, the conditions of the treaty would be broken, sparking yet another war between the two continents. As time passed, still with no indication of the Princess's whereabouts, Nina, her sister and also Princess of Wyndia, starts searching for her alone. However, the events that happen during the search will start an epic adventure into motion...

Cast of Characters

Ryu

Ryu, the main character in all the Breath of Fire games, returns as the main character in BoF4. When Nina finds him unconscious in the middle of the desert, he suddenly realizes he has no memory of where he had been, why he is here, or where he is going. Nina decides to take him with her on her search for Elina, in hopes that he can find his way. As the game progresses, Ryu's power will be revealed. Just like in the previous BoF games, Ryu has the power to command Dragons... both transforming into Dragons himself and summoning Dragons to do his bidding during battle.

Since he is the main character, he will almost always be in your party.

He is an all-around good character, being above-average in just about all areas. His Dragon attacks will prove to be the most powerful weapons in your journey. Traditionally, his weapon is the Sword, and while in the lead he can swing it by pressing the Triangle button. This can be used to cut down trees or other such objects, and may have other uses as well...

Fou-Lu

The founder and the first emperor of the Fou Empire on the western continent, Fou-Lu has powers that no other mortal possess. Like Ryu, he has the power to transform into Dragons, but it seems that he has other super-natural powers as well. Just before his death, it is said that Fou-Lu predicted his own resurrection, and sure enough, near the start of Ryu's adventure you will witness his revival.

Fou-Lu is STRONG. Like Ryu, he uses the sword, and during the times in which you control him you will witness his utter strength. And, just like Ryu, he is able to transform into Dragons, which even more increases his outstanding power. It seems that he is connected to Ryu in some way...

Nina

Another trademark of the Breath of Fire series, Nina also makes an appearance as a main character in BoF4. Princess of Wyndia, Nina is a member of the Fae Tribe, a race of humans with wings. She stumbles across the unconscious Ryu after her sandflier crashes in the desert. Nina is on a search to find her missing sister Elina, but as the story progresses, she will be drawn deeper into Ryu's struggle...

Nina's strength is her magic. She is quite weak on the physical side, but her healing magic will prove to be invaluable in putting your party back together during a rough fight. Being a member of the Fae Tribe, she also commands some Wind Magic, and can even fly a bit with her Wings. By pressing the Square button in the field, Nina will fly into the air, giving you a bird's-eye view of the surrounding area.

Ershin

Ershin is one of the 'Purifiers' who travels about the world in an endeavor to purge the world of the "Hex", a super-natural condition that has effected many towns and areas of the world. "Hex" is a weapon used by the Imperial Forces that covers the infected area with a black mist, said to be the physical form of the hatred and anger of humans. Not much is known about Ershin, as her special armor completely seals her entire body, and she never takes it off, even while eating or sleeping. She is quite odd, and it's not very certain who or even what she is.

Thanks to her armor, Ershin is quite slow, but her attacks are quite powerful. Her learned skills allow her to deal more damage than normal, that is, if you're lucky. She is weak on the magic side, but her physical power will prove to be more than worthy in your endeavor. Her field action is "Bash", and by pressing the Square Button she will bash whatever is front of her.

Cray

Nina's companion and protector, Cray is a member of the Woren Tribe, a tribe of cat-like people (much like Rei from BoF3). However, unlike Rei of BoF3 fame, Cray is very responsible and protective of Nina. He reluctantly stays behind to guard the ruined Sandflier while Nina goes off to search for some spare parts, after their vessel crashes during their search for Elina, Nina's sister. He joins up later when Nina returns (albeit empty-handed), keeping true to his promise to help Nina find her lost sister.

Like Ershin, Cray is a bit weak in the magic area, but has good physical strength. Most of his spells are earth-based or protective in nature, increasing the Defense power, Agility, and other attributes of your party members. Out on the field, Cray can push heavy objects around.

Scias

A mercenary of an unknown background, this stuttering, shaggy, dog-like person will be assigned to oversee the party during the first part of the second chapter. Like most mercenaries, he takes his job seriously, and throughout the first half of Chapter 2 it is quite unclear just who's side he is on. However, he then later denounces his contract with the Ludian Masters and joins the party of his own free will. Not much at all is known about his background, or why he decided to join ranks with the party.

Scias is a good fighter, and has a wide range of magic skills, from healing abilities to attack spells. Most of his specialized weapons allow two hits, making him quite a powerhouse in combat. His magic ability is average, gaining spells of all types, but unable to really excel in any of the magical areas. Scias has no field action.

Ursula

A general in the Imperial Army, Ursula's orders are to capture the Yorae Dragon (Ryu) and bring him to the Empire. They meet on a less-than-friendly note, but shortly afterwards the party decides it would be best to return to the Empire anyways, in order to meet with Fou-Lu. Ursula tags along, keeping true to her orders.

Ursula is a pretty good character. She has magic skills of all varieties (ranging from assist to attack spells of all almost all elemental types), and some of her weapons can hit all the enemies at once. On the field, Ursula will use her gun to shoot, which can be used to hunt animals for the Faeries, or blast away obstacles that might be in your path.

Controls

As noted before, BoF4 plays a lot like it's predecessor. The Controls are as follows...

Control Pad -- Move in all 8 directions, Move Cursor
Triangle -- Cancel, Use Character Action
Square -- Open Menu, Show Enemy Statistics (in battle)
X -- Talk/Check/Search, Accept
Circle -- Dash (when held), Toggle information on Status Screen

Select -- Open Help Menu (during battle or fishing)
Start -- Pause
L1/R1 -- Move camera to the left/right
L2/R2 -- Change character order

(Also, by pressing Start and Select at the same time, you will be returned to the Title Screen.)

Exploration

Exploration plays a big part in any RPG, and Breath of Fire IV is no exception. You'll always have to be on the look-out for hidden items, people, or paths. The "camera" in BoF4 can be rotated using the L1 and R1 buttons, though in some places you might not be able to turn the camera. Also, the degree increments in which you can change vary from place to place. If turning the camera around doesn't work, Nina's "hover" action is also a good way to get a view of your surroundings. Sometimes things will be partially hidden behind rocks or buildings, and moving the camera or using the fly action may be the only way to spot them!

However, on the World Map things work differently. In BoF3, the World Map was simplified in that there were no encounters, but from time to time ! spots would appear, which signified that you could more closely explore the area and fight monsters. In BoF4, the World Map is simplified even further. Rather than giving you freedom of exploration, you can now only move back and forth between places along the dotted lines (quite similar to Final Fantasy Tactics). Along the way, ! or ? spots may appear like they did in BoF3, which means you can explore the area more closely, and also fight monsters.

Just like in BoF3, you can Camp while on the World Map, by pressing the Triangle button. Here you can speak with your other party members, or examine the Diary in the Tent, where you may rest, save, or view notes on Masters and Skills. Most of the time Camping is the only way to Save your game, but there are diaries scattered about in some of the dungeons.

The Menu

By pressing the Square Button, the Menu will appear. Here you can use items, equip weapons and armor, or check the status of your character(s). There are seven menu items on the left, all of which control various aspects of the menu.

Item: Lets you use, sort, drop, or look at key (special story related) items. You can also use/sort/drop equipment such as armor, weapons, and accessories in this manner.

Special: Lets you view or use special abilities of a character. This includes spells, skills, dragon transformations, etc.

Equip: Allows to you equip or remove equipment from your character(s). Armor and Accessories may be removed, but weapons cannot.

Status: Brings up a detailed status display of a character. Statistics like HP, Experience, Power, Defense, etc appear here.

Change: Allows you to change your battle order, or switch characters to and from the back row.

Setting: Brings up the Options Menu, that has several things that you can tinker with to tailor some of the game's settings to your liking.

Save: This command is available only on the World Map, but you may find Save "diaries" elsewhere that allow you to save your adventure.

Also on the status menu, in the lower-left, you can find out your total gametime, as well as the current amount of Zenny (money) you have.

Character Status

On the status screen, you'll see lots of detailed information regarding your characters. It's important to know what all of this means, so that you will have an idea of how your characters will perform in battle!

Level: This is hiding just in the lower-left corner of the character's portrait. "Level" is a general measure of your character's power. The higher your level, the higher HP, AP, and other statistics you will have! The bar just below your Level is the EXP bar, which depicts approximately how much farther you have to go to get to the next level.

HP: A measure of your character's "life". This goes down whenever you are attacked in battle or hit a trap in the field. When your HP reaches 0, the character will die (traps cannot kill you, only bring you down to 1 HP). If all your characters are dead, then it's Game Over!

NOTE Just like in BoF3, if you die during a battle, your other characters may be able to finish the battle. Any fallen allies after the battle is over will be revived with 1 HP, but their Max HP will go down! This is only temporary, and can be cured by resting at an Inn. Camping will NOT restore a reduced Max HP, so be careful!

AP: Ability Points are a measure of your character's remaining magic power. Casting spells, using skills, or dragon transformations will use up your AP, and if you don't have enough AP to cast a spell, then you can't use it! However, some skills don't use up any AP, and thus can be used indefinitely. AP can be healed by resting, using items that recover AP, or will recover over time when the character is in the back row.

CP: CP (Concentration Points) is a measure of how many AP the character will regain when "resting in the back row".

Power: A measure of the character's physical strength. A higher Power rating means the character is likely to do more damage in battle with physical attacks.

Defense: A measure of the character's defensive strength. Characters with high defense will take less damage from enemy physical attacks.

Agility: A measure of the speed of the character. Characters with high speed will get to act first in battle.

Wisdom: A measure of the mental capacity of the character. A high wisdom rating attributes to a higher magical attacking and defensive power.

EXP: The character's current number of Experience Points. "Next" shows how many more EXP points are required for the character to advance to the next level.

Combat

When on the field, you will from time to time have random encounters with monsters, and enter combat mode. Depending on what color the "swirl" is as you enter battle, the battle may start in one of three different ways...

GREEN: You have surprised the enemies and will get a free round of attack before they can do anything.

BLUE: Combat begins normally. Turn order is based on each monster and character's Agility rating.

RED: The enemies have surprised you, and will get a free round of

attacks.

Unlike in most other RPGs, all of your characters will fight with you in BoF4. The three "front row" characters will do the fighting, while the three "back row" characters will rest, gaining AP. You may switch any character around to the front or back row at the beginning of each round of combat.

When it's your turn to attack a small menu will pop up, giving you a few combat choices.

ATTACK: Attack normally, with your equipped weapon.

SPECIAL: Use a skill, spell, or turn into a dragon.

USE ITEM: Lets you to use an item, or invoke a special power that one of your pieces of equipment may possess.

GUARD: Allows you to defend yourself for that turn, increasing your defense. Also, while Guarding, you may be able to learn Skills that the enemy uses (much like the "Examine" feature in BoF3)!

Also, by pressing any of the top (L1/R1/L2/R2) you may get the "Charge" and "Escape" commands.

CHARGE: All characters attack with physical attacks. Somewhat of an auto-battle feature, but NOT an AI feature. Cancel this by pressing the Triangle button.

ESCAPE: Attempt to Escape from the battle. If you fail to escape, the enemy will get a free round of attacks. When escaping, you will still receive Experience and Zenny from the monsters you killed, but the EXP value will be cut in half.

By pressing the Square button in battle, you will get some specifics on the enemy you are currently fighting. Such information includes what items the enemy may drop, how much EXP and Zenny they relinquish, and "hints" about the enemy that might include skills that they use (and that you can learn), or how you might get a certain enemy to use a certain skill!

Some enemies have attacks that will inflict 'abnormal status effects' onto your characters. These status effects hamper the victim's ability in one way or another. Most can be cured by items or magic, and all status effects with the exception of Death and Poison can be cured by placing the affected member in the back row for three turns of combat.

POISON: The inflicted character will lose HP each turn in combat, and also on the field. There are two types... stronger poison requires a stronger spell to neutralize.

SLEEP: The character has fallen asleep and cannot issue any commands. Wears off after a bit or when the character sustains an attack.

CONFUSED: The character will randomly target enemies and/or other characters! This will wear off after a short while, or when the character sustains an attack. Confused characters or monsters tend to use the "Distracted" and "Feign Swing" abilities, whether they know the skill or not.

BLIND: The character's accuracy with physical attacks will be greatly reduced. Wears off after battle, but can be cured with Eye Drops or Panacea.

MUTE: The character cannot use any spells (meaning abilities that take up AP). However, this doesn't include skills such as special attacks or Dragon Transformations!

FALLEN: The character has been reduced to 0 HP, and cannot fight. If

not cured, the character will be revived after battle but will receive a reduction in Max HP until he or she rests at an Inn.

EGG: The character has been turned into an egg, and cannot perform any actions. Cannot be cured, but after three turns the egg will "hatch" and the character's HP and AP will be fully recovered! Also wears off after battle, but HP/AP are not restored. While "egged", the character's defense will drop down to 0.

Skills

If you are guarding in battle, and an enemy uses a Skill such as Burn, you may be able to learn the Skill yourself! Not all Skills can be learned, and some enemies only use certain skills under certain situations (when wounded, when hit with a certain type of attack, etc). Once someone learns a Skill, you may transfer it to another character by using the "Skill" option in Camp. Also, transferring Skills requires the use of an item called "Aurum" (similar to the "Skill Ink" in BoF3).

Also, some skills are learned by Masters... people around the world who will teach you abilities in exchange for other favors. See the "Masters" section in Section V for more details.

Combos

A new addition to the BoF series is the "Combo" system. The Combo System allows you to string many abilities together or mix abilities and get devastating effects! There are several ways to make combos, and experimentation is the only real way to find out if a particular plan will work. One thing to note is that in order to get Combos to work correctly, you should execute the commands in order from the slowest person to the fastest.

Element Combo --> There are four main elements of magic in BoF4... Fire, Wind, Water and Earth. In BoF4, Fire mixes with Wind, Wind mixes with Water, Water mixes with Earth, and Earth mixes with Fire. For example, if you cast the "Flare" spell, and the next person is set to cast the "Sever" spell, the spells will "mix", and a powerful spell containing both attributes will result! Likewise, using abilities that have the same attribute may also cause a Combo. For example, Flare and Burn might cause a combo to result, resulting in a spell that deals even greater fire damage. If you mix spells of the same attribute, it will tend to hit more than once. For example, if someone casts Burn, then the next person casts Flare, Flare will hit twice (since it is the second type of the particular element, in this case Fire). Furthermore, if your third party member also casts a fire-based spell, it will hit three times (since it's the third fire-based spell in the string).

Effect Combo --> If you use a physical or magical attack followed by an attack that has a status effect (like Blind) a combo may result, giving the first attack the status changing effect of the second! If you used Frost Strike for example, and it mixed with Blind, you may get a Frost Strike that could potentially blind the opponent!

There are many ways to get combos, too many to list. When complicated combos ensue, it's possible to rack up 15, 20, or even more hits! Combos won't always work, so if a particular method doesn't work the first time, give it another shot before giving up on it.

That's all you'll need to know to get started. I know what you're thinking... "Yeah, yeah, let's just get on with the game already", so without further adieu... the Walkthrough!

SECTION III: WALKTHROUGH

This section is a detailed walkthrough of the game's events. I'll pretty much drag you around by the ear all over the place telling you what to do and where to find everything, leaving just about nothing for you to figure out by yourself. If this is your first time through the game, I strongly recommend that you first go through the game by yourself and resort to the guide only when you need help, to avoid having anything spoiled.

If not, well, just keep on reading. Enjoy!

Chapter I: Awakening

As the game opens, Nina, the Princess of Wyndia, and her companion Cray, are cruising through the Great Desert on a "sandflier", in search of Nina's lost sister, Elina. They are heading for the remote desert town of Synesta, Elina's last known location. However, on their third day of travel, as they debate whether or not to take a rest, a huge worm-like creature erupts from the desert before them! Cray attempts to turn the sandflier around to escape the flying creature, but the sand creature eventually over-takes them, and rams the sandflier, sending them hurtling through the desert.

The sandflier is trashed but thankfully(?) the crash point is not too far from the edge of the desert. The two decide to travel to one of the nearby desert towns in hopes to find some spare parts for the ruined vessel. Cray reluctantly stays behind to guard the vessel from any would-be bandits, while Nina goes off to search for parts. You'll now be in control of Nina. Take a few minutes to get used to the controls if you need, then exit the screen. You'll now be on the World Map!

Walk along the dotted lines to the south and after a moment a ! Mark will appear over your character. Press the X button and you'll get another story sequence... it appears that a merchant has fallen into a huge crater in the desert, trapping him and his goods down in the hole. He manages to escape, but in her investigation Nina ends up falling down into the hole and is confronted by another dragon-like monster. It does not attack, but after a few moments sprouts a pair of transparent wings and flies away. After the encounter, Nina notices an unconscious (and naked) man in the corner, near where the Dragon was. This is you, Ryu (after all, who else would appear naked in a BoF game? :P).

After an interrogation by Nina, she realizes that Ryu is just as clueless as she is, and they decide to escape the hole. Since Ryu has no idea where he is or where he is going, Nina decides to take him along with her. She gives him the King's Sword that she got from Cray and together you'll set off towards the nearest town, Sarai.

Back on the World Map, you can now set up camp and Save your adventure, among other things. When you're ready to proceed, head south to the Cliff. However, before proceeding onto the first monster-infested area, it might be a good idea to walk back and forth until you reach one of the ? spots that randomly appears. Just like in BoF3, the ? spots lead to individual areas that contain monsters and usually some treasure. The treasure is random and in a different place each time, so keep an eye out for it. You should use this opportunity to fight a few battles and learn a few skills.... namely Distracted from the Caps, Burn from the Mage Goos, Blind from the Scorpions, and Rest from the Eye Goos.

SPECIAL NOTE For some quick Experience, try using "Blind" on the Eye Goos and Mage Goos. This will cause them to cough up twice as much experience as normal!

A. Cliff

My Level: Nina 6 / Ryu 4

World Map Enemies: Cap, Eye Goo, Mage Goo, Scorpion

Enemies: Cap, Eye Goo

Items: Ammonia

Upon entering the Cliff, Nina will remark that the town of Sarai should be just on the other side, and that it would be best to get across before dark. Just walk down the slope below you, down the stairs, and to the left across the bridge. You'll see an item bag above you... you'll be able to get this in just a sec. Proceed under the "arches" and you'll come to a wooden plank which serves as another bridge. By turning the camera, you'll be able to see a path to the north that leads up to that item bag you saw before. Go up and loot the bag, to pick up some Ammonia. Run back down and cross the plank, and Nina will remark that the path suddenly stops. After a quick lesson in jumping, silly Nina falls off the cliff and Ryu jumps down in an attempt to save her. Nina is saved thanks to her wings, but before Ryu realizes this he lands not-so-gracefully at the bottom.

After another quick conversation it starts to get dark and Nina suggests the two camp out and wait for daybreak to start climbing back up. Move to the left and you'll see a cave opening in the side of the cliff wall. Walk on inside and Nina will suggest making camp inside the cave. After a short sequence you'll be switched to the tomb of the ancient emperor Fou-Lu, who is suddenly and mysteriously resurrected. After a short sequence, you'll get to control him. Yes, Fou-Lu kicks arse. At level 64 with some of the best equipment in the game, almost nothing could get in his way. However, it's worth noting that although Ryu and Fou-Lu share the same Skills, they do not share the same items, which means any items (or Zenny) obtained by Fou-Lu will not carry over to Ryu's inventory. This makes trying to remove Fou-Lu's equipment useless (blarg). You should also try and refrain from picking up any items as Fou-Lu, as later on in the game you'll be able to come back later as Ryu and get them.

B. Fou-Lu's Tomb

My Level: Fou-Lu 64

Enemies: Zaurus, Kham(*)

Items: Wisdom Fruit, Super Vitamin, Ambrosia

Once you gain control of Fou-Lu, just run down the stairs and out of the tomb to reach the forest. You'll encounter enemies here, but since Fou-Lu is so ridiculously powerful they shouldn't pose too much of a threat. Go up the ramp on your left and when you approach the stone to the south an orange place-marker will appear. Examine this and Fou-Lu will "teleport" across the stones. Continue your way through the forest and you'll have come across two guards who were stationed to destroy a dragon that was supposed to appear in the forest that night. Fou-Lu quickly teaches them their lesson by summoning a dragon of his own, which blasts the entire area, leaving a giant crater where the guards once stood. Ouch.

NOTE After this sequence Fou-Lu gains the Meditate ability, which allows him to transform himself into a dragon. If the enemies weren't easy before, they sure as heck will be now.

Afterwards, run down the hill past the crater, to appear back on the World Map. Move to the left and enter the ? spot to enter another forest-like area. Run to the west and up the hill and you'll meet a mysterious man who knows of the identity of Fou-Lu. After a short conversation, he will transform into a huge demon-like creature!

Boss Fight

Kham --> 15,000 HP, 16,000 EXP, 4,200 Z. Drops Ambrosia.

Flaming Fist: Fire-based attack against one target

Mystic Fire: Multi-hit (4x) fire based attack

This fight shouldn't be hard at all. Start off by using your Meditate ability and transform into the Astral Dragon. He can then be defeated easily enough using just regular attacks. He has about 15,000 HP, but is easily dispatched in just a few rounds thanks to the unbelievable power of the Astral Dragon.

After the fight, the mysterious man will call in a few guards (heh) in an attempt to return Fou-Lu to his sleep. He "escapes", and a few crossbowmen are called in to set fire to the forest. As Fou-Lu, run through the now-burning forest. Cross the bridge on the next screen and somehow the mysterious red-nosed man will show up again, with a few guards. He finally introduces himself as Yohm, General of the Imperial Fou-Lu army, and sets both Fou-Lu and the bridge ablaze with his "Flaming Fist" attack. The bridge falls away, sending Fou-Lu tumbling down into the chasm below...

Afterwards, you'll be returned back to Ryu and Nina, who have managed to climb back up the cliff to where Nina fell earlier. Move a little ways to the north and you'll be back on the World Map. Now you can proceed south to the town of Sarai.

NOTE If you'll notice, Ryu now also has the 'Meditate' ability, which allows him to change into the Aura Dragon.

C. Sarai

My Level: Ryu 6 / Nina 6

Items: Lead Ball (158Z), Antidote x2, Ginseng, Aurum, Panacea, Power Food, 40Z

Weapon Store: Sage's Staff (230Z), Leather Armor (220Z), Bandana (30Z), Brass Helm (90Z), Soul Gem (1000Z)

Item Store: Croc Tear (4Z), Healing Herb (20Z), Antidote (12Z), Eye Drops (14Z), Ammonia (250Z), Wooden Rod (50Z), Baby Frog (20Z), Straight (20Z)

Once you enter Sarai, Nina will run off to look for parts for the sandflier, leaving Ryu to explore the town and find his way on his own. You can stop into the Equipment Shop and buy a few new pieces of equipment if you wish. Get a suit of Leather Armor and a Brass Helm for Ryu, if you can. In the north part of town is the bar, where many people hang out. A frog-person in here (here we go with all the BoF look-alikes again) will sell you a Lead Ball for 158 Zenny. This can be traded with other treasure collectors throughout the world, so if you have the money I recommend buying it. The man at the counter will give you a bit of information, but unfortunately you won't get it for free. You'll have to play your first mini-game in order to get it.

Mini-Game: Feed the Old Man

In this game, your object is to make the old man "Happy" by giving him various food and drink. By giving him a "food" item, the "Food" and "Happy" meters will go up, and by giving him a "drink" item, the "Drink" and "Happy" meters will go up. The object is to get the "Happy" meter full before either of the "Food" or "Drink" meters become full. It's worth noting that if you give him the same things repeatedly his "Happy" meter will go up slower, so you'll need to give him a variety of things. And of course the food and drink isn't free.

You can give him Sausage (1Z), Steak (5Z), Beer (1Z), and Wine (5Z). The game really isn't that hard if you keep a variety of foods coming. And of course it helps to have some Zenny on hand... you can't feed him anything if you don't have money to purchase it! ;)

When the Old Man is "happy", he'll tell you that the broker outside the Inn has the information you need (...). You may also receive a Panacea if you feed him a lot of the expensive food items (i.e steak and wine). Outside you'll run into Nina, who is talking with the Sten look-a-like... I mean monkey outside the bar. Choose the first option ("I don't know if we can trust him...") to avoid getting swindled, then head for the information broker near the Inn. He knows where you can get some Sandflier parts, but he's not gonna let the information go for free either. Like before, you'll have to play another mini-game in order to get it.

Mini-Game: Let's Make a Deal

The object of this mini-game is to make an offer on the price of the information. If the price you offer is greater than or equal to the price the Broker will spill for, you'll get the information. You'll get 4 chances to do this... if your guess is lower, than you can usually tell by the Broker's reaction how far off you are. Of course, you could easily bet a huge amount of Zenny to get the information, but it's better to attempt to get the cheapest amount possible. ;)

Of course, if you know the amount, there's nothing to it. The

information is worth 123 Z.

Fork over the cash and he'll tell you that in order to get them, you have to purchase them from the Black Market (.....). A man behind the Tavern sells them, but you'll need the "password" to deal with him. The broker tells you that he just saw a travelling merchant leave town, and that you should go to the Highway outside of town to look for him in order to obtain the password. Afterwards, the Broker will give you a Ginseng for your patronage. ;)

Now that Nina is back in your party, make a return stop to the Equipment Shop and upgrade her equipment (if you have any Zenny left that is). She could use a Sage's Staff and a Bandana. Also be sure to buy some fishing equipment from the Item Shop... you'll need a Wooden Rod and a few pieces of bait.

Now head back out onto the World Map. Just east of Sarai is a ? spot, which when explored, reveals a Fishing Spot at the south-east corner of the desert. With your new fishing gear, go fishing! If you need help you can look at the in-game fishing tutorial by pressing the SELECT button, or you can take a look at the "Fishing" section of this guide (located in Section II -- Game Basics).

Go east of Sarai and you'll find the Merchant on the road between the Cliff and the town. Since you came all the way out here looking for him, he'll give you the password (for free, this time!). Run back to Sarai and talk to the guy behind the tavern (to get to him you actually to have go all the way around the outside of the town). He'll give you some Aurum for finding him, but to deal with him you'll have to give the bartender the password. So go back to the tavern, tell the bartender the password, and meet with the merchant. He'll tell you about a place called Sandflier Valley, a junkyard full of old and busted Sandfliers. If you can go and get some material, the merchant will be able to make some spare parts.

NOTE By searching the cabinets in the Tavern (in both rooms), you can find a Power Food and 40Z.

The Sandflier Valley is located to the south of Sarai.

D. Sandflier Valley

My Level: Ryu 7 / Nina 6

Items: Croc Tear (x8), 200Z, Brass Helm, Glass Shard x2, Sage's Staff, Molotov, Ship Parts, Flattop, Iron Scraps

Enemies: Cap, Eye Goo, Mage Goo, Scorpion, Joh (*)

Upon entering the Sandflier Valley, run up the ramp to your north-east, and open up the chest semi-hidden behind the green flag to pick up 8 Croc Tears. From there, walk to the south and examine the steering wheel of the crashed Sandflier and move its rudder to the right. Run back down where you entered, and into the path that was blocked by the rudder. Grab the treasure chest to the north for 200 Zenny. Return back to the steering wheel, this time turning the wheel to the left (you'll have to move it twice to get it fully into position). Then return back to the starting point, and go past the rudder to the south.

Proceed south and go through the cracked shell of another unfortunate Sandflier, then enter through the hole on the side of the Sandflier to your

east. Once inside, first go the upstairs and up the ladder to reach the deck, and open up the nearby chest to pick up a Brass Helm. Then go back down and operate the Winch, causing the Anchor outside to drop down to ground level. Go back out, then go stand on the platform that lowered when you operated the lever. It will carry you back up to the top. Once you disembark, proceed to the north, into the building.

Talk to the old man inside and he'll tell you that lots of parts are buried in the sand near here, but in order to find them you'll need both a shovel and a dog to sniff them out. He'll loan you both for 50 Zenny. Agree and you'll be in the circular section of desert on the other side of the building. Time for another mini-game!

Mini-Game: Diggin' up Sandflier parts

Assuming you borrowed both the shovel and the dog, at the beginning of the mini-game the dog will wander around the desert, barking whenever a buried part is nearby. He'll only be able to sniff out three things at a time, but in actuality there are seven different things hidden beneath the sand. The Ship Parts are located more or less directly in the middle of the desert, while other notable goodies such as a Sage's Staff, 2 Glass Shards, some Iron Scraps, a Flattop (fishing lure), and a Molotov can also be found hidden in the sand. The object is to remember the positions where the dog barked, then go over to them and dig a hole by pressing the X button. Unfortunately the shovel will break after only a few uses, and striking an item speeds up the process even more. However, you can always go back to the old man and borrow the dog and shovel again, for 50Z of course.

Once you manage to dig up the Ship Parts, make your way back through Sandflier Valley and exit back onto the World Map. Return to Sarai and visit our merchant friend to see about getting some spare parts made! However, on your way back into the Tavern you'll find that a soldier is interrogating a merchant (the very same one who you "met" at the beginning of the game) about the monster he supposedly saw. The merchant refuses and the soldier quickly puts him to waste with a powerful magical attack. Nina rushes in to intervene, but when the Imperial Soldier suddenly realizes this is really Princess Nina of Wyndia, he orders that she be taken captive. He then summons Joh, a Warrior Spirit, in order to take Nina hostage!

Boss Fight

Joh --> 1,200 HP, 100 EXP, 305 Z. Drops Aurum.

Burn: Weak fire-based attack against one target

Flail: Multi-hit (8x) attack against one target

Rather than jumping to help like a real Hero would, Ryu seems to be just standing around this time, as Nina will be fighting this battle alone. Even with just Nina, this shouldn't be a hard fight at all. Just lay into him with Nina's Sever spell and he'll go down in a few turns' time. The only thing you'll have to watch out for is Joh's "Flail" ability, which hits 8 times with an average of 12-15 HP per hit. Each individual attack is fairly inaccurate, but it still adds up. Be ready with a Heal spell or a Healing Herb if Nina's HP drops below 100.

After the battle, Ryu jumps down to help (about time he decided to do something), and after sneering at Ryu for a few moments, the Soldier quickly changes his attitude as Ryu lays into the him, breaking the King's Sword in the process! Ryu and Nina quickly escape and the Soldier orders the others after you. Back on the World Map, you'll have to find a place

to hide. Run to the east of Sarai and an ! mark will appear on the spot that lead to the "hidden" Fishing Spot. After eluding the Imperial troops, Nina and Ryu stand around deciding what to do when suddenly the Merchant from before shows up. As thanks for saving him, he'll tell you about a road leading north of Sarai, towards the desert town of Chamba. Since you can't get into Sarai now, head north along the newly-formed road to reach Chamba.

E. Chamba

My Level: Ryu 8 / Nina 8

Items: Life Sandals, Panacea (x2)

Shop: Bowie Knife (150Z), Sage's Staff (230Z), Leather Armor (220Z), Brass Helm (90Z), Healing Herb (20Z), Antidote (12Z), Panacea (100Z), Ammonia (250Z)

First enter the building near the town's entrance (the one with all the machinery in it) and search for a chest containing some Life Sandals. On the next level up (up the stairs), you'll find the item and equipment shop... all you need to purchase is the Bowie Knife for Ryu (since Ryu had to go and break the King's Sword), though I recommend stocking up on Healing Herbs if you are running low on them. Also in the same building is a Mogu look-a-like you will let you use the beds to rest as well as save your adventure. Additionally, by searching the cabinet in the Inn, you can pick up 2 Panaceas.

At the top of the town you'll find an old man who mentions something about the "Hex"... some kind of toxin that makes the areas of the world infected with it unsuitable for life. Apparently it was used as a weapon during the war. You'll also learn about the "Purifiers"... a group of people who travel from town to town purifying the land of the "Hex". Nina suggests that they find out more about them and decides to go and talk to them. The boss of the purifiers, Tahb, can be found in the house on the middle level. Talk to him and choose to wait until after dinner. Afterwards, Nina asks about a way out of the town, but Tahb insists that travel through the Hex is impossible without a specialized suit of armor.

However, he mentions that with a guide you just might be able to get through the Hex and get to the other side of Chamba. Run around and talk to the townspeople but you'll find that nobody is willing to guide you through the Hex. You'll find Tahb standing outside the headquarters, so go and talk to him again. After a rather lengthy conversation, another of the purifiers will burst through the gate, scaring the wits out of everyone. After a quick introduction, Ershin (the Purifier) will offer to guide the two through the Hex. She will then join your party.

Before heading off to the next area, I recommend you go and learn the "Burn" skill if you don't have it already. Try to have Ryu learn it... if someone else has it just go to camp and use an Aurum to transfer it to Ryu. Also be sure to equip the Life Sandals on someone (preferably Nina), as the monsters in the next area have some status-changing attacks.

After making sure you're ready, proceed through the gate to get to the Hex-infested area of Chamba.

F. North Chamba

My Level: Ryu 8 / Nina 8 / Ershin 3

Items: Healing Herb (x3), 200Z, Molotov, Waistcloth

Enemies: Zombie, Ghost, Gasser, Skullfish (*)

NOTE You can learn a few more abilities from the monsters around here.... "Feign Swing" from the Zombies, and "Chlorine" from the Gassers.

Once inside the Hex-infested part of Chamba, walk to your northwest, and then south, across the bridge over to the next rooftop. Proceed to the south, crossing a few more roof-tops and you'll come to a chest. Open it up to obtain 3 Healing Herbs, then go back north a short ways. Head across the planked bridge near the southwest corner of the rooftop, and pass through the abandoned house. Continue to the west, and up the ladder that you come to. Pass through the next building and follow the path across bridges and rooftops until you come to reach the far northwest corner, where there is a chest with 300 Zenny, and a bridge leading to the left, to the next screen. Loot the chest, then proceed to the next screen.

On the next screen, Ryu, Nina, and Ershin will split up into two separate parties. Ershin will go down into the mist by herself, while Ryu and Nina continue crossing via the rooftops. As Ershin, climb down the ladder and stand in front of the crate blocking the path. Switch to Ryu, then move northwest and jump across the gap, and go and stand on the crate closest to the entrance. The crate you are standing on will lower, while the other will be raised. Then switch back to Ershin and proceed under the raised crate, and be sure to climb the ladder behind the nearby house to access the treasure chest above, which contains a Molotov.

Switch back to Ryu and Nina, and move them off the crate so that it goes back up. Then, switch back to Ershin and stand on the crate near the Molotov chest. Now as Ryu and Nina, you can run across the crate near the entrance without it lowering. Ershin will point you over towards the valve in the lower-right. First take the exit back to the previous room to access the chest atop the ramp, which contains a Waistcloth. Then go back and proceed to the south-east, and jump across the gap to reach the valve. Examine it, and you'll be switched to Ershin, who must go to the other valve. Climb down from the roof, and follow the path to the north. Loop all the way around to the south-east corner, and examine the bottom valve. The three will open both valves at the same time, clearing out some of the Hex and thus allowing Ryu and Nina to proceed to the lower part of the room.

You'll automatically proceed into the next area. Jump across to the west and as you cross the bridge a strange sound fills the air. After the sequence, continue along through the next house, and soon you'll find out that a monster is lurking in the mist beneath you! Continue along, but it would appear the monster is following you and won't let you get away so easily! As Ryu, press the O button rapidly to run across the bridge as the monster destroys it. When you make it to the other roof-top, the monster will emerge once more and you'll have to fight!

Boss Fight

Skullfish --> 2,400 HP, 429 EXP, 291 Z. Drops Antidote, Fish-Head.

Venom Breath: Can inflict 'poison' status on all allies

Confuse: Can inflict 'Confuse' status on one target

This is your first 'real' boss battle. If you keep yourself in decent condition it shouldn't be that hard, but this boss has the ability

to both Poison and Confuse your characters, making matters a bit hairy. Have Ershin attack, have Ryu cast 'Burn', and have Nina cast 'Sever'. The Burn and Sever spells will combine to form 'Firewind', which will deal quite a bit of damage to this boss. If you keep up this strategy, and have Ershin use Herbs to restore your HP if it starts running low, you shouldn't have much trouble bringing the Skullfish down. It's also worth noting that the Skullfish is also undead, which means Holy-based attacks such as Heal will hurt it.

Once the monster is out of the way, head to the west and climb up the ladder to reach the outer wall. On the west side of the wall is a ladder leading down outside the city. Use it and you will end up back in the desert. Afterwards, Nina thanks Ershin for her help, but rather than accepting a reward, Ershin decides that she wishes to accompany Ryu (for some unknown reason). Everyone agrees, and decides to head back to the Crash site where Cray has been waiting.

Back on the World Map, head back to the crash site, and you'll meet up with Cray, who is still guarding the sandflier. After an introduction sequence, Nina admits that she couldn't get the parts they needed, but it doesn't really matter, Cray's just glad to have everyone back safe. During the night you'll have a dream sequence. You'll get to control the party of Ryu, Nina, and Cray in the dream...

G. Ryu's Dream

My Level: Ryu 9 / Nina 10 / Cray 7

Items: Aurum (x2)

Enemies: Toxic Fly, Armor, Gonghead

First, note that you can use the Diary to your northeast to both Rest and Save your adventure. The monsters in this area are a bit tough, but give good experience. The Armors also sometimes (actually, rarely) drop some good equipment when defeated... if you're patient you can get Raptor Claws (weapon for Ershin) and Cuirass (armor) from them! Though it's not necessary to try and get them, they will help you out quite a bit. They are pretty rare drops, however... it took me 40-50 minutes of fighting just to get them both. Also, note that you can learn the "Wild Swing" skill from them... a good skill but a bit unreliable since it's damage is random.

When you're ready to proceed, head west through the building, and make your way to the north-east corner. Before the stairs are two doors you can enter... the first one contains a bag with some Aurum inside. Proceed up the stairs, through the door, and along the corridor. Go through the next door and examine one of the dressers in the next room to find another piece of Aurum. Go behind the curtain and you'll have a short sequence where two strange men suddenly enter the area. Cray comments that if you walk slowly behind the curtain you should be able to avoid being seen. Do so, and once you reach the other side the dream will suddenly stop.

You'll now be back in the desert and Nina will tell Cray about the strange dream. It seems that everyone had the same dream, and Ershin suggests it is because of the 'Dragon's Eye' that Ryu carries. After a short conversation you'll be back on the World Map. Your next target is the valley of Kurok, to the west of Chamba. Also note that now you can re-enter Sarai again, as well as go fishing.

H. Kurok Valley

My Level: Ryu 11 / Cray 10 / Ershin 8 / Nina 11

Items: Deep Diver

World Map Enemies: Flue Goo, Bandit, Mage Goo, Cap, Red Cap, Eye Goo

Enemies: Red Cap, Flue Goo, Scorpion, Mage Goo, Cap, Scorpion

NOTE If you care to do a bit more fighting, the Bandits on the World Map near Kurok will sometimes drop the Moon Sword after battle, which is MUCH more powerful than the Bowie Knife that Ryu has equipped now. I recommend getting it. :)

Upon entering Kurok, you'll find yourself in a desert valley. You can learn another skill here, 'Command' from the Red Caps. This is also a good opportunity to get experience, as by using the 'Blind' skill on the Flue Goos, they will cough up three times as much experience as normal (120 EXP!). It will only work if the Flue Goo was actually Blinded by the attack (if you got the Moon Sword Ryu might actually end up killing the Goo with the Blind attack. If you care to gain experience like this, equip the Bowie Knife back on him to help avoid this).

Just move to the west through the valley, and you will soon meet Rwolf, a wolf-like creature who will be your first Master. Since Rwolf is magic based, he offers bonuses to AP and Wisdom, but a penalty to Power, Nina is a good choice for apprenticing to Rwolf, as the bonuses will even further strengthen Nina's awesome magical power. If you'd care to exchange a bit of Ryu's power for some magical strength, you may want to sign Ryu up as well. Also, you should be able to go ahead and complete Rwolf's first task at this point, which is to perform a combo containing 5 or more hits. It can be done at this point... if you need a suggestion take a look at the Masters section in Section V. Upon completing this task he'll teach you the Eddy skill. However, there's a bit of a dilemma regarding who you should give it to. Eddy is a wind-based attack, and since Nina already has Sever, giving it to her is useless. Ershin's magic is the pits, so giving it to her is also probably not a good idea. I gave it to Ryu, considering Cray's magic strength also isn't all that great (plus the fact that he already has a spell that affects all enemies, Rock Blast).

Once you're ready to proceed, continue west through the valley. Before going down the ramp to the west of Rwolf, run along the north ledge to reach a treasure chest which contains a Deep Diver (fishing lure). Then go back and run down the ramp, and continue west through the valley. Once you reach the "bottom" go back to the east and around the path until you come back out on the World Map again (well that was rather short, wasn't it?).

Continue to the west to reach the Dam.

I. Dam

My Level: Ryu 11 / Cray 10 / Ershin 9 / Nina 12

Items: Sluice Key, Short Sword, Vitamin (x2), Toad, Swallow Eye (x2), Crank

Enemies: Red Cap, Cap, Puspool, Eye Goo, Mage Goo, Flue Goo

After a short sequence as you enter the Dam, you'll be confronted by one of the workers. Turns out that a Dragon seems to be running around inside the Dam, and lately he's been "acting crazy" as the worker puts it, so everyone ran off. He tells the party that if they're going across the river they should be careful. You'll now regain control of the party.

NOTE You can learn the 'Molasses' skill from the Puspools that sometimes appear in the Dam.

Move to the east and descend the ladder, and continue making your way downwards. Once you reach the bottom, climb down the ladder "inside" the doorway, and walk down the corridor to the west to reach an underground area. Follow along this pathway and go back outside through the exit at the end of the path. Run downstairs and talk to the Rand look-a-like if you want, then continue down the ladder to reach the ground at the bottom. Walk along the wooden planks and jump over the gap to the other side of the "river". The guy at the end of the path will tell you that to get to the other side of the river, you'll need to close up the sluice (which was behind the barred door that you probably saw earlier). He mentions that the guy with the tube (the one just to your south) has the key to the sluice.

Go and talk to him, and he will give you the Sluice Key (what, no mini game this time?). Now run back to the dam and go back inside to the underground area. Make your way back to the entrance point and use the Key to open the door. Pull the lever to activate the sluice, which will lower the wooden plank outside. Go back outside and up the ladder, and cross the sluice. Go up the ladder on the other side and pick up the Short Sword in the treasure chest (you won't have much need of this if you got the Moon Sword from the Bandits earlier). Then go back and go down the ladder to your south, and go in the door on the east side of the Dam.

Unlock the door and activate the sluice as you did before, which will make the other wooden plank descend into place. Well, it will start to at least, until it suddenly stops. A Momo look-a-like enters the room and in order to get it started, you'll have to play another mini-game...

Mini Game: Activate the Sluice!

Your objective this time is to manually spin the flywheel on the sluice, and press the O button at the right time in order to activate it. Turn the flywheel by rotating the control pad in a circular motion, either clockwise or counter-clockwise. The trick is to start out slow, and progressively speed up as the flywheel gains momentum. When the flywheel starts emitting a high-pitched sound, this is your signal to press the O button and start the machine. However, Ryu can't keep up the spinning forever, and if it starts spinning too quickly for too long he'll start to get tired and won't be able to keep up. As stated before, start out slowly and work up speed as the wheel gains momentum. Once it makes that high-pitched noise, that's your cue to press the O button.

When the sluice is activated, the other wooden plank outside will descend into place. Talk to the worker again and she will give you a Toad for your hard work. Before going back up the ladder, head outside through the south exit, and go west to find a chest that contains 2 Vitamins. Then go back inside, and back up the ladder. Now that both sluices have been opened, the "river" will have run dry. Cross the wooden plank that descended when you opened the second sluice, and go up the ladder and over to the north-east

corner for a chest that contains 2 Swallow Eyes. Now go back down the ladder and enter the room on the east. Run through the underground passage and when you come out the other side, make your way down to the blue lever and pull it. This will lower the bridge that leads over to the other side of the river.

Now that you are done with the Key, run across the bridge, talk to the guy who told you about the Key in the first place and return the Key to him. He'll then start to operate the lift, but the Mogu guy at the top of the dam suddenly starts ringing the bell, yelling that the sluice has broken and the mud is overflowing! This is thanks to the dragon that has been running amuck in the Dam. The foreman flees the area, leaving behind the Crank in the process. Looks like you'll have to work the lift yourselves!

Run over to the lift and examine it, and you'll start to activate it using the Crank. Unfortunately, the lift doesn't move. Cray suggests fiddling with the handle, so rapidly press the X button to manually bring the lift down to you. However, in the meantime a literal tsunami of mud begins to sweep across the entire dam! Quickly bring down the lift and you'll escape the landslide of mud just in time. Your party will then leave the Dam, and you'll be back on the World Map. Move north and enter the place where the ! point appears. After watching the sunset, the Dragon from the Dam suddenly appears. Even more interesting than the seemingly playful Dragon is the mysterious woman (who looks like Yoda with glasses) who mentions that it is "trying to tell you something". Cough up the 100 Zenny and listen to her "song".

After the sequence, you'll be back on the World Map, again. Move east and you will reach the town of Kyria.

J. Town of Kyria

My Level: Ryu 12 / Nina 12 / Cray 11 / Ershin 10

Items: Fish-Head, 400Z

Shop: Short Sword (480Z), Sage's Staff (230Z), Leather Armor (220Z),
Waistcloth (320Z), Glass Domino (220Z), Healing Herb (20Z),
Ammonia (250Z), Molotov (100Z)

Monsters: ??? (Chest), BeeTroop

NOTE On the World Map near Kyria you will fight more Bandits and such, but more notable is the "squadrons" of Caps that sometimes appear (5 Caps and 1 Red Cap!). If you come across this, you can pull off your 10-hit combo right here by using Rock Blast, followed by Burn. If you do, be sure to go back to Rwolf and get your new magic, Plateau. Since Cray is earth based, meaning he will learn similar spells on his own, I recommend giving it to either Ryu or Nina (preferably Nina). ^_^

The town of Kyria is a bit dangerous, as the eccentric Mayor has laid traps all over the place to keep undesirables from causing trouble. Only problem is, you can get caught in these traps as well. Watch out for suspicious-looking spots on the ground, stepping on them will cause various (and probably undesirable) effects. Also, the treasure chest behind the inn/houses near the entrance is actually another trap... open it and you will have to "fight" three treasure chests. They're not tough, and give hardly any EXP, so waste 'em if you want, but there's no point in really doing so. Likewise, searching the dog house near the Mayor's house will throw you into a fight with a BeeTroop.

By falling down the hole in the far north-west corner of town, you can get to the underground, where you can find a chest containing 400 Zenny. After climbing back up, use Cray to push the barrels out of your way so you can get back out. If you try going into the Mayor's house a cage will drop down around you, barring entrance to the house. To get in, you'll have to fall down the other hole and climb up the ladder. This will take you up into the Mayor's house. Once inside, search the bookcase to find a Fish-Head, then talk to the parrot. Choose the second option ("We really have no time for this..."), then the second option ("No"), then the third option ("No"), then the fourth option ("Not really"). Finally ask about the Mayor, and the parrot will tell you he's off in the woods to the west. Looks like we're going to have to go out looking for him...

Rest and Save at the Inn if you need to, and talk to the Manilo near the entrance to buy or sell items. Buy a Glass Domino for anyone who doesn't have one already, and stock up on Healing Herbs and Ammonia if you need. Then, head out of Kyria and go west to the Woods, to look for the Mayor...

K. Woods

My Level: Ryu 12 / Nina 12 / Cray 11 / Ershin 10

Items: Apple (xInf), Healing Herb (x4), Pointed Stick, Aura Ring, Wisdom Seed, Earth Ward

Enemies: Fungoid, Flue Goo, Cap, Red Cap, Bandit

Once in the woods, proceed a little ways and you'll come to a clearing, where a townspeople is 'blocking' the path. He'll explain the situation... he and the Mayor came to the woods to get rid of the monsters, but the Mayor somehow became lost in the process. Either he got stuck in one of his own traps, or the monster that inhabits the woods got him. The man gives you an Apple, which you can use to lure the monster out with. If you somehow "lose" (i.e use or drop) your apple, the tree nearby has tons of them on it... just use Ershin's ram ability to knock some down off the tree. You should go ahead and do this anyway, just to assure that you don't have to come back for more later. Go ahead, kick down as many as you want. ^_^

Run north past the townspeople and you'll see an arrow pointing off to the east. Go in that direction, onto the next screen. You'll now come to a clearing with a well and a few holes. Run up the hill to the east of the well and you'll notice a cage above you (it's not obvious-looking or anything). If you stand under it it'll fall onto you, but you can break out using the directional pad. Fall down the hole next to the cage and you'll land near a chest containing 4 Healing Herbs. Loot the chest, then go back up the ladder to come out of the well.

Head south of the well and you'll notice a metal plate hanging on a pole (again, it's pretty obvious). Standing under it will cause it to fall on you and confuse you for a few seconds (your character will move in the opposite direction as you press the directional pad). Run up the hill to the south and you'll notice another cage to the east. Now go up the hill to the north of this cage and you'll find another pole, this time with a treasure chest hanging from it. If you stand under it, the chest will fall and squash you (kinda funny to watch, actually), but at least you'll get the contents out of it... a Pointed Stick.

Now return to the cage, and run south, down the hill, and fall down into the hole you come to, and you'll land near the chest that is more or less in the center of the well. You'll find an Aura Ring inside! Climb back out of the well again, then go to the nearest stump and examine it to place an Apple on it. Once the boar eats the apple quickly follow its tracks! You'll have to be quick and careful at the same time... if you wait too long the tracks will disappear, but you don't want to end up falling down a hole in the process! After following the tracks, you'll end up on the next screen.

NOTE There are quite a good number of stumps scattered about these woods. Depending on which stump you place the apple on, the boar may lead you to a few treasure chests... one containing 8 Apples and another containing an Earth Ward. I will check this myself soon and try to add in the exact locations of these stumps. =)

Walk along the riverbank, and jump across onto the rock next to the waterfall. Jump to the other side, and continue along the path, jumping across several gaps along the way. When you reach the top, first jump across the waterfall at the top to pick up a bag with a Wisdom Seed inside. Then jump back across, and continue to the top of the hill. Make sure your characters are in good condition, then exit to the north to get to the next screen. You'll find the Mayor (and the boar) on the next screen. The Boar walks into a trap set by the Mayor, but it manages to get away. However, as the Mayor stands laughing, a BIG and quite pissed-off boar drops down from the sky!

Boss Fight

Maman --> 3,500 HP, 1,500 EXP, 450 Z. Drops Apple, Flame Punch.

Rock Blast: Weak earth-based attack against all targets

Body Press: Stomping attack against one target

It's been a while since the last boss battle, hasn't it? This battle shouldn't be too hard. I recommend a party of Cray, Nina, and Ryu for this fight... their magic will be able to tear up the giant boar quite quickly. If you have any Apples on hand, use them on the boar to distract it momentarily. It has a lot of earth-based attacks, and is a bit resistant to earth itself, so Cray's earth magic won't deal a whole lot of damage to it. First transform Ryu into the Aura Dragon while Cray casts Protect on Nina. Have Nina use an Apple (if you have any left) on the Maman, or cast her Sever spell (or heal, if needed). Then on, have Cray attack, Ryu use Flame Strike, and Nina cast Sever or heal if needed. The Flame Strike will do a lot of damage (600+), so this boss really shouldn't be too hard to defeat. Once you win you will gain a LOT of Experience, as well as an Apple, and a Flame Punch.

After the battle you'll automatically be returned to the World Map. Be sure to equip the Flame Punch to Ershin (unless you got the Raptor Claws from the Armor during the dream sequence), then return to Kyria. After a conversation with the Mayor, he will grant you permission to use the passageway that leads to the town of Synesta.

You'll rest at the Inn for the night, but during the night you'll be switched back to the emperor Fou-Lu, who is safe in the house of a man named Bunyan (whom you may recognize from BoF3). After a short sequence, you'll be back with Ryu in Kyria again. Along the way Cray will fall into a hole, which means you'll have to climb back out before you can be on your way. ^_^

Save at the Inn and purchase some more curative items from the Manilo in town if you wish, then head to the passageway to Synesta, located up the

mountain in the northern part of town.

L. Passage to Synesta

My Level: Ryu 13 / Nina 13 / Cray 12 / Ershin 12

Items: Water Bomb, Ammonia, 500Z

Enemies: Army Bat, Puspool, Tadpole, Cadaver, Zombie

NOTE You can learn the "Snooze" skill from the Tadpoles that appear here in the passageway. Also this is a good place to get experience, since the Puspools appear rather often, sometimes in groups of two. Remember, using Burn on them doubles the amount of EXP they give!

Run north through the cave passage, and enter the water-filled room on the right. Head straight across to the other riverbank to the east, and look for a chest at the dead-end which contains a Water Bomb. Head back into the water-filled area and run north, upstream. Follow the "river" all the way to the north, where it will lead to a room with a lake in the middle. Run around the outside of the lake and jump across using the stepping-stone in the middle. Then enter the cave to your east. Walk a little ways and the path will branch off in two different directions.

First, go north to reach a dead-end, where you'll find a chest containing some Ammonia. Run back to the branch, and take the south path this time. Proceed for a while, until you reach the exit to the cave at the far north. You'll come out into another water-filled room. You'll fight Cadavers in this area, who you can learn the "Feint" skill from. Walk along the shallow part of the water and climb up the stairs to the north. Continue climbing, but keep on the look-out for a spot where you can jump over to a platform to the north. You'll find a chest over there with 500 Zenny inside. Be sure to get it, then jump back across and continue climbing your way up to the top.

Enter the cave at the top, then follow the path some more and you'll end up what looks like inside a well. Climb the ladder, and sure enough, you'll find yourself smack in the middle of Synesta!

M. Town of Synesta

My Level: Ryu 14 / Nina 14 / Cray 13 / Ershin 14

Item Store: Healing Herb (20Z), Antidote (12Z), Eye Drops (14Z),
Jabbergrass (20Z), Panacea (100Z), Ammonia (250Z),
Wooden Rod (50Z), Floater (20Z)

Weapon Store: Scramasax (1200Z), Magic Wand (800Z), Steel Bat (1000Z),
Waistcloth (320Z), Chain Cap (600Z), Brass Helm (90Z),
Glass Domino (220Z), Soul Gem (1000Z)

Enter the house directly across from the well and you'll get a few references to Princess Elina inside. However, the lady won't be able to talk to you until she gets the kids' food ready. Run outside and you'll find her chasing down Chino, a mischievous kid. After a failed attempt at trying to catch him run back up and talk to the lady, then to Chino. He'll run off... now your object is to catch him. If he sees you coming he'll run in the opposite direction, so you'll have to cut him off in order

to nap him. After finally catching him he'll return home, and the nun at the house will tell you what she knows about Princess Elina.

Chino will suddenly run upstairs, proclaiming that if you can find everyone in a game of hide-and-seek he will tell you where Princess Elina went. And in a town with as confusing a layout as this one, won't that be fun....

Mini-Game: Find those brat... err, nice little kids

Now you'll have to run around town and round up all the kids from the orphanage. Two of them can be found just inside, on the western side of the orphanage (right out in the open, not really hard to find at all). Another child can be found in the doorway just to the east of the well. One can be found on the stairs leading out of town, and another can be found "hiding" behind the stairs just north of the well. The next child can be found upstairs in the inn (the building near the marketplace). The last child (who can hardly be seen at all) is hiding on the stairs that separate the lower walkway that circles around the town with the upper area.

Once all seven kids are rounded up, return to the Orphanage. Chino, as you would expect, is still missing. Talk to the nun and the frog child behind you will say that Chino went to hide down in the "cellar", the area of the city that is still infested with monsters. The entrance to the cellar is the guarded stairway on the top level, in the far south-west corner of town. Talk to the guard and he'll shout for a bit, then complain about being thirsty. Stand a safe distance away and wait for the water-lady to come near, and the guard will leave the stairway to get some water. Now's your chance to sneak down into the cellar!

N. Cellar

My Level: Ryu 14 / Nina 14 / Cray 13 / Ershin 14

Items: Ammonia, Protein, 80Z, Raptor Claws

Enemies: Mouse, Roach, Toxic Fly

NOTE You may learn the "Snap" skill from the mice that appear down in the cellar.

Once down in the cellar below Synesta, walk down the stairs leading down into the hole. Continue into the next room to reach a corridor with several doors leading off to the east. You can find an Ammonia hidden on one of the shelves in the bottom room, while in the top room is empty, except for a couple of beds (?). Move to the north, and down the stairs at the end of the next corridor. You'll now find yourself among a maze of scattered jars and upturned benches. Head through this room, but be sure to examine the shelf behind the bar for a Protein. Exit through the open door to the south, and up the stairs in the next room.

Examine the bookcase on the west wall to receive 80 Zenny, then proceed along the hall to the north. Run down the long and winding staircase in the next room, and you'll reach the "jail" at the bottom. Sure enough, you'll find Chino "hiding" in one of the cells but you won't be able to reach him just yet. Proceed north and into the next cell to find a bag containing some Raptor Claws (equip these to Ershin if you don't have them

yet). Continue to the north and up the stairs, to reach a room above with two more cells. Stand on the loose planks in the floor in the bottom cell and you'll fall down to where Chino is!

After talking to him, you'll end up back at the orphanage. He'll tell you that as Elina was leaving Synesta, she was approached by a few people, one of which was Marlok, a merchant who lives in town. His house is the one of the bodyguard standing in front of it. Since he isn't going to let you in peacefully, you'll have to fight your way past him!

Boss Fight

Kahn --> 3,000 HP, 1,000 EXP, 0 Z. Drops Ginseng.

Shout: Shouting attack which can stun all party members

Focus: Increase Attack Power for next turn

Before anything, make sure to learn the "Focus" skill from Kahn. It will increase your attack power and counter-attack rate. I used a party of Ryu, Cray, and Ershin for this battle. First, transform Ryu into the Aura Dragon while Cray casts Slow on Kahn. Have Ershin attack or use an Herb if someone needs healing. Then, have Cray attack, Ryu use Flame Strike, and Ershin attack (or use Wild Shot). If someone needs healing have Ershin use an Herb or bring in Nina to cast a Heal or Rejuvenate spell on them. This boss shouldn't be all that hard to take down.

After the battle Marlok will come up and congratulate you, and invite you inside. After the conversation, you'll learn that Elina was supposedly taken to the Empire on the west continent. He offers to help, but of course he won't offer his services for free. He commands three of you to go and find a thief who recently made off with some of his money, while Nina stays behind to "take care of things" at the house.

The merchant near the town gate mentions that he saw a guy with a big heavy looking bag heading out of town to the east. Could this be the bandit who made off with Marlok's stuff? After talking to him, exit town to get back to the World Map, and a path will appear to the east, leading to the Bandit Hideout. If you investigate the ? mark between Synesta and the hideout you'll have a sequence with the bandit, but before the party realizes who he is, he runs off. After another sequence back at Marlok's house, you'll automatically end up at the Hideout.

O. Bandit Hideout

My Level: Ryu 14 / Ershin 14 / Cray 13

Items: <None>

Enemies: Mouse, Army Bat, Rat

Enter through the narrow gap in the mountains to reach the interior of the Hideout. Just run to the east and you'll find the bandit hanging around in the open area. As you approach him he runs off and you'll have to catch him, as you did with Chino before.

Mini-Game: Stop, Thief!

Your object here is to catch the thief by chasing him around the Hideout. The barrels scattered about the cave will help out here, as by pushing them with Cray, you can block some of the passageways, thus reducing the number

of escape routes the Thief has. Since the camera zooms out a bit during this phase, it's a bit easier to see where you're going. A good tactic would be to block the passage in the lower-right with two barrels, then chase the thief into that area. However he can still be a pain to catch since he can maneuver around so fast.

Once you finally catch the Thief he'll protest that the stuff was already his to begin with, and that he was "stealing it back". Cray and the others decide to pay a little visit back to Marlok. Afterwards, you'll be back outside the Hideout. However, note that Stoll, the thief, is actually a Master, and will teach you if you pay him all your Zenny. Decline for the time being, and return to Synesta. After another sequence with Marlok, he will send you off to do ANOTHER job, this time to go to the Sandflier Wharf, north of town.

NOTE If you want to apprentice under Stoll, you must pay him all your Zenny. Chances are you have a lot at the moment, and letting it all go to waste would... well, suck. Go to the item shop and purchase as many curative items as you can afford, but leave at least 1 Zenny remaining. Then go back to Stoll and pay him all your Zenny. You can go back and sell off some of the items to get some of the money back... you won't regain it all but it's better than nothing. Try to get back at least 3000Z if at all possible.

The Sandflier Wharf is just to the north of Synesta...

P. Sandflier Wharf

My Level: Ryu 15 / Ershin 15 / Cray 14

Enemies: Roach

NOTE You can get to another fishing spot via the ? mark on the way to the Wharf. The sign in the center of the area will tell you where to find it (exit through the northeast corner of the area to find it).

SPECIAL NOTE If you want to go back to any of the previous areas to get something you missed, go fishing, etc, I strongly recommend you do it now. After this section it will be a very long time before you will be able to access those areas again.

Once you enter the wharf, go up the stairs in front of you and talk to the foreman there. He will give you a task to do... which is cleaning out the storeroom. You'll have to line up the barrels and jars, putting them where they're supposed to go. Enter the storeroom and let's get to work!

Mini-Game: Clean the Storeroom

Your object here is to place the barrels around the sign in the south part of the room, and the jars around the sign in the north part of the room. The older barrels may be destroyed since they aren't needed anymore. To move the barrels and jars, put Cray in the lead, and to destroy them put Ershin in the lead and use her Ram ability.

You will get 50 points for each old barrel destroyed (though sometimes you will have to fight some Roaches), and 200 points for each item placed correctly. You'll also get a Time Bonus depending on how long it took you to get the job done.

After this job, the foreman will give you another one. This time, you must operate the crane and stack all of the crates onto the Sandflier.

Mini-Game: Stack the Crates!

Your object is to stack as many crates onto the sandflier as you can in the time limit. You can move the crane using the Directional Pad, and use the O button to lower it and pick it up. Then, you can release the crate again by pressing the O button once more. You get extra points by putting the crates onto squares outlined in blue on the sandflier. 2000 points is a "perfect" score.

Once that's done, Marlok and Nina will suddenly show up! Marlok will reward you for your work (the item he gives you depends on how well you did in the jobs). He'll then allow you to ride on the sandflier, but in order to get them safely across to the West continent, he places the party inside a wooden crate. After a short sequence, you'll now be switched back to Fou-Lu, who is still safe in the house of Bunyan...

Q. Zhing Mountains

My Level: Fou-Lu 64

Items: Protein (x2)

Enemies: Snapfly, Khafu (*)

Use the Diary to Save, then exit the house. Note that there are 2 Proteins in a treasure chest behind the house should you wish to get them. Run down the mountain and exit the area to reach the monster-infested part of the mountains. Note that you can learn the "Flame Strike" skill from the Snapflies here... I highly recommend learning it. Remember, any skills learned as Fou-Lu will automatically be transferred to Ryu!

Continue down the mountain and you'll have another sequence with that annoying Yohm and his "all-powerful" guards. However, during their conversation a HUGE flying creature suddenly descends behind Fou-Lu and attacks!

Boss Fight

Khafu --> 20,000 HP, 22,000 EXP, 5,800 Z. Drops Fire Ward, Ambrosia.

Eldrich Flame: Multi-hit (6x) fire attack against one target

Heal: Restore a small amount of HP to one target

Firewind: Fire&Wind Based magic-attack against all targets

As usual, start off by transforming yourself into the Astral Dragon. Then just use Frost Strike on the boss. Like the last boss you fought as Fou-Lu, this thing won't be all that hard to take down, thanks to Fou-Lu's enormous strength. Just keep on using Frost Strike and he'll go down in a matter of a few turns.

After the battle, Fou-Lu will transform and fly off, and order the beast you just defeated after him. During the mid-air battle, Khafu gets the best of him, sending him tumbling down into the forest below.

Afterwards, you'll be switched back to Ryu and party, who have safely arrived in the village of Kyoin.

R. Village of Kyoin

My Level: Ryu 15 / Nina 15 / Cray 14 / Ershin 15

Equipment Store: Scramasax (1200Z), Magic Wand (800Z), Steel Bat (1000Z),
Waistcloth (320Z), Chain Cap (600Z), Crepe Cape (730Z),
Glass Domino (220Z), Soul Gem (1000Z)

Item Store: Healing Herb (20Z), Vitamin (100Z), Antidote (12Z),
Eye Drops (14Z), Jabbergrass (20Z), Panacea (100Z),
Ammonia (250Z), Molotov (100Z)

Items: Healing Herb (x3), Glass Domino

Monsters: Gonghead, Mouse, Armor, Bandit

The first thing you'll want to do is upgrade your equipment. Note that the Scramasax sword has a somewhat low attack power, but it will grant you two attacks. However, the Moon Sword (if you got it), is still a bit more powerful. Purchase a Magic Wand for Nina and a Steel Bat for Cray, Chain Caps for anyone who needs them (unless you got one from the Cadavers, or got a Cuirass from the Armors earlier on), and a Crepe Cape for Nina.

NOTE The "Imperial Causeway" at the top of the town is home to some monsters. You can fight Armors here as well, so if you didn't get the rare drops from them before you can try again here. By now you already have a pair of Raptor Claws, but the Cuirass is still the best armor available to you at this point. Also, you can fight Bandits, so here's another chance to get a Moon Sword as well. ^_^

Head for the top of the town and pass through the Imperial Causeway through the door to the south, and up the stairs. Ride up the elevator when you come back outside, then enter the next door to get back inside. Go through the passageway and you'll come to a long corridor that stretches off to the east/west. Go east, and through the first door to your south. Loot all the shelves in this room to find 3 Healing Herbs, then go back out to the hallway. Run east along the hallway and up the stairs at the end.

Follow this hallway, and enter the room to the north to find a chest containing a Glass Domino. Go back out to the hallway and enter the south room, and proceed up the stairs at the end of the corridor. Note that you can use the elevator in the center of the top room to get to the floors below. Exit to the outside again, and ride the lift up once more to reach the very top of the causeway. However once you reach the top, the lift suddenly descends and lightning begins to flash. The gate will open, but as you go to cross over to it, Rasso, the annoying general from the Saira incident shows up. He's still a bit ticked off about the last time, and will summon another Warrior Spirit to "take care of you".

Boss Fight

Ymechaf --> 6,000 HP, 2,000 EXP, 0 Z. Drops Aurum, Ice Punch.

Whirlwind: Multi-hit (3x) attack against all targets

Sever: Weak wind-based attack against one target.

I used Ryu, Cray, and Nina for this battle. Have Cray cast Protect on Nina, then have Ryu cast Burn, and Nina cast Sever. Since Combo attacks tend to throw this boss off balance, the Firewind spell will cause him to lose his balance for a bit, making him EXTREMELY susceptible to physical

attacks. Next turn, have Cray attack (when off balance his physical attack can deal around 800 damage!), then repeat the Burn/Sever combo. By using this method, this boss should be defeated very easily.

After the battle, the gateway will start to close! The party will jump through the gateway just in time, leaving a stunned Rasso behind. The party will come out on the other side of the gate just as it closes.

S. Imperial Causeway (Part Two)

My Level: Ryu 16 / Nina 16 / Cray 15 / Ershin 16

Items: Ammonia (x2), Vitamin

Enemies: Armor, Gonghead, Bandit, Mouse

Now you'll have to make your way down the other side. Ride down the elevator, and enter the building. You can use the elevator here to quickly get down, but there is some treasure to be found in here as well. If you want to take the long way around, run down the stairs in the south-east.

Continue along the path until you reach a hallway. To the south is the third-floor elevator station, where you can find a chest containing two units of Ammonia. Grab them, then run back out to the hallway and proceed to the west along the corridor, and down the stairs. Continue along the hallway, and enter the doorway to your north to reach a room with a bunch of shelves in it (it really is symmetrical to the other one isn't it?). One of them contains a Vitamin for you to pick up.

Since there is conveniently no lift leading from the second to the first floor, you'll have to now go all the way back up to the top, and use the elevator to ride down to the 1st floor. Then exit the building to the south. Exit the Causeway and you'll come out on the World Map. You're now on the Western Continent! Proceed west from the Causeway to reach the town of Astana.

T. Town of Astana

My Level: Ryu 16 / Nina 16 / Cray 15 / Ershin 16

Item Store: Healing Herb (20Z), Vitamin (100Z), Antidote (12Z),
Eye Drops (14Z), Jabbergrass (20Z), Panacea (100Z),
Ammonia (250Z)

Equipment Store: Cuirass (840Z), Crepe Cape (730Z), Glass Domino (220Z),
Face Guard (450Z), Aura Ring (500Z), Life Sandals (500Z),
Talisman (300Z), Soul Gem (1000Z)

World Map Enemies: Mage Goo, Flue Goo, Gonghead, Bandit, GooCount

NOTE You can learn the "Icicle" skill from the GooCount(s) that live on the World Map in this region. However, in order for them to use it you will have to pull off a 5-hit combo on the first turn. The strategy I used was give Burn to Nina, and give Plateau (which you should have learned from Rwolf) to Ryu. In battle, have Cray use Rock Blast, Ryu use Plateau, then Nina use Burn. This should total up 5 hits (1 from Rock Blast, 2 from Plateau, 2 from Eruption). They'll then start using Icicle (and give four

times as much EXP as well!).

When you reach Astana, first stop by the store to upgrade your equipment again. Buy Cuirasses for Ryu and Cray if you don't have them already, and buy a few Face Guards to replace the Glass Dominos that you might be wearing.

Talk to everyone in Astana but you'll get no information regarding the missing Princess Elina. You will, however, learn about the Aqueduct, where the town gets all its water. Go back out onto the World Map and a path will appear to the west, to the Aqueduct.

U. Astana Aqueduct

My Level: Ryu 16 / Nina 16 / Cray 15 / Ershin 16

Items: Ginseng, 500Z, Life Shard, Magic Shard

Enemies: Eye Goo, Mage Goo, Flue Goo, GooCount, Toxic Fly, Armor

Upon entering the Aqueduct, make your way to the north-east, and climb up the ladder. Go east for a chest containing a Ginseng, then climb the ladder to your west (on the back side of the wall). Run east under the arches and talk to the mole-person, and he'll power up the Gondola for you. Ride it down, and cross onto the wooden planks. Note that you can slash through the support holding up the drawbridge with Ryu's sword, causing the drawbridge to fall over, giving you a quick route back to the entrance. Run east along the planks and jump across the gap when prompted. Climb up the ladder and proceed to the east, and open up the chest at the dead-end to receive 500 Zenny.

Go back down the ladder and jump back across the gap. Climb up the ladder against the back wall and proceed up to the top. Run across the top to the east and jump into the water to reach the interior of the aqueduct. You'll then find yourself in the exact same place you were at in Ryu's dream (you'll even have the same dialogue!). Rest and Save using the Diary, and make your way to the north side of the room. Before going up the stairs, enter the first small room nearby to pick up a Life Shard.

Now go upstairs and through the door. Walk along the hallway, and when you reach the room with the curtain, check one of the shelves for a Magic Shard. Walk through the curtain and you'll have the same sequence as before, where two men will walk in, and Cray suggests walking slowly behind the curtain to avoid being caught. Do so, and once you reach the other side, the "Lord" shows up and confronts you. After the sequence, the party will be captured and sent back to the East Continent. After being reprimanded by King Ludia, Cray is forced to answer an interrogation explaining his actions.

This ends Chapter 1...

Chapter II: Endless

As Chapter II starts, Ryu is in a bedroom in Ludia, and Nina comes in to check on him. After a quick conversation Nina suggests they go to the Castle to see if they can find out what is happening to Cray...

A. Kingdom of Ludia

My Level: Ryu 16 / Nina 16

Items: Aurum

Shop: Katzbalger (1800Z), Reed Baton (1600Z), Cuirass (840Z),
Crepe Cape (730Z), Face Guard (450Z), Healing Herb (20Z),
Panacea (100Z), Ammonia (250Z)

Once you gain control of the two, loot the bag next to the bed to obtain some Aurum, then use the Diary to Save the game if you wish. Go downstairs and you'll find that a shaggy dog-like person named Scias has been assigned to make sure the party doesn't run off. Exit the house, but as you leave Scias will go with you to make sure you don't try to pull any quick escapes. ^_^

The house right next to the one you come out of has a shop... you can buy a few new pieces of equipment here, including the Reed Baton for Nina, and the Katzbalger for Ryu (which is better than the Moon Sword). Scias is better off with his own sword for now, since it offers two attacks. Head to the Castle, but the guards refuse to let any visitors inside. Leave the castle and you'll have a short conversation where Nina suggests that the party head to Worent, where Cray is from. Scias will be tagging along with you, so feel free to exit Ludia. You'll be back on the World Map. To get to Worent, you will have to travel through the Wychwood, to the south of Ludia. Head east to the ? mark, then east again to reach the Wychwood!

NOTE You can get to another Fishing Spot by searching a ? mark between Shyde and the ? spot below. Read the sign, then exit the screen to the west to reach it.

B. Wychwood

My Level: Ryu 16 / Nina 16 / Ershin 17 / Scias 13

Items: Healing Herb (x3), Magic Shard

World Map Enemies: Wyd, NutTroop

Enemies: Wyd, Sparrow (*)

NOTE You can learn the "Double Blow" skill from the NutTroops who hang out on the World Map in the Ludia Region. Also note that you have a very good opportunity to gain experience by fighting the Wyds. When hit with a fire-based attack they will transform into a stronger monster (Firewyd), who give out 280 EXP apiece! Try to hold back on gaining too much experience for the moment however, or Cray may end up falling quite a ways behind everyone else... ;)

Upon entering the Wychwood, first equip Nina with the Life Sandals if she isn't currently wearing them. Then run to the south, and follow the trail leading off to the west to reach a dead-end clearing where there is a chest containing 3 Healing Herbs. Run back to the main trail, and continue to the south. Cross the narrow walkway to the next screen, and you'll have a short conversation among your party members. However, as you go to continue along your way, Nina suddenly shrinks! After a failed attempt at figuring out what happened to her the rest of the party decides to go off and look for her. Go

down the hill to the south and you will have another sequence with a couple of faeries (who apparently are the reason for Nina's shrinking). Faeries are normally invisible to mortals, yet somehow Ershin sees them, and knocks one out of the way before they can play their tricks on the rest of the party.

The faeries will explain what happened... they shrunk Nina, who was carried off by the bird you saw earlier and taken to its nest. If you can find the tree where the bird's nest is, you can probably make Nina fall down by having Ershin ram it. Move to the west, but look for a Magic Shard in a bag to your north (you'll have to walk up a ramp, across the stick-bridge, and jump across the gap to get it.) Proceed to the south-west corner of the screen, and you should hear the bird singing from up in a tree. Run up the ramp and jump across the gap, and have Ershin ram the tree. This will awaken Nina, and you'll have to find a way to get her down from the bird's nest.

Run up the ramp and along the outside of the nest, then jump down when prompted. Start walking along the tree, but before you can get anywhere the bird comes back. Nina will turn to run and a caterpillar will suddenly drop down from the top of the tree. Thanks to Nina's wings, the bird seems to think that Nina is one of it's babies! Nina protests that she doesn't care much for bugs, but the bird doesn't care for this concept too much and attacks!

Boss Fight

Sparrow --> 1,200 HP, 250 EXP, 100 Z. Drops Bird Drop, Wooden Rod

Feeding Time: Drop a caterpillar onto the target's head (induces 'Confusion')

Ponder: Lose a turn "thinking"

Even though you'll be fighting with Nina alone in this battle, it will still be ridiculously easy. Though the Sparrow's "Feeding Time" attack can confuse Nina, the Life Sandals just might protect against the status change. Even so, the Sparrow might not even get a chance to use it, as it will be defeated after only 2 Cyclone spells. Not very hard at all.

After the battle, proceed back out to the branch of the tree, and you'll find that a mysteriously and conveniently placed ladder has been placed for you to climb down. Ershin will start to ram the tree again, causing Nina to fall from the ladder in the process. However at that moment the shrinking spell starts to wear off, and she ends up landing "safely", right on Ryu. Now that Nina is back in your party you can continue along your way. Move to the north and shortly you'll come back out on the World Map. Now you can proceed south, to the village of Worent.

C. Village of Worent

My Level: Ryu 17 / Nina 17 / Ershin 17 / Scias 14

Items: Manly Clothes

Shop: Katzbalger (1800Z), Reed Baton (1600Z), Spiked Rod (2200Z),
Ranger Garb (1500Z), Bronze Shield (380Z), Healing Herb (20Z),
Molotov (100Z), Water Bomb (100Z)

Enemies: Kahn (*)

There's not much to do here in Worent, besides what you came here to do... visit the Elders. You can purchase a few equipment upgrades if you have the cash... particularly a few Bronze Shields for anyone who needs them, and Ranger Garb for Ryu and Nina. The Chief's house (Cray's house that is) is

the big house on the far east side of town. Since the Chief isn't exactly here at the moment, you can talk to the Elders instead.

The party will explain Cray's situation to the Elders, and they will mention that the previous Chief's wife (and Cray's mother), Tarhn, may be able to figure out how to rectify the situation. However, once the Chief passed away, she left the village and moved onto the nearby Golden Plains. Ryu gets the idea to go out looking for her, and the rest of the party agrees. However, as you exit the house, Kahn suddenly shows up (remember Marlok's bodyguard?), and he still isn't too happy about his defeat in Synesta. He's stronger now that he's been training under the Worens and, in an attempt to regain his selfpride, attacks!

Boss Fight

Kahn --> 3,600 HP, 2,000 EXP, 0 Z. Drops Ginseng.

Tiger Fist: Multi-hit (4x) physical attack against all targets

Focus: Raise attack power and counter attack rate

Shout: Attempt to stun all targets

Kahn hasn't got much stronger since the last time you met him. His only new attack is the "Tiger Fist", which although it can hurt you a bit, he only has enough AP to use it once. I recommend using Ryu, Nina, and Scias for this. Just transform Ryu into the Aura Dragon while Nina casts Cyclone, and Scias uses Shining Blade. This should knock off around 1500 HP just to start. Afterwards, have Ryu use Flame Strike and repeat the process above for Nina and Scias. He'll go down in no time flat.

After being beat senseless for the second time, his instructor, Master Una, appears and asks you not to pick on him so much next time. ^_^ If you go upstairs in the Elder's house and talk to her, choose the first option ("Sorry..."), and she will offer herself as your next Master! Ershin and Scias are good picks to apprentice under Una. Additionally, in the basement, you can find a suit of Manly Clothes in a bag. I highly recommend trying to get a combo that deals 1500+ damage so that you can learn the "Pilfer" skill from Una. With this, you will FINALLY be able to steal items from your enemies. Since Nina has high agility and lower attack power (meaning the enemy won't be killed so quickly, giving you more chances to steal), I recommend giving it to her. In fact, chances are very good you already have made a combo of at least 1500 (my highest at this point was something like 3900, so I was able to get her second skill too)! Her next skill is at 3000+ damage, and if you have this requirement as well, she will teach you Super Combo! Give this to Scias, since Ershin might not even have enough AP to use it. :P

Back in the village, you'll need to find a horse in order to explore the Golden Plains. Talk to the guy near the stables (near that big weird flying creature-thing), and he'll pick out a horse for you, but unfortunately no one in the party knows how to ride a horse. In the meantime, the funny creature starts to take a liking to Ershin, chasing her around in circles. He lends you the whelk to use instead of the horse, and sends you on your way. Go back out to the World Map and the path will appear to the Golden Plains, to the east.

NOTE Before entering the Golden Plains, if Ryu doesn't have any magic skills with him at the moment, I STRONGLY recommend you give one to him. The Nut-type enemies in the plains are extremely evasive to physical attacks, and you'll have a very hard time defeating them without the use of magic.

D. Golden Plains

My Level: Ryu 17 / Nina 17 / Ershin 17 / Scias 14

Enemies: Nut Archer, Nut Mage, Nut Troop

As you enter the Golden Plains, Ryu will ride off on the Whelk to start searching for Tarhn, but he doesn't get very far at all before falling off. After a short conversation with Scias, you'll be switched back to Ryu in the Plains.

The Golden Plains will remind you of the Death Desert in BoF3 (and painfully, most likely). It's huge and extremely easy to get lost in. With Ryu on the Whelk, you must find your way to the camp where Tarhn is. The plains are vast and there are hardly any landmarks around, and the only clue you have is what the guy back in Worent told you... "Go east until you hit the big rock, then northeast to reach the camp. Watch out for the smoke from Tarhn's campfire." And of course it doesn't help that you fight random battles in the process.

Since the Plains are played in first-person view, up moves you forward, and left and right swivel the camera around (truly a 360-degree camera perspective in this section). You start facing east, which is the direction you need to go to start. Just move straight until you reach the big rock (it will take a few minutes of travelling in order to reach it). Once you reach the rock, turn northeast and start moving forward.

NOTE Since the red point on the compass always points to the north, when you are facing northeast, the red point should be pointing off to the north-west. Or to put it differently, once you reach the big rock, turn about 45 degrees to your left... this should be northeast. Alternately, if you hang around the rock for a few moments, a bird will take off flying (coincidentally, to the northeast. ;). If you follow that bird, it should lead you right to Tarhn's camp.

Pass by the clump of rocks, then keep your eye on the horizon as you move forward. You'll soon see the smoke rising up from Tarhn's campfire... continue a little ways forward and you will reach the camp.

You'll meet Tarhn here, and after a quick conversation Ryu will explain the situation to her. Since it's already nightfall, go ahead inside the tent and Ryu will fall asleep. You'll now be switched to Cray, who is still being questioned by the court of Ludia. After a flashback regarding the King's Sword that Ryu broke during your first encounter with Rasso, Ryu will suddenly awaken. Head outside and talk to Tarhn, and choose the third option "About the King's Sword...". She'll mention that if the sword were to turn up again, it would help to lessen the trouble that Cray is in at the moment. In Mt. Glom, a volcano to the south of the plains, there lives a smith who may be able to forge another copy of the King's Sword.

To find out how to get there, you'll first have to go back to Worent. You won't have to go back through the Plains again, just exit onto the World Map and return to the spot where your party is waiting. Leave the Plains and return to Worent, and pay a visit to the Elders again. One of them will then give you the directions to Mt. Glom... "East to the big rock, then south. Look for the smoke coming out of the tip of the Volcano." So, re-enter the plains, and head due east until you reach the large rock. Then, turn south and head straight, towards the smoking mountain (which is, of course, your target). Walk off the south edge of the Plains and you'll end up at the entrance to

the Volcano.

E. Mt. Glom

My Level: Ryu 18 / Nina 18 / Ershin 18 / Scias 15

Items: Fire Ward, 600Z, Vitamin (x2), Drill Punch, Molotov (x4)

Enemies: Drake, Wyd, Firewyd

NOTE Here is another good EXP opportunity. By using a fire-based attack on the Drakes that inhabit the Volcano, they will increase in strength, but give 3x the normal amount of EXP!

Once in the interior of the Volcano, make your way to the east (don't step on the lava or you'll take damage). Jump across the gaps and go through the cave entrance to the north. Exit to the west and open up the bag to obtain a Fire Ward, an accessory that will help you defend against the fire based attacks of the monsters in the Volcano. Go back east through the cave entrance, and up the ramp against the far wall. Exit through the passage to the north, then walk along the platforms in the next lava-filled room.

The platforms in this room will drift apart after the first random battle, then draw back together after the next. Make your way to the middle platform, then get into a battle. The platforms will then drift apart. Run east to pick up a chest containing 600 Zenny, then go back to the middle platform and fight another battle to draw them back together. Cross over to the platform on the north, then fight a battle. You can now cross over to the other chest, which contains 2 Vitamins. Cross back over, then cross to the north-east. Ignore the cave passage to the east for time being, then cross over to the next platform to the north.

Fight another battle on this platform, then cross over to the west. Now fight one more battle, then jump over into the cave entrance on the west wall. Grab the chest inside to obtain a Drill Punch (which should be equipped to Ershin), then make your way all the way back across to the other cave entrance (the one I told you to ignore a few moments ago). Run around the outside of the room crossing several bridges along the way and you'll reach the Smith's house. He'll tell you that in order to re-forge the King's Sword, he'll need the Faerie Drop, a rare item that is said to only be possessed by the Faeries. And the Faeries in the Wychwood are just the ones that will help us out... ;)

First, climb down the ladder in the smith's house, then exit to the west back out into the lava room. Run across the bridges to the treasure chest, which contains 4 Molotovs. Go back inside the cave to reach the smith's "basement", then proceed through the cave passage to the east to find a quick exit out of the Volcano. Once back out on the World Map, return to the Wychwood. Retrace your steps back to where you met the faeries before, and examine the colored lights to make them appear. The faeries will take you to their home village, where the Faerie Drop may be found.

F. Faerie Village

My Level: Ryu 18 / Nina 18 / Ershin 18 / Scias 15

Items: Faerie Drop

Enemies: Chkom, Kyo, Nmag0, Udy, Bokta, Fantam (*)

It would seem that some monsters have taken over the village, and that in exchange for chasing them off, the faeries will give you the Faerie Drop. Around the village you'll see "Zzz" signs, which signify the spots where the ghosts are hiding. Examine the spots to bring out the ghosts, and defeat them in battle. All five of them can be defeated easily enough using just physical attacks (with the exception of Udy, who has a pretty high evade rate and is easier defeated with magic).

Once all five of his "children" are defeated, the boss shows up. Heal yourself up then charge into the battle!

Boss Fight

Fantam --> 5,000 HP, 4,000 EXP, 1,800 Z. Drops Magic Shard.

Nose Dive: Physical attack against all targets

Drain: Suck HP away from one target

Sever: Weak wind-based attack against one target

Frost: Weak water-based attack against one target

Ovum: Turn all targets into 'Egg's

This is a rather strange boss. First, he has four distinct 'sizes', and can be made bigger or smaller depending on what type of attack he is hit with. At different sizes he has different attacks. Physical attacks make him bigger, while magical attacks make him smaller. The bigger he is, the higher is defense is, but the lower his magic defense is. Likewise, the smaller he is, the lower his defense, but the higher his magic defense. In order to shrink him you'll have to use the correct attribute spell on him. Play around with spells to see what works on him... for example, Wind shrinks him the first time, while Earth shrinks him the next (unless it's random, I'm really not sure at this point). When at his smallest form, you can pound on him with physical attacks dealing great damage, and get rid of him quite easily.

After the battle, the Faeries will thank you, and give unto you the Faerie Drop. Now head back out of the Wychwood and return to the smith near Mt. Glom. The smith will then happily forge a new King's Sword for you! Now that you finally have the replacement sword, head all the way back to the kingdom of Ludia. Enter the castle, but you'll find out that the King's Sword has just been returned by the Empire...?

Following this sequence, you'll be escorted back outside the castle. Nina will suggest that the only method left is to go in and rescue Cray themselves. Go back to your rooms and the party will wait until nightfall.

G. Ludia Castle

My Level: Ryu 19 / Nina 19 / Ershin 19 / Scias 16

Items: Artemis' Cap

Enemies: Soldier, Troop, Toxic Fly, Roach

That night, return to the Castle and head inside. Accost the guard on the north and you will be attacked! You MUST defeat the soldier before the first round of combat ends, else the Soldier will call for help and you will be thrown out of the castle and forced to try again. Since they tend to

guard, Nina's magic is your best bet in defeating them. Enter the door behind the guard and climb the stairs. Take out the next guard, then open up the chest in the room behind him to find Artemis' Cap. Go back out to the hallway and continue up the stairs.

Run along the hallway and continue up the next staircase. Take out the next guard, and in the next room you'll meet up with Cray! He'll finally rejoin your party. Run all the way back down to the ground level, and escape the Castle. Exit Ludia and return to Worent. Buy a few equipment upgrades for Cray while you're in the area, then stop back to the Elders' house. They will suggest that you re-pay a visit to Tarhn and ask her what to do next. Go back out onto the World Map again, and head back to Tarhn's campsite and take a rest.

The next morning, speak with Tarhn again and during the conversation Nina suggests that Ryu might be the reason behind the Empire's actions as of late. To find out the truth, Nina suggests the party go visit the Wind Dragon in Wyndia. Tarhn will give you a Jadestone which will allow you to get to Wyndia and send you on your way. Exit the campsite to come back out on the World Map.

NOTE Now might be a good time to return to Mt. Glom and gain some EXP, now that Cray is back in your party.

The Jadestone that Tarhn gave you allows you to activate the Shrine near the Golden Plains, which will allow you to travel to Wyndia. The Shrine is located to the east of the Golden Plains... to get it just enter the Golden Plains, and walk as far east as you can. When you walk off the eastern edge, you'll end up at the shrine.

H. Dragon Shrine

My Level: Ryu 21 / Nina 21 / Ershin 20 / Scias 18 / Cray 17

Items: 500Z, Silver Top (x4), Light Bangle, Ammonia (x2)

Enemies: Nut Mage, Nut Troop, Nut Archer, Drake, Caterpillar

Go inside and examine the altar, and when you place the Jadestone on it, the statue behind the altar will lower, revealing a cave entrance. Head inside and run east along the narrow walkway, until you reach a branch. Run north, past the first intersection, and you'll see reach another intersection. Go west to find a chest containing 500 Zenny, then run back and go east, past another crossroads, then go south at the next branch. Follow the walkway around and enter the next cave passage.

There are lots of lasers blocking your path in this room. By putting Cray out in front you can turn the laser emitters around, thus changing the path of the laser beams. Don't actually touch the laser beams, as you'll take some damage from them. Run down the stairs and have Cray push the green laser, then run north and push the yellow laser. Go back around and up the stairs, then run south along the platform and down the stairs, to reach the other side of the yellow beam. Run to the east side of the room and up the stairs, to reach a chest containing 4 Silver Tops. Go back down and have Cray push the red laser, then back down and push the yellow laser again. Continue down and push the green laser, then back up and push the red laser. Now you can enter the door to your east, where you can find a chest containing a Light Bangle!

Go back out and push the red laser, then run down and push the green laser, then the yellow laser. Go up the stairs to get back onto the upper platform, then run to the north and down the stairs along the north wall. Move east along the green beam, then into the door on the north. Go up the stairs and you'll find yourself in a building of some sort. By talking to the guy in here, you can choose to trade him your current treasure for a better one. Exit the building, but before heading out to the World Map, look for a chest behind the building, which contains 2 units of Ammonia. Now leave the area to come back out on the World Map.

Go north from here to reach the swamp of Ahm Fen.

I. Ahm Fen Swamp

My Level: Ryu 21 / Nina 21 / Ershin 21 / Scias 19 / Cray 18

Items: Baby Frog, Scale Mail, Life Shard (x3)

Enemies: Patrol, Nut Mage, Cracker

Run across the walkway and on the next platform you'll notice a sign that warns you to be careful when using the walkways, as going too quickly may cause the walkway to make loud noises and frighten the animals. Continue along, and on one of the next platforms you'll notice a chest to the south, below the platform. You can't get this just yet, so for now jump across to the other platform, and head for the broken walkway to the east. Jump over the gaps, and go down the ramp once you reach the next platform to reach the lower area. Run over to the west and you'll be able to get to that chest you saw earlier, which contains a Baby Frog.

Go back to the ramp, and proceed to the south. Run up the next ramp and use the walkway to proceed to the next screen. The walkway will fork here... take the north path and you'll see a rather large snake to the south. By stepping onto the boarded up area of walkway, a loud noise will startle the snake, causing it to move. Walk across its body to the next platform, and step on the boarded area to make it move again. Walk across it over to the next platform, then run across the boarded area to make it move again. Instead of crossing it, continue to the south to pick up a chest containing some Scale Mail, a pretty powerful suit of armor. Run back up onto the platform, and as you cross the weak area the snake will move. Continue stepping onto the area until he comes back to the same position he was in before, then cross over onto the next platform.

Run up the ramp to the north-east and step on the weak area until the Snake slithers around to you. Jump on, then cross over to the platform to the west. Step on the weak area until the snake moves out of the way, then proceed down the ramp and open up the chest to find 3 Life Shards! Run back up the ramp, across the weak area, then jump onto the snake and cross back over to the platform on the right. Run down the ramp and use the stones to jump across the swamp. Go up the ramp on the other side and proceed east to the next screen. Continue along a short ways and you'll be back out on the World Map. Proceed up to Wyndia, and along the way you'll hit an ! spot where you'll have a short conversation among your party members.

During the conversation one of the Faeries from Wychwood will show up. They have their home back, but they've been gone so long that they have no idea what to do anymore. Return to the Faerie Colony with them, and you'll now be able to participate in the "Faerie Colony" bonus quest. Like in BoF3 you will have to raise the colony of Faeries by telling them what to do,

such as hunting for food, building houses, etc. By raising the Colony, many 'bonus' things will open up to you, such as shops that sell unique items or provide various services to you. Refer to the "Faerie Colony" section for more details. Be sure to visit the Faerie Colony often to check up on things.. from now on whenever you camp out, a faerie will be with you so that you can visit the Colony. ^_^

Rest up and Save the game if needed, then proceed to the Kingdom of Wyndia!

J. Kingdom of Wyndia

My Level: Ryu 22 / Nina 22 / Ershin 21 / Cray 19 / Scias 19

Items: Ring of Wind, Wisdom Fruit, Soul Gem, Fat Frog,
Swallow Eye (x2), Fish-Head (x2), Eye Drops, Apple (x6)

Shop: Bastard Sword (3200Z), Wand of Air (3600Z), Mace (3300Z),
Biter (4500Z), Scale Mail (2100Z), Mage's Robes (2300Z),
Party Dress (2500Z), Long Boots (550Z)

World Map Enemies: Nut Mage, Nut Archer, Nut Troop

Manillo Store:	Gold Top	Blowfish x1, Flying Fish x2
	Warbler	Blowfish x1, Flying Fish x2
	Flattop	Blowfish x2
	Hanger	Blowfish x2
	Toad	Flying Fish x3
	Tail	Flying Fish x3
	Bamboo Rod	Sea Bream x2
	Aurum	Man-o'-War x5

NOTE You can find your next Master, who is actually Momo from BoF3, in the Windmill! The longer you play the game, the more abilities she will teach you. You'll learn your first skill after 20 or 25 hours of gameplay time (I'm not sure which since I already had something like 29 hours at this point), Spray. If you have enough gametime be sure to get it! Since its damage is based on your defense, give it to the person with the highest defense (Ershin).

ANOTHER NOTE Also in Wyndia is a Manillo store, where you may buy items with the fish you have caught! If you've been fishing a lot you can purchase a lot of good lures here. See the "Manillo Store" sub-section of Section V for more details on the Manillo Shop.

Explore the town if you so desire, then head for the Castle via the lift at the top of the town. Go inside the Windmill and up the stairs, and you'll come out atop the castle. Then, run to the north and enter the other Windmill to find a chest containing a Ring of Wind. Go back out to the lower area, then enter the actual Castle. With Nina in the lead, talk to the guards and they will allow you to pass. Loot the dressers in the two rooms to the south to pick up a Wisdom Fruit and a Soul Gem, then talk to the guard in the north-east to visit the King. During the sequence, he tells you that you must visit the Oracle of Wind who resides in the Kasq Woods, near Wyndia. The next morning, loot the dresser in the King's bedroom (heh) to find a Fat Frog.

Also, you can talk to the guy in the dungeon, and you can trade in your treasure for a different one. Run around and explore the rest of the Castle

if you wish, then head back to town. In the big house in the southwest part of town you can find 2 Swallow Eyes and 2 Fish-Heads in dressers in the kitchen, and you can find some Eye Drops in the house just to the east of this one. Finally, 6 Apples can be found in the cupboard in the house just to the northwest of the mansion. There are also some pretty expensive equipment upgrades in the shop (which can be found upstairs in the Inn). Purchase whatever you can afford... the rest can wait until after you come back from the woods.

Once you're ready exit Wyndia and a path will appear to the east, towards the Kasq Woods. This is where the Oracle of Wind is said to reside!

K. Kasq Woods

My Level: Ryu 22 / Nina 22 / Ershin 22 / Scias 20 / Cray 19

Items: 600Z, Long Boots, Weather Vane (x2), Magic Shard, Aurum, Flattop (x3)

World Map Enemies: Nut Mage, Cracker, Bilboa

Enemies: Bilboa, BeeTroop, Nut Mage, Cracker

NOTE You may learn the "Last Resort" Skill from the Bilboas that appear on the World Map and in the woods, and the "Risky Blow" skill from the BeeTroops that appear in the woods.

After entering the Kasq Woods, just follow the trail and cross the bridge. Here the trail will branch off to the north and south... by going to the south you can meet a fish-type person who tells you about a Fishing Spot just outside the forest. Feel free to go back outside and do some more fishing if you want. ^_^

When you're ready to proceed, follow the trail to the north, and exit to the next screen. Cross the log to your east, and then follow the trail. You'll pass by a treasure chest... be sure to open it and pick up the 600 Zenny inside. After grabbing it, backtrack the way you came and go back across the log. Run all the way to the north and you'll come to a broken bridge, and a treasure chest that you can't get to just yet. Go up the slope to the south of the bridge, then cross the bridge to the southeast. You'll see another bag below you that you can't get to just yet. Continue along the trail and read the sign in order to figure out how to ride the logs. It's log-rollin' time!

Jump onto the first log and roll north to the next log. Cross over then roll to the west, then jump off onto the platform to your south. Run down to the next log, and roll to the south to access that bag you saw earlier. Open it up to obtain 2 Weather Vanes. Now go back across and jump onto the other log, then roll the rest of the way to the west, then jump onto the next log. Roll all the way north, then jump over onto the ledge. Go up the slope and you'll come to the chest near the broken bridge that you saw before. Open it up to obtain some Long Boots! Run back down the slope and jump onto the log, then roll to the south. Cross over onto the platform on your west, then over onto the log to your north. Roll east and cross over to the next log, then roll all the way north and cross back over to land. Follow the trail to the east and north up the slope, and proceed onto the next screen.

Follow the trail to the west, but don't step onto the thorned bushes or you'll take damage. Circle around to the end of the trail, where you'll find a chest containing a Magic Shard. Go back to the entrance of this

screen and take the east path this time. Run along the trail and eventually you'll come to the next screen. Walk along some more and you will finally reach the Oracle's house.

Go inside and you'll have a conversation, where she tells you that you must find the Wind Flute in order to reach the Tower of Wind where you may find the Wind Dragon. The Wind Flute is hidden somewhere in the basement of Wyndia Castle, she tells you. Before leaving, search the bookcase to find 3 Flattops, and open the chest to obtain some Aurum. Exit the house and run to the east, to quickly get back out to the World Map. However, during the night you'll suddenly find that Scias has turned up missing. Cray believes he probably run off to tell the Ludians what they're up to, and suggests they hurry.

Back out on the World Map, return to Wyndia and speak with the King. He'll grant you permission to enter the basement where the Wind Flute is kept. You can get to the basement by entering the Windmill on the north side of the castle, and going down the stairs. The guard will move out of your way and let you proceed to the basement!

L. Wyndia Castle Basement

My Level: Ryu 22 / Nina 23 / Ershin 22 / Cray 20

Items: Soul Gem, Swallow Eye (x3), Healing Herb (x4), Wind Flute (*)

Enemies: Zombie, Cadaver, ZombieDr, Giant Roach, Caterpillar

Run down the stairs and enter the door to your east to enter the underground passages beneath Wyndia Castle. Continue to the east until the passage branches off to the north and south. First go north to come to a chest, which contains a Soul Gem. Run back and go south, and when the path splits again, head north-east. Continue to the next screen, and walk until the passage forks again. The windmill here will cause trouble for you, as it will suck you back down if you are in its path. It swivels around, so wait until the windmill turns the opposite direction, then dash down the northeast passage as fast as you can. Quickly open up the chest to obtain 3 Swallow Eyes.

Return to the fork, then wait for your chance to dash down the north passage. Enter the door at the end to reach the next screen. The platforms in the next area will also swivel around by themselves. Walk onto the first platform, and wait for it to turn facing the north, then walk off onto the ledge. Run to the east, and onto the next platform. Wait for it to line up with the barely-visible ledge to your south, then cross over and open up the chest to obtain a Balance Ring. Walk back onto the platform and wait for it to line up with the one on the east, then cross over. Wait for this one to line up with the ledge to your east then disembark. Run through the passage on the east to reach the next screen.

On the next screen, you'll have to run north through a windmill-filled passage. The wind will blow you back, and you can't run against it, so your only chance is to duck in the cavities in the wall when the wind stops. Wait for the wind to stop, then run north through the passage and stand in the cavities on the right. Wait for it to stop again, and continue the process until you reach the top. Be sure to grab the bags along the way to pick up 4 Healing Herbs and 2 FlashGrenades. Exit through the north and continue along the path to find the Wind Flute!

Now that you have the Wind Flute in your possession, retrace your steps

all the way back out of the cavern. You'll then have a sequence with Scias who, sure enough, has returned to Ludia to inform the others of the situation. Afterwards, exit the Castle and proceed to Pung'tap, the Tower of Wind.. located just to the north east of Wyndia.

M. Pung'tap

My Level: Ryu 23 / Nina 23 / Ershin 22 / Cray 20

Items: Homing Bomb, 600Z, Power Food (x2)

Enemies: Drake, Giant Roach, ZombieDr, Cadaver, BloodBat

NOTE You can learn the 'Douse' ability from the Giant Roaches that inhabit the tower, but only when they are accompanied by a Drake.

SPECIAL NOTE If you want to return to any of the previous areas in this region, you'll want to do so now, as once again, it will be quite a long time before you will be able to access them again.

As you enter Nina will play the Wind Flute, which causes the lift to lower down to the ground, giving you access to Pung'tap, the Tower of Wind. After riding up the lift, enter the actual tower via the door to the southeast. Walk until you reach a small room with doors leading off to the north, south, and west (you'll have come from the west). Take the south passage and follow the hallway until you reach the dead-end, where you'll find a chest containing a Homing Bomb, which should be equipped to Ershin. Run back to the room with the doorways, and take the north path this time. Follow the passage around, and through the next doorway.

You'll now reach a windy room where you'll have to use the strong wind to jump up to the top. While the wind is calm, jump over to the platform to the south, then wait for it to blow. Jump again, and you will be sent flying upwards, to a platform with a chest. Open it up to obtain 600 Zenny. Jump back down to the bottom, then wait for the next gust and jump up to the platform across from the one with the chest on it. Exit through the doorway to the south. Run up the stairs around the outside of the tower, then go in the other door to come back in the wind tunnel. Wait for the next gust, then jump and you will be sent flying upwards to the next screen. Jump up to the next platform, then continue upwards, up to the next level. Grab the chest on the small platform to obtain a Fighting Robe, then jump up again and you'll be swept up to the top of the tower. Jump back down in the hole and you'll fall down two levels, and land safely on a platform below. Leap down again, and you'll land on the platform with the chest, which contains 2 Power Foods. Now make your way back up to the top of the tower.

Walk across the ledge over to the Gondola, but before you get anywhere, the Ludian Master shows up. After a quick conversation he will send his little "creations" after you. It won't be a very hard battle... all you really have to do is pound on them with physical attacks. Afterwards, Scias shows up and denounces his contract with the Master. Enraged, he sends three more Grunts after you! Scias will appear in this battle, though you won't control him. Don't use area magic attacks as they will hit Scias too, just pound on them with physical attacks as you did before. The Master will run off, and Scias will rejoin the party.

The party will then board the Gondola and will be flung off to the sky. You'll then meet up with the Wind Dragon. You'll learn a lot more about Ryu during this sequence. He will then take you to the mountains in the center

of the continent. There is a small village at the base of the mountain where you might be able to learn more about Ryu's true nature. Run down off the mountain and you'll be back on the World Map. Then proceed south to the Ice Peak... the village is at the base of these mountains.

N. Ice Peak

My Level: Ryu 24 / Nina 24 / Ershin 23 / Cray 21 / Scias 20

Items: Vitamin, Icicle, Asbestos Armor, 500Z

Enemies: Blue Cap, Red Cap, Icebeak, Bilboa, Bilbul, BloodBat

Run along the mountain path and you'll come to a ramp that winds up the side of the mountain. Before climbing up, be sure to grab the bag just below it, to obtain a Vitamin. Now run up the slope until you reach the top, then head west. You'll see another slope that leads back down the mountain in that direction, as well as a ledge leading off to the west towards a cave. Run along the ledge and into the cave, and run to the end of the walkway to reach a chest containing an Icicle. Go back outside then run down the slope, and into the cave above the frozen waterfall.

Run along the walkway and out the other side to come back out on the mountain. Continue to the next screen and you'll come to a snowball in the path. Put Cray in the lead and give the snowball a shove, and it will roll down the hill. Continue pushing it downwards until you can move around it, then continue to the bottom. Push the next snowball and it will roll down the hill and into the trench, giving you a way across. Cross over, and ignore the snowballs for the time being, and proceed up the hill to the north. Go all the way to the top, then push the snowball down the ramp to give you a crossing to the chest below. Open it to obtain a suit of Asbestos Armor. Now go back to where you crossed the first time, and push the next snowball down the hill to the west. It will hit a rock on the way down and smash, but it's not a big deal as you won't need it. Go back to where you crossed the trench again, and push the snowball to your north down once. Then push it down the hill on the west, and it will roll down into the trench. Cross, then push the snowball up to the north, and over into the trench to get the last chest, which contains 500 Zenny. Run down the hill to the south to exit Ice Peak, then proceed south to the village of Chek.

O. Village of Chek

My Level: Ryu 24 / Nina 25 / Ershin 24 / Cray 22 / Scias 22

Items: Aurum

Shop: Bastard Sword (3200Z), Wand of Air (3600Z), Mace (3300Z),
Asbestos Armor (2700Z), Mage's Robes (2300Z), Healing Herb (20Z),
Panacea (100Z), Ammonia (250Z)

World Map Enemies: Blue Ball, Blue Cap, Red Cap, Bilbul, Bilboa

NOTE You can learn the "Frost Strike" skill from the BlueBalls that appear on the World Map in this region. Use a water-based attack on them to get them to use it.

There's not much to do here in Chek, except for purchasing a few sets of Asbestos Armor for anyone who might need them. Chek is full of children,

but it seems that these aren't ordinary children, for they possess wisdom far beyond their years. Visit the Abbess' home in the east side of town and she will immediately recognize Ryu as the Yorae Dragon! After the sequence the party will rest and Ryu will wake up alone. Go outside and you'll meet the Abbess again, and you'll have another sequence. It would appear that Ershin also has some kind of connection to the Endless...

The next morning, Ryu will wake up again, once again alone. Go outside and meet your party, then go and talk to the Abbess again, who can be found on the top of the outer wall with Ershin. She will attempt to release Ershin by sending Ryu and the rest of the party into her mind!

P. Ershin's Mind

My Level: Ryu 24 / Nina 25 / Cray 22 / Scias 22

Items: Water Ward

Enemies: Spectre, Gulper, Umadap (*), Azeus (*), Agiel (*), Yeleb (*)

NOTE You may learn the Ebonfire skill from the Gulpers that appear in Ershin's Mind. It won't have enough AP to use it to start, but if you use an AP-restoring item such as a Wisdom Seed on it, it will gain enough AP to start casting it. Beware, however, as it has many other powerful spells that can really tear up your party.

Run along the walkway and once you reach the top, jump across the gaps. Be sure to jump across to the platform to the south with the chest on it, and open it to obtain a Water Ward. Jump back across then continue to the north, jumping over a few more gaps along the way. On the next screen, you'll appear to be high above the ground. Continue forward, across the gaps, and you'll see a spinning platform before you. Examine the white jewel nearby to stop the platform's spinning. Assuming you timed it right, you'll be able to jump across onto the platform. Manipulate it so that you can ascend up to the top, where you'll find a strange green crystal. Examine it and you will meet the "real" Ershin! In order to free her you will have to destroy the four pillars that are sealing her. Examine any of them and you'll have to fight!

Mini-Boss Fight

Umadap --> 1,200 HP, 2,500 EXP, 0 Z. Drops Molotov, Fire Ward.

Sever: Weak wind-based magic against one target

Cyclone: Moderate wind-based magic against all targets

Azeus --> 1,200 HP, 2,500 EXP, 0 Z. Drops Weather Vane, Wind Ward.

Frost: Weak water-based magic against one target

Ice Blast: Moderate water-based magic against one target

Agiel --> 1,200 HP, 2,500 EXP, 0 Z. Drops Water Bomb, Water Ward.

Rock Blast: Weak earth-based magic against all targets

Stone Pillar: Moderate earth-based damage against one target

Yeleb --> 1,200 HP, 2,500 EXP, 0 Z. Drops Electrode, Earth Ward.

Flare: Weak fire-based magic against one target

Fireblast: Moderate fire-based magic against all targets

Since the pillars regain 600 HP each turn, it's best to get rid of them one at a time. Individually they aren't all that tough, but unfortunately you will fight all four at the same time.

Umadap: Water attacks such as Frost Strike and Icicle work well against this pillar.

Azeus: Earth attacks such as Stone Pillar and Plateau work well against

this pillar.

Agiel: Fire attacks, like Flame Strike and Burn, deal a lot of damage to this pillar.

Yeleb: Wind attacks like Sever and Eddy can really hurt this pillar.

By using the correct types of attacks, you should be able to win this battle fairly easily. ^_^

After the battle, the true Ershin will be freed, but since she doesn't have a "body", she can't leave. She then asks you to find a medium that she can use as a body, and sends you off. Retrace your steps back to where you entered (to get back to the entrance you can jump from the platform where the chest is). Leave Ershin's Mind and you'll find that the Abbess has already requested a medium. After the sequence, Ershin will be unsealed and transferred to the medium, leaving only a lifeless suit of armor behind.

After the sequence(s), stop by the Abbess' house, and meet up with Ershin. During the conversation you'll learn that the Fou Empire has come up with a way to summon dragons, but since it is not quite perfect, Ryu and Ershin remain "incomplete". Ershin was trapped in the armor, and Ryu was "split into two" as Ershin puts it. You can probably guess that Ryu's "other half" is none other than the emperor, Fou-Lu.

Afterwards, you'll be switched back to Fou-Lu, who has finally woken up in the village of Sonne. Use the Diary to save if you wish, then exit out into the village. As you go to exit the village the landlord will spot you and start asking a bunch of questions, but Mami (the girl who was taking care of Fou-Lu at this point) "rescues" him and takes him back to the house. After the short sequence you'll be switched back to Ryu and company.

After a few more sequences you'll be in control of Fou-Lu, again.

Q. Village of Sonne

My Level: Fou-Lu 65

Enemies: Papan (*)

Exit the house and proceed past the point where the landlord stopped you before to get to the other side of the village. After a short conversation with Mami, a loud roar coming from the other direction splits the air. Run across the bridge to the south, then into the forest to the east, then follow the trail. As you reach the cleraing, a giant boar-type creature, similar to the one you fought in the Kasq Woods, suddenly appears from out of nowhere!

Boss Fight

Papan --> 12,000 HP, 10,000 EXP, 750 Z. Drops Apple, Wisdom Fruit

Like all of Fou-Lu's boss battles, this is a piece of cake. Just transform yourself into the Astral Dragon and pound on him with physical attacks. He'll go down within a matter of a few turns.

Return to the village and Mami will come running up again. After the conversation you'll switch back to Ryu and party. Return to the Abbess' house and speak with Ershin, who is still asleep. Since she doesn't seem to be waking up, the Abbess suggests going into her dream and waking her from there. Once again, you'll be sent into Ershin's mind...

R. Ershin's Mind, Part Two

My Level: Ryu 25 / Nina 25 / Cray 23 / Scias 22

Items: Knockout Gas (x2), Manly Clothes

Enemies: Spectre, Gulper

Follow the path around, and be sure to jump over to the platform on the north and open the chest to get 2 units of Knockout Gas. Continue along the path (pretty straight-forward, eh?) and open the next chest to obtain a pair of Manly Clothes. Run along the walkway some more and enter the "Shrine". You'll find Ershin here, and after the conversation she'll tell you that before the two halves (meaning Ryu and Fou-Lu) meet, you'll have to find some way to make Ryu as strong as the Emperor, in hopes that they might be able to stop the Empire from using him (them?) for their own desires.

Exit the way you came and return to the outside, and Ershin will wake up. After the sequence, she tells the party that in order to increase Ryu's power to its full potential, you should visit the Yorae Shrine near Chek. By calling the other dragons to aid Ryu, it may be possible to make him as strong as the Emperor himself. Exit Chek and proceed south. Along the way you'll hit an ! mark, where the empty suit of armor suddenly shows up! It would seem that some of Deis's power rubbed off onto the armor, enabling it to move and talk by itself! Since Deis isn't too happy about the notion of bringing it with them, Nina suggests that Ershin (the armor) stay behind in the village until the party returns.

Exit the area to come back out onto the World Map. Proceed to the west to Sinchon, the Yorae Shrine!

S. Sinchon

My Level: Ryu 25 / Nina 25 / Cray 23 / Scias 22

Items: Swallow Eye (x2), Magic Shard (x2), Soul Ring

Enemies: Bot, Fiend, ProtoBot

World Map Enemies: Bilbul, Crawler, Bilboa, Fiend

NOTE This is another good EXP opportunity, as by using a combination magic attack on the Bots and ProtoBots (for example, Jolt or Eruption) their bodies will burst open and they will give double the normal amount of EXP. Also, after breaking open, the ProtoBots will use the Sacrifice skill, which you can learn.

After entering the shrine just head to the north, and in the next large room you'll notice a chest on the west, but you can't get to it just yet. Keep moving to the north, and in the next room you'll be in a corridor leading to the west. Go west, past the door, and into the door to the south. This passage will take you around to the chest you saw earlier, which contains 2 Swallow Eyes. Go back around and into the door onto the north (the one you passed by earlier), and continue through the shrine. Head down the stairs and in the next room go north along the east edge of the wall. Climb up the stairs and into the next room, then jump across the orange pillars over to the platform with the chest, which contains 3 Dragon Scales.

Go back across and back into the next room, then down the stairs and up around the other side of the room. Go through the door and you'll find yourself on the lower part of the room you were just in. Run to the north end of the room and examine the plaque on the wall, and the two nearby pillars will rise up. You'll have to hurry now, as the pillars will only stay up for a certain amount of time (denoted by the hourglass that appears after you examine the plaque). Quickly run back to the previous room, up the other side, then jump across the pillars to the north end of the room. By intentionally standing on the western pillar and waiting until your time runs out, you can get to the lower part of the next room, and pick up two treasure chests. You'll find 2 Magic Shards and a Soul Ring!

Run back and examine the plaque again, then jump across the pillars once more, only this time jump over onto the upper platform and go through the door. You'll end up on the upper area of the room with the chests in it. Continue north through the next few rooms, and exit the shrine. After a sequence, you'll switch back to Fou-Lu, who is still in the village of Sonne.

Exit to the fields and you'll feel another tremor. Find Mami and you'll learn the nearby mountain has started smoking... and a 'legend' of the village says that whenever that happens, the God of the mountain is angry about something. Fou-Lu decides to go off to visit this 'God' and leaves the village. Talk to Mami before leaving and she will give you a Rice Ball. Back out on the World Map, go north to reach Mt. Yogy.

T. Mt. Yogy

My Level: Fou-Lu 65

Items: Wisdom Fruit, MultiVitamin (x3)

Enemies: Bilbao, Cairn, Lavoid

World Map Enemies: Bandit, Shadow, Bilbao, Morph

NOTE You may learn the "Blitz" skill from the Bilbaos who appear on the World Map in this region and on the mountain.

Upon entering the mountain, Fou-Lu will take the boulder out with one quick shot, freeing up the mountain path. Proceed up the mountain, and once you reach the first intersection take the north-west path. Jump (or teleport actually :p) across the gap and pick up the bag to obtain a Wisdom Fruit. Run back to the intersection and take the upper-right path. Continue upwards, and at the next fork take the lower path to reach the crater. Head into the mountain interior and follow the path. Jump across the gap at the far north to get over to the platform with the chest, which contains 3 Multi Vitamins.

Backtrack a little bit and jump across the gap to the east. Continue along, clearing several more gaps along the way, and exit to the north. Run along the long and winding path some more until you come to the end, where you will meet a very large and very strange looking creature who claims to be the God of the mountain. After the short "conversation" the creature loses its patience and attacks!

Boss Fight

Marl --> 15,000 HP, 25,000 EXP, 2,100 Z. Drops Wisdom Seed.

Summon Kin: Summon two mini rock-monsters (Klod and Bellwyd)

Quake: Heavy earth-based damage to all targets

Focus: Increase attack power and counter-attack rate

You should know the routine by now. First have Fou-Lu transform into the Astral Dragon. On his first turn, Marl will summon his two little "helpers", Klod and Bellwyd. Take out Bellwyd with one physical attack, as he can heal and cast assistant magic on the others. Leave Klod be for the time being, as when both are destroyed, Marl will just summon two more. Once Bellwyd is gone, pound on Marl with physical attacks or Frost Strike. His defense is rather high, so it will take a little while to bring him down, but he won't pose too much of a threat to you. Once Marl is defeated, bring down Klod with a quick physical attack to win the battle.

After the battle you'll have to make your way all the way back out of the mountain. Backtrack the way you came and exit the mountain, but on your way back down you'll meet up with Mami and the landlord, who have come to investigate. After another sequence, you will then be switched back to Ryu and company.

The Dragon summoning has apparently been successful, as many Dragons have gathered at the shrine. After the sequence here, you will be switched back to Fou-Lu, again. Return to Mami's house and take a rest, and the next morning go back outside. However, as you go to the fields you'll find that a squadron of guards has come to the village in search of Fou-Lu! Enter Mami's house and she will suddenly run inside and block the door long enough for Fou-Lu to escape through the hole in the wall. The guards will take her off to Astana, and leave. After another sequence with the Dragons, they will decree that you must find their true selves in order to gain their power. Ryu will then gain the power of the Wind Dragon and learn the 'Rainstorm' spell.

Now backtrack the way you came and exit the shrine. Once back outside you'll get a sequence... it seems that General Rasso and the rest of the Imperial Army have come to the village of Chek! The village was evacuated earlier, with the exception of Ershin and the Abbess who are still behind. As Ershin, save the game at the Diary if you wish, then exit the house. The Abbess has been captured by two guards, but they see Ershin as it exits the house, and attack! The soldiers are very easy... one physical attack will be enough to take them out.

After a couple of battles, Rasso shows up and gives Ershin one last chance to tell the Empire where Ryu and the others are, but Ershin refuses. Rasso then will take her out with one quick attack (the same attack he used against the merchant in the Sarai Tavern). After this sequence, you'll be switched back to Ryu and company on the World Map. Be sure to rest and save, then enter the village of Chek.

The party will come back to find the town deserted, and the "wounded" Ershin will wander up. The Abbess will then explain the situation. Ershin is in bad shape, and since Deis refuses to get back inside the armor, Ershin's power supply will run out, and it will shut down.

The next morning Cray suggests they go check on the villagers, who should be at the abandoned village, which is in the mountains to the north of Chek. Exit the village and head north to the abandoned village.

U. Abandoned Village

My Level: Ryu 27 / Nina 28 / Cray 26 / Scias 25

Items: Soul Gem, Wisdom Seed

Enemies: Bilbul, Yaen, Crawler, Ight (*), Trean, Trunked

Upon entering the mountains, just run to the north. You'll soon come to a junction where the path leads off to the north, and east. To the north is a dead-end, so run east along the mountain path, and at the next junction, go south to reach a chest containing a Soul Gem. Pick it up then run back north, and proceed north. Once you reach the area with the large rock in the path, take the lower path to reach a bag containing a Wisdom Seed. Go back and take the upper path, and proceed forward and up the stairs. You'll have a camp sequence, and then you'll control Ryu.

Rest in the tent and you'll have a sequence back at Chek, then the next morning you'll be back in camp. Ryu will be awakened by a sudden scream from Nina, and outside you'll find that the Empire has found you! Nina will beg them to take the party to the abandoned village, but once you get there you'll find that Rasso is already there! After a short sequence you'll learn the hard way that Rasso used force to attempt to learn the location of Ryu, and killed off most of the villagers. After the conversation Rasso will summon another of his pitiful "warrior knights" to attack you!

Boss Fight

Ight --> 3,000 HP, 3,600 EXP, 0 Z. Drops Aurum, Flame Sword.

Jab: Multi-hit physical attack against all targets

Inferno: Heavy fire-based magic attack against one target

This monster is invincible, so don't even try to defeat him. Though you can damage him with attacks such as Rainstorm and Blitz, they will deal hardly any damage at all. Once Ryu is reduced to 0 HP, he will suddenly transform into the Kaiser Dragon and use the Kaiser Breath attack, which will destroy Ight's shield. Afterwards, if anyone else is left alive you can attack him normally, or wait for Ryu to use Kaiser Breath again, which will kill him. :P

After the battle, Ryu will suddenly will go out of control and the Kaiser Dragon will unleash an explosion centered on Rasso and his 'warrior spirit'. Ursula orders the party arrested, but the dragon soon takes out the other soldiers as well, then starts to turn on Ursula. Nina will somehow manage to calm Ryu down, and after the short sequence, Chapter II will end...

Chapter III: Streams

As Chapter 3 starts, you'll be in control of Fou-Lu again, who is in the process of escaping the village. The man near the exit will give you an Ivory Bangle, then send you on your way. Run east out of the village and follow the trail back out to the World Map. Enter the Sanctum to the south, where you'll find a shrine. Examine the stone slab and the boar (the one you fought before) will suddenly show up. The boar will ram into the slab several times, revealing the entrance but killing itself in the process. Enter the passage and start on your way once more...

A. Sanctum

My Level: Fou-Lu 66

Items: Icicle

Enemies: Cairn, Cyclops

NOTE You might want to equip the Ivory Bangle you got from the guy in Sonne. It restores your HP as you walk on the field, and each turn in battle. Since Fou-Lu's healing options are extremely limited, it just might save your life.

ANOTHER NOTE You can learn the "Spirit Blast" skill from the Cyclops that appear in the Sanctum. Wait for a few rounds until its club breaks, and it will start using Spirit Blast.

Run through the underground cavern and onto the next screen. When you reach a fork in the path, follow the northwest passage to a chest containing an Icicle. Go back and take the other path, and you'll soon find a strange blue crystal-like object blocking the path. Examine it and you'll find that it is actually a dragon! Examine it and you'll gain a new Dragon Power, Serpent. Continue onward through the cavern and you'll soon reach the exit. You'll then find yourself on a mountain. Run down off the mountain and you'll be back out on the World Map. Proceed to the west to reach the forest of Soma.

B. Soma

My Level: Fou-Lu 66

Items: SuperVitamin

Enemies: Bandit, Shadow, Morph, Bilbao

Run to the west and after a bit you'll reach a clearing with a tree in the middle, and trails leading off in all four directions. Take the west path to reach a chest that contains a SuperVitamin. Go back to the clearing and follow the south trail, and proceed to the next screen. Follow the path a bit more and Fou-Lu will comment on the quietness of the entire area. During this sequence you'll have a sequence with Lord Yuma (the guy from the Aqueduct when you were attempting to rescue Elina back in the first chapter)... it would appear that they have captured Elina and plan on using her as a sacrifice!

In the meantime, General Yohm orders the firing of the Carronade (the artillery they used to spread the Hex on the East Continent), directly into the Soma Forest! The cannon is fired, and the Hex starts to spread over the Soma Forest, leaving a wounded Fou-Lu in the center. As he collapses, a strange shiny object suddenly falls from the sky, landing next to him....

Afterwards, you'll be switched back to Ryu and party, who are still at the Abandoned Village. Nina will suggest that Ryu may have went out of control because he is still "incomplete", and after some argument the party across to go to the Empire themselves to meet the emperor Fou-Lu. Scias will cut through Ursula's ropes (claiming "it's not polite to tie up women"), and she will join up with you for the time being. Back on the World Map, rest and Save if you wish, then return to Chek.

Return to the Abbess' house and after the sequences, she will ask you to go wake Deis up. You'll find her sleeping next to Ershin... but as you talk to her you'll find that she has indeed returned her spirit to the suit of armor! Ershin will finally rejoin your party, and Ursula will join you as well.

Back on the World Map, you'll have to get down from the mountain before doing anything, so proceed to the south, to Mt. Ryft.

C. Mt. Ryft

My Level: Ryu 28 / Nina 28 / Cray 26 / Scias 25 / Ershin 24 / Ursula 20

Items: Rocket Punch

Enemies: Yaen, Fiend, BlueBall, Mud Pup, Crawler

Enter the mountain interior to the south, then jump across the gap. You'll reach a fork in the path here... take the northwest path and you'll soon come to a room with a lake. Jump across the stones along the south edge of the lake to reach the platform with the chest, and open it up to find a Rocket Punch (a very good weapon for Ershin). Leap back across then move to the west. At the next branch, go southwest and exit back to the outside.

Go down and jump onto the raft, and you'll have to play a mini-game in order to maneuver the raft safely down the river.

Mini-Game: River Rafting

In this mini-game, you must use the left and right directional to move the raft as you float down the river. If the raft strikes the river bank, part of the raft will break apart, and if you lose your raft (i.e hit the river bank too much), you'll have to start over! You can also get points by picking up the bags that are floating in the river. You'll also receive a bonus once you reach the bottom, depending on how many points you got.

Once you make it down off the mountain, just move to the south to come back out on the World Map.

NOTE Now you can access the entire Ludia and Wyndia region once again, so be sure to check up your Masters, particularly Momo and Una. Additionally, if you have been keeping up the Faerie Colony, the faerie Njomo will also become a Master... you can find her in a house to the southeast of Wyndia. Also be sure to search the cabinets in the house to obtain a Vigor Seed. I worked a lot on the Faerie Colony, so I was able to obtain all of Njomo's magic at this point. ^_^

The party will suggest you go to the merchant town of Shyde, where you might be able to find a sandflier with which to cross the desert. If you'll remember, it's near the kingdom of Ludia.

D. Town of Shyde

My Level: Ryu 28 / Nina 28 / Cray 26 / Scias 26 / Ershin 24 / Ursula 21

Equipment Shop: Cuirass (840Z), Crepe Cape (730Z), Face Guard (450Z),
Long Boots (550Z), Aura Ring (500Z), Life Sandals (500Z),
Talisman (300Z), Soul Gem (1000Z)

Item Shop: Healing Herb (20Z), Antidote (12Z), Eye Drops (14Z),
Jabbergrass (20Z), Wooden Rod (50Z), Floater (20Z),
Baby Frog (20Z), Straight (20Z)

Manillo Store:	Earth Claws	Sweetfish x5
	Ruby Scepter	Trout x5
	Broad Sword	R.Trout x2, Trout x2, Sweetfish x2
	Flail	B.Bass x2, Blue Gill x3, Piranha x6
	Firangi	B.Bass x3, M.Squid x3, Bass x6
	Holy Mantle	Rainbow Trout x3, Browntail x6
	Bell Collar	Rainbow Trout x3, Browntail x6
	Aurum	Jellyfish x5

NOTE If you've been fishing a lot, you might be able to purchase some of the rather nice weapons from the Manillo store in Shyde. ^_^

ANOTHER NOTE There is a guy who is almost-hidden near the Inn who will trade you a better treasure for the one you carrying. Be sure to get it.

In Shyde, head to the upper part of town and proceed to the north. Cross the bridge and go in the small building. Talk to the frog-person and, since you have enough money to purchase one of your own, he suggests waiting for one of the travelling merchants and asking them for a ride. Exit the building, but your party will be too late as the next sandflier is already on its way out. Ursula and Scias suddenly leap onto the sandflier and hijack the sandflier! Afterwards you'll have a sequence with Marlok (remember, the guy from Synesta?). It would appear that the sandflier belongs to him, and he gives you a Bond so that you may be able to buy one of your own.

Return to the building but before going inside, climb the ladder and talk to the kid with the doll (who you probably met several times before). Ask him about 'Shift', and you'll then be able to use the 'Shift' spell, which lets you travel instantaneously to certain areas you have previously visited!

Talk to the frog-person again and you will receive your very own sandflier! After receiving an explanation on how to use it, choose to go to Kyoin. You'll now have a mini-game in which you must actually drive the sandflier to Kyoin.

Mini-Game: Speedin' Sandflier!

In this mini-game you must drive your Sandflier from Shyde to Kyoin. To move the Sandflier, use the directional keys... left and right to turn. Press the O button to accelerate and the X button to put on the brakes. A map of the course will appear in the lower-left to help you get to your destination. Additionally, there sand dunes scattered about the course, and if you drive over them, you can sail into the air! If you're sly you may be able to take some shortcuts by doing this, but if you run off the course you'll lose a few seconds, so be careful. ;))

Once back in Kyoin, run up to the Causeway but the guard there informs you that the gateway no longer works, thanks to Ryu and the others accidentally causing it to shut down during their first trip through it. Go back to the sandflier and you'll have a sequence with Ursula, and you'll find a thief person (who looks just like Stoll!) who asks you to take him to Shikk. He says there's supposedly a lake near Shikk that runs all the way to the Western Continent, so if you go there, there might be another way to get to Hesperia. Choose to take him, then drive the sandflier to the Shikk Region. The man will give you a Silver Top for your trouble, then continue by himself to Shikk.

Before proceeding however, note that by going back to Kyoin and exiting town, you can FINALLY access the areas in the North and South desert. You should take this opportunity to check up on your first two Masters, Rwolf and Stoll... you may be able to learn a few more new skills. There are also quite

a few other things you can do at this point, like meeting with a few of the Dragons, for instance!

Meeting the Sand Dragon

As would expect, the Sand Dragon can be found deep within the desert. On the World Map you'll notice an area out in the middle of nowhere, near the Crash site where you began the game. Go back to Shyde and choose to take the sandflier course to the Shikk region. If you'll look at a map, you'll notice that there is a section along the south edge that is completely cut off from the rest of the course! If you jump over to that area using the sand dunes, you'll find an Oasis. Explore the area and you'll meet Sa Ryong, the Sand Dragon. He will then grant you his power, allowing Ryu to use the Onslaught spell!

Meeting the Mud Dragon

The Sand Dragon tells you that another dragon can be found "where Earth and Water meet". This could only be the Mud Dragon, who can still be found near the Dam, where you first met him. Return to the ? spot to the north of the Dam, and you will meet Ni Ryong, the Mud Dragon. He will also grant you with his power, allowing Ryu to use the "Mud Flow" spell.

Meeting the Grass Dragon

Finally, you can also meet the Grass Dragon at this point. And if you're looking for a place with lots and lots of grass... look no further than the good ol' Golden Plains. Return to Tarhn's camp and she will tell you that in order to find the Dragon, you'll have to find the "Shining Bird" that lives out on the Plains. Return to the Plains and walk east until you reach the big rock. Hang around for a few moments and you should see the shining bird (it literally is shining so you will be able to easily spot it). It will take off flying. Run in the direction that it flies, and after a little while you'll meet Ch'o Ryong, the Grass Dragon. The Grass Dragon will grant Ryu it's power, allowing you to use the "Healing Wind" spell.

Treasure Tradin'

You can get two more treasure upgrades as well at this point. By going back to the Crash site where you first began the game, you'll find that a few people are stripping the ruined sandflier for parts (well, it was to be expected... :P). Talk to the mole-person and he will trade you for a better "treasure". Also, you can go back to the orphanage in Synesta, and get another upgrade from the small girl near the entrance.

New Masters

There are also two more Masters you can get at this point. One of them is the Abbess in Chek, who will let you be her apprentice after you have visited both the Sand and Mud Dragons. Also, Marlok will become a Master, provided you have a good enough "treasure". In order to become his apprentice, you'll have to have a "Tin Ball" or better. At this point, if you've gotten all the upgrades, you should have a "Copper Ball".

Again, you should also check up on your other Masters. At this point I was able to get all the spells from the first four Masters (Rwolf, Stoll, Una and Njomo). Their skills might prove useful in the battles ahead. ;)

New Fishing Spot

Return to North Chamba and the guy there will warn you that another monster has recently appeared in the hex-infested area. Run down to investigate and you'll soon find, indeed, another monster has infested the area, and it isn't too happy about your presence!

Boss Fight

Angler --> 20,000 HP, 12,000 EXP, 1,560 Z. Drops Deep Diver, Fish-Head.

Feint: Attack versus one target; Induces 'Confusion'

Chlorine: Attack versus one target; Induces 'Poison'

Jolt: Wind and Water-based magic attack against all targets

This boss is actually a bit tough. Have Ryu use his breath attacks while the rest of the party either attacks or uses their strongest magic. Since the Angler can do quite a bit of damage to you with his attacks, Nina's Vitalize spell will come in quite handy during this battle. If the combined strength of Ryu's breath attacks still isn't enough to take him out (and due to his very high HP, they probably won't be), transform him into the Kaiser Dragon and most likely the Kaiser Breath will. The Angler isn't overly tough, as long as you keep your HP up!

After the battle exit North Chamba and talk to the guy again, and he'll comment that the area could very well be used a Fishing Spot thanks to all the weird fish-like creatures down in the Hex. Sure enough, if you go back up to North Chamba, this will become your next Fishing Spot! O_O

Manillo Store

Finally, if you go back to the town of Sarai, you'll find a new Manillo salesman just near the entrance to the town. He sells tons of magical items, but you probably won't have the fish he wants for the trades, just yet... ;) He sells the following items...

Icicle	Flatfish x3
Napalm	Sea Bream x3
Taser	Octopus x3
Ginseng	Bonito x1, Octopus x1, Sea Bream x1
Dragon Scale	Bonito x1, Octopus x1, Flatfish x1
Headband	Bonito x1, Sea Bream x1, Flatfish x1
Moon Tears	Spearfish x1, Angler x1, Bonito x1
Aurum	Sea Bass x3

Spare Parts

By re-visiting the Smith who lives in Mt. Grom, you will be able to forge suits of armor out of the junk materials that you have been lugging around all this time. All you have to do is choose three materials and the Smith will do the rest! You can take a look at some of the combinations you can make in the "Armor Smithing" section. ^_^

NOTE Also, on another note, you might head back to Sinchon and attempt to get the MultiGun from the Bots/ProtoBots if you haven't obtained one already. If you have learned the Steal (from Stoll) and Charm (from Marlok) skills, you should be able to get one fairly easily. The MultiGun is a weapon for Ursula, and it has a pretty good attack power PLUS hits twice!

Now that you're done running around all over the world, it's time to get back to where we're supposed to be. Use the sandflier (or the shift spell) to return to the Shikk region. Proceed to the east to our next destination, Mt.

Giga.

E. Mt. Giga

My Level: Ryu 29 / Nina 28 / Cray 27 / Scias 26 / Ershin 25 / Ursula 22

Items: 800Z, MultiVitamin, Weather Wand

Enemies: Legion, Saruga, Yaen

WARNING The monsters on Mt. Giga suddenly get quite tough. The Legions increase in strength each time you hit them with a physical attack (they gain Attack and Defense Power, regenerate more HP each turn, and give out more EXP). Be careful, as with physical attacks you can easily make them strong enough to wipe you out in one hit! Hit them with a few attacks to increase the EXP, then finish them with magic. Also, you can learn the "Muffle" skill from the Sarugas that appear here. Note that if any enemies are killed while Saruga is still alive, it will fly into a rage and start using Blitz on you (which hurts, to say the least). This is another opportunity for you to learn it if you didn't as Fou-Lu, but be careful.

NOTE You can steal Speed Boots from the Sarugas that inhabit the area. They're not the most useful piece of equipment, but they increase the wearer's Agility by 20. If you feel that somebody needs an agility boost, you might want to get one.

Ride the lift down the first part of the mountain, then run down to the maze-like pathways. Before jumping across the first gap be sure to grab the bag to the right, which contains 800 Zenny. Follow the long and winding path around the mountain, and once you reach the eastern side, BE SURE to examine the red crystal, as it will grant you the Wyvern dragon transformation! Jump back down, then continue along the path up the east side of the mountain.

Once you reach the "top", use the lift to proceed to the next screen. Run south along the upper path to reach the platform with a MultiVitamin, then go back and take the lower path. Descend to the lower area (which may be easier said than done thanks to the fact that you can't move the camera at all), then jump across the gaps to the east to reach the chest containing a Weather Wand. Jump back across the gaps then ascend the ramp to your north, then move to the east, past the sign, to reach the exit. Now you can proceed to the east, to the Checkpoint.

F. Checkpoint

My Level: Ryu 29 / Nina 29 / Cray 27 / Scias 27 / Ershin 26 / Ursula 23

Items: Ginseng x3

World Map Enemies: Yaen, Saruga, Legion

Manillo Store: Barrier Ring Salmon x1, R.Trout x2, Browntail x4
Light Bangle M.Squid x2, B.Gill x2, Piranha x4
Diamond Ring Salmon x1, R.Trout x2, Browntail x4
Astral Ward Dorado x1, B.Bass x4, Bass x6
Body Ward Dorado x1, B.Bass x4, Bass x6
Soul Ring Sturgeon x1, Salmon x2, Bullcat x2
Topaz Tear Barandy x1, Dorado x2, M.Squid x2
Aurum Bass x3

In town you'll find that a few guards of the Alliance have closed the road to Shikk. Ursula suggests breaking through, but Cray decides to attempt to talk to them. However, they suddenly recognize Cray as the person that the Ludian Kingdom is after, and suddenly attack! The two troops are ridiculously easy.. one physical attack each should take them out. However, after the battle an entire squadron of them shows up, and Cray retreats for the time being.

Nina suggests that you may be able to use the wagons to get over the gate. By putting Cray in the lead you can push them. First push the wagon near the treasure chest to the west a few times, so that it is lined up with the chest and the building to the north. Climb the ladder aside the building to reach the roof, then jump over onto the wagon. It will trampoline you over to the chest, which you can open to find 3 Ginsengs. Then head to the north side of town, and arrange three wagons in a row between the house and the gate. You can then trampoline across the wagons, and clear the gate! You can then jump down the other side and continue on your way. ^_^

Your next destination is the town of Shikk, just to the north of the Checkpoint.

G. Shikk

My Level: Ryu 29 / Nina 29 / Cray 27 / Scias 27 / Ershin 26 / Ursula 23

Shop: Claymore (5200Z), Weather Wand (5000Z), Quarterstaff (5000Z),
Flintlock (3200Z), Brigandine (4800Z), FightingRobe (2500Z),
Vitamin (100Z), Ammonia (250Z)

Items: Water Bomb

IMPORTANT By investigating a ? mark between the Checkpoint and Shikk, you'll find an area with a road running north and south, and leading off to the east in the middle. Follow the road to the east and a path will appear to a ? spot on the World Map. Go there and you will find the Tree Dragon, who will grant Ryu with it's power, allowing you to use the "Holy Circle" spell!

Upon entering Shikk, explore the town a bit and purchase any new equipment upgrades that you might need, then head down to the house near the entrance. Search the cabinet before you go downstairs to obtain a Water Bomb, then go down and talk to the man downstairs, and he'll upgrade your treasure for you! Then head for the Pub, which is down the stairs in the shop. Talk to the sailor in blue, and he'll refuse to let you on board his ship unless you get the blessing of the "God of the Sea". A guy in town tells you that you can find this "God" to the east of Shikk, at the Fane of the Sea God. Once you're ready, exit to the World Map and proceed east to the Fane.

H. Fane of the Sea God

My Level: Ryu 29 / Nina 28 / Cray 27 / Scias 26 / Ershin 25 / Ursula 22

Items: Hanger (x5), Ammonia (x2), Wetsuit, Wave Stone (*),
Salt Stone (*)

Enemies: Mud Pup, Bad Coil, BlueBall, MaskCrab, Bollor, Rollob

Run across the bridge and talk to the sailor, and after learning why

you've come here he'll move out of your way. Cross the next few bridges, then when you reach the large platform go down the ramp, down to the lower area. Make your way back to the south, and you'll come to the treasure chest that you saw near the entrance. Open it up to obtain 5 Hangers, then go back and run back up the ramp onto the platform. Move to the west and take the bag to get 2 units of Ammonia, then go back and cross the bridge to the east. Run down the ramp, and proceed along the path into the cave.

Run to the west around the long narrow passage and enter the cave at the end. Enter the cave to the east to find a chest containing a Wetsuit, then go back to the previous room and enter the cave to the north. In this room, you'll find the Wave Stone... an item that you will need to get through this place! After getting it, backtrack the way you came, and go back to the pool near the entrance to the cave. You'll throw the Wave Stone into the water, and a pillar of light will shine up from the pool. Exit the cave, then go back west, up the ramp, and across the bridge to the north. Re-enter the cave via the upper cave entrance.

Here you'll meet the Sea Dragon! After a short sequence, he will give you his blessing, and give you the Salt Stone as proof to give to the sailors. Now, make your way back out of the Fane and return to Shikk. Show it to the sailor in the pub and he will allow you to board the ship! However after a short conversation you'll soon find the sailor will not allow the ladies aboard the ship! After a bit of arguing Kahn, the wanna-be fighter, shows up, but before he even has a chance to attack Ursula takes him out with one quick shot. After a bit more conversation, Nina will end up having to duel one of the sailors aboard the masts on the ship, as proof of "strength"...

Mini-Game: Mast Battle

Your object during this sequence is to knock the other sailor off the boat. Press X to jump, and press the Square button to build up speed and ram the other sailor. By jumping on his head, you'll stun him for a moment, giving you the perfect chance to ram him. This is actually a lot harder than it sounds, because unless you ram him from behind, Nina will be sent flying backwards. Also, be careful not to leap off the edge of the ship while jumping atop the sailor's head! You have 2 minutes in which to knock the sailor off the boat.

After the "battle" the sailor will still be reluctant to let you onboard the ship. Talk to him again and say you're ready, and he will take you aboard the ship. If Nina and Ursula can spend the night down in the dark smelly hold for the night, he'll allow you to set sail with them. You'll have a small conversation, then suddenly a ghost shows up and attacks the two! It will transform depending on what type of attack you use on it, but if you sit and Guard, it will get angry and start using Blitz on you. Unless you don't know it yet and want to learn it, attack him immediately. If you use a magical attack he will transform into a Wizard and you can learn the "Bad Back" skill. At this point, I'm not sure what happens if you use a physical attack first.

Afterwards, you'll have another short sequence, and you will be attacked again, this time by a pack of rats. This battle is really easy.. just cast Nina's Typhoon (or Cyclone if she doesn't have it) and Ursula's Fireblast to quickly get rid of them. After another amusing sequence, you'll be switched back to the rest of the party the next morning. Cray suggests they go and check on the two, so head off to the ship. Zig will finally concede to letting them onboard, so talk to him when you're ready and set sail!

I. Ship

My Level: Ryu 29 / Nina 29 / Cray 27 / Scias 27 / Ershin 26 / Ursula 23

Items: Warbler

Enemies: Kahn (*)

After some sequences, Nina will suggest taking a look around the inside of the ship. Go inside the ship, and search the cabinet nearby to obtain a Warbler. Go down into the hold and Nina will start to lament on her experience, when suddenly the boat starts shaking. After nearly being shot by Ursula on your way back up, run back up to deck and you'll find that something seems to be chasing the ship. It turns out to be none other than Kahn, your friendly neighborhood wanna-be. He's still not too happy about you beating him twice before, and decides that he's due for another beating and attacks!

Boss Fight

Kahn --> 12,000 HP, 12,000 EXP, 0 Z. Drops Ginseng, ManlyClothes.

Flex: Poison all targets

Shout: Stun all targets

Focus: Increase Attack Power and Counter-Attack rate

Though he's tougher than the first two times you fought him, Kahn is still as easy to defeat as ever. All you really need to do is pound on him physical attacks and he'll go down easily enough. So, have fun beating him... AGAIN. ^_^

After the battle, the rest of the voyage will be rather smooth, and you'll wake up as Ryu one day about halfway to your destination. Go up on deck, but you'll find that the wind has stopped somewhere near an island called the "Island of Fire", and that the area around it is supposed to be cursed by some spirit that lives there. Nina suggests that the "spirit" is probably another of the Dragons, and that they should go there to investigate. Talk to the sailor and the party will row out to the island.

J. Island of Fire

My Level: Ryu 30 / Nina 30 / Cray 28 / Scias 28 / Ershin 27 / Ursula 25

Items: Burnt Plug (x3), Ring of Fire, 1500Z, Panacea (x2)

Enemies: MaskCrab, Krabby, Gulper, Istalk, Sepoy, Bollor, Rollob,
Wizard

NOTE You can learn the "Knock Out" skill from the Krabby(s), and the "Transfer" skill from the Istalks. Also, you can learn the "Sword Breaker" skill from the Sepoys and the "Bad Back" skill from the Wizards.

Walk into the cave and suddenly a Will-o-Wisp will appear over Ryu's head. Once you regain control of your party you'll find that it seems to be following you around for some reason. It will actually help you out, both by illuminating the area, and warning you before you step onto a weak spot in the floor. It will turn yellow when you are nearing a weak spot, and turn red when you are just about to step on it. If you do fall down,

you'll end up in the basement and have to climb back up.

With the help of the Will-o-Wisp, maneuver your way around the room, collecting the two treasure chests to get 3 Burnt Plugs and a Ring of Fire. Then make your way to the north end of the room, and climb the ladder. You'll now be on the deck of the "ship". Go south to reach the outside, and open the chest on deck to obtain 1500 Zenny. Go back inside the cave, and cross over to the ledges on the east. This area is a bit dark, so it will be a bit tough to see where the path(s) lead. Run east along the walkway, and at the intersection go north, then west to reach a chest containing 2 Panaceas. Go back east and follow the walkway, and enter the cave.

Inside, you'll find another HUGE rock creature, just like the one you encountered as Fou-Lu! It will soon get angry and attack!

Boss Fight

Glebe --> 15,000 HP, 17,100 EXP, 12,000 Z. Drops Bent Screw, Glass Shard.

Summon Minion: Summon two helpers (Loam/????)

Resist: Increases resistance to magic

Giant Growth: Grow large to attack all targets

Tempest: Water+Earth attack against all targets

Like Marl, Glebe will start out by summoning two monsters to aid him. However, you'll notice that sometimes he'll end up summoning a treasure chest instead of his flunkie. Like before, take out one of the underlings, but leave the other one alive as he will just summon two more next turn. Note that he also uses the "Resist" skill, which you may learn. Once the little one is out of the way, turn Ryu into the Wyvern and cast the Hwajeh spell on him, and having the others attack. Using this strategy, this big rock fella won't be too big of a problem after all. Once the big guy's defeated, just swat the other minion out of the way and this battle will be won.

Once that nuisance is out of the way, exit the Island back the way you came. The party will return to the ship and be on their way once more. As Ryu, go back down below deck and use the Diary to take a rest. Soon after, the ship will dock at the remote village of Lyp, on a small island off the coast of Hesperia.

K. Village of Lyp

My Level: Ryu 31 / Nina 31 / Cray 29 / Scias 28 / Ershin 28 / Ursula 27

Item Shop: Healing Herb (20Z), Vitamin (100Z), Panacea (100Z),
Ammonia (250Z), Wooden Rod (50Z), Silver Top (20Z),
Twister (20Z), Popper (20Z)

Weapon Shop: PiercingEdge (7200Z), Battle Rod (6200Z), Stone Club (7000Z),
Sparkler (5000Z), Full Plate (6000Z), Robe of Wind (6500Z),
Long Boots (550Z), Dress Shoes (800Z)

Manillo Store: Platinum Top Browntail x1, Trout x1, Sweetfish x1
Dancer B.Bass x1, B.Gill x1, Piranha x1
Swisher Browntail x1, Trout x1, Sweetfish x1
Deep Diver B.Bass x1, B.Gill x1, Piranha x1
Fat Frog Browntail x1, Trout x1, Sweetfish x1
Crab B.Bass x1, B.Gill x1, Piranha x1
Angling Rod Salmon x2, Dorado x2, M.Squid x2

NOTE By talking to the frog-person near the Item Shop, you'll get your next Master, Gyosil! Also if you go back to Shikk, Kryrik, one of the sailors, will also become a Master. Finally, return to Synesta and visit the orphanage, and the mother Lyta will ALSO become a Master. That enough for you? :P

Explore the town and purchase all the equipment upgrades if you wish, then head out of town to start looking for a way to cross over to the continent. It's said that you should be able to get to Hesperia by walking over the tidal flats between the North Islands and Hesperia...

L. Jungle

My Level: Ryu 31 / Nina 31 / Cray 30 / Scias 29 / Ershin 29 / Ursula 28

Items: SuperVitamin, Aurum (x2)

Enemies: FireAnt, Tar Baby, Smasher

World Map Enemies: Mask, Mirror, FireAnt, Smasher, Tar Baby

Enter the ? spot south of Lyp and you'll come to a forest area. Explore the surroundings and you'll find a strange pink creature living in the forest. Choose the second option "It's hungry, so let's feed it", and feed it some fish or meat. You won't be able to understand what it says, however. Exit the ? area to the south, and once back out on the World Map, proceed south to the Jungle.

Run to the west along the wooden platform, then when you reach the gap, run up the ramp to your north. Jump across the gap, then proceed upwards. You'll find a ladder that leads up to the tree above you. Before climbing, run down the ramp to your east, and follow the path to a chest which contains a SuperVitamin. Go back and climb up the ladder, then traverse the rope bridge over to the other tree. Climb down and jump across the next gap, and proceed west to the next screen.

Just run across the various bridges in this section until you reach a junction. Go south to reach a chest containing 2 pieces of Aurum, then go back and take the north path. When you reach the tree, go to the west, and proceed along the walkways until you reach the next screen. Walk some more and you'll come to a series of logs in the "river". As you'd expect, you'll have to do some more log-rolling, like you did before in the Kasq Woods. Jump onto the first log and roll north, then proceed to the next log and roll north again. Cross to the log on the west, then roll to the south, and line up with the log on the west.

Cross over, then roll south and line up with the log on the east. Cross over, then use the next two logs to reach the platform in the middle, where you'll find a bag containing some Toxic Claws, a very good weapon for Ershin. Roll back down and cross back to the west, then roll north and cross to the next log to the west. Roll south onto the final log, then disembark to the west. Proceed to the west to exit the Jungle and come back out on the World Map. Continue to the west to reach the Pabpab village!

M. Pabpab Village

Items: Ammonia

As you enter the village, you'll suddenly be pelted with arrows, and the pink creature who you met before will show up. After learning you're visitors and not monsters, you'll be greeted into the village. You'll learn that you can indeed use the tidal flats to cross to the mainland, but only when the tide goes out, exposing the road. Beyd (the guy who lives here), suggests you hang out here until the time to cross.

Exit Beyd's house and go into the next "tree", and read the diary. Here you'll find Beyd's notes on the Pabpab language. By looking at the notes you can sort of piece together what the funny little creatures are saying.

ain	during, a period
ishi	east
kairu	guide, teach
ko	here, this
micchu	secret
nah	fish
ni	you, that
no	wrong, bad
nosta	north
pabpab	us
paketo	but, still
poto	more, amazing
purechi	friend
pukapuka	slowly, relaxed
rikuku	medicine
roi	rock, stone
sanami	south
santo	thanks
sonna	sorry
taan	time
tatoru	dance
temi	enemy, bad person
treja	treasure
ueshi	west

After taking a look at the notes and talking to the blue creature who doesn't look so well, return to Beyd and he'll tell you that the only place you can get the herbs to help the Pabpab can be found on the ocean near Lyp. You can also go around and talk to the various Pabpabs and try to piece together just what in the world they are saying... note that the translation will be rough at best, but you can at least get the general idea of what they are trying to tell you.

Return to Lyp and speak with all the villagers, and you'll learn that the special herb (called 'Mozweed') can be found on a small island to the east of town. Go talk to Zig and tell him that you need to use the boat again, and you'll set sail in search of the Mozweed, in the form of a mini-game.

Mini-Game: Row, row, row your boat

In this mini-game you will have to find the island with the Mozweed on it. You will start near the village of Lyp. The green bar at the bottom of the screen depicts the amount of supplies you have left, and when this runs out you will automatically return to Lyp. By pressing the X button you

can hoist the sails, which will allow you to move on the wind. The wind direction is depicted by the diagram in the upper-right corner. Note that you cannot move against the wind when the sails are up. Alternately, you can use the O button to use the oars, yet this will use up more supplies than normal sailing will.

By pressing the Triangle button, you can explore the area. The places you can explore (and actually find stuff) are depicted by flags.

- * You can find another Fishing Spot by exploring the blue flag to the north-west of where you begin your voyage!
- * You can find a chest containing 3 Water Wards at the red flag just to the south-west of the Fish Spot.
- * You can find a chest containing 3 Bent Screws at red flag near a "Y" shaped island at the far north.
- * There is a chest containing 5 Water Bombs at a red flag at a group of small islands to the south-east of where you begin.
- * The plant of Mozweed can be found at the blue flag on the island to the east of the port (just to the south of Shikk).
- * A chest containing some Manly Clothes can be found at a red flag on the other side of the island where the Mozweed is.
- * A Harmonic Ring can be found at the red flag at the far east side of the ocean. This one is quite hard to get to.

IMPORTANT You can also find the Sea Dragon in this area! There is no flag marking his location, so he may be quite tricky to find. Head for the Island of Fire, which is just to the southeast of Lyp. From there, go north-east just a bit and you'll see a shallow area, as well as a bunch of rocks. You'll see three main "clumps" of rocks... one to your left, one to your right near the shallow region, and one above you. Sail into the middle of the three rock clumps and search. It might take you a few tries to find him, but he is in this general region (amidst the three rock clumps). He will grant Ryu with his power, allowing you to use the Flood Tide spell!

Once you have the Mozweed, return to the Pabpab Village. Return to the sick Pabpab and you'll give it the herbs, and take a rest. The next morning go back and check on him and you'll find that he has gotten better! If you talk to him, he mentions something about an "amazing treasure" somewhere to the north. Go back to Lyp and jump aboard the ship again. Sail to the south-east (which is actually 'north'), and you'll find four rocks lined up in a row. Line yourself up with the rocks and search, and you'll find a small island with a chest. Open it up to obtain the Divine Helm... a quite nice piece of equipment that offers a good defense bonus, plus resistance to sudden-death attacks!

Anyway, go back outside and you'll find that the tide has started to go down! Exit Pabpab and proceed west to the ? spot!

N. Tidal Flats

My Level: Ryu 32 / Nina 32 / Cray 30 / Scias 30 / Ershin 29 / Ursula 28

Items: Poison Powder (x2), Moon Tears, Silver Mail, Crab (x2),
Deluxe Rod

Enemies: Smasher, Krabby, Sandclaw, Squirt, Rafresia, Fragrans,
Mandruga

First run all the way to the west, and open up the treasure chest you come to, to pick up two Poison Powders. Run back east, then go south and follow along the path. Continue onto the next screen, and follow the path, past the ramp. Open the chest at the dead-end to obtain some Moon Tears, then go back and head up the ramp. Run north along the ledge, making note of the Dragon Crystal in the bushes to your west. Jump across the first gap, then run down the ramp and make your way to the crystal in the middle. Examine it to receive the Behemoth dragon transformation!

Return to the ramp, but before going back up, run to the east and down another ramp to the lower area. Head along the path and pick up the treasure chest atop the rock to obtain a suit of Silver Mail, which is a rather powerful suit of armor. Return back to the first ramp you went down (just after you jumped across the gap), then go up and jump across to the next platform. Go up the ramp to the north and around the ledge, then down the ramp at the other end to reach the bottom. Proceed north and exit to the next screen.

Continue walking for a bit and once you reach the next screen you'll realize that it is starting to get dark. The party will pick up the pace but fail to manage to get the rest of the way across before night falls. Nina will suggest the party camp out on this island and wait for daybreak. In the morning, however, you'll find that the tide has come back in, leaving the party isolated on the small island! Exit to the west and you'll soon reach the other side of the island, but there are no crossings left so the party has no choice but to wait until the tide goes back out to continue across.

You'll then have another sequence with Fou-Lu, who has somehow managed to get to Chedo, the Imperial Capital. The next morning, head to the west part of the island as Ryu, and Nina and Ursula will join you. Now make your way to the far west end of the island, making sure to open up the treasure chest on your way down, which contains 2 Crabs. Open up the chest at the bottom to find the Deluxe Rod, and Nina will suggest that you should be able to go fishing around here. Sure enough, exit to the west and you'll find a Fishing Spot. Fish around for a little while then return to the ladies outside. Make your way back to the camp and you'll eat some of the fish that Ryu caught.

After the sequence you'll be returned to Fou-Lu again, who succeeds in breaking into the Imperial Castle. His true intentions will then be revealed... he plans to ascend to godhood once more and rule over the world! Since Fou-Lu is unhappy with the current state of affairs he decides that the Fou Empire, which he united all those years ago, must be destroyed. He commands the guardian to destroy the Capital and goes on his way.

The next morning, Ryu and Nina will go off to do some more fishing. Head to the Fishing Spot, and you'll be switched back to Fou-Lu, again. Proceed forward and that blasted General Yohm will show up once again. He will summon a monster as he did when you first met him, and attack!

Boss Fight

Kahbo --> 20,000 HP, 20,000 EXP, 0 Z. Drops Wisdom Fruit, Super Vitamin.

Flaming Fist: Fire-based attack against one target

Mystic Fire: Multi-hit fire-based attack against all targets

This battle is ridiculously easy. Just transform Fou-Lu into the Tyrant Dragon and use the Dark Wave breath attack. This boss should die after only two of these. :P

After the battle, Yohm will summon another bird-like monster similar to the one you fought before. Time for another battle!

Boss Fight

Kamyu --> 30,000 HP, 30,000 EXP, 0 Z. Drops Wisdom Fruit, Ambrosia.

Simoon: Fire&Wind based magic attack against all targets

Eldritch Flame: Multi-hit fire-based attack against all targets

Start off by using the Wisdom Fruit you got from the first monster, then just use the same strategy as before. This battle is just as easy as the last one... three Dark Waves will put him out of commission.

Yohm will finally concede after the battle, who puts himself out of commission after the short conversation. Examine the statue and you'll be warped to the inner sanctum of the Imperial Castle. Head down the stairs and pick up the nearby chest to get some Moon Tears, then cross the bridge and proceed east. You'll have to fight two pitiful guards on your way through... after swatting them out of the way you'll have a sequence with Soniel, the current emperor of the Fou Empire, and Yuna, that annoying guy from before. Yuna will appear and send a few guards after Fou-Lu.

NOTE This is another rather easy battle, and you can learn the "Target" skill from the Elite Troops. If you don't get it here, you can get it from a different enemy later, so don't panic if you can't seem to learn it. The enemies are immune to 'normal' physical and magic attacks, but they can all be easily taken out with one Dark Wave. ;)

Afterwards Yuna will flee, and you can enter Soniel's chambers. Fou-Lu will kick the emperor out, but in the process Soniel stabs Fou-Lu with the Dragonslayer. As you might know, this is one of the scenes that was censored in the NA version of the game, where Fou-Lu rips the sword out of his own body and beheads the current emperor. At any rate, Soniel is now dead, and Fou-Lu has reclaimed his "rightful" spot at the throne.

You'll now be switched back to Ryu, who is still attempting to fish on the island. After the short conversation Ryu fails to catch anything, so Nina suggests they head back to camp. Make your way back to camp and examine the Tent to take a rest. The next morning you'll find that the tide seems to be on its way back out! Head back to the west end of the island and you'll find that, sure enough, the flats have re-appeared, allowing you to finally get over to the mainland! You'll automatically be back out on the World Map. Before proceeding to the mainland, examine the ? spot north of Saldine to find your old "friend" Kahn. Surprisingly enough, he'll offer himself as your next Master! At this point, you might very well be able to learn all his skills, as they depend on the number of encounters you've had so far.

Once you're ready, proceed south to the village of Koshka.

O. Village of Koshka

My Level: Ryu 33 / Nina 33 / Cray 31 / Scias 30 / Ershin 30 / Ursula 30

Shop: Feather Sword (9600Z), Rune Staff (8000Z), Crusher (9400Z),
Flamethrower (9000Z), Armored Vest (7200Z), Blizzard Mail (9300Z),
Vitamin (100Z), Ammonia (250Z)

There's not much of anything to do here save for purchasing all the great equipment upgrades. Get new weapons for everyone and Armored Vests

for everyone that you can. Though the Blizzard Mail has a higher defense, and increases your defense against Wind and Water-based attacks, it leaves you weak to Fire and Earth-based attacks. Your preference may differ from mine, and if it does then by all means feel free to get the Blizzard Mail instead. ;)

Once you've purchased all your nifty upgrades, you can proceed south on the World Map to the Shan River.

P. Shan River

My Level: Ryu 33 / Nina 33 / Cray 31 / Scias 31 / Ershin 30 / Ursula 30

Items: Titan's Boots, 1000Z, Earth Ward, Aurum (x2)

Enemies: Lizard Man, Generator, Sporeon

World Map Enemies: Lizard Man, Generator, Sporeon

NOTE You can learn the "Wind Strike" ability from the Lizard Men who appear on the World Map in this region.

As you enter the Shan River region, pull the nearby lever and the lift will come across to you. Jump aboard, and hold down the X button to make the lift move. Proceed over to the other side, and jump across the gap. Jump onto the next lift and ride it to the other side, and exit west to the next screen. Jump across the gaps, and traverse the large tree stump. Grab the chest to your west to pick up a pair of Titan's Boots, then go back and head east from the stump to find a bag containing 1,000 Zenny. Go back and head south from the tree stump, jump across the gap, and head east back to the first screen.

Jump on the lift and you'll see a log roll by. Pilot the lift so that you hit the log (NOT so the log hits you!) and you can jump onto the log. It will take you over to the chest you saw earlier, which contains an Earth Ward. Use the nearby lift and you'll end back up at the entrance to the river. Go back around to the lift that you were riding on before you struck the log, and jump on board. Wait for the first log to pass, then drive the lift across the river. Soon you'll see a second log pass by... strike this one as you did the first and it will take you over to a chest containing 2 pieces of Aurum. Now loop your way back around _again_, and pilot the lift all the way across, this time avoiding both logs. Once on the other side, you will end back up on the World Map. Proceed west to the village of Chiqua!

Q. Village of Chiqua

My Level: Ryu 33 / Nina 33 / Cray 32 / Scias 31 / Ershin 30 / Ursula 30

Weapon Shop: Feather Sword (9600Z), Rune Staff (8000Z), Crusher (9400Z),
Arquebus (6800Z), Silver Mail (6800Z), Magma Armor (9300Z),
UV Goggles (3000Z), Poison Ward (2500Z)

Item Shop: Hanger (80Z), Toad (80Z), Tail (80Z), Vitamin (100Z),
Antidote (12Z), Panacea (100Z), Ammonia (250Z)

Manillo Store: Skull Staff Jellyfish x10, Man-o'-War x10
Chopsticks Martian Squid x2, Octopus x2
Repeater Spearfish x1, Bonito x3

Giant Club	Black Porgy x2, Sea Bream x6
Power Glove	Black Porgy x2, Sea Bream x6
Force Armor	Spearfish x1, Angler x1, Flatfish x5
Holy Robe	Spearfish x1, Angler x1, Octopus x5
Aurum	Sea Bass x3

Talk to the weird-looking fish dude near the entrance and you'll find that he knows the way to the Imperial Capital, but he isn't going to let the information go for free. He offers three tasks, and you choose which one you'd rather undertake. You can bring him "A. A "treasure" from the ruins near Koshka", "B. A valuable vase from Koshka", or "C. Fish for Shisu". The fish is the easiest to get... you need either 3 Martian Squids, 3 Salmon, or 3 Sea Breams. One of each will do well enough. Ask him about all three options, but C is probably the easiest to undergo.

If you give him the fish now, he'll tell you that the long river to the south of Chiqua can take you closer to the Imperial Capital. If you talk to him again afterwards, he'll offer to upgrade your treasure for you!

NOTE By talking to the fisherman in the south part of town, you'll learn of another fishing spot near town.

If you chose to give him the fish, you can now proceed to the river, but by exploring the ruins that the fish-guy mentioned, you can find another Dragon Crystal! Return to Koshka and talk to the townspeople, and you'll learn that the En Jhou ruins (the ruins mentioned) are just to the east of the Shan River. Also you can talk to the merchant in the house and he'll make one of those jars for you. It'll be a while until it's done however, so for now let's head out to explore those ruins. Back on the World Map, a path will appear to the east near the Shan River, leading to the ruins!

R. En Jhou Ruins

My Level: Ryu 33 / Nina 33 / Cray 32 / Scias 31 / Ershin 30 / Ursula 30

Items: Wisdom Seed (x3), Warding Staff, Magic Shard (x2), Antidote (x3), Aurum

Enemies: Istalk, Lizard Man, Mimic, Ibomb, Puppeteer, Decoy, Snapfly

Enter the ruins and walk along the corridor, and enter the room you come to. You'll find a treasure hunter inside who complains that all the valuables have already been taken. Note that in this room you may fight Mimics! They appear quite rarely, and are hard as heck to kill... they don't have much HP but are completely immune to magical and breath attacks, and the only way to kill them is with physical attacks. Even so, they parry most attacks, and any attacks that do hit deal only 1-2 damage (sometimes no damage at all!) They also are very fast and tend to Escape often. And if that weren't bad enough, they have a habit of casting spells like Sleep and Confuse, making it even harder to kill them! I don't have the complete information on them because to be honest I still haven't killed one of the damn things. I'll add their info soon... hopefully.

Exit the room and climb the stairs at the other end of the corridor, and examine the wall on the east side of the room you come to. The wall seems weak here, and you can break through it by using Ershin's ram action. Enter through the hole you just created and climb the stairs to the north. Go through the doorway and descend the stairs in the next room.

Once you reach the next large room, jump across the gap to the south, then run around up the ramp. You'll come out in the room above once again. Enter the doorway to the north and open up the chest to find 3 Wisdom Seeds, then go back out and into the doorway to the east. In this room you'll see several ropes hanging from the ceiling. By slashing through them with Ryu's sword, the objects hanging from the ropes will fall to the room below. Be careful not to slash the vials... if they fall they will break. The purple one will poison your party members, while the yellow one doesn't seem to do anything (anyone have any idea what it does...?)

Go back down the ramp you used to come up here, and once you reach the bottom jump back across the gap. Before going through the doorway to get back to where the chests are, jump across the gap to your east, and proceed to the bottom of this room. Go down the ladder and you will come to a room at the bottom of the ruins.

NOTE Down here you can encounter Snapflies, which you might remember from Fou-Lu's scenario near the end of the first Chapter. If you use several fire-based attacks on them (7 or 8) they will transform into Stingfly. Though Stingflies actually give LESS EXP, they can use the "Target" skill, which you may learn if you didn't during Fou-Lu's last scenario.

Go partially down the stairs to the west, then to the passage to the south. Leap down, then leap down again to the south. Then leap down to the west, and open up the chest to obtain a Warding Staff. Leap down to the bottom and then go back up the stairs, and into the passage to the south again. Leap down again, then jump down to the south. Jump down to the south again, then hop across the gap. Go down the passage to the east and enter the doorway, and at the end of the passage you'll find the Dragon Crystal! Now Ryu can transform into the Mutant dragon form!

Exit this room, then run all the way to the west and down the stairs. Grab the chest here to obtain 2 Magic Shards. Now you can go back up to the top of the ruins. Before exiting, don't forget to get those two treasure chests that you cut down from the ropes... you'll find 3 Antidotes and some Aurum inside. Now you can exit the ruins and be back on your way.

Also be sure to stop back by Koshka and pick up your Jar for 500 Zenny. If you haven't completed any of the fish guy's tasks you can go back and talk to him, but whatever you DO NOT give him the Dragon Crystal you found in the En Jhou Ruins! Give him the Jar or the fish instead... you definitely don't want to lose a dragon transformation!

When you're ready to proceed, head south of Chiqua to the River!

S. River

My Level: Ryu 34 / Nina 34 / Cray 33 / Scias 32 / Ershin 32 / Ursula 32

Items: Dirty Filter (x3), Armored Vest, Power Food, Atomic Punch

Enemies: Generator, Bolt Troop, Bolt Archer

NOTE You may learn the "Multistrike" skill from the Bolt Archers in this area. In order to get them to use it you must enrage them by first killing off one of their allies.

As soon as you enter the river, you'll be thrown headfirst into a mini-game....

Mini-Game: Crossing the River

You'll need Cray in the lead for this one. Your object is to push the crates so that you will be able to cross the river. Just run along the path and jump over the gap, and push the nearby crate over to the east. Run up the ramp and cross the crate(s), then go up the stairs and follow the path some more. Stand on the next crate and jump down off it, then run to the south. Jump across the gap to the south, then go east along the walkway to the next screen.

NOTE Once on the next screen, go back to the first screen and you will be able to go down into the canal, and pick up a treasure chest containing an Atomic Punch for Ershin!

Operate the panel to open the gate, then climb the ladder to your east. First climb down the other side to reach a bag containing 3 Dirty Filters, then climb back up and walk along the raised gate. Once across, climb down to the east, and examine the panel to lower the gate once again. Push the nearby crate over to the east, and ignore the next panel for the time being. Cross the bridge and talk to the guy there, and you can get into a rather detailed conversation.

- * Choose the first option "Dragons", then the first option "Yes", then the first option "They all look different", then the second option "Like grass and rocks". He'll mention he saw a rather large "rock" in the quarry to the south of the River. Remember this, it will be important soon!
- * Choose the third option "Travelling", then the first option "Across the sea", then the third option "Chased by the Empire", and the guy will give you a Power Food.

When you're done talking, proceed to the east and jump across the gap to the south. Shove the crate, and go back to the panels near the guy you just talked to. Examine the panel to lower the water level, then examine it once more to lower the gate back down (the water level will still stay the same). Now cross the crates to the south, and proceed east. Examine the panel to raise the next gate, then proceed east to the next screen.

Run east a bit, then jump across the gap to the north. First run back west to the previous screen and open up the treasure box to gain an Armored Vest, then head back east. Run up the ramp and jump down off the crate, then exit east to the World Map.

Back on the World Map, head east to the intersection, then west to reach the Quarry. Within you'll meet the Rock Dragon, who will grant Ryu with his power, enabling you to use the "Fulguration" spell! This is the last of the Dragons... by now you should have all of Ryu's breath attacks. :)

Head to the south from the intersection on the World Map to reach the village of Pauk.

T. Village of Pauk

My Level: Ryu 35 / Nina 35 / Cray 33 / Scias 33 / Ershin 33 / Ursula 33

Shop: Mithril Armor (8000Z), Wolfskin (9000Z), Vitamin (100Z),
Antidote (12Z), Eye Drops (14Z), Jabbergrass (20Z), Panacea (100Z),
Ammonia (250Z)

World Map Enemies: Snapfly, Stingfly

As always, purchase any new equipment upgrades you can afford, and enter the "Elder's" tent. However you'll soon learn that the Elder has spoken to anybody ever since his pet chicken ran away. Looks like in order to learn how to get to the Imperial Capital, we're gonna have to find out where this chicken went.

Back on the World Map, go to the ? spot west of Pauk, and you'll have to play a mini-game in order to complete your task.

Mini-Game: Chicken Herdin'

Your object is to chase Tak, the brown chicken, into the chicken coop in the center of the playing field. There are also a horde of other chickens around, and you can chase them around and into the coop as well to gain extra points. If you can chase all 20 chickens into the coop (no easy task) you will receive a total of 6,900 points... 100 for each chicken, 2000 for Tak, and a 3000 point bonus. If Tak is caught the game ends, so if you want to go for the perfect score, chase all the regular chickens into the coop first. Once in the coop they'll stay there, and there's no time limit, so patience is the issue here, not beaing the clock.

After Tak is caught, return to Pauk and speak with "Gramps" again. He tells you that the only route to the Imperial Capital will soon be blocked off, thanks to the incident that happened there. He does mention that there is a road to Astana at Fou-Lu's tomb, to the northeast. Nina decides it would be worth investigating, and the party sets out once again. Before leaving, talk to the little kid near the two chickens outside the tent, and he'll give you an item (was a Rusty Pipe for me, but it may depend on how you did in the mini-game).

Exit to the world map and proceed north to the intersection. From here you can either go to Kwanso, to the east, or Fou-Lu's tomb to the north. You can't do anything at Kwanso at the moment, so proceed north. Before entering the Tomb, stop by the ? spot just to the west of the tomb. You'll recognize this as the place that Fou-Lu fled to during his first encounter with Yohm. There is an exit leading off to the west almost concealed by bushes (some with thorns, which damage you when touched). If you head in that direction you'll reach the area of the forest that was burning during Fou-Lu's scenario.

In this charred area of forest, you'll find another Dragon Crystal... the last in the game! You'll find it near the south exit to the charred area of forest. With this crystal you will be granted the "Myrmidon" dragon form. Also, by exiting to the south you will find another Fishing Spot! You can also pick up a SuperVitamin in this area if you didn't get it as Fou-Lu earlier.

Once you're ready, proceed to Fou-Lu's tomb!

U. Fou-Lu's Tomb, Revisited

My Level: Ryu 35 / Nina 35 / Cray 34 / Scias 33 / Ershin 33 / Ursula 33

Items: Wisdom Fruit, Ambrosia, Vitamins, Bead, Electrifier, 5000Z

Enemies: Egg Gang, Gold Gang, Morph, Zaurus, Won-qu (*), DeathBot,
Guardian, Berserker, Morph Goo

World Map Enemies: Zaurus, Gold Gang, Sporeon

You should recognize this as the tomb where you first "met" Fou-Lu near the beginning of the game. Go up the hill and along the path, and when the trail branches off to the north, go in that direction to find a bag containing a Wisdom Fruit. Proceed along the path until you reach the actual tomb area. If you didn't pick up the chest on the back side of the tomb before, you can do so now to obtain an Ambrosia.

At the tomb, you'll find that Fou-Lu's guardian is STILL guarding the entrance to the tomb, even after all this time. Unfortunately, it isn't going to give you entrance to the tomb easily, as it suddenly wakes up and attacks!

Boss Fight

Won-qu --> 30,000 HP, 30,000 EXP, 0 Z. Drops Moon Tears, Cupid's Lyre.

Sanctuary: Nullify all assistant magic on all combatants.

Sleep: Induce 'Sleep' in all targets

Blizzard: Heavy water-based damage to all targets

This battle isn't really that hard. Have Ryu transform into the Kaiser Dragon (now that you have all the Dragon Crystals you'll actually be able to control him), while your party performs powerful combo magics (Inferno + Typhoon to make Gigafire work very well here, as do others). Afterwards, have Ryu use Kaiser Breath while the rest of the party continues to perform combo magic or heal the party as needed. Though the Guardian has quite a lot of HP, he won't be too tough to defeat as long as you keep your party in good shape.

After the battle you'll receive the Cupid's Lyre, which is a weaker version of the Ivory Bangle that Fou-Lu received (it restores HP as you walk and during battle, but not as much)... I recommend you equip it on someone (preferably someone lacking in the HP area, such as Nina or Ursula). The tomb will now be open to you, but if you're running low on HP and AP you may want to take a trip back outside to rest up before continuing on.

NOTE You may learn the "Triple Blow" skill from the Guardians who sometimes appear inside the Tomb.

Once down in the Tomb, proceed down the spiral staircase and enter the doorway at the bottom. Continue down the stairs in the next room, and once you reach the 'bottom' again, move to the south past the intersection, to reach a treasure chest containing some Vitamins. Go back to the intersection that you passed earlier, and use the "block" to your east to descend down further. Enter the doorway once you reach the bottom, and examine the plaque to lower the pillar in front of you.

In the next room, you'll have to use the spheres to move the cubes in the area in front of you. You can move them forward using the O button, and backward using the X button. This puzzle isn't all that hard, considering with the spheres you can move the cubes just about anywhere you want. The object is to line up three blocks of the same color in the correct place to make a bridge over to the item in the center, then over to the chest to the north. The item in the center is a "Bead", which you will need shortly. The chest contains an "Electrifier", a very powerful weapon for Ursula!

Go back to the south and the nearby block will crumble away, leaving

a "stairway" for you to climb down. Descend down to the bottom, then use the ladder to get to the ledge around the wall. Climb up and use the ladder to up further, then walk some more and enter the next doorway. In the next barely-lighted room, run all the way to the north, and at the fork, go west and the pillar in the next room will lower. Go into the room behind it and down the ladder. In this room you'll have to do another "puzzle" which informs jumping onto the block textured with eyes, and rolling it across the room. However, if you end up on the side of the block with the red eye, you'll temporarily lose 10% of your max HP!

As long as you keep track of which side of the cube the red eye is on, you should be able to easily get to the Bead in the center of the room and the chest at the north end, which contains 5000 Zenny. Once getting the Bead, return to the stairwell room once again, and the pillar blocking the walkway near the bottom will lower. Return to the bottom of the room and follow the walkway that the pillar was blocking. Enter the door at the end of the walkway, and run along the lighted path. Go west at the junction, and into the doorway at the end to reach a room with a chest, containing 2 Napalms. Go back out and run east along the walkway, and into the next doorway.

Make your way through the next room and out the door on the north side. Make sure you are as fully healed as possible, and in the next room some bridges will form for you... cross them and examine the plaque on the other side. However, once you do so, two "dice monsters" suddenly drop from the ceiling and attack!

Boss Fight

I --> 10,000 HP, 25,000 EXP, 0 Z. Drops Wisdom Fruit, Harmonic Ring.

Fireblast: Moderate fire-based attack against all targets

Inferno: Heavy fire-based damage against one target

Revolution: Inverse HP attack against all targets

Stasis: Blocks all combo attacks for 3 turns

Punch: Physical attack against one target

Powder: Induce 'Blind' in all targets

II --> 7,500 HP, 25,000 EXP, 0 Z. Drops Vitamins, Harmonic Ring.

(Same Abilities)

This fight can be a bit tricky. "I" is immune to physical attacks while "II" is immune to magic attacks. First cast powerful (but single-target) spells on "I", such as Inferno, Ice Blast, and Stone Pillar. Breath attacks also work well but are a bit risky thanks to the dices' Revolution ability, which inverses your characters' HP. Once "I" is out of the way, pound on "II" with strong physical attacks from Ryu, Cray, and Scias. Since the Revolution ability will actually heal you if your characters are at critical HP (they tend to use it every other turn), you won't have to worry about healing as much as you might think. ^_^

After the battle, Fou-Lu's guardian will appear again and grant you passage through the Tomb. He'll then leave behind Won-qu's Gem, which is the final key. Head back to the stairwell room for the last time, and the block will be activated to take you to the exit. Go down to the bottom, and board the block. Choose to move ahead, and you'll come back outside.

V. Mukto

My Level: Ryu 37 / Nina 37 / Cray 36 / Scias 36 / Ershin 36 / Ursula 36

Items: Swallow Eye (x4), Dynamite (x5), Wisdom Seed (x3), Dragon Tear

Enemies: Morph Goo, Cyclops, Rider

Head outside to camp and save, then re-enter the area you came out in when exiting Fou-Lu's tomb (Mukto). To the east of the tomb exit is a gap you can jump across... do so and run along the ledge to the north. Enter the cave at the end of the walkway, and move to the north. As you walk, inspect the wall closely... as you go you should see a section of wall to the south with many cracks in it. Use Ershin's Ram ability to break through this wall, and enter the cave behind it.

You'll come out in some ruins. Run all the way down the stairs, then go east and clear the gap to find a bag containing 4 Swallow Eyes. Jump back across the gap, and go back up the first set of "stairs". Run along the ledge to the east, and enter the doorway at the end of the ledge. Run north and climb up the ladder, and collect the two bags in this room to obtain 5 Dynamites and 3 Wisdom Seeds. After getting these climb back up the ladder again, then up the ladder to the north, and exit.

NOTE You can sometimes fight the Rider in this area, which is the strongest enemy in the game. There's a pretty good chance you won't be able to kill them at this point... you'll need the most powerful equipment and skills (as well as darn high levels) in order to take them down.

Run along the walkway and enter the ruined shrine, and take the Dragon Tear inside. Examine the plaque if you want, then go all the way back out of the ruins, to the World Map.

You can now access the areas you could during your very first trip to Hesperia... Astana, the Aqueduct, and the Causeway. For now, return to the town of Astana.

W. Astana, Revisited

My Level: Ryu 37 / Nina 37 / Cray 36 / Scias 36 / Ershin 36 / Ursula 36

Items: Taser, 1500Z, Barrier Ring

Weapon Shop: Damascus Sword (14500Z), Damascus Mail (23000Z),
Damascus Helm (11000Z), Barrier Ring (5000Z),
Light Bangle (5000Z), Diamond Ring (3000Z), Soul Gem (1000Z)

Item Shop: Vitamin (100Z), Antidote (12Z), Eye Drops (14Z),
Jabbergrass (20Z), Panacea (100Z), Ammonia (250Z),
Dynamite (500Z), Napalm (800Z)

Manillo Store: Ivory Dice Angelfish x5, Moorfish x5
Earthbreaker Whale x1, Barandy x1, Dorado x3
Culverin Whale x1, Sturgeon x2, Barandy x2
Life Armor Whale x1, Sturgeon x1, Bullcat x3
Star Dress Whale x3, Acheron x8
Healing Ring Spearfish x1, Angler x1, Black Porgy x2
Cupid's Lyre Spearfish x1, Angler x1, Black Porgy x2
Aurum Angelfish x1, Moorfish x4

World Map Enemies: Nut Mage, Nut Troop, Nut Archer, Bolt Mage,
Bolt Troop, Bolt Archer, Stingfly, Snapfly

The Carronade has been moved, so you can now access more of the town

than you could the first time you visited. Also, the shops carry different (and VERY powerful!) equipment, as well as new items. All you really need to do here is purchase any new equipment upgrades you can afford, then head back out. Your next target is the ? spot to the south of Kwanso.

This section isn't too hard... all you have to do is make your way down the mountain... the path is quite straight-forward. On your way down be sure to grab the Taser (in a bag), 1500 Zenny (in a chest), and Barrier Ring (in a bag, near the bottom). Also note that about midway up the mountain there is an exit to the west, which leads to Bunyan's Hut (which you will remember from Fou-Lu's scenarios as well). If you have already met all of the other masters, Bunyan will also become a master, your last in the game!

Once down of the mountain you'll have a camp sequence between your party members. The next morning, proceed south to the Highway!

X. Highway

My Level: Ryu 38 / Nina 38 / Cray 37 / Ursula 37 / Scias 36 / Ershin 36

Items: Croc Tear x3

World Map Enemies: Poppy, Lampkin, Gold Fly

NOTE By investigating a ? mark between the Highway and mountain, you can find a desert area. Exit to the west to find the final Fishing Spot in the game!

ANOTHER NOTE You can learn the "Palliate" skill from the Lampkins that appear in this region, as well as the "Curse" skill from the Poppies. In order to get them to use it, use a Panacea on them to cure all their status ailments, and when they begin to ask for water use a Croc Tear on them. Next turn they will use the above abilities, which you can learn. ^_^

You'll find that the Highway is heavily guarded by Imperial Troops, and they won't allow anyone to go through to the Capital. Speak to the head of the guards (place Ursula in the lead) and he'll tell you that the General whom Ursula has been talking about has retreated to Astana. Exit the Highway and return to Astana once more.

Head for the military building on the east side of town and the guard will move out of the way for you. Go down to the basement and exit to the outside, then climb up the long staircase to the north to reach the top of Astana. Go around back of the large building to find a bag containing 3 Croc Tears, then go back and enter the building. You'll immediately recognize this place as the building you ended up in when you came looking for Elina! However, as the party stands talking, a group of monsters suddenly attacks!

This battle is easy enough... all it is is a group of zombie-type creatures commanded by a Warlok. Use Nina's Kyrie to quickly dispatch all the Zombies, then take the Warlok out with a few physical attacks. Proceed to the room on the north side of the curtain and you'll find a wounded soldier. Continue along, past where you were captured by Yuna before, and use the lift to go down into the heart of the complex.

Y. Imperial Headquarters

My Level: Ryu 38 / Nina 38 / Cray 37 / Ursula 37 / Scias 36 / Ershin 36

Items: Old Tire, Rotten Meat (x2), Ghostbuster, Poison Ward,
Diana's Dress

Enemies: Krabby, Toxic Fly, Warlok, Zombie, Cadaver, ZombieDr,
Gonger, Gold Fly, Battle Suit, SaltClaw

Once down in the lower area of the Imperial HQ, move to the south, then east. Pull the lever to your north to lower the gate, then go back and walk across the gate to reach a treasure chest containing an Old Tire. Go back to where you pulled the lever and move to the south. Before descend the stairs, grab the bag to your west to obtain 2 Rotten Meats. Go downstairs and talk to the soldier, then proceed forward. Go under another gate and you'll come to a room with some stairs leading back up. Before going up, be sure to grab the chest to the east, to obtain a Ghostbuster (weapon for Ershin).

Go up the stairs, then run east and cross the bridge to the south. Pull the nearby lever to make the other gate lower, then walk across it and proceed forward. Use the wooden walkway to reach the next screen. In the next room you'll find a very strange... thing, almost like a human heart. Climb up the webbing and try to slash through the vessel, but you'll suddenly be informed that a normal sword won't be able to slash through it. You'll find Princess Elina bound to the wall! She'll tell you to find the Dragonslayer (which, as you know, is held by Yuna) in order to sever the vessel.

Head all the way out to Astana and talk to the guards in the military building. Yuna was at the Capital and should have returned by now, but might have gotten hung up somewhere. Return to Kwanso and talk to the guards (once again, with Ursula in the lead). The guards will open the gate, and sure enough, you'll find Yuna inside. After an unsuccessful conversation, Ryu attacks Yuna causing him to drop the Dragonslayer. Yuna runs away, leaving the sword behind. Pick it up and return to Astana.

Return to the Imperial HQ, but you'll soon find that the whole building has been infested with the Hex! Thanks to this, the monsters inside have mutated and become much stronger. Note that you can learn the "Timed Blow" skill from the Gongers that now appear in this area, as well as the "Reversal" skill from the SaltClaws who now appear in the lower area. Head all the way back down to the lower area of the HQ, and return to the room with the giant heart. Equip Ryu with the Dragonslayer and cut through the vessel. Climb to the top, and open up the chest in the room above to obtain a Poison Ward.

Make your way around the room and climb the stairs to the east. After a conversation with Yuna, run around behind the building and look for a cleverly-concealed chest containing a "Diana's Dress". Now go back and enter the building and you'll find Elina in the bed. After another sequence she will ask the rest of the party to leave, leaving Cray and the Dragonslayer behind. During the sequence that follows, Yuna appears and reveals his plan that has transformed Elina into one of the Endless, and made her body part of the building... the giant heart in the next room actually belongs to Elina!

Yuna runs off again before Cray has a chance to mangle him, and Elina implores Cray to take up the Dragonslayer and kill her. Reluctantly, Cray takes up the sword, and the party beholds him as he emerges from the building.... alone.

This ends Chapter 3.

Chapter IV: That Which Passes

You'll now be outside the Imperial Headquarters in Astana. Exit town and you'll have a sequence with your party members. The next morning, return to the Highway and you'll find that all the troops have been gathered for a final assault on the Imperial Capital. Exit the Highway to the east or south, and the road to the Imperial Capital will be opened for you...

You can also now access all the areas you could as Fou-Lu after he left Sonne... Mt. Yogy, the Sanctum, Sonne, and Soma Forest. If you'd care to go back and explore you can pick up a few items you couldn't during that time...

Village of Sonne

Ring of Clay: In a chest in the forest east of Sonne, behind a rock.
Use Ershin's ram ability to smash the rock.

Treasure Upgrade: Talk to the woman sitting next to the bucket in the fields and get a treasure upgrade!

Mt. Yogy

By breaking rocks around the outside of the mountain, you can get to bags and find some Aurum and a suit of Magma Armor.

NOTE Now would be a good time to check up on the rest of your Masters as well. Assuming you have obtained all the treasure upgrades so far, you should now have the best treasure, the "Platinum Ball". You also should be able to get the rest of Marlok's skills if you haven't done so already.

When you're ready to proceed, head to Chedo, the Imperial Capital!

A. Imperial Capital Chedo

My Level: Ryu 39 / Nina 39 / Cray 38 / Ursula 38 / Scias 37 / Ershin 37

Item Shop: Vitamin (100Z), Antidote (12Z), Eye Drops (14Z),
Jabbergrass (20Z), Panacea (100Z), Ammonia (250Z),
Firecracker (700Z), Taser (1200Z)

Weapon Shop: Barbarossa (18000Z), Blessed Staff (12000Z), Cudgel (20000Z),
Mortar (24000Z), Diana's Dress (13000Z), Mist Armor (40000Z),
Hawk's Ring (6000Z), Spats (9000Z)

Items: Damascus Helm, 2000Z, Ivory Dice, Firecracker

Monsters: Bandit, Shadow, Gonger, Scavenger, Gonghead

For a town that was over-run by monsters, there are still quite a few people left here. Remember to visit the shops, as you can purchase some of the best equipment in the game here. Enter the East Gate which leads to the Castle and you'll come to the run-down area of Chedo.

Head "through" the house to your south, then run up the stairs. After going up, be sure to look nearby for a bag containing a Firecracker. Jump

across the gap, then run along the ledge to the north and down the stairs. Walk under the arch to the west, up the next set of stairs, and enter the building. Move to the east and go up the ladder, then run west and out the door to reach a treasure chest containing a Damascus Helm. Run all the way back down to the entrance of the building, and this time go west. Exit the building again, and go up the stairs outside. Re-enter the building to the north, and out the exit on the east side of the building. Pick up the chest outside to obtain 2000 Zenny.

Go back inside and down the staircase. Move south, go further down, and out the building once again. Move to the north and through the east gate to reach the next section. Go east until you reach the next open gate, then look to the south for a chest, containing some Ivory Dice. Move east through the gate, and as you approach the far east gate of Chedo, you'll meet up with Fou-Lu's other Guardian, the one responsible for the destruction of Chedo! His attention will suddenly be turned to your party, and he will attack!

Boss Fight

A-tur --> 50,000 HP, 50,000 EXP, 0 Z. Drops Moon Tears, Spirit Ring.

Frost Breath: Multi-hit water based attack against all allies

Sanctuary: Nullify all assist magic on ALL targets

This boss is quite tough, as his Frost Breath attack can really wreak havoc on your party members, especially the one in front. You can't hold anything back on this one... unload with your most powerful attacks and Kaiser Breath. Use Nina's Vitalize (or Vigor) spells to put your party back together after one of those Frost Breaths. Remember, as a Dragon, Ryu's HP can't be restored, so Kaiser Breath may soon start to lose its effectiveness. If this happens, use Aura Smash instead. This boss has a lot of HP, so this will probably turn out to be quite a lengthy battle.

After the battle, you'll have a sequence with General Rhun. The gate to the Imperial Castle will be opened, and the pathway to the final struggle awaits you....

B. The Imperial Castle

My Level: Ryu 40 / Nina 40 / Cray 39 / Ursula 39 / Scias 38 / Ershin 38

Items: Ivory Dice, Hunting Cap, Vitamins, Icicle (x2), Magic Shard (x5), Earth Ward, Fire Ward, Water Ward, Taser, MultiVitamin (x2), Light Clothing, Belladonna (x4), Vitamin (x5), Protein (x2), Power Food (x2), Defender, Dragon Helm, Firecracker (x3), Aurum (x3), Shaman's Ring, Ammonia (x5), Mist Armor, Life Shard (x5), Wisdom Fruit (x3), Super Vitamin (x3), Healing Ring

Monsters: Kolpum, Chingol, Star Gazer, Shadow, Shade, Orochi, Karon, Horseman, Goo King, Goo Nurse, Baby Goo, Eye Goo, Mage Goo, Black Goo, Warder, Beihl, Quisit, Skullen, Gecko, Titan

Before crossing the bridge, walk to the north just near the bridge, and you'll be able to go down under the bridge, across the river, and up to the treasure chest nearby, which contains a Healing Ring. Go back and enter the Castle and examine the crystal, and Fou-Lu's guardian (the one you just defeated) will show up again. This time he'll recognize you as Fou-Lu's other half, and carry you across to the actual castle. Once

inside, run down the stairs to the south, then around to the door on the north wall. You can rest in this room, and you'll also find a key sitting atop the dresser. Use Ershin to ram it and the key will fall down to you. You can use this key to open the gate blocking the stairs leading downward.

Unlock the gate and proceed down the stairs. Run around the outside of the room and across the wooden bridge to the east. Enter the doorway in the north-east corner, and in the next room go into the room to the east. You'll find a bunch of bookshelves in this room... if you examine them you'll find that one of them contains some Ivory Dice! Go back out of this room and enter the doorway to the west. Pass by the stairs in the next room and continue south, then run east. Jump across the gap, then run east, past some more stairs leading down, into the next room. Loot all of the shelves in this room to obtain a Hunting Cap, some Vitamins, and 2 Icicles. Then take the northwest exit from this small room to reach a treasure chest in the room where you started, which contains 5 Magic Shards!

Backtrack through the shelf-filled room, then descend the stairs. Go through the south-east doorway, then proceed down the stairs and back west, to the main room. Ascend the stairs and enter the next room to find a bag containing an Earth Ward. Backtrack all the way back to the stairs leading up to the floor above, then go the north-west steps and into the doorway. Run around the outside of this room, through another doorway, and east along a vase-lined hallway. Continue along through several more rooms, and descend the stairs down to the floor below.

Proceed south along the walkway then enter the door to your east. Go north a bit, then through the door to the west to reach the other room. Go down the steps and look for a nearby treasure chest, which contains a Fire Ward. Backtrack up the steps and through the door, then walk along the path to the east. Head for the center of the room, then go north to reach a junction. Go east and through the door to reach a room with many bookshelves. By searching them you can learn about the Empire's History, as well as find a Water Ward cleverly hidden in one. Also be sure to searching the dressers at the top of the room to obtain a Taser and 2 Multi Vitamins.

Exit this room and walk west along the path, past the junction, and head down the stairs to reach the floor below. Run to the north and you'll reach what looks like a dressing room. Search the row of clothes along the north and you will find a Burglar Garb, a suit of armor that only Ursula can wear. Exit stage east and proceed to the center of the room. Fully heal up all characters, then confront the dragon in the center of the room. Time for a boss fight!

Boss Fight

Dragonne --> 30,000 HP, 60,000 EXP, 3,600 Z. Drops Belladonna, Moon Tears.

Ebonfire: Non-elemental magic attack against one target

Sleep: Induce 'Sleep' in all targets

This battle will heal back half of its HP each turn unless you first hit it with a breath attack (can you say "Kaiser Breath"?). As usual, turn Ryu into the Kaiser Dragon and lay into the dragon with Kaiser Breath until the monster's healing ability is "destroyed". Once it loses its healing ability, pound on it with everything you have... have Ryu continue to use Kaiser Breath while the others use their strongest skills or spells. This really isn't that tough of a battle.

Once the dragon is dispatched, be sure to grab the "Blue Charm" where the Dragon once stood... you'll need it to open up the sealed door(s) on the upper floors. Now, continue to the east, but before going through the doorway, explore the areas to the north and south... to the north you can find a Save Point and a chest containing some Light Clothing, and also 2 Proteins and 2 Power Foods in cupboards. To the south you can find 4 Belladonnas (in a cupboard), and 5 Vitamins. Once you're ready proceed east to reach a room with two elevators. Use the north elevator to ascend back up to the top floor (5F) and unseal the door with the Blue Charm. Search the dresser inside to find a Defender (Armor for Ershin), then climb down the ladder to reach a chest containing the Dragon Helm! Continue down the next ladder and jump down to reach a bag containing 3 Firecrackers. Unseal the nearby door, and make your way back up to the elevators at the top floor.

Take the elevator back down to the elevator room on the first floor, then use the other elevator to descend to B1 (basement). Exit west and go down the stairs, and you'll find an area sealed by the Yellow Charm. Run to the south, and across the "bridge", and descend the stairs to the floor below. Go west and through the doorway, and climb down the ladder in the next room. Make your way north to find a chest containing 3 Aurums, then climb the nearby ladder, and up the next ladder to go back up to the floor above.

Exit to the north and follow the passage, and you'll come to a dead-end where you'll find a Shaman's Ring (A VERY useful accessory, might I add!). Return back to the ladder, and exit south. Pull the lever to make the "bridge" rise up, then run under the bridge and down the stairs. Go into the door to your north and you'll find the Yellow Charm! Before returning to the sealed area, continue north and into the next room, and follow the long path until you come to a door (coincidentally, sealed with the Yellow Charm). Unseal it, and proceed south. The door to the east leads to the elevator room, while to the south you can find a chest containing 5 units of Ammonia. Backtrack to the room where you found the Yellow Charm, and go down the ladder near the north exit. Follow the path over to the east side of the room, where you can find a chest containing a suit of Mist Armor!

Now backtrack all the way back to the other area with the Yellow Seal. Be sure to raise the bridge back up on your way back or else you won't be able to get back across. Unseal the rope with the Yellow Charm, and proceed down the stairs to the floor below. Proceed along the path and downstairs once again, then continue through the next room, and you'll soon come to the Red Charm! Take it up, then exit to the south and follow along the path to reach a chest containing 5 Life Shards.

Return to the room where you found the Red Charm, and exit east, past the Red sealed door. Unseal the elevator with the Red Charm as well, then use it to travel to the core of the Imperial Palace. To the south is a room with several cupboards, one of which contains 3 Wisdom Fruits. To the north is a room with a few cupboards (one containing 3 Super Vitamins), and a Save Point... the final one in the game. You'd be a fool not to use it. If you have a lot of seeds (ones that work until you Rest), now would be a very good time to use them.

Once you're fully prepared, go down the stairs to the west. After descending many stairs leading further and further downwards, you'll find yourself at the very bottom of the Imperial Castle. Move east to the throne room and you will finally meet with Fou-Lu himself. After dispatching your other party members (quite easily), Ryu runs up and confronts him. After the sequences, move east behind the throne room and jump aboard the block. You'll be taken to an above-ground castle-like area, where Fou-Lu is

waiting. After the conversation, Fou-Lu will attack!

Boss Fight

Fou-Lu --> N/A.

Whiteout --> Devastating attack against Ryu

You cannot "win" this battle, but you can "lose". The object in this battle is to stay alive. Though you cannot defeat Fou-Lu, he can defeat you and if that happens, it's "Game Over" I'm afraid. Defend and heal with curative items as needed... don't even bother trying to attack him. After a few rounds Fou-Lu will use the "Whiteout" ability upon Ryu, ending the battle.

Afterwards you'll have a few more sequences, and, as in all the other BoF games you'll be given a decision which will determine the outcome of the entire game...

Choice 1 --> "Maybe so..."

After realizing the folly of mortals and their selfish ways, Ryu joins with the Emperor Fou-Lu and becomes the Infini Dragon... the ultimate and supreme dragon form. The only thing that now stands in the way of cleansing the world is....

Final Battle?

Nina, Ershin, Cray, Scias and Ursula (9999 HP each)

In this battle you, as the Infini Dragon, must fight against your own party members. Being the supreme being, Infini is pretty much invincible, having 9999 HP and 999 AP, and healing 9999 HP each round. It has all of the elemental magics, as well as "Soul Rend", a powerful ability that reduces all targets to a single HP. Though the rest of the party will fight their hardest, there is no way they will be able to overcome you. The only thing you can do is to kill them....

After the battle, Fou-Lu will exit silently. Now nobody stands in his way, so the world will surely be cleansed of all life as he wishes. This ends the game, but surely you'd rather get the "true" ending.... ;)

Choice 2 --> "I don't know..."

Ryu refuses to believe that the world deserves such a fate, and that no matter what problems it might have, he should believe in it. Fou-Lu then summons the Tyrant Dragon in an attempt to free Ryu from the binds that are keeping him from merging from Fou-Lu!

Final Battle?

Tyrant --> 75,000 HP, 0 EXP, 0 Z. Drops Royal Armor, Ambrosia.

Dark Wave: Non elemental breath attack against all targets

Malefication: Inflicts victims with all status ailments

Patoh Pah: Heavy earth-based damage to all targets

Ahryu P'ung: Heavy wind-based damage to all targets

Pa Bing'ah: Heavy water-based damage to all targets

NOTE If you're bold, you might try stealing the Royal Armor from the

Tyrant Dragon.

As you would expect, this battle is quite tough. As usual, transform Ryu into the Kaiser Dragon, whilst the rest of the party use their most powerful skills and spells... there's no reason to hold anything back at this point. The Tyrant Dragon commands most of the abilities he uses normally, and they can really hurt your party. Nina and Scias' healing spells (Vitalize and Vigor) will be quite helpful in putting your party back together afterwards. Nina should heal each turn (if needed, and you probably will), while Ryu uses Kaiser Breath. Attacks such as Shining Blade (or Shadowwalk), high level elemental magic, and the Faerie Attacks (if you have many of them in the barracks) work well enough. Tyrant's elemental "weakness" will change each turn, so use a variety of magics on him. If Ryu runs of AP or starts reaching a critical HP level, revert back, and have him attack or use any skills that he has the AP left to use. Or better yet, bring someone else in to replace him. The Tyrant Dragon has a lot of HP, but you can beat him. ^_^

After the battle, a confused Fou-Lu fails to comprehend Ryu's actions, and after the conversation, he transforms himself into the Astral Dragon, to end this once and for all.

Final Battle

Astral --> 75,000 HP, 0 EXP, 0 Z. Drops Royal Sword.

Soul Rend: Reduce all targets to 1 HP.

Malefication: Inflicts victims with all status ailments

Sanctuary: Nullify all assistant magic on ALL targets

Power Flux: Devastating attack against all targets

Earthbreaker: Fire+Earth attack against all targets

Catastrophe: Water+Earth attack against all targets

NOTE You can steal the Royal Sword, the most powerful 2-hit weapon in the game, from the Astral Dragon.

Chances are your characters are in below-decent shape after the last battle. If you have learned the Celerity skill, now would be a very good time to use it... the Celerity/Vitalize/Vitalize combo can give all of your characters a very generous boost in statistics while healing them up at the same time. Even though the Astral Dragon has Sanctuary (which nullifies this), even a few turns' worth is better than nothing. Use the next turn to use the Ambrosia you obtained from the previous battle to restore the Dragons up to health, and use a few Wisdom Fruits to regain characters (-cough- Ryu) who are low on AP. The Astral Dragon has the very annoying Soul Rend ability, which drops all characters to a single HP... be ready with a Vigor spell (or Moon Tears) after this. Once you're powered back up, transform Ryu back into the Kaiser Dragon and lay into him with everything you've got. Ursula can do quite a bit of damage with her Inferno spell, especially when powered up with Celerity (and/or Nina's Inspire spell). As always, Kaiser Breath can whittle away at the enemy's HP, and Shining Blade/Shadowwalk also work well. If Ryu's HP starts running low (or you get hit with that blasted Soul Rend), change him back. Since this is the FINAL battle, there's no need to hold anything back... now is a good time for using such items as Moon Tears, Wisdom Fruits, Super Vitamins, and the like. The Astral Dragon also has a very high amount of HP, but provided you keep your party in good shape, you will be able to win. ^_^

After defeating the Astral Dragon, all you have to do is sit back and watch the ending... you deserve it. Congratulations, you've finished the

game! After the credits roll, you'll be prompted to make a "Clear Game" Save, which puts you back on the World Map with your current game statistics.

Clear Game

Once you completed the game, there a few "extra" things you can do. Return to the Abandoned Village near Chek and you'll find a guy who will upgrade your treasure for you (in case you missed the one in Ludia). In addition, you'll also find a shop here, run by Rei and Teepo of BoF3! You can buy outstanding items here!

Rei & Teepo's Shop: Midas' Armor (5000Z), Medallion (888Z), King Frog (800Z), Toothpick (20Z), Chopsticks (40Z), Straw (20Z)

Additionally, if you talk to Teepo, he will the "Rusted Sword". It may seem like a piece of crap, but if you kill 1,000 monsters with it (no easy task I might add), it will turn into the "Slayer"... a much better weapon!

Above all, have fun! Thanks for reading the walkthrough... I hope it was of assistance. ^_^

--Dalez

*****END OF WALKTHROUGH*****

SECTION IV: REFERENCE LISTS

This section is a compilation of all the items, equipment, monsters, spells, skills, and just about everything else that you would need to look up.

Items

(*) denotes that the item is a "Key Item".

Item Name	Effect
Acheron	Induces 'Poison' in ALL combatants.
Ambrosia	Fully restores all Dragons' HP.
Ammonia	Revives a fallen ally and restores 1/4 of their HP.
Angelfish	Revives a fallen ally and restores 1/2 of their HP.
Angler	Deals heavy Water+Earth damage to all targets.
Antidote	Cures 'Poison' status for one target.
Apple	Restores 100 HP to one target.
Aurum	Used to transfer Skills to other characters at Camp.
Barandy	Restores all HP and bad status of one target.
Bass	Restores 500 HP to one target.
Bead (*)	Needed to get through Fou-Lu's Tomb
Belladonna	Can instantly kill one target.
Bent Screw	Can be used to make armor.
Berries	Restores 50 HP to one target.
Bird Drop	Can be used for fertilizer.
Black Bass	Restores 1200 HP to one target.
Black Porgy	Restores 100 AP to one target.
Blowfish	Cures 'Poison' status in one target.
Blue Charm (*)	Unseals blue sealed doors in the Imperial Castle
Blue Gill	Deals minor water damage to one target.

Bond (*)	Needed to purchase a sandflier.
Bonito	Restores all HP to one target.
Brass Ball (*)	Can be traded with treasure collectors around the world.
Bronze Ball (*)	Can be traded with treasure collectors around the world.
Browntail	Raises Defense Power of one target.
Bullcat	Deals moderate Earth+Fire damage to all targets.
Copper Ball (*)	Can be traded with treasure collectors around the world.
Crank (*)	Used to activate the lift at the Dam.
Croc Tear	Restores 20 HP + Chance of curing bad status
Dark Draught	Increases many statistics (lasts until you Rest)
Dodge Seed	Increases Evade % (lasts until you Rest)
Dorado	Restores 800 HP to all targets.
Dragon Scale	Raises Defense Power of one target in battle.
Draught	Raises Power/Defense/Agility/Wisdom (lasts until you Rest)
Draught +	Greater increase in Pwr/Def/Ag/Wis (lasts until you Rest)
Earth Seed	Increases resistance to Earth (lasts until you Rest)
Electrode	Deals moderate earth damage to all targets.
Electrum Ball (*)	Can be traded with treasure collectors around the world.
Elixer	Raises resistance to elemental magic (lasts until you Rest)
Elixer +	Greater resistance to elemental magic (lasts until you Rest)
Eye Drops	Cures 'Blind' status for one target.
Faerie Drop (*)	A rare item needed to re-forge the King's Sword.
Firecracker	Deals major fire-based damage to one target.
Fire Seed	Increases resistance to Fire (lasts until you Rest)
Flank	Restores 10 AP to one target.
Flash Grenade	Induces 'Blindness' status in one target.
Flatfish	Cures bad status in one target.
Flying Fish	Restores 100 HP + Chance of curing bad status
Fish-Head	Permanently raises Wisdom by 1.
Ginseng	Raises Attack Power of target in battle.
Glass Shard	Can be used to make armor.
Gold Ball (*)	Can be traded with treasure collectors around the world.
Hard Seed	Increases Defense Power (lasts until you Rest)
Headband	Increases Wisdom of one target in battle.
Healing Herb	Restores 300 HP to one target.
Holy Seed	Increases effect of Healing magic (lasts until you Rest)
Icicle	Deals a heavy amount of water damage to all targets.
Iron Ball (*)	Can be traded with treasure collectors around the world.
Iron Scraps	Can be used to make armor.
Ivory Dice	Doubles EXP and Z gained from current battle.
Jabbergrass	Cures 'Mute' condition in one target.
Jadestone (*)	Activates the Shrine near Tarhn's Campsite
Jar (*)	A rare and valuable jar.
Jellyfish	Restores 50 HP to one target.
Knockout Gas	Puts one target to 'Sleep'
Lead Ball (*)	Can be traded with treasure collectors around the world.
Life Shard	Permanently raises Max HP by 10.
Loins	Restores 800 HP to all targets.
Lottery Stub	?????
Magic Shard	Permanently raises Max AP by 1.
Man-o'-War	Restores 50 HP to one target.
Martian Squid	Removes all magical effects in battle.
Molotov	Deals minor fire damage to one enemy in combat.
Moon Tears	Fully restores HP and bad status for all allies!!
Moorfish	Chance of reviving ally with 1 HP.
Mouth Gag	Induces 'Mute' condition in one target.
Mozweed	Cures bad status in one target.
Multi Vitamin	Restores 1500 HP to one target.
Napalm	Deals a moderate amount of fire&wind damage to all targets.
Octopus	Induces 'Blind' status in all targets.

Old Tire	Can be used to make armor.
Panacea	Cures all abnormal status conditions in one target.
Phoenix Seed	Increases resistance to Death attacks (lasts until you Rest)
Piranha	Restores 150 HP to one target.
Platinum Ball (*)	The most valuable treasure...
Poison Powder	Induces 'Poison' in one target.
Protein	Permanently raises Defense by 1.
Rainbow Trout	Raises Attack Power of one ally in combat.
Red Charm (*)	Unseals red sealed doors in the Imperial Castle.
Reflex Seed	Raises Dodge % (lasts until you Rest)
Ribs	Restores 300 HP to one target.
Rice Ball	Restores 1500 HP to one target.
Roast	Restore 500 HP to one target + Chance of curing bad status
Rusty Pipe	Can be used to make armor.
Sage Seed	Increases Wisdom (lasts until you Rest)
Salmon	Restores 30 AP to all targets.
Scorched Rice	A burnt, blackened ball of rice.
Sea Bass	Restores 400 HP to one target.
Sea Bream	Restores 30 AP to one target.
Ship Parts (*)	Parts to the broken Sandflier.
Sight Seed	Raises chance of learning skills (lasts until you Rest)
Silver Ball (*)	Can be traded with treasure collectors around the world.
Sluice Key (*)	The key to the Sluice in the Dam.
Spearfish	Restores 1500 HP to all targets.
Speed Seed	Raises Agility (lasts until you Rest)
Spirit Seed	Increases resistance to Sleep/Confuse (lasts until you Rest)
Stamp Card	Can be traded for various items at the Manillo shops.
Straw	Suck away HP from one target.
Strength Seed	Increases Attack Power (lasts until you Rest)
Strike Seed	Increases Critical Hit % (lasts until you Rest)
Sturgeon	Revives all fallen allies with 1/4 HP (can fail)
Super Vitamin	Restores all HP to one target.
Swallow Eye	Permanently raises Agility by 1.
Sweetfish	Restores 5 AP to one target.
Target Seed	Increases Counter-Attack rate (lasts until you Rest)
Taser	Deals heavy wind&water damage to all targets.
Tin Ball (*)	Can be traded with treasure collectors around the world.
Trout	Restores 10 AP to one target.
Vigor Seed	Increases resistance to status change (lasts until you Rest)
Vitamin	Restores 800 HP to one target.
Vitamins	Restores 1000 HP to all targets.
Void Sphere	Deals major wind-based damage to all targets.
Wassail	Increases resistance to mind/status change (lasts until you Rest)
Wassail +	Greater resistance to mind/status change (lasts until you Rest)
Water Bomb	Deals a minor amount of water damage to one target.
Water Seed	Increases resistance to Water (lasts until you Rest)
Wave Stone (*)	Needed to get through the Fane of the Sea God
Weather Vane	Deals minor wind-based damage to one target.
Whale	Restores all HP and bad status of all targets.
Wind Flute (*)	Needed to enter the Tower of the Wind Dragon.
Wind Seed	Increases resistance to Wind (lasts until you Rest)
Wisdom Fruit	Restores 150 AP to one target
Wisdom Seed	Restores 30 AP to one target.
Won-qu's Gem (*)	The final key to Emperor Fou-Lu's Tomb.
Yellow Charm (*)	Unseals yellow sealed doors in the Imperial Castle

Weapons

KEY:			
<Weapon Name>	<Usable By>	<Where Found>	
<Power>	<Weight>	<Notes>	
<Description>			
Arquebus	Ursula	Chiqua	
+70 Power	Weight 2	Range Attack	
A rifle used by mounted troops.			
Ascension	Ryu/Scias	Dropped by 'Gecko'	
+95 Power	Weight 6	Holy Based	
Critical Hit Chance +5%			
Atomic Punch	Ershin	Found in Canal	
+93 Power	Weight 1	Range Attack	
An improved Rocket Punch.			
Bamboo Stick	Nina	Faerie Colony (Ordinary Weapon Shop)	
+8 Power	Weight 3	Cures 'Confusion' when used	
Barbarossa	Ryu/Scias	Chedo	
+112 Power	Weight 8	--	
A sword with a finely honed blade.			
Bastard Sword	Ryu	Wyndia	
+42 Power	Weight 6	--	
A true warrior's weapon.			
Battle Rod	Nina	Ryp	
+61 Power	Weight 2	Range Attack	
A fighting staff.			
Baton	Nina	Nina's Initial Equipping	
+5 Power	Weight 1	Range Attack	
Allows Nina to fire energy balls			
Biter	Scias	Wyndia	
+30 Power	Weight 3	+1 Hits (2 Attacks)	
+3 to Critical Hit Percentage			
Blessed Staff	Nina	Chedo	
+84 Power	Weight 2	Holy-Based, Range Attack	
Casts "Heal" when used as an item in battle.			
Broad Sword	Ryu/Scias	Manillo Store in Shyde	
+38 Power	Weight 8	+5 to user's Defense	
Broken Sword	Ryu	"Obtained" after encounter with Rasso	
+4 Power	Weight 2	--	
Broken Ludian King's Sword			
Bowie Knife	Ryu/Scias	Chamba	
+10 Power	Weight 1	--	
A straight-bladed knife.			
Chopsticks	Ryu/Scias	Manillo Store in Chiqua	
+2 Power	Weight 0	Attack Power increased against flies	

Used for eating food.

-----*			
Claymore	Ryu/Scias	Shikk	
+56 Power	Weight 8	--	
A large, two-handed sword.			
-----*			
Cleaver	Scias	Dropped by 'Horseman'	
+119 Power	Weight 10	--	
Deals additional damage to dragon-type monsters.			
-----*			
Crusher	Cray	Koshka	
+86 Power	Weight 8		
So powerful that it can crush bones through armor!			
-----*			
Cudgel	Cray	Chedo	
+115 Power	Weight 10		
A wild weapon for a wild warrior.			
-----*			
Culverin	Ursula	Manillo Store in Astana	
+108 Power	Weight 6	Range Attack, Hits all enemies	
Hit Percentage + 20, Critical Hit Chance + 5			
-----*			
Cursed Sword	Ryu	Dropped by 'Rider'	
+90 Power	Weight 2	--	
Damage based on remaining HP.			
-----*			
Damascus Sword	Ryu/Scias	Astana	
+104 Power	Weight 5		
A very powerful sword made of blended steel.			
-----*			
Dragon Blade	Ryu	?	
+128 Power	Weight 8	--	
Has same effect as "Might" spell.			
-----*			
Dragonslayer	Ryu	Obtained from Yuna	
+70 Power	Weight 15	--	
The legendary "God-killer".			
-----*			
Drill Punch	Ershin	Found in Mt. Glom	
+32 Power	Weight 1	Range Attack	
A powerful drill weapon.			
-----*			
Earthbreaker	Cray	Manillo Store in Astana	
+126 Power	Weight 12	Earth Based	
Casts "Stone Pillar" when used in battle.			
-----*			
Earth Claws	Ershin	Manillo Store in Shyde	
+26 Power	Weight 1	Earth Based, Range Attack	
-----*			
Electrifier	Ursula	Found in Fou-Lu's Tomb	
+110 Power	Weight 2	Range Attack	
Low power but makes a large noise.			
-----*			
Feather Sword	Ryu/Scias	Koshka	
+88 Power	Weight 1	--	
Very powerful, but light as a feather!			
-----*			
Firangi	Scias	Manillo Store in Shyde	
+58 Power	Weight 2	+1 Hits (2 Attacks)	
-----*			

Flail	Cray	Manillo Store in Shyde
+45 Power	Weight 13	+1 Hits (2 Attacks)
A rod with two heavy spiked balls chained to it.		
-----*		
Flame Punch	Ershin	Dropped by 'Maman'
+20 Power	Weight 1	Fire Based, Range Attack
-----*		
Flamethrower	Ursula	Koshka
+60 Power	Weight 4	Fire Based, Hits all enemies
Casts "Fireblast" when used as an item in battle.		
-----*		
Flame Sword	Ryu	Dropped by 'Ight'
+35 Power	Weight 2	Fire Based, +1 Hits (2 Attacks)
-----*		
Flintlock	Ursula	Shikk
+42 Power	Weight 2	Range Attack, +1 Hits (2 Attacks)
A firearm used by mounted troops.		
-----*		
Fork	Ershin	Dropped by 'Krabby'
+14 Power	Weight 1	Range Attack, Induces 'Blindness'
Used for eating food....		
-----*		
Ghostbuster	Ershin	Found in Imperial HQ
+85 Power	Weight 1	Range Attack
Deals extra damage to demons		
-----*		
Giant Club	Cray	Manillo Store in Chiqua
+99 Power	Weight 16	Can stun target
-----*		
Goo King Sword	Ryu	Dropped by 'Goo King'
+152 Power	Weight 4	--
-----*		
Hidden Dagger	Scias	Faerie Colony (Lazy Weapon Shop)
+42 Power	Weight 2	Can cause Sudden Death
A simple dagger.		
-----*		
Homing Bomb	Ershin	Found in Pung'tap
+40 Power	Weight 1	Range Attack, Very high Hit %
Automatically tracks target.		
-----*		
Ice Blade	Scias	Faerie Colony (Diligent Weapon Shop)
+50 Power	Weight 8	Water Based
Can induce 'Sleep' in enemies.		
-----*		
Ice Punch	Ershin	Dropped by 'Ymechaf'
+20 Power	Weight 1	Water Based, Range Attack
-----*		
Jang'do	Scias	Scias' Initial Equipping
+22 Power	Weight 3	+1 Hits (2 Attacks)
A short blade used by some warriors.		
-----*		
Katzbalger	Ryu/Scias	Ershin's Initial Equipping
+30 Power	Weight 4	--
Used by professional soldiers.		
-----*		
Linked Pole	Cray	Manillo Store
+133 Power	Weight 8	--
Damage based on enemy's Attack Power		
-----*		
Log	Cray	Cray's Initial Equipping

```

+13 Power      Weight 4      Earth-Based Attack
A simple yet effective weapon.
-----*
King's Sword   Ryu              Ryu's Initial Equipping
+12 Power      Weight 2      Holy-Based Attack
Casts "Protect" when used as an item in battle
-----*
Mace           Cray            Wyndia
+43 Power      Weight 6      --
A heavy blunt weapon.
-----*
Magic Wand     Nina           Kyoin
+18 Power      Weight 2      Range Attack
Raises the user's CP by 3.
-----*
Mass Driver    Ershin         Dropped by 'Chopam'
+104 Power     Weight 1      Range Attack
Hi-tech Rocket Punch.
-----*
Moon Sword     Ryu/Scias      Dropped by 'Bandit'
+28 Power      Weight 4      --
A sword with a curved blade.
-----*
Mortar         Ursula         Chedo
+102 Power     Weight 6      Fire Based, Hits all enemies
A high-speed rifle with a wide firing range.
-----*
Multi Gun      Ursula         Dropped by 'Bot'
+40 Power      Weight 2      Range Attack, +1 Hits (2 Attacks)
Emphasizes speed over power.
-----*
Nunchaku       Cray           Dropped by 'Trean'
+145 Power     Weight 8      --
Hit Chance -10%, Critical Hit Chance +5%
-----*
Ouroboros     Nina           Dropped by 'Beihl'
+96 Power      Weight 2      Range Attack
Casts "Raise Dead" when used in battle.
-----*
Piercing Edge  Ryu/Scias     Ryp
+72 Power      Weight 5      --
Casts "Weaken" when used in battle.
-----*
Pointed Stick  Nina           Found in Woods near Kyria
+2 Power       Weight 1      Range Attack
A branch with sharp thorns. Not the best choice for a weapon.
-----*
Pole           Cray           ?
+66 Power      Weight 6      +1 Hits (2 Attacks)
A flexible, joined staff.
-----*
Power Glove    Ershin        Manillo Store in Chiqua
+95 Power      Weight 1      Range Attack
Critical Hit rate of 20%, if enemy's has 1/4 or less of it's HP.
-----*
Quarterstaff   Cray           Shikk
+54 Power      Weight 7
Can be used for striking or poking.
-----*
Raptor Claws   Ershin        Dropped by 'Armor'

```

+24 Power	Weight 1	Wind Based, Range Attack
Can create powerful winds.		

Reed Baton	Nina	Ludia
+28 Power	Weight 2	Range Attack
Often used by guards and police officers.		

Red Knuckles	Ershin	Ershin's Initial Equipping
+12 Power	Weight 1	Range Attack
A pair of working gloves.		

Render	Scias	Manillo Store
+50 Power	Weight 6	Water Based, +1 Hits (2 Attacks)
Casts "Frost" when used in battle.		

Repeater	Ursula	Manillo Store in Chiqua
+82 Power	Weight 6	Range Attack, +1 Hits (2 Attacks)
A gun with rapid-fire capability.		

Rocket Punch	Ershin	Found in Mt. Ryft
+51 Power	Weight 1	Range Attack
A rocket-propelled punch-weapon.		

Royal Sword	Fou-Lu	Fou-Lu's Sword, Steal from Astral
+96 Power	Weight 6	+1 Hits (2 Attacks)
Casts "Drain" when used as an item in battle		

Ruby Scepter	Nina	Manillo Store in Shyde
+30 Power	Weight 2	Fire Based, Range Attack
A staff decorated with a large ruby.		

Rune Staff	Nina	Koshka
+72 Power	Weight 2	
+5 to user's CP, and +5 to Wisdom.		

Rusted Sword	Ryu	Rei and Teepo's Shop
+40 Attack	Weight 2	
If used to defeat 1,000 monsters, this weapon will turn into the "Slayer"!		

Sage's Staff	Nina	Sarai
+12 Power	Weight 2	Range Attack
+5 Wisdom for the equipped character		

Scattershot	Ursula	Ursula's Initial Equipping
+35 Power	Weight 4	Range attack, hits all enemies
Fires many pellets simultaneously.		

Scramasax	Ryu/Scias	Kyoin
+13 Power	Weight 2	+1 Hits (2 Attacks)
A light, double-bladed sword.		

Short Sword	Ryu/Scias	Found in the Dam
+15 Power	Weight 3	--
A short sword often used by guards.		

Slayer	Ryu	Transformed Rusted Sword
+80 Attack	Weight 4	+1 Hits (2 Attacks)
A powerful sword, but sometimes hits your party members...		

Slicer	Ryu/Scias	Dropped by 'Kolpum'

```

+78 Power      Weight 4      +1 Hits (2 Attacks)
-----*
Skull Staff    Nina                Manillo Store in Chiqua
+13 Power      Weight 2      Can instantly kill target
A staff said to have been used by Charon.
-----*
Sparkler       Ursula            Ryp
+50 Power      Weight 4      Fire Based, hits all enemies
A long-barreled gun.
-----*
Spiked Rod     Cray              Worent
+35 Power      Weight 5      --
A heavy club imbedded with sharp steel nails.
-----*
Steel Bat      Cray              Kyoin
+25 Power      Weight 5      --
A large, steel rod.
-----*
Stone Club     Cray              Ryp
+65 Power      Weight 6      --
A long staff commonly used by horsemen.
-----*
Stunner        Ershin            Faerie Colony (Ordinary Weapon Shop)
+70 Power      Weight 1      Range Attack
Can 'Confuse' the target.
-----*
Taegum         Scias             Faerie Colony (Ordinary Weapon Shop)
+36 Power      Weight 4      +1 Hits (2 Attacks)
A long and lightweight sword.
-----*
Toxic Claws    Ershin            Found in Jungle
+62 Power      Weight 1      Range Attack
Can induce 'Poison' in the enemy.
-----*
Wand of Air    Nina              Wyndia
+38 Power      Weight 1      Range Attack, Wind-Based
Casts "Sever" when used as an item in battle
-----*
Warding Staff  Nina              Found in En Jhou Ruins
+56 Power      Weight 3      Range Attack
Increases the user's resistance to magical attacks.
-----*
Weather Wand   Nina              Found on Mt. Giga
+48 Power      Weight 2      Range Attack, Wind-Based
-----*

```

Armor

```

-----*
KEY:
<Armor Name>    <Usable By>      <Where Found>
  <Defense>     <Weight>         <Notes>
  <Description>
-----*
-----*
Amber BPlate   Ryu/Cray/Scias/Ursula  Ursula's Initial Equipping
+28 Defense    Weight 4          --

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```

Armor decorated with amber.
*-----*
Angel's Vest      Nina/Ursula      Dropped by 'Warder'
+94 Defense      Weight 4         --
Worn by an ancient Wyndian Hero.
*-----*
Armored Vest      Ryu/Nina/Cray/Scias/U  Koshka
+60 Power        Weight 4
Increases resistance to "ranged" attacks.
*-----*
Asbestos Armor    Ryu/Cray/Scias/Ursula  Found in Ice Peak
+26 Defense      Weight 4         --
Cloth armor reinforced with metal.
*-----*
Blizzard Mail     Ryu/Cray/Scias      Koshka
+66 Defense      Weight 6
Increases resist. to Wind&Water, but lowers resist. to Fire&Earth.
*-----*
Booster           Ershin            Smithy Forge
+20 Defense      Weight 5         --
Can have same effect as "Firewind" during counterattack.
*-----*
Brigandine        Ryu/Cray/Scias      Shikk
+35 Defense      Weight 5
Steel plates bound together with straps.
*-----*
Burglar Garb      Ursula            Found in Imperial Castle
+77 Defense      Weight 5         --
Increases Critical Hit chance by 10%.
*-----*
Chain Cap          Ryu/Cray/Scias/Ursula  Kyion, Dropped by 'Cadaver'
+10 Defense      Weight 4         --
Armor made of linked chains.
*-----*
Chopam Plate      Ershin            Dropped by 'Chopam'
+50 Defense      Weight 8
Resists physical and magical attacks.
*-----*
Clothing           Ryu/Cray/Scias/Ursula  Ryu's Initial Equipping
+4 Defense       Weight 2         --
Popular everyday wear.
*-----*
Crepe Cape        Nina/Ursula      Kyoin
+12 Defense      Weight 2         --
An elegant cape with crepe design.
*-----*
Cuirass           Ryu/Cray/Scias/Ursula  Dropped by 'Armor'
+13 Defense      Weight 4         --
A steel breastplate.
*-----*
Damascus Mail     Ryu/Cray/Scias/Ursula  Astana
+88 Defense      Weight 6
A very powerful suit of armor made of blended steel.
*-----*
Defender          Ershin            Found in Imperial Castle
+30 Defense      Weight 5
Casts 'Barrier' at the start of battle.
*-----*
Diana's Dress     Nina/Ursula      Chedo
+83 Defense      Weight 5

```

Once worn by an ancient Goddess...

Dragon Armor	Ryu	?	
+96 Defense	Weight 8		
Resists breath-type attacks.			
Earth Armor	Ershin	Smithy Forge	
+30 Defense	Weight 5	--	
Offers immunity to earth-based attacks.			
Earth Rig	Ershin	Smithy Forge	
+30 Defense	Weight 5	--	
Offers resistance to earth-based attacks.			
Fancy Dress	Nina/Ursula	Nina's Initial Equipping	
+5 Defense	Weight 2	--	
Charming evening wear			
Fighting Robe	Ryu/Nina/Cray/Scias	Found in Pung'tap	
+23 Defense	Weight 3	--	
Light clothes favored by fighters.			
Fire Rig	Ershin	Smithy Forge	
+30 Defense	Weight 5	--	
Offers resistance to fire attacks.			
Flame Armor	Ershin	Smithy Forge	
+30 Defense	Weight 5	--	
Offers immunity to fire-based attacks.			
Force Armor	Ryu/Cray/Scias/Ursula	Manillo Store in Chiqua	
+82 Defense	Weight 7	--	
Same effect as "Barrier" spell when worn.			
Full Plate	Ryu/Cray/Scias	Ryp	
+47 Defense	Weight 8	--	
Offers full protection, but heavy.			
Gargantua	Ershin	Ershin's Initial Equipping	
+25 Defense	Weight 8	--	
Ershin's suit of full-body armor. It can even resist the effect of the dangerous "Hex".			
Gideon's Garb	Cray	Dropped by 'Battle Suit'	
+93 Defense	Weight 10	+10 Attack	
Gravedigger	Ershin	Smithy Forge	
+20 Defense	Weight 5	--	
Can have same effect as "Eruption" during counterattack.			
Heavy Armor	Ershin	Smithy Forge	
+40 Defense	Weight 10	--	
Harder and heavier than chitin.			
Holy Robe	Nina/Ursula	Manillo Store in Chiqua	
+64 Defense	Weight 4	--	
Robe like those worn by priests.			
Hydro Armor	Ershin	Smithy Forge	
+30 Defense	Weight 5	--	

Offers immunity to water-based attacks.

King's Armor	Scias		Dropped by 'Rider'
+100 Defense	Weight 7	--	
Same effect as "Focus" when worn.			
Leather Armor	Ryu/Cray/Scias/Ursula	Sarai	
+5 Defense	Weight 2	--	
Lightweight, supple cloth armor.			
Life Armor	Ryu/Cray/Scias/Ursula	Manillo Store in Astana	
+90 Defense	Weight 9	--	
Restores 100 HP each turn in battle.			
Light Armor	Ershin	Smithy Forge	
+10 Defense	Weight 0	+20 Agility, +10 Evade %	
Light Clothing	Ryu/Nina/Scias/Ursula	Found in Imperial Castle	
+34 Defense	Weight 0	--	
Has same effect as "Speed" when worn.			
Lightning	Ershin	Smithy Forge	
+0 Defense	Weight 0	+40 Agility, +20 Evade %	
Maelstrom	Ershin	Smithy Forge	
+20 Defense	Weight 5	--	
Can have same effect as "Storm" during counterattack.			
Mage's Robes	Nina/Ursula	Wyndia	
+19 Defense	Weight 3	Offers slight resistance to magic attacks	
Magma Armor	Ryu/Cray/Scias	Chiqua	
+66 Defense	Weight 6	--	
Increases resist. to Fire&Earth, but lowers resist. to Wind&Water.			
Manly Clothes	Ryu/Cray/Scias	Found in Worent (Elders' House)	
+17 Defense	Weight 3	Revives user once, but is then destroyed	
Midas' Armor	Ryu/Cray/Scias/Ursula	Rei & Teepo's Shop	
+25 Defense	Weight 5	--	
Damage taken while wearing this is added to Z received at end of battle!			
Mist Armor	Ryu/Cray/Scias	Chedo	
+93 Defense	Weight 8		
A suit of armor that contains the essence of Water.			
Mithril Armor	Ryu/Cray/Scias/Ursula	Pauk	
+64 Defense	Weight 5	--	
Armor made of the legendary armor 'Mithril'.			
Mithril Rig	Ershin	Smithy Forge	
+50 Defense	Weight 15	--	
A suit of armor made of a Chitin/Aurum hybrid metal.			
Orihalcyon	Ershin	Smithy Forge	
+30 Defense	Weight 5	--	
Increases Critical Hit chance.			
Panzer	Ershin	Smithy Forge	
+20 Defense	Weight 5	--	

Can have same effect as "Jolt" during counterattack.

Party Dress	Nina/Ursula	Wyndia
+25 Defense	Weight 4	--
An elegant cocktail dress.		
Phantom Dress	Nina/Ursula	Dropped by 'Warlok'
+75 Defense	Weight 6	--
Increases resist. to Mind, Status, and Death attacks, but lowers effectiveness of Holy-based magic.		
Psychometer	Ershin	Smithy Forge
+20 Defense	Weight 5	--
+20 to wearer's Wisdom.		
Quicksilver	Ershin	Smithy Forge
+30 Defense	Weight 5	--
Casts "Speed" at beginning of combat.		
Ranger Garb	Ryu/Nina/Cray/Scias	Worent
+16 Defense	Weight 3	Lessens damage from fire-based attacks
Robe of Wind	Nina/Ursula	Ryp
+44 Defense	Weight 0	Wind-based evade rate +5%
A robe worn by wizards of the wind.		
Royal Armor	Fou-Lu	Fou-Lu's Armor, Steal from Tyrant
+102 Defense	Weight 8	--
Blessed armor used by Fou-Lu		
Sage's Frock	Nina/Ursula	Faerie Colony (Diligent Weapon Shop)
+50 Defense	Weight 4	
+5 to user's Wisdom.		
Scale Mail	Ryu/Cray/Scias/Ursula	Scias' Initial Equipping
+20 Defense	Weight 5	--
Made of overlapping metal plates.		
Short Skirt	Nina/Ursula	Faerie Colony (Lazy Weapon Shop)
+32 Defense	Weight 1	--
Slightly lowers the user's resistance to magical attacks.		
Silver Mail	Ryu/Cray/Scias/Ursula	Found in Tidal Flats, Chiqua
+54 Defense	Weight 5	--
Shiny plate armor with a high Defense.		
Spirit Armor	Ershin	Smithy Forge
+25 Defense	Weight 5	--
+10 to wearer's Wisdom.		
Star Dress	Nina/Ursula	Manillo Store in Astana
+92 Defense	Weight 6	--
+5 to the wearer's CP.		
Steel BPlate	Ryu/Cray/Scias/Ursula	Dropped by 'Soldier'
+17 Defense	Weight 3	--
A steel breastplate.		
Stout Mail	Ershin	Smithy Forge
+30 Defense	Weight 5	

Strong armor... but that's all.

```
*-----*
Waistcloth      Ryu/Nina/Cray/Scias      Found in North Chamba
+8 Defense      Weight 2      --
Leaves little to the imagination...
*-----*
Water Rig       Ershin           Smithy Forge
+30 Defense     Weight 5      --
Offers resistance to water-based attacks.
*-----*
Wetsuit         Ryu/Nina/Cray/Scias      Found in Fane of the Sea God
+30 Defense     Weight 7      --
Offers resistance to water-based attacks.
*-----*
Whirlwind       Ershin           Smithy Forge
+30 Defense     Weight 5      --
Offers resistance to wind-based attacks.
*-----*
Wind Armor      Ershin           Smithy Forge
+30 Defense     Weight 5      --
Offers immunity to wind-based attacks.
*-----*
Wolfskin        Ryu/Nina/Scias/Ursula    Pauk
+72 Defense     Weight 4      --
A symbol of a mighty hunter.
*-----*
```

Accessories

```
*-----*
KEY:
<Accessory Name>          <Where Found>
  <Notes>
*-----*
*-----*
Artemis' Cap              Found in Ludia Castle
+4 Defense      Weight 1
Increases the user's accuracy by 25%.
*-----*
Astral Ward              Manillo Store at Checkpoint
Raises Magical resistance, yet lowers physical resistance.
*-----*
Aura Ring                Astana
Increases the user's resistance to mind-based attacks.
*-----*
Balance Ring            Found in Wyndia Castle Basement
+4 Defense      Weight 2
Protects the wearer from 'Confusion' status
*-----*
Bandana                 Sarai
+2 Defense      Weight 1
Not a very strong piece of armor...
*-----*
Barrier Ring            Manillo Store at Checkpoint
Protects wearer against Mind (Sleep and Confusion) attacks.
*-----*
Bell Collar             Manillo Store in Shyde
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+3 Defense      Weight 2
Increases encounter rate.
-----*
Body Ward                               Manillo Store at Checkpoint
Raises physical resistance, yet lowers magical resistance.
-----*
Brass Helm                               Sarai
+3 Defense      Weight 2
Standard issue military helmet.
-----*
Bronze Shield                              Worent
+7 Defense      Weight 2
A typical shield, usable by just about anybody.
-----*
Buckler                               Dropped by 'FireAnt'
+13 Defense     Weight 3
A small and light shield.
-----*
Combat Boots                             Ursula's Initial Equipping
+15 Defense     Weight 3      --
Standard military issue.
-----*
Coupons                               Manillo Store
When worn you may get discounts when buying items!
-----*
Cupid's Lyre                             Dropped by 'Won-qu'
+3 Defense      Weight 1      --
Restores HP (10/step on field, 50/turn in battle)
-----*
Damascus Helm                             Astana
+19 Defense     Weight 4
A very powerful helmet made of blended steel.
-----*
Demon's Helm                             Dropped by 'MaskCrab'
+12 Defense     Weight 3
A helmet made from a crab's shell.
-----*
Diamond Ring                             Manillo Store at Checkpoint
Protects the wearer from sudden-death attacks.
-----*
Divine Helm                               Found in Lake near Lyp
+14 Defense     Weight 4      Protects from sudden-death attacks
-----*
Dragon Helm                               Found in Imperial Castle
+22 Defense     Weight 4
A helmet with a dragon design.
-----*
Dragon Tear                             Fou-Lu's Equipping
Protects the wearer from ALL status effects
-----*
Dream Ring                               Faerie Colony (Ordinary Weapon Shop)
+3 Defense      Weight 2
Completely protects the user from 'Sleep'.
-----*
Dress Shoes                             Faerie Colony (R/P/S Prize)
+10 Defense     Weight 0
Stylish heeled shoes.
-----*
Earth Ward                               Dropped by 'Yeleb'
Increases the user's resistance to earth-based magic attacks.

```


Increases chance of counter-attack.

Ring of Clay Found in Village of Sonne
Allows the user to absorb earth-based attacks.

Ring of Fire Found in Island of Fire
Allows the user to absorb fire-based attacks.

Ring of Ice Obtained from Gyorim (Task #1)
Allows the user to absorb water-based attacks.

Ring of Wind Found in Wyndia Castle
Allows the user to absorb wind-based attacks.

Shaman's Ring Faerie Colony (Lazy Weapon Shop)
Reduces AP cost of all abilities by 25%!

Spats Chedo
+17 Defense Weight 0
Form-fitting leggings.

Speed Boots Faerie Colony (Diligent Weapon Shop)
+3 Defense Weight 0
+20 to user's Agility.

Spirit Ring Dropped by 'A-tur'
Doubles wearer's CP.

Soul Gem Sarai
Will automatically bring user back to life when killed, but the
Soul Gem will shatter.

Soul Ring Found in Sinchon
Increases the user's CP by 50%.

Talisman Astana
Increases the user's resistance to sudden-death attacks.

Titan's Boots Faerie Colony (Diligent Weapon Shop)
+6 Defense Weight 3
+10 to user's Attack Power.

Toothpick Dropped by 'Rat'
Can raise Critical Hit chance by 5%.

Topaz Tear Manillo Store at Checkpoint
Increases effect of user's Healing magic.

UV Goggles Chiqua
+3 Defense Weight 1
Completely protects the user from 'Blindness'.

Water Ward Found in Ershin's Mind
Increases the user's resistance to water-based magic attacks.

Wind Ward Dropped by 'Azeus'
Increases the user's resistance to wind-based magic attacks.

Winged Boots Faerie Colony (Diligent Weapon Shop)
+4 Defense Weight 0

+20 to user's Evade Percentage.

Wisdom Ring
+3 Defense Weight 2
+20 to user's Wisdom.

Magic

KEY:
<Spell Name> <Element> <Who Learns> <AP Cost>
<Spell Effect>

Barrier Power-Up Nina (Lv.8) 4 AP
Doubles Magic Defense for 3 turns of combat.

Blizzard Water Scias (Lv.28), Ershin (after rejoin) 12 AP
Deals heavy water-based damage to all targets.

Blunt Pwr-Down Cray (Lv.14) 1 AP
Lowers Attack Power of one target.

Confuse ST Change Scias (Initial), Ursula (Initial) 2 AP
Induces 'Confusion' in one target.

Cyclone Wind Nina (Lv.14), Ursula (Lv.21) 6 AP
Deals a moderate amount of wind damage to all targets.

Death Death Ershin (after rejoin), Ursula (Lv.35) 13 AP
Sudden death versus one target.

Drain Death Ursula (Lv.27) 3 AP
Absorb HP from one enemy.

Enfeeble Power Down Ursula (Lv.24) 1 AP
Lowers Wisdom of one target.

Fireblast Fire Ursula (Initial) 6 AP
Deals a moderate amount of fire-based damage to all targets.

Flare Fire Ursula (Initial) 3 AP
Deals a small amount of fire-based damage to one target.

Flood Tide Breath Ryu (learned from Sea Dragon) 0 AP
Wind+Water breath attack against all targets, can 'Stun'

Frost Water Scias (Initial) 3 AP
Deals a small amount of water damage to one target.

Fulguration Breath Ryu (learned from Rock Dragon) 0 AP
Gravity-based breath attack, damage variant on enemies' HP.

Heal Holy Nina (Initial), Scias (Initial) 5 AP
Heal restores a small amount of HP to one character.

Healing Wind	Breath	Ryu (learned from Grass Dragon)	0 AP
Breath attack, heals HP and bad status off all party members.			

Holy Circle	Breath	Ryu (learned from Tree Dragon)	0 AP
Protects front-row members from all attacks for one round.			

Ice Blast	Water	Scias (Lv.17)	5 AP
Deals a moderate amount of water damage to all targets.			

Inferno	Fire	Ershin (Lv.28), Ursula (Lv.31)	10 AP
Deals heavy fire based-damage to one target.			

Inspire	Power Up	Nina (Lv.26)	2 AP
Increase Wisdom of one target.			

Kyrie	Holy	Nina (Lv.31)	9 AP
Sudden death against all vulnerable targets.			

Leech Power	Death	Ursula (Lv.28)	0 AP
Suck away AP of one target.			

Lifestealer	Death	Scias (Lv.34)	0 AP
Automatically kills target; but temporarily lowers user's max HP			

Meditate	N/A	Ryu, Fou-Lu	N/A
Changes Ryu or Fou-Lu into dragon form.			

Might	Power Up	Cray (Lv.23)	3 AP
Raises Attack Power of one target.			

Mud Flow	Breath	Ryu (learned from Mud Dragon)	0 AP
Water + Earth breath attack.			

Onslaught	Breath	Ryu (learned from Sand Dragon)	0 AP
Wind breath attack, can induce 'Confusion' in enemies.			

Purify	Holy	Nina (Initial), Scias (Initial)	3 AP
This spell works as an antidote for Poison, affecting one target.			

Primus	Breath	Ershin (Lv.45)	15 AP
Ultimate non-elemental attack against all enemies!			

Protect	Power Up	Cray (Initial)	2 AP
Raises the Defense Power of one target by 20%.			

Quake	Earth	Ershin (after rejoin), Cray (Lv.30)	12 AP
Deals heavy earth-based damage to all targets.			

Rainstorm	Breath	Ryu (learned from Wind Dragon)	0 AP
Holy breath attack, damage changes based on enemies' HP.			

Raise Dead	Holy	Nina (Lv.17), Scias (Lv.22)	18 AP
Chance of reviving a fallen ally, restoring 1/4 of their HP			

Rejuvenate	Holy	Nina (Lv.11), Scias (Lv.19)	9 AP
Heals a moderate amount of HP to one target.			

Remedy	Holy	Nina (Lv.20), Scias (Lv.25)	6 AP
Cures abnormal status conditions in one target.			

Ressurrect	Holy	Nina (Lv.36)	30 AP
Revive one target with full HP.			
Restore	Holy	Nina (Lv.34), Scias (Lv.37)	18 AP
Heals a large amount of HP to one target.			
Revert Form	N/A	Ryu, Fou-Lu	N/A
Changes Fou-Lu or Ryu back into his normal form.			
Risky Shot	Physical	Ershin (Initial)	0 AP
Critical Hit, with a 40% succession rate.			
Rock Blast	Earth	Cray (Lv.8), Ursula (Initial)	4 AP
Deals a small amount of Earth-based damage to all enemies.			
Sever	Wind	Nina (Initial)	3 AP
Sever is the weakest of the wind-based damage attacks. It deals a small amount of wind damage to one target.			
Shield	Power Up	Cray (Lv.25)	6 AP
Raises the Defense Power of all allies.			
Shining Blade	Physical	Scias (Initial)	10 AP
Critical Hit, with a 100% succession rate.			
Silence	ST Change	Ursula (Initial)	3 AP
Induces 'Mute' condition in all targets.			
Sleep	ST Change	Scias (Initial)	3 AP
Induces 'Sleep' in all targets.			
Slow	Power Down	Cray (Lv.11)	1 AP
Reduces the Agility of one target.			
Speed	Power Up	Cray (Initial)	2 AP
Raises the Agility of one target.			
Stand Out	N/A	Ershin (after she rejoins)	0 AP
Bait enemies into attacking user.			
Stone Pillar	Earth	Cray (Lv.17)	5 AP
Deals a moderate amount of earth based damage to one target.			
Typhoon	Wind	Nina (Lv.29), Ershin (Lv.35)	12 AP
Deals heavy wind-based damage to all targets.			
Vigor	Holy	Nina (Lv.39)	50 AP
Heals a moderate amount of HP to all targets.			
Vitalize	Holy	Nina (Lv.23), Scias (Lv.31)	20 AP
Heals a small amount of HP to all targets.			
Weaken	Power Down	Ursula (Initial)	1 AP
Lowers Defense Power of one target.			
Wild Shot	Physical	Ershin (Lv.7)	0 AP
Does a random amount of damage to one target, up to two times the normal amount.			

Skills

 KEY:

<Skill Name> <Element> <AP Cost>
 <Skill Effect>
 <What monsters the Skill can be learned from>

Air Raid Physical/Status Change 4 AP
 Attack versus one target; can 'Stun'
 Crawler

Bad Back N/A 0 AP
 Injures back....
 Wizard

Backhand Physical 0 AP
 Physical attack that is unable to kill the enemy, only drop to 1 HP.
 Master: Bunyan, Task #1

Benediction Holy 45 AP
 Revives all targets with 1/4 HP, but can fail.
 Master: Lyta, Task #4

Blind Physical/Status Change 2 AP
 An attack versus one target that deals damage and can sometimes
 inflict the victim with 'Blind' status.
 Scorpion, MaskCrab, Decoy

Blitz Physical 0 AP
 Multi-hit attack based on HP. User loses 25% of HP when used.
 Bilbao, Saruga

Burn Fire 1 AP
 Burn deals a weak amount of fire-based damage to one target.
 Mage Goo, Joh, Drake, Morph Goo, Baby Goo

Celerity Power Up 0 AP
 Doubles user's Power, Defense, Agility, and Wisdom.
 May only be used once every three hours of gameplay.
 Master: Abbess, Task #3

Charm Treasure/Power Up 0 AP
 Increases your chances of find treasure after battle.
 Master: Marlok, Task #1

Chlorine Physical/Status Change 2 AP
 An attack versus one target that deals damage and can sometimes
 inflict the victim with 'Poison' status.
 Gasser, Toxic Fly, Rat, Yaen, Angler, Gold Fly

Cleave Physical 3 AP
 Attack versus all targets; ignores Defense Power.
 Master: Kryrik, Task #2, Gecko

Clip	Physical	2 AP
Physical attack on one target; damage based on Agility.		
Master: Momo, Task #2		

Command	N/A	0 AP
Bait other enemies (or confused allies, hint hint) into attacking a particular target.		
Red Cap, Fungoid, Bad Coil		

Concentrate	Power Up	0 AP
Raise Wisdom; Increase Counter-Attack rate		
Master: Abbess, Task #1, Star Gazer		

Counter	Power Up	1 AP
Automatically counter-attack for one turn.		
Mask		

Coward's Way	Physical	2 AP
Damage increases with the number of times you have escaped from battle.		
Master: Stoll, Task #2		

Curse	Death	13 AP
Decrease HP of all enemies by 1/2, but can fail.		
Poppy, Karon		

Disembowel	Death	0 AP
Sudden death to target; user temporarily loses 10% of their Max HP		
Master: Kryrik, Task #3, Shadow		

Distracted	Physical	0 AP
Stare off into space for the turn (has no practical use that I currently know of)		
Cap, Any Confused monster		

Double Blow	Physical	3 AP
2 physical attacks against one target.		
NutTroop, Bolt Archer, Kolpum		

Douse	Power Down	1 AP
Lowers target's resistance to fire-based magic.		
Giant Roach (when accompanied by Drake)		

Ebonfire	N/A	9 AP
A powerful non-elementa magic attack against one target.		
Gulper, Dragonne		

Eddy	Wind	2 AP
Deals a small amount of wind-based magic damage to one target.		
Master: Rwolf, Task #1, Wyd		

Egghead	N/A	0 AP
Turns the user into an 'Egg'.		
Master: Momo, Task #4		

Faerie Attack	Physical/Fire	20 AP
Damage based on the number of Faeries in your Faerie Colony.		
Master: Njomo, Task #1		

Faerie Breath	Holy	20 AP
Restores party's HP		

Master: Njomo, Task #2		
Faerie Charge	Physical	20 AP
Faerie attack (6 or more Faeries required in colony to use)		
Master: Njomo, Task #4		
Feign Swing	Physical	0 AP
Take a practice swing in battle (seems to have no practical use either)		
Any Confused monster, Wyd		
Feint	Physical/Status Change	2 AP
Attack against one target; May induce 'Confusion'		
Cadaver, Caterpillar, Angler, Puppeteer		
Final Hope	Death	0 AP
Makes user invulnerable for three turns, but at the end of those three turns the user will perish. May only be used once every three hours of gameplay.		
Master: Bunyan, Task #3		
Flame Pillar	Fire	8 AP
Heavy fire-based attack against one target.		
Master: Rwolf, Task #4		
Flame Strike	Physical/Fire	2 AP
Fire-based attack against one target.		
Snapfly, Drake, Kolpum		
Flex	Status Change	0 AP
Induces 'Poison' status in all targets.		
Master: Kahn, Task #3		
Focus	Power Up	0 AP
Raise Attack Power; Increase Counter-Attack Rate		
Kahn, Marl, Battle Suit		
Frost Strike	Physical/Water	2 AP
Water-based physical attack against one target.		
BlueBall, Kolpum		
Holy Strike	Physical/Holy	2 AP
Holy-based physical attack against one target.		
Master: Lyta, Task #2, Kolpum		
Icicle	Water	4 AP
Deals a moderate amount of water-based damage to one target.		
GooCount, Icebeak, Morph Goo		
Knock Out	Physical/Status Change	2 AP
Attack versus one target; Induces 'Sleep' status		
Krabby, Puppeteer, BoltTroop		
Last Resort	Power Up	0 AP
Drop Defense to 0; Raise Attack Power accordingly.		
Bilboa, Stingfly		
Magic Ball	Physical	5 AP
Magical attack against one target.		
Master: Rwolf, Task #3		

Megaphone	Power Down	4 AP
Increases Power but lowers Defense of all targets.		
Master: Kryrik, Task #1		
Mind Flay	Physical/Power Down	2 AP
Attack versus one target; Lowers Wisdom		
Cracker, Bolt Archer		
Molasses	Physical/Status Change	2 AP
Attack versus one target; May reduce target's agility		
Puspool, Shade		
Monopolize	Treasure/Power Up	0 AP
User receives all EXP gained at the end of the battle.		
Master: Marlok, Task #2		
Muffle	Physical/Status Change	2 AP
Attack versus one target; May induce 'Mute' status		
Puppeteer, Saruga		
Multistrike	Physical	5 AP
Random number of attacks (1-3) against one target.		
Bolt Archer, Karon		
Palliate	Holy	20 AP
Heal and Restore status of one target.		
Lampkin		
Pilfer	Physical/Treasure	0 AP
Attack, attempting to steal an item from the enemy in the process		
Master: Una, Task #1		
Plateau	Earth	5 AP
Deals a moderate amount of earth-based damage to one target.		
Master: Rwolf, Task #2		
Resist	Power Up	3 AP
Protects against all attacks for 1 turn.		
Master: Lyta, Task #3, Glebe		
Rest	Holy	0 AP
Restores some HP and AP to the user.		
Eye Goo, Yaen		
Reversal	Physical	0 AP
Attack against one target; chance of switching victim and target's HP		
SaltClaw		
Risky Blow	Physical	0 AP
Critical Hit, with a 40% success rate.		
BeeTroop		
Roulette	N/A	0 AP
Random effect! Feeling lucky?		
Master: Marlok, Task #3		
Sacrifice	Death	13 AP
Sacrifice yourself to reduce all enemies to 1 HP.		
ProtoBot, Istalk		

Sanctuary	N/A	8 AP
Nullifies all assistant magics on all targets, both ally and enemy.		
Master: Abbess, Task #2		
Shadowwalk	Physical	12 AP
Critical Hit, with a 100% succession rate.		
Myrmidon (Dragon Transformation), Chingol		
Shout	Status Change	0 AP
'Stun's all targets.		
Master: Kahn, Task #1		
Snap	Physical/Power Down	2 AP
Attack versus one target; Decrease Defense Power		
Mouse, Bad Coil, Gold Fly, Shade		
Snooze	Holy	0 AP
Restores some HP and AP, but puts the user to sleep.		
Tadpole		
Spirit Blast	Physical	0 AP
Physical attack on one target; ignores target's defense power.		
Cyclops, Titan		
Spray	Physical	2 AP
Physical attack on one target, damage based on defense.		
Deals extra damage to insect-type creatures.		
Master: Momo, Task #1		
Steal	Treasure/Physical	0 AP
Steal an item held by an enemy.		
Master: Stoll, Task #1		
Super Combo	Physical	12 AP
Attack versus one target... press the buttons to rack up hits!		
Master: Una, Task #2		
Supplication	Power Up	0 AP
Healing Magic effect and evade rate increased for one turn.		
Master: Lyta, Task #1		
Sword Breaker	Physical/Power Down	2 AP
Attack versus one target; lowers Attack Power.		
Sepoy, Shade		
Target	Physical	1 AP
100% Hit rate, but only deals 1/2 the normal damage.		
Elite Troop, Stingfly, Shadow		
Tiger Fist	Physical	6 AP
Attack against all targets; based on Power and Agility.		
Master: Kahn, Task #2		
Timed Blow	Physical	13 AP
Sacrifice self; deal remaining HP to one target.		
Gonger		
Transfer	Holy	20 AP
Donate 20 of your AP to another target.		

Istalk

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-----
Triple Blow      Physical                      8 AP
  3 Physical attacks against one target.
  Guardian, Horseman, Gecko
-----
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-----
War Shout        Power Up                          20 AP
  Raises Attack Power of front-row members.
  Master: Njomo, Task #3
-----
```

```
-----
Wild Swing       Physical                      0 AP
  Deals a random amount of damage, up to two times the normal amount.
  Armor, BeeTroop, Battle Suit
-----
```

```
-----
Wind Strike      Physical/Wind                       2 AP
  Wind-based physical attack against one target.
  Lizard Man, Kolpum
-----
```

Enemies

```
*-----*
KEY:
<Enemy Name>    <Where Found>
<HP>           <EXP Gained>      <Zenny Gained>
<Dropped Items>
<Special attacks> (A * beside the name means this skill can be learned)
*-----*
```

```
*-----*
Agiel           Ershin's Mind
HP: 1,200      EXP: 2,500      Z: 0
Drops (Electrode), (Earth Ward)
Rock Blast: Weak earth-based magic attack against one target

(The water pillar uses Earth-based magic, and is weak against Fire.)
*-----*
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```
*-----*
Archer          Chek
HP: 500        EXP: 130          Z: 30
Drops (Healing Herb)

(Archers tend to get the 'Lucky Strike' quite often.)
*-----*
```

```
*-----*
Armor           Ryu's Dream
HP: 580        EXP: 80           Z: 55
Drops (Raptor Claws), (Cuirass)
*Wild Swing*: Deal a random amount of damage, up to 2x the normal amount

(Armor will absorb the first few physical attacks dealt to it with
its armor, lessening the damage. After a few attacks his armor will
crack and he will take damage normally. Once his armor breaks he will
no longer drop the "Cuirass".)
*-----*
```

```
*-----*
Army Bat        Passage to Synesta
HP: 40         EXP: 30           Z: 20
Drops (Berries)

(Army Bats tend to get the 'Lucky Strike' a lot, dealing a lot more
-----
```

damage than a normal attack.)

A-tur (*) Chedo
HP: 50,000 EXP: 50,000 Z: 0
Drops (Moon Tears), (Spirit Ring)
Frost Breath: Multi-hit water based attack against all targets
Sanctuary: Nullify all assist magic on ALL targets

Azeus Ershin's Mind
HP: 1,200 EXP: 2,500 Z: 0
Drops (Water Bomb), (Water Ward)
Frost: Weak water-based magic attack against one target

(The wind pillar uses Water-based magic, and is weak against Earth.)

Baby Goo Imperial Castle
HP: 2,700 EXP: 1,700 Z: 300
Drops (Apple), (PointedStick)
Burn: Weak fire-based attack against one ally

Bad Coil Fane of the Sea God
HP: 1,200 EXP: 310 Z: 80
Drops (Vitamin), (Ginseng)
Sleep: Induce 'Sleep' in all enemies
Command: Bait other enemies into attacking specific target
Snap: Attack versus one target; lowers Defense

(Bad Coil will use the 'Sleep' and 'Command' abilities when accompanied by one or more Mud Pups.)

Bandit South Desert (near Kurok)
HP: 500 EXP: 60 Z: 80
Drops (Moon Sword), (Healing Herb)
Sever: Weak wind-based attack versus one target.

(When running low on HP, the Bandit will often use the Healing Herb he carries. Steal it from him or kill him quickly to prevent this.)

Battle Suit Imperial Headquarters
HP: 3,500 EXP: 1,800 Z: 280
Drops (Stunner), (Gideon'sGarb)
Focus: Increase attack power and counter-attack rate
Wild Swing: Deal a random amount of damage; up to 2x the normal amount
Rock Blast: Light earth-based damage against all targets

(Battle Suit will absorb the first few physical attacks dealt to it with its armor, lessening the damage. After a few attacks its armor will crack and he will take damage normally. Once its armor breaks he will no longer drop the "Gideon'sGarb".)

BeeTroop Kyria (Doghouse), Kasq Woods
HP: 750 EXP: 120 Z: 100
Drops (Healing Herb), (Bronze Shield)
Wild Swing: Deal a random amount of damage, up to 2x the normal amount
Risky Blow: Critical Hit, with a 40% succession rate.

(BeeTroop will block attacks with his shield, reducing the damage. After sustaining a few attacks, the shield will break and you'll deal damage normally. Once his shield is broken he will start using "Risky Blow". Note he'll also no longer drop the "Bronze Shield" after battle.

=====

Beihl Imperial Castle
HP: 5,000 EXP: 3,000 Z: 380
Drops (Ouroboros), (Magic Shard)
Blizzard: Heavy water-based damage against all targets
Kyrie: Holy-based sudden death attack against all targets

(When accompanied by Quisit, Beihl's Kyrie attack may end up killing characters who were affected by Quisit's Gloom skill!)

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Bellwyd (*) During battle with Marl
HP: 1,000 EXP: 0 Z: 0
Drops (Wisdom Fruit), (SuperVitamin)
Speed: Increase Agility of one target
Might: Increase Attack Power of one target
Vitalize: Heal a small amount of HP to all targets

=====

Berserker Fou-Lu's Tomb
HP: 1,800 EXP: 1,000 Z: 200
Drops (Aurum), (Bent Screw)
Jolt: Wind+Water based magic attack against all targets

(Unless attacked first, Berserker will escape on the third turn.)

=====

Bilbao Hesperia Region
HP: 1,250 EXP: 2,800 Z: 230
Drops (Loins), (Protein)
Blitz: Multi-hit attack against targets, lower user's HP by 25%

=====

Bilboa Wyndia Region
HP: 2,400 EXP: 230 Z: 80
Drops (Roast), (Ginseng)
Last Resort: Drop Defense to 0, increase attack power accordingly

=====

Bilbul Ice Peak
HP: 770 EXP: 280 Z: 60
Drops (Roast), (Protein)
Howling: Induce 'Confusion' in all targets

=====

Black Goo Imperial Castle
HP: 2,200 EXP: 3,200 Z: 550
Drops (Dark Draught), (Belladonna)
Death: Sudden death to one target
Timed Blow: Sacrifice self; deal remaining HP to one target

=====

BloodBat Pung'Tap
HP: 250 EXP: 180 Z: 80
Drops (Straw), (Life Shard)
Syphon: Steal away HP from one target
Sleep: Induce 'Sleep' in all targets

(BloodBats tend to use the Syphon ability, then Escape the battle. They also have an annoyingly high evade rate.)

=====

Blue Ball Highlands Region
HP: 1,100 EXP: 380 Z: 60
Drops (Water Seed), (Croc Tear)
Giant Growth: Grow in size to attack all targets
Frost Strike: Water-based physical attack against one target

(When hit with a water-based attack, Blue Balls will begin to use Frost Strike.)

Blue Cap Ice Peak
HP: 900 EXP: 190 Z: 40
Drops (Bird Drop), (Water Bomb)
Frost: Weak water-based magic attack against one target

(Blue Caps will usually flee when wounded.)

Bokta Faerie Village
HP: 1,300 EXP: 300 Z: 60
Drops (Life Shard)

(Bokta tends to get 'Lucky Strike' a lot. Be careful.)

Bollor Fane of the Sea God
HP: 1,250 EXP: 330 Z: 150
Drops (Weather Vane), (Weather Wand)
Sever: Weak wind-based magic against one target

(When Bollor and Rollob appear together, their magics can combine together to form "Lightning". Beware.)

Bolt Archer River
HP: 200 EXP: 850 Z: 250
Drops (Bent Screw), (Lgt.Clothing)
Double Blow: 2 physical attacks against one target
Mind Flay: Attack against one target; induces 'Confusion'
MultiStrike: 1-3 attacks against one target

(When one of its allies is defeated, Bolt Archers will start to use the 'MultiStrike' ability. It will also give out more EXP (one and a half times the normal amount). Like the Nut people, Bolt Archers have a very high physical evade rate.)

Bolt Mage World Map, near Kwanso
HP: 200 EXP: 900 Z: 230
Drops (Bent Screw), (Wisdom Ring)
Silence: Induce 'Mute' status in all targets
Ice Blast: Moderate water-based damage against one target

(Like the Nut Mages, Bolt Mages have a very high physical evade rate.)

BoltTroop River
HP: 200 EXP: 850 Z: 180
Drops (Bent Screw), (FeatherSword)
Knock Out: Attack against one target; induces 'Sleep' status
Weaken: Decrease Defense Power of one target

(Like the NutTroops, BoltTroops have a very high physical evade rate. If one of its allies is killed, it will start using the 'Weaken' spell, as well as give one-and-a-half times the normal amount of EXP.)

Bot Sinchon
HP: 1,000 EXP: 330 Z: 0
Drops (MultiGun), (Aurum)
Flare: Weak fire-based attack against one target

(Hitting Bot with a water-based attack will short it out, causing it

to become 'Confused'. Additionally, hitting it with a combination magic attack (like Jolt) will cause its body to break open, increasing its susceptibility to physical attacks and rendering it immobile for a few rounds (until it recovers). Furthermore, this doubles the EXP you get from them and causes them to drop "Bent Screw" instead of "MultiGun".)

Cadaver Passage to Synesta
HP: 1,000 EXP: 65 Z: 32
Drops (Chain Cap), (Rotten Meat)
Feint: Attack versus one target; Can induce 'Confusion'

Cairn Mt. Yogy
HP: 960 EXP: 2,000 Z: 800
Drops (Electrode), (MultiVitamin)

(If not attacked, these monsters will usually flee.)

Cap North/South Desert
HP: 165 EXP: 7 Z: 8
Drops (Berries), (Healing Herb)
Distracted: Stare off into space for one turn

(Cap will sit and guard or use the Distraction ability until attacked.
When attacked, they will also start attacking, or run away.)

Caterpillar Dragon Shrine
HP: 600 EXP: 90 Z: 50
Drops (Berries), (Panacea)
Feint: Attack versus one target, induces 'Confusion'

(Caterpillar will always attack the weakest member of your party.)

Chingol Imperial Castle
HP: 4,000 EXP: 2,300 Z: 380
Drops (Toothpick), (Holy Mantle)
Speed: Increase Agility of one target
Shadowwalk: Critical Hit, with a 100% succession rate

Chkom Faerie Village
HP: 1,500 EXP: 320 Z: 50
Sleep: Induce 'Sleep' in all targets

Chopam Fou-Lu's Tomb
HP: 10,000 EXP: 4,000 Z: 5,000
Drops (Mass Driver), (Chopam Plate)
Inferno: Heavy fire-based damage to one target
Gigaflare: Heavy Fire+Wind based damage to all targets

(Chopam is invincible for the first two turns thanks to its Defensive Screen. On the third turn, this screen will disable... this is your cue to pummel the daylights out of it. It will flee next turn, so this is your only chance...)

Copycat Ship's Hold
HP: 2,400 EXP: N/A Z: N/A
Blitz: Physical attack based on HP; user loses 1/4 of HP

(Depending on what type of attack you hit him with, Copycat will turn into either a "Wizard" (magic attack) or "Sepoy" (physical attack).)

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Cracker Ahm Fen Swamp
HP: 750 EXP: 240 Z: 75
Drops (Berries), (Swallow Eye)
Mind Flay: Attack versus one target; Lowers wisdom

=====

Crawler Highlands Region (? spot)
HP: 800 EXP: 260 Z: 60
Drops (Tail)
Air Raid: Attack versus one target; can 'Stun'

(Like the Caterpillars, Crawlers will always attack the member with the lowest HP.)

=====

Cyclops Sanctum
HP: 10,000 EXP: 2,800 Z: 200
Drops (StrengthSeed), (Giant Club)
Risky Blow: Critical Hit; with a 40% succession rate.
Spirit Blast: Physical attack against one target, ignore defense.

(After a couple of rounds, Cyclops' club will break, and it will start to use the Spirit Blast skill.)

=====

DeathBot Fou-Lu's Tomb
HP: 3,000 EXP: 1,800 Z: 350
Drops (Aurum), (Repeater)
Protect: Raise Defense Power of one target
Might: Raise Attack Power of one target
Barrier: Temporarily shield one target
SpiritBlast: Holy-based attack; ignores Defense Power

(Hitting DeathBot with a combination magic attack will cause it to become even stronger, giving one-and-a-half times more EXP than normal.)

=====

Decoy En Jhou Ruins
HP: 2,400 EXP: 880 Z: 150
Drops (Mouth Gag), (Dancer)
Blind: Attack against one target; can induce 'Blindness'

(If Decoy's Puppeteer is destroyed, the Decoy will fly out of control and become 'Confused'.)

=====

Diviner Imperial Castle
HP: 2,000 EXP: 3,000 Z: 0
Concentrate: Increase magic attack power
Magic Ball: Attack one target with a ball of pure magic energy

(These guys are immune to 'normal' attacks, but Dragon attacks will hurt them.)

=====

Dragonne (*) Imperial Castle
HP: 30,000 EXP: 60,000 Z: 3,600
Drops (Belladonna), (Moon Tears)
Ebonfire: Non-elemental magic attack against one target
Sleep: Induce 'Sleep' in all allies

=====

Drake Mt. Glom
HP: 1,000 EXP: 220 Z: 210
Drops (Moon Sword), (Fire Seed)
Burn: Weak fire-based magic attack against one target.

Flame Strike: Fire-based physical attack against one target.

(Using a fire-based attack on Drake will cause it to become stronger, and give THREE times the normal amount of EXP.)

=====

Egg Gang Zhing Mountains
HP: 1,800 EXP: 1,100 Z: 350
Drops (Wisdom Seed), (Protein)
Ovum: Turn all allies into 'Egg's

=====

Elite Troop Imperial Castle
HP: 1,000 EXP: 2,800 Z: 0
Target: Attack with 100% hit rate, but deal 1/2 normal amount of damage.

(These guys are immune to 'normal' attacks, but Dragon attacks will hurt them.)

=====

Evoker Imperial Castle
HP: 2,000 EXP: 3,000 Z: 0
Concentrate: Increase magic attack power
Inferno: Heavy fire-based magic attack against one target

(These guys are immune to 'normal' attacks, but Dragon attacks will hurt them.)

=====

Eye Goo North/South Desert
HP: 150 EXP: 8 Z: 6
Drops (Croc Tear), (Healing Herb)
Rest: Restores HP/AP

(After a few rounds of Combat, Eye Goo will start to use Rest.)
(Using the 'Blind' skill on an Eye Goo will cause them to relinquish twice the normal amount of EXP.)

=====

Fantam (*) Faerie Village
HP: 5,000 EXP: 4,000 Z: 1,800
Drops (Magic Shard)
Nose Dive: Physical attack against all targets
Drain: Suck away HP from one target
Sever: Weak wind-based magic attack against one target
Frost: Weak water-based magic attack against one target
Ovum: Turn all targets into 'Egg's

(Fantam's size changes depending on the attack you hit him with. Physical attacks make him bigger, the correct magical attack will make him smaller. When big, he has a high defense but low magic defense, while when little, he has a high magic defense but low defense.)

=====

Fiend Highlands Region (? spot)
HP: 1,250 EXP: 300 Z: 350
Drops (Belladonna), (Diamond Ring)
Death: Sudden death to one target

(Fiends tend to get Lucky Strike a lot.)

=====

FireAnt North Islands Region
HP: 2,000 EXP: 840 Z: 430
Drops (Fire Seed), (Buckler)
Flame Strike: Fire-based physical attack against one target
Fireblast: Moderate fire-based attack against all targets

Risky Blow: Critical Hit, with a 40% succession rate

(FireAnt will block attacks with his shield, reducing the damage. After sustaining a few attacks, the shield will break and you'll deal damage normally. Once his shield is broken he will start using "Risky Blow". Note he'll also no longer drop the "Buckler" after battle.

Firewyd Ludia Region (Transformed version of 'Wyd')
HP: 900 EXP: 280 Z: 65
Drops (ScorchedRice), (Fire Seed)
Flare: Weak fire-based magic attack against one target
Fireblast: Moderate fire-based magic damage against all targets

(You can use a water-based magic attack on a Firewyd to transform it back into a normal Wyd.)

Flue Goo Kurok
HP: 350 EXP: 40 Z: 16
Drops (Healing Herb), (Vitamin)
Giant Growth: Grow in size to attack all allies

(Using the 'Blind' skill on Flue Goo will cause it to relinquish THREE times the normal amount of EXP.)

Fragrans Tidal Flats
HP: 1,500 EXP: 350 Z: 700
Drops (Knockout Gas), (Ivory Dice)
Sleep: Induce 'Sleep' in all targets
Dream Breath: Induce 'Happy' status in all targets
Absorb: Restore some HP to the user

Fungoid Woods near Kyria
HP: 400 EXP: 45 Z: 25
Drops (Healing Herb), (Panacea)
Confuse: Can 'Confuse' one target
Command: Bait other enemies into attacking a specific target

(Fungoid will usually use Command after one or more allies have been 'Confused' by it. This can make things messy.. be careful.)

Gasser North Chamba
HP: 350 EXP: 18 Z: 13
Drops (Antidote), (Healing Herb)
Chlorine: Poisonous breath attack against one target.

(Gasser will sometimes store evil energy into itself. The next turn it will become poisoned, but will also start to use Chlorine.)

Gecko Imperial Castle
HP: 5,000 EXP: 3,800 Z: 24
Drops (Dragon Scale), (Ascension)
Shield: Increase Defense Power of all targets
Triple Blow: 3 Physical attacks against one target
Cleave: Attack versus all targets; ignores Defense

Generator Paedra Region
HP: 1,500 EXP: 700 Z: 800
Drops (Aurum), (Taser)
Lightning: Moderate Wind&Water based magic attack against all targets

(Generator's HP will be restored by wind and/or water based attacks, and become stronger! It's EXP will increase by 70 and Z will increase by 80 each time it is hit with one of these attacks.)

Ghost North Chamba
HP: 250 EXP: 20 Z: 50
Drops (Popper), (Knockout Gas)
Frost: Weak water-based magical attack against one target

(Ghosts begin the battle asleep. When awoken, they will start attacking and using the Frost ability).

Giant Roach Wyndia Castle Basement
HP: 920 EXP: 290 Z: 120
Drops (Healing Herb), (Vitamin)
Jump: Random damage against one target
Douse: Decrease target's Fire Resistance (with 'Drake')

(When accompanied by other monsters, Giant Roaches tend to use different abilities.)

Glebe (*) Island of Fire
HP: 15,000 EXP: 17,000 Z: 12,000
Drops (Bent Screw), (Glass Shard)
Summon Minion: Summon two helpers (Loam/????)
Resist: Protect against all attacks for one turn
Giant Growth: Grow in size to attack all targets
Tempest: Water+Earth attack against all targets

Gold Fly South Hesperia Region
HP: 1,100 EXP: 400 Z: 1,200
Drops (Strike Seed), (Antidote)
Snap: Attack one target; decrease Defense Power
Chlorine: Attack one target; can induce 'Poison')

(Gold Flies have a very high evade rate, but magic works well enough against them.)

Gold Gang Zhing Mountains
HP: 3,000 EXP: 800 Z: 10,000
Drops (Light Bangle), (Divine Helm)
Ovum: Turn all allies into 'Egg's
Resist: Make user invincible for one round

(Using a physical attack on Gold Gang will break away part of it's "body", reducing the amount of Zenny you receive for defeating it.)

Gonger Imperial Headquarters
HP: 1,600 EXP: 1,100 Z: 130
Drops (Phoenix Seed), (Life Shard)
Watch Enemy: Carefully study enemy's actions
Timed Blow: Sacrifice self; deal remaining HP to one target

Gonghead Kyoin (Imperial Causeway)
HP: 540 EXP: 75 Z: 50
Drops (Healing Herb), (Dragon Scale)
Ram: Physical attack against one target

(Since Gongheads are "flying" creatures, Wind-based magic spells will do a lot of damage to them.)

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GooCount Astan Region
HP: 800 EXP: 50 Z: 30
Drops (Apple), (Ginseng)
Frost: Weak water-based magical attack against one target
Icicle: Moderate water-based magical attack against one target

(For the first turn, GooCount will guard. If you can pull off a 5-or-more hit combo in this time, GooCount will power up and start using Icicle instead of Frost. It will also give FOUR times as much EXP.)

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Goo King Imperial Castle
HP: 10,000 EXP: 3,000 Z: 1,000
Drops (Apple), (GooKingSword)
Jolt: Water+Wind based attack against all targets
Storm: Wind+Earth based attack against all targets
Eruption: Earth+Fire based attack against all targets
Firewind: Fire+Wind based attack against all targets
Giant Growth: Grow in size to attack all allies
Ragnarok: HEAVY Earth+Fire based attack against all targets

(Goo King has quite powerful combo spells, but will usually escape the battle. However, it DOES NOT like being stolen from, and if you steal its Apple it will get angry and fight to the finish. Be careful however as it is then capable of casting RAGNAROK on you! Ouch!!)

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GooNurse Imperial Castle
HP: 1,700 EXP: 400 Z: 250
Drops (Apple), (Vitamins)
Vitalize: Restore a small amount of HP to all targets

=====

Grunt A Pung'tap
HP: 1,200 EXP: 900 Z: 200
Blind: Physical attack against one target; induce 'Blindness'
Feint: Physical attack against one target; induce 'Confusion'

=====

Grunt B Pung'tap
HP: 1,200 EXP: 900 Z: 200
Sleep: Induce sleep in all targets
Weaken: Decrease Defense Power of one target
Blunt: Decrease Attack Power of one target

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Grunt C Pung'tap
HP: 1,200 EXP: 800 Z: 100
Drops (Molotov)
Flare: Weak fire-based attack against one target

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G. Troop Checkpoint
HP: 700 EXP: 700 Z: 100
Drops (Void Sphere)
Sever: Weak wind-based attack against one target
Speed: Increase Agility of one target

=====

Guardian Fou-Lu's Tomb
HP: 2,400 EXP: 1,600 Z: 450
Drops (Iron Scraps), (Repeater)
Double Blow: 2 Physical attacks against one target
Triple Blow: 3 Physical attacks against one target

(After sustaining several physical attacks, Guardian's armor will weaken and he will take damage normally.)

Gulper Ershin's Mind
HP: 900 EXP: 250 Z: 105
Drops (Magic Shard)
Ebonfire: Powerful non-elemental magic attack against one target
Death: Sudden death against one target
Blizzard: Heavy water-based damage to all targets
Rejuvenate: Heal a moderate amount of HP to one target
Leech Power: Suck away AP of one target
Stone Pillar: Moderate earth-based magic attack against one target
Inferno: Heavy fire-based damage against one target
Fireblast: Moderate fire-based damage to all targets

(At the start of the battle, Gulper won't have enough AP to use any of its spells. By using an AP-restoring item or letting it use Leech Power on you, it will gain enough AP to use it's spells, and you can learn the Ebonfire skill. Be very careful though, as it has many other powerful spells that can devastate your party!)

Horseman Imperial Castle
HP: 6,000 EXP: 3,500 Z: 400
Drops (Cleaver), (Mist Armor)
Inferno: Heavy fire-based damage against one target
Triple Blow: 3 Physical attacks against one target
Death: Sudden death to one target

(When alone, Horseman's magical ability will weaken, decreasing the effectiveness of its powerful spells and preventing it from healing each turn.)

I (*) Fou-Lu's Tomb
HP: 10,000 EXP: 25,000 Z: 0
Drops (Wisdom Fruit), (Harmonic Ring)
Fireblast: Moderate fire-based damage against all targets
Stasis: Block all combo attacks for 3 turns
Inferno: Heavy fire-based damage against one target
Punch: Physical attack against one target
Powder: Induce 'Blind' status in all targets
Revolution: Inverse HP of all targets

(I's attack depends on the number it "rolls". It is susceptible to magical attacks but immune to physical attacks.)

Ibomb En Jhou Ruins
HP: 1,000 EXP: 1,100 Z: 300
Drops (Vitamin), (Napalm)
Protect: Raise Defense Power of one target
Sacrifice: Sacrifice self to reduce all enemies to 1 HP
Air Raid: Attack one target; can 'Stun'

(Ibomb might use the Sacrifice ability when it has less than 1/2 of his HP remaining.)

Icebeak Ice Peak
HP: 1,000 EXP: 320 Z: 160
Drops (Water Bomb), (Icicle)
Watch Enemy: Carefully study enemy's actions
Icicle: Moderate water-based magic attack against one target

(Icebeaks will always attack the member with the lowest HP.)

II (*) Fou-Lu's Tomb
HP: 7,500 EXP: 25,000 Z: 0
Drops (Vitamins), (Harmonic Ring)
Fireblast: Moderate fire-based damage against all targets
Stasis: Block all combo attacks for 3 turns
Inferno: Heavy fire-based damage against one target
Punch: Physical attack against one target
Powder: Induce 'Blind' status in all targets
Revolution: Inverse HP of all targets

(II's attack depends on the number it "rolls". It is susceptible to physical attacks but immune to magical attacks.)

Istalk Island of Fire
HP: 1,500 EXP: 430 Z: 230
Drops (Wisdom Seed), (Wisdom Fruit)
Transfer: Donate some of your AP to another ally
Vitalize: Restores a small amount of HP to all allies
Sacrifice: Sacrifice self to reduce all enemies to 1 HP

(Istalks have a bad habit of using the "Transfer" ability on the Gulpers that appear with them, allowing them to use all those powerful spells on you! When alone, they have a nasty habit of using 'Sacrifice'.)

Joh (*) Saira Tavern
HP: 1,200 EXP: 100 Z: 305
Drops (Aurum)
Burn: Weak Fire-based magic attack against one target
Flail: Physical multi-hit attack (8x) against target

Kahbo (*) Imperial Castle
HP: 20,000 EXP: 20,000 Z: 0
Drops (Wisdom Fruit), (Super Vitamin)
Flaming Fist: Fire-based physical attack against one target
Mystic Fire: Multi-hit fire-based magic attack

Kamyu (*) Imperial Castle
HP: 30,000 EXP: 30,000 Z: 0
Drops (Wisdom Fruit), (Ambrosia)
Simoon: Fire&Wind based magic attack against all targets
Eldritch Flame: Multi-hit fire-based magic attack against all targets

Karon Imperial Castle
HP: 5,000 EXP: 3,000 Z: 600
Drops (Skull Staff), (Star Dress)
Multistrike: Random number of attacks (1-3) against one target
Curse: Reduce all targets HP by 1/2
Blizzard: Heavy water-based damage against all targets

(Karon tends to get 'Lucky Strike' way too often. Also note that Karon's magical ability will weaken when alone, preventing it from casting the extremely nasty spells it commands.)

Khafu (*) Zhingfa Mountains
HP: 20,000 EXP: 22,000 Z: 5,800
Drops (Ambrosia), (Fire Ward)
Firewind: Fire&Wind based magic attack against all targets

Eldritch Flame: Multi-hit fire-based magic attack against all targets
Heal: Restore a small amount of HP to one target

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Kham (*) Forest near Fou-Lu's Tomb
HP: 15,000 EXP: 16,000 Z: 4,200
Drops (Ambrosia)
Flaming Fist: Fire-based physical attack against one target
Mystic Fire: Multi-hit fire-based magic attack

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King Rat Ship's Hold
HP: 800 EXP: 1000 Z: --
Drops (Fish-Head), (Flank)
Command: Bait enemies into attacking a specific target

=====

Klod (*) During battle with Marl
HP: 1,200 EXP: 0 Z: 0
Drops (Life Shard), (Magic Shard)
Rock Blast: Weak earth-based damage to all targets

=====

Kolpum Imperial Castle
HP: 4,000 EXP: 2,000 Z: 450
Drops (Elixir +), (Slicer)
Double Blow: Two physical attacks against one target
Holy Strike: Holy-based physical attack against one target
Searing Sand: Earth-based physical attack against one target
Wind Strike: Wind-based physical attack against one target
Flame Strike: Fire-based physical attack against one target
Frost Strike: Water-based physical attack against one target

(When hit with a magic-based attack, Kolpum's blade will "absorb" the element of the attack and start using physical attacks based on that element. There are five different possibilities... Fire, Wind, Water, Earth, and Holy.)

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Krabby Island of Fire
HP: 2,600 EXP: 500 Z: 800
Drops (Knockout Gas), (Fork)
Might: Increase Attack Power of one target
Knock Out: Attack versus one target; Induces 'Sleep' status
Ram: Physical attack against one target

(Krabby begins the battle asleep. Also, any damage dealt to it will be partially shielded by its huge pincher, which will break after being struck a few times. When it has its pincher, it has a tendency to get "Lucky Strike" on you, so be careful. Once the pincher is broke it will become much more susceptible to physical attacks, give 750 EXP and 0 Z, and will no longer drop the "Fork". It also has a tendency to flee...)

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Kyo Faerie Village
HP: 1,750 EXP: 360 Z: 30
Enfeeble: Lower wisdom rating of one target
Slow: Lower agility of one target

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Lampkin South Hesperia Region
HP: 3,000 EXP: 1,400 Z: 300
Drops (Vigor Seed), (Wisdom Seed)
Giant Growth: Increase in size to attack all allies
Palliate: Heal and restore status of one target

(Lampkin begins the battle with many status ailments. Use a Panacea on it

and it will begin to ask for water. Then use a Croc Tear on it, and it will "thank" you, and use the "Palliate" skill.)

Lavoid Mt. Yogy
HP: 3,200 EXP: 2,200 Z: 600
Drops (Magma Armor), (Firecracker)
Magma Blast: Moderate fire-based damage to all targets
Inferno: Heavy fire based damage to one target

(Hitting Lavoid with a fire-based attack will make it stronger, and cause it to regain HP each turn. It's EXP value will each time it is hit with a fire attack, but it will continue to get stronger and stronger.)

Legion Mt. Giga
HP: 1,200 EXP: 500 Z: 120
Drops (Vitamin), (Protein)
Silence: Induce 'Mute' status in all targets

(Each time Legion is hit with a physical attack, it's attack and defense power will increase, it will regenerate more HP each turn, and it will give out more EXP. Beware however, as you can easily make it powerful enough to kill you quickly! If it gets too powerful, switch to magic attacks!)

Lizard Man Paedra Region
HP: 1,650 EXP: 1,000 Z: 420
Drops (Buckler), (Firangi)
Wind Strike: Wind-based physical attack against one target
Shield: Increase Defense Power of all targets
Vitalize: Restore a small amount of HP to all targets

Loam (*) During battle with Glebe
HP: 1,000 EXP: N/A Z: N/A
Drops (Vitamin), (Wisdom Fruit)
Blitz: Physical attack based on HP; user loses 1/4 of HP
Frost: Weak water-based attack against one target
Vitalize: Restore a bit of HP to all targets

Mage Goo North/South Desert
HP: 200 EXP: 12 Z: 11
Drops (Wisdom Seed), (Healing Herb)
Burn: Weak Fire-based magic attack against one target

(Using the 'Blind' Skill on Mage Goo will cause it to relinquish twice the normal amount of EXP.)

Maman (*) Woods near Kyria
HP: 3,500 EXP: 1,500 Z: 450
Drops (Apple), (Flame Punch)
Body Press: Stomping attack against one target
Rock Blast: Weak Earth-based magic attack against all targets

(Using an Apple on Maman will distract it for one round.)

Mandruga Tidal Flags
HP: 1,600 EXP: 450 Z: 300
Drops (Mouth Gag), (Jabbergrass)
Howling: Induce 'Confusion' in all targets

(Mandruga will use the Howling skill when it is hit with a physical

attack.)

Marl (*) Mt. Yogy
HP: 15,000 EXP: 25,000 Z: 2,100
Drops (Wisdom Seed)
Summon Kin: Summon 'Klod' and 'Bellwyd' to aid Marl
Quake: Heavy earth-based damage to all targets
Focus: Increase attack power and counter-attack rate

Mask North Islands Region
HP: 1,500 EXP: 780 Z: 250
Drops (Hard Seed), (Buckler)
Counter: Automatically counter-attack for one turn

MaskCrab Fane of the Sea God
HP: 1,200 EXP: 450 Z: 160
Drops (Demon's Helm), (Eye Drops)
Blind: Attack against one target, induces 'Blindness'

Mimic En Jhou Ruins
HP: 12 EXP: 1,000 Z: 500
Drops (Wisdom Fruit), (Ivory Dice)
Sleep: Induce 'Sleep' in all targets
Silence: Induce 'Mute' in all targets
Confuse: Induce 'Confusion' in one target
Snap: Attack against one target; lowers Defense Power

(Each time you hit Mimic, it's EXP and Z value will DOUBLE. However, they are rather hard to kill due to their extremely high defense and tendency to run away from the battle. They also have complete immunity to magic and breath attacks, so good luck... quite literally.)

Mirror North Islands Region
HP: 1,250 EXP: 600 Z: 350
Drops (Sage Seed), (Buckler)
Backlash: Reflect attacks back at the attacker for one turn

Morph Hesperia Region
HP: 2,500 EXP: 680 Z: 600
Drops *, (ScorchedRice)
Flare: Weak fire-based magic against one target

(When hit with a magical attack, Morph will start dropping pieces that you can use to make armor. What it "makes" depends on what type of attack it was hit with...

Wind: Dirty Filter Water: Rusty Pipe
Fire: Burnt Plug Earth: Old Tire)

Morph Goo Fou-Lu's Tomb
HP: 1,750 EXP: 1,000 Z: 300
Drops (Elixer), (Elixer +)
Burn: Light fire-based damage against one target
Flame Pillar: Heavy fire-based damage against one target
Frost: Light water-based damage against one target
Icicle: Moderate water-based damage against one target
Rock Blast: Light earth-based damage against all targets
Plateau: Moderate earth-based damage against one target
Eddy: Light wind-based damage against one target
Cyclone: Moderate wind-based damage against all targets

(Morph Goo will randomly change color during battle, and will use different abilities... fire-based when red, water-based when blue, wind-based when green, and earth-based when black. It also develops the weakness of it's respective color type. When hit with a magic attack it is weak against, it will automatically morph into that color.)

Mouse Synesta Cellar
HP: 380 EXP: 55 Z: 25
Drops (Ribs), (Fish-Head)
Snap: Attack versus one target; Decreases Defense

Mud Pup Mt. Ryft
HP: 750 EXP: 180 Z: 65
Drops (Knockout Gas), (Fat Frog)
Confuse: Induce 'Confusion' in one target
Sleep: Induce 'Sleep' in all targets
Snooze: Restores some HP and AP; put user to 'Sleep'

Nmago Faerie Village
HP: 1,600 EXP: 340 Z: 40
Drops (Life Shard)

(Nmago has a very high counter-attack rate. Be careful.)

Nut Archer Golden Plains
HP: 150 EXP: 180 Z: 50
Drops (Face Guard), (Berries)
Speed: Increase agility of one target.

(Like the NutTroops, Nut Archers have an extremely high evade rate. They also have a terrible tendency to get the 'Lucky Strike' on you. Take them out with a quick magical attack.)

Nut Mage Golden Plains
HP: 150 EXP: 200 Z: 70
Drops (Molotov), (Berries)
Flare: Weak fire-based attack against one target.

(Nut Mages also have an extremely high evade rate, and can use fire based magic attacks against you. Use magic to defeat them.)

NutTroop Ludia Region
HP: 150 EXP: 170 Z: 60
Drops (Scramasax), (Berries)
Double Blow: 2 physical attacks against one target.

(NutTroops have an extremely high evade rate, able to dodge almost all physical attacks directed towards them. Fortunately their HP is rather low, making defeating them with magic quite easy.)

Orochi Imperial Castle
HP: 3,500 EXP: 2,500 Z: 380
Drops (MultiVitamin), (Ivory Bangle)
Giant Growth: Grow in size to attack all allies

(When hit with a physical attack, Orochi's power will increase.... it will give out more EXP and it's attack and defense values will increase, but it will become increasingly harder and harder to kill. Be careful.)

Patrol Ahm Fen Swamp

HP: 560 EXP: 220 Z: 80
Drops (Steel BPlate), (Roast)
Watch Enemy: Carefully study enemy's actions
Heal: Heal a moderate amount of HP to one target

(Patrols are actually somewhat friendly. If you don't attack for the first turn, they will actually heal you! After healing you, they will Escape the next turn.)

Papan (*) Village of Sonne, Forest
HP: 12,000 EXP: 10,000 Z: 750
Drops (Apple), (Wisdom Fruit)

Pikeman Chek
HP: 450 EXP: 125 Z: 30
Drops (Healing Herb)

Poppy South Hesperia Region
HP: 3,200 EXP: 1,600 Z: 300
Drops (Vigor Seed), (Wisdom Seed)
Giant Growth: Increase in size to attack all allies
Curse: Half HP of all targets

(Poppy begins the battle with many status ailments. Use a Panacea on it and it will begin to ask for water. Then use a Croc Tear on it, and it will "thank" you, and use the "Curse" skill.)

ProtoBot Sinchon
HP: 1,200 EXP: 400 Z: 0
Drops (MultiGun), (Aurum)
Ram: Physical attack against one target
Fireblast: Moderate fire-based damage against all targets
Sacrifice: Sacrifice self to drop all enemies to 1 HP

(Hitting ProtoBot with a water-based attack will short it out, causing it to become 'Confused'. Additionally, hitting it with a combination magic attack (like Jolt) will cause it's body to burst open, making it susceptible to physical attacks. It will also give double the amount of EXP and drop "Iron Scraps" instead of the "MultiGun". When in this state, after the second turn it will use the "Sacrifice" skill.)

Puppeteer En Jhou Ruins
HP: 500 EXP: 1,000 Z: 200
Drops (Panacea), (Dark Draught)
Knock Out: Attack versus one target; Induces 'Sleep'
Muffle: Attack against one target; can induce 'Muteness'
Feint: Attack versus one target; can induce 'Confusion'

(If Puppeteer is by itself, it will always Escape.)

Puspool Dam
HP: 320 EXP: 60 Z: 50
Drops (Aurum), (Silver Top)
Molasses: Attack versus one target; May lower target's agility
Leech Power: Drain away AP from one target

(Since this... thing is mostly made of water, physical attacks won't do a whole lot of damage to it. Hitting it with a fire-based attack will dehydrate it, making it more susceptible to physical attacks. It tends to escape after doing this, but if you can defeat it, it will give

up twice as much EXP as normal.)

Quisit Imperial Castle
HP: 1,000 EXP: 1,200 Z: 90
Drops (Straw), (Balance Ring)
Syphon: Suck away HP from one target
Depress: Drain away AP from all targets
Gloom: Make target vulnerable to holy-based attacks

(When accompanied by Beihl, Quisit will use Gloom on your characters,
which makes them vulnerable to Beihl's Kyrie spell!)

Rafresia Tidal Flats
HP: 1,500 EXP: 700 Z: 120
Drops (Vitamin), (Panacea)
Powder: Induce 'Blindness' in all targets
Absorb: Restore HP to user
Devour: Suck away HP from one target

Rat Bandit Hideout
HP: 100 EXP: 250 Z: 200
Drops (Berries), (Toothpick)
Chlorine: Attack versus one target; may induce 'Poison'

(These little guys are quite hard to kill. They parry physical attacks
and magic deals little damage to them. They are also quick and tend
to escape before you can do anything. They only have about 100 HP, so
with a bit of magic you should be able to kill them off, provided
they don't escape before you get a chance to pull it off. ^_^)

Rat Pack Ship's Hold
HP: 500 EXP: 360 Z: --
Drops (Iron Scraps), (Rotten Meat)
Snap: Attack against one target; reduces Defense

(These little guys will become 'Confused' when the King Rat is defeated.)

Red Cap Kurok
HP: 320 EXP: 42 Z: 25
Drops (Waistcloth), (Glass Domino)
Command: Bait other enemies into attacking a specific target
Weaken: Decrease the Defense Power of one target by 20%

(Red Caps have a tendency to boss the other Caps around, using the
Command skill. However, when by themselves, they will run away.)

Rider Mukto (Ruins)
HP: 40,000 EXP: 10,000 Z: 10,000
Drops (King's Armor), (Cursed Sword)
Primus: Ultimate non-elemental magic attack against all targets
Ragnarok: HEAVY Fire+Earth damage against all targets
Cleave: Attack against all targets; ignores Defense

Roach Synesta Cellar
HP: 700 EXP: 70 Z: 30
Drops (Croc Tear), (Healing Herb)
Jump: Random damage to one target

Rollob Fane of the Sea God
HP: 1,600 EXP: 400 Z: 200

Drops (Icicle), (Taser)

Ice Blast: Moderate water-based magic against one target

(When Rollob and Bollor appear together, their magics can combine together to form "Lightning". Beware.)

SaltClaw Imperial Headquarters
HP: 2,100 EXP: 2,200 Z: 350

Drops (Belladonna), (Power Glove)

Death: Sudden death to one target

Reversal: Attack against one target; may switch target and victim's HP

Cyclone: Moderate wind-based attack against all targets

Giant Growth: Grow in size to attack all allies

(Any damage dealt to SaltClaw will be partially shielded by its huge pincher, which will break after being struck a few times. When it has its pincher, it has a tendency to get "Lucky Strike" on you, so be careful. Once the pincher is broke it will become much more susceptible to physical attacks, give 3700 EXP and 1500 Z, and will no longer drop the "Power Glove".)

Sandclaw Tidal Flats
HP: 2,500 EXP: 700 Z: 450

Drops (Glass Shard), (Earth Claws)

Searing Sand: Earth-based physical attack against one target.

Storm: Water+Earth attack against all targets.

(Sandclaw will use the Storm spell after being hit with a water-based attack, most likely from the Squirts that sometimes accompany them.)

Saruga Mt. Giga
HP: 1,500 EXP: 500 Z: 280

Drops (Speed Boots), (Target Seed)

Blitz: Multi-hit attack against all targets, reduce HP by 1/4

Muffle: Attack against one target; can inflict "Mute" status

(If any of Saruga's comrades are killed, it will fly into a rage and start using the Blitz skill on you!)

Scavenger Chedo
HP: 3,800 EXP: 2,500 Z: 220

Drops (Vitamin), (MultiVitamin)

Jump: Random damage against one target

(When by itself, Scavenger will sometimes run away.)

Scorpion North/South Desert
HP: 250 EXP: 20 Z: 10

Drops (Eye Drops), (Vitamin)

Blind: Attack against one target, can inflict "Blind" status

Sepoy Island of Fire
HP: 1,800 EXP: 650 Z: 280

Drops (Demon's Helm), (HiddenDagger)

Sword Breaker: Attack against one target; lowers Attack Power

Focus: Increase Attack Power and counter-attack rate

Shade Imperial Castle
HP: 999 EXP: 450 Z: 20

Drops (Power Food), (Protein)

Confuse: Induces 'Confusion' in one ally
Molasses: Attack against one target; reduces Agility
Snap: Attack against one target; decrease Defense
Sword Breaker: Attack against one target; decrease Attack

(Shade's attacks are dangerous thanks to their high tendency to get
'Lucky Strike'...)

Shadow Hesperia Region
HP: 2,000 EXP: 1,500 Z: 400
Drops (Dodge Seed), (HiddenDagger)
Disembowel: Sudden death to one target; user temp. loses 10% Max HP
Target: Attack with 100% hit rate, but 50% power

Skullen Imperial Castle
HP: 3,000 EXP: 2,800 Z: 250
Drops (Target Seed), (Wisdom Seed)
Backlash: Create a shield to counter enemy spells
Magma Blast: Moderate Fire+Earth attack against all targets
Counter: Create a shield to nullify enemy spells

Skullfish (*) North Chamba
HP: 2,400 EXP: 429 Z: 291
Drops (Antidote), (Fish-Head)
Venom Breath: Can inflict 'Poison' status on all targets
Confuse: Can inflict 'Confuse' status on one target

Smasher North Islands Region
HP: 1,120 EXP: 400 Z: 200
Drops (Swallow Eye), (Raptor Claws)
Ovum: Turn all targets into 'Eggs'

Snapfly Zhingha Mountains
HP: 3,400 EXP: 1,300 Z: 800
Drops (Firecracker), (Flamethrower)
Fireblast: Moderate fire attack against all targets
Flame Strike: Fire-based physical attack against one target

(Though the Snapfly's attacks are all fire-based, it is also vulnerable
to fire itself. After being hit with many fire-based attacks, it will
be ripped apart, and transformed into a "Stingfly".)

Soldier Ludia Castle
HP: 500 EXP: 500 Z: 300
Drops (Steel BPlate), (BronzeShield)

(You must knock the Soldier out before the first turn ends, or you will
be thrown out of Ludia Castle!)

Sparrow (*) Wychwood
HP: 1,200 EXP: 250 Z: 100
Drops (Bird Drop), (Wooden Rod)
Feeding Time: Drop a caterpillar on target's head, inducing 'Confusion'
Ponder: Spend a turn thinking

Spectre Ershin's Mind
HP: 800 EXP: 300 Z: 30
Drops (Headband), (Magic Shard)
Depress: Drain AP of all targets
Leech Power: Suck away AP of one target

Sporeon Paedra Region
HP: 1,750 EXP: 600 Z: 230
Drops (Antidote), (Panacea)
Spores: Induce 'Poison' status in all targets

(Sporeon will often use the 'Spores' ability after sustaining an attack.)

Squirt Tidal Flats
HP: 900 EXP: 500 Z: 280
Drops (Iron Scraps), (Icicle)
Frost: Weak water-based magic attack against one target.

(Squirt tends to cast 'Frost' on the SandClaws, enabling them to use the 'Storm' spell.)

Star Gazer Imperial Castle
HP: 5,000 EXP: 2,200 Z: 800
Drops (Wisdom Seed), (Shaman'sRing)
Concentrate: Increase wisdom and counter-attack rate
Recall: Cast a random spell

Stingfly Transformed version of 'Snapfly'
HP: 2,750 EXP: 1,040 Z: 800
Drops (Flamethrower)
Last Resort: Decrease Defense to 0; Increase Attack accordingly
Target: 100% Hit rate but deals half normal damage.

Tadpole Passage to Synesta
HP: 600 EXP: 55 Z: 35
Drops (Baby Frog), (Toad)
Snooze: Regain HP/AP, but puts user to Sleep in the process
Devour: Suck away HP from one target

Tar Baby North Islands Region
HP: 560 EXP: 650 Z: 120
Drops (Aurum), (Old Tire)
Douse: Lower one target's Fire Resistance
Molasses: Attack against one target; lower Agility
Storm: Water+Earth attack against all targets
Blunt: Decrease Attack Power of one target

(Tar Baby will use the Douse skill when accompanied by one or more FireAnts, increasing the effectiveness of their fire-based attacks. Hitting it with a fire-based attack will dehydrate it, making it more susceptible to physical attacks.)

Titan Imperial Castle
HP: 12,000 EXP: 4,500 Z: 1,000
Drops (Strength Seed), (Earthbreaker)
Spirit Blast: Holy-based attack against one target; ignore Defense
Knock Out: Attack against one target; induce 'Sleep'

(When by itself, Titan's magical ability will weaken, and it will start to use Spirit Blast. It will also no longer drop the "?".)

Toxic Fly Ryu's Dream, Cellar
HP: 100 EXP: 45 Z: 15
Drops (Twister), (Antidote)
Chlorine: Poisonous breath attack versus one target.

(Thanks to their high agility, Toxic Flies tend to dodge physical attacks quite often.)

Trean Abandoned Village
HP: 60,000 EXP: 8,000 Z: 1,000
Drops (Berries), (Nunchaku)

(Treans have an EXTREMELY high amount of HP, and regain half of it each round. They are meant for practicing your combos on... have fun actually killing them.)

Troop Ludia Castle
HP: 500 EXP: 200 Z: 100
Drops (Healing Herb), (Glass Domino)

(Troops begin the battle asleep, and tend to Escape when awoken.)

Trunked Abandoned Village
HP: 30,000 EXP: 5,000 Z: 1,000
Drops (Berries), (Ivory Dice)

(These are weaker versions of the Treans, but they are still extremely tough to kill.)

Udy Faerie Village
HP: 2,000 EXP: 380 Z: 20
Leech Power: Suck away AP from one target
Drain: Suck away HP from one target

(Udy has a high evade rate, and is easier defeated with magic.)

Umadap Ershin's Mind
HP: 1,200 EXP: 2,500 Z: 0
Drops (Weather Vane), (Wind Ward)
Sever: Weak wind-based magic attack against one target

(The fire pillar uses Wind-based magic, and is weak against Water.)

Warder Imperial Castle
HP: 700 EXP: 3,000 Z: 400
Drops (Angel's Vest), (Spirit Ring)
Cyclone: Moderate wind-based damage against all targets
Stone Pillar: Moderate earth-based damage against one target
Fireblast: Moderate fire-based damage against all targets
Ice Blast: Moderate water-based damage against one target

(Warder has a barrier that shields it from all magical attacks. However, when hit with a certain type of attack, it's barrier will "weaken". By performing a combo of two or more abilities of the same "element" (Fire, Earth, etc), you can defeat it.)

Warlok Imperial Headquarters
HP: 3,400 EXP: 2,800 Z: 650
Drops (Skull Staff), (PhantomDress)
Dark Breath: Restore HP to all targets (non-Holy)
Death: Sudden death to one target
Dream Breath: Induce 'Happy' status in all targets

(Warlok is another of those monsters that tends to get "Lucky Strike"

often.)

=====

Wizard Island of Fire
HP: 1,600 EXP: 500 Z: 100
Drops (Headband), (WardingStaff)
Bad Back: Injures back...
Recall: Use a random spell

=====

Won-qu (*) Fou-Lu's Tomb
HP: 30,000 EXP: 30,000 Z: 0
Drops (Moon Tears), (Cupid's Lyre)
Sanctuary: Nullifies all assistant magic on all targets
Sleep: Induces sleep in all targets
Blizzard: Heavy water-based damage against all targets

=====

Wyd Ludia Region
HP: 900 EXP: 140 Z: 65
Drops (Berries), (Pointed Stick)
Feign Swing: Take a practice swing
Eddy: Weak wind-based magic attack against one target.

(When hit with a fire-based attack, Wyd will 'transform' into Firewyd.)

=====

Yaen Abandoned Village
HP: 1,000 EXP: 360 Z: 160
Drops (PoisonPowder), (Antidote)
Chlorine: Attack against one target; Induces 'Poison'
Rest: Recover a small amount of HP and AP

=====

Yeleb Ershin's Mind
HP: 1,200 EXP: 2,500 Z: 0
Drops (Molotov), (Fire Ward)
Flare: Weak fire-based magic attack against one target

(The earth pillar uses Fire-based magic, and is weak against Wind.)

=====

Ymechaf (*) Kyion, Top of Imperial Causeway
HP: 6,000 EXP: 2,000 Z: 0
Drops (Aurum), (Ice Punch)
Whirlwind: Multi-hit (3x) wind-based attack against all targets
Sever: Weak wind-based attack against one target

(Combo attacks will throw Ymechaf off balance, revealing his weak back side. Physical attacks will GREATLY damage him when off balance.)

=====

Y. Troop Checkpoint
HP: 700 EXP: 700 Z: 100
Drops (Dynamite)
Rock Blast: Weak earth-based attack against all targets

=====

Zaurus Fou-Lu's Tomb
HP: 5,600 EXP: 2,000 Z: 350
Drops (Vitamin), (MultiVitamin)
Devour: Suck away HP from victim

(Zaurus loves eggs, and if it appears in battle with the Egg Gangs or Gold Gangs, it will attempt to eat THEM instead!)

=====

Zombie North Chamba
HP: 650 EXP: 17 Z: 20

Drops (Bandana), (Glass Domino)
Feign Swing: Take a practice swing
Distracted: Stare off into space for one turn

(Zombies begin the battle Confused. This is your chance to learn their abilities!)

(Since Zombies are undead, Holy-based magics such as Heal will actually damage them.)

=====

ZombieDr Wyndia Castle Basement
HP: 1,800 EXP: 260 Z: 90
Drops (FightingRobe), (Panacea)
Feint: Attack against one target; Induces Confusion
Powder: Induce Blindness in all targets
Vitalize: Restore a small amount of HP to all targets

(Being a doctor, ZombieDr tends to heal itself and other enemies. What it doesn't realize is that undead creatures such as itself are actually HARMED by Healing spells! :P)

=====

???? (Chest) Kyria (Inside Chest)
HP: ??? EXP: 2 Z: 5

(Hmm... is this really a battle?)

=====

Dragon Transformations

Astral (Fou-Lu)

Obtained automatically at the beginning of the game
Changes Fou-Lu into a hybrid dragon form.
Abilities: Eraser, Frost Strike, Wild Swing, Bing, Death

Aura (Ryu)

Obtained automatically at the beginning of the game
Changes Ryu into a hybrid dragon form.
Abilities: Flame Strike, Hwa, Rejuvenate, Barrier

Behemoth (Ryu)

Obtained in the Tidal Flats
Changes Ryu into a earth-based dragon form.
Abilities: Meteor Strike, Searing Sand, Patch, Chi Patch, Counter

Infini (N/A)

Only during the "false" final battle
The supreme dragon being... said to be invincible.
Abilities: Dark Wave, Soul Rend, Hwa, Jeh, Hwajeh, Bing, Bing'ah, Pa Bing'ah, Patch, Chi Patch, Patch Pah, Pung, Na P'ung, Ahryu P'ung

Kaiser (Ryu)

Obtained automatically near the end of Chapter 2
Changes Ryu into a powerful hybrid dragon form.
Abilities: KaiserBreath, Aura Smash, Hwajeh, Ahryu P'ung, Patch Pah, Resurrect, Sanctuary

Mutant (Ryu)

Found in the En Jhou Ruins during Chapter 3
Changes Ryu into a rather unstable dragon form.
Abilities: Stardrop, Snap, Chlorine, Sleep, Silence

Myrmidon (Ryu)

Found in the charred forest west of Fou-Lu's tomb during Chapter 3
Changes Ryu into a wind-based dragon form.
Abilities: MetaStrike, Wind Strike, P'ung, Nah P'ung, Ahryu P'ung,
Cleave, Shadowwalk

Serpent (Fou-Lu)

Obtained in the Sanctum during Chapter 3 (you can't miss it!)
Changes Fou-Lu into a water-type dragon form.
Abilities: Waterspout, Frost Strike, Bing, Bing'ah, Snap

Tyrant (Fou-Lu)

Obtained automatically near the end of Chapter 2
Changes Fou-Lu into a strong hybrid dragon form with stronger abilities.
Abilities: Dark Wave, Aura Smash, Pa Bing'ah, Ahryu P'ing, Patoh Pah,
Death, Sanctuary

Wyvern (Ryu)

Found on Mt. Giga
Changes Ryu into a fire-based dragon form.
Abilities: Gigaflame, Flame Strike, Hwa, Jeh, Hwajeh, Might, Protect

Dragon Skills

Ahryu P'ung	Wind	3 AP
-------------	------	------

Deals heavy wind-based damage to all targets.

Aura Smash	Physical/Holy	3 AP
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Physical attack against one target; ignores target's defense.

Bing	Water	1 AP
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Weak water-based magic attack against one target.

Bing'ah	Water	2 AP
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Moderate water-based magic attack against one target.

Chi Patoh	Earth	2 AP
-----------	-------	------

Deals moderate earth-based damage to one target.

Dark Wave	Breath	0 AP
-----------	--------	------

Non-elemental breath attack; damage varies according to HP.

Eraser	Breath	0 AP
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Non-Elemental breath attack against all enemies. Damage is variant on remaining HP and Defense Power of the caster.

Gigaflame	Breath	0 AP
-----------	--------	------

Fire-based breath attack against all enemies. Damage is variant on remaining HP.

Hwa	Fire	1 AP
-----	------	------

Weak fire-based magic attack against one target.

Hwajeh	Fire	3 AP
Heavy fire-based magic attack against one target.		
Jeh	Fire	2 AP
Moderate fire-based magic attack against all targets.		
Kaiser Breath	Breath	0 AP
Ultimate non-elemental breath attack. Damage varies with HP.		
MetaStrike	Breath	0 AP
Wind breath attack against all enemies, ignores defense power.		
Meteor Strike	Breath	0 AP
Breath attack against all targets; damage variant on HP and Defense.		
Nah P'ung	Wind	2 AP
Deals moderatet wind-based damage to all targets.		
Pa Bing'ah	Water	3 AP
Deals heavy water-based damage to all targets.		
Patoh	Earth	1 AP
Deals light earth-based damage to all targets.		
Pato Pah	Earth	3 AP
Deals heavy earth-based damage to all targets.		
P'ung	Wind	1 AP
Deals light wind-based damage to one target.		
Soul Rend	N/A	0 AP
Reduces all targets to 1 HP.		
Stardrop	Breath	0 AP
Breath attack against all enemies, lower's enemy status		
Waterspout	Breath	0 AP
Water-based breath attack, damage variant on HP.		

SECTION V: MISCELLANEOUS SECTIONS

This section is made up of detailed information about a few things such as Masters, Fishing, and the Faerie Colony "mini-game" that you can undertake while on your journey.

Fishing

Another tradition on the Breath of Fire series is the presence of active fishing sequences. Through the various games, Fishing has evolved greatly from when it first appeared in the original Breath of Fire. BoF4 contains the most realistic and refined fishing system yet.

Once you get to the first town and purchase your preliminary fishing rod and bait, you will be able to go to Fishing Spots around the world and, well, fish! There are 30 different types of fish in the world, and you are given

a "ranking" based on how many different fish you have been able to catch, as well as the record sizes on your catches. Different fish inhabit different parts of the world, so expect to fish in a lot of different places if you "gotta catch 'em all" (-slaps self for performing a lame Pokemon pun-)....

Once you've got your rod, bait, and found a fishing spot, you're ready to go. First you'll have to find a suitable spot to fish from... you can tell when you're at a suitable spot when the "Cast" option is highlighted. Then, you can whip out your rod (Fishing Rod you perverts!!) and choose the direction of your cast!

Casting

The first thing you need to do is cast, since the fish obviously aren't going to jump out of the water and attach themselves to your hook. Choose the direction of your cast then press X, and the power bar at the bottom will begin moving. Press X again and you'll cast... the fuller the power bar is, the farther you will cast. The length of your cast also depends on what type of rod you are using. After you cast, your lure will fly out and land, preferably in the water. If you goof up and cast onto the land, you may run into a bit of trouble, as if you try to pull it back too fast, it may catch on something and you'll end up losing it. Press the Triangle button to reset your lure if this happens. Finally, if you REALLY goof up and send the lure flying off the edge of the screen, your lure will automatically be reset (you won't lose it).

Moving the Lure

Once it's in the water, depending on what type it is, your lure may sink or just sit there atop the water. A floating (or sunk at the bottom) isn't too attractive, not even to fish, so in order to get a bite you'll have to move it around a bit. The X button reels in your lure, while the left and right directions move it left and right (strange that!). The down button will make you raise your rod (...), moving the lure forward. Depending on how attractive your movement rhythm is, you may see something like "Tec. 1" appear above the lure. A higher "technique" rating means that your lure is more attractive to fish. The in-game tutorial gives you good rhythms to use in order to make your lure "attractive" (and it's a heck of a lot easier than trying to depict it here). Also, the depth meter on the right shows how deep your lure is down in the water. Some lures will sink to the bottom when moved, others will sink when standing still. If your lure is at the bottom, it is subject to getting hung up on something if you move it around too much, and again this could cause you to lose your lure. Be careful, or use the Triangle button to reset your lure and try again.

Hooking a fish

Unless you hook your fish, it might very well sit there and nibble on your lure forever. In order to actually "catch" a fish, you must hook it. When a fish starts nibbling on your lure you'll notice the tension meter at the bottom flutter around a bit (just like the tension on your line would flutter in real life). When this happens, quickly press the X button to hook your fish. Then it will be "caught" and you'll have to fight to bring it in. Sometimes (albeit rarely) you won't even have to hook the fish... it may very well chomp down on your lure, hooking itself in the process. However, this "chance hooking" is less reliable and has a better chance of falling out, which means your fish could get away, or you could lose your

lure altogether.

Bringing 'er in

The last step in getting your fish is actually reeling it in. Once it's hooked, it'll realize it, and start fighting. This is where you need to pay attention to your tension meter. When the tension meter is to the left of the box in the middle, the tension is loose, and may cause the fish to get away (possibly with your lure. You didn't come here to feed the fish. :P). Thus, when the tension is to the left of the box, hold X to start reeling in your fish. When the tension is on the right of the box, it is getting too tight and further reeling may cause the line to snap (which of course, is a bad thing). When the tension is on the right of the box, let off the X button to let the tension decrease. Your object is to keep the tension as close to the box in the center, which isn't as hard as it might sound.

Also, the little red bar just under the tension meter is the fish's "strength", meaning just how long it is liable to put up a fight against you. Bigger fish usually have bigger strength bars, and it will take a while of fighting to bring them in. Also, some fish have a habit of thrashing around, which might end up ripping the hook free, causing them to get away, possibly with your lure. Be careful if a fish starts thrashing, keep the tension tight so the hook doesn't fall loose, and wait for the fish to calm back down. Once you bring the fish close enough to you, it's caught! You'll find out how much it weighs and be given a point rating. The fish will also be transferred to your inventory, where you may use it later.

And that's all you'll need to know! Remember, the more types of fish you catch, the higher your point value and "fisherman" rating will be. It's worth noting also that some fish have quite useful effects as items, so fishing just might help you out in your battles! Good luck, and happy fishing! =D

Fishing Data

This section outlines the various Fishing Spots that can be found throughout the world, and what fish can be caught there. It also touches on each individual fish, bait, and rod.

List of Fishing Spots

- O River Spot 1: Located past a ? mark just to the east of the town of Sarai.
 - o Target Fish: Jellyfish, Sweetfish, Trout, Rainbow Trout
- O Lake Spot 1: Located past a ? mark between Synesta and the Sandflier Wharf.
 - o Target Fish: Jellyfish, Piranha, Bass, Blue Gill, Martian Squid
- O Ocean Spot 1: Located past a ? mark between Shyde and the ? spot to the south.
 - o Target Fish: Man-o'-War, Flying Fish, Blowfish, Sea Bream
- O River Spot 2: Talk to the fish-person in Kasq Woods and he'll tell you about this Fishing Spot, located just north of the woods.
 - o Target Fish: Jellyfish, Browntail, Trout, Rainbow Trout, Salmon

- O Lake Spot 2: Found near the village of Lyp in the North Islands.
 - o Target Fish: Piranha, Bass, Blue Gill, Black Bass, Martian Squid, Dorado

- O Ocean Spot 2: Located in the Salt Sea (search the blue flag to the north-west of Lyp to find it).
 - o Target Fish: Man-o'-War, Bonito, Sea Bass, Flatfish, Octopus, Spearfish, Whale

- O River Spot 3: Head to the charred forest west of Fou-Lu's tomb, and exit to the south.
 - o Target Fish: Sweetfish, Browntail, Trout, Rainbow Trout, Bullcat, Salmon, Sturgeon

- O Lake Spot 3: Talk to the fisherman in Chiqua and he'll tell you about this Fishing Spot, just north of town.
 - o Target Fish: Jellyfish, Black Bass, Angelfish, Martian Squid, Dorado, Barandy

- O Ocean Spot 3: Investigate a ? mark north of the Highway and exit west to find this Fishing Spot.
 - o Target Fish: Flying Fish, Sea Bass, Flatfish, Octopus, Bonito, Angler

- O Saldine Spot: Located on Saldine Island (in the Tidal Flats)
 - o Target Fish: Blowfish, Moorfish, Sea Bream, Black Porgy

- O Chamba Spot: During Chapter III go back to North Chamba and defeat the Angler, and the area will become your next Fishing Spot...
 - o Target Fish: Jellyfish, Bullcat, Acheron

List of Fish

- O 1: Jellyfish
 - Average Size: 22cm
 - Biggest: 32cm (80 pts) *
 - Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
 - Found: Anywhere
 - Lives: Shallow/Medium
 - As Item: Restores 50 HP to one ally.

- O 2: Piranha
 - Average Size: 30cm
 - Biggest: 42cm (150 pts) *
 - Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
 - Found: Desert
 - Lives: Medium
 - As Item: Restores 150 HP to one ally.

- O 3: Bass
 - Average Size: 45cm
 - Biggest: 61cm (200 pts) *
 - Lure: Topper, Minnow, Frog, Worm
 - Found: Desert
 - Lives: Medium
 - As Item: Restores 500 HP to one ally.

- O 4: Blue Gill
 - Average Size: 37cm
 - Biggest: 51cm (250 pts) *

Lure: Spinner, Winder, Frog, Worm
Found: Anywhere
Lives: Medium
As Item: Deals a minor water-based magic attack to one target.

O 5: Sweetfish
Average Size: 18cm
Biggest: 25cm (150 pts) *
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Desert
Lives: Shallow
As Item: Restores 5 AP to one ally.

O 6: Browntail
Average Size: 52cm
Biggest: 70cm (250 pts) *
Lure: Spinner, Winder, Topper, Minnow
Found: Wyndia
Lives: Shallow
As Item: Raises Defense Power of one ally.

O 7: Black Bass
Average Size: 52cm
Biggest: 70cm (300 pts) *
Lure: Topper, Minnow, Frog, Worm
Found: North Islands
Lives: Medium
As Item: Restores 1200 HP to one ally.

O 8: Angelfish
Average Size: 22cm
Biggest: 30cm (250 pts) *
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Zhing Mountains
Lives: Medium
As Item: Revives one fallen ally with 1/2 HP.

O 9: Trout
Average Size: 30cm
Biggest: 42cm (200 pts) *
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Desert
Lives: Shallow
As Item: Restores 10 AP to one ally.

O 10: Rainbow Trout
Average Size: 52cm
Biggest: 70cm (350 pts) *
Lure: Spinner, Winder, Topper, Minnow
Found: Anywhere
Lives: Shallow
As Item: Raises Attack Power of one ally.

O 11: Bullcat
Average Size: 60cm
Biggest: 77cm (342 pts)
Lure: Topper, Minnow, Frog, Worm
Found: Zhing Mountains
Lives: Shallow
As Item: Deals moderate Earth+Fire damage to all targets.

- O 12: Martian Squid
Average Size: 52cm
Biggest: 72cm (350 pts) *
Lure: Winder, Minnow, Worm
Found: Anywhere
Lives: Medium
As Item: Nullifies all magic effects.
- O 13: Dorado
Average Size: 67cm
Biggest: 92cm (400 pts) *
Lure: Topper, Minnow, Frog, Worm
Found: North Islands
Lives: Medium
As Item: Restores 800 HP to all targets.
- O 14: Salmon
Average Size: 105cm
Biggest: 141cm (400 pts) *
Lure: Topper, Minnow, Frog, Worm
Found: Wyndia
Lives: Shallow
As Item: Restores 30 AP to all targets.
- O 15: Barandy
Average Size: 150cm
Biggest: 191cm (630 pts)
Lure: Frog, Worm
Found: Zhing Mountains
Lives: Medium
As Item: Restores all HP status of one target.
- O 16: Sturgeon
Average Size: 165cm
Biggest: 227cm (700 pts) *
Lure: Frog, Worm
Found: Zhing Mountains
Lives: Shallow
As Item: Revive all allies with 1/4 HP (can fail)
- O 17: Man-o'-War
Average Size: 22cm
Biggest: 30cm (80 pts) *
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Anywhere
Lives: Deep
As Item: Restores 50 HP to one ally.
- O 18: Flying Fish
Average Size: 26cm
Biggest: 36cm (150 pts) *
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Ludia
Lives: Deep
As Item: Restores 100 HP to one ally + Chance of curing status.
- O 19: Blowfish
Average Size: 37cm
Biggest: 52cm (200 pts) *

Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Ludia
Lives: Deep
As Item: Cure 'Poison' in one ally.

O 20: Moorfish

Average Size: 22cm
Biggest: 24cm (160 pts)
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Saldine
Lives: Deep
As Item: Chance of reviving ally with 1 HP.

O 21: Sea Bass

Average Size: 52cm
Biggest: 64cm (252 pts)
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Salt Sea
Lives: Deep
As Item: Restores 400 HP to one target.

O 22: Flatfish

Average Size: 37cm
Biggest: 54cm (280 pts) *
Lure: Spinner, Winder, Topper, Minnow
Found: Salt Sea
Lives: Deep
As Item: Restores status of one target.

O 23: Sea Bream

Average Size: 52cm
Biggest: 58cm (240 pts)
Lure: Topper, Minnow, Frog, Worm
Found: Saldine
Lives: Deep
As Item: Restores 30 AP to one target.

O 24: Octopus

Average Size: 60cm
Biggest: 81cm (350 pts) *
Lure: Winder, Minnow, Worm
Found: Salt Sea
Lives: Deep
As Item: Blinds all targets.

O 25: Bonito

Average Size: 90cm
Biggest: 117cm (360 pts)
Lure: Topper, Minnow, Worm
Found: S. Levant
Lives: Deep
As Item: Restores all HP to one target.

O 26: Black Porgy

Average Size: 52cm
Biggest: 73cm (400 pts) *
Lure: Minnow, Topper, Frog, Worm
Found: Saldine Island
Lives: Deep
As Item: Restores 100 AP to one target.

O 27: Angler
Average Size: 105cm
Biggest: 134cm (405 pts)
Lure: Topper, Minnow, Frog, Worm
Found: South Levant
Lives: Deep
As Item: Deals heavy Water+Earth damage to all targets.

O 28: Spearfish
Average Size: 142cm
Biggest: 146cm (350 pts)
Lure: Spinner, Winder, Topper, Minnow
Found: Salt Sea
Lives: Deep
As Item: Restores 1500 HP to all targets.

O 29: Whale
Average Size: 187cm
Biggest: 261cm (999 pts) *
Lure: Spinner, Winder, Topper, Minnow
Found: Salt Sea
Lives: Deep
As Item: Restores all HP and status to all targets.

O 30: Acheron
Average Size: 37cm
Biggest: 41cm (240 pts)
Lure: Spinner, Winder, Topper, Minnow, Frog, Worm
Found: Chamba
Lives: N/A
As Item: Induces 'Poison' in ALL targets in combat.

Fishing Rods

O Wooden Rod: A rod designed for the beginning fisherman. It is relatively easy to use, but the line tends to break rather easily.
(Power Level: 1)

O Bamboo Rod: This rod has a very good casting range, but tends to be a bit hard to handle and breaks quite easily.
(Power Level: 2)

O Deluxe Rod: A rod with good balance... it is easier to handle but doesn't have the casting range of the Bamboo Rod.
(Power Level: 2)

O Spanner: A handmade rod with good balance, good casting range, and good power level.
(Power Level: 3)

O Angling Rod: A powerful rod with good range.
(Power Level: MAX)

O Master's Rod: The ultimate rod... can catch anything and everything.
(Power Level: MAX)

Fishing Lures

O Silver Top: A silver lure which is quite attractive to fish.
Floats when sitting still, Sinks when reeled
(Level 1 Spinner)

O Twister: A winder lure that twists through the water when reeled.

Sinks when sitting still, Floats when reeled. Due to its shape, it hardly ever gets caught, making it good for catching the fish that hang out at the floor.

(Level 1 Winder)

O Popper: A lure resembling a small fish.

Floats when sitting still, Floats when reeled

(Level 1 Topper)

O Floater: A lure shaped like a small fish; reasonably easy to use.

Sinks when sitting still, Floats when reeled.

(Level 1 Minnow)

O Baby Frog: A lure shaped like a small frog.

Floats when sitting still, Floats when reeled

(Level 1 Frog)

O Straight: A lure shaped like a worm.

Sinks when sitting still, Floats when reeled

(Level 1 Worm)

O Gold Top: A gold-skinned spinner lure that tends to attract fish with its shiny exterior.

Sinks when sitting still, Floats when reeled

(Level 2 Spinner)

O Warbler: A well-balanced lure that attracts fish with its unique floating motion.

Sinks when sitting still, Floats when reeled

(Level 2 Winder)

O Flattop: A lure resembled to move like a small shallow-water fish.

Floats when sitting still, Floats when reeled

(Level 2 Topper)

O Hanger: A more attractive minnow-type lure.

Sinks when sitting still, Floats when reeled

(Level 2 Minnow)

O Toad: A pink frog-type lure that tends to sink.

Floats when sitting still, Sinks when reeled

(Level 2 Frog)

O Tail: A more attractive worm lure that is quite easy to use.

Sinks when sitting still, Floats when reeled

(Level 2 Worm)

O Platinum Top: This top made of shiny and valuable metal attracts fish, and sometimes humans as well. ^_^

Sinks when sitting still, Floats when reeled

(Level 3 Spinner)

O Dancer: Although it is heavy and sinks quickly, it has a rhythmic movement that is very attractive to fish.

Sinks when sitting still, Floats when reeled

(Level 3 Winder)

O Swisher: Attracts fish with a propeller that churns up the surface of the water as it moves.

Floats when sitting still, Sinks when reeled

(Level 3 Topper)

O Deep Diver: A lure that tends to sink quickly and rise slowly.

Another good lure for those fish that hang out at the bottom.

Floats when sitting still, Sinks when reeled

(Level 3 Minnow)

O Fat Frog: A plump frog that can easily tempt fish into chomping it.

Floats when sitting still, Sinks when reeled

(Level 3 Frog)

O Crab: A small crab that can be used as bait.

Sinks when sitting still, Floats when reeled.

(Level 3 Worm)

- O Spoon: This mere spoon can attract any and all types of fish!
Sinks when sitting still, Floats when reeled
(Ultimate Lure)
- O King Frog: No fish can resist the temptation of this ultimate lure.
Sinks when sitting still, Floats when reeled
(Ultimate Lure)

Masters

Just like in BoF3, the world of Breath of Fire IV contains many "Masters" who can teach you their secret skills. There are 12 Masters scattered throughout the world, all with their own special techniques and skills. If you choose to apprentice a character under a Master, they may be able to learn Skills from them, providing they meet certain 'qualifications'. The "Master" system is described in this section.

Apprenticing under a Master

The first step in apprenticing under a Master is.. well, finding him! As stated before, there are twelve Masters scattered about the world of BoF4. However, not all Masters will allow you to become their apprentice immediately. Some Masters require entrance tasks that you must undergo in order to become their apprentice. If you have met the requirements (or the Master doesn't require any entry tasks), you may then choose a character who you wish to apprentice to him or her. Note that more than one character may be apprenticed to the same Master, or all of them may be apprenticed to different Masters. The choice is up to you.

When apprenticed, the character will start to adapt to the Master's special technique, called "Will". The character will then use the "Will" at random. For example, Rwolf, the first Master you meet, has the "Haste" Will, which increases the speed of your party members. Also, while apprenticed, the character's statistic gains at level up will be altered in accordance with the nature of the Master. For example, a Master skilled in magic arts will cause his or her apprentice(s) to gain AP and Wisdom faster, but may cause them gain HP and Power slower. It's a good idea to choose apprentices who are already skilled in the areas that the Master grants bonuses to, to even further strengthen the character's power in those areas!

Learning Additional Skills

An apprenticed character will not just inherit the Will of the Master he or she is apprenticed to. By completing certain tasks, the Master will be able to teach them other Skills as well, which will show up on their Skill list. For example, under Rwolf, your first task is to "Create a combo with at least 5 hits". Once this task is completed, you may return to the Master, and he or she will teach the character more abilities.

Master Data

This section has the specifics on the Masters, hints on completing their tasks, where they can be found, what skills they teach, what bonuses or penalties they give to statistics on level up, etc, etc....

O Rwolf

Found: In Kurok Valley, just near the entrance

Initial Requirements: None

Will: Haste (Increases agility of allies)

Affections: AP +1, Wisdom +1, Power -1

- o 1st: You must perform a combo that consists of at least 5 hits.
 - You should be able to perform this as soon as you meet him. Just find a group of two or more monsters, and have Cray use Rock Blast, Ryu use Burn, and Nina use Sever, in that order. In a group of two monsters this should end up as 5 hits. Of course this is only a suggestion, there are many other ways to make a 5-hit combo!
 - * Once you have completed this task, Rwolf will teach you the "Eddy" skill.
- o 2nd: You must perform a combo that consists of at least 10 hits.
 - You can get this by using the same strategy on the "squadrons" of Caps that sometimes appear on the World Map near Kyria. Rock Blast + Burn will rack up 12 hits here!
 - * You will learn the "Plateau" skill for completing this task.
- o 3rd: You must perform a combo that consists of at least 15 hits.
 - Try using area-effect spells such as Rock Blast, Fireblast, and Cyclone on the groups of Treans that appear in the Abandoned Village. For example, try having Nina cast Cyclone, Ursula cast Cyclone, and Scias cast Frost. This should rack up 30 hits, cleaning out the rest of this master's tasks in one shot. ^_^
 - * You will learn the "Magic Ball" skill for completing this task.
- o Final: You must perform a combo that consists of at least 20 hits.
 - See previous suggestion ^_^
 - * You will learn the "Flame Pillar" skill for completing this task!

O Stoll

Found: The Bandit's Hideout, just east of Synesta

Initial Requirements: Pay him all your Zenny

Will: Filch (Steal items from enemies)

Affections: Agility +1

- o 1st: You must have at least 80 different items in your inventory.
 - Pretty self-explanatory but no simple task. My advice... don't sell ANYTHING. Keep as many different types of items, weapons, equipment, accessories, etc as you can.
 - * You will learn the "Steal" skill for completing this task.
- o Final: You must have at least 120 different items in your inventory.
 - Again, pretty self-explanatory but 120 items is quite a lot. ;)
 - * You will learn the "Coward's Way" skill for completing this task.

O Una

Found: Upstairs in the Elders' house in Worent

Initial Requirements: None

Will: Wild (Increases attack power but decreases accuracy)

Affections: HP + 12, Power + 2, Defense +1, AP -2, Wisdom -1

- o 1st: You must deal over 1,500 damage with a combo attack.
 - Another pretty self-explanatory task. It shouldn't be that hard to pull off 1,500 damage with a combo... just find a reasonably large group of monsters and try using one of the combination spells.
 - * Una will teach you the "Pilfer" skill after completing this.
- o 2nd: You must deal over 3,000 damage with a combo attack.
 - Once you gain in strength and get some of the more powerful spells this also won't be all that hard.
 - * Una will teach you the "Super Combo" skill upon meeting these requirements.
- o Final: You must deal over 10,000 damage with a combo attack.

- Try using high-level area spells to make combination magics on the groups of Treans in the Abandoned Village. You should be able to rack up a lot of damage this way!

* Una will teach you the "Blitz" skill when this requirement is met.

O Njomo

Found: In a house to the southeast of Wyndia

Initial Requirements: After working on the Faerie Colony for a while, Njomo will allow you to apprentice under her.

Will: Pique (Counter-attacks will automatically Critically Hit)

Affections: Speed +2, AP +1, HP -8

o 1st: You must have at least 8 Faeries in the Faerie Colony.

- If you work hard in bringing up the Faerie Colony, this shouldn't be a very hard task.

* Njomo will then teach you the "Faerie Attack" skill!

o 2nd: You must have at least 12 Faeries in the Faerie Colony.

- Keep up the good work at the Faerie Colony and you'll have 12 Faeries before you know it.

* Njomo will then teach you the "Faerie Breath" skill!

o 3rd: You must have at least 16 Faeries in the Faerie Colony.

- Work hard to bring up the Faerie Colony and you will surely be able to obtain 16 Faeries.

* Njomo will then teach you the "War Shout" skill!

o Final: You must have 20 Faeries in the Faerie Colony.

- 20 is the Maximum number of Faeries, but if you keep a steady eye on the Faerie Colony, you will be able to reach this goal.

* Njomo will then teach you the "Faerie Charge" skill!

O Momo

Found: In the Windmill in the town of Wyndia

Initial Requirements: None

Will: Drowse (Fall asleep while in the back row...)

Affections: HP + 8

o 1st: You must have over 25 hours of gameplay time.

- Kinda of a no-brainer here, don't you think?

* Momo will then teach you the "Spray" skill.

o 2nd: You must have over 30 hours of gameplay time.

* Momo will then teach you the "Clip" skill.

o 3rd: You must have over 40 hours of gameplay time.

* Momo will then teach you the "Oracle" skill.

o Final: You must have over 50 hours of gameplay time.

* Momo will then teach you the "Egghead" skill.

O Abbess

Found: In the village of Chek

Initial Requirements: You must have visited the Sand and Mud Dragons before she will let you apprentice under her.

Will: Reck (Increase chance of learning enemy skills)

Affections: AP +2, Wisdom +4, Power -2, Defense -2

o 1st: You must have done battle with at least 70 different types of monsters.

- Obviously, the further you progress in the game, the more types of monsters you will meet. ^_^

* Abbess will then teach you the "Concentrate" skill.

o 2nd: You must have done battle with at least 85 different types of monsters.

- Just proceed a little further into the game... :P

* Abbess will then teach you the "Sanctuary" skill.

o Final: You must have done battle with at least 100 different types of

monsters.

* Abbess will then teach you the "Celerity" skill.

O Marlok

Found: In the town of Synesta

Initial Requirements: You must have upgraded your "treasure" to a "Tin Ball" or better.

Will: Greed (Increases Zenny earned after battle)

Affections: HP +16, AP +3, Power -1, Defense -1, Agility -1, Wisdom -1

o 1st: You must have upgraded your "treasure" to a "Copper Ball" or better.

- Refer to the list of treasure upgrades in order to obtain the Copper Ball. ;)

* Marlok will teach you the "Charm" skill for your hard work.

o 2nd: You must have upgraded your "treasure" to an "Electrum Ball" or better.

* Marlok will teach you the "Monopolize" skill for your hard work.

o Final: You must have upgraded your "treasure" to the "Platinum Ball".

* Marlok will teach you the "Roulette" skill for your hard work.

O Kryrik

Found: Village of Shikk, after Sea Voyage

Initial Requirements: You must perform a combo of at least 25 hits.

Will: Finale (Finish off a weakened opponent automatically)

Affections: HP +25, Power +3, Defense +2, AP -2, Speed -2, Wisdom -2

o 1st: You must perform a combo of at least 30 hits.

- Like Rwolf, Kryrik commends you to perform combos, only these are the BIG numbers. If you followed my suggestions for Rwolf, you should already have a 30-hit combo.

* Kryrik will teach you the "Megaphone" skill for your accomplishment!

o 2nd: You must perform a combo of at least 50 hits.

- There are many ways to go about doing this, but you'll need to have a lot of the more powerful skills in order to pull it off.

For example, have Ryu cast Celerity, then Nina cast Vitalize, then Scias cast Vitalize. This should rack up 70 hits even, enough to clean out this master's tasks.

* Kryrik will teach you the "Cleave" skill for your accomplishment!

o Final: You must perform a combo of at least 70 hits.

* Kryrik will teach you the "Disembowel" skill for your accomplishment!

O Gyosil

Found: In the village of Lyp

Initial Requirements: You must have at least 3,000 fishing points.

Will: Ward (Can sometimes conserve items that would normally only have one use)

Affections: AP +2, HP -8

o 1st: You must have over 4,000 fishing points.

- Fishing, fishing, fishing! The more types of fish you catch, the higher your point rating will be, so get out there and start catching some fish! :P

* Gyosil will give you a "Ring of Ice" for this accomplishment.

o 2nd: You must have over 6,000 fishing points.

* Gyosil will give you the "Spanner" rod for this accomplishment.

o Final: You must have over 9,500 fishing points.

* Gyosil will give you the "Master's Rod" for this accomplishment!

O Lyta

Found: Village of Synesta, Orphanage

Initial Requirements: Come back after the Sea Voyage and she will offer to be a Master, but only if you have already apprenticed

under Gyosil.

Will: Guard (Protects allies who are at critical HP)

Affections: AP +1, Wisdom +1, Defense -1

o 1st: You must be at least level 20.

-

* You will learn the "Supplication" skill for this achievement.

o 2nd: You must be at least level 25.

* You will learn the "Holy Strike" skill for this achievement.

o 3rd: You must be at least level 30.

* You will learn the "Resist" skill for this achievement.

o Final: You must be at least level 35.

* You will learn the "Benediction" skill for this achievement.

O Kahn

Found: ? spot north of Saldine

Initial Requirements: None

Will: Valor (Sometimes automatically revive when knocked out)

Affections: HP +20, Power +3, Speed +1, AP -4, Wisdom -3

o 1st: You must have had over 300 encounters.

- Not much to this at all, really...

* Kahn will then teach you the "Shout" skill.

o 2nd: You must have had over 500 encounters.

* Kahn will then teach you the "Tiger Fist" skill.

o Final: You must have had over 600 encounters.

* Kahn will then teach you the "Flex" skill.

O Bunyan

Found: In his hut on the continent of Hesperia. Reach it by taking the west exit of the mountain (? spot) nearby.

Initial Requirements: Must have met with all the other masters

Will: Vision (Raises Hit Percentage to 100%)

Affections: Power +1, Defense +1, Agility +1, Wisdom +1, HP -16, AP -3

o 1st: You must deal over 3,000 damage in a single hit.

* Bunyan will reward you with the "Backhand" skill!

o 2nd: You must deal over 8,000 damage in a single hit.

* Bunyan will reward you with the "Shadowwalk" skill!

o Final: You must deal over 12,000 damage in a single hit.

* Bunyan will reward you with the "Final Hope" skill!

Manillo Store

Like in BoF3, there are certain Manillo shops around the world where you can purchase items with the fish you catch. However, rather than fishing them out of the water, these Manillos can be found in certain towns. They often carry rare and useful items, but money is worthless in these shops. When you trade purchase items at Manillo stores, you will receive "Points". The number of points depends on the trade you make. By pressing the Triangle button in the Manillo Store, you can trade in your points for "Stamps". You get 1 stamp for every 100 Points. Your stamp card can hold 20 Stamps, and when you get all 20 of them, your Stamp Card will be "full", and eligible for trading in the VERY rare item section.

Therefore... 100 points equals 1 Stamp, and 20 Stamps equals 1 Card. You can then trade in your Stamp Cards for very rare and valuable items and the Manillo Store...

Magic Shard.....3 Cards

Power Food.....3 Cards

Swallow Eye.....3 Cards

Fish-Head.....3 Cards
Coupons.....25 Cards
Dragon Tear.....50 Cards
Linked Pole.....75 Cards
Render.....99 Cards

Remember, the only way to go about getting these items is fishing! :)

Faerie Colony

Shortly after you drive the monsters of the Faeries' Village in Chapter II, a distressed faerie will meet up with your party, and beg you to be the manager of their colony. By participating in this "mini-quest", you can help the faeries build their colony, and help yourself in the process!

The Basics

You can visit the Faerie Colony at any time by talking to the faerie who will always appear at your campsite. Once in the colony, you can give orders by talking to the faerie in the middle. On the main menu, you'll see many boxes and numbers depicting the status of your colony. In the upper right, in the "Data Box" is the current number of Faeries in the colony (up to a maximum of 20), the current amount of food the colony has stored (up to a maximum of 100 units), and the current "Culture Level" of your colony (up to a max of 100). The 'heart' on the right depicts the overall health and happiness of your colony.

The box on the left marked "Free" contains the Faeries that are not currently assigned to any job. The box to the right (depicted by a bow and arrow) is for "Hunting for Food". The next box (depicted by a hammer) is for "Building and Clearing Land", and the final box is for "Grow Crops". Hunting is very important as without food the faeries will die (and of course you don't want that!). The game suggests you have about one-third of your total population hunting at all times, but sometimes you may need more. Since the Colony is mostly populated by trees, you'll have to clear the land first in order to build houses. You can clear land by moving faeries to the "Clear and Build" box. The last box is for "Growing Crops", which also gives the colony extra food. By using the special "fertilizer" items that you may find, you can increase the amount of food gained from growing crops, and you may even gain special items back.

NOTE Sometimes, when you investigate a ? spot on the World Map, you'll stumble across one of the faeries who, while hunting, has become overwhelmed by a ton of animals. You can then help the Faerie hunt the animals (much like the hunting sequences in BoF2). By using Ryu's sword you can kill the animals and either take the meat for yourself, or give it to the faeries, increasing their food stock. One thing to note is that if an animal runs around wounded, the quality of the meat will decrease, so try to kill them as fast as possible.

The bubble in the upper left lets you change the pace of which you want your Faeries to work. There are four levels of working "pace"...

Hard: Work hard without resting, but this tends to decrease the faeries' happiness (faeries don't like working that much! :P), and uses up a lot of food. Use this only when you need something done quickly.

Normal: Work normally at an average rate, using an average amount of food. This is the setting you will want to use most of the time.

Easy: Work slowly. This uses the least amount of food, but things will

get done very slowly. If you are in need of food and don't need anything done quickly, use this level for a while.

Relax: Let the faeries choose their own pace. Of course, since faeries don't like working, this could mean things might take a very long time to get finished... ;)

The boxes at the bottom depict empty plots that exist around the colony. You must have the faeries clear out a plot of land before it can be used. Once cleared, you can choose to have the faeries build houses there. Once the house is built, you can then assign faeries to the houses to perform various tasks, such as selling weapons or items, running an inn, or many other specialized services that you won't obtain anywhere else!

Running with it

By highlighting one of the boxes and pressing X, you can then assign faeries to different jobs, or move them into the houses. Here are some of the commands you will come across...

Command: Allows you to select a faerie, then move it to a different box (assign it a different task).

All: Select all the faeries in the current box, and move them all elsewhere.

Info: Lets you view detailed information on all your faeries (specifics on faeries can be found in the "Faeries" section).

Land: Allows you to select a plot for building, or destroy an already constructed building.

Place: Select the ratio for crop growth (default setting is 5:5)

Destroy: Destroy an already-constructed house.

Switch: Switch a faerie's "Job" when placed in a building.

The faeries will do all the work themselves, but it's your job to tell them what to do!

Faeries

Each Faerie is different, having it's own distinct personality and abilities. Thus, some Faeries are better suited for some jobs than others are. By taking a look at the 'Info' screen, you can get a detailed status display of all the faeries in your Colony.

First is the faerie's name, their general health and happiness level depicted by the heart, and their age. Like everything else, Faeries will grow old and die, but new Faeries are born (somehow) on a regular basis, provided the colony is in good condition. Below that is it's "personality", which can be used to determine how it will tend to work. Note that Faeries with different personalities will sell different items in their shops!

Ordinary: An "ordinary" Faerie... no special qualities.

Diligent: Generally hardworking and persistent, and will stick to her tasks to completion.

Lazy: Lazy Faeries would rather play than work, and are known for fudging their jobs.

Odd: These Faeries are often a bit strange, finding new and strange ways to complete their tasks, or scrounging up weird items to sell. Odd faeries aren't born very often (which is why they're 'odd!').

Below that is their "status", which includes what job they are currently

working on (if any), as well as their three "statistics". Each faerie has different statistics, and these are what make some faeries better suited for some jobs than others.

EN (Endurance): A measure of the faerie's physical ability. Faeries with a high EN rating are suited for manual labor such as building houses, clearing land and hunting, and are more likely to come back alive when out searching for items.

KN (Knowledge): A measure of the faerie's mental ability. Faeries with a high KN rating are well suited for jobs such as weapon and item selling, and increasing the overall culture level.

SL (Style): A measure of the faerie's creative ability. Creative faeries will be able to come up with new jobs and services.

Thus, try to pick faeries who are best suited for the tasks that you need to accomplish.

Jobs

Once a house is built, you may choose to move one or more faeries into the building and have them perform various services for you. Your options to start out with are limited, but as your Colony grows and your culture level increases, more options will become available to you.

ITEMS:

This job will turn the house into an item shop where you may buy or sell items. The type of items sold depends on the culture level and the personality type of the faerie running the store. The variety of stock depends on the culture level while the type of items sold depends on the faerie's personality.

(Ordinary Item Shop)

Healing Herb (20Z), Antidote (12Z), Panacea (100Z), Ammonia (250Z), Vitamin (100Z), Wisdom Seed (800Z), MultiVitamin (500Z), Vitamins (1000Z)

(Diligent Item Shop)

Healing Herb (20Z), Antidote (12Z), Panacea (100Z), Ammonia (250Z), Bamboo Rod (250Z), Vitamin (100Z), Wisdom Seed (800Z), MultiVitamin (500Z)

(Lazy Item Shop)

Bird Drop (2Z), Rotten Meat (2Z), ScorchedRice (4Z), Knockout Gas (100Z), FlashGrenade (100Z), PoisonPowder (100Z), Mouth Gag (100Z), Spoon (120Z)

(Odd Item Shop)

Molotov (100Z), Electrode (250Z), Void Sphere (500Z), Dynamite (500Z), Icicle (600Z), Napalm (800Z), Taser (1200Z), Belladonna (200Z)

WEAPONS:

This job will turn the house into a weapon shop where you may purchase or sell equipment. Like the item store, the type of equipment sold depends both on the culture level and the personality of the faerie running the store.

(Ordinary Weapon Shop)

Bamboo Stick (130Z), Glass Domino (220Z), Taegum (3000Z),
Poison Ward (2500Z), Dream Ring (3000Z), UV Goggles (3000Z),
Balance Ring (3000Z), Stunner (7700Z)

(Diligent Weapon Shop)

Bamboo Stick (130Z), Glass Domino (220Z), Speed Boots (4500Z),
Wisdom Ring (5000Z), Sage's Frock (7000Z), Winged Boots (7000Z),
Titan's Boots (6000Z), Ice Blade (4200Z)

(Lazy Weapon Shop)

Pointed Stick (10Z), Short Skirt (3200Z), Hawk's Ring (6000Z),
Artemis' Cap (6000Z), Hidden Dagger (4900Z), Hunting Cap (8000Z),
Harmonic Ring (25000Z), Shaman's Ring (40000Z)

(Odd Weapon Shop)

Manly Clothes (2000Z), Talisman (300Z), Aura Ring (500Z),
Life Sandals (500Z), Fire Ward (2500Z), Wind Ward (2500Z),
Water Ward (2500Z), Earth Ward (2500Z)

INN:

This will turn the house into an Inn, where you may rest and heal your characters for free. It's nice to have when one of your characters has a reduced max HP from defeat in battle, and the faeries who hang out at the inn usually have many rumors to spread...

Placing additional Faeries in the inn will allow you to learn about some of the statistics of your game play, such as how many times you've rested at an inn, the number of times you've gone fishing, how much total Zenny you've earned, among other things. :)

SEARCH:

This will turn the house into a 'Search Headquarters' where you may send Faeries around to different regions of the World in searches. They may come back with nice items for you, or they may never return. Usually, the higher the 'difficulty level' of the particular area, the more dangerous the area tends to be. It's a good idea to have Faeries with a high EN rating do the searching, to reduce the risk of having them get killed.

Difficulty 1 -----	Difficulty 2 -----	Difficulty 3 -----
Wyndia	Ludia	S. Hesperia
Gold Plains	Astan	Paedra
	Shikk	C. Hesperia
Difficulty 4 -----	Difficulty 5 -----	
Salt Sea	Desert	
N. Islands	Zhing Mts.	
	Highlands	

TROOPS:

This will turn the house into a 'Troop Headquarters'. Faeries placed here will sometimes aid your party in combat by casting special Faerie magic. The more faeries you place in the building, the more powerful the magic spells they will cast in battle!

MUSIC:

Faeries assigned to this job will let you listen to any of the game's music. The higher the culture level and the higher the SL rating of the faerie running the service, the more songs you will be able to listen to.

ART:

Faeries assigned to this job will let you look at various pieces of artwork regarding Breath of Fire IV. Like the Music service, this is just a nostalgic section, but it's worth taking a look at. The higher the culture level and the SL rating of the faerie, the more artwork you will be able to view.

AURUM:

This option allows you to buy and sell Aurum on the market. Like with the Stock Market, the price of Aurum will fluctuate from time to time. Because of this, you can actually make money if you are careful with your purchases. Remember, always buy when the price is low, and sell when the price is high! In addition, this is a good source of Aurum if you find that you are changing your Skills from character to character often. Also note that there is a 10% service charge when buying or selling Aurum...

Putting a second Faerie in the Aurum market will allow you to get a bit of advice about the current prices of the Aurum. By placing a third Faerie in the building, you can trade in your Aurum for various items. Each item costs 8 Aurum...

Fire Seed	Wind Seed	Water Seed	Earth Seed
Spirit Seed	Vigor Seed	Phoenix Seed	Holy Seed

GAMES:

This option allows you to play the "Kecak" mini-game. This game is quite fun... a song plays in the background and you must press the O button to the beat in order to gain points. If you gain enough points you will receive prizes! The best prize is a Harmonic Ring, which you can get by racking up 1500 points. Other prizes Wisdom Seeds, Soul Gems, and other items.

Putting additional faeries in this building will allow you to re-name other faeries, and the third faerie will play a "rock-paper-scissors" game with you. Each time you win you'll receive points based on how many cards you have remaining. You can then trade in these points for various items. Note that each game costs 300 Zenny to play!

MultiVitamin.....1 Point

Dress Shoes.....2 Points
1000 Zenny.....4 Points
Midas Stone.....8 Points
10000 Zenny.....16 Points
Soul Ring.....30 Points

BONDS:

Allows you to purchase "Battle Insurance". With insurance, you will be able to come back to life if you are defeated in battle, but you will lose a certain percentage of the Zenny you earn.

Though it may sound a bit confusing at first, once you get into it, it will come as second nature to you. The services that you can get by raising the Faerie Colony will be extremely useful to you! ^_^

Treasure Upgrades

Once you first reach the town of Sarai, you will be able to purchase a "Lead Ball" there for 158 Zenny. From then on, throughout the course of the game, you may trade this treasure to other people in return for a better one. The reason for doing this is to learn skills from the Lore Master Marlok... the more valuable the treasure, the more skills you will be able to learn from him. Below is a list of the locations where you may upgrade your treasure.

- * Saira (Purchase the "Lead Ball" here for 158 Zenny.)
- * Ludia (After the castle invasion, look for a man in Ludia who will upgrade your treasure to for you.)
- * Tarhn's Shrine (You can get a treasure upgrade from the man near the exit.)
- * Wyndia (You can obtain an upgrade from the man in the dungeon.)
- * Hyde (Receive an upgrade from the almost-hidden man near the Inn)
- * Crash Site (During Chapter III, come back and talk to the mole-type person to receive an upgrade.)
- * Synesta (During Chapter III, return here and speak with the little girl just inside the orphanage to receive an upgrade.)
- * Shikk (Upgrade from the man in a house basement)
- * Chiqua (You can receive an upgrade from the fat fish-person)
- * Sonne (Woman sitting near bucket in the fields)

NOTE If you missed the upgrade during the Ludia invasion, I don't think you can go back and get it. However, after completing the game you can go back to the Abandoned Village near Chek, and there will be someone there who will upgrade for you.

Armor Smithing

Later in the game, you'll meet a Smithy (more specifically, the who lives in Mt. Grom), who will be able to forge armor out of the spare parts that you may find on your journey. All you have to do is select three parts, and the Smith will do the rest!

There are seven different materials you can use to make armor.

- Glass Shard: These can be obtained from the Sandclaws on the Tidal Flats.
- Iron Scraps: These can be obtained from the ProtoBots in Sinchon.

Hit them with a combination magic attack (such as Jolt) to make them burst open, and they will almost always leave these behind.

Bent Screw: These can be obtained from the Bots in Sinchon.
Hit them with a combination magic attack (such as Jolt) to make them burst open, and they will almost always leave these behind.

Old Tire: These can be obtained from the Tar Babies in the North Islands region.
They can also be obtained from the Morphs in the Zhingra region... use an earth-based attack on them and they may drop it.

Dirty Filter: These can be obtained from the Morphs in the Zhingra region.
Use a wind-based attack on them and they may drop it.

Burnt Plug: These can be obtained from the Morphs in the Zhingra region.
Use a fire-based attack on them and they may drop it.

Rusty Pipe: These can be obtained from the Morphs in the Zhingra region.
Use a water-based attack on them and they may drop it.

Below is a listing of the various armor that you can forge with your parts. Note that the below combinations aren't the only way to get a particular piece of armor... other combinations may also work.

Bent Screw/Bent Screw/Iron Scraps.....Light Armor
 Bent Screw/Iron Scraps/Iron Scraps.....Heavy Armor
 Bent Screw/Bent Screw/Bent Screw.....Lightning
 Bent Screw/Iron Scraps/Glass Shard.....Stout Mail
 Bent Screw/Dirty Filter/Glass Shard.....Quicksilver
 Dirty Filter/Iron Scraps/Burnt Plug.....Booster
 Glass Shard/Glass Shard/Glass Shard.....Psychometer
 Dirty Filter/Rusty Pipe/Glass Shard.....Panzer
 Rusty Pipe/Old Tire/Glass Shard.....Maelstrom
 Burnt Plug/Rusty Pipe/Glass Shard.....Gravedigger
 Old Tire/Iron Scraps/Bent Screw.....Orihalcyon
 Iron Scraps/Iron Scraps/Iron Scraps.....Mithril Rig
 Burnt Plug/Burnt Plug/Burnt Plug.....Fire Rig
 Dirty Filter/Dirty Filter/Dirty Filter.....Whirlwind
 Rusty Pipe/Rusty Pipe/Rusty Pipe.....Water Rig
 Old Tire/Old Tire/Old Tire.....Earth Rig
 Glass Shard/Glass Shard/Bent Screw.....Spirit Armor
 Burnt Plug/Burnt Plug/Glass Shard.....Flame Armor
 Dirty Filter/Dirty Filter/Glass Shard.....Wind Armor
 Rusty Pipe/Rusty Pipe/Glass Shard.....Hydro Armor
 Old Tire/Old Tire/Glass Shard.....Earth Armor
 Old Tire/Glass Shard/Iron Scraps.....Defender

Best Equipment

Below is a listing of the optimum equipment for each character.

*** RYU ***

Weapon: Goo King Sword (152 Power)
 Dropped by 'Goo King' in Imperial Castle
 Royal Sword (2 hits, 96 Power)
 Steal from Astral Dragon (Final Battle)

Armor: Royal Armor (102 Defense)
 Steal from Tyrant Dragon (Final Battle)

*** NINA ***

Weapon: Ouroburos (96 Power)
Steal from 'Beihl' in Imperial Castle
Armor: Angel's Vest (94 Defense)
Steal from 'Star Gazer' in Imperial Castle

*** CRAY ***

Weapon: Nunchaku (145 Power)
Dropped by 'Trean' in Abandoned Village
Linked Pole (133 Power, damage varies with enemy Power)
Manillo Store (Rare item section)
Armor: Gideon's Garb (93 Defense, +10 Attack)
Dropped by 'Battle Suit' in Imperial Headquarters

*** ERSHIN ***

Weapon: Mass Driver (104 Power)
Steal from 'Chopam' in Fou-Lu's Tomb
Armor: Chopam Plate (50 Defense)
Dropped by 'Chopam' in Fou-Lu's Tomb

*** SCIAS ***

Weapon: Cleaver (119 Power)
Steal from 'Horseman' in Imperial Castle
Slicer (2 hits, 78 Power)
Dropped by 'Kolpum' in Imperial Castle
Render (2 hits, Variable Power)
Manillo Store (Rare item section)
Render's Power increases with respect to the number of encounters you have. Thus, it could become more powerful than any other weapon.
Armor: King's Armor (100 Defense)
Steal from 'Rider' in Mukto Ruins

*** URSULA ***

Weapon: Culverin (110 Power, hits all)
Manillo Store in Astana
Armor: Angel's Vest (94 Defense)
Steal from 'Star Gazer' in Imperial Castle

Combo Specifications

Instructions and information on performing combos can be found in Section I, under the 'Combos' section. This section focuses more on examples of combos, and the types of combos that can be performed.

Multi-element Magic

As you know, sometimes if you cast a spell, followed by another spell of a different element, the spells may combine into a stronger spell containing both elements. These are 'combination' magics and there are four different types.. 'Lightning', 'Explosion', 'Nature', and 'Eruption'.

Lightning --> Mix Wind + Water

Jolt: Any Wind Spell + Level 1 Water spell

(Weak Wind+Water damage to all targets)

Lightning: Any Wind Spell + Level 2 Water spell

(Moderate Wind+Water damage to all targets)

Thunderstorm: Any Wind Spell + Level 3 Water spell

(Heavy Wind+Water damage to all targets)

Explosion --> Mix Fire + Wind

Firewind: Any Fire Spell + Level 1 Wind spell

(Weak Fire+Wind damage to all targets)

Simoon: Any Fire Spell + Level 2 Wind spell

(Moderate Fire+Wind damage to all targets)

Gigaflare: Any Fire Spell + Level 3 Wind spell

(Heavy Fire+Wind damage to all targets)

Nature --> Mix Water + Earth

Storm: Any Water Spell + Level 1 Earth spell

(Weak Water+Earth damage to all targets)

Tempest: Any Water Spell + Level 2 Earth spell

(Moderate Water+Earth damage to all targets)

Disaster: Any Water Spell + Level 3 Earth spell

(Heavy Water+Earth damage to all targets)

Eruption --> Mix Earth + Fire

Eruption: Any Earth Spell + Level 1 Fire spell

(Weak Earth+Fire damage to all targets)

Magma Blast: Any Earth Spell + Level 2 Fire spell

(Moderate Earth+Fire damage to all targets)

Ragnarok: Any Earth Spell + Level 3 Fire spell

(Heavy Earth+Fire damage to all targets)

Additionally, there are four "super" combination magics. These are formed when a Dragon element-type spell follows one of the combination spells...

Mjollnir: Thunderstorm + Pa Bing'ah

(Devastating Water+Wind damage to all targets)

Earthbreaker: Gigaflare + Ahryu P'ung

(Devastating Fire+Wind damage to all targets)

Catastrophe: Disaster + Patch Pah

(Devastating Water+Earth damage to all targets + Poison)

Supernova: Ragnarok + Hwajeh

(Devastating Earth+Fire damage to all targets + Confusion)

NOTE I am at a loss to explain a method of performing "Mjollnir" without a GameShark. None of Ryu's Dragon transformations have any of the water-based magics.

Finally, there are four "special" combination magics. These can only be performed by certain members of the party. They consist of a combination type magic followed by a Melee Skill.

Ice Sword: Lightning-type combo + Melee Skill (Scias)

(Wind+Water based physical attack against one target)

Phoenix: Explosion-type combo + Melee Skill (Nina)

(Fire+Wind based physical attack against one target)

Mudslide: Nature-type combo + Melee Skill (Cray)

(Water+Earth based physical attack against one target)

Reflect: Eruption-type combo + Melee Skill (Ursula)

(Earth+Fire based physical attack against multiple targets)

Special Monsters

There are several "special" monsters scattered about the game that are either hard to find, hard to kill, or both. These monsters usually require a lot of effort to kill, but bring great rewards (be it high EXP or Zenny values, rare items and equipment, and whatnot). This section outlines the "special" monsters in the game, and offers advice on finding and defeating them.

- Rat

Though not really a "Special Monster", these little guys can be a bit of a pain to kill when you first meet them in the Bandit's Hideout, though they give a rather large amount of EXP for that point in the game. They appear somewhat rarely, and are hard to kill due to their high physical evade rate, and extreme tendency to run from the battle. The only thing you can really do is hope that it doesn't escape during the first turn, then unload magic onto it. It doesn't have a lot of HP, so you should be able to kill it, provided it doesn't escape first, of course...

HP: 100 EXP: 250 Z: 200 Drops Berries, Toothpick

- Chopam

Chopam is a rare monster that sometimes appears on the steps leading down into Fou-Lu's tomb. They resemble red Guardians, and for the first two turns of combat their defensive screen renders them invincible. Unload all of your attacks onto Chopam on the third turn, as its defensive screen will lower. Chopam will escape at the end of the next turn, so this is your only chance to defeat it. It has a rather large amount of HP, so use your most powerful abilities to bring it down before it flees. It gives a hefty amount of EXP and Z, but the real reason for fighting them is to obtain their items, the Mass Driver and Chopam Plate... the best equipment in the game for Ershin.

HP: 10,000 EXP: 4,000 Z: 5,000 Drops Mass Driver, Chopam Plate

- Mimic

Mimics are rare monsters that appear in the small room near the entrance to the En Jhou Ruins. They give a relatively low amount of EXP and Z to start, but these values double each time the Mimic sustains a physical attack. Mimic has a very high physical evade-rate, and has complete resistance to magical and breath attacks. It is also very fast and has a tendency to flee the battle. It has a very low HP, but any physical attacks dealt to it (that actually hit) do very little damage. The best way to defeat these is to use sudden-death magic, or critical-hit attacks such as Shadowwalk and Shining Blade. If you're feeling lucky, try hitting it with a physical attack or two before-hand, to increase it's EXP and Z values.

HP: 10 EXP: 1,000 Z: 500 Drops Wisdom Fruit, Ivory Dice

- Trunked

Trunked(s) always appear in groups of six in the Abandoned Village near Chek. They have a large amount of HP, and regenerate half of it each turn, making them quite difficult to kill. They will not fight back, but they will flee the battle after a bit, so you have a limited time in which to defeat them. Here is my strategy for defeating them.

HP: 30,000 EXP: 5,000 Z: 1,000 Drops Berries, Ivory Dice

You will need...

"Megaphone" skill --> Give this skill to Nina or Ryu (doesn't really matter)
"Faerie Charge" skill --> Give this skill to the same person as the

Megaphone skill. Beforehand, put as many Faeries as you can into the Barracks. With a Colony of 20, try putting 13 or 14 in Barracks and place the rest in Hunting.

"Last Resort" skill --> Give this skill to Ursula

"Triple Blow" skill --> Give this skill to Ursula as well

"Tiger Fist" skill --> Give this skill to Scias

2-hit Sword (preferably the Slicer) --> Equip to Scias

Hit-All Gun (preferably the Culverin) --> Equip to Ursula

Ginseng --> Purchase as many as you can from the Manillo in Sarai

With this, you should be set up for the battle. Put Nina, Scias, and Ursula out in front.

Turn 1 --> Have Nina use Megaphone, Scias use a Ginseng on himself, and Ursula use Last Resort.

Turn 2 --> Nina use Megaphone once more, while Scias and Ursula use Ginseng on themselves.

Turn 3 --> Nina use a Ginseng on Ursula, while Scias and Ursula use Ginseng on themselves.

Turn 4 --> Nina use Faerie Charge, Scias use Tiger Fist, and Ursula use Triple Blow. This should rack up a very high-hitting combo (possibly over 100 hits) dealing great damage. If the total combo damage does not exceed 90000, use some more Ginseng or wait until your characters are stronger.

Keep repeating Step 4 until all Trunked(s) are defeated.

- Trean

Treans are stronger (yes, stronger) versions of the Trunked. They have twice as many HP, and still regain half of it each round. The above strategy will work, but you will have to have very high levels and purchase many many Power Foods for Ursula and Scias from the Manillo Stores in order to increase their attack power high enough for the strategy to work. Like the Trunked(s), Treans will flee after a while, so you'll have to deal at least 180000 damage total with your combo attacks in order to be able to kill them. Note that you can get the 'Nunchaku', the best weapon for Cray, from the Treans.

HP: 60,000 EXP: 8,000 Z: 1,000 Drops Berries, Nunchaku

If anyone has a better strategy to defeating these things, please let me know.

- Rider

Rider is the strongest monster in the game, and it often appears in the Mukto Ruins. Riders are very powerful, capable of shelling out tons of damage while having a high HP in the process. They are capable of healing half their HP each turn, which certainly doesn't help matters. They also drop the King's Armor, the best armor in the game for Scias.

HP: 40,000 EXP: 10,000 Z: 10,000 Drops King's Armor, Cursed Sword

You will need the following...

Soul Gem --> As many as you can carry. Equip one to each member of your party.

"Shadowwalk" skill --> Give this skill to Ryu.

2-hit Sword (preferably the Slicer) --> Equipped on Scias.

2-hit Sword (Royal Sword) --> Equipped on Ryu.

"Coward's Way" skill --> Give this skill to Ershin. Before the battle, spend a bit of time going back to a weaker area and run from every encounter. The more you run, the more powerful this skill will be.

"Celerity" skill (optional) --> Give this skill to Ryu.

Ginseng x4 --> Purchase from the Manillo store in Sarai

Turn 1 (Celerity) --> Have Ryu use "Celerity", Nina use "Vitalize", and Scias use "Vitalize". This will give a very generous stat boost to all your characters. Too bad Celerity can only be used once every 3 hours...

Turn 1 (W/O Celerity) --> Have Ryu and Scias use Ginseng on Ryu, while Nina casts Vigor (healing!)

*If you used Celerity, skip step 2 and proceed to step 3.

Turn 2 --> If anyone died, re-equip Soul Gems as necessary, then have Ryu and Scias use Ginseng on Scias. Have Nina cast Vigor again.

Turn 3 --> Re-equip Soul Gems if necessary, and have Ryu use "Shadowwalk", Scias use "Shining Blade", and Ershin use "Coward's Way". If the combined damage is over 20000, you're OK. If not, you'll need to power up more, or run from more encounters to increase the power of Coward's Way.

Repeat Step 3, re-equipping Soul Gems as necessary. As long as you're doing more than 20K damage each turn (and have enough Soul Gems), you will be able to defeat the Rider. :)

SECTION VI: CONCLUSION

I can be contacted via the following methods...

- E-Mail: dalez@intercom.net
- ICQ: UIN# 35755964
- AIM: Screen Name "Dalez99"
- Yahoo! Messenger: ID "dalez1999"
- MSN Messenger: ID "dalez@intercom.net"
- Am I missing something...? :P

Signing off, until the next update....

Credits

This section is dedicated to some of the people who have sent me contributions or helped out with one way or another with the guide. It wouldn't be as complete as it is today without your help. ^_^

- Adler Santos (psiavatar@hotmail.com): For pointing out a few items I missed in Sarai and Chamba
- Capcom: For creating a truly wonderful RPG, and for not screwing up their RPG series like SOME RPG developers I know...
- CJayC of GameFAQs.com: For posting this guide
- Federico Ang (eric_touji@lycos.com): For sending me the info about the treasure upgrade in Ludia, tips on the treasures in the Kyria Woods, and MANY other things. Thanks!
- Laguna Loire (laguna@myself.com) and everyone else who correct me as to Lyta's apprenticeship requirements
- Silvastrike (mcote01@maine.edu): For also sending in info about the treasures in the Kyria Woods
- Steel Phoenix (steelphoenix@mindsync.com): For the info on the 'Final Hope' skill

And lastly, thank YOU for reading this guide. I hope you enjoyed it. =D

Other FAQs by the same author

Well, if you're really interested, a listing of all my FAQs can be found at the below address...

<http://www.gamefaqs.com/features/recognition/2741.html>

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