

Chrono Cross Resource Lists

by Vincento

Updated to v1.3 on Jan 14, 2003

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Chrono Cross Resource Lists
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Last Updated November 20, 2002

===Disclaimer===

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===Version History===

December 28, 2001
Version 1.0 - Submission to GameFAQs.

December 31, 2001
Version 1.1 - Getting very close to completing the Boss Walkthrough section. I added a section on Element Shop Lists and Rainbow Shell Locations too. Check it out in Section 11 and 12.

January 5, 2002
Version 1.2 - Finished Boss Walkthrough. Check it out in section 10.

November 20, 2002
Version 1.3 - Started the long and enjoyable Beastiary....Its gonna take a while. Also started the Sidequests and Minigames section which is in section 12.

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===Section 1=== Introduction

Wow, Sqaure has truly done it again. Chrono Cross is probably the second best game ever next to Super Mario RPG. One aspect of Chrono Cross that was better than Super Mario RPG was the aspect of characters. All those different characters you could use to make whatever party you wanted, which I thought was awesome. The Tech Skills is one of the things I like best about Chrono Cross. If you don't count Summon elements, Tech Skills are the coolest most powerful special attacks to use in Chrono Cross. I think Tech Skills can be much better than Summons because Tech Skills are so much easier to use. All you have to do is get to level 3, 5, or 7 and you can use them.

Here's how you use Tech Skills. You have an option of a 1, 2, or 3 attack with your weapon, 3 being the most powerful. If you successfully hit an enemy with a 3 (fierce) attack, then your element level will be at Lv. 3. If you have your Lv. 3 Tech Skill with your character you can now use it in battle. Once you use it, your element level for the battle goes back down to 0, but whenever you hit an enemy with your weapon during battle, your element level will go back up. If you miss your attack, your element level does not go up. Like elements, you can only use Tech Skills once per battle. The audio visuals on Tech Skills are breath-taking, you'll be amazed at what these moves can do.

Elements basically work in the same way as Tech Skills. What element level you have to be on in battle to use them depends on where you allocate them. Elements and Tech Skills are not the only part of this game. There are much more items to collect, weapons to collect, etc. To make certain armor, weapons, and helmets, you will have to forge that item from a blacksmith of some kind. You'll have to give him/her the materials needed to make that item as well. On top of that, you have to pay the smith for his work. To find these materials, simply defeat enemies, and look in treasure chests.

I'd like to end this introduction by pleading with you to go buy this game if you don't have it. It is well worth your money, and is quite possibly the best game ever on Playstation.

===Section 2=== Characters

NAME - Serge
WEAPON - Swallow
INNATE ELEMENT - White
AGE - 17
ORIGIN - Arni Village
BUILD - Regular
HEIGHT - 5'7"
WEIGHT - 128 lbs.

NAME - Lynx
WEAPON - Swallow
INNATE ELEMENT - Black
AGE - 17
ORIGIN - Arni Village
BUILD - Strong
HEIGHT - 6'4"
WEIGHT - 176 lbs.

NAME - Poshul
WEAPON - Glove
INNATE ELEMENT - Yellow
AGE - ??
ORIGIN - Arni Village
BUILD - Canine-like
HEIGHT - 3'8"
WEIGHT - 26 lbs.

NAME - Kid
WEAPON - Dagger
INNATE ELEMENT - Red
AGE - 16
ORIGIN - ??
BUILD - Skinny
HEIGHT - 5'5"
WEIGHT - 99 lbs.

NAME - Leena
WEAPON - Kitchen Utensils
INNATE ELEMENT - Blue
AGE - 16
ORIGIN - Arni Village
BUILD - Regular
HEIGHT - 5'5"
WEIGHT - 93 lbs.

NAME - Mojo
WEAPON - Glove
INNATE ELEMENT - Black
AGE - ??
ORIGIN - The East
BUILD - Skinny
HEIGHT - 6'3"
WEIGHT - 20 lbs.

NAME - Guile

WEAPON - Rod
INNATE ELEMENT - Black
AGE - 26
ORIGIN - Zenan Mainland
BUILD - Tall and Skinny
HEIGHT - 6'2"
WEIGHT - 154 lbs.

NAME - Nikki
WEAPON - Pick
INNATE ELEMENT - Blue
AGE - 19
ORIGIN - S.S. Zelbess
BUILD - Tenuous
HEIGHT - 6'0"
WEIGHT - 115 lbs.

NAME - Pierre
WEAPON - Sword
INNATE ELEMENT - Blue
AGE - 23
ORIGIN - Termina
BUILD - Whusy
HEIGHT - 5'11"
WEIGHT - 130 lbs.

NAME - Macha
WEAPON - Kitchen Utensils
INNATE ELEMENT - Red
AGE - 38
ORIGIN - Guldove
BUILD - Chode
HEIGHT - 5'6"
WEIGHT - like 400 lbs.

NAME - Korcha
WEAPON - Lure
INNATE ELEMENT - Blue
AGE - 16
ORIGIN - Guldove
BUILD - Tenuous
HEIGHT - 5'6"
WEIGHT - 123 lbs.

NAME - Glenn
WEAPON - Sword, Einlanzer
INNATE ELEMENT - Green
AGE - 20
ORIGIN - Termina
BUILD - Normal
HEIGHT - 5'9"
WEIGHT - 141 lbs.

NAME - Razzly
WEAPON - Rod
INNATE ELEMENT - Green
AGE - ??
ORIGIN - Water Dragon Isle
BUILD - Mini
HEIGHT - 3'7"

WEIGHT - 11 lbs.

NAME - Mel

WEAPON - Boomerang

INNATE ELEMENT - Yellow

AGE - 10

ORIGIN - Guldove

BUILD - Tenuous

HEIGHT - 4'3"

WEIGHT - 84 lbs.

NAME - Van

WEAPON - Boomerang

INNATE ELEMENT - Green

AGE - 14

ORIGIN - Termina

BUILD - Small

HEIGHT - 4'11"

WEIGHT - 88 lbs.

NAME - Doc

WEAPON - Dagger

INNATE ELEMENT - Red

AGE - 27

ORIGIN - Zenan Mainland

BUILD - Regular

HEIGHT - 5'9"

WEIGHT - 146 lbs.

NAME - Greco

WEAPON - Glove

INNATE ELEMENT - Red

AGE - 33

ORIGIN - Zenan Mainland

BUILD - Beefy

HEIGHT - 6'7"

WEIGHT - 271 lbs.

NAME - Funguy

WEAPON - Axe/Hammer

INNATE ELEMENT - Yellow

AGE - ??

ORIGIN - Termina

BUILD - Light

HEIGHT - 6'0"

WEIGHT - 66 lbs.

NAME - Luccia

WEAPON - Shot/Card Deck

INNATE ELEMENT - Black

AGE - 28

ORIGIN - Zenan Mainland

BUILD - Tenuous

HEIGHT - 5'9"

WEIGHT - 97 lbs.

NAME - Neofio

WEAPON - Glove

INNATE ELEMENT - Green

AGE - 5

ORIGIN - Viper Manor
BUILD - ??
HEIGHT - 4'0"
WEIGHT - 44 lbs.

NAME - Sprigg
WEAPON - Staff
INNATE ELEMENT - Green
AGE - 224
ORIGIN - Dimensional Vortex
BUILD - Dwarf
HEIGHT - 4'4"
WEIGHT - 86 lbs.

NAME - Harle
WEAPON - Shot
INNATE ELEMENT - Black
AGE - ??
ORIGIN - ??
BUILD - ??
HEIGHT - ??
WEIGHT - ??

NAME - Radius
WEAPON - Staff
INNATE ELEMENT - Green
AGE - 62
ORIGIN - Zenan Mainland
BUILD - Tenuous
HEIGHT - 5'8"
WEIGHT - 119 lbs.

NAME - Zappa
WEAPON - Axe/Hammer
INNATE ELEMENT - Red
AGE - 52
ORIGIN - Zenan Mainland
BUILD - Strong
HEIGHT - 5'8"
WEIGHT - 181 lbs.

NAME - Riddel
WEAPON - Rod
INNATE ELEMENT - White
AGE - 24
ORIGIN - El Nido
BUILD - Slender
HEIGHT - 5'7"
WEIGHT - 104 lbs.

NAME - Orcha
WEAPON - Kitchen Utensils
INNATE ELEMENT - Red
AGE - 44
ORIGIN - Guldove
BUILD - Big
HEIGHT - 5'7"
WEIGHT - 203 lbs.

NAME - Norris

WEAPON - Gun
INNATE ELEMENT - Yellow
AGE - 26
ORIGIN - Porre, Zenan
BUILD - Regular
HEIGHT - 5'10"
WEIGHT - 137 lbs.

NAME - Miki
WEAPON - Glove
INNATE ELEMENT - Red
AGE - 19
ORIGIN - S.S. Zelbess
BUILD - Skinny
HEIGHT - 5'7"
WEIGHT - 95 lbs.

NAME - Fargo
WEAPON - Sword
INNATE ELEMENT - Blue
AGE - 40
ORIGIN - ??
BUILD - Strong
HEIGHT - 6'0"
WEIGHT - 163 lbs.

NAME - Pip
WEAPON - Glove
INNATE ELEMENT - White
AGE - ??
ORIGIN - Viper Manor
BUILD - ??
HEIGHT - ??
WEIGHT - ??

NAME - Starky
WEAPON - Gun
INNATE ELEMENT - White
AGE - ??
ORIGIN - ??
BUILD - Small
HEIGHT - 2'11"
WEIGHT - 11 lbs.

NAME - Sneff
WEAPON - Shot/Card Deck/Pack of Lies
INNATE ELEMENT - Yellow
AGE - 53
ORIGIN - ??
BUILD - Regular
HEIGHT - 5'6"
WEIGHT - 139 lbs.

NAME - Steena
WEAPON - Sword
INNATE ELEMENT - White
AGE - 24
ORIGIN - Guldove
BUILD - Tall and Skinny
HEIGHT - 5'9"

WEIGHT - 110 lbs.

NAME - Irenes

WEAPON - Hang Pick

INNATE ELEMENT - Blue

AGE - 16

ORIGIN - Ocean

BUILD - Mermaid

HEIGHT - 5'10"

WEIGHT - 115 lbs.

NAME - Draggy

WEAPON - Glove

INNATE ELEMENT - Red

AGE - 0

ORIGIN - Fossil Valley

BUILD - Tiny

HEIGHT - 2'2"

WEIGHT - 265 lbs.

NAME - Viper

WEAPON - Sword/Viper's Venom

INNATE ELEMENT - Yellow

AGE - 57

ORIGIN - El Nido

BUILD - Strong

HEIGHT - 6'7"

WEIGHT - 216 lbs.

NAME - Karsh

WEAPON - Axe

INNATE ELEMENT - Green

AGE - 27

ORIGIN - El Nido

BUILD - Strong

HEIGHT - 5'11"

WEIGHT - 159 lbs.

NAME - Marcy

WEAPON - Glove

INNATE ELEMENT - Blue

AGE - 9

ORIGIN - Zenan Mainland

BUILD - Small

HEIGHT - 4'9"

WEIGHT - 84 lbs.

NAME - Zoah

WEAPON - Glove

INNATE ELEMENT - Yellow

AGE - 16

ORIGIN - El Nido

BUILD - Insanely Beefy

HEIGHT - 6'3"

WEIGHT - 203 lbs.

NAME - Janice

WEAPON - Carrot/Beta Carrotene

INNATE ELEMENT - Black

AGE - 22

ORIGIN - S.S. Zelbess
BUILD - Regular
HEIGHT - 5'7"
WEIGHT - 104 lbs.

NAME - Turnip
WEAPON - Sword
INNATE ELEMENT - Green
AGE - 3
ORIGIN - Hermit's Hideout
BUILD - Round
HEIGHT - 4'4"
WEIGHT - 62 lbs.

NAME - Skelly
WEAPON - Glove
INNATE ELEMENT - Black
AGE - 32
ORIGIN - Zenan Mainland
BUILD - Boney
HEIGHT - 6'2"
WEIGHT - 51 lbs.

NAME - Leah
WEAPON - Axe
INNATE ELEMENT - Yellow
AGE - 6
ORIGIN - Gaea's Navel
BUILD - Very small
HEIGHT - 3'5"
WEIGHT - 71 lbs.

NAME - Grobyc
WEAPON - Glove
INNATE ELEMENT - Black
AGE - 26
ORIGIN - Porre
BUILD - Extremely Strong
HEIGHT - 6'8"
WEIGHT - 401 lbs.

NAME - Orlha
WEAPON - Glove
INNATE ELEMENT - Blue
AGE - 23
ORIGIN - Guldove
BUILD - Muscular
HEIGHT - 5'5"
WEIGHT - 119 lbs.

===Section 3=== Where to Recruit Characters

This section will tell you where and how to recruit every recruitable character in the game.

Serge - Put in Disc One of Chrono Cross.

Lynx - You'll have to wait until Fort Dragonia to find out how you recruit

Lynx.

Poshul - Get the Heckran Bone in the other room in the restuarant under the bed in Arni Village in Home World. Take the bone to Poshul by the Radius tutorial and give it to him. You can also recruit him after you defeat Karsh, Solt, and Peppor and decline the offer from Kid for her to join you. The scene will shift to Arni and Leena and Poshul will both join your party at the same time.

Kid - She'll offer to join several times at Cape Howl after you defeat Karsh, Solt, and Peppor, and once you get to Termina after you find out about Viper Manor.

Leena - After you defeat Karsh at Cape Howl decline the offer for Kid to join your party three times. The scene will shift to Arni where Leena and Poshul will join your party.

Mojo - Take the Shark Tooth Necklace you received from the fisherman in Home World in Arni Village and take it to the voodoo worshiper/fisherman (same guy) in Another World and give it to him. When you leave, Mojo will come to life.

Guile - In Termina in Another World after you find out you need a guide for Viper Manor from the statue guy, go into the bar and talk to the guy that is floating.

Nikki - In Termina in Another World go to the Magical Dreamers boat and agree to search fro Nikki in Shadow Forest. Go look for him and you'll find him nearly unconscious. After you defeat the monsters that are near him, he'll join your group.

Pierre - In the backyard of Zappa's shop in Termina in Another World, near Glenn's house, talk to the boy that is running in circles to get the Hero Medal, then take the medal to Pierre and talk to him twice.

Macha - In Guldove in Another World, say you will not find the Hydra Humour to help Kid. Go back to the towers where Korcha lives and talk to Korcha. Macha will come in and agree to take you to Termina. When in Termina, go talk to Glenn near the entrance, then go back and talk to Macha.

Korcha - Agree to find the Hydra Humour to save Kid. Ask him to join when you go back to Termina in Another World.

Glenn - Agree not to find the Hydra Humour to save Kid. After you go back to Termina with Macha go to the front of Termina and ease in on Glenn's conversation. Go back to the boat, and then Glenn will ask to join.

Razzly - Agree to find the Hydra Humour to save Kid. Get her out of the cage after defeating Pentapus in Hydra Marshes in Home World.

Mel - Agree to find the Hydra Humour to save Kid. When your elements are stolen, choose the option to look for Mel. Find her in the residential tower and she'll give you back your elements, then go back to Guldove in Another World when Kid rejoins your party and go talk to Mel.

Van - Go to the big house past Zappa's Smithy in Termina in Home World and go talk to Van in his room, upstairs. Say that you are serious about finding the Frozen Flame.

Doc - Agree not to find the Hydra Humour to save Kid. When Kid is healed,

go back to Guldove in Another World and talk to him.

Greco - Go to Termina in Another World where you got the boat for the first time with Korcha after you defeat Lynx in Viper Manor. Watch the burial service, then go talk to Greco in his house.

Funguy - Go to Shadow Forest in Home World and go to the area just before Viper Manor. If the boulder covers the hole trapping the man inside the cave, chase a bug into the smaller hole in the water. If there is no boulder, defeat the Wraith. A man will then pop out and give you a mushroom. Take this mushroom to the other man under the small waterfall.

Luccia - Go back to Viper Manor in Another World after fighting Lynx there. Find Luccia on the very upstairs balcony, then follow her back to her lab.

Neofio - Get the Life Sparkle in Hydra Marshes in Another World and take it to Viper Manor also in Another World and use it in the pool on the very top balcony.

Sprigg - Shake the fruit tree in the Dimensional Vortex to get her out of her house then go in her house. Rest for the night, then she will join.

Harle - After Harle guides you through the Dimensional Vortex she will join.

Radius - Go to Opassa Beach when you have just exited the Dimensional Vortex. Then go to Arni Village and talk to Serge's mother and then defeat Radius in battle.

Zappa - Speak with Zappa in Termina in Home World with Radius in your party.

Riddel - After rescuing Riddel from the Porre Army in Another World, go to Hermit's Hideaway. Later when you're on the S.S. Invincible she'll join.

Orcha - After defeating Hell's Cook, Orcha will automatically join in Viper Manor in Another World.

Norris - Go to the Viper Manor Ruins and go into the basement in Home World with Radius in your party to find Norris.

Miki - After defeating all the monsters in Marbule in Home World, go back to the S.S. Zelbess and talk to Miki in the restaurant.

Starky - Get the Star Fragment in the El Nido Traiangle in Home World then go to Sky Dragon Isle in Home World and defeat Mega Starky. Then chase the little Starky around until you catch him.

Sneff - After defeating the Sage of Marbule on board the S.S. Zelbess, talk to Sneff in his dressing room.

Steen - Once you defeat all six Dragon Gods, talk to Steena in Guldove in Home World in the Dragon Worshiper's Tent.

Irenes - When you spend the night in Marbule for the first time in Home World, select the option to go investigate the noise you just heard while you were sleeping. She takes you to S.S. Zelbess. After you defeat the Sage of Marbule, follow Nikki back to the ship. Irenes will join your party in the dressing room.

Draggy - Find the Big Egg in the Dodo's nest in Fossil Valley in Another World. Then go to Fort Dargonia in Home World and go down the elevator and place

the egg in the incubator.

Viper, Marcy, Fargo - After saving Riddel from the Porre Army, they will automatically join you on board the S.S. Invincible after Fargo saves everyone from Dark Serge.

Karsh - After the Dead Sea go back to the backroom of the bar in Termina in Another World. Talk to Karsh first instead of Zoah and agree to let him join. If you choose Zoah, then Karsh will join with Marcy, Fargo, and Viper on board the S.S. Invincible later in the game.

Zoah - After the Dead Sea go back to the backroom of the bar in Termina in Another World. Talk to Zoah first instead of Karsh and agree to let him join. If you choose Karsh, then Zoah will join with Marcy, Fargo, and Viper on board the S.S. Invincible later in the game.

Janice - Defeat Janice's monsters on board the S.S. Zelbess three rounds in a row and she will join you. Try equipping Sprigg with the Forget-Me-Not Pot and defeating some strong monsters with her so you can battle with them.

Turnip - After getting Ice Breathe from the Water Dragon go to Hermit's Hideout in Another World and use the Ice Breathe on the black, burnt ground. Then switch worlds and go to Hermit's Hideaway with Poshul in your party. Go to the same spot where you used Ice Breathe and have Poshul dig it up by putting him in the front of your party (Select Button).

Skelly - Collect all of his bones and then take them to the house to the right of the Viper statue in Termina in Another World. Here are where the bones are along with the worlds:

Fossil Valley (Another)
Shadow Forest (Another)
Guldove (Another)
Hydra Marshes (Another)
Water Dragon Isle (Another)
Isle of the Damned (Another)

Leah - She will join you right when you enter Gaea's Navel.

Grobyc - After defeating him in the return to Viper Manor, Grobyc will help you escape the Guillot and the Porre Army. When you escape, he will join your party.

Orlha - Defeat Orlha in Guldove in Another World and she will give you the Sapphire Brooch. After Serge is reborn, take the Brooch to the Orlha in the bar in Guldove.

Pip - During the first time you enter Viper Manor, go into Luccia's lab and unlock Pip's cage. Then, on board the S.S. Invincible, find him in the hold and catch him. He will then join you.

===Section 4=== Tech Skills

PART A - Single Techs

Serge

Lv. 3 - Dash&Slash - Slice through an enemy
Lv. 5 - Luminaire - A burst of energy to maim all enemies
Lv. 7 - FlyingArrow - Focus magical swallow on one enemy
LV. 7 OBTAINED - Automatically learned at 35 Stars

Lynx

Lv. 3 - Glidehook - Slice up one enemy
Lv. 5 - FeralCats - Attack all enemies with some evil cats
Lv. 7 - ForeverZero - Disintegrate all enemies
LV. 7 OBTAINED - Automatically learned at 35 Stars

Poshul

Lv. 3 - K9Ball - Curl into ball and roll into an enemy
Lv. 5 - DoggyDunnit - Dig up dirty stuff and hit all enemies
Lv. 7 - Unleased - Releases leash to do mad damage to an enemy
LV. 7 OBTAINED - When Serge is reborn, go to Arni Village in Home World and speak with Leena on the pier with Poshul in your party.

Kid

Lv. 3 - Pilfer - Debo (steal) an item from an enemy
Lv. 5 - RedPin - Hurl red daggers at all foes
Lv. 7 - HotShot - Use Lucca's Deathblow machine on one enemy
LV. 7 OBTAINED - In the burning orphanage, go to the machine in the first room and type in the password LARA.

Leena

Lv. 3 - MaidenHand - Lay the smackdown on one enemy
Lv. 5 - MaidenHeart - Recharge elemental powers for Leena only
Lv. 7 - MaidenFaith - Will heal Leena during battle
LV. 7 OBTAINED - On Opassa Beach have Serge answer that he will always remember this day. After Serge is reborn, place Leena in the front of your party (select button) and go talk to Leena's Mom.

Mojo

Lv. 3 - VoodooDance - Dance to place a curse and damage a foe
Lv. 5 - Cartwheel - Spin around and smack all enemies
Lv. 7 - HoodooGuroo - Piledrive an enemy with your nail
LV. 7 OBTAINED - Talk to the fisherman in Arni Village in Home World with Mojo in your party. He'll call him Mojjoy, so take Mojjoy to Arni Village in Another World and talk to the cat statues in this order: Lasery, Aurey, Lickey.

Guile

Lv. 3 - Wandain - Teleport wand through an enemy's body
Lv. 5 - WandaSwords - Turn wand into swords that hit an enemy
Lv. 7 - LightninRod - Zap a single enemy with wand
LV. 7 OBTAINED - Automatically learned at 35 Stars

Nikki

Lv. 3 - GrandFinale - Break guitar on an enemy
Lv. 5 - ChillOut - Play your guitar to freeze an enemy
Lv. 7 - LimeLight - Play some metal to damage your enemies

LV. 7 OBTAINED - With Nikki in your party go to the other Nikki and talk to him on the Magical Dreamers Boat right next to the S.S. Zelbess in Home World.

Pierre

Lv. 3 - Medalsome - Get help in battle from Hero's Medal
Lv. 5 - FoiledAgain - Double slice an enemy
Lv. 7 - SlapOfCyrus - Deathblow from Cyrus
LV. 7 OBTAINED - Give Pierre the Prop Sword (Chronopolis)

Macha

Lv. 3 - BottomsUp - Slam on an enemy with your bum
Lv. 5 - Folding - Fold your opponet like laundry!
Lv. 7 - DirtyDishes - Chuck dishes at an enemy
LV. 7 OBTAINED - Automatically learned at 35 Stars

Korcha

Lv. 3 - HeadButt - Dive head first into an enemy
Lv. 5 - Hook&Sinker - Snag a foe on a fidhing line
Lv. 7 - BigCatch - A special cast of a fishing line on a foe
LV. 7 OBTAINED - After Terra Tower, go to Termina and check out the Mermaid's tank in Another World. Then go talk to the mermaid by Greco's house.

Glenn

Lv. 3 - Dash&Gash - Charge up and slice an opponent
Lv. 5 - SonicSword - Skill learned from Dario...
Lv. 7 - Dive&Drive - Send sword into foe and then rip it out from above
LV. 7 OBTAINED - Automatically learned at 40 Stars

Razzly

Lv. 3 - Raz-Star - Send a star into an enemy
Lv. 5 - Raz-Heart - Heal one ally
Lv. 7 - Raz-Flower - Protect all allies in battle with a flower
LV. 7 OBTAINED - After Serge is reborn take Razzly to Water Dragon Isle in Another World and talk to Rosetta by the tree.

Mel

Lv. 3 - Snatch - Steal an opponent's item
Lv. 5 - Doodle - Draw all over an enemy's face
Lv. 7 - Tantrum - Stomp so hard you'll cause an earthquake
LV. 7 OBTAINED - Automatically learned at 40 Stars.

Van

Lv. 3 - JumpThrow - An awkward Tech Skill that throw's your opponent
Lv. 5 - WetPaint - Throw paint all over allies and enemies
Lv. 7 - PiggyBoink - Put your Piggy Bank on top of an enemy
LV. 7 OBTAINED - Automatically learned at 35 Stars. The more money you have in your Piggy bank, the more damage the attack will do.

Doc

Lv. 3 - HighFive - Throw weapons in the air to attack a foe
Lv. 5 - Gnarly - Crush an enemy's bones with this special maneuver
Lv. 7 - HangTen - Heal all allies

LV. 7 OBTAINED - Get the Medical Book in the Tower of Gheddon, then take the book to Doc in Guldove.

Greco

Lv. 3 - Clothesline - Do the wrestling move clothesline on an enemy

Lv. 5 - Flip-flop - Do a couple flips to do a mad kick on an enemy

Lv. 7 - GraveDigger - Do a body slam from the top of a tombstone

LV. 7 OBTAINED - Go to Greco's house in Termina in Home World with Greco in your party. Talk to the old person talking to the ghost.

Funguy

Lv. 3 - LumberJack - Chop a foe to little pieces.

Lv. 5 - SporeCloud - Send a cloud of Spores from your mushroom to a foe

Lv. 7 - Myconoids - Send a bunch of little mushrooms to attack a enemy

LV. 7 OBTAINED - Go to Shadow Forest in Home World with Funguy in your party and go to the place where you recruited him. Look at the strange new mushrooms.

Luccia

Lv. 3 - Pin-UpGirl - Pin an enemy during battle like a lab rat

Lv. 5 - Mix&Match - Do multiple status effect damage to an enemy

Lv. 7 - TestAmeba - release an amoeba upon a foe

LV. 7 OBTAINED - Go to the sewers under Viper Manor in Another World with Luccia in your party. Find the amoeba near the treasure chest.

Neofio

Lv. 3 - PopPopPop - Shoot flower seeds at all enemies

Lv. 5 - SlurpSlurp - Suck out enemy's HP and give it to an ally

Lv. 7 - BamBamBam - Grab a foe with roots and slam it down

LV. 7 OBTAINED - Go to Sky Dragon Isle in Home World with Neofio in your party and make the monster stop chasing the butterfly. Go up the stairs and then go back down again to see that monster has eaten the butterfly. Go use the actions button on the monster and he will throw up several butterflies. The butterflies will then give you BamBamBam as a reward.

Sprigg

Lv. 3 - N/A

Lv. 5 - Dopplegang

Lv. 7 - N/A

LV. 7 OBTAINED - N/A

Harle

Lv. 3 - Moombeams - Use light beams from the moon to attack all enemies

Lv. 5 - MoonShine - Protect all allies with light beams from the moon

Lv. 7 - Lunalretic - Summon a lunar eclipse to do damage to all foes

LV. 7 OBTAINED - Automatically learned at 25 Stars

Radius

Lv. 3 - LongShot - Hit an enemy from a far distance

Lv. 5 - QuickDraw - Hit opponent with your staff as fast as light

Lv. 7 - VitalEnergy - Send energy beams flying into opponent

LV. 7 OBTAINED - Automatically learned at 35 Stars

Zappa

Lv. 3 - HammerBlow - Smack the ground with your hammer to cause a quake
Lv. 5 - HammerThrow - Send your hammer like a boomerang to hit all foes
Lv. 7 - BallsOfIron - Play golf with a searing hot iron ball
LV. 7 OBTAINED - Automatically learned at 40 Stars.

Riddel

Lv. 3 - SnakeEyes - Heal all allies
Lv. 5 - SnakeSkin - Call upon Cobra for protection in battle
Lv. 7 - SnakeFangs - Recharge elements for self only
LV. 7 OBTAINED - Beat Dario with Riddel in your party.

Orcha

Lv. 3 - SpiceOfLife - Heal all allies
Lv. 5 - MysteryMenu - Turn enemy into an entree
Lv. 7 - DinnerGuest - Invites surprise mystery guest to the battle
LV. 7 OBTAINED - Put Orcha in the front of your party (Select Button) and take him to talk to his brother in Arni Village in Home World.

Norris

Lv. 3 - SpiralRay - Shoot a spiral shot from your gun at one enemy
Lv. 5 - SunShower - Fire yellow balls of light on to all enemies
Lv. 7 - TopShot - Fires a very powerful blast from gun
LV. 7 OBTAINED - After defeating Grobyc at Viper Manor in Another World, go back to Viper Manor with Norris in your party and talk to the other Norris.

Miki

Lv. 3 - HeadBopper - Dance that hypnotizes enemies
Lv. 5 - SexyWink - Wink at an enemy to make them want you bad
Lv. 7 - DanceOnAir - Attack all foes with air waves from dance
LV. 7 OBTAINED - Automatically learned at 35 Stars.

Fargo

Lv. 3 - Pillage - Steal an item from an opponent
Lv. 5 - CannonBalls - S.S. Invincible fires cannonballs at all foes
Lv. 7 - Invincible - The deathblow of very high power
LV. 7 OBTAINED - Take Fargo from Another World to talk to the other Fargo on board the S.S. Zebess.

Starky

Lv. 3 - StarLight - Summon Guardian to attack a single foe
Lv. 5 - StarBust - Summon Guardian to attack all enemies
Lv. 7 - StarStruck - Summon Guardian to do most powerful attack on foe
LV. 7 OBTAINED - After reaching Terra Tower, go back El Nido Triangle and go to the sunken UFO in Another World. Check the hatch inside with Starky in your party.

Sneff

Lv. 3 - BigDeal - Throw cards at an enemy
Lv. 5 - HPSHuffle - Shuffle digits of HP for self
Lv. 7 - SwordTrick - Send swords at and through an opponent
LV. 7 OBTAINED - Automatically learned at 35 Stars

Steena

- Lv. 3 - DireaShadow - Summon ghost of old Dragon Shrine leader
- Lv. 5 - HydraShadow - Summon ghost of the Hydra from the Hydra Marshes
- LV. 5 OBTAINED - After defeating the Hydra in Hydra Marshes in Home World, wait until Serge is reborn, then go back to Hydra Marshes and go down the hole that the Wingapede created. Then defeat the ghost of the Hydra.
- Lv. 7 - GaraiShadow - Summon ghost of Garai, Glenn's father
- LV. 7 OBTAINED - Take Steena to the Isle of the Damned in Home World to Garai's grave.

Irenes

- Lv. 3 - WaterBreath - Breathe out a bunch of water at a foe
- Lv. 5 - MerMelody - Heal one ally with harp
- Lv. 7 - SirenSong - Attack enemies with waves from harp
- LV. 7 OBTAINED - In Marbule in Home World, after the Demihumans appear, take Irenes in the first hut and talk to the person there twice. He will read Irenes' parent's letter and give her SirenSong.

Draggy

- Lv. 3 - CoughDrop - Cough up some fire on an enemy
- Lv. 5 - CoughMix - Cough up some fire and spread it on all foes
- Lv. 7 - BigBreath - Breath attack from his mother
- LV. 7 OBTAINED - Take Draggy to the skull of the big skeleton in Fossil Valley in Another World.

Viper

- Lv. 3 - G-Force - Use gravity to make sword attack much more powerful
- Lv. 5 - AirForce - Make blades of air and hurl them at all enemies
- Lv. 7 - FlagBearer - Use on self to help fighting abilities in battle
- LV. 7 OBTAINED - After Serge is reborn, take Viper to Termina in Home World and talk to the barkeep in the bar. Go into the back room and press the action button over the fabric stuff.

Karsh

- Lv. 3 - DragonRider - Hop on a dragon then slam down on a foe
- Lv. 5 - AxialAxe - Send axe in a boomerang to damage all foes
- Lv. 7 - Axiomatic - A very powerful blow from his axe to an enemy
- LV. 7 OBTAINED - Take Karsh to the Isle of the Damned in Another World and defeat Solt and Peppor.

Marcy

- Lv. 3 - Cat'sCradle - Use some strings to damage an opponent
- Lv. 5 - StringPhone - Damage all enemies with string
- Lv. 7 - WebSurfer - Strings cut out rocks and damage all enemies
- LV. 7 OBTAINED - Automatically learned at 40 Stars.

Zoah

- Lv. 3 - Dragonrider - Hop on a dragon and do an elbow drop on a foe
- Lv. 5 - Gyronimo - Do a whirlwind move with your fists right into foe
- Lv. 7 - Toss&Spike - Uppercut foe into the air, then slam him back down
- LV. 7 OBTAINED - Put Zoah at the front of the party (Select Button) and take him to his room in Viper Manor.

Janice

- Lv. 3 - BeatIt - Beat an enemy with a drum
- Lv. 5 - 24 Carrots - Bounce carrots off drum to damage an enemy
- Lv. 7 - What'sUpDoc - Drum enemy way up in the air
- LV. 7 OBTAINED - Talk to the green monster in Bend of Time several times.

Turnip

- Lv. 3 - VegeChopper - Do a mega cut from the air on an enemy
- Lv. 5 - VegeMight - Dig underground and then uppercut an enemy
- Lv. 7 - VegOut - Grow really big and blow up on an opponent
- LV. 7 OBTAINED - With Neofio and Turnip in your party, go to where Neofio was born in Viper Manor in Another World.

Skelly

- Lv. 3 - JugglerVein - Damage all foes with juggling balls
- Lv. 5 - BalloonLoan - Boost strength with a balloon for battle
- Lv. 7 - OnARoll - Roll on top of a huge beach ball to squash a foe
- LV. 7 OBTAINED - After Serge is reborn, take Skelly to Termina in Home World and speak with the barkeep.

Leah

- Lv. 3 - RockThrow - Chuck some rocks at a foe
- Lv. 5 - TailSpin - Whirl tail around to smack an enemy with
- Lv. 7 - TripleKick - Jump up and do several different kicks on a foe
- LV. 7 OBTAINED - Automatically learned at 35 Stars.

Grobyc

- Lv. 3 - RocketFist - Shoot arm into a foe
- Lv. 5 - HairCutter - Laser down all foes with his charged up hair
- Lv. 7 - StrongArm - A secret weapon developed by the Porre Army
- LV. 7 OBTAINED - Check out the coffin on level 2 in the locker room in Chronopolis with Grobyc in your party.

Orlha

- Lv. 3 - MultiPunch - Strike foe with several punches
- Lv. 5 - PunchDrunk - Some weird punching going on
- Lv. 7 - SisterHoods - Get sister to help in battle
- LV. 7 OBTAINED - Talk to Doc in Guldove in Home World with Orlha in your party.

Pip

- Lv. 3 - Pounce - Jump on an enemy
- Lv. 5 - Soothe - Restore stamina and HP for all allies
- Lv. 7 - Pounce+4 - An even stronger Pounce
- or
- Lv. 7 - HeavenCalls - Touch your opponent (Angel)
- or
- Lv. 7 - Hell'sFury - Go into mad rage against an enemy (Devil)
- or
- Lv. 7 - CanonCannon - You'll have to see for yourself...
- LV. 7 OBTAINED - It depends on which form Pip will take

To use these Double Tech Skills you would first have to have let's say Serge at Lv. 3 Element Power during battle, and Glenn at Lv. 3 Element Power during battle. You then go to where one of their Tech Skills would be and the Double Tech will be there. These are all the Double Techs I have found.

Radius-VitalEnergy (Lv.7) + Viper-AirForce (Lv.5) = VitalForce (White)

Sneff-SwordTrick (Lv.7) + Guile-WandaSwords (Lv.5) = SwordStorm (Black)

Norris-TopShot (Lv.7) + Grobyc-StrongArm (Lv.7) = PitchBlack (Black)

Draggy-BigBreath (Lv.7) + Leah-TripleKick (Lv.7) = DraggyRider (Yellow)

Karsh-DragonRider (Lv.3) + Zoah-Toss&Spike (Lv.7) = DragonSpike (Green)

Turnip-VegOut (Lv.7) + Neofio-BamBamBam (Lv.7) = TossedSalad (Green)

Serge-Dash&Slash (Lv.3) + Glenn-Dash&Gash (Lv.3) = X-Strike (Red)*

Kid-Pilfer (Lv.3) + Mel-Snatch (Lv.3) = DoubleTake (Red)

*With the Masamune equipped on Serge and the Double Einlanzer equipped on Glenn the X-Strike can be sickly powerful against all enemies.

PART C - Triple Techs

These work the same as Double Techs only you need three characters to use them. There is only two that I have found but there probably isn't anymore.

Serge-Luminaire(Lv.5) +Leena-MaidenFaith(Lv.7) + Razzly-RazFlower(Lv.7)
=====|||=====

DeltaAttack (White)

Serge-FlyingArrow (Lv.7) + Kid-RedPin (Lv.5) + Sprigg-Slash (Lv.4)*
=====|||=====

Z-Slash (Blue)

*Sprigg must be on Element level 5 to Dopplegang into Slash, one of the bosses from Chrono Trigger in the Bend of Time. Then Slash must be at Element level 4 in order to do this Triple Tech. Sprigg must have gotten the last blow on Slash in the battle in New Game+ in order to Dopplegang into him.

====Section 5==== Weapons

Once you get the Smith Spirit, you can forge from the World Map, or a Save Point, but until then, you have to go to a smithy to forge weapons and armor and helmets.

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==**SWALLOW**= - Used by Serge, and Lynx

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SEA SWALLOW - Attack - 60 (Base)
Hit % - 85 (Base)
Forge Materials - Cannot Disassemble
Forge Cost - N/A

COPPER SWALLOW - Attack - +2
Hit % - +1
Forge Materials - 1 Copper, 1 Humour
Forge Cost - 100

STEEL SWALLOW - Attack - +5
Hit % - +2
Forge Materials - 1 Iron, 1 Feather, 1 Humour
Forge Cost - 420

SILVER SWALLOW - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Feather, 1 Humour, 1 Eyeball
Forge Cost - 1600

STONE SWALLOW - Attack - +12
Hit % - +3
Forge Materials - 2 Feather, 2 Scale, 1 Denadorite, 1 Humour
Forge Cost - 7980

SPECTRA SWALLOW - Attack - +17
Hit % - +4
Forge Materials - 1 Rainbow Shell, 1 Shiny Ember, 1 Shiny Soot, 1 Shiny
Sand, 1 Shiny Leaf, 1 Shiny Salt, 1 Shiny Dew,
1 Feather, 1 Scale
Forge Cost - 21600

MASAMUNE - Attack - +15
Hit % - +4
Forge Materials - Cannot Disassemble
Forge Cost - N/A
EXTRA INFO - You get the MasterMune from defeating Dario on the
Forbidden Island. The MasterMune is the evil sword
and the exact opposite of the Einlanzer. Though it
does not do as much normal damage as the Spectra
Swallow, it does a critical hit nearly every time it
hits an enemy. This makes it much better than the
Spectra Swallow. Even though it is technically a
sword, only Lynx and Serge can use it.

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==**GLOVE**= - Used by Zoah, Marcy, Poshul, Orlha, Pip, Mojo, Draggy,
===== Neofio, Grobyc, Greco, Skelly, and Miki.

BONE GLOVE - Attack - 47 (Base)
Hit % - 85 (Base)
Forge Materials - 1 Bone, 1 Leather
Forge Cost - 40 G

BRONZE GLOVE - Attack - +2
Hit % - +1
Forge Materials - 1 Copper, 1 Humour, 1 Leather
Forge Cost - 150 G

IRON GLOVE - Attack - +5
Hit % - +2
Forge Materials - 1 Iron, 1 Humour, 1 Leather
Forge Cost - 420 G

MYTHRIL GLOVE - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Fang, 1 Humour, 1 Leather
Forge Cost - 1600 G

GRANITE GLOVE - Attack - +12
Hit % - +3
Forge Materials - 2 Leather, 2 Fang, 1 Denadorite, 1 Humour
Forge Cost - 7980 G

SPECTRAL GLOVE - Attack - +17
Hit % - +4
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Dew, 1 Shiny
Ember, 1 Shiny Soot, Shiny Leaf, Shiny Sand,
1 Humour, 1 Leather, 1 Fang
Forge Cost - 24000 G

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==**SWORD**= - Used by Viper, Fargo, Steena, Turnip, Glenn, and Pierre
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BONE SWORD - Attack - 36 (Base)
Hit % - 82 (Base)
Forge Materials - 1 Bone, 1 Leather
Forge Cost - N/A

BRONZE SWORD - Attack - +2
Hit % - +1
Forge Materials - 1 Copper, 1 Leather, 1 Humour
Forge Cost - 150 G

STEEL SWORD - Attack - +5
Hit % - +2
Forge Materials - 1 Iron, 1 Leather, 1 Humour
Forge Cost - 420 G

SILVER SWORD - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Leather, 1 Humour
Forge Cost - 1200 G

STONE SWORD - Attack - +12
Hit % - +3
Forge Materials - 2 Leather, 2 Humour, 1 Denadorite, 1 Screw
Forge Cost - 7980 G

SPECTRAL SWORD - Attack - +17
Hit % - +4
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Dew, 1 Shiny
Ember, 1 Shiny Soot, Shiny Leaf, Shiny Sand,
1 Humour, 1 Leather, 1 Screw
Forge Cost - 24000 G

HERO'S BLADE - Attack - +3
Hit % - +4
Forge Materials - N/A
Forge Cost - N/A
EXTRA INFO - Only Pierre can use.

EINLANZER (1) - Attack - +13
Hit % - +4
Forge Materials - N/A
Forge Cost - N/A
EXTRA INFO - The Holy Sword that only Glenn can use. Recieve from
Garai after you defeat him on Isle of the Damned
(Home World)

VIPER'S VENOM - Attack - +15
Hit % - +0
Forge Materials - N/A

Forge Cost - N/A
EXTRA INFO - Only Viper can use. Can be found in Viper Manor (Another World) when you return for the final time. Go to the room with all the traps and take the Decor Shield of the wall and give it to the statue without a shield. Then, on the far left column press X and press the secret button. With the Viper statue in the niche on the right wall, this will open a secret passage.

SLASHER - Attack - +15
Hit % - +4
Forge Materials - N/A
Forge Cost - N/A
EXTRA INFO - The sword that was once yielded by Slash. Get it by beating Ozzie, Flea, and Slash in the Bend of Time in New Game+.

EINLANZER (2) - Attack - +18
Hit % - +4
Forge Materials - N/A
Forge Cost - N/A
EXTRA INFO - Two Holy Swords at once! Only Glenn can use them. Battle like his father Garai. The most powerful weapon in the game. Get it by Greco's house in Termina after Serge is reborn. Have Glenn in party and press the SELECT button to have Glenn in front of the party. Then go to the Einlanzer.

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==**AXES**= - Used by Karsh, Funguy, Zappa, and Leah
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BONE AXE - Attack - 51 (Base)
Hit % - 82 (Base)
Forge Materials - 1 Bone, 1 Copper, 1 Fang
Forge Cost - N/A

IRON AXE - Attack - +5
Hit % - +1
Forge Materials - 1 Copper, 1 Iron, 1 Humour, 1 Fang
Forge Cost - 560 G

SILVER AXE - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Copper, 1 Fang, 1 Humour, 1 Screw
Forge Cost - 2000 G

STONE AXE - Attack - +12
Hit % - +3
Forge Materials - 2 Fang, 1 Denadorite, 1 Copper, 1 Humour, 1 Screw
Forge Cost - 7980 G

RAINBOW AXE - Attack - +17
Hit % - +3
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Soot, 1 Shiny Dew, 1 Shiny Sand, 1 Shiny Leaf, 1 Shiny Ember, 1 Fang, 1 Copper, 1 Humour
Forge Cost - 24000 G

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==**HAMMER**= - Used by Zappa, and Funguy
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*Hammer stats are compared to the Bone Axe's stats.

GREAT HAMMER - Attack - +9
Hit % - +5
Forge Materials - 1 Mythril, 1 Iron, 1 Copper, 1 Screw, 1 Eyeball, 1 Fang
Forge Cost - N/A

MASTER HAMMER - Attack - +15
Hit % - +5
Forge Materials - 1 Denadorite, 1 Mythril, 1 Iron, 1 Copper, 1 Screw, 1 Bone, 1 Eyeball, 1 Fang
Forge Cost - 10000 G

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==**DAGGER**= - Used by Kid
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IVORY DAGGER - Attack - 50 (Base)
Hit % - 89 (Base)
Forge Materials - 1 Bone, 1 Fang
Forge Cost - 40 G

BRONZE DAGGER - Attack - +2
Hit % - +1
Forge Materials - 1 Copper, 1 Humour, 1 Fang
Forge Cost - 150 G

IRON DAGGER - Attack - +5
Hit % - +2
Forge Materials - 1 Iron, 1 Humour, 1 Fang
Forge Cost - 420 G

MYTHRIL DAGGER - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Humour, 1 Fang
Forge Cost - 1200 G

STONE DAGGER - Attack - +12
Hit % - +3
Forge Materials - 2 Humour, 2 Fang, 1 Denadorite, 1 Feather
Forge Cost - 7980 G

PRISM DAGGER - Attack - +19
Hit % - +4
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Dew, 1 Shiny
Soot, 1 Shiny Sand, 1 Shiny Ember, 1 Shiny Leaf,
1 Fang, 1 Feather
Forge Cost - 21600 G

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==**ROD**= - Used by Guile, Razzly, and Riddel

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PORCELAIN ROD - Attack - 40 (Base)
Hit % - 85 (Base)
Forge Materials - 1 Bone, 1 Eyeball
Forge Cost - N/A

BRASS ROD - Attack - +2
Hit % - -1
Forge Materials - 1 Copper, 1 Humour, 1 Eyeball
Forge Cost - 150 G

IRON ROD - Attack - +5
Hit % - +0
Forge Materials - 1 Iron, 1 Humour, 1 Eyeball
Forge Cost - 420 G

MYTHRIL ROD - Attack - +8
Hit % - +0
Forge Materials - 1 Mythril, 1 Humour, 1 Screw, 1 Eyeball
Forge Cost - 1600 G

DENADORITE ROD - Attack - +12
Hit % - +1

Forge Materials - 2 Screw, 1 Denadorite, 1 Eyeball, 1 Feather, 1 Humour
Forge Cost - 7980 G

FLORAL ROD - Attack - +16
Hit % - +0

Forge Materials - N/A
Forge Cost - N/A

EXTRA INFO - I've heard about this Floral Rod but I can't find it
anywhere. If you have please e-mail me (firm1314@cs.com)
and tell me it's stats and where is is found.

RAINBOW ROD - Attack - +17
Hit % - +2

Forge Materials - 1 Rainbow Shell, 1 Shiny Leaf, 1 Shiny Soot, 1 Shiny
Sand, 1 Shiny Dew, 1 Shiny Ember, 1 Shiny Salt,
1 Eyeball, 1 Screw
Forge Cost - 21600 G

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==**STAFF**= - Used by Radius, and Sprigg

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SILVER STAFF - Attack - 54 (Base)
Hit % - 91 (Base)

Forge Materials - 1 Mythril, 1 Eyeball, 1 Humour
Forge Cost - 1200 G

STONE STAFF - Attack - +4
Hit % - +1

Forge Materials - 1 Denadorite, 1 Eyeball
Forge Cost - 2660 G

SPECTRAL STAFF - Attack - +9
Hit % - +2

Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Dew, 1 Shiny
Leaf, 1 Shiny Ember, 1 Shiny Soot, 1 Shiny Sand,
1 Eyeball
Forge Cost - 19200 G

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==**GUN**= - Used by Norris, and Sparky

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FERROUS GUN - Attack - 58 (Base)
Hit % - 87 (Base)

Forge Materials - 1 Copper, 1 Iron, 1 Humour, 1 Screw
Forge Cost - N/A

ARGENT GUN - Attack - +3
Hit % - +0
Forge Materials - 1 Mythril, 1 Copper, 1 Screw, 1 Eyeball, 1 Humour
Forge Cost - 2000 G

SHOCKWAVE GUN - Attack - +5
Hit % - +2
Forge Materials - N/A
Forge Cost - N/A

DENADORITE GUN - Attack - +7
Hit % - +1
Forge Materials - 2 Scale, 2 Screw, 1 Denadorite, 1 Copper
Forge Cost - 7980 G

PLASMA PISTOL - Attack - +11
Hit % - +2
Forge Materials - N/A
Forge Cost - N/A
EXTRA INFO - Take Starky to Arni Village in Home World and take him in front of the swordfish.

SPECTRAL GUN - Attack - +12
Hit % - +2
Forge Materials - 1 Rainbow Shell, 1 Shiny Sand, 1 Shiny Soot, 1 Shiny Salt, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Ember, 1 Copper, 1 Scale, 1 Screw
Forge Cost - 24000 G

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==**KITCHEN UTENSILS**= - Used by Leena, Macha, and Orcha

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SPATULA Ca20 - Attack - 51 (Base)
Hit % - 85 (Base)
Forge Materials - 1 Bone, 1 Carapace
Forge Cost - N/A

BESOM Cu29 - Attack - +2
Hit % - +1
Forge Materials - 1 Copper, 1 Carapace, 1 Humour
Forge Cost - 150 G

LADLE Fe26 - Attack - +5

Hit % - +2
Forge Materials - 1 Iron, 1 Carapace, 1 Humour
Forge Cost - 420 G

FRYPAN Ag47 - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Carapace, 1 Humour, 1 Fur
Forge Cost - 1600 G

SAUCEPAN Si02 - Attack - +12
Hit % - +3
Forge Materials - 2 Carapace, 2 Humour, 1 Denadorite, 1 Fur
Forge Cost - 7980 G

CRYSTALPAN C6 - Attack - +14
Hit % - +4
Forge Materials - 1 Rainbow Shell, 1 Shiny Leaf, 1 Shiny Soot, 1 Shiny
Salt, 1 Shiny Sand, 1 Shiny Dew, 1 Shiny Ember,
1 Humour, 1 Fur, 1 Carapace
Forge Cost - 24000 G

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==**CARROT**= - Used by Janice

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CARROT - Attack - 61 (Base)
Hit % - 93 (Base)
Forge Materials - N/A
Forge Cost - N/A

BETA CAROTENE - Attack - +6
Hit % - +0
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Sand, 1 Shiny
Soot, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Ember,
4 Seed
Forge Cost - N/A

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==**SHOT**= - Used by Sneff, Harle, Doc, and Luccia

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BRONZE SHOT - Attack - 48 (Base)
Hit % - 84 (Base)
Forge Materials - 1 Copper, 1 Humour, 1 Feather
Forge Cost - 150 G

STEEL SHOT - Attack - +3

Hit % - +1
Forge Materials - 1 Iron, 1 Feather, 1 Humour
Forge Cost - 420 G

SILVER SHOT - Attack - +6
Hit % - +1
Forge Materials - 1 Mythril, 1 Scale, 1 Humour, 1 Feather
Forge Cost - 1600 G

STONE SHOT - Attack - +10
Hit % - +2
Forge Materials - 2 Humour, 2 Feather, 1 Denadorite, 1 Scale
Forge Cost - 7980 G

PRISM PELLETS - Attack - +15
Hit % - +3
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Sand, 1 Shiny
Soot, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Ember,
1 Humour, 1 Scale, 1 Feathe
Forge Cost - 24000 G

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==**CARD DECKS**= - Used by Sneff, Harle, Doc, and Luccia

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*Card Decks are pretty much the same thing as shots, so there stats are compared to the base stats of the Bronze Shot.

PRIVATE DECK - Attack - +10
Hit % - +3
Forge Materials - 3 Fur, 3 Eyeball, 1 Mythril
Forge Cost - N/A

PACK OF LIES - Attack - +15
Hit % - +3
Forge Materials - 6 Fur, 6 Eyeball, 1 Denadorite
Forge Cost - N/A

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==**PICK**= - Used by Nikki, and Irene

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PORCELAIN PICK - Attack - 48 (Base)
Hit % - 89 (Base)
Forge Materials - 1 Bone, 1 Fur
Forge Cost - N/A

BRASS PICK - Attack - +2
Hit % - +1
Forge Materials - 1 Copper, 1 Feather, 1 Fur
Forge Cost - 150 G

IRON PICK - Attack - +5
Hit % - +2
Forge Materials - 1 Iron, 1 Feather, 1 Fur
Forge Cost - 420 G

MYTHRIL PICK - Attack - +8
Hit % - +2
Forge Materials - 1 Mythril, 1 Eyeball, 1 Feather, 1 Fur
Forge Cost - 1600 G

PEBBLE PICK - Attack - +12
Hit % - +3
Forge Materials - 2 Feather, 2 Fur, 1 Denadorite, 1 Eyeball
Forge Cost - 7980 G

PRISM PICK - Attack - +17
Hit % - +4
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Sand, 1 Shiny
Soot, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Ember,
2 Feather, 1 Fur
Forge Cost - 24000 G

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==**LURES**= - Used by Korcha

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BRONZE LURE - Attack - 52 (Base)
Hit % - 86 (Base)
Forge Materials - 1 Copper, 1 Scale, 1 Bone, 1 Seed
Forge Cost - N/A

IRON LURE - Attack - +3
Hit % - +1
Forge Materials - 1 Iron, 1 Scale, 1 Bone, 1 Seed
Forge Cost - 560 G

MYTHRIL LURE - Attack - +6
Hit % - +1
Forge Materials - 1 Mythril, 1 Bone, 1 Scale, 1 Seed
Forge Cost - 1600 G

STONE LURE - Attack - +10
 Hit % - +2
Forge Materials - 2 Scale, 2 Seed, 1 Denadorite, 1 Bone
Forge Cost - 7980 G

PRISM LURE - Attack - +15
 Hit % - +3
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Sand, 1 Shiny
 Soot, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Ember,
 1 Bone, 1 Scale, 1 Seed
Forge Cost - 24000 G

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==**BOOMERANG**= - Used by Van, and Mel

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STEELRANG - Attack - 50 (Base)
 Hit % - 84 (Base)
Forge Materials - 1 Iron, 1 Feather, 1 Scale
Forge Cost - 420 G

SILVERANG - Attack - +3
 Hit % - +0
Forge Materials - 1 Mythril, 1 Fur, 1 Scale, 1 Feather
Forge Cost - 1600 G

ROCKERANG - Attack - +7
 Hit % - +1
Forge Materials - 2 Feather, 2 Scale, 1 Denadorite, 1 Fur
Forge Cost - 7980 G

PRISMARANG - Attack - +12
 Hit % - +2
Forge Materials - 1 Rainbow Shell, 1 Shiny Salt, 1 Shiny Sand, 1 Shiny
 Soot, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Ember,
 1 Feather, 1 Scale, 1 Fur
Forge Cost - 24000 G

===Section 6=== Armor

Once you get the Smith Spirit, you can forge from the World Map, or a Save Point, but until then, you have to go to a smithy to forge weapons and armor and helmets.

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==**MAIL**= - Used by everyone

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IVORY MAIL - Defense - +1
 M.Def - +1
 Evade% - -3%
Forge Materials - 1 Bone, 1 Humour, 1 Scale
Forge Cost - 60 G

BRONZE MAIL - Defense - +3
 M.Def - +3
 Evade% - -3%
Forge Materials - 1 Copper, 1 Bone, 1 Humour, 1 Fur
Forge Cost - 200 G

IRON MAIL - Defense - +6
 M.Def - +5
 Evade% - -3%
Forge Materials - 1 Iron, 1 Copper, 1 Humour, 1 Leather
Forge Cost - 560 G

MYTHRIL MAIL - Defense - +9
 M.Def - +8
 Evade% - -3%
Forge Materials - 1 Mythril, 1 Carapace, 1 Iron, 1 Humour, 1 Leather
Forge Cost - 2000 G

STONE MAIL - Defense - +12
 M.Def - +12
 Evade% - -3%
Forge Materials - 1 Denadorite, 2 Carapace, 1 Mythril, 1 Humour,
 2 Leather
Forge Cost - 9310 G

PRISM MAIL - Defense - +16
 M.Def - +14
 Evade% - -3%
Forge Materials - 1 Rainbow Shell, 1 Denadorite, 1 Shiny Soot, 1 Shiny
 Sand, 1 Shiny Ember, 1 Shiny Leaf, 1 Shiny Dew, 1
 Shiny Salt, 1 Carapace, 1 Leather
Forge Cost - 24000 G

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==**VESTS**= - Used by everyone

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IVORY VEST - Defense - 36 (Base)
M.Def - 24 (Base)
Forge Materials - 1 Bone, 1 Fur
Forge Cost - 40 G

BRONZE VEST - Defense - +2
M.Def - +2
Forge Materials - 1 Copper, 1 Fur
Forge Cost - 100 G

IRON VEST - Defense - +5
M.Def - +4
Forge Materials - 1 Iron, 1 Fur, 1 Fang
Forge Cost - 420 G

MYTHRIL VEST - Defense - +8
M.Def - +7
Forge Materials - 1 Mythril, 1 Fur, 1 Fang
Forge Cost - 1200 G

STONE VEST - Defense - +11
M.Def - +10
Forge Materials - 1 Denadorite, 1 Fur, 1 Fang
Forge Cost - 3990 G

PRISM VEST - Defense - +14
M.Def - +12
Forge Materials - 1 Rainbow Shell, 1 Shiny Ember, 1 Shiny Dew,
1 Shiny Leaf, 1 Shiny Sand, 1 Fur, 1 Carapace, 1 Fang
Forge Cost - 19200 G

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==**SUITS**= - Used by everyone
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ENERGIZER SUIT - Defense - +6
M.Def - +4
Evade% - -3%
Materials - 4 Feather, 4 Scale, 2 Leather, 1 Copper, 1 Iron,
1 Mythril, 1 Shiny Salt
Forge Cost - N/A
EXTRA INFO - Automatically recovers HP! Found at Hermit's Hideaway
(Home World) inside the chests in Radius' house.

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==**CAPES**= - Used by children only

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WISP CAPE - Defense - +4
M.Def - +3
Evade% - +12%
Materials - 2 Seed, 2 Leather, 1 Bone, 1 Copper
Forge Cost - N/A

CLOUD CAPE - Defense - +7
M.Def - +6
Evade% - +15%
Materials - 2 Carapace, 2 Seed, 1 Bone, 1 Iron
Forge Cost - N/A
EXTRA INFO - Steal from Pterodact in Gaea's Navel.

STARDUST CAPE - Defense - +9
M.Def - +8
Evade% - +11%
Materials - 2 Seed, 2 Screw, 1 Bone, 1 Mythril
Forge Cost - N/A

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==**DRESSES**= - Used by women only

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FEATHERY DRESS - Defense - +2
M.Def - +4
Evade% - -3%
Materials - 4 Feather, 2 Fur, 1 Bone, 1 Copper
Forge Cost - N/A

SCALEY DRESS - Defense - +4
M.Def - +6
Evade% - -3%
Materials - 4 Scale, 2 Fur, 1 Bone, 1 Iron
Forge Cost - N/A

CARAPACE DRESS - Defense - +6
M.Def - +8
Evade% - -3%
Materials - 4 Leather, 2 Fur, 1 Mythril, 1 Bone
Forge Cost - N/A

SCREWY DRESS - Defense - +8
M.Def - +10
Evade% - -3%
Materials - 4 Feather, 4 Leather, 4 Scale, 2 Fur, 1 Bone,
1 Denadorite

Forge Cost - N/A

DIVA DRESS - Defense - +10
M.Def - +12
Evade% - -3%

Materials - 2 Scale, 2 Feather, 2 Leather, 2 Fur, 1 Bone,
1 Mythril, 1 Denadorite

Forge Cost - N/A

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ELEMENT ABSORPTION PLATES - Used by everyone

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BLUE PLATE - Defense - +7
M.Def - +4
Evade% - -3%

Materials - 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace,
1 Screw, 1 Shiny Ember, 1 Shiny Dew

EXTRA INFO - Absorbs Blue elements to heal the wearer. Use Fargo
to steal this plate from the Water Dragon. In battle,
right before the Water Dragon begins to sag (after
you do 2,000 HP damage on him), use Pillage on him
and you should steal it.

YELLOW PLATE - Defense - +7
M.Def - +4
Evade% - -3%

Materials - 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace,
1 Screw, 2 Shiny Leaf, 1 Shiny Sand

EXTRA INFO - Absorbs Yellow elements to heal the wearer. Steal it
with Fargo from the Earth Dragon. Use Pillage at the
beginning of the battle. If you ever want to defeat
the Crisophinx you need this armor.

GREEN PLATE - Defense - +7
M.Def - +4
Evade% - -3%

Materials - 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace,
1 Screw, 1 Shiny Leaf, 2 Shiny Sand

EXTRA INFO - Absorbs Green elements to heal the wearer. Steal it
with Fargo from the Green Dragon. Use Pillage during
the second round of your attacks.

RED PLATE - Defense - +7
M.Def - +4
Evade% - -3%

Materials - 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace,
1 Screw, 2 Shiny Dew, 1 Shiny Ember

EXTRA INFO - Absorbs Red elements to heal the wearer. Steal it
with Fargo from the Fire Dragon. Use Pillage right

after the Fire Dragon evolves.

BLACK PLATE - Defense - +7
 M.Def - +4
 Evade% - -3%

Materials - 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace,
 1 Screw, 2 Shiny Salt, 1 Shiny Soot

EXTRA INFO - Absorbs Black elements to heal the wearer. This armor
 is very important to have. Steal it with Fargo from
 the Black Dragon. Use Pillage early in the battle,
 during the first or second round.

WHITE PLATE - Defense - +7
 M.Def - +4
 Evade% - -3%

Materials - 2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace,
 1 Screw, 2 Shiny Soot, 1 Shiny Salt

EXTRA INFO - Absorbs White elements to heal the wearer. Steal it
 with Fargo from the Sky Dragon. Use Pillage after the
 Sky Dragon uses NullState, his Tech Skill.

===Section 7=== Accessories

Once you get the Smith Spirit, you can forge from the World Map, or a Save Point, but until then, you have to go to a smithy to forge weapons and armor and helmets.

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=**HELMETS**=

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IVORY HELMET

Bonuses - Defense +1
 Mg. Defense +1

Forge Materials - 1 Bone, 1 Screw

Forge Cost - 40 G

BRONZE HELMET

Bonuses - Defense +2
 Mg. Defense +1

Forge Materials - 1 Copper, 1 Screw

Forge Cost - 100 G

IRON HELMET

Bonuses - Defense +3

Mg. Defense +1
Forge Materials - 1 Iron 1 Fang, 1 Screw
Forge Cost - 200 G

MYTHRIL HELMET

Bonuses - Defense +4
Mg. Defense +2
Forge Materials - 1 Mythril, 1 Leather, 1 Screw, 1 Fang
Forge Cost - 1600 G

STONE HELMET

Bonuses - Defense +5
Mg. Defense +2
Forge Materials - 1 Denadorite, 1 Scale, 1 Fang, 1 Screw, 1 Leather
Forge Cost - 6650 G

PRISM HELMET

Bonuses - Defense +6
Mg. Defense +3
Forge Materials - 1 Rainbow Shell, 1 Shiny Ember, 1 Shiny Dew,
1 Shiny Sand, 1 Shiny Leaf, 1 Fang, 1 Screw
Forge Cost - 16800 G

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==**CAPS**=

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ANTITOXINAL CAP

Stat Bonuses - Defense +1
Mg. Defense +1
Materials - 1 Shiny Leaf, 1 Copper
Additional Bonuses - Protects against poison

ANTIVIRAL CAP

Stat Bonuses - Defense +1
Mg. Defense +1
Materials - 1 Shiny Dew, 1 Copper
Additional Bonuses - Protects against the flu

PLASTER CAP

Stat Bonuses - Defense +1
Mg. Defense +1

Materials - 1 Shiny Sand, 1 Copper
Additional Bonuses - Protects against sprains

POULTICE CAP

Stat Bonuses - Defense +1
Mg. Defense +1
Materials - 1 Shiny Ember, 1 Copper
Additional Bonuses - Protects against burns

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==*MISCELLANEOUS ACCESSORIES*==

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If the accessory has a single * in front of it, that means it is a common item and can be found by defeating bosses or enemies and opening treasure chests. If it is not common, then there will be an explanation on where that item can be found.

*KNEE PAD

Stat Bonuses - Defense +1
Materials - 1 Copper, 1 Leather
Additional Bonuses - N/A

*ELBOW PAD

Stat Bonuses - Defense +3
Materials - 1 Iron, 2 Leather
Additional Bonuses - N/A

*WAIST PAD

Stat Bonuses - Defense +5
Materials - 1 Mythril, 3 Leather
Additional Bonuses - N/A

DEFENDER

Stat Bonuses - Defense +1
Evade % +6%
Mg. Defense +1
Materials - 1 Mythril, 2 Leather, 2 Feather, 2 Carapace
Additional Bonuses - N/A
HOW OBTAINED - After fighting Grobyc at Viper Manor (Another World)

DEFENDER PLUS

Stat Bonuses - Defense +3
Evade % +12%
Mg. Defense +2
Materials - 1 Denadorite, 2 Leather, 2 Feather, 2 Carapace
Additional Bonuses - N/A
HOW OBTAINED - Terra Tower

GHETZ'S SHIRT

I have heard about this accessory but I cannot find it anywhere! Who is this Ghetz?? I know it has something to do with the monster Wraith but I can't steal it from him and he doesn't drop it. I have tried in both worlds too...I am stumped. If you know about it, e-mail me firm1314@cs.com.

OZZIE PANTS

Stat Bonuses - Defense +13
Materials - 1 Denadorite, 10 Fur
Additional Bonuses - You can wear it on your head...start with status effects.
HOW OBTAINED - In New Game+ go to the Bend of Time (strange looking island just northwest of Marbule) and fight Flea, Slash and Ozzie. After defeating them, Ozzie will drop them.

*SILVER PENDANT

Stat Bonuses - Mg. Defense +1
Materials - 1 Copper, 1 Carapace
Additional Bonuses - N/A

*GOLD PENDANT

Stat Bonuses - Mg. Defense +2
Materials - 1 Iron, 2 Carapace
Additional Bonuses - N/A

MEMENTO PENDANT

Stat Bonuses - Mg. Defense +4
Materials - N/A
Additional Bonuses - N/A
HOW OBTAINED - After you recruit Karsh, put him in your party, go to The Isle of the Damned (Another World) and defeat Solt and Peppor.

TRASHY TIARA

Stat Bonuses - Mg. Defense +1
Materials - 1 Carapace, 1 Bone, 1 Eyeball, 1 Humour, 1 Fur,
1 Leather, 1 Scale, 1 Fang, 1 Screw, 1 Seed,
1 Feather
Additional Bonuses - N/A
HOW OBTAINED - Steal from Dark Serge.

GOLDEN TIARA

Stat Bonuses - Mg. Defense +1
Materials - 1 Copper, 1 Iron, 1 Mythril
Additional Bonuses - N/A
HOW OBTAINED - In The Isle of the Damned (Home World) lead the
thing that blows up to the suit of armor. Defeat
it, then defeat the armor.

FLEA VEST

Stat Bonuses - Mg. Defense +13
Materials - 1 Mythril, 10 Feather
Additional Bonuses - You can wear it on your head...
HOW OBTAINED - In New Game+ go to the Bend of Time (strange
looking island just northwest of Marbule) and
fight Flea, Slash and Ozzie. Steal the vest from
Flea.

*POWER GLOVE

Stat Bonuses - Attack +1
Materials - 1 Copper, 1 Fang
Additional Bonuses - N/A

POWER SEAL

Stat Bonuses - Attack +5
Materials - 1 Mythril, 3 Fang
Additional Bonuses - N/A
HOW OBTAINED - Steal from Tyrano (see section 10)

*DRAGOON GAUNTLET

Stat Bonuses - Attack +3
Materials - 1 Iron, 2 Fang
Additional Bonuses - N/A

*DRAGOON'S HONOR

Stat Bonuses - Attack +1
Hit % +2%
Magic +1
Materials - 1 Mythril, 2 Scale, 2 Fang, 2 Fur
Additional Bonuses - N/A

DRAGOON'S GLORY

Stat Bonuses - Attack +3
Hit % +3%
Magic +2
Materials - 1 Denadorite, 2 Scale, 2 Fang, 2 Fur
Additional Bonuses - (This item is very rare)
HOW OBTAINED - After Serge is reborn put General Viper in your party and go to the bar in Termina (Home World). Go to the back room and press X next to the flag. You will also get Viper's Tech FlagBearer

*MAGIC RING

Stat Bonuses - Magic +1
Materials - 1 Copper, 1 Scale
Additional Bonuses - N/A

SKY DJINN RING

Stat Bonuses - Magic +2
Materials - 1 Iron, 2 Scale
Additional Bonuses - N/A
HOW OBTAINED - Steal from Lynx in Viper Manor (see section 10)

*MAGIC SEAL

Stat Bonuses - Magic +4
Materials - 1 Mythril, 3 Scale
Additional Bonuses - N/A

*SILVER LOUPE

Stat Bonuses - Hit% +2%
Materials - 1 Copper, 1 Fur
Additional Bonuses - N/A

*SIGHT SCOPE

Stat Bonuses - Hit% +3%
Materials - 1 Iron, 2 Fur

Additional Bonuses - N/A

THIRD EYE

Stat Bonuses - Hit% +4%
Materials - 1 Mythril, 3 Fur
Additional Bonuses - N/A
HOW OBTAINED - Steal from Whoot.

*DANCING SHOES

Stat Bonuses - Evade% +6%
Materials - 1 Copper, 1 Feather
Additional Bonuses - N/A

*KUNG-FU SHOES

Stat Bonuses - Evade% +12%
Materials - 1 Iron, 2 Feather
Additional Bonuses - N/A

*WINGED SHOES

Stat Bonuses - Evade% +18%
Materials - 1 Mythril, 3 Feather
Additional Bonuses - N/A

*SILVER EARRING

Stat Bonuses - N/A
Materials - 1 Iron, 2 Humour
Additional Bonuses - Increases HP during battle (low)

*GOLD EARRING

Stat Bonuses - N/A
Materials - 1 Mythril, 3 Humour
Additional Bonuses - Increases HP during battle (medium)

EARRING OF LIGHT

Stat Bonuses - N/A
Materials - 1 Denadorite, 4 Humour
Additional Bonuses - Increases HP during battle (high)
HOW OBTAINED - The treasure chest in the control room in the City
Ruins in The Dead Sea (Home World)

EARRING OF HOPE

Stat Bonuses - N/A
Materials - 1 Iron, 1 Mythril, 1 Denadorite, 5 Humour
Additional Bonuses - Increases HP during battle (very high)
HOW OBTAINED - After defeating the Time Devourer (see section 10)

*PENDRAGON SIGIL C

Stat Bonuses - N/A
Materials - 1 Copper
Additional Bonuses - Shifts attribute of elemental attacks recieved to
weapon (low-level Elements)

*PENDRAGON SIGIL B

Stat Bonuses - N/A
Materials - 1 Iron
Additional Bonuses - Shifts attribute of elemental attacks recieved to
weapon (low to mid-level Elements)

PENDRAGON SIGIL A

Stat Bonuses - N/A
Materials - 1 Mythril
Additional Bonuses - Shifts attribute of elemental attacks recieved to
weapon (low to high-level Elements)
HOW OBTAINED - After defeating Dark Serge in Fort Dragonia (see
section 10)

*STAMINA RING

Stat Bonuses - N/A
Materials - 1 Iron, 1 Eyeball
Additional Bonuses - Improves stamina recovery rate

STAMINA BELT

Stat Bonuses - N/A
Materials - 1 Mythril, 2 Eyeball
Additional Bonuses - Improves stamina recovery rate
HOW OBTAINED - Winning Round 1 of the Grand Slam on the S.S.
Zelbess

*RESISTANCE RING

Stat Bonuses - N/A
Materials - 1 Iron, 1 Seed
Additional Bonuses - Decreases time that status effects last

RESISTANCE BELT

Stat Bonuses - N/A
Materials - 1 Mythril, 2 Seed
Additional Bonuses - Decreases time that status effects last
HOW OBTAINED - Winning Round 2 of the Grand Slam on the S.S.
Zelbess

PROFITEER PURSE

Stat Bonuses - N/A
Materials - 3 Bone, 3 Copper, 3 Iron
Additional Bonuses - Increases amount of money won at the end of battle
HOW OBTAINED - Behind the stairs in Van's House in Termina
(Another World)

FORGET-ME-NOT POT

Stat Bonuses - N/A
Materials - 5 Bone
Additional Bonuses - Allows Sprigg to Dopplegang into more monsters
HOW OBTAINED - Steal from Peppor in your final battle on Isle of
the Damned (see section 10). You can also find it
in a chest underneath the stairs in Chronopolis

STAR FRAGMENT

Stat Bonuses - N/A
Materials - N/A
Additional Bonuses - Protects you from the flu, burns, sprains, and
poison status effects
HOW OBTAINED - The Chest at the bottom of El Nido Triangle (Home
World)

HERO'S MEDAL

Stat Bonuses - Evade % +24%
Materials - N/A
Additional Bonuses - Only Pierre can use, part of 3-piece set
HOW OBTAINED - In Termina (Another World) talk to Pierre inside
Zappa's shop. Then talk to the boy that is running
in circles outside of the Zappa's Shop. Then take
the medal to Pierre inside the shop. You must
speak to the Viper statue washer first.

HERO'S SHIELD

Stat Bonuses - Defense +1
Mg. Defense +1
Materials - N/A
Additional Bonuses - Only Pierre can use, part of 3-piece set
HOW OBTAINED - In Viper Manor (Another World) in the room with
all the traps

DREAMER'S SCARF

Stat Bonuses - N/A
Materials - 1 Copper, 1 Iron, 1 Mythril
Additional Bonuses - Automatically start battle with Elemental Power
Level at 1
HOW OBTAINED - Winning Round 3 of the Grand Slam on the S.S.
Zelbess

DREAMER'S SASH

Stat Bonuses - N/A
Materials - 1 Denadorite, 1 Iron, 1 Mythril
Additional Bonuses - Automatically start battle with Elemental Power
Level at 2
HOW OBTAINED - Flea drops it after defeating her at Bend of Time

DREAMER'S SARONG

Stat Bonuses - N/A
Materials - 1 Rainbow Shell, 1 Denadorite, 1 Mythril
Additional Bonuses - Automatically start battle with Elemental Power
Level at 8
HOW OBTAINED - After defeating Ozzie, Flea, and Slash at the Bend
of Time in New Game+

*ANGEL CHARM

Stat Bonuses - N/A
Materials - 1 Copper, 1 Mythril, 1 Shiny Salt
Additional Bonuses - Protects against AntiWhite

*DAEMON CHARM

Stat Bonuses - N/A
Materials - 1 Copper, 1 Mythril, 1 Shiny Soot
Additional Bonuses - Protects against AntiBlack

*SEA CHARM

Stat Bonuses - N/A
Materials - 1 Copper, 1 Mythril, 1 Shiny Dew
Additional Bonuses - Protects against AntiBlue

*FLAME CHARM

Stat Bonuses - N/A
Materials - 1 Copper, 1 Mythril, 1 Shiny Ember
Additional Bonuses - Protects against AntiRed

*FOREST CHARM

Stat Bonuses - N/A
Materials - 1 Copper, 1 Mythril, 1 Shiny Leaf
Additional Bonuses - Protects against AntiGreen

*EARTH CHARM

Stat Bonuses - N/A
Materials - 1 Copper, 1 Mythril, 1 Shiny Sand
Additional Bonuses - Protects against AntiYellow

WHITE BROOCH

Stat Bonuses - N/A
Materials - N/A
Additional Bonuses - Protects against AntiWhite, and all White status effects
HOW OBTAINED - Steal from Luxator (see section 10) at Terra Tower

BLACK BROOCH

Stat Bonuses - N/A
Materials - N/A
Additional Bonuses - Protects against AntiBlack, and all Black status effects
HOW OBTAINED - Steal from Gravitor (see section 10) at Terra Tower

BLUE BROOCH

Stat Bonuses - N/A
Materials - N/A
Additional Bonuses - Protects against AntiBlue, and all Blue status effects

HOW OBTAINED - Steal from Aquator (see section 10) at Terra Tower

RED BROOCH

Stat Bonuses - N/A

Materials - N/A

Additional Bonuses - Protects against AntiRed, and all Red status effects

HOW OBTAINED - Steal from Pyrotor (see section 10) at Terra Tower

GREEN BROOCH

Stat Bonuses - N/A

Materials - N/A

Additional Bonuses - Protects against AntiGreen, and all Green status effects

HOW OBTAINED - At the top of the first tree in Gaea's Navel (Home World) or you could steal from Anemotor (see section 10) at Terra Tower

YELLOW BROOCH

Stat Bonuses - N/A

Materials - N/A

Additional Bonuses - Protects against AntiYellow, and all Yellow status effects

HOW OBTAINED - Steal from Terrator (see section 10) at Terra Tower

MOONGLASSES

Stat Bonuses - N/A

Materials - 1 Iron, 1 Mythril, 1 Denadorite

Additional Bonuses - Reduces the damage taken by all kinds of attacks

HOW OBTAINED - Steal from Harle at Hermit's Hideaway (Another World). You must choose to save Kid, and then you must have Kid in your party to steal it.

EXTRA INFO - This is an amazing item and since you can get it so early in the game, you can be a defensive powerhouse for the rest of the game!

SUNGLASSES

Stat Bonuses - N/A

Materials - 1 Iron, 1 Mythril, 1 Denadorite

Additional Bonuses - Increases the amount of damage you do from all attacks. For example, if you're character has the Sunglasses on, and his innate is Green, then his attacks to all enemies will be as if he is attacking yellow innate

HOW OBTAINED - Defeat the Crisophinx!!!!
EXTRA INFO - See upcoming section on sidequests for a full
guide on how to beat the toughest boss in the game

===Section 8=== Key Items

To use a Key Item, press the SQUARE button and then click on the item you want to use.

ANCIENT FRUIT

HOW OBTAINED - After rescuing Riddel, go to Hydra Marshes (Another World) and help the Beeba that is being attacked.
USED FOR - Stand at the place where the nice Beeba instructs you to in the Hydra Marshes and use the Beeba Flute. The Wingapede will fly you to Gaea's Navel.

ANGRY SCAPULA

HOW OBTAINED - Under the waterfall in Shadow Forest (Another World). Then read the letter.
USED FOR - Used to piece together Skelly.

AROMA POUCH

HOW OBTAINED - Chest in the cave under the waterfall in Shadow Forest (Another World)
USED FOR - Use it in Shadow Forest (Another World). A seed will follow your party. Use that seed to lure a monster with the same color to the monster that is blocking the path.

ASTRAL AMULET

HOW OBTAINED - If you choose to save Kid, then she will give it to you, if you don't choose to save Kid, Harle will give it to you later in the game.
USED FOR - Transporting from Home World to Another World at the green wormhole at Opassa Beach.

BEEBA FLUTE

HOW OBTAINED - Defeat the first Beebas in the Hydra Marshes.
USED FOR - Use it in certain spots in Gaea's Navel and Hydra Marshes so the Wingapede will come and pick you up.

BELLFLOWER

HOW OBTAINED - Can be found at the highest point of Fossil Valley
(Another World)
USED FOR - Give to Glenn and Riddel at the Termina burial grounds
for free or for some money. If you give it to them for
free, Glenn will become very fond of you...

BIG EGG

HOW OBTAINED - Steal from the Dodo's nest in Fossil Valley (Another
World)
USED FOR - Use it in the bottom floor of Fort Dragonia in the room
with the elevator. Put it in the incubator to get
Draggy.

BLACK RELIC

HOW OBTAINED - Defeat the Black Dragon
USED FOR - Allows you to enter the Sea of Eden after all Relics
from the dragons have been collected.

BLUE RELIC

HOW OBTAINED - Defeat the Water Dragon
USED FOR - Allows you to enter the Sea of Eden after all Relics
from the dragons have been collected.

BOOK OF POEMS

HOW OBTAINED - Speak to the waitress in the restuarant in Arni Village
(Home World). Then speak to the same woman in Another
World, then go back to Home World and talk to her again.
USED FOR - Give to the waitress in Another World to recieve an
item.

CARD KEY

HOW OBTAINED - Level 4 of Chronopolis.
USED FOR - Allows you to go through B1 of Chronopolis from the
elevator.

CHRONO CROSS

HOW OBTAINED - Take the Tear of Love and Hate to Divine Dragon Falls
(Another World) and place them on the pedestal.
USED FOR - Can be used as an element or item...

DECOR SHIELD

- HOW OBTAINED - On the wall in the room with all the traps in Viper Manor.
USED FOR - Use it on the armor that is missing a shield to reveal a secret passageway.

DRAGON EMBLEM

- HOW OBTAINED - Show Direa the Tear of Hate in Guldove (Another World).
USED FOR - Gain access to the dragon shrine in Guldove (Home World).

EINLANZER

- HOW OBTAINED - After defeating Garai on Isle of the Damned (Home World).
USED FOR - Allows you to enter Dead Sea, can also be used as a weapon for Glenn

EXPLOSIVE

- HOW OBTAINED - Talk to the guy underground on Earth Dragon Isle (Home World).
USED FOR - Used to blow Rockroaches into holes on Earth Dragon Isle (Home World).

FIDDLER CRAB

- HOW OBTAINED - Defeat the Sage of Marbule on the S.S. Zelbess.
USED FOR - Use to gain access to Death's Door.

GARAI KEEPSAKE

- HOW OBTAINED - Follow Radius back to Hermit's Hideout (Home World) after you have opened the Dead Sea with the Fiddler Crab.
USED FOR - To go through the mirrors on the Isle of the Damned

GOOD BACKBONE

- HOW OBTAINED - Inside the cave close to where you fight the Hydra in Hydra Marshes, (Another World) if you choose to save kid.
USED FOR - Put Skelly together.

GREEN RELIC

HOW OBTAINED - Defeat the Green Dragon
USED FOR - Allows you to enter the Sea of Eden after all Relics
from the dragons have been collected.

GREEN TINKLER

HOW OBTAINED - Speak with the dwarf in the bar in Guldove (Another
World).
USED FOR - Use on the green plants that won't come down in the
Hydra Marshes.

HANDLE

HOW OBTAINED - In the secret room above the Inn on the S.S. Zelbess
(must be turned into cats).
USED FOR - Steal it from the machine so Fargo can't cheat in the
casino.

HEAVY SKULL

HOW OBTAINED - In the large skull in Fossil Valley (Another World).
USED FOR - Put Skelly together.

HECKRAN BONE

HOW OBTAINED - Under the bed in the room next to the bar in Arni
Village (Home World).
USED FOR - Offer it to Poshul in Arni.

HERO'S MEDAL

HOW OBTAINED - In Termina (Another World) talk to Pierre inside
Zappa's shop. Then talk to the boy that is running
in circles outside of the Zappa's Shop. Then take
the medal to Pierre inside the shop. You must
speak to the Viper statue washer first.
USED FOR - To recruit Pierre, can also be used as an accessory that
gives +24% to evade, put only Pierre can use it.

HYDRA HUMOUR

HOW OBTAINED - Defeat the Hydra in the Hydra Marshes (Home World).
USED FOR - Give it to Doc in Guldove (Another World) if you have
chosen to save Kid.

ICE BREATH

HOW OBTAINED - Speak to the Water Dragon on Water Dragon Isle (Home World).

USED FOR - Use to freeze the lava in Mount Pyre.

ICE GUN

HOW OBTAINED - In the burning orphanage, on the far back wall.

USED FOR - Used to put out fires or to use on hot spots like at Hermit's Hideout (Another World).

KOMODO SCALE

HOW OBTAINED - Speak to the fisherman in Arni Village (Home World) and tell him he is "probably right."

USED FOR - Give to the kid in Arni that wants it and you will get an Uplift element.

LIFE SPARKLE

HOW OBTAINED - At the back of Hydra Marshes (Another World) defeat the monsters guarding the chest.

USED FOR - Go to the very top balcony of Viper Manor (Another World) and use it on the little pond.

MANOR KEY

HOW OBTAINED - In the cupboard in the dragon stables outside Viper Manor (Another World). Feed the dragons 10 times.

USED FOR - Opens the door to the manor.

MEDICAL BOOK

HOW OBTAINED - Use the STATION PASS to get through the turnstiles. The book should be on the far balcony.

USED FOR - Go to Guldove (Another World) and recruit Doc. Return to Guldove (Home World) and give the book to Doc.

MEMENTO PENDANT

HOW OBTAINED - Defeat Solt and Peppor on the Isle of the Damned (Another World)

USED FOR - Give to Dario on the Forbidden Island (Small island northeast of Mount Pyre with smoke coming out of it).

MIXED BONES

HOW OBTAINED - Inside the cave on the top left of the first area on the Isle of the Damned (Another World).

USED FOR - Put Skelly together.

MUSHROOM

HOW OBTAINED - Save the man that is stuck in the Shadow Forest (Another World).

USED FOR - Give it to the man under the waterfall in the Shadow Forest (Another World).

PARLOR KEY

HOW OBTAINED - Return to Viper Manor (Another World) after the Dragons have left. Find the key under the stairs in the prison.

USED FOR - Opens the locked door in the parlor.

PELVIC BONE

HOW OBTAINED - Talk to the material trader outside Doc's house in Guldove (Another World).

USED FOR - Put Skelly together.

PRISON KEY

HOW OBTAINED - While saving Riddel in Viper Manor (Another World) talk to Norris in the parlor.

USED FOR - Unlocks all the doors in the prison.

PROP SWORD

HOW OBTAINED - The stage area in the Tower of Gheddon in the Dead Sea.

USED FOR - Give to Pierre in Termina (Another World).

RED RELIC

HOW OBTAINED - Defeat the Fire Dragon

USED FOR - Allows you to enter the Sea of Eden after all Relics from the dragons have been collected.

RELIEF CHARM

HOW OBTAINED - Start of New Game+

USED FOR - Allows you to switch Serge with someone else in the fighting party.

SAFETY GEAR

HOW OBTAINED - Recieve from the guy where the Wingapede resides in Hydra Marshes (Another World).

USED FOR - Prevents you from losing HP in the Hydra Marshes.

SAPPHIRE BROOCH

HOW OBTAINED - Defeat Orlha at Guldove (Another World) after rescuing Riddel from Viper Manor.

USED FOR - Show it to Orlha after Serge is reborn.

SHARK TOOTH

HOW OBTAINED - In Arni Village (Home World) talk to the fisherman in his basement.

USED FOR - Show it to the fisherman in Another World.

SMITH SPIRIT

HOW OBTAINED - After you recruit Zappa in Termina (Home World).

USED FOR - Forge weapons from World Map or Record of Fate.

STAR FRAGMENT

HOW OBTAINED - Chest at the very bottom of El Nido Triangle (Home World).

USED FOR - Lures Mega Starky out at Sky Dragon Isle (Home World).

STATION PASS

HOW OBTAINED - Dropped from the ghost in the wrecked train station in The Tower of Gheddon.

USED FOR - Opening the turnstiles.

STURDY RIBS

HOW OBTAINED - On Water Dragon Isle (Another World) talk to the person in green in the first area.

USED FOR - Put together Skelly.

TEAR OF HATE

- HOW OBTAINED - After the Dead Sea, go to Termina (Another World) and go to the back room of the bar. Karsh will give it to you.
- USED FOR - Combine with the Tear of Love to create the Chrono Cross at Divine Dragon Falls (Another World) after you defeat Fate.

TEAR OF LOVE

- HOW OBTAINED - Use the Dragon Tear at Fort Dragonia (Home World).
- USED FOR - Combine with the Tear of Hate to create the Chrono Cross at Divine Dragon Falls (Another World) after you defeat Fate.

TELE-PORTER

- HOW OBTAINED - Given to you by Kid when she joins the party for the first time.
- USED FOR - Use it to change party members at the World Map or the Record of Fate.

TIME EGG

- HOW OBTAINED - Defeat Time Devourer.
- USED FOR - Travel to the Darkness at the End of Time.

TIME SHIFTER

- HOW OBTAINED - Start of New Game+
- USED FOR - Changes the speed of the game L2 = Slow, R2 = Fast.

WHITE RELIC

- HOW OBTAINED - Defeat the Sky Dragon
- USED FOR - Allows you to enter the Sea of Eden after all Relics from the dragons have been collected.

YELLOW RELIC

- HOW OBTAINED - Defeat the Earth Dragon
- USED FOR - Allows you to enter the Sea of Eden after all Relics from the dragons have been collected.

Each part will have all the elements available for that innate color. It will also say the opposite of the element in the parentheses.

* Before the name means that only characters with the same innate element color can use it.

** After the name means that the element is consumable (can be used up).

If an element does not have information on how it is obtained, then that element is very common and is usually dropped by bosses or regular enemies.

For summon elements, the field effect must be entirely made up of the same innate color of the element. This is why BlueField, YellowField, etc. are so effective and helpful.

PART A

=====
WHITE ELEMENTS= (Opposite is Black)
=====

ATTACK

PhotonRay

LEVEL - 1
+ or - - 7
EFFECT - Single Foe
COST - 60 G
STORE - Guldove
DESCRIPTION - Shoot ray of light at an opponent.

Meteorite

LEVEL - 2
+ or - - 6
EFFECT - Single Foe
COST - 100 G
STORE - Guldove
DESCRIPTION - Summon meteor from sky to blast one opponent.

PhotonBeam

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Shoot a powerful light beam at single opponent.

MeteorShower

LEVEL - 4
+ or - - 4
EFFECT - All Foes

COST - N/A
STORE - N/A
DESCRIPTION - Summon several meteorites to damage enemies.

HolyLight

LEVEL - 5
+ or - - 3
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Use powerful explosion of holy light on all foes.
OBTAINED - The Dead Sea (Tower of Gheddon), Chronopolis, numerous drops or steals from bosses. Can be trapped from nearly all powerful white innate bosses from Miguel and all after.

*UltraNova

LEVEL - 6
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Destroy all foes with an ultimate blast.
OBTAINED - Drops from bosses, can be trapped from Luxator, Sky Dragon, Mega Starky.

HEALING

Revive

LEVEL - 1
+ or - - 7
EFFECT - Single Ally
COST - N/A
STORE - N/A
DESCRIPTION - Heal ally from incapacitated status.

WhiteOut**

LEVEL - 2
+ or - - 0
EFFECT - Single Ally
COST - N/A
STORE - N/A
DESCRIPTION - Relieves character of White status effects.

RecoverAll

LEVEL - 3
+ or - - 5
EFFECT - All Allies
COST - 380 G
STORE - Guldove
DESCRIPTION - Heal all allies HP (medium)

Purify

LEVEL - 4
+ or - - 4
EFFECT - Single Ally
COST - 210 G
STORE - Guldove
DESCRIPTION - Removes all status effects.

Panacea**

LEVEL - 4
+ or - - 0
EFFECT - Single Ally
COST - 500 G
STORE - Guldove
DESCRIPTION - Removes all status effects.

*FullRevival

LEVEL - 5
+ or - - 3
EFFECT - All Allies
COST - N/A
STORE - N/A
DESCRIPTION - Recovers all dead allies and recovers all HP.
OBTAINED - After you defeat the Black Dragon, go to Marbule (Home World) and talk to the blue lady at the entrance with any demi-human at the front of your party.

*HolyHealing

LEVEL - 6
+ or - - 2
EFFECT - All Allies
COST - N/A
STORE - N/A
DESCRIPTION - Recover all HP and remove all status effects from all allies.
OBTAINED - In the first room with all the stairs in Terra Tower.

SUPPLEMENTAL

TurnWhite

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 75
STORE - Marbule
DESCRIPTION - Turn foe's innate White, or ally's attacks to White.

*AntiBlack

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A

DESCRIPTION - Stops Black Elements.

StrongMinded

LEVEL - 4

+ or - - 4

EFFECT - Single Ally

COST - 430 G

STORE - Guldove

DESCRIPTION - Temporarily increase your magical defense.

WeakMinded

LEVEL - 4

+ or - - 4

EFFECT - Single Foe

COST - 430 G

STORE - Guldove

DESCRIPTION - Temporarily decrease foe's magical defense.

Magnify

LEVEL - 6

+ or - - 2

EFFECT - All Foes and Allies

COST - 1670 G

STORE - Guldove, Marbule

DESCRIPTION - Temporarily increases element damage by 1.5

*MagNegate

LEVEL - 6

+ or - - 2

EFFECT - Single Ally

COST - 2880 G

STORE - Guldove

DESCRIPTION - Nullify foe's magical attacks.

TRAP

HolyLight**

LEVEL - 5

+ or - - 0

EFFECT - All Foes

COST - 300 G

STORE - Marbule

DESCRIPTION - Set trap to catch HolyLight element.

UltraNova**

LEVEL - 6

+ or - - 0

EFFECT - All Foes

COST - 400 G

STORE - Marbule

DESCRIPTION - Set trap to catch UltraNova element.

Unicorn**

LEVEL - 7
+ or - - 0
EFFECT - All Foes
COST - 500 G
STORE - Marbule
DESCRIPTION - Set trap to catch Summon Unicorn element.

SUMMONS

*Unicorn

LEVEL - 7
+ or - - 1
EFFECT - All Allies
COST - N/A
STORE - N/A
DESCRIPTION - Summon unicorn to raise party's defense and magical defense.
OBTAINED - Trap from Dodo in Fossil Valley (Home World).

*Saints

LEVEL - 8
+ or - - 0
EFFECT - All Foes and Allies
COST - N/A
STORE - N/A
DESCRIPTION - Group of Archangels attack all foes and heal all allies.
OBTAINED - Defeat the Sky Dragon.

PART B

=====
==**BLACK ELEMENTS**= (Opposite is White)
=====

ATTACK

GravityBlow

LEVEL - 1
+ or - - 7
EFFECT - Single Foe
COST - 60 G
STORE - Guldove
DESCRIPTION - Blasts foe flying into the air with huge ball of gravity.

HellSoul

LEVEL - 2
+ or - - 0
EFFECT - Single Foe

COST - 100 G
STORE - Guldove
DESCRIPTION - Attempt to take soul from foe.

Gravitonne

LEVEL - 3
+ or - - 5
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Use gravitational force to distort all foes.

HellBound

LEVEL - 4
+ or - - 0
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Send foe to hell.

FreeFall

LEVEL - 5
+ or - - 3
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Enemy skydiving without parachute.

*Revenge

LEVEL - 5
+ or - - 3
EFFECT - Single Foe
COST - 600 G
STORE - Guldove
DESCRIPTION - Give your status effects to enemy.

*BlackHole

LEVEL - 6
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Sucks everything up, then blows it up.
OBTAINED - Steal from Tragedienne in Tower of Geddon, it is also found at Terra Tower in the top of the mirage of the library from Viper Manor.

HEALING

BlackOut**

LEVEL - 2
+ or - - 0

EFFECT - Single Ally
COST - 15 G
STORE - Termina
DESCRIPTION - Removes all Black status effects.

Nostrum**

LEVEL - 6
+ or - - 0
EFFECT - Single Ally
COST - 60 G
STORE - Guldove
DESCRIPTION - Recovers HP (high).

SUPPLIMENTAL

TurnBlack

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 75 G
STORE - Marbule
DESCRIPTION - Turn foe's innate Black, or ally's attacks Black.

*AntiWhite

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Stops White element.

Genius

LEVEL - 4
+ or - - 4
EFFECT - Single Ally
COST - 430 G
STORE - Marbule, Guldove
DESCRIPTION - Temporarily increases your magical power.

Imbecile

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 430 G
STORE - Marbule, Guldove
DESCRIPTION - Temporarily decreases foe's magical power.

*SealAll

LEVEL - 6
+ or - - 2
EFFECT - All Foes and Allies
COST - 2880 G

STORE - Guldove
DESCRIPTION - Temporarily stops everyone's elements.

Diminish

LEVEL - 6
+ or - - 2
EFFECT - All Foes and Allies
COST - 1670 G
STORE - Marbule, Guldove
DESCRIPTION - Temporarily halves elemental damage.

TRAP

FreeFall**

LEVEL - 5
+ or - - 0
EFFECT - All Foes
COST - 300 G
STORE - Marbule
DESCRIPTION - Set trap to catch FreeFall element.

BlackHole**

LEVEL - 6
+ or - - 0
EFFECT - All Foes
COST - 400 G
STORE - Marbule
DESCRIPTION - Set trap to catch BlackHole element.

MotherShip**

LEVEL - 7
+ or - - 0
EFFECT - All Foes
COST - 500 G
STORE - Marbule
DESCRIPTION - Set trap to catch Summon MotherShip element.

SUMMONS

*MotherShip

LEVEL - 7
+ or - - 1
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon spaceship to blast away all foes.
OBTAINED - Trap from Shadow Cats in Fossil Valley (Another World).

*GrimReaper

LEVEL - 8

+ or - - 0
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon death himself to wreck havoc upon foes.
OBTAINED - Defeat the Black Dragon.

PART C

=====
==**YELLOW ELEMENTS**= (Opposite is Green)
=====

ATTACK

Uplift

LEVEL - 1
+ or - - 7
EFFECT - Single Foe
COST - 50 G
STORE - Termina, Guldove
DESCRIPTION - Chuck piece of the earth at foe.

ElectroJolt

LEVEL - 2
+ or - - 6
EFFECT - Single Foe
COST - 80 G
STORE - Termina, Guldove
DESCRIPTION - Shock foe with electric shocks.

Upheaval

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - 100 G
STORE - Termina, Guldove
DESCRIPTION - Send sharp pieces of the earth into foe.

ElectroBolt

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 240 G
STORE - Termina, Guldove
DESCRIPTION - Strike opponent with powerful bolt of electricity.

Earthquake

LEVEL - 5
+ or - - 3
EFFECT - All Foes

COST - N/A
STORE - N/A
DESCRIPTION - Crushes all foes with earth pillars.
OBTAINED - Can be obtained from numerous Boss drops.

*ThundaStorm

LEVEL - 6
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon thunderstorm to rain down lightning on all foes.
OBTAINED - A couple bosses drop it.

HEALING

Brace**

LEVEL - 2
+ or - - 0
EFFECT - Single Ally
COST - 15 G
STORE - Termina, Guldove
DESCRIPTION - Heals Yellow status effects.

Capsule**

LEVEL - 3
+ or - - 0
EFFECT - Single Ally
COST - 25 G
STORE - Marbule, Termina, Guldove
DESCRIPTION - Recovers HP (medium).

SUPPLIMENTAL

TurnYellow

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 75 G
STORE - Marbule
DESCRIPTION - Turn foe's innate Yellow, or ally's attacks Yellow.

*AntiGreen

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Stops Green elements.

HiRes

LEVEL - 4
+ or - - 4
EFFECT - Single Ally
COST - 430 G
STORE - Marbule
DESCRIPTION - Temporarily increases defense.

LoRes

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 430 G
STORE - Marbule
DESCRIPTION - Temporarily decreases defense.

YellowField

LEVEL - 5
+ or - - 3
EFFECT - All Foes and Allies
COST - N/A
STORE - N/A
DESCRIPTION - Make field effect completely Yellow.
OBTAINED - Defeat Terrator at Terra Tower.

*PhysNegate

LEVEL - 6
+ or - - 2
EFFECT - Single Ally
COST - N/A
STORE - N/A
DESCRIPTION - Temporarily nullifies normal attacks.

TRAP

Earthquake**

LEVEL - 5
+ or - - 0
EFFECT - All Foes
COST - 300 G
STORE - Marbule
DESCRIPTION - Set trap to catch Earthquake element.

ThundaStorm**

LEVEL - 6
+ or - - 0
EFFECT - All Foes
COST - 400 G
STORE - Marbule
DESCRIPTION - Set trap to catch ThundaStorm element.

Golem**

LEVEL - 7
+ or - - 0
EFFECT - All Foes
COST - 500 G
STORE - Marbule
DESCRIPTION - Set trap to catch Summon Golem element.

SUMMONS

*Golem

LEVEL - 7
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon giant golem to smash foes.
OBTAINED - Trap from Centaurpedes in Hydra Marshes (Another World).

*ThundaSnake

LEVEL - 8
+ or - - 0
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon giant electrical snake to electricute foes.
OBTAINED - Defeat the Earth Dragon.

PART D

=====
==**GREEN ELEMENTS**= (Opposite is Yellow)
=====

ATTACK

Bushwhacker

LEVEL - 1
+ or - - 7
EFFECT - Single Foe
COST - 50 G
STORE - Termina, Guldove
DESCRIPTION - Slice foe with sharp leaf blades.

AeroSaucer

LEVEL - 2
+ or - - 6
EFFECT - Single Foe
COST - 80 G
STORE - Termina, Guldove
DESCRIPTION - Throw blades of sharp air to slice foe.

Bushbasher

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - 100 G
STORE - Termina
DESCRIPTION - Throny bushes come out of ground to trap foe.

AeroBlaster

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 240 G
STORE - Termina
DESCRIPTION - Shoot a green sonic blast at foe.

Carnivore

LEVEL - 5
+ or - - 3
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Huge carnivorous plant chomps on foes.

*Tornado

LEVEL - 6
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Makes a cyclone that blows away foes.

HEALING

Heal

LEVEL - 2
+ or - - 6
EFFECT - Single Foe/Ally
COST - 100 G
STORE - Termina
DESCRIPTION - Recover HP (small).

Antidote**

LEVEL - 2
+ or - - 0
EFFECT - Single Ally
COST - 15 G
STORE - Arni, Termina, Guldove
DESCRIPTION - Heals Green status effects.

HealAll

LEVEL - 4
+ or - - 4
EFFECT - All Allies
COST - 300 G
STORE - Termina
DESCRIPTION - Heal all allies' HP (medium).

*HealPlus

LEVEL - 6
+ or - - 2
EFFECT - Single Foe/Ally
COST - N/A
STORE - N/A
DESCRIPTION - Recovers HP (large).
OBTAINED - Terra Tower after battle with Anemotor.

SUPPLIMENTAL

TurnGreen

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 75 G
STORE - Marbule
DESCRIPTION - Turn foe's innate, ally's attacks Green.

*AntiYellow

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Stops Yellow elements.

EagleEye

LEVEL - 4
+ or - - 4
EFFECT - Single Ally
COST - 430 G
STORE - Marbule
DESCRIPTION - Temporarily increases your attack %.

BatEye

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 430 G
STORE - Marbule
DESCRIPTION - Temporarily decreases foe's attack %.

GreenField

LEVEL - 5
+ or - - 3
EFFECT - All Foes and Allies
COST - N/A
STORE - N/A
DESCRIPTION - Make field effect completely Green.
OBTAINED - Defeat Anemotor at Terra Tower.

*InfoScope

LEVEL - 6
+ or - - 2
EFFECT - Single Foe
COST - 880 G
STORE - Guldove
DESCRIPTION - Tells you foe's HP.

TRAP

Carnivore**

LEVEL - 5
+ or - - 0
EFFECT - All Foes
COST - 300 G
STORE - Marbule
DESCRIPTION - Set trap to catch Carnivore element.

Tornado**

LEVEL - 6
+ or - - 0
EFFECT - All Foes
COST - 400 G
STORE - Marbule
DESCRIPTION - Set trap to catch Tornado element.

Sonja**

LEVEL - 7
+ or - - 0
EFFECT - All Foes
COST - 500 G
STORE - Marbule
DESCRIPTION - Set trap to catch Summon Sonja element.

SUMMONS

*Sonja

LEVEL - 7
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summons forest fairy to poison all foes.

OBTAINED - Set a trap on PreyMantis in Gaea's Navel (Home World).

*Genie

LEVEL - 8

+ or - - 0

EFFECT - All Foes

COST - N/A

STORE - N/A

DESCRIPTION - Summons wind fairy to blow opponents away with multiple tornadoes.

OBTAINED - Defeat the Green Dragon on Gaea's Navel (Home World).

PART E

=====

==**BLUE ELEMENTS**= (opposite is Red)

=====

ATTACK

AquaBeam

LEVEL - 1

+ or - - 7

EFFECT - Single Foe

COST - 50 G

STORE - Arni, Termina, Guldove

DESCRIPTION - Blast foe with beam of water.

IceLance

LEVEL - 2

+ or - - 6

EFFECT - Single Foe

COST - 80 G

STORE - Termina

DESCRIPTION - Throw spear of ice at foe.

AquaBall

LEVEL - 3

+ or - - 5

EFFECT - Single Foe

COST - 100 G

STORE - Termina

DESCRIPTION - Hurl giant ball of water at foe.

IceBlast

LEVEL - 4

+ or - - 4

EFFECT - Single Foe

COST - 240 G

STORE - Termina

DESCRIPTION - Freeze foe with a giant blast of ice.

Deluge

LEVEL - 5
+ or - - 3
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Flood all foes with massive wave.

*Iceberg

LEVEL - 6
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Rains giant icebergs down on foes.
OBTAINED - Monster and Boss droppes, steal from Slash.

HEALING

Cure

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 100 G
STORE - Arni
DESCRIPTION - Recover HP (small).

Medicine**

LEVEL - 2
+ or - - 0
EFFECT - Single Ally
COST - 15 G
STORE - Termina
DESCRIPTION - Heals Blue status effects.

CurePlus

LEVEL - 3
+ or - - 5
EFFECT - Single Foe/Ally
COST - 220 G
STORE - Termina
DESCRIPTION - Recovers HP (medium).

*CureAll

LEVEL - 5
+ or - - 3
EFFECT - All Allies
COST - N/A
STORE - N/A
DESCRIPTION - Recovers HP (large).

SUPPLIMENTAL

TurnBlue

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 75 G
STORE - Marbule
DESCRIPTION - Turn foe's innate, ally's attacks Blue.

*AntiRed

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A
DESCRIPTION - Temporarily stops Red elements.

Nimble

LEVEL - 4
+ or - - 4
EFFECT - Single Ally
COST - 430 G
STORE - Marbule
DESCRIPTION - Temporarily increases evade %.

Numble

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 430 G
STORE - Marbule
DESCRIPTION - Temporarily decreases evade %.

BlueField

LEVEL - 5
+ or - - 3
EFFECT - All Foes and Allies
COST - N/A
STORE - N/A
DESCRIPTION - Makes field effect completely Blue.
OBTAINED - Defeat Aquator in Terra Tower.

*Vigora

LEVEL - 6
+ or - - 2
EFFECT - Single Ally
COST - N/A
STORE - N/A
DESCRIPTION - Temporarily stops stamina from decreasing.
OBTAINED - Defeat Vita Unus (Present) at the Sea of Eden. The form Vita takes depends on which island you visit LAST. So

choose future and past before present.

TRAP

Deluge**

LEVEL - 5
+ or - - 0
EFFECT - All Foes
COST - 300 G
STORE - Marbule
DESCRIPTION - Set trap to catch Deluge element.

Iceberg**

LEVEL - 6
+ or - - 0
EFFECT - All Foes
COST - 400 G
STORE - Marbule
DESCRIPTION - Set trap to catch Iceberg element.

FrogPrince**

LEVEL - 7
+ or - - 0
EFFECT - All Foes
COST - 500 G
STORE - Marbule
DESCRIPTION - Set trap to catch Summon FrogPrince element.

SUMMONS

*FrogPrince

LEVEL - 7
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon Frog Prince to blast foes with powerful water force.
OBTAINED - After you fight and defeat the ghosts on the S.S. Invincible, go to Water Dragon Isle (Home World) and consult with the Water Dragon.

*BlueWhale

LEVEL - 8
+ or - - 0
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon giant blue whale to drown your enemies.
OBTAINED - Defeat the Water Dragon.

PART F

=====
==**RED ELEMENTS**= (opposite is Blue)
=====

ATTACK

Fireball

LEVEL - 1
+ or - - 7
EFFECT - Single Foe
COST - 50 G
STORE - Arni, Termina
DESCRIPTION - Hurl fireballs at foe.

MagmaBomb

LEVEL - 2
+ or - - 6
EFFECT - All Foes
COST - 80 G
STORE - Termina
DESCRIPTION - Throw balls of lava at all foes.

FirePillar

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - 100 G
STORE - Termina
DESCRIPTION - An explosion of fire on a single foe.

MagmaBurst

LEVEL - 4
+ or - - 4
EFFECT - Single Foe
COST - 240 G
STORE - Termina
DESCRIPTION - Lava bursts out from the ground under foe.

Inferno

LEVEL - 5
+ or - - 3
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - A massive increase in temperature.

*Volcano

LEVEL - 6

+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Huge volcanic eruption on all foes.
OBTAINED - Trap from Tragidiennes, Dark Serge, Fire Dragon.

HEALING

Tablet**

LEVEL - 1
+ or - - 0
EFFECT - Single Ally
COST - 10 G
STORE - Arni, Termina, Guldove
DESCRIPTION - Recovers HP (small).

Ointment**

LEVEL - 2
+ or - - 0
EFFECT - Single Ally
COST - 15 G
STORE - Termina, Guldove
DESCRIPTION - Heals Red status effects.

Recharge**

LEVEL - 6
+ or - - 0
EFFECT - Single Ally
COST - N/A
STORE - N/A
DESCRIPTION - Recovers used elements.
OBTAINED - In the locker room in Chronopolis enter 00 for the code
in the far-left locker.

SUPPLIMENTAL

TurnRed

LEVEL - 1
+ or - - 7
EFFECT - Single Foe/Ally
COST - 75 G
STORE - Marbule
DESCRIPTION - Turn foe's innate, ally's attacks Red.

*AntiBlue

LEVEL - 3
+ or - - 5
EFFECT - Single Foe
COST - N/A
STORE - N/A

DESCRIPTION - Temporarily stops Blue elements.

Strengthen

LEVEL - 4

+ or - - 4

EFFECT - Single Ally

COST - 430 G

STORE - Marbule

DESCRIPTION - Temporarily increases attack power.

Weaken

LEVEL - 4

+ or - - 4

EFFECT - Single Foe

COST - 430 G

STORE - Marbule

DESCRIPTION - Temporarily decreases attack power.

RedField

LEVEL - 5

+ or - - 3

EFFECT - All Foes and Allies

COST - N/A

STORE - N/A

DESCRIPTION - Makes field completely Red.

OBTAINED - Defeat Pyrotor at Terra Tower.

*NinetyNine

LEVEL - 6

+ or - - 2

EFFECT - Single Ally

COST - 2880 G

STORE - Guldove

DESCRIPTION - Temporarily keeps attack % at 99%.

TRAP

Inferno**

LEVEL - 5

+ or - - 0

EFFECT - All Foes

COST - 300 G

STORE - Marbule

DESCRIPTION - Set trap for Inferno element.

Volcano**

LEVEL - 6

+ or - - 0

EFFECT - All Foes

COST - 400 G

STORE - Marbule

DESCRIPTION - Set trap for Volcano element.

RedWolf**

LEVEL - 7
+ or - - 0
EFFECT - All Foes
COST - 500 G
STORE - Marbule
DESCRIPTION - Set trap for Summon RedWolf element.

SUMMONS

*RedWolf

LEVEL - 7
+ or - - 2
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon wolf to create flame waves.
OBTAINED - Steal from Hotdiggity in Mount Pyre (Home World).

*Salamander

LEVEL - 8
+ or - - 0
EFFECT - All Foes
COST - N/A
STORE - N/A
DESCRIPTION - Summon Fire Dragon's pet to own all foes.
OBTAINED - Defeat the Fire Dragon.

===Section 10=== Beastiary

In this detailed section you can see all enemies' stats in Chrono Cross, along with their location and Steal/Drop.

By "H" and "A" I mean the worlds the monster is in, either Home or Another, unless they are in both worlds.

* means that enemy is a boss.

Acacia PVT (1st appearance)

HP: 70
Innate: Yellow
Atk/MAtk: 13/10
Def/MDef: 0/1
Drop(common): Tablet
Drop(rare): Photon Ray
Steal(common): Ivory Helmet
Steal(rare): Capsule

Acacia PVT (2nd Appearance)

HP: 210
Innate: Red
Atk/MAtk: 29/10
Def/MDef: 12/0
Drop(common): LoRes
Drop(rare): SilverEarring
Steal(common): Capsule
Steal(rare): LoRes

Acacia SGT (1st appearance)

HP: 84
Innate: Yellow
Atk/MAtk: 14/10
Def/MDef: 0/2
Drop(common): Copper
Drop(rare): Meteorite
Steal(common): Bronze Helmet
Steal(rare): Capsule

Acacia SGT (2nd appearance)

HP: 240
Innate: Yellow
Atk/MAtk: 31/10
Def/MDef: 15/1
Drop(common): Electrobolt
Drop(rare): Iron
Steal(common): Upheaval
Steal(rare): LoRes

Aero Guard

HP: 540
Innate: Blue
Atk/MAtk: 65/15
Def/MDef: 65/8
Drop(common): Screw
Drop(rare): N/A
Steal(common): Denadorite
Steal(rare): Holy Light

Airframe

HP: 450
Innate: Black
Atk/MAtk: 9/20
Def/MDef: 24/45
Drop(common): Bone
Drop(rare): SealAll
Steal(common): Mythril
Steal(rare): Elbow Pad

Alphabat

HP: 260 (H); 100 (A)
Innate: Black
Atk/MAtk: 30/10 (H); 28/10 (A)
Def/MDef: 20/7 (H); 1/0 (A)
Drop(common): Iron (H); GravityBlow (A)

Drop(rare): HellBound (H); N/A
Steal(common): GravityBlow (H); Tablet (A)
Steal(rare): Hellbound (H + A)

*Aquator

HP: 2800
Innate: Blue
Atk/MAtk: 133/24
Def/MDef: 60/25
Drop(common): BlueField
Drop(rare): Sea Charm
Steal(common): N/A
Steal(rare): N/A

*Anemotor

HP: 2500
Innate: Green
Atk/MAtk: 100/23
Def/MDef: 65/21
Drop(common): Green Field
Drop(rare): N/A
Steal(common): Green Brooch
Steal(rare): Forest Charm

Beachbum

HP: 32
Innate: Blue
Atk/MAtk: 4/4
Def/MDef: 0/0
Drop(common): Humour
Drop(rare): Tablet
Steal(common): Medicine
Steal(rare): Cure

Beeba

HP: 280
Innate: Yellow
Atk/MAtk: 22/10
Def/MDef: 3/6
Drop(common): Fur
Drop(rare): Upheaval
Steal(common): Tablet
Steal(rare): Copper

Big Boxer

HP: 80
Innate: Yellow
Atk/MAtk: 12/10
Def/MDef: 5/0
Drop(common): AeroSaucer
Drop(rare): ElectroJolt
Steal(common): Heal
Steal(rare): ElectroJolt

*Black Dragon

HP: 3900
Innate: Black
Atk/MAtk: 96/20
Def/MDef: 70/15
Drop(common): GrimReaper
Drop(rare): Black Plate
Steal(common): N/A
Steal(rare): N/A

Bluemoaman

HP: 145
Innate: Blue
Atk/MAtk: 11/10
Def/MDef: 0/5
Drop(common): Feather
Drop(rare): IceBlast
Steal(common): IceLance
Steal(rare): N/A

Bomber

HP: 650
Innate: Black
Atk/MAtk: 20/10
Def/MDef: 40/10
Drop(common): N/A
Drop(rare): N/A
Steal(common): Capsule
Steal(rare): Cloud Cape

Bubba Dingo

HP: 140 (H); 30 (A)
Innate: Red
Atk/MAtk: 28/10 (H); 7/10 (A)
Def/MDef: 32/8 (H); 0/0 (A)
Drop(common): Leather (H); Fur (A)
Drop(rare): Ointment (H); Fireball (A)
Steal(common): Tablet (H); Fur (A)
Steal(rare): Capsule (H); Cure (A)

Bulb

HP: 280 (H); 50 (A)
Innate: Green
Atk/MAtk: 21/10 (H); 11/10 (A)
Def/MDef: 31/10 (H); 0/1 (A)
Drop(common): Seed (H); Seed (A)
Drop(rare): Trap Sonja (H); Bushbasher (A)
Steal(common): Heal (H); Tablet (A)
Steal(rare): Capsule (H); Bronze Pick (A)

*Bunyip (1st form)

HP: 400
Innate: Red
Atk/MAtk: 40/15
Def/MDef: 20/0

Drop(common): N/A
Drop(rare): N/A
Steal(common): FreeFall
Steal(rare): Trap BlackHole

*Bunyip (2nd form)

HP: 1200
Innate: Black
Atk/MAtk: 52/15
Def/MDef: 35/10
Drop(common): Gravitonne
Drop(rare): HellBound
Steal(common): FreeFall
Steal(rare): Trap BlackHole

---THIS SECTION IS UNDER CONSTRUCTION AND WILL BE FINISHED VERY SOON---

===Section 11=== Boss Strategies and Walkthroughs

In this section I will give In-Depth Walkthroughs for all bosses in Chrono Cross, along with their location, innate element, difficulty level (1 being easiest, 10 being hardest), Hit Points (HP), what they drop, and what you can steal from them.

=====

MAMA KOMODO (Blue)

Location - Lizard Rock (Home World)
HP - 160
Attacks - Random Level 1 Blue Elements
Drop - @Fang
Steal - N/A
Difficulty - 1
My Party - Serge, Poshul
Tactics - She comes right after you defeat the third batch of Komodo Pups, so when fighting the pups, save your elements and only use physical attacks. When fighting her, start off with some elements like Fireball and PhotonRay. If those don't beat her, use physical attacks. This is quite an easy fight.

=====

KARSH, PEPPOR, AND SOLT (Green, Yellow, Yellow)

Location - Cape Howl (Another World)
HP - 115 (each)
Attacks - Level 1 and 2 Red and Yellow Elements
Drop - Bone Axe, Ivory Helmet, Ivory Vest
Steal - Copper, Tablet, Tablet
Difficulty - 1.5
My Party - Serge, Kid
Tactics - LOL! If Poshul is in your party (see section 3) when Karsh comes, he kicks Poshul off the cliff. It's pretty damn

funny. Anyway, take out Karsh first with everything you got, physical and elemental, PhotonRay, AquaBeam, and Fireball work well. After that, use the left-over elements on Solt and Peppor and hound them with physical attacks. This is really a pretty damn easy battle.

=====

PEPPOR AND SOLT (Yellow, Yellow)

Location - Fossil Valley (Another World)
HP - Peppor - 50, Solt - 60
Attacks - Level 1 and 2 Red and Yellow Elements
Drop - Ivory Helmet, Ivory Vest
Steal - Tablet, Tablet
Difficulty - .5
My Party - Serge, Kid, Poshul
Tactics - No challenge at all. Defeat Peppor first because he is the better of the two. Use Level 1 elements and physical attacks and this battle will be over in a couple seconds.

=====

*Note that the bosses you fight for the infiltration of Viper Manor will be dependant on who you choose to recruit. I personally suggest choosing Guile (see section 3) because his Tech Skills are great and he can be very useful to you in future battles.

=====

ONLY IF YOU CHOOSE GUILLE FOR A GUIDE TO VIPER MANOR

ACACIA PVTS (Yellow)

Location - Viper Manor Bluffs (Another World)
HP - 70 (each)
Attacks - Physical Attacks
Drop - Tablet
Steal - Ivory Helmet
Difficulty - 0
My Party - Serge, Guile, Kid
Tactics - Now you have your Level 3 Tech Skills! But you won't need them for this fight, it is way too easy. Level 1 and 2 elements will cut them down really quickly, if you feel like it, you can use your Techs for easy kills. They don't even use elements, just physical attacks.

=====

ONLY IF YOU CHOOSE GUILLE FOR A GUIDE TO VIPER MANOR

KINGMOAMAN, BLUEMOAMAN, AND REDMOAMAN (Black, Blue, Red)

Location - Viper Manor Bluffs (Another World)
HP - 245, 145, 145
Attacks - Tech FlameSword, Tech IceSword, GravityBlow
Drop - GravityBlow, Feather, Feather
Steal - Copper, IceLance, MagmaBomb
Difficulty - 3.5
My Party - Serge, Guile, Kid

Tactics - Finally a boss with some difficulty! Aim all of your attacks on the Kingmoaman. Blue and Redmoaman will use supplemental elements like Stregthen on Kingmoaman, so he will be extra powerful. They will also attack you with Level 2 Blue and Red elements. Kingmoaman uses a mean GravityBlow that can be very deadly so you need to take care of him quickly. Serge's Dash&Slash works very well, and so does Guile's Wandain. PhotonRay is great too. Those three attacks, along with some physical attacks, should kill the King. After Kingmoaman is dead, the other two should not be too difficult.

=====

ONLY IF YOU CHOOSE PIERRE FOR A GUIDE TO VIPER MANOR

ACACIA PVTS AND SGT (All Yellow)

Location - Viper Manor Gates (Another World)
HP - 70, 84
Attacks - Physical Attacks
Drop - Tablet, Copper
Steal - Ivory Helmet, Bronze Helmet
Difficulty - 1
My Party - Serge, Pierre, Kid
Tactics - Aim all of your attacks at the SGT and only use physical attacks. This should be a very easy battle. With Kid in your party, steal the Bronze Helmet from the SGT, it will help a lot in the Manor.

=====

ONLY IF YOU CHOOSE PIERRE FOR A GUIDE TO VIPER MANOR

KETCHOP, PEPPOR, AND SOLT (All Yellow)

Location - Viper Manor Gates (Another World)
HP - 260, 90, 80
Attacks - Random Level 1 and 2 Red and Yellow Elements
Drop - Silver Earring, Uplift, Copper
Steal - Tablet, Ivory Helmet, Ivory Helmet
Difficulty - 2
My Party - Serge, Pierre, Kid
Tactics - Aim all attacks at Ketchop. Use physical attacks to boost up your elemental level, and then use Tech Skills and any attack element. Ketchop will use Peppor and Solt as weapons and hit you with them, this will take them out of the fight and make things easier for you.

=====

ONLY IF YOU CHOOSE TO SAVE NIKKI

CASSOWARIES (Yellow)

Location - Shadow Forest (Another World)
HP - 100
Attacks - Physical Attacks
Drop - Uplift
Steal - Ivory Mail

Difficulty - 1
My Party - Serge, Kid, Poshul
Tactics - They will only use physical attacks so this battle will be easy. Use Tech Skills and any Green Elements you bought in Lisa's Element Shop in Termina.

ONLY IF YOU CHOOSE TO SAVE NIKKI

PEPPOR, SOLT, AND ZOAH

Location - Shadow Forest (Another World)
HP - 90, 80, 200
Attacks - Tech DragonRider, Green and Yellow Elements
Drop - Uplift, Copper, Ivory Mail
Steal - Ivory Helmet, Ivory Helmet, Knee Pad
Difficulty - 2
My Party - Serge, Kid, Nikki
Tactics - Aim all attacks on Zoah and watch out for his powerful Tech Skill DragonRider. Hit him with all Green Elements like AeroSaucer and Bushwhacker. Use your Tech Skills as well. After you have taken care of Zoah, then just use Physical Attacks on the Shakers and they will be easy to defeat.

NEO-N-BULBS (Green) - *Optional*

Location - Viper Manor Luccia's Laboratory (Another World)
HP - 160
Attacks - Random Level 1 and 2 Green Elements
Drop - AeroSaucer
Steal - Seed
Difficulty - 1
My Party - Serge, Guile, Kid
Tactics - Yellow Elements like ElectroJolt and Uplift will devastate these little foes so use them a lot along with any other Yellow Elements you have allocated. Other than that, use Physical Attacks until they are dead. This will be a very easy fight.

MARCY (Blue)

Location - Viper Manor Library (Another World)
HP - 525
Attacks - Tech Cat'sCradle, IceBlast, other Blue Elements.
Drop - IceBlast
Steal - Silver Loupe
Difficulty - 3.5
My Party - Serge, Guile, Kid
Tactics - This can be quite a challenging fight considering she has a pretty good amount of HP. Kid can be wiped out quickly because of Marcy's powerful Blue attacks, so watch Kid's health. Physical blows will cut down Marcy's HP nicely along with Dash&Slash, Wandain, and any Red elements that may be allocated on Kid. Have some Medicine allocated too

to cure frozen status effects. If the whole party becomes frozen, then game over. Have about 5 Medicines allocated on Serge. Keep your party's HP high with Heal, Cure, and CurePlus (if you have it).

=====

LYNX (Black)

Location - Viper Manor (Another World)
HP - 820
Attacks - Imbecile, HellSoul, HellBound, AntiWhite
Drop - Pendragon Sigil C
Steal - Magic Ring
Difficulty - 5
My Party - Serge, Guile, Kid
Tactics - This will be no question asked your hardest fight yet. Have lots of healing elements allocated. The key is to keep Serge alive with as much HP as possible at all times. Hopefully you got the Revive element earlier in Viper Manor, in the soldiers quarters. If you did, allocate it on Guile or Kid, because there is a good chance Serge could die from his powerful Black attacks. Try to cast Dash&Slash and as many White elements as possible with Serge before Lynx casts AntiWhite on Serge. Allocate PhotonRays, Meteorites, and RecoverAlls on all your characters. Barrage him with White after White attacks. After that, simply use Physical Attacks on him.

=====

*Note this is a major turning point in the game after Kid is poisoned. If you choose to save her, you will have to go to the Hydra Marshes and fight several bosses. You will also be able to recruit Korcha, Mel, and Razzly. You will also be given the Astral Amulet, an amulet with the powers to transport you to the other world, via Opassa Beach. If you do not choose to save her, you will be able to recruit Glenn, Macha, and Doc. You won't have to make a trip to the Hydra Marshes either. I suggest not choosing to save Kid, because Glenn is one of the best characters in the game, and you don't have to go through the very annoying Hydra Marshes. Don't worry about Kid though. A mysterious stranger "from the mainland" brings her a remedy.

=====

ONLY IF YOU CHOOSE TO SAVE KID

WINGAPEDE (Green)

Location - Hydra Marshes (Home World)
HP - 430
Attacks - Tech AcidicGas, Tech PoisonGas
Drop - AeroSaucer
Steal - N/A
Difficulty - 2
My Party - Serge, Korcha, Guile
Tactics - This will be a rather easy fight. Allocate some Antidote elements on one of your characters. Barrage him all your Tech Skills, Yellow Elements and Physical Attacks. He will die pretty quickly.

=====
ONLY IF YOU CHOOSE TO SAVE KID

PENTAPUS (Blue)

Location - Hydra Marshes (Home World)
HP - 600
Attacks - Tech Whop, Tech HexaHitter
Drop - AquaBall
Steal - N/A
Difficulty - 2.5
My Party - Serge, Korcha, Greco
Tactics - He can be a little tricky with his Tech Skills and Elemental Attacks. Use Red Elements with Greco and also use his Tech Skill. Also use all your Tech Skills and keep your HP high on your party. You should also allocate some Medicines in case someone get Blue Status Effects.

=====
ONLY IF YOU CHOOSE TO SAVE KID

DAFFY DWARVES (All Yellow)

Location - Hydra Marshes (Home World)
HP - 90
Attacks - Multi-Tech Hi-HoChorus, Yellow Elements
Drop - Tablet
Steal - N/A
Difficulty - 3
My Party - Serge, Razzly, Guile
Tactics - Their Multi-Tech Skill is very annoying and can be devastating to Razzly and even your entire party. Use all Green elements and Razzly's Tech Skill. Use all of your characters Tech Skills and take these dwarves out one by one.

=====
ONLY IF YOU CHOOSE TO SAVE KID

HYDRA (Yellow)

Location - Hydra Marshes (Home World)
HP - 700
Attacks - Tech SpiritsUp, Tech SpiritsDown
Drop - Upheaval
Steal - N/A
Difficulty - 5.5
My Party - Serge, Razzly, Guile
Tactics - Use all of your Tech Skills on him immediately, especially Razzly's. Make sure you have some Braces allocated too, in case of any Yellow Status effects. The Hydra's attacks are quite powerful, so have some strong healing elements allocated. Cast elements like IceBlast, Aerosaucer, Bushwhacker, and Bushbasher if you have it. Never use Yellow Elements because they heal the Hydra. Otherwise, stick to Physical attacks and any other elements you have left over.

=====

HARLE (Black)

Location - Hermit's Hideaway (Another World)
HP - 400
Attacks - Random Black Elements, Tech MoonBeams
Drop - PhotonBeam
Steal - Moonglasses!!!!
Difficulty - 2
My Party - Serge, Glenn/Razzly, Guile
Tactics - Since I would choose not to save Kid, (because Glenn is my favorite character) I would not be able to get the Moonglasses. If you choose to save Kid, then put Kid in your party and steal the Moonglasses from Harle! If your attempt at stealing fails, or you get a PhotonBeam, Run Away and try again. This is a primo accessory and will help you through out the game. For defeating Harle, hail White Elements on her like Meteorite, PhotonRay, and Dash&Slash. She should not be too difficult to defeat.

=====

DEAD HEAD (Black)

Location - S.S. Invincible (Another World)
HP - 700
Attacks - Diminish, Tech Death'sOdor, Tech DarkBreath
Drop - HellSoul
Steal - GravityBlow
Difficulty - 2
My Party - Serge, Glenn/Razzly, Kid or Guile
Tactics - This is a pretty easy fight considering he doesn't have any major damage attacks. Allocate lots of status healing consumable elements like BlackOut and Panacea if you have any. His breath attacks will give you multiple status effects. When he casts Diminish, hound him with all of your physical attacks like X-Strike (Serge and Glenn Double Tech).

=====

HI-HO DWARVES (Yellow)

Location - Water Dragon Isle (Home World)
HP - 200 each
Attacks - Tech Hi-HoChorus, Tech Hi-HoWarCry, Random Yellow Elements
Drop - ElectroBolt
Steal - Iron
Difficulty - 2
My Party - Serge, Glenn/Razzly, Guile
Tactics - Each of them are very weak, so focus your attacks one at a time. Use X-Strike, Wandain, and various Green elements. Hopefully you stopped at the Guldove Element Shop after the S.S. Invincible, and got some MeteorShowers and PhotonBeams. If you did, use it on all of them. They will cast their Multi-Techs a lot so counterattack it with RecoverAlls and HealAlls.

=====

HI-HO TANK (Yellow)

Location - Water Dragon Isle (Home World)
HP - 1000
Attacks - Tech ElementShot (Green), Tech ElementShot (Yellow)
Drop - Knee Pad
Steal - Screw
Difficulty - 3
My Party - Serge, Glenn/Razzly, Guile
Tactics - First defeat the two dwarves on each side of the tank quickly. Next aim everything you got at the tank. Use all Tech Skills, level 3 and 4 Elements, AeroBlaster, and BushWhacker. After he casts his annoying ElementShot, use a CurePlus on that character that just got attacks. Keep your HP high and this fight should be a breeze.

=====

SOLT AND PEPPOR (Yellow)

Location - Mount Pyre (Another World)
HP - 180, 150
Attacks - Random Red and Yellow Elements
Drop - Brace, Copper
Steal - Plaster Cap, Bronze Vest
Difficulty - 0
My Party - Serge, Glenn, Guile
Tactics - This should not be a boss fight...but whatever. Keep using physical attacks until they die and this is a sinch.

=====

FIRE DRAGON (Red)

Location - Mount Pyre (Another World)
HP - 800
Attacks - Tech FieryBreath, Random Level 3 and 4 Red Elements
Drop - Weaken
Steal - Magic Ring
Difficulty - 4
My Party - Serge, Glenn, Guile
Tactics - No, this is not the God of Fire, this is his first form. This battle can be a little bit difficult. He does no major damage to your party, but his FieryBreath technique does mid damage to one character. This can be healed quickly with a CurePlus He has very high defense and your attacks won't do that much damage. Use all of your Tech Skills, and Blue Elements, if you have any. Eventually, after you have whaled on him for a while, he will die.

=====

KARSH, MARCY, ZOAH (Green, Blue, Yellow)

Location - Mount Pyre (Another World)
HP - 370, 300, 436
Attacks - Level 5 Tech Skills; AxialAxe, StringPhone, Gyronimo
Drop - EagleEye, Iron Vest, Gold Earring

Steal - AeroBlaster, IceBlast, Stamina Ring
Difficulty - 3
My Party - Serge, Glenn, Guile
Tactics - First and foremost: kill Marcy. Aim all of your attacks on her and use X-Strike for major damage. X-Strike could kill her in one hit after a few physical attacks. She will not have enough time to even cast her elements. Next, aim everything you got left at Zoah. Zoah will use his Level 5 Tech Skill Gyronimo which is major damage to a single party member. Hopefully he doesn't cast it on Glenn. Use all Green Elements that you have allocated and also use MeteorShower, PhotonBeam, and Wandain. Leave Karsh for the last one you kill because he is quite easy. Use whatever Elements you have left and use mostly Physical attacks. Karsh will cast his Level 5 Tech Skill AxialAxe which is mid damage to all party members. Use RecoverAll right after it.

=====
GIANTGLOOP (Blue)

Location - Fort Dragonia (Another World)
HP - 800
Attacks - Tech TakeIn, Tech GooneyGoo, BlueField
Drop - AquaBall
Steal - Antiviral Cap
Difficulty - 3
My Party - Serge, Glenn, Guile
Tactics - Now you have your Level 5 Tech Skills! Start off the attack with X-Strike for some major damage. Then cast every Red Element you got. You should also cast WandaSwords, Luminaire, and SonicSword. His Techs do mid damage, but you should still have plenty of HealAlls and RecoverAlls allocated on everyone. After that, if he is still alive, just use Physical blows until he is dead, which shouldn't take too long.

=====
TAURUSOID (Green)

Location - Fort Dragonia (Another World)
HP - 1200
Attacks - Tech BodyPress, Tech BackDrop, Tech ChokeSlam, Tornado
Drop - Fang
Steal - Trap Tornado
Difficulty - 4
My Party - Serge, Glenn, Guile
Tactics - This guy is pretty hard. If you got the Trap Tornado Element in the previous room then cast it immediately. With a Tornado Element this early in the game, you can be very powerful. Start off with X-Strike, and then use everyone's Tech Skills; Wandain, WandaSwords, SonicSword, and Luminaire. Keep pounding away at him with Physical attacks and Yellow Elements. His Techs do mid to high damage, but they are all to one character. Make sure you have some CurePlus to heal that character that was attacked.

=====

SUNOFAGUN (White)

Location - Fort Dragonia (Another World)
HP - 365
Attacks - MeteorShower, HolyLight, Tech ShineOn
Drop - Iron
Steal - Screw
Difficulty - 4
My Party - Serge, Glenn, Guile
Tactics - This guy is pretty tough. The power of his attacks depends on the mood he is in. Make sure you have a Black innate character in your party. If you do, cast all of his Techs and Black elements first. Then use everyone else's Techs but don't use Luminaire from Serge because it may heal him if he is in a certain mood. If he is sad, he will cast HolyLight and ShineOn, his Tech which causes status effects. Make sure you kill this guy quickly, because he has the power to quickly destroy your party.

=====

BUNYIP (Red then Black)

Location - Fort Dragonia (Another World)
HP - 400 then 1200
Attacks - Weak Red Elements, then powerful Black Elements
Drop - Gravitonne
Steal - FreeFall
Difficulty - 4
My Party - Serge, Glenn, Guile
Tactics - The Red form of Bunyip is very easy, so don't waste any powerful Techs on him, save those for after he evolves. When he does evolve, cast everything you got. X-Strike, Luminaire, and SonicSwords works very well. Use Guile only to heal and use regular attacks to build up your party's stamina. So allocate lots of RecoverAlls on him. Guile's Black attacks will be useless and may even heal Bunyip. If you have a trap for FreeFall use it because Bunyip will cast FreeFall and you want to avoid major damage for one of your party members.

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VIPER (Yellow)

Location - Fort Dragonia (Another World)
HP - 820
Attacks - Tech G-Force, Random Yellow Elements
Drop - Dragoon Gauntlet
Steal - Stamina Ring
Difficulty - 2
My Party - Serge, Glenn, Guile
Tactics - This will be an easy fight. He will only use G-Force once on one of your characters. After he does, heal that character immediately. Use X-Strike and the usual Tech Skills, especially SonicSword. Green Elements work great like AeroBlaster and Tornado if you trapped it from Taurusoid. Otherwise this is a pretty easy fight.

=====

LYNX (Black)

Location - Fort Dragonia (Another World)
HP - 1000
Attacks - Tech GlideHook, Random White and Black Elements
Drop - Pendragon Sigil B
Steal - Pendragon Sigil B
Difficulty - 5.5
My Party - Serge, Glenn, Guile
Tactics - This is a difficult battle. For this battle, do not use X-Strike. Instead use Dash&Slash and Dash&Gash seperately because Dash&Slash is a White Tech and does a good amount of damage. Use Guile simply for healing the party and using physical attacks to recover the party's stamina. Make sure someone besides Serge has a Revive Element allocated, because there is a good chance Serge is going to die. If you have it, cast HiRes to up the defense on Serge. Hound him with your most powerful Elements. White Elements like PhotonBeam, MeteorShower, and HolyLight if you trapped it from Sunofagun work the best. Keep the party's HP high at all times using RecoverAlls and HealAlls.

=====

RADIUS (Green)

Location - Arni Village (Home World)
HP - 750
Attacks - Tech LongShot, Random Green Elements
Drop - Pnedragon Sigil C
Steal - Heal
Difficulty - 1
My Party - Lynx, Harle, Sprigg
Tactics - Use Sprigg just to do Physcial attacks and use Lynx's and Harle's Tech Skills. GlideHook and MoonBeams work very well. After that just use Physical Attacks. This is a very easy battle which should take you about 30 seconds.

=====

MEGASTARKY (White)

Location - Sky Dragon Isle (Home World)
HP - 2800
Attacks - Tech Raydiation, White Elements
Drop - MagNegate
Steal - Angel Charm
Difficulty - 5
My Party - Lynx, Zappa, Radius
Tactics - This guy is tough, mainly because he has such a high amount of HP and it can be troubling for you to do descent HP damage to him. He has some very powerful White Element attacks which could be very powerful against Lynx. You should use Diminish as soon as possible and SealAll if you have stopped at the Element shop in Guldove. Keep Lynx's HP high at all times using Radius to heal the party and

boost te party's stamina. If you used SealAll, use
Phyiscal blows to Starky for as long as you can and it
shouldn't be too tough.

=====

SAGE OF MARBULE (White)

Location - S.S. Zelbess (Home World)
HP - 1500
Attacks - Turn Elements, Random White Elements
Drop - Mythril Helmet
Steal - N/A
Difficulty - 3
My Party - Lynx, Zappa, Starky
Tactics - Use all the Black Elements you have with Lynx including
his Tech Skills. Allocate Starky with lots of RecoverAlls
and use him for healing. Have Zappa attack with Physical
and Tech Skills. The Sage will cast Turn Black on Lynx,
making him double black, and then he will cast PhotonBeam.
This can do a lot of damage so make sure you heal Lynx
quickly. Also, equip Lynx with the Daemon Charm that was
in Fort Dragonia. I have had the Sage cast AntiBlack on me
before.

=====

GARAI (White)

Location - Isle of the Damned (Home World)
HP - 1987
Attacks - Tech WillBreaker, Tech TripleCut
Drop - Dragoon's Honor, Einlanzer
Steal - N/A
Difficulty - 5
My Party - Lynx, Starky, Zappa
Tactics - This will be a rather hard battle. Designate Starky to
heal everyone and boost the party's stamina with Physical
attacks. Allocate a lot of RecoverAlls on him. Allocate
HealAlls, and RecoverAlls on Lynx and Zappa. Also allocate
1 Revive on each character. If you only have two Revives,
then allocate them on Zappa and Starky (or whatever other
party members you have besides Lynx). Keep Lynx's HP high
at all times because each of Garai's Techs can do very
high HP damage. Use all of the powerful Black Elements you
have and use Zappa's and Lynx's Techs. After that, keep
using Starky heal and hack away at Garai's HP with
Physical attacks.

=====

HIGHWAYMAN (Black)

Location - The Dead Sea, Highway Ruins (Home World)
HP - 2000
Attacks - Tech Rampage, Tech Exhaust Gas
Drop - Nimble
Steal - N/A
Difficulty - 4
My Party - Lynx, Harle, Starky

Tactics - Have Harle and Lynx heal everyone with RecoverAlls. Lynx should do more attacking than Harle, and Harle should just focus on healing. Have Harle cast her Tech MoonShine to protect the party. Have Panacea and BlackOut Elements allocated on Zappa to cure the many cases of darkness that your party will have to face. Equipping a Sight Scope, Third Eye, or Silver Loupe helps too. Make sure the field effect is never all black. Highwayman's Rampage attack can easily kill one of your characters, so be ready with a Revive. He will only cast Rampage once, however. Have Starky use every attack Tech and White Element he has.

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MIGUEL (White)

Location - The Dead Sea, The Tower of Ghedon (Home World)
HP - 1950
Attacks - AntiBlack, Tech HolyDragSwd, Powerful White Elements
Drop - Dreamer's Scarf
Steal - N/A
Difficulty - 7
My Party - Lynx, Starky, Zappa
Tactics - Miguel is one of the hardest bosses in the game, if you're not prepared properly. Equip a Daemon Charm on Lynx for this battle. You may also want to equip Lynx with the Earring of Light which could have been found in the control room in the City Ruins. If you have a trap for HolyLight, than use it. Also, if you trapped the BlackHole from the Tragediennes, use it. Miguel will start the fight off by using StrongMinded on himself, and WeakMinded on one of your party members. He will then cast two TurnBlacks in a row, followed by his insanely powerful Tech HolyDragSwd which can do very severe damage, and even kill a party member in one hit.

If you don't have the trap for HolyLight, then you better finish Miguel off quickly with Physical attacks and Black Elements. When he starts to sag, he probabaly will cast HolyLight, doing major damage to the entire party. You should cast Diminish or SealAll at this point. Hopefully, you have used many RecoverAlls and have your party to full HP. He will only cast HolyLight once though. If you still don't finish him off, he will use HolyDragSwd again, so make sure you kill him quickly.

=====

ROACHSTER (Blue)

Location - Viper Manor Sewers (Another World)
HP - 1245
Attacks - Tech JitterBug, Tech BugKamikaze
Drop - Elbow Pad
Steal - N/A
Difficulty - 1
My Party - Lynx, Zoah, Starky
Tactics - Use Lynx's ForeverZero Level 7 Tech to start off the battle, followed by a barage of Physical Attacks, and then

all of your party's Tech Skills. Use Zoah's Toss&Spike if you got it in the manor earlier. The Roachster will use a powerful Tech called BugKamikaze, which has the power to do mid to high damage to one character. So heal after the attack with a strong RecoverAll. This is a very easy battle.

=====

HELL'S COOK (Red)

Location - Viper Manor (Another World)
HP - 2800
Attacks - Tech SpiceOfLife, Random Red Elements
Drop - Gold Pendant
Steal - N/A
Difficulty - 3
My Party - Lynx, Zoah, Starky
Tactics - This is a rather easy fight. As the fight goes on, the Red Elements he casts will get more powerful, so you should finish this fight off quickly. Use ForeverZero, Toss&Spike, and Level 5 Techs. Use powerful Black and White Elements, like FreeFall and HolyLight, along with Physical attacks. Also, use any powerful Blue Elements you may have picked up like Deluge.

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GROBYC (Black)

Location - Viper Manor (Another World)
HP - 2800
Attacks - Tech RocketFist, Tech HairCutter
Drop - FreeFall
Steal - N/A
Difficulty - 3.5
My Party - Lynx, Zoah, Starky
Tactics - Use all of Starky's Techs and powerful White Elements like HolyLight and MeteorShower. Also use all of Lynx's Tech Skills for they are very powerful against Grobyc. Zoah's Gyronimo and Toss&Spike work very well too. Immediately after he casts his powerful Tech HairCutter, doing mid damage to all party members, have Starky counter-attack with a strong RecoverAll, or CureAll if you picked it up from the SpearFishers in the Sewers. For the rest of the fight, just use Physical Attacks.

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GUILLOT (Yellow)

Location - Viper Manor (Another World)
HP - 1001
Attacks - Tech HotEdge
Drop - Mythril
Steal - N/A
Difficulty - 1
My Party - Lynx, Zoah, Starky
Tactics - You'll have to fight him twice, but he is very easy. Use ForeverZero, Toss&Spike, and StarBurst. After that just

use physical attacks for the rest of the fight. Do this same strategy for both of the fights.

=====

DE-HYDRATE (Black)

Location - Hydra Marshes (Another World)
HP - 1042
Attacks - Random Black Elements
Drop - FreeFall
Steal - Daemon Charm
Difficulty - 2
My Party - Lynx, Radius, Viper
Tactics - Set a trap for BlackHole immediately. Put Radius and Viper in your party so they can perform the very powerful White Double Tech VitalEnergy which should do a hell of a lot of damage. After that, wait until he casts BlackHole so you can trap it, and then hit him with Physical attacks until he is dead.

=====

ORLHA (Blue)

Location - Guldove (Another World)
HP - 1800
Attacks - Tech MultiPunch, Tech PunchDrunk, Random Blue Elements
Drop - Mythril
Steal - Kung Fu Shoes
Difficulty - 4
My Party - Lynx, Zoah, Starky
Tactics - This is a basic fight in which you need to keep your party's HP high at all times. She will cast very powerful Blue Elements like Deluge and Iceberg. Her Techs are powerful as well, so designate Starky to be the healer. Use all of your most powerful Elements including BlackHole, HolyLight, ForeverZero, and Toss&Spike. After that, she will be close to dead, or dead. If she is not dead, then use Physical Attacks and any other powerful elements you have allocated.

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*Now, you will have to face the six Dragon Gods. These Dragons can be defeated in any order, but it is best to follow my order of easiest to hardest. Start with the Water Dragon and end on the Sky Dragon.

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WATER DRAGON (Blue)

Location - Water Dragon Isle (Home World)
HP - 2800
Attacks - Deluge, Tech TsunamiBeam
Drop - BlueWhale
Steal - Blue Plate
Difficulty - 5.5
My Party - Lynx, Zoah, Fargo
Tactics - Start off this battle by setting a trap for Deluge. Then

build up everyone's Elemental level to max by using physical attacks. Then attack the Water Dragon with your most powerful Tech Skills, and Level 5 and 6 Elements. Allocate several Medicine Elements on Starky for him to heal Frozen and Flu status effects.

Beware, if your entire party becomes Frozen, then it is game over for you. To prevent this, equip the Star Fragment on one of your characters. Physical attacks work well and you should use a lot of them on the Water Dragon. Right after he sags have Fargo Pillage the BLUE PLATE from him. If the attempt at thievery fails, run away and try again, but chances are you won't miss. This will be your easiest dragon to face.

=====

EARTH DRAGON (Yellow)

Location - Earth Dragon Isle (Home World)
HP - 3100
Attacks - Tech GiddyBreath, Earthquake
Drop - ThundaSnake
Steal - Yellow Plate
Difficulty - 6
My Party - Lynx, Zoah, Fargo
Tactics - First and foremost have Fargo steal the YELLOW PLATE from the Earth Dragon. Next set a trap for Earthquake and then build up everyone's Elemental levels to max. Having Zoah or Leah in your party is a good idea because the Earth Dragon's attacks will have very little effect on Zoah/Leah, which will keep either of them alive for the duration of the fight.

Use all of your Level 7 Tech Skills to start the battle off. Next use all of your powerful Green Elements such as Tornado, Carnivore, and AeroBlaster. If you don't have Carnivore or Tornado yet, then don't worry about it. Cast any color Element as long as it's a high level, and it is not Yellow. Zoah's Techs are ok to use even though they are Yellow however. Casting a Yellow Element will heal the Earth Dragon, so you will definitely want to stay away from that idea. After you have got the Yellow Plate, and used your Techs and powerful Elements, then use Physical attacks on the dragon until he is defeated.

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PTERODACT AND TYRANO (Red)

Location - Gaea's Navel (Home World)
HP - 750, 1600
Attacks - Tech Flap, Tech DinoBite
Drop - Inferno, Resistance Ring
Steal - Cloud Cape, Power Seal
Difficulty - 3
My Party - Lynx, Zoah, Fargo
Tactics - Have Fargo steal the POWER SEAL accessory from Tyrano immediately because this is a very powerful and useful item. Defeat the Pterodact first using GlideHook, Gyronimo

and Physical Attacks until it is dead. Next use your most powerful Elements and Techs on Tyrano. Use Fargo's Techs Invincible and CannonBalls, and use Deluge and any other powerful Blue Elements you have. Other than that, just use Physical attacks to bring him down.

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GREEN DRAGON (Green)

Location - Gaea's Navel (Home World)
HP - 3700
Attacks - Tech BadBreath, Tech ToxicBreath, Carnivore, GreenField
Drop - Genie
Steal - Green Plate
Difficulty - 6
My Party - Lynx, Zoah, Fargo
Tactics - First, have Fargo steal the GREEN PLATE. Soon after, set a trap for Carnivore. You may want to set traps for many Carnivores because he uses it a lot. Once the Green Dragon casts GreenField, counter with an opposite colored Tech Skill or any opposite colored element you can find. Use Level 5 and 7 Tech Skills, and all your powerful Yellow Elements. Use all of Zoah's Tech because they will be very effective on the Green Dragon, doing major HP damage to him. Physical attacks also work well also for a couple rounds. Have plenty of Antidote and Panacea Elements allocated on Fargo because the Green Dragon's breath attacks will cause a lot of status effects. Use Fargo as the main healer of the party also. Allocating him with CureAlls and RecoverAlls is recommended.

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BLACK DRAGON (Black)

Location - Marbule (Another World)
HP - 3900
Attacks - Tech DarkBreath, Tech GravityBomb, Black Elements
Drop - GrimReaper
Steal - Black Plate
Difficulty - 7
My Party - Lynx, Zoah, Fargo
Tactics - Have Fargo steal the BLACK PLATE as the first thing you do in the battle. Next you should cast a trap for FreeFall. Do not put a White innate character in your party, for they will die in a matter of seconds. Use Lynx and Fargo mainly for healing and Physical attacks. Do not use all of the White Elements you have allocated, like HolyLight and UltraNova. You must save them until the end of the fight so you can finish him off. If you cast them in the beginning, the Black Dragon will cast AntiWhite immediately. Zoah is very important in this battle. He will be the character that does the most damage to the Black Dragon. Use all of his most powerful Physical attacks, Elemental attacks, and Tech Skills. Also use Fargo's Invincible, and CannonBalls do get a couple hundred HP off the Black Dragon.

The Black Dragon will use his Techs DarkBreath and

GravityBomb. DarkBreath does mid damage and Black status effects to entire party, while GravityBomb will do about 200 HP damage to entire party. To counter-attack these mammoth Techs, use BlackOuts immediately which should be allocated on Lynx, and use CureAlls and RecoverAlls from Fargo. After the Black Dragon casts FreeFall, set a trap for BlackHole. As the Black Dragon is close to defeat, he will cast this super-powerful Element. It would be very helpful if you trapped it from him.

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FIRE DRAGON (Red)

Location - Mount Pyre (Another World)
HP - 3400
Attacks - Tech FieryBreath, Tech FireBreath, Tech Brimstone, Inferno, Volcano
Drop - Salamander
Steal - Red Plate
Difficulty - 7
My Party - Lynx, Zoah, Fargo
Tactics - I find that this is a very hard dragon to defeat. His first stage is very easy, so it won't take long for the dragon to evolve into a REAL Fire Dragon. Right after he evolves have Fargo steal the RED PLATE from him. You better have some CureAlls and RecoverAlls allocated because he is very powerful with his Elements and Techs. He will start off by doing his most powerful tech FireBreath which will do about 200 HP damage to your party, and about 300-350 HP damage to Fargo. Have Fargo counter-attack with a CureAll immediately. CureAll should be on Element level 6 or 7 so it is +1 or +2.

Attack him with Physical attacks, Level 5 and 7 Tech Skills (especially Invincible and CannonBalls), even try to summon FrogPrince by having Fargo on the same Elemental level that the summon is on, using level 1 Blue elements with all your characters, and keeping one character with enough stamina to attack the Fire Dragon so another character can build up his stamina, allowing Fargo to have enough stamina to where he can cast FrogPrince. If you have trouble with this, don't worry about, just attack him with the regular Elements that you have used on previous bosses. Keep your HP high at all times (especially Fargo), and set traps for Inferno and Volcano.

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SKY DRAGON (White)

Location - Sky Dragon Isle (Another World)
HP - 3800
Attacks - Tech NullState, Tech WhiteBreath, Tech HolyBreath, Magnify, MagNegate, UltraNova, StrongMinded, WeakMinded, AntiBlack
Drop - Saints
Steal - White Plate

Difficulty - 8

My Party - Lynx, Zoah, Fargo

Tactics - If you don't finish the Sky Dragon off quick, this will be one of the hardest boss battles of the game. Immediately steal the WHITE PLATE from the Sky Dragon with Fargo. Next, have a trap for UltraNova allocated on Zoah. Build up his Elemental level and cast the trap quickly. First, the Sky Dragon will probably do some Physical attacks on Fargo, doing about 30 damage each attack. For your next attacking round, use Lynx's ForeverZero, FeralCats, GlideHook, and any other powerful Black Elements you have allocated, like FreeFall. Try to cast your most powerful Techs and Elements with all your players before the Sky Dragon casts his Tech NullState, which ups his Magical defense greatly. The Sky Dragon will soon cast his measly Tech WhiteBreath which will do about 30-40 HP damage on one of your characters. If you think your Physical attacks are doing enough damage to defeat the Sky Dragon by themselves, then cast Diminish or SealAll.

Next the Sky Dragon will cast NullState. Use Elements like Strengthen on Lynx to up his attack power. Use nothing but Physical Attacks and healing and supplemental Elements. The NullState will last several rounds. Soon the Sky Dragon will be close to defeat, so he will start casting Elements like Magnify and MagNegate. If you don't have the UltraNova trap trapped already, you'd better do it fast, because UltraNova will do MAJOR damage to entire party, maybe even kill the entire party in one hit. If you don't have the trap, let's hope you have a lot of HP, or you finish him off fast enough so he can't cast it. If you take a really long time to finish him off, he will cast his devastating Tech HolyBreath which, odds are, will do about 350-400 HP damage to your entire party, probably killing a couple party members. The main strategy is to defeat this dragon as quickly as possible.

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DARK SERGE (Black)

Location - Fort Dragonia (Home World)

HP - 3000

Attacks - Tech GlideHook, Tech FeralCats, Tech ForeverZero, All Level 6 Elements

Drop - Pendragon Sigil A

Steal - Trashy Tiara

Difficulty - 7

My Party - Lynx, Zoah, Fargo

Tactics - This can be a very easy fight, or a very difficult fight. If you are well prepared it will be easy. DO NOT put a White Innate character in your party, they will die in the first or second round. DO NOT equip the Black Plate on any of your characters. Dark Serge will cast every Element Color's Level 6 Element. The order he will cast them will go as follows: Volcano, Tornado, ThundaStorm, Iceberg, BlackHole. If you have the Black Plate equipped on anyone, he will cast UltraNova and the order he uses the Elements will change.

Make sure you have the MasaMune from the Dario sidequest. If you do, this battle will go very quickly. Use CureAlls with Fargo after Dark Serge casts ForeverZero and FeralCats and make sure your HP is always high, because Dark Serge's Elements can and will wipe out our party if you don't have at least over 400 HP on the entire party at all times. You should mostly just use Physical Attacks for this battle, and any White Elements you have allocated. One thing you could do is purposely put the Black Armor on Lynx and set a trap for Ultra Nova.

VITA UNUS (Green)

Location - The Sea of Eden (Another World)
HP - 2500
Attacks - Random Elements
Drop - Vigora
Steal - White Brooch
Difficulty - 3
My Party - Serge, Zoah, Glenn
Tactics - To fight this form of Vita, you must visit the "present" island last. This will be a very easy battle. Just use your Techs and powerful Elements. X-Strike will be very helpful as well.

VITA DOS (Red)

Location - The Sea of Eden (Another World)
HP - 2500
Attacks - Random Elements
Drop - Earring of Light
Steal - White Brooch
Difficulty - 3
My Party - Serge, Zoah, Glenn
Tactics - To fight this form of Vita, you must visit the "future" island last. This will be a very easy battle. Just use your Techs and powerful Elements. X-Strike will be very helpful as well.

VITA TRES (Blue)

Location - The Sea of Eden (Another World)
HP - 2500
Attacks - Random Elements
Drop - Diva Dress
Steal - White Brooch
Difficulty - 3
My Party - Serge, Zoah, Glenn
Tactics - To fight this form of Vita, you must visit the "past" island last. This will be a very easy battle. Just use your Techs and powerful Elements. X-Strike will be very helpful as well.

POLISPOLICE (White)

- Location - Chronopolis (Another World)
- HP - 3200
- Attacks - Tech MegatonFist, Tech Bazooka
- Drop - PhysNegate
- Steal - Rainbow Shell
- Difficulty - 5
- My Party - Serge, Zoah, Glenn
- Tactics - The first thing you should do in this battle is boost all of your characters to maximum Elemental Level. Since the Polispolice uses a lot of White Elements and Techs, you should cast Saints with Serge. This should do major damage on him, and heal your entire party fully. Mostly, just use Physical attacks and any Black Elements you have allocated. Keep healing with HealAlls and RecoverAlls after one of his Techs, especially Bazooka which will do major damage to a single character. You will probably need to use a Revive, so allocate one on Serge and one on your second most powerful character (probably Glenn).

Use all of your characters Tech Skills as well, even Serge's as they are quite powerful against the Polispolice. X-Strike works very well too. Putting a Black Innate with White Plate armor, or two White Innate characters in your party is not a bad idea either, but I stick to Glenn and Zoah for the Physical damage.

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FATE (Black)

- Location - Chronopolis (Another World)
- HP - 5000
- Attacks - Tech DarkEnergy, Tech HeatRay, GravityBlow, Gravitonne, FreeFall, Diminish
- Drop - Magic Seal
- Steal - Earring of Light
- Difficulty - 8.5
- My Party - Serge, Zoah, Glenn
- Tactics - Before you go in the room, make sure Serge is equipped with the Black Plate. If you don't have the Black Plate, than this is gonna be a really fun fight for you. FATE uses a countdown to 0 from 5 which as the same Element and Tech attacks every time. She will continue to use the same exact countdown until you defeat her. Set a trap for FreeFall at the beginning of each countdown. Also, if you think your Physical attacks are strong enough to defeat FATE, than cast Diminish or SealAll.

- 5 Diminish - Halves Elemental damage.
- 4 Gravitonne - Small damage to entire party.
- 3 Tech HeatRay - Major damage to one character.
- 2 FreeFall - Major damage to one character.
- 1 2 GravityBlows - Small damage to two characters.
- 0 Tech DarkEnergy - MAJOR damage to entire party.

If Serge is equipped with the Black Plate, the only way she could kill him would be to use Physical attacks, which

is unlikely. You should allocate all of your characters with RecoverAlls, HealAlls, and CureAlls. NEVER let the Field Effect be all Black, you must cast and Element of different color quickly. If the Field Effect is all Black, and FATE casts one of her Techs, then you might as well say goodbye to whoever is not wearing the Black Plate. Try to cast Saints by keeping Serge at Elemental Level 8 and casting three Level 1 White Elements in a row with Glenn and Zoah. Use HolyLight, all of Serge's Techs, X-Strike, and UltraNova, if you have trapped it from previous bosses. With the dual Einlanzers on Glenn, and the MasaMune on Serge, the X-Strike will do MAJOR damage to FATE. She will be sagging, if not, dead at this point so finish her off with Physical attacks.

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ROYALJELLY (Blue)

Location - El Nido Triangle (Another World)
HP - 1657
Attacks - Tech Vortex
Drop - Resistance Belt
Steal - Earring of Light
Difficulty - 4
My Party - Serge, Kid, Glenn
Tactics - Have Kid in your party so she can use her Red Tech Skills. To kill this bad boy in one hit, start off the battle by using Physical attacks. Even though the Physical attacks won't do any damage, they will still build up Elemental Levels. Get Serge and Glenn to Elemental Level 3 or 4, and Kid to Level 8. Then cast Level 1 Red Elements with Serge and Glenn until the Field Effect is Red. Then cast Salamander and the Royaljelly will die very quickly.

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*Before you go into Terra Tower for some very tough boss battle, it will be wise to go and do the Dario sidequest so you can recieve the Masamune. The Forbidden Island is the small smoking island northwest of Mount Pyre in Home World. Have Riddel in your party. A section on Minigames and Sidequests for Chrono Cross will be added to this FAQ soon.

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TERRATOR (Yellow)

Location - Terra Tower
HP - 2200
Attacks - Golem, OmegaYellow, Tech SpiritsUp, Tech WaveOfFear
Drop - Yellow Field
Steal - Yellow Brooch
Difficulty - 7
My Party - Serge, Zoah, Glenn
Tactics - Once inside Terra Tower, you must face six Elemental dolls. There are two things that are vital to succeed in these fight; cast opposite Element colors, and don't use the same Element colors as the doll's Innate. Casting an Element with the same color will heal the doll. Glenn is extremely important in the battle against the Terrator.

Use all of his Techs, and make sure he has the Yellow Plate equipped. Set a trap for Golem and let Terrator make the Field Effect Yellow. He will then cast Golem and you will be able to trap it. Terrator will start the fight by using his Techs to up his defense and lower yours. After you catch Golem, make sure the Field Effects is never all Yellow again, even though he will cast Yellow Elements very quickly to make it Yellow. When it is your turn, use any different colored Element.

Set a trap for Earthquake too. If the Field Effect turns all Yellow, then he will probably cast OmegaYellow which will automatically kill one of your party members. Allocate Glenn with all of your Revive if he has the Yellow Plate on. Use X-Strike, and every Green Element you possibly can. You should also try to summon Genie by using the same summon strategy against previous bosses.

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PYROTOR (Red)

Location - Terra Tower
HP - 2400
Attacks - Tech SadnessWave, Tech HappyWave, OmegaRed
Drop - Red Field
Steal - Red Brooch
Difficulty - 6
My Party - Serge, Zoah, Glenn
Tactics - Use the same strategy for all of these dolls. Pyrotor and Anemotor will be the easiest of the bosses. Equip any of your characters with the Red Plate (doesn't really matter which one), and then set a trap for summon RedWolf. Purposely let Pyrotor turn the Field Effect Red, and then he will cast it. As soon as you trap RedWold, always try to prevent the Field from becoming all Red again. If the Field is all Red and he casts OmegaRed, then say goodbye to your character. Cast all of your double single Techs, but avoid X-Strike since it is Red and since it does so much damage it will heal him greatly. Overall stick to any Blue Elements you have allocated and then just use your Physical attacks.

=====

ANEMOTOR (Green)

Location - Terra Tower
HP - 2500
Attacks - OmegaGreen, Random Green Elements, Sonja
Drop - GreenField
Steal - Green Brooch
Difficulty - 6
My Party - Serge, Zoah, Glenn
Tactics - Zoah will be very important in this battle. Set a trap for Sonja, if you don't already have it, and purposely let the Anemotor make the Field Effect all Green. Once you get it trapped, never let him make the Field all Green again. Use Everybody's Techs except for Glenn. Have Glenn use HealAlls and Physical attacks and that's it. Use all of

your powerful Yellow Elements like ThundaStorm, and Earthquake. Zoah's Techs and Physical attacks are particuallly effective in this battle. Have Serge cast his most powerful Techs and White Elements as well. Use X-Strike too for some major damage.

=====

GRAVITOR (Black)

Location - Terra Tower
HP - 3000
Attacks - OmegaBlack, MotherShip, BlackHole
Drop - BlackHole
Steal - Black Brooch
Difficulty - 9
My Party - Serge, Glenn, Zoah
Tactics - Besides the end boss, this guy will be the most difficult battle of the game. Hopefully you have FullRevival and a few HolyHealings allocated on Serge. Have the Black Plate equipped on Serge as well to ensure he can stay alive and heal everybody, along with doing some major damage with his White Techs and Elements. Allocate lots of RecoverAlls on Serge too. Let him make the Field Effect all Black and set a trap for MotherShip, if you don't already have it. After that, set a trap for BlackHole immediately. Use HolyLight, and UltraNova for some major damage, and Serge's Techs Luminaire and FlyingArrow will do major damage as well, and all these attacks will probably kill the Gravitor soon.

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LUXATOR (White)

Location - Terra Tower
HP - 3000
Attacks - OmegaWhite, Unicorn, Random White Elements
Drop - Ultra Nova
Steal - White Brooch
Difficulty - 7
My Party - Serge, Glenn, Zoah
Tactics - Use the same exact startegy for the Luxator as the Gravitor. A good idea would be to allocate a lot Black Elements on Serge and equip the White Plate on him. That way, it is impossible for Serge ti die. Use everyone's Techs but don't use any White Elements because they will heal the Luxator. Only use White Elements to heal your party. Never let the Field Effect turn all White, unless you have a trap set for Unicorn. Not that difficult of a fight.

=====

AQUATOR (Blue)

Location - Terra Tower
HP - 2800
Attacks - OmegaBlue, FrogPrince, Random Blue Elements
Drop - BlueField

Steal - Blue Brooch
Difficulty - 6
My Party - Serge, Glenn, Zoah
Tactics - If you use my party, this will be a rather easy fight. Don't cast any Blue Elements and you shouldn't have too many problems. X-Strike will do MAJOR damage to this clown so make sure you have Glenn and Serge in your party. Allocate some Inferno and Volcano Elements on your most powerful magical character (probably Serge). After X-Strike, the dude will practically be dead anyways, so just stick to Physical Attacks after you cast your Red Elements. If you got some Recharge Elements from Chronopolis, then allocate them on someone and use it on Serge and Glenn after they use X-Strike so you can use X-Strike again. I killed him with only a few Physical Attacks and two X-Strike attacks once.

=====

TIMEDEVOURER (Changes)

Location - Terra Tower
HP - ????
Attacks - All Elements, All Omegas
Drop - Earring of Hope
Steal - HolyLight
Difficulty - 8
My Party - Serge, Glenn, Zoah
Tactics - He's really not that hard, although he can be a little tricky. His innate color changes throughout the battle. Physical attacks work best for me, and when he is an opposite Innate of your characters, then hound him with your most powerful Techs. Other than that, just keep everyone's HP high, because you can never be too sure when he is going to cast a very powerful Elemental attack.

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TIMEDEVOURER (White)

Location - THE END OF TIME
HP - ????
Attacks - All Elements, All Omegas
Drop - N/A
Steal - Nostrum
Difficulty - 10
My Party - Serge, Glenn, Zoah
Tactics - There are two ways you can defeat the end boss which you will get separate endings for. You can defeat him by using all of your most powerful attacks until he has to HP left, or you can use the Chrono Cross. I suggest using the Chrono Cross so you can actually get a descent ending. There is a certain order you must use all of the different colored Elements in. I'm not gonna give you the order, that you will have to find out yourself. There are many ways to find out what the order is. One is that you can go to the Criosphinx and answer his riddles with Element colors. The order he asks the Elements in is the same order of Element colors for the Chrono Cross. Another way to figure it out is to see the order that the Innate of

the first Timedevouer takes. Once fighting the Final Boss, wait until he casts a (ok I'll give you the first one) Yellow Element, then cast a Level 1 Element of the next color in the series. Once you do this repetitive series, have Serge power back up to Element Level 8 and cast the Chrono Cross.

===Section 12=== Sidequests and Minigames

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===MINIGAMES===
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===DRAGON FEEDING===

This is a fun little Mini-Game that you can play when you infiltrate Viper Manor for the first time. Of course, you can come back and play it for fun whenever you want throughout the game. If you can't quite reach the maximum number of feeds in one round, then after you beat the game and go through it again in New Game+ you can use the Time Shifter to slow time by pressing and holding L2, although I don't really use this, because it is not that hard to get 100 feeds without it. Here are the rewards you can get:

- 10 - Knee Pad
- 20 - Bronze Helmet
- 30 - Bronze Mail
- 40 - RecoverAll
- 100 - Iron Vest

If you're in the beginning of the game you should really try to get all these items for they will help you greatly for the next few levels. Also if you feed the dragons ten times, you can get the Manor Key out of the cupboard.

Here's how the game works. By going over to the far hay stack and pressing X three times, you pick up three mushrooms. Whenever a dragon grunts and starts moving back and forth is when you want to go over to the dragon and feed it by pressing X. D = Dragon, and M = Mushroom

| D | D | D | D | D |
M

This mini-game is pretty easy, but its also fun and worth coming back to play, even though the prizes are not that great.

---THIS SECTION IS UNDER CONSTRUCTION AND WILL BE FINISHED VERY SOON---

===Section 13=== Element Shop Lists

In this section I will give all the towns with Element Shops and their menu of Elements and the cost of the Element.

ARNI VILLAGE (Home World)

Tablet - 10 G
Cure - 100 G
Fireball - 50 G
AquaBeam - 50 G
Medicine - 15 G
Antidote - 15 G

TERMINA (Home World)

Tablet - 10 G
Capsule - 25 G
Medicine - 15 G
Ointment - 15 G
Antidote - 15 G
Brace - 15 G
WhiteOut - 40 G
BlackOut - 15 G
CurePlus - 220 G
HealAll - 300 G
FireBall - 50 G
MagmaBomb - 80 G
FirePillar - 100 G
MagmaBurst - 240 G
AquaBeam - 50 G
IceLance - 80 G
AquaBall - 100 G
IceBlast - 240 G
Bushwhacker - 50 G
AeroSaucer - 80 G
Bushbasher - 100 G
AeroBlaster - 240 G
Uplift - 50 G
ElectroJolt - 80 G
Upheaval - 100 G
ElectroBolt - 240 G

GULDORF (Home World)

Tablet - 10 G
Capsule - 25 G
Nostrum - 60 G
Panacea - 500 G
Purify - 210 G
RecoverAll - 380 G
Ninety-Nine - 2880 G
InfoScope - 880 G
PhysNegate - 2880 G
MagNegate - 2880 G
Genius - 430 G
Imbecile - 430 G
StrongMinded - 430 G
WeakMinded - 430 G
Magnify - 1670 G
Diminish - 1670 G
SealAll - 2880 G
Revenge - 600 G

MARBULE (Home World)

Trap Inferno - 300 G

Trap Volcano	- 400 G
Trap RedWolf	- 500 G
Trap Deluge	- 300 G
Trap IceBerg	- 400 G
Trap FrogPrince	- 500 G
Trap Earthquake	- 300 G
Trap ThundaStorm	- 400 G
Trap Golem	- 500 G
Trap Carnivore	- 300 G
Trap Tornado	- 400 G
Trap Sonja	- 500 G
Trap FreeFall	- 300 G
Trap BlackHole	- 400 G
Trap MotherShip	- 500 G
Trap HolyLight	- 300 G
Trap UltraNova	- 400 G
Trap Unicorn	- 500 G
Magnify	- 1670 G
Diminish	- 1670 G

TERMINA (Another World)

Tablet	- 10 G
Capsule	- 25 G
Nostrum	- 60 G
Medicine	- 15 G
Ointment	- 15 G
Antidote	- 15 G
Brace	- 15 G
WhiteOut	- 40 G
BlackOut	- 15 G
CurePlus	- 220 G
HealAll	- 300 G
RecoverAll	- 380 G
FireBall	- 50 G
MagmaBomb	- 80 G
FirePillar	- 100 G
MagmaBurst	- 240 G
AquaBeam	- 50 G
IceLance	- 80 G
AquaBall	- 100 G
IceBlast	- 240 G
Bushwhacker	- 50 G
AeroSaucer	- 80 G
Bushbasher	- 100 G
AeroBlaster	- 240 G
Uplift	- 50 G
ElectroJolt	- 80 G
Upheaval	- 100 G
ElectroBolt	- 240 G

GULDOVE (Another World)

Tablet	- 10 G
Capsule	- 25 G
Medicine	- 15 G
Ointment	- 15 G
Antidote	- 15 G
Brace	- 15 G
Cure	- 100 G

CurePlus	- 220 G
RecoverAll	- 380 G
GravityBlow	- 60 G
Gravitonne	- 120 G
HellSoul	- 100 G
HellBound	- 300 G
PhotonRay	- 60 G
PhotonBeam	- 120 G
Meteorite	- 100 G
MeteorShower	- 300 G
Strengthen	- 430 G
Weaken	- 430 G
Nimble	- 430 G
Numble	- 430 G
HiRes	- 430 G
LoRes	- 430 G
EagleEye	- 430 G
BatEye	- 430 G

MARBULE (Another World)

Trap Inferno	- 300 G
Trap Volcano	- 400 G
Trap RedWolf	- 500 G
Trap Deluge	- 300 G
Trap IceBerg	- 400 G
Trap FrogPrince	- 500 G
Trap Earthquake	- 300 G
Trap ThundaStorm	- 400 G
Trap Golem	- 500 G
Trap Carnivore	- 300 G
Trap Tornado	- 400 G
Trap Sonja	- 500 G
Trap FreeFall	- 300 G
Trap BlackHole	- 400 G
Trap MotherShip	- 500 G
Trap HolyLight	- 300 G
Trap UltraNova	- 400 G
Trap Unicorn	- 500 G
Magnify	- 1670 G
Diminish	- 1670 G

===Section 14=== Rainbow Shell Locations

In this section I will describe where to find all Rainbow Shells.

#1 - Can be found in Viper Manor (Another World) when you return for the final time. Go to the room with all the traps and take the Decor Shield of the wall and give it to the statue without a shield. Then, on the far left column press X and press the secret button. With the Viper statue in the niche on the right wall, this will open a secret passage.

#2 - After you defeat Miguel, return to Arni Village (Another World) and look in the cart where the lady used to sell elements.

#3, 4, 5 - All in chests in the Orphanage on Fire (Another World) sidequest. To get this sidequest, after you get the Chrono Cross, visit Kid at Hermit's

Hideaway (Another World).

#6, 7 - In treasure chests in El Nido Triangle (Another World).

#8, 9, 10 - In easy to get treasure chests in Terra Tower.

#11 - Steal from the Criosphinx on Earth Dragon Isle (Another World).

#12 - Level 2 of Chronopolis, in the back of the left room.

#13 - Steal from Polispolice in Chronopolis.

#14 - Rarely dropped from Wight Knight in The Isle of the Damned (Home World).

#15 - Rarely stolen from Dark Serge.

===Section 15=== Closing Statements, Special Thanks, Copyright

I would just like to say that I hope I helped everyone that read this FAQ. As of this moment, GameFAQs.com is the only site with permission to post my FAQ up. I will be adding new sections to this FAQ so watch for updates. Some sections will include Sidequests and Minigames, Complete Bestiary, Dopplegang Lists, and much more.

E-mail me at dirk50003@cs.com with any questions, comments, or suggestions to make my FAQ better.

Special Thanks:

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