

Grandia FAQ/Walkthrough

by Dalez

Updated to v2.25 on Jan 6, 2001

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- Grandia Complete Game Info V2.25 -  
- by Dalez (dalez@intercom.net) -  
- Last updated 01/06/2001 09:38 PM -  
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*** IMPORTANT NOTE ***

My E-Mail address has changed. I can now be contacted via E-mail at "dalez@intercom.net".

I apologize for any inconvenience this may have caused.

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-- AUTHOR'S NOTE --  
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Well, it's more of a warning actually. Although I tried to avoid it as much as possible, this FAQ does contain some spoilers (it was inevitable.. :P), and I do not consider it a "General Guide". This is an in-depth FAQ, meaning that I give you the locations of all the items, etc, leaving just about nothing for you to figure out yourself. If you have not been through the game yourself I would not recommend using this as it will ruin the game. Grandia, like most other RPGs, is best figured out by yourself... I suggest only resorting to the FAQ if you get stuck. However, if you have been through the game already and want to make sure you do every little thing the game has to offer, then feel free to use this guide to its full extent. Just a friendly warning.... :)

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- (2/7/00) * Decided to release this, though it's nowhere near complete.
* Walkthrough finished up until the Town of New Parm.

 - (2/10/00) * Reformatted... -sigh-, maybe someday, in some FAQ, I will
get this right the first time...
* Walkthrough finished up until West Misty Forest

 - (2/13/00) * Walkthrough finished up until Dight Village
* Added a note about secret passages in Dom Ruins

 - (2/15/00) * Sure it's early, but this is one huge update. :P
* Added some stuff I had missed to the Dom Ruins, including
the secret passages
* Well. Let be it known that Dalez, the great master of the
obvious, has finally realized that the Gold amounts are
totally messed up. Since the game conveniently doesn't tell
you how much Gold you pick up when you find some, I assumed
that all pouches held 10G and all chests held 30G. This isn't
the case! From the Typhoon Tower on, the correct G amounts
are implemented. It will be a while before I get in the
correct amounts up until that point. As the saying goes...
"Oops!!!" Sorry about that.
* Added "Future Changes/Additions" section thanks to that
"minor error" on my part. -sigh-...
* Went ahead and started the lists section, just because I had
nothing else better to do :P
* Went ahead and re-typed the intro, also because I had nothing
else better to do
* Walkthrough finished up until Gumbo Village

 - (2/18/00) * Added another secret passage in the Dom Ruins... boy I just
seem to blow right by those don't I... :P
* Walkthrough of Disc 1 complete. Hooray! :)

 - (2/24/00) * Sorry for the delay... I took a short breather so to speak
after finishing the first Disc, but now I've started back
up again, so... :)
* Walkthrough finished up until Zil Desert... Soldier's
Graveyard (side dungeon) included.

 - (2/29/00) * Fixed most of the gold amounts... big thanks to Juan
(sotingo@postoffice.pacbell.net) for this!
* Walkthrough finished until Zil Ruins

 - (3/04/00) * Walkthrough complete except for a few sections... see
the J Base section for "details"
* Removed "Future Changes/Additions section" and added
"Things still left to do" instead

- (3/12/00) * Finished out the lists... they should be "complete"
- * Added info on how to get a Miracle Drink in New Parm
- * Added a trick to beating Ganymede in the Dom Ruins
- * Sigh. Luck has not been kind to me during the writing of this FAQ. Due to more circumstances beyond my control, the Tower of Temptation will have to wait until the re-write. On a lighter note, I am about to begin the re-write now... I haven't done the two things I wanted to do yet (building up my characters and learning Feena's last spell), but I will finish those in the midst of the re-write. It may be a while before another update, so please bear with me. Writing an FAQ isn't an easy task.
- (4/25/00) * Yes, I'm still alive and still working on the FAQ, but haven't got the missing sections added in yet. After the initial writing of the FAQ, I stopped playing Grandia for a while, but now I'm back at it again. Also, I haven't been online much recently, and my E-mail account was all but flooded. Apologizes to anybody who E-mailed me and didn't get a response because I missed it, etc. :(
- * Fixed an error in New Parm... the item you get from the old man in the barrel is actually a Golden Potion. :P
- * Added in the Godspeed Knife that is hiding in the Soldier's Graveyard that everyone told me about :)
- * Added info for Feena's blasted Time Gate spell, as well as adding a "strategy" to get those blasted skill points required to learn it
- * Note on the Level "recommendations"... they aren't necessarily recommendations.. as I was making sure I got all the info I could in the FAQ, I spent a lot more time playing the game than one normally would. Thus my levels are probably a great deal higher than one would normally be (I'm beginning to see this as I'm going through the game again :P). They're not as if to say, 'If you're not this level, you won't make it through this dungeon'... I'm sure you could get by with lower levels, because after all, levels don't really make a lot difference in Grandia... your weapon skills and magic skills are more important. Plus there's the fact that I probably spend too much time leveling up anyway. :)

 * PART ONE: THE INTRODUCTION *

Welcome to my "un-official" Grandia FAQ! The purpose of this document is to provide you with (hopefully) all the information that you need to know to make it through this great game from Game Arts, the makers of the ever-popular Lunar series. Though the game kinda suffers from a childish look and a mediocre storyline, this game is still stands as my second-most favorite PlayStation RPG, second only to FF7. -waits for the flames to begin-

Anyway, enjoy! =D
 --Dalez

---->Playable Characters<----

(JUSTIN)

Justin is the main character of our story. Though he is still a kid, he has the potential to become a strong warrior. His life-long dream has been to follow in his father's footsteps and become the greatest adventurer of all time. His mischievous and carefree attitude have labeled him as a troublemaker in his hometown of Parm, and Justin hates the fact that no one wants to take him seriously. Most of the storyline of Grandia revolves around Justin's goal to discover the lost Angelou civilization by going to a far-away place called Alent. Justin is skilled at using swords, maces, and axes.

(SUE)

Sue lives in the Town of Parm, right next door from the Seagull Restaurant, where Justin lives with his mom Lilly. Sue and Justin always seem to be together, and though she is even younger than Justin, she keeps Justin in line. She tries to act like an adult (and she does a darn good job at it too :P), but often talks too much and gets on Justin's nerves. Sue decides to go with Justin on his great adventure, even though Justin asks her to stay behind. Sue always takes her pet Puffy along with her wherever she goes... Puffy usually rides around on her head. Sue's is skilled with maces and throwing weapons.

(FEENA)

The great adventurer from New Parm, Feena is the most popular girl in New Parm. She is the top-ranking adventurer at the New Parm Adventurer's Society, and not only is she a good adventurer, she's cute and a great cook as well (according to Justin and Sue :P). Justin meets Feena on the Steamer to the New World, and later Feena decides to go with Justin on his adventure. Feena's main weapons are knives and whips.

(GADWIN)

A Knight of Dight Village, Gadwin is a powerful and honorable man, who follows the ways of a true knight. He is always willing to help out others, and is willing to lay down his life for his village. When Justin & company meet up with him, Justin & Gadwin make a promise to help each other in times of need. After an incident at Dight Village, Gadwin keeps true to his word and joins the team to help Justin find the place called Alent. Gadwin's weapon is the sword... which he uses with great skill.

(RAPP)

Rapp is a hot-blooded youth from the Village of Cafu. He is the best of hunters, and all the other youths in the village look up to him. However, Rapp has a tendency to be a bit rude at times. After a hostile encounter with Justin, an incident occurs that causes Rapp to realize that they aren't really enemies. Rapp joins Justin after Justin & team are exiled from Cafu Village. Rapp's weapons are the sword, mace, and throwing weapon.

(MILDA)

A strong warrior from Laine, Milda fights with her body instead of her brain. She can't use magical spells, but her powerful physical strength more than makes up for it. Justin meets her at the Tower near Cafu Village, and she joins them when she realizes they have the same goal. Milda's weapons are the sword, mace, and ax.

(GUIDO)

This little rabbit dude with the italian accent is actually a Mogay, a race that is known to travel around the world, selling goods. Justin meets up with Guido a few times during his adventure, and later Guido decides to join Justin in his quest. Guido, being a merchant by nature, has a love for money, and he sometimes uses sleazy tricks to get it. Guido's weapons are the knife, sword, and throwing weapons.

(LIETE)

Liete is a mysterious young woman whom Justin meets at the Sult Ruins. It is Liete that tells Justin about the Angelou civilization, and that if he wants to know about it, he should head for a far-off placed called Alent. Liete is also shrouded in mystery... it is unknown whether she is actually a person or a spirit sent by the Angelou. Most of the storyline revolves around Justin's quest to meet Liete at Alent.

--><Non-Playable Characters><--

(PUFFY)

OK, so Puffy isn't really a character. Puffy is Sue's pet... a strange creature that Justin's father brought back from one of his adventures. Puffy usually rides around on Sue's head, and to most people he looks like a big fluffy ribbon. Puffy can breathe fire and fly, but not very high. He also seems to be able to understand the human language, but the only thing he says is "Puff Puff!" :P

(LILLY)

Lilly is Justin's mother, and she manages the Seagull

Restauraunt in the town of Parm. She is quick to scold Justin for all the mischief he causes around Parm, but she actually understands him quite well. She also seems to know that Justin will one day embark on a great adventure (hey, he's the son of a famous adventurer after all :P).

(JAVA)

A retired adventurer, but don't ever let him hear you say "retired". He thinks he's still active, anyway. He is famous as well, but has grown a little senile in his old age. Justin meets Java at the Leck Mines, and after a trial, Java decides to give him his Steamer Pass so he can get to the New World.

(NANA, SAKI, AND MIO)

These three are sergeants in the Garlyle Forces, and boy are they nasty. Most of the soldiers in the army secretly have crushes on either of these three, but I don't see why because their personality isn't exactly what you'd expect from such women. These three are hateful and nasty, bossy, and all want to get as close as they can to Colonel Mullen. These three will be causing trouble throughout the game. :P

(COLONEL MULLEN)

The Colonel of the Garlyle Forces, Mullen is a powerful man, yet he is quite kind toward his subordinates. Mullen is the head of operation Yggdrasil to uncover the mystery of the Angelou Civilization by finding the Spirit Stones, but it's quite unclear for what purpose he wishes to use these for.

(LIEUTENANT LEEN)

Lieutenant Leen is Mullen's aide-de-camp, meaning she is for the most part at his side, taking orders for him and giving them to everyone else. However, contrary to her tough appearance, Leen is actually a kind and caring person, unlike the three sergeants. Leen's kindness and attractive looks have also earned her a place in the hearts of most of the Garlyle soldiers as well... :P

(GENERAL BAAL)

Baal is the supreme commander of the Garlyle Forces, and he is cloaked in mystery. He is the organizer of Operation Yggdrasil, and also the father of Colonel Mullen. Formerly the founder of the Joule Foundation that oversaw the construction of Parm, Baal has decided to break away from the Joule Foundation and forge ahead with his own military plans. He is feared by many, and it is unclear what he plans to do with the Spirit Stones.

Now that you know a bit about the storyline, let's jump on in to the actual gameplay! Note that most of

this information can be found in the game manual, so if you've read it already go ahead and skip down to the walkthrough if you wish. :P

(OUTSIDE COMBAT)

-->Exploring<--

The world of Grandia is broken up into several regions, and in each of these regions is many different places... towns, dungeons, and mountains, just to name a few. Grandia has no real "world map" (I.E. no walking around on the outer world), instead when you exit an area you will be taken to the region map. There you will select where you wish to go next, and you will automatically go there. Also note that once you move to another region, you won't be able to go back. Usually this is because there is a great obstacle to overcome to get to another region (a vast ocean, a huge wall, etc.).

Once you select an area you will automatically go there. Exploring towns in Grandia is easy... press the SELECT button and the camera will zoom out, giving you a view of the entire town. On the map, green arrows are people... this lets you find everything and everyone easily. In most dungeons, there are icons called Dungeon-Scope icons that zoom the camera out as well. You'll be able to see the surrounding area, but you won't be able to move the camera around. :P

The compass always stays in the upper right. The red bar on the compass is North... this is vital to figuring out which direction you are going. The arrow on the compass points in your destination, and spins faster as you near it. By pressing L2 or R2, you can make the arrow point in a different direction... usually towards the entrance. By using the compass, you can easily navigate around in dungeons. :)

By using the L1 or R1 buttons, you can rotate the camera around, to get the correct angle you want. Note that in some rooms or areas, you won't be able to rotate the camera. The X button is your all-around useful button... it allows you to converse with people, pick up items, use icons, and more.

-->The almighty X button<--

Speaking of speaking... talking to people is important... one of the basic rules of an RPG is to talk to everyone! You never know what kind of information a person has to spit out unless you talk to them. :P

In dungeons and other areas, you are bound to find gold and items lying around. Run right up to some gold or an item and press X, and you'll pick it up. The gold will be added to your total automatically, but you have a little more freedom with items. When you take an item, a menu will appear where you can choose who you wish to give the item to, use the item there on the spot, or get rid of the item. Each character can hold up 12 items... if you are holding too many there is also an option to get rid of items that are in your inventory. You can't get rid of special items... i.e. items that are important to the game's story. :P

Use the X button a lot! Grandia pays a great deal of attention to detail, and many things are searchable... pots, paintings, barrels, and things you wouldn't expect! Sometimes you'll receive clues or items by doing this. Sometimes you will need to use the X button to climb a rope, open a door, or push a switch. :P

-->Action Icons<--

In some Dungeons, you will find Action Icons... which are denoted by yellow exclamation points. These are icons that do something special, usually granting you access to another part of the dungeon. An action icon may break a rock, open a door, create a bridge, etc.

-->Stashing Places<--

Also in some dungeons, and in most towns, there are spots called Stashing Places. These are places where you can dump items that you don't need at the moment to be retrieved later. The great thing about Stashing Places is that you can retrieve your items from any other Stashing Place! This is a good way to stock up on medicines and other vital items that you may need during a boss fight. (Hint hint! :P)

-->Buying and Selling Items<--

In all towns, there are shops where you can buy items, weapons, armor, and magic. Just go up to the icon for the stuff you want to buy, and press X and a menu will pop up. There you can select what stuff you want to buy and who you wish to give it to. To sell items, talk to the store owner. Note that to buy magic, you need to have special items called Mana Eggs (more on that later).

-->Resting and Saving<--

In most towns there is a hotel where you can sleep. Hotels in Grandia are free, and at some hotels you can have a meal (in which you'll have a meal sequence... opportunities to talk to your party members about the current situation). You can save the game at a hotel, or at a Save Point. Save Points resemble shimmering cones of light... walk onto a Save Point and press X and you will be able to restore your HP, MP, and status, receive a hint on gameplay, or save your game. :)

-->Status Screen<--

By pressing the Triangle button, the status screen will appear. Here you can check your party's status, equip or use items, and cast spells.

-->Weapon and Magic Skills<--

The Magic system in Grandia is quite different than that of most RPGs. In order to learn magic spells, first you must obtain an item called a Mana Egg. Then, you go to a magic shop, and "purchase" a magical attribute with your egg. There are 4 attributes... Fire, Wind, Water, and Earth. Note that not all people can use all magic attributes. Once you buy an attribute, you will be able to cast spells of that attribute. At first you won't be able to do much, but the more you use your spells, the more you will learn.

So how do you learn spells? When you first learn an attribute,

your skill level with that attribute will be 1. Everytime you cast a spell of that attribute, that skill's EXP will go up. When an attribute gets 100 EXP, it will rise a "skill level". For example, Justin finds a Mana Egg and goes to the store, and buys "Fire". His Fire skill is now level 1. Justin runs out and casts the Fire spell on some bugs, and gains EXP for each casting. After his Fire skill reaches 100 EXP, his skill level will go up to 2! On the status screen you can see what spells each character can learn, and what skill level you must be in order to learn that spell. For example, learning the Burnflame spell requires a Fire skill level of 4.

In addition to those 4 attributes, there are 4 combination attributes. These do not gain skill levels or EXP... they are merely mixtures of two attributes. The 4 attributes are... Lightning (mix Fire & Wind), Blizzard (mix Water & Wind), Forest (mix Water & Earth), and Explosion (mix Fire & Earth). Some spells require skill in 2 attributes to cast.. for example, the Boom! spell requires Earth level of 7 and Fire level of 6. Since it requires Earth and Fire, it is classified as an "Explosion" type spell. Not that difficult!

The same thing goes with weapons. Each time you strike an enemy with your weapon, your skill goes up with the type of weapon you're using. If you attack with a sword, your sword skill will go up. Your weapon skills gain EXP just as your magic skills do, and when your weapon skills gain levels, you can learn new special moves. For example, Justin's W-Break skill requires a Sword level of 6 and a Mace level of 4.

Therefore, practice, practice! The only way to learn new spells and moves is by practicing the stuff you have!

(COMBAT)

In just about all dungeons, there will be monsters running around. In Grandia, you'll be able to see actually see the monsters. Combat begins when your party comes in contact with an enemy group. The way you engage the enemy determines the way combat starts...

"Your Initiative!" This occurs when you sneak up on the enemy and touch them from behind. You will have an advantage over the enemy when this happens, as you can attack before they have a chance to do anything. :)

"Normal" This occurs when the enemy has seen you, and you come in contact. When you near an enemy, it may see you and turn red. If this happens, usually it will start chasing you. If you're quick, you can outrun them, but you are risking getting attacked from behind if you do this, especially if you have a large party.

"Ambushed!" This occurs when the enemy sneaks up behind you. This can be messy.... the enemies will start attacking before you can do anything. Try to avoid getting ambushed as much as possible.

-->IP Bar<--

Then, combat begins normally. In the lower-right part of the screen is a bar called the IP bar. This shows when each monster

or ally will have a chance to issue a command. An icon depicting each character and enemy appears along the bar. During battle, each icon will move to the right. A character or enemy with a high action level will move fast, while a character or enemy with a low action level will move slower. When the icon reaches the "Com" mark, they will be able to issue a command.

-->Issuing Commands<--

Party members have several different commands in battle...

Combo --> Your normal attack option. The character will run up to the enemy and strike it twice (there are items that can increase the number of times you attack). If the enemy is defeated after the first blow, the character will run to the nearest enemy and strike it. If you attack an enemy that is in the middle of attacking someone else, the enemy will receive a greater amount of damage (called Counter damage).

Critical --> This allows you to build up power for a second or two and unleash one devastating attack against the enemy. The blow won't be as powerful as a combo attack, but it will be able to cancel enemy moves (more on this in a second).

Move/Magic --> Allows the character to execute a special move or cast a spell. After the move or magic is selected, the character will begin casting the spell or charging up for the move. During this time, the character's icon will move slowly to the right until it reaches the "Act" mark. When it reaches the "Act" mark, the character will do the move or cast the spell. Beware... some enemy skills will mess up your move or spell... if an enemy hits you with a powerful attack while you are charging, it may mess you up and you'll not be able to execute the move or spell. Note you'll only be able to use a move or spell if you have enough SP (for moves) or MP (for magic) remaining.

Items --> Allows you to use an item from your inventory. Not all items can be used in battle, however. :P

Escape --> This option lets you run away from the monsters. The chance of escaping depends on the total movement points of the party. You won't be able to escape from some monsters, mostly bosses. You won't gain any EXP, Gold, or items from the monsters, but you will still gain weapon and magic skills.

Defend --> Allows you to defend against incoming attacks. There are two defense options... "Endure" and "Evasion". "Endure" focuses on reducing the damage dealt from blows... a character defending in this manner will receive 1/3 normal damage, as well as have a 2/3 chance of avoiding bad status effects. "Evasion" focuses on moving out of the way, hopefully far enough where the enemy can't reach you. Choose where you want to run to and your character will run to the spot indicated.

Look --> Lets you view information on enemies and characters.. basically their name, HP, and what action they are performing. If you use this on an enemy who is charging up for a skill, the person that is targeted will be highlighted on the IP bar. You can use this command as much as you want.

Tactics --> Lets you set up AI tactics for your party members, in case you get lazy and want the computer to fight your battles for you. There are 6 modes of AI you can choose from. "Single Tactics" lets you set up individual AI modes for each character, while "Party Tactics" let you set up an AI mode for all characters at once.

Manual -> This is the mode of choice. You'll be able to issue all commands yourself.

Play Fair -> The character will solely use their weapons... no moves or magic. Useful when fighting weak enemies.

Power Up -> Use items, moves, and magic to increase the ability of your party members, then fight.

Withdraw -> Puts the character purely on defense mode. Don't set this to Party Tactics or you'll just sit there and let the enemy beat up on you. :P

Safety -> Use healing items, moves, and magic to ensure your party members are in top condition.

Go Wild -> Causes the character to go berserk, using their most powerful moves and magic. Useful for watching a weak group of enemies get smeared... use this near a Save Point where you can get that SP and MP back easily. Muhahahah :P

Meanie -> Use items, moves and magic that generally make it harder for the enemy to fight... namely status changing items or skills that decrease attack/defense/move levels.

-->Attribute Levels<--

When you use the "Look" command, along with the target's name and HP, you'll see 5 icons. These are "attribute levels", and they can be altered through the use of items or magic. These alterations are only temporary... they will disappear after the battle. They can only be altered up to a level of 7 (be it negative or positive).

Attack Level --> Increasing this level will cause your attacks to deal greater damage.

Defense Level --> Increasing this level will cause you to sustain less damage from enemy attacks.

Move Level --> Increasing this level will allow you to move further during your attacks.

Agility Level --> Increasing this level will increase your speed as well as the probability of dodging attacks.

Life Level --> Increasing this level will increase the character's Max HP for the duration of the battle! :)

-->Status Ailments<--

Sometimes when you are attacked by monsters, or cast certain spells or use certain items on the enemy, they will be afflicted with a "status ailment". This is something that hampers the target's ability in one way or the other. There are several status conditions that you can receive or inflict upon enemies...

Poison --> The character will steadily receive damage in combat.

Can be dangerous, unless cured with an Antidote or Cure spell.

Plague --> The character has the Plague, and this causes a real mess. The character will suffer other status ailments at random, and their attribute levels may be decreased.

Fallen --> The character's HP has been reduced to 0, and they are unable to fight. Use a reviving item on them or rest.

Move Block --> The character's special moves have been sealed.

Magic Block --> The character's magic spells have been sealed.

Sleep --> The character has fallen asleep, and cannot issue any commands until they wake up.

Paralysis --> The character has been paralyzed, and cannot issue any commands until the paralysis wears off.

Confusion --> The character will issue a command at random. It's hard to say exactly what they'll do... they may use an item on an enemy, attack one of your characters, etc.

Well, that's about all you need to know. Now, enough with that mess! On with the walkthrough!

* PART TWO: THE WALKTHROUGH *

-----MESSINA, THE OLD CONTINENT-----

a. Town of Parm

My Level: Justin 2, Sue 1

Items: Letter to Clara
Dirty Apron ("Legendary Armor")
Battered Pot ("Warrior's Helmet")
Pot Lid ("Shield of Light")
Gantz's Key
Wooden Sword ("Spirit Sword")
First-Aid Kit
Poison Antidote
100 Gold
Marie's Pin
Wound Salve
Spirit Stone
Letter of Introduction
Key to the Cafe (after Sult Ruins expedition)
Java's Wallet (after Sult Ruins expedition)
Coal Candy (after Leck Mines expedition)
Lilly's Letter (before boarding the Steamer)

Save Points: Port of Parm

Lilly's Seagull Restaurant

Stashing Place: Justin's Living Room

Weapon Store:	Ceramic Sword	500
	Metal Bat	300
	Handmade Darts	150
Armor Store:	Sports Wear	150
	Leather Gloves	80
	Fluffy Ribbon	40
	Air Sneakers	90
	Shiny Shoes	50
Item Store:	Wound Salve	40
	Herbs	15

After watching the opening cinema, the game will then switch to the town of Parm, where Sue runs around for quite a while looking for Justin. Then, after seeing Justin get beat up for messing around in some guy's shed looking for "treasure", she rushes over to him and gives him the "Legendary Armor" (which is actually a Dirty Apron. :P).

You'll learn that Gantz (a neighborhood troublemaker) has made a dare with Justin. If Justin can't find the 4 "legendary treasures" hidden around Parm, then Sue will become part of Gantz's gang, and she'll have to marry him. :)

You'll automatically go to Gantz, who is blocking the bridge to North Parm. Talk to him a few times, and he'll be "nice" (?) enough to give you a few clues as to where the other treasures are hidden. He'll tell you that the helmet is in a place where you "always hear the sound of running water", and that the shield is in a place where you "always hear seagulls squawking". So, let's head out to find the treasures!

As you explore the town of Parm, note that when you press SELECT, the camera will zoom out, giving you a bird's-eye view of the entire town. This is a very useful feature... try exploring the town without it and you'll see what I mean. ^_^

While running around town, be sure to talk to everyone (people are shown by green arrows on the town map.), several times. Almost everyone has more than one thing to say... one of the great things about Grandia is the dialogue... this is one of those rare RPGs where your party members actually communicate with the NPCs, rather than you just listening to what they have to say. And most of the dialogue is rather humorous, even hysterical at times. ^_^

Also note that in House 2 (in the northern part of Parm), upstairs is a man named Francois who is writing a letter to a girl named Clara, who lives in New Parm. After talking with him several times, he will ask Justin to deliver this letter to Clara if he ever goes to New Parm.

So, the helmet is in a place where you "always hear water running". A river divides the town of Parm in two... perhaps it's around there? Sure enough, if you go down into the canal, you'll

find the Warrior's Helmet (which is actually a Battered Pot. :P).
Go show it to Gantz... only two left!

The shield is in a place where you "always hear seagulls squawking". Seagulls live near the ocean... it must be in the Port of Parm! You'll find the shield propped out against the shipwright's workshop. Actually, it's a Pot Lid, but oh well. :P

Return to Gantz and show him the shield. Now there's only one treasure left... the Spirit Sword. Talk to him again, and he'll tell you that the Spirit Sword is in the chest in his house. However, the chest is locked... so we'll have to find the key. Sue suggests you check out the chest, so head for Gantz's house. Sure enough, the chest is locked. Gantz's mom will tell you that Tentz (Gantz's little brother) probably has the key, so you should look for him. If you went exploring earlier, you probably found him... he's the kid that took off running when he saw you.

You'll find him at the entrance to the cafe, in the southwest part of Parm. When talking to him, choose the second option ("No way, I'll tell Gantz"), and you'll learn that he has lost the key to the chest. D'oh! So Justin will start crawling around on the ground looking for it. Tentz says he fall down into the river recently, so maybe it's around there. Search around the canal, and sure enough, you'll find the key. Tentz will let you keep the key, as long as you don't tell Gantz he gave it to you. :P

Anyway, go open the chest in Gantz's house and get the Spirit Sword. Now, we've got all four treasures! Head back to Gantz, but you'll find that he has finally got busted for blocking the bridge to South Parm. Justin and Sue will try and "casually sneak by", but when the adults find out that Justin and Gantz were having a duel, Justin takes off, and you'll automatically run to Lilly's Seagull Restauraunt, where Justin lives. :)

Talk to Lilly and she'll bonk you on the head with her tray (you'll see this a lot :P) for having dirty shoes in the kitchen. After the sequence, talk to her again and she'll ask you what kind of trouble you got into today. You'll have three options... take comfort in the fact that no matter which you choose, you'll get bonked on the head with the tray again.

After choosing the third option ("I wasn't doing anything! Ask Sue!!"), Justin, Sue and Lilly will go to dinner. Here you'll have your first meal sequence... these are opportunities to talk to your other party members about your current situation. By selecting the sleep icon (by "talking to yourself"), you can end the meal, but note that you can't end some meals until you've talked to someone in particular.

The next morning, Sue will wake you up and you'll go off to see the curator of the Baal museum in South Parm. Justin left his dad's Spirit Stone with him recently, and now the curator wants Justin to come pick it up. Before leaving, be sure to get Justin's things out of his room... the First-Aid kit in the chest, the Gold under his desk, and the Poison Antidote in the back corner. Note there is a stashing place downstairs... it would be a good idea to dump your

"legendary equipment" there, as you can't sell or drop it and it doesn't have any use (the Sword is the only piece of equipment that is better than what you have now.) It's probably not worth it, but if you talk to Lilly and say "Mom, you sure look beautiful today" three times, she'll give you your allowance... a meager 1 G. :(

Before going to the museum, be sure to explore South Parm and talk to everyone. Near the Train Station you'll find a little girl named Marie who is quite P.O'ed at her mom because she dropped her favorite pin somewhere near the museum. Head near the museum and search around, and you'll find it. Give the pin back to Marie and she'll be happy again. Then, go talk to Marie's mother, who is wandering around the museum, still looking for the pin. She'll give you a WOUND SALVE in return for your kindness. :)

You should also be sure to visit the Parm General Store, where you can pick up some better equipment for Justin and Sue. Buy what you want, but I recommend getting some Handmade Darts for Sue, a Fluffy Ribbon for Sue, and Air Sneakers for both. When you're ready, head for the Baal Museum and visit the curator.

After speaking with the curator, he'll tell you to meet him in his office, and that you should take a look at the Icarian Statue. However, clumsy Justin gets a little too close and breaks the statue! Quickly he "fixes" it and decides to talk to the curator and get out of here ASAP. Head for the curator's office and talk to him. Even if you do tell him the truth about the statue, he'll pass it off as a joke, so it doesn't matter if you do or not. He'll give you a Letter of Introduction... with this Justin and Sue will be able to visit the Sult Ruins! After getting the letter, exit the museum. Sure enough, the curator finds out about the statue, and Justin decides it would be a good idea to wait until later to apologize. :P

Anyway, it's off to the Sult Ruins! Exit the town of Parm, but to get to the ruins you'll have to pass through the monster-infested Marna Road.

b. Marna Road

My Level: Justin 2, Sue 1

Items: Herbs x 2
10G x 2
30G
Officer's Baton

Save Points: Entrance to Marna Road

Monsters: Marna Bug
Giant Centipede

NOTE Any directions I say.. i.e north, west, southeast, etc... refer to the compass. The red area on the compass always

points north. :)

Marna Road is, for the most part, one wide open area with a road running through it. You can quickly traverse the area by following the road all the way to the exit, but by doing this you'll miss out on experience and some items as well. There is a river about midway that divides Marna Road in two... four items can be found on the south (closest to Parm) side of the bridge, and two on the other side. Finding them is easy... on the south side, search for some Herbs in the southwest corner, 10G to the left of the road near the river, 30G in the southeast corner, and 10G to the east along the river. After crossing the bridge, follow the river again to find some more Herbs, and when you reach the exit, go south along the eastern wall and you'll find an Officer's Baton (mace type weapon).

Not much to it. Try to get all the items and battle most of the monsters in the area to obtain experience, then follow the road out of here and head for the Sult Ruins. :)

c. Sult Ruins

My Level: Justin 4, Sue 3

Items: 10G x 5
30G x 5
Shiny Shoes
Rune Ring
Ceremonial Rock Ax
Dynamite
Outdated Armor
Resurrect Potion

Save Points: Near entrance to Sult Ruins
Sult Ruins, near stairs to B2
Sult Ruins, B2

Monsters: Green Slime
Baby Bat
Rock Bird (BOSS)

NOTE There is a map of both levels of the Sult Ruins in the manual that came with the game. If you have it, it will greatly help you in obtaining all the items. :)

Upon entering the Sult Ruins, you'll "meet" Nana, Saki, and Mio... three sergeants in the Garlyle Forces. These three will be causing trouble throughout the game. :)

After listening to their dialogue, feel free to explore the area surrounding the Sult Ruins, then head down to the entrance. Justin will try to explain to the three sergeants why they are here, but being the hard-headed, hateful trio that they are, they quickly dispose of the Letter of Introduction, but decide to let you "off the hook" and tell you to go home. Of course, Justin, being the adventurer type, decides that they should go

underground anyway.

Once inside, follow the path a short way and you'll run into several squads of soldiers, the three sergeants, as well as Colonel Mullen and Leen. Justin and Sue will listen in on their dialogue, then when they leave you can continue exploring the ruins. Also, nearby in a nook to the east is 10G waiting to be picked up. :)

You'll encounter pairs of soldiers along the way, and usually Justin and Sue will stop to hear what they have to say. Otherwise, they won't spot you, nor can you talk to them. :P

Follow the path until you reach the split (there will be a dungeon-scope icon here). Turn west, but beware of a Baby Bat that may jump out at you. Behind where the bat was, is a Gold Pouch. Move further west and you'll encounter a trap of sorts... the "head" of the archway will start shaking and fall if you get too close. If you are hit by it, you will take damage. You can listen in on the two soldiers if you wish.

Head back to the Dungeon-scope icon and continue east. By turning the camera north, you'll find another 10G. Look on the other side of the stairs as well to pick up 30G. Climb the stairs and make your way back west and you'll come to a Rune Ring up on a ledge (which you probably saw when you listened in on the soldiers). This item will slow IP loss (you won't get stunned as much after sustaining a hit).

Go back east to the stairs, then start south. You'll soon come to the three sergeants again, but this time they won't catch you... instead you'll just listen on their conversation. :)

Continue south until you reach another Dungeon-scope icon. You'll see some shoes to the east, but if you try to go that way, a boulder will conveniently block the path. So instead, continue south. Keep going south and you'll come to 30G. Then, go east and north, and you'll be able to pick up the Shiny Shoes which you saw before.

Walk up the nearby stairs to pick up 30G, then head north. By turning the camera east, you'll see another "hidden" 10G. Soon you'll come to a save spot, as well as the passage leading down to the second basement. Watch out for the falling archway, then continue down to B2.

From here, go north until you come to a Dungeon-scope (referred to from now on as a DS icon :P), then walk east and pick up 10G. Then go back and climb the stairs to the east of the DS icon, and you'll come to another DS icon on top. Head left, and walk onto the ramp, and Justin will automatically jump over to the other side. Open the chest to obtain some Outdated Armor!

Make your way back to the second DS icon, then walk off the east side of the ledge, and continue east to pick up some Dynamite, which can be used to deal damage to enemies in battle (only once). Continue east, and up the stairs, but be prepared for an "ambush" by the green slimes... they'll jump down on you as you approach. Jump the ramp and pick up the 30G at the end of the ledge. Now drop down and go southwest, and you'll come to another DS icon.

Go west and soon you'll come to some stairs, with yet another DS icon nearby. Climb the stairs, and pick up the Ceremonial Rock Ax... your first Ax-type weapon. :)

From the ax, move to the south, and the ledge will break away, dropping you down below. Oh well... continue south, then east and you'll come to (guess what?) another DS icon. Climb the stairs nearby, then head north and east to find an item... but as you try to pick it up, the ledge breaks away and sends you back down again. Well... at least you can still pick up the item... a Resurrect Potion!

Go back up the stairs and you'll notice an exclamation mark appear. This is an "Action Icon"... press the X button while standing over it and something will happen... in this case the pillar will fall over, creating a bridge of sorts for you. Cross the pillar, pick up the 30G, and continue north. You'll hide from some more Garlyle soldiers, then Justin will decide to check out the strange statue. When Justin approaches, however, his Spirit Stone will start to glow, and the statue will suddenly split, revealing a passageway!

Continue along the passage, and take the left path. Press the green button twice to make the next room spin, then go inside. Press the red button to make the room spin again, then exit and follow the passage until you reach another door, which is also opened with the power of the Spirit Stone. Continue along the passage and you will come to the "Room of Illusion". Here you'll have a sequence where Justin meets a mysterious young woman named Liete. After watching the sequence, Liete will tell Justin that if he wants to know about the Angelou civilization, he should head for a far-off land known as Alent. However, in order to get there, Justin will have to find a way to get to the New Continent!

As you start to make your way out of the Sult Ruins, however, you run into Colonel Mullen and Leen! Uh-oh... He'll ask you several questions, and commences to take Justin and Sue hostage, but Sue quickly jumps on the red button, leaving Mullen and Leen stranded on a ledge. Justin and Sue will quickly escape, but they won't get very far, however, as there is a trap waiting for them near the entrance... a giant Rock Bird!

*** ROCK BIRD ***

HP: 230
XP: 30
G: 150

Attacks: Rock Feather --> Physical attack on one character
Fire Orb --> Fire attack on all characters

Insanely easy. Just pound on it with physical attacks and there's a good chance you'll destroy it before it even has a chance to attack. You'd probably have a hard time losing to this thing. :P

After the Rock Bird is destroyed, Justin and Sue will quickly escape the Sult Ruins. It's evening already, so the two decide that it would be better to return to Parm for the night. Return to Lilly's Restaurant and you'll sit down to another meal. Lilly suggests that Justin check out the port tomorrow to see about getting on a ship to

the New Continent. (hmm... you want to travel 1,000 miles away?
Sure... I'll even tell you how to get there! :P)

Head for the Port of Parm and talk to the sailor wandering around. He'll tell you that unless you have a Steamer Pass, you won't be allowed to board the Steamer to the New World. He suggests you ask Java, a retired adventurer who hangs out at the Cafe, to see if he will give you his pass. Go to the cafe, but children are not usually allowed in. However, one of the dishwashers has taken the key to the cafe, and now the owner can't get in. She agrees to let you in that night if you can get the key for her. Head back to the Port of Parm and talk to the guy wandering around, and he'll give you the key to the Cafe.

Now, head back to the Cafe and give the key to the woman standing outside. Since the Cafe opens at night, Justin and Sue hang around until it gets dark. Once nighttime arrives, go back to the Cafe! :)

However, as you might have expected, Java isn't here. Talk to the other customers and you'll learn that he's probably holed himself up at Leck Mines, where he lives. Talk to Miss Kirlian (the owner) a few times and she will give you Java's wallet to go take to him. Justin decides to take the train to Leck Mines tomorrow, but for now head back to the restaurant.

After another meal sequence, you'll wake up the next morning to head off for the Leck Mines. Note that you can get another 1G from Lilly the same way you did before... though I doubt it will help much. :P Also be sure to return to the Parm General Store and pick up some more equipment. When you're ready, head for the Train Station and the engineer will let you go for free. How nice! :P

Board the train and you'll automatically travel to Leck Mines.

d. Leck Mines

My Level: Justin 5, Sue 3

Items: Work Clothes
Herbs
20G x 8
60G x 5
Grenade x 3
Rubber Boots
Safety Helmet
Wobbly Sword
Hand Ax
Miner's Hammer
Wound Salve
Oaken Shield
Seed of Defense
Steamer Pass

Save Points: Entrance to Leck Mines (Java)
Leck Mines (2)

Monsters: Green Slime
 Spyder
 Baby Bat
 Orc
 Orc King (BOSS)

After exiting the train, you'll find Java's house to the southwest. After a slight "mishap" concerning Java's wallet, the adventurer will agree to give the pass to Justin if he can slay a monster that has recently moved into the Leck Mines... a trial of sorts. Java will wait outside for you, and by talking to him you can rest or save your game if needed. When you're ready, enter the mines!

Upon entering the mines, walk west a little ways and you'll come across some Work Clothes. Pick them up, but the Sportswear is better. Now, head northwest and follow the path. Around here, you'll find a 20G pouch, a 60G chest, a Grenade, and some Herbs. After getting all these, head back to the place where you got the Work Clothes, and head southwest. Pick up the 20G near the large rock, then continue to the west. Pick up another 20G along the way, and when you reach a dead-end to the west, you'll find a Grenade and a chest containing some Rubber Boots. After getting these, head back to the large rock and go southeast, and enter the second part of the mines.

Here, walk southeast and you'll come to another 20G. Grab it and continue to the southeast. When you reach a hole, drop down and climb up the ramp leading up the other side, and pick up the Safety Helmet nearby to the south. Continue east to find 60G and a Wobbly Sword. To get back over the hole, use the Action icon that is in the corner. ;)

Jump back over the hole and continue west. You'll come to another hole... drop down and pick up the Hand Ax to the north, then climb up the left rope. Get the 20G, then go straight south to find a chest which contains a Miner's Hammer. Grab it and go west and you'll reach another large rock. Pick up the 20G nearby and go south and east. Along the way, you'll see a ledge above with an item on it... there is a ramp nearby which allows you to climb up there and get the item... another Grenade. To the south of the Grenade in a carved-out area you can find 20G.

Continue east and pick up a Wound Salve, then enter another carved-out area to the south-east of that to find an Oaken Shield (not an OK Shield :P). After getting it, continue east to the deepest depths (erm... double adjective? :P) of the Leck Mines. In the final room, you'll find a treasure trove of money... search around for 3 20G pouches and 2 60G chests before confronting the boss... the Orc King!

*** ORC KING ***

HP: 385
XP: 70
GP: 450

Attacks: Fire Breath --> Fire attack on one character

The Orc King is accompanied by two normal orcs. These guys don't pose much of a threat, but you also have the Orc King to worry about. :P Your best bet would be to get rid of the two small orcs first, then use your most powerful moves (W-Break is good if you have it at this point) to quickly dispose of the Orc King.

After the Orc King is defeated, the mine will start collapsing! Pick up the Seed of Defense nearby, then hustle out of this room. Java will be here waiting for you, and the three will jump in a mine cart and narrowly escape getting buried alive! Java agrees that Justin has indeed passed the trial, and he'll give you the Steamer Pass. Now Justin can get to the New World!

Exit the area and you'll automatically go back to Parm via the train. However, upon leaving the Train Station, Justin decides that Sue should stay behind in Parm. Sue doesn't like the idea of this, gets mad and runs off. (She'll leave your party, temporarily.)

Take some more time to explore the town and talk to everyone before you leave for the New World. You should probably also sell a lot of the junk you have left over... old weapons and armor, etc. Note that the inventor will give you some Coal Candy if you visit him, which raises your attack power in battle.

At any rate... we should go back to the restauraunt and rest up. Tomorrow's a big day! ;)

After the meal, Justin will wake up early the next morning to set off on his new adventure. After watching the sequence, head for the Port of Parm and board the Steamer!

e. The Steamer

My Level: Justin 6

Items: Cabin Key
Beef Jerky
125 Gold
Chocolate

Save Points: Steamer Crew's Quarters

Stashing Place: Steamer 2nd Class Cabin

Weapon Store:	Ceramic Sword	500
	Paring Knife	250
	Hand Ax	300
	Metal Bat	300
	Handmade Darts	150

Armor Store:	Leather Gloves	80
	Sportswear	150
	Air Sneakers	90

Item Store:	First Aid Kit	180
	Herbs	15
	Wound Salve	40

After boarding the Steamer, run around and explore the ship, talking to people you meet along the way. There is a traveling salesman in the 2nd class cabins who will sell you weapons, armor, and items... however they are for the most part the same things that were sold in Parm. After exploring the ship, head back up to the deck... but along the way you'll find... Puffy?!? Uh oh!

Up on deck, you'll find that not only has Sue stown away on the ship... but she has been caught and is about to be thrown overboard! Talk to the Captain and he'll decide that the only way Sue can be saved is if Justin and Sue become sailors on the ship... sailors can't be stowaways, right?

The next morning, one of the crewman will give you the Cabin Key and tell you to go up on deck so you can start working. On the way up, talk to one of the sailors in the passageway and he'll ask you if you know "the rules of the sea". By answering correctly to all 3 questions ("Don't be a stowaway", "Don't spill blood in a fight", and "Don't dirty the sea"), he'll give you a Beef Jerky. Also, a lady in one of the First-Class cabins will ask you to clean her bathtub. Do this and she will give you a small gift of 25G. And, the gambler in the lounge will challenge Justin to a coin-toss. I think you'll automatically win no matter which you pick, and when you do you'll get 100G. Additionally, talk to the lady in the corner who is worried about having too many freckles. Tell her, "Not to worry! Just a few!", then talk to her again and she'll give you some Chocolate. :P

Up on deck, talk to the sailor and he will get you started on your job... swabbing the decks. It's a mini-game of sorts... at the bottom is a power bar that goes up whenever you hold down the X button. The key is to keep the power bar as far to the right as possible without going over the line... if this happens you'll get worn out and the power bar will drop all the way back down to the bottom. If you can manage to get a time less than 26 seconds, the sailor will give you 25G for a job well done. You can continually do this to get Gold. :)

When you're done swabbing, head back down to your quarters and get some rest. The next morning, head back up to the deck to do some more swabbing. Afterwards, head back to the cabin, but along the way you'll find out a famous adventurer from New Parm will be onboard soon. The next day, go out on deck and you'll meet Feena, who is, believe it or not, the great adventurer from New Parm!

The day after, Justin and Sue go back out on the deck to do their daily swabbing.. but the deck is already clean! Feena has already cleaned the decks, and Justin and Sue talk with her for a while. However, before long the sky gets dark and the sea grows rough. Head for the bridge and Feena will tell Justin to hurry to his quarters. But Justin can't resist an adventure, so he decides to check things out instead. Up on deck, you'll find that a Ghost Ship has appeared!

Feena tries to rally some of the sailors, but to no avail. It turns out that the only people brave enough to try and get rid

of the Ghost Ship are Justin and Sue. :P Reluctantly, Feena decides to take them along. Climb up the rope and use "Elizabeth the Crane" to cross over to the Ghost Ship.

f. Ghost Ship

My Level: Justin 6, Sue 4, Feena 6

Items: 30G x 7
Herbs
90G x 2
Wind Charm
Wound Salve x 2
Pirate's Hat
Admiral's Sword
Resurrect Potion

Monsters: Ghostoid
Sea Jelly
Ammonite

Save Points: Ghost Pantry
Ghost Ship Hall

After boarding the Ghost Ship, climb down in the hole to get below deck of the ship. Once inside, grab the 30G nearby and use the Save Point if you wish. Exit via a nearby hole in the wall to get the Ghost Ship's Hold. It's kinda hard to see here due to the fog, the obstructions above, and the many things scattered about here, so take care not to get ambushed by ghosts. Upon entering the Hold, you'll find some Herbs immediately to the right. Also, you'll find 30G around here as well. At the west end of the Hold, you'll see a hole in the floor... Feena suggests the party go down that way. Enter the hole and you'll fall down to the bottom of the ship.

Pick up the 2 nearby pouches of 30G, then make your way west. Be sure to watch out for that annoying jelly that keeps jumping around... it can easily ambush you. Make your way west and climb the rope in the southwest corner to ascend to the Treasure Room. Pick up the 30G to the east, and you'll see 3 exits in that direction. Head for the middle-east exit, enter the door, then walk around to pick up another 30G. Go back to the treasure room and climb the stairs on the southeast. Feena will barely save Justin from a swinging blade that comes out of nowhere. I don't think you can get the meat you saw there... the blade takes it away. :P

Enter through the door to get back to the Hold, walk east and climb down the rope. Continue to the east and enter through the hole in the wall to get to the Lower Deck. Grab the 90G to the south, then take the other two treasures in this room... a Wind Charm and a Wound Salve. Also, try not to fall into the hole in the middle of this room... if you do you'll be taken all the way back down to the save point at the Pantry. :(

Instead, climb the stairs in this room to get to the Mid Deck. Be sure to get the 30G in the northwest corner of this room, and the Wound Salve to the south as well. Before ascending the stairs in the north-west corner, be sure to open the chest to obtain a Pirate Hat. Hehe :P

Once in the Hall, grab the Admiral's Sword nearby, the Resurrect Potion to the north and west, and the 90G in the southwest corner. There is also a save point here... I recommend you use it. :)

When you're fully prepared, enter the Captain's Cabin via the door to the west. Examine the log on the desk and a huge octopus-like monster will come right through the floor. Yikes!!!

*** SQUID KING ***

HP: 592
XP: 100
GP: 1000

Attacks: Suck In --> Draws all party members closer to the enemy
Shockwave --> Physical attack on all members
Laser Eye --> Physical attack within a straight line
Howl --> Level 1 Wind Spell; deals wind damage to party

*** LEFT TENTACLE ***

HP: 438
XP: 27
GP: 500

Attacks: Suck In --> Draws all party members closer to the enemy

*** RIGHT TENTACLE ***

HP: 356
XP: 27
GP: 500

Attacks: Howl --> Level 1 Wind Spell; deals wind range damage
Alheal --> Level 1 Water Spell; heals all monsters present

This is a rather tough fight, and it is probably the first battle that will actually give you trouble. The Squid King has quite a bit of HP, and both of his tentacles serve as targets on their own. There are two strategies to use here.... the first would be to go all-out against the Squid King himself... once he goes down you have won. The other strategy is to concentrate on taking out his tentacles... without them the Squid King is not nearly as formidable. If you use the second strategy... it would be a good idea to take out the Right Tentacle first, as it has healing spells that will regain the HP of all 3 targets. The Left Tentacle mostly uses the "Suck In" ability, which draws your characters closer to the enemy, so get rid of it next, then focus on the Squid King. Sue's "Rah-Rah! Cheer" and First-Aid kits will help put you back together if you get roughed up too bad. And remember to use your Critical attacks often to negate any attacks that might be coming your way.. "Howl" and "Shockwave" can seriously mess up your party by dealing 15-20 HP

damage to everyone! The Squid King can't use the Shockwave attack if both of his tentacles are missing, however. Also, the "Wind Charm" that you found in the Ghost Ship will help reduce the damage done by the Howl spell. This battle is tough, but if you know what you're doing, you can win. :)

After the Squid King is defeated, the ship will begin to sink! Quickly head back to the hall and examine the door on the east. Feena will quickly unlock it, and outside the three hastily escape the Ghost Ship and make their way back to safety on the Steamer.

Now, get some rest at the Crew's Quarters. Tomorrow, it's back to swabbing the decks! (D'oh! :P)

However, on your way up the deck the next morning, you'll learn that your jobs as sailors are over. The Steamer has finally reached the New World!!!

After watching the sequence, feel free to take one last look around the ship, then talk to Feena to go ashore. You've made it to Elenia, the New World!

-----ELENIA, THE NEW WORLD-----

a. Port of New Parm

My Level: Justin 6, Sue 5

Items: Golden Potion

Whew! Glad to finally get off that Steamer? You'll disembark in the Port of New Parm. Feel free to have a look around the marketplace. I missed this, but supposedly one of the barrels around the Steamer is actually moving around. Examine it and you'll find the old guy who was stowing away on the Steamer. He'll give you a Golden Potion! If anyone has anymore info on this, it will be appreciated. :)

There isn't anything to do in particular here, so when you are done looking around, exit out the north gate and head for the Town of New Parm.

b. Town of New Parm

My Level: Justin 6, Sue 5

Stashing Place: Adventurer's Hut Hotel

Save Points: Adventurer's Hut Hotel

Weapon Store:	Paring Knife	250
	Hunter's Knife	1000
	Great Sword	750
	Ceramic Sword	500

	Big Hatchet	1000
	Iron Mace	1200
	Thorny Whip	650
	Hunter's Bow	850
Armor Store:	Bamboo Armor	360
	Shell Shield	250
	Cowboy Hat	160
	Hunter's Boots	200
Item Store:	Snake Earrings	200
	Dried Fish	60
	Bamboo Shoots	30
	Beef Jerky	90
	Poison Antidote	100
	First-Aid Kit	180
	Smarna	150
	Roach Bomb	90
	Dream Truffle	50

As usual, you should run around town, talking to its inhabitants and generally exploring the place. While you're here, you should also deliver Clara's letter... she lives in one of the mansions on the east side of town. You won't get any special items for doing this however... :(

You should also visit the Store and pick up any new equipment you can afford. You can now also purchase your first spell attribute, as you now have a Mana Egg which you got from the Squid King. I recommend getting 'Water' for Sue... that way you will have some means of healing your party through magic. :)

Once you're ready, head for the Adventurer's Society. Talk to the lady behind the desk several times and she'll give you a "password" -- "I'm Mr. Pakon's servant, uh-yup!". Use this to enter the President's Room in the back. After a quite unsuccessful meeting with Pakon, Justin decides that he doesn't need an Adventurer's Society to go on adventures, and that he can go adventuring by himself. First, they decide to visit Feena's House, which is a little ways east of Parm, past the Merrill Road. Before you go, you may want to go to the store and buy a few Poison Antidotes, as many of the monsters along the Merrill Road have poisonous attacks. When you're ready, exit New Parm and head for the Merrill Road!

c. Merrill Road

My Level:	Justin 6, Sue 5
Items:	40G x 4 120G Snake Earrings MANA EGG
Monsters:	Spitting Cobra Black Widow

Glug Bird
Roadcrawler

Merrill Road isn't that large, but the monsters are a little rough, so be prepared. Once you enter, pick up the 40G that is sitting right there, then starting walking along the road to the south and east. When you come to a split, go east to pick up 40G, then go back and take the north road. When the path splits again, enter the cave on the west, and on the other side you'll find some Snake Earrings, which increase your resistance to Poison (something which is rampant in the enemies around here). After getting these, go back through the cave and continue east along the road. You'll come to another split... pick up the 40G nearby, then head north and east to find a 120G chest.

From there, walk west and you'll come to a larger open area with 40G and a DS icon. To the north is the path that leads to Feena's house, but there is one more important item to get here. Continue to the west past a fork in the road and soon you'll come to a Mana Egg! Once you have it, head back and exit Merrill Road to get to Feena's House and Vicinity. :)

Don't forget to purchase another spell with the Mana Egg you found, as well!

d. Feena's House

My Level: Justin 7, Sue 6

Upon entering Feena's house, you'll soon find that Feena isn't here. Take a look around her house, and upon checking the panties that are hanging from the ceiling, Justin and Sue will take them down to... err.. "examine" them. At that moment, Feena comes home. hehehe

After talking for a while, Pakon shows up. It seems that Pakon is determined to make Feena his bride, no matter what it takes. Justin will step in to intervene, but quickly gets put in his place by Master Chang, Pakon's "kung-fu master" bodyguard. When Justin comes to, Feena is gone... Pakon must have taken her with him! Aaack!

Quickly, Justin and Sue decide to return to New Parm and save Feena. Go back to New Parm and head for the Church, on the west side of town. However you won't be able to get in. If you checked this area out earlier, you probably found that there was a storeroom in back, and a priest there was going to take an underground passage to get to the bell in the church. Maybe if you take this passage, you can get inside! Of course, the passage is filled with creatures that have moved in... no problem for an adventurer though! :)

Enter the storeroom behind the church and enter the hole to get to the Underground Passage.

e. Underground Passage

My Level: Justin 7, Sue 6

Items: 50G x 3
Shell Shield
150G
MANA EGG
Iron Mace

Monsters: Purple Slime
Mud Jelly
Mad Snail

Save Points: Church Passage

Much of this passage is filled with water, and there are several floodgates around here that will raise/lower the water level. You will have to use these floodgates to access some parts of the passage.

Upon entering the passage, follow the path and go through a tunnel, and you'll see one of these floodgates to the west. Turn the wheel and the floodgate will rise, lowering the water level enough for you to cross. Continue along the corridor and through another tunnel. As you walk, you'll see some stairs leading down into the water to the west, but you won't be able to use them as the water level is still too high. Instead, continue to the south into a larger room with 50G inside, and a floodgate. Turn the wheel and this floodgate will lower the water level again, allowing you to descend the stairs to the north.

After crossing, head south and use the wheel on the other side of the same floodgate to return it back down to where it was. The water level on the near side will go back to normal, but the water on the far side (the direction we are headed) will drop. Go through the tunnel to the south and follow the passage until you see some stairs going down into the monster-infested area that would have been filled with water had you forgot to re-lower the floodgate.

Before going down however, continue to the east through another tunnel and you'll come to a chest... open it to obtain a Shell Shield. Also, be sure to raise the nearby floodgate to make the water disappear. Backtrack through the passage and climb down the stairs to get down to the floor. Watch out for all the monsters around here, and pick up the 50G nearby as well. To the southeast is more stairs leading down to the very bottom... down here is 150G, and in the northeast is a small tunnel that leads to a Mana Egg!!

Go back and climb the first set of stairs again, and go to the northwest corner to find another tunnel. Go through it, and on the other side go east and north to find an Iron Mace, then go back and up two sets of stairs to reach the passage that leads to the church itself. Along the way, you'll find an Action Icon near a crack in the wall.. use the icon to break away the wall and reach a room with 50G, a Save Point, and a door leading to the inside of the church. Use the Save Point to rest and save, then examine the door. Unfortunately, you won't be able to open it.

So instead, climb the boxes along the north side of the room.

The tunnel at the top of the room leads to the area above the Church. Justin and Sue will drop down to stop the wedding between Pakon and Feena, but Master Chang just happens to be here in case something like this happens. Looks like you'll have to fight!

*** CHANG ***

HP: 738

XP: 235

GP: 0

Attacks: Tornado Punch --> Strong physical attack on one character
Spin Kick --> Range kick attack

Chang has a lot of HP, but if you pound on him with your most powerful attacks, he'll go down pretty easily. Be sure to use your moves and critical attacks to negate his moves if you can... his Tornado Punch and Spin Kick are both rather powerful. As long as keep your HP up and don't let up in your assault, Chang will be defeated rather easily. ;)

After Chang is defeated, Pakon will try one last time to get Feena to marry him by threatening to take away her adventurer's pass. However, Feena will realize that she doesn't need to be a member of the Adventurer's Society to have adventures (like Justin said :P), and decides to accompany Justin and Sue on their search for Angelou.

Following the... erm... wedding reception, the three will quickly "escape" to Feena's house. The next morning, Feena will decide to join Justin and Sue on their adventure. The next stop is the Dom Ruins! To get there, you'll have to cross the nearby Rangle Mountain Range to the south. Go back to town and purchase another spell with your new-found Mana Egg (I got Earth for Justin), then head out for the mountains, south of Feena's House. :)

f. Rangle Mountains

My Level: Justin 8, Sue 6, Feena 6

Items: 60G x 5
Medal of Yore
Seed of Moves
MANA EGG x 2
180G x 2
Fruit of Power
Ginseng

Monsters: Inchworm
Odd Bird
Spitting Cobra

Save Points: East Rangle Mountains

Rangle Mountains is another rather large, open area, so it can be quite easy to miss items if you don't know where to look. Upon

entering the mountains, run all the way north to find 180G, then run all the way south and west to find 60G. Go back to where you entered, and walk east, up several hills, and in that vicinity you will find another 60G. From there go south and east and you should come across a Medal of Yore... this is a decent item that will restore your SP when you are attacked.

From there, continue east and north, and you'll come to a Seed of Moves, which increases one character's maximum SP by 2. From there, walk north and east, and you'll come to a narrow path near the exit that leads to the East Rangle Mountains. Enter the passage, and you'll see ways to go north and south... to the south leads to the East Rangle Mountains, while the north path leads to an all-useful Mana Egg!

Then, use the passage to get to the East Rangle Mountains. You'll find a Save Point here, and Feena will suggest that the party camp here for the night. The next morning the three will continue making their way through the mountains. The East side isn't much different, so I'll try and point you toward the items as best I can. :P

Head south out of the clearing, and when you come to the first open area, search to the southeast for a DS icon. To the south and east of the DS icon is 60G in a little alcove. After getting it, head north and west, and continue north as far as you can. Around there is another 60G pouch. To the north of the pouch is another alcove with a Fruit of Power inside, which increases one character's Strength value by 3 points. :)

Go out of this alcove, and walk east along the northern edge of the area. Once you go far enough east, you should see another alcove leading off to the northeast... in here is yet another Mana Egg! Walk out of this alcove, walk west a little ways, then go south until you hit a large rock. To the east nearby is another 60G pouch. From that 60G pouch, head straight south and you should come to another alcove with some Ginseng inside.

Exit this alcove, then walk east along the southern edge of the area. In yet another alcove to the southeast is a chest containing 180G. Retrace your steps back to where you picked up the last 60G pouch, and walk straight east to reach the exit of the mountains. Whew!

Once back out on the region map, it would be a good idea to go back to New Farm to spend your two new Mana Eggs (I got Water for Feena and Wind for Sue) and rest, then it's off to the Dom Ruins!

g. Road To Dom Ruins

My Level: Justin 9, Sue 8, Feena 8

Items: 70G x 3
Miracle Drink
210G x 2
Seed of Speed

Monsters: Ent

The Road to Dom Ruins isn't a large area, but there are still some items to be found around here. When you first enter, you'll see a sign and a path leading off into the forest to the east. The quickest way to get to the Dom Ruins is run south and east along the outside of the forest... when you reach the south-east corner, you'll find the entrance. However, if you want to get the items you should take that path into the forest near the sign.

There are lots of trees and shrubs around here, and you may miss some of the items if you aren't looking carefully. ;)

Follow the trail east into the forest, and soon you'll see a 70G pouch to the north. Pick it up, continue east along the trail, and when it turns south, look for a 210G chest to the southwest. Then, continue east along the trail, and pick up another 70G. Here the trail will turn south again... follow it until you reach a clearing. Walk east and north, and you'll come to a dead-end with a 210G chest.

Go back to the clearing, and continue south until you reach another branch. Walk west, and if you use the DS icon nearby, you'll see a chest nearby to the west and south. Open it to obtain a Miracle Drink! From there, go west along the trail, and at the next branch, continue west. The trail will turn north, and when it does, look for a semi-concealed path leading east to a dead-end where you will find a Seed of Speed. :)

Walk straight west from the Seed and you will end back up near the wall at the edge of the forest. Follow it south, and east when it turns. After turning east, be sure to look for a 70G pouch to the north. Then, continue east until you reach the entrance to the Dom Ruins, and go inside.

h. Dom Ruins

My Level: Justin 10, Sue 8, Feena 9

Items: Blue Medicine x 3
70G x 8
Dynamite
Herbs
Resurrect Potion x 2
210G x 2
MANA EGG
Holy Mace
Magic Lamp
Shell Armor
Yellow Medicine

Monsters: Red Slime
Sand Diver
Vampire Bat
Dom Orc
Vengeful Spirit

Ganymede (BOSS)

Save Points: Dom Ruins (Vestibule)
Dom Ruins (1)
Dom Ruins (2)

Stashing Place: Dom Ruins (2)

NOTE Red Slimes are plentiful throughout this area. Sometimes, they will use the "divide" skill, which creates 3 additional Red Slimes! This is a great way to build up your magic skills... imagine casting "Howl" on 8 or 9 Red Slimes at once! :P

Upon entering the ruins, walk to the east and you'll soon find that the path is blocked. There's a Save Point on the other side, but you can't get to it yet. Instead, drop off the ledge and be sure to get the treasure chest underneath, which contains a Blue Medicine. Walk straight north, past the DS icon until you come to 70G. Pick it up, then go east until you hit the eastern wall. Walk south along the wall, and pick up another 70G. Continue south, and soon you'll see the entrance to the actual ruins to the east.

From there, go west and you'll be able to get to the Save Point you saw earlier. Go back to the wall and continue south along the wall, and you'll come to another item... some Dynamite. Walk west some more, down the ramp and you'll find another pouch of 70G. There's nothing else to be found out in the Vestibule, so return to the entrance and walk east through the corridor. Watch out for some Orcs jumping down from above, and there is also a trap to watch out for... more specifically, there are stone "faces" that line the corridor. The last stone face on the left will suddenly shoot out when you approach, and if you are touched by it, you'll get damaged. You can tell which "faces" will shoot out by their "expression"... the dangerous ones will have an angry expression. :)

The stone "face" at the end of the corridor will also shoot out too, though it'll rumble for a second before it does, giving you a chance to get out of the way. :P At the end of the corridor go north to pick up some Herbs, then go back south and follow the path to reach the inside of the Dom Ruins.

As you walk down the corridor, beware the second stone face on the right. Turn north, then east again and watch out for the third and fourth stone faces, then enter the door at the end of the corridor. Outside, climb the rope and enter the door above. Shortly you will come to an elevator. Don't use it just yet; instead use the passage in the northwest to get to a room with some ghosts and a Seed of Power.

NOTE The ghosts are known as Vengeful Spirits, and are extremely resistant to all weapon attacks. Use magical attacks instead to get rid of them. However, sometimes Dom Orcs will drop a Holy Mace after battle, which is very effective against ghosts. The only way you'll deal any considerable damage to the ghosts with physical attacks is if you have the Holy Mace

equipped. :)

Go back to the elevator and press the yellow switch, and you'll go down. Take the northeast passage back outside, and pick up the Blue Medicine that is sitting out on the ledge. Return to the elevator once again, and exit to the southwest. Follow the corridor, and when you reach a split continue south. You'll enter a small room with a blue floor. To the east is a switch on the wall, and when you press it, the floor drops away, then comes back up. Seems the only purpose for this is to drop monsters down into the hole. ;)

Go back north to the split, then west into a room with a Resurrect Potion inside. Take it, then go north to another small room with 210G inside. Now, run straight south and follow this corridor, and pick up 70G in a small room along the way. In this same room, look around and you'll see that one of the eyes on the wall is... well... closed! Examine the wall here and it will rise up, revealing a secret passage that leads to a Holy Mace. :)

Use the door at the very end of the passageway to exit back outside. If you try to cross the bridge, it will suddenly crumble away, dumping you down to the ledge below. It's faster than using the rope anyway :P

Down below, pick up the Resurrect Potion, then use the door to enter another part of the ruins. Use the Save Point inside if you wish, then take the west path. (The path to the north leads back to near the entrance of the ruins... think of it as a "dire emergency" exit. :P) Soon you'll reach another elevator. Before using it, take the east path to get back outside, and step on the switch atop the stone head. The ledge will slowly move out, but not quite far enough to give you access to that door to the east. For now, go back inside and return to the elevator.

Exit stage southwest, and pick up the 70G nearby. Continue along the passage and you'll exit outside again. Step on the switch on this ledge, and the other ledge down below will move out. Now you can get to that door! Go back to the elevator, ride it down, then exit east again to get back to where you were before. Cross the ledges and enter the door on the east to get to the second half of the ruins.

Inside, follow the passageway until you reach a branch. The west path leads to a dead-end outside, so go northeast instead. Continue northwest, and you'll come outside again. Climb down the rope and enter the door on the ledge below. Walk until you reach a blue-floored room, then open the chest to the north to obtain a Mana Egg!!

Exit east, and continue until you reach another small blue-floored room. Grab the 70G in the middle, then go east to get a small room with 2 sets of iron bars inside. Behind the bars are some Orcs! (hehe) Stand in the middle of the room and press X, and the bars will rise. The orcs will charge out at you (ungrateful?), so get rid of them, then be sure to pick up the Shell Armor that was inside one of the cells.

Go back west to the small room, then exit southwest

to get to yet another elevator. First, continue south and follow the path until you come to another small room. To the west is a switch that drops out the floor, and to the east is another closed eye on the wall. Examine the eye and take the secret passage into a room with lots of monsters inside. To the south is another closed eye... take the secret passage to a room with 70G and some bats inside. Look for yet another closed eye to the west, in which you will find a Magic Lamp. :)

Now go back out of these passages and back to the room where you opened the first wall. To the southwest are some steps leading down. About halfway down, you'll see a red switch to the south. If you press it, the stairs will disappear, creating a ramp which you will slide down. However, you won't be able to get back up! Note that on the wall opposite of the switch, is closed eye on the wall... through the secret passage you will find a Blue Medicine and a Yellow Medicine. :)

Continue south, exit outside once again, grab the 210G nearby, and enter the other door. Follow the passageway, and pick up the 70G along the way. Further along the passage is a ledge where you can drop down to get back to near where you entered the second half of the ruins. If you pressed the switch, then you have no choice but to drop down and go back through to the elevator, but if not you can backtrack and get to the elevator quicker that way. :P

Ride the elevator down, and exit east. Be sure to use the Save Point to save and heal your characters. There is also a Stashing Place here, so use it to stash/retrieve items as well if you need to. When you're ready, continue east and you'll come face-to-face with a huge monster!

*** GANYMEDE (HEAD) ***

HP: 1,500

XP: 1,000

GP: 2,000

Attacks: Beat Attack --> Physical range attack on nearby allies

*** GANYMEDE (BODY) ***

HP: 1,500

XP: N/A

GP: 0; Leaves Shell Armor

Attacks: Rush Attack --> Physical attack within a straight line

NOTE The head and body are separate targets, but they share the HP. I.E if you damage the body, the HP will be subtracted from both the head and body.

This guy isn't really much to worry about. The only thing that makes this battle semi-annoying is Ganymede's ability to hit multiple party members with it's attacks. It's normal attack consists of first using the "Suck In" ability to draw your party close to the monster, then using a head attack which can hit one or more party members. The Rush Attack hits all party members in a straight line from Ganymede, and the Beat Attack hits all party members that are close enough to him. Neither of these three attacks are really powerful, however, so don't panic if

one comes your way. Just beat on him with special moves and normal attacks and he'll be defeated pretty easily. :)

NOTE There's quite a fast trick you can pull to get rid of Ganymede easily. Place your characters in the lower-left part of the battlefield, and when Ganymede uses his Suck In ability, he will draw you up beside him where his attacks can't reach you! From there you can beat up on him at your leisure. :)

After the battle, you will receive some Shell Armor. Be sure to equip it on someone. :)

Then, continue east and you'll come to the Room of Illusion. You'll have another sequence with Liete, in which you'll learn that Alent may be on the other side of "The End of the World"... the huge wall to the east that supposedly is where the world ends. Justin decides he'll be the first one to make it through the Misty Forest and cross the End of the World! ;)

But now, we have to get out of the Dom Ruins first. :P So, walk all the way back to the entrance. (-sigh-) Once back outside, you'll come across a small child who has been wounded! The three aren't quite sure if the child is human or not, but Feena decides that they should take him back to her house and tend his wounds. Afterwards, you'll have a short sequence with the three sergeants... looks like they're up to no good again!

Back at Feena's house, you'll learn that the child's wound is quite serious, and may die if he is not tended to with Sulfa Weed, an herb that normally grows nearby. There just might be some Sulfa Weed left in the mountains behind Feena's House.

Examine the fence south of the house and Justin will knock it down with one of his "board-splitting kicks". :P Before proceeding, you may want to head back to New Parm and spend your Mana Egg to get another spell (I got Fire for Justin). It will be a pretty long time before you will have the chance to go shopping again.

i. Herb Mountains

My Level: Justin 11, Sue 9, Feena 10

Items: Herbs x 2
White Sulfa Weed x 3
Smelling Salts
Poison Antidote x 3
Seed of Life
Weeds
Sulfa Weed

Monsters: Black Widow
Roadcrawler
Purple Slime

Beetlebug

The Herb Mountains is a maze if I ever saw one, and giving good directions is going to be about as easy as trying to lick my forehead. Your best bet would be to draw a map of the place; it would probably help more than any directions would. :P

Luckily (?) the only strong monster around here are the Beetlebugs... everything else you have fought before. The beetlebugs are quite dangerous... they are quick and have a high attack power. Take them out quickly before they seriously mess up your party.

Anyway, here we go. When you first enter the Herb Mountains, turn north and run north around the outside of the area. Take the first branch to the east and look north to find an Antidote. Go back and continue north... you'll see another branches to the east... ignore this for now. After walking far enough, you'll come to another Antidote. Pick it up, then start backtracking, back to the entrance. Continue south along the outside, and you'll come to a clearing with several ways to go. Continue southeast, and walk until you reach some Herbs. Pick them up, then go back to the clearing.

From the clearing go east until you reach another branch. Go north, northeast, then northwest, and follow the path until you reach some more Herbs. Walk south a little ways, turn east then north, and look east for some White Sulfa Weed (Red Sulfa Weed is what you need to cure the child). Walk west, north, and east and you'll come to another open area. Go south, and follow the first branch east to reach some Smelling Salts. Go back west and south, and take the next branch east to pick up another Antidote. Go back west again, south, and follow the bottom branch to the southeast.

At the next branch, walk south and continue around the outside and you'll come to some more White Sulfa Weed. Walk due north from here to find yet another White Sulfa Weed. Walk south, take the first branch west, and continue west until you can go north. Walk north to pick up a Seed of Life... a quite useful item that raises one character's Max HP!

From the seed, walk south, west, and south again, and start walking east along the outside, past where you picked up some White Sulfa Weed before. At the next branch, go north, and follow this narrow path until you reach another open area. Go west and south to pick up some Weeds (basically a trash item :P), then go back to the open area, and go northwest to find the Red Sulfa Weed! *WHEW* !

Once you have it, make your way back out of here, and be glad you don't have to go through this place again. :P

Walk back to Feena's House and she will treat the child with the Sulfa Weed. The next morning, the three wake up to the sound of a flute being played. Outside is the child, who is playing the flute. You'll soon learn that he speaks a strange foreign language, and they can't really communicate with him.

He'll give Justin a strange nut to eat, but all of a sudden the Garlyle Forces show up again, and take the child as well as everyone else prisoners! You'll automatically be taken to the Garlyle Base, north of Feena's House.

j. Garlyle Base

My Level: Justin 11, Sue 10, Feena 11

Items: Resurrect Potion
Ultra Drink
Soldier's Uniform
Officer's Uniform
Master Key
80G x 5
Army Saber
Army Boots
Miracle Drink
Army Darts

Monsters: Private
Nana (BOSS)
Saki (BOSS)
Mio (BOSS)

Save Points: Garlyle Base Barracks
Garlyle Base Warehouse
Garlyle Base (Exterior)

Stashing Place: Garlyle Base (Exterior)

Justin and Sue will be thrown into a cell together, to stay until the execution. Examine the iron pipe in Justin's cell and Justin will lure the guard inside with the oldest trick in the book. :P

Once out of the cell, exit to the right and proceed to rescue Feena. However, it won't open without the key. Continue to the right and enter the next room. Justin will knock out the guard, and he'll drop the key. Take the Key, as well as the Resurrect Potion in this room, then exit. You won't get very far, however, as nearly the entire Garlyle army is waiting for you outside. Ouch!

And back Justin goes into the cell. After a short while, Leen enters to talk to Justin. She'll yell at him (and pimp-slap him!), and then tell the other soldiers to leave. As Leen leaves, she throws the key to the cell inside! (Just goes to show how caring of a person Leen really is. :P)

After escaping from the rope, Justin will pick up the key again and it's back out of the cell once more. Rescue Sue and Feena from the other cell, then it's time to bust out of this joint!

Continue down the passage and unlock the gate at the end, then climb the stairs to reach the Barracks. Be sure to pick up the Ultra Drink in this room, and use the Save Point if you wish.

The door to the north is locked, so you'll have to climb the barrels and boxes to the east, and escape through a duct. Along the way, there will be several places where you can listen in on soldiers' conversations. :)

Crawl through the duct and eventually it will take you to the Warehouse. Here you'll have a short sequence with Mullen and the humanoid child... Mullen seems to know how to communicate with it! Afterwards, run around the grating above the warehouse and enter the duct on the other side. Crawl through it and you'll end back up at the Barracks. Exit the duct and you'll be in a small room with several doors. The one to the north leads to the warehouse, but it is locked electronically. You'll have to get the combination to this lock somehow!

Climb the barrels/boxes on the west side of this room and enter the ducts again. Crawl west, past a branch, and in the next room to the west, you'll be spotted by some soldiers! After taking them out, open the chest in that same room to obtain a Soldier's Uniform. Climb back into the ducts and continue crawling south. At the next branch, go east into a similar room with more soldiers. Waste 'em, then grab the chest inside, which contains an Officer's Uniform.

Climb back into the ducts, and continue south some more. Continue crawling, and at the next branch, go east to get to the Locker Room. Here you'll have a sequence with the three Sergeants... seems they are fighting over the correct combination for the door. Take Mio's word for it and remember the combo... "right right left left down up down up".

Back into the ducts, and continue north. At the end of the ducts, you'll come to another room where you'll be spotted by soldiers. Take them out, then enter the door... which is a shortcut back to the electronically locked door! Examine the buttons to the left of the door, and enter the combination.

Enter the door, and descend the stairs to get back down to the Warehouse. Use the Save Point if you wish, then examine the lever to the right of the cage. Crank the lever and the cage will open! The child will give the party some nuts, and upon eating them, you'll be able to communicate with him!

After rescuing the child, step two is to get out of here! Run back to the Barracks, but as you exit, you'll find that Saki has come to check on the child! Looks like you'll have to fight!

*** SAKI ***

HP: 1,000
XP: 85
GP: 0

Attacks: Slap Stick --> Physical attack on one char + Stun
Power Lariat --> Strong physical attack on one char

Saki is backed up by three normal privates... they are easy as ever to take down. This isn't a particularly tough battle, but remember there is a Save Point nearby... feel free to unload everything you got on them; you can always go back

and recover after the battle. Saki's attacks are pretty strong, so make sure you keep an eye on your party's HP. Other than that, you don't really have much to worry about in this battle. :)

After the battle, be sure to pick up the Master Key that Saki dropped. With it you will be able to open all the doors around the base!

Go back and recover at the Save Point, then exit via the door to the south. Pick up the 80G nearby, then continue south and you'll find another 80G. Enter the door nearby to the east, and pick up the Army Saber in the southeast corner. Go back out of this room, and continue south along the corridor. The first door to the north leads to the mess-hall, where you'll have to fight off a couple more soldiers. There's nothing in there, however, so don't bother. :P

Instead, continue west and you'll see a branch to the south. Don't go that way yet; instead continue west. You'll see two doors... one to the north and one to the south. The south one leads back to the Save Point and the stairs that lead down to the Jail. Enter the one to the north, and you'll be in a hallway.

Walk north a little ways and you'll see doors to the west and east, but they're empty. (Well, I say empty, but there are soldiers in them... go inside only if you want experience :P) Continue north a little farther, and you'll see another set of doors. The one on the left has some soldiers and a chest containing some Army Boots. The one on the right is one of the rooms you visited while crawling around in the ducts. :)

At the north end of the hallway, there is one last set of doors. The one on the left is the other room you visited while "exploring" the ducts, and the one on the right is empty except for some soldiers. We're done here, so walk south out of the hallway, back east, and take that branch to the south. Head for the stairs, but before you can escape, Nana will show up!

*** NANA ***

HP: 900

XP: 85

GP: 0

Attacks: Yo-Yo --> Physical range attack
Spinning Yo-Yo --> Physical range attack + stun

Like Saki, Nana has three soldiers backing her up. They pose a minimal threat, but Nana's yo-yo attacks can do some damage if you're not careful. Also, like before, feel free to unload everything you have... you can always go back to the Save Point near the Jail. :)

Once Nana is out of the way, go back and use the Save Point to recover, then go up the stairs to reach the exterior of the Garlyle Base.

Directly to the south of where you come out, you'll find a chest containing a Miracle Drink. Walk west until you hit a fence,

then follow the fence to the north and west. As you walk north along the fence, be sure to pick up the 80G nearby. When you reach the northwest corner, start walking east. Pick up 2 more 80G pouches as you make your way east, and after you pick up the second one, start walking south again. Walk along the edge of the eastern fence and you'll come to another chest, which contains some Army Darts.

The exit is in the northeast corner, but before you can escape, you'll have to face down Mio!

*** MIO ***

HP: 700

XP: 85

GP: 0

Attacks: Stun Gun --> Strong physical attack on 1 char + Paralyze
Balloon --> Range attack; causes Sleep & Poison status

Mio has the least HP of the three sergeants, but her attacks are the most powerful. Her Stun Gun does a great deal of damage to one char; plus inflicts them with the Paralyze status. Her Balloon attack may hit one or more party members, and it will also inflict them with Sleep and Poison status! As before, she is backed up by three normal soldiers. Just give it everything you got and you should be able to win without too much trouble. :P

After taking down Mio, use the Save Point and Stashing Place if needed, run to the east to get to the Military trainyard.

Board the train, and Justin and company will start it up (somehow) and escape. However, after some sequences, the Garlyle army will catch up to you. D'oh!!

k. Military Train

My Level: Justin 12, Sue 10, Feena 11

Items: Crimson Potion
80G x 2
Officer's Badge

Monsters: Private
Sergeant

After Justin goes to investigate, you'll have to make your way back to the front of the train. Pick up the Crimson Potion inside the chest, then enter the door. Fight off the two sets of soldiers in the next room, pick up the 80G, then enter the next room. Fight off some more soldiers ("The Lightning Star Squad"), and pick up another 80G. In the next room is two more sets of soldiers ("Bloody Rose Squad" and "Desert Moon Squad"), as well as an Officer's Badge waiting to be picked up.

Go through the next door and you'll be back up to the front of the

train. Examine the brake lever and Justin will break it completely off! Using a tricky strategy, Justin and the others will un-link the engine room away from the rest of the train. Since the brake lever is broken, the sergeants will keep going... for a pretty long time :)

The rest of the train will conveniently stop at the west entrance of the Misty Forest. Rem will use a magic mist-clearing nut to clear away the mist so the party can venture through without getting lost. Your journey to the End of the World begins!

First, the party decides to go with Rem to visit his village... known as Luc Village. It's situated in the middle of the Misty Forest. :)

l. West Misty Forest

My Level: Justin 12, Sue 10, Feena 11

Items: 90G x 7
Baobab Fruit
270G
Weak-Knee Weed

Monsters: Mist Guard
Birdrake
Grim Haze

Save Points: West Misty Forest Entrance

Exit the train and start making your way through the Misty Forest. Note that now there is no way to get back to New Parm or any of the other locations, so you'll have to wait until you get to Luc Village to do shopping.

From the train, walk north and you'll come to 90G, and note the Save Point to the west. From the 90G, walk east and follow the trail and you'll come to another 90G. Pick this up and walk back to the Save Point. Continue west and north, and when you reach the next branch, go west. Follow this trail and you'll come to some Weak-Knee Weed. :)

Go back to the branch, and continue north. Soon you'll come to a clearing. Go north and west, and continue west until you reach another 90G pouch. Go back to the clearing and exit east, and follow the trail for a while, until you reach another branch. Walk north and pick up the Baobab Fruit. Walk west and north, and at the next branch go east. Follow this trail and look for 90G to the east. After getting it, walk back to the last branch and go west. You'll come to another clearing with 270G nearby. Continue west and north, and you'll come to a river. Pick up the 90G on the rock, then use the rock to cross the river. Walk north, then all the way east and soon you'll reach Luc Village. :P

m. Luc Village

My Level: Justin 12, Sue 11, Feena 12

Save Points: Luc Village; near Mountain

Stashing Place: Rem's House

Weapon Store:

Flint Knife	2000
Oracle's Staff	2600
Woodchopper's Ax	2600
Flint Bow	2000

Armor Store:

Fairy Robe	1800
Escargot Shield	750
Climbing Hat	400
Curious Clogs	1000

Item Store:

Tree God Amulet	1000
Bandage	100
Move Breaker	200
Spell Breaker	200
Smelling Salts	100
Paralysis Ointment	100
Resurrect Potion	1000
Baobab Fruit	200
Smarna Weed	150
Firewood Sparks	140
Snooze Scroll	200
Zap! Book	720

Upon arriving at Luc Village, talk to Rem, who is standing outside of the village gates. He'll tell you that the Chief wants to meet with you, and he goes to his house to wait for you. The chief's house is on the east side of the village, but before visiting there, be sure to explore the town and speak to its inhabitants. Visit the store as well to buy some new equipment and pick up any items you may need. The Tree God Amulet is a decent item that reduces the SP needed to use moves... it reduces the SP cost by about 20%. You may want to pick up a few of these to use during future boss fights. :)

When you're ready, visit the Village Chief's house. He will tell you that in order to become official "members" of the village, you will need to go to the God of Light Mountain and bring back the bottle of Nectar in front of the statue. Since we can't continue through the forest right yet, we might as well go to the mountain! The path leading to the mountain is out the gate in the northwest of Luc Village.

n. God of Light Mountain

My Level: Justin 12, Sue 11, Feena 12

Items:

100G x 8
Seed of Life
300G x 2

Move Breaker
Paralysis Charm
Resurrect Potion
Mist-Cracking Whip
Light God Amulet
Bond of Trust
Nectar of the Gods
Mist-Clearing Nut (after invasion)

Monsters: Metal Beetle
Pit Viper
Tarantula
Sergeant (during invasion)

Upon entering the God of Light mountain, first walk northeast around the foot of the mountain and you'll come to 100G. Pick up and head back southwest. Walk southwest around the foot of the mountain until you come to some paths leading up. First, continue around the mountain to the northwest, and pick up a Seed of Life. Walk back to the paths, and take the east one.

Follow the path up the mountain until you come to a branch. Continue northeast up the mountain and you'll come to a dead-end with 300G. Walk back to the branch and go north, and follow the mountain path until you reach a wider open area. There are 2 100G pouches to be found here, as well as a Move Breaker. After collecting these, hike all the way back down to the foot, and take the west path up the mountain. Walk northeast under the arches and continue northeast to pick up 100G. Go back to the arches and take the north path, and you'll come to another large open area.

Look for a Paralysis Charm in the northeast of this area, and a 100G pouch to the northwest. The road to the peak lies at the north edge of this open area. There is a treasure trove of items on the peak... after walking a little ways you'll see 4 items to the west... 2 100G pouches, 1 300G chest, and a Resurrect Potion. Take them, then continue up the path and grab the Mist-Cracking Whip. Walk up a little further and take the Light God Amulet, and open the chest to receive a Bond of Trust. At the top of the mountain, you'll find 100G as well as the Light God Statue. Examine the Nectar and Justin will take it. Now, climb back down the mountain and return to Luc Village!

Though even you have become true "members" of the village, there is still a problem. To get through the Misty Forest, you'll need another "Mist-Clearing Nut". However, the chief can't give you one, as there are only a few left in the village, and they are vital to the entire village. Ugh. :(

Anyway, for now go to Rem's House and rest up. However, that night the three will awaken to a large commotion outside. The Garlyle Forces?!? Not again!!

Talk to the Chief and Justin and company will volunteer to chase off the Garlyle Soldiers. Head for the God of Light Mountain once again, and make your way back up to the peak, fighting off soldiers along the way. At the peak, you'll have a sequence with Leen and

the God of Light statue. Afterwards, the Chief will give you a Mist-Clearing Nut for your bravery in saving the Village. Now we can continue our journey through the Misty Forest.

Hike back down to Luc Village and do any more shopping, talking or resting that you have to do, then exit Luc Village via the northeast gate to get to East Misty Forest. Here we go! :)

NOTE The monsters on the God of Light Mountain give pretty good EXP, so this may be a good time to hang around and build your levels and weapon/magic skills if you haven't practiced them much yet. Remember, the only way you will get new spells/skills is by practice! The monsters on the God of Light mountain are good for gaining levels, and for magic skills, head back to the West Misty Forest. There are 2 groups of Grim Hazes wandering around... each group consists of 6 Grim Hazes! Use range spells like Howl and Burnflame, and watch the skill points rack up! :)

o. East Misty Forest

My Level: Justin 14, Sue 12, Feena 13

Items: 110G x 16
Crimson Potion
330G x 3
Cholla Flowers x 2
Resurrect Potion
Baobab Fruit x 2
Smarna Weed x 2
Oracle's Staff
Ginseng
Seed of Speed

Monsters: Gas Cloud
Dodo
Killer Tree
Mist Guard
Ent

Save Points: East Misty Forest, Entrance
East Misty Forest (2)
East Misty Forest (3)

The East Misty Forest is quite large, as it is divided into three separate sections. Get ready for a long hike. :)

Upon entering East Misty Forest, walk to the east and go north at the branch. Follow the trail to pick up 110G. Go back south to the branch, and continue south. Soon you'll reach another branch... keep south to find another 110G. Go back north and east, pick up 110G, and follow the trail. At the next branch, go south to grab a Crimson Potion, then go back north. Follow the trail some more and you'll come to a clearing with three items.... a 110G pouch, a 330G chest, and a Cholla weed.

Walk southeast, and south at the branch. Grab the 110G at

the dead-end (OK, who's leaving all the money around here???), then go back north. Walk east and you'll come to a 4-way intersection. Grab the Resurrect Potion to the south, then take the north trail. Follow it until you reach a Baobab Fruit and some Cholla Weed. Pick 'em up, then hike back to the intersection, and go south. Run south, past a branch and pick up another 110G. Go back north, east, and southeast to reach another clearing with 330G nearby. From here, go northeast, north, and east to reach section 2 of the forest.

Follow the trail and cross the river, and soon Feena will suggest the party make camp here for the night. The next morning it's up at 'em again! :)

The next morning, keep walking until you reach a branch. Walk east, and pick up 2 110G pouches nearby, then return to the branch and go north. Follow the trail and you'll soon reach a wide-open area with what appears to be a lake inside. However, Sue points out that there is a river flowing through the lake! What's this??

The lake must be some kind of illusion. Just walk over it, but before crossing the river, go south to get 330G. Cross the river, then walk northeast to pick up yet another 110G. Walk all the way back southwest, then follow the trail west until you reach a dead-end with an Oracle's Staff nearby. Pick it up, then walk south, east and north, then go west to find 110G. Walk all the way east to find a Smarna weed, then go west, south, and across the river to reach section 3.

Almost there. Walk east, and at the branch go south to pick up some Ginseng. Go back north and east, and at the next branch walk north to get 110G. Walk back south, then east, then north and follow the trail, picking up another 110G along the way. Go east at the next branch, then follow the trail until you reach a small clearing. Walk east to get some Smarna, then go back to the clearing and walk north. At the branch, go north and pick up the 110G, then go back south and west. Walk west and at the next branch go north to get another 110G (lots of money around here!). Walk back south and west, and at the next clearing take the north-west path to get... 110G.

Go back to the clearing and take the south-west path, and pick up... guess what?... 110G along the way. At the next branch, go northwest to grab another Baobab Fruit, then walk southeast, and follow the trail east. Grab 110G along the way, and look for a Seed of Speed in an area to the south. Continue east, and go southeast at the final branch to reach the End of the World. We're finally here!!!

p. The End of the World

My Level: Justin 15, Sue 13, Feena 14

Items: Seed of Speed
Fruit of Agility
110G x 8
Orb of Silence
Gust Knife
Bond of Trust
330G

Monsters: Gas Cloud

Mist Wraith
Clay Bird
Sonic Bat
Emerald Bird

Save Points: End of the World (3)
End of the World (6)

Stashing Place: End of the World (3)
End of the World (6)

The End of the World is, to say the least, HUGE. The Misty Forest was bad, but the End of the World is worse. Thankfully, you won't get lost here, as you are going in one primary direction... up. However, this huge wall is filled with traps... be very careful as you climb up!

As you first enter, begin making your way up the wall. Walk south and you'll encounter your first trap already... examine the stone block and it will fall over. Be sure to get out of the way before it falls on top of you. Continue south up the stairs and some of them will drop out from behind you... no turning back now!

Continue to the south, and climb some spiral steps. You'll see an item to the south, but as you go to get it, a large stone block will drop from above. Wait for this block to drop and rise back up, then quickly take the Seed of Speed. Walk to the north and you'll see another item to the east. Quickly run into the alcove where the item is, for the other two stone blocks will attempt to sandwich you! Pick up the Fruit of Agility, and continue to the north. Soon you'll see a tiny alcove to the east. Walk inside and a few of the blocks will move, and two elevators will appear. Don't take the south one, as it will smooch you into the ceiling. The north one leads up to section 2 (an action icon will appear), but note there is 110G to the north. Take it (no traps), but be careful not to fall... if you do you'll end up back at the entrance (OK... so maybe there is a way back :P).

To get back up, climb the stairs to the south, and they will change position. Re-climb them, then take the elevator back up to the ledge. Use the action Icon and ride the elevator up to section 2.

Here, climb the stairs to the south. Walk all the way south to get 110G (no traps), then go back to the stairs and take the stone block up. Go south and pick up the Paperweight (no traps again), then go back and drop back down to the elevator that leads down to section 1. Take the north stairs, and ride the stone block up. Take the north stairs here, and to the north you'll see a chest! You'll have to be quick to escape the trap, but run out onto the block with the chest, then quickly run back. The block and chest will disappear, and a stone block will drop down from above. After the trap is triggered, the block and chest will come back. Open the chest to obtain an Orb of Silence. :)

Afterwards, continue south and ride another stone block up. To the north is a Gust Knife... be sure to pick it up. Then go south and use the Action Icon to go up to section 3. Walk south a little ways and you'll find a Save Point, where Feena suggests the party camp out for the night. The next morning, continue to the south

and you'll see a gray button to the east. Push it, and ride the nearby stone block up. Walk north and you'll see another gray button. Push it as well to make the nearby block rise up, out of your way. To the north, you'll see some stairs, but they seem to fall whenever you step on them. Run back and push the button again, then climb the stairs. Ride another stone block up, then continue to the south. Ride yet another stone block up, then walk north. A block will descend from above, filling the gap. Walk across it, pick up the 110G, then ascend the stairs up to section 4.

Walk north and you'll see a shaking stone block above you, as well as a strange rock statue. As you approach, the statue comes to life! If it punches you, you'll take damage, so run back and lure it under the block. The block will fall onto the statue, and both the block and statue will be sent flying off the wall. :)

Continue north, up the stairs, and ride a stone block up. Go north and you'll meet another statue! However, as it proceeds to attack, it breaks in half. Move to the south, but beware because the statue will try one last time to get you, and his hand will fire off at you! Stay close to the wall to dodge it. :P

Keep south, and go up via another stone block. Start walking back north, and pick up 110G. You'll come to a bird statue, similar to the one in the Sult Ruins. It will come to life and fly away! Step on the button, and the bird will suddenly attack! Get rid of it (it's not a tough fight), then use the Action Icon to the north to go up to section 5.

Walk south, but beware the stone block that drops down as you approach. Continue south until you reach a chest. It uses the same trap as the other one did, and it contains a Bond of Trust. Take it, then walk back north up the stairs. Push the button to make the stone block rise up, then go south and ride another block up. Walk to the south and fall down into the hole to obtain 330G, then make your way back up to the hole. Continue south and use the Action Icon to go up to section 6.

Sue suggests the party camp out again here. Sue and Feena seem to be having doubts about the wall having a top, but Justin convinces them to press on. The next morning, walk north and press the button and ride the stone block up. Continue north and you'll see white lights moving back and forth on the ground. If you touch these, the ceiling will come down to crush you, so put simply, avoid them! :P

Ride the stone block to the north up, and grab the 110G. You'll see an alcove to the east. There are bats hidden back there (and LOTS of them too), so be careful not to get ambushed. This is a decent place to build up your magic skills, as there is an endless supply of bats back there to fight. :)

Once you're doing slaughtering bats, continue to the south and use the Action Icon to go up to section 7. You won't be able to go north yet, as the stairs will dump you back down if you try to climb them. Instead, go south, and ride the stone block up. Walk north and grab 110G, then push the button, and an Emerald Bird will emerge from the wall. Get rid of it, then go north and push another button. Be sure to get out of the way

before the stone block drops down on top of you. :P

Drop back down to the bottom and go back to those stairs you couldn't climb before. At the top, a Clay Bird will emerge from the wall. Take it out, grab the 110G, and use the Action Icon to go up to section 8.

Walk north along the narrow ledge and ride the stone block up. Stay close to the wall here, as a laser will come through and cut away half the ledge! Walk south, and use the narrow stone block to go up. Here you'll see several strange robotic arms.. as you pass by the holes in the wall, an arm will come flying, hoping to smash you. Lure the arms out, then quickly dodge and dash across. At the north end you'll find 110G and an Action Icon that takes you up to section 9.

Hike north and you'll see several birds flying around a button. Defeat the birds, then press the button. The entire floor will crumble away, except for the block you were standing on. ^_^

Ride the block up, then climb the stairs that appear to go up to section 10.

Walk north and climb the stairs, then Feena will suggest that the party camp here for the night. Now even Justin is starting to lose hope (and you probably are too at this point :P) but Feena reminds him of all the things he said earlier. (That's a woman for ya :P) The next morning, the sun will shine onto the party. Wait a second... that must mean...!

Sure enough, you've finally reached the top of the wall. Nearby is a strange machine.... and as the party ponders how they're going to get down the other side, a small robot with propellers on it picks up Sue... and drops her over the other side of the wall! Before Justin and Feena can do anything, two more machines come and drop Justin and Feena over the other side too. Not good!!!

-----THE LOST WORLD-----

a. Valley of the Flying Dragon

My Level: Justin 15, Feena 15

Items: 360G x 4
120G x 10
Poison Antidote
Cholla Flowers
Sue's Shoes
Vaccine
Fruit of Magic
Fire Charm
Seed of Power
MANA EGG x 2
Slouch Weed

Monsters: Plop Mold
Red Devil
Slipple

Gadwin (BOSS)
Rock Man

Save Points: Near End of the World
 Gadwin's House

Stashing Place: Near End of the World

Luckily, the party's fall was broken by a humongous leaf. Justin and Feena are OK, but Sue is nowhere to be found. She's probably around here somewhere, so Justin and Feena set off to look for her.

The Valley of the Flying Dragon can be thought of as "The Misty Forest of the other side of the End of the World". It is quite large and you'll probably be very glad by the time you get out of here. Kinda a friendly warning, I guess. :P

After using the Save Point if needed, walk down the ramp and pick up the 360G to the south. Then start making your way to the north. Look for a semi-hidden 120G behind a large rock to the west, then walk northeast to find a Poison Antidote. Go northwest from there to find 120G, then walk northeast some more and you'll reach a DS icon.

Go southeast from there and follow the path south. Pick up another 120G, then continue south to a dead-end where you'll find a Bamo Fruit. Go back to where you got the 120G, then go east and south to find a 360G chest. Return back to the same place, then walk northeast and you'll see another DS icon. Go north to get some Cholla Flowers, then walk back to the DS icon. To the east is a plant that serves as stairs to get down the ledge. Walk down the plant, then continue east to get to section 2 of the valley.

Follow the path south and you'll reach a river. You can't cross here, so take the other path back north. Along the way is a plant that will try to bite you if you go under it! You'll take damage if you get bit, so approach carefully and get out of the way as it bites, then quickly dash under it. Further to the north you'll see a clearing with a DS icon, as well as another way south to the east. Take the other path going south and get the 120G at the dead-end. Return to the clearing and head northeast. Walk east along the path and soon you'll come across Sue's Shoes! Sue must be around here somewhere, but... err... where?

After picking them up, take the western path leading south, and open the chest at the dead-end to obtain a Resurrect Potion. Go back and take the east south path (err...) and you'll come to another intersection. Go northeast and pick up the Vaccine, then walk southwest and cross the river by using the plant as a bridge. Walk west along the riverbank and you'll come to a dead-end, where you'll find a Fruit of Magic. :)

Walk back east to get to the "bridge", then continue east until you reach another open area. Walk north a little ways and Puffy will suddenly show up. After much "puffing", Puffy will fly off to the northeast. Grab the 120G nearby, then follow Puffy to the northeast to get to section 3 of the valley. Here, you'll come across someone's house!

There is a boiling cauldron nearby, and Puffy is flying around it, "puffing" at the top of his lungs. Sue's bag is also near the cauldron.. you don't think...?!?

Before long, someone will show up. After learning that this man already ate what was in the pot, Feena faints away and Justin hauls off and attacks him!!

*** GADWIN ***

HP: 300

XP: N/A

GP: N/A

Attacks: Dragon Cut --> BIG-\$\$\$ smack down on Justin :P

Well... what can I say. After a few rounds of combat, Gadwin will unleash his devastating Dragon Cut on Justin for 9,999 points of damage. As the saying goes... "You'll definitely feel THAT one in the morning..." :P

When Justin wakes up, you'll find out that Sue wasn't eaten after all. After a sequence and a rest, Gadwin will offer to show you Dight, his home village. The next morning the four will head off for Dight!

Of course, we have to get out of this valley first. :P But with Gadwin on your side, you'll be able to wipe through the monsters around here like nothing. ;)

There is a Save Point in Gadwin's house, should you need to use it. Then, walk east of his house (looks rather strange doesn't it? :P) and enter a teeny crack in the mountains to find 120G. To the northeast of the house are some rocks blocking the path. Although there isn't an action icon here, you can break the rocks by pressing X in front of them. The path seems to lead to a dead-end, but there are some more breakable rocks to the south that are kinda camouflaged into the east wall. A little tricky to find, but your reward is a Seed of Power. :)

To the south of Gadwin's House, an action icon will appear near some more rocks. Use the icon and the rocks will break away (more like explode), and follow the path and you'll reach a chest. Open it to obtain a Fire Charm, then keep walking and you'll find 120G. A little further on, you'll see some rocks blocking a passage that leads to 360G. These rocks can be broken as well. Break the rocks then grab the money! ^_^

Further along the path, a plant will sprout leaves in a spiral pattern, giving you some "stairs" up to the ledge above. Before going up, be sure to grab the nearby Mana Egg! Climb the plant's leaves, then walk south along the path. After a while, you'll come to another plant that leans over to form a "bridge" up to the above ledge. Climb up, grab the 120G, then go back down and continue north along the ledge and soon you'll reach section 4 of the valley.

As soon as you enter, an action icon will appear by the rock to the north. Ignore it for now and continue along to reach a dead-end where you'll find 120G. Then go back and

break the rock, then follow the path north. Beware another man-eating plant as you make your way north. :P

When you reach a branch, first go north to obtain 360G, then go back and head east. When you reach some trees, first go northeast to pick up another Mana Egg, then follow the path south. Beware a strange flower on the ground as you go... as you step atop it, it will close up, hoping to trap you inside and eat you! (or at least damage you :P) You can walk over the leaves; just avoid the middle part of the flower. When you reach an open area, first go south to grab 120G, then go north to find some more breakable rocks. Break them, grab the 120G and the Slouch Weed inside, then walk back south and east to reach the exit. Out of here at last! :)

b. Dight Village

My Level: Justin 16, Sue 14, Feena 16

Items: First-Aid Kit (After Twin Towers)

Save Points: Dight Inn

Stashing Place: Dight Inn

Item Store:	Disease Charm	750
	Cholla Flowers	400
	Bamo Fruit	600
	Squid Guts	400
	Move Mushroom	200
	Power Mushroom	200
	Poison Antidote	100
	Resurrect Potion	1000
	Panacea	800
	Vaccine	50
	Mikeroma Scroll	450
	Dynamite	280

Weapon Store:	Swordfish Sword	4500
	Dragon Bone Ax	10000
	Fire Rod	2900
	Gale Whip	3300
	Flying Fish Bow	3000

Armor Store:	Swordfish Armor	2100
	Skull Armor	3300
	Seashell Shield	960
	Pearl Helmet	700
	Dragon Boots	640

As you enter Dight, Gadwin will hurry off to talk to the elder about the clouds that are approaching. Something fishy seems to be going on... why such the fuss over a rainstorm?

Anyway, feel free to explore the village and do some shopping at the store. Remember to buy spells with your two

mana eggs. :)

When you're ready, go to the inn and rest up. The next morning Gadwin will come back, but when he realizes that it's raining outside, he runs off again. What's going on??

Run down to the beach and you'll learn that the poisonous rain is coming from the Typhoon Tower, to the north. If this rain turns red, the whole village will surely perish! The only way to save the village is if two heroes go to the tower and bring back the Spear of Heroes. But Gadwin is the only warrior in Dight Village... and who should step in but the "brave adventurer Justin". :P

Gadwin and the Elder agree that Justin & Gadwin are the only ones who can bring back the spear. Looks like we have no choice! Exit Dight Village and head for the Typhoon Tower.

c. Mt. Typhoon

My Level: Justin 16, Sue 14, Feena 16, Gadwin 30

Items: Power Mushroom
130G x 9
390G x 3
Move Mushroom
Mushroom Shield
Disease Charm
Dream Truffle
Healthweed x 2
Demon Sword Amulet
Seed of Magic
MANA EGG

Monsters: Mold Bird
Klepp Soldier
Lizard Rider

NOTE Beware the green toxic water in this area. If you step or fall into it, it'll hurt... and keep on hurting. Get out of it ASAP!

As you enter, walk to the northeast and you'll see a waterfall of that green toxic stuff. Walk along the narrow path behind the waterfall and take the Power Mushroom back there, then continue east a little ways to get 130G. Walk back to the entrance, then walk west, and use the mushrooms to get over the river and up the ledge. Walk west and north a little ways, and pick up another 130G. Go back to the entrance once more, then go north and you'll come to a ledge. Walk east and use the ramp to get up on the ledge, then go west and north to get up further. Make your way east, picking up another 130G along the way.

When you reach the river to the east, use the rock to cross, then walk northeast and climb the ledge using the mushrooms. A little further north, you'll see a Mana Egg -- use the mushrooms to cross over to it.

After getting it, dash back across, climb back down, use the rock to get back across the toxic river, then go northwest. Use the mushrooms to climb down, then cross the river to the north. Climb the ledge to the north, then walk east along the ledge and step across the mushrooms, and you'll find a Move Mushroom. Go back west, and walk to the northwest, and cross the river by using the rock... then pick up the 390G.

Go back across, then walk to the northeast. You'll see a large lake of that yucky green mess, as well as a mushroom "bridge" leading up to a shield. Be careful here... if you fall into the lake, you'll take a beating before you can scramble back to shore. Grab the Mushroom Shield, then carefully climb back down. Then, continue east and you'll see the exit to the north. Before exiting, make your way around the ledge to the south, where there is one last 130G pouch waiting to be picked up. Then, use the path to the north to reach the mountain peak.

When you first enter the peak, walk northeast and cross the river, then pick up the gold pouch to the south on the other side. Also pick up the Disease Charm in the chest to the north. Then, go back across the river and continue west. You'll pass a few tents along the way... one of them contains a gold pouch which you can barely see hanging out of the entrance. Farther to the west, you'll see a huge lake of toxic stuff, with a gold pouch on a mushroom way out in the middle. If you really want that gold, you'll have to drop off the mushroom "bridge", run to the northeast, pick up the gold, then continue northeast up the ramp to get out of the lake. You'll probably take quite a bit of damage by doing this, however. :(

Anyway, cross the bridge and continue to the north. Here you'll come to a large open area with many "tents" that belong to the Klepp Soldiers that inhabit the area. There are quite a bit of items strung about here... you will find a 130G pouch hidden in one of the two tents at the entrance to this open area, and a Dream Truffle hidden in the tent at the far northwest corner. You'll find a Healthweed just a tad to the southwest of the entrance to the tower, and further to the south/south-west, a Demon Sword Amulet can be found. A yellow tent in the northeast corner also contains a 390G chest, a Healthweed can be found by walking due south from that tent, and finally a Seed of Magic can be found by running around behind the Typhoon Tower.

When you're ready, enter the Typhoon Tower!

d. Typhoon Tower

My Level: Justin 17, Sue 15, Feena 17, Gadwin 30

Items: MANA EGG
Confusion Charm
130G x 7
390G x 2
Klepp's Sickle
Pirate's Helmet
Warrior's Spear

Monsters: Mad Rider
Elite Klepp
Klepp Soldier
Klepp Knight
Klepp Rider
Serpent (BOSS)
Hot Head (BOSS)
Mean Head (BOSS)
Nice Head (BOSS)
Bad Head (BOSS)

Save Points: Typhoon Tower, near entrance

As you enter the tower, you'll see a Save Point to the west. Use it and continue west into a good-sized room. In the middle are three sets of enemies on a pedestal, but they won't move or try to attack you. The only way they'll attack is if you mess around with the barrels in the room (I think). Anyway, fight 'em if you want, and grab the Mana Egg in the northwest corner of this room. If you step on the green button (you'll have to provoke the monsters in order to access this), some stairs will rise up to the east... but don't bother with these yet. Walk back to the entrance, then go north and east into another large room.

Beware the red button the floor... if you step on it, several groups of monsters will fall down from the ceiling. Note also that there is a red staircase leading up to the second floor... but ignore these for now as well. Open the chest in the middle of the room to obtain a Confusion Charm, then walk north into another room. You'll see two buttons here on the floor... the blue one makes some stairs appear to the north, while the red one triggers an alarm that which will alert the nearby monsters to your presence. :P

There's nothing else of interest in this room, so continue to the northwest. You'll see another button on the floor... if you step on it an alarm will be triggered and some monsters will run down the nearby stairs. ^_^

Climb up those stairs and you'll be in another large room. Look for a 130G pouch in the northwest, and note the rope that leads up to the second floor. You'll also notice a rack of swords just about in the center of this room. I'm sure by now you've noticed Justin's incredible tendency to break things, and you can use this to your advantage. By examining the sword rack, it will shake for a second, and all the swords will fall off the rack. If a monster is nearby when this happens, it will be killed by the falling swords! Thanks to MageKnight@aol.com for pointing this out. ;)

For now, (as always) ignore the rope leading up, and instead take the passage to the west. Climb down the rope, then look for a chest in the northwest corner of this room, which contains a Klepp's Sickle. :)

Pick up the 130G pouch in the middle of the room, then take the passage to the southeast. Walk east and south, and soon you'll find yourself back at the entrance. Go back into

the room to the east then take the red staircase up to the second floor. It does matter which you take... use the one leading up to the west. Once upstairs, walk to the west to pick up a 130G pouch, then go back down to the first floor. Enter the room to the north, and take the green staircase up to the second floor.

Grab the 130G, then step on the blue buttons. The nearby platform will spin, giving you a bridge across. Walk across, then continue to the west. Look for a Pirate's Helmet in the room to the north, then continue west and walk down the stairs back down to the first floor. Go south and grab 130G, then go back and take the stairs up leading to the west. Walk north a little ways, grab the 390G chest in this room, then head east. (Note you can pull the sword rack trick again to get rid of the monsters ;) Pick up the 130G at the end of the passage, then descend the rope to get back down to the first floor. Here, take the 390G and press the green button to make some more stairs appear. Go back up to the second floor, again.

Here, you'll see a purple switch set into a platform of sorts. Press it and a bridge will spin around... all the way on the other side of the tower! D'oh!

Make your way all the way back down to the red staircase near the entrance on the first floor, and take the stairs leading up to the west. Follow the passage and cross the bridge, and soon you'll reach a room with a Save Point and the stairs leading up to the top of the tower. Yay! :)

Grab the 130G in this room, then ascend to the top. Here you'll find the King of the Klepp soldiers. He may look weak, but soon turns into a huge 4-headed beast. Yikes!!!

*** SERPENT ***

HP: 1071
XP: 1250
GP: 1000

Attacks: 4-head Attack --> Very strong physical attack on one character

*** NICE HEAD ***

HP: 800
XP: 320
GP: 470

Attacks: Recover Gas --> Heals HP on all parts of monster

*** HOT HEAD ***

HP: 516
XP: 320
GP: 470

Attacks: Hot Gas --> Fire range attack

*** MEAN HEAD ***

HP: 486
XP: 320
GP: 470

Attacks: Killer Bite --> Physical attack + Move Off on one char

*** BAD HEAD ***

HP: 600
XP: 320
GP: 470

Attacks: Stun Gas --> Physical range attack + Paralyze

Ouch. As you can see, the serpent and his 4 heads all count as targets. Each head has a special attack that makes it a pain in the rear to your party. It's hard to say what strategy to use here... you can kill the serpent by either destroying its body, or by taking out each of its 4 heads. By destroying the body, you will have a semi-quick fight, but each of the 4 heads will be able to wreak its havoc upon you, and you will be subject to the Serpent's devastating 4-head attack. By taking out the heads, you are reducing the number of options the Serpent has, plus reducing the damage that is dealt with his 4-head attack (the less heads he has, the less damage done). If you choose to take his heads out, first work on the Nice Head and Bad Head... this will eliminate the Serpent's ability to heal itself and stun your party. Then take out the other two heads... once all 4 are gone, the Serpent is history! Note that range skills/spells work really well here, as all 5 parts of the Serpent are pretty bunched up, and incapable of spreading out very far. :)

Now, to get the Spear of Heroes! Behind the throne is a purple switch. Step on it and the pillars will move and change height, making a convenient walkway for you. At the top is a shimmering cone of light... step into it and you will be taken to the "Room of Destiny". In this room are two mirrors... one leads to the Spear of Heroes... the other one leads to... Death.

Now it's clear why two heroes are needed to obtain the spear. Gadwin decrees that he will enter a mirror. If he does not come back, Justin is to enter the other mirror and take the spear. What's this?!?

Unfortunately, there is no other choice. Gadwin chooses a mirror, but it seems he is too big to fit inside. D'OH!!!

Now, it seems there is no choice but to have Justin enter a mirror instead. Choose a mirror....

However, Feena interrupts before Justin can do anything. Now she decides she's gonna enter the mirror. Justin will agree to have Feena choose the mirror... she chooses the Mirror of the Stars. Enter it....

Sure enough, it is the right path. Climb the stairs and take forth the Spear of Heroes!!!

After the spear is taken, the tower will begin to collapse! Hurry down and you'll have a sequence, where the others will

hurry out of the tower. Justin is saved by the power of the Spirit Stone, and all is well. Feena is a little P.O'ed, but all is well. :P

Now you'll have to get back down off this mountain and head back to Dight Village. Be sure to get more spells with your two Mana Eggs, return to the beach and speak with the Elder. After a short sequence where Justin returns the Spear to its rightful spot, talk to Gadwin again and he will offer to help you get to Alent (which is what we're supposed to do in the first place... notice how most of the stuff we've done has nothing to do with the main goal? :P). There are some ruins, known as the Twin Towers, to the south of Dight. Justin decides that they should learn more about the mysterious placed called Alent there.

Take one last look around the village if you need to, then head off for the Twin Towers. To get there, you'll have to take a boat from Gumbo Village, which is across the Lama Mountains (here we go again... :P).

e. Lama Mountains

My Level: Justin 18, Sue 16, Feena 18, Gadwin 30

Items: 140G x 10
420G x 2
Yellow Medicine
Orb of Silence
Healthweed
Dragon Killer
Demon Eye Stone

Monsters: Blue Devil
Gripple
Blue Kite

Save Points: South Lama Mountains

Joy. Another wide open area. Thankfully there isn't really too much to be found around here. When you enter the mountains, walk due east, then follow the forest around the outside of the area. You'll come to 140G.. pick it up, then continue following along the edge. Soon you'll come to a high ledge to the south. Walk west along the ledge and you'll come to a slope which allows you to go up there. Rather than going up onto the ledge, continue walking due west, and you should come to a 420G chest a bit to the north (if my map is correct :P). From there, walk south along the west edge, and you'll come to an Orb of Silence on a "cliff". Take it, then walk east, and you'll come to a 140G pouch.

Walk around the edge of the mountains to the northeast, and soon you'll reach another 140G. Pick it up and continue walking along the mountain. When you reach the east side, go south and east to pick up a Yellow Medicine, then walk west from there, past the bridge, to grab another 140G. Head across the bridge, then go west, picking up 140G along the way. Continue to the west and you'll reach the

South Lama Mountains...

After walking a short ways, Gadwin will suggest the party make camp. You'll have a meal sequence, then the next morning it's up at 'em again. :)

Grab the two 140G pouches at the clearing, and use the Save Point if you need. Then, go southwest, walk onto the lift, and press the X button, and the lift will take you across. On the next "island", take the 140G, then walk south (there are tons of monsters here). Grab the 140G, then continue west and take the lift to the south.

On the next "island", go east and take the lift (rather shaky :P), then pick up the Dragon Killer. Take the lift back to the west, then continue west and pick up another 140G. Continue west and use the lift to the north, then grab the 420G on the next "island". Keep going east and use the lift to the north (watch out for that bird), and pick up the chest on the next "island" to obtain a Demon Eye Stone -- a quite useful accessory that speeds up your casting of spells! :)

Use the lift to the east and grab one last 140G pouch on the next "island". Then, use the lift to the south. Jump off the lift, then use the lift to the south to get to a small "island" with a Healthweed on it. Pick it up, then continue south across one last lift to reach the exit. Next stop... Gumbo Village!

f. Gumbo Village

My Level: Justin 19, Sue 17, Feena 19, Gadwin 30

Save Points: Guest House (Inn)

Stashing Place: Guest House (Inn)

Item Store:	Metal Frog	2000
	Spectacles	500
	Raincoat	800
	Vaccine	50
	Boiled Coconut	240
	Panacea	800
	Holy Fire	150
	Dynamite	280
	Blizzard Scroll	1600
	Lightning Scroll	1650
	Gale Scroll	480

Weapon Store:	Azure Knife	3100
	Raincloud Staff	4000
	Frog Ax	4200

Armor Store:	Flying Dragon Vest	3000
	Frog Shirt	2500
	Magic Mirror Shield	8000
	Stone Head	1400
	Mach 1 Boots	2000

NOTE The equipment in Gumbo, namely the Magic Mirror Shield, is quite expensive. You probably won't have enough money to buy everything at this point, so use this as an excuse to go out and fight some monsters and gain experience and gold. This also wouldn't be a bad time to hang around and gain magic skills if you haven't been taking a whole lot of time to do so.

Explore the town and you'll find that the inhabitants are acting rather strange. Actually, strange may be understatement, but you get the idea. Seems something big has happened here, as this is nothing like the Gumbo Gadwin used to know.

It seems the problem here is that the men and women don't get along... at all. You'll also learn that the only person who can get to the Twin Towers is a man named Danda, but lately he hasn't been himself. He's the guy who is standing outside the Chief's house... he's depressed because he is in love with the cute girl inside, but they can't be together because of the "war of the sexes" that appears to be going on in town.

Visit the Chief's house, and all of a sudden he will recognize you as the "Brave Couple" from the legends told in town. Seems that when the "Brave Couple" appears, the land of Gumbo will return to the way it was. In his... err... song, the Chief says that several years ago, the nearby volcano suddenly stopped, which is why it is so cold in the village now.

Now that the "Brave Couple" (as they call you) has appeared, everyone in Gumbo can become couples again. Talk to the Chief and he will suggest you talk a walk outside. Walk around and talk to all the happy couples if you feel so inclined (everyone's so happy... -sniff-), then go back and talk to the Chief. Tomorrow is the "finale" of the festival, though it remains a mystery just what the finale is.

The next morning, head back to the greeting Tent and tell him you're ready, when you're ready. Justin and Feena will go and sit up on the "stage" and the Chief will announce the beginning of the finale... a sacrifice to the Fire Dragon of the Volcano. How nice... a sacrific.... WHAT?!?

Before Justin and Feena can do anything, they are flung off to the volcano. Argh!

g. Volcano

My Level: Justin 20, Feena 20

Items: Healthweed x 2
Deep Blue Potion
MANA EGG
150G x 12
Seed of Defense
450G x 2
Snooze Scroll
Chain of Gems
Fire Charm
Dragon Scales
Confusion Charm

Monsters: Lost Soul
Hot Dog

Magma Man
Madragon (BOSS)

Save Points: Volcano (1)

Stashing Place: Volcano (1)

NOTE The enemies on the volcano are quite weak against water-based attacks. Equipping Feena with the Azure Knife and Justin with the Raincloud Staff will make your battles much easier.

What a fine mess. Now Justin and Feena are stranded on this volcano to become sacrifices. The only thing to do is defeat the dragon!

Use the Save Point and Stashing Place to the north if you need (gotta love that chanting!), then run back to the southwest and pick up the Healthweed you saw before. Then continue to the southwest and up the "mountain" to reach a chest with a Deep Blue Potion inside. Take it then head back to the clearing where the Save Point is. Then walk to the south and follow the path to reach a Mana Egg!

Get it and walk back to the Save Point once more. Walk east, and follow the path and you will come to a larger area with 150G and a bridge to the northwest. Take the money, then walk across the bridge. First look for a Seed of Defense to the southwest, then make your way north. Eventually you will reach a ledge where you can drop down. Do so, then make your way south. When you reach a branch, continue south and you will find yourself back at the Save Point. Take the two 150G pouches nearby, then make your way west, then north.

You'll come to another larger open area, with a 450G chest to the west. Walk northeast and you'll come to a DS icon, and from there go northwest. This path leads up to the second level of the Volcano.

Make your way west and north, and soon you'll come to a large rock. An action icon will appear nearby, so use it! The rock will roll down the hill and into the magma, creating a convenient bridge for you. Before crossing, continue north up the hill until you reach a fork. Go northwest to find 150G, then take the northeast path to find a Snooze Scroll. Now go back down the hill and cross the lava using the boulder. :)

Walk through the tunnel leading under the ledge, and at the clearing you'll meet up with Sue and Gadwin! They'll rejoin the party. From the clearing go southeast, then south to reach the base of the volcano.

Though you can't get down yet, there are a few things to pick up down here. Go to the southeast to pick up a 150G pouch, then head west until you reach a branch. Go up the "steps" to the northwest to net a 450G chest, then go back down and make your way south. Grab another 150G pouch, then walk east and south, across two wooden planks that serve as bridges, then open the chest at the dead-end to find perhaps the most useful item we've found thus far... a Chain of Gems. This item, when equipped, will allow you to perform 3 combo attacks per turn instead of the usual 2!

Take it, go back north across the "bridges", and back up the "steps". Then walk east and you'll reach yet another branch. Go to the east and south to find another 150G. Since we can't get down off the volcano, retrace your steps back up to the second level of the volcano.

Walk east from the DS icon, then north and you'll find yourself atop the ledge which you used the tunnel to go underneath, right before you found Sue and Gadwin. Pick up the 150G sitting up here, then continue to the west and you'll reach another 150G. Grab it, then go north and west across the log bridge. You'll see an item up on a ledge to the northwest, but you can't get to it from here. For now, go south instead. Walk until you reach a branch... to the east is where you found Sue and Gadwin, so go west instead. :P

You'll come to 450G at a dead-end. Be careful however, because near the gold, hot steam will spout of the nearby rock. If it touches you, you'll take some damage, so take care not to get burnt. After getting it, walk back east and northwest. As you walk north, you'll see that the path kinda leads off to the west, but it leads to an empty dead-end. Search the north side of the rock in that area, and an action icon will appear. Use it and a door in the side of the rock will open up! Walk inside and follow the tunnel up to that ledge where you can get the item you saw before... a Fire Charm.

Drop back down off the ledge and go back east, across the log bridge. After crossing, walk east and north. You're nearing the crater now, so you'll have to beware more steam as you make your way north up the hill. At the top is the path that leads up to the crater!

Just follow the path, and be sure to pick up the 150G along the way. When you reach a branch, first walk to the east and an action icon will appear. Use it and the party will leap across to the other side. From there, just continue along the path and pick up the Dragon Scales at the dead-end. This is another very useful item.... the character that has this equipped will ignore all attacks that deal under 10 HP damage to him/her. Thus, only attacks that deal 10 or more HP damage will effect them! :)

Go back to the branch by using the action icon, then head west, across another log bridge. Pick up another 150G pouch, then go north and you'll come to some more Healthweed. Continue along the path from there, and soon you'll reach a Save Point. I recommend you use it. :P

Grab the 150G to the east of the Save Point, then walk south to confront the dragon!

*** MADRAGON (HEAD) ***

HP: 2,150
XP: 2,900
GP: 4,500

Attacks: Howlslash --> See Level 2 Wind Spells
Flame Breath --> Strong fire attack within a line
Burn! --> See Level 1 Fire Spells

*** MADRAGON (BODY)***

HP: 2,150
XP: N/A
GP: N/A
Attacks: None

Similar to the fight with Ganymede before, the head and body both share the same HP level. The Madragon has some devastating attacks... the head's Flame Breath, and especially Howlslash, can really mess up your party. The body's regular attack alone can hit many of your party members all at once, for 25-30 HP damage! Be ready with an "Alheal" spell after he uses one of his attacks. The Madragon actually isn't that tough if you can keep his head from using his powerful spells. The body only uses its regular attack, so concentrate on dealing Critical blows to the head to cancel out its abilities. When the body does attack, have someone cast the Alheal spell to make sure your party is in decent condition. Keep the head from using its attacks and keep your HP at a good level and this guy will go down pretty easily. :)

Once the dragon is defeated, the volcano will begin to erupt! Run back down off the crater and the party will automatically escape back to Gumbo Village.

After a short sequence with the Chief (and another festival), Feena will suggest they take another walk outside. (By the way, now that all this is over you'll finally learn that the reason that nobody wanted to be couples is because they were all afraid of being sacrificed.... -sigh-) Outside you'll meet Danda, who suggests you visit the pier of the inlet to cool down. Everybody seems to be at the pier, so Feena suggests they go to the inlet instead. :P

There, you'll have a sequence with Justin and Feena, then another meal sequence. As thanks to you for saving the village, Danda has offered to take you to the Twin Towers as you wished. If you really want, there is one additional item to be found at the volcano. Enter it and go east from the entrance, and you'll find a Confusion Charm. (you couldn't get to this before, as you couldn't get down off the volcano :))

Anyway, when you're ready visit the pier and speak with Danda. (Be sure to get another spell with your Mana Egg as well -- at this point everyone should have all their attributes bought, if you have obtained all the Mana Eggs so far.) Talk to him and he will send you off to the Twin Towers!

g. Twin Towers

My Level: Justin 21, Sue 19, Feena 21, Gadwin 31

Items: Seed of Speed
160G x 11
Spell Breaker
Healthweed
Vacuum Scroll
480G x 3
Revival Stone
Sudden Death Charm
Medal of Wisdom
Forest Charm
Bond of Trust
Odd Hat
Seed of Power
Move Breaker
Angel's Darts

Monsters: Medusa Dancer
Horned Toad

Save Points: Twin Towers Coast
Twin Towers (Vestibule)
Twin Towers (Room of Original Sin)
Twin Towers -- South

Stashing Place: Twin Towers (Vestibule)

NOTE The Twin Towers is nothing short of huge.
OK, forget huge... it's enormous. It's gigantic! OK, you
get the point already. Twin Towers is damn BIG!!! Just a
friendly warning. :P

When you first reach Twin Towers, you'll be outside,
along the coast. There aren't any monsters out here, but
there are still some items to be found. Walk to the east
and you'll find a small cave with an almost-hidden Seed
of Speed inside, and on rocks to the north and northwest of
the boat you'll find 160G pouches (2 of them). Take the
path to the north to reach the area surrounding the Twin
Towers.

The exterior of the Twin Towers is broken into four
sections... north, east, south, and west. There are gates
in each section leading to the actual Towers in the middle,
but all the gates are locked except for the north one.
After exiting the coast, you'll come to Twin Towers South.
However, as you enter Sue notices something... tanks from
the Garlyle Forces! What in the world are they doing
HERE???

Ugh.. well the first thing we need to do is get to
the north gate. Run to the northeast along the outside of
the tower and soon you'll reach Twin Towers East. You won't
get very far, however, as there are Garlyle tents and tanks
blocking the path. You will find 160G and a chest containing
a Spell Breaker in this area, however. :)

Get these and go back to Twin Towers South, and go along the west edge instead. Continue along the outside of the perimeter until you come to Twin Towers North. Go through the north gate and you'll enter a maze of sorts you must make your way through to get to the ruins in the middle. As you enter, move to the southwest and pick up some Healthweed. From there, go west to hit the west wall, then northeast to pick up a 160G pouch.

Walk southwest and follow the path and soon you will see a switch. Step on it and the nearby statue will disappear. Walk out into the open area... which can be thought of as "the middle of the north maze". There are statues blocking the north and south exits, so head east. Follow the path and soon you'll come to place where there are spiked girders moving back and forth between a passage. All you have to do here is wait for them to come together, then dash through as they pull apart. Be quick... you'll take damage if you get spiked. :P

Continue along the path and go west at the next branch, and walk until you reach a chest... open it to obtain a Vacuum Scroll. Walk back to the branch, then go east. You'll reach a semi-large open area near the east wall. To the south is a 480G chest... pick it up then head back north. Along the way be sure to open another chest containing a Revival Stone. Follow along the path and soon you'll come to another switch that makes another statue disappear. You'll also find yourself back at the central area... the switch made the north and south statues disappear. You're at the north now, so walk south out of the central area. :P

Walk until you reach a branch, then go south to grab a Sudden Death Charm inside a chest. Go back to the branch, and go west, and you'll see another spiked girder trap to the southeast. First go northwest to grab 160G, then dash through the trap (without get spiked hopefully :P). From there it's just a short walk to the entrance of the ruins. :)

You'll meet some soldiers at the entrance... Justin and the others pretend to be local guides to gain entrance to the Twin Towers. Use the Save Point and Stashing Place near the entrance to the Vestibule if you wish, then run around talking to all the soldiers. When you're ready, enter the actual ruins via the entranceway that is to the south of the Save Point.

Before you can get inside, the sergeants show up and the party quickly takes cover. After listening to their conversation, enter the ruins and examine the strange circle in the middle. Feena suggests they check out the passageway nearby... but it's a dead-end. As you try to exit... Leen and Mullen show up. Here we go again!

Since Justin refuses to hand over the Spirit Stone, Mullen decides he must take it by force. Justin and Gadwin go after him, but Mullen puts them both down with one swipe of his sword. Ouch!

Before either Justin or Mullen has a chance to strike again, the Spirit Stone starts to glow again, and Justin, Feena, Leen, and Mullen are all thrown to different parts of the tower. Oops!

After a sequence, you'll take regain control of Justin, who is by himself in a strange part of the tower. Walk a little ways and you'll reach another Save Point... use it if you want. Continue to follow the path, fighting off many Horned Toads along the way. After a while, you'll find that Leen is here, and she is being attacked by a few of those mean ferocious frogs. :P

Run up to the ledge where Leen is, picking up the 160G along the way. After taking out the three vicious frogs (:P), After a short argument, the frogs come back... with reinforcements. As the saying goes, "That's a lot of frogs." :P

As they escape, the bridge breaks out from underneath them, and they're sent tumbling down to a different part of the tower. After another sequence, the two will agree to work together to get out of the tower. Run up to the steps to the top level of this area and use the elevator to ride up to the Hall of Murals. Walk up to the top once again and use the elevator to ride up. After another sequence, you'll be at the top of the tower.

Examine the glowing light and you'll have another sequence with Liete (enough sequences around here? :P), then Justin will receive a Medal of Wisdom, which Liete calls the "Key to Alent". Leen will use the Magic Circle and the two will be sent back outside the ruins.

After one last sequence, you'll regain control of Justin. Use the Save Point if you wish, then run to the south and you will meet up with Feena. In case you're wondering, now you're in the south maze... here we go again. :P

Continue to the south and walk until you reach a branch. Go west and follow the path and soon you'll reach a chest that contains a Forest Charm. Go back to the branch and walk east to pick up 160G. Now, backtrack a bit and exit the south gate to meet up with Sue and Gadwin. Now, we're technically "done" at the Twin Towers, but there is much more to be found by exploring the rest of the mazes.

If you're sick of this place and want to leave now, run back south to the coast and speak with Danda. Otherwise, go back to the central area so we can finish exploring the South Maze. :)

The east and west exits are still blocked by statues, so take the north exit instead. Follow the path and go north at the branch (south is a dead-end anyway), and pick up the 480G at the corner. Continue southeast through another spiked girder trap, then continue southeast and pick up 160G at another corner. Go southwest from there and soon you'll come to the switch near the east statue.

Step on it and the east and west statues will disappear. Go west back out into the central area and take the west exit.

Walk northwest a ways, and when you come to a branch, go west and south. Follow the path and eventually you'll reach a chest near the southwest corner of the maze. Open it up to obtain a Bond of Trust. Walk back to the branch and go northeast. Follow the path and when you reach another branch, walk south to grab a chest containing an Odd Hat... a weird but nice hat that warps you as you attack (i.e the user warps to the enemy instead of running... quite efficient. ;)). This is all to be found here, so go all the way back to the central area. Unfortunately, the north and south statues have reappeared, blocking your exit. So, take the east exit and circle around to the switch, which lowers the north and south statues. Now, run out the south exit and back to the perimeter outside the towers.

Next stop... West Maze! Run around to the west side and go through the gate. Walk to the east and take the path south, and walk along the path and soon you'll reach a 160G pouch. Take it, then go back to the open area near the gate and go north. At the branch, go west and around to find a Seed of Power, then go back and head east. Step on the switch and you'll find yourself in the central area. Exit south, and follow the path, through a spiked girder trap, and pick up the chest in the southwest corner of the area to find a Move Breaker. Continue northwest along the path and you'll reach the switch that lowers the east/west statues.

Go east back out into the central area, then exit east. Walk north, then west to grab another 160G, then go back east and northwest. Walk to the west and follow the path, and soon you'll reach a chest containing some Angel's Darts... nice darts that restore your HP when you attack. Continue southeast along the path (past a spiked girder trap) and pick up 160G, then go south, then west and south to reach a dead-end with 480G.

WHEW That's all for the West Maze. Note that the East Maze is inaccessible as there are tents and tanks blocking it from the south (as you saw before), and debris blockin it from the north. Therefore, we're done. Finally! Walk back to the coast and talk to Danda to get the heck out of here and go back to Gumbo. :)

To get east to Alent, it is necessary to cross the Sea of Mermaids. However, even Danda can't do this as it is said that whoever meets the mermaids will be doomed to die. Gadwin says that the Elder of Dight might know something... perhaps we should head back to Dight and find out!

Be sure to talk to all the townspeople at Dight... one guy to the south of the entrance will give you a First-Aid Kit. :)

At the Elder's house, you'll learn that there may be one way to cross the Sea of Mermaids. Near Dight is a place called the Mysterious Vanishing Hill... it is said that around there is an artifact that will send you wherever you want to go -- but it will only work once. To get it to work, it's necessary to retrieve the "Teleportation Orb" from the top of the hill. With this thing, we can get to Alent easily!

However, Sue suggests the party rest for today. Exit the Elder's house, but you won't get very far, as Sue faints from exhaustion! It seems like all this adventuring has finally took its toll on poor little Sue. Sue will stay at Dr. Alma's to recuperate for a while, but she says that Justin and the others should go and get the Orb.

Well, that's what Sue wants, so the three decide to head off for the hill to get the Teleportation Orb. When you're ready (as always), exit Dight and head for the Mysterious Vanishing Hill! :)

i. Mysterious Vanishing Hill

My Level: Justin 22, Feena 22, Gadwin 31

Items: 170G x 6
Seed of Life
Healthweed
Silver Key
Gold Key
Wind Charm
Teleportation Orb

Monsters: Nyalmot
Mad Frog
Manta Ray
Hermit Crab
Massacre Machine (BOSS)
Massacre Machine-2 (BOSS)

Save Points: Mysterious Vanishing Hill

As you enter, grab the 170G nearby (kinda hard to miss eh?), then head off toward the southeast to pick up a Seed of Life. Move to the west and you'll see the entrance to the actual shrine to the south. Since we don't have the Orb yet, we can't do anything inside, but there is 170G inside if you wish to pick it up. Walk to the west of the shrine entrance and make your way southwest, picking up another 170G along the way. Further along is the path that leads up to the actual hill.

Use the Save Point if you so desire, then step on the switch to the west, and the blocks will form a bridge

for you. Be careful as you move southwest... the door you pass by will suddenly open and tons of monsters will come out... take care not to get ambushed. Once they are out of the way take the treasure chest behind the door... a lousy Healthweed. :(

Further to the south is a door we can't open yet, so head back to the Save Point and step on the east switch, then cross the blocks that form. You'll come to a large open area. Walk southeast and you'll see two un-openable doors, as well as a chest. Open the chest to obtain a Silver Key -- this can open some of these doors!

Start by checking out those two doors to the south. Once you get the Silver Key, both will be opened. However, both are empty. Hmmm...

Well, only one left (besides the big one near the Save Point)! Go back to the Save Point, and examine the big door nearby. Now that you have the Key, it will open. Go through it and soon you'll find a large machine, which attacks! Eep!

*** MASSACRE MACHINE ***

HP: 1800

XP: 1000

GP: 2000

Attacks: Spin Cut --> Physical attack on nearby allies
Hurricane Mixer --> Physical attack in a line

*** EYE ***

HP: 1800

XP: N/A

GP: N/A

Attacks: Burnflame --> See Level 2 Fire Spells

As you may have guessed, the eye and body share the same HP. This battle is really that tough... the machine's attacks, although they do hit multiple party members, don't really do a whole lot of damage. Just beat on him with combo and critical attacks and he should be destroyed quite easily.

After the battle, you'll have a sequence back at Dight between Dr. Alma and Sue. You've still got a little ways to go to reach the summit, so let's continue. Go back and recover at the Save Point if you need to, then use the block to the south as an elevator to take you up to the ledge above. Walk to the southeast and soon you'll be above the area where you found the Silver Key. Pick up the 170G around here, then continue to the south.

Here you'll find another "elevator"... use it to go back down. To the south you'll see two switches... press them both and the pillars will lower, revealing some monsters. Take them out, and you'll find that some steps have appeared to the west. Climb them and press the switch on the ledge above, and the last

pillar will lower allowing you to grab the Gold Key!

Now walk all the way back to the Save Point near the entrance, press on the switches, and use the "block bridge" to cross the gap west. Go west and south, past where you got the Healthweed before (behind the door), and at the very end of the path you'll come to a door... now that you have the Gold Key you can open it.

Walk to the east and use the elevator to go up, then walk a south a tad and use the elevator to the east. Grab the 170G up here, then go back down and continue south. To the east you'll see some blocks forming a bridge, but be careful here. As you step onto the blocks, they will steadily grow narrower until they disappear altogether. The trick here is to position yourself as close to the middle of the blocks as you can, then dash across. If you fall, you'll probably have to fight a few monsters before you can make your way through the doorway and back up the ramp to try it again. :)

Walk east into the next large open area, and pick up the 170G nearby, then walk to the south and east to find a treasure chest which contains a Wind Charm. Then walk back north and use the elevator to ride up to the ledge above. Here you'll come across another one of those robots. Yeech!

*** MASSACRE MACHINE #2 ***

HP: 2000

XP: 1200

GP: 2000

Attacks: Full-Moon Cut --> Physical atk on nearby allies

Body Slam --> Physical atk in straight line

*** EYE #2 ***

HP: 2000

XP: N/A

GP: N/A

Attacks: Howlslash --> See Level 2 Wind Spells

Healer --> See Level 2 Water Spells

Haven't we done this already? Oh well... nothing much new here. This machine has "new" skills... well actually they're just the same skills with different names. Anyway, just beat this thing up like you beat the last one up and everything will be fine and dandy. :)

After trashing this guy, first go to the east to grab 510G, then go west and you'll come to four switches. This is a puzzle of sorts... the top three switches control the blocks to the north, while the bottom switch resets it. Each button will raise the corresponding block to a particular height... the trick is to press the buttons in the order that will form some stairs leading to the ledge above.

Here's a diagram of sorts...

X X X

1 2 3

4

The X's are the blocks and the numbers are the switches. Each switch is programmed to rise the block in front of it to a certain height -- we'll say either to level 1 (lowest), 2 (middle), or 3 (highest). First, jump on the switches in any old order to figure out which is which. Then, press switch #4 and the blocks will begin to move around. At this point, watch closely! When the switches are in the order 3, 2, 1 (highest, middle, lowest), step on switch #4 again, and press the switches again. If you did it correctly, stepping on switch #4 one last time lowers the very top block, giving you access to the ledge above. At the top you'll find the Teleportation Orb. Yay! :)

Once you get the orb, make your way all the way back down to the bottom, and back to Dight. Return to Dr. Alma's clinic, and after a sequence it will be decided that Sue should use the Teleportation Orb to go back home to Parm. Gadwin has another matter to attend to, so Justin and Feena will go to see Sue off.

NOTE This is the last time you will ever have Sue in your party. It's not necessary to remove all her equipment or anything... her stuff will go to a Stashing Place when she leaves.

Return to Mysterious Vanishing Hill and enter the shrine. After a good-bye sequence between the three (-sniff-), Sue will use the Teleportation Orb to go back to Parm.

Afterwards, return to the inn at Dight. He will decide to cross the Sea of Mermaids with you, but first he will return to his house to prepare. Likewise, you should go around Dight and make any last-minute preparations before heading off. Once you're ready, head off towards Gadwin's House. Gadwin's House... that's in... the Valley of the Flying Dragon! (horror music starts playing) Yes... much unfortunately, we'll have to go back through the second half of it to get back to Gadwin's House.

Enter the (ugh) Valley of the Flying Dragon again, then make your way back to Gadwin's House. Gadwin believes that Justin has grown much both in body and mind since they first met, and that if Justin can defeat Gadwin in a duel, then crossing the Sea of Mermaids should be easy. Duel.. here we go again!

*** GADWIN ***

XP: 4000

GP: 0

Attacks: Flying Dragon Cut --> See Gadwin's Moves

Eruption Cut --> See Gadwin's Moves

Dragon Cut --> See Gadwin's Moves

Hey, Gadwin! Where'd you get all that HP? Oh well... you'll be fighting this battle with Justin alone. Still, the battle should be really easy... you'd have a hard time losing. He can use all three of his normal moves, but neither is nothing to worry about (even his Dragon Cut, which dealt 9,999 damage to you before :P). Even if you do lose, he'll acknowledge that you were letting him win and make you fight him again. LOL ^_^

After shamelessly kicking his butt, Gadwin will realize that you don't need his help after all, and as a good-bye gift, he will teach Justin his Dragon Cut move (well teach you how to learn it, at least. You'll still have to gain the skills to actually use it). And so, now it is just Justin and Feena (cripes... we're losing party members left and right! Sue... then Gadwin... -sniff-) crossing the Sea of Mermaids.

And now, you'll have to make your way back out of the Valley of the Flying Dragon. Once back out, return to Dight Village one last time. Make any last minute preparations you may need to make, run around town saying good-bye to everyone, and head for the docks and jump onto Gadwin's boat. We're off across the Sea of Mermaids!

j. Pirate's Island

My Level: Justin 24, Feena 23

Items: 540G x 3
Rainbow Weed x 2
180G x 4
Fruit of Life
Seed of Defense
Tear Jewel

Monsters: Toad King
Hippocamp

Save Points: Sea Dragon

Stashing Places: Sea Dragon

After Justin wakes up, make use of the Save Point and Stashing Place. Remember, all of Sue and Gadwin's equipment have been transferred to the Stashing Place, as well as items that hold some of their weapon and magic skill. This is so all that hard work you put

into Sue and Gadwin doesn't totally go to waste... the items left behind will raise one person's weapon/magic skill depending on how high theirs was when they left. The items are...

Brown Crayon --> Sue's Earth Skill
Blue Crayon --> Sue's Water Skill
Red Crayon --> Sue's Fire Skill
Sky-Blue Crayon --> Sue's Wind Skill
Mace Coloring Book --> Sue's Mace Skill
Bow Coloring Book --> Sue's Throw Skill
Sword Secrets --> Gadwin's Sword Skill
Fire Secrets --> Gadwin's Fire Skill
Earth Secrets --> Gadwin's Earth Skill

Anyway, walk out onto the boat and you'll have a touching sequence with Feena (-sniff sniff-). Soon after, you'll find that the boat has hit someone! Errr... out in the middle of the ocean? She'll start babbling something about pirates, that on a nearby island everyone was captured and she was the only one that escaped. Sound a little fishy? Kinda, but "Justin the Hero" (boy he really lets this hero business go to his head don't he? :P) decides that they should help out.

Soon, you'll land on this island. (I would swear that I thought this the Final Fantasy theme playing when I first heard it... eh?) Anyway, this area is another maze-like place of sorts, and a rather big one as well. It's places like this where drawing a map really helps. But, for those of you who just don't seem to have the energy to pick up a pencil... have fun following my directions. Heh.

This place is basically one large loop, with the small island in the middle. The path leading down to the island is at the north end of the area, and you start at the south end. The easiest way to get all the items is to just do one big loop around the whole entire area, then when you end up back where you started, run back around and visit the island. From the boat, start walking to the east and north. Go north until you run into a dead-end with 180G. Then, run back south a little ways and go northeast, then east. Run east, then south to pick up a Seed of Defense. Go back north, and walk northeast, and continue north until you reach a four-way intersection.

Go west and continue west, and you'll find a 180G pouch and a 540G chest in that vicinity. Walk back east, then northeast, then west to pick up some Rainbow Weed. Back east, northeast, then north and continue north until you hit another 180G pouch. From there, south, west, and north and you'll reach a Tear Jewel... an item that will restore 3 SP to an ally each time you use it (it can be used several times).

Back south, southwest, then west. Follow this path and note the next branch. To the south is the path

leading to the island. Continue west along the path until you reach a branch, then go east to pick up a 540G chest. Go west, southwest, southeast, then east to find a Fruit of Life... a very rare item that increases your Max HP by 10! Wow!

Go back west, northwest, southwest, then west to find a 180G pouch. Back east, south, and take the second path leading east to find some Rainbow Weed. From there go back west, south, east, south, then southwest (see why making a map helps? :P) and you'll come to one last 540G chest. That's all the items, so run back to the north end and take the path leading to the island. Once up on the actual island, you'll meet up with the girl's "sisters". Enter the Pirate Hideout and you'll find one remaining "sister", who will transform into a huge monster! Ghhh!

*** GRINWHALE ***

HP: 1985

XP: 4400

GP: 6000

Attacks: Spew --> Physical attack on all allies
Shock --> Strong electric attack on all allies
Body Blow --> Physical attack on nearby allies

*** LURE ***

HP: 1733

XP: N/A

GP: N/A

Attacks: Entice --> Physical attack on one ally (Justin)

Shouldn't be too tough of a fight. The Lure uses only the Entice attack on Justin, which will deal some damage to him... about 15-20 HP worth. The real threats are the attacks of the Grinwhale itself... all three can cause considerable damage to either or both of your characters. The best strategy to use here would be just to haul off and pound the Grinwhale with everything you have... ignoring the Lure completely. Just remember to be ready when an Alheal spell if your HP starts running low. As always, keep your HP up and be relentless in your attack, and the boss should fall without much problem. :)

After the monster is defeated, the island will start sinking! Justin and Feena quickly escape to the Sea Dragon and continue their trek across the Sea of Mermaids. After another sequence between Justin and Feena, the two will reach land. Let the journey to Alent continue!

*** END OF DISC 1 ***

Well! You've completed Disc 1. Take a breather... you've earned it!

My gametime: 51h16m31s (Don't laugh... I'm making a strategy guide here, whaddya expect? :P)

-----EAST ELENCIA-----

a. Virgin Forest

My Level: Justin 24, Feena 24

Items: Slouch Weed
Thor's Fury
190G x 13
Torte's Whistle
570G x 3
Healthweed
Seed of Running
Water Charm
Resurrect Potion
Golden Potion
Leaf Shield
Seed of Magic

Monsters: Land Slug
Sweet Moth
Huge Pupa
Chameleon

Save Points: Virgin Forest (1) -- Guido
Virgin Forest (3)

The Virgin Forest will (painfully) remind you of the Valley of the Flying Dragon... it's large, annoying, and full of carnivorous plants. There are 4 different types of plants you'll need to watch out for. The most dangerous kind is a large plant with sharp leaves that twirl around continually. This plant bounces around.. the best way to avoid it is get out of the way after it jumps. There are also bear-trap like plants with spiked edges, that snap closed when stepped upon, in hopes to trap you inside. Also, several plants will chomp down on your characters (much like the ones in the Valley)... beware of these as well. Finally, there are huge flowers lying about the forest in some places (it's quite hard to miss them)... these actually aren't traps, but if you step inside they will spit you to another part of the forest. It's not necessary to use them, but some serve as small shortcuts.

After disembarking onto the beach, walk to the east to find the forest. Go north along the edge of the forest until you come to a path leading into the forest, to the east. There will be one of those twirling plants nearby... so be careful. Follow along this path and you'll reach a dead-end where you'll find a Slouch Weed. Walk back west to the beach, then continue north along the edge of the forest. At the north edge of the beach, you'll find another

trail to the east... head that way. Continue to the east and soon you will come to an item... Thor's Fury. Grab it, make your way to the south, and take the 190G pouch as well. Walk back north and west, and take the small trail leading southeast.

You'll soon come to a rather large open area with two of those huge flowers on the ground. Avoid them for now, and make your way south. At the southeast edge of the clearing, you'll find a Torte's Whistle, and in the southwest area, you'll find 190G. From the 190G pouch, walk to the west and soon you'll reach a branch to the south. Further to the west is the beach, so follow the trail to the southeast. Make your way along the trail until you come to a 570G chest... it may seem like you'll hit a dead-end, but one of the shrubs can be walked through. After getting it, head back to the large clearing. Take the northeast path, and soon you'll reach another 190G pouch. Take it, then walk east and straight south to find another 190G. Go back to where you got the first pouch, then walk south. Pick up another 190G pouch along the way, and soon you'll come to a tent... Hey it's Guido!

After a sequence with Guido, the party will rest up at his tent for the night (for 100G :P). If you talk to him again in the morning, you can Save your game or recover (though recover costs 10G). Continue along the path to reach section 2 of the forest.

Here, just follow the trail until you reach a small clearing... there will be ways to go northwest and east. For now, go northwest. You'll come to a larger open area, and to the northwest a Healthweed can be found, while a 190G pouch can be found to the northeast. After getting these, walk back to the branch and go east. You'll soon come to a large lake with many lily pads scattered about. Use the Action Icon and the party will jump across the lily pads over to the other side. Continue along the path, grabbing another 570G chest along the way. Make your way south as far as you can go and you'll hit a Water Charm. Pick it up, then take path to the west. First walk north to pick up a Seed of Running, then go south to reach a river... use the Action Icon to jump across. Follow the path some more, pick up the Resurrect Potion along the way, and you'll come to the lake once again. Use the Action Icon to start leaping lily pads again, and you'll end up on the north side of the lake.

Walk along the trail and you'll reach another large open area... there's nothing around here so make your way to the northeast. At the split, first go west to get 190G, then go east to reach Section 3 of the forest. After walking a little ways, you'll be dumped into a concealed pit! Afterwards, you'll have a sequence with Rapp. Rapp sends the kids back to the village for help, but before Justin and Rapp can go at each other's throats, a forest monster attacks one of the children! Rapp runs off to help them, but Justin and Feena jump into the battle as well!

*** TRENT ***

HP: 2249

XP: 4000
GP: 6500
Attacks: Sleep Gas --> Range Sleep attack

*** ARM ***

HP: 1366
XP: N/A
GP: N/A
Attacks: None

*** FLOWER ***

HP: 1385
XP: N/A
GP: N/A
Attacks: Flower Beam --> STRONG Physical attack in a line

This battle could be a little tough if you don't hit this thing hard with everything you have. The Flower's "Flower Beam" attack is extremely powerful... it can deal about 60 HP worth of damage to anyone it hits! The body also uses an annoying Sleep Gas attack which, as you could've guessed, puts your party to sleep. The arm of the plant will attack your party, and it is capable of hitting multiple party members with one swipe. Hit it hard with your best special moves and spells (fire spells work pretty good here), and you'll be able to beat it before it really messes up your party. :)

After the battle, Rapp will realize that you're really not his enemies, and as thanks offers to show you his village of Cafu. First run around this large clearing to pick up 3 190G pouches, then head east out of here to reach Section 4 of the forest. (-sigh-)

Head east along the path, and at the branch go north. You'll come to an open area with a Golden Potion nearby, and also note that you can fight several groups of Chameleons in this area. "Big Whoop", I can hear you saying. Well, if you need gold, the Chameleons are the monsters to get it from. You'll notice that they run away from you on the field, so the first thing is catching them. Once in battle, you'll also find that they are pretty tough. They are pretty strong against most physical attacks, so use special moves and spells to get rid of them. Each Chameleon is worth a whopping 600G, and you fight them in groups of 4... that's 2,400 Gold a fight! :)

Anyway, after getting the Golden Potion, walk back south to the branch, then go southeast. Continue to the east and south (past another branch), and you'll come to a small clearing where you'll find 190G. Backtrack until you reach the branch, then go northeast. Here you'll find another wide open area with a couple of those huge flowers on the ground. There are quite a few exits from this area... first walk north along the west edge, and near the northwest corner of this area, you'll find 190G. Walk northwest out of this clearing, and you'll come to a Seed of Magic. Walk back to the clearing and make your way east. There are three exits east out of here... take the top (north) one to reach

190G, and take the bottom (south) one to reach a Leaf Shield.
After getting these, go back and take the middle east exit,
then go south and east to reach the exit. Finally out!
Next stop... the Village of Cafu.

b. Cafu Village

My Level: Justin 26, Feena 25, Rapp 21

Monsters: Black Beret (after Tower of Doom)

Save Points: Cafu Inn

Stashing Place: Cafu Inn

Item Store:

Confusion Charm	2000
Iridescent Amulet	1800
Black Belt	2400
Chocolate Cookies	400
Honey	500
Torte's Whistle	200
Resurrect Potion	3000
Poison Antidote	100
Howler Scroll	100
Tremor Scroll	500
Gale Scroll	480
Zap! Book	720

Weapon Store:

Shocking Knife	6500
Shadow Sword	7000
Aromatic Tree Root	6500
Giant Snake Whip	5400
Catfish Whiskers	11000
Cafu Shuriken	4000
Boomerang	5400

Armor Store:

Chain Mail	5100
Chameleon Armor	5300
Leaf Shield	3000
Lafa FlowerShield	18000
Swallowtail Hat	2500
Ninja Sandals	700
Winged Boots	5000

NOTE The equipment in Cafu is quite.. expensive, to say the least. You'll probably have to go back and forth to the Virgin Forest, fighting Chameleons, for a while in order to raise enough money to buy everything.

After running around and talking to everybody as usual, visit the Elder's... err... fruit. He'll acknowledge what you did for Nicky (the kid you saved) and allow you to stay at the inn. Justin asks Rapp to take him along on his daily trip to the Petrified Forest, a forest to the north which was completely turned to stone after a strange tower called The Tower of Doom was built. Rapp goes the forest

every day to visit the villagers who were turned to stone, including his parents.

After talking to the Elder, rest at the inn if you want, then head for the Petrified Forest. :)

c. Petrified Forest

My Level: Justin 26, Feena 25, Rapp 21

Items: 200G x 9
600G x 2
Seed of Defense x 2
Paralysis Charm
Seed of Life
Seed of Magic
MANA EGG
Blizzard Charm
Chocolate Cookies

Monsters: Land Slug
Sweet Moth
Alligator

Once inside, just follow the trail to the northwest. On your way, look for a 200G pouch to the southwest. After walking a short way, you'll find out why this is called the Petrified Forest. Everything has been turned to stone! You'll also come to the village of Old Cafu. This is where the Cafu people used to live, until the people in the Tower of Doom showed up and turned everything to stone.

While Rapp polishes his mother and father's stones, Justin suggests they go and destroy the tower now. Rapp agrees, and the party decides to head off to the Tower of Doom... which is on the other side of the forest.

First run around the vicinity of Old Cafu and pick up the treasure that is scattered around... all in all you can find 3 200G pouches, 2 600G chests, a Seed of Defense, a Seed of Life, a Seed of Magic, and a chest containing a Paralysis Charm. After getting everything walk to the northeast area of the stone village (you'll see a DS icon here), and you'll see a path leading northwest to southeast. First walk southeast and you'll reach a dead end where you'll find a Mana Egg. Then go back northwest, and walk until you reach 200G. Pick it up and continue northwest, and you'll reach a junction. First go northeast to get another 200G, then go back and continue further northwest to reach Section 2 of the forest.

Here you'll see a DS icon in the middle of a four-way intersection. First go southwest and follow the trail to a dead-end where you'll find 200G. Run back to the intersection and go northeast (it may seem the plant is blocking the path but you can walk right under it), and pick up the 200G where the path turns. Continue northwest and you'll see a way

leading southwest that also seems to be "blocked". Walk under the plant and continue until you reach a clearing where you'll find a Blizzard Charm. Go back to the main path and continue northwest, and soon you'll reach a DS icon. There will be another "concealed" path northwest, and a way southwest. Go southwest and walk until you reach a large open area.

NOTE In this open area, there are Alligators running around. "Big Whoop", I heard you say again. Well these guys are the big brothers of the Chameleons, and if the Chameleons were gold machines, then these guys are EXP machines. They are strong enemies, so be ready with plenty of powerful moves and spells if you fight them. (One Dragon Cut is usually powerful enough to kill them off... at least for me it was...) When you do get rid of them, you'll earn a whopping 300 EXP per Alligator! That's 1,200 EXP a fight... Woohoo!!

Grab the 2 200G pouches in the open area, then walk to the west edge. There are three paths leading off the west side of this area. Take the one furthest south, and follow it southwest to reach another 200G pouch. Walk northwest under the plant ("concealed path" again), then continue northwest. To the northeast leads back to the alligator area (to the middle exit), so continue northwest. Watch out for some slugs that will drop down on you from above as you make your way along the trail (unless you want to get ambushed :P), and look for another concealed path to the west that leads to a Seed of Defense.

Now, hike all the way back to the alligator area, and take the northernmost exit to the west. Here you'll see two ways going north... take the western one for a 600G chest, then take the eastern one. Walk a little ways and you'll see a path to the northwest that leads up a rock. This leads to the Tower of Doom, but for now take the Chocolate Cookies nearby, and continue walking northeast until you reach one last 200G pouch. This is the last of the treasure in the area, so walk back and investigate the Tower of Doom. After climbing the rock and looking at the Tower, Justin will realize that it is a military building! Oh no... not AGAIN?!?

NOTE Before proceeding you may want to take advantage of the EXP mach.... I mean Alligators in the area to build up some EXP points. Just wipe them out, exit the forest, go back to Cafu and rest, then re-enter the forest and keep on whooping those alligators to gain some real EXP. To make things easier, enter the forest from the Tower of Doom side (to do this just enter the Tower of Doom, exit, then enter the forest). That way you won't have to go through the first section of the forest just to get to the alligators. :)

NOTE Oh, you might also want to get Rapp a spell with your Mana Egg. :)

d. Tower of Doom

My Level: Justin 28, Feena 27, Rapp 23

Items: 210G x 14
 Rescue Set
 Bond of Trust
 Seed of Running
 Vaccine
 630G
 Plug Suit
 Gaia Sprout

Monsters: Milda (BOSS)
 Elite Officer
 Gaia Battler (BOSS)

Save Points: Army Warehouse
 Tower of Doom -- 1st Floor
 Tower of Doom -- 3rd Floor

Upon entering the Tower, the party will note that there are no soldiers around. Rapp says that there may be a Lainian around, and if so there may be trouble. Sure enough, as you wander around, a woman from Laine will come from the warehouse. Rapp runs his mouth, but soon the woman beats the crap right out of him, then turns on Justin and Feena. Yikes!

*** MILDA ***

HP: 2,800
XP: 2,300
GP: 0
Attacks: Milda Kick --> See Milda's Moves
 Splitter --> See Milda's Moves
 Milda Hit --> See Milda's Moves

Rapp is out cold, so you'll be using just Justin and Feena for this fight. Still, this won't be a very tough battle. Just pound on her repeatedly and keep your HP up and she should fall rather easily. Her attacks are somewhat powerful, but none shouldn't be too much to worry about (except her Milda Hit attack... which can rough you up quite a bit). :)

After the battle, you'll learn that Milda is here to destroy the tower as well! After a small argument between Rapp and the rest of the party, the four will decide to team up to destroy the tower.

Use the Save Point and Stashing Place in the warehouse you end up in if you need to, and be sure to grab the 210G that is inside as well. Then run back out to the Army Facility. You can find a Rescue Set, a Seed of Running, and 4 210G pouches out here... 2 of the gold pouches are behind a building right up against the wall so it may be a tad difficult to find them. Also, there is another warehouse with a chest inside, which contains a Bond of Trust.

After looting everything, head for the actual tower, at the north edge of the Army Facility. In the first room you'll see a Save Point, some stairs leading up, and doors

to the east and west. The door west is blocked, and if you go upstairs you'll come to a blocked door as well. So, exit through the east door. Take out some soldiers along the way, then exit northwest through the door. Inside you'll find 210G, a Vaccine, and an Action Icon.

Use the Action Icon and the wall will crumble away. Enter the next room and use the door in the northwest. Walk around the outside of the circular room and exit through the door to the north. In the next room, walk out the north door as well, then continue along the path. You'll pass a door along the way... enter it to find a 630G chest. Keep going and soon you'll see some stairs leading up. Ignore them for now, continue along the path and enter the next door to find 210G. Now go back to the stairs and ascend to the second floor. :)

Upstairs you'll come to another circular room. Walk around the outside and take the south exit, then enter the door to the west. Here you'll see glowing red squares on the floor... touching these triggers an alarm which sends down several soldiers from the ceiling. For now, carefully make your way to the door without stepping on the alarm squares, then follow the corridor until you reach a room with a computer, where an action icon will appear. Take the 210G in the same room, then use the action icon to break the computer. ^_^

Run back to the alarm room, take the 210G (it really doesn't matter whether you trigger the alarm or not), then head back to the circular room. Note that by going back south, you can reach the stairs at the entrance to the tower. The north exit is still blocked, so take the east one instead. Walk south along the corridor and enter the door at the end to reach a room with a Home Run Hammer inside. :)

Go back out, and follow the corridor all the way around, and enter the door at the far north end. Take the stairs down to reach a different part of the first floor. Exit this room and follow along the corridor, taking out more soldiers along the way. You'll see a door to the west... enter it and you'll come to a room with several laser beams. Touching the beams deals damage to you, so carefully make your way to the other side of the room. Grab the 210G in this room, then enter the other door to reach a room with a Seed of Running and a computer. Use the Action Icon to break the computer, then make your way back up to the circular room on the second floor. The laser beams are gone now, so that's one less thing to worry about. ;)

At the circular room, take the north exit (which is no longer blocked), then ascend the stairs up to the third floor. Use the Save Point if needed, then note the two glowing switches on a panel nearby. By examining them.. you can turn them on or off... turn them both off. Exit south, and you'll see another

door south, while a corridor spans southwest and southeast. Run southeast to get 210G, then go back and head south until another large circular room. Run south around the outside, and you'll see a closed door to the south, with a corridor that spans northwest to northeast. You'll find 210G at either end of the corridor.

To the south of the circular room is a red door that is locked. This is where the switches from before come in. There is a door along either side of the corridor. When both red switches are off, these two doors are open but the one in the middle is closed. Likewise, when the two switches are on, the one in the middle is open while the other two are closed. Investigate the two rooms to find (besides a bunch of soldiers) 210G and a Plug Suit. Then run back and turn on the two switches to open the middle door.

Through the door you'll find some stairs leading up, as well as two blue switches. These control the doors on the other side... turn them both off then run back to the north side of the circular room. Investigate the two rooms that opened to find a Vaccine and another 210G. After getting these, run back and turn on the two blue switches again, then go up the stairs to reach the laboratory.

You'll have a sequence where you'll learn that the Garlyle forces are raising a... thing called Gaia. Just what this thing is and what they plan to use it for remains a mystery, though it is clear that this thing is what caused the village of Cafu to be turned to stone! Justin and Rapp decide to "trash" Gaia immediately, but the three sergeants (not them again... :P) notice you and commence to attack. However, before they can do anything the glass shatters and Gaia spreads through the whole room! The three sergeants run away immediately, but everyone else is turned into stone, save for Justin and friends (who are saved once again by the Spirit Stone). Soon a large machine comes forth from "Gaia", and attacks!

*** GAIA BATTLER ***

HP: 2473

XP: 5700

GP: 7800

Attacks: Lightning --> Deals high lightning damage to party

Poison Gas --> Physical range attack + "Poison"

*** LEFT HAND ***

HP: 1972

XP: N/A

GP: N/A

Attacks: Combination --> Strong attack against one ally

*** RIGHT HAND ***

HP: 1708

XP: N/A

GP: N/A

Attacks: Ray Spread --> Physical range attack

This battle may prove to be a tad tough. The Gaia Battler has strong attacks, and to make matters worse it is quite strong against physical attacks as well. You'll have to use powerful moves and spells to do any considerable damage to this thing. Justin's Dragon Cut, Milda's Milda Hit, Rapp's Sidethrow, and Feena's Zap! Whip all work pretty well, as do the Zap All and Howlslash spells. As long as you are relentless in your attack (your best bet would be to just pound on the body and ignore the arms), you should be able to defeat it. :)

After the battle a Gaia sprout will be left behind. The party decides to take it back to the elder in Cafu... perhaps they can figure out how to restore the villagers from stone!

Make your way back out of the tower and return to Cafu Village. However the laws state that no outsiders are allowed in the village (with the exception of Justin and Feena), and stubborn Rapp declares that if Milda isn't allowed in, then Rapp will stay outside as well. The elder agrees to let them stay at the inn overnight, so might as well get some rest. ^_^

After the meal, Feena will go outside for a bit. Follow her outside and take the trail behind the inn to get to the Home Tree Plaza. You'll find Feena here. After a short sequence Rapp and Milda quickly show up. The Garlyle Forces are coming to the village!

Run back to the village and fight off two sets of soldiers, and the elder will agree to let you in the village to take care of the soldiers. Make your way to the hill in the northwest part of the village, and fight off some more soldiers. When you reach the sprout, you'll have a sequence with Leen, where the sprout changes into another one of those robots you fought before. After the sequence, Leen and the robot both disappear...

Run back to the elder and you'll learn that even though you saved the village, the people of Cafu are still pissed at the fact that it was because of Justin and party that the soldiers attacked in the first place. Go back to the inn and rest, and you'll have another meal sequence. The next morning the Elder will decide that it is best if Justin and party left the village. Rapp isn't too happy about this, so he decides to go with you. Milda's husband, Darlin, seems to know a lot about Alent, so Justin and party decide to visit him at Laine Village. To get there, you'll have

to cross the desert and go through the town of Zil Padon, where the Mogay live.

NOTE You won't be able to enter Cafu Village anymore. You can still rest at the inn and shop at the store, but other than that you won't be allowed inside the village gates. Also, you won't be able to go back to the Tower of Doom or the Virgin Forest. HMMMMM... :(

When you're ready, exit Cafu and head for the Zil Desert!

e. Zil Desert

My Level: Justin 29, Feena 28, Rapp 24, Milda 35

Items: 220G x 8
660G x 2
Cactus Armor
Cactus Thorns
Resurrect Potion x 2
Energy Ring
Anklet
Seed of Defense

Monsters: Zil Scorpion
Sand Worm
Cactus Man
Scissorlock

Save Points: North Zil Desert
South Zil Desert

NOTE Before doing anything, note that there two "side dungeons" that can be found in the desert. A side dungeon is a dungeon that is not part of the storyline... it is only there to provide you with extra items, experience, etc. It's not necessary to enter it at all... the choice is up to you. You'll find it to the southwest of the Save Point... you can walk west along the outer edge of the desert to find it rather easily. If you wish to explore this dungeon, skip down to Section F (Soldier's Graveyard). The other one (Castle of Dreams) can be found in the South Zil Desert. Once there if you wish to explore it, skip down to Section G.

Another wide open area. Joy. -blows noisemaker- Thankfully it isn't too large, and most of the items are in one place (you'll see what I meant shortly). Walk to the south and soon you'll come across a large Cactus with tons of Cactus Men marching around it. 4 groups of 4.... 16 Cactus Men in total. There are also four items around the Cactus... a Cactus Armor,

some Cactus Thorns, and 2 Resurrect Potions. There are 4 220G pouches to be found (one in the northwest corner, one near the entrance to the Soldier's Graveyard, one near the east edge, and one near the exit to South Zil Desert. In the southwest corner of the area is a 660G chest, and in a small little nook in the southeast corner you'll find an Energy Ring. Granted, these items shouldn't be hard to find, as it is a wide open area after all. :P

After getting everything, exit south to reach the South Zil Desert. This area is slightly more complex as there are "dunes" in places where you can't reach (they pretty much serve as ledges). Walk south and you'll see one of these. Go west along the dune and you'll soon reach a dead-end where you'll find an Anklet. Grab it, then go back east along the dune, and you'll come to a 660G chest. Grab it, then go up the ramp to reach the above ledge, then run back west atop the dune. Take the 220G you come to, then run southeast into another open area. Look for 220G around here, then run south until you hit the wall, then go east. Soon you'll come to an enclosed area with a Seed of Defense.

Run back to the open area and go west. Walk up the dune, then go northwest. When you reach a branch, note that further to the northwest is the Castle of Dreams.... another side dungeon. If you want to explore it, skip down to Section G. When you come back (or if you decide not to explore it just yet), continue to the south. Grab the 220G in another large open area, then make your way east. You'll come to a large area where you'll see what looks like a giant tree stump. To the south is the exit, but first run east to reach a dead-end where you'll find one last 220G pouch. Take it then run back to the exit. Finally, we're out of the desert! :)

f. Soldier's Graveyard

My Level: Justin 29, Feena 28, Rapp 24, Milda 35

Items: 230G x 6
Heavy Shield
690G x 2
Sonic Walnut
Fireproof Cape
Expensive Jewel
Soldier's Key
Diana's Amulet
Ice Blade
All-Around Seed
Soldier's Soul x 4
All-Around Fruit
*Energy Charm

Monsters: Will-O'-Wisp
 Sand Man
 Cerberus
 Wolfman
 Spacetime Armor
 Iron Giant
 Kung-Fu Master (BOSS)

Save Points: Soldier's Graveyard -- Entrance

NOTE As I said before, this is a "side dungeon", meaning it is optional... you don't have to explore it if you don't want to. However, there are some good treasures to be found down here... :)

NOTE Also, the enemies are a bit stronger than what you have seen, but they give lousy EXP and G. I can't recommend building levels in here. :P

NOTE Some of the enemies in here are strong against water attacks (namely the ones in the lower levels of the dungeon). I strongly suggest removing any water or ice-based weapons before entering the dungeon.

ONE LAST NOTE The compass does not work in this dungeon. It will spin around and around constantly so there's really no way of knowing which direction you are "supposed" to be heading. Then again, if you're reading this FAQ then I suppose it really doesn't matter. :P

As you enter, use the Save Point. The Soldier's Graveyard is quite large and this is the only Save Point you'll find. At the intersection... north is a dead-end, and east is where you came from. Go south and you will reach a branch to the west. First continue south to pick up a 230G pouch, then run back and take the west path. Eventually you will reach a metal springboard.... run over top of it and the party will leap over to the other side. On the other side, you'll find a Heavy Shield. :)

Head back to the Save Point at the entrance, then go west. Soon you'll reach another intersection with a DS icon nearby. West is a dead-end, and east is where you came from, so first go south. Follow the path for a while and eventually you'll come to a 690G chest. Run back to the intersection, and this time go north. You'll soon reach a fork... go northeast here, and at the end of the path you'll find a Sonic Walnut. Pick it up, then run back and take the northwest path, and soon you'll reach yet another fork. To the northwest is a dead-end, so go southwest instead. ;)

Continue west, past a branch and you'll reach a 230G pouch. Go back to the branch and run south, and you'll come to a sort-of open room. To the east you'll notice the passage that leads down to B2. South is a dead-end, so might as well go downstairs! ;)

Downstairs, take the path to the southeast, and soon you'll come to a (surprise!) fork. Go southeast to grab 230G, then run back to the entrance to B2. Take the path leading northwest, and follow it until you reach a (guess what?) branch. First go west, and at the end of the path you'll find a 690G chest. Just beware of the four Will-O-Wisps that appear as you enter the room. Getting ambushed around here can hurt...

Run back to the last branch and go north, and you'll come to another springboard. Use it to jump down to the area below. Continue along the path until you reach another branch... northeast is a ghost-filled dead end, so head southeast instead. After walking for a while (there is a place where you can drop down to get back to the stairs leading back up... be careful not to fall down), you'll come to yet another branch. Pick up the 230G to the east, then run west until you reach a stone-carved room with two bird statues inside (they won't attack or anything :P), and grab the Fireproof Cape inside.

Now, just to assure you, this isn't what you came all the way down here for. Examine the wall to the north of the statues and the wall will slide down, revealing the passage that leads down to B3. :)

NOTE There are lots of secret passages from this point on. If you get stuck, there is most likely a secret passage you have missed somewhere.

Once downstairs, exit to the northeast and you'll come to a room with 4 exits (NW, SW, NE, and SE). Go northeast to come to a room with 230G (don't fall into the pit or you'll end up down on B4). Pick it up, then run back to the intersection, then exit northwest to reach a room with a springboard. Leap over to the other side of the pit and grab the Expensive Jewel, but you'll soon find that you can't get back across. Drop down into the pit and you'll be dumped down to B4.

In the room you fall down into, you'll see a huge door to the north, with a large keyhole. Justin notes you'll probably need a large key to open it (hmm... you think? :P). Grab the 230G in that same room, then exit to the east... You'll come to another room with a bird statue in it. To the south is the room where the stairs leading back up to B3 are, so make a note of that. There is also a secret passage to the southwest... run up to the wall and it will disappear. This passage leads to a room where you will find the Soldier's Key... which opens that large door we saw before. :)

Continue to the southwest and in the next room you'll find some stairs leading down to B5 (the bottom floor for those of you getting worried :P). There are a few treasures to be found down there, so head downstairs. There are three secret passages in the

room here... one to the north, one to the southwest, and one to the east. First go east to pick up Diana's Amulet, then go southwest and drop down to the area below. Fight your way past the Iron Giants and pick up the Ice Blade! Equipping it wouldn't be a good idea right yet, however, because most of the enemies in this area are strong against ice. :(

Run up the ramp to get back out to the main room, then take the secret passage to the north. Take the All-Around Seed in this room, and use the ramp to the north to get back up to B4. Here you'll see a chest on a raised platform. As you may have guessed, this is the "big treasure" of the dungeon, but we still have quite a bit of work to do before we can get it. For now, go back to that locked door at B4 west and open it using the Soldier's Key.

Walk through the doorway to get back to B4 East, and you'll come to a huge room. Walk to the north and you'll meet the "Boss" of the dungeon!

BIG NOTE The Boss of this dungeon is freakin' TOUGH. If your party is in anything less than great condition, then I suggest you walk yourself all the way back to that Save Point at the entrance and make sure you are. This guy is no joke. :P

*** KUNG-FU MASTER ***

HP: 4,776

XP: 9,800

GP: 0

Attacks: Tornado Punch --> Strong attack on one ally

Spin Kick --> Physical range attack

Vanish --> Neutralizes all attribute levels

Hmmm.. remember Chang from way back in New Parm? Well this fight will be similar to that one, except that this guy is much much stronger. His attacks are more powerful, he has more HP, and what's worse is that he heals back HP as you fight. He has a lot of HP, and his attacks are very powerful, so this will prove to be a very tough battle. You'll have trouble if you don't unload everything you have against him, (and even then you're still probably have trouble) so give him everything you got. And most of all keep your HP up! Hopefully one of your characters has the Resurrect spell, because his Tornado Punch can inflict anywhere from 60-80 HP damage, his Spin Kick anywhere from 50-70 (range attack!), and his regular attack consists of a 3-hit combo which can deal 30-40 damage EACH HIT! And if that weren't bad enough, he has a special attack called "Vanish" that neutralizes all attribute levels (so spells like Runner, Diggin, and such are pretty much useless). This works on both your party and the boss, so even spells like Cold that decrease the enemy's attribute levels are useless. All in all, try to keep your characters in good

condition throughout the whole battle, and due to the fact that he regains his HP, it will probably be a lengthy one. Very tough, but not impossible.

NOTE You may want to go back to the Save Point if you are in bad condition. It's a long walk but it's better than getting killed. You don't want to fight that guy all over again.

ANOTHER NOTE You will receive a Satisfaction Gem after the battle. This item is similar to the Chain of Gems, except this will allow you to perform an extra critical attack rather than a combo attack. Thus, you can perform 2 Critical attacks in one turn! :)

That nightmare is out of the way, but there is still stuff to do. There are secret passages in the large room... search the east and west walls to find them. First go west and you'll come to a room which seems to be a dead-end, but there is actually another secret passage to the northeast. Follow this to find a chest which contains a Soldier's Soul. This item is useless alone, but if we collect them all, we will gain access to that chest!

Run back to the large room and take the east passage. At the "dead-end" room, search the southeast wall for a secret passage, and inside you'll find another Soldier's Soul. Take it, then head back to the large room. Go north, past where the boss was, and you'll see "the chest". Be careful not to drop down or you'll end up back at B5 and have to find your way back up here again. Walk around the outside of the ramp and exit to the north and you will come to another huge room, where you'll find a Medal of Yore. As you might have guessed, there are secret passages here as well... look along the east and west walls to find them.

The west passage leads to a chest with a Soldier's Soul inside, while the east passage leads to a room where you'll find an All-Around Fruit. In this room, however (the one with the fruit in it), there is a secret passage to the southeast... take it to find the last Soldier's Soul. Once you have all 4, the raised platform will lower, allowing you to pick up "the chest". NOTE that also in this room is another hidden passage... be sure to get the Godspeed Knife that is hidden beside it... it's a rather awesome weapon. :)

Now run back and open "the chest", and you will find the Energy Charm! This is the item that we went through all that hell to get!

So, what does it do? Well, this is a very useful piece of jewelry that halves SP usage. Remember the Tree God Amulets from Luc Village? Think of this has a much stronger version of those.

With this equipped, all killer moves will take up half the SP they normally would (which means you can do Justin's Heaven & Earth Cut for only 45 SP. -cackle-). Cool! :)

Once you have this, it's time to get the heck out of here! Make your way back to the entrance, use the Save Point, and be glad you never have to go back to this dungeon again. :P

g. Castle of Dreams

My Level: Justin 30, Feena 29, Rapp 26, Milda 36

Items: 240G x 11
Bloody Knife
Dark Armor
Gauntlets
Death Mask
Mana Egg
*Lightning Sword

Monsters: Giant Moth
Pteranobone
Pink Mage
Zombie
Salamadile
Lord's Ghost (BOSS)

Save Points: Castle of Dreams, Entrance
Castle, Great Hall

NOTE If you went through the Soldier's Graveyard earlier, expect more of the same. Tough monsters, crappy EXP and great treasure. :)

Talk to the lady at the entrance and she will tell you of a curse that has been laid upon the place, and beg Justin (the brave mighty hero :P) to break the curse so the lady's sister can be set free. Run up to the end of the ledge and the drawbridge will lower, giving you access to the inside of the Castle. Note the Save Point in the Great Hall, and pick up the 240G pouch as well. :)

There are several exits from the Great Hall... you can go down the stairs to the south to the Cemetery, west to the Knight's Room, or upstairs to the ledge above. First go upstairs to the ledge, and pick up the Bloody Knife. Here you'll see doors leading to the Dining Hall, and to the north is another 240G pouch, as well as doors leading to the Study and Small Room. So where to go first?

First go back down to the lower area and descend the stairs to the cemetery. Run north to

grab a 240G pouch, then back south and go around the other side of the fence. Run back north and pick up the Dark Armor, then continue north. Here you'll find some Salamandiles (tougher versions of the Chameleon/Alligator). These guys are nearly completely resistant to physical attacks (i.e Heaven & Earth cut deals an average of 50 damage to them), and most spells as well. Wind spells work good against them, so cast Howlslash to quickly waste them. Unfortunately, they don't give you insane amounts of EXP/G like their "siblings" do... 30 EXP and 200G apiece. :(

Before walking under the archway, look to the east for a 240G pouch, but be careful while getting it, because some spikes will stick out of the wall in hopes to spear you. This can hurt. Anyway, pick it up and continue making your way through the cemetery, but watch out for the Zombies that emerge from the graves. Circle around the graves, but beware the spikes that stick out from the wall... they can hurt. Cross over to the platform in the water, then over to the ledge where the chest is. Open it to find some Gauntlets!

After getting these, head back to the Great Hall, then run west into the Knight's Room. In here are several sword-wielding Knight statues. After moving around for a bit, the statues will jump and some monsters will appear. Grab the 240G, then enter the other door to reach the Library, where you'll find a chest containing a Death Mask. Pick it up, then return to the Great Hall once more.

Head upstairs and enter the Dining Hall via either of the two doors. Take the 2 240G pouches and the Mana Egg (which is almost hidden behind a shield-like thing leaning up against the wall). You'll see a hole in the wall, but that only leads to a dead-end out on the roof. So, for now, run back out to the Great Hall and use the door that leads to the "Small Room". Grab two more 240G pouches in here, and you may be attacked by a group of Pink Mages if you examine the tapestry on the wall. Take care not to get ambushed. :P

After getting these, exit to the Great Hall and enter the Study. You'll find 2 240G pouches and a Save Point inside. Grab the treasure and use the Save Point if necessary, and examine the fallen bookcase nearby to find a Binding Whip. Then examine the door with the skull atop it (it almost resembles a bookcase), and you'll reveal a passage leading out to the Rooftop. Walk across the thorned vine to reach a window leading to the Lord's Chamber. Make sure you are in good health (and make sure Justin has

the Energy Charm equipped if you got it), then enter!

Talk to the lady inside and the Lord's Ghost will appear. Here comes a fight!

*** LORD'S GHOST (BODY) ***

HP: 4,500
XP: 9,900
GP: 18,000
Attacks: Zap! --> See Level 1 Lightning Spells

*** LORD'S GHOST (HEAD) ***

HP: 4,500
XP: N/A
GP: N/A
Attacks: X-Ray --> STRONG physical attack in a line

*** WAND ***

HP: 3,000
XP: N/A
GP: N/A
Attacks: Gadzap --> See Level 3 Lightning Spells

If you thought the Kung-Fu Master was tough, then you've got a surprise coming here. This guy has STRONG attacks... the X-Ray attack deals 75+ HP damage to anyone in its path, and it prefers Lightning spells... the Body can cast Zap! (range lightning attack) and the Wand can either perform a range physical attack or unleash the deadly Gadzap spell which utterly devastates one party member with a lightning attack.... ouch. My strategy was to have Justin use Heaven & Earth Cut (having the Energy Charm equipped helps out greatly...), Milda use Milda Hit on the body then attack, Rapp use Doppleganger on the body, and Feena cast Alhealer. If you don't have the H&E Cut or the Energy Charm (or the Resurrect spell for that matter), then you're in for a pretty rough ride. The key to winning this battle is hit him hard with everything you've got to kill him before he liquidates your party. :P

After the battle (-huff puff-), the curse of the Sword will be broken, and the sister will give you the Lightning Sword as appreciation. It may not seem like much after all we went through, but it's better than nothing I guess. There's nothing else left to do here, so exit the Castle to get back to the Zil Desert, where we're supposed to be in the first place! :P

h. Town of Zil Padon

My Level: Justin 31, Feena 30, Rapp 27, Milda 36

Items: Blue Medicine (after getting Guido)

Monsters: Gaia Horn (after Gaia)
Gaia Battler (BOSS) (after Gaia)

Save Points: Hotel Alqada
Guido's House (after Gaia)

Stashing Place: Hotel Alqada
Guido's House (after Gaia)

Item Store:	Scarab	9000
	Titan's Ring	2000
	Talisman	30000
	Root of Confusion	400
	Trudge Weed	150
	Resurrect Potion	3000
	Magic Lamp	7500
	Crimson Potion	1500
	Blue Potion	5000
	Golden Potion	3000

Weapon Store:	Assassin's Dagger	20000
	Gil Sword	8600
	Holy Sword Lorenzo	40000
	Lassic Hammer	17500
	Exorcising Bow	12000
	Fire Darts	9800
	Discus	22000

Armor Store:	Aura Armor	20000
	Moonlight Shield	5700
	Feathered Turban	2000
	Mystic Mask	4000
	Queen Heels	5000
	Heavy Boots	2000

Zil Padon is one of the few towns where you don't actually have to do anything. Just go to the hotel, rest, and then head back out for Laine. You can shop at the store or do some sightseeing around the town if you want, but other than that it's pretty much just a stop along the way. When you've done what you want to do, exit the town and head for the Savanna, the next step on our way to Laine. :)

i. Savanna Wilderness

My Level: Justin 31, Feena 30, Rapp 27, Milda 37

Items: MANA EGG x 2
220G x 14
Deep Blue Potion
Seed of Moves

All-Around Seed
Slouch Weed
660G

Monsters: Flap Bird
 Scissorlock
 Dizzy Moth
 Zil Scorpion

Great. Another open area... I'm so happy I could just break something. My directions are probably pretty bad here, but anyone's probably would be at 2:30 in the morning, especially for a place like this. Hmmm.... >:(

You'll see a DS icon when you first enter the Savanna. From there, first run east and you'll find a Mana Egg near the river. If you got the one in the Castle of Dreams, this one should give Rapp his last attribute. Run back to the DS icon, walk south until you hit a large rock, then go due west to come to a 220G pouch. Head south again and you should come to some trees... there is another 220G pouch in that vicinity. Run due east from there, through the narrow path between the rocks to find a Deep Blue Potion.

Walk a few steps south, then run back west through another narrow path between the rocks. Continue due west until you hit the wall, then look south for a concealed 220G pouch along a narrow path. Grab the gold then go south along the path, and after walking for a few moments, turn back east (if you hit the rock, then you didn't go far enough south. :P). Walk east along the edge of the rock and you'll see another 220G to the north. Grab it then continue east and you'll hit the river again. Walk southwest along the riverbank and soon you'll come to a log bridge. Don't cross it just yet, instead continue southwest to find a Seed of Moves. Then run back and cross the bridge.

Soon after crossing the bridge, you'll find the exit to the south. However, if you want to explore the rest of the place there is other stuff to be found. To the north is 220G pouch while to the northeast is another log bridge. Upon crossing it Milda states that isn't the way to Laine, but it couldn't hurt to see what's over there, eh? :P

If you choose to cross, continue northeast to find another 220G, then run back to the bridge and go northwest to reach a DS icon. Grab the 220G nearby to the northeast, then continue northeast through a path through the rocks to find one last 220G pouch. From there, walk south and east to reach the East Savanna.

Make your way east and soon you'll hit a large rock. Walk along the south side of it to find an All-Around Seed, then go back and run around the north side of it. Grab the 220G on the other side, then continue northeast along the riverbank to find a DS icon. Walk north under the overhang, and continue north until hit the wall. From there, go west and pick up the 220G you come to. To the southeast is a ramp that leads up on top of the overhang you traversed under earlier. Climb up and run across the ledge to get to the other side of the river. :)

Once down on the other side, go west to find a (guess what?) 220G pouch, then go back to the ramp and run south until you hit the river again. Walk west along the riverbank to find a Slouch Weed, then go back around and west along the north side of the rock.

Soon you'll come to a DS icon at a four-way intersection. Go west and south along the riverbank, and continue along (under another overhang) until you reach another DS icon. You'll see a ramp leading up onto the overhang, but first run north to find 220G (where's all this money coming from??), and continue east along the riverbank to find another one. From there, to the east you'll find the exit (it leads to the same place -- no side dungeon or anything :P), so first go south along the path and eventually you will reach another Mana Egg. After obtaining it, run back to the last overhang and use the ramp to traverse it.

Once on the other side, run to the east and south (under the overhang you just traversed). When you reach the next open area, make your way southeast to find a 220G pouch, then continue east along the path until you come to a 660G chest. This is everything... I think, so head back to the exit and head for the Brinan Plateau. Once we get through that, we'll finally be at Laine!

j. Brinan Plateau

My Level: Justin 32, Feena 31, Rapp 28, Milda 37

Items: 250G x 4
750G
Restraint Walnut
Seed of Power
Seed of Life
Fire Sword
Silence Sword
Explosion Charm

Monsters: Snow Boar
 Mountain Ape

Save Points: North Brinan Plateau
 South Brinan Plateau

Run south and use the Save Point if necessary, then continue south and start hiking up the mountain. Make your way west across the snow-covered mountain until you reach a branch. Run north to find a 750G chest, but watch out for those pesky Mountain Apes that drop down from above. Go back to the branch and run west and south and soon you'll reach a large ice block "blocking" the path. Run up to it and press the X button and the block will shatter.

Go south up the "steps" to grab a 250G pouch, then run back down to where the ice block was and go east. You'll soon reach a large snow-covered clearing, with a chest right smack in the middle (and tons of monsters, might I add.) Open up the chest to find some Crampons! (err... Shoes. A sick mind is a terrible thing to waste :P) Walk north of the chest and take the mountain path to reach another 250G pouch. Run back to the ice-covered clearing and walk northeast of the chest along the mountain path until you reach a branch. Grab the Restraint Walnut to the southeast, then run back to the clearing one last time.

Walk south and west of the chest (rhyme time) and you'll reach a path where you'll find a DS icon. Watch out for the enemies dropping down from above, and continue along until you reach a fork. Grab the 250G pouch to the southwest, then continue southeast along the mountain path. Shatter the ice block you come to, then go southeast to find a Seed of Power. Run back to the ice block and go west to reach the South Brinan Plateau.

Use the Save Point if you wish, then go south and you'll come to a 4-way intersection. First go south to get a Seed of Life, then go east and follow the path until you reach a fork. Take the western south path, then walk until you reach another junction. Continue south to grab another 250G pouch, then run back and take the west path and soon you'll reach a dead-end where you'll find a snowball. Use the action icon and the snowball will start rolling down the mountain, getting bigger as it goes. After it stops run back to the fork and take the eastern south path. You'll find the snowball conveniently trapped under the gap in the ledges, allowing you to cross! Cross over (but watch out for the apes that jump up from below) and at the end of the path

you'll find a Fire Sword! :)

Now head all the way back to the intersection near the Save Point. Go west (the only way we haven't been yet), and when you reach a branch go west, and follow the long path until you reach another junction where you'll see an ice block. Ignore it for now, and continue south along the path to reach a dead-end where you'll find a Silence Sword. Run back, shatter the ice block, and soon you'll come to another snowball. Use it and it will start rolling like the other one. Now run all the way back along that long path until you reach the branch you reached before.

Take the path south, and soon you'll reach another split. Run west and you'll reach a DS icon and an ice block. Shatter the block, and continue west and cross the gap using the snowball. Continue along the path and at the next junction go west to reach a chest containing an Explosion Charm. Go back (watch out for more monsters that drop down after you get the chest...) and take the southeast path. Shatter the ice block you come to, then walk south to reach the exit! :)

k. Laine Village

My Level: Justin 32, Feena 31, Rapp 29, Milda 37

Save Points: Alpine Inn

Stashing Place: Alpine Inn

Item Store:	Magic Block Charm	2000
	Move Unblocker	3500
	Chain Earrings	5000
	Smoked Salmon	500
	Prime Rib	1000
	Panacea	800
	Resurrect Potion	3000
	Launch Fireworks	1200
	Overflowing Walnut	3000
	Restraint Walnut	2800
	Sonic Walnut	1400
	Running Walnut	700

Weapon Store:	Ice Pick	8600
	Silence Sword	11000
	War Hammer	11000
	Bone Splitter Ax	9800
	Buster Ax	32000
	Morning Star	9600

Armor Store:	Mink Coat	8000
	Ogre Helm	4000
	Iron Clogs	1500
	Ogre Boots	2000

After entering the actual village, you'll meet Darlin, a funny-looking dude who is actually one of the "Three Wise Men" of Laine. After speaking with Darlin, he'll tell you to visit Derlin, one of the other two wise men, to learn more about Angelou. Explore the village if you wish, then head for Derlin's house. But as you might expect, he sends you off to visit Dorlin, the last of the three Wise Men. However (-sigh-) it seems that Dorlin has been a little "crazy" since he lost his horn in the Lower Village. Without it he seems like just a senile old fool, so Justin decides that in order to get anywhere they will have to get his horn back.

The Lower Village is where the people of Laine used to live, before many of the villagers were petrified and had to flee their land (much like the Cafu people). So, exit Laine and head for the "Lower Village".

1. Abandoned Laine Village

My Level: Justin 32, Feena 31, Rapp 29, Milda 37

Items: 260G x 10
780G x 3
Smoked Salmon
Warp Staff
Prime Rib x 2
Ogre Helm
Seed of Power
MANA EGG
Fruit of Defense
Wolf Boots
Horn of Knowledge

Monsters: Sea Star
Fire Hound
Vanatos
Sphynx
Gaia Battler (BOSS)

Save Points: Warp Space (1)
Warp Space (2)
Warp Space (3)

This used to be Laine Village, but now it is a twisted mess where time and space have been

warped... not a pretty sight. On top of that, there are strange monsters running around.

The swirling whirlpool near the Save Point leads back out. Use the nearby DS icon and you'll see there are three ways to go.. northeast, west, and south. First go west and at the branch go south. You'll come to a junction with a weird green thing in the ground. Examine it and it will sprout, but get out of the way because it will start spinning around.. you'll take damage if it hits you. Take the east path out of here to find some Smoked Salmon and a house that leads to a different part of the dungeon. Enter the house, then run east to find a 260G pouch. After getting it, go back through the house and go back to the clearing where that green spinning thing was.

Continue southwest to reach another open area where you'll find 780G and another "warp house". Enter the house and once on the other side, take the 260G that is semi-hidden behind the house you came out of. After getting it run to the southwest and you'll come to a large wall of blocks. It's a maze of sorts... some of the walls will disappear when you near them, so make your way through the "maze" until you reach the south side. Take the 260G nearby, then continue south to find a chest which contains a Warp Staff. Run back through the block maze and back to the Warp House, then continue north. Climb up the ladder and drop down into another Warp House. :P

Take the 260G where you come out, and to the north you'll see a door just sitting there. Approach it and it will open, giving you access to Section 2 of the Warp Space. Run north and soon you'll reach a branch. Go west, then north to find a 780G chest, then run south up the stairs and go south at the next branch to reach an open area where you'll find a Prime Rib. Run back and go west to reach another area where there is a DS icon and a 260G pouch. Take it, then go up the stairs to the north to reach a chest which contains an Ogre Helm.

Now go all the way back to the first branch near the entrance, and take the northeast path. At the next junction, go northwest to get a Seed of Power, then go east to reach an open area. Besides where you came from, there are two paths... one leading south and one leading east. Go south, ignoring the stairs for now. When you reach an open area, run west to find a chest which contains a Mana Egg!

Run back to the open area and go southeast. You'll see some tiles on the floor, run out onto them and a box will close you in, warping you to a different spot. You'll appear on a barely visible bridge between two ledges. Run west, and you'll reach a split. Take the 260G pouch to the north, then go south, up the stairs, and you'll see more such tiles on the floor. Run over them and a box will close you in again, warping you to a different spot. You'll appear under an archway... walk to the east and you'll come to a large area with many doors in it. Grab the 260G pouch, then find the door which leads to Section 3 of the Warp Space.

Walk to the north, but watch out for that large icky tentacle... touching it will cause you to take damage. You can go either to the west or east of the tentacle... first go east to reach an open area with a DS icon. There are quite a few exits from here... first grab the 260G pouch to the northwest of the icon (it's kinda hard to see against the yucky floor colors), then take the south path to reach a room where you'll find a chest containing some Wolf Boots. Run back to the DS icon again, then go northeast to find a 780G chest and a tentacle that is blocking the path. Watch out for a horde of cactii that come charging out of nowhere, however. :P

Now, go back to the first tentacle near the entrance to this section, and go west around it to reach an open area with a DS icon. There are many exits from this area... first head south of the DS icon to find a 260G pouch. Then go west and south, past another icky tentacle, to reach a room with another Prime Rib inside. Run back to the DS icon, then go northeast and eventually you'll reach a room with a Fruit of Defense inside. Take it, then run east, past another tentacle, until you reach a room with a chest that contains some Iron Clogs! :)

Run back to the DS icon one last time, then go north. You'll come to another tentacle.. run around the east side of it and you'll find another one (with cactii jumping around on it.. hehe). Go west from here to reach a room with another tentacle.. though this one is rather angry. It will swing around trying to hit you so avoid it the best you can, and make your way north. Soon you'll reach a room with a Save Point, 260G pouch, and a green "thing" on the wall that leads to the Warp Space Core. Restore your HP and save, then enter the core!

As you enter, the core will suddenly come to life and spit out a Gaia Battler, which attacks you!

*** GAIA BATTLER ***

HP: 3,567

XP: 6,300

GP: 8,600

Attacks: Lightning --> Strong lightning damage to party
Poison Gas --> Physical range attack + "Poison"

*** LEFT HAND ***

HP: 2,573

XP: N/A

GP: N/A

Attacks: Combination --> Strong physical attack on one ally

*** RIGHT HAND ***

HP: 2,528

XP: N/A

GP: N/A

Attacks: Grand Heal --> Heals all enemies

Remember this thing back from the Tower of Doom? Well this one is a bit more powerful than the other one, but now that you know what to expect this guy should only just get in your way, especially if Justin has the Heaven & Earth Cut along with the Energy Charm. Use your strongest attacks and this guy won't cause you much trouble at all. :)

After wasting the Gaia Battler, search around for the chest that contains the Horn of Knowledge. Once you have it, make your way all the way back to Laine. :(

Back in Laine, return to Dorlin's house and return the Horn to him. He'll return back to his "normal" self and tell you that in order to get to Alent, you will also need the Medal of Knowledge that is kept in Zil Padon. Once you have it, to get to Alent you must throw the medal into the Rainbow Spring near Laine, and the way to Alent to open! Milda will leave the party, so remember to get her items from the Stashing Place at the Inn. Once you're ready, return to Zil Padon. :)

The shrine is in the middle of town... but the only thing there is a fountain. That must be the entrance! Upon examining the fountain, a Mogay girl named Gina runs up and informs you that the Elder wishes to meet with you. Head for the Elder's House and you'll find that the Elder is actually... Guido?

After a sequence, the "Elder" (Guido) will recognize Justin as the one chosen by the Spirits to protect the world, and he will open the door to the Underground Shrine. Note you can get a Blue Medicine by talking to the guy in the house

next door to Guido's. :)

Head for the fountain once more and Justin will place the Medal of Wisdom in it's place and the door to the Underground Shrine will open!

m. Zil Ruins

My Level: Justin 33, Feena 32, Rapp 29, Guido 24

Items: Warp Shoes
270G x 25
810G x 5
Seed of Magic
Seed of Power x 3
Miracle Drink
Lightning Charm
Seed of Defense
Resurrect Potion
All-Around Seed
Medal of Knowledge
Counter Ring
Seed of Running x 2
MANA EGG
Revival Stone
Seed of Speed x 2
Crimson Potion
Earth Charm
Fruit of Magic

Monsters: Lich
Warp Man
Bird Skull
Magic Head
Sphytaros
Ruin Guard (BOSS)

Save Points: Zil Ruins (1)
Zil Ruins (2)
Zil Ruins (3)
Zil Ruins (B3)

Stashing Place: Zil Ruins (1)
Zil Ruins (B3)

As you might have guessed, the Zil Ruins is huge, and there is loads of treasure lying about. The first thing to note is that once you go in you won't be able to exit until you complete your objective. However there is a Save Point and a Stashing Place right near the entrance, so use these if you need. :)

Upon entering you will find yourself in a large room with a "road" of stone winding through it. Run to the east and you should see a 270G pouch... pick it up, then run to the northwest corner of this room to

find a chest which contains some Warp Shoes. Get these then run back south, past the entrance to find 270G. Continue south along the road and soon you will reach Section 4 of the ruins (gives you an idea how big it is already :P). This path takes you to a dead-end in Section 4, where you'll find an All-Around Seed and 2 270G pouches. After getting these, return to Section 1.

Follow the "road" to the northeast, and the road will turn into blocks that form ledges (which somehow just hang there :P). Soon the path will split... you can go north and east. First run east and pick up the 810G chest at the dead-end, then run back and take the north path. At the next branch you'll come to a DS icon. First go west and north to pick up a Seed of Magic, then run back to the branch and go northeast. Eventually you'll end up back in another "room". Look to the south for a 270G pouch as you make your way east along the road, and soon you'll reach Section 2 of the ruins.

Run to the northeast to grab 270G, then go south and follow the road east. It will turn into a ledge like before, and follow this around, above the next room (you'll see treasures all over the place but you can't get down off the ledge just yet... :P), until you reach a spot where the ledge drops out from underneath. Drop down, then walk north. You'll be able to go east and west... first go east to find a Lightning Charm, then go west to pick up a 270G pouch and a 810G chest. Head back to where you dropped down and walk south under the ledge.

Walk southwest, and walk west through a gap in the ledges above to find a Miracle Drink inside a chest. Continue southwest to pick up a Seed of Power, then go south. After walking for a while, take a few steps east and you'll see a stairway leading down into a little room with a red button on the floor. Ignore this for now and make your way east past the stairway, picking up another 270G along the way. Soon you'll come to another similiar stairway. Ignore it as well, and run northeast to find another 270G. Now go back and investigate the stairway furthest west. Run down and press the red button, and walk under the block that rises up. You'll come out on the other side of the wall.

Pick up the Seed of Defense near where you come out, then run south to pick up 270G, then northwest to find 810G. Run east from there and soon you'll see the other stairway, but it leads up above. Grab the 270G to the east of the stairway, then go back to the stairway where you came from, and take it back to the other room. Go to the east stairway, press the red button, and use the stairs to get up above. Here you'll see many ledges moving around... your task here is to wait until a ledge gets near, then

run over onto it. Make your way to the south doing this, and when you reach the other side, grab the 270G and go west. Continue across more moving ledges to the west and when you reach the other side you'll find a Save Point. Use it, then continue west to get back to Section 1.

Run west, pick up the Resurrect Potion, then go south into another room. Follow the road to the east and you will reach a shrine (Shrine 1). A big monster lurks inside... looks like we'll have to get rid of it!

*** RUIN GUARD ***

HP: 4,500
XP: 7,950
GP: 5,160
Attacks: Zap! --> See Level 1 Lightning Spells
Healer --> See Level 2 Water Spells

*** BOOMERANG ***

HP: 2,350
XP: N/A
GP: N/A
Attacks: Boomerang --> Physical attack on one ally

*** AX ***

HP: 2,350
XP: N/A
GP: N/A
Attacks: None

This shouldn't be too tough of a battle. The Ruin Guard has two weapons... a Boomerang and an Ax. The Boomerang will use the 'Boomerang' ability, which is only an annoyance, but the Ax's attack is quite powerful, dealing 35-45 HP damage to anyone in its path. The Ax's attack (and possibly the Zap! spell which the body uses) are the only two attacks you'll have to really worry about. Just unload your strongest attacks at him and he should be defeated rather easily. :)

Once that nuisance is out of the way, pick up the 270G behind him and exit east to get to reach Shrine 2. To the south is another 270G pouch... take it then walk east across the magical bridge. Look for another 270G on the other side, then take up the Medal of Knowledge! Back in Shrine 1, look for a secret in the wall to the south of the stairs leading to Shrine 2. Examine it and the wall will rise up, revealing a chest containing a Counter Ring... quite a nice item! Also be sure to look for a Seed of Running in the southwest corner. However, on your way back out you'll notice you've got company.... and who could it be???

Why, it's our good friends, the Garlyle Soldiers. After a sequence, run back to the shrine and drop down

to the ledge below (it's along the west side). Grab the 270G, then follow the path to reach Section 3 of the ruins.

Follow the path and soon you'll reach a Save Point. Use it, and walk until you reach a branch. There's no compass here, so I'll try to direct as best I can. :P Continue along the path (ignore the branch), and soon Mullen will show up. D'oh!

After another sequence (story starting to get good now ain't it? :) run along the path and soon you'll reach Section 4 of the ruins once more. Follow the path (you'll see treasure down below, you can get to it in a second), and when the ledge forks, take the south path to find a Seed of Power. Then run back and take the west path, and walk until you reach a branch again. First go west to find a 270G pouch, then go back and take the south path, and run until you reach some stairs leading down off the ledge. There's a buttload of treasure down here, so try to collect it all. :)

Go northwest to get a 810G chest, then run back to the stairs and go east to find a Seed of Running. Search the rest of the area (it's not that big) to find a couple other goodies... another 270G pouch and a chest containing a Mana Egg. After getting everything, run back up onto the ledge and continue west. Run past some Golems and you'll have a very important sequence in which Feena's hidden power is revealed!

After everything is over, Justin will find himself alone in a different part of the ruins. Scour the area for some items... a Revival Stone behind the rock to the northwest, 2 270G pouches, a Seed of Speed, and a Seed of Power in a chest to the southeast. There is a Save Point and Stashing Place near the chest as well... be sure to use them. Exit to the south to reach B2 of the ruins. (Boy this place is BIG!?!)

In the next large room, there will be exits northeast and southwest. First go northeast to reach a room with a 270G pouch inside, then exit southeast to reach a room with another 270G pouch. From this room, exit southwest to reach a room where you'll find two treasure chests... open them to obtain a Crimson Potion and an Earth Charm. Exit southwest from this room to reach a room with (surprise?) 270G. Take it, run back to the room with the chests, and exit southeast. Soon you'll come to a square-shaped room with a mysterious blue square spinning around in mid-air. I don't think this serves any particular purpose, but it looks cool. :P

Continue southwest out of this room and soon you'll reach a dead-end room where you'll find a Seed of Speed (lots of seeds around here too eh?). After getting it, make your way all the way back to the room at the entrance to B2, then take the southwest path. Follow the path and eventually you'll reach

the stairs leading up to B1. Continue along the path and soon you'll reach a room with a 270G pouch in the middle. Grab it, and keep going along the corridor. In a bit you'll come to a room with four exits (southeast is where you came from.)

First go southwest to reach a room with a chest, which contains a Demon Eye Stone. Then go back and take the northeast path to find a 270G pouch and an 810G chest. Finally, use the northwest path to reach another intersection room. Go northeast to find a Fruit of Magic, then go southeast and continue southeast until you hit the stairs leading back up to Section 4 of the ruins.

Upon exiting, follow the path and you'll meet up with Mullen again. After a short sequence, examine the glowing pink orb in the middle of the room to ascend to the exit. Once outside you'll have another sequence where you will rejoin your party members and, boarding a flying manta (?) the three will set off to rescue Feena. However, the "manta" is shot down and you are sent tumbling down onto the Grandeur.

n. The Grandeur

My Level: Justin 34, Rapp 30, Guido 25

Items: Fruit of Moves
280G x 7
840G x 2

Monsters: Combatant
Saki (BOSS)
Nana (BOSS)
Mio (BOSS)
Baal (BOSS)

Save Points: Grandeur -- Passageway
Grandeur -- Engine Room

Stashing Place: Grandeur -- Passageway

Enter the door on the pillar nearby to get to the passageway. Use the Save Point and Stashing Place inside if you wish, then look for a Fruit of Moves to the northwest before descending the stairs. Make your way northwest until the passage splits. First head southwest to pick up a 280G pouch, then run back and continue northwest. Make your way along the corridor until you reach another junction. First go northeast to find another 280G, then go southwest and examine the green bar and it will move out of the way.

Continue along the passage and you'll come to an open area with a ton of soldiers and an 840G chest. Take the money, then head down the stairs to the west. Open the chest under the stairs to find some Warrior's Mail, then make your way southwest to get another 840G chest. Now run to the northeast and make your way to the door that leads to the Engine Room. :)

Once inside, run to the east and you will have a short sequence between your party members. Continue east, use the Save Point, then go east into the Control Room. Take the 280G to the north, then walk east but soon you'll be confronted by the three annoying sergeants. Here we go again!

*** SAKI ***

HP: 5,000

XP: 3,200

GP: 3,440

Attacks: Slapstick Home Run --> Strong attack on one ally
Speedy --> See Level 3 Wind Spells
Wow! --> See Level 1 Explosion Spells
Boom! --> See Level 1 Explosion Spells

*** NANA ***

HP: 4,000

XP: 3,200

GP: 3,440

Attacks: Zap! --> See Level 1 Lightning Spells
Spinning Yo-Yo --> Physical range attack
Shhh! --> See Level 2 Wind Spells
Fiora --> See Level 3 Blizzard Spells

*** MIO ***

HP: 3,000

XP: 3,200

GP: 3,440

Attacks: Super Balloon --> Attack all allies + "Sleep"
Cold --> See Level 2 Water Spells
Freeze! --> See Level 2 Water Spells
Kill Stun Gun --> Attack one ally + "Paralyze"

(All) Trinity Attack --> Devastating attack on one ally

As you'd expect, these three have gained in strength since the last time you saw them, and what's worse you have to fight all three of them at once. All three have the same attacks as before (or souped up versions of them), as well as some magic up their sleeves as well. Plus, when all three are alive they can perform the devastating Trinity Attack which deals 80-90 HP damage to one ally. Ouch!! The trick here is to keep them from using their Trinity Attack. If one of the three is

about to use it, pound them with critical attacks. Once one of the three is out of the way, they won't be able to use it. Take out Mio first, since she has the more annoying skills. Then, use range attacks to take out the other two at your leisure. It helps to have strong healing magic, such as Alhealer or even Alhealer+, in case they do start whooping on you. :)

After the battle, pick up 4 more 280G pouches in the Control Room, then run up the stairs on the east side and exit out the door to get to the passageway again. After a bit, the ship will split completely in half, separating Justin from the rest of the party! As Justin, continue along the path until you reach the Command Center where you'll find General Baal and Feena!

After the sequence, exit back out to the Bow and follow the path until you reach a Save Point and Stashing Place... make use of them! Continue along and Justin will confront General Baal!

*** BAAL ***

HP: 2,783

XP: 4,500

GP: 3,000

Attacks: Zap! --> See Level 1 Lightning Spells
Shhh! --> See Level 2 Wind Spells
Howlnado --> See Level 3 Wind Spells
Healer --> See Level 2 Water Spells
Boom-Pow! --> See Level 2 Earth Spells

Not a tough battle at all, really. Just pound on him with powerful skills and attacks and he'll be out before you know it. :P

After another sequence, the party will be reunited and decide to continue their journey to Alent now that Baal is "dead". (Of course, we know that he isn't... :P) Return to Laine and visit Darlin's house to learn about the Medal of Knowledge. Afterwards, visit Dorlin's Tower and he will reveal the path to Alent. You must through the Medal of Knowledge into the Rainbow Spring, at the end of the rainbow you will find Alent. We're almost there!

After another sequence, exit through the south gate of Laine to reach Rainbow Mountain.

o. Rainbow Mountain

My Level: Justin 35, Feena 33, Rapp 31, Guido 26

Items: 290G x 8
Fruit of Life

Seed of Defense x 2
870G x 2
Seed of Life
Phantom Silk
Bond of Trust
Fruit of Defense

Monsters: Gill Newt
Thud Bird
Crimsona

Save Points: Rainbow Mountain Peak

Just run to the east and in a bit you'll reach a river. You'll see a rope spanning the river... just run right across it. Take up the 290G pouch on the other side, then turn back west. You'll see three ropes leading across the river, the middle one being the one you came from. Take the northwest one to reach a small island with a Fruit of Life on it!

Run back and take the southwest rope, then climb down another rope to the area below. Go south and east across another rope, then get the 290G pouch to the east. Go south and you'll see two ropes... take the one furthest north to reach a small island with a chest that contains a Seed of Defense. Run back and use the other rope, then on the next island use the rope to the southeast (enough ropes around here?). On the next island, note that there are three ropes leading back west, the middle one being the one you came from. Take the southwest one over to a 870G chest that seems to be just sitting there, then run back and take the northwest one.

You'll come to a small island with a 290G pouch and a DS icon. Grab the money and use the rope to the northeast to reach a ledge with a Seed of Life. Don't use the rope to the south.... it'll snap and you'll have to make your way all the way back up here. Instead run north and climb down the rope to reach the ledge below, where you'll find a chest which contains some Phantom Silk. Climb back up and run east to reach the peak of the mountain!

Use the Save Point if you wish, then go south and east to pick up 290G. Walk northwest past the Save Point and soon you'll reach a rope leading up to the ledge above. Make your way back south, picking up 2 290G pouches along the way. At the south end there will be a log to the east that serves a bridge across the river. Cross it, then run southeast and climb the rope to find another 290G. Descend the rope, then make your way northwest, under the waterfall. There is a 870G chest hidden behind it, so keep pressing the X button as you pass under

the waterfall to find it. :P

Continue up the mountain and soon you'll come to an area where there is a rope, a DS icon, and a 290G pouch. Ignore the rope for a second and take the money, then continue north. Descend the next rope and open the chest to find a Bond of Trust. Climb back up, go back south and use the rope to climb further up the mountain. Go east around the edge of the lake to reach a dead-end where you'll find a Fruit of Defense, then run back to the rope and walk across the stick over the lake to the southeast. Pick up the Seed of Defense further to the southeast, then run northeast and follow the path until you reach the Rainbow Spring!

Guido will leave the party, and the other three will use the magical rainbow to get to Alent. Looks like we finally made it!!!

p. Alent

My Level: Justin 35, Feena 34, Rapp 32

Items: MANA EGG
260G

Monsters: Hydra (BOSS)
Great Susano-O (BOSS)
Phantom Dragon (BOSS)

Save Points: Alent Garden
Alent Shrine

Stashing Place: Alent Garden

Talk about out of the way... Alent is in outer space! After disembarking from the rainbow, move north, picking up a Mana Egg (becoming worthless aren't they? :P) along the way. Walk until you come to a Save Point... hey there's even a Stashing Place out in outer space! Don't forget to get Guido's items from it! :)

Continue along the path and you'll come to... a monster?!?

*** HYDRA ***

HP: 3,721

XP: 5,000

GP: 7,500

Attacks: Crackling --> See Level 2 Blizzard Spells

*** HOT HEAD ***

HP: 2,292
XP: N/A
GP: N/A
Attacks: Hot Gas --> Fire range attack

*** PEARL HEAD ***

HP: 2,848
XP: N/A
GP: N/A
Attacks: Sudden Death --> Death to one ally (!)

*** NICE HEAD ***

HP: 1,742
XP: N/A
GP: N/A
Attacks: Recover Gas --> Restors HP to all enemies

*** AWFUL HEAD ***

HP: 2,462
XP: N/A
GP: N/A
Attacks: Poison Gas --> Range attack + "Poison"

Remember the Serpent from Typhoon Tower? Well this is basically a souped-up version of that monster. There is the body and 4 heads that serve as targets. As before, each head has its own ability that makes it a nuisance to your party. Your best bet here would be to use range attacks (i.e Heaven & Earth Cut, Neo Demon Ball, etc :P) to quickly get rid of the Hydra. This actually isn't that tough of a fight. :)

After toasting the Hydra, go back and recover at the Save Point, then continue along the path. Pick up the 260G pouch nearby, then jump into the strange machine nearby and it will take you to a ledge nearby. Continue along and you'll find... another monster???

*** GREAT SUSANO-O ***

HP: 3,453
XP: 3,000
GP: 0
Attacks: Howlnado --> See Level 3 Wind Spells

*** AX ***

HP: 2,306
XP: N/A
GP: N/A
Attacks: None

*** IRON BALL ***

HP: 1,600
XP: N/A
GP: N/A
Attacks: Hammer Shot --> Physical range attack

Remember the Ruin Guard from the Zil Ruins? Well this is basically a souped-up version of... err... didn't I say that already? Anyway, toast it like you did the Hydra and be rid of the nuisance. Granted, this won't be too tough of a fight either.

Again, run back to the Save Point and recover. Afterwards, use the stairs to the north and follow along the path until you come to a... *grumble*

*** PHANTOM DRAGON (HEAD) ***

HP: 3,976
XP: 2,000
GP: 0
Attacks: Crackling --> See Level 2 Blizzard Spells
Fire Breath --> Fire attack in a line

*** PHANTOM DRAGON (BODY) ***

HP: 3,976
XP: N/A
GP: N/A
Attacks: None

Remember the Madragon from the Gumbo Volcano? Well this... I'm not even going to say it. Just do what you did the last two battles and you'll be fine. 'Nuff said. :P

Once again, return to the Save Point and recover. Then make your way back and enter the Shrine of Alent!

Talk to all of the... err... Lietes inside and ascend to the Papal Hall where you will meet the "real" Liete. After a sequence, Liete will join your party!

Exit the room and you will return to the planet. You'll land in the Savanna (and rather ungracefully, might I add :P). Liete says that Gaia is somewhere beyond the Luzet Mountains, but first we have to get back out of the Savanna. :P

Exit the Savanna (thankfully the exit is just to the east of the rocket), and head for the Luzet Mountains, to the southeast!

NOTE If you haven't completed the first two side dungeons yet, I strongly recommend you do so now. After this next part, you won't be able to access them!

q. Luzet Mountains

My Level: Justin 36, Feena 34, Rapp 32, Liete 30

Items: 300G x 5
Seed of Running x 2
Magic Lipstick
900G x 3
Deep Blue Potion
Soul of Asura
Seed of Moves

Monsters: Sand Snake
Yeti
King Horn

Save Points: West Luzet Mountains
East Luzet Mountains

Run along the mountain path and you'll reach a Save Point. After using it if you choose to, continue along until you reach a fork. Run north to find 300G, then go back and go south. Continue along and open the door, and keep going straight. At the next branch, go up the stairs to the east to find a Seed of Running, then continue south. Climb some more stairs and you'll reach another branch. First look to the south for a chest containing some Magic Lipstick (not Mage Lips :P).. it's quite easy to run right by this. :)

Go northeast and follow the path. Pick up 300G along the way, take care of the Yeti's dancing around, and continue along the path. After walking for a bit, you'll come to another branch. First head north down the "stairs" to find another Seed of Running, then go back and walk south along the trail. Pick up another 300G along the way, and at the next branch, first go south to get a 900G chest, then keep east to reach the East part of the mountains. :)

Use the Save Point (as always), then go north first to reach a dead-end with a Deep Blue Potion nearby, then go back to the Save Point and make your way east. Follow the path (place is pretty straightforward eh? :P) and pick up a 900G chest along the way. When you reach a branch, go west and grab a 300G pouch, then head north. Run under the tunnel and search around for a Soul of Asura.... an awesome item that is gives you one extra combo

AND critical attack!

Walk back further into the tunnel and keep searching around for a 900G chest. When you finally come out the other side, go south then east to reach an open area. Walk north into the tunnel, and exit out the other side (no items hidden inside :P) to find 300G. Walk to the south and you'll see the exit to the east, but before exiting continue south and at the branch go southeast to find a Seed of Moves. Now run back and exit this place! Next stop... J Base!

r. J Base

My Level: Justin 37, Feena 35, Rapp 33, Liete 31

Save Points: J Base -- Hangar

Not just your normal military base, eh? Anyway, run up the stairs to the north to enter the Hangar. Inside you'll find soldiers... but they aren't your enemies... Mullen is actually planning a mutiny against Baal, his own father!

Use the Save Point and talk to all the soldiers if you wish, then enter the door to the east to reach the Officer's Quarters. Walk along and enter the large door to the west to reach the Command Center. Talk to the guards and enter the door to the south to reach the TACOM center. Inside is a wounded guard who tells you there is a secret passage behind the statue in the corner. Examine the statue and the passage will be revealed. You'll find Leen and a wounded Mullen! After a short sequence, use the stairs to reach the ruins below J Base.

NOTE Well thank you computer. After four hours of working on the FAQ, my computer decides to crash before I save the file. Therefore, the walkthrough for the next sections... Underground Railway Ruins and the Field Base... are missing. Thankfully I made a save at the end of the 1st disc so I don't have to start all over again from the beginning... but it will take me a while to get these sections back in. Please don't bug me about it because I'm pissed off enough already about it as it is. As soon as I finish the rest of the walkthrough I'll go back and put these sections in as quickly as I can. #@@@!%@!

NOTE Basically, after going through

the Underground Ruins, fight Baal and you'll end up at the Field Base. Meet up with Feena there, talk to Leen, and head for Zil Padon. After Gaia attacks, help the townspeople and then go back to the inn and rest. After some sequences, the party decides to follow the Garlyle Forces back to J Base, but to do this we'll have to cross the Luzet Mountains once again.

NOTE Yes, that was pathetic, but it will have to do until I fix the missing sections.
-sob- :(

Before returning to Luzet Mountains, there are a few things to note. First of all, the only areas accessible to you at this point are the Savanna, Brinan Plateau, Zil Padon, and the Luzet Mountains. If you haven't done the first two side dungeons by now, you won't be able to at all. :(

In Zil Padon, there is a Stashing Place in one of the ruined buildings... though it isn't actually a Stashing Place... it is a chest that sells items! (?)

Telescope	2000
Freesia Flowers	3000
Magic Lipstick	3000
Black Nail Polish	5000
Launch Fireworks	1200
Thor's Fury	400
Boom! Scroll	500
Vacuum Scroll	1000
Tremor Scroll	500
Gale Scroll	480

I recommend you get some Freesia Flowers, as they restore your MP. Also, the telescope is a great item that increases your attack range... with this equipped you can attack enemies all the way from the other side of the battlefield! :)

Also, the monsters in the areas you can explore (except Brinan Plateau) have been mutated by Gaia's power. The Savanna is a great place to build levels and gain magic skills as the monsters there give great EXP and usually appear in large groups. A great way to build Justin's weapon skills up to 99 is to equip him with the Energy Charm and perform the Dragon Cut on large groups of monsters. In a group of 6 monsters, Justin can receive up to 96 weapon skill points, and 48 skill points for Fire and Earth! Wow!!!

Savanna

Gaia Fly
Gaia Scorpion
Gaia Demon
Gaia Bird

Luzet Mountains

Gaia Snake
Gaia Ape
Gaia Horn

There is the last side dungeon, the Tower of Temptation, as well. To get to it you'll have to make your way back to the East Savanna, where the rocket "landed" (when you came down from Alent, remember? :P). From the rocket, walk west and up the mountain path, and once down on the other side make your way east (you'll pass under the ledge you just traversed.). Then follow the wall around to the south and you'll see a tunnel. Search around in the tunnel for a Seed of Moves, then find your way to the other side and enter the building.

You'll receive a subtle warning as you enter, and you're about to receive another one. The Tower of Temptation is large, annoying, and tough. The monsters there are extremely strong (as in the other side dungeons), so make sure you are fully prepared before entering. There is another item-selling chest in this room, as well...

Fire Charm	2000
Water Charm	2000
Wind Charm	2000
Earth Charm	2500
Tree God Amulet	1000
Metal Frog	2000
Hurricane Belt	10000
Secret Move Ring	15000
Miraculous Scales	60000
Cone of Light	4000

There are several nice items here... the Hurricane Belt increases your action by 50, the Secret Move Ring increase the power of your moves, the Scales (though expensive), double the money you receive after combat (an item that actually pays for itself :P), and the Cone of Light temporarily makes one ally invincible. :)

When you're ready (if you choose to do this at all), step onto the circle to reach the Tower of Temptation!

u. Tower of Temptation

[Still unfinished :(]

When you're ready to proceed, return to the Luzet Mountains. Go through as you did before, and when you reach the east side, you'll have a short sequence. Continue along and when you exit, head for J Base. Head for the Control Room and you'll have a sequence (things aren't looking too good at this point, no?). Afterwards, run down the stairs to the Steam Cannon Room. Make your way through the passages to reach the Roof where Leen is.

After the tragic sequence, you'll end up back in Zil Padon. Mullen will show up and you'll have another sequence. (...) Afterwards, Gina will show up. Guido has finally come back and he wants to speak with you. Let Feena alone for the time being and visit Guido's House. After speaking with Guido, run back and talk to Feena again. However, she isn't there... she must have went to the Field Base!!!

Hurry out of Zil Padon and return to the Field Base. Make your way back to the Lyonlot and after another sequence Justin will find himself alone once again...

Return to the Field Base and you'll have a short sequence with the three sergeants... even they have come to understand the situation at hand. The Field Base is now completely empty... the only other place to go is the Savanna Wilderness. Go there and you will have another sequence (did I really once say the game had a weak storyline...?). Justin will return to Zil Padon to visit Guido. You'll find that the town is in much better shape then before. :)

Find Guido and you'll have an uplifting sequence with all your past party members. :) Then a portal will appear... enter it to reach the Sanctuary of the Spirits.

v. Spirit Sanctuary

My Level: Justin 40, Rapp 36, Liete 35

Items: Revival Stone
Force Knife
Spirit Shoes
All-Around Fruit

Fruit of Magic
Fruit of Moves
Seed of Life
Gauntlets of Light
Spirit Sword

Monsters: Critter
 Guardian
 Stingray
 Mage King (BOSS)

Save Points: Sanctuary (1)

Walk forward and you'll reach a Save Point. Use it if you so wish, then keep going north and the camera will stop, as if you're about to fight a boss. You'll even be able to see it, but you can't get to it yet. Run back to the Save Point and two more paths have appeared. Take the left path and you'll reach another platform. Some more paths will appear and the platform will rise up, giving you access to the path above. Wait for it to go back down, then drop down and run along the west path to find a chest which contains a Revival Stone.

Run back and ride the platform up, and run along until you reach another one, where another path will appear (twisty turny maze... yay *grumble*). At the end you'll reach another platform, and when stepped upon it will create some more ledges in other parts of the maze. Run along the path that appeared and eventually you'll reach a chest that contains a Force Knife. Now run back to the Save Point and take the east path, and follow the twisty turny ledge and you'll reach another elevating platform.

Continue along, and at the next platform take the east path to reach some Spirit Shoes, the best shoes in the game. Then run back to the platform and take the north path, and walk along the path some more (such an exciting place, eh? :P). Open the chest you come across to find an All-Around Fruit, then keep going until you reach a platform with a DS icon. Here the paths behind you will disappear, and colored ones will show up.

Take the red one to the east, and run along until you reach the same platform you started on. Then take the green path east, and pick up the Fruit of Magic. Keep going and you'll end up back at that platform again. Take the blue path north and soon you'll reach (guess what?) that platform again. Now take the blue path to the east and follow it around in 50,000 circles until you reach

a dead-end platform. A path will appear behind you... go back north and west and you'll reach another dead-end platform. This makes another path appear. (...)

Continue along and finally at the end of your misery you will reach that platform in the middle. Pick up the Fruit of Moves and the Seed of Life on that same platform, and before confronting the boss, use the blue path on the west side of the area to reach one last chest which contains some Gauntlets of Light. Now go back and confront the boss!

*** MAGE KING (HEAD) ***

HP: 3,892
XP: 3,405
GP: 6,400
Attacks: Atomic Shot --> Physical attack in a line

*** MAGE KING (BODY) ***

HP: 3,892
XP: N/A
GP: N/A
Attacks: Howlnado --> See Level 3 Wind Spells

*** WAND ***

HP: 2,346
XP: N/A
GP: N/A
Attacks: None

I know you're tired of recycled bosses by now, but here's another one (remember Lord's Ghost from the Castle of Dreams? :P). As you might expect, this guy has some powerful spells at his disposal. Fortunately his HP is rather low, so if you pound on him with your strongest attacks, you'll probably take him down before he has a chance to use any of them. Hehehehe :)

After the battle, ascend the stairs to reach the Room of Truth. As Justin, continue up to the top and you'll have a sequence where Justin receives the Spirit Sword (this be the real thing, that not useless piece of crap from the beginning!). Afterwards, the portal will spit you out at J Base, where you will commence to begin (?) the final battle. Gaia awaits!!!

w. Icarian City

My Level: Justin 40, Rapp 37, Liete 35

Items: 320G x 13
 Golden Potion
 Spirit Shield
 Gauntlets of Light
 Spirit Helmet
 Crimson Potion
 Angel's Robe
 960G
 Evil Shuriken

Monsters: Lilith
 Skeleton
 Coelacanth
 Dragonoid

Save Points: Icarian City (1)
 Icarian City (3)
 Icarian City (4)

Stashing Place: Icarian City (4)

NOTE From here, I just had Justin use Dragon Cut on all the enemies. It's easy, fast, and a good way to build up Justin's weapon skill. I had 200+ SP and level 99 Sword skill by the time I reached Gaia... this helps out much. :)

Enter J Base once again and walk to the north edge of the Hangar. Enter the crack in the wall formed by Gaia to reach the "Icarian City". Search around for 3 320G pouches, then enter the door to the northeast to reach Section 2 of the city. As you make your way down the spiral staircase you will see a window to the north. Ignore it for the time being and continue down to Section 3. Use the window on this floor to reach a room that contains 2 320G pouches and some Lion Boots. After getting it, beware the falling ceiling! Stand on the light spots on the floor in order to avoid being crushed.

Go back to the spiral staircase and descend down to Section 4. Exit out the window and you'll see a large glowing red orb. Stand in front of it and press X and you'll be sucked inside. The orb will then begin rapidly changing colors. There is red, yellow, and blue... red being where you came from. By pressing X when the orb is on the color you want, you can get to that platform. First choose yellow, and follow the path until you reach a chest which contains some more Gauntlets of Light. Return to the orb and choose blue, and take the Spirit Helm in the room behind!

Now make your way back up the stairway, and

return up to the window in Section 2. Open it and follow the path. Go east at the branch and take the 320G in the large room.

Make your way south, and at the next branch, continue south and open the "door" at the end of the path to find a chest which contains a Golden Potion. Go back to the branch and head west, and make your way across the shifting floors in the next room to reach the Spirit Shield. Exit west from this room and you'll come to a small room. Exit south, follow the path and open the "door" at the end to reach another small room with 320G inside. Go back to the other room, open the "door" to the west, and proceed until you reach a long room with lots of monsters in it.

Open the door to the east and follow the path to reach another 320G pouch. Exit north, and examine the "thing" to make the stairs behind you shift, leading down to Section 3 of the City. Use the Save Point, then note the colored buttons on the floor. Each button will trigger monsters, but after all 4 are pressed the door to the west will open. Be sure to open the chest to find a Crimson Potion before entering. :)

At the branch, go north to enter a very weird room which contains a chest... open it to find an Angel's Robe. Go back and continue south along the path and examine the blue crystal in the next room, and a bridge will form. Grab the gold (2 320G pouches and 1 960G chest) in the next room, then keep walking to reach a room with another 320G inside. Take it, then continue south to reach the stairs leading down to section 4.

Take the 320G in the room you come to, then exit west to reach a colored orb. Use this one the same way as you did the other one. :P First choose blue to reach a chest with an Evil Shuriken inside... the best throwing weapon in the game. Then go back and choose yellow. Follow the path and examine the blue crystal until the bridge moves over to the south. Then examine the south wall to make it disappear. Follow the path to reach a white orb that will teleport you to a different part of the area.

Use the Save Point and Stashing Place in the room you come to, and be sure to get the 320G in the corner. Then open the door to the north and follow the path until you reach a room with a Deep Blue Potion inside, and soon you'll have to fight... D'oh! Not again :P

*** GAIA BATTLER ***

HP: 5,871

XP: 6,300

GP: 18,900

Attacks: Rust Gas --> Range attack; Defense Level -2
Lightning --> Lightning attack on party

*** LEFT HAND ***

HP: 4,237

XP: N/A

GP: N/A

Attacks: Combination --> Attack one ally

*** RIGHT HAND ***

HP: 4,291

XP: N/A

GP: N/A

Attacks: Ray Spread --> Physical range attack

Tired of fighting these things yet? This is number 4, I believe. Anyway, if you remember how you got rid of the others, this guy should be no different. He has more HP than the others, but he'll pose little threat against your powerful attacks. -grin-

After the battle, run back and use the Save Point again, then continue north. Examine the blue crystal to shift the bridge over to the west, then open the large doors to reach Section 5 of the city.

Inside you'll find Mullen and Feena being attacked by more Gaia Battlers. After a sequence Mullen wants proof that Justin has been accepted by the Spirits. Oops!

*** MULLEN ***

HP: 2,946

XP: 5,682

GP: 0

Attacks: Zap All --> See Level 2 Lightning Spells
Rising Dragon Cut --> STRONG attack on one ally
Sonic Boom --> Physical attack in a line
Crackling --> See Level 2 Blizzard Spells

Well, you knew it was gonna happen sooner or later. You'll be fighting this battle with Justin alone, but even so this battle should be really easy. Heaven & Earth Cut twice and he's out like a light. :P

After the battle you'll have some sequences and you will be transported to Gaia. Climb up the stairs and enter Gaia itself. Here we go! :)

x. Gaia

My Level: Justin 41, Feena 38, Rapp 38, Liete 36

Items: Tear Jewel
990G x 2
Chain of Gems
Whip of Light
330G x 6
Spirit Potion
Fruit of Power
Discus
Deep Blue Potion
Spirit Armor
Spirit Charm
Robe of the Sun

Monsters: Gaia Man
Gaia Slime
Gaia Tree
Gaia Mold
Gaia Trent (BOSS)
Gaia Slug
Gaia Alien
Gaia Star
Gaia Cancer
Gaia Demon
Gaia Beetle
Gaia Armor (BOSS)
Gaia Knight
Gaia Devil
Gaia Zombie
Gaia Drago
Gaia Brain
Baal (BOSS)

Save Points: Gaia (1)
Gaia (2)
Gaia (4)

The layout of Gaia can be somewhat confusing, but since it's the final dungeon I won't complain (too much). Walk north and a red cactus will sprout out of the ground. Go east from there and you'll find two more cactii.. these turn into monsters. Continue east and watch out for the hole in the wall that spits slimes out at you. :P

Run south of the hole to pick up a Tear Jewel, then make your way back north. You'll see a block start shaking to the west... get close enough to it and it will disappear. Go west to find a 990G chest, then run through the hole to the north. You'll see many monsters and treasures encased in blue 'stuff'. Run north, step on all 4 cactii, and one of the 'stuff' will disappear. Which 'stuff' disappears depends on what order you press the cactii in...

1		A	B
2	3	C	D
4		E	F

A small diagram... the numbers represent the cactii and the letters represent the.. 'stuff'. There are monsters behind A B C and D, and treasures behind E and F. At first all the monsters will be slimes, but if you kill the slimes they will change into trees, and then Gaia Men. (In other words there are 3 sets of monsters behind each 'stuff'). To lower the 'stuff', step on the cactii in this order...

A --> 4, 3, 1, 2
B --> 1, 2, 3, 4
C --> 2, 1, 3, 4
D --> 3, 1, 2, 4
E --> 1, 4, 2, 3
F --> 1, 3, 2, 4

(There will be other combinations that open them but I didn't feel like listing them all... :P)

After picking up the treasure (the Chain of Gems and the Whip of Light in the chest), return to the Save Point. Go north past the cactii and you'll see another shaking block to the west. Make it disappear, then step onto the blue 'stuff' and it will slide you over into the room. Take the 330G inside, then go out and continue north. You'll see another block to the west and a hole to the east. First go through the hole and walk north to find a Talisman. Then run back and go west past the block and past another block to the north.

Walk along the path and soon you'll fight a boss!

*** GAIA TRENT ***

HP: 4,578
XP: 5,765
GP: 14,400
Attacks: Sleep Pollen --> Range attack + "Sleep"

*** ARM ***

HP: 2,963
XP: N/A
GP: N/A
Attacks: None

*** FLOWER ***

HP: 3,167
XP: N/A
GP: N/A
Attacks: Flower Laser --> STRONG attack in a line

D'oh! Another recycled boss... this is a stronger version of the Trent you fought when you first met Rapp. This guy really isn't tough.. just (as always) use your strongest range attacks and he'll be defeated rather easily. :)

After that's out of the way, run back and use the Save Point again, then continue past where the Gaia Trent was. Pick up the Spirit Potion nearby, then climb up the rope to reach Section 2.

Use this Save Point as well, and you'll find yourself in a rather large room. This section is pretty much one large room, so scour the area for treasure. In the area you'll find a Fruit of Power, a 990G chest, 2 330G pouches, a Discus, and a Deep Blue Potion. After getting everything, use the Save Point again and exit through the intestine-like passage at the north end of the room to reach Section 3.

Make your way along the slimy passages and pick up the 2 330G pouches in the first room, then exit through the hole to the north to reach another room. Step into the core in the middle of this room and the room will tilt sideways! Make your way back south into the first room and open up the chest to find the Spirit Armor! Now go back north to the other room and, with the room still tilted, exit through the hole to the north, and open up the chest to find the Spirit Charm! Now go back and tilt the room to the way it was before, and exit north again.

Continue to make your way along the slimy passages and soon you'll reach Section 4. Grab the 330G and prepare for a boss fight!

*** GAIA ARMOR ***

HP: 6,785

XP: 7,000

GP: 14,920

Attacks: Killer Tackle --> STRONG attack in a line

Dead Circle --> Strong attack on nearby allies

*** EYE ***

HP: 6,785

XP: N/A

GP: N/A

Attacks: Healer --> See Level 2 Water Spells

Gravity --> See Level 2 Earth Spells

Nothing new here. As always, use your strongest range attacks and healing spells and you shouldn't have much trouble (as always)
:P

Once that's out of the way, use the Action

Icon behind where the monster was to open the door to the east. Now you might want to head back to the Save Point at Section 2 to recover if you are running low on SP/MP. Enter through the west door and when you reach a branch, go east through the orange membrane. When you reach the other side, proceed west through the yellow membrane. Then walk south and go through the green membrane, east and through the blue membrane (purdy colors :P), and finally south through the purple membrane. Take the 990G and the Robe of the Sun in this room, then examine the three colored stems to open up the other purple membrane you passed on your way here. Go through that one and you'll reach a room with a Spirit Potion, a Save Point, and a Stashing Place. Make use of them!!

Go through the membrane to the south to reach the 5th and final section of Gaia. Stand on the black circle and you will be transported to the top of the room where Gaia will appear. Wait a minute... that's not Gaia, that's Baal!!

*** BAAL ***

HP: 7,000

XP: 6,810

GP: 0

Attacks: Gaia Tail --> Attack one ally; neutralize attributes

Grand Cross --> STRONG attack on nearby allies

*** GAIA TENTACLE A ***

HP: 6,000

XP: N/A

GP: N/A

Attacks: Cold --> See Level 2 Blizzard Spells

Alhealer --> See Level 2 Water Spells

*** GAIA TENTACLE B ***

HP: 6,000

XP: N/A

GP: N/A

Attacks: Boom! --> See Level 1 Explosion Spells

Burnflare --> See Level 3 Fire Spells

Zap! --> See Level 1 Lightning Spells

Burnstrike --> See Level 2 Fire Spells

*** GAIA CYST ***

HP: 4,500

XP: N/A

GP: N/A

Attacks: Deathmark --> Physical attack on all allies

Seed Smash --> Physical attack on all allies

Baal has some devastating attacks but if you are relentless in your attack he shouldn't be too

difficult. I just had Justin use Heaven & Earth Cut, Rapp use Burnflare, Feena use Fire Whip or cast Alhealer+, and Liete cast Dragonzap or heal. Try to hold back on your SP as after the battle the only way to restore it is with items... you won't be able to return to the Save Point. Instead use magics if you can... the Spirit Potion(s) you obtained will restore your party's MP to maximum! Even so, Baal shouldn't be too difficult an opponent, provided you have good healing spells (and you should... you ARE at the end of the game after all :P)

Now that Baal is out of the way, the only thing left to do is destroy Gaia itself. Restore yourself using curative items and use the black circle to go up to the Gaia Core. Grab all the items... 2 Golden Potions, a Crimson Potion, and a Spirit Potion, and USE THEM! Make sure your party is in as good condition as possible, and make your way west to a Stashing Place. Get out any goods that restore your SP that you have in there, and use them. For that matter, get any precious healing items out of there... ones that restore large amounts of HP/SP/MP to your party. You may even want to dump items that you won't be using into the Stashing Place to make room for more curative items.

Once you're completely ready, move north and confront the Gaia Core. This will be the final battle!!!

*** GAIA CORE ***

HP: 9,999
XP: N/A
GP: N/A
Attacks: Fireburner --> See Level 3 Fire Spells
Zap All --> See Level 2 Lightning Spells
Quake --> See Level 3 Earth Spells

*** MEGA GAIA (x2) ***

HP: 4,800
XP: N/A
GP: N/A
Attacks: Multiply --> Creates 3 Gaia Tentacles
Tentacle Attack (See Tentacles, Below)

*** GAIA TENTACLE ***

HP: 1,300
XP: N/A
GP: N/A
Attacks: Spin Strike (requires 2) --> Attack nearby allies
Death Tornado (requires 3) --> STRONG attack on one ally

No reason to hold anything back here... so

give 'em hell! The Mega Gaias will summon 3 Gaia Tentacles, and after that will order them to perform different attacks. No worries here... they don't have all that much HP so after a few rounds of your onslaught they'll be history. The Gaia Core has some of the most powerful spells in the game, so be ready with a powerful healing spell or item. If you have any remaining SP-recovery items, be sure to use them if you start running low. Once the Mega Gaias are out of the way the battle is actually quite easy, considering the fact that Justin's Heaven & Earth Cut is just so damn powerful... I was dealing 1600-1800 HP damage to each enemy every round. After the Gaia Core is defeated, the "real" final boss appears!

*** EVIL GAIA ***

HP: 9,999

XP: N/A

GP: N/A

Attacks: Poizn --> See Level 1 Forest Spells
Cold --> See Level 2 Blizzard Spells
Burn! --> See Level 1 Fire Spells
Freeze! --> See Level 1 Blizzard Spells
Stram --> See Level 1 Forest Spells
Howl --> See Level 1 Wind Spells

As before, continue to pound on Gaia with your strongest attacks. Considering you have enough SP, this battle should still be simple. This guy is pathetic, even more so than the Gaia Core. :P Evil Gaia has different spells, but none of them should cause any worry. Just have fun beating up on him. :)

After the battle, exit up to the Spirit Stone chamber and enjoy the rest of the ending. Congratulations... you've finished Grandia! And it only took me 91 hours, 58 minutes and 32 seconds! :)

-----END OF WALKTHROUGH-----

* PART THREE: THE LISTS *

Well, here it is. A compilation of all the items, spells, equipment, monsters, and just about anything else that could be used as a "quick reference". This section will be updated as I add on to the walkthrough...

- ==> LIST OF ITEMS <== -

Name of Item	Item Effect
All-Around Fruit	+3 Strength, Vitality, Wit, and Agility
All-Around Seed	+1 Strength, Vitality, Wit, and Agility
Bamboo Shoots	Restores 20 HP to 1 ally
Bamo Fruit	Restores 4 2nd-level MP to 1 ally
Banana	Restores 12 HP to 1 ally
Bandage	Restores 50 HP to 1 ally
Baobab Fruit	Restores 10 SP to 1 ally
Beef Jerky	Restores 60 HP to 1 ally
Black Nail Polish	+3 Attack Level for 1 friend
Blizzard Scroll	Same effect as Crackling spell
Blue Crayon	Sue's Water Skill --> Water + 1/3
Blue Medicine	Restores 20 MP (all levels) to 1 ally
Boiled Coconut	Restores 80 HP to 1 ally
Bond of Trust	Speeds up IP of 1 ally (in battle)
Bow Coloring Book	Sue's Throw Skill --> Throw + 1/3
Box of Sweets	Restores 10 HP to 1 ally
Brown Crayon	Sue's Earth Skill
Cabin Key	Key to the 1st-class Steamer cabins
Chocolate	Restores 40 HP to 1 ally
Chocolate Cookies	Restores 80 HP to 1 ally Yummy
Cholla Flowers	Restores 3 1st-level MP to 1 ally
Coal Candy	+2 Attack Level for 1 ally (in battle)
Cone of Light	Temporarily makes one ally invincible
Crimson Potion	Restores 150 HP to party
Deep Blue Potion	Restores 20 MP (all levels) to party
Dream Truffle	Induces "Confuse" status in 1 enemy
Dried Fish	Restores 40 HP to 1 ally
Dynamite	Same effect as Burnflame spell
Earth Secrets	Gadwin's Earth Skill --> Earth + 1/3
Fire Secrets	Gadwin's Fire Skill --> Fire + 1/3
Firewood Sparks	80 HP range damage -- good on plants
First Aid Kit	Restores 60 HP to all allies
Freesia Flowers	Restores 8 MP (all levels) to party
Fruit of Agility	+3 Agility for 1 ally
Fruit of Life	+10 Max HP Ultimate Flavor
Fruit of Magic	+2 MP (all levels) for 1 ally
Fruit of Moves	+5 Max SP Exquisite Flavor
Fruit of Power	+3 Strength for 1 ally
Gaia Sprout	Gaia sprout (you think? :P)
Gale Scroll	Same effect as Crackle spell
Gantz's Key	Key to Gantz's treasure chest
Ginseng	Restores 40 HP to 1 ally
Gold Key	Key to Mysterious Vanishing Hill
Golden Potion	Restores 30 SP to all allies
Grenade	Same effect as Burn! spell
Health Weed	Restores 80 HP to 1 ally
Herbs	Restores 15 HP to 1 ally
Holy Fire	Same effect as Howl spell
Honey	Restores 100 HP to 1 ally
Horn of Knowledge	Dorlin's Horn
Howler Scroll	Same effect as Howl spell
How to Chop 'Em	Milda's Ax Skill --> Ax + 1/3
How to Cut 'Em	Milda's Sword Skill --> Sword + 1/3
How to Pound 'Em	Milda's Mace Skill --> Mace + 1/3
Java's Wallet	Java's forgotten wallet

Key to the Cafe	Key to the Cafe in Parm
Launch Fireworks	Same effect as Burnflame spell
Letter to Clara	Deliver to Clara in New Parm
Lightning Scroll	Same effect as Gadzap spell
Lilly's Letter	Letter to Mr. Gauss in New Parm
Mace Coloring Book	Sue's Mace Skill --> Mace + 1/3
Magic Lamp	Restores 2 MP (all levels)
Magic Lipstick	+3 Action Level for 1 ally
Mana Egg	Eggs used to buy magical attributes
Marie's Pin	Marie's lost pin
Master Key	Master Key to the Garlyle Base
Medal of Knowledge	Medal for getting to Alent
Mikeroma Scroll	Restores 50 HP to party
Miracle Drink	Restores 5 MP (all levels) to party
Mogay Teachings 1	Guido's Dagger Skill --> Dagger + 1/3
Mogay Teachings 2	Guido's Sword Skill --> Sword + 1/3
Mogay Teachings 3	Guido's Throw Skill --> Throw + 1/3
Move Breaker	Cures "Move Off" status in 1 ally
Move Mushroom	+3 Action Level for a range of allies
Nectar of the Gods	Nectar from the God of Light Mountain
Orb of Silence	Induces "Magic Off" status in 1 enemy
Overflowing Walnut	+2 Attack Level for one ally
Panacea	Cures all status ailments
Paralysis Ointment	Cures "Paralyze" status in 1 ally
Poison Antidote	Cures "Poison" status in 1 ally
Power Mushroom	+3 Attack Level for 1 ally
Pretty Jewel	Value unknown
Prime Rib	Restores 150 HP to 1 ally
Rainbow Weed	Restores 100 HP to 1 ally
Red Crayon	Sue's Fire Skill --> Fire + 1/3
Red Medicine	Restores 200 HP to 1 ally
Rescue Set	Restores 120 HP to all allies
Restraint Walnut	+2 Defense Level for 1 ally
Resurrect Potion	Revives a fallen ally
Resurrect Potion (2)	Revives a fallen ally Valuable
Revival Stone	Automatically revives fallen ally
Roach Bomb	60 HP range damage -- good on insects
Root of Confusion	Confuse 1 enemy -- not permanent
Running Walnut	+2 Action Level for all allies
Seed of Defense	+1 Vitality for 1 ally
Seed of Life	+3 MAX HP for 1 ally
Seed of Moves	+2 Max SP for 1 ally
Seed of Power	+1 Strength for 1 ally
Seed of Running	+1 Agility for 1 ally
Seed of Speed	+1 Wit for 1 ally
Silver Key	Key to the Mysterious Vanishing Hill
Sky-Blue Crayon	Sue's Wind Skill --> Wind + 1/3
Slouch Weed	-2 Action Level for 1 enemy
Smarna Weed	-1 Defense Level for all enemies
Smelling Salts	Cures "Confuse" status in 1 ally
Smoked Salmon	Restores 75 HP to 1 friend
Snooze Scroll	Same effect as Snooze spell
Soldier's Key	Key used in Soldier's Graveyard
Sonic Walnut	+2 Action Level for 1 ally
Spell Breaker	Cures "Magic Off" status in 1 ally
Spirit Potion	Fully restores party's MP
Spirit Stone	Justin's Spirit Stone *
Squid Guts	Restores 20 SP to 1 ally
Steamer Pass	Pass to board the Steamer
Sue's Shoes	Shoes that Sue was wearing

Sulfa Weed	Herbs that can cure Rem's fever
Sword Secrets	Gadwin's Sword Skill --> Sword + 1/3
Tear Jewel	Restores 3 SP to 1 ally
Teleportation Orb	Operates the Mysterious Shrine
Thor's Fury	Same effect as Zap All spell
Torte's Whistle	Awakens entire party from "Sleep"
Trudge Weed	-3 Action Level for all enemies
Vacuum Scroll	Same effect as Howlslash spell
Warrior's Spear	The legendary Spear of Dight Village
Weak-Knee Weed	-2 Attack Level for 1 enemy
Weeds	Restores 1 HP to 1 ally
White Sulfa Weed	Restores 35 HP to 1 ally
Wound Salve	Restores 40 HP to 1 ally
Yellow Medicine	Restores 30 SP to 1 ally
Zap! Book	Same effect as Zap! spell

* The Spirit Stone raises one ally's Max HP level when used in battle.

- ==> LIST OF WEAPONS <== -

Name	Type	ATP	Description
-----	-----	-----	-----
Admiral's Sword	Sword	14	A little rusty
Angel's Darts	Throw	28	Restores HP as you attack
Aromatic Tree Root	Mace	33	*Unblocks magic in combat
Army Darts	Throw	18	For covert actions
Army Saber	Sword	22	Army-issue sword
Assassin's Dagger	Knife	50	Extremely lethal
Azure Knife	Knife	25	*Attribute: Water
Big Hatchet	Ax	18	Effective against plants
Binding Whip	Whip	56	Temporarily binds enemy
Bloody Knife	Knife	55	Effective on humans
Bone Splitter Ax	Ax	41	Causes sudden death
Boomerang	Throw	33	Used for hunting
Burning Hot Whip	Whip	30	*Attribute: Explosion
Buster Ax	Ax	52	-25 Move Very heavy
Cactus Thorns	Throw	38	Sharp and Painful
Cafu Shuriken	Throw	26	Made of Cafu iron
Catfish Whiskers	Whip	43	Attribute: Water
Ceramic Sword	Sword	12	Sword made in Parm
Ceremonial Rock Ax	Ax	8	Small, one-handed ax
Demonlayer Boomer	Throw	60	Effective on demons
Discus	Throw	53	Effective on insects
Dragon Bone Ax	Ax	38	-10 Move Heavy
Dragon Killer	Sword	26	Effective on dragons
Earthen Ax	Ax	68	Attribute: Explosion Best Ax
Emperor's Whip	Whip	53	+2 Moves Power Level
Evil Shuriken	Throw	64	+20 Action Best Shuriken
Exorcising Bow	Throw	45	Effective on ghosts
Fire Darts	Throw	41	Attribute: Fire
Fire Rod	Mace	25	*Attribute: Fire
Fire Sword	Sword	38	Attribute: Fire
Flint Bow	Throw	20	With obsidian arrowheads
Flint Knife	Knife	20	An obsidian knife
Flying Fish Bow	Throw	25	Flying-fish shaped bow
Force Knife	Knife	65	*Ups attack range
Frog Ax	Ax	28	Has a frog emblem

Gale Whip	Whip	27	*Attribute: Wind
Giant Snake Whip	Whip	33	Poisonous
Gil Sword	Sword	38	*Aims for rare items
Great Sword	Sword	16	Sword made in Elencia
Gust Knife	Knife	24	*Attribute: Wind
Hand Ax	Ax	10	-3 Move Small ax
Handmade Darts	Throw	7	Fly surprisingly well
Holy Mace	Mace	20	Effective on ghosts
Holy Sword Lorenzo	Sword	49	Reduces defense of enemy
Home Run Hammer	Mace	36	Belts 'em out
Hunter's Bow	Throw	20	Hunter's bow and arrows
Hunter's Knife	Knife	18	Light and easy to use
Ice Blade	Sword	40	*Attribute: Blizzard
Ice Pick	Knife	38	Attribute: Blizzard
Iron Mace	Mace	19	-10 Action Heavy
Klepp's Sickle	Ax	25	Weapon of Klepp soldiers
Lassic Hammer	Mace	50	A huge hammer
Leather Whip	Whip	9	Leather Whip
Lightning Sword	Sword	50	*Attribute: Thunder
Metal Bat	Mace	10	Light and easy to use
Miner's Hammer	Mace	11	Hammer used in mining
Mist-Cracking Whip	Whip	20	Good on nebulous monsters
Morning Star	Whip	40	-15 Move Heavy Iron ball
Officer's Baton	Mace	7	Three-part rod
Oracle's Staff	Mace	22	*Cures confusion
Paring Knife	Knife	9	Good for cutting fruit
Poisoned Knife	Knife	35	Very Poisonous
Raincloud Staff	Mace	26	*Attribute: Water
Shadow Sword	Sword	34	-15 Move; Sudden Death
Shocking Knife	Knife	33	Causes paralysis
Silence Sword	Sword	40	Magic Block effect
Sparkling Rod	Mace	42	Speeds up spell casting
Spirit Sword	Sword	70	Restores SP in attacks
Staff of Life	Mace	58	+2 HP Level in Combat
Swordfish Sword	Sword	29	The sword of a swordfish
The Sword Himmmler	Sword	24	Gadwin's famous sword
Thorny Whip	Whip	15	Whip with thorns
Thunder Arrow	Throw	50	Long Range
Toy Bow and Arrow	Throw	5	A child's toy
War Hammer	Mace	43	-10 move
Warp Staff	Mace	38	Warps in combat
Whip of Light	Whip	65	+2 Skill Power Level
Wobbly Sword	Sword	9	Not very sharp
Woodchopper's Ax	Ax	23	Effective against plants
Wooden Sword	Sword	7	Wooden Sword ("Spirit Sword")
Wooden Pole	Mace	5	An ordinary wooden pole
Wrecking Ax	Ax	35	*Attribute: Explosion
Zero Ax	Ax	0	Ax for training
Zero Knife	Knife	0	Short sword for training
Zero Rod	Mace	0	A mace rod for training
Zero Shuriken	Throw	0	Shuriken for training
Zero Sword	Sword	0	Sword used for training
Zero Whip	Whip	0	Whip for training

* The Oracle's Staff cures confusion in one character when used in battle.

* The Gust Knife casts the "Howl" spell in battle.

* The Fire Rod casts the "Burn!" spell in battle.

* The Gale Whip casts the "Runner" spell in battle.

* The Azure Knife casts the "Heal" spell in battle.

- * The Raincloud Staff casts the "Snooze" spell in battle.
- * The Burning Hot Whip casts the "Wow!" spell in battle.
- * The Aromatic Tree Root cures "Magic Block" status in one ally when used in battle.
- * The Wrecking Ax casts the "Boom!" spell in battle.
- * The Ice Blade casts the "Cold" spell in battle.
- * The Lightning Sword casts the "Zap!" spell in battle.
- * The Gil Sword will increase the chance of an enemy dropping a rare item when it is slain with it.
- * The Force Knife casts the "Wow!" spell in battle.
- * The Staff of Life raises an ally's Max HP level by 2 in battle.

- ==> LIST OF ARMOR <== -

Name	Type	DFP	Description
Adventure Clothes	Clothes	2	Common adventure clothes
Angel's Robe	Clothes	33	Restores HP in combat
Apron	Clothes	1	"Legendary Armor"
Aura Armor	Armor	35	+1 Skill power level
Bamboo Armor	Armor	6	Surprisingly strong
Battle Bikini	Clothes	10	+4 Attack Sexy
Breastplate	Armor	6	Iron breastplate
Cactus Armor	Armor	21	+3 Move Block resistance
Chain Mail	Clothes	19	Combat attire of Cafu
Chameleon Armor	Armor	18	May warp when damaged
Dark Armor	Armor	22	Restores SP when damaged
Enchantress' Robe	Clothes	23	+1 Magic resistance
Fairy Robe	Clothes	10	+2 Confusion/Sleep resist.
Flying Dragon Vest	Clothes	14	+2 Fire resistance
Frog Shirt	Clothes	10	+1 Water resistance
Mink Coat	Clothes	25	+5 Blizzard resistance
Mogay Clothes	Clothes	30	Worn only by Guido
Officer's Uniform	Clothes	9	Nicer than a soldier's
Outdated Armor	Armor	4	Antique armor
Plug Suit	Armor	21	+15 Action
Robe of the Sun	Clothes	45	Slows IP loss
Shell Armor	Armor	8	Protective shell armor
Skull Armor	Armor	15	Made of bone
Soldier's Uniform	Clothes	7	Sturdy military uniform
Spirit Armor	Armor	55	Restores HP in combat
Sportswear	Clothes	4	Body-fitting clothes
Spy Clothes	Clothes	10	Stiff
Sunday Best	Clothes	2	Sue's favorite clothes
Swordfish Armor	Armor	12	Swordfish scale armor
Thick Armor	Armor	12	Strong and thick armor
Warrior's Mail	Armor	32	+3 Move Block resistance
Work Clothes	Clothes	3	Thick clothes

- ==> LIST OF SHIELDS <== -

Name	Type	DFP	Description
Alligator Gauntlet	Gloves	12	Light and strong
Cutting Board	Shield	1	Smells fishy

Dragon Gauntlet	Gloves	5	Made of dragon skin
Escargot Shield	Shield	7	Snail shell (hehehe)
Gauntlets	Gloves	20	+10 Attack A knight's
Gauntlets of Light	Gloves	25	+1 all magic resistance
Heavy Shield	Shield	23	-20 Move Heavy
Lafa Flower Shield	Shield	19	+1 Magic Power Level
Leaf Shield	Shield	12	+2 poison resistance
Leather Gloves	Gloves	2	Leather gloves
Magic Gloves	Gloves	20	Pure white, finely made
Magic Mirror Shield	Shield	13	Returns normal attacks
Moonlight Shield	Shield	21	+2 Blizzard resistance
Mushroom Shield	Shield	9	+1 Plague resistance
Oaken Shield	Shield	3	Shield made of oak
Pot Lid	Shield	1	"Shield of Light"
Power Shield	Shield	10	+7 attack Powerful
Seashell Shield	Shield	8	Shield made of seashells
Shell Shield	Shield	5	Turticamel shell shield
Spirit Shield	Shield	45	+4 all status resistance
Woolen Mittens	Gloves	1	Cute mittens

- ==> LIST OF HELMETS <== -

Name	Type	DFP	Description
Angel's Hat	Hat	23	Restores HP in attacks
Barette	Ribbon	3	Feena's favorite
Battle Helm	Helmet	23	+3 Magic Block resistance
Cactus Helmet	Helmet	13	+3 Magic Block resistance
Climbing Hat	Hat	5	Made of fur
Cowboy Hat	Hat	4	Wide-brimmed hat
Death Mask	Helmet	26	Slows IP Loss
Feathered Turban	Hat	13	Has pretty feathers
Fluffy Ribbon	Ribbon	2	Has a fluffy ornament
Goggles	Hat	2	Justin's favorite
Headgear	Hat	7	Rapp's favorite
Iron Bandana	Ribbon	8	A gift from Darlin
Iron Pot	Helmet	1	"Warrior's Helmet"
Mystic Mask	Helmet	17	Slows IP Loss
Odd Hat	Hat	11	Warps attacker to enemy
Ogre Helm	Helmet	20	-10 move Has horns
Pearl Helmet	Helmet	7	A pretty helmet
Pirate's Hat	Hat	4	Has a skull & crossbones
Pirate's Helmet	Helmet	12	Ominous
Ribbon	Ribbon	1	Not much protection
Safety Helmet	Helmet	3	Construction helmet
Stone Head	Helmet	9	Don't fall if attacked
Spirit Helmet	Helmet	42	Prevents sudden death
Swallowtail Hat	Hat	12	+3 Confusion resistance

- ==> LIST OF SHOES <== -

Name	Type	MOVE	Description
Air Sneakers	Shoes	48	Extremely comfortable

Army Boots	Boots	15	+2 Defense	GI Boots
Beach Sandals	Shoes	15	Worn all the time	
Crampons	Shoes	10	+8 Defense	For walks
Curious Clogs	Shoes	0	+3 Defense	*Warps
Dragon Boots	Boots	5	+4 Defense	Fits nicely
Dress Shoes	Heels	30	Itty-bitty shoes	
Heavy Boots	Boots	0	+10 Defense	Sturdy
Hunter's Boots	Boots	30	+1 Defense	Uncomfortable
Iron Clogs	Shoes	-20	13 Defense	Heavy
Leather Greaves	Boots	17	+1 Defense	Leather
Lion Boots	Boots	18	+26 Defense	A king's
Mach 1 Boots	Boots	30	+5 Defense	
Ninja Sandals	Shoes	0	+5 Defense	+20 Action
Ogre Boots	Boots	20	+8 Defense	Demon Shoes
Queen Heels	Shoes	0	Blocks moves while attacking	
Rabbit Shoes	Shoes	0	+5 Defense	+30 Action
Rainbow High Heels	Shoes	0	+5 Defense	Warps when damaged
Rubber Boots	Boots	20	+1 Defense	New
Shiny Shoes	Shoes	35	Polished to a shine	
Sneakers	Shoes	35	Comfortable	
Spirit Shoes	Shoes	50	+30 Defense	Best Shoes
Winged Boots	Boots	35	+7 Defense	With Wings
Wolf Boots	Boots	40	+10 Defense	Warm

* While wearing the Curious Clogs, you will warp to a random location on the battlefield when attacked.

- ==> LIST OF JEWELRY <== -

Name	Type	Effect	Description
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Ancestor's Amulet	Charm	--	+4 Plague resistance
Anklet	Ring	+30 Move	Longer move range
Black Belt	Cape	--	+2 Move power level
Blizzard Charm	Charm	--	+2 Water/Wind resistance
Chain Earrings	Ring	+10 Attack	+3 Move Block resistance
Chain of Gems	Ring	--	Allows 3 combo attacks
Confusion Amulet	Charm	--	Full confusion resist.
Confusion Charm	Charm	--	+4 Confusion resistance
Counter Ring	Ring	--	May return normal attacks
Crescent Jade	Ring	--	+2 Sleep/Confuse resist.
Demon Eye Stone	Ring	--	Speeds up spell casting
Demon Sword Amulet	Charm	+5 Defense	+1 all magic resistance
Diana's Amulet	Ring	--	Prevents Move/Magic block *
Disease Charm	Charm	--	+3 Plague resistance
Dragon Scales	Ring	--	Prevents damage below 10
Earth Charm	Charm	--	+4 Earth resistance
Energy Charm	Ring	--	Halves SP usage!
Energy Ring	Ring	--	Restores SP during attacks
Expensive Jewel	Ring	--	No effect -- should be sold
Explosion Charm	Charm	--	+2 Fire/Earth resistance
Fire Charm	Charm	--	+4 Fire resistance
Fireproof Cape	Cape	--	+2 Fire resistance
Forest Charm	Charm	--	+2 Earth/Water resistance
Hero's Badge	Ring	+2 Action	Badge worn by Dad
Holy Ring	Ring	+10 Defense	+2 all Magic resistance
Hurricane Belt	Ring	+50 Action	Gives you storm speed

Iridescent Amulet	Ring +10 Defense	Rainbow colored, pretty
Jade Charm	Ring +2 Attack	Jade necklace
Light Amulet	Charm --	+1 all magic resistance
Lightning Charm	Charm --	+2 Fire/Wind resistance
Magic Block Charm	Charm --	Full Magic Block res.
Mama's Amulet	Charm +2 Defense	Sue's emotional support
Medal of Yore	Ring --	Restores SP when damaged
Metal Frog	Ring --	+3 Magic/Move Block res.
Miraculous Scales	Ring --	Doubles \$ received after battle
Move Unblocker	Charm --	Full Move Block res.
Officer's Badge	Ring +15 Action	Has one star
Paperweight	Ring --	User won't fall down
Paralysis Charm	Charm --	Full paralysis resist.
Phantom Silk	Cape --	+4 Water/Wind resistance
Raincoat	Cape --	Full sleep resistance
Rune Ring	Ring +1 Defense	Slows IP loss
Satisfaction Gem	Ring --	Allows 2 Critical Attacks
Scarab	Ring --	+4 Poison/Plague/Para res.
Secret Move Ring	Ring --	+3 Move Power Level
Snake Earrings	Ring +1 Defense	+1 Poison resistance
Spectacles	Ring --	+2 Critical resistance
Spirit Charm	Charm +20 Defense	+2 all magic resistance
Soul of Asura	Ring --	Extra combo + critical attack!
Sudden Death Charm	Charm --	Gives sudden death res.
Talisman	Ring --	Prevents all status changes
Telescope	Ring --	Increases attack range
Titan's Ring	Ring +5 Attack	Has a curious design
Tree God Amulet	Charm --	Reduces SP used by moves
Water Charm	Charm --	+4 Water resistance
Wind Charm	Charm --	+4 Wind resistance

* Diana's Amulet casts the "Refresh" spell in battle.

- ==> LIST OF MOVES <== -

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V-SLASH SP Cost: 14 Weapon Type: N/A
 Requirements: Sword LV1
Attacks one enemy with a V-shaped slash

Useful for the first parts of the game, at least until
you get W-Break. :P

W-BREAK SP Cost: 20 Weapon Type: N/A
 Requirements: Sword LV6, Mace LV4
Attacks one enemy with a critical V-slash

More powerful version of the V-Slash.

SHOCKWAVE SP Cost: 30 Weapon Type: N/A
 Requirements: Mace LV7, Ax LV5
Range attack with shockwaves

Justin's first range move. What can I say.. it hits a
range of enemies. :P

MIDAIR CUT SP Cost: 32 Weapon Type: N/A
 Requirements: Mace LV10, Ax LV12

Critical spinning attack on one enemy

Deals a large amount of damage to one enemy. Useful for boss fights or single enemies with large amounts of HP.

LOTUS CUT SP Cost: 32 Weapon Type: N/A
 Requirements: Sword LV12, Fire LV8

Cuts one enemy with a sword of fire

Similar to the Midair Cut, but Justin focuses the power of fire into his weapon to deal the enemy an fire-based spinning slash.

ICE SLASH SP Cost: 36 Weapon Type: N/A
 Requirements: Ax LV16, Wind LV10, Water LV10

Cuts one enemy with a sword of ice

Justin focuses the power of ice into his weapon and deals the enemy a heavy blow, causing a good deal of ice damage to one enemy.

THOR CUT SP Cost: 40 Weapon Type: N/A
 Requirements: Sword LV23, Fire LV17, Wind LV17

Cuts one enemy with a lightning sword

Following the same example as the Lotus Cut and Ice Slash, Justin focuses the power of lightning into his weapon to deal the enemy a heavy lightning-based blow.

IMMORTAL AURA SP Cost: 45 Weapon Type: N/A
 Requirements: Sword LV20, Mace LV25, Ax LV22

Temporarily defends all attacks

This useful move temporarily renders Justin invulnerable. All damage dealt to Justin is reduced to 0.

DRAGON CUT SP Cost: 45 Weapon Type: N/A
 Requirements: Sword LV16, Earth LV7, Fire LV6

Gadwin magic sword cuts all enemies

Cannot be learned until Gadwin leaves

Justin assembles the power of the universe and slams his weapon into the ground, creating a devastating blast of energy that damages all enemies.

HEAVEN & EARTH CUT SP Cost: 90 Weapon Type: N/A
 Requirements: Sword LV32, Mace LV29, Ax LV30

Justin's best move -- all enemies

Cannot be learned until Gadwin leaves

The Heaven & Earth Cut is Justin's strongest move, and probably the strongest move in the game. Basically what it is, is a more powerful (yes, MORE powerful) version of the Dragon Cut. Justin assembles massive power into his weapon and slams it into the ground, utterly devastating all enemies. With this move it is possible to deal well over 1,000 HP damage to ALL enemies! Ouch!!!

/-----\
| Sue |
\-----/

PUFFY KICK SP Cost: 8 Weapon Type: N/A
 Requirements: Throw LV1
Attack one enemy by throwing Puffy

Sue throws Puffy at an enemy (Puffy gets thrown around a lot, doesn't he? :P) for considerable damage. Good for the beginning of the game... think of it as Sue's answer to Justin's V-Slash. :P

RAH-RAH! CHEER SP Cost: 18 Weapon Type: N/A
 Requirements: Throw LV1, Mace LV1
Restore some HP to the party by cheering

Sue and Puffy break out some pom-poms and begin cheering on the party. Restores a small amount of HP to each party member. :)

FIRE AWAY SP Cost: 28 Weapon Type: Throw
 Requirements: Throw LV10

Deals damage to all enemies. Obviously best used against large groups of monsters (or bosses with multiple targets).

ROUND WHACKER SP Cost: 30 Weapon Type: Mace
 Requirements: Mace LV7
Range attack with shock waves

Similar to Justin's Shockwave attack. Deals damage to a range of monsters.

FIGHT! CHEER SP Cost: 16 Weapon Type: N/A
 Requirements: Mace LV8, Earth LV2, Fire LV3
Raises attack power of party by cheering

Sue and Puffy break out the pom-poms again and cheer on the party, raising each members attack level. :)

YAWN SP Cost: 5 Weapon Type: N/A
 Requirements: Mace LV10, Water LV3
Put a range of enemies to sleep

Bears a striking resemblance to the "Snooze" spell, no? Best used when Sue runs out of level 1 MP. :P

PUFFY FIRE SP Cost: 36 Weapon Type: N/A
 Requirements: Throw LV12, Fire LV2
Range attack by breathing fire

Puffy breathes a fireball, which deals damage to a range of enemies. Sue's most powerful attacking move.

/-----\
| Feena |
\-----/

\-----/

KNIFEHURL SP Cost: 10 Weapon Type: Knife
 Requirements: Knife LV3

Hurl knives quickly at one enemy

Feena unleashes a flurry of knives into one enemy. Feena's weakest attacking move.

PARA WHIP SP Cost: 15 Weapon Type: Whip
 Requirements: Whip LV4

Paralyzing whip attack on one enemy

Feena attacks one enemy with her whip. This move also will paralyze the target... kinda useful. :)

RANDOMHURL SP Cost: 28 Weapon Type: Knife
 Requirements: Knife LV10

Hurl knives around at all enemies

Feena hurls knives all around, striking all monsters. Like most multiple-target moves, best used against multiple targets. Duh!

FIRE WHIP SP Cost: 32 Weapon Type: Whip
 Requirements: Whip LV14, Fire LV12

Flame whip range attack

Feena twirls a flaming whip around, striking all enemies in its path. Nice move to use when the monsters start to surround you. :P

ZAP! WHIP SP Cost: 38 Weapon Type: Whip
 Requirements: Whip LV24, Fire LV15, Wind LV15

Lightning whip attack on 1 enemy

The strongest of Feena's moves... Feena will assemble the power of lightning into her whip and deal a heavy shock attack to one enemy. Deals a great deal of damage to one enemy.

/-----\
| Gadwin |
\-----/

FLYING DRAGON CUT SP Cost: 14 Weapon Type: N/A
 Requirements: Sword LV4

Cutting range attack high in the air

Gadwin leaps into the air and causes a shockwave when he lands, damaging any nearby enemies.

ERUPTION CUT SP Cost: 24 Weapon Type: N/A
 Requirements: Sword LV8, Earth LV3, Fire LV3

Killer attack on one enemy with power

Deals a good deal of damage to one enemy, combining the powers of fire and earth to blast the enemy with an explosive slice. :)

DRAGON CUT SP Cost: 45 Weapon Type: N/A
 Requirements: Sword LV16, Earth LV7, Fire LV6
Magic sword attack on all enemies

Gadwin's best move... put simply, it rocks. Gadwin assembles the power of the universe into his sword, and slams it into the ground, creating a devastating blast of energy that damages all enemies.

/-----\
| Rapp |
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MIST HIDE SP Cost: 5 Weapon Type: N/A
 Requirements: Knife LV5
Warps self in the blink of an eye

With this technique, Rapp can instantaneously warp to a different part of the battlefield.

DOPPLEGANGER SP Cost: 27 Weapon Type: Sword/Knife
 Requirements: Knife LV12, Sword LV9
Divide into many and attack 1 enemy

Rapp makes several images of himself who repeatedly pound on an enemy, dealing considerable damage to them.

DETHSWORD SP Cost: 25 Weapon Type: Sword/Knife
 Requirements: Knife LV16, Sword LV14
Sudden death to one enemy by sword

Rapp deals several lethal blows to an enemy, in hopes of killing it with one attack. If this does not work, the attack will still deal some damage to the enemy. :)

MISSILE SP Cost: 14 Weapon Type: Throw
 Requirements: Throw LV7
Always hits target of 1 enemy

Rapp throws several projectile weapons at one enemy, dealing a large amount of damage to them.

FIREBALL SP Cost: 36 Weapon Type: Throw
 Requirements: Throw LV12, Fire LV10
Range attack by throwing fireballs

Rapp uses his innate Fire power to cover a range with fireballs, damaging a range of enemies. :)

SIDETHROW SP Cost: 40 Weapon Type: Throw
 Requirements: Throw LV22
Attack all enemies by side throwing

Rapp throws many projectile weapons all around the battlefield, dealing damage to all monsters.

DISCUTTER SP Cost: 30 Weapon Type: Throw
 Requirements: Knife LV10, Sword LV7, Throw LV15
Attack all enemies in its path

Rapp hurls a projectile weapon which cuts through all monsters in its path (straight line).

DEMON BALL SP Cost: 40 Weapon Type: N/A
 Requirements: Knife LV20, Sword LV18, Throw LV23
Rapp's ball attack on one enemy

Rapp's "special" move, the Demon Ball, unleashes a devastating explosion against one enemy, dealing them a great deal of damage.

NEO DEMON BALL SP Cost: 85 Weapon Type: N/A
 Requirements: Knife LV24, Sword LV25, Throw LV32
Rapp's ball attack on all enemies

Rapp's strongest attack, the Neo Demon Ball is a much stronger version of his regular Demon Ball attack. Rapp unleashes a devastating explosion attack against all enemies, dealing a huge amount of damage. Think of it as Rapp's version of the Heaven & Earth Cut, though it is not quite as powerful. :P

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/-----\  
|  Milda  |  
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MILDA KICK SP Cost: 16 Weapon Type: N/A
 Requirements: Ax LV10
No-range drop kick attack on 1 enemy

Milda assaults one enemy with a flying drop-kick. The weakest of Milda's attacks, but it also takes up the least SP.

SPLITTER SP Cost: 40 Weapon Type: N/A
 Requirements: Sword LV13, Mace LV15
Pounding quake attack on all enemies

Milda leaps into the air and slams her fist into the ground, creating a shockwave attack that damages all enemies.

MILDA HIT SP Cost: 75 Weapon Type: N/A
 Requirements: Sword LV20, Mace LV21, Ax LV24
Ultimate Milda combo hit on 1 enemy

Milda unleashes a devastating flurry of punches and kicks to beat the living daylights out of one enemy. Deals HEAVY damage to 1 enemy.

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/-----\  
|  Guido  |  
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MOGAY SHOT SP Cost: 14 Weapon Type: Throw
 Requirements: Throw LV5
Always hits 1 enemy

Similar to Rapp's "Missile" move, Guido chunks projectile weapons at one enemy, dealing small damage to them.

MOGAY BOMB SP Cost: 38 Weapon Type: N/A
 Requirements: Throw LV12
Slows enemy IP to minimum -- range

Guido unleashes a flurry of bombs that explode within a range, dealing damage and slowing down the enemy's IP.

MOGAY HYPO SP Cost: 45 Weapon Type: N/A
 Requirements: Knife LV15, Sword LV6
Restores SP of 1 friend with a shot

Guido uses a medicinal shot to restore the SP of one ally.

POWER UP SP Cost: 20 Weapon Type: N/A
 Requirements: Knife LV19, Sword LV10
Ups all ability of 1 friend with a shot

Guido uses a medicinal shot to increase all attribute levels by 1 for one ally (+1 Defense, Move, Wit, Speed and Max HP level! :)

MOGAY PICKPOCKET SP Cost: 10 Weapon Type: N/A
 Requirements: Knife LV13, Sword LV8, Throw LV15
10 tries to steal items from 1 enemy

Guido attempts to steal an item from an enemy. :P

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/-----\  
|  Liete  |  
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REDSHOCK SP Cost: 28 Weapon Type: N/A
 Requirements: Mace LV10
Splendid critical attack on one enemy

Liete's only attacking move... Liete uses her weapon to create a magical burst of energy that damages one foe.

ENCHANTMENT DANCE SP Cost: 34 Weapon Type: N/A
 Requirements: Mace LV18
Steals MP from 1 enemy for yourself

Liete does a little dance that sucks away the MP from one enemy and distributes it back to herself.

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- ==> LIST OF MAGIC <== -  
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/-----\  
|  Fire  |  
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===|Level 1==>

BURN! MP Cost: 1 Who Gets: J S F G R L

Requirements: Fire LV1

Range attack with a ring of fire

The most primitive fire spell. Deals small fire damage in an insanely small area. You'll have to throw this spell into a tightly-packed group of enemies in order for it to strike more than one. The basis for all fire spells. :)

MAGICAL ART MP Cost: 11 Who Gets: L
 Requirements: Fire LV12

Attack 1 enemy with animated art

Liete's first-level "special" spell. Using this spell, Liete draws a picture of a huge fire-breathing dragon, and brings it to life. The dragon then breathes fire on one enemy, dealing some damage to it. :)

===|Level 2==>

BURNFLAME MP Cost: 4 Who Gets: J S F G R L
 Requirements: Fire LV4

Range attack with a pillar of fire

More powerful version of the Burn! spell. Deals greater amount of damage in a much larger area. :)

BURNSTRIKE MP Cost: 5 Who Gets: J S G R
 Requirements: Fire LV18

Attack one enemy with 4 red-hot flames

This spell summons forth a powerful flame which engulfs one enemy, dealing a large amount of fire damage to them.

===|Level 3==>

BURNFLARE MP Cost: 7 Who Gets: J S F G R
 Requirements: Fire LV9

Attack all enemies with fireballs

More powerful version of the Burnflame spell. Deals a large amount of fire damage to all monsters.

FIREBURNER MP Cost: 8 Who Gets: J G R L
 Requirements: Fire LV25

Burn up one enemy with fire

This powerful fire spell summons forth an inferno of flames which swallows up one enemy. Deals a huge amount of fire damage to one enemy.

END OF THE WORLD MP Cost: 30 Who Gets: F
 Requirements: Fire LV27

Reduces all enemies to nothingness

Can only be learned after Feena's hidden power is revealed

The most powerful fire spell in existence. Feena uses her special power to summon forth an utter inferno that deals 999 damage to all enemies, enough to kill any non-boss monsters in one shot.


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|  Water  |  
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==>Level 1<==

HEAL MP Cost: 1 Who Gets: J S F R L
 Requirements: Water LV1

Restores HP of one friend a little

The most basic of the water magics. Heals a small amount of one ally's HP using the power of water.

SNOOZE MP Cost: 2 Who Gets: J S F R
 Requirements: Water LV3

Bubbles put all enemies to sleep

Creates many magic bubbles that burst upon contact with the enemy, in an effort to put them to sleep. Effects all enemies.

==>Level 2<==

ALHEAL MP Cost: 4 Who Gets: J S F
 Requirements: Water LV5

Restores HP to party a little

A heal spell that affects all party members.

HEALER MP Cost: 3 Who Gets: J F R
 Requirements: Water LV8

Restores HP of one ally a lot

More powerful version of the Heal spell... this spell will heal quite a bit more HP than the normal heal spell would.

ALHEALER MP Cost: 8 Who Gets: F L
 Requirements: Water LV12

Restores HP to party a lot

More powerful version of the Alheal spell... this spell will heal quite a bit more HP than the Alheal spell would. This spell affects all allies. :)

==>Level 3<==

RESURRECT MP Cost: 6 Who Gets: J S F L
 Requirements: Water LV16

Revives one fallen ally

As you would expect, this spell revives an ally who has been reduced to 0 HP. A very useful spell, though great skill in the art of Water Magic is needed to use it.

ALHEALER+ MP Cost: 12 Who Gets: J S F R L
 Requirements: Water LV20

Restores HP to party a whole lot

The most powerful water spell; this spell greatly heals the HP of all allies.

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/-----\  
| Wind |  
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-->@Level 1@<--

HOWL MP Cost: 2 Who Gets: J S F R L
 Requirements: Wind LV1
Range attack with sharp wind blades

The most primitive of wind magics. This spell conjures forth a strong wind which damages a moderately large range of enemies.

RUNNER MP Cost: 1 Who Gets: F R
 Requirements: Wind LV2
Ups movement of friends in range

This spell increases the "Move Level" of all allies in the spell range. It will increase the level of the initial target by +2, and any other nearby allies affected will receive +1.

-->@Level 2@<--

HOWLSLASH MP Cost: 6 Who Gets: J S F L
 Requirements: Wind LV6
Attacks all enemies with strong wind

More powerful version of 'Howl' spell. Attacks all monsters with a strong wind.

SHHH! MP Cost: 3 Who Gets: S F R
 Requirements: Wind LV12
Blocks magic of 1 enemy with vacuum

This spell uses the power of wind to create a vacuum which (somehow) blocks the magic of one enemy. In short, places "Magic Block" status on one enemy.

-->@Level 3@<--

HOWLNADO MP Cost: 8 Who Gets: J S L
 Requirements: Wind LV23
Tornado attacks all enemies & party

This spell summons forth a huge whirlwind which engulfs the whole battefield, sucking enemy and ally alike and hurling them into the sky. Enemies receive a good deal of wind damage, but allies don't take damage... however they are still scattered about the battlefield. :P

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/-----\  
| Earth |  
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---)Level 1(---

DIGGIN' MP Cost: 1 Who Gets: J S F G R L

Requirements: Earth LV1

Ups defense of entire party with Earth

The most basic of all Earth spells. This spell uses the power of the Earth to protect your party members, increasing each member's Defense Level by 1.

DEF-LOSS MP Cost: 3 Who Gets: S G R
 Requirements: Earth LV6

Drops defense of all enemies with Earth

Can be thought of as the reverse of the Diggin' spell. Uses power of Earth to decrease Defense Level of all enemies by 1.

---)Level 2(---

TREMOR MP Cost: 3 Who Gets: J S F G
 Requirements: Earth LV3

Range attack using earth energy

This spell deals earth damage to a good-sized range of enemies.

GRAVITY MP Cost: 4 Who Gets: G R L
 Requirements: Earth LV12

Use powerful gravity to hold one enemy

This spell uses the power of earth to create a strong field of gravity which decreases one enemy's Move Level all the way down to -7!

---)Level 3(---

QUAKE MP Cost: 12 Who Gets: J S G R L
 Requirements: Earth LV19

Powerful quake attacks all enemies

The most powerful earth spell; this spell summons a huge earthquake, which deals damage to all enemies.

/-----\
| Lightning --> Fire + Wind |
\-----/

%-->Level 1<--%

ZAP! MP Cost: 11 Who Gets: J S L
 Requirements: Fire LV5, Wind LV4

Range attack with ball lightning

Deals a surprisingly large amount of lightning damage to a medium-sized range of enemies. Nice spell, but murder on your MP. :P

%-->Level 2<--%

ZAP ALL MP Cost: 13 Who Gets: J S R L
 Requirements: Fire LV10, Wind LV9

Attack all enemies with lightning

This strong spell unleashes lightning bolts down upon all enemies. Costs a great deal of MP, but also deals a great deal of damage to all enemies. :)

%-->Level 3<--%

GADZAP MP Cost: 13 Who Gets: J L
 Requirements: Fire LV19, Wind LV15
Attack one enemy with holy lightning

This very powerful lightning spells summons forth holy lightning, which strikes one foe dealing a tremendous amount of damage to them.

DRAGONZAP MP Cost: 20 Who Gets: J F R L
 Requirements: Fire LV21, Wind LV19
Attack all enemies with dragon zap

The most powerful lightning spell; this spell summons forth a million volts worth of electricity and directs it towards all enemies. Takes up a lot of MP, but is well worth the casting cost. :)

ENCLOSE MP Cost: 26 Who Gets: L
 Requirements: Fire LV23, Wind LV24
Block all attacks of one enemy for now

Liete summons forth a holy symbol which swirls and engulfs one enemy, rendering it completely immobile, unable to attack or do anything for a while. While under the effect of this spell, the enemy will steadily take damage until the spell wears off or the enemy dies.

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/-----\  
| Blizzard --> Wind + Water |  
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===<Level 1>===

CRACKLE MP Cost: 2 Who Gets: J S F
 Requirements: Wind LV3, Water LV2
Attack one enemy with icicle knives

Deals ice damage to one enemy. Any questions? :P

FREEZE! MP Cost: 3 Who Gets: J L
 Requirements: Wind LV6, Water LV5
Freeze action of all enemies

This spell causes a powerful cold wind to blow, decreasing all enemies' move level by anywhere from -2 to -4.

TIME GATE MP Cost: 99 Who Gets: F
 Requirements: Wind LV99, Water LV99
Stops time for everyone else

Can only be learned after Feena's hidden power is revealed

Feena's ultimate spell (and probably THE ultimate spell) will completely stop time for all enemies and party members for

several rounds of combat. This gives you an opportunity to heal up your party if you are seriously hurt, or give the enemy a serious beating. However, the insanely high requirements and insanely high MP Cost make it debatable whether or not this spell is really worth the trouble. :P

NOTE If you must get the Time Gate spell, you're in for a long run of skill-building. There is a trick you can use to raise your water skill... it's probably obvious to most but since I have the common sense of a rock I had to be informed of it. First, getting the Ethereal Miracle from the Tower of Temptation is a VERY GOOD idea.. it doubles the magic exp you get from casting spells, and with it this process will take half as long. To raise your water skill, find a trap (any kind will do), and run yourself through it repeatedly until you run low on HP. Then have Feena cast the Heal spell on your characters. Continue the process until Feena runs out of MP, then go back to a nearby Save Point and recover. Continue doing this and you should be able to get LV99 Water Skill "easily" (well it sure beats the hell out of doing it the long way anyway :P)

Wind skill is a bit tougher. What I did was have Feena use the Howlslash spell on large groups of enemies in Gaia. Since weaker enemies will eventually start to give you less skill points, it would be best to fight the strongest monsters possible. It WILL take a while, but with this method it doesn't seem so bad (well maybe it does, but... :P)

===<Level 2>===

COLD MP Cost: 3 Who Gets: J L
 Requirements: Wind LV10, Water LV8
Reduce wit of one enemy by chilling

Uses the power of ice to reduce the Wit (Agility) level of one enemy.

CRACKLING MP Cost: 14 Who Gets: J S F R L
 Requirements: Wind LV10, Water LV12
Attack all enemies with diamond dust

More powerful version of the Crackle spell. Uses up an insanely high amount of MP, but deals a great deal of ice damage to all enemies.

===<Level 3>===

FIORA MP Cost: 2 Who Gets: S F R
 Requirements: Wind LV8, Water LV10
Magic symbol blocks moves of 1 enemy

3rd-level spell? Oh well... this spell will block the moves ("special abilities") of one enemy (i.e inflicts them with "Move Off" status.)

PROTECTION MP Cost: 21 Who Gets: S F L
 Requirements: Wind LV20, Water LV23
Temporarily protects one friend

This spell uses the power of ice to create an impenetrable

Restores party to its best condition

Can only be learned after Feena's hidden power is revealed

The most powerful forest spell; this spell completely restores your party... heals all HP, status effects, and even brings any dead allies back to life! Wow!

---><Level 3><---

HALVAH MP Cost: 5 Who Gets: J S F R
 Requirements: Water LV19, Earth LV16
Fully restores status of one friend

This spell will cure any status ailment (with the exception of "fallen" status) in one ally. Once you get this spell, status-recovery items become pretty much useless. :)

SPEEDY MP Cost: 4 Who Gets: S F R
 Requirements: Water LV13, Earth LV13
Forest life force ups wit of one friend

Using the power of the forest, this spell raises the Wit (Agility) Level of one ally by about two.

/-----\
| Explosion --> Earth + Fire |
\-----/

=~=[Level 1]=~=

WOW! MP Cost: 3 Who Gets: F G R
 Requirements: Earth LV5, Fire LV5
Ups attack power of one friend with heat

Uses the combined power of fire and earth to increase the Attack Level of one ally.

BOOM! MP Cost: 7 Who Gets: J S G L
 Requirements: Earth LV7, Fire LV6
Range attack with explosions

Deals a rather large amount of explosion damage to a rather small range of enemies.

=~=[Level 2]=~=

BOOM-POW! MP Cost: 10 Who Gets: J S G R
 Requirements: Earth LV10, Fire LV10
Attack all enemies with magma

A stronger version of the Boom! spell; this spell will create a makeshift volcano which spews magma onto all enemies.

METEOR STRIKE MP Cost: 10 Who Gets: G R L
 Requirements: Earth LV15, Fire LV13
Attack one enemy with meteorites

This spell summons meteorites from space to crash down upon one enemy's head. Deals a good deal of damage to a single

enemy.

=~=[Level 3]=~=

BA-BOOM! MP Cost: 18 Who Gets: J S F G R L
 Requirements: Earth LV20, Fire LV18
Attack all enemies with explosions

The most powerful explosion spell; this spell unleashes
a devastating explosion which damages all enemies.

- ==> LIST OF ENEMIES <== -

And now for the monster list. Joy! :P

Here's a "key" to show how I have this set up...

|Monster Name (*) HP Exp Value Gold |
| Items dropped -- if any |
| Special attacks that the monster may use |
| |
A (*) by the monster's name indicates that monster is a Boss.

|Alligator HP: 245 EXP: 300 G: 60 |
Para Tail --> Physical attack on one ally + "Paralysis"

|Ammonite HP: 56 EXP: 5 G: 6 |
| Drops (Smarna Weed) |
Spin Attack --> Physical attack within a straight line

|Arm (*) HP: 1366 EXP: N/A G: N/A |
|(Part of Trent) |
No special abilities

|Arm-2 (*) HP: 2963 EXP: N/A G: N/A |
|(Part of Gaia Treant) |
No special abilities

|Awful Head (*) HP: 2462 EXP: N/A G: N/A |
|(Part of Hydra) |
Poison Gas --> Physical range attack + "Poison"

|Ax (*) HP: 2350 EXP: N/A G: N/A |
|(Part of Ruin Guard) |
No special abilities

|Ax-2 (*) HP: 2306 EXP: N/A G: N/A |
|(Part of Great Susano-O) |
No special abilities

|Baal (*) HP: 2783 EXP: 4500 G: 3000 |
| Boom-Pow! --> See Level 2 Earth Spells |
Zap! --> See Level 1 Lightning Spells

| Healer --> See Level 2 Water Spells |
| Howlnado --> See Level 3 Wind Spells |
| Shhh! --> See Level 2 Wind Spells |

|Baal-3 (*) HP: 7000 EXP: 6810 G: 0 |
| Grand Cross --> STRONG attack on nearby allies |
| Gaia Tail --> Attack one ally; neutralize attributes |

|Baby Bat HP: 18 EXP: 1 G: 3 |
| Drops (Herbs) |
| Sonar --> Physical attack on one ally |

|Bad Head (*) HP: 600 EXP: 320 G: 470 |
|(Part of Serpent) |
| Stun Gun --> Physical range attack + "Paralyze" |

|Beetlebug HP: 108 EXP: 9 G: 50 |
| Dizzy Spin --> Physical attack on one ally + "Confuse" |

|Birdrake HP: 80 EXP: 19 G: 20 |
| Move Block Wing --> Physical attack + "Move Block" |
| Magic Block Wing --> Physical attack + "Magic Block" |

|Bird Skull HP: 350 EXP: 92 G: 85 |
| Drops (Panacea), (Pretty Jewel) |
| Doze Cut --> Attack one ally + "Sleep" |
| Aim Cut --> Physical attack on one ally |

|Black Beret HP: 265 EXP: 85 G: 100 |
| Heavy Blow --> Physical attack on one ally |
| Burst Shot --> Physical range attack |

|Black Widow HP: 53 EXP: 6 G: 13 |
| Gummy Fluid --> Physical attack on one ally; Move Level -3 |

|Blue Devil HP: 145 EXP: 70 G: 50 |
| Drops (Titan's Ring) |
| Demon Throw --> Strong physical attack on one ally |

|Blue Kite HP: 135 EXP: 35 G: 27 |
| Glide Attack --> Physical attack within a straight line |

|Boomerang (*) HP: 2350 EXP: N/A G: N/A |
|(Part of Ruin Guard) Drops (Thunder Arrow) |
| Boomerang --> Physical attack on one ally |

|Brain Bat HP: 294 EXP: 30 G: 47 |
| Drops (Seed of Magic) |
| Fiora --> See Level 3 Blizzard Spells |
| Body Blow --> Physical attack within a straight line |
| Ba-Boom! --> See Level 3 Explosion Spells |
| Stram --> See Level 1 Forest Spells |
| Shhh! --> See Level 2 Wind Spells |

|Cactus Man HP: 297 EXP: 70 G: 87 |
| Drops (Cactus Helmet) |
| Fire Time --> Fire attack on all allies |
| Shoot Quills --> Physical attack on all allies |

|Cerberus HP: 244 EXP: 18 G: 10 |

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| Dark Breath --> STRONG physical attack in a straight line |
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|Chameleon          HP: 210      EXP: 60      G: 600 |
| Tail Attack --> Strong physical attack on one ally |
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|Chang (*)          HP: 738      EXP: 235     G: 0 |
| Tornado Punch --> Strong physical attack on one ally |
| Spin Kick --> Range kick attack |
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|Clay Bird          HP: 203      EXP: 75      G: 120 |
| Clay Feather --> Physical attack on one ally |
| Clay Breath --> Strong physical attack on all allies |
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|Coelacanth         HP: 371      EXP: 198     G: 135 |
| Hoparound --> Physical range attack |
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|Combatant          HP: 344      EXP: 98      G: 125 |
|                   Drops (Rescue Set), (Battle Helm) |
| Heavy Blow --> Physical attack on one ally |
| Shock Sword --> Strong physical range attack |
| Sword Dance --> Strong physical attack on one ally |
-----
|Crimsona           HP: 288      EXP: 108     G: 110 |
|                   Drops (Resurrect Potion) |
| Head Dance --> Physical attack on one ally + "Confuse" |
-----
|Critter            HP: 325      EXP: 231     G: 85 |
| Death Spear --> Attack one ally + "Sudden Death" |
| Random Fire --> Fire attack against all allies |
-----
|Dizzy Moth         HP: 180      EXP: 56      G: 58 |
| Poison Scales --> Physical range attack + "Poison" |
-----
|Dodo               HP: 96       EXP: 25      G: ?? |
| Random Shuriken --> Physical attack on all allies |
| Dart Feather --> Physical attack on one ally |
-----
|Dom Orc            HP: 106      EXP: 14      G: 21 |
|                   Drops (Holy Mace) |
| Bite --> Physical attack on one ally |
-----
|Dragon Knight       HP: 558      EXP: 41      G: 60 |
|                   Drops (Fruit of Power), |
|                   (Seed of Power), |
|                   (Seed of Defense) |
| Paralyze Spear --> Range attack + "Paralyze" |
| Poison Spear --> Range attack + "Poison" |
-----
|Dragonoid          HP: 700      EXP: 223     G: 128 |
| Poison Lance --> Physical attack on one ally + "Poison" |
-----
|Elite Officer       HP: 200      EXP: 80      G: 81 |
|                   Drops (Miracle Drink), |
|                   (Ultimate Drink) |
| Heavy Blow --> Physical attack on one ally |
| Burst Shot --> Physical range attack |
| Wave Rip --> Physical attack in a straight line + Stun |
-----
|Elite Klepp        HP: 170      EXP: 40      G: 80 |
| Diving --> Physical range attack |

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-----
|Emerald Bird           HP: 268      EXP: 100    G: 200 |
| Emerald Bomb -->    Strong physical attack on all allies |
| Heavy Feather -->   Strong physical attack + "Paralyze" |
-----
|Ent                   HP: 55       EXP: 17     G: 40    |
|                   Drops (Cholla Flowers) |
| Nut Bomb -->       Physical range attack |
-----
|Evil Gaia (Final Boss) HP: 9999    EXP: 0      G: 0      |
| Burn! -->         See Level 1 Fire Spells |
| Howl -->          See Level 1 Wind Spells |
| Poizn -->         See Level 1 Forest Spells |
| Stram -->         See Level 1 Forest Spells |
| Freeze! -->       See Level 1 Blizzard Spells |
| Cold -->          See Level 2 Blizzard Spells |
-----
|Eye (*)              HP: 1800    EXP: N/A    G: N/A    |
|(Part of Massacre Machine) |
| Burnflame -->     See Level 2 Fire Spells |
-----
|Eye-2 (*)           HP: 2000    EXP: N/A    G: N/A    |
|(Part of Massacre Machine-2) |
| Howlslash -->    See Level 2 Wind Spells |
| Healer -->       See Level 2 Water Spells |
-----
|Eye-3 (*)           HP: 6785    EXP: N/A    G: N/A    |
|(Part of Gaia Armor) |
| Gravity -->      See Level 2 Earth Spells |
| Healer -->       See Level 2 Water Spells |
-----
|Fire Hound           HP: 260     EXP: 70     G: 72     |
|                   Drops (Miracle Drink) |
| Flame Howl -->   Fire attack within a straight line |
| Big Dog -->     Strong physical attack on one ally |
-----
|Flap Bird            HP: 255     EXP: 70     G: 78     |
| Back Kick -->   Strong physical attack on one ally |
| Egg Smash -->   Physical attack on one ally + Move Level -3 |
-----
|Flower (*)           HP: 1385    EXP: N/A    G: N/A    |
|(Part of Trent) |
| Flower Beam -->  STRONG physical attack within a line |
-----
|Flower-2 (*)         HP: 3167    EXP: N/A    G: N/A    |
|(Part of Gaia Treant) |
| Flower Laser --> STRONG physical attack within a line |
-----
|Gadwin (*)           HP: 300     EXP: N/A    G: N/A    |
| Dragon Cut -->  Giant smack down on Justin (9999 damage :P) |
-----
|Gadwin-2 (*)         HP: 1525    EXP: 4000   G: 0      |
| Flying Dragon Cut --> See Gadwin's Moves |
| Eruption Cut -->   See Gadwin's Moves |
| Dragon Cut -->    See Gadwin's Moves |
-----
|Gaia Alien           HP: 335     EXP: 283    G: 160    |
|                   Drops (Mana Egg) |
| Head Step -->    Physical attack; ALL levels -5 (!!)|
-----

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Gaia Ape	HP: 431	EXP: 228	G: 233	
	Drops (Pretty Jewel)			
Earthquake -->	Physical range attack			

Gaia Armor (*)	HP: 6785	EXP: 7000	G: 7460	
Killer Tackle -->	STRONG attack within a straight line			
Dead Circle -->	Strong attack on nearby allies			

Gaia Battler (*)	HP: 2473	EXP: 5700	G: 7800	
Lightning -->	Lightning attack against all allies			
Poison Gas -->	Physical range attack + "Poison"			

Gaia Battler-2 (*)	HP: 3567	EXP: 6300	G: 8600	
Lightning -->	Lightning attack against all allies			
Poison Gas -->	Physical range attack + "Poison"			

Gaia Battler-4 (*)	HP: 5871	EXP: 6300	G: 9450	
Lightning ->	Lightning attack against all allies			
Rust Gas -->	Physical range attack; Defense Level -2			

Gaia Beetle	HP: 308	EXP: 253	G: 125	
Wing Beat -->	Attack all allies + "Confuse"			
Silk Orb -->	Wit Level -6 for one ally			

Gaia Bird	HP: 398	EXP: 196	G: 162	
	Drops (Resurrect Potion),			
	(Pretty Jewel)			
Back Kick -->	Strong attack on one ally			
Egg Smash -->	Attack one ally + Move Level - 3			

Gaia Brain	HP: 327	EXP: 276	G: 149	
Cold -->	See Level 2 Blizzard Spells			
Crackling -->	See Level 2 Blizzard Spells			
Psychokinesis -->	Move Level -3 for party			
Alhealer+ -->	See Level 3 Water Spells			

Gaia Cancer	HP: 327	EXP: 271	G: 155	
Earth Pound -->	Physical range attack			

Gaia Core (*)	HP: 9999	EXP: N/A	G: N/A	
Fireburner -->	See Level 3 Fire Spells			
Zap All -->	See Level 2 Lightning Spells			
Quake -->	See Level 3 Earth Spells			

Gaia Cyst (*)	HP: 4500	EXP: N/A	G: N/A	
(Part of Baal-3)				
Deathmark -->	STRONG attack on all allies			
Seed Smash -->	Physical attack on all allies			

Gaia Demon	HP: 426	EXP: 293	G: 316	
Fiora -->	See Level 3 Blizzard Spells			
Shhh! -->	See Level 2 Wind Spells			
Quick Quills -->	Physical attack; "Poison"; Move Level -2			
Gravity -->	See Level 2 Earth Spells			

Gaia Fly	HP: 278	EXP: 163	G: 158	
	Drops (Pretty Jewel)			
Poison Scales -->	Physical range attack + "Poison"			

Gaia Horn	HP: 378	EXP: 212	G: 213	

| Plague Fluid --> Physical range attack + "Plague" |
| All Together! --> Calls up to 3 additional Gaia Horns |

|Gaia Man HP: 800 EXP: 264 G: 156 |
| Drops (Golden Potion) |
| Needles --> Physical attack on all allies |
| Fire Time --> Attack Level +5 for all enemies (ouch) |

|Gaia Mold HP: 288 EXP: 205 G: 138 |
| Oxy Spores --> Range attack; Defense Level -2 |
| Germ Spores --> Range attack + "Plague" |

|Gaia Scorpion HP: 312 EXP: 182 G: 176 |
| Scissor Attack --> Physical attack on one ally |
| Poison Quills --> Attack one ally + "Poison" |

|Gaia Slime HP: 331 EXP: 236 G: 119 |
| Acid Gas --> Physical range attack; Defense Level -6 |
| Divide --> Creates 3 Additional Gaia Slimes with same HP |

|Gaia Slug HP: 485 EXP: 266 G: 113 |
| Dizzy Gas --> Physical range attack + "Confuse" |
| Curl Laser --> Physical attack on all allies |

|Gaia Snake HP: 311 EXP: 182 G: 177 |
| Tremor --> See Level 2 Earth Spells |
| Def-Loss --> See Level 1 Earth Spells |
| Crush --> Physical attack on one ally |

|Gaia Star HP: 317 EXP: 235 G: 158 |
| Spin Attack --> Physical attack on near allies + "Confuse" |

|Gaia Tentacle A (*) HP: 6000 EXP: N/A G: N/A |
|(Part of Baal-3) |
| Cold --> See Level 2 Blizzard Spells |
| Alhealer --> See Level 2 Water Spells |

|Gaia Tentacle B (*) HP: 6000 EXP: N/A G: N/A |
|(Part of Baal-3) |
| Zap! --> See Level 1 Lightning Spells |
| Burnflare --> See Level 3 Fire Spells |
| Burnstrike --> See Level 2 Fire Spells |
| Boom! --> See Level 1 Explosion Spells |

|Gaia Tentacle X (*) HP: 1300 EXP: N/A G: N/A |
|(Appears during final battle) |
| Spin Attack (requires 2) --> Attack nearby allies |
| Death Tornado (requires 3) --> STRONG attack on one ally |

|Gaia Treant (*) HP: 4578 EXP: 5765 G: 7200 |
| Sleep Pollen --> Range attack + "Sleep" |

|Gaia Tree HP: 356 EXP: 215 G: 146 |
| Illusion --> Attack all allies + "Confuse" |
| Nut Throw --> Physical attack on all allies |

|Ganymede (HEAD) (*) HP: 1500 EXP: 1000 G: 2000 |
| Beat Attack --> Physical range attack on nearby allies |

|Ganymede (BODY) (*) HP: 1500 EXP: N/A G: N/A |

		Drops (Shell Armor)	
	Rush Attack -->	Physical attack within a straight line	

	Gas Cloud	HP: 125 EXP: 31 G: 18	
	Howl -->	See Level 1 Wind Spells	

	Ghost	HP: 465 EXP: 36 G: 25	
		Drops (Seed of Moves)	
	Divide -->	Creates 4 additional Ghosts with same HP	
	Ectoplasm -->	Physical attack on one ally	

	Ghostoid	HP: 62 EXP: 4 G: 1	
	Shout! -->	Physical attack on all allies	

	Giant Centipede	HP: 32 EXP: 2 G: 4	
	Shooting Thorns -->	Physical attack on one ally	

	Giant Moth	HP: 235 EXP: 34 G: 36	
	Sonar -->	Physical attack on all allies + "Confuse"	
	Rust Scales -->	Defense Level -2 for a range of allies	

	Gill Newt	HP: 316 EXP: 91 G: 107	
	Stun Mist -->	Strong physical attack on one ally	
	Spew Slime -->	Defense Level -3 for one ally	

	Glug Bird	HP: 65 EXP: 9 G: 16	
	Back Kick -->	Strong physical attack on one ally	

	Great Susano-O (*)	HP: 3453 EXP: 3000 G: 0	
		Drops (Chain of Gems)	
	Howlnado -->	See Level 3 Wind Spells	

	Green Slime	HP: 45 EXP: 2 G: 4	
		Drops (Herbs)	
	Coverup -->	Physical attack on one ally + stun	

	Grim Haze	HP: 50 EXP: 18 G: 18	
	Cloud Attack -->	Strong attack on 1 ally + "Confuse"	

	Grinwhale (*)	HP: 1985 EXP: 4400 G: 6000	
	Spew -->	Physical attack on all allies	
	Electric Shock -->	Strong electric attack on all allies	
	Body Blow -->	Physical attack on nearby allies	

	Gripple	HP: 155 EXP: 25 G: 18	
		Drops (First Aid Kit)	
	Dizzy Tentacle -->	Range attack; causes "Confuse"	

	Guardian	HP: 550 EXP: 179 G: 176	
	Zap All -->	See Leve 2 Lightning Spells	
	Healer -->	See Level 2 Water Spells	

	Hermit Crab	HP: 94 EXP: 56 G: 120	
	Lean Over -->	Physical attack on one ally + stun	

	Hippocamp	HP: 141 EXP: 59 G: 100	
	Runaround -->	Strong physical attack on nearby allies	

	Horned Toad	HP: 112 EXP: 40 G: 50	
	Frog Lullaby -->	Causes "Sleep" in all allies	

Spin Needle -->	Physical attack within a straight line			

Hot Dog	HP: 164	EXP: 45	G: 5	
	Drops (Raincloud Staff)			
Flame Howl -->	Strong fire attack within a straight line			

Hot Head (*)	HP: 516	EXP: 320	G: 470	
(Part of Serpent)				
Hot Gas -->	Fire range attack			

Hot Head-2(*)	HP: 2292	EXP: N/A	G: N/A	
(Part of Hydra)	Drops (Resurrect Potion)			
Hot Gas -->	Fire range attack			

Huge Pupa	HP: 300	EXP: 60	G: 59	
Dizzy Gas -->	Physical range attack + "Confuse"; "Plague"			
Healer -->	See Level 2 Water Spells			

Hydra (*)	HP: 3721	EXP: 5000	G: 7500	
Crackling -->	See Level 2 Blizzard Spells			

Inchworm	HP: 65	EXP: 9	G: 20	
Sleep Gas -->	Physical range attack + "Sleep" status			

Iron Ball (*)	HP: 1600	EXP: N/A	G: N/A	
(Part of Great Susano-O)	Drops (Emperor's Whip)			
Hammer Shot -->	Physical range attack			

Iron Giant	HP: 700	EXP: 25	G: 50	
Bomb Throw -->	Strong physical range attack			

Jackal	HP: 498	EXP: 34	G: 26	
	Drops (Seed of Power),			
	(Fruit of Power)			
Poison Bite -->	Attack one ally + "Poison"			
Fire Breath -->	Strong fire range attack			

Killer Tree	HP: 80	EXP: 35	G: 30	
Combo Attack -->	Attack one ally and cast "Tremor"			
Grapple Nut -->	Physical attack on 1 ally; Move Level -3			

King Horn	HP: 309	EXP: 100	G: 102	
Plague Fluid -->	Physical attack on one ally + "Plague"			
All Together! -->	Calls up to 3 additional King Horns			

Klepp Knight	HP: 180	EXP: 45	G: 90	
Wow! -->	See Level 1 Earth Spells			
Spin Mace -->	Strong physical attack on one ally			

Klepp Rider	HP: 216	EXP: 60	G: 70	
Killer Breath -->	Strong physical range attack + "Plague"			

Klepp Soldier	HP: 160	EXP: 35	G: 40	
	Drops (Healthweed)			
Slash Mace -->	Physical attack on one ally			

Kung-Fu Master (*)	HP: 4776	EXP: 9800	G: 0	
	Drops (Satisfaction Gem)			
Tornado Punch -->	STRONG physical attack on one ally			
Spin Kick -->	STRONG physical range attack			

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| Vanish --> Neutralizes attribute levels for ally + enemy |
-----
|Land Slug                HP: 220      EXP: 65      G: 41 |
|                          Drops (Poison Antidote) |
| Curl Gas --> Physical range attack + "Poison" |
-----
|Layelah                  HP: 385      EXP: 41      G: 62 |
| Deadly Temptation --> Sudden Death on one ally |
| Howlnado --> See Level 3 Wind Spells |
| Zap All --> See Level 2 Lightning Spells |
| Speedy --> See Level 3 Wind Spells |
| Alhealer+ --> See Level 3 Water Spells |
-----
|Left Hand (*)            HP: 1972     EXP: N/A     G: N/A |
|(Part of Gaia Battler) |
| Combination --> Strong physical attack on one ally |
-----
|Left Hand-2 (*)          HP: 2573     EXP: N/A     G: N/A |
|(Part of Gaia Battler-2) |
| Combination --> Strong physical attack on one ally |
-----
|Left Hand-4 (*)          HP: 4237     EXP: N/A     G: N/A |
|(Part of Gaia Battler-4) |
| Combination --> Strong physical attack on one ally |
-----
|Left Tentacle (*)        HP: 438      EXP: 27      G: 500 |
|(Part of Squid King) |
| Suck In --> Draws all party members closer to the enemy |
-----
|Lich                      HP: 372      EXP: 73      G: 100 |
| Paralyze Gas --> Attack one ally + "Paralyze" |
| Oxy Gas --> Attack one ally + Defense Level -2 |
-----
|Lilith                    HP: 320      EXP: 158     G: 88 |
|                          Drops (Resurrect Potion) |
| Life Drain --> Sucks away HP from all allies |
| Crazy Dance --> Attack Level +2 for all enemies |
-----
|Lizard Rider              HP: 220      EXP: 50      G: 60 |
| Breath --> Strong physical attack on one ally |
-----
|Lord's Ghost (HEAD) (*)  HP: 4500     EXP: 9800    G: 18000 |
| Zap! --> See Level 1 Lightning Spells |
-----
|Lord's Ghost (BODY) (*)  HP: 4500     EXP: N/A     G: N/A |
| X-Ray --> STRONG physical attack within a straight line |
-----
|Lost Soul                 HP: 75       EXP: 40      G: 20 |
|                          Drops (Fire Charm) |
| Flame Shot --> Fire attack on one ally |
-----
|Lure (*)                  HP: 1733     EXP: N/A     G: N/A |
|(Part of Grinwhale) |
| Entice --> Physical attack on Justin |
-----
|Madragon (HEAD) (*)      HP: 2150     EXP: 2900    G: 4500 |
| Howlsplash --> See Level 2 Wind Spells |
| Flame Breath --> Flame attack within a straight line |
| Burn! --> See Level 1 Wind Spells |
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Madragon (BODY) (*)	HP: 2150	EXP: N/A	G: N/A	
No Special Attacks				

Mad Frog	HP: 163	EXP: 62	G: 31	
Poke Attack -->	Physical attack on one ally			
Spin Attack -->	Physical attack within a straight line			

Mad Rider	HP: 230	EXP: 60	G: 65	
Neck-A-Neck Breath -->	Defense Level -3 for one ally			

Mad Snail	HP: 60	EXP: 8	G: 40	
Spin Attack -->	Physical attack within a straight line			

Mage King (HEAD) (*)	HP: 3892	EXP: 3405	G: 6400	
Atomic Shot -->	Physical attack within a straight line			

Mage King (BODY) (*)	HP: 3892	EXP: N/A	G: N/A	
Howlnado -->	See Level 3 Wind Spells			

Magic Head	HP: 235	EXP: 80	G: 200	
Boom! -->	See Level 1 Explosion Spells			
Def-Loss -->	See Level 1 Earth Spells			

Magma Man	HP: 211	EXP: 75	G: 40	
	Drops (Raincloud Staff)			
Lava Throw -->	Physical attack on one ally			

Marna Bug	HP: 18	EXP: 1	G: 3	
String Orb -->	Physical attack on one ally			

Manta Ray	HP: 276	EXP: 60	G: 29	
	Drops (Launch Fireworks)			
Bombs Away -->	Physical attack agaisnt all allies			

Massacre Machine (*)	HP: 1800	EXP: 1000	G: 2000	
Spin Cut -->	Physical attack on nearby allies			
Hurricane Mixer -->	Physical attack within a straight line			

Massacre Machine-2 (*)	HP: 2000	EXP: 1200	G: 2000	
Full-Moon Cut -->	Physical attack on nearby allies			
Body Slam -->	Physical attack within a straight line			

Mean Head (*)	HP: 486	EXP: 320	G: 470	
(Part of Serpent)				
Killer Bite -->	Physical attack on one ally + "Move Off"			

Medusa Dancer	HP: 256	EXP: 75	G: 120	
	Drops (Magic Block Charm)			
Magic Block Dance -->	Causes "Magic Block" on all allies			
Life Drain -->	Drain HP from one ally			

Mega Gaia (*)	HP: 4800	EXP: N/A	G: N/A	
Multiply -->	Creates 3 Gaia Tentacles (X)			
Tentacle Attack -->	See Gaia Tentacle X attacks			

Metal Beetle	HP: 60	EXP: 25	G: 50	
Magic Block Orb -->	"Magic Block" on one ally			
Wing Sonar -->	Physical range attack			

Milda (*)	HP: 2800	EXP: 2300	G: 0	

| Milda Kick --> See Milda's Moves |
| Splitter --> See Milda's Moves |
| Milda Hit --> See Milda's Moves |

|Mio (*) HP: 700 EXP: 85 G: 0 |
| Stun Gun --> Strong physical attack on 1 ally + "Paralyze" |
| Balloon --> Range attack; causes "Poison" and "Sleep" |

|Mio-2 (*) HP: 3000 EXP: 3200 G: 3440 |
| Kill Stun Gun --> Physical attack on 1 ally + "Paralyze" |
| Super Balloon --> Range attack; causes "Poison" and "Sleep" |
| Cold --> See Level 2 Blizzard Spells |
| Freeze! --> See Level 1 Blizzard Spells |
| Trinity Attack --> Devastating attack on one ally |

|Mist Guard HP: 95 EXP: 17 G: 23 |
| Drops (Panacea) |
| Random Nut --> Defense Level -3 + "Confuse" on one ally |
| Howl --> See Level 1 Wind Spells |

|Mist Wraith HP: 115 EXP: 30 G: 18 |
| Poizn --> Range attack; causes "Poison" |
| Invisible --> Enemy turns invisible; can't be targeted |
| Burnflame --> See Level 2 Fire Spells |

|Mold Bird HP: 140 EXP: 35 G: 19 |
| Drops (Vaccine) |
| Plague Spores --> Range attack; causes "Plague" |

|Mountain Ape HP: 330 EXP: 100 G: 200 |
| Drops (Mikeroma Scroll) |
| Earthrend --> Physical range attack |
| Snowball Throw --> Strong Physical attack on one ally |

|Mud Jelly HP: 73 EXP: 10 G: 17 |
| Shock Bomb --> Strong electric range attack; destroys enemy |

|Mullen (*) HP: 2946 EXP: 5682 G: 0 |
| Zap All --> See Level 2 Lightning Spells |
| Crackling --> See Level 2 Blizzard Spells |
| Rising Dragon Cut --> Strong attack on one ally |
| Sonic Boom --> Physical attack within a straight line |

|Nana (*) HP: 900 EXP: 85 G: 0 |
| Yo-Yo --> Physical range attack |
| Spinning Yo-Yo --> Physical range attack + stun |

|Nana-2 (*) HP: 4000 EXP: 3200 G: 3440 |
| Shhh! --> See Level 2 Wind Spells |
| Zap! --> See Level 1 Lightning Spells |
| Fiora --> See Level 3 Blizzard Spells |
| Spinning Yo-Yo --> Physical range attack |
| Trinity Attack --> Devastating attack on one ally |

|Nice Head (*) HP: 800 EXP: 320 G: 470 |
|(Part of Serpent) |
| Recover Gas --> Restores 100 HP to all enemies |

|Nice Head-2(*) HP: 1742 EXP: N/A G: N/A |
|(Part of Hydra) Drops (Resurrect Potion) |

Recover Gas -->	Restores HP to all enemies		

Nyalmot	HP: 225	EXP: 53	G: 100
Nyalmot Throw -->	Strong physical attack on one ally		

Odd Bird	HP: 127	EXP: 11	G: 12
	Drops (Bond of Trust)		
Feather Shuriken -->	Strong physical attack on one ally		
Confuse Wing -->	Physical attack on one ally + "Confuse"		

Orc	HP: 70	EXP: 4	G: 20
Bite -->	Physical attack on one ally		

Orc King (*)	HP: 385	EXP: 70	G: 450
Firebreath -->	Fire attack on one ally		

Pearl Head (*)	HP: 2848	EXP: N/A	G: N/A
(Part of Hydra)	Drops (Crimson Potion)		
Sudden Death -->	Death to one ally		

Phantom Dragon (HEAD) (*)	HP: 3976	EXP: 2000	G: 0
	Drops (Golden Potion)		
Crackling -->	See Level 2 Blizzard Spells		
Fire Breath -->	Fire attack within a straight line		

Phantom Dragon (BODY) (*)	HP: 3976	EXP: N/A	G: N/A
	Drops (Deep Blue Potion)		
	No special abilities		

Pink Mage	HP: 100	EXP: 36	G: 24
	Drops (Resurrect Potion)		
Burnflare -->	See Level 3 Fire Spells		
Zap! -->	See Level 1 Lightning Spells		
Crackle -->	See Level 1 Blizzard Spells		
Slip Away -->	Physical attack on one ally + "Magic Block"		

Pit Viper	HP: 124	EXP: 19	G: 21
	Drops (Move Breaker)		
Paralyze Fluid -->	Attack one ally + "Paralyze"		

Plop Mold	HP: 129	EXP: 15	G: 24
	Drops (Healthweed)		
Poison Spores -->	Range attack; causes "Poison"		

Private	HP: 110	EXP: 15	G: 100
Heavy Blow -->	Physical attack on one ally		

Pteranobone	HP: 555	EXP: 30	G: 31
Aim Cut -->	Strong physical attack on one ally		

Purple Slime	HP: 70	EXP: 2	G: 10
Divide -->	Creates another Purple Slime with same HP		

Red Devil	HP: 87	EXP: 20	G: 32
	Drops (Healthweed)		
Demon Throw -->	Strong physical attack on one ally		

Red Slime	HP: 100	EXP: 2	G: 18
Red Slime Gas -->	Physical range attack; Defense Level -2		
Divide -->	Creates 3 Red Slimes with same HP		

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-----
|Right Hand (*)           HP: 1708      EXP: N/A      G: N/A |
|(Part of Gaia Battler) |
| Ray Spread --> Physical range attack |
-----
|Right Hand-2 (*)        HP: 2528      EXP: N/A      G: N/A |
|(Part of Gaia Battler-2) |
| Grand Heal --> Heals all enemies (300 HP) |
-----
|Right Hand-4 (*)        HP: 4291      EXP: N/A      G: N/A |
| Ray Spread --> Physical range attack |
-----
|Right Tentacle (*)      HP: 356       EXP: 27       G: 500 |
|(Part of Squid King) |
| Howl --> See Level 1 Wind Spells |
| Alheal --> See Level 2 Water Spells |
-----
|Roadcrawler             HP: 40        EXP: 7        G: 15 |
| Drops (Poison Antidote) |
| Poison Gas --> Physical attack on all allies + "Poison" |
| Diggin' --> See Level 1 Earth Spells |
-----
|Rock Bird (*)           HP: 230       EXP: 30       G: 150 |
| Rock Feather --> Physical attack on one ally |
| Fire Orb --> Fire attack on all allies |
-----
|Rock Man                HP: 81        EXP: 42       G: 50 |
| Drops (Healthweed), (Fire Rod) |
| Rock Throw --> Strong physical attack on one ally |
-----
|Ruin Guard (*)          HP: 4500      EXP: 7950     G: 5160 |
| Zap! --> See Level 1 Lightning Spells |
| Healer --> See Level 2 Water Spells |
-----
|Saki (*)                HP: 1000      EXP: 85       G: 0 |
| Slap Stick --> Physical attack on one ally + stun |
| Power Lariat --> Strong physical attack on one ally |
-----
|Saki-2 (*)              HP: 5000      EXP: 3200     G: 3440 |
| Slapstick Home Run --> Physical attack on one ally |
| Wow! --> See Level 1 Explosion Spells |
| Speedy --> See Level 3 Wind Spells |
| Boom! --> See Level 1 Explosion Spells |
| Trinity Attack --> Devastating attack on one ally |
-----
|Salamadile              HP: 312       EXP: 30       G: 200 |
| Para Tail --> Physical attack on one ally + "Paralyze" |
| Run Amok --> Strong physical attack on one ally |
-----
|Sand Diver              HP: 78        EXP: 11       G: 100 |
| Sand Shower --> Attack level -2 for one ally |
-----
|Sand Man                HP: 268       EXP: 15       G: 30 |
| Sand Storm --> Physical attack on one ally |
-----
|Sand Snake              HP: 388       EXP: 103      G: 97 |
| Sand Wave --> Physical attack on all allies |
| Craze --> See Level 2 Forest Spells |
| Tremor --> See Level 2 Earth Spells |
-----

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Sand Worm	HP: 195	EXP: 60	G: 52	
Tremor -->	See Level 2 Earth Spells			
Crush -->	Physical attack on one ally			
Poizn -->	Range Poison attack			
Def-Loss -->	See Level 1 Earth Spells			

Scissorlock	HP: 289	EXP: 65	G: 76	
Quick Quills -->	Physical attack; "Poison" + Move Level -2			
Crushing Bite -->	Physical attack on one ally			

Sea Jelly	HP: 68	EXP: 5	G: 10	
Electric Shock -->	Lightning attack on all allies			

Sea Star	HP: 275	EXP: 85	G: 80	
	Drops (Move Breaker)			
Crush -->	Physical attack on one ally + Move Level -3			

Sergeant	HP: 220	EXP: 19	G: 45	
Heavy Blow -->	Physical attack on one ally			
Wave Cut -->	Strong physical attack within a straight line			

Serpent (*)	HP: 1071	EXP: 1250	G: 1000	
4-Head Attack -->	Physical attack based on # of heads left			

Skeleton	HP: 391	EXP: 163	G: 109	
	Drops (Blue Medicine)			
Magic Block Cut -->	Attack one ally + "Magic Off"			
Magic Cut -->	Physical attack on one ally			

Slipple	HP: 67	EXP: 25	G: 18	
Twister Tentacle -->	Physical range attack			

Snow Boar	HP: 246	EXP: 80	G: 78	
Paralyzing Fluid -->	Attack one ally + "Paralyze"			
All Together! -->	Calls up to 3 additional Snow Boars			

Sonic Bat	HP: 81	EXP: 25	G: 12	
Mana Capture -->	Steals 1 MP (all levels) from one ally			
Sonar -->	Physical attack on one ally			

Spacetime Armor	HP: 321	EXP: 23	G: 23	
Spin Cut -->	Strong physical range attack			

Sphinx	HP: 250	EXP: 87	G: 89	
Riddle -->	Wit Level -1 for a line of allies			
Fiora -->	See Level 3 Blizzard Spells			

Sphytaros	HP: 421	EXP: 100	G: 125	
Freeze! -->	See Level 2 Blizzard Spells			
Alheal -->	See Level 2 Water Spells			
Def-Loss -->	See Level 1 Earth Spells			
Electric Shock -->	Lightning attack on one ally			

Spitting Cobra	HP: 60	EXP: 6	G: 14	
	Drops (Poison Antidote)			
Spew Poison -->	Physical attack on one ally + "Poison"			

Spyder	HP: 36	EXP: 3	G: 6	
Sticky Fluid -->	Physical attack on one ally; Move Level -1			

Squid King (*)	HP: 592	EXP: 100	G: 1000	
Suck In -->	Draws all party members closer to the enemy			
Shockwave -->	Physical attack on all allies			
Laser Eye -->	Physical attack within a straight line			
Howl -->	See Level 1 Wind Spells			

Stingray	HP: 392	EXP: 182	G: 91	
Flight Bomb -->	Physical attack on all allies			

Sweet Moth	HP: 160	EXP: 60	G: 51	
Sonar Flutter -->	Physical attack on one ally + "Confuse"			
	Drops (Swallowtail Hat)			

Tarantula	HP: 98	EXP: 30	G: 16	
	Drops (Spell Breaker)			
Goopy Fluid -->	"Move Block" on one ally			

Thud Bird	HP: 800	EXP: 100	G: 120	
Egg Smash -->	Physical attack on one ally + "Magic Block"			
Chain Kick -->	Physical attack on one ally			

Toad Demon	HP: 428	EXP: 52	G: 39	
Wow! -->	See Level 1 Explosion Spells			
Meteorstrike -->	See Level 2 Explosion Spells			
Demon Kick -->	Physical attack on one ally + stun			

Toad King	HP: 236	EXP: 53	G: 57	
	Drops (Vaccine), (Panacea)			
Plague Lick -->	Attack one ally + "Plague"			
Skip Around -->	Physical attack on all allies			

Trent (*)	HP: 2249	EXP: 4000	G: 6500	
Sleep Gas -->	Range attack + "Sleep"			

Vampire Bat	HP: 45	EXP: 10	G: 19	
Suck Blood -->	Physical attack on one ally; heals monster			

Vanatos	HP: 325	EXP: 110	G: 150	
Fire Time -->	Fire attack on all allies + "Confuse"			
Prickle Spin -->	Attack one ally + Move Level -2			

Vengeful Spirit	HP: 35	EXP: 18	G: 12	
	Drops (Crescent Jade)			
Divide -->	Creates another Vengeful Spirit with same HP			

Wand (*)	HP: 3000	EXP: N/A	G: N/A	
(Part of Lord's Ghost)				
Gadzap -->	See Level 3 Lightning Spells			

Wand-2 (*)	HP: 2346	EXP: N/A	G: N/A	
(Part of Mage King)				
No special abilities				

Warp Man	HP: 345	EXP: 98	G: 115	
Spin Cut -->	Range attack on nearby allies			

Will-O'-Wisp	HP: 145	EXP: 25	G: 21	
Divide -->	Creates 3 additional Will-O'Wisps with same HP			
Fire Hand -->	Strong Fire attack within a straight line			

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|Wolfman                HP: 256      EXP: 23      G: 11      |
| Fire Breath -->      Strong fire range attack      |
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|Yeti                   HP: 400      EXP: 110     G: 130     |
| Earthquake -->      Physical range attack; Move Level -3  |
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|Zil Scorpion          HP: 248      EXP: 58      G: 30      |
| Poison Quills -->   Physical attack on one ally + "Poison"  |
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|Zombie                HP: 600      EXP: 34      G: 37      |
| Deadly Stink -->   Strong physical attack on one ally      |
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*           PART FOUR: CONCLUSION           *
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Well, there ya go. I think now I can say that the FAQ is officially "finished", though I will still be making changes/updates from time to time. :)

Also, if you have anything to contribute to what I have completed already, (I did my absolute best to make sure I found everything) feel free to throw an E-mail at me, at dalez@intercom.net. I appreciate any comments, suggestions, etc. Remember, everything in this FAQ I have done all by my lonesome, without any outside help, so therefore it is very likely that there are things missing. So I need your help to make this FAQ as complete as possible. :)

Look for an update soon!

Credits:

- * Asrscifi@aol.com: For sending me the tip about the secret passages scattered throughout the Dom Ruins
- * Brian Atkinson (zardoz_00@yahoo.com): For sending me the location of another secret passage that I missed
- * CrimsonTears (c_tears@yahoo.com): For giving me info on the Godspeed Knife, as well as pointing out that the Miracle Drink in New Parm is actually a Golden Potion
- * Everyone else who mailed me about the Godspeed Knife, yep, all 15+ of you! ;)
- * Foghat1234@aol.com: For sending in a neat little trick to beating Ganymede in the Dom Ruins
- * Gordon Grisenthwaite(Sparky_T@telus.net): Big thanks for taking the time to make an HTML-ized version of this walkthrough!
- * Juan (sotingo@postoffice.pacbell.net): For sending me the correct gold amounts for the dungeons up to the Typhoon Tower
- * Jyrki Leskelä (jleskela@pp.htv.fi): For pointing out how to get a Miracle Drink in the Port of New Parm
- * Steel Gunner (steel_gunner@hotmail.com): For sending in the "trick" to quickly get Water Skill points
- * And of course, Game Arts/Working Designs for creating this masterpiece in the first place, and Sony for bringing it to the US!
- * And anyone else I have missed... :)

Evidence that I have played Grandia entirely too much:

Well, I thought I'd add this in to let everyone know that, yes, I have played Grandia entirely too much. After doing everything I wanted to do, here are my characters' stats at the end of the game. I am not responsible for any health problems that may incur from reading this section. (err, just a joke :P)

Game Time: 109h 35m 40s

Party Gold: 1,059,619

Justin	Str: 515	W: Spirit Sword	S: Spirit Shield
	Vit: 193	A: Spirit Armor	H: Spirit Helmet
Level 58	Wit: 426	F: Spirit Shoes	J: Energy Charm
	Agi: 119	Atk: 585	Def: 365
		Act: 426	Mov: 169
HP	555/555		
SP	342/342	Sword LV99 EXP. 99	Fire LV99 EXP. 4
MP	Lv1 99	Mace LV99 EXP. 99	Wind LV25 EXP. 76
	Lv2 99	Axe LV99 EXP. 99	Water LV42 EXP. 2
	Lv3 99		Earth LV99 EXP. 2
EXP	1,255,572		

Feena	Str: 177	W: Emperor Whip	S: Light Gauntlets
	Vit: 88	A: Angel Robe	H: Mystic Mask
Level 57	Wit: 236	F: Winged Boots	J: Ethereal Miracle
	Agi: 218	Atk: 230	Def: 170
		Act: 236	Mov: 268
HP	350/350		
SP	119/119	Knife LV48 EXP. 69	Fire LV32 EXP. 36
MP	Lv1 99	Whip LV49 EXP. 96	Wind LV99 EXP. 1
	Lv2 99		Water LV99 EXP. 99
	Lv3 98		Earth LV22 EXP. 9
EXP	1,186,921		

Rapp	Str: 211	W: Force Knife	S: Lafa Shield
	Vit: 100	A: War Mail	H: Headband
Level 55	Wit: 275	F: Winged Boots	J: Astral Miracle
	Agi: 306	Atk: 291	Def: 186
		Act: 275	Mov: 356
HP	316/316		
SP	226/226	Knife LV99 EXP. 99	Fire LV26 EXP. 17
MP	Lv1 99	Sword LV50 EXP. 0	Wind LV23 EXP. 72
	Lv2 61	Throw LV36 EXP. 92	Water LV20 EXP. 43
	Lv3 32		Earth LV20 EXP. 32
EXP	1,210,016		

Liete	Str: 136	W: Spirit Staff	S: Light Gauntlets
	Vit: 115	A: Mink Coat	H: Tiara
Level 54	Wit: 210	F: Slippers	J: Telescope
	Agi: 89	Atk: 199	Def: 200
		Act: 240	Mov: 109
HP	234/234		

SP	84/84	Mace LV38	EXP. 76	Fire LV26	EXP. 28
MP	Lv1 98			Wind LV25	EXP. 52
	Lv2 72			Water LV23	EXP. 37
	Lv3 37			Earth LV22	EXP. 79

EXP 1,156,328

Other FAQs by the same author:

- * Dragon Warrior --> NES
- * Dragon Warrior 2 --> NES
- * Dragon Warrior 3 --> NES
- * The 7th Saga --> SNES
- * Cosmic Spachead --> GENESIS

Technical Babble:

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