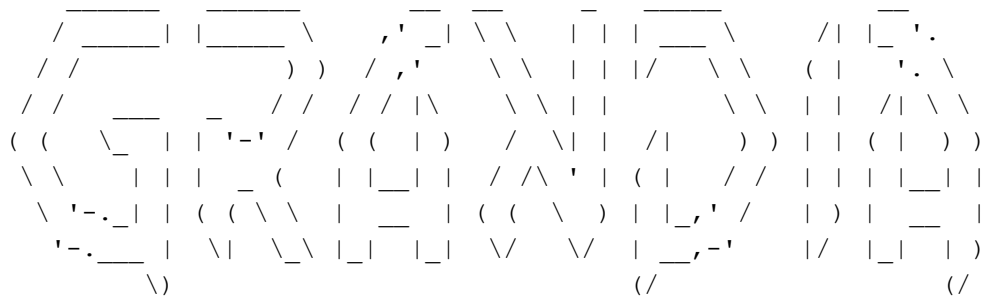


Grandia FAQ/Walkthrough

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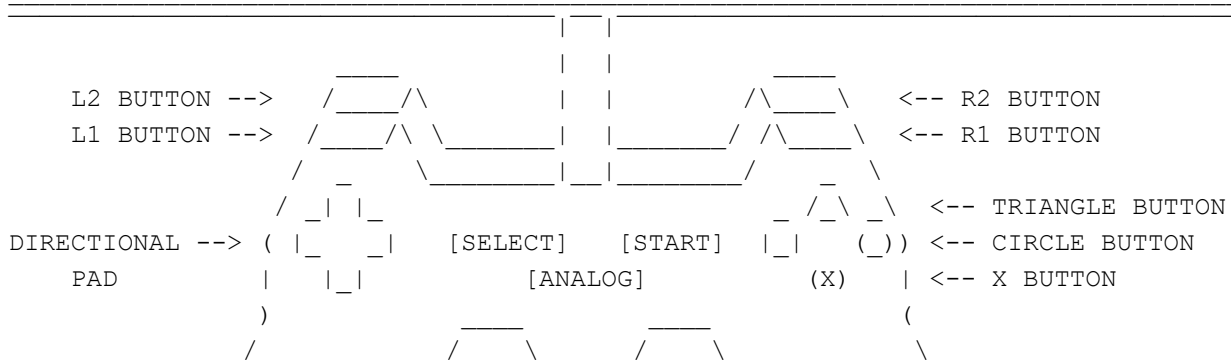
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I. CONTROLS [CNTR]





Grandia can be used with either a DualShock or normal controller, although it's easier with the former. [Buttons without a function aren't listed.]

BUTTON	FUNCTION
D-Pad	Controls menu movement (digital mode: also party movement)
Start	Toggle options menu
Analog	Toggle Analog Mode
Select	Toggle TownScope (bird's-eye view; only available in towns)
Circle	'Cancel' button
Square	Zoom-in function (hold)
Triangle	Toggle field command menu
X-Button	'Confirm' button
L1 Button	Rotate screen left (on field) / Show current SP (in battle)
L2 Button	Show current MP (in battle)
R1 Button	Rotate screen right (on field) / Show current SP (in battle)
R2 Button	Show current MP (in battle)
L. Analog	Controls movement (analog mode only)
R. Analog	Controls camera movement (analog mode only)

Grandia save files take up 1 memory block.

II. TH' BASICS

[THBS]

STORY

[STRY]

From the manual:

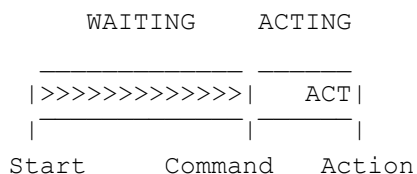
"The mists of time blur the past, but it is said that long ago the Spirits bestowed their blessing upon humankind. As a symbol of their benediction, the mystic ones gave the Spirit Stone to their chosen people, the Icarians.

It is also said that the light of the Spirit Stone illuminated the world. Under its calming power, all people lived serenely in peace.

But the tranquility was not to last. As humans flourished, their internal struggles increased and peace began to weaken. At the height of human prosperity, the peaceful era suddenly ended. The Spirit Stone shattered, scattering the seven fragments hither and yon. The Spirits vanished, and the fate of the Icarians was lost in time." ~ The Story of Creation, as told be Angelou

IP GAUGE

[PGAG]



The IP Gauge is at the heart of all combat, allowing both allies and foes

to square off in real-time. Each party is represented by an icon on the gauge: when an enemy dies, their icon disappears, and when an ally is KO'd, their icon stops moving entirely.

The flow of combat is this:

- When battle starts, both enemy and ally icons appear in the 'waiting' portion, and move left to right towards the command prompt. If allies got the initiative, or if enemies got an ambush, they start further down the line. How fast a person moves down this line is dependant on their ACT stat -- the higher, the better. [In fact, a person with ridiculously high ACT can overcome an ambush situation and get off the first strike!] When a person is hit -- here or in the next stretch -- they typically suffer "IP damage": this forces them further back (left) and generally wastes time. In some cases, IP damage will make an enemy change actions entirely, which is great if the big bad monster planned a powerful strike.
- At the command prompt, allies input their wanted action from their menu; doing this 'fixes' it in. [Enemies can select their command ahead of time, which is helpful as it allows the allies to preempt the action.] Once it's fixed in, the character moves left to right towards the 'action point' at the far right-hand side. How fast an icon moves here is dependant on the chosen command -- the more a skill or magic is used (denoted by # of stars next to name) the faster it waits. A five-star ability's acting time can almost be instantaneous.

If a skill with a canceling effect hits a person during the left-to-right process, the queued skill may be cancelled -- the skill does not go off and it forces the character's icon further back (left) up the gauge, making them waste time. [They do not go all the way left, however.]

- Once a command reaches the acting point, the command/skill/magic is used. If the skill deals damage, the affected target(s) take IP damage and may have their action(s) cancelled, forcing them to repeat the command portion. When a person is waiting to act -- that is, their icon has reached the right-hand edge but they haven't used the ability, usually due to range -- they can be "countered" by incurring damage. That damage is higher than normal due to the well-timed strike.
- After a command is over, the player starts back on the left-hand side of the gauge, repeating the process. When an ability successfully reconciles, the person's ACT is slower for awhile.

STATS/STATUS EFFECTS [STTS]

Here's the main stats to pay attention to. Each of the main four is composed of four raw stats (Strength, Vitality, Action, Wit) plus any augments given by equipment. So, if one's STR value is 150 and the equipment boosts add up to 75, the ATK value is 225 -- the sum of those numbers. This applies to 'em all.

	COMPOSITION?	PURPOSE	
ACT	WIT + Extras	Affects speed of IP Gauge progressions	
ATK	STR + Extras	Affects power of certain attacks and skills	
DEF	VIT + Extras	Affects defensive power (mitigates damage)	
MOV	ACT + Extras	Affects range of battle movement	

Status abnormalities are part and parcel for RPGs, and Grandia's no exception. These kind of changes are almost always inflicted by enemy attacks.

STATUS	EFFECT
Confusion*	Character randomly selects attacks & targets
Fallen	Character has 0 HP and cannot act
Magic Block	Character cannot use magic
Move Block	Character cannot use skills
Paralysis*	Temp. prevents IP gauge movement
Poison	Incurs damage at regular intervals
Plague	Character suffers random battle stat decrements/status FX
Sleep*	Temp. prevents IP gauge movement (cancels acting skills)

* - lingers after battle

FIELD ICONS

[FLDC]

There's a ton of stuff to find when exploring dungeons, so here's the lowdown:

- **SAVEPOINT:** This looks like a rainbow-colored cone of light. It provides the obvious save function, but also free healing, making it a welcome sight in any no man's land. [Some savepoints also offer hints, although this practice dies out after awhile.]
- **STASHING PLACE:** These look like blue icons with a treasure chest inside. A player can stash obsolete/unneeded items here and fish them out later from another stashing place. This is a gameplay mechanism to combat that pesky inventory limit, so take advantage of it!
- **ENEMIES:** Enemies appear on the field, scampering about, lying in wait, and even out of sight. But, the main thing is they appear: one can anticipate their movements or avoid them completely. Defeated enemies disappear from the field and stay that way (unless one saves and reloads that save).
- **MONEYBAGS:** Hey-hey, free money! This may be the most common item to find. Tiny bags of money look like purses, while giant red urns contain three times their tinier counterpart's amount. Those amounts ever so slowly in line with the plot's progression.
- **CHESTS:** Pretty self-explanatory, no? These contain items, generally of the useful sort, and must be opened by pressing action button. Unlike moneybags, taking chest items (or any items, really) brings the player to the inventory screen.
- **ACTION ICON:** Sometimes a player can only traverse a dungeon by blowing up a wall, pushing a snowball or tickling a giant tentacle (seriously). When this need arises, a <!> icon shows up. These may only show up when one's position is correct, though.

MAGIC

[MGIC]

Magic is a special kind of attack that isn't inherent to everyone. Because of this, they must go through a long process of collegiate learning to--...just kidding. People learn magic by finding Mana Eggs and trading them in (at a proper store) for 1 kind of base magic: fire, wind, water, earth. A Mana Egg can only be redeemed once, so it pays to have a little foresight about who's to get what.

Part of that foresight is knowing which characters have skills oriented to what. For instance, one of Justin's best moves uses Earth and Fire magic, so

having him learn those two elements first can get him on the way to kickin' some butt. Y'can go into the 'Moves' menu outside of battle to check unlearned abilities and magic, and plan ahead from there.

Anyway, certain magics, when combined, form a new elemental type embodying the force of the components. These are:

FIRE + WIND ---> Lightning

FIRE + EARTH --> Explosion

WIND + WATER --> Blizzard

WATER + EARTH -> Forest

Certain enemies are good versus component elements or weak to the combination magics, so it helps to be well-rounded in one's learning. Example: teaching everyone water magic immediately can help with healing, but gimp the player when offensive magic is needed. Choose wisely!

	As for understanding magic menus, it's quite simple.
FIRE LV55 EXP. 81	Under the 'Moves' or 'Magic' menu, the diagram to the
	left shows up. Going up a level in magic earns extra
	MP for that character, plus an element-specific stat

gain (Fire increases Wit, Wind increases Agility, etc).

Each element needs a hundred (100) experience to gain a level, and this is done by using that magic properly: offensive magic must damage a target, healing magic must heal a target, curative magic must alleviate a status abnormality, and so on. Healing a full-HP target doesn't earn any magic EXP because it's ineffectual; the same concept applies to using fire magic on a target impervious to fire. Area effect (AoE) magic is the best way to garner EXP, because EXP is gained on a per-target basis -- hitting 6 targets with a magic can be quite lucrative EXP-wise. [Combination magic earns EXP for the component elements, often splitting the normal amount between 'em.]

On a related note, skills that have magical requirements, such as "Zap! Whip" earn experience for the element AND the equipped weapon, so magic EXP can be gained that way, too.

TIPS N' TRICKS

[TPST]

Like usual, if a reader has a swell tip/suggestion, write in and I'll stick it here with the others.

- When you reach a recovery point, spam Water-type curative abilities to heal first. That way, you don't waste opportunities to get level 'em up, and it helps level-up the overall Water rating anyway! This method's even more useful if there's nearby traps that can continuously whittle away health when triggered. [Raising Water abilities this way is easy, but works best with a full party.]
- Speaking of recovery points, enemies in an area won't respawn so long as Justin's gang remains in it. This way, one can defeat all/most enemies and return to the recovery point, then visit the next zone fully healed. [Note that loading a save will respawn most foes, though.]
- Watch out for discarding! After you're doing clearing inventory space, the cursor will stay on that option, and the next time y'go to use that Power Seed (etc.), it gets tossed instead of consumed! Be careful...
- This being an older RPG, one must be careful of inventory management. Each person can carry twelve (12) items in addition to their 6 equipped items,

and with people entering/leaving the party, this can cause unforeseen problems. A rule of thumb is to -- before entering a large dungeon, or when exiting a city -- find a stashing place, if possible. [When someone leaves the party temporarily, they take their items with them; when they leave permanently, their items go into the stashing place. Remember this!]

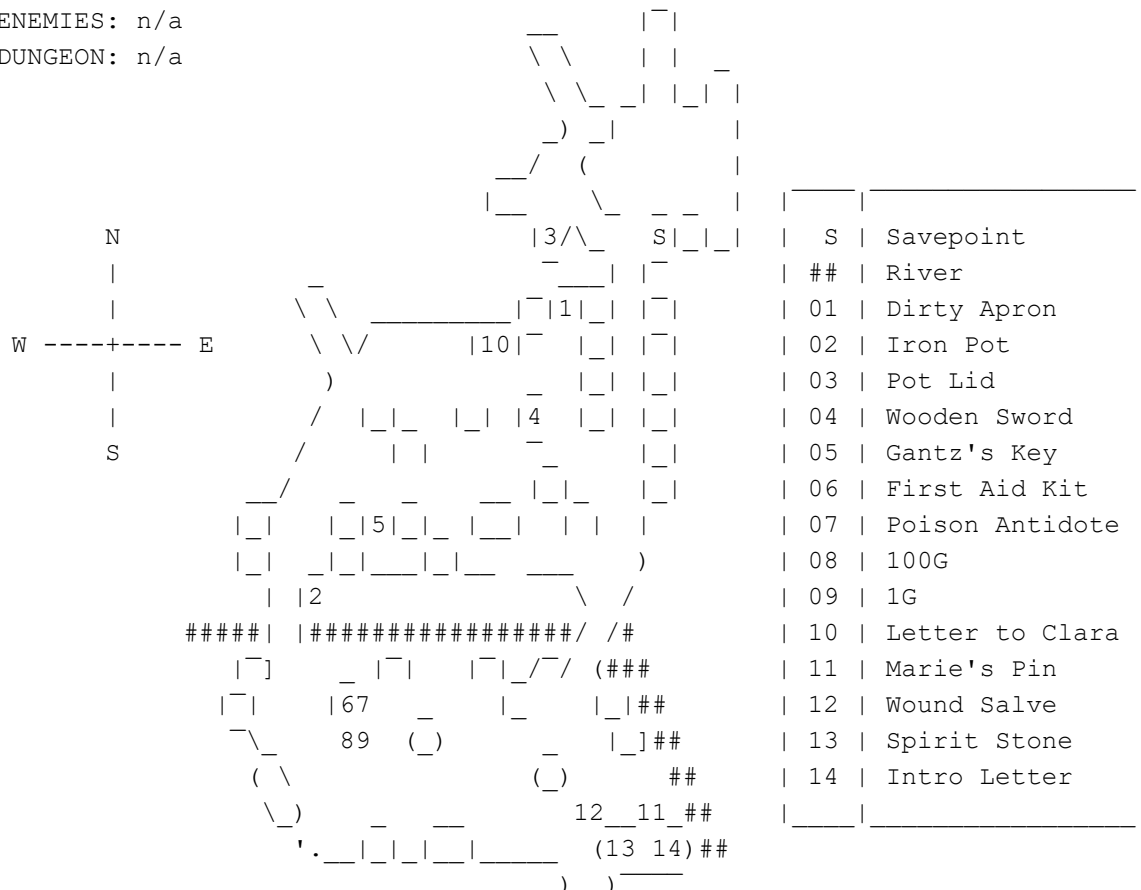
/ III. DISC ONE WALKTHROUGH [WLK1] |

01) PORT TOWN OF PARM

[WK01]

ENEMIES: n/a

DUNGEON: n/a



Ahh, a sunny day in Parm -- a salty breeze, nice weather, child abuse...huh!?

Yes, our protagonist is whapped by a sailor right out of the gate. The setup is this: Justin and his childhood friend Sue have made a bet with the local "gangleader" Gantz to find four pieces of legendary equipment, proving that Justin's adventuring skills are up to snuff and saving Sue from marrying that doofus. Luckily, Sue's already acquired the armor, the [Dirty Apron], so that leaves three more pieces. Their locations are:

- Iron Pot: Along stream walkway
- Pot Lid: Against warehouse in Parm's port
- Wooden Sword: treasure chest in Gantz' house

Need help orientating yourself? Hit select button to use the "town view" overhead camera -- "up" is always north, so it's helpful for checking things out, no? Anyway, the Wooden Sword has to be located last. After delivering the first two items, speak to Gantz TWICE until he reveals the sword's location. Doing this will cause Gantz' little brother to quit running away, and move him to the alley near the underground cafe. Speak with him there, pick Option #2 and scour the ground alongside the river -- from his level, not on the lower walkway -- to find [Gantz's Key]. It's always in the same place. Use the key to unlock the chest in Gantz' house to find the last prize.

Visit Gantz' bridge to find the barricade is thwarted by some grownups, i.e. South Parm is now accessible. Justin will automatically visit his house, the Seagull Restaurant, for a chat with his mom. Once Lilly's interrogation ends, it's upstairs for a sit-down meal, a Grandia series hallmark. These festive chats allow party members (et al) to converse about current events -- it breeds an adventurous spirit! Lilly also mentions the museum curator wanted to speak with Justin.

The next morning, the entire city is available for exploring. Most of the items available are in Justin's room (300G is obtained automatically), and Lilly donates 1G if her son delivers continuous flattery. In the northern part of town, there's a letter to obtain from a grandpa on the second story. The [Letter to Clara] is part of a sidequest one can do in New Parm...but that's a ways away. The other mini-quest is speaking with Marie near the train station. She's lost her pin and wants Justin to find it -- why not? It's (invisible) on the ground near the museum, not too far from the green-clothed doorman. Return it to her (it can't be sold, you meanie!) and her mother, also near the museum, will give a [Wound Salve] as recompense.

Anyway, the museum is in the southeast corner of town. The curator's in the large room with a new exhibit. Speak awhile and examine the statue (this is mandatory) before visiting his office. There, Justin obtains the [Intro Letter] allowing him and Sue to visit the Sult Ruins, which is now added to the world map.

However, one must pass through Marna Road to get there. Before leaving, visit the general store and pick out some things y'might need, such as upgrading Sue's equipment -- her stats are a little lower than Justin's. Also, don't forget the most important pre-dungeon ritual: stashing junk you don't want! Besides equipped items, all characters can only carry 12 additional items, and with just Justin & Sue, things can reach capacity quickly.

NOTE: The "legendary" items found as part of Gantz' quest are unsellable and must be stashed to avoid wasting space. Also, ATK-wise, any weapon you obtain in the ensuing dungeons will be inferior to Parm's best ones (although they don't sell all types).

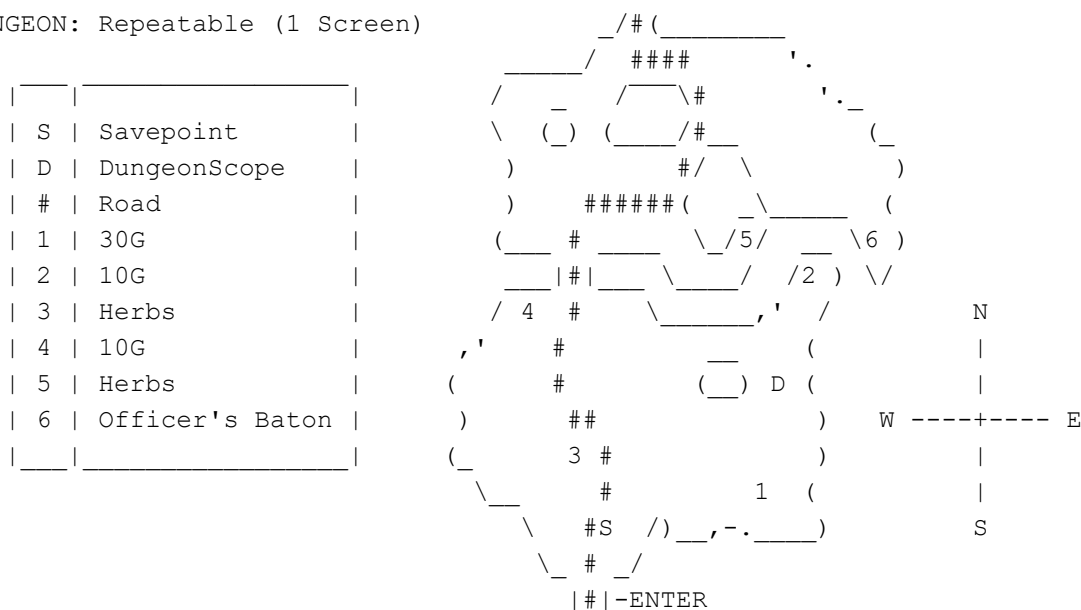
02) MARNA ROAD

[WK02]

ENEMIES: Marna Bug, Giant Centipede

EXIT

DUNGEON: Repeatable (1 Screen)



As the savepoint's hint option says, battles go smoother if one snatches the advantage -- getting a first turn faster -- by moving into an enemy(s) from behind. Of course, the opposition can do this same tactic, and it can be harder for allies since they all appear on the field, move slower and do so in a line (based on Justin's path). But for now, bask in how terrible the map's enemies are and don't worry about ambushes -- Justin should be able to one-shot most things with his combo, and Sue can one-shot the bugs initially.

The map itself is quite big for a first "dungeon," and the items are mostly off-road. Small amounts of money are here and there, but the main draw is the Officer's Baton, a 7-ATK mace found in the northeast. It's barely passes muster with the Parm storeboughts, but it's free, so...hooray. Don't find the rewards here interesting? Just follow the road to the exit.

03) SULT RUINS

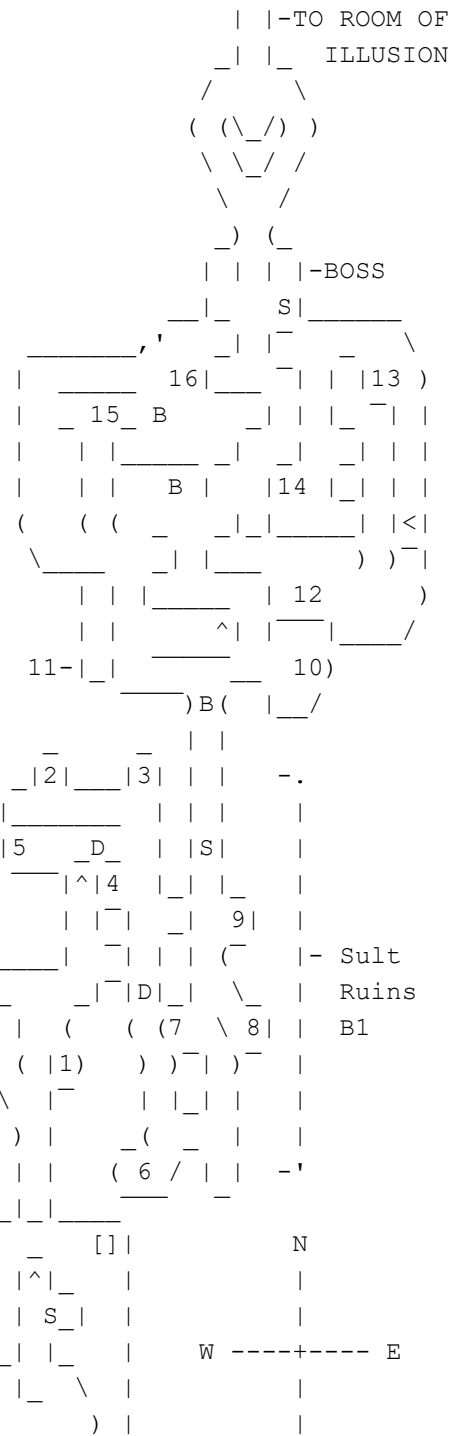
[WK03]

ENEMIES: Green Slime, Baby Bat
 DUNGEON: One-Time-Only (3 Screens)

Alright, Justin and Sue are finally movin' up to the big leagues. This is the first proper dungeon and will be longer than Marna Road by a long shot -- get used to it, 'cause it only gets more disorienting! Still...it's close to being a tutorial redux, and the enemies won't be of much note. Green Slimes can drop Herbs, and can be one-shotted easily, although Sue's gonna need some Mace levels to do it herself. That said, if y'didn't stash the inventory's junk, hitting the limit may be possible, so go do that in Parm first. As for recommended party levels, there's no advice really -- w/o real opposition, it's a cakewalk.

01	10G	09	10G
02	10G	10	10G
03	10G	11	Outdated Armor
04	30G	12	Dynamite
05	Rune Ring	13	30G
06	30G	14	Resurrect Potion
07	Shiny Shoes	15	Ceremonial Rock Ax
08	10G	16	30G

After speaking with the gate guard and seeing the bratty she-sergeants' debut, our duo can infiltrate the ruins proper. Throughout the B1 area, there'll be eavesdropping scenes to put the Garlyle's presence in perspective, or to give veiled tips, such as avoiding falling objects (archway statues). Money deposits are all around but the camera angles make it a mite harder to find this time around; be sure to orient your compass afterwards! Items of



note: a [Rune Ring] in the NW is obtained by (|_____/[]) S
walking over an intact archway, accessible in _ _ _ /
the east. There's also [Shiny Shoes] towards | | -ENTER
the end, but those are store-buyable already.

The B2 area's a little more labyrinthine, but there's a few DungeonScopes around to help a player out. To reach some of the eastern items, the team must go underneath the first walkway. Most finds here are slim, but there's one worth mentioning: the [Ceremonial Rock Ax] is the first axe obtained and while its ATK is outclassed by some storebought weapons, it gives a hefty +2 STR boost on level-up, and contributes to Justin's first AOE skill, Shockwave. Getting Ax to LV5 pays off in the long run...just don't neglect his other weapons, eh?

To reach the B2 exit, from the starting point: (1) go a little east and up the stairs, taking that walkway north (2) north, use the nearest stairway (3) from this elevated walkway, use the action command to topple the pillar. This gives access to the northern platform and its savepoint. Once the soldiers vacate, inspect the statue, go north, and take the left-hand path at the fork. Hit the green button to enter the circular room, and use the red button to reach the northern rooms.

After an introduction to Liete, backtrack until a certain colonel shows up and interrogates Justin. Regardless of answers, after three questions, it'll be time to escape. On the way past the savepoint, however...

Boss: Rock Bird	• Physical attack	
HP -: 230	• Fire Orb (All, NoCancel)	
EXP : 30	• Rock Feather (Line, Cancellor)	
\$\$\$: 150		

The first boss is...well, picture yourself stepping on an anthill -- that's a perfect image. The boss' HP is low enough that one can just spam regular attacks and come out victorious. Its two abilities are unimpressive and easily interruptible. Yawn.

Everyone automatically escapes.

04) PORT TOWN OF PARM [II] [WK04]

Items: Key to the Cafe, Java's Wallet, 1G

A pitstop back in town. After returning home and having dinner, Justin will get the idea in his head to visit the port. The next day, speak with a sailor there to learn a Steamer Pass is necessary to ride to the Elencia Continent. He also mentions a guy named Java has said pass, and hangs out at the "cafe" near the river (this is where Gantz' Key was found earlier). Speak to Miss Kirlian to find her key has also gone missing; a man in green clothes at the port will have it.

Return it and, that night, visit to ask some customers to learn Java lives up at Leck Mines. Kirlian gives his wallet as a new reason to visit him. Go home, eat and sleep, and prepare to leave via the train station. [You can also milk mommy for 1G by flattering her again, but who's that hard up for cash?] There isn't any ticket to purchase this time, either

Dungeon preamble: find Java at his house to strike up a bargain -- clear out the mine in exchange for that stanky pass. Justin is adventureblind and, of course, accepts without thinking things through. D'oh! From now until the mines are swept, Java stands in the outdoor screen and has typical savepoint functions. There won't be another until the second interior screen, just for reference.

Enemy-wise, there's little to speak of, outside of the Orc's 70-plus health, and Green Slimes are still the only ones that drop anything (Herbs). Taking one look at the map legend, it's clear the inventory can get quite plump -- use up said Herbs or drop some chaff if needed.

Also, Marna Road is off-limits upon completing this dungeon.

ENEMIES: Green Slime, Baby Bat, Spyder, Orc			
DUNGEON: One-Time-Only (3 Screens)		01	Work Clothes
		02	Hand Grenade
4		03	Herbs
		04	60G
		05	20G
5 _ _ _____)_____		06	20G
D '-._(07	20G
_ 2 ,-. 1 _ 26 ENTER		08	Hand Grenade
_ (() _,-' _		09	Rubber Boots
\3)___,' / (_		10	20G
_ 6 ()_____		11	Wobbly Sword
(9 _ 7 [] _		12	Safety Helm
\8/ _____ '.		13	60G
_____ '.\ N		14	20G
/ _ 14_ 15))		15	Hand Ax
, ' _____ _/10		16	20G
/ _____) W ----+---- E		17	Hand Grenade
(D 16 27 ^) _ (____		18	60G
'._ /^\ (\ / \ / _		19	Wound Salve
\ _ / .-. _ / / / 11 S		20	Oaken Shield
) D / \ / \ / \ /12 (21	20G
/ (\ 13)		22	20G
/ ,-. '._ _/_____		23	60G
\ \17_____ '.______ /21 22		24	20G
'._ 19 D_ S 25 28 -BOSS		25	Seed of Defense
) (_____ 20 _____ \23 24		26	Steamer Pass
/18 \		27	Miner's Hammer
\ /		28	60G

The first area has a relatively simple layout, with the curving tracks going right towards the exit. But, the most evident improvement is how accommodating the dungeon is -- the paths are doubly large and enemies are clearly visible, making it easier to avoid ambushes and see items. Speaking of which, going right to the next area avoids most of the items, in the west and northwest. The equipment -- the Rubber Boots and Work Clothes -- are still subpar by most standards, though.

Area two is larger but still not that complicated. Following the track, take the southeasterly offshoot to a small gorge (fall in) leading to some items, including the Safety Helm and Wobbly Sword. The latter's still inferior to the Ceramic Sword, but it's free, so...oh well. Cross the mini-canyon by

jumping at the designated spot.

Going west on the main road, there's another gorge to cross; this time, an intact miner's bridge does the trick. Still, there's reason to jump down -- a [Hand Ax] outclasses any current axe y'may have. Use the hanging rope to climb back up. From here, just follow the tracks as they meander south, and collect any of the four items just off the path (the best of which: Oaken Shield). After the savepoint, it's a straight shot to the boss' room, filled with money bags. All but one item can be obtained before the confrontation...

Boss: Orc King	• Physical attack (1-hit)	
HP -: 385	• Fire Breath (1-hit, Single, Canceler)	
EXP : 70	DROPS: n/a	
\$\$\$: 450		

Hey-diddly-hey! His royal highness appears with two normal Orcs, but on the whole, this fight's barely harder than the last boss. Nixing the goons gives pole position to just cancel the boss repeatedly, or at least anticipate its actions. Even without that, if Justin's been grinding some Ax levels, he can be dealing 70+ damage each turn. The boss has a tendency to defend when its HP is over half gone. In short, perform a mercy killing.

Afterwards, collect the [Seed of Defense] nearby and escape via an elaborate mine cart course. Java holds up his end of the bargain, giving the [Steamer Pass] before sending the kids on their way.

06) PORT TOWN OF PARM [III] [WK06]

Item: Coal Candy, Lilly's Letter

Once the quiet ride home is complete and Sue leaves in a tiff, visit the inventor's house nearby to get a [Coal Candy] -- just talk to him twice. Return home for dinner, and on the morrow, all that's left is visiting the port terminal. [In the pre-dawn hours, most of the houses are closed, the shops only carry the same stuff, and the world map locations are locked out.] Basically, stash all your junk and don't bother buying equipment here -- the next section's store outclasses Parm's merch. Once the Pass is shown and Justin goes through the gate, he won't be able to leave again, mind you.

Stroll down the northern dock for some scenes, during which [Lilly's Letter] is obtained. After that Justin takes the plunge. Avast, me hearties.

07) STEAMER SHIP

[WK07]

Items: Cabin Key, Chocolate, 25G, Beef Jerky

Ahh, here we are -- fresh air, a seagull symphony, a top-deck song with awful SFX lifted from "Captain N the Game Master"'s reject pile. [Luckily, outdoors is the only location is plays.] What were we talking about? Oh yeah, digging around the place, one of Justin's true talents.

Foregoing the map, I'll just give the layers here: it's quite easy to recall the place after awhile, and most locations aren't work visiting outside of fun dialogue.

F2: Bridge

F1: Top deck (bridge access, disembarkation area)
B1: 1st Class cabins, lounge, engine room access
B2: Shop / crew quarters

Justin starts with no task, and can just wander around at leisure. The shop down below is slightly upgraded from Parm's, although the best addition is the First Aid Kit -- it heals all allies 60+ HP in battle. A little expensive at the moment, but until characters get magic, it'll have to do. There's no items to find, nor is there an existing savepoint (yet), so...yeah. Make sure to speak with the stowaway here before continuing, if you want a Golden Potion reward later.

When ready to proceed, visit the cramped crew's quarters and speak with a sailor, who'll recount passengers he remembers...including a girl with a big ribbon and freckles. Sounds familiar! Return to the B1 hallway and spot Puffy who'll lead Justin outdoors. Sure 'nough, Sue's gotten herself in a pickle. Speak to her, then the captain (twice) to plead down her sentence to "working without pay". Sue joins the party again at this time, and the two can begin their new job as indentured laborers.

In the morning, speak to the white-clothed sailor to get the [Cabin Key] and an assignment: swab the upper deck. Yawn. However, he also says to service passengers who require it, and this lets one get a few items. Make sure to dump/sell/stash any crap Sue's carrying around first, though.

- [Beef Jerky] - On the B1 hallway, a man quizzes Justin on what it means to be a sailor. Answer: "Don't be a stowaway," "Don't spill blood in a fight," and "Don't dirty the sea." Also known as the top answers.
- [300G] - This can't be gotten now, but toward the end of the voyage. Speak to the couple in Cabin B belowdecks, and introduce them to Sue/Puffy. The cash will only be received if one chats with them throughout the voyage, though, so periodically return to catch up.
- [25G] - In one of the first-class cabins y'now have access to, a woman needs her bathtub cleaned. After speaking with her, inspect the tub.
- [Chocolate] - A woman in the lounge asks Justin if she has too many freckles. Pick the middle option to win her over, and speak to her again for the prize. Note that if the inventory's full, she acts like she gave the item anyway. Also, this is a one-time-only event, so answer right the first time. [The wrong answers are quite funny.]
- [100G] - Also in the lounge, near the back, is a man who'll challenge Justin to a coinflip. The bet: 100G. If Justin wins, he gets the cash; if not, he has to pay up. This event can only happen once, but Justin doesn't need the sum to participate. (If he loses, though, the guy takes what little he does have. Thanks to BackdatedFuture for confirming this.)

Up top, it'll be time to swab! To do this, Justin will have to continuously pump up the speed gauge with X-button, and keep an eye on the power gauge below it. Basically, the goal is to get both gauges as full as possible, as long as possible. If the speed gauge maxes out, it forces Justin to restart. If Justin can clear his section in 25.xx seconds, he'll obtain the amazing reward of 25G. Note that it's pretty hard to get down to that time, and it's unimportant anyway. [BackdatedFuture writes: "Also, if you let the clock get to 35"20 (when Sue finishes hers), you automatically fail, can't try anymore, and have to wait for Justin to (slowly) finish on his own.]

After swabbing, go back to the quarters and rest. (Make sure to speak to the

stowaway belowdecks again, if not done already.) On the third day of doing this grunt work, the party is introduced to the extraordinary adventurer, Feena! There'll be some scenes involving her (including a Q&A session) before she runs off to the bridge. Visit here there, then return outside to find it growing eerily foggy. Feena'll be at the ship's other end, and after talking about her hogging the adventure, she'll join up for the next dungeon.

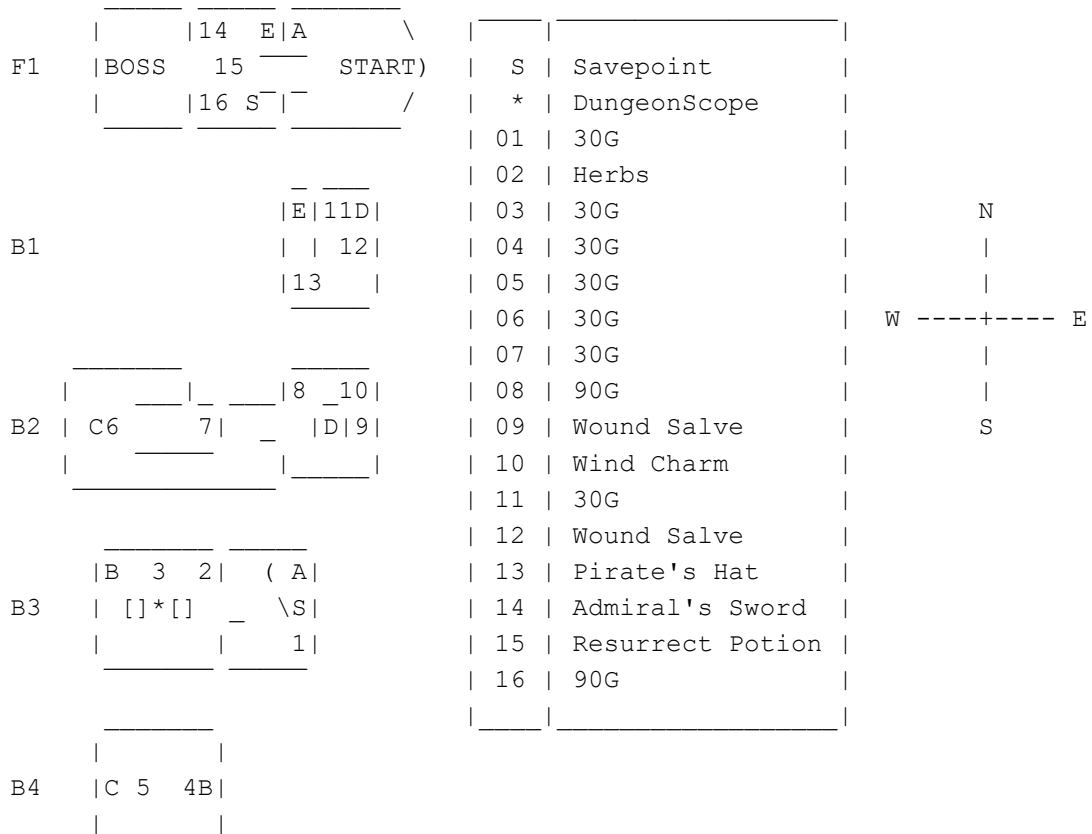
Feena uses whips and daggers, and even comes with a free Paring Knife in her inventory. Additionally, she also starts with fire magic. It's weak now, but if you view the Moves option from the menu, see how it enables her to have more skills? That's the benefit of mana eggs (used to buy magic).

The crane's hanging rope gives access to the ship, but it's a one-way drop -- prepare first! This means stashing stuff irrelevant things (Cabin Key?) and getting some supplies (First Aid Kits?) for the road ahead. Feena starts with a First Aid Kit, but one for everyone couldn't hurt. The sailor in the crew's quarters can act as a savepoint, too.

08) GHOST SHIP

[WK08]

Enemies: Ghostoid, Sea Jelly, Ammonite
 Dungeon: One-Time-Only (10 Screens)



First things first: the compass on this level screws up towards the end. It's a little disorienting, but the peculiar linearity to this level smooths it over a bit. Here's the play-by-play.

Once the team's hopped down to the ship, the only way in is the broken storm grate ("A"). Everyone shoots out towards the bottom at this point and must work their way up. Save if y'want, get the cash around here, and enter the adjacent room, dominated by two enormous wooden objects in the center. Loot the junk here and move to the opposite side, where Feena notes there's a way down. Hop in blindly, like usual.

Only some ghosts and cash down in the bilge, but a rope gives way to the treasure room a few floors above. Sadly, not much booty there -- just a little cash. The central door leads to even more cash, but its a balcony door that leads back across the previous room (with the DungeonScope) by way of another rope.

Entering this room is where the compass spazzes out. An item here (Wind Charm) provides some wind-elemental defense and will be useful for the boss ahead, so don't leave it behind. Up the ladder, another piece of equipment is lying amidst the trash -- the Pirate's Hat gives +3 DEF. Finally, the last ladder leads back to the top series of rooms. There's a savepoint here, assorted treasure (including the Admiral's Sword), the way back to the starting point, and an ornate door leading to the boss' domain.

- After unlocking the door leading to the insertion point, the entire ship's able to be traversed at leisure. This means if one wanted to grind a few levels or Feena's magic, this is a good point to start at. [Enemies won't respawn unless the game's reset, however.] Ammonites drop Smarna Weeds that help for the upcoming fight, too.

When ready to continue, enter the cabin and read the captain's log (*snort*) to square off with...

BOSS: Squid King	592 HP	• Howl (1-hit, Wind, Circle / RT & GS)
BOSS: L. Tentacl	438 HP	• Laser Eye (1-hit, non-elem, Line / GS)
BOSS: R. Tentacl	356 HP	• Suck In (global: draws allies nearer / LT)
EXP : 154		• Shockwave* (1-hit, allies, Canceler / GS)
\$\$\$: 2000		• Alheal (all enemies; heals HP / RT)

* - requires both tentacles to be alive

What's this? A boss that is actually hard? In fact, this may be the only boss a player dies for the entire disc! This is because the boss has two adjunct tentacles that also get turns: the right tentacle casts magic and heals while the left uses its suction abilities to draw spread-out allies closer together. Then, the main part uses the close proximity to spring its Laser Eye and Shockwave attacks, the latter of which only hits allies near itself. Being spread out can help evade Laser Eye, and keeping distance can thwart Shockwave, but as long as the tentacles live, this battle's one giant annoyance. If you came in prepared with some First Aid Kits, it's quite possible to just wail on the main body part which, when defeated, kills its appendages as well. Overall, Justin/Feena can do 70-80 per combo while Sue should stick to item duty -- everyone's SP is likely to be low enough to be inconsequential, although Sue's "Rah-Rah!" Cheer can get off at least once. If Feena knows Burnflame, spam that (in fact, it's such a cheap and useful move, it earns its keep the entire game).

Once the king's dethroned, it's time to beat a hasty retreat -- go two rooms over and climb off this leaky boat. It's only once one's back on the steamer is it evident a hidden item's been received: the first Mana Egg! If it's not in your inventory or stash, don't worry; it just means it's in Feena's sack, and when she rejoins, she'll have it.

To finally bring this journey to a close, rest once more and visit the upper deck. Land ho! Talk with Feena to finally disembark. [This is the last time the Steamer will be accessible, so get your affairs in order first.] The pair in Cabin B will give 300G, provided one's introduced them to Puffy and spoken with them throughout the journey.


```
| 07 | Mana Egg |
|____|_____|
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Ahh, time for the enemy overview. There's actually four kinds that appear here, and if y'heard some of the New Parm NPC chatter, it's no surprise that poisoning is an issue. Cobras and Glug Birds have enough HP that Justin may not be able to one-shot 'em, while Sue may have trouble on everyone but Black Widows. In short, the trip is either manageable or akin to Hell's ninth circle thanks to poisoning. Buy some antidotes before coming here; it's more reliable than hoping for 'em as drops.

Anyway, from the area, it's evident this is a rather small map, and as such, most items here suck. The two that don't are the Snake Earrings, which resists poison (yay!) but is already available for 200G back in town; and the Mana Egg, in the circular western pass. It should need no explanation.

11) FEENA'S HOUSE [WK11]

Items: n/a

After entering Feena's adorable dwelling, inspect her bloomers hanging from the clothesline -- this cues a few scenes, ending with her being kidnapped by Pakon's goons. Time to get a move on! The wedding ceremony is being held in the New Parm church (west part of town), but the door's locked...if only there were another entrance. Oh yeah, there is -- the shack behind the place leads to the roundabout...

12) UNDERGROUND PASSAGE [WK12]

ENEMIES: Purple Slime, Mud Jelly, Mad Snail

DUNGEON: Repeatable (1 Screen)

Although tiny, this area can be a decent level-up spot, especially if one wants to gain a few magic levels. This is because Purple Slimes can "Divide" into another full-health target, and since both Justin and Sue may be one-shotting 'em, there's little risk involved. The other enemies aren't that notable, although the Mud Jelly's kamikaze attack (Shockbomb) does 20+ damage and leaves no EXP/G afterwards. That's probably the hardest-hitting attack to see here.

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|S 7| | | | | | | | |
|_____| | | 6| |_____| | | | | | 01 | 50G | | N
| | |A| |A| | | | | | | | 02 | Shell Shield | |
EXIT | | | | | | | | | | 03 | 50G | |
| | | | | | | 1 | | | | 04 | 150G | | W ----+---- E
| | | | | | | | | | | 05 | Mana Egg | |
| | | | | | | | | | | 06 | Iron Mace | |
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| | -ENTER

Well, here we are at the token sewer dungeon -- I personally love 'em but can see why they're so despised. Anyway, the proceedings ain't too difficult. From the starting point, one can see a Mana Egg in an empty sluiceway -- it's

out of reach, but won't be forgotten. Trek north to the sluice controls, which drains the water enough to continue north. A similar situation repeats around the bend, this time allowing Justin's crew to get west. There's money to snag here, too; notice how the crappy amounts are getting incrementally higher?

From the west walkway, hit the 2nd sluice controls again (shutting them) and move south. The path warps uneventfully until finding the 3rd controls, near the [Shell Shield] chest. One's probably outfitted with it, but who passes up free swag? No one, that's who. Hit that 3rd control crank -- all the water in the area should now be drained, allowing access to the damp lower portion we just passed.

Climb down and collect the cash among the enemies, including that Mana Egg in the previous canal. [NOTE: If that canal's not accessible, it's because the 2nd control switch isn't shut.] Backtrack to the lower portion and find the offshoot tunnel leading north, not just to an [Iron Mace] chest, but the exit as well.

Upstairs, crumble the wall and collect some cash before saving. Remember the tip: if anyone knows water magic, let them heal everyone first before using the recover function. It squeezes a bit of EXP out of the situation, and is great if you're not planning to grind Water EXP in the future. The northern crate stack leads to the dungeon's exit.

BOSS: Chang	• Physical attack (3-hit, Single)
HP -: 738	• Tornado (1-hit, Single, Cancellor)
EXP : 235	• Spin Kick (1-hit, Single, Cancellor)
\$\$\$: ---	

Feena's indisposed thanks to her ball and chain (also literally!), so she's not participating here. Chang normally relies on his "Tornado" attack, which hits one target, transports him/her randomly and does around 25 damage, but has a similar attack, "Spin Kick," which is comparable to that. Chang's arsenal is completely physical, meaning Diggin' (earth magic) and defending both mitigate the damage, and that could be a lifesaver if one's health is low. Speaking of which, keeping everyone's health above 30 is wise, as, if nothing else, Chang has great speed. Don't give him an opening (like a KO'd ally) to overwhelm! As for dealing damage to him, he has no notable features, so physical attacks, skills, magic...whatever. It just depends if you want him in a pine box or an urn. =)

With the marriage void, watch the scenes that transport everyone back to Feena's house. After sleeping, meet Feena outside -- she'll join the party permanently and the Rangle Mountains, the range in-between here and the Dom Ruins, is added to the world map. Don't forget to outfit Feena in New Parm, though, especially magic-wise. [It's possible to go back to the Underground Passage, too, if y'forgot the Mana Egg.] There's lots of juicy, embarrassing dialogue from townspeople, too, so get the scoop, too! >=]

13) RANGLE MOUNTAINS

[WK13]

ENEMIES: Inchworm, Spitting Cobra, Odd Bird
DUNGEON: Repeatable (2 Screens)

Oh goodie, more creepy crawlies. Spitting Cobras are snakes, and according to

RPG rules, they must be venomous -- and you'd be right! Killing them off first helps, if no one knows "Cure" (3 Water/2 Earth); until they do, search the enemies' action previews and target the ones still in Standby. Inchworms can inflict mass sleep, too. But, the one target to be mindful of is the Odd Bird, unquestionably the hardest random enemy in the game (keeping in mind your relatively low levels). This is because they have massive 120+ HP, can inflict confusion and act quickly. Any enemy that can't be killed in one combo/magic attack should be considered dangerous, I'd say.

	N	
S Savepoint		
* DungeonScope		
01 180G		
02 60G		
03 60G		
04 Mana Egg		
05 Medal of Yore		
06 Seed of Moves		
07 60G		
08 60G		
09 Fruit of Power		First up: the western section. One fun thing about
10 Mana Egg		this area is, despite the masses of baddies waiting
11 60G		to maul yer face off, some of the "cliffs" are just
12 Ginseng		embankments, and the team can run right up/down 'em.
13 180G		This makes getting the essential drops easier, and
____ ____		helps when escaping/backtracking, too. Two items are

of course, a stupid thing to pass up; and, the Medal of Yore in the southern route recovers extra SP when physically attacking. A great accessory for our boy wonder, or anyone really! The Seed of Moves near the exit is just icing on the cake.

Once the team enters the eastern range, everyone rests up and the savepoint is established. This area is much the same as the previous one, with a second Mana Egg (!!) in the NE dead end, and another stat-increasing item in the NW. Everything else is just cash or junk; if this area's trying your patience, skipping it all would be quite understandable. To make the escape routes easier, there's a bevy of DungeonScope locations, so losing one's bearings is a bit harder.

Don't forget to use those Mana Eggs in New Parm before hittin' up the ruins! Remember that, if you want to grind Water LVs, this can be done in the next dungeon. I personally think it takes some of the fun outta this game, but if you're up for it anyway, there's the head's up. [Also, since there's no heal spot for awhile, use Feena's House or the town hotel.] Just for kicks, here's my magic setup right now:

- Feena : Fire, Wind, Earth (easy AOE spells; Earth helps boost Feena's STR)
- Justin: Fire, Earth (since he has skills reliant on that combination)
- Sue --: Water (mostly for healing and Water's +1 HP level-up bonus)

Having two people with Water abilities isn't bad, though, since all three characters can learn Alheal (Water LV5). The game is getting gradually tougher, and there's no reason to be item-reliant where healing's concerned. Sue's "Rah-Rah!" Cheer is already obsolete, too.

ENEMIES (Forest): Ent
 DUNGEON (Forest): Repeatable (1 Screen)

Ents appear in the forest section and resistant to physical attacks (bows in particular), so skills/physical attacks are the way to go. It doesn't help that they have an AOE attack (Nut Bomb) that does 20-25, either, so leading off with, say, Howl is a good play. They also drop the MP-restoring Cholla Flowers item, which restores 3 LV1 MP to a single target.

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| _____ | Before one enters the destination proper, there's a
|  |1|_ _ /4] | one-screen preamble area called "Road to Dom Ruins,"
| _ _ \ /3\ / / | which is just one big forest. Get used to all those
| | ( _)*_ _ ( | claustrophobic, camera-changing pathways because this
| | )|2 / _ | ) | is only the first of many woodlands explored in the
| | ( _ /7) ) \_ | game!
| |* \ / _ / / * _ \ |
| ) _ _ ( _ / ( ) ) | Enemy-wise, Ents are the only inhabitants, and they
| ( | _ \ _ / \5) ( ( | appear in threes. The game does a decent job of
| ) (/6\_) \ _ , ' \ | nudging a player towards using magic, since Ents are
| | _____ * _ , '\_ | highly resistant to physical attacks (good luck with
| _____ | those OHKOs, Justin!), especially thrown weapons.
| _____ | Skills are fine, too, although AOE magic like Howl &
| S | Savepoint | Burnflame earn their keep. Ents also get the fairly
| * | DungeonScope | damaging AOE skill "Nut Bomb," which has a range a
| 01 | 70G | mite smaller than Howl's and does decent IP damage
| 02 | 70G | (in addition to the 20-25 regular damage). In short,
| 03 | 70G | it pays to keep an eye out because Ents often skulk
| 04 | 70G | under canopies and try to ambush. The enemies also
| 05 | Miracle Drink | drop Cholla Flowers (+3 LV1 MP, single ally).
| 06 | 70G | Anyway, item-wise, this area is quite barren, with a
| 07 | Seed of Speed | few money drops to pad the search. The Seed of Speed
| _____ | is in the map's middle dead end, while the Miracle
| _____ | Drink is nearer to the exit. Speaking of which, if one
| _____ | finds this area too disorienting, simply follow the west/south boundaries to
| _____ | reach the Dom Ruins.

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ENEMIES (Ruins): Red Slime, Sand Diver, Vampire Bat, Dom Orc, Vengeful Spirit
 DUNGEON (Ruins):

A new set of enemies for this place. Red Slimes are notable for having high health (100) and, being cousins to Purple Slimes, they can of course "Divide" into other targets. Since they can also reduce DEF with their skill, they make great targets for magic practice, especially Diggin'. Sand Divers can reduce ATK with their Sand Shower skill, so they're better for weapons practice. The vampire bats suck -- all bats do, really. Dom Orcs are brutish and slightly powerful, but are more notable for dropping Holy Maces. Vengeful Spirits are impervious to weapon attacks, resist physical skills, and can "Divide" like slimes; their weakness is magic. They also drop Crescent Jade accessories which give +2 Sleep/Confusion resistance. [Holy Mace wielders CAN damage spirits with weapon attacks, however.]

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		We'll start with the outdoors "vestibule" section.
S	Savepoint	This is a miniscule stopgap area before the real
*	DungeonScope	dungeon, and the design shows -- it's basically a
01	70G	broken bridge, a savepoint and some monsters near
02	70G	a few drops. It's possible to walk under the bridge
03	Blue Medicine	to get closer to the savepoint, but that's about
04	70G	it for the strategy.
05	Dynamite	
06	Herbs	However, this area is well-known for a 2nd reason:
07	Blue Medicine	this is where one can grind Water LVs! A ways east
08	Seed of Power	of the savepoint is a corridor where statues lunge
09	Resurrect Potion	out and peck small amounts of health away. By
10	210G	repeatedly doing this and healing on the field, one
11	70G	gets massive amounts of free EXP without needing to
12	Holy Mace	find enemies first. Then, when Sue (or whoever)
13	Resurrect Potion	runs out of MP, just walk to the savepoint a few
14	70G	feet a way and repeat. Remember, everyone learns
15	Mana Egg	Alheal at Water LV5.
16	70G	
17	Shell Armor	The actual Dom Ruins portion is split in two by a
18	70G	bottomless abyss, so it'll be easier to talk them
19	Magic Lamp	in western/eastern terms.
20	Blue Medicine	
21	Yellow Medicine	<u>DOM RUINS (WEST)</u>
22	210G	
23	70G	Take the only road east until it spits the players
_____	_____	out at the cliff. There'll be a vine to let one

back inside, which leads to an elevator room. The initial path ends at a [Seed of Power], while the lower path has the SW exit and a [Blue Medicine] offshoot. The series of small interconnected corridors has a [Resurrect Potion] and cash, but ain't very attention-getting. Down the hallway again, in the room with the small cash deposit, inspect the mural of the shut eye to find a secret [Holy Mace] in the wall panel. The ensuing route leads back to the cliff, only the bridge crumbles immediately...shucks. Get the [Resurrect Potion] and save indoors; the north route is a shortcut back toward the area's entrance, but the west leads to another lift. Take the upper route first, as it leads to more \$\$\$ and, more importantly, the cliff button that makes a statue protrude over the abyss. Return to the elevator, use the low road and hit the remaining button -- boom! Instant access across.

DOM RUINS (EAST)

Enter the new area and continue heading north (note the blue room with an inaccessible chute; this is the tail-end of a downward slope) until appearing back outside. Use another vine and reenter near the [Mana Egg] chest, the one item y'don't want to forget. At the next crossroads, pocket the cash and go NE to the dead-end area. Stepping on the middle floor panel unleashes a bunch of orcs from their cages, but that [Shell Armor] is ripe for the pickin'. Backtrack and go south, ignoring the elevator for the moment. At the next

"room," the secret closed-eye panel leads to a series of rooms filled with enemies; at the end is a yet-unbuyable [Magic Lamp], which can be used repeatedly to restore one's MP. It may break, however, so save it for a rainy day. Double back and take the SW corridor, also containing a closed-eye panel hiding [Blue Medicine] and [Yellow Medicine]. Continuing on this path only leads to more cash and this area's entrance, so it's not as important. Anyway, return to the aforementioned elevator, take it down to the savepoint/stashbox, and prepare for...

BOSS: Ganymede	• Beat Attack [1-Hit/Single/NoCancel]
HP -: 1500	• Rush Attack [1-Hit/Line/NoCancel/Displaces targets]
EXP : 1000	
\$\$\$: 2000	DROPS: Shell Armor

It's a crab! It's a dragon! It's an ankylosaurus! This boss can't make up its mind on aesthetics, but it sure has its attack strategy down: punch things until they're dead. Basically, another meathead who can't do anything against Diggin'. For the sake or ritual, its attack pattern is mostly just using its two skills, an unnamed suction attack (Line, not global, range) and a physical attack. [Note that the parts act separately but share the same HP.] The boss can be brought down with mere physical attacks, so if nothing else, it's decent target practice.

Yeah, that bozo dropped all that cash and experience (*throws dollar bills in air, laughing maniacally*). See Liete in the room beyond, then prepare to backtrack to the ruins' forest -- luckily, the shortcuts shorten the walk. Here, a scene will whisk everyone back to Feena's House. Now, the course of action is visiting the adjacent mountain to find the antipyretic sulfa weed. Access is given by inspecting the ramshackle fence near the house. [This area does not appear on the world map.]

15) HERB MOUNTAINS

[WK15]

ENEMIES: Roadcrawler, Beetlebug, Black Widow, Purple Slime
 DUNGEON: Repeatable (1 Screen)

Some palette-swappers appear now. Roadcrawlers can poison, but pitiful HP, and thus aren't much of a problem. Black Widows don't fare much better, and their main skill just reduces Move Levels. Beetlebugs have a lot of HP and a decent DEF, but not much to speak of beyond that. Basically, the enemies can hit a bit harder than normal, even if their constitutions are still weak.

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09	Seed of Life																								

Not much to say about this place -- it's a cinch if y'know where to look. The objective is to find a red sulfa weed amidst the mountain's useless white types. As the map makes evident, the footpath to the summit is only accessible from that eastern mountain pass. [NOTE: Once you take the red weed, white ones can't be picked up any longer. Got it, completionists?] Other items growing around here are also medicinal in nature, but only the [Seed of Life] is worth snagging (accessible from south).

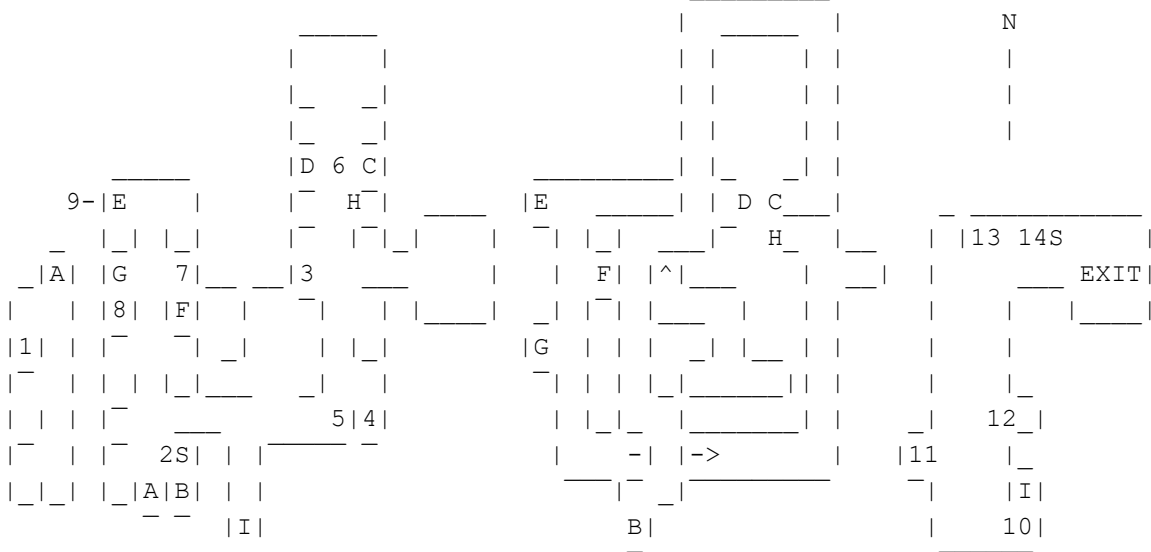
Deliver the herb to the kid when done. NOTE: This is the cutoff point to visit any available location. There won't be any way to get back, thanks to the game forcing the player to progress. Basically, prepare as best y'can (First Aid Kits?), 'cause once the horned boy recovers, the recuperation is crashed and the gang's shanghaied to...

16) GARLYLE BASE

[WK16]

ENEMIES: Private
 DUNGEON: One-Time-Only (6 Screens)

The only generic enemy in the base is the Private, a humanoid type that is fairly wimpy and uninteresting. Their Heavy Blow attack can cancel pending attacks, and they drop 100G; besides that, they're awful. Most can even be avoided, if the player wants.



_____	Congrats on making it to the big house! When
S Savepoint	control's returned, pick up the Hefty Pipe
* DungeonScope	(doesn't appear in inventory) to formulate a
01 Resurrect Potion	breakout plan. Once out, talk with Feena down
02 Ultra Drink	the hall; then, visit the next-door guard station
03 80G	to unloose the Jail Key (also doesn't appear in
04 Army Saber	inventory). The Resurrect Potion nearby does,
05 80G	however. After the escape fails, Justin will soon
06 Master Key	end up in the same position, able to take the
07 Officer's Uniform	Jail Key (still doesn't appear in inventory) to
08 Army Boots	free himself. Do the same for Feena and Sue
09 Soldier's Uniform	before going upstairs.
10 Miracle Drink	
11 80G	This area is made up of a lower corridor system
12 Army Darts	and a ventilation complex. Since the doors are all

| 13 | 80G | locked for now, the latter is the only option.
 | 14 | 80G | Snag the Ultra Drink first, though. The "B" path
 | _____ | _____ | on the map leads to the horned kid's cage,
 although one'll have to take it to its end to find
 the entrance. The only difference is...it's locked. Drat! Use the barrels to
 enter the duct across the hall, which leads toward the east in a roundabout
 manner. Three rooms in the west are first accessible by this method, and all
 have an item to snag (in fact, the other rooms near here have nothing, so
 there's no reason to return). In the east, use the duct to overheard the
 snotty sergeants in the locker room, learning the keypad password (right right
 left left down up down up) in the meantime.

Backtrack, unlock the door with that very order, and free the kid, who'll
 reveal himself as Rem. On the way out, though, one of the sergeants decides
 to pick a bone...YOUR BONE. Wahaha...*cough*

BOSS: Saki	• Physical attack [2-Hit/Single]	
HP -: 1000	• Slap Stick [1-Hit/Circle/Cancel/ May knockback target]	
EXP : 85	• Power Lariat [1-Hit/Single]	
\$\$\$: ----		DROPS: n/a

Saki's accompanied by three Privates, and they should be dispatched first.
 Like the previous boss, she is entirely reliant on physical attacks -- the
 downside is all her skills have close-range activation, making them quite
 interruptible. Other than that, she's as quick as greased lightning and
 often targets Justin, which seems to fit her single-minded rage.

At this point, Justin gets the Master Key (not a real item) to unlock all the
 base's doors. This means any remaining items can be looted! This ends up being
 just the items in/near that southern hallway, though, particularly the Army
 Saber hidden behind some crates. There are some Privates in the briefing room
 and the sleeping quarters, too, if y'wanna wet your blades a bit.

To continue, use the "other" southern entrance, and a certain idiot will put
 up her dukes...

BOSS: Nana	• Physical attack [1-Hit/Single]	
HP -: 900	• Yo-Yo [1-Hit/Line/Cancel]	
EXP : 85	• Spinning Yo-Yo [1-Hit/Circle/NoCancel]	
\$\$\$: 300		DROPS: n/a

She also appears with an entourage of Privates, but like before, they end up
 being nothing more than meat shields. Her best attack, Spinning Yo-Yo, hits
 everyone, but it's so weak right now it's nearly inconsequential. Speed-wise,
 she'll match Saki, though.

Now accessible: the fresh outdoors. There's no enemies here, so pick up the
 items at your leisure, including the unique "Army Darts" throwable weapon.
 At the end, just before the savepoint, the team encounters the final stooge
 in military dress...

BOSS: Mio	• Physical attack [1-Hit/Single]	
HP -: 700	• Balloon [1-Hit/Circle/Cancel/ Inflicts sleep, poison]	
EXP : 85	• Stun Gun [1-Hit/Single/Cancel/ Inflicts paralysis]	
\$\$\$: 300		DROPS: n/a

Similar to the last three fights, only she deals the lowest damage and has the lowest health, despite having the best arsenal out of the sergeants. Both her skills can inflict nuisance abnormalities, particularly paralysis, which has been little-seen up to this point. Still, most statuses wear off after awhile and Mio's too weak to deal a coup de grace in the meantime. Her speed is also less than the other two brats', but still probably better than the current party's.

Stash your junk (and this base has had a lot of it) before going east into the train station. Climb into the train for a good number of scenes, during which one'll have to fight through the cars. Most of the enemies are crappy Privates, although Sergeants (220 HP) appear towards the end. Items to find in the scuffle: Crimson Potion, 80G (x2), Officer's Badge. Reach the control room to finally end up at...

17) MISTY FOREST WEST

[WK17]

ENEMIES: Ent, Mist Guard, Birdrake, Grim Haze

DUNGEON: Repeatable (1 Screen)

Remember those Ents from Dom Ruins' forest? Theeeeey'reeee heeereeee (again)! Only now their physical defense isn't much of a problem. Mist Guards are basically their upgraded forms, and rarely drop Panaceas (cures all status conditions). Birdrakes can inflict Move Block, but that's about the extent of their notability. Grim Hazes can appear in sixes, making them great for squeezing extra EXP out of AOE skills -- they hit a bit harder than normal enemies, too. ["Cloud Attack" can inflict confusion.]

	/ /-TO LUC		
	\ _____ / 9)		
	_____ /#####		
	##\ \##### _____		S Savepoint
N	###) 6* _____		* DungeonScope
	## / _____ _) * /_____ (# Stream
	_ / /_____ _ (_____ 7)		01 90G
	(4 (_____ \8 '._) /		02 Weak-Knee Weed
	'._.'._ '._'._ 5 _ /		03 90G
	_____ '._._____) (04 90G
	_ / * _____ , - . _____ * \		05 Baobab Fruit
	(2 (_ / / _____ \ \		06 90G
	_____ (_____ , '3' . _____)		07 90G
	\ _____ / , - . _____ /		08 270G
	\ * S1 _ /		09 90G
) (
	(_____)		

Not much to say about this place thanks to its size, but it is easy to get disoriented -- just think what it would've been like WITH mist! All that remains of hapless wanderers is their moneybags, and they're around most of the nooks and crannies here. The Baobab Fruit refills 10 SP to a character, and wins "best item to find" by default. In the northwest, there's a stream to cross, but it can only be done at the stepping stone. The NE exit leads to Luc Village, and unlike other areas, this is done via screen segway, not the world map.

Items: none

After Rem bids his friends entrance, the destination becomes the chief's hut in the east. But before that, why not go shoppin'? Naturally the inventory's better than New Parm's (just by providence of RPG progression; this is still a backwater) and there's plenty to see. This is the first time in awhile an axe has been available, so now's a good chance for Justin to squeak in some practice (it's the only weapon available for him anyway). If you've been using daggers on Feena and are dismayed at the lack of whips for sale, fear now -- a free one is available in the upcoming area! Another useful item available here is the Tree God Amulet. For 1000G, it reduces the SP cost on killer moves, so stockpiling a few ain't a bad idea. [Hint: they're only buyable in one other place and that's on the next disc.] The stashing place is at Rem's house.

The chief will say that he's antsy about having outsiders around, and to be accepted into the village, Justin's crew must fetch a bottle of nectar from the God of Light's mountain, conveniently located behind the village. Access to the next area is from the village's NW fence (it doesn't appear on world map yet if you exit elsewhere).

ENEMIES: Metal Beetle, Pit Viper, Tarantula
 DUNGEON: Repeatable (2 Screens)

Metal Beetles don't raise any red flags, but are immune to fire & wind and can inflict Move Block. Pit Vipers are the archetypical snakes, except their 124 HP can withstand more attacks, they inflict paralysis instead of poison, and also drop Move Breakers. Tarantulas ain't even worth talking about.

S	Savepoint	/17 \	N
*	DungeonScope	_18/_	
01	100G)) -15,16	
02	Seed of Life	_ _	W ----+---- E
03	100G	14- ____ \	
04	300G	1011(\ \	
05	Move Breaker	1213/))	S
06	100G	_____ / _ _____/5(
07	100G	_/ /)8)7 ())_	
08	Paralysis Charm	(9 * _) 6* _)4)	
09	100G	-(_ / _____) _	
10	100G))_) _____))1)	
11	100G	_ / /3/) _____ / /	
12	300G	\2_) / / / _____ ,'	
13	Resurrect Potion	_ / / / /) /	
14	Mist-Cracking Whip	\ (_/*/ / ((
15	Bond of Trust	_____/ \ \-ENTER	
16	Light God Amulet		
17	100G	Besides the enemy overview, of which the beetles	
18	Nectar of the Gods	may be the most annoying opponents, there's not	
____	_____	much to say about this boss-less mountain. The	
		base springs out at the forest's periphery, and	
		the SW pass leads northwardly to the exit, or northeasterly towards a bunch	

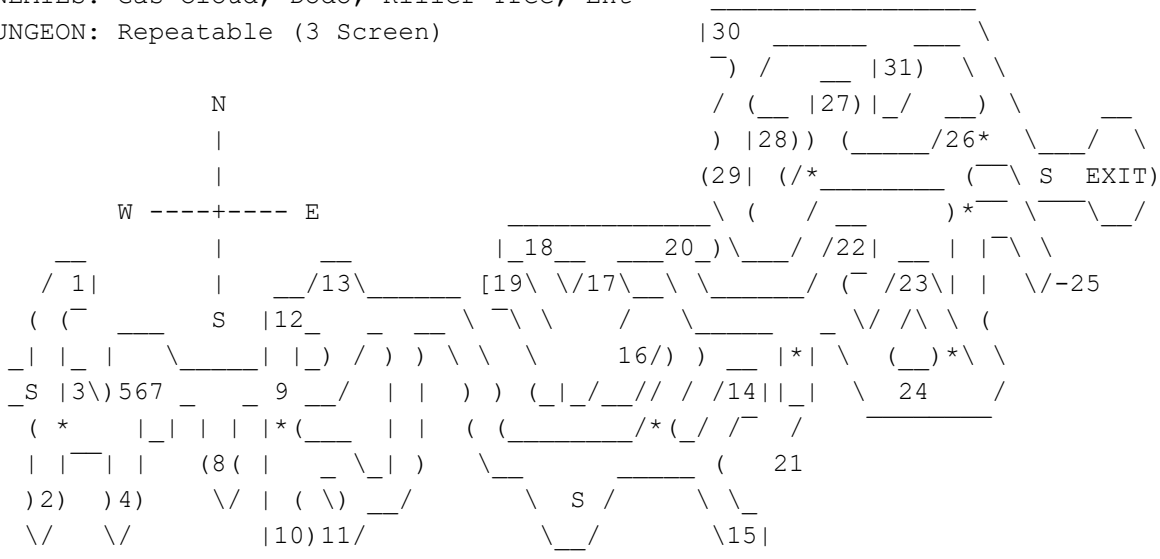
of items in an isolated clearing. A lot of the items here are just moneybags; quite befitting of a stopgap dungeon, no? Once the road to the peak is found, no enemies appear and the items can be obtained at one's leisure. Feena's [Mist-Cracking Whip] is carelessly strewn on the footpath, while the [Light God Amulet] is hidden near an offshoot's treasure chest -- rotate the camera to find it! At the summit, take the [Nectar of the Gods] and backtrack outta this junkyard.

Return the juice to the chief and talk to him until he suggests resting at Rem's house. Talk with the mom to have supper, then investigate the commotion outside. Everyone'll have to scramble back up the mountain in order to stop thieves from taking the icon! Regular enemies are now replaced with (5) fixed encounters with Sergeants; any forgotten treasures are still claimable. At the top, after some scenes, the [Mist-Clearing Nut] is given and Misty Forest East becomes accessible...although backtracking all the way out is required.

20) MISTY FOREST EAST

[WK20]

ENEMIES: Gas Cloud, Dodo, Killer Tree, Ent
 DUNGEON: Repeatable (3 Screen)



	S		Savepoint			10	90G
	*		DungeonScope			11	270G
	01		90G			12	Cholla Flowers
	02		90G			13	Baobab Fruit
	03		90G			14	90G
	04		Crimson Potion			15	90G
	05		90G			16	270G
	06		270G			17	90G
	07		Cholla Flowers			18	90G
	08		90G			19	Oracle's Staff
	09		Resurrect Potion			20	Smarna Weed

Welcome to the millionth forest dungeon! ...well, that may be a SLIGHT exaggeration, but it's not far off. Although Luc lore tells that this forest is quite frightening (blah blah blah), it's actually quite simple once its paths are revealed, and the multitude of DungeonScope icons help confirm that notion.

The dungeon works west to east. Area #1 is similar to Misty Forest West's

first area, and offers no surprises besides a Crimson Potion -- save it for a rainy day, eh? Area #2 has a mandatory campfire stop, and towards the middle of the map, there's a lake to cross...only the lake is an illusion and doesn't actually exist. (What do you mean illusory forests are cliches!?) Of items available here, the Oracle's Staff is the best find -- it can even alleviate confusion when used as an in-battle item. Area #3 is bigger than the rest but bears many similarities to the first one. The shortcut about halfway through can let one skip right to the savepoint and exit, actually, were one growing tired of the fauna.

21) END OF THE WORLD

[WK21]

ENEMIES: Gas Cloud, Mist Wraith, Sonic Bat

DUNGEON: One-Time-Only (10 Screens)

ITEMS -: Seed of Speed, Fruit of Agility, 110G (x8), Paperweight, Gust Knife, Orb of Silence, Bond of Trust, 330G

This will be another simplistic dungeon, but the ascension's quite long, so I'll just split it up by floors (or screens, if y'prefer). Completing this dungeon also bids farewell to Elencia for the rest of the game, and while there's only map locations remaining (plus God of Light Mountain/Misty Forest West), one may want to revisit 'em for missed things.

NOTE: On the map, north is "west" on the screen. Camera rotation is disabled during this dungeon, also.

F01: As one might've hoped, scaling a wall is easier than traipsing 'round a forest, but it's also a bit more boring (and trap-filled for that matter) as a tradeoff. Atop the first stairway is a [Seed of Speed] and [Fruit of Agility] in quick succession. Further north, there's an alcove that, when stepped in, opens up the elevator to the next area. Get the [110G] past there first, though.

F02: The crew starts at the bottom of two staircases headed in opposite directions. Go southwardly and up to find the [110G] past some Wraiths, then use the mini-lift to nick the [Paperweight] accessory. Backtrack by falling off the platforms and use the northern elevator to find two more staircases. Here, north leads to a boobytrapped [Orb of Silence], which also raises a staircase to the next lift. Go north once more to snag a [Gust Knife] for Feena, then drop down to reactivate the elevator. Then, finally, go east to the exit.

F03: After the mandatory pitstop at the campground (which has a savepoint and stashing place), it's time to start the climb again. This level debuts grey buttons that give varying effects. The first activates the nearby lift. The second further up removes an obstacle and, when pressed again, makes a staircase erect long enough to reach the platform behind it. From there, it's mostly a straight shot to the [110G] and the exit.

F04: Another short area. A golem monster blocks the way at the start, but it's possible to sidestep him before the slab crushes him. Laughably, the second golem breaks down before he can do much, although his fist is a launchable projectile. Further up, another [110G] to snag. Inspect the suspicious statue and the button underneath it, then...

| BOSS: Clay Bird | • Clay Breath [1-Hit/All Allies/NoCanceller] |

HP -: 203	• Clay Feather [1-Hit/Single/Canceler]
EXP : 75	
\$\$\$: 120	DROPS: n/a

Somehow, this boss manages to have less HP than its Sult Ruins cousin. It's a cakewalk by any standard (he can be paralyzed...good grief).

F05: Whew, over halfway done. Continue south until another disappearing chest shows up -- it's a [Bond of Trust]. Backtrack to find a stairway now leads to an elevator button. Up and south, look for the tile that's got a piece missing. Dropping down that way leads to the [330G] bag atop the previous crushing-tile trap. The exit's back above, past that half-broken tile.

F06: Another campsite adventure, complete with savepoint and stashing place. The elevator now goes north, past a giant crushing trap, to another lift. (Note that if you wanted to use the crushing trap to train Water magic, then return to the savepoint to heal, that's doable.) Up the lift, [110G] is right nearby this time, and that route leads to the exit.

F07: The northern staircase here turns into a slope, making it unpassable, so use the entrance elevator instead -- it now goes further vertically, to [110G], in fact. Hit the first button and...

BOSS: Emerald Bird	• Physical attack [1-hit/Single/NoCanceler]
HP -: 268	• Heavy Feather [1-Hit/Single/Canceler/Paralyzer]
EXP : 200	
\$\$\$: 200	DROPS: n/a

New color, same old crap. It does appear with four Sonic Bats, but that's where the changeup lies (it still has weak status susceptibilities, too, not that you'll need 'em). Even though it can inflict paralysis, it's got no HP to sustain long-term fighting.

The button north of there locks the lower stairway in place, but only after the boss is fought. Speaking of which, there's another Clay Bird boss fight (with x4 Mist Wraith) atop said stairway. Collect the [110G] before using the lift.

F08: Head north to the lift, then prepare to work south again. Watch out for the laser which cuts the path in half, although this isn't evident until halfway through. [The path can't fall with Justin's crew on it, so it's a nonissue, really.] The top platform on this level has a bunch of black plugin-looking devices. Just walk north slowly to avoid damage, and wait for the final machine -- by the [110G] -- to plug itself in, queueing the elevator.

F09: Two Emerald Birds and a Clay Bird flitter around a floor button here, and the only difference is they're all fought at the same time. Still shouldn't be difficult, though (take out the paralysis-inducing Emerald Bird first for best effect). [520G/275exp] Hit the button to ascend to the top level in style!

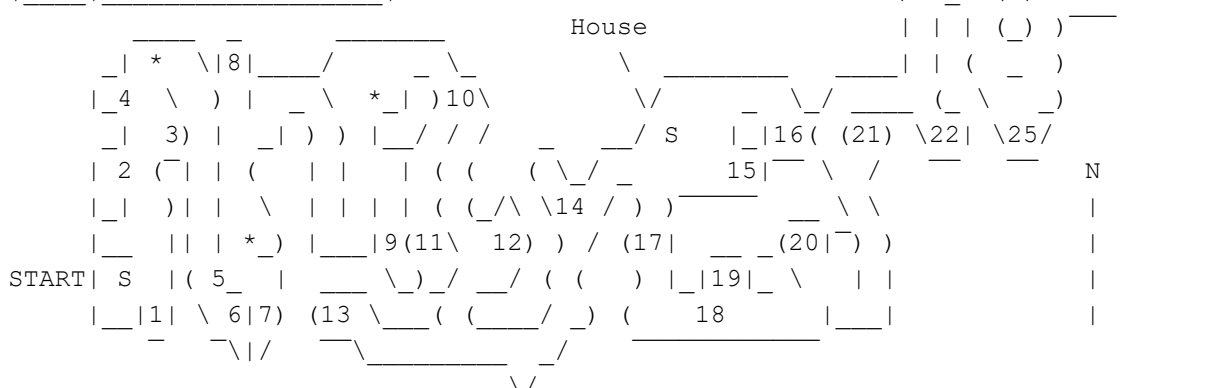
F10: Mostly just a final campfire scene and visiting the top.

That does it for this place. Of course, seeing what lies beyond, one'll yearn for another training-wheels dungeon like this...

ENEMIES: Red Devil, Plop Mold, Slipple, Rock Man
 DUNGEON: Repeatable (5 Screens)

The lowdown enemy-wise? Red Devils are mostly physical creatures and have pitiful HP -- if you're not one-shotting 'em, start improving that person's STR (this would probably apply to Feena more than Justin, naturally). Plop Molds may have enough HP to survive one combo, but stick in a player's mind for another reason: they drop Poison Antidotes/Health Weeds like crazy. The Rock Men are resistant to magical damage and often appear in fours -- great formation since they can drop Fire Rods.

10	Sue's Shoes	Just for kicks, since I rarely mention levels (not
11	Resurrect Potion	as important as Skill or Magic LVs), my team is in
12	Vaccine	the mid-teens range -- basically something that'll
13	Fruit of Magic	attempt to keep some semblance of difficulty. I
14	Seed of Power	suspect most people who've been grinding out skills
15	Fire Charm	(etc.) will be a few higher. Also, the characters've
16	Mana Egg	been switching weapons every now and then to keep
17	Mana Egg	things about even. This isn't always possible when
18	Slouch Weed	some weapon types are in short supply, of course,
19		but it's good policy when one has foreknowledge of
20		skill requirements -- and even just for avoiding
21		stat imbalances.
22		
23		The lowdown enemy-wise? Red Devils are physical
24		creatures and have wimpy HP -- if you're not one-
25		-shotting 'em, start improving that person's STR
26		(this probably applies to Feena more than Justin,
27		naturally). Plop Molds may have enough HP to survive
28		one combo, but stick in a player's mind for another
29		reason: they drop Poison Antidotes/Health Weeds like
30		crazy. Like, inventory-filling, no-room-left crazy.
31		They can inflict poison, too, in which case it may
32		be preferable to heal with Cure magic instead of
33		items. Rock Men are resistant to magic in general
34		and often appear in fours -- helpful since they drop
35		Fire Rods. Slipples are typical snail-type enemies
36		and have no defining traits (unless boredom counts!)



The scenery's spectacular, but the pressing matter is finding Sue, who's

nowhere in sight. Like most foresty, verdant, leafy dungeons, this one's a walk in the park (no pun intended) once its layout is committed to memory. That doesn't necessarily stop enemies from ambushing, thanks to the camera's angle, but most aren't that great anyway.

Area #1 is mostly just a trail curving back on itself a few times, and the items here aren't worth much (as the legend indicates). However, since the next town's shop will require a great deal more moolah than Elencia's best, it's wise to take any handout y'can get! Area #2 is the riverside area, and contains items 09-14, of which [Sue's Shoes] are a mandatory pickup. Down by Item 12, there's a leaf that unfurls into a makeshift bridge -- hooray!

Area #3 is in a valley, and there's a few scenes that automatically occur 'round here, culminating in...

BOSS: Gadwin	• Dragon Cut [1-Hit/Allies/Canceler]
HP -: 300	
EXP : ---	DROPS: n/a
\$\$\$: ---	

Gadwin can't be damaged and ends hostilities on turn four via his signature move. Apparently, if one overcomes his max VIT via some sharking device, the game continues as normal anyway.

After a few more scenes (including a mandatory man-to-man promise), Gadwin'll join the party. He's actually worth talking about! Dight Village's hometown hero starts with Fire/Earth magic, already leveled high enough to unlock his LV1 magics and all his element-imbued skills. On the downside -- aside from his presence killing most difficulty -- he can't be a target for mana eggs. The fact that he's LV30 and way stronger than everyone makes his "guest" status all the more obvious. However, he'll be around for quite some time, so feel free to cultivate his skills further...it'll pay off (more on that when the time comes).

In any case, Gadwin's house can act as a free healing/saving spot, so use it if y'wanna grind out a few levels here. [Laughably, Rock Men are completely immune to Dragon Cut, Gadwin's trump card.] Speaking of which, remember those plants that attack when the party walks by? Sounds like a perfect environment for grinding out Water LVs. Many players in the know prefer this area because the 4th ally expedites the process. As someone who likes to maintain a bit of challenge, I'm not suggesting severe grinding, but if someone has water magic and hasn't gotten it to LV5 (Alheal territory), a short boost can help.

Now where were we...ahh yes, Area #3. The area around Gadwin's house contains breakable rocks, necessary to get a few items (16, 19) and also access the southern passage. These brittle boulders don't always give a field icon to show they're breakable, though, when in doubt, mash the action button. Near the eastern cliff, a "ladder plant" grows to give access upwards -- don't forget the Mana Egg nearby, though!

Finally, there's a short #4 area, which is basically a descent from the cliff to the forest. A 2nd Mana Egg is cleverly hidden (by a north-aligned compass) near the forest's periphery, though, so make sure to snag it before exiting.

ENEMIES: n/a
DUNGEON: n/a
ITEMS -: n/a

Gadwin leaves the party (temporarily) upon entering, suggesting the party visits the inn in his absence. Do that to encounter Guido, a rabbit-lookin' merchant who continues the trend of cutesy races having equally cutesy vocal tics.

The store nearby has some good upgrades for now, although one'll notice two things regarding the weapons: (1) Fire Rods are for sale; getting a drop from Rock Men in the previous dungeon can save some cash (2) There aren't any daggers available, so keep that previous Gust Knife around if y'wanna help Feena out on that end. [If any Mana Eggs are missing, they'll be in Gadwin's inventory.]

When ready to proceed, have a sleepover in the inn, and find some alarming news that next morning. Visit the beach for some scenes, during which Gadwin rejoins and the team gets the two Hero's Armbands (not actual item) required to finish the upcoming dungeon. Outfitting Gadwin is up to the player, but with his massive HP/stats and decent equipment, it's borderline unnecessary. Save some of that money for the next store, whose merchandise will be cost a pretty penny. Don't forget to stash any unneeded items, too -- there's two consecutive dungeons ahead!

Check the world map for the next stop. Hope y'brought some ponchos...

24) MT. TYPHOON

[WK24]

ENEMIES: Mold Bird, Lizard Rider, Klepp Soldier
DUNGEON: Repeatable (2 Screens)

Before encountering the mountain's mistral minaret, one must ascend past the enemy ranks, and they're gathering like it's Woodstock (1969, although 1999 may be more appropriate!). Mold Birds are the most common foes here, and also the most annoying, given their AoE plague-inflicting skills. Plague randomly inflicts statuses and does damage, making it one of those abnormalities no one wants to tolerate. Lizard Riders and Klepp Soldiers only appear around the peak's tribal huts; luckily, both aren't much to talk about. MBs/Klepps drop Vaccines; stockpilers can also purchase these in Dight.

Additionally, those streams and ponds of puke-green rainwater will (surprise!) damage everyone, only this time it's a constant ciphoning of health. This means grinding Water LVs is a cinch here, even better because it takes less energy to do and Gadwin's high HP is an easy EXP sink. However, the H2O does have a downside, like any trap: the party is temporarily invincible while damaged, and proximal foes can parlay it into an ambush! Take it slow, yo.

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|-----|-----|
| S | Savepoint | /19 20| \ N
| * | DungeonScope | ( # #_( ) # #14 ) |
| # | Tribal Hut | | # # * # | |
| 01 | Power Mushroom | |18 *15 # #17 # | W ----+---- E
| 02 | 130G | | # ## # 21 | |
| 03 | 130G | | ( # 16# # ) | |
| 04 | 130G | | \ _____#* # / \ S
| 05 | Mana Egg | | ) / ( ) ) _____ 11)
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| 05 | Confusion Charm | '._,' ( E D | | _ _ | | _____ \ _____ | A |
| 06 | 130G | _____) 9 | (AB | | ) ( \ _____ 13 B | - N
| 07 | Pirate's Helmet | 1F /1 \____| * 5 | / I \ _____ |
| 08 | Hail Bow | ( _____ S | _____ | \14S/-TO BOSS[15] |
| 09 | 130G | \____/____) | _____ |
| 10 | 390G | _____ ENTER
| 11 | 130G |
| 12 | 390G | Ahh, this dungeon's sure to annoy those who haven't
| 13 | 130G | played it before. The tower's main girth amounts to
| 14 | 130G | a large base section (which has slippery one-way
| 15 | Warrior's Spear | slopes in a few places) and a fractured upper level,
| _____ | requiring hitting switches to make any headway. Said
| _____ | switches appear as reddish-purple/bluish mushrooms

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on the ground, and in addition to opening mechanical staircases or rotating bridges, may also alert enemies. Yay...

To begin, clearing out the first-floor caches helps. Items #1-5 are sitting around waiting to be plucked, and require little energy to claim. Make note of those green slopes; they're only found on around this floor. Item #3 is a [Klepp's Sickle], which has lower ATK than current weapons and is in fact a droppable from Elite Klepps. The B (stairway) and H (rope) passages to 2F aren't very useful at the moment, so feel free to ignore 'em for the moment. Instead, take the "C" in the east; a blue button nearby will unfurl it.

A major stop on 2F is a green rotating bridge -- it connects balconies that would otherwise be annoying to access. All balconies have a button that will rotate the bridge to that location, but the eastern one (where player is) has an extra one. What's its purpose? Once one goes west across the bridge, one will find a treasure alcove (Item #7 or #8). What item is available here will depend on if the button has/n't been depressed. Both can be gotten, though; just step on the button again. [If one room is shown, the other is hidden.]

Anyway, this path one's on (starting at "D" stairway) will eventually lead to three more items, all cash, and culminate in a dead-end 2F room ("G") that contains a blocky switch. Triggering it will rotate the red bridge, accessed by the the 1F "B" path, which leads to the boss' chamber. Save/heal before going up, because the fight will begin immediately after Justin's insult!

	HP	SKILLS
BOSS: Serpent	1071	• 4-Head Attack [1-Hit/Circle]
BOSS: Nice Head	800	• Recover Gas [1-Hit/Enemies/Heals 100 HP]
BOSS: Bad Head	600	• Stun Gas [1-Hit/Line/Paralyzer]
BOSS: Hot Head	516	• Hot Gas [1-Hit/Area/Fire-Elem]
BOSS: Mean Head	486	• Killer Bite [1-Hit/Single/MoveBlocker]
EXP : 2530		
\$\$\$: 2800		DROPS: n/a

You'd think with five targets, this battle would be a grueling uphill fight, correct? Survey says...false! Many of these heads are nothing more than glorified regular enemies with weaksauce skills, and may even fall to a single turn of area magic/skills. Out of Serpent's repertory, Mean Head and Bad Head get the "best" skills, but even those are crapshoots compared to the overwhelming force of the four-strong team. Use Diggin' a few times, spread out a bit perhaps, and let everything loose! Things are easier once Nice Head and its healing are decommissioned. The boss dies when all heads are crushed.

Once the snake is tread on, use the button behind the throne to change the

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(13 14)()
-----'-') (-EXIT

The northern section of the mountains is the simpler of the two, consisting mostly of rolling foothills, a southern crevice (bridged by two paths) and a large mountain separating some of the area. The first eight items appear here and, as one can see, nothing really stands out. And, with the abundance of enemy platoons around every corner, who wants to waste time picking up chump change? At least the [Yellow Medicine] is semi-useful...

The southern section is where things get more interesting. After a mandatory fireside chat, it's time to get through the fragmented canyon. Pulleys ferry small platforms around and it's a bit maze-like -- nothing an RPGer hasn't seen before, though. To use a pulley, hit action button while onboard...it may take a few tries due to control responsiveness.

First, go east to the gigantic central island. There's two ways to go from here: east or south. [North is a dead end.] East is a straightaway shot to the exit; simply take the remaining few "islands" to leave. The southern path is the roundabout path, going clockwise through all the satellites, collecting all the stray pickups -- and it's quite worth doing! This is how one gets the [Dragon Killer] sword and the [Demon Eye Stone]. The former is rather underpowered compared to the current arsenal, but the latter gives a boost to spellcasting speed, generally a perfect complement to Feena. The other drops aren't as important, but there's not too many foes out that way, either.

28) GUMBO VILLAGE [WK28]

Items: n/a

The air is...quite un festive. A trip to the mayor's hut (SW part of town) will reveal the problem: the town's gone cold thanks to volcanic problems. Luckily, Feena and Justin are heralded as the "Brave Couple" and, via a few scenes, get to participate in a festival. The morning after, it'll be time for the finale in Greeting Tent.

Before going there, it's time for a trip to the outfitter's! Plenty of good things this time around, but some of the weapons are quite lacking ATK-wise. The Azure Knife and Frog Ax are outclassed in terms of all available weapons, but are slightly better than the last-seen weapon of their class. Where armor's concerned, it's mostly slight upgrades. The Dragon Vest lessens fire damage (yay!), the MagicMirror Shield can return normal attacks (yay!!), and Mach Boots can give Gadwin's wimpy movement a giant boost (yay!!!).

NOTE: Don't buy any Raincloud Staves; they'll drop like crazy in upcoming dungeon.

When ready, visit the beachside destination and find the hidden meaning behind the Brave Couple's moniker...

29) VOLCANO

[WK29]

ENEMIES: Lost Soul, Hot Dog, Magma Man
DUNGEON: Repeatable (4 Screens)

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\ / 23S) (24\ are notable for dropping Raincloud Staves...like, tons of
/ / \ ) ( \ \ 'em. (I got 3 in my first battle!) These sell for 2000g
( ( _ | | _ ) ) each, so try to walk out with as many as possible! By
| | ( BOSS) | | contrast, Lost Souls are generic, wimpy fire monsters.
( ( \ _ / ) )
/21\ _____ / / N | _____ |
_____ | | _____ |
\ _____ / | S | Savepoint |
_____ ) | * | DungeonScope |
/ 20/ W ----+---- E | 01 | Health Weed |
( ( _____ | | 02 | 150G |
\ \ _____ | | 03 | 150G |
- - \ \ _____ S | 04 | Mana Egg |
_ | | \ \ \ \ / ( _____ | 05 | Deep Blue Potion |
| 19| ) ) ) (10 \ / _ 9\ | 06 | 450G | | | |
|_ | ( ( ( _____ / \ \ | 07 | 150G |
| | _____ \ ) ( _____ | 08 | Seed of Defense |
|_ | ) ) | | _____ \ | 09 | Snooze Scroll |
| | / | | | _ / \ \ _____ _ / \ | 10 | 150G |
( ( (18 | ) ) ) * _____ ' . | | ) | 11 | 150G |
\ \ \ ( _ / _ / _ _ | | ' . \ | | | | | 12 | 150G |
\ \ \ _____ 11 || 6 | | \ \ ( ( ( | 13 | 150G |
_ \ \ _ / ^ / ) ) ) _____ \ \ ) ) | 14 | 150G |
(17) _____ ( _ / \ _ / _____ \ ) / \ | 15 | Chain of Gems |
\ _ / | | * _ / \ _ ( _ / _____ ' . 23 / 8 / ) | 16 | 450G |
|16\ _ | | | / 5 / _____ ) S ( _____ | 17 | 450G |
_ ) _ 12) / / \ \ _____ , ' 1 _ \ | | | 18 | 150G |
( ( \ / \ \ ) _____ / ) \ ) | 19 | Fire Charm |
|13 _____ | _ \ _ / _____ ) / \ _ / | 20 | 150G |
_ | | ) 14\ ( 4 / _____ | 21 | 150G |
_ ) ) ( ( _____ \ ) | 22 | Health Weed |
|15 / ) | _____ | 23 | 150G |
_____ / _____ \ _____ | 24 | Dragon Scales |
( | _____ \ 25 / | 25 | Confusion Charm |
EXIT- | | _____ | _____ |

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There's no frequent flier miles for catapult, are there? Feena and Justin're by theirselves here, but the game's provided a stashing place and savepoint, so the situation ain't too bad. [On the map, starting point is by southeast "S" marker.] Anyway, this volcano is composed of four areas: a crater, two slopes and a base -- we're on a slope. This one happens to have many paths that extend from the initial location, often curling back in on 'emselves. Collect the first three items, then get Items #4 and #5 -- the most important ones -- from their dead-end routes. Note that [Mana Egg] is the last one to be found on this disc! Items #7/8 are found by going counterclockwise on the eastern road. The exit's to the northeast.

This area a little off-center is the second slope. The path is short to start, but by knocking the northern boulder downhill, it'll create a way south. Take the road to the intersection to reunite with Sue & Gadwin, who've somehow made it across country in the blink of an eye. (Just imagine if they hijacked the catapult...they're crazy!) The player has another decision to make here: go south and collect items in the base, all of which are just laying around, or go north towards the crater, the boss' dominion.

If y'got enough resources, the base is a good destination, and the game'll automatically skip it after doing crater events. The [Chain of Gems] accessory here can grant an extra combo attack hit on occasion, and shouldn't be left to burn in this place! Too bad y'can't say the same about the other garbage... As for the rest of the second slope's items, all are in plain sight -- only #19, the [Fire Charm], requires any extra work. It sits on an inaccessible

ledge, but an eagle-eyed viewer can see there's a tiny tunnel entrance right near there. The entrance to said tunnel is south and west of there, in that dead-end offshoot. Inspect the northern cliff wall to find a hidden door; it slides back to reveal the path.

Once the team's made their way to the crater, the way forward is clearer. At the bifurcation, hop east first to get the [Dragon Scales], then return west to reach the summit savepoint. Approach the central platform to tango with...

BOSS: Madragon	• Attack [1-Hit/Allies/Around]
HP -: 2150	• Burn! [1-Hit/Area/Fire-elem]
EXP : 2900	• Healer [1-Hit/Self/Heals 100 HP]
\$\$\$: 4500	• Howlslash [1-Hit/Allies/Wind-elem]
	• Flame Breath [1-Hit/Line/Fire-elem]

This lava-dweller is quite a wretched specimen. Like bosses of hours past, it consists of two targets but shares health. The body part will govern most physical attacks; the head deals with skills and magic. Howlslash'll do the most damage, while Flame Breath shoots right down the middle (and can be avoided by tactical evasion). Because it shares health, speedblitzing is a decent strategy -- repeatedly incurring IP damage delays its attacks, maybe even changing its strategy, and reduces the need for healing. As long as there's a character(s) who can pull off a few Alheals, that's sufficient. ("Rah-Rah!" Cheer is fine in a last-ditch effort...)

Madragon BBQ tastes like victory, and he leaves the [Burning Hot Whip] as spoils. The volcano's dormancy is gone, though, so beat a hasty retreat out of the area. The game will then return everyone to Gumbo Village, skipping the Base descent. And really, who wants to revisit a dungeon so silly it didn't get a proper name?

30) GUMBO VILLAGE [II] [WK30]

Items: n/a

Revisit town for some scenes, eventually leaving Justin and Feena to their own devices. Danda suggests visiting the pier or islet, but only the latter is free of those sappy, love-drenched couples. Visit the islet, and the next morning, visiting the next dungeon is possible -- just talk with Danda at the docks.

31) THE TWIN TOWERS

[WK31]

ENEMIES: Medusa Dancer, Horned Toad
DUNGEON: Repeatable (5 Outer Screens Only)

What kind of opposition to expect? Medusa Dancers are far and away the most common foes here...and they're very irritating. They can inflict Magic Block and, unlike other pests, don't drop items to cure that condition. Instead, they drop Magic Block Charms, accessories that only provide resistance to it (they are worth 1000G/per, however). Due to their speed, playing fast n' loose isn't recommended. As for Horned Toads, they have a lullaby skill that inflicts sleep. They're only found inside the vestibule area, though.

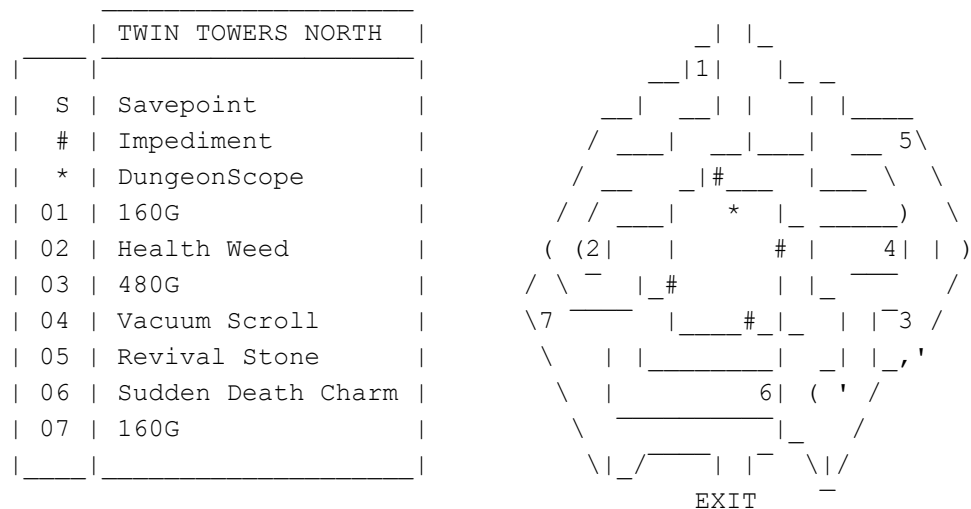
TWIN TOWERS (COAST)

Items: 160G (x2), Seed of Speed

The boat is docked here. Before leaving, Danda, in contrast to his usual lovestruck meat-headedness, gives some useful info: the Twin Towers are surrounded by four gates, but only the northern route is accessible. Of course, if Danda had ventured to see for himself, he'd see it's not really the "gates" that are the problem, but the annoying mazes behind each! In the words of Charlie Brown: ARGH! [Note: You can return to Gumbo any time by notifying Danda of your intentions.]

Start things off right by beachcoming for treasure. Two sacks of cash sit on the sunny slabs nearby, while the [Seed of Speed] is hidden a little cleverly in an eastern recess. If you've aligned the compass north, it's easier to overlook.

North leads to the tower environs. It's split into four sections (based off cardinal directions) and each section is gated -- unless that gate is open, access to the section beyond is off-limits. Smack dab in the center of the mazes is the central area, the vestibule. The eastern section is actually blockaded on both its northern/southern sides, so it can't be accessed from the periphery. Two items in that sector -- 160G and a Spell Blocker -- can only be accessed by approaching from the south, however.



Thankfully, running around consecutive mazes ain't in the player's future, and the first maze isn't too hard. It's all about knowing how these things work. Each labyrinth consists of a central section where most paths intersect, and is a minor destination since each maze works from the outer edge in. There are four "impediment" statues that block entrance to the central square. When one finds a button (must be pressed manually) that lowers an impediment, it also lowers the statue directly across from it. For instance, in the above map, when one encounters the western statue, it also lowers the eastern one, too. In this way, it ensures there's always a path to travel (no buttons are found in the square itself). Note that accessing the 3rd/4th impediments will raise the first two -- this applies to all mazes in this dungeon. Aaaanyway, the course goes north -> west -> east -> north -> south. There's seven items around here, all in plain sight, but only #5 and #6 are of any real use.

The southern exit is guarded by soldiers, ones easily duped by Justin's tour guide fib. This gives access to the vestibule -- the soldiers' staging area, essentially. However, the portion of interest is the central tent; once the sergeants leave, access is free. Inspect the blue floor design and the dead end alcove, then try to leave for more scenes.

When control's returned, Justin will be by his lonesome in a cavern. There's

exclamation mark icon is clearly visible). Here, the wall will twist to let the players through, then return to its original position...so make sure all the essentials are taken before leaving. On that note, the only items worth snagging here are the [Seed of Power] and [Angel's Darts], the latter being a projectile that heals its user on a successful throw.

That ends the Twin Towers debacle. If anything was forgotten in the northern section, foes there haven't respawned, but access to the vestibule is forever closed. Return to the boat and make for Gumbo, then after some dialogue, it's off to Dight!

32) DIGHT VILLAGE [III] [WK32]

Items: First Aid Kit

Normally I'd skim over this place like the Gumbo section above, but this is an important turning point. After visiting the chieftain's house and learning of the Mysterious Vanishing Hill ruin nearby, Sue will come down with a fever and leave the party. The destination is clear...

Before leaving, get the free First Aid Kit -- given by a green-suited NPC past the weapon store and SE of the second gate. [Thanks to BackdatedFuture for this reminder.]

33) MYSTERIOUS VANISHING HILL [WK33]

ENEMIES: Nyalmot, Mad Frog, Manta Ray, Hermit Crab
 DUNGEON: Repeatable (1 screen)

A menacing menagerie of meanies lives atop this hill. The Mantas have above-average health and their "Bomb Away" tech damages all allies. Appropriately, they drop Launch Fireworks (throwable item). Hermit Crabs are ridiculously resistant to weapon attacks, and their "Lean Over" tech is a canceller...but their low health means most second-tier magics can fry 'em (except fire; it does nothing). Nyalmots and Mad Frogs are generic upgrades to previously-met counterparts.

ENTER-) (
/1 '.		S		Savepoint
,' 2		*		DungeonScope
/,'-'((01		170G
/4/ ' _		02		Seed of Life
((3		03		170G
		04		170G
_ ___ / _		05		Silver Key
) _ S _		06		Health Weed
/_ / / \ \ 5		07		170G
\6 _ / (_)) _ (08		Gold Key
)) _ ___ / ___ _		09		170G
/ / _____ 7		10		170G
((_____ (13 \ _ _		11		Wind Charm
\ _ 9 \ 12/ _		12		510G
_ ___) (8		13		Teleportation Orb
/ 10 \ \ _____				
(_ _ _) _				
\ _____ _____ 11				

This can be a "fun" little dungeon, all things considered. Of course, being short-staffed, resources may be consumed a bit faster than normal. Don't be afraid to return to the savepoint for healing...you'll need it. [Make sure either Justin or Feena knows Alheal; if they don't, start racking up Water LV experience.]

M.V. Hill's entrance contains the shrine where the Teleportation Orb is to be used -- too bad we don't have it. Up the road a bit leads to the hill itself, and that's where the action starts. Doors around here are designated silver or gold, and need matching keys to enter. [If you lack the appropriate key, the screen will zoom in on the door momentarily before defaulting.] East of the savepoint leads to the [Silver Key], which also unlocks most silver doors in the area, letting all the animals run free. Unfortunately, these aren't nice zoo animals and would like nothing more than to eat your entrails. =)

The western path leads to Item #6 and a gold door, so before the ascension can begin, we'll need another key -- it's provided by the boss south of the savepoint.

BOSS: Massacre Machine	• Healer [Self/Heals 200 HP]	
HP -: 1800	• Spin Cut [1-Hit/Area/Physical]	
EXP : 1000	• Burnflame [1-Hit/Area/Fire-elem]	
\$\$\$: 2000	• Hurricane Mixer [1-Hit/Line/Physical]	

Like the last victim...err, boss, Massacre Machine is a pair of targets (a body and Eye) sharing HP. This also means that dealing IP damage to one will delay the other! DEF-wise, the boss ain't too shabby, but Gadwin's Def-Loss allows him to carve the machine like it's Thanksgiving dinner. Massacre's skillset is rather wimpy besides that. It may take a little longer than usual but that's about it.

Behind the boss is an elevator leading up to a cliff ledge. Try hugging the southern edge because there's a landslide trap near the first-encountered dead-end area below. [If you're running fast enough, you can spring it before everyone falls down.] At the end, there's a small enclosed area containing the [Gold Key] we're searchin' for. Step on the button and defeat the Myalmots released, then use the newly-accessible cliff for the final button. Schwing!

Return to the westernmost mountain path -- the gold-key door finally opens. Not much to say about this area, except that there's a disappearing bridge about halfway through. It requires running across it, but the team has to be in the direct center to avoid falling into a nest of enemies. As long as Jus makes it over, everyone else does, too. The elevator to the summit leads to a rematch with...

BOSS: Massacre Machine	• Attack [1-Hit/Single]	
HP -: 2000	• Healer [Self/Heals 200 HP]	
EXP : 1200	• Body Slam [1-Hit/Line/Physical]	
\$\$\$: 2000	• Howlslash [1-Hit/Area/Wind-elem]	
	• Full-Moon Cut [1-Hit/Area/Physical]	

Perfume can't disguise a turd, and round two with this automaton is nearly the same as before, just with a little more HP to flay off and a slight upgrade to the repertory. Alheal should deal with Howlslash, and Def-Loss with any other defense-related problems.

Time to go get that prize. Other than the [510G], there's some buttons nearby. Three raise platforms in the ground, the fourth resets and switches the order. To do this right, the order has to make an ascending stairway to the blocky platform -- at this point, stepping on that "reset" panel will complete the sequence. From there, the [Teleportation Orb] is in plain sight!

DIGHT EVENTS

Everything's in place except Sue's presence. Now all that remains is to fetch her from Dight's clinic. Note that Gadwin will leave the party at that time, and Sue will rejoin, but only until doing the Orb events. So, if y'want to get any more levels with either of them, now's the time to do it!

- Now that Sue's gone for good, her equipment is deposited in the stashing place (this is SOP for all occurrences like this). Additionally, allies who've left also leave behind items that contain some of their EXP. In this case, Sue leaves behind "crayons" that contain one-third of her magic EXP. This is a quick way to boost magic levels, provided she'd trained in those magics. Justin's ultimate skill requires high Earth/Fire proficiency, so that's food for thought...

Once the team meets Gadwin at Dight's inn, he invites everyone back to his house. Yup, the one in Valley of the Flying Dragon.

VALLEY OF THE FLYING DRAGON

Find Gadwin outside his house and...

BOSS: Gadwin	• Attack [2-Hit/Single/Physical]	
HP -: 1525	• Dragon Cut [1-Hit/Allies/Explosion]	
EXP : 4000	• Eruption Cut [1-Hit/Single/Explosion]	
\$\$\$: ----	• Flying Dragon Cut [1-Hit/Single/Physical/Cancel]	

This rematch fight with Gadwin shows him going all out, and he uses skills he already knows. Without an instant win condition, Justin's opponent really shows his slowness -- Justin can probably use 3 V-Slashes to his one turn, thanks to rapid-fire IP damage. Skill-wise, Justin clearly has the upper hand, and Gadwin's techs no longer do super damage (~50 at best, less if one has Charms equipped).

Defeating Gadwin unlocks Justin's ability to learn Dragon Cut, plus free use of the boat in Dight's harbor. [If you've already met the criteria to learn Dragon Cut, or H&E Cut, simply raise Sword, Earth or Fire one LV to officially get it.] Unfortunately, the old chum doesn't rejoin, and just like that, the four-man party is cut in half.

All that's left is to visit Dight and disembark from the dock. Like Sue, Gadwin's left presents in the stashing place, the sum of his Sword, Earth, and Fire knowledge. They don't have to be used now, of course.

NOTE: This is the last time to travel to any Lost World dungeon, so if y'forgot anything (mana eggs?) do it before leaving. There's no way back... Oh, and don't forget to stash all those items y'don't need right now (Silver Key, Gold Key, Medal of Wisdom, etc). This can be done later, too, but making it habitual is always wise...


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|__| |          5|          \___/|_|-14 |

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The first dungeon on disc two ranks among the most irritating forest dungeons in the game, mostly because of all the distractions (boobytraps, foes at every turn, disorienting nature, etc.) and half the regular cast gone. Note that returning to the Sea Dragon for healing is nice, but does respawn all the enemies, so may be more of a nuisance than a boon.

Virgin Forest is made up of four sections, the first of which contains the landing zone and entrance to the woods. Carnivorous fauna, such as flytraps and bouncing weeds, damage each player when walked on, and this place is just an all-around headache. Additionally, there are "cannon" plants that suck the team in and deposit them elsewhere (one-way), and should be generally avoided. The basic idea is to work towards the map's center, use the "fence" to circle north, then work south towards the eastern exit. Near there is Guido's tent, which can act as savepoint...although he charges 10G for healing. Shrewd, man, shrewd!

Area two is thankfully more linear. Trek north to the fork -- NW leads to some worthless drops, while east goes towards the pond intersection. Justin can leap across the lily pads to reach the other side, and, no, there's no way to change direction midstream. Items #12-16 are nearby while proceeding on, and eventually it's time to hop the pond again. Near the NE exit, the duo spies a forest kid who mysteriously vanishes...

Follow him into the third screen for the debut of Rapp, the bratty scrapper from the forest. After some scenes, one of his mates will call for help, and he runs off toward the east exit. Collect any items, heal/save and check the scene out for...

BOSS: Trent	• Attack [1-Hit/Area/Physical/Arm-only]
HP: 2249	• Attack [1-Hit/Single/Physical/Used by Trent]
HP: 1385	• Flower Beam [1-Hit/Line/Flower-only/NoCanceller]
HP: 1366	• Sleeping Gas [1-Hit/Allies/Inflicts Sleep/Trent-only]
EXP : 4000	
\$\$\$: 6500	

Trent is composed of a main body and two auxiliary targets with similar HP: "Arm" uses only physical attacks, "Flower" spams its beam strike each turn. All parts are earth-immune, too, and the main body has that tree-like immunity to some weapons, and by extension any skill that uses solely that weapon (i.e. V-Slash may not work but Lotus Cut would). The main thing about this fight is just how useful Rapp proves himself, right from the get-go. His great speed and range allows him to play off Feena's own speed, stacking the IP damage each turn and diminishing the boss' amount of turns. Lotus Cut, Zap! Whip, Missile and any area magic will prove useful here, perhaps enough to trim the Trent's adjunct pieces in a few turns. This fight might've been a bit more hellish with two people, but the game's difficulty drops the ball...ahh well.

After, Rapp joins the party and invites everyone back to his village, Cafu. With all the lineup changes lately, one may be wondering, "Is this guy gonna stick with me or is he gonna bail after a few dungeons?" Well, the answer is: Rapp's here to stay! He's a jack-of-all-trades, basically, able to use ranged weapons as well as swords/daggers.

But before everyone can rest, there's a fourth screen to visit. The map above should provide the directions, but that's not what's notable about this place.

In the NW dead-end area, Chameleons can appear! They're a worthwhile foe for reasons already explained above, and plenty of people have made a day out of using their...talents for grinding. Item-wise, this area's disappointing, with the [Seed of Magic] in the high NW being the only real find amidst all the moneybags.

36) CAFU VILLAGE [WK36]

Items: n/a

After Rapp okays the outsiders' presence, he recommends visiting his grandpa, the village chief (northern house accessible by rope bridge). Talking with him will open the next destination on the world map, plus the innkeep gives full access to his amenities.

Fat-walleted friends can find the equipment store's merch quite pleasing. The boys' best weapon is the death-inflicting Shadow Sword, although the Boomerang for Rapp is nearly as forceful, and he could certainly start training with the Shocking Knife (33 ATK) since he still has skills to learn. The most powerful weapon in stock is Feena's Catfish Whiskers whip (43 ATK) but it's water-type.

Unlike weapons, all current allies can equip the same great armor, namely the Chameleon Armor (may warp away when damaged), Lafa Flower Shield (19 DEF; outclasses everything for awhile) and Winged Boots (7 DEF/50 Move). The shield is 18K, though, so it may not be up to everyone's tastes...but with Chameleons in Virgin Forest around, why not? The item store carries single-target meds and a few accessories, but nothing revolutionary.

37) PETRIFIED FOREST

[WK37]

ENEMIES: Sweet Moth, Land Slug, Alligator
 DUNGEON: Repeatable (2 Screens)

			S		Savepoint
			*		DungeonScope
			01		200G
			02		600G
			03		Seed of Defense
			04		Paralysis Charm
			05		200G
			06		Seed of Life
			07		200G
			08		Seed of Magic
			09		200G
			10		600G
			11		Mana Egg
			12		200G
			13		200G
			14		200G
			15		200G
			16		200G
			17		200G
			18		200G
			19		Seed of Defense
			20		600G
			21		Chocolate Cookies
			22		200G
			23		Blizzard Charm

Oh my...another stopgap forest of little importance. It's divided into halves, but the first one -- which contains the remnants of Old Cafu -- features few adversaries, letting the team pocket any and all offerings scattered around. Rapp gives some poignant comments if the NPCs here are inspected, too. Over in the eastern section, a few foes guard the disc's first [Mana Egg], and we can't leave that behind!

NOTE: After discovering the next dungeon, leaving is impossible, thus making this the cutoff point to do Virgin Forest stuff (it's inaccessible past TOD events).

The final section is a bit more complex, with many of the paths connecting or circling others. Looking at the legend, only the [Blizzard Charm] and [Seed of Defense] really stand out, and they're at opposite ends of the map. Those who want to get outta here immediately can just take a northerly route, using the DungeonScope landmarks as they appear.

ball4376 writes: "It might be worth noting in your guide that you can fight Alligators in the wide open space just North of where you enter Petrified Forest (2) for 1200 EXP per battle. It's pretty much like fighting 5 battles in 1 at that point in the game, so a very nice spot for power-leveling."
#####

Exit's near there, and this is the end of forests for awhile...although when we see what's next, maybe it didn't seem so bad...

38) TOWER OF DOOM

[WK38]

ENEMIES: Elite Officer

DUNGEON: Repeatable (6 Screens)

			The officers here appear once inside the tower, and
#	Savepoint		use cancelling physical skills (Wave Hit, Heavy Blow)
*	DungeonScope		to moderate effect. They also drop Ultra and Miracle
A	210G		Drinks -- sweet! [They won't be there on the way out,
B	210G		so get the drops while you can!]
C	Rescue Set		
D	210G		/ _ _ \ / \ 4 _ \ / \ _ #4 _ \
E	210G		/ (_ 2/\ \ / Q\ 2/\ \ / / _ _ \X\
F	210G		/ K/ _ \N\ \ / / / _ \ \ \ \ /W / _ \T \
G	Seed of Running		(1((())M) ((1 (() _) (_ ((()) _)
H	Bond of Trust		\ \L\ _ /I / \ \ \ _ / / / \U\S\ _ /R/V/
I	210G		\ / J/ / \ _P 3 O\ / / \ . _ _ , /
J	Vaccine		1F \ / _ 3 / 2F \ _ _ _ / 3F \ / _ 5 \ /
K	630G		
L	210G		_ _ _ _ _
M	210G		_ _ _ _ _ N
N	Seed of Running		_ _ _ H
O	Home Run Hammer		D _ C F
P	210G		E _ B G _ _ W -----+----- E
Q	210G		_ _ _ # _
R	210G		_ A
S	210G		S
T	210G		ENTER
U	Plug Suit		

HP -: 1972 [L.H.]	• Ray Spread [RHand: 1-Hit/Area/NoCanceller]	
HP -: 1708 [R.H.]	• Lightning [Body: 1-Hit/Allies/NoCanceller]	
EXP : 5700	• Poison Gas [Body: 1-Hit/Area/DMG+Posn/NoCanceller]	
\$\$\$: 7800		DROPS: n/a

This fight looks a bit daunting on the surface, but in actuality, is pretty easy. This is because each body part has an associated skill, and when it's dead, that tech goes bye-bye. Resistance-wise, the left hand is good versus magic, right versus physical, and the body is all-around good (especially against weapon attacks). Spamming magic should always eliminate the right arm first; after that, it's a tossup whether to kill the left arm or just go for the body. Gaia's Lightning attack is the only remaining attack of note, about the same damage as an Alheal can smooth over. Certain magics (BOOM! series, Zap! series, purely physical attacks, etc.) work best, for reference.

The [Gaia Sprout] is obtained automatically here. One has to leave manually, but since all respawned enemies are now petrified, it matters little -- except where treasure hunting is concerned.

NOTE: This dungeon becomes unavailable after visiting the village! (Yeah, that's not too "repeatable," eh?)

CAFU VILLAGE [II]

Items: n/a

Enemy: Black Beret

Return to Cafu and rest at the inn, then visit the clearing behind the inn to find a pensive Feena. The village is then attacked by Black Berets, just another slight upgrade to the last humanoid enemy (Elite Officer). There's two fights near the outer gate, and one more in the north, by the pit fires. Witness the scenes there before returning to the chief, which kicks everyone out of the main village portion (shops are still available, though). Make sure to redeem that mana egg if y'haven't already, plus outfit Milda a bit if hand-me-downs aren't cutting it.

The destination is now Laine, a southern village, and to reach it, the road turns south...into the desert. Why can't the next town ever be a mile down the bend on an enemy-free expressway?

39) ZIL DESERT

[WK39]

ENEMIES: Cactus Man, Zil Scorpion, Sand Worm, Scissorlock

DUNGEON: Repeatable (2 Screens)

Zil Scorpions appear en masse (usually sixes) and have a poisonous tech to use, so saving AoE attacks for them works best, especially thunder/ice magic. Sand Worms are generic worm enemies, but love spamming their Crush skill -- they're slow enough to beat with just weapons, though. Cactus Men're the most important of this place, and the only ones that drop items: the Cactus Helm!

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(1 _____)	S Savepoint
) (_____)	* DungeonScope
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	(45	02 Resurrect Potion
Soldier's	/ _	03 Resurrect Potion
Graveyard	((_	04 Cactus Thorns
N	\ _ 6	05 Cactus Armor
	_	06 220G
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W ----+---- E)	08 660G
	(8 9 10	09 220G
		10 Energy Ring
S		11 660G
	/ s \	12 Anklet
Castle	(,-. 11))	13 220G
of Dreams	12(13 /	14 220G
	\ (/	15 Seed of Defense
	\) \ / \ /	16 Gil Sword
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I have fond memories of my first playthrough of this dungeon -- the confusion, detours into optional dungeons, not knowing where anything was. Good times! But as one can see, the layout is actually simpler than it lets on.

Zil Desert North is the starting point, and mostly consists of rollicking dunes, reclaimed ruins and boulders. If there's anything good about this place, it's that it's often flat, and avoiding enemies becomes a bit simpler. Many of the items here are moneybags, except for numbers 2-4 (guarded by a troupe of Cactus Men) and 10 (isolated SE corner). The Energy Ring raises earned SP while attacking, so it can find a place on any character, really. The western border also contains the entrance to the first optional dungeon, the Soldier's Graveyard -- this'll be covered in the next section. [Although you can pop in to use the savepoint if y'really need it.]

Zil Desert South is a serpentine canyon whose navigation is complicated by dune-colored cliffs. Basically, unless you rotate the camera right, y'may have trouble finding the upper paths. The [Anklet] is nice, but it's the [Gil Sword] and [Seed of Defense] toward the map's center that are most worthwhile. Said sword increases the chance of rare item drops by the user, and that can give it tons of longevity. The Castle of Dreams, Zil Desert's second optional dungeon, can be located at the western ingress.

The two optional dungeons are a mite harder than normal fare, but as one is told upon entry, they're uninvolved with the plot and can be completely ignored to little detriment. But what self-respecting raider leaves dangerous tombs alone? A bit of advice, though: visit Zil Padon first, to upgrade equips and clean the inventory of garbage, before tackling these suckers.

40) SOLDIER'S GRAVEYARD

[OPTIONAL]

[WK40]

ENEMIES: Sand Man, Will-O'-Wisp, Cerberus, Wolfman, Spacetime Armor, Iron Giant
DUNGEON: Repeatable (5 Screens)

(My levels going in: Justin 27, Feena 27, Rapp 24, Milda 36.)

it matters too much in the scheme of things.

B4 begins the trend of illusory corridors, initially hidden but appearing when the player runs against the opening (they remain open from then on). This floor is also split into two sections, east and west -- these are shown as one giant segment on the map. Anyway, the goal is to open the locked door by the "C" drop-in spot, and the [Soldier's Key] that does the trick is found through said fake walls. There's little else of worth in this "west" portion, so go into the next one when ready.

B4 East! This place contains most of the items in the lower sections. Before approaching the boss blocking the north passage, one can open the false walls on either side to find two [Soldier's Soul]s. This can be done after fighting the boss, too, though...

BOSS: Kung Fu Master	• Physical attack (3-hit, Single)	
HP -: 4776	• Tornado (1-hit, Single, Cancellor)	
EXP : 9800	• Spin Kick (1-hit, Area, Cancellor)	
\$\$\$: ----	• Vanish (all: removes status buffs)	
DROP: Satisfaction Gem	• Defend (self: reduces damage, heals 238 HP)	

KFM is basically a souped-up version of Chang, and has the same arsenal. What's different is the drastically improved HP and damage, with his go-to ability Tornado capable of 70-plus hurt. However, the multihit normal attack ends up being the worst of the lot, since it can do 90+ repeatedly...even Milda would have a hard time shaking that off! Pay attention to who he'll target with that attack and have him/her Defend -- there's little else to do (besides stalling him with IP damage) since he's mostly immune to cancelling effects. When KFM starts getting towards critical health, he'll tend to defend a lot and heal HP as well, making it harder to pull out a victory. Basically, when the boss defends, use that time to heal up, throw a Gold Potion, etc. [You may be able to bait KFM into using Vanish if you buff a bit also.] Other than that, spread out to reduce Spin Kick's range, use Diggin' if needed, and keep HP above 100 at all times. The hardest part about this fight might be coming in at tiptop shape.

Okay, the boss is outta the picture, and the way north is opened. The amazing [Energy Charm] is on an elevated platform inside a recessed pit; don't jump down yet because it can't be opened until all four Soldier's Souls are found! The room with the [Medal of Yore] contains the illusory passages on either side, leading to said souls and the superb [Godspeed Knife]. This knife has 60 ATK and adds 30 ACT, making it arguably the best knife in the game, and will far outclass any storebought junk. When all four souls are obtained, the player is treated to a scene where the Energy Charm is lowered -- the cue to jump down and get that sucker.

Using the only remaining passage, visit B5, the lowest floor containing the remaining three items. Iron Giants only appear on this tier, also. There's a fake wall in the central room's SW & E sides, letting one get the remaining items. [All-Around Fruit]s are in short supply, so never leave those behind, eh?

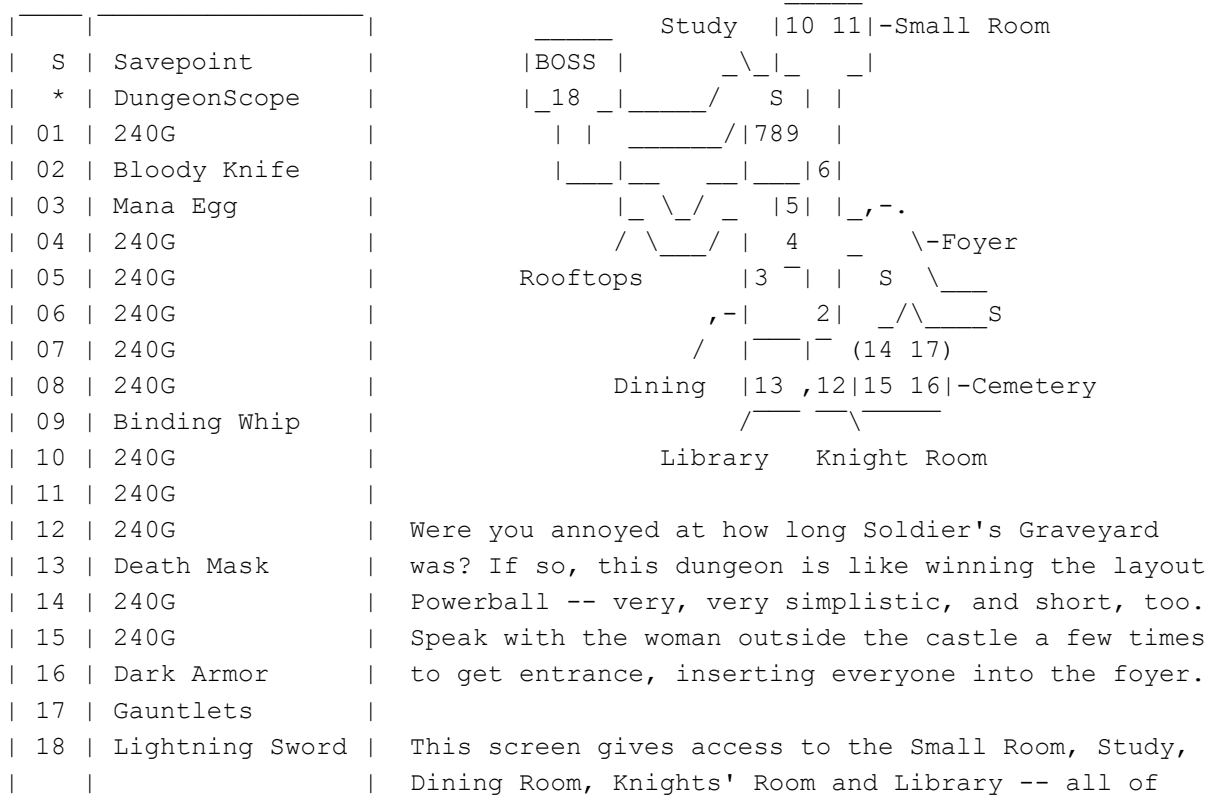
With that, this place has been fully looted -- time to backtrack out! Luckily, defeated enemies won't have respawned, making it less difficult. [Of course, enemies who've spawned because of finding items, as in B4 East, will remain.]

REMINDER: Make sure to stash all those key items y'don't need!

ENEMIES: Giant Moth, Salamandile, Teranobon, Pink Mage, Zombie
 DUNGEON: Repeatable (10 Screens)

My levels: Justin 27, Feena 27, Rapp 25, Milda 36

Giant Moths are like any other moth type: very fast, not that damaging. They also drop Spell Breakers. Salamandiles are like hyperdefensive versions of Chameleons, and are resistant to physical attacks and most magics -- but wind works. Pink Mages appear with 3 Teranobon minions; both types have decent physical defense, but skills/magic plow right through. Always fight those battles...y'may just walk away with an awesome [Death Mask] drop. Zombies only appear in the cemetery portion, and though they have a lot of HP, they're not very formidable (they're weak to thunder, too).



Were you annoyed at how long Soldier's Graveyard was? If so, this dungeon is like winning the layout Powerball -- very, very simplistic, and short, too. Speak with the woman outside the castle a few times to get entrance, inserting everyone into the foyer. This screen gives access to the Small Room, Study, Dining Room, Knights' Room and Library -- all of which can technically be avoided. However, there's some great items sitting around here: the [Bloody Knife] in a lonely balcony corner of the foyer, a [Mana Egg] in the dining room, a [Binding Whip] very carefully hidden near the study savepoint, a [Death Mask] inside the library chest, and [Dark Armor] and [Gauntlets] in the cemetery. Everything else is cash, occasionally hard to find without rotating the camera -- and sometimes that isn't allowed. Look carefully!

If you were wanting to train any water LVs, it can be done in the cemetery. Some walls have retractable spikes that'll damage everyone; just run upstairs to heal when the MP depletes. This is easier once the zombie scourge is gone, naturally.

When y'want to fight the boss, use the stairway hidden in the study armoire, and use the rooftop path to reach the lord's chamber. Speak with the girl to tango with...

| BOSS: Lord's Ghost | • Attack [1-hit/Range/Physical] |

HP: 4500	• Zap! [1-hit/Area/Lightning-elem]
BOSS: Wand	• X-Ray [1-hit/Line/Lightning-elem/Cancelled]
HP: 3000	• GadZap [1-hit/Single/Lightning-elem]
EXP : 9900	
\$\$\$: 18000	

First thing, spread out -- this lessens Zap!'s effect and can make X-Ray miss entirely. This spectral shade consists of 2 parts sharing health and a Wand. Each part has 1 ability, with the Wand getting Gadzap and the head portion using X-Ray. GadZap would usually be the coup de grace in an arsenal but here it only does about 140; it's X-Ray's 75+ damage that tends to wear one down more. The basic strategy of this fight is to speedblitz this guy, spamming Dragon Cut, Splitter and any damaging AoE skill/magic. [This is WAY easier if one got the SP-halving Energy Ring from Soldier's Graveyard.] After a few turns of this, the Wand should be in sorry shape; with that out of the way, the spread-out strategy's strength kicks in. Unlike the Kung Fu Master, cancelling is quite possible here, and if that doesn't work, the constant IP damage can screw with the pending attacks. Lord's Ghost doesn't have much in the way of physical defenses, so if y'run out of SP/MP, simply whacking it'll be just fine. [The boss IS immune to ACT-reducing strategies like Cold.] If you're having a tough time, try buying some of the HP-restoring potions in Zil Padon and distribute 'em to each fighter.

The girl gives the [Lightning Sword] as thanks for breakin' the curse, and this baby's worth it -- 50 ATK, thunder-elemental and has the Zap! spell built in. That's all she wrote!

42) ZIL PADON [WK42]

Items: n/a

Milda suggests finding lodgings first, and the hotel at the main street's end does the trick. After eating, it's possible to visit the Savanna Wilderness. Of course, the main thing any adventurer thinks about is outfitting one's team!

If you're looking for weapons, get out your pocketbook because these suckers are getting into the 20,000g ballpark. Both optional dungeons (listed above) provide free weapons, some of the best available, and are more desirable than generic storeboughts. If you've been annoyed that some elemental weapons are practically worthless in battle, most of the best ones here are free of those shortcomings (including the 49-ATK Holy Sword Lorenzo). In general, I'd avoid shelling out for weapons unless you're paying top dollar.

Zil Padon's armor supply is top notch, including Aura Armor -- something like this should be on most people, if y'can afford it! Moonlight Shields will be good preparation for an upcoming dungeon, too. As for accessories and items, this is the first time Talismans (total status prevention) show up, as well as Deep Blue/Crimson/Golden Potions. Make sure to stock up on this stuff, especially in preparation to take on any optional dungeon yet undone.

43) SAVANNA WILDERNESS

[WK43]

ENEMIES: Dizzy Moth, Zil Scorpion, Flap Bird, Scissorlock
DUNGEON: Repeatable (2 Screens)

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S	Savepoint	The western wilderness where Justin's gang starts
*	DungeonScope	is trisected by an arroyo, leaving 2 large sections
01	220G	and a tiny south-central one, the latter of which
02	220G	contains the world map exit...well, one of 'em.
03	Seed of Moves	This place may be nondescript, so use that riverbed
04	220G	as the prime landmark. Anyway, most items are on
05	Deep Blue Potion	the west side of the place, including that precious
06	Mana Egg	[Mana Egg] in the NE and a [Seed of Moves] on the
07	220G	SW point. If you've been using those eggs as soon
08	220G	as possible, that should be the last one needed for
09	220G	Rapp. Across the first bridge, said map exit is the
10	220G	"right" way to go; attempting an eastern trek'll
11	220G	cue Milda's hesitation, stating it's the long way
12	All-Around Seed	'round. But we don't listen to Lainians, do we? =)
13	220G	
14	220G	The eastern section is the polar opposite, and it
15	220G	can definitely be confusing, even if it's slightly
16	Slouch Weed	more linear, thanks to the multiple natural bridges
17	220G	which partition the environment into 3 main parts.
18	220G	Items #12-14 are in the initial section, but only
19	Mana Egg	the [All-Around Seed] is an attention-getter.
20	220G	Crossing east, Items #15-19 are next, with the
21	660G	dungeon's second [Mana Egg] in the SE extremities.
22	Seed of Moves	The final three items are in the third, SE sector,
		the smallest of 'em all. The major item here is

a [Seed of Moves] hidden in the SW secret path's dead end -- there's two, so make sure to find the right one. This same road leads to the final optional dungeon, the Tower of Temptation. That'll be covered in the next section, but there's no hurry -- it'll be accessible for a long, long time.

When y'wanna leave, use the eastern exit. Feel free to revisit Zil Padon to cash in those Mana Eggs!

		Dragon Knights are powerful foes: poison, paralysis,
!	Savepoint	and elemental resistances to make any mage grind his
*	DungeonScope	teeth. Physical/blizzard attacks are the way to go
x	Door Symbol	here -- just remember if you have an elemental weapon
01	Zero Knife	(Lightning Sword), it'll undercut the tech's damage.
02	Zero Whip	Jackals appear outside and are physical beings, plus
03	Zero Ax	have alright resistances; try not to let 'em ambush
04	Zero Shuriken	you! Brain Bats appear inside the tower, and have
05	Zero Rod	less HP than their compatriots. Most enemies here
06	Zero Sword	are capable of dropping stat-boosting items (Jackals
07	250G	drop Seeds of Power, Layelah drops Fruit/Seed of
08	Deep Blue Potion	Magic, etc.) so it can be a good place for grinding.
09	750G	
10	750G)A(
11	250G	(),-.
12	250G) ((10)
13	Mystic Mask	, ' ENTER\ _____) (_
14	Orb of Silence) !123 \ 13 _____ FIRST
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17	750G	((_ _) (_____ B _
18	250G	D B) ,-. _ () (' - ' ,-. F
19	250G	(8(_ _) / D _ 12) (x) (E))
20	Hurricane Belt	\ \ C /7/ ' - ' ,-. ' - ') (/ /
21	Earthen Ax	\ _ _ / _ (E) () / /
22	Staff of Life	14 (_) _) (/ /
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Whoa, Nelly...if you've thought Grandia's sent some annoying dungeons your way, none compare to this one -- a multi-floor, complex tower dungeon that makes Tower of Doom look like a one-room apartment. The layout is so tangled, in fact, that the map has to be split to fit it all -- geeez! I'll sort the walkthrough out by floors.

F1 (Exterior)

The insertion point places the team a good ways outside of the tower, near some items (zero-ATK weapons) and a savepoint. This is the only savepoint for a long time, so come back to it whenever y'need...which'll probably be often.

The ground floor is accessible by four entrances in each of the cardinal directions.

North: contains items #10,11

West : contains items #12-14

South: leads to 2F

East : contains 2F door opener (in southern route) and teleport to 4F

Basically, to proceed upwards, enter the eastern entrance and inspect that weird cross-shaped sculpture -- this will power up the door in the southern entrance, letting one proceed further. The northern/western routes are purely for item-seekers, and don't contain anything particularly noteworthy. The "E" staircase leads to a rampart, which itself leads to...

F2 & F3 (Elevator Mazes)

Let's get dangerous! The next two floors are linked by a series of elevators, and from the map, you can see how many -- a metric crap ton! It's possible to skip the fiasco here by taking the "H" lift, which eventually leads to the upper exit...of course, this avoids finding any treasures. [Almost a fair trade-off considering this dungeon's annoying tendencies!]

Outside of some junky cashbags, there's three main treasures to get within the corridors: the [Hurricane Belt], [Earthen Ax], and [Staff of Life]. That belt gives +50 ACT, a ridiculous boon to any slowpoke such as Milda, or even Rapp (who may be underlevelled compared to Justin or Feena). The Earthen Ax is the most powerful ax ATK-wise, but it's explosion-elemental and may give diminished returns against the Tower's enemies. And, the staff grants its user +2 HP Level in battle, a nice boost to match its 58 ATK.

To reach these items, here's crib notes on the elevator routes...you'll need 'em, even if you've walked around here. [I need 'em and I made the dang map!]

Hurricane Belt - G > I > K > L > N > O > P

Earthen Ax ----- G > I > K > L > N > O > Q > R

Staff of Life -- G > I > K > L > M > S

There's no savepoint on either of these two floors, so it helps to avoid any ambush situations. Jackals/Dragon Knights appear in large intersections, and with careful surveillance, the crew can slip around the corner without wasting resources. Brain Bats, when they're not roosting on outdoor ramparts, lie in wait in corridor alcoves, bursting out when the party approaches and almost always earning an ambush. However, it's pretty easy to avoid as long as you avoid any slapdash running.

F4 (Door Switch Labyrinth)

	S Savepoint
	* DungeonScope
	x Switch
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_____ \, - . _____	02 Seed of Moves
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ENTER _____ _____ _____ x	09 250G
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Here we go again! 4F begins by showing a large corridor running east-west, with a bunch of obvious doors blocked off along the way (plus enemies to keep y'company). Run to the hall's end to find a lever switch, which, for the rest of this tier, will always open a new path, often through a blocked-off door. The path north is opened, and loops clockwise and south, with a few switches that should be flipped. (The adjacent route to items #1 and #3 isn't yet accessible from this hallway).

Back in the main corridor, you'll find that the easy way back west is blocked off by floor panels that've shot upright -- this forces one to go into the antechambers. Item #1 and its chamber shortcut are accessible in the north, but the south route's the way to go. It leads to a weird chamber whose statue rotates, opening a door in whichever way it faces (generally). Use this to reach the eastern switch, then use the south access to reach item #2, a [Seed of Moves] -- the only worthwhile item on this floor. A shortcut east opens up at this time, too.

Flipping that last switch means one can go further west in the main alley. The north antechamber has a switch, while the south has a meandering corridor, culminating in a crossroads: east to item #3 and another shortcut, west to the starting point. Once y'return to the insertion point, the knight statue will open the next way north. This place has a welcome linearity, with the last intersection being important: south goes to the 7F exit, north opens a 1F teleport.

- Hooray for a teleport! This connects to the eastern sector of 1F, which is just a hop, skip and a jump to that savepoint (we missed ya, baby!). None of the enemies defeated will respawn as long as you remain in the Tower's environs, so definitely backtrack if your supplies are hurting.

5F, 6F and 7F (The Backwards Maze)

Jumping right to 7F might have been a surprise, but that smile will turn to a rictus of horror -- you must now work backwards on the skipped floors to reach 8F! [Hence the name.] 7F contains a bunch of weird futuristic corridors with portions blocked off by color-coded doors. There's not too much to worry about at the start, though, since we'll be descending almost immediately. From the "A" entrance, simply mosey SE to the 1st switch location, which unlocks the door to the "B" stairway.

- Note that there are some secret passages here, betrayed here by their faded coloration. Most items here are junky, though, so if y'really want the items beyond (often money), the map should provide an adequate guide.

Alrighty, time to navigate this bastard. On 6F, the BCDE passages are all accessible. ("E" is the hole in the floor that can be traversed.) Take any of the routes to 5F, pick up Item #6, then hit the switch by the "C" stair. Doing this will rotate the corridor intersection, opening one route while closing the other. All these intersections look the same, so in the future, they'll be easier to remember. Return upstairs, jump down "E" and go west to the "F" stairway. There's another switch, this time rotating an "elbow" section. As before, going upstairs to the "G" hole will drop the player to the intersection, and if you rotate it right, able to get item #8, that nice [Demonslayer Boomer].

- NOTE: Be careful about how you jump down into the intersection via "G". This is because, if the "elbow" faces item #8's antechamber and the "H" exit, you WILL NOT be able to get back to the switch, making backtracking quite an annoyance. Make sure to get #7 hidden, too, for that matter (it's a buyable weapon but why not get it if it's free?).

"H" leads back to 6F, and leads up to "I" -- back to 5F! There's another li'l intersection here, but it's easier to navigate. The switch by "J" controls the rotation, but going up "J" isn't that worthwhile unless y'wanna backtrack a bit. After collecting #9, return upstairs and head north to item #10, and the way to the exit. [If the path to #10 is blocked off, you will have to go up "J" and change the path back.]

"M" leads up to 7F -- FINALLY -- and we don't have to pay attention to those lower floors any longer. Go west to the door switch, lowering a door in the intersection SW and west from there. [The path to the normal entry point of 7F is joined at this time.] Collect Item #11 if you prefer, and hit that nearby switch, then go around the corner to the south-driving corridor, which leads to Item #12 and the switch watching it. Now, backtrack to the enclosed switch, the one SW of the hidden #13, and that opens the green doors -- the ones leading up to 8F ("O").

8&9F (Boobytrap Maze)

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 / \ / / \ | | \ \ _____ / / , ' / ' - ' ' . \ _ | | ) | 05 | 250G |
 / \ \ A / | | \ D | ( ( ( A6 ) ,-. _____ \ _____ | ( ( | 06 | 250G |
(1/ \ _ / |C| _____ | | \ \ ' - ' ( ) ,-.__ ) | 07 | Glass Slippers |
- | | _____ | | \ \ _____ ) ( _____ ,-.__ ( D _ / | 08 | Golden Potion |
_____ | | _____ 3 | \ _____ | C _____ ) ( | 09 | 250G |
|2 _____ | _____ | | _____ / ( \ \ | _____ | _____ |
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This pair of floors is far easier than the preceding ones. For starters, the main "theme" is that 9F has various boobytrap pits, represented by letters

A-F (these are one-way drops). They have a proximity trigger and reset after a few seconds, letting the team cross over if needed. Each of the six branches has one of these pits, but only one item -- the [Ruinaton Knife] -- is really worth getting. It's located in a secret passage behind a false wall, just like item #2.

8F is accessed by any boobytrap pit, but only "B" will lead to the 10F exit. Any other drops the party into a monster-filled maze, and it contains little of worth outside [Glass Slippers] behind a false wall. Those who drop down a pit besides "B", the only way to exit is dropping into 7F via another pit (located near the intersection by "C").

- NOTE: Dropping down "B" means the only way forward is going upstairs; the option to plummet into 7F -- and thus heal outside the tower by backtracking -- is unavailable. If you were to exit the tower and return to the world map, none of the puzzles will reset, and you could return to 9F without much effort. This is a very good idea of Guido isn't pulling his weight, as you can return near the endgame to really put the screws on these bosses. [Make sure to save in a separate file if you do this.]

My levels for these bosses: Justin 35, Feena 34, Rapp 33, 4th Character 32

10F (First Boss)

BOSS: Gargoyle	• Beat Attack [1-Hit/Area/NoCancel]
HP -: 5739	• Vanish [1-Hit/All/Removes status buffs]
EXP : 6500	• Rush Attack [1-Hit/Line/NoCancel/Displaces targets]
\$\$\$: ----	• Attack [1-Hit/Area/Physical/Prefaced by suction effct]
	DROPS: Spirit Potion, Magic Rod

Gargoyle is just a souped-up Ganymede clone, and insists on using the same "physical attack only" strategy. The damage output can be noticeable though, especially for under-levelled characters. Gargy uses the strategy of an unnamed suction attack to drag people in close for Rush Attack, the most damaging of the strikes.

That Spirit Potion can come in mighty handy for the last boss in the tower, so try to save it for that fight instead.

11F (Second Boss)

BOSS: Slug Fish	• Spew [1-Hit/Allies/Physical/NoCanceller]
HP: 3459	• Body Blow [1-Hit/Area/Physical/Canceller]
BOSS: Lure	• Electric Shock [1-Hit/Allies/Lightning-elem]
HP: 2869	• Entice [1-Hit/Single/Physical/Only works on males]
EXP : 8000	
\$\$\$: ----	DROPS: Golden Potion, Mysterious Veil

This fight may actually be easier than the first boss, due to Body Blow missing if no one is in the immediate splash range (based off starting point) and the general rarity of Electric Shock. The Lure's only attack is Entice, so defeating it doesn't change much of the fight, but the strategy of spamming hard-hitting AoE attacks remains, so it'll probably croak first anyway. When only the fish part is left, one can usually just use physical attacks as the coup de grace.

BOSS: Leviathan	• Laser Eye [L: 1-hit/Line/Non-elem]
HP: 7869	• Shockwave [L: 1-hit/Allies/Canceler]
BOSS: L. Tentacle	• Suck In [LT: Global/draws allies nearer]
HP: 3877	• Alhealer [RT: 1-hit/Enemies/heals 100 HP]
BOSS: R. Tentacle	• Zap! [RT: 1-hit/Area/Lightning-elemental]
HP: 4037	• Zap All [L: 1-Hit/Allies/Lightning-elemental]
EXP : 13500	• Twin Typhoon [L: 1-hit/Area/Wind-elemental]
\$\$\$: 12900	
	DROPS: Man's Headband

Perhaps the hardest boss in the game, Leviathan boasts quite a challenge, and has the skills to back it up. As with the squid boss back on Disc 1, each tentacle has a skill(s) associated solely with it, and when one of the claws is defeated, things get way easier. [Left tentacle is susceptible to elemental-type abilities; the right tentacle, physical skills. Leviathan's body takes normal damage from most everything.] Destroying the left tentacle first gets rid of that annoying Suck In attack, which means avoiding Laser Eye and Twin Typhoon is easier. KOing the right tentacle gets rid of healing, which is great if your resources are limited. If you're doing this fight toward the game's finale, you can lay a constant barrage of attacks/magic, then have someone throw that Spirit Potion, letting it all start again (End of the World should deal 999 damage). With this tactic, killing the claws shouldn't take much effort. Without its claws, the boss is a lot easier to kill as a spread-out party avoids most of its attacks, and even when it gets in an attack, one Alhealer or Rescue Kit should smooth it over. Remember: if characters are too close together, you can choose 'escape' -- this makes 'em run around aimlessly, spreading out their positions in the meantime.

In case y'missed it, I don't recommend fighting Leviathan with Guido in the party, as he's almost decidedly the designated healer -- he starts off with wimpy HP and he'll have to really work to stay above water. Coming here after [WK57] makes it much easier. Anyway, once the squid is slain, it's time to visit the summit! Up the stairs, the wondrous bounty is laid bare:

- Sonic Belt [+70 ACT]
- Revival Stone [x2]
- Astral Miracle [doubles earned weapon skill EXP]
- Holy Crown [+38 DEF, slows IP loss]
- Ethereal Miracle [doubles earned magic skill EXP]
- Ring of Rage [restores lots of SP when attacked]
- Fruit of Defense [+3 DEF (permanently)]
- Fairy Tiara [+35 DEF, negates damage below 20]
- Hertz Spike [+65 ATK, may inflict instant death]

Note that the Sonic Belt is found by taking the spiraling path around the perimeter of the tower, not at the apex with all the other chests. There's also a stashing point nearby to ensure the player doesn't have to delete stuff from the inventory. To exit the tower, use the teleporter on the north side -- it connects (one-way) to the teleporter at the tower's exterior entrance.

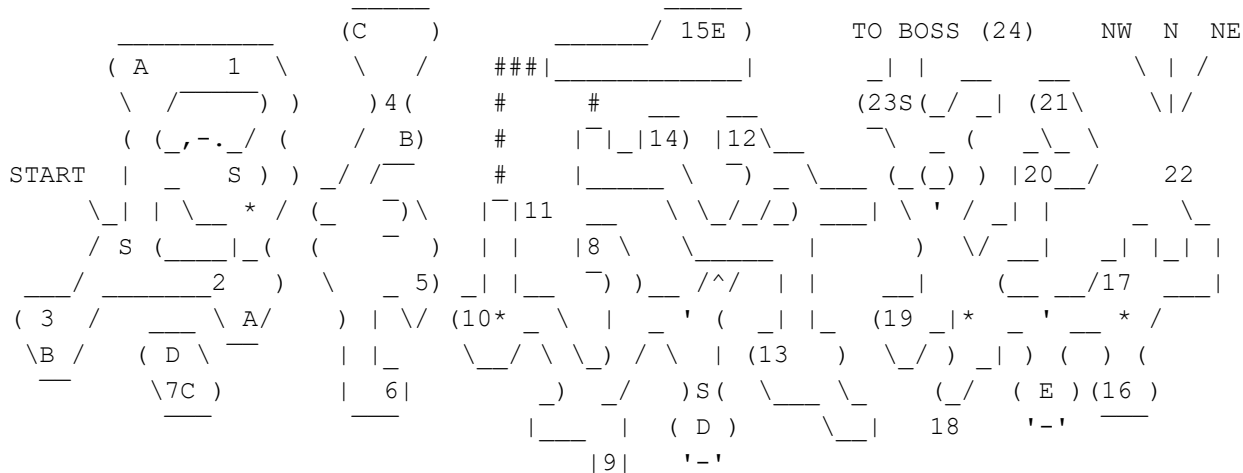
Equipment-wise, this is one of the first times nothing amazing jumps out at the player. This is typically because (1) the optional dungeons provide way better weapons (2) Zil Padon's selection is arguably better. [Also note that this is the last dungeon Milda will help out for -- this was probably quite obvious, what with her arriving at her hometown and all. Accordingly, trading up her gear becomes an unnecessary expenditure.] There are some interesting battle items for sale, though, particularly the Running Walnut which gives +2 ACT to all allies.

47) ABANDONED LAINE VILLAGE

[WK47]

ENEMIES: Sea Star, Fire Hound, Vanatos, Sphynx
 DUNGEON: Repeatable (5 Screens)

Fire Hounds are your typical fire-composed enemies, and will be familiar to those who did the Soldier's Graveyard awhile back. They drop Miracle Drinks (restore 5MP of all levels to entire party), so that earns brownie points. Sphynx foes are completely new, though, and show their appreciation with Zap! spam most of the time. The Vanatos is just a cactus-type monster -- nothing amazing here. Sea Stars can drop Move Breakers.



S	Savepoint	Oh boy...another one of THESE dungeons. But, it's
*	DungeonScope	not quite as confusing once y'see the layouts.
#	Warp Path	To boot, there's three savepoints distributed
01	260G	amongst the three main areas, so the difficulty
02	Smoked Salmon	is practically nonexistent.
03	780G	
04	260G	We'll start with the first area -- it contains
05	260G	screen warps in defunct houses, but two of them
06	Warp Staff	loop. Once y'loot the area (and you'll have to
07	260G	correct the screen to avoid missing some), take
08	780G	the route SW to the "B" teleport.
09	Prime Rib	
10	260G	This next area is straight up and down, but most
11	Ogre Helm	of the goodies lie past the southern maze. Simply
12	Seed of Power	move along and the route will open like falling
13	Mana Egg	cards. The [Warp Staff] found down there isn't
14	260G	going to outclass anything, but warping during
15	260G	combat is always nice. Past the next tiny screen,
16	Wolf Boots	it's time for the second main area.
17	260G	
18	260G	This crystalline maze isn't quite as confusing as

| 19 | Prime Rib | its layout would suggest. At the first fork, go
 | 20 | Fruit of Defense | west to get Items #8-11, then try the other route.
 | 21 | Iron Clogs | This eastern area has items laying around, but it
 | 22 | 780G | also has a few dead ends that look strange -- they
 | 23 | 260G | teleport the player away to somewhere else in the
 | 24 | Horn of Knowledge | map (it's not randomized), and in general wastes
 |_____|_____ | time. Only the NW dead end should be taken, which
 leads to a cemetery. One of the doors furthest
 from the archway opens into the final area; just make sure to try both sides
 if you're unsure.

The reward for coming this far is the opportunity to traipse through a gross, fleshy region complete with gigantic, black tongues flapping around! Hooray! This area is notably more craggy than the others, too, so rotate that cam to avoid missing anything. I guess it should be said that most stuff here isn't that amazing, except the [Fruit of Defense] and [Wolf Boots], the latter of which provide some of the best MOV-uppers in the game. Making headway to the NW savepoint should be rather simple. It's worth noting that, if you've just given a character a Water mana egg, you can grind some levels by letting that well-lubricated tongue (*shivers*) flap on you a bit -- it actually does nice damage for the task.

North leads to...

BOSS: Gaia Battler	• Combination [LHand: 1-Hit/Single/Physical]	
HP -: 3567	• Ray Spread [RHand: 1-Hit/Area/NoCanceller]	
HP -: 2573 [L.H.]	• Lightning [Body: 1-Hit/Allies/NoCanceller]	
HP -: 2528 [R.H.]	• Grand Heal [RHand: 1-Hit/Enemies/restore 300 HP]	
EXP : 6300	• Poison Gas [Body: 1-Hit/Area/DMG+Posn/NoCanceller]	
\$\$\$: 8600	• Attack [L/RHand: 1-Hit/Single/Physical/NoCancellr]	

Gaia's got a bit more HP this time, but his skills are nearly the same, and should be little match for a team who (hopefully) conquered a bunch of optional dungeons. Even without doing that, the fight wouldn't be difficult, really. Just spam Dragon Cut, DragonZap, Splitter, and any other amazin' attacks. [Remember: left hand is weak to magic, right hand to physical. Also, Gaia's normal slaps can inflict Sleep.]

Well, that's that. Once y'leave (manual backtrack) and revisit Dorlin, our favorite musclebound gal exits stage left. Now a party of three, it's time to revisit Zil Padon and find that shrine entrance. [Don't forget that Milda's weapon EXP was boiled down into books and left in the stashing place!]

48) ZIL PADON [II] [WK48]

Items: Blue Medicine

Revisit the central fountain to meet Gina, a mogay who has a message: visit the elder at the Mogay dwelling nearby. Y'know, the western one that's all twisty and maze-like. The elder's residence is in the very center, but can only be accessed from ground level. Inside, after some conversing, Guido will join the party -- he'll be around for awhile.

So, let's speak on our new leporine ally. He joins at LV24 and comes with decent equipment, although you'll want to upgrade at some point -- some of his stuff is equippable only by him due to the miniscule size, also. Although Guido can equip three weapons, he boasts a high initial proficiency in dagger and bows (the latter in particular), which in turn means most of his skills're

26 Seed of Running	This spacious cavern may remind a player of Rogue
27 Counter Ring	Galaxy's methods -- make it as big as possible
28 270G	and skimp on useful stuff! The 1st area contains
29 270G	the entrance elevator, although there's no going
30 Medal of Knowledge	back at this juncture. Nearby is a savepoint and
31 270G	stashing place, helpful in general, especially if
32 Seed of Power	y'forgot to deposit anyone's junk (like Guido's).
33 270G	The twisting eastern route leads to the next
34 810G	major area, but avoid it momentarily and exit
35 Seed of Running	south, which lets one claim items #7-9 on a
36 270G	cul-de-sac cliff. Backtrack east when ready.
37 Mana Egg	

| _____ | This fractured maze is split into two areas by some well-placed debris. The northern part visited first contains a weird maze, and ages without upkeep have made it rather unenjoyable. Go east until y'fall through the floor, and start collecting the items laying around (#11-17). To get some of the north items, use the broken path area.

To access the southern path, find the "debris wall" and the two weird trenches containing pink buttons. Operate them to open a path south, where one learns platform-hopping is in the future. The western of the two entrances opens up to ground level and some items (#18-21) are only available as such. To reach the upper path, use the eastern of the two. This part isn't that difficult to figure out layout-wise -- one can see ahead quite a few moves -- but the farther west y'get, the better the reflexes must be. Item #23, the powerful [Main Gauche], can only be obtained by detouring halfway through.

NOTE: If you fall off, you have to redo everything! This can be even more annoying if you left enemies below. Just sayin'...

The short eastern route revisits the first area, just far, far across the chasm (in fact, y'may forget the other area's there!). There's a few foes lurking, and the temple area nearby contains a boss, so heal up before tryin' your luck.

BOSS: Ruin Guard	• Attack [A: 1-Hit/Area/NoCanceller]	
HP: 4500	• Boomerang [B: 1-Hit/Single/Canceller]	
BOSS: Ax	• Healer [RG: Self/Single/Restores 100 HP]	
HP: 2350	• Zap! [RG: 1-Hit/Single/Lightning/NoCanceller]	
BOSS: Boomerang	• Vanish [Global/Nullifies all stat changes]	
HP: 2350		
EXP : 7950	DROPS: Thunder Arrow, Pretty Jewel	
\$\$\$: 5160		
_____	_____	

Another 3-target boss, only this one's subordinates have less HP than Gaia Battlers and worse resistances. The boss' main damage is dealt by its swiping area attack and Zap!, not Boomerang, although that attack is pretty fast. In essence, offense is the best defense -- spamming Dragon Cut, DragonZap and any other goodies just piles on the IP damage and by the time it gets a turn, half its HP should be depleted. [Mogay Bomb is a fun tech to use here.] Spreading out renders impotent both Zap! and Ax's attack, and on a two-headed beast, impotence is pretty embarrassing. But that's what y'get when there's more weapons than brains... [Apparently, in the German version, the boss drops another Jewel instead of the bow. This may be a prevalent thing in PAL versions.]

Afterwards, loot the area for items. When y'entered, the camera fixed, but now it's rotatable, revealing the [Seed of Running] near the entrance. There

is also a hidden [Counter Ring] chest behind a false panel, just to the side of the stairway into the shrine's 2nd chamber. Speaking of which, the [Medal of Knowledge] is found just beyond, with some moneybags to keep it company.

Start backtracking to the floating platform room to see some scenes preventing access that way. Return to the shrine, jump down the cliff and witness even more scenes in the creepy mural room. (That's right: Mullen is so annoying, his mere presence destabilizes the architecture.) Flee this area when the time comes, and enter the third of the main areas -- where items #7-9 are, just way across the chasm. There's a maze here, but enemies only appear down and in-between. Near the western exit, there's a small stairway that leads into the lower passages, giving access to items #34-37, including that nice [Mana Egg].

Exiting west cues some more scenes; after, Justin is all alone at the bottom of the (enemy-less) ravine. No map needed for this tiny part, really. Items here include: two 270g, Revival Stone, Seed of Speed, Seed of Power. Make sure to stash all Justin's worthless stuff, because he'll be going through the next ruins by his lonesome.

B2: This place has rooms in various shapes. It's worth noting that, from the starting chamber, the SW corridor system leads toward the exit stairway (but has no items to find en route). The NE corridors lead to a few items, although the odd rooms require a nice camera workout to find everything. Items: 270G (x3), Crimson Potion, Earth Charm, Seed of Speed

B1: More of the same, except there's no clear route like before. There's less enemies, too. Items available here: 270g (x2), 810g, Fruit of Magic, Demon Eye Stone.

Exiting the ruins has Justin surface back in the Zil Padon cavern, just an isolated spot. There's little to do here except cross the southern bridge, watch a scene and use the elevator to exit.

50) THE GRANDEUR [WK50]

Enemies: Combatant

Dungeon: One-Time-Only (10 Screens)

Items -: 280G (x7), 840G (x2), Fruit of Moves, Warrior's Mail

Like the last dungeon, there's no leaving this place until events conclude. Luckily for the player, this place isn't even a quarter of the last place's size. Leave the deck (has savepoint) for the passageway, the first location with Combatants -- they're typical soldier enemies, just they drop Rescue Sets and Battle Helms (23 DEF, +3 Magic Block resistance). Note that in the German version, Combatants may drop money in place of the better alternatives. Most of the fights can be avoided, though.

BOSS: Saki	• Cold [M: 1-Hit/Single/-2 WIT]	
HP: 5000	• Zap! [N: 1-Hit/Area/Lightning]	
	• WOW! [S: 1-Hit/Single/+1 ATK LV]	
BOSS: Nana	• Freeze! [M: 1-Hit/Enemies/-2 MOV]	
HP: 4000	• Stram [M: 1-Hit/Single/-2 ATK Level]	
	• BOOM! [S: 1-Hit/Area/Explosion-elem]	
BOSS: Mio	• Fiora [N: 1-Hit/Area/add: Move Block]	
HP: 3000	• Speedy [S: 1-Hit/Single/+1 WIT to ally]	
	• Max Lariat [S: 1-Hit/Single/Physical]	
EXP: 9600	• Shhh! [N: 1-Hit/Single/add: Magic Block]	

\$\$\$: 10320	• Trinity Attack [SNM: 1-Hit/Area/Canceler]
	• Alhealer+ [M: 1-Hit/Single/Restores 200 HP]
	• Electric Yo-Yo [N: 1-Hit/Circle]
	• Spinning Yo-Yo [N: 1-Hit/Circle/NoCanceler]
	• Kill Stun Gun [M: 1-Hit/Single/Canceler/Paralyzer]
	• Super Balloon [M: 1-Hit/Area/Canceler/Sleep&Paralyzer]
	• Slapstick Home Run [S: 1-Hit/Single/Displacer/Paralyzer]

Quite a combined skillset these gals have -- too bad it's mostly worthless in the face of consistent damage. For instance, if Guido spams Mogay Bomb and Justin unleashes Dragon Cut (or similarly damaging magic), they can cut a huge chunk out of the gals before they can act! Who says a three-member party is a handicap? Speaking of which, note that most of the sergeants have upgraded their skills, dumping some lackluster abilities for themed magic: Saki has Explosion stuff, Nana has impairing types, and Mio plays healer. Mio also has the more annoying skills and lowest health, so she'll bite the big one first, hopefully. Really, with enemies everywhere dropping multiple Rescue Sets (restore 120 HP to party), there's little to worry about, even if one's team is underleveled. [If there's one downside, it's that there's little to do to disperse the party, which means consecutive Trinity Attacks CAN hurt!]

With the girls walloped, watch the scene and loot the bridge for any goodies (four moneybags). Baal's room is empty, so use the other passage to exit -- and whaddya know, Justin finds himself alone...AGAIN! Follow the passage to the bow and command center; after, backtrack to the ship's heliport. [There is a savepoint/stashing place in route, but no enemies respawn in-between, so save wisely.]

BOSS: Baal	• Attack [1-Hit/Single]
HP -: 2783	• Zap! [1-Hit/Area/Lightning-elem]
EXP : 4500	• Healer [1-Hit/Self/restores 200 HP]
\$\$\$: 3000	• Fiora [1-Hit/Single/add: Move Block]
	• Shhh! [1-Hit/Single/add: Magic Block]
	• BOOM-POW! [1-Hit/Enemies/Explosion-elem]
	• Howlnado [1-Hit/Allies&Enemies/Wind-elem]

Gadzooks, Baal actually has less health than Mio!? Only fitting for a fight that's mano e mano, I suppose. Baal deals most of his damage via magic, so of course, any equipment that mitigates it makes this fight a cakewalk... which it might be anyway. Try using damaging single-target attacks (Lotus Cut, Ice Slash, Thor Cut) since Baal's got wimpy defenses -- even physical attacks can help. In essence, the fight's a chip shot.

A few adventures later, everyone's camping out at the Brinan Mountains, and the destination is Laine. Visit Darlin, then Dorlin, to learn the passage to Alent takes place at Rainbow Mountain. This location is accessed from the village itself (not world map) by going around the lake's eastern shore.

NOTE: If you check Feena's abilities, you'll find she can learn her unique spells at this time (Time Gate, Tree of Life, End of the World) if the requirements are met!

ENEMIES: Gill Newt, Thud Bird, Crimsona

DUNGEON: Repeatable (2 Screens)

Crimsonas are crustacean monsters that have ridiculous defense, so burning 'em on the skills/magic works well. Gill Newts are easier to kill and may drop Scarabs (+4 poison/plague/paralysis resistance) that resale for 4500g -- not a bad haul. Thud Birds have a lot of HP and appear in fours, making them the popular "nuisance" enemy here. [Note: in the German version, some rare drops seem to be swapped out for money.]

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Rainbow Mountain is split into two areas, the base and summit. The former is first (naturally) and involves navigating cliffs along a watercourse via ivy "bridges". These aren't displayed on the map, but the place is more linear than one'd think. The basic route from the insertion point is counterclockwise a bit, then south, then zig-zagging to the SE cliff; from here, it's more zig-zagging back to the east-central exit. Most of the items here are along the main path -- it's only items #4, 5 and 8 that require any detours. That [Phantom Silk] near the exit gives +4 blizzard (water/wind) resistance, so don't forget it.

Starting the eastern route is a welcome savepoint, which y'may want to revisit occasionally -- this place has tons of Thud Birds (800+ HP) and little of worth. Items #9-11 are laying around the cliff west of the river, while the others are across the river along the summit's meandering footpath. There's no surprises here, as all the items are in plain sight, except #13, a giant moneybag hidden by the broad waterfall.

Approaching the summit will automatically cue some scenes, in which Guido leaves (permanently) and the way to Alent is revealed. If you want a savefile with Guido on it, make an optional save beforehand! Note that leaving Alent before events conclude is impossible, so making that auxiliary save may be all that more important!

Dungeon: One-Time-Only (3 Screens)

Items -: Mana Egg, 360g

Ahh, Alent...not quite as beautiful as one's mental image, but it's alright. Progressing here is very linear, especially nice after the stopgap dungeons lately (especially Tower of Temptation, if y'did it). The [Mana Egg] is the first item obtained before the savepoint/stashing place, and that same path leads directly to...

	HP	SKILLS
BOSS: Hydra	3771	• Head Crash* [1-Hit/Single]
		• Crackling [1-hit/Allies/Blizzard-elem]
BOSS: Perl Head	2848	• Sudden Death [1-hit/Single/damage=ally max HP]
BOSS: AwfulHead	2462	• Poison Gas [1-Hit/Area/Poisoner]
BOSS: Hot Head	2292	• Hot Gas [1-Hit/Area/Fire-Elem/NoCanceller]
BOSS: Nice Head	1742	• Recover Gas [1-Hit/Enemies/Heals 100 HP]
EXP : 5000		
\$\$\$: 7500		* - requires 2 or more living heads to use

Even without a 4th character, this fight is a pushover -- by the time you finish spamming Dragon Cut, Sidethrow, Random Hurl or any other hard-hitters, most of the heads should be dead already. This continuous skillspam attack should mean little (or no) offense from the boss, making it reminiscent of the weakling the boss is modeled after. The body is immune to fire-elemental attacks, but the heads aren't, which is a little funny because (as before) defeating the four heads automatically kills the body. Other than that, the main threat here is the Pearl Head's Sudden Death tech, which avoids sudden death resistance by dealing damage equal to a character's max HP. [DROPS: Resurrect Potion x2, Deep Blue Potion, Crimson Potion]

Save/heal up afterwards, collect the moneybag down the stairs, and use the robotic tram sitting on the sand. This may seem like a one-way tram, but in actuality, there's a small drop-off point on the destination platform, so one can revisit the savepoint whenever needed. And, you may have to after the next boss down the lane...

	HP	SKILLS
BOSS: Great Susano-o	3453	• Howlnado [1-Hit/Allies/Wind/NoCanceller]
		• Vanish [Global/Nullifies status changes]
BOSS: Ax	2306	• Attack [1-Hit/Area/Physical/NoCanceller]
BOSS: Iron Ball	1600	• Hammer Shot [1-Hit/Area/Canceller]
EXP : 3000		
\$\$\$: ----		DROPS: Chain of Gems, Emperor's Whip,
		Revival Stone

Another pitiful boss that falls prey to the last tactic: skillspam until the two subordinate parts die, making that Howlnado far easier to stomach. It helps that Susie can be canceled like a normal grunt, too. [Apparently, in the German version -- and maybe others -- the Chain of Gems is replaced with 10000g.]

Heal up and visit the final boss, at the path's conclusion...

BOSS: Phantom Dragon		• Attack [1-Hit/Area]
HP -: 3976		• Fire Breath [1-Hit/Line/Fire-elem]


```
| 12 | 900G          |      |
| 13 | Seed of Moves   |      | S
| 14 | 300G           |      |
|_____|_____
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Another tiny stopgap dungeon, split into two parts and filled with enemies. The first one is so linear, that it needs no explanation -- everything is laying on or near the main path and it's completely devoid of surprises. Not even a secret passage! The second area's a bit more complex, with at least three semi-hidden routes: (1) a shortcut leading to a drop-down point near item #8, accessed from the east (2) a shortcut leading to item #12, accessed from the west (3) a long tunnel bypassing much of the area's western range, containing items #10 and #11. That [Soul of Asura] is found inside the tunnel, so one will have to stumble along blindly, mashing action button until the game finds it. #11 is found at the outer entrance, and can be seen when the camera is turned just so.

54) J BASE [WK54]

ENEMIES: n/a
ITEMS -: n/a
DUNGEON: Repeatable (9 Screens)

One may have expected a giant standoff upon reaching the Garlyle stronghold, but it's quite the opposite -- there aren't any foes to content with! The first area contains a hangar (contains nothing but savepoint) and a few hallways, but there's no items to find. Locate the TACOM Center containing a defeated guard to learn a secret passage is opened by twisting the statue nearby. Beyond there, see the scene and jump down the ladder to...

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_ | | _           55) UNDERGROUND RAILWAY RUINS      [WK55]
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| 03 | 310G
| 04 | Fruit of Agility
| 05 | 310G
| 06 | 310G
| 07 | 930G
| 08 | 310G
| 09 | Pope's Hat
| 10 | 310G
| 11 | 310G
| 12 | Seed of Running
| 13 | 310G
| 14 | 310G
| 15 | Deep Blue Potion

```

All aboard the underground railroad! Harriet Tubman wouldn't be very proud, though -- everything is in disrepair, and most sections are gigantic since they contain two rail lines.

Area 1 introduces the idea of using train cars as a way to pass through the debris barriers. Unfortunately, of the first six items available in this section, only the [Fruit of Agility] alongside the west boundary is worth seeking out. One can enter the next screen using the western expanse or the SE-moving track.

Taking the former into Area 2 might be best, as it drops the player within walking distance of the [Pope's Hat], arguably the best item to find in this dungeon. Boasting 28 DEF and all-character availability, it also slows IP loss, and can replace nearly any other headwear. South from the defunct train cars, the single exit into Area 3 is found. It consists of 3 platforms leading to a save/stashing point near Item #15, the [Deep Blue Potion]. Go up the elevator to the ovarian chamber, and face...

BOSS: Baal	• Gaia Power [B: 1-Hit/Self/Heals 400 HP]	
HP: 6000	• Hoist Heel [G: 1-Hit/Self/Heals 700 HP]	
BOSS: G. Tentacle	• Vanish [B: Global/nullifies all status changes]	
HP: 7000	• Gaia Fang [G: 1-Hit/Area/-2 DEF Level/Canceler]	
EXP : 11600	• Attack [B: 1-Hit/Single/Curser/Confuser/Poisoner]	
\$\$\$: 10000	• Gaia Strike [G: 1-Hit/Single/IP damage+/Canceler]	

Baal and his slippery tentacle each get their own healthbar here, and while this fight isn't too difficult, it can be longer than some previous, thanks to Baal's status-inflicting normal attack and Gaia Strike's annoying "IP stun" effect. Both bosses also have abilities that negate status buffs, with Gaia Fang being the most damaging out of both repertoires. Baal may have less health, but it matters little -- defeating either target wins the fight. To prepare, bring that Spirit Staff (from Tower of Temptation 7F) for free Halvahs and maybe make Liete the designated healer, since she knows Alhealer and Resurrect initially. Speaking of which, both bosses have self-healing abilities and both can be cancelled (occasionally). Baal tends to have better elemental resistances, so pure physical attacks/skills can be more useful than normal.

56) THE LYONLOT [WK56]

ENEMIES: n/a
DUNGEON: One-Time-Only (3 Screens)
ITEMS -: 280G (x2)

Such a stately ship. After whooping Baal, everyone automatically ends up on Mullen's aircraft, which has a similar layout to the Grandeur destroyed a few days ago. The only difference is most places are blocked off, so no map's required.

57) LUZET MOUNTAIN CAMP [WK57]

ENEMIES: n/a
DUNGEON: Repeatable (5 Screens)
ITEMS -: Seed of Life, Seed of Running, Seed of Magic, 250G (x5)

The Garlyle encampment in the Luzet range is enemy-free, so feel free to loot the two areas without fear of ambushes. The tent closest to the save cone is the quartermaster (effectively the game's penultimate vendor), but since Feena ain't with, y'may wanna wait until she's back. Do this by finding her in the officers' tent, then speaking to Leen in the TACOM center.

Those who conquered the Tower of Temptation may not need much upgrading here, but in general, the Charisma Helm [26 DEF, +30 ACT] and Battle Boots [prevents instant death] are good buys.

The destination is now Zil Padon, and all other locations (save Savanna Wilderness) are closed off. This means the Tower of Temptation is still accessible, and now is the ideal time to do it, as Liete makes a killer 4th ally, with her great healing prowess and her starting with Resurrect. If this is a return trip, bring some Rescue Kits and Resurrect Potions, just in case!

58) ZIL PADON [III] [WK58]

ENEMIES: Gaia Horn

ITEMS -: n/a

Time for our knights to save the proverbial damsel. The enemies here (groups of 4 Gaia Horns, glorified palette-swappers) are encountered by wandering in-between scenes. After two fights with the Horns, and a scene involving the Mogay section, rush out to meet...

BOSS: Gaia Battler	• Combination [LHand: 1-Hit/Single/Physical]	
HP -: 4976	• Ray Spread [RHand: 1-Hit/Area/NoCanceller]	
HP -: 3109 [L.H.]	• Lightning [Body: 1-Hit/Allies/NoCanceller]	
HP -: 2742 [R.H.]	• Grand Heal [RHand: 1-Hit/Enemies/restore 300 HP]	
EXP : 6300	• Rust Gas [Body: 1-Hit/Area/DMG&-2DEF/NoCanceller]	
\$\$\$: 12900	• Attack [L/RHand: 1-Hit/Single/Physical/NoCancellr]	

Another one of these idiots? Geez. Left hand is susceptible to physical attacks, right hand is susceptible to magical attacks, body takes general damage -- we can sleepwalk through this crap.

Following events afterwards, Rapp suggests resting in the new tent by the town entrance (mandatory). There's also a shop remaining on one of main street's burnt-out building husks, containing mostly items, with only Freesia Flowers and items Liete started with (Black Nail Polish, Magic Lipstick) being of actual note. The other shop -- the one selling items already found in Zil Padon -- is located in the OTHER tent near the gate.

After a peaceful rest, it's time for a return to J Base...only problem is, we gotta trek through the Luzet Mountains again. Where's a hiking montage when y'need one...?

NOTE: Savanna Wilderness now boasts new "Gaia" monsters, making it the most convenient way to grind some skill/magic levels. [The default entrance becomes the northern plain in the western half, rather than the eastern extremity of the east half, where the Alent craft crashed.] Brinan Plateau, which has now reopened, doesn't get the same kindness, but can be used just same.

59) LUZET MOUNTAINS [II] [WK59]

ENEMIES: Gaia Snake, Gaia Ape, Gaia Horn

DUNGEON: Repeatable (2 Screens)

Everything's the same as last time, except the mutated foes -- now they're "Gaia" versions and give out extra EXP/cash, as well as take a few more punches than their wimpy former selves. [Gaia Snakes even drop Pretty Jewels in case your pocketbook needs CPR.] Items forgotten last time 'round will remain; if they were all obtained, all that's left is to get through the ridiculous number of foes. If you're having trouble with the route, check the map in section [WK53].

NOTE: Entering J Base is the point of no return, and you won't be able to leave for any reason. A separate save before diving in can't hurt, if you're unsure.

At J Base, enter the upstairs control room for a scene, then use the steam cannon room back downstairs for roof access.

60) ZIL PADON [IV] / LUZET MOUNTAIN CAMP [II] [WK60]

ENEMIES: n/a
DUNGEON: n/a
ITEMS -: n/a

After the J Base scenes, everyone returns to Zil Padon in sour spirits. Speak with Rapp and Liete to cue Mullen's arrival and see the scene in the tent. Following, visit Guido's house, then return to Feena's tent -- quite a li'l Houdini that one.

Return to the field base. If you wanted to sample the quartermaster's wares, make sure to do so before visiting the docked Lyonlot (north cliffs), because the entire camp vanishes after the scenes. The savepoint/stashing place will remain indefinitely, though, along with any items forgotten in the rush.

There's a mandatory stop in the Savanna before another trip to Zil Padon. Speak to Guido on main street for many heart-warming scenes. Main street'll now house a door to the Spirits' sanctuary, and we finally get a proper dungeon after all bevy of mini-events! [And, yes, you have to take on the next trial with only 3 members...which seems silly after the reintroductions, eh?]

NOTE: You cannot leave once you enter the Sanctuary, so make sure to stash any garbage [closest location is Guido's House] before going inside! Also, this is the last time a shop will be available, so stock up if required.

61) SPIRIT SANCTUARY [WK61]

ENEMIES: Critter, Guardian, Stingray
DUNGEON: One-Time-Only (1 Screen)

Critters and Guardians are the most common enemies here (based on Will-o'-Wisp and Sphinxes) and shouldn't pose a problem. Stingrays have about 400 HP and wimpy physical defense, so they're easy to kill without wasting resources.

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| | | , -. _____ , -. ) ( ) ( | | | # | Path-opener Panel |
| | ( 1 ) / \ ( # ) | _____ | ) ( _____ | 01 | Revival Stone |
| | ) ( _____ / ( ) ) ( _____ ( _____ | 02 | Force Knife |
| | | _____ # ) | | | | / _ \ _ ) ( | | | 03 | Spirit Shoes |
| _____ ) ( | | | | ( ( ) ) _ | _ | ) ( | 04 | All-Around Fruit |
| , -. _ | | _ ) ( | | ) ( _ | _ | _ | ( 3 ) | 05 | Fruit of Magic |
| ( # <- | | _ ) | | ( # -> | | _ | ' - ' | 06 | Seed of Life |
| ' - ' _____ | | ' - ' ) ( ' - ' | _ | | 07 | Fruit of Moves |
| | _____ S _____ | | 08 | Gauntlets of Light |
| _____ ) ( _____ | | 09 | Spirit Sword |
| | -ENTER | _____ |

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Ahh, the 3rd-to-last dungeon. Most of the paths in this place are invisible until one steps on a particular panel (denoted by '#' on map) -- this often erects 'em permanently.

Alright, kickstart the process by visiting the door panel north of the save cone, which opens the west/east paths from that platform. Going west should be done first; it's a veritable dead end in the grand scheme of things. Find the first elevator down that path and wait for it to lower again, letting y'claim the first item, a [Revival Stone]. That same elevator leads to an upstairs panel, which opens a looong path to the second treasure, a [Force Knife]. It has the highest base ATK of any knife at sixty-five, and it can attack from further away, so it's a nice addition even if y'cleaned out Tower of Temptation.

That's it for that western area; backtrack to the savepoint and venture east. This is a rather linear path, eventually leading to a platform where one can steal Item #3, [Spirit Shoes] -- these can outclass any current shoe, pretty much. Follow the northerly path past Item #4 to the NE corner of the map, basically a weird path-panel maze. To solve it, take the red path (east), green path (east), and blue path (north) -- this opens up a giant, twisting blue path that leads up and out of this loop.

The rest of the path leading to the large central platform is quite easy to navigate. The boss guards the southern stairwell, but don't let that stop ya from stealing #6-7 before fighting it. Also, the western path complex leads to Item #8, [Gauntlets of Light] -- these provide +1 magical resistance as well as decent DEF, so don't leave 'em behind! Of course, this is all a prelude to the mage-mashin'...

BOSS: Mage King	• Howlnado [1-Hit/Allies/Displacer/Wind-elem]
HP: 3892	• Atomic Shot [1-hit/Line/IP damage+/Canceller]
BOSS: Wand	
HP: 2346	
EXP : 3405	Mage King is a relative of Lord's Ghost from way back
\$\$\$: 9600	when, and uses the same build: 2 "body" targets sharing
	health and 1 subordinate "wand" portion. The body parts

use Howlnado and Atomic Shot, the latter of which is a version of X-Ray Shot that deals extra IP damage and comes every turn. Howlnado may end up being the most-damaging attack, doing 60ish to those w/o mitigating factors. [On a sidenote, Howlnado's shuffling effect can rob

From there, visit the bottom floor. There's a weird teleport trap here that sucks the party into a multi-colored sphere -- whichever color the player stops (with action button) determines the stopping platform. Managing to stop on blue leads one to Item #13's room; stopping on yellow leads one toward Item #14. Both the [Spirit Helm] and [Gauntlets of Light] are great items, especially if y'forgot the latter during the Spirit Sanctuary.

Okay, back upstairs to the level we skipped (B2). The first room contains a stupid elevating-tile puzzle; very simple to get through. The 2nd big chamber has a unique maze: stepping on tiles lowers adjacent tiles' heights, and changes the layout enough to visit upper levels. If you find yourself stuck, make sure to walk over all current tiles to find the right "trigger". Using this method, one can get [Golden Potion] in the NE corner.

From here, venture west -- the next crossroads leads to item #8 (in south) or clockwise towards #9. This northern path here leads to a stairway that, when the button nearby is triggered, lets one into the floor below (B3).

A savepoint kicks off the next B3 section. There's a bunch of tiny buttons around the [Crimson Potion] chest, and stepping on 'em all opens the path west. At the bifurcation, the north route leads to a flowery [Angel's Robe] chest, perfect for Liete, while the southern route leads to Items #17-20, all moneybags. The alternate exit to B4 is there, too.

The final "real" area of this dungeon! The eastern path is blocked currently but the western corridor is fine, and it leads to another one of those colored orb puzzles. This time, the grand prize is [Evil Shriken], the most powerful throwable weapon. Further west, use the crystalline path-changing bridge to get south; the orb teleporter leads to the eastern section that was blocked off. [Open the blocked door to connect the two areas.] Save up, stash your junk, and head north to square off with...

BOSS: Gaia Battler	• Combination [LHand: 1-Hit/Single/Physical]	
HP -: 5871	• Ray Spread [RHand: 1-Hit/Area/NoCanceller]	
HP -: 4291 [L.H.]	• Lightning [Body: 1-Hit/Allies/NoCanceller]	
HP -: 4237 [R.H.]	• Grand Heal [RHand: 1-Hit/Enemies/restore 300 HP]	
EXP : 6300	• Rust Gas [Body: 1-Hit/Area/DMG&-2DEF/NoCanceller]	
\$\$\$: 12900	• Attack [L/RHand: 1-Hit/Single/Physical/NoCancellr]	

Remember this guy? He's back for, what, the millionth time? The only thing working against the party is having a 3-person squad. Spamming Dragon Cut, Heaven&Earth Cut, lightning-elem magic, and so on is often enough to cut this goofball off at the knees.

Follow the remaining path to the exit (to B5), where some scenes'll play out,

BOSS: Mullen	• WOW! [1-Hit/Self/+1 ATK Level]	
HP -: 2946	• Fireburner [1-Hit/Single/Fire-elem]	
EXP : 5682	• Crackling [1-Hit/Allies/Blizzard-elem]	
DEF : ----	• Alhealer+ [1-Hit/Enemies/Heals 300 HP]	
	• Sonic Boom [1-Hit/Line/Physical/NoCanceller]	
	• Attack [2-Hit/Single/Physical/MoveBlocker/NoCanceller]	
	• Rising Dragon Cut [1-Hit/Single/MoveBlocker/Canceller]	

Justin squares off against his "nemesis" in a 1-on-1 fight, and how hard it is depends a bit on how powerful Justin is -- he should be competent, at

least, since he's always in the party. For instance, even if Mullen manages to inflict Move Block, Justin's normal combo can do 500+, with the Spirit Sword and hours of STR-leveling in the books. Of course, Immortal Aura can erase any challenge whatsoever. ;) [When Mullen defends, he'll guard against all damage.]

After the fight, Feena rejoins the party and the only option left is to enter the final dungeon, located just up the exterior stairway.

63) GAIA

[WK63]

DUNGEON: One-Time-Only

ENEMIES: Gaia Slime, Gaia Tree, Gaia Mold, Gaia Man, Gaia Alien, Gaia Slug
 Gaia Cancer, Gaia Star, Gaia Demon, Gaia Knight, Gaia Devil, Gaia
 Zombie, Gaia Brain, Gaia Drago

All the enemies here (2-3 types appear per area) are versions that have been seen before, just with a new paint job and "Gaia" slapped on their name. A few foes drop useful items (like Gaia Men's Golden Potions) but most give bupkis. Explosion-type skills, like the oft-mentioned Dragon Cut, are killer here, and only Gaia Devils manage to hang on after a use.

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|-----|-----|
| S | Savepoint | N |
| * | DungeonScope | | ( | |6 \ | | \
| 01 | Tear Jewel | | ) | |_ ) (3 4)
| 02 | 990G | W -----+----- E | |__ _|7| /
| 03 | Whip of Light | | / | | ) ( _
| 04 | Chain of Gems | | (5 | |A /2, \
| 05 | 330G | S | | | | | (
| 06 | Talisman | | |S|-----)1/
| 07 | Spirit Potion | |
| 08 | 330G | BOSS
| 09 | 990G | \,-.----- ( _ | | | | |
| 10 | Deep Blue Potion | (17 _____ |_) | | |
| 11 | Discus | ) ( | | | | |
| 12 | 330G | TO-| | | | | |C| | | |C|_
| 13 | 330G | GAIA | | | | | | | | | | | | | |
| 14 | 330G | 13,14-|B| (3) |B| | | | | |D| | | | |
| 15 | Spirit Armor | 15,16 | | | | | | | | |D |
| 16 | Spirit Charm | | | | | | | | |<- | |E | |_) |
| 17 | 330G | (12 11) | |E| | | | | | | | ( |
| 18 | 990G | \ ( _ _____ | | | | | | |
| 19 | Robe of the Sun | _ ) 10) |18 | | | | |
| 20 | Spirit Potion | (9 _ ( _ | 19 _____ | |
|_____|_____| | 8| |_____|_____|S 20|
| | | | | | |
(S A ) | | -EXIT (to Gaia 5)

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REMINDER: There's no shops in this place, so feel free to ignore any money caches laying around. They ain't worth a hill of beans here.

Well, here we are! There's a savepoint by the entrance, but no stashing place, so hope y'have some room left over. East from the first crossroads is a giant slime blob, which spawns tinier Gaia Slimes -- good to sharpen your skills without venturing very far into the place. North of this place is a lot with items and monsters encased in webbing; they open up when the four cactus-like

buttons are pressed in a certain order. Only a specific combination will open the treasures -- if you mentally number them 1-4, starting at 12:00 position and going clockwise, then:

3421 = Whip of Light [+65 ATK, +2 Skill Power LV]

2134 = Chain of Gems [+1 Combo Attack chance]

Further north, y'may see netlike traps -- stepping in these often cues some kind of monster infestation, so avoid 'em if possible. Item #4, a [Talisman], prevents all status effects so make sure to pick it up from the dead end it's in. Clockwise from that north passage, is...

	HP	SKILLS
BOSS: Gaia Trent	4578	• Attack [1-Hit/Single/Physical]
		• Sleep Pollen [1-Hit/Area/Sleeper/NoDamage]
BOSS: Flower	3167	• Flower Laser [1-Hit/Line/NoCanceller]
BOSS: Arm	2963	• Attack [1-Hit/Area/Physical/NoCanceller]
EXP : 5765		
\$\$\$: 14400		DROPS: n/a

Another lame boss, barely on par with a Gaia Battler. Here, while the boss has decent elemental resistances, it's a complete jobber to physical strikes. Basically, stick to purely physical skills/combos and it'll go down in a jiff. Hell, Flower Laser commonly misses even when the characters are in a group -- hallmark of a failure. [Insert pruning joke here.]

The exit to F2 is just south of Trent's remains, accessed by a hanging rope. Actually, F2 is completely devoid of mazes, with all its items located on the periphery of the map. Most enemies are standing on platforms or just out of reach, and jump down when approached or items are taken. As expected, there's a ton of money here, and avoiding it can save a lot of hassle. The [Discus] and [Deep Blue Potion] are all eastern edge, near the northern exit -- it looks like a slug's backside, y'can't miss it!

The inside of this place isn't complicated distance-wise, but it certainly can be annoying to trek through just the same. This is because Gaia's 3rd section is inside a segmented, wormlike body, and to get through, one must do horizontal rotations, including extra ones to get the treasures. Here's the play-by-play:

- Collect the two [330G] deposits and head north
- Use rotator orb #1; exit south
- Collect the Justin-only [Spirit Armor]
- Return to segment 2, use rotator twice (to make path remain the same)
- Go north to segment 3 and take [Spirit Charm]
- Use rotator orb #1 once, and go north
- Use path system to go north again, exiting maze.

Gaia's fourth area is a simple chamber housing...

BOSS: Gaia Armor	• Gravity [E: 1-Hit/Single/-4 Move LV]
BOSS: Eye	• Healer [E: 1-Hit/Single/Heals 500 HP]
HP: 6785	• Vanish [E: Global/Nullifies status effects]
EXP : 7000	• Dead Circle [GA: 1-Hit/Area/Physical/NoCanceller]
\$\$\$: 14920	• Killer Tackle [GA: 1-Hit/Line/Physical/NoCanceller]

Nothing too surprising here, except the shared HP extending GA's lifespan. While the Eye controls the non-damaging magic-type abilities, the body reigns supreme over the damaging ones -- unfortunately only Killer Tackle is worth talking about, as it attacks in a wide line AoE, and Dead Circle makes a pitiful substitute. Physical-oriented skills/combos tend to work quite well, while elemental stuff (like Dragon Cut) earn measly dividends.

Pluck that [330G] and get ready to traverse the criss-crossing tunnels of the final stretch. Thankfully, there's more monsters than items, so there's little reason to go exploring if y'know the layout. First, make towards the NE corner where the lower C/D entrances are. [Note that the C/D/E passages don't lead anywhere in particular, and can be avoided entirely.] Use the long westward passage seen there and hang south when possible, dropping everyone in a purple intestine...err, hallway. Hang north and loop back south -- from here, one can go west to collect items #18-19 or east and down to the savepoint/exit. Just note that the passage entrances close once you're in the treasure room, so twist those elongate bristle-lookin' things to open them up again. [This must be done each time.]

Save, stash your junk and head into the fifth area, a weird membranous area that one explores by riding mucus bubbles (eww). Above, a boss reveals his presence...

	HP	SKILLS
BOSS: Baal	7000	<ul style="list-style-type: none"> • Gaia Tail [1-Hit/Single/Nullifier/Canceler] • Vanish [Global/Removes all status changes] • Grand Cross* [1-Hit/Allies/Suction effect]
BOSS: G. Tentacle	6000	<ul style="list-style-type: none"> • Def-Loss [1-Hit/Allies/-1 Defense LV] • Cold [1-Hit/Single/-2 WIT Level] • Alhealer [1-Hit/Enemies/Heals ??? HP] • Stram [1-Hit/Single/-2 ATK Level]
BOSS: G. Tentacle	5456	<ul style="list-style-type: none"> • Zap! [1-Hit/Area/Lightning-elem] • BOOM! [1-Hit/Area/Explosion-elem] • Burnflare [1-Hit/Allies/Fire-elem] • Burnstrike [1-Hit/Single/Fire-elem]
BOSS: Gaia Cyst	4500	<ul style="list-style-type: none"> • Seed Smash [1-Hit/Allies/Canceler] • Death Mark [1-Hit/Allies/Canceler]
EXP : 6810		
\$\$\$: ----		DROPS: n/a

* - requires tentacles to use

Four targets? Good heavens! Both tentacles focus on magic, with the left doing de/buffs and healing and letting its other do the damage-dealers. The magically-resistant Cyst just spams cancelling attacks the entire time, making it the most annoying enemy here. Baal, surprisingly, isn't very tough, and mostly just uses Gaia Tail and -- depending if its tentacles're alive -- Grand Cross. Thus, stripping away his subordinates reveals just how pathetic Baal really is offensively. Speaking of which, since Cyst is the go-to target here, use purely physical skills/attacks (Shockwave, Random Hurl, Discutter, etc.) to level it early. Without Cyst, this fight is a cinch...well, a cinch that requires an occasional Alhealer.

Float upwards to the Gaia Core, where four treasures await: [Spirit Potion], [Crimson Potion] and two [Golden Potions]. Essentially, a readymade kit for the final boss. Since there's no savepoint above, y'may have to use 'em right off the bat! Past the stashing point is the final boss. My final party:

Justin

Feena

Rapp

Liete

- Spirit Sword • Godspeed Knife • Force Knife • Spirit Staff
- Gauntlets of Light • Gauntlets • Spirit Shield • Gauntlets of Light
- Spirit Armor • Robe of the Sun • Aura Armor • Angel's Robe
- Spirit Helm • Pope's Hat • Man's Headband • Holy Crown
- Lion Boots • Winged Boots • Winged Boots • Spirit Shoes
- Energy Charm • Demon Eye Stone • Black Belt • Sonic Belt

I left a few older pieces of equipment on to make it a smidge more difficult, but no reader should feel the same need. [Who am I kidding? Things haven't been difficult since Disc 1!]

	HP	SKILLS
BOSS: Gaia Core	9999	<ul style="list-style-type: none"> • Zap All [1-Hit/Allies/Lightning-elem] • Alhealer+ [1-Hit/Enemies/Heals 500 HP] • BOOM-POW! [1-Hit/Allies/Explosion-elem] • Vanish [Global/Nullifies status changes] • Fireburner [1-Hit/Single/Fire-elem]
BOSS: Mega Gaia	4800	<ul style="list-style-type: none"> • Multiply [Global/Spawn 2 G. Tentacles] • Tentacle Attack [1-Hit/Single/Req. tentacles] • Spin Strike [1-Hit/Area/Physical/NoCanceller] • Death Tornado [1-Hit/Single/Physical]
[x2]		
EXP : ----		
\$\$\$: -----		DROPS: n/a

Surely this be a farce!?! Gaia Core, who has max allowable HP, often performs defensive measures or simply idles, making it less of a threat than the 2 Gaia Cores. These are magically-resistant bosses that can summon 2 (max/per) Gaia Tentacles (1300 HP) into the fight. These suckers are also magically resistant and on a full field, that's 7 targets to sort through! In short, this fight can easily become a war of attrition. To avoid such an outcome, take advantage of Gaia Core's weak physical DEF -- it can only take 8-9 turns of constant pounding/physical skills before it goes belly up. Of course, if y'take this route, make sure to cast an Alhealer(+) or use a Crimson Potion every other turn, because focusing solely on Gaia Core means one will take a beating on the other end. [Well, it's more like death by a thousand cuts, but those Death Tornadoes -- the most damaging attack here -- do add up.] If y'manage to kill a Mega Gaia, the Core won't respawn 'em, meaning no more tentacles summoned, meaning a far easier time. So, there's a few ways to get through this brawl. Since this is the last fight in the game, feel free to down those rare potions and items you've been savin'...no use for 'em after this!

BOSS: Evil Gaia	<ul style="list-style-type: none"> • Cold [1-Hit/Single/-2 WIT] • Stram [1-Hit/Single/-2 ATK Level] • Poizn [1-Hit/Area/Damage+Poisoner] • Freeze! [1-Hit/Allies/-2 Move Level]
HP -: 9999	
EXP : ----	
\$\$\$: -----	

This is like a repeat of the previous fight, except the boss loses all its subordinates and retains its crappy physical DEF. Also, any previous status buffs carry over to this fight, which can make it even easier! Its final skillset is mostly status/LV1 attack magic...perhaps this suggests Gaia's core is a monster to be pitied. Oh well, mincemeat is mincemeat. =)

Enter the Spirit Stone chamber once the fighting's over, and enjoy the scenes. Remember to keep watching after the credits for a cute epilogue!

EQUIPMENT LIST

[EQPT]

NOTE: Items with an in-battle effect (like the Lightning Sword) don't cost any MP, but in return, earn no magic EXP.

SWORDS	ATK	DEF	ACT	MOV	ELEM	OTHER
Zero Sword	+00	---	---	---	----	-----
Wooden Sword	+07	---	---	---	----	-----
Wobbly Sword	+09	---	---	---	----	-----
Ceramic Sword	+12	---	---	---	----	-----
Admiral's Sword	+14	---	---	---	----	-----
Great Sword	+16	---	---	---	----	-----
Army Saber	+22	---	---	---	----	-----
The Sword Himmler	+24	---	---	---	----	-----
Dragon Killer	+26	---	---	---	----	Good vs. Dragons
Swordfish Sword	+29	---	---	---	----	-----
Shadow Sword	+34	---	---	-15	----	May cause sudden death
Fire Sword	+38	---	---	---	Fire	-----
Gil Sword**	+38	---	---	---	----	Increases item drop rate
Silence Sword	+40	---	---	---	----	Magic Block effect
Ice Blade	+40	---	---	---	Bliz	Effect: Cold
Main Gauche	+44	+10	---	---	----	-----
Battle Saber	+48	---	---	---	----	-----
Holy Sword Lorenzo	+49	---	---	---	----	Reduces defense of enemy
Lightning Sword	+50	---	---	---	Thdr	Effect: Zap!
Spirit Sword*	+70	---	---	---	----	Restores SP in attacks

* - Spirit Sword is Justin-only

** - items that drop 100% of time may not drop if this is equipped

DAGGERS	ATK	DEF	ACT	MOV	ELEM	OTHER
Zero Knife	+00	---	---	---	----	-----
Ruination Knife	+00	-40	---	---	----	+3 Combo Hits
Paring Knife	+08	---	---	---	----	-----
Hunter's Knife	+18	---	---	---	----	-----
Flint Knife	+20	---	---	---	----	-----
Gust Knife	+24	---	---	---	Wind	-----
Azure Knife	+25	---	---	---	----	-----
Shocking Knife	+33	---	---	---	----	May paralyze target
Poisoned Knife	+35	---	---	---	----	May poison target
Ice Pick	+38	---	---	---	Bliz	-----
Assassin's Dagger	+50	---	---	---	----	-----
Bloody Knife	+55	---	---	---	----	Good vs. Humans
Godspeed Knife	+60	---	+30	---	----	-----
Force Knife	+65	---	---	---	----	Attack Range+ / Effect: WOW!

AXES	ATK	DEF	ACT	MOV	ELEM	OTHER
Zero Ax	+00	---	---	---	----	-----
Ceremonial Rock Ax	+08	---	---	---	----	-----

Hand Ax	+10	---	---	-03	----	-----
Big Hatchet	+18	---	---	---	----	Good vs. Plants
Woodchopper's Ax	+23	---	---	---	----	Good vs. Plants
Klepp's Sickle	+25	---	---	---	----	-----
Frog Ax	+28	---	---	---	----	-----
Wrecking Ax	+35	---	---	---	Expl	Effect: BOOM!
Dragon Bone Ax	+38	---	---	-10	----	-----
Bone Splitter Ax	+41	---	---	---	----	May cause sudden death
Buster Ax	+52	---	---	-25	----	-----
Earthen Ax	+68	---	---	---	Expl	-----

MACES/HAMMERS	ATK	DEF	ACT	MOV	ELEM	OTHER
Zero Rod	+00	---	---	---	----	-----
Wooden Pole	+05	---	---	---	----	-----
Officer's Baton	+07	---	---	---	----	-----
Metal Bat	+10	---	---	---	----	-----
Miner's Hammer	+11	---	---	---	----	-----
Iron Mace	+19	---	-10	---	----	-----
Holy Mace	+20	---	---	---	----	Good vs. Ghosts
Oracle's Staff	+22	---	---	---	----	Effect: Cure Confusion
Fire Rod	+25	---	---	---	Fire	-----
Raincloud Staff	+26	---	---	---	Watr	Effect: Snooze
Aromatic Tree Root	+33	---	---	---	----	Unblocks magic in combat
Home Run Hammer	+36	---	---	---	----	-----
Warp Staff	+38	---	---	---	----	Bearer warps in combat
Sparkling Rod	+42	---	---	---	----	Speeds up spell casting
War Hammer	+43	---	---	-10	----	-----
Lassic Hammer	+50	---	---	---	----	-----
General's Staff	+55	---	---	---	----	Restores HP in attacks
Staff of Life	+58	---	---	---	----	+2 HP Level in combat
Magic Rod	+60	---	---	---	----	+2 Magic Power Level
Spirit Staff	+63	---	---	---	----	Effect: Halvah
Hertz Spike	+65	---	---	---	----	May inflict sudden death

BOWS	ATK	DEF	ACT	MOV	ELEM	OTHER
Toy Bow and Arrow	+05	---	---	---	----	-----
Hunter's Bow	+16	---	---	---	----	-----
Flint Bow	+20	---	---	---	----	-----
Hail Bow	+20	---	---	---	Bliz	Effect: Crackle
Flying Fish Bow	+25	---	---	---	----	-----
Exorcising Bow	+45	---	---	---	----	Good vs. Ghosts
Thunder Arrow	+50	---	---	---	----	-----

THROWABLE WEAPONS	ATK	DEF	ACT	MOV	ELEM	OTHER
Zero Shuriken	+00	---	---	---	----	-----
Handmade Darts	+07	---	---	---	----	-----
Army Darts	+18	---	---	---	----	-----
Cafu Shuriken	+26	---	---	---	----	-----
Angel's Darts	+28	---	---	---	----	Restores HP during attack
Boomerang	+33	---	---	---	----	-----
Cactus Thorns	+38	---	---	---	----	-----

Fire Darts	+41 --- --- ---	Fire	-----
Discus	+53 --- --- ---	----	Good vs. Insects
Demonslayer Boomer	+60 --- --- ---	----	Good vs. Demons
Evil Shuriken	+64 --- +20 ---	----	-----

WHIPS	ATK DEF ACT MOV	ELEM	OTHER
Zero Whip	+00 --- --- ---	----	-----
Leather Whip	+09 --- --- ---	----	-----
Thorny Whip	+15 --- --- ---	----	-----
Mist-Cracking Whip	+20 --- --- ---	----	Good vs. nebulous monsters
Gale Whip	+27 --- --- ---	Wind	Effect: Runner
Burning Hot Whip	+30 --- --- ---	Expl	-----
Giant Snake Whip	+33 --- --- ---	----	May poison target
Morning Star	+40 --- --- -15	----	-----
Catfish Whiskers	+43 --- --- ---	Watr	-----
Emperor's Whip	+53 --- --- ---	----	+2 Moves power level
Binding Whip	+56 --- --- ---	----	May bind target
Whip of Light	+65 --- --- ---	----	+2 Skill power level

HEADWEAR	ATK DEF ACT MOV	OTHER
Iron Pot	--- +01 --- ---	-----
Goggles	--- +01 --- ---	-----
Safety Helmet	--- +01 --- ---	-----
Ribbon	--- +01 --- ---	Female-only
Fluffy Ribbon	--- +02 --- ---	Female-only
Barrette	--- +03 --- ---	Female-only
Pirate's Hat	--- +04 --- ---	-----
Cowboy Hat	--- +04 --- ---	-----
Climbing Hat	--- +05 --- ---	-----
Headgear	--- +07 --- ---	-----
Pearl Helmet	--- +07 --- ---	-----
Iron Bandana	--- +08 --- ---	Milda-only
Stone Head	--- +09 --- ---	-----
Odd Hat	--- +11 --- ---	Warps during attacks
Pirate's Helmet	--- +12 --- ---	-----
Swallowtail Hat	--- +12 --- ---	+3 confusion resistance
Feathered Turban	--- +13 --- ---	-----
Cactus Helm	--- +13 --- ---	+3 magic block resistance
Mystic Mask	--- +17 --- ---	Slows IP loss
Ogre Helm	--- +20 --- -10	-----
Battle Helm	--- +23 --- ---	+3 magic block resistance
Angel's Hat	--- +23 --- ---	Restores HP in attacks
Death Mask	--- +26 --- ---	Slows IP loss
Charisma Helm	--- +26 +30 ---	-----
Man's Headband	+15 +28 --- ---	Men-only
Pope's Hat	--- +28 --- ---	Slows IP loss
Fairy Tiara	--- +35 --- ---	Damage 20 and below is negated
Holy Crown	--- +38 --- ---	Slows IP loss
Spirit Helm	--- +42 --- ---	Prevents sudden death

ARMOR	ATK DEF ACT MOV	OTHER

Apron	--- +01 --- ---	-----
Adventure Clothes	--- +02 --- ---	-----
Sunday Best	--- +02 --- ---	-----
Work Clothes	--- +03 --- ---	-----
Sportswear	--- +04 --- ---	-----
Outdated Armor	--- +04 --- ---	-----
Bamboo Armor	--- +06 --- ---	-----
Breastplate	--- +06 --- ---	-----
Soldier's Uniform	--- +07 --- ---	-----
Shell Armor	--- +08 --- ---	-----
Officer's Uniform	--- +09 --- ---	-----
Spy Clothes	--- +10 --- ---	-----
Frog Shirt	--- +10 --- ---	+1 anti-water level
Battle Bikini	+04 +10 --- ---	Female-only
Fairy Robe	--- +10 --- ---	+2 Confusion/Sleep resistance
Thick Armor	--- +12 --- ---	-----
Swordfish Armor	--- +12 --- ---	-----
Flying Dragon Vest	--- +14 --- ---	+2 anti-fire level
Skull Armor	--- +15 --- ---	-----
Chameleon Armor	--- +18 --- ---	May warp when damaged
Chain Mail	--- +19 --- ---	-----
Cactus Armor	--- +21 --- ---	+3 move block resistance
Plug Suit	--- +21 +15 ---	-----
Dark Armor	--- +22 --- ---	Restores SP when damaged
Enchantress' Robe	--- +23 --- ---	+1 magic resistance (all)
Mink Coat	--- +25 --- ---	+5 water/wind resistance
Mogay Clothes	--- +30 --- ---	Guido-only
Warrior's Mail	--- +32 --- ---	+3 move block resistance
Devil's Robe	--- +32 --- ---	+2 magic resistance (all)
Angel's Robe	--- +33 --- ---	Restores HP in combat
Aura Armor	--- +35 --- ---	+1 skill power level
Robe of the Sun	--- +45 --- ---	Slows IP loss
Spirit Armor	--- +55 --- ---	Restores HP in combat / Justin-only

ARMWEAR	ATK DEF ACT MOV	OTHER
Pot Lid	--- +01 --- ---	-----
Cutting Board	--- +01 --- ---	-----
Woolen Mittens	--- +01 --- ---	-----
Leather Gloves	--- +02 --- ---	-----
Oaken Shield	--- +03 --- ---	-----
Shell Shield	--- +05 --- ---	-----
Dragon Gauntlet	--- +05 --- ---	-----
Escargot Shield	--- +07 --- ---	-----
Seashell Shield	--- +08 --- ---	-----
Mushroom Shield	--- +09 --- ---	+1 plague resistance
Power Shield	+07 +10 --- ---	-----
Alligator Gauntlet	--- +12 --- ---	-----
Leaf Shield	--- +12 --- ---	+2 poison resistance
MagicMirror Shield	--- +13 --- ---	Returns normal attacks
Lafa Flower Shield	--- +19 --- ---	+1 magic power level
Magic Gloves	--- +20 --- ---	-----
Gauntlets	+10 +20 --- ---	-----
Moonlight Shield	--- +21 --- ---	+2 water/wind resistance
Heavy Shield	--- +23 --- -20	-----
Gauntlets of Light	--- +25 --- ---	+1 magic resistance (all)
Spirit Shield	--- +45 --- ---	+4 status resistance (all)

FOOTWEAR	ATK	DEF	ACT	MOV	OTHER
Iron Clogs	---	+13	---	-20	-----
Heavy Boots	---	+10	---	---	-----
Battle Boots	---	+20	---	---	Prevents sudden death
Glass Slippers	---	---	+30	+20	Women-only
Warp Shoes	---	---	---	---	Warps during attacks
Queen Heels	---	---	---	---	Blocks killer moves during attacks
Curious Clogs	---	+03	---	---	Warps when damaged
Rainbow High Heels	---	+05	---	---	Warps when damaged
Dragon Boots	---	+04	---	+05	-----
Crampons	---	+08	---	+10	-----
Beach Sandals	---	---	---	+15	-----
Army Boots	---	+02	---	+15	-----
Leather Greaves	---	+01	---	+17	-----
Rubber Boots	---	+01	---	+20	-----
Ninja Sandals	---	+05	---	+20	-----
Ogre Boots	---	+08	---	+20	-----
Dress Shoes	---	---	---	+30	Sue-only
Hunter's Boots	---	+01	---	+30	-----
Mach 1 Boots	---	+05	---	+30	-----
Rabbit Shoes	---	+05	---	+30	Guido-only
Sneakers	---	---	---	+35	-----
Shiny Shoes	---	---	---	+35	-----
Wolf Boots	---	+10	---	+40	-----
Air Sneakers	---	---	---	+48	-----
Winged Boots	---	+07	---	+50	-----
Lion Boots	---	+26	---	+48	-----
Spirit Shoes	---	+30	---	+50	-----

* - in-game, Winged Boots erroneously says +35 MOV

ACCESSORIES	ATK	DEF	ACT	MOV	OTHER
Amulet of Relief	---	+15	---	---	Restores HP in combat
Ancestor's Amulet	---	---	---	---	+4 plague resistance
Anklet	---	---	---	+30	-----
Astral Miracle	---	---	---	---	Doubles earned skill EXP
Black Belt	---	---	---	---	+2 Move power level
Blizzard Charm	---	---	---	---	+2 water/wind resistance
Chain of Gems	---	---	---	---	+1 combo attack chance
Chain Earrings	+10	---	---	---	+3 move block resistance
Combat Anklet	+20	---	---	---	-----
Confusion Charm	---	---	---	---	Resists confusion
Counter Ring	---	---	---	---	May return normal attacks
Crescent Jade	---	---	---	---	+2 sleep/confusion resistance
Demon Eye Stone	---	---	---	---	Speeds casting of spells
Demon Sword Amulet	---	+05	---	---	+1 magic resistance (all)
Diana's Amulet	---	---	---	---	Move&Magic Block immune/Effect:Rfrsh
Dragon Scales	---	---	---	---	Damage under 10 is negated
Earth Charm	---	---	---	---	+4 earth resistance
Elite Badge	---	---	+33	---	-----
Energy Ring	---	---	---	---	Restores SP a lot during attacks
Energy Charm	---	---	---	---	Halves SP costs
Ethereal Miracle	---	---	---	---	Doubles earned magic EXP
Explosion Charm	---	---	---	---	+2 earth/fire resistance
Fire Charm	---	---	---	---	+4 fire resistance

Fireproof Cape	--- --- --- ---	+2 fire resistance	
Forest Charm	--- --- --- ---	+2 earth/water resistance	
Hero Badge	--- --- +02 ---	-----	
Holy Ring	--- +10 --- ---	+2 magic resistance (all)	
Hurricane Belt	--- --- +50 ---	-----	
Iridescent Amulet	--- +10 --- ---	-----	
Jade Charm	+02 --- --- ---	-----	
Light God Amulet	--- --- --- ---	+1 magic resistance (all)	
Lightning Charm	--- --- --- ---	+2 fire/wind resistance	
Magic Block Charm	--- --- --- ---	Resists magic blocking	
Mama's Amulet	--- +02 --- ---	-----	
Medal of Yore	--- --- --- ---	Restores SP during attacks	
Metal Frog	--- --- --- ---	+3 magic/move block resistance	
Miraculous Scales	--- --- --- ---	Doubles after-battle money	
Mysterious Veil	--- --- --- ---	+3 status abnormality resist (all)	
Officer's Badge	--- --- +15 ---	-----	
Paperweight	--- --- --- ---	When struck, bearer won't fall down	
Paralysis Charm	--- --- --- ---	Resists paralysis	
Phantom Silk	--- --- --- ---	+4 water/wind resistance	
Raincoat	--- --- --- ---	Prevents sleep	
Ring of Rage	--- --- --- ---	Restores lots of SP when attacked	
Rune Ring	--- +01 --- ---	Slows IP loss	
Scarab	--- --- --- ---	+4 Poison/Plague/Paralysis resist.	
Secret Move Ring	--- --- --- ---	+3 move power level	
Snake Earrings	--- +01 --- ---	+3 poison resistance	
Sonic Belt	--- --- +70 ---	-----	
Soul of Asura	--- --- --- ---	+1 combo/critical attack chance	
Spectacles	--- --- --- ---	+2 critical resistance	
Spirit Charm	--- +20 --- ---	+2 magic resistance (all)	
Sudden Death Charm	--- --- --- ---	Resists sudden death	
Talisman	--- --- --- ---	Prevents status abnormalities	
Telescope	--- --- --- ---	Extends attack range	
Titan's Ring	+05 --- --- ---	-----	
Tree God Amulet	--- --- --- ---	Reduces SP usage for killer moves	
Water Charm	--- --- --- ---	+4 water resistance	
Wind Charm	--- --- --- ---	+4 wind resistance	

Battle-usable items can affect either one person (Single), everyone (All), or an area that has a "blast radius" based off the selected target (Ranged). Some items, such as stat-increasing seeds, can't be used during fights. Who an item is used on is often self-evident -- if it heals or gives a positive effect, it's ally(s); if it gives a negative or offensive effect, enemy(s).

ITEM	EFFECT	
All-Around Fruit	+3 STR, VIT, WIT, AGI (permanently)	(Single)
Bamboo Shoots	Restore: 20 HP	(Single)
Bamo Fruit	Restore: 04 MP (LV2)	(Single)
Banana	Restore: 12 HP	(Single)
Bandage	Restore: 50 HP	(Single)
Baobab Fruit	Restore: 10 SP	(Single)
Beef Jerky	Restore: 60 HP	(Single)
Black Nail Polish	+3 Attack Level	(Single)
Blue Crayon	Sue's Water Magic EXP +1/3	(Single)
Blue Medicine	Restore: 20 MP of each level	(Single)
Boiled Coconut	Restore: 80 HP	(Single)
Bond of Trust	Speeds up IP (permanently)	(Single)

BOOM! Scroll	Attack: 120 HP (Explosion)	(Ranged)
Box of Sweets	Restore: 10 HP	(Single)
Bow Coloring Book	Sue's Bow EXP +1/3	(Single)
Brown Crayon	Sue's Earth Magic EXP +1/3	(Single)
Cabin Key	Key to 1st-class cabins on Steamer	(-----)
Chocolate	Restore: 40 HP	(Single)
Cholla	Restore: 03 MP (LV1)	(Single)
Coal Candy	+2 ATK (ally)	(Single)
Cone of Light	Stops damage on character temporarily	(Single)
Cookies	Restore: 80 HP	(Single)
Crimson Potion	Restore: 150 HP	(All)
Culture Medium	Attack: Inflicts Plague	(Ranged)
Deep Blue Potion	Restore: 20 MP of each level	(All)
Dream Truffle	Attack: Confusion	(Single)
Dried Fish	Restore: 40 HP	(Single)
Dynamite	Attack: 70 HP (Fire)	(Ranged)
Earth Secrets	Gadwin's Earth Magic EXP +1/3	(Single)
Expensive Jewel	Valuable jewel	(-----)
Fire Secrets	Gadwin's Fire Magic EXP +1/3	(Single)
Firewood Sparks	Attack: 80 HP / Good vs. Plants	(Single)
First Aid Kit	Restore: 60 HP	(All)
Freesia Flowers	Restore: 8 MP (all levels)	(Single)
Fruit of Agility	+3 AGI (permanently)	(Single)
Fruit of Defense	+3 DEF (permanently)	(Single)
Fruit of Life	+10 HP (permanently)	(Single)
Fruit of Magic	+2 MP (all levels/permanently)	(Single)
Fruit of Moves	+5 SP (permanently)	(Single)
Fruit of Power	+3 STR (permanently)	(Single)
Gaia Sprout	Found in Tower of Doom	(-----)
Gale Scroll	Attack: 120 HP (Ice)	(Single)
Gantz's Key	The key to Gantz's treasure chest	(-----)
Ginseng	Restore: 40 HP	(Single)
Gold Key	Key to Hill of Teleportation	(-----)
Golden Potion	Restore: 30 SP	(All)
Hand Grenade	Attack: 30 HP (Fire)	(Ranged)
Health Weed	Restore: 80 HP	(Single)
Holy Fire	Attack: 30 HP (Good vs. Ghosts)	(Ranged)
Honey	Restore: 100 HP	(Single)
Horn of Knowledge	Dorlin's lost horn	(-----)
How to Chop 'Em	Milda's Ax EXP +1/3	(Single)
How to Cut 'Em	Milda's Sword EXP +1/3	(Single)
How to Pound 'Em	Milda's Mace EXP +1/3	(Single)
Howler Scroll	Attack: 50 HP (Wind)	(Ranged)
Java's Wallet	Key item for Java at Leck Mines	(-----)
Key to the Cafe	Key to the cafe in Parm	(-----)
Launch Fireworks	Attack: 120 HP (Fire)	(Ranged)
Lightning Scroll	Attack: 150 HP (Lightning)	(Ranged)
Lilly's Letter	Obtained when leaving Parm	(-----)
Mace Coloring Book	Sue's Mace EXP +1/3	(Single)
Magic Lamp	Restore: 2 MP of each level (repeatable)	(Single)
Magic Lipstick	+3 Action Level	(Single)
Mana Egg	Used to purchase magic at shops	(-----)
Master Key	Master key to the Garlyle Base	(-----)
Medal of Knowledge	Key to entering Alent	(-----)
Medal of Wisdom	Received from Liete	(-----)
Mikeroma Scroll	Restore: 50 HP	(All)
Miracle Drink	Restore: 05 MP of each level	(All)
Mist-Clearing Nut	Clears mist from Misty Forest East	(-----)
Mogay Teachings 1	Guido's Dagger EXP +1/3	(Single)
Mogay Teachings 2	Guido's Sword EXP +1/3	(Single)

Mogay Teachings 3	Guido's Bow EXP +1/3	(Single)
Move Breaker	Cures Move Block	(Single)
Move Mushroom	+3 Move Level	(Single)
Nectar of the Gods	Nectar to give to Luc Village chief	(-----)
Orb of Silence	Attack: Magic Block	(Single)
Overflowing Walnut	+2 Attack Level	(Single)
Panacea	Cures all non-KO status effects	(Single)
Paralysis Ointment	Cures Paralysis	(Single)
Poison Antidote	Cures Poison	(Single)
Power Mushroom	+3 Attack Level	(Single)
Pretty Jewel	High resale value (2500-10000G)	(-----)
Prime Rib	Restore: 150 HP	(Single)
Rainbow Weed	Restore: 100 HP	(Single)
Red Crayon	Sue's Fire Magic EXP +1/3	(Single)
Red Medicine	Restore: 200 HP	(Single)
Rescue Set	Restore: 120 HP	(All)
Restraint Walnut	+2 Defense Level	(Single)
Resurrect Potion	Resurrects KO'd ally to full health	(Single)
Revival Stone	Resurrects KO'd ally once upon defeat	(Single)
Roach Bomb	Attack: 60 HP / Good vs. Insects	(Ranged)
Root of Confusion	Attack: Confusion	(Single)
Running Walnut	+2 Action Level	(Single)
Seed of Defense	+1 Max VIT (permanently)	(Single)
Seed of Life	+3 Max HP (permanently)	(Single)
Seed of Magic	+1 Max MP (all levels/permanently)	(Single)
Seed of Moves	+2 Max SP (permanently)	(Single)
Seed of Power	+1 STR (permanently)	(Single)
Seed of Running	+1 AGI (permanently)	(Single)
Seed of Speed	+1 WIT (permanently)	(Single)
Silver Key	Key to Hill of Teleportation	(-----)
Sky-Blue Crayon	Sue's Wind Magic EXP +1/3	(Single)
Smarna Weed	-1 DEF (enemies)	(All)
Smoked Salmon	Restore: 75 HP	(Single)
Snooze Scroll	Attack: Snooze	(All)
Sonic Nut	+2 Action Level	(Single)
Soldier's Soul	Used for puzzle at Soldier's Graveyard	(-----)
Spell Breaker	Cures Magic Block	(Single)
Spirit Potion	Restore: 99 MP (all levels)	(All)
Spirit Stone	+1 Max HP Level (infinite uses)	(Single)
Squid Guts	Restore: 20 SP	(Single)
Sue's Shoes	Shoes found in Valley of the Flying Dragon	(-----)
Sulfa Weed	Key item found in Herb Mountains	(-----)
Sword Secrets	Gadwin's Sword EXP +1/3	(Single)
Tear Jewel	Restore: 3 SP (multiple uses)	(Single)
Teleportation Orb	Orb for Mysterious Vanishing Hill teleporter	(-----)
Torte's Whistle	Cures Sleep	(All)
Thor's Fury	Attack: 120 HP (Lightning)	(Ranged)
Tremor Scroll	Attack: 70 HP (Earth)	(Ranged)
Trudge Weed	Attack: -2 MOV (Foes)	(All)
Ultra Drink	Restore: 20 SP	(All)
Vaccine	Cures Plague	(Single)
Vacuum Scroll	Attack: 100 HP (Wind)	(All)
Weeds	Restore: 01 HP	(Single)
White Sulfa Weed	Restore: 35 HP	(Single)
Wound Salve	Restore: 40 HP	(Single)
Yellow Medicine	Restore: 30 SP	(Single)
Zap! Book	Attack: 180 HP (Lightning)	(Ranged)

Here's the list of everyone's skills and magic.

Skills are character-specific techniques that use up SP in battle. They've a variety of effects, and all require upgrading one's weapon proficiency(s), and may even require magical proficiency(s). Note that a skill won't appear in a character's list until the proper mana egg(s) are acquired; for this reason, it pays to buy magic carefully. Using weapon attacks in-battle will gradually restore SP, and increasing any weapon's proficiency gives +1 SP permanently, as well as weapon-specific bonuses.

Magic is bought from shops by trading rare "mana eggs," items often found in dungeons or on bosses. One egg allows a character to learn one of the four main elemental magics (although some characters may be barred from learning some or all magics; this is to prevent wasting eggs on someone who may not be around long). Magic is tiered -- it comes in LV1, LV2 and LV3, growing stronger as the levels advance. Like skills, increasing magical proficiencies will open up new magic, although weapon proficiencies don't factor into this growth. Magic also can be "combined" -- for instance, learning both fire and wind magic will open up a lightning (fire + wind) magic on that character, once the prerequisites are met. Combination magic, when used, also gives EXP for both the base elements involved, allowing its base elements to level quicker. Finally, increasing a base element's level gives +2 MP permanently (although whether those gains will be LV1, LV2 or LV3 is completely random) and magic-specific bonuses, too.

* Some skills can only be used while certain weapons are equipped. Unusable skills are featured in gray.

With that out of the way, here's the list of bonuses. Note that throwable weapons (shurikens, etc.) count towards Bow experience, and staves/hammers count towards mace experience since they're all blunt weapons.

Fire: +1 WIT
Wind: +1 AGI
Watr: +1 HP
Erth: +1 STR

Axe : +2 STR
Bow : +2 STR, +1 HP
Dagr: +2 AGI, +1 HP
Mace: +1 VIT, +2 HP
Sword: +1 STR, +2 WIT
Whip: +2 WIT, +1 HP

Other things to mention...hmm. Runner gives +2 Move Level to the target but only +1 to incidental targets.

JUSTIN

Weapons: Sword, Mace, Ax
Default: Wooden Pole, Cutting Board, Adventure Clothes, Goggles, Sneakers,
Hero's Badge; Wound Salve (x3)

Justin's our protagonist bro, and naturally gets an all-around style of development. Some of his skills require using mace- or ax-type weapons, but his key abilities require sword LVs. If you find yourself using swords most of the time, that's fine -- the extra WIT levels will turn him into a speed demon.

MAGIC	Fr	Wn	Wa	Er	Range?	MP	OTHER
Burn!	01	--	--	--	Circ/E	01	-----
Zap!	05	04	--	--	Circ/E	11	-----
Howl	--	01	--	--	Circ/E	02	-----
Crackle	--	03	02	--	Sngl/E	02	-----
Freeze!	--	06	05	--	All /E	03	-2 Move Level
Heal	--	--	01	--	Sngl/A	01	Restores HP
Snooze	--	--	03	--	All /E	02	Inflicts Sleep
Cure	--	--	03	02	Sngl/A	01	Cures Poison
Diggin'	--	--	--	01	All /A	01	+1 Defense Level
Boom!	07	--	--	06	Circ/E	07	-----
<hr/>							
Burnflame	04	--	--	--	Circ/E	04	-----
Burnstrike	18	--	--	--	Sngl/E	05	-----
Zap! All	10	09	--	--	All /E	13	-----
Howlslash	--	06	--	--	All /E	06	-----
Cold	--	10	08	--	Sngl/E	03	-2 WIT
Crackling	--	10	12	--	All /E	14	-----
Alheal	--	--	05	--	All /A	04	Restores HP (Small)
Healer	--	--	08	--	Sngl/E	03	Restores HP (Large)
Tremor	--	--	--	03	Circ/E	03	-----
BOOM-POW!	10	--	--	10	All /E	10	-----
<hr/>							
Burnflare	09	--	--	--	All /E	07	-----
Fireburner	25	--	--	--	Sngl/E	08	-----
DragonZap	21	19	--	--	All /E	20	-----
GadZap	19	15	--	--	Sngl/E	13	-----
Howlnado	--	23	--	--	AllA&E	08	-----
Resurrect	--	--	16	--	Sngl/A	06	Revives ally at full HP
Alhealer+	--	--	20	--	All /A	12	Restores HP (All)
Halvah	--	--	19	16	Sngl/A	05	Cures all status effects
Quake	--	--	--	19	All /E	12	-----
BA-BOOM!	18	--	--	20	All /E	18	-----

Justin can equip many different weapons, but his skills require no specific one for usage -- lucky!

JUSTIN SKILLS	Sw	Mc	Ax	Fr	Wi	Wt	Er	RA.	SP	OTHER
V-Slash	01	--	--	--	--	--	--	1-E	14	-----
W-Break	06	04	--	--	--	--	--	1-E	20	-----
Shockwave	--	07	05	--	--	--	--	C-E	30	-----
Midair Cut	--	10	12	--	--	--	--	1-E	32	-----
Lotus Cut	12	--	--	08	--	--	--	1-E	32	-----
Ice Slash	--	--	16	--	10	10	--	1-E	36	-----
Thor Cut	23	--	--	17	17	--	--	1-E	40	-----
Immortal Aura	20	25	22	--	--	--	--	Slf	45	Temp. invincibility
Dragon Cut	16	--	--	06	--	--	07	A-E	45	-----
Heaven & Earth Cut	32	29	30	--	--	--	--	A-E	90	-----

FEENA

Weapons: Dagger, Whip

Default: Leather Whip, Leather Gloves, Breastplate, Barrette, Leather Greaves, Jade Charm; First Aid Kit, Ginseng (x2), Paralysis Ointment, Poison Antidote, Paring Knife

Feena is a badass adventurer by trade, but as the game goes on, she may end up settling into the badass mage mold. Why? She lacks STR-increasing weapons, and thus must use Earth magic to stay competitive on that end. But, as far as mages go, Feena outclasses everyone, and is the only early castmember who gets unique spells.

MAGIC	Fr	Wn	Wa	Er	Range?	MP	OTHER
Burn!	01	--	--	--	Circ/E	01	-----
Howl	--	01	--	--	Circ/E	02	-----
Runner	--	02	--	--	Circ/A	01	+1 Move Level
Crackle	--	03	02	--	Sngl/E	02	-----
Heal	--	--	01	--	Sngl/A	01	Restores HP
Snooze	--	--	03	--	All /E	02	Inflicts Sleep
Cure	--	--	03	02	Sngl/A	01	Cures Poison
Diggin'	--	--	--	01	All /A	01	+1 Defense Level
WOW!	05	--	--	05	Sngl/A	03	+1 Attack Level
Time Gate	--	99	99	--	Global	99	Stops everyone else's IP
<hr/>							
Burnflame	04	--	--	--	Circ/E	04	-----
Howlslash	--	06	--	--	All /E	06	-----
Shhh!	--	12	--	--	Sngl/E	03	Inflicts Magic Block
Crackling	--	10	12	--	All /E	14	-----
Alheal	--	--	05	--	All /A	04	Restores HP (Small)
Healer	--	--	08	--	Sngl/A	03	Restores HP (Large)
Alhealer	--	--	12	--	All /A	08	Restores HP (Large)
Refresh	--	--	12	10	Sngl/A	03	Cures Move Block
Tremor	--	--	--	03	Circ/E	03	-----
Tree of Life	--	--	23	22	All /E	28	Restores all HP + Refresh
<hr/>							
Burnflare	09	--	--	--	All /E	07	-----
DragonZap	21	19	--	--	All /E	20	-----
Fiora	--	08	10	--	Sngl/E	02	Inflicts Move Block
Protection	--	20	23	--	Sngl/A	21	Temp. protection from DMG
Resurrect	--	--	16	--	Sngl/A	06	Revives ally at full HP
Alhealer+	--	--	20	--	All /A	12	Restores HP (All)
Speedy	--	--	13	13	Sngl/A	04	WIT +1
Halvah	--	--	19	16	Sngl/A	05	Cures all status effects
BA-BOOM!	18	--	--	20	All /E	18	-----
End of the World	27	--	--	--	All /E	33	-----

Obviously, techs that specify "whip" in the title require one to be used. Daggers are necessary for "hurl" techs.

FEENA SKILLS	Da	Wh	Fr	Wi	Wt	Er	RA.	SP	OTHER
--------------	----	----	----	----	----	----	-----	----	-------

Knife Hurl	03 -- -- -- --	1-E	10	-----
Random Hurl	10 -- -- -- --	A-E	28	-----
Paralyzing Whip	-- 04 -- -- --	1-E	15	Paralyzes target
Fire Whip	14 -- 12 -- --	C-E	32	Fire-elemental
Zap! Whip	24 -- 15 15 --	1-E	38	Lightning-elemental

SUE

Weapons: Bow, Mace

Default: Toy Bow and Arrow, Woolen Mittens, Sunday Best, Ribbon, Dress Shoes, Mama's Amulet; Sweets (x2), Banana, Wound Salve

Adorable, precocious, annoying -- all of these describe Sue, our spunky li'l girl from Parm. Since she can learn water LVs very easily, many push her into the role of healer/supporter, something she's not TOO comfortable in. Her skillset allows her to be a jane-of-all-trades, and befitting that mixed bag, some of her skills (like Rah-Rah Cheer) lose their usefulness while some (Fire Away, Fight Cheer) never do.

MAGIC	Fr Wn Wa Er	Range?	MP	OTHER
Burn!	01 -- -- --	Circ/E	01	-----
Zap!	05 04 -- --	Circ/E	11	-----
Howl	-- 01 -- --	Circ/E	02	-----
Crackle	-- 03 02 --	Sngl/E	02	-----
Heal	-- -- 01 --	Sngl/A	01	Restores HP
Snooze	-- -- 03 --	All /E	02	Inflicts Sleep
Cure	-- -- 03 02	Sngl/A	01	Cures Poison
Diggin'	-- -- -- 01	All /A	01	+1 Defense Level
Def-Loss	-- -- -- 06	All /E	03	-1 Defense Level
BOOM!	07 -- -- 06	Circ/E	07	-----
Burnflame	04 -- -- --	Circ/E	04	-----
Burnstrike	18 -- -- --	Sngl/E	05	-----
Zap! All	10 09 -- --	All /E	13	-----
Howlslash	-- 06 -- --	All /E	06	-----
Shhh!	-- 12 -- --	Sngl/E	03	Inflicts Magic Block
Crackling	-- 10 12 --	All /E	14	-----
Alheal	-- -- 05 --	All /A	04	Restores HP (Small)
Refresh	-- -- 12 10	Sngl/A	03	Cures Move Block
Tremor	-- -- -- 03	Circ/E	03	-----
BOOM-POW!	10 -- -- 10	All /E	10	-----
Burnflare	09 -- -- --	All /E	07	-----
Howlnado	-- 23 -- --	AllA&E	08	-----
Fiora	-- 08 10 --	Sngl/E	02	Inflicts Move Block
Protection	-- 20 23 --	Sngl/A	21	Temp. protection from DMG
Resurrect	-- -- 16 --	Sngl/A	06	Revives ally at full HP
Alhealer+	-- -- 20 --	All /A	12	Restores HP (All)
Speedy	-- -- 13 13	Sngl/A	04	WIT +1
Halvah	-- -- 19 16	Sngl/A	05	Cures all status effects
Quake	-- -- -- 19	All /E	12	-----
BA-BOOM!	18 -- -- 20	All /E	18	-----

Most of Sue's techs can be used without a weapon restriction. However, Round Whacker and Fire Away require a mace- and throwable-type weapon, respectively.

SUE SKILLS	Ma Bw Fr Wi Wt Er	RA.	SP	OTHER
Puffy Kick	-- 01 -- -- -- --	1-E	08	-----
"Rah-Rah!" Cheer	01 01 -- -- -- --	A-A	18	Restores HP (small)
Round Whacker	07 -- -- -- -- --	C-E	30	-----
Fire Away	-- 10 -- -- -- --	A-E	28	-----
Yawn	10 -- -- -- 03 --	C-E	05	Inflicts Sleep
Puffy Fire	-- 12 02 -- -- --	C-E	36	-----
Fight! Cheer	08 -- 03 -- -- 02	A-A	16	+1 Attack Level

GADWIN

Weapons: Sword

Default: The Sword Himmler, Dragon Gauntlet, Thick Armor, Pirate's Helmet, Dragon Boots, Ancestor's Amulet; Vaccine (x2), Squid Guts, Mikeroma Scroll

Gadwin is the strongest swordsman of Dight Village, and joins the party for a good deal of the first disc. He's overpowered for the most part, entering the party at a much higher level and being unable to learn other magic. Oh, and his MOV sucks. But, even with those drawbacks, he's such a powerhouse that you'd practically have to let an enemy wail on him to see a game over screen. [He starts with all skills learned at minimum requirements.]

MAGIC	Fr Wn Wa Er	Range?	MP	OTHER
Burn!	01 -- -- --	Circ/E	01	-----
Diggin'	-- -- -- 01	All /A	01	+1 Defense Level
Def-Loss	-- -- -- 06	All /E	03	-1 Defense Level
WOW!	05 -- -- 05	Sngl/A	03	+1 Attack Level
BOOM!	07 -- -- 06	Circ/E	07	-----
Burnflame	04 -- -- --	All /E	04	-----
Burnstrike	18 -- -- --	Sngl/E	05	-----
Tremor	-- -- -- 03	Circ/E	03	-----
Gravity	-- -- -- 12	Sngl/E	04	-7 Move Level
Meteor Strike	13 -- -- 15	Sngl/E	10	-----
BOOM-POW!	10 -- -- 10	All /E	10	-----
Burnflare	09 -- -- --	All /E	07	-----
Fireburner	25 -- -- --	Sngl/E	08	-----
Quake	-- -- -- 19	All /E	12	-----
BA-BOOM!	18 -- -- 20	All /E	18	-----

Gadwin can only equip swords, so he'll never be in a situation where he's mismatched...thankfully.

GADWIN SKILLS	Sw	Fr	Wi	Wt	Er	RA.	SP	OTHER
Flying Dragon Cut	04	--	--	--	--	1-E	14	-----
Eruption Cut	08	03	--	--	03	1-E	24	-----
Dragon Cut	16	06	--	--	07	A-E	45	-----

RAPP

Weapons: Daggers, Swords, Throwables

Default: Cafu Shuriken, Alligator Gauntlet, Spy Clothes, Headgear, Ninja Sandals, Black Belt; Red Medicine, Chocolate Cookies, Honey, Vaccine

Rapp combines the will of a warrior with the brashness of a brat, and his stats tend to go towards middle of the pack, at least in the beginning. He only has a handful of skills that can attack large groups, and one of them has ridiculous requirements. To me, this kinda nudges him towards throwable weapons. Still, he can often take hand-me-downs from other characters when new ones are obtained, and that's always a good thing. In a way, he's kinda like Sue, equipment-wise.

MAGIC	Fr	Wn	Wa	Er	Range?	MP	OTHER
Burn!	01	--	--	--	Circ/E	01	-----
Howl	--	01	--	--	Circ/E	02	-----
Runner	--	02	--	--	Circ/A	01	+1 Move Level
Heal	--	--	01	--	Sngl/A	01	Restores HP (Small)
Snooze	--	--	03	--	All /E	02	Inflicts Sleep
Poizn	--	--	05	03	Circ/E	02	Damage + Inflicts Poison
Stram	--	--	06	05	Sngl/E	03	-2 Attack Level
Diggin'	--	--	--	01	All /A	01	+1 Defense Level
Def-Loss	--	--	--	06	All /E	03	-1 Defense Level
WOW!	05	--	--	05	Sngl/A	03	+1 Attack Level
Burnflame	04	--	--	--	All /E	04	-----
Burnstrike	18	--	--	--	Sngl/E	05	-----
Zap! All	10	09	--	--	All /E	13	-----
Shhh!	--	12	--	--	Sngl/E	03	Inflicts Magic Block
Crackling	--	10	12	--	All /E	14	-----
Healer	--	--	08	--	Sngl/A	03	Restores HP (Large)
Craze	--	--	10	10	Sngl/E	01	Inflicts Confusion
Gravity	--	--	--	12	Sngl/E	04	-7 Move Level
Meteor Strike	13	--	--	15	Sngl/E	10	-----
BOOM-POW!	10	--	--	10	All /E	10	-----
Burnflare	09	--	--	--	All /E	07	-----
Fireburner	25	--	--	--	Sngl/E	08	-----
DragonZap	21	19	--	--	All /E	20	-----
Howlnado	--	23	--	--	AllA&E	08	-----
Cold	--	08	10	--	Sngl/E	03	-2 WIT
Alhealer+	--	--	20	--	All /A	12	Restores HP (All)
Speedy	--	--	13	13	Sngl/A	04	+1 WIT
Halvah	--	--	19	16	Sngl/A	05	Cures all status effects

Quake	-- -- -- 19	All /E	12	-----
BA-BOOM!	18 -- -- 20	All /E	18	-----

Missile, Fireball and Sidethrow require a throwable weapon. Daggers & swords should suffice for all other skills.

RAPP SKILLS	Da Sw Bw Fr Wi Wt Er	RA.	SP	OTHER
Mist Hide	05 -- -- -- -- --	Slf	05	Warps to new spot
Doppelganger	12 09 -- -- -- --	1-E	27	-----
Dethsword	16 14 -- -- -- --	1-E	25	May instakill targt
Missile	-- -- 07 -- -- --	1-E	14	-----
Fireball	-- -- 12 10 -- --	C-E	36	-----
Side Throw	-- -- 22 -- -- --	A-E	40	-----
Discutter	10 07 15 -- -- --	Lne	30	-----
Demon Ball	20 18 23 -- -- --	1-E	40	-----
Neo Demon Ball	24 25 32 -- -- --	A-E	85	-----

MILDA

Weapons: Swords, Maces, Axes

Default: Wrecking Ax, Power Shield, Battle Bikini, Iron Bandana, Beach Sandals, Titan's Ring; Smoked Salmon (x2), Prime Rib (x2)

Milda is a brutish woman who joins up for awhile, and while she can't use magic, Milda can just smash things with her fists. Or axes...or pipes...or bricks... Well, let's say she just likes smashing things. She joins up with all abilities learned and immediately fills the role of powerhouse. Her effectiveness is lessened a bit without magic, but in general she's going to do quite well. Her DEF isn't that good to start with, though, so if y'don't take care, she can bite the big one. [Milda's skills require no particular weapon.]

MILDA SKILLS	Sw Mc Ax Fr Wi Wt Er	RA.	SP	OTHER
Milda Kick	-- -- 10 -- -- --	1-E	16	-----
Splitter	13 15 -- -- -- --	A-E	40	-----
Milda Hit	20 21 24 -- -- --	1-E	75	-----

GUIDO

Weapons: Dagger, Sword, Throwables

Default: Poisoned Knife, Moonlight shield, Mogay Clothes, Feathered Turban, Rabbit Shoes, Scarab; Panacea (x2), Launch Fireworks (x2), Resurrect Potion (x2), Revival Stone

El-ahrairah, is that you? Nope, just Guido, our favorite rabbit-eared buddy. He joins temporarily and as y'can see from his skills, he's sort of like Milda, just without any super-damaging aces in the hole. He is, however, the only person who can steal items, and many of his abilities have a uniqueness about them. Mogay Bomb's super IP damage, for instance, can be very useful.

[Mogay Shot requires a throwable weapon to use, but that's the only skill.]

GUIDO SKILLS	Da Sw Bw Fr Wi Wt Er	RA.	SP	OTHER
Mogay Shot	-- -- 05 -- -- -- --	1-E	14	-----
Mogay Bomb	-- -- 12 -- -- -- --	C-E	38	Maximum IP damage
Mogay Hypo	15 06 -- -- -- -- --	1-A	45	Restores SP (some)
Power Up	19 10 -- -- -- -- --	1-A	20	All Parameters +1
Mogay Pickpocket*	13 08 15 -- -- -- --	1-E	10	May steal from foe

* - gains EXP even on miss / pickpocketed foes drop nothing on defeat

LIETE

Weapons: Mace

Default: Sparkling Rod, Magic Gloves, Enchantress' Robe, Angel's Hat, Rainbow High Heels, Holy Ring; Blue Medicine (x2), Deep Blue Potion (x2), Magic Lipstick, Black Nail Polish

Our favorite beauty, Liete joins up with a magical arsenal that would make Gandalf weep, including several unique abilities to match her charmability. She can only equip mace-type weapons, though, and gets a pitiful two skills total -- but when you command such a mastery of magic, who cares about whacking stuff with primitive weapons? That's for barbarians.

MAGIC	Fr Wn Wa Er	Range?	MP	OTHER
Burn!	01 -- -- --	Sngl/E	01	-----
Zap!	05 04 -- --	Circ/E	11	-----
Howl	-- 01 -- --	Circ/E	02	-----
Freeze!	-- 06 05 --	All /E	03	-2 Move Level
Heal	-- -- 01 --	Sngl/E	01	Restores HP (Small)
Poizn	-- -- 05 03	Circ/E	02	Damage + Inflicts Poison
Stram	-- -- 06 05	Sngl/E	03	-2 Attack Level
Diggin'	-- -- -- 01	All /A	01	+1 Defense Level
BOOM!	06 -- -- 07	Circ/E	07	-----
Magic Art	12 -- -- --	Sngl/E	11	-----

Burnflame	04 -- -- --	All /E	04	-----
Zap! All	10 09 -- --	All /E	13	-----
Howlslash	-- 06 -- --	All /E	06	-----
Cold	-- 10 08 --	Sngl/E	03	-2 WIT
Crackling	-- 10 12 --	All /E	14	-----
Alhealer	-- -- 12 --	All /A	08	Restores HP (Large)
Craze	-- -- 10 10	Sngl/E	01	Inflicts Confusion
Gravity	-- -- -- 12	Sngl/E	04	-7 MOV
Meteor Strike	13 -- -- 15	Sngl/E	10	-----
Star Symphony	-- -- 20 20	All /A	12	+1 all parameters

Fireburner	25 -- -- --	Sngl/E	08	-----
DragonZap	21 19 -- --	All /E	20	-----
GadZap	19 15 -- --	All /E	13	-----
Howlnado	-- 23 -- --	AllA/E	08	-----
Protection	-- 20 23 --	Sngl/A	21	Temporary invincibility
Resurrect	-- -- 16 --	Sngl/A	06	Revives ally from KO

Alhealer+	-- -- 20 --	All /A	12	Restores HP (Large)
Quake	-- -- -- 19	All /E	12	-----
BA-BOOM!	18 -- -- 20	All /E	18	-----
Enclose	23 24 -- --	Sngl/E	26	Inflicts Move & Magic Blk

Like Gadwin, Liete never encounters a problem with skill usage since she can only use one weapon type.

LIETE SKILLS	Ma Fr Wi Wt Er	RA.	SP	OTHER
Redshock	10 -- -- -- --	1-E	28	-----
Enchantment Dance	18 -- -- -- --	1-E	34	Steals MP from target

SHOP LIST [SHPL]

- 01) Port Town of Parm SH01
- 02) Steamer Ship SH02
- 03) New Parm SH03
- 04) Luc Village SH04
- 05) Dight Village SH05
- 06) Gumbo Village SH06
- 07) Cafu Village SH07
- 08) Zil Padon SH08
- 09) Laine Village SH09
- 10) Luzet Mountains Field Base SH10
- 11) Zil Padon [II] SH11
- 12) Tower of Temptation SH12

01) PORT TOWN OF PARM [SH01]

- | | |
|--------------------------|------------------------|
| Ceramic Sword 500 | Metal Bat 300 |
| Handmade Darts 150 | Sportswear 150 |
| Leather Gloves 80 | Fluffy Ribbon 40 |
| Air Sneakers 90 | Shiny Shoes 50 |
| Wound Salve 40 | Herbs 15 |

02) STEAMER SHIP [SH02]

- | | |
|--------------------------|-------------------------|
| Ceramic Sword 500 | Paring Knife 250 |
| Hand Ax 300 | Metal Bat 300 |
| Handmade Darts 150 | Leather Gloves 80 |
| Sportswear 150 | Air Sneakers 90 |
| First Aid Kit 180 | Herbs 15 |
| Wound Salve 40 | |

03) NEW PARM [SH03]

- | | |
|--------------------------|---------------------------|
| 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 |
| Bamboo Armor 360 | Shell Shield 250 |
| Cowboy Hat 160 | Hunter's Boots 200 |
| Snake Earrings 200 | Dried Fish 60 |
| Bamboo Shoots 30 | Beef Jerky 90 |

Poison Antidote	100	First Aid Kit	180
Smarna Weed	150	Roach Bomb	90
Dream Truffle	50		

04) LUC VILLAGE [SH04]

Flint Knife	2000	Oracle's Staff	2600
Woodchopper's Ax	2600	Flint Bow	2000
Fairy Robe	1800	Escargot Shield	750
Climbing Hat	400	Curious Clogs	1000
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

05) DIGHT VILLAGE [SH05]

Swordfish Sword	4500	Dragon Bone Ax	10000
Fire Rod	2900	Gale Whip	3300
Flying Fish Bow	3000	Swordfish Armor	2100
Skull Armor	3300	Seashell Shield	960
Pearl Helmet	700	Dragon Boots	640
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

06) GUMBO VILLAGE [SH06]

Azure Knife	3100	Raincloud Staff	4000
Frog Ax	4200	Flying Dragon Vest	3000
Frog Shirt	2500	MagicMirror Shield	8000
Stone Head	1400	Mach 1 Boots	2000
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		

07) CAFU VILLAGE [SH07]

Shocking Knife	6500	Shadow Sword	7000
Aromatic Tree Root	6500	Giant Snake Whip	5400
Catfish Whiskers	11000	Cafu Shuriken	4000
Boomerang	5400	Chain Mail	5100
Chameleon Armor	5300	Leaf Shield	3000
Lafa Flower Shield	18000	Swallowtail Hat	2500
Ninja Sandals	700	Winged Boots	5000
Confusion Charm	2000	Iridescent Amulet	1800
Black Belt	2400	Cookies	400
Honey	500	Torte's Whistle	200
Resurrect Potion	3000	Poison Antidote	100
Howler Scroll	100	Tremor Scroll	500
Gale Scroll	480	Zap! Scroll	720

08) ZIL PADON

[SH08]

Assassin's Dagger	20000	Gil Sword	8600
Lassic Hammer	17500	Holy Sword Lorenzo	40000
Fire Darts	9800	Exorcising Bow	12000
Discus	22000	Aura Armor	20000
Moonlight Shield	5700	Feathered Turban	2000
Mystic Mask	4000	Queen Heels	5000
Heavy Boots	2000	Scarab	9000
Titan's Ring	2000	Talisman	30000
Root of Confusion	400	Trudge Weed	150
Resurrect Potion	3000	Magic Lamp	7500
Crimson Potion	1500	Deep Blue Potion	5000
Golden Potion	3000		

09) LAINE VILLAGE

[SH09]

Ice Pick	8600	Silence Sword	11000
War Hammer	11000	Bone Splitter Ax	9800
Buster Ax	32000	Morning Star	9600
Mink Coat	8000	Ogre Helm	4000
Iron Clogs	1500	Ogre Boots	2000
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 Nut	1400	Running Walnut	700

10) LUZET MOUNTAINS FIELD BASE

[SH10]

Battle Saber	31500	General's Staff	35000
Warrior's Mail	10000	Charisma Helm	23800
Battle Helm	5500	Battle Boots	4800
Amulet of Relief	7000	Combat Anklet	4000
Elite Badge	15000	Rescue Set	1200
Eye Drops	600	Smelling Salts	100
Paralysis Ointment	100	Culture Medium	240
Lightning Scroll	1650	Hand Grenade	200

11) ZIL PADON [II]

[SH11]

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
Holy Sword Lorenzo	40000	Buster Ax	32000
War Hammer	11000	Discus	22000
Devil's Robe	23000	Aura Armor	20000
Moonlight Shield	5700	Lafa Flower Shield	18000
Mystic Mask	4000	Heavy Boots	2000
Queen Heels	5000	Scarab	9000
Titan's Ring	2000	Talisman	30000
Resurrect Potion	3000	Panacea	800
Magic Lamp	7500	Crimson Potion	1500
Deep Blue Potion	5000	Golden Potion	3000

12) TOWER OF TEMPTATION

[SH12]

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

VI. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Hey, I beat [boss] and the [dropped item] isn't in my inventory!

[A] - Occasionally, you'll fight a boss with a party member errant. When the current allies' inventories are full, dropped items automatically get transferred to the absent ally's. And, if all allies lack item room, it gets shoved into the Stashing Place. [So, if y'find items magically appearing in there, that's why.] This is done to prevent useful items from being permanently skipped.

[Q] - Why do some magic/skills have "???" as their requirements?

[A] - These skills are story-related and their unlocking conditions aren't revealed until the plot demands it. They can have lofty prerequisites so don't be in a rush to get 'em (especially Time Gate...whew!).

[Q] - Can you unlock that door in the Castle of Dreams' foyer?

[A] - Not that I've seen. If you rotate the camera, it looks like it's made to be accessible (in that it's different from a background image) but it could simply be a dummied-out exit or an exposed texture.

[Q] - Can I have a list of all the Mana Eggs?

[A] - There's eighteen in the game, although only fourteen are needed to fill each character's quota. The first eleven are on Disc 1, all others on the second. Their locations:

- 01) Ghost Ship (from Squid King boss)
- 02) Merrill Road
- 03) Underground Passage
- 04) Rangle Mountains (West)
- 05) Rangle Mountains (East)
- 06) Dom Ruins 2 (East)
- 07) Valley of the Flying Dragon (3)
- 08) Valley of the Flying Dragon (4)
- 09) Mt. Typhoon
- 10) Typhoon Tower (1)
- 11) Volcano (Slope)
- 12) Petrified Forest (1)
- 13) Castle of Dreams (Dining Hall)
- 14) Savanna Wilderness (West)
- 15) Savanna Wilderness (East)
- 16) Abandoned Laine Village (2)
- 17) Zil Ruins (screen after Mural Room)
- 18) Alent

VII. UPDATES & CONTRIBUTORS

[UPDT]

10-13-11 -----+ Started walkthrough
02-10-12 -----+ Finished walkthrough

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- Sailor/Ceej, for hosting my junk
- unknownleon, for German version drop anomalies
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- Ugo Belfiore, for missing item @ Luzet Mountains & Tower of Temp. map error
- Psycho Penguin, who suggested I write the guide. Rest in peace, brotha.
- BackdatedFuture, for Coal Candy and Parm stowaway prize, missing equipment entries, map corrections (M. Forest West/East), missing boss attacks & some other clerical errors

NOTES TO SELF

- Recheck which boss attacks do/n't cancel
- Luzet Mountains: 2nd (mandatory) time through, do previous items remain?
- Grand Cross: does it cancel? Forgot to check.

Like usual, if y'find something I've forgotten or have a witty tip to add, send me an email and I may just stick it in.

VII. LEGALITY

[LGLT]

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