

Breath of Fire IV Item FAQ

by Matt Hobbs

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Breath of Fire 4
"Treasure Hunter's Guide"
v1.0

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...As usual. =P

Author's Note: Yes, yes. Another of my many lists. Hey, I like writing these. And very rarely does anyone else do it, so...why not? Anyway, why's this called a "Treasure Hunter's Guide"? Because I'm a treasure hunter! This list covers not only items, but also skills, spells, and a bunch of other features Treasure Hunters might find useful. That's about all I have to say for now.

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- 1. Revision History

V1.0 - Ok, now **this** is the first version. Since I've beaten the game, feel free to ask questions and submit stuff now. Sorry it took so long to get this up, but we've added a **lot**

- First, as with practically all my recent works, Dragon Fogel has joined me as 'co-author', or whatever. I find FAQs are a **lot** more fun to write if somebody is working on them with you. That, and a lot less tedious, given that you don't have to go over the game with a fine-toothed comb. Share the work! Or something like that. ^_^
- Practically all the weapon and item lists were updated, and I got the fish and fishing gear lists done. The skill, spell, and combo lists were also finished.
- The "Item/Skill Breakdown" section has been started. I haven't gone into great detail yet, but I've added an almost-complete monster list, some basic fishing data, and a list of where the dragon gems can be found. Evocations will come later. Also, the shop lists are nearly done. We're missing a few early-game shops, though.
- The "Master List" is pretty much finished. A handy section explaining ways to meet the masters' requirements has also been added, and is pretty much complete, though it could use some work here and there.

- A section on Faerie Village was added, but it's pretty incomplete. We'll do all the serious work on it in the next version.

V0.1 - I dunno if I'd go as far as to even call this the first version. For now, it's just a collection of item/spell stats I wrote down not even at the end of the game on my first time through. I basically wanted to get it up as early as possible, since a lot of FAQs that I write take me a long time, and ultimately don't get finished until three others of the same type are already up on GameFAQs...

- Anyhow, I have some base lists started, as well as the general layout. Any missing info means either I didn't write it down (in the case of the spells), or I saw it in a shop, but didn't buy it (in the case of weapons and armor). You can send in as many submissions as you'd like, but I plan to go through the game again soon, so I should be able to fill most of the blanks in. Oh, and yes, the "Coming Soon" sections will also get updates.
- One last thing... Since this is just my first time through the game, I haven't fully tested many spells. If the effect I have listed is wrong, please let me know. Also, for item effects with a (?) after it, it means I either haven't gotten the item and its description at shops is sorta vague, or I just couldn't figure out what it did.

- Keys -

Characters: R - Ryu, N - Nina, C - Cray, E - Ershin, S - Scias, U - Ursula (Fou-Lu can equip the same stuff as Ryu...I think.)

Hits: 1 - Hits once, 2 - Hits twice, A - Hits all enemies, R - Ranged attack

Spell Types:

Fi - Fire, Wa - Water, Ea - Earth, Wi - Wind, He - Heal, No - No Properties, Dt - Death, St - Status, LU - Level Up, LD - Level Down, SU - Status Up, SD - Status Down, Ph - Melee/Physical, Tr - Steal/Treasure, Br - Breath

2. Weapons

Notes:

- If 'Casts "<Spell>"' is listed in the "Other" column, use the weapon as an item to produce that effect.
- If an item's price is listed as "----", it means you can't sell it.

--- Swords ---

	Atk	Wt	Hit	Cost	Used	Other
Chopsticks	2	0	1	40	S	Effective against flies
Broken Sword	4	2	1	----	R	Remains of the first King's Sword
Bowie Knife	10	1	1	150	RS	
King's Sword	12	2	1	----	R	Casts "Protect", Holy elemental
Scramasax	13	2	2	11200	RS	
Short Sword	15	3	1	480	RS	
Jang'do	22	3	2	2000	S	
Moon Sword	28	4	1	1500	RS	
Katzbalger	30	4	1	1800	RS	
Biter	30	3	2	4500	S	Critical hit rate +3%
Flame Sword	35	2	2	4800	R	Fire elemental
Taegum	36	4	2	3000	S	
Broad Sword	38	8	1	2600	RS	Def +5

Rusted Sword	40	2	1	----	RS	Powers up after 1000 kills
HiddenDagger	42	2	1	4900	S	Can instantly kill
BastardSword	46	6	1	3200	R	
Ice Blade	50	8	1	4200	S	Water elemental, Causes Sleep
Render	50	6	2	60000	S	Casts "Frost", Water elemental
Claymore	56	8	1	5200	RS	
Firangi	58	2	2	8600	RS	
Dragonslayer	70	15	1	----	R	"God-killer", needed in Astana Base
PiercingEdge	72	5	1	7200	RS	Casts "Weaken"
Slicer	78	4	2	20000	RS	
FeatherSword	88	1	1	9600	RS	
Royal Sword	96	6	2	----	R	Casts "Drain", Fou-Lu's weapon
Ascension	95	6	1	16000	RS	Holy elemental, Critical hit rate +5%
DamascusSwd	104	5	1	14500	RS	
Barbarossa	112	8	1	18000	RS	
Cleaver	119	10	1	26000	S	Does extra damage to dragons
Dragon Blade	128	8	1	60000	R	Casts "Might"

--- Staves ---

	Atk	Wt	Hit	Cost	Used	Other
PointedStick	2	1	1R	10	N	
Baton	5	1	1R	50	N	
Sage's Staff	12	2	1R	230	N	Wisdom +5
Skull Staff	13	2	1R	1300	N	Can instantly kill
Magic Wand	18	2	1R	800	N	CP +3
Reed Baton	28	2	1R	1600	N	
Ruby Scepter	30	2	1R	2000	N	Fire elemental
Wand of Air	38	1	1R	3600	N	Casts "Sever", Wind elemental
Weather Wand	48	2	1R	5000	N	Wind elemental
WardingStaff	56	3	1R	4800	N	Protects against magical attacks
Battle Rod	61	2	1R	6200	N	
Rune Staff	72	2	1R	8000	N	CP +5, Wisdom +10
BlessedStaff	84	2	1R	12000	N	Casts "Heal", Holy elemental
Ouroboros	96	2	1R	28000	N	Casts "Raise Dead"

--- Clubs ---

	Atk	Wt	Hit	Cost	Used	Other
Bamboo Stick	8	3	1	130	C	Cures Confusion (?)
Log	13	4	1	400	C	Earth elemental
Steel Bat	25	5	1	1000	C	
Spiked Rod	35	5	1	2200	C	
Mace	43	6	1	3300	C	
Flail	45	13	2	7800	C	
Quarterstaff	54	7	1	5000	C	
Stone Club	65	6	1	7000	C	
Crusher	86	8	1	9400	C	
Giant Club	99	16	1	12000	C	Randomly stuns enemy
Cudgel	115	10	1	20000	C	
Earthbreaker	126	12	1	32000	C	Casts "Stone Pillar", Earth elem.
Linked Pole	133	8	1	48000	C	Damage changes with enemy's power(?)
Nunchaku	145	8	1	32000	C	Hit rate -10%, Critical hit rate +5%

--- Fists ---

	Atk	Wt	Hit	Cost	Used	Other
Red Knuckles	12	1	1R	200	E	
Fork	14	1	1R	300	E	Randomly blinds enemy
Ice Punch	20	1	1R	550	E	Water elemental
Flame Punch	20	1	1R	550	E	Fire elemental
Raptor Claws	24	1	1R	800	E	Wind elemental
Earth Claws	26	1	1R	1300	E	Earth elemental

Drill Punch	32	1	1R	1800	E	
Homing Bomb	40	1	1R	3500	E	
Rocket Punch	51	1	1R	4300	E	
Toxic Claws	62	1	1R	5800	E	Randomly poisons enemy
Stunner	70	1	1R	7700	E	Randomly confuses enemy
Ghostbuster	85	1	1R	15000	E	Does extra damage to demons
Atomic Punch	93	1	1R	10000	E	
Power Glove	95	1	1R	22000	E	Critical Hit +20% if enemy's HP < 25%
Mass Driver	104	1	1R	17000	E	

--- Guns ---

	Atk	Wt	Hit	Cost	Used	Other
Scattershot	35	4	AR	3600	U	
MultiGun	40	2	2R	2500	U	
Flintlock	42	2	2R	3200	U	
Sparkler	50	4	AR	5000	U	Fire elemental
Flamethrower	60	4	AR	9000	U	Casts "Fireblast", Fire elemental
Arquebus	70	2	1R	6800	U	
Repeater	82	6	2R	22000	U	
Mortar	102	6	AR	24000	U	Fire elemental
Culverin	108	6	AR	30000	U	Hit rate +20%, Critical rate +5%
Electrifier	110	2	1R	16000	U	Low hit-rate (Unmentioned by game)

3. Armor

--- Armor ---

	Def	Wt	Cost	Used	Other
Lightning	0	0	200	E	Agility +40, Evade +20%
LeatherArmor	5	2	220	RCS	
Chain Cap	10	4	600	RCS	
Light Armor	10	0	200	E	Agility +20, Evade +10%
Cuirass	13	4	840	RCSU	
Steel BPlate	17	3	1300	RCS	
Stout Mail	17	3	5000	RCSU	Turns damage received into Zenny (*)
Scale Mail	20	5	2100	RCS	
Maelstrom	20	5	200	E	Random "Storm" when counterattacking
Gargantua	25	8	----	E	
Midas' Armor	25	5	5000	RCSU	Turns damage received into Zenny
AsbestosArmr	26	4	2700	RCS	
Amber BPlate	28	4	3000	RCSU	
Stout Mail	30	5	200	E	
Wind Armor	30	5	200	E	Resists Wind
Whirlwind	30	5	200	E	Resists Wind
Orchalcyon	30	5	200	E	Critical hit rate up
Quicksilver	30	5	200	E	Automatically casts "Speed" on wearer
Defender	30	5	200	E	Automatically casts "Barrier" on wearer
Brigandine	35	5	4800	RCS	
Heavy Armor	40	10	200	E	
Full Plate	47	8	6000	RCS	
Mithril Rig	50	15	200	E	
Chopam Plate	50	8	32000	E	Resists physical and magical attacks
Silver Mail	54	5	6800	RCS	
MithrilArmor	64	5	8000	RCSU	
BlizzardMail	66	6	9300	RCS	Resists Wind&Water, Weak vs. Earth&Fire
Magma Armor	66	6	9300	RCS	Resists Fire&Earth, Weak vs. Water&Wind
Force Armor	82	7	15000	RCS	Effect of "Barrier" on wearer
DamascusMail	88	6	23000	RCSU	
Life Armor	90	9	50000	RCS	Restores 100 HP every turn in battle

Mist Armor	93	8	40000	RCS	"Blessed armor"
Dragon Armor	96	8	38000	R	Resists breath attacks
Royal Armor	102	8	----	R	Fou-Lu's armor

*Note: I accidentally found the 17/3 suit of Stout Mail while using GS to get prices. I have no idea what it is, or where it's found. ^_^

--- Clothing ---

	Def	Wt	Cost	Used	Other
Clothing	4	2	150	RNCSU	
Waistcloth	8	2	320	RNCSU	
Ranger Garb	16	3	1500	RNCSU	Resists Fire
ManlyClothes	17	3	2000	RCS	Auto-revives wearer once, then "breaks"
FightingRobe	23	3	2500	RNCSU	
Wetsuit	30	7	3500	RNCSU	Resists water
Lgt.Clothing	34	0	4500	RNSU	Effect of "Speed" on wearer
Armored Vest	60	6	7200	RNCSU	Resists ranged attacks
Wolfskin	72	4	9500	RNSU	
Burgler Garb	77	5	12000	U	Critical hit rate +10%
Gideon'sGarb	93	10	35000	C	Attack Power +10

--- Dresses ---

	Def	Wt	Cost	Used	Other
Fancy Dress	5	2	170	NU	
Crepe Cape	12	2	730	NU	
Mage's Robes	19	3	2300	N	Slight resistance to magic
Party Dress	25	4	2500	NU	
Short Skirt	32	1	3200	NU	Slight weakness to magic
Robe of Wind	44	0	6500	NU	Resists Wind by 5%
Sage's Frock	50	4	7000	N	Wisdom +5
Holy Robe	64	4	8200	N	"Blessed armor"
PhantomDress	75	6	9000	NU	Resists Mind/Status/Death; Weak to Holy
Diana'sDress	83	5	13000	NU	"Blessed armor"
Star Dress	92	6	38000	N	CP +5
Angel's Vest	94	4	25000	NU	"Blessed armor"

4. Accessories

--- Defensive Gear ---

	Def	Wt	Cost	Used	Other
Red Cape	0	0	----	E	Counter rate up
Hairband	1	0	50	NU	
Hunting Cap	1	1	8000	All	Skill learning rate +40%
Bandana	2	1	30	All	
UV Goggles	3	1	3000	All	Resists Blind
Brass Helm	3	2	90	RCES	
Wisdom Ring	3	2	5000	All	Wisdom +20
Dream Ring	3	2	3000	All	Resists Sleep
Balance Ring	4	2	3000	All	Resists Confusion
Artemis' Cap	4	1	6000	All	Hit rate +25%
Glass Domino	5	2	220	All	
Hawk's Ring	5	1	6000	All	Increases Alertness (?)
BronzeShield	7	2	380	All	
Face Guard	8	3	450	RCE	
Demon's Helm	12	3	1000	RCES	
Buckler	13	3	1200	All	
Divine Helm	14	4	21000	RCES	Resists instant death
DamacsusHelm	19	4	11000	RCES	(Yes, the name is typoed...in the game)

Dragon Helm 22 4 32000 R "Blessed armor"

--- Boots ---

	Def	Wt	Cost	Used	Other
Holy Mantle	2	1	12000	All	Decreases encounter rate
Bell Collar	3	1	10000	NU	Increases encounter rate
Cupid's Lyre	3	1	15000	All	Restores HP: 10/Step, 50/Battle turn
Speed Boots	3	0	4500	All	Speed +20
Winged Boots	4	0	7000	All	Dodge +20%
Titan'sBoots	6	3	6000	All	Attack Power +10
Long Boots	9	3	550	All	
Ivory Bangle	9	1	35000	All	Restores HP: 30/Step, 150/Battle turn
Dress Shoes	10	0	800	NU	
Combat Boots	15	3	5000	All	
Spats	17	0	9000	NU	

*Yes, the Holy Mantle, Bell Collar, Cupid's Lyre, and Ivory Bangle are counted as boots. No, I don't know why.

--- Accessories ---

	Cost	Effect
Fire Ward	2500	Resists Fire attacks
Water Ward	2500	Resists Water attacks
Earth Ward	2500	Resists Earth attacks
Wind Ward	2500	Resists Wind attacks
Ring of Fire	10000	Absorbs Fire attacks
Ring of Ice	10000	Absorbs Water attacks
Ring of Clay	10000	Absorbs Earth attacks
Ring of Wind	10000	Absorbs Wind attacks
Poison Ward	2500	Stops Poison and Poison attacks
Aura Ring	500	Resists Mind attacks
Barrier Ring	5000	Stops Mind attacks
Life Sandals	500	Resists status ailments
Light Bangle	5000	Resists status ailments
Dragon Tear	50000	Stops status ailments
Talisman	300	Resists instant death
Diamond Ring	3000	Resists instant death
Soul Gem	1000	Auto-revives wearer once, then breaks
Body Ward	18000	Physical Defense up, Magic Defense down
Astral Ward	18000	Magic Defense up, Physical Defense down
Shaman'sRing	40000	AP cost reduced by 25%
Soul Ring	30000	Increases CP by 50%
Spirit Ring	65000	Doubles CP
HarmonicRing	25000	Combo rate up (?)
Healing Ring	18000	Heal status ailments in 1 round by waiting in back row
Topaz Tear	45000	Increases Healing spells to max level (?)
Coupons	2500	Get a discount in all shops
Midas Stone	3000	Increases Zenny won after battle by 50%, Weight +10
Medallion	888	Attack Power +3, Defense -3 for everyone wearing one*
Toothpick	20	Critical hit rate +5%

*If all six characters equip Medallions, Defense is +18 instead of -18. But there are probably better uses for your accessory slots than having everyone's attack and defense boosted by 18 points. =P

--- Fishing Rods ---

	Cost	Effect
Wooden Rod	50	Lv 1 Rod: Short range, breaks easily
Bamboo Rod	250	Lv 2 Rod: Longer range, but still breaks easily
Deluxe Rod	1000	Lv 2 Rod: Balanced in range and power

Spanner	5000	Lv 3 Rod: Good strength, but a fairly short range
Angling Rod	2500	Lv 4 Rod: For pros; Super long range, but fairly weak
Master's Rod	20000	Lv 5 Rod: Long range, and lots of power -- the best rod

--- Fishing Bait ---

	Cost	Effect
Straight	20	Lv 1 Worm
Tail	80	Lv 2 Worm
Crab	400	Lv 3 Worm
Baby Frog	20	Lv 1 Frog
Toad	80	Lv 2 Frog
Fat Frog	400	Lv 3 Frog
Popper	20	Lv 1 Topper
Flattop	80	Lv 2 Topper
Swisher	400	Lv 3 Topper
Floater	20	Lv 1 Minnow
Hanger	80	Lv 2 Minnow
Deep Diver	400	Lv 3 Minnow
Twister	20	Lv 1 Winder
Warbler	80	Lv 2 Winder
Dancer	400	Lv 3 Winder
Silver Top	20	Lv 1 Spinner
Gold Top	80	Lv 2 Spinner
Platinum Top	400	Lv 3 Spinner
Spoon	120	Lv 1 Ultimate Bait
King Frog	800	Lv 2 Ultimate Bait

5. Items

--- Items ---

	Cost	Effect
Croc Tear	4	Restores 20 HP, Can cure status
Berries	8	Restores 50 HP
Apple	10	Restores 100 HP
Ribs	20	Restores 300 HP
Healing Herb	20	Restores 300 HP
Roast	100	Restores 500 HP, Can cure status
Vitamin	100	Restores 800 HP
Loins	800	Restores 800 HP for the entire team
Vitamins	1000	Restores 1000HP for the entire team
MultiVitamin	500	Restores 1500 HP
SuperVitamin	800	Restores full HP
Ambrosia	5000	Restores full HP for all dragons
Moon Tears	2000	Restores full HP and cures status for the entire team
Flank	300	Restores 10 AP
Wisdom Seed	800	Restores 30 AP
Wisdom Fruit	2500	Restores 150 AP
Ammonia	250	Revives a dead ally with minimal HP
Antidote	12	Cures Poison
Eye drops	14	Cures Blind
Jabbergrass	20	Cures Silence
Panacea	100	Cures all status ailments
Mozweed	100	Cures all status ailments, needed to heal a Pabpab
Life Shard	400	Permanently raises Max HP by 10
Magic Shard	400	Permanently raises Max AP by 1
Power food	400	Permanently raises Strength by 1
Protein	400	Permanently raises Defense by 1
Swallow Eye	400	Permanently raises Agility by 1

Fish-head	400	Permanently raises Wisdom by 1
Holy Seed	700	Raises effect of healing magic until next rest
StrengthSeed	250	Raises Attack Power until next rest
Hard Seed	250	Raises Defense until next rest
Sage Seed	250	Raises Wisdom until next rest
Dodge Seed	280	Raises Evade until next rest
Strike Seed	280	Raises critical hit rate until next rest
Target Seed	280	Raises counterattack rate until next rest
Fire Seed	300	Raises resistance to fire until next rest
Water Seed	300	Raises resistance to water until next rest
Earth Seed	300	Raises resistance to earth until next rest
Wind Seed	300	Raises resistance to wind until next rest
Phoenix Seed	300	Raises resistance to instant death until next rest
Vigor Seed	300	Raises resistance to status ailments until next rest
Elixer	1200	Raises resistance to elemental attacks until next rest
Elixer +	3000	Greater resistance to elemental attacks until next rest
Dark Draught	2800	Raises Evade and Hit rate until next rest
Molotov	100	Casts Flare: Minor Fire attack on one enemy
Firecracker	700	Casts Inferno: Major Fire attack on one enemy
Water Bomb	100	Casts Frost: Minor Water attack on one enemy
Icicle	600	Casts Blizzard: Major Water attack on all enemies
Weather Vane	100	Casts Sever: Minor Wind attack on one enemy
Void Sphere	500	Casts Typhoon: Major Wind attack on all enemies
Electrode	250	Casts Stone Pillar: Medium Earth attack on one enemy
Dynamite	500	Casts Quake: Major Earth attack on all enemies
Napalm	800	Casts Simoon: Medium Fire/Wind attack on all enemies
Taser	1200	Casts Disaster: Major Water/Earth attack on all enemies
Straw	20	Casts Drain: Drains HP from one enemy to the user
Belladonna	200	Casts Death: Instantly kills one enemy
Knockout Gas	100	Puts one enemy to sleep
FlashGrenade	100	Blinds one enemy
PoisonPowder	100	Poisons one enemy
Mouth Gag	100	Silences one enemy
Ginseng	200	Temporarily raises attack power in battle
Dragon Scale	200	Temporarily raises defense in battle
Headband	200	Temporarily raises wisdom in battle
Ivory Dice	500	Increases Exp and Zenny won after battle
Aurum	10	Transfer skills from Skill Scroll to characters
Bent Screw	10	Can be used to make armor at Mt. Glom
Iron Scraps	20	Can be used to make armor at Mt. Glom
Dirty Filter	20	Can be used to make armor at Mt. Glom
Glass Shard	30	Can be used to make armor at Mt. Glom
Old Tire	40	Can be used to make armor at Mt. Glom
Burnt Plug	50	Can be used to make armor at Mt. Glom
Rusty Pipe	80	Can be used to make armor at Mt. Glom
Bird Drop	2	Used as fertilizer at the tree in Faerie Village
Rotten Meat	2	Used as fertilizer at the tree in Faerie Village
ScorchedRice	4	Used as fertilizer at the tree in Faerie Village
Ship Parts	----	Used to repair the Sandflier, but never actually *used*
Faerie Drop	----	Used to make the "fake" King's Sword
Stamp Card	----	Trade for items at the Manillo Fishing Stores

--- Fish ---

	Cost	Effect
Jellyfish	4	Restores 50 HP
Man-o'-War	4	Restores 50 HP
Flying Fish	30	Restores 100 HP, Can cure status
Piranha	30	Restores 150 HP
Sea Bass	30	Restores 400 HP
Bass	70	Restores 500 HP

Dorado	800	Restores 800 HP for the entire team
Black Bass	250	Restores 1200 HP
Spearfish	1500	Restores 1500 HP for the entire team
Bonito	700	Restores full HP
Barandy	1400	Restores full HP and cures status ailments
Whale	2000	Restores full HP and cures status for the entire team
Sweetfish	20	Restores 5 AP
Trout	50	Restores 10 AP
Sea Bream	350	Restores 30 AP
Salmon	1000	Restores 30 AP for the entire team
Black Porgy	1000	Restores 100 AP
Blowfish	80	Cures Poison
Flatfish	300	Cures all status ailments
Moorfish	100	Revives dead ally with 1 HP, may fail
Angelfish	350	Revives dead ally with 1/2 HP
Sturgeon	1800	Revives all dead allies with 1/4 HP, may fail
Blue Gill	150	Casts Frost: Minor Water attack on one enemy
Bullcat	600	Casts Eruption: Minor Fire/Earth attack on all enemies
Angler	1000	Casts Thunderstorm: Major Wind/Water attack on all en.
Octopus	400	Blinds all enemies
RainbowTrout	300	Temporarily raises attack power
Browntail	200	Temporarily raises defense
MartianSquid	400	Nullifies all positive status
Acheron	250	Poisons everyone, ally and enemy

--- Key Items ---

	Effect
Sluice Key	Opens the sluice control room at the dam
Crank	Activates the elevator at the dam
Jadestone	Breaks the seal in the Grass Dragon Shrine
Wind Flute	Used at Pung'tap to summon P'ung Ryong, the Wind Dragon
Wave Stone	Summons the Sea Dragon at Fane
Salt Stone	Sea Dragon's "proof", needed to ride Zig's ship
Bond	A ludicrous amount of money used to buy a Sandflier
Bell	Mami's hair ornament? (Fou-Lu has this in his last scenario)
Jar	Trade to the fat merchant in Chiqua for information
Bead	Breaks seals in Fou-Lu's Tomb
Won-qu's Gem	Opens the "back door" of Fou-Lu's Tomb
Castle Key	Unlocks the gate in the Imperial Castle
Blue Charm	Breaks "Blue Seals" in the Imperial Castle
Yellow Charm	Breaks "Yellow Seals" in the Imperial Castle
Red Charm	Breaks "Red Seals" in the Imperial Castle
Fire Gem	Allows Ryu to turn into the Wyvern/Weyr
Water Gem	Allows Fou-Lu to turn into the Serpent/Peist
Earth Gem	Allows Ryu/Fou-Lu to turn into the Behemoth/Mammoth
Wind Gem	Allows Ryu to turn into the Myrmidon/Knight
Flawed Gem	Allows Ryu to turn into the Mutant/Punk
Lead Ball	Trade for the Bronze Ball
Bronze Ball	Trade for the Iron Ball
Iron Ball	Trade for the Brass Ball
Brass Ball	Trade for the Tin Ball
Tin Ball	Trade for the Copper Ball
Copper Ball	Trade for the Silver Ball
Silver Ball	Trade for the Electrum Ball
ElectrumBall	Trade for the Gold Ball
Gold Ball	Trade for the Platinum Ball
PlatinumBall	Needed to learn Marlok's last skill

Notes:

- Fou-Lu learns "Meditation" after he summons Astral to toast a couple soldiers in his first scene. Ryu automatically learns it when you regain control of him after this.
- Ryu's "Rainstorm" is learned after meeting the dragons at Sinchon Temple. The rest of his "Evocation" skills are learned by meeting with the dragons in various places around the world.
- When Ershin rejoins the team in Chapter 3, she can automatically use the Stand Out, Blizzard, Quake, and Death spells.
- Once Ryu uses any of the "Evocation" spells, you need to stay at an inn before you can use it again. And no, resting at camp doesn't count. ^_^
- Barrier also halves healing and support magic. The latter meaning that if you cast, say...Protect on someone protected by Barrier, it only increases Defense by 10%. Weird...
- "Egg Magic" is used when a character is inflicted by "Egg" status. I put it here because I have no idea where else to put it. ^_^

--- Spells ---

- Ryu -

	AP	Lv	Type	Effect
Meditation	0	*	No	Turn into Dragon
Rainstorm	0	*	Br	Holy attack(s) on all enemies
Flood Tide	0	*	Br	Wind/Water attack(s) on all enemies, causes Stun
Mud Flow	0	*	Br	Water/Earth attack(s) on all enemies
Onslaught	0	*	Br	Wind attack(s) on all enemies, causes Confusion
Fulguration	0	*	Br	Does damage based on enemies' current HP
Healing Wind	0	*	Br	Fully heals team and cures all status ailments
Holy Circle	0	*	Br	Makes team invincible for one turn

- Nina -

	AP	Lv	Type	Effect
Heal	5	1	He	Restores HP
Rejuvenate	9	11	He	Restores HP (Stronger)
Restore	18	34	He	Restores HP (Strongest)
Vitalize	20	23	He	Restores HP for the entire team
Vigor	50	39	He	Restores HP for the entire team (Stronger)
Purify	3	1	He	Cures Poison
Remedy	6	20	He	Cures all status ailments
Raise Dead	18	17	He	Revives dead ally with 1/4 HP, may fail
Resurrect	30	36	He	Revives dead ally with full HP
Kyrie	9	31	He	Kills undead enemies instantly
Sever	3	1	Wi	Wind attack on one enemy
Cyclone	6	14	Wi	Wind attack on all enemies (Stronger)
Typhoon	12	29	Wi	Wind attack on all enemies (Strongest)
Barrier	4	8	LU	Halves magic damage for three turns
Inspire	2	26	SU	Raises one ally's Wisdom by 20%

- Cray -

	AP	Lv	Type	Effect
Rock Blast	4	8	Ea	Earth attack on all enemies
Stone Pillar	5	17	Ea	Earth attack on one enemy (Stronger)
Quake	12	30	Ea	Earth attack on all enemies (Strongest)
Protect	2	1	SU	Raises one ally's Defense by 20%
Shield	6	25	SU	Raises all allies' Defense by 20%
Might	3	21	SU	Raises one ally's Attack Power by 20%
Speed	2	1	SU	Raises one ally's Agility by 50%
Blunt	1	14	SD	Lowers one enemy's Attack Power by 20%

Slow 1 11 SD Lowers one enemy's Agility by 50%

- Ershin -

	AP	Lv	Type	Effect
Risky Shot	0	1	Ph	Misses or makes a critical hit (40% chance)
Wild Shot	0	7	Ph	Random damage: As high as 2x, as low as 0
Stand Out	0	*	No	All enemies attack user
Inferno	10	28	Fi	Fire attack on one enemy
Typhoon	12	35	Wi	Wind attack on all enemies
Blizzard	12	*	Wa	Water attack on all enemies
Quake	12	*	Ea	Earth attack on all enemies
Primus	15	45	Br	Non-elemental attack on all enemies
Death	13	*	Dt	Instantly kills an enemy

- Scias -

	AP	Lv	Type	Effect
Frost	3	1	Wa	Water attack on one enemy
Ice Blast	5	16	Wa	Water attack on one enemy (Stronger)
Blizzard	12	28	Wa	Water attack on all enemies (Strongest)
ShiningBlade	10	1	Ph	Guaranteed critical hit
Lifestealer	0	34	Dt	Kills enemy, but lowers user's Max HP by 10%
Heal	5	1	He	Restores HP
Rejuvenate	9	19	He	Restores HP (Stronger)
Restore	18	37	He	Restores HP (Strongest)
Vitalize	20	31	He	Restores HP for the entire team
Purify	3	1	He	Cures Poison
Remedy	6	25	He	Cures all status ailments
Raise Dead	18	22	He	Revives dead ally with 1/4 HP, may fail
Sleep	3	1	St	Causes Sleep
Confuse	2	1	St	Causes Confusion

- Ursula -

	AP	Lv	Type	Effect
Flare	3	1	Fi	Fire attack on one enemy
Fireblast	6	1	Fi	Fire attack on all enemies (Stronger)
Inferno	10	31	Fi	Fire attack on one enemy (Strongest)
Rock Blast	4	1	Ea	Earth attack on all enemies
Cyclone	6	21	Wi	Wind attack on all enemies
Drain	3	27	Dt	Drains HP to user
Leech Power	0	28	Dt	Drains AP to user
Death	13	35	Dt	Instantly kills an enemy
Weaken	1	1	SD	Lowers one enemy's Defense by 20%
Enfeeble	1	24	SD	Lowers one enemy's Wisdom by 20%
Confuse	2	1	St	Causes Confusion
Silence	3	1	St	Causes Silence

- Fou-Lu -

	AP	Lv	Type	Effect
Meditation	0	*	No	Turn into Dragon

--- Other ---

- Egg Magic -

	AP	Type	Effect
Sacrifice	1	No	Hits all enemies; Damage = user's HP, user dies
Boil	2	No	Return to normal, but lose 1/2 HP (Second turn)
Hatch	3	No	Physical attack, causes Blind (Third turn)

Note: The Egg's Sacrifice is **not** the same as the Skill Sacrifice, and

can't be learned.

7. Skills

Notes:

- I sorted the list by how it is in the game. If a name appears as a series of question marks, it means I haven't learned it yet.
- In the "Learned From" list, <These> brackets means the "enemy" is actually a master. [These] brackets mean it's an ally. (Yes, you can learn skills from allies.)
- You can only learn Shout, Tiger Fist, and Flex from Kahn once he becomes a master. He uses them when you fight him, but you aren't able to learn them then. Conversely, he won't teach you Focus as a master, you can only learn it while fighting him.

--- Skills ---

	AP	Type	Effect
Wild Swing	0	Ph	Random damage: As high as 2x, as low as 0
Risky Blow	0	Ph	Either misses or makes a critical hit, 40% chance
Shadowwalk	12	Ph	Same as ShiningBlade: Guaranteed critical hit
Disembowel	0	Dt	Drops enemy's HP to 1, user's Max HP -10%
Super Combo	12	Ph	Repeated hits; Press buttons at correct time
Magic Ball	5	Ph	Non-elemental attack against one enemy
Blitz	0	Ph	Repeated hits against all enemies, user loses 25% HP
SwordBreaker	2	SD	Physical attack, lowers Strength by 20%
Megaphone	4	SD	All enemies' Attack Power up and Defense down
Snap	2	SD	Physical attack, lowers Defense by 20%
Molasses	2	SD	Physical attack, lowers Agility by 20%
Chlorine	2	St	Physical attack, causes Poison
Knock Out	2	St	Physical attack, causes Sleep
Feint	2	St	Physical attack, causes Confusion
Blind	2	St	Physical attack, causes Blind
Muffle	2	St	Physical attack, causes Silence
Air Raid	4	St	Physical attack, causes Stun
Feign Swing	0	Ph	"Take a practice swing" - No effect
Distracted	0	Ph	"Stare off into space" - No effect
Bad Back	0	Ph	"Throw your back out" - No effect
Focus	0	LU	Raises user's attack power
Concentrate	0	LU	Raises user's magic power
Resist	3	LU	User becomes invincible for one round
Counter	1	LU	Allows user to counter all physical attacks, 1 round
Supplication	0	SU	Evade and Healing magic effect up for 1 round
Last Resort	0	LU	Raises user's attack power, but drops Defense to 0
Celerity	0	SU	Doubles user's Str, Agi, Wis, and Def; Every 3 hours
Final Hope	0	LU	User becomes invincible for 3 turns, then dies; 3hrs
Shout	0	St	Stuns everyone, ally and enemy
Sanctuary	8	No	Nullifies all positive status magic
Command	0	No	Commands enemies/confused allies to attack target
Rest	0	He	Restores a small amount of HP/AP
Snooze	0	He	Restores a small amount of HP/AP, user falls asleep
Palliate	20	He	Restores HP and cures status ailments
Transfer	20	He	Restores 20 AP
Benediction	45	He	Revives all dead allies with 1/4 HP, may fail
Steal	0	Tr	Steal item from enemy
Pilfer	0	Tr	Steal item from enemy while attacking physically
Monopolize	0	Tr	User gains all won Exp.
Charm	0	Tr	Increases chances of winning items after battle

Double Blow	3	Ph	Two slightly weaker physical attacks
Multistrike	5	Ph	1-3 slightly weaker physical attacks
Triple Blow	8	Ph	Three slightly weaker physical attacks
Oracle	2	Ph	Does damage based on Wis, extra damage to demons
Spray	2	Ph	Does damage based on Def, extra damage to insects
Clip	2	Ph	Does damage based on Agi, extra damage to plants
SpiritBlast	0	Ph	Physical attack, ignores Defense
Cleave	3	Ph	Weak attack against all enemies, ignores Defense
Flame Strike	2	Ph	Physical attack, Fire elemental
Wind Strike	2	Ph	Physical attack, Wind elemental
Frost Strike	2	Ph	Physical attack, Water elemental
Searing Sand	2	Ph	Physical attack, Earth elemental
Holy Strike	2	Ph	Physical attack, Holy elemental
Backhand	0	Ph	Physical attack, can't kill enemy
Timed Blow	13	Ph	Damage = Current HP, kills user
Coward's Way	2	Ph	Does more damage depending on times you've escaped
Reversal	0	Ph	Less HP = More damage (?)
Egghead	0	No	Turns user into an egg
Douse	1	LD	Makes target weak against fire
Curse	13	Dt	Reduces all enemies' HP by 1/2
Sacrifice	13	Dt	Reduces all enemies' HP to 1, kills user
FaerieBreath	20	He	Restores all allies HP
War Shout	20	SU	Increases all allies' attack power
FaerieAttack	20	Ph	Does damage depending on number of Faeries
FaerieCharge	20	Ph	I...really don't know. I can't use it. ^_^
Ebonfire	9	No	Non-elemental attack
Roulette	0	No	This one's hard to describe... Give it a try.
Mind Flay	2	SD	Physical attack, lowers Wisdom by 20%
Burn	1	Fi	Same as Flare: Minor fire damage to one enemy
Eddy	2	Wi	Same as Sever: Minor wind damage to one enemy
Icicle	4	Wa	Same as Ice Blast: Medium water damage to one enemy
Plateau	5	Ea	Same as Stone Pillar: Medium earth damage to 1 enemy
Target	1	Ph	Physical attack at 1/2 strength, never misses
Tiger Fist	6	Ph	Repeated physical attacks on all enemies
Flex	0	St	Poisons everyone, ally and enemy
Flame Pillar	8	Fi	Same as Inferno: Major fire damage to one enemy

--- Skills: Where learned ---

	Enemies
Wild Swing	Armor
Risky Blow	BeeTroop, Cyclops
Shadowwalk	Chingol, <Bunyan>, [Knight]
Disembowel	Shadow, <Kryrik>
Super Combo	<Una>
Magic Ball	Diviner, <Rwolf>
Blitz	Saruga, Bilbao, <Una>, [Mammoth]
SwordBreaker	Sepoy, Shade
Megaphone	<Kryrik>
Snap	Mouse, Mimic, Gold Fly, Shade, [Mutant/Punk]
Molasses	Puspool, Tar Baby, Shade
Chlorine	Gasser, ToxicFly, Rat, Yaen, Gold Fly, Angler, [Mutant/Punk]
Knock Out	Krabby, Bolt Trp, Puppeteer, Titan
Feint	Cadaver, Catrpilr, ZombieDr, Grunt A, Angler
Blind	Scorpion, Grunt A, MaskCrab
Muffle	Saruga
Air Raid	Crawler, Ibomb
Feign Swing	Zombie, [Confused Ally/Enemy]
Distracted	Cap, Zombie, [Confused Ally/Enemy]
Bad Back	Wizard

Focus	Kahn, Sepoy, BttlSuit
Concentrate	Evoker, Diviner, StarGazr, <Abess>
Resist	Glebe, GoldGang, <Lyta>
Counter	Mask, Skullen, [Behemoth/Mammoth]
Supplication	<Lyta>
Last Resort	Bilboa, Stingfly
Celerity	<Abess>
Final Hope	<Bunyan>
Shout	<Kahn>*
Sanctuary	Won-qu, A-tur, Astral, <Abess>
Command	Red Cap, Bad Coil
Rest	Eye Goo, Yaen
Snooze	Tadpole, Mud Pup
Palliate	Lampkin
Transfer	Istalk
Benediction	<Lyta>
Steal	<Stoll>
Pilfer	<Una>
Monopolize	<Marlok>
Charm	<Marlok>
Double Blow	NutTroop, BoltArch, Guardian, Kolpum
Multistrike	BoltArch, Karon
Triple Blow	Guardian, Horseman, Gecko
Oracle	<Momo>
Spray	<Momo>
Clip	<Momo>
SpiritBlast	DeathBot, Cyclops, <Kryrik>, [Myrmidon]
Cleave	Gecko, Rider, <Kryrik>, [Knight]
Flame Strike	Drake, FireAnt, Snapfly, Kolpum, [Aura/Wyvern/Weyr]
Wind Strike	LizardMn, Kolpum, [Myrmidon/Knight]
Frost Strike	BlueBall, Kolpum
Searing Sand	Sandclaw, Kolpum, [Behemoth/Mammoth]
Holy Strike	Kolpum, <Lyta>
Backhand	<Bunyan>
Timed Blow	Gonger, BlackGoo, Baby Goo
Coward's Way	<Stoll>
Reversal	SaltClaw
Egghead	<Momo>
Douse	GntRoach, Tar Baby
Curse	Angler, Poppy, [Punk]
Sacrifice	Istalk, Ibomb
FaerieBreath	<Njomo>
War Shout	<Njomo>
FaerieAttack	<Njomo>
FaerieCharge	<Njomo>
Ebonfire	Gulper, BlackGoo, Dragonne
Roulette	<Marlok>
Mind Flay	Cracker, BoltArch
Burn	Mage Goo, Joh, Drake, MorphGoo, Baby Goo
Eddy	Wyd, MorphGoo, <Rwolf>
Icicle	GooCount, Ice Beak, MorphGoo
Plateau	MorphGoo, <Rwolf>
Target	Stingfly, Shadow, EliteTrp
Tiger Fist	<Kahn>*
Flex	<Kahn>*
Flame Pillar	MorphGoo, <Rwolf>

L.1 Fire: Flare, Burn, Hwa
L.2 Fire: Fireblast, Jeh
L.3 Fire: Inferno, Flame Pillar, Hwajeh
L.1 Water: Frost, Bing
L.2 Water: Ice Blast, Icicle, Bing'ah
L.3 Water: Blizzard, Pa Bing'ah
L.1 Wind: Sever, Eddy, P'ung
L.2 Wind: Cyclone, Nah P'ung
L.3 Wind: Typhoon, Ahryu P'ung
L.1 Earth: Rock Blast, Patoh
L.2 Earth: Stone Pillar, Plateau, Chi Patoh
L.3 Earth: Quake, Patoh Pah

--- Combos ---

- Normal Combos -

Fire + L.1 Wind = Firewind
Fire + L.2 Wind = Simoon
Fire + L.3 Wind = Gigaflare
Wind + L.1 Water = Jolt
Wind + L.2 Water = Lightning
Wind + L.3 Water = Thunderstorm
Water + L.1 Earth = Storm
Water + L.2 Earth = Tempest
Water + L.3 Earth = Disaster
Earth + L.1 Fire = Eruption
Earth + L.2 Fire = Magma Blast
Earth + L.3 Fire = Ragnarok

- Dragon Combos -

Fire + Wind + Ahryu P'ung = Earthbreaker
Wind + Water + Pa Bing'ah = Mjollnir*
Water + Earth + Patoh Pah = Catastrophe
Earth + Fire + Hwajeh = Supernova

- Special Combos -

Fire + Wind + Melee Skill (Nina) = Phoenix
Wind + Water + Melee Skill (Scias) = Ice Sword
Water + Earth + Melee Skill (Cray) = Mudslide
Earth + Fire + Melee Skill (Ursula) = Reflect

--- Effects ---

	Effect
Firewind	Fire/Wind attack on all enemies
Simoon	Fire/Wind attack on all enemies (Stronger)
Gigaflare	Fire/Wind attack on all enemies (Strongest)
Earthbreaker	Fire/Wind attack on all enemies (Ultimate)
Jolt	Wind/Water attack on all enemies
Lightning	Wind/Water attack on all enemies (Stronger)
Thunderstorm	Wind/Water attack on all enemies (Strongest)
Mjollnir	Wind/Water attack on all enemies (Ultimate)
Storm	Water/Earth attack on all enemies
Tempest	Water/Earth attack on all enemies (Stronger)
Disaster	Water/Earth attack on all enemies (Strongest)
Catastrophe	Water/Earth attack on all enemies (Ultimate)
Eruption	Earth/Fire attack on all enemies
Magma Blast	Earth/Fire attack on all enemies (Stronger)
Ragnarok	Earth/Fire attack on all enemies (Strongest)
Supernova	Earth/Fire attack on all enemies (Ultimate)

Reflect	Repeated Fire attacks on all enemies
Phoenix	Wind attack against one enemy
Ice Sword	Water attack, can instantly kill
Mudslide	Earth attack against one enemy

*There is no possible way to get the Mjollnir combo without using GameShark, since none of Ryu's dragon forms have water magic, and Fou-Lu never gets any allies. I guess this was an oversight...

 9. Dragons

Note: All of the Dragons' special elemental skills (Hwa, Bing, etc.) hit twice.

--- Ryu ---

- Aura -

	AP	Type	Effect
DragonBreath*	0	Ph	Repeated Non-elemental attacks; damage based on HP
Flame Strike	2	Ph	Physical attack, Fire elemental
Hwa (fire)	1	Fi	Same as Flare: Minor fire damage to one enemy
Rejuvenate	9	He	Restores a medium amount of HP
Barrier	4	SU	Halves magic damage for three turns
Revert Form	0	No	Reverts back to human form

*DragonBreath can't be used until you get Kaiser.

- Wyvern -

	AP	Type	Effect
Gigaflame	0	Br	Repeated Fire attacks, damage changes with HP
Flame Strike	2	Ph	Physical attack, Fire elemental
Hwa (fire)	1	Fi	Same as Flare: Minor Fire damage to one enemy
Jeh (fire)	2	Fi	Same as Fireblast: Medium Fire damage to all enemies
Might	3	SU	Raises one ally's Attack Power by 20%
Revert Form	0	No	Reverts back to human form

- Weyr -

	AP	Type	Effect
Gigaflame	0	Br	Repeated Fire attacks, damage changes with HP
Flame Strike	2	Ph	Physical attack, Fire elemental
Hwa (fire)	1	Fi	Same as Flare: Minor Fire damage to one enemy
Jeh (fire)	2	Fi	Same as Fireblast: Medium Fire damage to all enemies
Hwajeh	3	Fi	Same as Inferno: Major Fire damage to one enemy
Might	3	SU	Raises one ally's Attack Power by 20%
Protect	2	SU	Raises one ally's Defense by 20%
Revert Form	0	No	Reverts back to human form

- Myrmidon -

	AP	Type	Effect
MetaStrike	0	Br	Repeated Wind attacks, ignores defense
Wind Strike	2	Ph	Physical attack, Wind elemental
P'ung (Wind)	1	Wi	Same as Sever: Minor Wind attack on one enemy
Nah P'ung	2	Wi	Same as Cyclone: Medium Wind attack on all enemies
SpiritBlast	0	Ph	Physical attack, ignores Defense
Revert Form	0	No	Reverts back to human form

- Knight -

	AP	Type	Effect
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MetaStrike	0	Br	Repeated Wind attacks, ignores defense
Wind Strike	2	Ph	Physical attack, Wind elemental
P'ung (Wind)	1	Wi	Same as Sever: Minor Wind attack on one enemy
Nah P'ung	2	Wi	Same as Cyclone: Medium Wind attack on all enemies
Ahryu P'ung	3	Wi	Same as Typhoon: Major Wind attack on all enemies
Cleave	3	Ph	Weak attack against all enemies, ignores Defense
Shadowwalk	12	Ph	Same as ShiningBlade: Guaranteed critical hit
Revert Form	0	No	Reverts back to human form

- Behemoth -

	AP	Type	Effect
MeteorStrike	0	Br	Repeated Earth attacks, damage changes with HP
Searing Sand	2	Ph	Physical attack, Earth elemental
Patoh(earth)	1	Ea	Same as Rock Blast: Minor Earth attack on all en.
Chi Patoh	2	Ea	Same as Stone Pillar: Medium Earth attack on one en.
Counter	1	LU	Allows user to counter all physical attacks, 1 round
Revert Form	0	No	Reverts back to human form

- Mammoth -

	AP	Type	Effect
MeteorStrike	0	Br	Repeated Earth attacks, damage changes with HP
Searing Sand	2	Ph	Physical attack, Earth elemental
Patoh(earth)	1	Ea	Same as Rock Blast: Minor Earth attack on all en.
Chi Patoh	2	Ea	Same as Stone Pillar: Medium Earth attack on one en.
Patoh Pah	3	Ea	Same as Quake: Major Earth attack on all enemies
Counter	1	LU	Allows user to counter all physical attacks, 1 round
Blitz	0	Ph	Repeated hits against all enemies, user loses 25% HP
Revert Form	0	No	Reverts back to human form

- Mutant -

	AP	Type	Effect
Stardrop	0	Br	Repeated attacks on all enemies, lowers stats
Snap	2	SD	Physical attack, lowers Defense by 20%
Chlorine	2	St	Physical attack, causes Poison
Sleep	3	St	Causes Sleep
Silence	3	St	Causes Silence
Revert Form	0	No	Reverts back to human form

- Punk -

	AP	Type	Effect
Stardrop	0	Br	Repeated attacks on all enemies, lowers stats
Snap	2	SD	Physical attack, lowers Defense by 20%
Chlorine	2	St	Physical attack, causes Poison
Sleep	3	St	Causes Sleep
Silence	3	St	Causes Silence
Howling	0	St	Confuses all enemies
Curse	13	Dt	Reduces all enemies' HP by 1/2
Revert Form	0	No	Reverts back to human form

- Kaiser -

	AP	Type	Effect
KaiserBreath	0	Br	Repeated physical attacks, damage changes with HP
Aura Smash	3	Ph	Powerful physical attack, ignores Defense
Hwajeh	3	Fi	Same as Inferno: Major Fire damage to one enemy
Ahryu P'ung	3	Wi	Same as Typhoon: Major Wind attack on all enemies
Patoh Pah	3	Ea	Same as Quake: Major Earth attack on all enemies
Resurrect	30	He	Revives dead ally with full HP
Sanctuary	8	No	Nullifies all positive status magic
Revert Form	0	No	Reverts back to human form

--- Fou-Lu ---

- Astral -

	AP	Type	Effect
Eraser	0	Br	Repeated water attacks, damage changes with Def & HP
Frost Strike	2	Ph	Physical attack, Water elemental
Wild Swing	0	Ph	Random damage: As high as 2x, as low as 0
Bing (water)	1	Wa	Same as Frost: Minor water damage to one enemy
Death	13	Dt	Instantly kills an enemy
Revert Form	0	No	Reverts back to human form

- Serpent -

	AP	Type	Effect
Waterspout	0	Br	Repeated Water attacks, damage changes with HP
Frost Strike	2	Ph	Physical attack, Water elemental
Bing (water)	1	Wa	Same as Frost: Minor Water damage to one enemy
Bing'ah	2	Wa	Same as Ice Blast: Medium Water damage to one enemy
Snap	2	SD	Physical attack, lowers Defense by 20%
Revert Form	0	No	Reverts back to human form

- Peist -

	AP	Type	Effect
Waterspout	0	Br	Repeated Water attacks, damage changes with HP
Frost Strike	2	Ph	Physical attack, Water elemental
Bing (water)	1	Wa	Same as Frost: Minor Water damage to one enemy
Bing'ah	2	Wa	Same as Ice Blast: Medium Water damage to one enemy
Pa Bing'ah	3	Wa	Same as Blizzard: Major Water damage to all enemies
Snap	2	SD	Physical attack, lowers Defense by 20%
SwordBreaker	2	SD	Physical attack, lowers Strength by 20%
Revert Form	0	No	Reverts back to human form

- Tyrant -

	AP	Type	Effect
Dark Wave	0	Br	Repeated physical attacks, damage changes with HP
Aura Smash	3	Ph	Powerful physical attack, ignores Defense
Pa Bing'ah	3	Wa	Same as Blizzard: Major Water damage to all enemies
Ahryu P'ung	3	Wi	Same as Typhoon: Major Wind attack on all enemies
Patoh Pah	3	Ea	Same as Quake: Major Earth attack on all enemies
Death	13	Dt	Instantly kills an enemy
Sanctuary	8	No	Nullifies all positive status magic
Revert Form	0	No	Reverts back to human form

--- Other ---

- Infini -

	AP	Type	Effect
Dark Wave	0	Br	Repeated physical attacks, damage changes with HP
Soul Rend	13	No	Reduces all enemies' HP to 1, never misses
Hwa (fire)	1	Fi	Same as Flare: Minor Fire damage to one enemy
Jeh (fire)	2	Fi	Same as Fireblast: Medium Fire damage to all enemies
Hwajeh	3	Fi	Same as Inferno: Major Fire damage to one enemy
P'ung (Wind)	1	Wi	Same as Sever: Minor Wind attack on one enemy
Nah P'ung	2	Wi	Same as Cyclone: Medium Wind attack on all enemies
Ahryu P'ung	3	Wi	Same as Typhoon: Major Wind attack on all enemies
Bing (water)	1	Wa	Same as Frost: Minor Water damage to one enemy
Bing'ah	2	Wa	Same as Ice Blast: Medium Water damage to one enemy
Pa Bing'ah	3	Wa	Same as Blizzard: Major Water damage to all enemies
Patoh(earth)	1	Ea	Same as Rock Blast: Minor Earth attack on all en.

Chi Patoh 2 Ea Same as Stone Pillar: Medium Earth attack on one en.
Patoh Pah 3 Ea Same as Quake: Major Earth attack on all enemies

10. Masters

%% Masters %%

--- Rwolf ---

Location: Kurok Valley (South Desert)

Requirements: None.

Will: "Haste" - Increases speed in battle.

- Stat Changes -

HP: 0 Str: -1 Agi: 0

AP: +1 Def: 0 Wis: +1

- Rewards -

1) Skill: "Eddy"

Requirements: Do a combo with at least 5 hits.

2) Skill: "Plateau"

Requirements: Do a combo with at least 10 hits.

3) Skill: "Magic Ball"

Requirements: Do a combo with at least 15 hits.

4) Skill: "Flame Pillar"

Requirements: Do a combo with at least 20 hits.

--- Stoll ---

Location: Desert Hideout (North Desert)

Requirements: Pay all Zenny.

Will: "Filch" - Randomly steal unique ("????") items while attacking.

- Stat Changes -

HP: 0 Str: 0 Agi: +1

AP: 0 Def: 0 Wis: 0

- Rewards -

1) Skill: "Steal"

Requirements: Have over 80 items in your inventory.

2) Skill: "Coward's Way"

Requirements: Have over 120 items in your inventory.

--- Una ---

Location: Worent

Requirements: Defeat Kahn in Worent, then apologize to her.

Will: "Wild" - Attack power up, hit rate down.

- Stat Changes -

HP: +12 Str: +2 Agi: 0

AP: -2 Def: +1 Wis: -1

- Rewards -

1) Skill: "Pilfer"

Requirements: Do 1500+ damage in a combo.

2) Skill: "Super Combo"

Requirements: Do 3000+ damage in a combo.

3) Skill: "Blitz"

Requirements: Do 10000+ damage in a combo.

--- Njomo ---

Location: Hut near Ahm Fen

Requirements: Have some faeries become "Troops" at Faerie Village. (?)

Will: "Pique" - All counterattacks become critical hits.

- Stat Changes -

HP: -8 Str: 0 Agi: +1

AP: +1 Def: 0 Wis: 0

- Rewards -

1) Skill: "FaerieAttack"

Requirements: Have 8 or more faeries in Faerie Village.

1) Skill: "FaerieBreath"

Requirements: Have 12 or more faeries in Faerie Village.

1) Skill: "War Shout"

Requirements: Have 16 or more faeries in Faerie Village.

1) Skill: "FaerieCharge"

Requirements: Have 20 or more faeries in Faerie Village.

--- Momo ---

Location: Wyndia

Requirements: None.

Will: "Drowse" - Randomly fall asleep in the back row, restore HP & AP.

- Stat Changes -

HP: +8 Str: 0 Agi: 0

AP: 0 Def: 0 Wis: 0

- Rewards -

1) Skill: "Spray"

Requirements: Have 25:00 or more on the timer.

2) Skill: "Clip"

Requirements: Have 30:00 or more on the timer.

3) Skill: "Oracle"

Requirements: Have 40:00 or more on the timer.

4) Skill: "Egghead"

Requirements: Have 50:00 or more on the timer.

--- Abbess ---

Location: Chek

Requirements: Have met at least one other of the seven dragons.

Will: "Reck" - Increases chances of learning skills.

- Stat Changes -

HP: 0 Str: -2 Agi: 0

AP: +2 Def: -2 Wis: +4

- Rewards -

1) Skill: "Concentrate"

Requirements: Fight at least 70 different types of monsters.

2) Skill: "Sanctuary"

Requirements: Fight at least 85 different types of monsters.

3) Skill: "Celerity"

Requirements: Fight at least 100 different types of monsters.

--- Marlok ---

Location: Synesta (Marlok's House)

Requirements: Have, at the very least, the Bronze Ball.

Will: "Greed" - Receive more money after battle.

- Stat Changes -

HP: +16 Str: -1 Agi: -1

AP: +3 Def: -1 Wis: -1

- Rewards -

1) Skill: "Charm"

Requirements: Have the Copper "Bell"... er, Ball. (He calls them "Bells"...
I'm not sure whether this is a translation error or just his
French accent. ^_^)

2) Skill: "Monopolize"

Requirements: Have the Electrum Ball.

3) Skill: "Roulette"

Requirements: Have the Platinum Ball.

--- Kryrik ---

Location: Shikk

Requirements: Do a combo with at least 25 hits.

Will: "Finale" - Finish off weakened enemies. (?)

- Stat Changes -

HP: +25 Str: +3 Agi: -2

AP: -2 Def: +2 Wis: -2

- Rewards -

1) Skill: "Megaphone"

Requirements: Do a combo with at least 30 hits

2) Skill: "SpiritBlast"

Requirements: Do a combo with at least 40 hits

3) Skill: "Cleave"

Requirements: Do a combo with at least 50 hits

4) Skill: "Disembowel"

Requirements: Do a combo with at least 70 hits

--- Gyosil ---

Location: Lyp

Requirements: Need 3000 fishing points.

Will: "Ward" - Randomly lets you keep an item used in battle.

- Stat Changes -

HP: -8 Str: 0 Agi: 0
AP: +2 Def: 0 Wis: 0

- Rewards -

1) Item: "Ring of Ice"

Requirements: Need 4000 fishing points

2) Item: "Spanner"

Requirements: Need 6000 fishing points

3) Item: "Master's Rod"

Requirements: Need 9500 fishing points

--- Lyta ---

Location: Synesta (Orphanage)

Requirements: Have Gyosil as a master, and have someone apprenticed to him.

Will: "Guard" - Protect weakened allies.

- Stat Changes -

HP: 0 Str: 0 Agi: 0

AP: +1 Def: -1 Wis: +1

- Rewards -

1) Skill: "Supplication"

Requirements: ???

2) Skill: "Holy Strike"

Requirements: ???

3) Skill: "Resist"

Requirements: ???

4) Skill: "Benediction"

Requirements: ???

--- Kahn ---

Location: Beach near Saldine Island

Requirements: None.

Will: "Valor" - Raises chance of coming back to life with 1 HP when killed.

- Stat Changes -

HP: +20 Str: +3 Agi: +1

AP: -4 Def: 0 Wis: -3

- Rewards -

1) Skill: "Shout"

Requirements: Fight at least 300 battles

2) Skill: "Tiger Fist"

Requirements: Fight at least 500 battles

3) Skill: "Flex"

Requirements: Fight at least 600 battles

--- Bunyan ---

Location: Hut south of Fou-Lu's Tomb

Requirements: Have all other masters.

Will: "Vision" - Greatly improves accuracy.

- Stat Changes -

HP: -16 Str: +1 Agi: +1
AP: -3 Def: +1 Wis: +1

- Rewards -

1) Skill: "Backhand"

Requirements: Do more than 3000 damage in a single hit.

(There might be another skill in between, but he asked for 3000 damage, then 8000. Guess I already had the skill.)

2) Skill: "Shadowwalk"

Requirements: Do more than 8000 damage in a single hit.

3) Skill: "Final Hope"

Requirements: Do more than 12000 damage in a single hit.

%% Master Tips %%

This is a section explaining ways to accomplish the various tasks the masters require that you accomplish before they teach you new skills. Depending on the tasks, some of these sections will be only one or two sentences, while others will be ridiculously long. =P

--- Rwolf ---

You should be able to get 10 hits easily when you first get him. Just find a group of 5 Caps and a Red Cap, then use Rock Blast and Burn or Hwa for 12 hits.

15 is a little trickier, but doable. Use the same method as the 10-hit combo, but have someone use Blind, Chlorine, Feint, Molasses, or Snap as the first attack. It's pretty likely that enough of the Caps will be affected by the status change to score at least 15 hits.

Getting 20 hits is next-to-impossible early in the game, and near-trivial later. (Look at the tips for meeting Kryrik's requirements and you'll see how easy it is to get 20 hits. =P In this case, try Snooze + Rest + Vitalize for a quick 37 hit combo with no chance of failing. ^_^) If you want to try for it early, good luck. =P So far, these are the only methods we have for getting 20 hits that early, and there aren't many:

1. Build up insanely until Nina learns Vitalize. Use Snooze + Rest + Vitalize. It works, but you need a*lot* of patience to build up that much. And you won't even have to hunt for a group of Caps. =P

2. Learn Molasses. Use Molasses + Rock Blast + Burn/Hwa and hope that all the Caps survive Rock Blast (odds are they won't survive the combo anyways) and that the Agil-Down effect is successful every time. Molasses is recommended because you can get it sooner than Snap, and a stat-down effect seems more likely to hit than Blind, Poison, or Confusion. And you need a*lot* of luck to get all those to hit. I have yet to get this one to work.

3. Two "Attack + Add Status" skills (Blind, Chlorine, Feint, Molasses, or Snap) followed by Rock Blast. Hope that enough of the status effects hit. Again, takes some luck, but in theory, it can work. But it hasn't yet. =P

4. Change Ryu into an Aura dragon. Have him and Nina cast Barrier among 4 of the Caps for two turns. Then try Rock Blast + Burn + Hwa. If those four Caps survive until the end, you'll pull off 20 hits. This is the method that requires the least luck, (well, besides Method 1 =P) but you also need to be at fairly low levels or the attacks will do too much damage. I haven't

gotten this one to work yet, either.

If anybody can find a way of getting 20 hits early on that's both reliable and doesn't require excessive leveling, I'd be glad to hear about it. =P

--- Stoll ---

First off, a trick to actually *getting* Stoll as a master is to put your money to better use. Upgrade your equipment, stock up on items, and do pretty much anything you want with your money. Just have at least 1Z remaining. If there's nothing you need, blow all your money on Scramasaxes, then after getting Stoll, sell them. You'll still lose half your money this way, but it's better than losing *all* of it. ^_^

As for actually learning his skills, the big tip here is, don't even *try* to have 80 items by the time you first get there. It's possible, but it requires hours of fighting enemies for their ??????? items. You might want to wait until you've gotten Stoll to try it, so that you can at least get an item from Filch every once in a while. Also, equipped items don't count towards your total, so unequip your armor and accessories, and only equip weapons you have at least two of. As for 120... That *has* to be impossible when you first get him. It was tough enough for us to find 80. =P Come back in Chapter 3, though, and it should be easy.

If you're really interested in getting Steal early, though, here's the breakdown of the items you can get before meeting Stoll.

- Initial Equipment -

This is the stuff the characters you can get at this point start with.

Ryu: King's Sword*, Clothing

Nina: Baton, Fancy Dress, Hairband

Ershin: Red Knuckles, Gargantua, Red Cape

Cray: Log, Waistcloth, Brass Helm

You also begin with one Aurum and some Healing Herbs.

Current Total: 13

Running Total: 13

*The King's Sword becomes the Broken Sword after the events at Sarai, but this has no impact on the overall total.

- Buyable Items -

This is a list of all the items you can buy at stores. I'm only listing ones you may not yet have. Yes, you'll probably have several of these items from random battlefields, chests, or won from monsters.

Sarai:

Croc Tear, Antidote, Eye drops, Ammonia, Wooden Rod, Straight, Baby Frog, Sage's Staff, LeatherArmor, Bandana, Soul Gem

(The Manillo shop has a lot of items you won't yet have, but you won't even be able to afford the Aurum at this point, let alone any of the other stuff here.)

Chamba:

Bowie Knife, Panacea

Kyria:

Short Sword, Glass Domino, Molotov

Synesta:

Jabbergrass, Floater, Scramasax, Magic Wand, Steel Bat*, Chain Cap

*Buy two Steel Bats. You'll need to have both the Steel Bat and the Log on the inventory at the same time.

Current Total: 22

Running Total: 35

- Fish -

Yes, you'll need to do a bit of fishing, too. Here's what you can catch in this time.

River 1: Jellyfish, Sweetfish, Trout, Rainbow Trout

Lake 1: Jellyfish, Piranha, Blue Gill, Bass, Martian Squid

Current Total: 8

Running Total: 43

- Treasures -

And several items can only be found in chests or dressers/shelves.

Power food - On the shelf in the "Black Market" at Sarai.

Life Sandals - Chamba (the inhabited part), in a chest.

Deep Diver - In a bag at Kurok Valley.

Vitamin - You'll find two of these at the dam.

Swallow Eye - You'll find two of these at the dam, too.

Ice Punch - Defeat the fake chest in Kyria and you'll win this.

PointedStick - Kyria Forest. Let that trapped chest fall on you. ^_^

Earth Ward - Kyria Forest, in a hidden chest in the "trap area".

Aura Ring - In one of the holes in the trap section of the Kyria Forest.

Wisdom Seed - In a bag in the river section of Kyria Forest.

Water Bomb - In the cave to Synesta.

Protein - Synesta Basement; search a shelf in the "cafe" room.

Raptor Claws - In a chest at the lowest level of the Synesta Basement.*

*You'll need to win some Raptor Claws from an Armor, as well, since Stoll doesn't count equipped items.

Current Total: 13

Running Total: 56

- Monsters -

Of course, you'll have to do a lot of fighting...several items at this point can only be won in battle... You may want to wait until finding Stoll before getting some of these so you have a chance to Filch them. Note that sometimes more than one enemy drops a given item, but the ones listed are among the easiest.

Cap - Berries

Ghost - Popper, Knockout Gas

Skulfish - Fish-head

*Armor - Raptor Claws, Cuirass

*Gonghead - Dragon Scale

*ToxicFly - Twister

Bandit - Moon Sword

Puspool - Silver Top

**BeeTroop - BronzeShield

Maman - Flame Punch

Tadpole - Toad
Cadaver - Rotten Meat
Mouse - Ribs
Kahn - Ginseng
Rat - Toothpick

*These only appear in the Astana Base, during the dream sequence.

Unfortunately, there doesn't seem to be any other way to get these items before meeting Stoll.

**This is the "pet" in Kyria. You only get to fight one. Use only magic on it to avoid breaking the shield.

***Maman, Kahn, and the Skull Fish are bosses, and always drop the listed items.

Current Total: 16

Running Total: 72

- Miscellaneous -

These're items that you can get, but that aren't gotten in a chest or in any of the other ways listed above.

Ship Parts - Digging mini-game
Magic Shard - Digging mini-game
Glass Shard - Digging mini-game
Iron Scraps - Digging mini-game
Flattop - Treasure bag in random battlefields near Sarai.
Warbler - Won from the "spin the wheel" mini-game at the dam.
Spin the wheel until Ryu starts sweating.
Belladonna - Spring all the traps in Kyria, then talk to the people standing near the cave. One of them will give you this.
Apple - You can get an endless number of these by hitting the tree in the Kyria forest.

Current Total: 8

Running Total: 80

That comes out to exactly 80! Most of this stuff isn't hard to get, except for the items from the Astana Base enemies. If you've got the patience to get all of these items, you'll be able to get Steal in Chapter 1. And thus concludes this ridiculously long section. =P And if there's an easier way to pull this off, we'd like to know...

--- Una ---

Doing 1500 and even 3000 damage is really easy. Even early on. Just find a big group of enemies (like the five Caps and a Red Cap battle mentioned above), and use Simoon (Burn + Cyclone). This should do about 3600 damage. Or, once Scias joins, try changing Ryu into an Aura dragon. Then you can have Scias, Ryu, and Nina use a combo of Heal + Rejuvenate + Rejuvenate, which will probably heal for at least 3000 in total. And since it's a healing combo, you don't have to worry about killing the enemies and having to look for another set. =P

As for 10000 damage, this is very easy later on, but difficult if you try it as soon as you can. Once Ursula joins, just use Gigaflare (Fireblast + Typhoon) against a group of six enemies. Of course, by this time, you may well have already learned Blitz, Una's third skill, from a monster... This makes trying to do 10000 damage later on sorta useless. And I have no idea if it's even possible early on... If you've managed to do 10000 damage in a combo before heading into the mountains, let me know how.

--- Njomo ---

As long as you pay regular visits to Faerie Village, and occasionally help them hunt for food (so they don't die), it should be relatively easy to learn all of Njomo's skills.

--- Momo ---

If you're insane, you could just leave the game on while you go off and do other things. In about two days, you'll have racked up over 50 hours. ^_^

But in all seriousness, just play the game. If you've spent a lot of time fishing, building levels, exploring, etc., it shouldn't be too difficult to learn Momo's skills. But...yes, it *is* time-consuming, of course. =P

--- Abbess ---

The only advice here is to just fight every enemy. There's no quick way of doing this, unfortunately.

--- Marlok ---

Simple. Just talk to everyone! =P

If you're lazy, though, here's a list of where all the balls can be found.

- Lead - Buy it from the frog in the bar at Sarai.
- Bronze - Trade the Lead Ball to the man under the walkway near the inn at Shyde.
- Iron - Trade the Bronze Ball to a man (woman?) in Ludia during the night when entering the castle to rescue Cray. I don't think you can get this later.
- Brass - Trade the Iron Ball to a man in the hut at the north exit of the Grass Dragon Shrine.
- Tin - Trade the Brass Ball to a man in the Wyndia Castle dungeon.
- Copper - Trade the Tin Ball to a mole person at the Sandflier Crash Site in Chapter 3.
- Silver - Trade the Copper Ball to the little girl standing next to Lyta in the Synesta orphanage in Chapter 3.
- Electrum - Trade the Silver Ball to a man in the "basement" room of Shikk.
- Gold - Trade the Electrum Ball to "Android #19" in Chiqua. =P (Ok, the fat merchant guy. =P)
- Platinum - Trade the Gold Ball to the woman sitting next to a bucket in the Sonne farming area.

Note that you don't have to trade them in this exact order. This is just the way it'd end up if you made every trade as early as possible. If you trade the balls out of order, you'll just end up with the next one in line. Also, if you missed the trade in Ludia, you can't get the Platinum Ball in a normal game. However, in a clear game save, a guy wandering around in the abandoned village will let you make that final trade.

--- Kryrik ---

The first trick to getting combos on the level that Kryrik's looking for is where to practice. If you go to the ruined village near Chek where you start Chapter 3, you'll encounter the tree-like Trunked and Trean enemies. Both types come in groups of six, have incredibly high HP, (and regenerate half of it every turn!) and don't attack. (They *do* counter, though, and do quite a bit of damage, so don't use normal attacks on them. =P) Anyways,

these are the enemies you want to practice combos on, (their descriptions even recommend it) since they come in groups of six and don't die easily.

Now that you have a training field, the next step is knowing what attacks to use. Getting high-hitting combos is easy once you have Tiger Fist. Equip an Artemis Cap, a weapon that hits twice, and cast Speed on the character using it. The Artemis Cap and Speed boost will improve the accuracy, (Tiger Fist misses a lot, but high Agility increases the accuracy.) and with a double-hitting weapon, the *entire* attack is used twice!

If you want, though, you can learn all of Kryrik's skills shortly after getting him, instead of waiting for Tiger Fist. Give Ursula Double Blow and a weapon that hits all enemies. (Her starting weapon does.) An Artemis Cap will help, too. Against a group of Trunked/Treans, you can get 12 hits *outside* of a combo. Use it as the third melee attack, and it hits 36 times. O_o Needless to say, you should be able to get 40 hits easily. =P To get 50 easily, first learn Megaphone. Use Megaphone, any melee attack, and the hit-all Double Blow, in that order. Megaphone will get 12 hits right off the bat, and it also adds to the counter for melee attacks. On top of that, its Def-Down effect carries over, so Double Blow will get 6 *more* hits. ^_^ That's 54 hits already *without* considering the ones from the second attack. Once you've gotten 50, Kryrik will teach you Cleave. This is your ticket to breaking the 70-hit barrier. Go back to fighting the trees and use Megaphone + Cleave + Double Blow for a total of 72 hits. (Note: These numbers assume Double Blow doesn't miss. That's why the Artemis Cap is recommended.)

--- Gyosil ---

Okay, if you want to meet Gyosil's requirements, you're gonna have to do a lot of fishing. =P See the "Fishing Tips" section.

--- Lyta ---

I have no idea how her skills are learned. When I got her on my first game, she just taught me all her skills immediately. Anyone know what the deal is?

--- Kahn ---

This is pathetic. By the time you meet Kahn, you should more than meet his requirements. If for some reason you don't, just fight. That's it. ^_^

--- Bunyan ---

Easy. To do 3000 damage in a single hit...just use Aura Smash. Heck, Cray and Scias often exceed this when attacking normally at the end of the game. =P

To do 5000 damage in a single hit, try Ginseng/Might + Aura Smash on an enemy that used Last Resort (like a Bilboa), or lower its defense to minimal through Megaphone.

Here's a fun way to do over 12000 damage in a single hit, and likely kill a Trunked at the same time. Heh, you'll probably *need* to be fighting Treans or Trunkeds for this to work. =P Just make sure Ryu has a two-hit weapon, preferably the Firangi or higher. Start by boosting Ryu's attack power to max through Ginsengs, Might, or War Shout, and while doing this, have someone use Megaphone twice, and someone else use Douse. Minimal defense and weak to fire? Hmm... After all the preperations are finished, have Ryu transform into the Wyvern/Weyr, then use Last Resort, followed by Focus.

Having done all this building up, let loose with Flame Strike. It'll do an unbelievable amount of damage. Between 15000 and 18000...twice! If you're fighting Trunkeds, you'll kill the unfortunate target in one hit! =P Hmm... Mix in Tiger Fist (Scias with a two-hit sword) and Triple Blow (Ursula with the Flamethrower), and you'll probably be able to kill even a Trean like this. =P

 11. Item/Skill Breakdown

%% Monster List %%

Notes:

- A * before an enemy's name means it's a boss.
- The "Location" column indicates where the enemy is first found.
- I've never defeated a Rider. I just added a space for it to complete the list.
- Anything listed as "?????????" in the items means I haven't yet won it.
- The reason Kahn is listed three times is simply because you fight him three separate times, and the rewards are different each time.
- Marl, Klod, Bellwyd, Glebe, Loam, "????", Rat Pack, King Rat, G. Troop, Y. Troop, Evoker, Diviner, EliteTrp, and the three Grunts... These enemies never appear separately, and you never see their stats, so not gonna even guess how much Exp. and Zenny they give.
- I've omitted Scias from the Pung'tap battle, as well as the "enemies" in the fake final battle. They aren't real enemies, and none of them give you anything if you defeat them, so there's no need to include them here.

	Exp	Zenny	Steal/Win	Win Only	Location
Archer	130	30	Healing Herb	<Nothing>	Chek
Armor	80	55	Raptor Claws	Cuirass	Astana Base
Army Bat	30	20	Berries	<Nothing>	Kyria/Synesta Passage
Baby Goo	1700	300	Apple	PointedStick	Imperial Castle (1F)
Bad Coil	310	80	Vitamin	Ginseng	Fane
Bandit	60	80	Moon Sword	Healing Herb	South Desert (East)
BeeTroop	120	100	Healing Herb	BronzeShield	Kasq Woods
Beihl	3000	380	Ouroboros	Magic Shard	Imperial Castle (B1-3)
Berserkr	1000	200	Aurum	Bent Screw	Inside Emperor's Tomb
Bilbao	2800	230	Loins	Protein	South Hesperia
Bilboa	230	80	Roast	Ginseng	Wyndia Region
Bilbul	280	60	Roast	Protein	Ice Peak
BlackGoo	3200	550	Dark Draught	Belladonna	Mt. Yogy
BloodBat	180	80	Straw	Life Shard	Pung'tap
Blue Cap	190	40	Bird Drop	Water Bomb	Ice Peak
BlueBall	380	60	Water Seed	Croc Tear	Highlands/Valley
Bollor	350	150	Weather Vane	Weather Wand	Fane
Bolt Trp	850	180	Bent Screw	FeatherSword	Chiqua River
BoltArch	850	250	Bent Screw	Lgt.Clothing	Chiqua River
BoltMage	900	230	Bent Screw	Wisdom Ring	Chiqua River
Bot	330	0	MultiGun	Aurum	Sinchon Temple
BttlSuit	1800	350	Stunner	Gideon'sGarb	Astana Base (Hex)
Cadaver	65	32	Chain Cap	Rotten Meat	Kyria/Synesta Passage
Cairn	2000	800	Electrode	MultiVitamin	Mt. Yogy
Cap	7	8	Berries	Healing Herb	South Desert
Catrpilr	90	50	Berries	Panacea	Grass Dragon Shrine
Chingol	2300	380	Toothpick	Holy Mantle	Imperial Castle (2-4F)
Chopam	4000	5000	Mass Driver	Chopam Plate	Inside Emperor's Tomb
Cracker	240	75	Berries	Swallow Eye	Ahm Fen
Crawler	260	60	Tail	<Nothing>	Highlands/Valley

Cyclops	3500	200	StrengthSeed	Giant Club	Sonne Sanctum
DeathBot	1800	250	Aurum	Repeater	Inside Emperor's Tomb
Decoy	880	150	Mouth Gag	Dancer	En Jhou Temple
Drake	220	210	Moon Sword	Fire Seed	Mt. Glom
Egg Gang	1100	350	Wisdom Seed	Protein	Emperor's Tomb/Forest
Eye Goo	6	6	Croc Tear	Healing Herb	South Desert
Fiend	300	350	Belladonna	Diamond Ring	Highlands/Valley
FireAnt	840	430	Fire Seed	Buckler	North Islands
FireWing	1800	150	Icicle	Bell Collar	Imperial Castle (B3)
Firewyd	280	65	ScorchedRice	Fire Seed	Mt. Glom
Flue Goo	40	16	Healing Herb	Vitamin	South Desert (East)
Fragrans	350	700	Knockout Gas	Ivory Dice	Saldine Island
Fungoid	45	25	Healing Herb	Panacea	Kyria Forest
Gasser	18	13	Antidote	Healing Herb	Chamba
Gecko	3800	20	Dragon Scale	Ascension	Imperial Castle (B1-3)
Generatr	700	800	Aurum	Taser	Chiqua River
Ghost	20	50	Popper	Knockout Gas	Chamba
GntRoach	290	120	Healing Herb	Vitamin	Pung'tap
Gold Fly	400	1200	Strike Seed	Antidote	Zhing Mountains
GoldGang	800	10000	Light Bangle	Divine Helm	Emperor's Tomb/Forest
Gonger	1100	130	Phoenix Seed	Life Shard	Astana Base (Hex)
Gonghead	75	50	Healing Herb	Dragon Scale	Imperial Causeway
Goo King	3000	1000	Apple	??????????????	Imperial Castle (1F)
GooCount	50	30	Apple	Ginseng	Astana Aqueduct
GooNurse	400	250	Apple	Vitamins	Imperial Castle (1F)
Guardian	1600	450	Iron Scraps	Repeater	Inside Emperor's Tomb
Gulper	250	105	<Nothing>	Magic Shard	Fire Island (Ship)
Horseman	3500	400	Cleaver	Mist Armor	Imperial Castle (2-4F)
Ibomb	1100	300	Vitamin	Napalm	En Jhou Temple
Icebeak	320	160	Water Bomb	Icicle	Ice Peak
Istalk	430	230	Wisdom Seed	Wisdom Fruit	Fire Island (Ship)
Karon	3000	800	Skull Staff	Star Dress	Imperial Castle (2-4F)
Kolpum	2000	450	Elixer +	Slicer	Imperial Castle (2-4F)
Krabby	500	800	Knockout Gas	Fork	Fire Island (Beach)
Lampkin	1400	300	Vigor Seed	Wisdom Seed	Zhing Mountains
Lavoid	2200	600	Magma Armor	Firecracker	Mt. Yogy
Legion	500	120	Vitamin	Protein	Mt. Giga
LizardMn	1000	420	Buckler	Firangi	En Jhou Temple
Mage Goo	12	11	Healing Herb	Wisdom Seed	South Desert
Mandraga	450	300	Mouth Gag	Jabbergrass	Saldine Island
Mask	780	250	Hard Seed	Buckler	North Islands
MaskCrab	450	160	Demon's Helm	Eye drops	Fire Island (Beach)
Mimic	1000	500	Wisdom Fruit	Ivory Dice	En Jhou Ruins
Mirror	600	350	Sage Seed	Buckler	North Islands
Morph	680	600	<Nothing>	ScorchedRice	Emperor's Tomb/Forest
MorphGoo	1000	300	Elixer	Elixer +	Inside Emperor's Tomb
Mouse	55	25	Ribs	Fish-head	Synesta Underground
Mud Pup	180	65	Knockout Gas	Fat Frog	Fane
Nut Mage	200	70	Molotov	Berries	Golden Plains
NutArchr	180	50	Face Guard	Berries	Golden Plains
NutTroop	170	60	Scramasax	Berries	Golden Plains
Orochi	2500	380	MultiVitamin	Ivory Bangle	Imperial Castle (B2-3)
Patrol	220	80	Steel BPlate	Roast	Ahm Fen
Pikeman	125	30	Healing Herb	<Nothing>	Chek
Poppy	1600	300	Vigor Seed	Wisdom Seed	Zhing Mountains
ProtoBot	400	0	MultiGun	Aurum	Sinchon Temple
Puppeter	1000	200	Panacea	Dark Draught	En Jhou Temple
Puspool	50	60	Aurum	Silver Top	Dam
Quisit	1200	90	Straw	Balance Ring	Imperial Castle (B1-3)
Rafresia	700	120	Vitamin	Panacea	Saldine Island

Rat	250	200	Berries	Toothpick	Desert Hideout
Red Cap	42	25	Waistcloth	Glass Domino	South Desert (East)
Rider					Mukto Ruins
Roach	70	30	Croc Tear	Healing Herb	Synesta Underground
Rollob	400	200	Icicle	Taser	Fane
SaltClaw	2200	350	Belladonna	Power Glove	Astana Base (Hex)
Sandclaw	700	450	Glass Shard	Earth Claws	Saldine Tidal Flats
Saruga	500	280	Speed Boots	Target Seed	Mt. Giga
Scavengr	2500	220	Vitamin	MultiVitamin	Imperial Capital Chedo
Scorpion	20	10	Eye drops	Vitamin	South Desert
Sepoy	650	280	Demon's Helm	HiddenDagger	Fire Island (Ship)
Shade	450	20	Power food	Protein	Imperial Castle (Any)
Shadow	1500	400	Dodge Seed	HiddenDagger	South Hesperia
Skullen	2800	250	Target Seed	Wisdom Seed	Imperial Castle (B1-3)
Smasher	400	200	Swallow Eye	Raptor Claws	North Islands
Snapfly	1300	800	Firecracker	Flamethrower	Bunyan's Mountain
Soldier	500	300	Steel BPlate	<Unknown>	Ludia Castle
Spectre	300	30	Headband	Magic Shard	Ershin's Mind
Sporeon	60	230	Antidote	Panacea	Shan River
Squirt	500	280	Iron Scraps	Icicle	Saldine Tidal Flats
StarGazr	2200	800	Wisdom Seed	Shaman'sRing	Imperial Castle (2-4F)
Stingfly	1040	800	<Nothing>	Flamethrower	Zhinga Mountains
Tadpole	55	35	Baby Frog	Toad	Kyria/Synesta Passage
Tar Baby	650	120	Aurum	Old Tire	North Islands
Titan	9000	1000	StrengthSeed	Earthbreaker	Imperial Castle (B4)
ToxicFly	45	15	Twister	Antidote	Astana Base
Trean	8000	1000	Berries	Nunchaku	Abandoned Village
Troop	200	100	Healing Herb	Glass Domino	Ludia Castle
Trunked	5000	1000	Berries	Ivory Dice	Abandoned Village
Warder	3000	400	Angel's Vest	Spirit Ring	Imperial Castle (B1)
Warlok	2800	650	Skull Staff	PhantomDress	Astana Base (Hex)
Wizard	500	400	Headband	WardingStaff	Fire Island (Cave)
Wyd	140	65	Berries	PointedStick	Mt. Glom
Yaen	360	160	PoisonPowder	Antidote	Mt. Ryft
Zaurus	2000	350	Vitamin	MultiVitamin	Emperor's Tomb/Forest
Zombie	17	20	Bandana	Glass Domino	Chamba
ZombieDr	260	90	FightingRobe	Panacea	Wyndia Castle Basement
*????	????	????	Bent Screw	Glass Shard	Fire Island (W/Glebe)
*A-tur	50000	0	Moon Tears	Spirit Ring	Imperial Capital Chedo
*Agiel	2500	0	Water Bomb	Water Ward	Ershin's Mind
*Angler	12000	1300	Deep Diver	Fish-head	Chamba (Chapter 3)
*Astral	0	0	Royal Sword	<Nothing>	Imperial Castle-Final
*Azeus	2500	0	Weather Vane	Wind Ward	Ershin's Mind
*Bellwyd	????	????	Wisdom Fruit	SuperVitamin	Mt. Yogy (With Marl)
*Bokta	300	60	<Nothing>	Life Shard	Faerie World
*Chkom	320	50	<Nothing>	Magic Shard	Faerie World
*Diviner	????	0	<Nothing>	<Nothing>	Imperial Castle
*Dragonne	60000	3000	Belladonna	Moon Tears	Imperial Castle (1F)
*EliteTrp	????	0	<Nothing>	<Nothing>	Imperial Castle
*Evoker	????	0	<Nothing>	<Nothing>	Imperial Castle
*Fantam	5000	1800	<Nothing>	Magic Shard	Faerie World
*Fou-lu	0	0	Dragon Tear	<Nothing>	Imperial Castle-Final
*G. Troop	????	????	Void Sphere	<Nothing>	Checkpoint
*Glebe	????	????	Wisdom Fruit	Light Bangle	Fire Island (Cave)
*Grunt A	????	????	Eye drops	<Nothing>	Pung'tap
*Grunt B	????	????	Molotov	<Nothing>	Pung'tap
*Grunt C	????	????	Knockout Gas	<Nothing>	Pung'tap
*I	25000	0	Wisdom Fruit	HarmonicRing	Inside Emperor's Tomb
*Ight	3600	0	Aurum	Flame Sword	Abandoned Village
*II	25000	0	Vitamins	HarmonicRing	Inside Emperor's Tomb

*Joh	100	0	<Unknown>	Aurum	Sarai
*Kahbo	20000	0	Wisdom Fruit	SuperVitamin	Imperial Castle
*Kahn (1)	1000	0	<Unknown>	Ginseng	Synesta
*Kahn (2)	2000	0	<Unknown>	Ginseng	Worent
*Kahn (3)	12000	0	Ginseng	ManlyClothes	Zig's Ship
*Kamyu	30000	0	Wisdom Fruit	Ambrosia	Imperial Castle
*Khafu	22000	0	Fire Ward	Ambrosia	Bunyan's Mountain
*Kham	16000	0	<Unknown>	Ambrosia	Emperor's Tomb Forest
*King Rat	????	????	Flank	Iron Scraps	Zig's Ship
*Klod	????	????	Life Shard	Magic Shard	Mt. Yogy (With Marl)
*Kyo	360	30	<Nothing>	<Nothing>	Faerie World
*Loam	????	????	Vitamin	Aurum	Fire Island (W/Glebe)
*Maman	1500	450	Apple	Flame Punch	Kyria Forest
*Marl	????	????	<Nothing>	Wisdom Seed	Mt. Yogy
*Nmago	340	40	<Nothing>	<Nothing>	Faerie World
*Papan	10000	750	Apple	Wisdom Fruit	Sonne Forest
*Rat Pack	????	????	Rotten Meat	Iron Scraps	Zig's Ship
*Skulfish	429	291	Antidote	Fish-head	Chamba
*Sparrow	250	100	Bird Drop	Wooden Rod	Wychwood Forest/Tree
*Tyrant	0	0	Royal Armor	Ambrosia	Imperial Castle-Final
*Udy	380	20	<Nothing>	Life Shard	Faerie World
*Umadap	2500	0	Molotov	Fire Ward	Ershin's Mind
*Won-qu	30000	0	Moon Tears	Cupid's Lyre	Emperor's Tomb
*Y. Troop	????	????	Dynamite	<Nothing>	Checkpoint
*Yeleb	2500	0	Electrode	Earth Ward	Ershin's Mind
*Ymechaf	2000	0	Aurum	Ice Punch	Imperial Causeway

%%% Monster List - Notes %%

Exp/Zenny Notes:

- Using Blind on any "Goo" type enemies causes them to give up 2-3 times the exp. But you have to actually *blind* them with it or you won't get the bonus. Use a weak weapon to do this.
- Trunkeds and Treans give gradually less Exp. as the fight goes on. These things take forever to kill, too. This is truly evil. ^_^
- If you cast a fire spell on a Puspool, it will harden and give more Exp. It also becomes more vulnerable to physical attacks.
- Drakes give triple Exp. if you cast a fire spell on them once.
- For every time Mimics are attacked physically, the Exp and Zenny they drop double. Unfortunately, it's almost impossible to get a physical attack to connect when fighting mimics. And, of course, they tend to run away...
- Lavoids give more Exp. for each time you cast a fire spell on them, but they also get progressively more difficult to defeat.
- Legions and Orochis "power up" when attacked physically. This increases the experience you win from them, but I'm not sure by how much. It goes up everytime they're hit, though.
- If you use physical attacks on GoldGangs, they drop less Zenny.
- When Karons, Titans, and Horsemen are accompanied by Shades, you'll get double the Exp. if you kill them on the same turn as you kill the Shades. Easier said than done, actually.

Item Notes:

- Bosses will (almost) always drop their items when you defeat them, and most also drop their stolen items.
- If you destroy the BeeTroop's shield, it will no longer drop the Bronze Shield. FireAnts are the same way: Break their shield, and they won't drop Bucklers.
- If you break an Armor's...uhh...armor, it will no longer drop the Cuirass. The same is also true for BttlSuits and their Gideon'sGarb.
- Bandits can use their Healing Herbs in battle. If they do, they won't drop

them afterwards. (Though strangely, they can still use them again.) Also, contrary to the game's description, you can't "steal their items before they use them". If you steal, you'll get a Moon Sword.

- If you break Krabby's pincher, it won't drop the Fork. I figure the same also applies to SaltClaws and their Power Gloves. But I've never actually seen their pinchers break, so I'm not entirely sure.
- Maybe it's just coincidence, but Nut Mages always seem to drop Molotovs when I kill them with magic...
- Morphs have nothing to steal at the start of a battle, but if you cast an elemental spell, they'll have an item for making armor. The item depends on the element used.
- Cyclops' clubs break after a few turns. After this happens, they'll no longer drop Giant Clubs.
- Stealing the Dragon Tear and Royal equipment from the final bosses seems pointless, but you'll be able to keep it in a clear game save.

Skill Notes:

- If you break a BeeTroop's shield, they start using Risky Blow.
- If you can perform a five-hit combo on a GooCount before its second turn, it will "power up" and start using Icicle.
- Casting a water spell on a BlueBall will cause it to "freeze", and it'll start using Frost Strike.
- When you encounter Lampkins and Poppies, use a Panacea or the Remedy spell on them to cure their status ailments, then give them "water" (a Croc Tear). After this, Lampkins use the Palliate skill, and the Poppies use Curse. Unfortunately, they run away on the next turn, so you only have one chance per battle to learn these skills.
- Tarbabies and Giant Roaches only use Douse when paired with a fire-using enemy. (Usually Drakes or FireAnts.)
- Gulpers don't have enough AP to use Ebonfire. Either use a Wisdom Seed or the Transfer skill (or wait until you reach Fire Island, and let the Istalks do that) to give them enough. Or you can wait around for them to successfully use Leech Power on you.
- Initially, Cyclops' use Risky Blow. After a few turns, their club breaks and they start using SpiritBlast.
- There're four types of MorphGoos: Red, Blue, Green, and Black. Red ones use Burn and Flame Pillar, Blue ones use Icicle, Green ones use Eddy, and Black ones use Plateau. If you hit a MorphGoo with the opposite element, they'll automatically change colors to match what you used on them.
- Which Strike attack Kolpums use depends on what element you hit them with. If you don't use any elemental spells, they'll use Double Blow, otherwise they'll use the Strike for the element you hit them with.

Other Notes:

- Casting fire spells on Snapflies eventually causes them to "rip apart", turning them into weaker (but faster) Stingflies that can use Last Resort.
- If you cast a fire spell on a Wyd, it becomes a Firewyd. If you cast an ice spell on a Firewyd, it turns back into a Wyd.
- Soldiers are actually preset enemies in Ludia Castle, but they aren't really bosses... There're only three of them, and you only have one turn to defeat them (or they'll throw you out of the castle). Also, their stats aren't shown after defeating them, so I don't know what, if anything, you can win from them.
- The bosses in Ershin's mind lose their regeneration if you hit them with a spell that they absorb. This doesn't seem to affect their Exp. total, though.

%% Shop List %%

(Note: These lists are for the *end* of the game. Shops that disappear or

change their inventories haven't been added yet. Hopefully, we'll have these by the next version.)

--- Sarai ---

Inn: 30 Z

- Weapons Shop -

	Type	Price
Sage's Staff	Staff	230 Z
LeatherArmor	Armor	220 Z
Bandanna	Helm	30 Z
Brass Helm	Helm	90 Z
Soul Gem	Acc.	1000 Z

- Items Shop -

	Type	Price
Croc Tear	Item	4 Z
Healing Herb	Item	20 Z
Antidote	Item	12 Z
Eye Drops	Item	14 Z
Ammonia	Item	250 Z
Wooden Rod	Rod	50 Z
Baby Frog	Bait	20 Z
Straight	Bait	20 Z

- Manillo Shop -

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

(Note: When you first come to Sarai, the Manillo won't do any business with you. After fighting Joh, you'll be unable to go back to Sarai until Cray joins; at that point, the shop actually opens. Not that you'll have the fish needed for this stuff anyways...)

- Trading Shop -

	Type	Cards
Magic Shard	Item	3
Power food	Item	3
Swallow Eye	Item	3
Fish-head	Item	3
Coupons	Acc.	25
Dragon Tear	Acc.	50
Linked Pole	Club	75
Render	Sword	99

(Note: The Trading Shop is part of the Manillo Shop, and is the same in every town, so it will only be listed here.)

--- Chamba ---

Inn: Free

- Weapon/Items Shop -

	Type	Price
Bowie Knife	Sword	150 Z
Sage's Staff	Staff	230 Z
LeatherArmor	Armor	220 Z
Brass Helm	Helm	90 Z
Healing Herb	Item	20 Z
Antidote	Item	12 Z

Panacea	Item	100 Z
Ammonia	Item	250 Z

--- Kyria ---

Inn: Free

- Weapon/Items Shop -

	Type	Price
Short Sword	Sword	480 Z
Sage's Staff	Staff	230 Z
LeatherArmor	Armor	220 Z
Waistcloth	Clth.	320 Z
Glass Domino	Helm	220 Z
Healing Herb	Item	20 Z
Ammonia	Item	250 Z
Molotov	Item	100 Z

--- Synesta ---

Inn: 50 Z

- Weapons Shop -

	Type	Price
Scramasax	Sword	1200 Z
Magic Wand	Staff	800 Z
Steel Bat	Club	1000 Z
Waistcloth	Clth.	320 Z
Chain Cap	Armor	600 Z
Brass Helm	Helm	90 Z
Glass Domino	Helm	220 Z
Soul Gem	Acc.	1000 Z

- Items Shop -

	Type	Price
Healing Herb	Item	20 Z
Antidote	Item	12 Z
Eye Drops	Item	14 Z
Jabbergrass	Item	20 Z
Panacea	Item	100 Z
Ammonia	Item	250 Z
Wooden Rod	Rod	50 Z
Floater	Bait	20 Z

--- Kyoin ---

Nothing at endgame.

--- Astana ---

Inn: Free

- Weapons Shop -

	Type	Price
DamascusSwd	Sword	14500 Z
DamascusMail	Armor	23000 Z
DamacusHelm	Helm	11000 Z
Barrier Ring	Acc.	5000 Z
Light Bangle	Acc.	5000 Z
Diamond Ring	Acc.	3000 Z
Soul Gem	Acc.	1000 Z

- Items Shop -

	Type	Price
Vitamin	Item	100 Z
Antidote	Item	12 Z
Eye Drops	Item	14 Z
Jabbergrass	Item	20 Z
Panacea	Item	100 Z
Ammonia	Item	250 Z
Dynamite	Item	500 Z
Napalm	Item	800 Z

- Manillo Shop -

	Type	Fish
Ivory Dice	Item	Angelfish x5, Moorfish x5
Earthbreaker	Club	Whale x1, Barandy x1, Dorado x3
Culverin	Gun	Whale x1, Sturgeon x2, Barandy x2
Life Armor	Armor	Whale x1, Sturgeon x1, Bullcat x3
Star Dress	Dress	Whale x3, Acheron x8
Healing Ring	Acc.	Spearfish x1, Angler x1, Black Porgy x2

Cupid's Lyre Boots Spearfish x1, Angler x1, Black Porgy x2
Aurum Item Angelfish x1, Moorfish x1

(Note: The Manillo Shop is in the house behind the Carronade. You can see it when you first arrive on Chapter 1, but can't actually enter it until Chapter 3, when the cannon is raised.)

--- Ludia ---

Inn: Free

- Weapon/Items Shop -

	Type	Price
Katzbalger	Sword	1800 Z
Reed Baton	Staff	1600 Z
Cuirass	Armor	840 Z
Crepe Cape	Dress	730 Z
Face Guard	Helm	450 Z
Healing Herb	Item	20 Z
Panacea	Item	100 Z
Ammonia	Item	250 Z

--- Shyde ---

Inn: 100 Z

- Weapons Shop -

	Type	Price
Cuirass	Armor	840 Z
Crepe Cape	Dress	730 Z
Face Guard	Helm	450 Z
Long Boots	Boots	560 Z
Aura Ring	Acc.	500 Z
Life Sandals	Acc.	500 Z
Talisman	Acc.	300 Z
Soul Gem	Acc.	1000 Z

- Items Shop -

	Type	Price
Healing Herb	Item	20 Z
Antidote	Item	12 Z
Eye Drops	Item	14 Z
Jabbergrass	Item	20 Z
Wooden Rod	Rod	50 Z
Floater	Bait	20 Z
Baby Frog	Bait	20 Z
Straight	Bait	20 Z

- Manillo Shop -

	Type	Fish
Earth Claws	Fist	Sweetfish x5
Ruby Scepter	Staff	Trout x5
Broad Sword	Sword	RainbowTrout x2, Trout x2, Sweetfish x2
Flail	Club	Black Bass x3, Blue Gill x3, Piranha x6
Firangi	Sword	Black Bass x3, MartianSquid x3, Bass x6
Holy Mantle	Boots	RainbowTrout x3, Browntail x6
Bell Collar	Boots	RainbowTrout x3, Browntail x6
Aurum	Item	Jellyfish x5

--- Worent ---

Inn: Free

- Weapon/Items Shop -

	Type	Price
Katzbalger	Sword	1800 Z
Reed Baton	Staff	1600 Z
Spiked Rod	Club	2200 Z
Ranger Garb	Armor	1500 Z

BronzeShield	Helm	380 Z
Healing Herb	Item	20 Z
Molotov	Item	100 Z
Water Bomb	Item	100 Z

--- Wyndia ---

Inn: 200 Z

- Weapons Shop -

	Type	Price
BastardSword	Sword	3200 Z
Wand of Air	Staff	4500 Z
Mace	Club	3300 Z
Biter	Sword	4500 Z
Scale Mail	Armor	2100 Z
Mage's Robes	Dress	2300 Z
Party Dress	Dress	2500 Z
Long Boots	Boots	550 Z

- Manillo Shop -

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

--- Chek ---

Inn: Free

--- Checkpoint ---

Inn: Free

- Manillo Shop -

	Type	Fish
Barrier Ring	Acc.	Salmon x1, RainbowTrout x2, Browntail x4
Light Bangle	Acc.	MartianSquid x2, Blue Gill x2, Piranha x4
Diamond Ring	Acc.	Salmon x1, RainbowTrout x2, Browntail x4
Astral Ward	Acc.	Dorado x1, Black Bass x4, Bass x6
Body Ward	Acc.	Dorado x1, Black Bass x4, Bass x6
Soul Ring	Acc.	Sturgeon x1, Salmon x2, Bullcat x2
Topaz Tear	Acc.	Barandy x1, Dorado x2, MartianSquid x2
Aurum	Item	Bass x3

--- Shikk ---

Inn: 100 Z

- Weapon/Items Shop -

	Type	Price
Claymore	Sword	5200 Z
Weather Wand	Staff	5000 Z
Quarterstaff	Club	5000 Z
Flintlock	Gun	3200 Z

Brigandine	Armor	4800 Z
FightingRobe	Clth.	2500 Z
Vitamin	Item	100 Z
Ammonia	Item	250 Z

--- Lyp ---

Inn: 50 Z

- Weapons Shop -

	Type	Price
PiercingEdge	Sword	7200 Z
Battle Rod	Staff	6200 Z
Stone Club	Club	7000 Z
Sparkler	Gun	5000 Z
Full Plate	Armor	6000 Z
Robe of Wind	Dress	6500 Z
Long Boots	Boots	550 Z
Dress Shoes	Boots	800 Z

- Items Shop -

	Type	Price
Healing Herb	Item	20 Z
Vitamin	Item	100 Z
Panacea	Item	100 Z
Ammonia	Item	250 Z
Wooden Rod	Rod	50 Z
Silver Top	Bait	20 Z
Twister	Bait	20 Z
Popper	Bait	20 Z

- Manillo Shop -

	Type	Fish
Platinum Top	Bait	Browntail x1, Trout x1, Sweetfish x1
Dancer	Bait	Black Bass x1, Blue Gill x1, Piranha x1
Swisher	Bait	Browntail x1, Trout x1, Sweetfish x1
Deep Diver	Bait	Black Bass x1, Blue Gill x1, Piranha x1
Fat Frog	Bait	Browntail x1, Trout x1, Sweetfish x1
Crab	Bait	Black Bass x1, Blue Gill x1, Piranha x1
Angling Rod	Rod	Salmon x2, Dorado x2, MartianSquid x2
Aurum	Item	Bass x3

--- Koshka ---

Inn: Free

- Weapon/Items Shop -

	Type	Price
FeatherSword	Sword	9600 Z
Rune Staff	Staff	8000 Z
Crusher	Club	9400 Z
Flamethrower	Gun	9000 Z
Armored Vest	Clth.	7200 Z
BlizzardMail	Armor	9300 Z
Vitamin	Item	100 Z
Ammonia	Item	250 Z

--- Chiqua ---

- Weapons Shop -

	Type	Price
FeatherSword	Sword	9600 Z
Rune Staff	Staff	8000 Z
Crusher	Club	9400 Z
Arquebues	Gun	6800 Z
Silver Mail	Armor	6800 Z
Magma Armor	Armor	9300 Z
UV Goggles	Helm	3000 Z
Poison Ward	Acc.	2500 Z

- Items Shop -

	Type	Price
Hanger	Bait	80 Z
Toad	Bait	80 Z
Tail	Bait	80 Z
Vitamin	Item	100 Z
Antidote	Item	12 Z
Panacea	Item	100 Z
Ammonia	Item	250 Z

- Manillo Shop -

(Note: This section isn't very complete. Hopefully, we'll have more by the next version.)

There's a lot to do in Faerie Village. Too bad there's no Copy Shop like in BOF3... Anyways, here's some tips for making the village grow, as well as some lists of what you can get from it.

Basic tips:

Basic Jobs:

These jobs are available right at the start, and don't require any houses. They're mainly about the upkeep of the village, though Hunting and Planting can get you some items.

--- Idling ---

This isn't a job, it's doing nothing. =P However, the Style bar will go up for any idle faeries, if you care about that at all.

--- Hunting ---

This is a pretty important job, as if the faeries don't hunt, they won't get any food and they'll start to die. You can get by with only having a few faeries in this job, but you'll need to help them hunt a lot in that case.

While we're on the subject, let's discuss some tips for the hunting minigame. =P The easiest way to get good meat is to use Cray to push one of the various rocks one space away from a corner; this leaves a square that's surrounded on three sides. Now chase one of the animals into that square, and you've got it trapped. Finishing it quickly is now easy. =P You may want to make several of these traps so you can catch the animals more quickly. It's a bit trickier if an animal falls into the pit in the middle; in this case, you'll have to try to surround it with your party members to keep it from moving too far, even in its limited space. Also, before leaving, talk to the faerie; if she tells you the basics of how to hunt, there are still some animals left, so you may want to catch them before you go. If she says something along the lines of "Thanks for helping us hunt!", there are no more animals left, so go ahead and leave.

--- Clearing/Building ---

--- Planting ---

You'll need at least one empty plot to do this job. But you'll end up with plenty of them, so don't worry about that part. =P

Services:

Ah... here we go. This is the reason you're bothering with the faerie village in the first place. =P

--- Items ---

Okay, this works a **little** differently from the shops in BOF3. Instead of having one faerie sell items and the other two making the store grow faster, all three faeries sell items, and they sell different items depending on what type of faerie they are. Since there are four types of faeries, this means you'll need **two** Item shops if you want all of them... So it's

probably best to buy everything you need from one shop and then change it.
=P

- Lazy Shop - - Normal Shop -
 - Odd Shop - - Diligent Shop -
- Weapons ---

This works the same way as the item shops, except the faeries sell equipment instead.

- Lazy Shop - - Normal Shop -
 - Odd Shop - - Diligent Shop -
- Inn ---

The Faerie Village Inn is free. If you have a faerie with nothing else to do, assign them to this job so fully recovering is as easy as camping. =P
As with BOF3, the other two faeries will tell you some gameplay statistics.

--- Troops ---

You'll need to assign some faeries to this job to use Njomo's skills. The more faeries you have in the barracks, the more powerful those skills will be.

--- Explorers ---

There are two reasons for using this job. First, you can get some nice items. Second, you can use it to kill off weak faeries, making room for better ones or the rare Odd Faeries.

--- Music ---

--- Art ---

--- Arcade ---

--- Aurum ---

--- Bonds ---

(Yeah, yeah. The rest of this will be finished later. =P)

%% Fishing %%

(Note: The rest of the "Overview/Tips" will be added later.)

--- Near Sarai: "River Spot 1" ---

Location: Southeast of Sarai. Enter the hidden "Highway", a preset "?"
'battlefield' area between the cliff and Sarai, and take the path
off to the side.

Fish: Jellyfish, Sweetfish, Trout, RainbowTrout

Overview/Tips:

Nothing too special here, but early on, it's all you have. Initially, you'll be unable to catch RainbowTrouts, as the only bait you'll likely have are

worms and frogs, both of which it avoids. Anyhow, as for decent places to fish...try near the waterfall, and in the marshy area on the opposite side of the river. You'll frequently catch Trout and RainbowTrout in both places. Oh, and a word of warning here and at the other river spots: Do **not** stand on one side of the river and cast across the bridge. If you hook a fish, it'll get stuck on the bridge with no way around, meaning you'll be unable to actually pull it in!

--- Near Synesta: "Lake Spot 1" ---

Location: Northeast of Synesta. Enter the preset "?" area between Synesta and the Sandflier wharf, and you should find a sign. Read it to learn about a fishing spot, which then appears on the map.

Fish: Jellyfish, Piranha, Bass, Blue Gill, MartianSquid

Overview/Tips:

This is an annoying fishing spot. MartianSquids are caught very rarely, and Piranhas are extremely aggressive. Fishing by the rocks helps somewhat, but after over an hour of trying, I still only caught a few squids. I don't suggest fishing here anytime after Chapter 1. It isn't worth the effort.

--- Near Ludia: "Ocean Spot 1" ---

Location: Northwest of Ludia. Like the Synesta spot, look for a preset "?" area between Shyde and the "placeholder" space that branches off to Ludia and Wychwood Forest. You'll also find a sign here, which points you to said fishing spot.

Fish: Man-o'-War, Flying Fish, Blowfish, Sea Bream

Overview/Tips:

--- Near Wyndia: "River Spot 2" ---

Location: Northeast of Wyndia, near Kasq Woods. Enter the forest and talk to the frog person on the other side of the river. He whines about how the fishing is really bad here, but mentions a good fishing spot just outside. Leave, and it'll appear on the map.

Fish: Jellyfish, Browntail, Trout, RainbowTrout, Salmon

Overview/Tips:

--- Near Lyp: "Lake Spot 2" ---

Location: South of Lyp. Though it looks like you should have to pass through that small jungle path to get here, it just automatically shows up after you leave Lyp and the path leading southward appears.

Fish: Piranha, Bass, Blue Gill, Black Bass, MartianSquid, Dorado

Overview/Tips:

This is the only fishing spot that has Martian Squids but not Jellyfish. So, if you see a jellyfish shadow, aim for it! It's hard to catch a Dorado here, but still easier than the Chiqua spot. If you have the patience, catch two; you'll need them to get the valuable Angling Rod. It's somewhat difficult to catch them with a Bamboo Rod, so you might wanna wait until you get the Deluxe Rod from Saldine Island later on to try. Aside from MartianSquids and Dorados, there's one other fish worth going for here: Black Bass. You'll need a bunch of these to buy the good double-hit items at Shyde, but thankfully, they're very easy to catch. Just cast in the shallow water near the shore, and you'll frequently catch them.

--- Saldine Island: "Saldine Spot" ---

Location: Saldine Island. You visit this as a result of the story, so it's sorta hard to miss. The downside is that you have to pass through a small monster-infested area to get here. And there's no convenient shortcut, either...

Fish: Blowfish, Moorfish, Sea Bream, Black Porgy

Overview/Tips:

--- Near Chiqua: "Lake Spot 3" ---

Location: Northwest of Chiqua. Talk to the man in Chiqua that's fishing off the docks. He mentions a fishing spot nearby, which appears on the map afterwards.

Fish: Jellyfish, Black Bass, Angelfish, MartianSquid, Dorado, Barandy

Overview/Tips:

I like this fishing spot. It's not really that good for catching Black Bass or Dorados (the Lyp spot is better for that), but Angelfish and Martian Squids are easy enough to catch, as are Barandies, if you know where to look. Anyhow, the game suggests that you fish "in the marshy area", but this whole place is marshy, so that doesn't help much. I recommend fishing on the west bank, right next to the dock.

--- Near Emperor's Tomb: "River Spot 3" ---

Location: Remember that burned out forest near Fou-Lu's tomb? Explore it carefully. One of the roads, near the Wind Gem, leads to this fishing spot.

Fish: Sweetfish, Browntail, Trout, RainbowTrout, Bullcat, Salmon, Sturgeon

Overview/Tips:

Mmm... Nice spot. You can try fishing in the waterfall, but you'll have better luck on the opposite side of the river. Salmon are surprisingly common here -- with the King Frog, I was catching them more than any other fish. =P Sturgeons and Bullcats are also a lot more common than you'd think. Because this is a river spot, and consequently, range doesn't matter in the least, the Spanner is the rod of choice here.

--- South Hesperia: "Ocean Spot 3" ---

Location: Between the "?" area (the mountain where you fight a bunch of nut and bolt people) and the Highway. Look for a random battlefield that always shows up, enter it, and read the sign.

Fish: Flying Fish, Sea Bass, Flatfish, Octopus, Bonito, Angler

Overview/Tips:

This spot has Sea Bass in it. I *hate* Sea Bass. Aside from doing an unnecessary amount of fighting, they have very little value. (They restore a pitiful amount of HP, and the only thing you can trade them for is Aurum.) Also, Octopi and Bonitos, while worthy catches, are rather rare. It's much easier to catch them at the Salt Sea fishing spot. In fact, the *only* reason to fish at all at this spot is because of the Anglers, which are only found here. To catch them, use the Angling Rod and cast as far out to sea as possible, then let your lure sink all the way to the bottom. If you catch a fish with a big stamina bar, it's probably an Angler.

--- Salt Sea: "Ocean Spot 2" ---

Location: While sailing on the Salt Sea, look for a small island with a blue flag on it in the northern part of the sea northwest of Lyp, and search the area. You'll end up at this fishing spot, which will then appear on the world map for slightly easier access.

Fish: Man-o'-War, Sea Bass, Flatfish, Octopus, Bonito, Spearfish, Whale

Overview/Tips:

If you're looking to buy stuff at the Chiqua or Astana Manillo shops, this is where you'll find most of the fish you need. There's only a limited place to walk around on this tiny beach, so just stand at a place which allows you to cast the furthest out to sea. The best fish are usually located near the bottom of the ocean, or around the rocks. Bonitos and Octopi can be caught here fairly easily, and while Spearfish are also a really good catch, the rarest (and best) fish, the Whale, is the real reason to come here. When you hook one of these, believe me, you'll know it. The first clue is the *huge* stamina meter. If you see one, you've hooked either a Whale or a really big Spearfish. And the really big Spearfish don't take *nearly* as much effort to reel in. =P Also, Whales don't seem to go for Spoons, so use normal lures (my favorite for this purpose is the Twister, but you can also use the King Frog or other sinker lures). Finally, Whales, as most of the other best fish are, are bottom-dwellers, so let your lure sink all the way to the ocean floor before trying any techs. One last thing: Good luck. =P

--- Chamba: "Chamba Spot" ---

Location: "N. Chamba". In Chapter 3, after getting the sandflier, return to Chamba and enter through the back. You'll be attacked by an Angler. Defeat it, then talk to the guy outside who says that the town could be used as a fishing spot because of all the weird fish things living in the mist. Go back into the town, and...it becomes what has to be the weirdest fishing spot ever. ^_^

Fish: Jellyfish, Bullcat, Acheron

Overview/Tips:

As amusing as it is to hear the happy fishing music in a gloomy place like this, this spot is pretty bad. Most of the time, you'll end up catching Jellyfish, though it's pretty common to catch Bullcats and Acherons if you use the Angling Rod and a high-end lure, like Spoons. Just stand on one of the roof's slopes, and cast *really* far out, preferrably between houses. How can you tell what you've caught? Unlike most of the best fish, Acherons are usually *smaller* than Bullcats, so when you've caught something that isn't a Jellyfish, a smaller stamina bar usually indicates a better catch. That's about all I have to say here...

%% Other Treasure Locations %%%

(This'll come later. If I can think of anything to put here...)

%% The Dragons %%%

(The evaluations will be added later.)

--- Ryu's Transformations ---

- Aura -

Item Needed: None

Upgrade: None, but Kaiser is basically the advanced version.

Where Found: Ryu can use Aura as soon as Fou-Lu is able to transform into Astral, but its DragonBreath skill can only be used when Ryu learns gains the ability to transform into Kaiser at the end of Chapter 2.

Evaluation:

- Kaiser -

Item Needed: None

Upgrade: This *is* an upgrade, you fool! :P

Where Found: You get this as a result of the story near the end of Chapter 2. However, it can't be controlled until you learn all seven Dragon Evocation spells.

Evaluation:

- Wyvern -

Item Needed: Fire Gem

Upgrade: Weyr

Where Found: This is the first "non-storyline" dragon transformation, but it's pretty hard to miss. It's on Mt. Giga, in plain sight.

Evaluation:

- Myrmidon -

Item Needed: Wind Gem

Upgrade: Knight

Where Found: The Wind Gem that allows you to become Myrmidon is a bit out of the way. Return to the forest where Fou-Lu was escaping from Yohm in his very first scenario. In the burnt section, you'll find the gem amongst some underbrush.

Evaluation:

- Behemoth -

Item Needed: Earth Gem

Upgrade: Mammoth

Where Found: It's fairly easy to find the Earth Gem, but it's also very easy to miss it. On the 'mountain' in the Tidal Flats, you should see a purple crystal hidden a patch of flowers. This is the Earth Gem.

Evaluation:

- Mutant -

Item Needed: Flawed Gem

Upgrade: Punk

Where Found: In En Jhou Ruins, proceed to the very lowest level, where you'll find the Flawed Gem that allows you to use this 'cutesy' dragon form. (Though it says you got the "Earth Gem" when you pick it up, it's actually the Flawed Gem.) A word of caution, though. This is the "rare treasure in the ruins" that the merchant in Chiqua asked for. Do *not* trade this to him, or you'll lose it and the Mutant transformation for good!

Evaluation:

--- Fou-Lu's Transformations ---

- Astral -

Item Needed: None

Upgrade: None, but like Aura, Tyrant acts as Astral's upgraded form.

Where Found: This is Fou-Lu's primary transformation. He picks it up shortly after his first scenario begins, during an encounter with a couple soldiers. Once he learns this transformation, Ryu can become Aura.

Evaluation:

- Tyrant -

Item Needed: None

Upgrade: Um, Infini. I guess. ^_^ Otherwise... It ain't gonna happen.

Where Found: Another of Fou-Lu's forms, and it's learned pretty much the opposite way of Ryu's Aura. Fou-Lu automatically gains this form on Chapter 3, once Ryu can become Kaiser.

Evaluation:

It's debatable as to whether Tyrant or Kaiser is stronger, but most people agree that Tyrant just *looks* cooler. ^_^ Errm... Anyhow, Tyrant is, if you can get past its ridiculous casting and maintenance cost, incredibly powerful. Like Kaiser, it possesses three high-level dragon spells (but it has Pa Bing'ah instead of Hwajeh), as well as Aura Smash.

- Serpent -

Item Needed: Water Gem

Upgrade: Peist

Where Found: Again, only Fou-Lu can use this transformation, and you'd literally have to be using GameShark to miss this. The Water Gem is in the cave at the Sonne Sanctuary, blocking the exit. Unfortunate, too... I'd have liked to save the crystal for Ryu. ;)

Evaluation:

(Note: The upgraded version of Serpent is "Peist". This is actually linked with Ryu's Wyvern transformation, so when it becomes Peist, Wyvern becomes Weyr, or vice versa.)

- Behemoth -

Item Needed: Earth Gem (It's not in Fou-Lu's inventory, though.)

Upgrade: Mammoth

Where Found: Fou-Lu can also transform into a Behemoth when Ryu gets the Earth Gem. The same may be true for the Myrmidon and Mutant, but by the time you get the Wind and Flawed Gems, you'll never again have control of Fou-Lu.

--- Other Transformations ---

- Infini -

Items Needed: None

Upgrade: ...

Where Found: Do you *really* want to know how to use this? Judging by its spells, it should come as no surprise that this isn't a normal dragon

transformation. I won't spoil anything, but if you wanna use it, just agree with a certain someone in the very end. ^_^ If you do this, though, you won't be able to make a Clear Game save. You'll have to earn that the hard way. =P

Evaluation:

If you lose the single battle where you can control Infini, you truly suck. It has 9999 HP, 999 AP, and restores 9999 HP per turn. Its attacks consists of Dark Wave (which is the same as Tyrant's, except Infini is the one using the attack), Soul Rend, a super-cheap attack that reduces all enemies' HP to 1 and never misses, and *all* the "Dragon Magic". (Hwa, Bing, P'ung, Patch, and all the higher level versions.) Yes, it'd be *very* nice if you could use this form normally, but it ain't happening. Sorry.

--- Ryu's Evocation Spells ---

(This'll be added in the next version.)

- Rainstorm -
- Mud Flow -
- Onslaught -
- Healing Wind -
- Holy Circle -
- Flood Tide -
- Fulguration -

%% Stuff We're Missing %%

This is just a list of items that've been obtained with GameShark, but that we haven't actually found in the game. I'm not including the GooKingSword or any of the other Ershin-only armor that you can make at Mt. Glom. I'm aware that all those things exist. This list is for items we *haven't* proven exist in a normal game...

Weapons:

- Slayer
- Cursed Sword

Armor:

- King's Armor

Items:

- Draught
- Draught +
- Wassail
- Wassail +
- Lottery Stub

On the whole, not really a whole lot. If you've found any of the missing items here, let me know.

That's it for now. Anyway, if you wanna use this list/item FAQ on your site, go right ahead. Just don't change anything, leave disclaimers, blah blah. You know the drill. Also, mail me first and let me know. Oh, don't steal it, either. I do so hate thieves. ^_^

Also, if you have a question or contribution, feel free to mail me at YelseyKing@aol.com, using the subject "Breath of Fire 4", or somesuch. (So I won't delete your mail thinking it's spam...I get a *lot* of it. ^_^) I hate to sound rude or anything, but please don't mail me about anything other than what's covered in this FAQ: Items and spells. This isn't a walkthrough, so don't ask me how to beat this boss, or how to solve that puzzle. Such letters will simply be ignored. (And yes, I *have* gotten "walkthrough" questions for games I've written other item lists for...)

That's all for now.

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