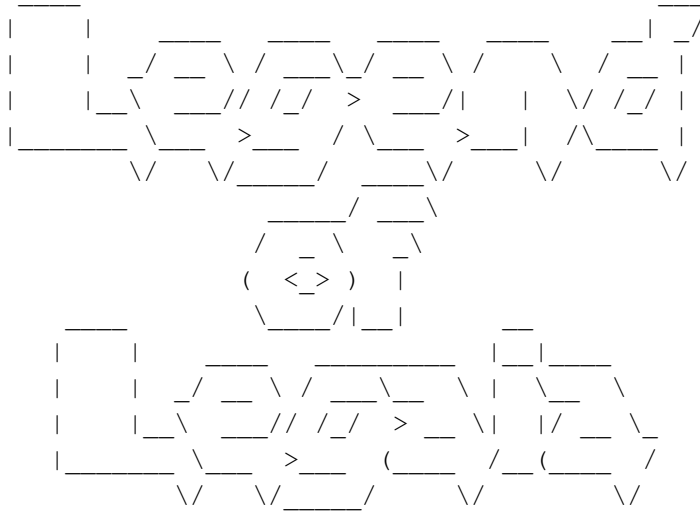


Legend of Legaia FAQ/Walkthrough Final

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O=====O
|                               Full Walkthrough                               (00000) |
O=====O

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| Legend of Legaia /-----o
| -----o-----\
|                               Rim Elm                               |
|__ (00001) \-----o

```

```

o----- Item Checklist -----o
|                               |
| Healing Leaf....._____ | Genesis Tree area and begin to explore the
| Healing Leaf....._____ | town. There are a few places you should
| Hunter Clothes....._____ | definitely note. When you leave a girl
| Healing Leaf....._____ | approaches you, the choices you make really
|                               | don't have much of an effect, so just choose
|                               | based on whatever conversation you would
o-----o like to hear. Toward the gate at the

```

top of town and to the right is an entrance to a little save with a save point inside, be sure to familiarize yourself with what they look like. Leave the cave and head to the bottom of town where the beach is, on the left side you will find a bald man named Tetsu. Ask to practice fighting with him and he'll give you a 'Healing Leaf.' Fighting in this game is unique but not difficult. You fight battles primarily with the directional pad, press left to begin, left to attack, right to input manually and then press any direction to input your commands in the bar. He'll also teach you how to use items and use spirit. Before finishing Tetsu will teach you a new art which will come in handy. Head for the house at the lower right side of the town, above the beach, this is Vahn's house. After the scene examine your cupboard at the upper left corner to get a 'Healing Leaf.' Now leave your house for another scene. Leave Mei's house and return to your own. Speak to your father and agree to rest. During the night when you go outside, head for the front gate of town and speak to the elder. Now it's time for your first real battle, your enemy is a Gimard. Use the up, down, up somersault command to defeat this enemy with ease. Remember to use a Healing Leaf if the enemy damages you, particularly with the Tail Fire ability. Run around the left side and head for the Genesis Tree. After touching the tree and acquiring the power of Meta, leave the area. As you run around the village you will likely get into another random battle with a Gimard. Take a look beside Gimard's name and notice the little elemental icon of fire. This icon shows that this particular enemy can be absorbed by your Ra-Seru. Enemies which you absorb can be summoned like magic spells so you'll definitely want to try and acquire Gimard here. It may sound a little early to mention this but every single acquire-able enemy appears in the final dungeon, so you don't need to make a big deal over going missing any. Regardless, return to Vahn's house and speak to Val. A number of scenes follow and soon enough it will be morning. Go to leave the town and Mei comes running. She gives you the 'Hunter Clothes.' Open up the menu screen and equip the Hunter Clothes. Before leaving town head down and right to reach the item shop which is now open, pick up a weapon and the boots as well if you

```

o-- Item Shop -----o
|                               |
| Survival Knife.....180G |
| Warrior Seal.....240G |

```

Warrior Boots.....	420G
Cure Amulet.....	800G
Healing Leaf.....	100G
Antidote	40G
Door of Light.....	200G
o-----o	

can afford them. It's finally time to leave Rim Elm and set out on your adventure. Save your game on the world map and then make your way up and left (Northwest) until you see a kind of object that looks like a pool. Speak to the man here that everyone is talking about then check out the far right side to find a chest containing 'Healing Leaf.' The statues above the chest offer some helpful hints about the game while the fountain below the statues will heal your HP & MP to full again as many times as you like. For this reason it's a good idea to level up around the map outside this place then periodically come back here to heal yourself. Your destination is the castle Northwest of the fountain, just follow the path and you can't miss it.

Legend of Legaia /-----o	
-----o-----\	Drake Castle
__ (00002) \-----o	

o----- Item Checklist -----o I would recommend at least level three for
| | the castle, but level four is a better bet.
| Door of Light.....__ | Approach the castle gate and check the right
| Sunrise Key.....__ | side for a chest containing 'Door of
| Healing Leaf.....__ | Light.' Enter the castle and ascend the
| Lightning Key.....__ | stairs. At the top go left and proceed
| Star Key.....__ | through the door. You'll see a sparkling
| Survival Knife.....__ | object in the corner beside the prison cell,
| Fire Book I.....__ | examine it to get the 'Sunrise Key.' Leave
| Mountain Key.....__ | the room and examine the door in the centre,
| | use the Sunrise Key to open it. At the top
o-----o of the stairs go immediately left and up to
the upper left corner. There's a chest
containing 'Healing Leaf.' Go straight down through the door below the chest
and across to the right side of the room. There's another sparkling object
here, this one contains the 'Lightning Key.' Leave this room and use the key
on the door in the middle, at the top. Climb the stairs once again then when
you reach the top make a right, and go down. Yet another sparkling object
here, this one contains the 'Star Key.' Leave the room and head to the left
side, the room at the bottom there has a chest containing 'Survival Knife.'
Use the Star Key on the door outside and go up this last set of stairs. Head
either left or right then down. The door in the middle leads up to the throne
room. Enter the room to the right of the throne. You can rest here to fully
restore your HP & MP. Open the chest in the corner to get the 'Fire Book I.'
This is an extremely good item, use it in the menu to learn one of Vahn's
Hyper Arts, Tornado Flame. Tornado Flame can be performed by using a right,
right, left combination. You can check out all combinations you have in the
status menu. Note that Hyper Arts use a lot more AP than normal arts, AP can
be restored using Spirit. Save your game and leave the room. Go into the
room on the left side of the throne, open the chest here. There's a note
inside from the king. Examine the shining object in the corner to get the
'Mountain Key.' Return to the area around the top of the stairs and use the
Mountain Key to open up the gate. You'll find yourself on the world map after
this, save your game then follow the path West to reach the mountain.

Legend of Legaia /-----o	
-----o-----\	Cave

|__ (00003) \-----o

o----- Item Checklist -----o As the red haired girl, go up and speak to
| | the wolf. Follow the wolf as it goes
| Healing Shroom....._| through the cave, you'll be asked a number
| Healing Shroom....._| of questions as you go. The answer to the
| Healing Shroom....._| first question is "Seru and human." The
| | answer to the second questions is "A Genesis
o-----o Tree." At this point go up above where the
wolf was sitting and get the 'Healing
Shroom.' The answer to the third and final question is "Mt. Rikuroa." Below
this is an area where you'll have to practice fighting against some monsters.
Start with the Black Piura enemies as they are easier. After each battle go
up and speak to TErra the wolf, it will lick your wounds and fully restore
your HP & MP. Noa has an art ability just like Vahn's, simply use the down,
up, down command. Once you've reached level two speak to the wolf and agree
to head back to get something to eat. You can always keep training if you
wish. On the first screen on the way back check the upper right for another
'Healing Shroom.' On your way back suddenly you will be faced with random
battles. Note that at the moment Noa has no Ra-Seru so don't bother working
to try and acquire any magic spells yet. Follow the cave path to the end,
it's quite linear so you won't get lost. Part way through the wolf Terra will
join your party, at that point you won't have to worry too much about healing
since Terra will usually take care of it for you. You should find another
'Healing Shroom' on the way out. Approach Mt. Rikuroa from the North side.

| Legend of Legaia /-----o
| -----o-----\ Mt. Rikuroa |
|__ (00004) \-----o

o----- Item Checklist -----o Follow the path as it leads you past a chest
| | containing 'Healing Leaf' and a save point.
| Healing Leaf....._| Enter the cave and open the chest just
| Scarlet Jewel....._| beside you on the right to receive 'Scarlet
| Power Water....._| Jewel.' Further along the path is a 'Power
| Phoenix....._| Water' in the chest and then at the end of
| Speed Elixir....._| the road, a boss. You will have the chance
| Healing Leaf....._| to access the menu and prepare yourself
| Vahn Fist....._| before actually approaching the boss and
| Healing Bloom....._| triggering the beginning of the battle.
| |
o-----o

o-- BOSS "Golem" -----o
| |
| Since you've got Terra with you it's going to be extremely hard to lose |
| against this boss given Terra will always heal you when your HP gets down |
| to critical levels and that's not to mention of course any healing you |
| give yourself. Really all you need to do for this battle since you still |
| don't have any magic spells is use the Spirit ability to boost up your |
| attack meter. After doing that input the following command, you should |
| have six slots: up, down, up, down, up, down. That should maximize |
| your damage. This battle is going to be easier obviously if the boss |
| focuses his attacks on Terra. The boss has two attacks, a basic physical |
| attack and a much more powerful attack called Jagged Earth. If you use |
| Spirit right before the boss uses Jagged Earth on you the damage will be |
| reduced significantly so that's always a bonus. |
| |
o-----o

When the boss has been defeated leave the cave and watch the scene. Soon enough you'll have control again and you can follow the path right then enter the next part of the cave. You'll find a treasure chest near the beginning containing 'Phoenix.' Use the save point beside the chest and leave the cave. Now you'll be in control of Vahn once again. Begin jumping up the platforms a couple of times and go right, then down to find a chest containing 'Speed Elixir.' Go up from the chest and jump to reach the cave entrance. At the fork take the right path leading out of the cave. Jump across the platforms to the next cave area and begin climbing. On the right side if you drop down you'll find a chest with 'Healing Leaf.' Keep jumping up to the top and on the edge of the cliff is a chest containing 'Vahn Fist.' Take note that you can fight an enemy called Vera in this area with the holy element. You're definitely going to want to do everything you can to acquire this Seru spell, it's the first healing magic spell in the game and pretty much the only one you're going to come across for quite awhile. Return to the fork in the path and take the left branch this time. Jump up and grab the 'Healing Bloom' then go through the opening. At the end of the tunnel is a save point, remember to get the vera spell before going and fighting the boss, you'll need it.

o-- BOSS "Caruban" -----o

```

|
| This is the first real boss of the game, and they certainly don't make it
| easy for you. Without Terra helping out in the battle and healing you
| it means you'll have to take care of things yourself. Luckily Vahn is
| willing to help out and he's here with Meta and hopefully the Gimard and
| Vera spells as well. Vahn should cast Gimard until he's down to about
| 20 MP which should give you about one or two uses. Noa should use Spirit
| every othe turn and attack on the turns in between. For some good arts
| attacks to use with six slots check out the lists of arts for each
| character at the bottom of this guide. Caruban has a couple of normal
| attacks like the Flap attack and the Bite attack which both do moderate
| physical damage but can often be blocked especially if you used Spirit
| that turn. After casting Gimard and running low on MP Vahn should switch
| over to the Tornado Flame attack which can be performed with the command
| right, right, left. There's no need to Spirit charge for this one unless
| you're low on AP of course. Now what you REALLY need to watch out for is
| the boss' Fire Breath attack, by far the most dangerous one you will face.
| This attack deals a good 150 damage to not one but both of your party
| members. Ouch. The best way to recover from this is the use the Healing
| Bloom you picked up on the way to the boss, but remember you only have
| one so after that you'll need to use Vera or something.
|
|

```

o-----o

Go over and examine the Genesis Tree to trigger a scene. After the scene you need to leave the mountain, the easiest thing to do of course is use a Door of Light, it will drop you down at the Southern entrance and only a stone's throw from the Drake Castle which is no completely free of Mist thanks to you.

```

| Legend of Legaia /-----o
| -----o-----\                Drake Castle
|___ (00005)      \-----o

```

o----- Item Checklist -----o

	Right when you enter the castle the king
Water Key....._____	gives you the 'Water Key.' You'll need this
Platinum Card....._____	to get to Biron Monastery. Enter the room
Healing Leaf....._____	to the left side of the throne. At the back
Swift Water....._____	left corner of this room there is a generic
Fighting Robe....._____	looking black hole in the wall that looks no
	different than any of the others that look

```

| Healing Shroom....._____ | exactly the same. Examine it anyway and
| Healing Shroom....._____ | Vahn will receive the 'Platinum Card' which
| Healing Shroom....._____ | adds items to the inventories of most
| Healing Shroom....._____ | stores, a very rare find. Leave this area
| Healing Shroom....._____ | and head downstairs two levels below. Go
| Healing Shroom....._____ | through either the lower left or right door
| Healing Shroom....._____ | and open the chest to get a 'Healing Leaf.'
| Healing Shroom....._____ | Head down one more flight of stairs and
| Healing Shroom....._____ | enter the room on the right, the chest in
| Healing Shroom....._____ | here contains a 'Swift Water.' Leave the
| Point Card....._____ | castle and check out the stores outside.
| Wind Book I....._____ | Speak to Noa and tell her you don't know
| Phoenix....._____ | what money is, doing so will net you a free
| | | 'Fighting Robe.' Next go over and speak to

```

```

o-----o Noa at the item shop. She'll give you a
           | little quiz. The answer to the first
question is the "Healing Berry." The answer to the second question is "Escape
from the dungeon." The answer to the third and final question is "Wats."
Doing this correctly will net you ten 'Healing Shroom's. Lastly go over and
talk to Noa, tell her an inn is a place for sleeping. Now get all the
shopping done that you need. There's tons of new equipment to upgrade.

```

```

o-- Arms Shop -----o
| | |
| Survival Knife.....180G |
| Nail Glove.....160G |
| Warrior Seal.....240G |
| Warrior Boots.....420G |
| Guardian Clip.....320G |
| Fighting Robe.....1100G |
| Electric Shoes.....560G |
| | |
o-----o

```

```

o-- Item Shop -----o
| | |
| Target Chain.....1200G |
| Defender Chain.....1200G |
| Cure Amulet.....800G |
| Healing Leaf.....100G |
| Antidote.....40G |
| Medicine.....300G |
| Door of Light.....200G |
| | |
o-----o

```

Leave the castle but before doing anything with the Water Gate you'll want to return to Rim Elm, it's not that far away. The first thing you'll want to do is head for the shop and notice the stock has been updated with three new

```

o-- Item Shop (Rim Elm) -----o
| | |
| Hunter Clothes.....900G |
| Scarlet Jewel.....2500G |
| Azure Jewel.....2500G |
| Survival Knife.....180G |
| Warrior Seal.....240G |
| Warrior Boots.....420G |
| Cure Amulet.....800G |
| Healing Leaf.....100G |

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| Antidote .....40G |
| Door of Light.....200G |
|

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o-----o

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items. After checking out the stock head upstairs in the shop. There's a small bedside table there you can open and get the 'Point Card.' The Point Card, like the Platinum Card is another super rare item. This card will collect points every time you make a purchase, the more money you spend the more points it will get. Whenever you want to you can get into a battle and use it as an item to deal damage to the enemy equal to the number of points on it, however doing so will totally empty the card so save it for a difficult boss. Finally its time to head for the Water Gate which is just right of the Drake Castle main entrance. After the gate has dropped you can open the chest in the waterway to get the 'Wind Book I' which will teach you Noa's first Hyper Arts, Frost Breath. You'll notice on the other side that to the North is a whole bunch of super thick Mist. You can't go up there yet but head in that direction anyway. As you approach the scene will change to a closer view and you can grab a treasure chest there containing 'Phoenix.' Follow the path East for quite a ways until it leads you to a structure on a bridge above a river. You have finally made it across to the Biron Monastery.

```

| Legend of Legaia /-----o
| -----o-----\                Biron Monastery |
|__ (00006)      \-----o

```

```

o----- Item Checklist -----o Speak with Zopu when you get inside, then go
|                                     | straight up to the next room. Examine the
| Power Elixir....._____ | large stone face here to get a 'Power
|                                     | Elixir.' Make a right and someone will come
o-----o down to meet you. Climb the stairs on the
|                                     | right and speak to the guard in front of the

```

```

o-- Arms Shop -----o
|
| Survival Knife.....180G |
| Nail Glove.....160G |
| Savior Clothes.....1800G |
| Warrior Boots.....420G |
| Guardian Clip.....320G |
| Fighting Robe.....1100G |
| Electric Shoes.....560G |
|
o-----o

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```

o-- Item Shop -----o
|
| Healing Flower.....400G |
| Healing Bloom.....600G |
| Magic Leaf.....1000G |
| Earth Jewel.....2000G |
| Deep Sea Jewel.....2000G |
| Burning Jewel.....2000G |
| Tempest Jewel.....2000G |
| Healing Leaf.....100G |
| Medicine.....300G |
| Door of Light.....200G |
|
o-----o

```


door above you. Next go into the room to the left of that one, you'll find an arms shop and item shop in here. After this leave the room and go through either the lower left or lower right exit (not down the stairs though.) At the top of the stairs here in the centre is Zopu's room, speak to him and watch the scene. Speak to Master teacher at the lower left then Songi at the upper right, then to Zopu. Agree to his request and then choose either option. No matter what you say you'll be going to West Voz Forest. Once you're prepared, head toward Zopu's room and take the upper left exit. This leads to the world map, go left at the fork and enter the West Voz Forest.

```
| Legend of Legaia /-----o
| -----o-----\
|          (00007)  \-----o
|                               West Voz Forest
```

```
o----- Item Checklist -----o
|                               |
|                               | up and right. When you reach the fork go
| Medicine.....| right and open the chest containing
| Healing Leaf.....| 'Medicine.' After this go back left, grab
| Shield Elixir.....| the 'Healing Leaf' along the way. On the
| Fertilizer.....| next screen the path curves up, when it does
| Medicine.....| it will also open up a bit and you'll see
| Magic Amulet.....| two green coloured tunnels. Go through the
| Door of Light.....| left one and open the two chests to get
| Noa Feral.....| 'Shield Elixir' and 'Fertilizer.' Next try
| Healing Bloom.....| the one on the right, there's a chest with
|                               | 'Medicine' inside. From there make your way
o-----o up, you'll come to a somewhat hard-to-see
|                               | path leading right where there is a chest
```

with a 'Magic Amulet.' When you reach the river use the Fertilizer on the little plant to get across. On the other side there's a chest above you with a 'Door of Light' inside. Continue straight up to the very top and open the chest containing 'Noa Feral.' Left of that is a 'Healing Bloom' and below that a save point. Take the upper left path to find the Genesis Tree and watch the scene. Use a Door of Light to get out of the forest and then get back to Biron Monastery. Head for the room with the shops to find everyone who managed to survive. The shops are still open. You can speak to the man on the left side to learn some new arts and speak to the girl beside the table to have her cook and fully restore your HP & MP. When you're ready, leave the room and go one room right to Maya's room. Watch the scene then read the unfinished letter on the floor. Now it's time to leave the Biron Monastery and head for the East Voz Forest. The the opposite side door from the one you took to get to West Voz and make your way up the world map to the forest.

```
| Legend of Legaia /-----o
| -----o-----\
|          (00008)  \-----o
|                               East Voz Forest
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```
o----- Item Checklist -----o
|                               |
|                               | path left, you'll see a treasure box but you
| Healing Flower.....| cannot reach it at this point. Go through
| Weed Hammer.....| the green tunnel on the right. On the other
| Magic Leaf.....| side go up past the first left path and take
| Guardian Water.....| the second left path. You'll find a chest
| Healing Bloom.....| here containing 'Healing Flower.' Continue
| Cure Amulet.....| up the path and make a right when you get
| Antidote.....| the chance. At the end of the path is
| Survival Club.....| a chest with 'Weed Hammer' inside. Using
| Azure Jewel.....| this hammer you can break those weeds in the
|                               | way using the X button, try it on the weeds
o-----o right below you to access the chest
```

containing 'Magic Leaf.' Return to the entrance of the forest where you say the chest you couldn't access, now you can break the weeds and go over to get a 'Guardian Water.' Head up to the next screen and make an immediate right to find a chest containing 'Healing Bloom.' Break the weeds at the top of the path and make a left through the tunnel. At the end there's a chest with a 'Cure Amulet' inside. Head back and go up to the next screen, make a left through the tunnel there as well and you'll come to an area with two treasure chests. They contain 'Antidote' and 'Survival Club.' If you go up from there and around to the right you can get an 'Azure Jewel' from the other chest. Be sure to equip that club on Gala and the jewel on anyone. Make your way down from this chest and go right through the tunnel. The path here leads directly up past a chest containing 'Medicine' and up to a save point. Be sure to fully heal and prepare your party before going any further up, there's a boss battle coming.

o-- BOSS "Viguro" x2 -----o

|
| It seems you are only worthy of fighting two Seru enemies, but that's |
| no matter at the moment, you need to focus on surviving this battle. Like |
| many similar battles in any game, when you're fighting against two |
| opponents the battle will always get exponentially easier once one of |
| those two opponents is defeated, so remember to focus all your attacks on |
| a single Viguro. The bosses only have two attacks, but they are |
| extremely nasty. The normal physical attack can deal around 225 damage |
| which will really hurt, fortunately it's only a physical attack so there's |
| a good chance you characters will block it from time to time. The other |
| more dangerous attack is the Thunder Break which deals about 225 damage |
| of the Thunder element to a single party member and cannot be blocked. |
| Fortunately however you do have one advantage, the Ra-Seru Egg you found |
| in the West Voz Forest can be equipped as an accessory and serves to |
| reduce Thunder based damage. At least one character will have the |
| benefit of it. Vah and Noa should use Spirit every other turn (which will |
| also significantly reduce the amount of damage you take from Thunder |
| Break) and then attack with their Hyper Arts when the chance arises. At |
| this point in the game Gala really sucks, not only does he have a small |
| attack bar and no Hyper Arts, he also has no magic. Gala definitely |
| gets the job of being the item user, have him ready with a Healing Bloom |
| but always try to predict when you'll need it and use it early since |
| Gala is so slow he won't always use it at the beginning of the turn. |
| As you could probably tell, the Viguro enemies have an element symbol |
| beside their names and can indeed be absorbed into your Ra-Seru. They're |
| so powerful your maximum MP when full still probably isn't enough to |
| actually use the magic, and it certainly isn't the last time you will see |
| this enemy. There's really no good reason to focus a lot of effort in |
| trying to obtain them, but if you really want it, don't let me stop you. |
|

o-----o

| Legend of Legaia /-----o
| -----o-----\
| (00009) \-----o

o----- Item Checklist -----o
|
| Healing Leaf.....| Monastery again. After speaking to Zopu
| Healing Leaf.....| examine the urn on the right for a 'Healing
| Healing Leaf.....| Bloom.' Leave the room and return to the
| Healing Leaf.....| room with the shops, speak to Maya and
| Healing Leaf.....| she'll give you ten 'Healing Leaves.' Check
| Healing Leaf.....| the urns at the top of the room to find a
| Healing Leaf.....| 'Phoenix.' Now, here's something important.

```

| Healing Leaf....._____ | Trust me in the long run, you're going to
| Healing Leaf....._____ | want some Deep Sea Jewels for where you're
| Healing Leaf....._____ | going, I know they're expensive but if
| Healing Leaf....._____ | you can manage to afford three you'll be
| Healing Bloom....._____ | totally set. Note also that the arms
| Phoenix....._____ | shop has restocked, even more important
| | perhaps than those jewels is getting
o-----o Gala some decent equipment so that you can
survive the coming battles. I know that
stuff is expensive in this game, sell whatever you don't need, and perhaps go
out to do some leveling up, that will bring in some extra cash. When you're
ready to go you need to leave Biron Monastery via the South exit and head West
until a path leading up between the mountains appears. This will lead you
straight up to the Mist Generator, save your game and go inside.

```

```

o-- Arms Shop -----o
|
| Battle Knife.....1200G |
| Crimson Nails.....980G |
| Survival Club.....860G |
| Ironman Seal.....940G |
| Savior Clothes.....1800G |
| Ironman Boots.....1400G |
| Power Earring.....780G |
| Power Plate.....2120G |
| Power Shoes.....1300G |
|
o-----o

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| Legend of Legaia /-----o
| -----o\ Mist Generator |
|___ (0000A) \-----o

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```

o----- Item Checklist -----o Descend the stairs into the large fortress.
| | Make your way right and then down, your eye
| Thunder Book I....._____ | will catch a chest in the upper right
| Healing Leaf....._____ | corner, it contains the 'Thunder Book I.'
| Healing Flower....._____ | Go right across the bridge then check both
| Fury Boost....._____ | up and down for a 'Healing Leaf' and a
| Healing Bloom....._____ | 'Healing Flower.' Make your way back over
| Short Sword....._____ | to the left, stay below the ramp and open
| Shield Elixir....._____ | the chest to get a 'Fury Boost.' Continue
| Phoenix....._____ | down and make a left at the fork, you'll
| Medicine....._____ | find a 'Healing Bloom' here. Finally take
| Magic Leaf....._____ | the right path which will lead you to an
| Healing Bloom....._____ | elevator going down, and a save point. To
| Burning Jewel....._____ | the right of the save point hidden behind an
| Tempest Jewel....._____ | elevator is a chest containing 'Short
| Door of Light....._____ | Sword.' Leave the room and head down. When
| | the path forks make a right and go through
o-----o the door to find a chest with 'Shield
Elixir' inside. Continue down the path and
go up at the next fork to find a chest containing 'Phoenix.' At the next fork
take the left branch to get a 'Medicine' from the chest. Head back and go
down to find yet another fork, hopefully you aren't lost yet. At this fork
don't change directions, simply keep going down and get the 'Magic Leaf.' Now
follow the right branch around to the bottom where you'll pass two rooms. In
the upper room there's a 'Healing Bloom' and in the lower room there's a
'Burning Jewel.' Further left are two more rooms, get the 'Tempest Jewel' and
'Door of Light.' Save your game and heal your party fully then head left.

```

o-- BOSS "Songi" -----o
|
| Before you attempt this battle you should make sure that Gala has acquired |
| the Vera Seru. Since he will be the only one fighting, being able to heal |
| himself without using any items will come in quite handy. Songi is a |
| powerful foe and he proves this with his physical attacks dealing up to |
| 200 damage with each combo depending on Gala's armour. This will hurt |
| quite a bit given you only have one party member fighting in the battle so |
| you may find that you have to heal every other turn or every three turns |
| perhaps. Songi also has one more powerful attack, his Hyper Wave will |
| send a blast of energy toward Gala for more than 250 damage. It's pretty |
| hard to predict when he will use it since it's fairly random but if you're |
| spiriting every third turn there's a good chance you'll end up really |
| cutting down the damage on that one. Use Gala's Thunder Punch for a good |
| source of damage that doesn't use up his MP since you'll likely need that |
| for healing. If not then summoning whatever the strongest Seru magic |
| spell you have at this point may be a good idea. Theeder is always a |
| good choice in situations like these. If you just can't seem to beat |
| Songi there are other options. First of all looking at your item stock |
| you have Healing Flowers which are better than Vera magic. You probably |
| still have that Shield Elixir you picked up recently and it should |
| seriously reduce the damage from his physical attack. There's always |
| the Point Card of course, but I wouldn't use it here unless you really |
| have to. Lastly as the final resort, remember you just got a Door of |
| Light out of the chest beside the save point, use it and go level up. |
|
o-----o

Return to the save point and save your game once again. Make your way left
and ride the elevator down to the next floor, another save point is here.
Leave the room and follow the path up to the Mist Generator room.

o-- BOSS "Zeto" -----o
|
| Be sure you have all those Deep Sea Jewels equipped that I told you to |
| purchase back in Biron Monastery, you'll be glad you did. Begin the |
| battle by having everyone use Spirit. Now on the next turn here's what |
| is (in my opinion) the best combos you can use at this point. I haven't |
| spent anytime leveling up apart from not running away from battles, and |
| Vahn has six slots after Spirit, Noa has seven slots after spirit and |
| Gala has five slots after Spirit. If you don't have this you must have |
| run from most of the battle thus far. Anyway assuming they have that |
| much each, use the follows combos for massive damage after Spirit: Vahn |
| should simply do: right, right, left, right, right left. Noa has an |
| awesome seven slot combo: down, up, up, up, left, down, right. Gala |
| should just use the Neo Rising move: left, left, right, up left. As for |
| Zeto he has three attacks. A normal physical attack with the claw that |
| shouldn't be too much to worry about, an attack called Poison Bubbles that |
| does moderate damage to one character and inflicts the poison status. The |
| final and ultimate attack is the reason you're wearing those Deep Sea |
| Jewels. Zeto will use one turn to "Call Wave" which means the Big |
| Wave is coming on the next turn, this gives you a huge advantage in that |
| you can use Spirit with everyone and really reduce the damage you take |
| from the wave not including the damage reduction from the jewel. After |
| Spiriting with everyone and being hit my the wave you'll take about |
| 100 damage each which is a drastic reduction from the damage you would |
| normally take. Simply have one character use a Healing Bloom next turn |
| and you're once again ready for action. With this setup it should not |
| be too difficult at all to defeat Zeto, just stay on the defensive. |
|

|
o-----o
When everything is finished and all the scenes have ended, leave Biron
Monastery through the upper left exit that leads to West Voz Forest. If you
stay close to the river and go up you will eventually reach a cave.

| Legend of Legaia /-----o
| -----o-----\ Ancient Wind Cave |
|__ (0000B) \-----o

o----- Item Checklist -----o Take the left path at the fork to find an
| | old man who runs a shop and an inn. Check
| Wisdom Water.....| out his wares and then opt to stay at the
| Silver Compass.....| inn while you're here. Remember if you're
| Door of Light.....| looking for money to spend at the arms shop,
| Healing Bloom.....| you can get a decent amount from those Deep
| Magic Water.....| Sea Jewels now, you won't really need them
| Door of Wind.....| that much anymore. During the night if you
| | stay at the inn a scene will occur. Examine
o-----o the three barrels beside the old man for a

o-- Arms Shop -----o
| |
| Short Sword.....2700G |
| Fighter Claw.....2900G |
| Battle Knife.....1200G |
| Crimson Nails.....980G |
| Survival Club.....860G |
| Ironman Seal.....940G |
| Savior Clothes.....1800G |
| Ironman Boots.....1400G |
| Green Clip.....1000G |
| Green Robe.....2800G |
| Tempest Shoes.....1900G |
| Power Earring.....780G |
| Power Plate.....2100G |
| Power Plate.....1300G |
| |
o-----o

o-- Item Shop -----o
| |
| Scarlet Jewel.....2500G |
| Azure Jewel.....2500G |
| Golden Compass.....3000G |
| Silver Compass.....3000G |
| Earth Jewel.....2000G |
| Deep Sea Jewel.....2000G |
| Burning Jewel.....2000G |
| Tempest Jewel.....2000G |
| Target Chain.....1200G |
| Defender Chain.....1200G |
| Cure Amulet.....800G |
| Healing Leaf.....100G |
| Medicine.....300G |
| Door of Light.....200G |
| |
o-----o

'Wisdom Water.' Also examine the barrels at the upper right corner beside the beds to get a 'Silver Compass.' Pull the lever on the upper left side and leave this place. Take the right branch at the fork and proceed through the door. Follow the path until you reach a fork then make a right and get the 'Door of Light' from the chest. Keep going until you reach another fork, at that one take the upper left path and get the 'Healing Bloom.' At the end of the path is another area where you are kind of forced to spend the night, although it is free. When you wake up check out the item shop and examine the three barrels on the left side to get 'Magic Water.' Before you leave the old lady gives you two 'Door of Wind' items. Using these you can teleport to any town you've visited before. Exit the cave and begin making your way West until you reach a large tower. You might want to pass by this for now, while it is in fact your next destination there is a brand new town just North of here with all sorts of great shops to check out. Head North until you reach the town surrounded by all the windmills which serve to keep out the Mist.

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| Legend of Legaia /-----o
| -----o-----\                               Vidna                               |
|___ (0000C)      \-----o

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o----- Item Checklist -----o
|                                     |
| Old Rod....._____ | down to the beach, speak to the guy lying
| Healing Leaf....._____ | there and he'll give you the 'Old Rod' along
| Healing Leaf....._____ | with a whole bunch of fishing lures you can
| Healing Leaf....._____ | use later. Next make your way to the item
| Healing Leaf....._____ | shop and examine the cupboard in the back to
| Healing Leaf....._____ | get a total of ten 'Healing Leaf' items.
| Healing Leaf....._____ | Go upstairs at the inn and examine the
| Healing Leaf....._____ | cupboards to get a 'Healing Flower' and
| Healing Leaf....._____ | a 'Door of Wind.' You'll find a 'Magic
| Healing Leaf....._____ | Leaf' in the cupboard at the back of
| Healing Leaf....._____ | the arms shop. Check the house one to the
| Healing Leaf....._____ | right of the lower left house, here is a
| Healing Flower....._____ | woman and a number of Biron monks. After
| Door of Wind....._____ | speaking with the woman you've done about
| Magic Leaf....._____ | all you need to. Head for the item shop and
|                                     | purchase as many Forest Amulets as you can
o-----o
|                                     |
|                                     | afford then it's time to leave Vidna and
|                                     | head South for the tower in Jeremi.

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o-- Arms Shop -----o
|                                     |
| Short Sword.....2700G |
| Fighter Claw.....2900G |
| Red Club.....3600G |
| Expert Seal.....2400G |
| Warrior Armor.....3700G |
| Master Boots.....3200G |
| Fighting Plate.....4600G |
|                                     |
o-----o

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o-- Item Shop -----o
|                                     |
| Magic Leaf.....1000G |
| Phoenix.....1600G |
| Mettle Ring.....12,000G |
| Scarlet Jewel.....2500G |
| Azure Jewel.....2500G |
| Golden Compass.....3000G |

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| Silver Compass.....3000G |
| Pure Amulet.....1600G |
| Forest Amulet.....3000G |
| Healing Flower.....400G |
| Healing Bloom.....600G |
| Medicine.....300G |
| Door of Light.....200G |
| Door of Wind.....200G |
|
|

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o-----o

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| Legend of Legaia /-----o
| -----o\
|          Jeremi
| (0000D) \-----o

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```

o-----o Item Checklist -----o
|
| Phoenix.....| weapons and item shop. There's a chest here
| Target Chain.....| containing 'Phoenix.' Descend the stairs
| Healing Flower.....| and examine the cupboard at the upper right
| Power Water.....| corner for a 'Target Chain.' Leave the arms
| Speed Ring.....| shop and go up from the entrance. Make a
| Healing Bloom.....| right before the tower and check this house
| Speed Elixir.....| for a 'Healing Flower.' Lastly, head for
| Forest Amulet.....| the inn on the upper left side, check the
|
| 'Power Water.' Now it's time to head into
o-----o the main tower and go up past the lobby to

```

reach the elevator room. Here you will find a chest in the upper right corner containing something, I don't remember since the phone rang right after I opened it and I forgot what was inside. Take the upper left elevator to the second floor then the one below that. After this go to the upper right elevator and ride it down, you'll find a 'Speed Ring' in the chest here. Ride back up and take the lower right elevator this time. On the next floor ride the upper right elevator down and open the chest to get 'Healing Bloom.' Back on the previous floor take the upper left elevator and press the switch to turn the rapid elevator on. Finally ride the lower left elevator on the previous floor up. Just so you know the elevator in the middle will take you down to the bottom floor, you can easily ride it back up again after if you want. Head down through the exit door and use the save point out here in the garden. Check the upper left and right hand corners of this area to find 'Speed Elixir' and 'Forest Amulet.' Equip that Forest Amulet and another other Forest Amulets you bought in Vidna on as many of your characters as you can, save your game again then approach the enemy.

o-- BOSS "Berserker" -----o

```

|
| You're about to face the hardest boss in the game so far, and one that
| many many people have a lot of problems with so we'll be as thorough as
| possible. First of all let's look at the boss' various attacks from the
| weakest to the strongest. The weakest attack the boss has and the one
| you'll be jumping for joy when he uses is the Poison Gas which does about
| 200 damage to a single character and inflicts the Venom status. Every
| other attack is brutal. Next in line there's the physical attack that
| usually deals about 150, 150, 200 in a three hit combo for around 500
| damage total. if you block any of the hits that's where you should
| consider yourself lucky. Following this we have the Spore Gas which hits
| a single character for approximately 550 damage and inflicts the Rot
| status. The boss will alternate between these three attacks through most
| of the battle. When its HP starts to get less than about one third, a
| new attack appears. The Stone Circle is toally unpredictable and hits
|
|

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| your entire party for 550 damage each. The only possible way to predict
 | this attack is by kind of guessing that after he's been hurt a bit and you
 | let off a powerful attack, he'll likely use it on the next turn.
 | Following this the Berserker will use Stone Circle every second turn, this
 | means that you have to use Spirit with everyone in your party every other
 | turn on the same turn that the Stone Circle occurs. Spirit will reduce
 | the damage you take to between 150 and 200. As for damaging the boss
 | the primary source of damage will be Noa's combo I described in the
 | strategy for Zeto, have her Spirit and then input down, up, up, up, left,
 | down, right. This will deal about 650 damage each time you successfully
 | execute it, having a Target Chain on her helps out quite a bit. Vahn and
 | Gala should focus on healing and using their best combos or magic when
 | healing is not necessary. The boss inflicts two types of status effects,
 | Venom and Rot. Venom of course just deals damage every turn like any
 | other poison. You can tell if a character is affected by the Rot status,
 | when you go to the command input some of the commands like arms, high,
 | low etc will be blocked off by Rot usually keeping you from using your
 | best special attacks. That's why having those Forest Amulets equipped
 | is so important, they prevent the Rot status. Also, everyone's Vera
 | spell should be at level five. At level five Vera cures both Venom and
 | Rot which will really help out for those character who are not protected
 | against it. Keep these things in mind when fighting the Berserker, and
 | remember no matter what you do, tyou have to keep attacking!

o-----o

Use the save point down at the bottom of the garden again once the boss is
 defeated. Ride the rapid elevator down and watch the scene. When you wake up
 you can explore the town fully now that the Mist is gone. Check out the shops
 but remember, the shops in Vidna are still superior so don't waste all your
 money on inferior equipment. Make your way to the lower left house and speak
 with the man inside named Zalan. He'll give you 'Zalan's Letter.' Now it's
 time to leave Jeremi and use a Door of Wind to get back to Vidna again.

o-- Arms Shop -----o

Short Sword.....	2700G
Fighter Claw.....	2900G
Warrior Armor.....	3700G
Master Boots.....	3200G
Green Clip.....	1000G
Green Robe.....	2800G
Tempest Shops.....	1900G

o-----o

o-- Item Shop -----o

Pure Amulet.....	1600G
Magic Amulet.....	2000G
Healing Leaf.....	100G
Healing Flower.....	400G
Medicine.....	300G
Door of Light.....	200G
Door of Wind.....	200G

o-----o

| Legend of Legaia /-----o
 | -----o-----\
 | Zalan's Letter


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|__      (0000E)      \-----o
o----- Item Checklist -----o  There's really not a lot to do in Vidna
|                                     | assuming you visited first before going to
| Yuma's Ring....._____ | Jeremi. You can upgrade your equipment with
| Zalan's Crown....._____ | anything you couldn't afford before. The
|                                     | main thing to do is head to the far upper
o-----o  left house and give Zalan's Letter to his
                                     son Pepe. After speaking to Pepe you'll get
'Yuma's Ring,' use a Door of Wind to return to Jeremi. Speak to Zalan and
he'll give you 'Zalan's Crown' in exchange for the ring. Return once again to
Vidna and get ready to finally head for Octam. Follow the path North, then it
curves East. When it does it will lead you to a fork in the path where
there's a bridge going up to the North. Ignore this bridge and stick to the
path South, it takes you around where you'll find the ancient city Octam.

| Legend of Legaia /-----o
| -----o-----\                               Octam                               |
|__      (0000F)      \-----o

```

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o----- Item Checklist -----o  Well before you do anything you're going to
|                                     | want to just run around Octam getting into
| Speed Elixir....._____ | battles. There is a holy element Seru
| Swift Water....._____ | monster that appears in this area called
| Star Pearl....._____ | Orb. Orb is your very first healing spell
|                                     | that heals all three members of your party,
o-----o  it becomes quite possibly the overall most
                                     usefull spell in the game on average. Make
sure you get it, for everyone! On the ground level go over to the far right
side and enter the house. Open the cabinet to get a 'Speed Elixir.' Proceed
into the house on the far left side of town next, at the upper right corner
there's a treasure chest hidden from view behind the wall containing 'Swift
Water.' Take the door in the centre of town on ground level and descend the
stairs. There are four books in this room, read the upper left one, the lower
left one, the upper right one then the lower right one and a secret path will
be revealed. Head downstairs and watch the scene at the bottom when you try
to go into the elevator. After this it's time to head back to Jeremi, speak
to Zalan and he'll give you the 'Star Pearl.' With that in hand return to
Octam and go North. Cross the bridge and make a right at the fork. Follow
this path all the way around until you reach the Shadow Gate.

```

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| Legend of Legaia /-----o
| -----o-----\                               Shadow Gate                               |
|__      (0000G)      \-----o

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o----- Item Checklist -----o  After the scene at the entrance of the gate
|                                     | you need to activate the four panels.
| Healing Flower....._____ | Examine the one on the lower right, the
| Healing Flower....._____ | South key and choose Water. Next check out
| Life Ring....._____ | the lower left statue and select Fire.
| Wonder Elixir....._____ | Examine the upper left statue and choose
| Healing Flower....._____ | Earth, the the upper right and choose Wind.
| Fury Boost....._____ | After it opens up examine the water in the
| Shield Elixir....._____ | middle of the stone flower and throw the
|                                     | Star Pearl in. Make your way down the path
o-----o  until you reach a fork then go left and
                                     follow that path until you reach a chest
containing 'Healing Flower.' Return to the fork and go right this time,
grabbing the other 'Healing Flower' from the chest as you go. When you reach
a fork take the right branch and ascend the stairs to find a 'Life Ring.'

```

Follow the other path to yet another fork, go right here as well and it will lead you to a chest with 'Wonder Elixir' inside. Keep going left until you reach another type of path, at that point go up through the opening where you'll find yet another 'Healing Flower.' Continue left to the moving path, after the third section you'll find a chest on the left containing 'Fury Boost.' After the fifth section you've got a choice of two, take the upper right path and you'll find a 'Shield Elixir' in the treasure box. From here it's a linear path to the underground city hidden beneath Octam.



o----- Item Checklist -----o Make your way left after saving the game and
| | watch the scene that occurs. Speak to the
| Fury Boost.....| little blue haired kid who agrees to take
| Magic Water.....| you to see Hari. Follow the kid to the
| Medicine.....| house but don't go in yet, instead return to
| Healing Flower.....| the middle of town and go left. Inside the
| Door of Wind.....| house on the left side you'll find a 'Fury
| Life Water.....| Boost' in one of the barrels at the upper
| | right corner. Next go to the large house in
o-----o the middle of town and climb up to the third

o-- Arms Shop -----o
| |
| Force Blade.....4200G |
| Hard Beat.....3800G |
| Red Club.....3600G |
| Expert Seal.....2400G |
| Ironman Armor.....5300G |
| Master Boots.....3200G |
| Jeweled Clip.....2500G |
| Scarlet Robe.....4800G |
| Olive Shoes.....3900G |
| Fighter's Band.....2600G |
| Fighting Plate.....4600G |
| Fighting Boots.....4300G |
| |
o-----o

o-- Item Shop -----o
| |
| Earth Jewel.....2000G |
| Deep Sea Jewel.....2000G |
| Burning Jewel.....2000G |
| Tempest Jewel.....2000G |
| Madlight Jewel.....4000G |
| Luminous Jewel.....4000G |
| Ebony Jewel.....4000G |
| Healing Flower.....400G |
| Healing Bloom.....600G |
| Magic Leaf.....1000G |
| Medicine.....300G |
| Phoenix.....1600G |
| Door of Light.....200G |
| Door of Wind.....200G |
| |
o-----o

floor, speak to the mayor then examine the barrels for a 'Magic Water' and open the chest to get 'Medicine.' When you try to go back downstairs a scene occurs. Go back down and find the inn, check the house above the inn for a chest containing 'Healing Flower.' Inside the inn you'll find the usual items and arms shops. Examine the cabinet downstairs to get a 'Door of Wind.' Make your way to the home of Hari and examine the cabinet to get the 'Life Water.' Now head downstairs and speak to the three Haris. After that leave the house and watch the scene here, the guard that runs out of the house and practically jams his spear through that lady's face is quite possibly the funniest thing in any video game ever. Regardless, it's time to head for the Fire Path. Like the mayor said you'll find the entrance at the Northwest corner.

```
| legend of Legaia /-----o
| -----o-----\
| (0000I) \-----o
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```
o----- Item Checklist -----o
```

Wisdom Water....._____			
Healing Bloom....._____			
Magic Leaf....._____			
Healing Bloom....._____			
Gala Mace....._____			
Healing Flower....._____			
Phoenix....._____			
Guardian Chain....._____			
Incense....._____			
Healing Bloom....._____			
Power Water....._____			

o-----o Follow the path around until you reach a fork where you can see a chest on the right side, inside this chest you'll find a 'Wisdom Water.' Go down the left side and make your way to the right. Open the chest to get a 'Healing Bloom' and then head through the door. When you come out the next door go left. On the lower side of this pillar is a somewhat hard-to-see opening leading inside where you'll find a chest containing 'Magic Leaf.' The pillar left of this one has an entrance on the lower side, but you access to the chest is blocked. Instead take the other entrance on the left side to reach the chest containing 'Healing Bloom.' Cross the bridge going down and take the entrance on the right side to find a chest with 'Gala Mace' inside. Back up and to the left the entrance in this pillar is on the right side and contains a 'Healing Flower.' Go up, save your game and head to the lava area. Ride the platform across and get the 'Phoenix' then jump back on the platform. When you see the boss don't go down toward it but rather head up and over to the right. You'll find a 'Door of Light' in the chest. This item is a clue, a clue that the boss is really friggin hard and that you might just want to use this item to go back and buy all the best equipment. It's up to you of course, when you're ready to fight approach the boss to fight.

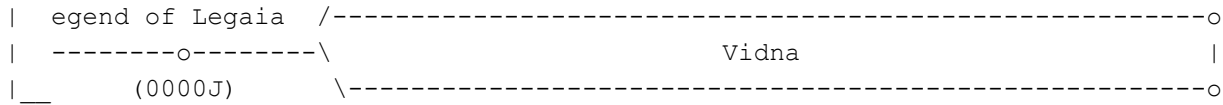
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o-- BOSS "Xain" -----o
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Xain is just brutal and has been known in the past to literally force			
people to just give up on this game. On the other end of the spectrum			
however, kajillions of people have defeated him as well, and you can too			
with the right preparation. First of all there's no substitute for having			
the best equipment you can buy back in Octam. Second of all your party			
should each be at least level fifteen for this fight, it shouldn't really			
require much extra leveling. Fifteen is the minimum, sixteen is strongly			
recommended... my party is level fourteen so we'll see how this goes, I'm			
sure that will suffice as well. As for the boss, he is just brimming with			
powerful attacks. Bloody Horns will deal more than 600 damage to a single			
character, but the damage will be halved if you use Spirit. When not			
using Bloody Horns then Xain is probably using the Bull Charge. Similar			
to Zeto's charge, this is an immediate indicator that you had sure as hell			
better have everyone in your party use Spirit next turn. Bull Charge is			
always followed by the Terio Punch. To be honest I don't even know how			
much this deals at full capacity since I wasn't crazy enough NOT to use			

| Spirit, but considering it does at least 400 damage to everyone in your
 | party when you DO use Spirit, it'll pretty much wipe you out totally
 | if you don't. For dealing damage Noa will still be the star of the show
 | here, she should still be using that combo I said to use for the Zeto and
 | Berserker battles, by now it should be doing almost 1000 damage each use.
 | (The combo is a Swan Driver followed by a Rushing Gale.) For Vahn he
 | should now be using the Fire Blow Hyper Art which really doesn't have
 | anything to combo with, same with Gala, he should stick with the Neo
 | Rising. Now here's the idea, at least this is the way I like to play
 | this battle. Keep in mind if you use Spirit with all your characters
 | and THEN Xain uses the Bull Charge that turn, you're just going to have to
 | use Spirit again on the next turn and that whole thing would be a waste.
 | For that reason I find the following strategy works quite well. Vahn
 | should attack each turn with a Fire Blow, forget Spirit and stuff like
 | that and don't worry too much about AP. Noa should use the Rushing Gale
 | each turn without Spirit, which should still deal more than 600 damage.
 | Gala should be on healing duty using Vera and Orb as necessary. Once
 | Xain uses the Bull Charge everyone will need to Spirit on the next turn.
 | After the Terio Punch occurs Noa should use the Swan Driver and Rushing
 | Gale combo, Gala should use the Neo Rising and Vahn should cast Orb since
 | he's faster tha Gala and his Spirit attack is just the same as his normal
 | one anyway with just a couple extra commands on the front, but like I said
 | you can't combo the Fire Blow. Take this idea and repeat it over and
 | over, you'll likely find it's a good offensive tactic that really works.

o-----o

Directly right of where you start out in this area is a chest containing
 'Guardian Chain.' Go left and down the ramp, from there straight down and all
 the way to the right where you'll find 'Incense' inside the chest. Head left
 and up to finda 'Healing Bloom' then keep going up until you see the door,
 but don't go thorough. Instead, head right and climb the stairs, then go
 straight up until your path is blocked. Press X to knock the ice block out of
 your way and continue until you reach a 'Power Water.' At this point you may
 as well use a Door of Light to get back to Octam once again. Head for the
 large house with the mayor on the third floor and speak to him, he'll request
 some Spring Salts from Vidna, so use the elevator and get back there now.



o----- Item Checklist -----o Upon arriving watch the scene and then head
 | | for the lower left house in town and ride
 | Healing Flower....._____ | the elevator down to the basement. If you
 | Shield Elixir....._____ | speak to the guy at the lower left he'll let
 | Spring Salts....._____ | you rest for a fee, use the save point then
 | Slowness Chain....._____ | go back up again. Make your way to the
 | | upper right house in town then go down to
 o-----o the basement. Cross the walkway to the left

and go down the stairs. At the bottom go
 right and up to find a chest with a 'Healing Flower.' From there go down,
 left and down where you'll find a 'Shield Elixir.' Now head all the way left
 to get the 'Spring Salts' you've been looking for. Bring them back to Octam
 and give them to the mayor in exchange for the 'Slowness Chain.' He also
 tells you of your next destination. Before leaving make sure to upgrade all
 your equipment to the max and stay at the inn, there's another scene with Noa
 during the night. What you need to do now is leave Octam and head North
 across the bridge, when you reach the fork this time head West to Ratayu.

```

| Legend of Legaia /-----o
| -----o-----\                Ratayu                |
|___ (0000K)      \-----o

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```

o----- Item Checklist -----o
|                                     |
| Magic Leaf....._____ |
| Ivory Book....._____ |
| Door of Wind....._____ |
| Healing Bloom....._____ |
| Healing Flower....._____ |
| Swift Water....._____ |
| Speed Elxiir....._____ |
| Fury Boost....._____ |
| Healing Berry....._____ |
| Letona Key....._____ |
|                                     |
o-----o

```

Run up and jump over the gap to get inside the town. It's totally covered by Mist of course but there are still a couple of things you can do. Start by going left and into the arms shop, you'll find a chest containing 'Magic Leaf.' Next head right and enter the inn, read the letter on the table. Check the three houses in the middle row of town to find chests containing 'Ivory Book,' 'Door of Wind' and 'Healing Bloom.' After that head to the top centre of town and go up into the castle. Inside the castle climb the stairs on the left to the upperfloor. Ignore the first door on the left you pass but take the second one to find a chest containing 'Healing Flower.' On the opposite side through the lowest right hand door is a 'Swift Water.' Head straight up still on the second floor and go through the door at the top. There are three chests in this room containing 'Speed Elixir,' 'Fury Boost,' and 'Healing Berry.' Speak to Saryu to get the 'Letona Key' then return all the way back to the bottom of the town. Head to the lower right and use the key to reach Mt. Letona.

```

| Legend of Legaia /-----o
| -----o-----\                Mt. Letona                |
|___ (0000L)      \-----o

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```

o----- Item Checklist -----o
|                                     |
| Magic Leaf....._____ |
| Wisdom Ring....._____ |
| Guardian Water....._____ |
| Power Ring....._____ |
| Incense....._____ |
| Healing Bloom....._____ |
| Wisdom Water....._____ |
| Healing Fruit....._____ |
| Magic Fruit....._____ |
|                                     |
o-----o

```

Start making your way up and use the save point. Keep going up until you reach a fork, at which point take the left branch and get the 'Magic Leaf' and 'Wisdom Ring.' Head up from here, straight up even when the path curves and go into the cave. At the end of this you'll find a 'Guardian Water.' Return back outside the cave again and go right. Take the downward branch at the fork and get the 'Power Ring.' Enter the cave on the right, go up at the fork then left at the next fork. Open the two chests outside to get 'Incense' and 'Healing Bloom.'

Return to the cave and take the upper right path which leads you outside and to a chest containing 'Wisdom Water.' Enter the next cave, go right at the fork and open the chest for a 'Healing Fruit.' Around the corner is a save point you should definitely use before going any further. Approach the tree then try to leave to continue the scene.

```

o-- BOSS "Songi" -----o
|                                     |
| Songi has a number of extremely dangerous attacks. It starts with the |
| Hyper Attack which is just a series of powerful physical but blockable |
| hits. Beyond this he also has a large beam attack called Hyper Lightning |
| which blasts a huge beam of energy at a single party member dealing over |
| 800 damage if they haven't used Spirit that turn. Beyond that is the |
| Hyper Crush attack, this one hits every member of your party and is |
| Songi's one big powerful attack. It deals around 700 damage to everyone |
| in your party at full potential. The worst part about this attack is |
| that it isn't always easy to predict. There's almost no way to tell |
|                                     |

```

| when Songi will use this attack so basically in order to stay alive you
 | should have at least one person using Spirit every turn so that no matter
 | what it will never wipe you out. Obviously if given a choice, the person
 | with less than 700 HP should be the one using Spirit. Really the only
 | good thning about the Hyper Crush is that while unpredictable, it is
 | far more rare than attacks like the Stone Circle or Terio Punch which
 | happened practically every other turn. When it comes to attacking Songi,
 | it's little surprise that Noa should still be using the same combo she
 | has been using since Zeto. Vahn needs to take advantage of the power of
 | his Fire Blow, if your level is high enough you should be able to do a
 | Tornado Flame followed by a Fire Blow after Spirit, it takes a lot of
 | AP but it's worth it. Gala really doesn't need any attacks, he should
 | pretty much be on healing duty for the entire battle. Since virtually
 | all of Songi's attacks need to be healed immediately, using Orb will
 | drain his MP far too quickly, a high level Vera can be just as effective
 | as Orb in those single attack cases. Also as one final note I would like
 | to point out that Songi in fact has a hell of a lot of HP. So much so
 | that at times it seems like he's just never going to go down, but he will.
 | Lastly, the Hyper Crush is so rare that he only used it ONCE in the entire
 | battle for me, on the third turn, you make sure to Spirit up before the
 | third turn and after that, perhaps you really don't have to worry much.

o-----o

Before awakening the Genesis Tree check the lower left corner to find a chest with a 'Magic Fruit' inside. Now examine the tree and use your powers to bring it back to life. Once that is taken care of use a Door of Light to return back to the outside of Ratayu. Save your game and then go back in.

```
| Legend of Legaia /-----o
| -----o-----\
|__ (0000L) \-----o
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```
o----- Item Checklist -----o
|                               |
| West Ratayu Key.....| Ratayu is once again alive with activity and
|                               | best of all, the shops are open once again!
|                               | After going ahead to do all the shopping you
o-----o need, your primary destination is going to
```

be the inn. There you will find a girl dressed all in purple. Speak with her to trigger a scene. When you find yourself in the castle as Noa, try to run away to run into Saryu, then the scene changes over to Vahn and Gala. Head straight up through the castle until you encounter a couple of elemental enemies. Now there's one thing you should really note. Kemaro is one of the absolute best magic spells in the game, the difference between having Kemaro and not having Kemaro for the next few dungeons is quite pronounced. If neither of your characters learn it from either of these enemies, I'd go so far as to recommend maybe resetting and trying again, it's that good. Just keep following the path and sue enough, before long you'll encounter the evil leader fo Ratayu, Van Saryu.

```
o-- Arms Shop -----o
|
| Force Blade.....4200G
| Hard Beat.....3800G
| Survival Axe.....10,800G
| Expert Seal.....240G
| Ironman Armor.....530G
| Expert Boots.....880G
| Jeweled Clip.....250G
```

Tempest Robe.....	13,400G
Olive Shoes.....	1900G
Fighter's Band.....	2600G
Valor Plate.....	13,800G
Fighting Boots.....	4300G

o-- Item Shop -----o

Life Ring.....	9500G
Power Ring.....	8000G
Guardian Ring.....	8000G
Mettle Ring.....	12,000G
Chicken Safe.....	10,000G
Chicken Guard.....	10,000G
Slowness Chain.....	1000G
Healing Flower.....	400G
Healing Bloom.....	600G
Magic Leaf.....	1000G
Phoenix.....	1600G
Door of Light.....	200G
Door of Wind.....	200G

o-- BOSS "Van Saryu" -----o

| I would recommend starting this battle having two of your characters
| use Spirit and the third cast your new Kemaro spell, if you didn't learn
| it then that's too bad, if you did then that's 1800 damage right off the
| bat. Gala and Vahn will probably have enough MP to cast it twice, Noa
| can't have learned it anyway since she wasn't in your party so be sure
| to cast it twice here and hey, if you have MP restoring items maybe
| you'll want to cast it even more. Van Saryu usually uses his first turn
| to pound the face of one of your party members with his powerful physical
| attack. Heal up if need be on the next turn. Besides this physical
| attack, which while face poundingly brutal, doesn't exactly deal a huge
| amount of damage, maybe 400 at the worst. The great thing is he uses it
| far more than any other attack, although he only has one other attack.
| The Earthquake spell deals 7000 damage to all your party members, he uses
| it randomly and it's totally unpredictable, that's what's so dangerous
| about it. You have to have people using Spirit each turn and be ready
| with Orb at all times. By this point Vahn should finally be capable of
| dealing more damage than Noa with a back to back combo of Tornado Flame
| and fire blow. Noa should be up to eight hits by now, use the exact same
| combo I described for previous fights, but add an extra up button attack
| to the start, it'll give her an extra arts to use. After he's taken
| enough damage Van Saryu will use the Jugger Power ability which increases
| all his stats. The bad part about this is that his attack goes up
| exponentially, the physical hit that dealt 400 damage before will now
| deal 800-900 damage to a single character and seriously risk knocking him
| out. The increase in damage from the Earthquake isn't too bad, at least
| not when compared to the physical. The good news is he only uses this
| when he has a mere few thousand hit points left so go on the offensive
| but always be ready to cast Orb just in case the Earthquake comes out.

After the boss has been defeated you get the 'West Ratayu Key.' Heal up your

party by staying at the inn, doing so will also trigger another scene with Noa in her dreams. Take the West exit out of Ratayu and head for Dohati's Castle.

```
| Legend of Legaia /-----o  
| -----o-----\  
| (0000M) \-----o
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```
o----- Item Checklist -----o Start by going left and then down the thin  
| | path to find a 'Wonder Elixir' in the chest  
| Wonder Elixir....._| at the end. Return to the main path and  
| Healing Flower....._| head up, you'll find a 'Healing Flower' in  
| Power Elixir....._| the room. Return to the entrance and go  
| Healing Bloom....._| right this time, enter the first room you  
| Phoenix....._| pass to find a chest containing 'Power  
| Healing Fruit....._| Elixir.' On the right side ride the  
| Life Water....._| elevator up to the second floor. When you  
| War Soul....._| pass a kind of weird design in the floor  
| Fury Boost....._| make a right and go into the room to find a  
| Healing Berry....._| chest containing 'Healing Bloom.' Continue  
| Magic Fruit....._| down past the escalator (it just takes you  
| Power Water....._| back to the first floor) and head down at  
| Shield Elixir....._| the fork. In this room there is a chest  
| | with a 'Phoenix' in it. Follow the path  
o-----o further as it leads outside and across a  
kind of sky bridge. On the other side go up  
at the first chance you get and open the chest in the room containing 'Healing  
Fruit.' Ignore the escalators when you come to them, instead head left and  
open the chest there to get 'Life Water.' Ride the escalator up then go  
right, and down at the fork to find a 'War Soul' which you should definitely  
equip on one of your characters. Cross the sky bridge on the right then when  
you reach another design thing in the floor head up through the door and get  
the 'Fury Boost' out of the chest there. Take the upper door at the next fork  
as well where you'll find a 'Healing Berry.' Follow the path to the escalator  
and head up when you reach the top, there you'll find a chest with a 'Magic  
Fruit' in it. Across the third bridge there's a save point which you should  
definitely use. Head up from the save point and make a left at the fork, open  
the chest at the back of this room to get a 'Power Water.' Check the same  
spot down the right branch as well for a 'Shield Elixir.'
```

```
o-- BOSS "Dohati" -----o  
| |  
| I find that fighting Dohati is an exercise in patience, almost anyone can |  
| do it as long as their willing to keep track of the timing on turns, heal |  
| your party when you might rather attack and keep in your head at all times |  
| the general turn order so you don't accidentally tell someone to heal when |  
| the boss is going to get a turn before they do. Start the battle off by |  
| using Spirit with everyone in your party. Dohati always begins the battle |  
| with his most powerful attack, Chaos Breath. Chaos breath does about 900 |  
| damage to everyone in your party and inflicts the Venom/Toxic status on |  
| them. Fortunately with Spirit the attack only deals about 300 damage to |  
| everyone at most. After this has occurred have either Vahn or Noa (Gala |  
| is too slow) cast Orb which should not only heal your party back to full |  
| health again but if it's at least level three it should heal your status |  
| as well. From here Dohati will actually shrink in size immensely. There |  
| will be approximately four turns in a row of him just using his normal |  
| physical attack which deals anywhere between 500 and 900 damage without |  
| Spirit to a single member of your party. The worst thing you can do is |  
| underestimate this attack. All it takes is a party member slightly |  
| weakened and with some bad luck they'll take the full force of this and |  
| end up being killed. Not so good. you need to heal every single turn |
```


| even though you're only being hit with a physical attack. Equipped with
 | the War Soul Vahn should be Spiriting and using Tornado Flame and Fire
 | Blow back to back every turn for more than 1000 damage, Noa should be
 | using the same combo as always and if Gala learned Kemaro then you're
 | really set for this battle. Keep track of Dohati's size, along with the
 | approxmate four turns in between to predict when he's going to use
 | the Chaos Breath next and be ready to Spirit with all your characters.

o-----o

With the Mist gone from the Sebuscus Islands it's time to head back and visit
 Octam which is finally free from that horrible Mist.

```
| Legend of Legaia /-----o
| -----o-----\
|__ (0000N) \-----o
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```
o----- Item Checklist -----o Basically all you really have to do in Octam
|                                     | is climb to the top and get permission to
| 3000 G....._| ride the tram across to the next continent.
|                                     | When you arrive at the other side, head down
o-----o the stairs and look on your left to find
          something called the "Honest Person's
```

```
o-- Arms Shop -----o
|
| Bloody Claw.....9500G |
| Survival Axe.....10,800G |
| Master Armor.....15,400G |
| Scarlet Robe.....4800G |
| Fighter's Band.....2600G |
| Valor Plate.....13,800G |
|
o-----o
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```
o-- Item Shop -----o
|
| Earth Jewel.....2000G |
| Deep Sea Jewel.....2000G |
| Burning Jewel.....2000G |
| Tempest Jewel.....2000G |
| Madlight Jewel.....4000G |
| Luminous Jewel.....4000G |
| Ebony Jewel.....4000G |
| Healing Flower.....400G |
| Healing Bloom.....600G |
| Magic Leaf.....1000G |
| Medicine.....300G |
| Phoenix.....1600G |
| Door of Light.....200G |
| Door of Wind.....200G |
|
o-----o
```

Store." There is a bunch of items here you can take if you wish and if you're
 feeling honest, you can leave 3000G behind as compensation. The decision is
 made easier by the following, simply examine the tree on the right to find
 '3000G' at the trunk. Now leave this money behind and come back later in the
 game to get a reward. Exit from this area and when you're on the world map,
 start making your way North. Eventually this will lead you to the Sol Tower.

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| Legend of Legaia /-----o
| -----o-----\                Sol Tower                |
|__ (00000)      \-----o

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o----- Item Checklist -----o  Go inside the tower and begin heading right.
|                                |  Keep climbing up and up until you reach the
| Healing Fruit.....|_      |  fourth floor where there is no Mist.  You'll
| Magic Fruit.....|_      |  probably need to use the inn at this point
| Miracle Water.....|_      |  so head inside and stay the night to heal
| Power Elixir.....|_      |  your party.  Next head up to the Jazz Club
| Genesis Seedling.....|_     |  and watch the scene, ignore the Muscle Dome
| Magic Water.....|_      |  for now, it will be important when you reach
| Guardian Water.....|_     |  the end of the game.  Next we have the Sol
| Life Water.....|_      |  Fever Disco and Sol Broadway, both of which
| Power Water.....|_      |  are pretty pointless right now.  You should
| Healing Berry.....|_     |  keep heading up until you reach the Bakery,
| Wisdom Water.....|_     |  Arms Shop and Warehouse.  Good luck trying
| Swift Water.....|_     |  to afford all this stuff.  Tell the kid in
| Phoenix.....|_      |  the warehouse you're not a poor kid and
| Wonder Elixir.....|_     |  he'll let you go in and buy stuff.  The girl
| Speed Elixir.....|_     |  sells Healing Fruits and Magic Fruits for
| Mary's Diary.....|_     |  10,000G and 8500G respectively while the
| Wonder Amulet.....|_     |  little boy is selling the Life Grail for the
| Golden Book.....|_     |  low low price of 40,000G.  He starts a lot
| Astral Sword.....|_     |  higher, but ask him to lower the price two
|                                |  times to reach 40,000.  The Life Grail when
o-----o  equipped, restores 200HP per turn to whoever
              is wearing it, well worth the price.

```

Continue to the next floor and enter the community hall to find a chest containing 'Healing Fruit.' Check out Sol Dayschool as well for a 'Magic Fruit.' At the very top of the tower, use the save point and then check the very top corner for a chest containing 'Miracle Water.' You'll find a 'Power Elixir' in the chest at the lower left. Enter the structure at the top and speak with Old Deez to get the 'Genesis Seedling.' When you try to leave you may run into a problem. The old man is there and he's none too happy.

```

o-- Arms Shop -----o
|                                |
| Beast Buster.....|_      | 14,500G |
| Bloody Claw.....|_      | 9500G  |
| Survival Axe.....|_      | 10,800G|
| Master Armor.....|_     | 15,400G|
| Hero Boots.....|_      | 15,500G|
| Royal Crown.....|_     | 9400G  |
| Tempest Robe.....|_     | 13,400G|
|                                |
o-----o

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```

o-- Item Shop -----o
|                                |
| Life Ring.....|_      | 9500G  |
| Power Ring.....|_     | 8000G  |
| Stone Amulet.....|_     | 15,000G|
| Nature Amulet.....|_     | 8000G  |
| Healing Flower.....|_     | 400G   |
| Magic Leaf.....|_     | 1000G  |
| Door of Wind.....|_     | 200G   |
|                                |
o-----o

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o-- Soru's Bakery -----o
|
| Soru Bread.....6000G |
| Soru Bread.....6000G |
| Soru Bread.....6000G |
| Soru Bread.....6000G |
| Soru Bread.....6000G |
| Soru Bread.....6000G |
| Soru Bread.....6000G |
|
|-----o

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o-- BOSS "Gaza" -----o
|
| You might have heard me say this before, but I'll say it again, this is |
| hardest boss fight you've had to face in the game so far. Gaza's attacks |
| are just plain brutal, and that's the thing, he only has two of them. |
| Now and then he'll hit you with a moderately powerful physical attack but |
| just about any other time he'll hit you with the Astral Blade which deals |
| 1200 damage to someone who hasn't used spirit, and 600-700 damage to |
| someone who has. Since you can't be using Spirit every single turn don't |
| even attempt this battle until everyone in your party has a minimum of |
| 1200 HP. I defeated him reasonably at level 25 but I'm sure you could |
| manage at level 23-24 if you were prepared well enough. The most |
| important factor in winning this battle is having everyone know the Spoon |
| Seru magic. Spoon is the best healing spell in the game, you'll find it's |
| quite common on the lower floors of this tower. Get it for everyone, |
| especially Gala. Here's what I did to defeat the boss. To do this |
| effectively you'll probably need at least one MP (good) MP healing item. |
| On the first turn Spirit with everyone except Gala, have him use Orb. |
| Gaza will most likely attack either Vahn or Noa, and Orb will heal them. |
| If he attacks Gala Orb will not fully restore his HP and next turn you'll |
| need to have either Vahn or Noa use Spoon to make sure he gets back to |
| full health. On the next turn have both Vahn and Noa attack with their |
| msot powerful arts while Gala uses SPOON this time. Since no one Spirited |
| someone is likely going to be hit for 1200 damage, Spoon will heal that |
| right up. Vahn should simply use two Fire Blows in a row while Noa uses |
| whatever works for you, I like comboing the Rushing Gale myself. Continue |
| with this pattern all thorough the battle, compensating in case Gala gets |
| hit on a turn when everyone else uses Spirit. His MP will drain fast so |
| if the boss still isn't dead by the time it runs out, you'll have to give |
| Vahn or Noa one turn to use a healing item on Gala to restore his MP. |
|
|-----o

```

With this boss taken care of you have a new challenge ahead of you. To accomplish this next part you will need eight Soru Bread items. You will note they are being sold in the bakery for 6000G each which can get very expensive. There's a better way to do it. Now that Gaza is defeated you should be around level 24 or 25. Personally what I would do is go downstairs, sell whatever you can and level up in the lower parts until you acquire 50,000G. It shouldn't take more than an hour and it will be well worth it. You can take this money and blow it all on Soru Bread if you want, or you can do it a much better way (my way.) Take 10,000G of that money and spend it on 100 Coins in the Muscle Dome. Now spend the other 40,000G on the awesome Life Grail accessory in the warehouse. Equip the Life Grail, War Soul and maybe a Power Ring on Vahn and then spend those 100 Coins in the Muscle Dome to enter the tournament. Choose the beginner match, you only have to win eight rounds, everything is easy until the final round which is you against Xain. With

those three accessories I defeated Xain fairly easily at level 23 BEFORE fighting Gaza, so you should be able to do it at this point no problem. All you have to do is keep in mind that you should Spirit every time after he uses Bull Charge, and attack the turn after. Keep this up and your health should balance out, if he uses other attacks too often, simply conter with Spoon and you'll be fine. The reward for winning the beginner tournament is 818 Coins. Go to the exchange desk and you'll see Soru Bread exchanges from 100 Coins, use your 800 Coins to buy eight Soru Bread. What's the difference between buying them all at once and doing it this way? You now have the Life Grail, one of the best accessories in the game, pretty much for free.

```

o-- Muscle Dome -----o
|
| Evil God Icon.....10,000 Coins |
| Lost Grail.....8000 Coins |
| Life Armband.....5000 Coins |
| Deluxe Rod.....2500 Coins |
| Vitality Ring.....1000 Coins |
| Magic Ring.....500 Coins |
| Healing Berry.....250 Coins |
| Incense.....200 Coins |
| Fury Boots.....150 Coins |
| Soru Bread.....100 Coins |
| Gold Card.....50 Coins |
|
o-----o

```

Return to the inn and heal up then start down the stairs. Go past the elevator on the third floor and head through the orange door. On the right side of this room you'll find a chest containing 'Magic Water.' Examine the chest after getting the water and feed it the Soru Bread. Go down the stairs in the house and open the chest at the bottom to get 'Guardian Water.' Feed this chest some Soru Bread as well. Down the next set of stairs is a chest with a 'Life Water,' give the chest some Soru Bread afterward. Leave this place and go right. Past the main exit and past the elevator, go into the door after that. On the right side of this area is a chest with a 'Power Water' inside. Feed this chest a Soru Bread. Go downstairs and get the 'Healing Berry' from the chest, replace it with some Soru Bread. Up two floors behind the counter is another chest that has 'Wisdom Water' in it. Feed the Soru Bread to this chest as well. Leave the room and go left, enter the arms shop door beside you. Open this chest to get 'Swift Water' then put the Soru Bread inside. You'll find the final chest upstairs beside a real chest. The real chest contains 'Phoenix' while the other one has a 'Wonder Elixir.' Feed it the Soru Bread, that's the last of it now. Leave this building and go as far as you can possibly go to the left. When you find a statue blocking your path backtrack one door and go inside the large double doors. Use the controls in this room to move that statue out of the way.

Leave the room and go left, enter the room at the bottom. Open the chest above you to get 'Speed Elixir' then follow the path down and to the right. You'll find a lot of bookshelves here, keep examining the lower right hand side of the middle bookshelf until you get 'Mary's Diary.' Continue left into the next room. Head straight up from here through the door, now in this next room with all the boxes there is a hard-to-see chest at the upper left corner, inside you will find a 'Wonder Amulet.' In the next room you'll find a chest on your right containing 'Golden Book.' Head up from here and use the save point to save your game. When you're ready to proceed head down the stairs on your right. Push the lever in front of you when you get down the stairs. Head down the path and flip the purple switch to stop the electricity. Go down the ramp and then up, you'll find a blue switch here. Flip it and go

down through the now open gate. From the large structure in the centre go left and up, flip the dark blue switch and then go down to find the yellow and red switches. Flip them both and then from the structure in the centre go left up both ramps and then up. Flip the white and red switches then go down to find the other large lever that will totally open up the central area. I would recommend at this point you return to the save point just so you don't have to do all that crap again if you die at the boss. The stuff in the middle stays down, don't worry. After saving you game head for the centre.

o-- BOSS "Gaza" -----o

|
| A second boss fight against Gaza awaits you at the bottom of the Sol
| Tower, and he's not going to hold back this time. He's been fitted with a
| new suit of armour, and along with it, some new attacks. One attack he
| seems quite fond of using is the Astral wave. WITHOUT using Spirit it
| seems this attack can't really deal more than 800-900 damage, it's weaker
| than his Astral Slash was. Don't try and think "why" just enjoy the fact
| that it is. At least for the beginning of the battle I would use the same
| strategy as the one you (should have) used against the first Gaza. Have
| Noa and Vahn alternate between Spirit and combos while Gala alternates
| between Orb and Spoon each turn. If you have the Kemaro spell maybe you
| might want to incorporate that in there somewhere. Unlike the original
| Gaza, this one has a group attack that does approximately 1000 damage to
| everyone. There's only one thing to do after something like this, SPOON!
| The Tick would be proud. Cast Spoon to make up for all the damage from
| that damn Neo Star Slash, if Gala's using it practically every turn then
| you'll most likely recover from it anyway. Gaza is a difficult enemy but
| to be honest, I think he was more difficult before he got that Sim Seru.
| As long as you keep your party's HP in the thousands, you'll beat him
|

o-----o

When the old man is defeated, there is a scene and then Vahn receives the 'Astral Sword.' The Astral Sword is a super powerful weapon for Vahn however the arms commands grows large so in the end, the sword turns out to be not particularly useful. All sorts of new shops are open now so you'll definitely want to check them all out. After that head for the inn just to the right of the main entrance. Speak to the large man in the basement to get the research station password. After this it's finally time to leave the Sol Tower.

o-- Arms Shop -----o

|
| Holy Claw.....17,000G |
| Battle Axe.....15,600G |
| Hero Seal.....12,500G |
| Expert Armor.....22,200G |
| Steel Boots.....18,000G |
| War God Plate.....28,000G |
|

o-----o

o-- Item Shop -----o

|
| Guardian Ring.....8000G |
| Speed Ring.....8000G |
| Wisdom Ring.....8000G |
| Healing Berry.....3000G |
| Healing Bloom.....600G |
| Phoenix.....1600G |
| Door of Light.....200G |

```

|
|-----|
Once on the world map return to the station where you first arrived on this
continent and then go Northeast from there to reach the town of Buma. Enter
Buma and watch the scene. Afterward leave and begin heading West on the world
map. Eventually you'll come to a large tower, this is the research station.

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| Legend of Legaia /-----|
| -----o-----\                Usha Research Center          |
|__ (0000P)      \-----|

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o----- Item Checklist -----o Examine the pipe at the bottom of the tower
|                                     | and input the password X, X, triangle,
| Healing Berry.....| circle, square. If you aren't given the
| Magic Fruit.....| option to put the password in then it means
|                                     | you casually ignored the part where I told
o-----o-----o you to talk to the guy in Sol. Ride the
                                     | elevator up then check the upper right
corner for a chest containing 'Healing Berry.' At the counter on your left is
a free HP & MP refill as well as an item shop. Climb to the top floor and get
the 'Magic Fruit' then speak with Dr. Usha. After talking to him go back to
the first floor and speak with his wife, you'll have to answer a few
questions. The answers are Uru Mais, Dream dreams, The Fire Droplet, Usha
Research Center. For answering correctly you get the 'Ruins Key.' Now it's
time to leave the research station. Uru Mais is located to the West of here.

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o-- Item Shop -----o
|
| Ivory Book.....5000G |
| Bronze Book.....8000G |
| Bad Luck Bell.....13,000G |
| Healing Berry.....3000G |
| Magic Fruit.....5000G |
| Medicine.....300G |
| Phoenix.....1600G |
|
|-----o-----|

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| Legend of Legaia /-----|
| -----o-----\                Uru Mais                      |
|__ (0000Q)      \-----|

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o----- Item Checklist -----o Open the chest in the house to get a
|                                     | 'Healing Berry' then read the book on the
| Healing Berry.....| table. After the scene at Uru Mais go down
| Fire Droplet.....| the stairs and to the right, enter the
| Magic Grail.....| triangular door on the right. You'll pass
| Honey.....| through a long hallway and then it will be
| TimeSpace Bomb.....| time for Vahn to dream. During the
| TimeSpace Bomb.....| flashback speak to everyone in your house
| TimeSpace Bomb.....| and then go outside. The rest is just for
| TimeSpace Bomb.....| you to watch. After this take the left hall
| Healing Berry.....| for Noa's dream and then take the hall at
| Healing Berry.....| the very top for Gala's dream. When all the
| Healing Berry.....| dreams are done speak to the Tieg imagine in
| Healing Berry.....| the middle to get the 'Fire Droplet.' After
| Healing Berry.....| you get it and watch the scene go around to
| Healing Fruit.....| the far right side of the wreckage. You'll
| Healing Fruit.....| find a large crack on the right side that

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| Healing Fruit....._____ | extends into the centre of what used to be
| Healing Fruit....._____ | the main platform. Get as close to the
| Healing Fruit....._____ | middle as you can in this crack and press X
| Magic Fruit....._____ | to get the 'Magic Grail.' Now it's time to
| Magic Fruit....._____ | leave Uru Mais. At this point, since I
| Magic Fruit....._____ | haven't mentioned it before now, I might as
| Magic Fruit....._____ | well now. There are two things, first of
| Magic Fruit....._____ | all if you're looking for a good time to
|                               | level up, now would be a good time. The
o-----o Fire Droplet can be equipped as one of the
                best accessories in the game, your AP can
never go below 100. It'll really make battles easier at least for now. The
other thing is an optional boss fight, which you could have done before, I
just forgot to mention it. At this point it'll be super easy anyway, so no
matter. Use a Door fo Wind to return to Rim Elm. In the lower left corner of
town, not quite as far as the beach, there is a tree. Examine the tree to
trigger the battle. Three normal bees and a queen bee. You're fighting queen
bees on the world map as normal enemeis at this point, so just quickly wipe
the floor with these enemies. For defeating them you get the 'Honey' item, it
works like a Miracle Water, increasing all stats. Whatever you do, don't
speak to Nene. She'll take your Honey for Elm Cake and give you nothing in
return. Anyway, now it's really time to return to the Usha Research Center.
Head up and speak with Dr. Usha, he'll give you the 'TimeSpace Bombs.' When
you go back down it's time for another quiz from his obnoxious wife. The
answers are Nivora Ravine, Entrance to Nivora Ravine, three seconds, To awaken
Buma's Genesis Tree. For getting this right you are rewarded with five
'Healing Berry,' five 'Healing Fruit,' and five 'Magic Fruit.' Leave the
research station and use a Door of Wind to return to Buma. Directly North of
Buma, past the frozen fishing pond, is you destination: the Nivora Ravine.

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| legend of Legaia /-----o
| -----o-----\                               Nivora Ravine |
|__ (0000R)      \-----o

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o----- Item Checklist -----o Head for the entrance and set the TimeSpace
|                               | Bomb into place. Now the entrance is open
| Warrior Icon....._____ | and you can get inside. Follow along the
| Mettle Gem....._____ | path and watch the scene at the end. Jump
| Rainbow Jewel....._____ | down the steps to the bottom and open the
| Fury Boost....._____ | chest to get 'Warrior Icon.' Keep going
| Magic Fruit....._____ | down and use the save point at the bottom.
| Spirit Jewel....._____ | Inside is where you will have to split up
|                               | your party, be sure you're prepared for
o-----o this. As Vahn start by going up into the
                room and getting the 'Mettle Gem.' Descend
the stairs on your left and follow the path until you reach a dead end. At
this point hit square to switch over to Noa. As Noa, go into the room above
you and grab the 'Rainbow Jewel.' Head left and stand on the wierd emblem in
the ground. Switch back to Vahn and have him turn the large object. As Vahn
still, head up into the room above you. There's a chest containing 'Fury
Boost.' Follow this path until you reach another dead end. Switch back to
Noa again. Proceed left and flip the switch on the wall. Run all the way
toward the end as Noa, checking the room you pass along the way for a 'Magic
Fruit.' After this Noa will reach the end. Finally, switch over to Gala.
Head through the door around the corner and get the 'Spirit Jewel.' Leave
this room and continue left. Knock that giant snowball down to help Vahn and
from there just run to the end. Switch over to Vahn and have him run to the
end as well. Beofore the boss fight you'll have a chance to access the menu.

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o-- BOSS "Che Delilas" -----o

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| You may have heard this before... yeah... once again you're facing off
| against the hardest boss(es) you've faced so far. Each of your party
| members must take on one member of the family at a time. If you die on
| any of them it's game over. Fortunately Gala's enemy is pretty much
| the hardest of the bunch (they're all hard) and he comes first so at least
| dying will minimize your backtracking in terms of boss fights. What I
| like to do may sound weird, but I like to give Gala kind of a
| disadvantage. What I mean by that, is I like to equip some of the better
| accessories like the Life Grail on Noa or Vahn or something, not that you
| want Gala to lose, but since he comes first, as long as you can get
| through that fight right away, it means you will have it much easier and
| a much better chance of getting through all three. I recommend the
| following setup for Gala: you can defeat Che Delilas with Gala at level
| 26, the best equipment you can buy at this point (still Sol Tower I
| believe) and the following accessories: Magic Grail, Life Ring and
| Warrior Icon. The Magic Grail is needed because Gala needs to heal
| himself far more frequently than anyone else, with this you can pretty
| much summon Spoon every other turn and never run out of MP. The Life
| Ring is needed because you should have a minimum of 1700 HP coming into
| this battle. If you level up a lot, then substitute it for something
| better if you want. The Warrior Icon is an absolutely amazing accessory
| for this fight. It's random so you can't rely on it, but for the turns
| in which you actually do attack, there's a chance you will interrupt the
| boss' attack with yours, and you won't get hit at all that turn. Gala
| is definitely who you will want this on. Now for the battle itself.
| Assuming your setup is similar to mine, start the battle with the
| following: Orb first turn (Che Delilas moves first, you heal all damage
| he deals and lose no MP because of Magic Grail.) Second turn, Orb again
| same deal. Trust me. Third turn you must use Spirit, every three turns
| like clockwork Che Delilas uses his Megaton Press. You MUST use Spirit
| before this to reduce most of the damage. After this input a combo for
| Gala. With seven slots the best possible combination is as follows:
| Lightning Storm comboed with Electro Thrash, seven is enough to do both
| of them. After this cast Spoon on the next turn. Now if you're healed
| to FULL health after Spoon, then use Spirit and repeat the process after
| Megaton Hammer. If you're not, then you'll have to substitute next turn's
| attack with Spoon. This process is VERY slow but it WILL keep you alive,
| patience is very important. There's also an element of luck, he gets
| three hits per turn at random. One of them does about 300 damage, another
| one does like 90. If he uses three of the 300 damage ones, it's just
| bad luck and you'll have to skip attacking to use Spoon. Good luck.

o-----o
o-- BOSS "Lu Delilas" -----o

| This one shouldn't be as difficult as the fight against Che. I gave
| Noa the Life Grail in this case, along with the Guardian Chain (I think
| that's what it's called, the one that makes it so neither you nor your
| enemy can block attacks) and I forget what the last thing was. When
| the battle begins, just use Vera or Spirit or something each turn, you
| won't be getting into the real strategy until turn three. On the third
| turn you should have full or almost full HP when you use Spirit, just
| like Che Delilas, Lu Delilas will use her ultimate attack every three
| turns and you have to use Spirit to weaken it. After this let loose
| with your most powerful attack. If your Noa is anything like mine, she
| has the full nine slots when she uses Spirit. This will allow her to
| use Miracle Arts, the ultimate attack. To use it you need 100 AP and
| nine slots. The combination for Noa is left, up, right, down, up, left,

| up, down, right. This should be about the most powerful attack you
| can use. Repeat this pattern over and over again and eventually you win.
|

o-----o

o-- BOSS "Gi Delilas" -----o

|
| Gi Dililas I personally find to be the easiest of the three, but perhaps
| it will depend on what you have equipped on Vahn. I had absolutely
| nothing defensive on him at all and it still wasn't too bad, I think the
| most important thing to note for this strategy is that Vahn is ALWAYS
| faster than Gi and will always get the first turn. If you don't this
| may not work. As usual start the battle BS-ing your way through the first
| could of turns then use Spirit on the third turn to survive his special
| attack. After that use either Orb, Spoon, or a Healing Berry to get
| back up to full life. On the next turn use your most powerful attack,
| with eight slots for me it was two back-to-back Fire Blows. Vahn's
| accessories were the Mettle Gem, War Soul and Power Ring so you can
| imagine how strong he was, two Fire Blows did nearly 2000 damage.
| Defeat Gi Dililas and you'll finally have a chance to save your game!
|

o-----o

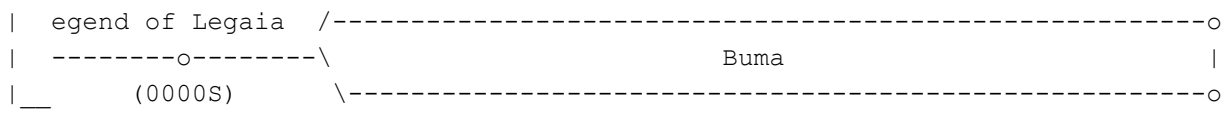
Head over to the right side and save your game before jumping down.

o-- BOSS "Koru" -----o

|
| Technically this boss has "attacks" but they're so weak and crappy
| you probably won't have to heal at all. In fact even if you do need to
| heal you probably shouldn't, you're on a time limit! You have four
| turns to defeat Koru before it explodes and kills you, on the fourth
| turn it will explode and kill you, but anyone in your party who moves
| faster than Koru will still be able to attack during that turn. It
| shows Koru's HP as 100 in the battle screen, it will go down by 10 points
| for every 2000 damage you deal or so, meaning in total Koru has about
| 20,000 hit points. To be honest your success in this battle will depend
| greatly on who has the Kemaro spell. You don't have time to be using
| Spirit over and over so you need to be able to deal massive damage every
| single turn. I only had one person with Kemaro (Vahn) so what I did
| was equip him with the Magic Grail, Spirit Gem (25% less MP cost) and
| Wisdom Ring. With that he can pretty much cast it every turn. For
| Gala I equipped the Mettle Gem, War Soul and Power Ring. Without using
| Spirit he would just use his new Hyper Art Explosive Fist you learn from
| the Thunder Book III you just got from the previous boss battle. Noa
| didn't have much, I had her use Spirit on the first turn then a Miracle
| Arts attack, after that she can do whatever. If she has Kemaro as well,
| then all the better. If you just can't do it... there's always the Point
| Card. Note however if you use the Point Card here... it's a big waste.
|

o-----o

Upon finishing everything at the Nivora Ravine, make your way back to Buma.



o----- Item Checklist -----o Enter Buma and watch the scene, after it's
| | all over Cara gives you the 'Music Score.'
| Music Score..... | Head for the weapon and item shop to upgrade

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| Magic Fruit....._____ | your equipment then go to the inn. You'll
| Healing Fruit....._____ | probably need to rest, and there's also a
| Soren Flute....._____ | chest in here containing 'Magic Fruit.'
| Light Egg....._____ | Afterward head up into Cara's house above
| Light Talisman....._____ | the inn and examine the fireplace to get a
|                               | 'Healing Fruit.' Now leave Buma and use a
o-----o Door of Wind to get to the Sol Tower. Climb
           up to the Jazz Club and go inside, speak to
the man at the piano and have him play Cara's music score. After a scene
return to Buma and head to Cara's house. Another scene occurs here and you
get the 'Soren Flute' and 'Light Egg.' Bring the Light Egg to Jeremi and talk
to Zalan, he's perfectly happy to turn the Light Egg into the Light Talisman.
When equipped, the light Talisman allows you to summon a special Seru. Once
everythign is out of the way your next destination is Mt. Dhini. To get there
leave Buma, take a few steps West and head as far North as you can. From the
top, go West until you come across a mountain cave, this is Mt. Dhini.

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o-- Variety Store -----o
|                               |
| Mettle Armband.....40,000G |
| War Soul.....60,000G |
| Chaos Breaker.....32,000G |
| Battle Robe.....35,000G |
| War God Band.....21,000G |
| War God Boots.....29,000G |
| Chicken Heart.....10,000G |
| Healing Berry.....3000G |
| Healing Fruit.....2400G |
| Magic Fruit.....5000G |
| Medicine.....300G |
| Phoenix.....1600G |
| Door of Light.....200G |
| Door of Wind.....200G |
|                               |
o-----o

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| Legend of Legaia /-----o
| -----o-----\                Mt. Dhini                |
|___ (0000T)      \-----o

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o----- Item Checklist -----o Start up the mountain and save at the save
|                               | point. Examine the sparkly thing to open
| Unholy Icon....._____ | the gate. When you come to a fork head down
| Phoenix....._____ | and open the chest for an 'Unholy Icon.'
| Wonder Amulet....._____ | Follow the path up to the cave, when you
| Healing Berry....._____ | come to the fork in the cave head right and
| Good Luck Bell....._____ | get the chest outside with a 'Phoenix.'
|                               | Return to the fork in the cave and go down,
o-----o at the next fork go left and follow this
           path out of the cave. Jump across the
waterfull and open the chest containing 'Wonder Amulet' as you pass it.
Outside the next section of cave is a 'Healing Berry.' Inside the cave make a
left at the fork to get a 'Good luck Bell' then use the save point outside.

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| Legend of Legaia /-----o
| -----o-----\                Soren Camp                |
|___ (0000U)      \-----o

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o----- Item Checklist -----o First head for the arms shop and see if
|                               | there's anything new you might want to pick

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| Healing Fruit....._____ | up. Be sure to get the 'Healing Fruit' from
| Wodner Elixir....._____ | the chest as well. Go outside and speak to
|                               | the Soren there, buy some Doors of Light and
o-----o Doors of Wind and Medicine (you'll need it)
                               | from the item shop then head over to the

```

```

o-- Arms Shop -----o
|                               |
| Chaos Breaker.....32,000G |
| Heavy Strike.....34,000G |
| Power Club.....36,000G |
| Hero Seal.....12,500G |
| Hero Armor.....40,000G |
| Triumph Boots.....31,000G |
| Pronged Crown.....18,200G |
|                               |
o-----o

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```

o-- Item Shop -----o
|                               |
| Healing Berry.....3000G |
| Healing Fruit.....2400G |
| Magic Fruit.....5000G |
| Medicine.....300G |
| Phoenix.....1600G |
| Door of Light.....200G |
| Door of Wind.....200G |
|                               |
o-----o

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inn. You can rest free here. Above the inn is the elder's house. Go inside and get the 'Wonder Elixir' from the chest then speak to the elder. After talking to the elder go outside and speak with Luctes, you'll find him at the South end of town. Speak to him to be taken to the Floating Castle.

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| Legend of Legaia /-----o
| -----\
| _____\ Floating Castle |
| _____\
| (0000V) \-----o

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o----- Item Checklist -----o
|                               | Inside the castle, make a left at the first
|                               | fork and left again at the second fork.
| Healing Berry....._____ | Enter the room at the end and get the
| Magic Ring....._____ | 'Healing Berry' from the chest. Return to
| Life Water....._____ | the previous fork and go up. Descend the
| Evil God Icon....._____ | stairs and turn right at the fork, you'll
| Soren Secrets....._____ | find a room above you with a chest
| Magic Water....._____ | containing 'Magic Ring.' Leave the room and
|                               | follow the path right and down. You'll be
o-----o outside, run along the walkway and go back
                               | in. Make a right at the fork and go around
the back. Pull the lever to bring up the elevator and ride it down. At the
bottom on thr right side there is a very thin path on your right leading out
to a chest containing 'Life Water.' Back inside once again head left and
enter the room where you'll find an 'Evil God Icon.' Leave the room and
continue down the hall. In the next hall you'll see two boxes on your left
and right. Jump up on the left box and into the tube. Fight the enemy at the
end then pull the lever. Go back and headup to the next hall. In the room
here you'll find another switch that opens up the thing in the centre. Grab
the 'Soren Secrets' out of this tub... thing. The path from here simply leads
to a save point. Heal up and save, then go through the door and prepare to

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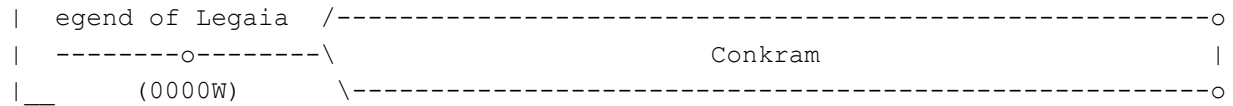
fight a couple more of those enemies. Flip the switches on the wall then head into the throne room. Check the room at the back left and get the 'Magic Water' from the chest. Try the door in the middle then try to leave the room.

o-- BOSS "Zora" -----o

| Zora is a pretty reasonable boss fight, it shouldn't be as difficult |
 | as the battle against the Delilas family if you're properly prepared. On |
 | the first turn have everyone attack normally or use magic or something |
 | like that. Zora will probably use a normal physical attack. On the |
 | second turn she almost always uses her special attack, Darkness Typhoon. |
 | This is an attack that hits your entire party for about 1200 damage, and |
 | can be reduced to about 400 if you use Spirit. I would highly recommend |
 | making Noa the healer for this battle, as opposed to Gala, solely because |
 | you want a healer who can definitetely move before Zora. Equip Noa with |
 | the Wisdom Ring, Magic Grail, and something else. Vahn and Gala should |
 | be equipped with accessories to increase their physical power. There's a |
 | good chance Vahn will have nine slots at this point, if he does then you |
 | can use his Miracle Arts. Vahn's Miracle Art is right, down, left, up, |
 | left, up, right, down, left. For Gala with eight slots I recommend the |
 | following, Explosive Fist comboed with the Neo Rising, it worls with |
 | eight slots. Soon enough Zora will reveal her one other special attack, |
 | it's called Glare and it automatically turns a single character to |
 | Stone with about 100% accuracy. For this reason your party MUST be |
 | equipped with Wonder Amulets. If you've followed the guide you will have |
 | two at this point. If the character not wearing a Wonder Amulet gets |
 | turned to Stone, simply use Medicine to heal them. Before too long |
 | with enough power behind your attacks, Zora will eventually fall. |

o-----o

After the battle get ready to run! The castle is collapsing and you have six minutes to get out of there before it drops. When you get back to the Soren Camp head to the upper right and speak to the Soren there, he'll read from the Soren Secrets and teach you some arts. When you're ready to proceed speak with Luctes and have him fly you to the enormous city of Conkram.



o----- Item Checklist -----o

Spirit Jewel....._____	right of where you start with a 'Spirit
Lost Grail....._____	Jewel' inside. Climb the stairs above you,
Healing Fruit....._____	just the first set, then head left and up to
Wonder Elixir....._____	find a 'Lost Grail' inside the chest. Climb
Seru Flame....._____	up the double curved stairs and head through
Power Water....._____	the large double doors and watch the scene.
Guardian Water....._____	Ascend these stairs as well and continue up
Magic Fruit....._____	at the top until you trigger another scene.
Swift Water....._____	After speaking with the queen check the door
	on the left You'll find a chest containing
	'Healing Fruit' in this room. There's a
o-----o	door at the upper right leading to a
	staircase. Be sure to find the 'Wonder

o-- Arms Shop -----o

Chaos Breaker.....	32,000G
Heavy Strike.....	34,000G

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| Power Club.....36,000G |
| Hero Armor.....40,000G |
| Battle Robe.....35,000G |
| War God Plate.....28,800G |
|
|-----o

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```

o-- Item Shop -----o
|
| Healing Berry.....3000G |
| Healing Fruit.....2400G |
| Magic Fruit.....5000G |
| Medicine.....3000G |
| Phoenix.....1600G |
| Door of Light.....200G |
| Door of Wind.....200G |
|
|-----o

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Elixir.' At the top. Go back down these stairs and the stairs in front of Noa's mother. Speak to the guards at the upper left and you'll be allowed to use the stairs. Head down the stairs and speak to the king at the bottom, he'll give you the 'Seru Flame.' Bring the falme up to the room, on the right side of the queen and go back in time to Conkram past! When you arrive head down, and go down the stairs. Enter the room on the upper left to find a 'Power Water.' Leave the castle and go left, then down, but not down the stairs. You'll find a chest containing 'Guardian Water.' At the bottom of the stairs you'll find a 'Magic Fruit' on the right side. Enter the upper right house of town and get the 'Swift Water' from the chest. There's an arms shop you might want to check out, after that head for the house above the item shop, there you'll find a chest with 'Wisdom Water.' When you're ready to proceed then just sleep at the inn. After the scene in the morning your destination is the caslte basement, the same place you found the king in the future. Save your game and enter the machine leading to the Rogue's Tower.

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| Legend of Legaia /-----o
| -----o-----\
|   (0000X)       \-----o

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o----- Item Checklist -----o
|
| Magic Armband....._____ | The only thing you need to keep in mind
| Phoenix....._____ | primarily is that you should wait until the
| Guardian Chain....._____ | dungeon isn't going all crazy to step on the
| Fury Boost....._____ | warp pads. Step on the first warp pad above
| Nemesis Gem....._____ | you and then the next one (the only option
| Minea's Ring....._____ | you have.) Leave this little room and step
|
| on the other warp pad. You'll have your
| choice of two warp pads here, take the one
| on the left and open the chest to get 'Magic
o-----o Armband.' Go back and take the warp pad on
the right. Now use the only other one
available. There's two in this next area, take the warp pad at the upper
left. Here you'll find a chest containing 'Phoenix.' Go back and take the
warp pad at the lower left. You'll find a large warp pad here, step on it.
There are two warp pads above you, take the upper one of the two. Next take
the lower left warp pad and the one in the small room on the upper left after
that. Take the only one you can here and then for the next one, there is a
warp pad in the room below you. Use it and get the 'Guardian Chain' from the
chest. Head back to the previous area and take the lower right warp pad.
There's a chest here containing 'Fury Boost.' Return to the previous room and
take the upper right pad. This will lead you to a boss. The Berserker Lv2

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souldn't be too difficult, if you want some massive damage let loose Vahn's Miracle Arts. After the boss is defeated step on the warp pad above you to get back to the start and then step on the upper of the two warp pads (the one you just came from). Use the upper right warp pad here then take the one on the left after this, another boss is here, the Caruban Lv2. This thing is absolutely pathetic. Use the warp pad to get back to the beginning then step on the one below you and then the large one to reach the third floor.

You will see two fountains on the left and right, both will fully restore your HP & MP. Step on the warp pad above you and then onto the one on the right. There are two choices here, choose the one on the right. This leads you to a boss, the Berserker Lv3, pretty much the same as Lv2. Return to the previous area and take the upper elft teleport where you have the choice. From here and the next couple of rooms take the only warp pad you can until you have a choice of more than one, at the point take the one in the upper left room and prepare for a boss. Despite being upgraded from the previous one, this boss is still extremely easy. Go back to the previous room and take the upper right warp pad. Save your game and step on the large teleporter thing.

```
o-- BOSS "Rogue" -----o
|
| This boss is extremely easy, at least as far as I can tell. I wans't
| at any kind of special level or anything. Here's the way it works.
| The boss alternates between two attacks, and one isn't even an attack.
| Rogue will waste one turn using Element Change which changes its attack
| element then on the next turn it will let loose a powerful elemental
| attack. All you have to do is attack with all your characters on the
| first turn of battle, then Spirit with everyone next turn to weather
| the hit. It deals nearly 900 damage to everyone WITH Spirit so don't get
| caught not using it... ever. For accessories I had Noa equipped with the
| Rainbow Jewel since it reduces elemental damage and Noa has the least
| amount of HP. What I did was equip Vahn with the Mettle Gem so he could
| used his Miracle Arts and Gala had a very powerful Kemaro spell. Noa was
| the healer so it went one turn of Spirit which the boss attacked, then
| one turn of Vahn's Craze, Spoon and Kemaro. Repeat until dead.
|
|-----o
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When the battle is over you'll get the 'Nemesis Gem' Enter the room on the left and climb the stairs. Speak to the queen to get 'Minea's Ring.' After doing this return to the room on the right of the throne. Use the mirror to get back to the present once again. After arriving in Conkram and speaking with noa's mother your destination is the Absolute Fortress. Return to the world map and head North, it's the only thing you can possibly find.

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| Legend of Legaia /-----o
| -----o-----\                Jette's Fortress
|__ (0000Y) \-----o
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o----- Item Checklist -----o
|
| Life Armband....._____ | right side, soon enough you'll come upon a
| Rainbow Jewel....._____ | path leading up to the right. Open the
| Golden Claw....._____ | chest to get the 'Life Armband' then head
| Unholy Icon....._____ | back down. On the left side, just up a
| Wonder Amulet....._____ | little bit is a save point with a fountain
| Wonder Elixir....._____ | beside it. Drink the water from this
| Warrior Icon....._____ | fountain and your HP & MP will be fully
| Lost Grail....._____ | restored. Keep going up until your reach a
| Mettle Gem....._____ | scene at the Mist pool, at that point head
| right and open the chest containing 'Rainbow
```

| Jewel.' Follow the path left to the second
o-----o level and watch the scene, From here it
leads you thorough a tunnel, past a door to a
room with a 'Golden Claw' inside. The path curves and leads straight up,
ignore all branches and just keep going up and up until you find yourself at a
dead end, beside a chest containing 'Unholy Icon.' Head back a couple of room
and go up the stairs to find a save point. Descend the stairs once again and
go up the ones below you, down (but not the way you came.) It will take you
to the upper area of a room you were in previously, ride the floating platform
across to get a chest with a 'Wonder Amulet' in it. Once again, back to the
save point, and head up. Don't go up the stairs toward the control panel at
first, instead head right and open the chests there to get 'Wonder Elixir.'
Use the controls in the centre and pull the switch on the right. Return to
the floating platform room and ride across to get a 'Great Axe.' Head back
and save your game before going in to pull the switch on the left.

o-- BOSS "Jette" -----o

| It seemed Jette has changed his image over the years. He's definietely |
| not going to be a pushover that's for sure, he's got a few tricks up |
| his sleeve. Even his simple physical attack is quite nasty, it just |
| doesn't seem to end and deals over 1400 damage to a single character. His |
| main attack however is the Shadow Break, an attack that hits your entire |
| party for about 1100 damage without Spirit. The most dangerous part |
| about this attack is that it is very difficult to predict. Jette's |
| special ability is indeed, pretty special. He has the ability to |
| clone himself and create an exact copy. As far as I know there is no |
| way to tell the difference between the two clones so here's what you |
| do. Play defensively, using Spirit and healing your party. When the |
| clone attack you will now it, the clone cannot use Shadow Break and its |
| physical attack deals damage in the single digits. Note the position |
| of the clone on the battlefield, the easiest way to do this is to see |
| who the clone is standing closest to, then aim for the other one, that |
| is the real Jette. As long as he doesn't split again, anyone who targeted |
| the real Jette on a previous turn will still target him by default the |
| next turn. With this strategy you should be able to beat him fine. |
| |

o-----o
With that battle taken care of, go up and pull the left switch again that
Jette moved. Save your game outside the door and head up the stairs below
you, ride the platform across which takes you to a hallway. This leads inside
and outside of the castle on your way up for a few levels, totally linear.
Eventually once you reach a fork, at this point head right. This will lead
you around to a chest containing 'Warrior Icon.' Return to the fork and take
the upper branch around until you reach an elevator. At the bottom head
around behind to find a hidden chest containing 'Lost Grail.' From here it's
a straight path down past another save point and up toward the boss.

o-- BOSS "Cort" -----o

| Cort begins the battle by using something called Mystic Shield, what this |
| does basically is defend automatically against all damage done from normal |
| attacks. It does not however block art skills, so the more of those |
| you can use the better. Of course given that Miracle Arts are nothing |
| but chains of art skills over and over, that's definetly your best bet. |
| For me, Vah's Miracle art was doing over 4500 damage even with that |
| shield in place, his defense against damage is surprisingly low. Cort |
| has more than just a shield of course, the Guily Cross will deal moderate |
| damage to a single member of your party while the much more powerful |

| Mystic Circle will do more than 1000. Cort's most powerful attack is the
| ability to summon Juggernaut to attack the party, without Spirit the
| damage from this attack can approach 2000! Not a pretty sight. You'll
| have to be pretty offensive with the Miracles, have Gala healing every
| turn whether you need it or not, more than likely Cort will use an attack
| that needs to be healed anyway that turn (although in this battle for
| me, Gala was faster than Cort, which is pretty damn rare at this point.
| When Cort's shield is broken you absolutely MUST use Spirit with everyone
| regardless of HP next turn, he will almost certainly use Evil Seru Magic
| (Juggernaut) and if you don't use Spirit, you're dead. You can heal the
| next turn. From now until the end of the battle, he'll use it just
| randomly, so always make sure you party's HP is above 2000.
|
o-----o

A forty second timer appears now, and you've got to escape, but the only exit
is blocked! Simply wait until about fifteen seconds remain and a scene will
occur automatically. After this return to Conkram for another scene, you'll
be taken to Rim Elm. Leave your house and speak with Gala down at the Genesis
Tree. Now if you think you're strong head for the beach, Tetsu is there and
he's willing to fight you one on one. He's ridiculously hard to defeat. If
you somehow manage to do it you'll get a 'Mettle Gem.' Now head for Mei's
house. Finally go to the upper right, inside the elder's house and speak with
Noa. Another scene occurs here, a long one. Coming up you've got a dungeon
which I'm fairly sure you cannot leave once you enter, and has quite possibly
the hardest normal boss in the game, so I recommend two things. First of all,
right here and now, boost your party by two levels, right here in Rim Elm,
that shouldn't take too long at all. Forget numbers in specific, whatever
level you are at this point you've been able to get here, just boost it by
two. Next, foregoing to Usu Mais stop by the Soren Camp and buy items,
specifically Magic Fruits. If you need to level up for awhile because you
can't need the boss, you'll have to have some way to restore MP. Upon
arriving in Uru Mais head up to reach the portal to the Seru Kai.



o----- Item Checklist -----o Make a right at the first fork to find a
| | chest containing 'Life Water.' Return to
| Life Water....._____ | the fork and head left, there's a little
| Triumph Armor....._____ | think path that goes off after a few steps,
| Magic Fruit....._____ | you'll find 'Triumph Armor' inside this
| Healing Berry....._____ | chest. Continue up and turn right, when it
| Magic Water....._____ | kind of opens up a bit, stick to the lower
| | right to find a chest containing 'Magic
o-----o Fruit.' Make your way up and stay along the
upper right, a small path brings you around
to get 'Healing Berry.' Return to the main path and begin left, after going
up this path will fork as well. Take the left branch to get 'Magic Water.'
When you reach the save point, if you're in any way apprehensive about the
upcoming battle (which you should be) then be absolutely sure you save on a
different file here. Heal up your party and then go up to the next screen.

o-- BOSS "Songi" -----o
|
| When it comes to main bosses in this game, it doesn't get much more
| difficult than this. Songi is a beast. Imagine a boss whose physical
| attack is the most dangerous one he has, it may sound pathetic, but when
| that physical attack is capable of dealing over 3600 damage to a single
|

| character, the humour is somewhat lost. It's true however, any character
 | who does not use Spirit and is hit by Songi's attack is almost certain
 | to die unless they can get some lucky blocks in. Songi's other attack,
 | the Chaos Flare or whatever it's called, deals a mere 1500 damage to
 | one character without Spirit, you'll be jumping for joy when he uses that
 | instead. The weird thing is though, the more you damage Songi, it seems
 | the less he is able to combo his attacks together. For example, at the
 | beginning his physical attack will hit you six times, and as the battle
 | goes he'll start hitting you four times, then down to maybe twice, or even
 | once. It doesn't stay like that though, he might get back up there again
 | but know that this super dangerous attack does seem to get weaker as the
 | battle goes on. As always the best tactic is to use Spirit and Miracle
 | Arts. Like I said, this boss is probably MORE difficult than the boss
 | of the game, so if you've been saving your Point Card, use it now! Also
 | you should have the Light Talisman equipped on someone, the Horn spell
 | will be extremely handy, it revives dead party members and heals everyone
 | up to 100% health. Have Gala using Spoon almost every turn while Noa
 | and Vahn cycle between arts and Spirit. Good luck with this one.
 |
 |

o-----o

Following the battle is a long scene and then you'll be back on the mountain.
 First, before you leave, get into a battle and if you haven't already learn
 ALL of Noa's arts skills, there is a chart with all of them at the bottom of
 this guide. With all of Noa's arts learned, examine the Genesis Tree to learn
 the spell "Terra," Noa's ultimate magic spell. The same thing will happen if
 you learn all Vahn's arts and examine the Genesis tree in Sol, as well as
 learning all Gala's moves and examining the tree in East Voz Forest. Use a
 Door of Light to exit the mountain and head for the final dungeon, Rim Elm.

| legend of Legaia /-----o
 | -----o-----\
 | (0000?) \-----o

o----- Item Checklist -----o Enter the Bio Lab and drop down the first
 | Ra-Seru Armor....._____ | few steps. Descend the first three sets of
 | Ra-Seru Robe....._____ | stairs then when you come to a fork take the
 | Ra-Seru Plate....._____ | right branch and get the 'Ra-Seru Armor.'
 | Crimson Book....._____ | Above you is another fork, go left to get
 | Ra-Seru Seal....._____ | the 'Ra-Seru Robe.' From here follow the
 | Ra-Seru Plume....._____ | path as it curves in all directions and
 | Ra-Seru Helmet....._____ | eventually leads to another chest containing
 | Lost Grail....._____ | 'Ra-Seru Plate.' The path remains fairly
 | Ra-Seru Boots....._____ | linear for awhile until you reach some
 | Ra-Seru Shoes....._____ | raging rapids. Choose to jump in, when you
 | Miracle Water....._____ | get around the curve and see the chest, hold
 | Ra-Seru Thongs....._____ | up on the D-pad to jump up. Grab the
 | Mettle Goblet....._____ | 'Crimson Book' and continue into the next
 | Ra-Seru Club....._____ | room. Continue until you come across a
 | Magic Armband....._____ | fork, head down and jump into the rapids to
 | Ra-Seru Fangs....._____ | reach the 'Ra-Seru Seal.' When you get out
 | Ra-Seru Blade....._____ | of the water head right and when you pass
 | | one of those weird bobbly appendages over
 | | the rapids, jump off. At the fork hold left
 o-----o to go left and it will lead you to a chest
 | | with 'Ra-Seru Plume.' Back on the path
 | | again, jump off a second time and this time hold right. Grab the chest
 | | containing 'Ra-Seru Helmet.' On the path yet again, this time ignore the
 | | rapids and head around to the save point. In the next room jump onto the
 | | first hump, then the second and two will pop up. Head up and open the chest

to get 'Lost Grail.' At the next fork make a left and speak to Mei, then open the chest to get 'Ra-Seru Boots.' From here go up then left when you can to find Nene and the 'Ra-Seru Shoes.' Keep going up past the elder, straight up to Val, your father. Speak to him to get the 'Miracle Water.' Return back down a little from Val and go left to finally get out of this room. Make your way along the path until you come across a chest containing 'Ra-Seru Thongs.' Now trust me on this, move against the right wall and start tapping X, while still tapping X begin moving down from that chest examining the right wall as you go. At about the middle of this path you will just receive the 'Mettle Goblet.' The next room is some kind of weird tunnel. There's no forks in the first area but in the second area, make a right at the first one to get 'Ra-Seru Club.' Go back and head left, then left again to find a 'Magic Armband.' Head down and make a right to get 'Ra-Seru Fangs', then another right to get 'Ra-Seru Blade.' From here take the linear path to the final save point in the game. If you think you're ready to take on the boss of the game then jump on those two poofy things on the ground to open the tunnel.

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o-- BOSS "Final Boss" -----o
|
| With all these equipment upgrades you probably won't find this boss as
| difficult as Songi, but he does provide an adequate challenge for a
| boss of the game. This boss takes you back to the days of Zeto and
| Xain, who indicated the coming a super powerful attack with a charge up
| turn. This makes it easy because you can simply use this to know when
| you need to Spirit with everyone. You'll HAVE to Spirit with everyone
| since his Final Crisis does about 3000 damage to everyone if you don't.
| Besides this attack he has a physical attack about as strong as Songi's,
| perhaps a little weaker. Another attack called Doomsday is powerful as
| well, but not nearly as powerful as the Final Crisis. Have Horn ready
| to summon at all times, it sure works a lot better than a Phoenix. Also
| go nuts with the Point Card, Wonder Elixirs, and basically anything in
| your inventory, this is the final boss, who needs all this junk after!
|
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You beat the game. Good job!

Now sit back and enjoy the ending.

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|
|                               Sidequests                               (000Q0) |
O=====O

| legend of Legaia /-----o
| -----o-----\                               Final Magic                               |
|__ (000Q1) \-----o

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Horn - The first one you can get. Cara will automatically give you the Light Egg after the event in Buma and playing the Music Score for Grantes in the Jazz Club in Sol. Bring the Light Egg to Zalan, the jeweler in Jeremi and he will turn it into the Light Talisman which lets you summon Horn.

Palma - Head for the Sol Muscle Dome and fight your way through the tournament enough times to win 100,000 coins. When you talk to the lady and the prize exchange counter she'll sell you the Earth Egg for 100,000 coins.

Mule - Fishing! You have to earn a total of 20,000 points fishing to get the Water Egg. Head for that little fishing area near Buma and start fishing. If you wish to fish well you'll need the Legendary Rod, grab it from the Usha Research station, it's just on the right after riding up the elevator leaning against a bedside table. It only appears near the end of the game.

Jedo - When the final dungeon is available, head for West Voz forest and find the Dark Stone at the Genesis Tree, bring this stone to Zalan.

Meta - After Seru-Kai, and learning all Vahn's possible arts, head for the Sol Tower and examine the Genesis Tree down at the bottom to learn this.

Terra - After Seru-Kai, and learning all Noa's possible arts, head for Mt. Rikuroa and examine the Genesis Tree at the very top.

Ozma - After Seru-Kai, and learning all Gala's possible arts, head for East Voz Forest and examine the Genesis Tree at the very end to learn it.

Juggernaut - Level up all your characters to level 99 which takes a hell of a long time, then speak to Saryu in Ratayu. He'll let you get the talisman.

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| Legend of Legaia /-----o
| -----o-----\                               Lapis                               |
|__ (000Q2)      \-----o
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Lapis is the hardest boss in the game, if you include every boss. Lapis is an optional boss which appears on top of Mt. Dhini at the end of the game when you have access to the final dungeon. Simply climb the mountain to encounter this boss. At the beginning of the battle Lapis will reduce your party's MP to 0/0 meaning you can't even replenish it, you must fight this battle without magic. For that reason don't go up there unless you have a hefty supply of items and all the best equipment, if I were you I would climb down into the final dungeon and get all the Ra-Seru equipment. Be sure to grab the Mettle Goblet from the final dungeon as well it will really help. Your reward for defeating the boss is the Evil Medallion which basically puts your character into a berserk state where they attack using either a whole lot, or very little arts moves in a row. Nothing too great, but no matter.

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| Legend of Legaia /-----o
| -----o-----\                               Leftovers                               |
|__ (000Q3)      \-----o
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Head back to the "Honest Person's Store" if you left the money before and you'll be able to find a Vitality Ring there.

Run away from the first battle of every single difficulty level in the Muscle Dome battle arena to acquire the special Chicken King accessory.

Go back to Dr. Usha's at the end of the game and ride the elevator up, then check the right side, between the two beds to find Legendary Rod.

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O=====O
|                               Plot Summary                               (000H0) |
O=====O
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After creating the heavens and the Earth, god created humans. Humans were weak and impulsive coming close to extinction many times so god gave them a special power called Seru. Seru lived with humans, obeyed their commands and enhanced their powers. When not attached to a human a Seru looks much like a

stone figure. This time of prosperity however came to an end and the Mist appeared throughout the land. It made the Seru begin attacking humans and nearly brought an end to the era of humans. Those that survived escaped to desolate areas, like one small village surrounded by a large wall.

Here we are introduced to Vahn, the blue haired hero of the game. He approaches a small leafless green tree that extends just above his head. The elder appears and mentions this is the Genesis Tree. He tells Vahn that tomorrow he will become a hunter and thus an adult. Vahn leaves the tree and meets up with a green haired girl. She reminds him of the hunting clothes she is making for him. She says she'll wait for him back at his house with his little sister Nene and father, who was crippled awhile ago and can no longer walk without crutches. Meim the green haired girl, takes the measurements she needs for the clothes before leaving. Vahn's father Val tells her to give his regards to her father, Juno. When Vahn leaves it seems the hunters are back, but they're carrying someone on a stretcher. It's Juno, Mei's father. The men apologize to Mei saying the Mist came earlier than usual and he was attacked by Seru monsters. After spending some time with her, Vahn decides to return to his house and rest. Something is happening during the night, loud crashing can be heard. Vahn goes outside to examine it and finds all the other villagers standing around the gate as well. The Elder tells Vahn the wall has protected them for a long time and should continue to do so, but suddenly a voice can be heard. Some kind of magic wizard man teleports through the front gate. He calls the townsfolk pathetic, living in fear of the mist. They thought the wall could protect them... they thought wrong.

The man, or thing, introduces himself as Zeto and he is there to bring the salvation of the Mist to them. Outside the wall an enormous creature shoots a burst of fire and knocks down the wall to let a horde of Mist creatures inside. Vahn quickly runs to the Genesis Tree, there is a girl waiting there who notes that the mist does not get near the tree which is faintly glowing. Vahn softly touches the tree and a red object descends down. The object says to Vahn that it is speaking directly into his mind. It introduces itself as Meta, a Ra-Seru and it has been waiting inside the Genesis Tree for someone like him. It tells Vahn that together they can help bring an end to the Mist. The Mist is slowly killing the Genesis Tree, using the power and life force of the villagers they can revive the tree. Meta tells Vahn to go quickly and assemble everyone at the tree. Once all the villagers surround the tree they pray to be rid of the mist and with that, Meta is able to use its power and revive the Genesis Tree which grows large and begins to drive away all the Mist in Rim Elm. Meta tells Vahn that the power of the Genesis Tree lets the Ra-Seru grow stronger, and while Rim Elm is now safe there are still many places throughout the world which are covered in Mist. Vahn must set out to save those places from the evil Mist. With that Vahn falls into a deep sleep.

The next day all the villagers gather once again, but this time it is to send the bodies of the dead out to sea, including Mei's father Juno. Before he leaves, Vahn and the village Elder gather near the Genesis Tree one final time. The elder tells Vahn it may still be possible to save Mei's mother. Mei's mother Maya used to work at Biron Monastery but ten years ago the Mist came. They lost contact with her and no one knows what became of Biron Monastery. Hopefully Vahn can find out exactly what happened to her. When he tries to leave Mei catches up and gives him the Hunter Clothes she had been making for him. With that Vahn finally ventures outside of Rin Elm.

The first place Vahn reaches is a kind of fountain oasis area. There he meets a man named Lezam Who explains that he serves under King Drake, ruler of Drake kingdom. On his way to Rim Elm to warn them about the Mist he was engulfed by Mist himself and turned into a monster. It was thanks to Vahn and the Genesis Tree that he was able to be free once again. King Drake now needs help as

well, the castle is surrounded by Mist. Vahn agrees to go and help. He arrives at the castle which is of course surrounded by Mist. The people there has wisely locked themselves in prison-like cages to keep them from hurting other people, this includes King Drake. Vahn finds a letter written by the king. It says that anyone who makes it through the Mist must have great powers. They have locked themselves in cages hoping that someone can come to save them. Without being able to do anything for the people of the castle at the moment Vahn leaves through the North exit and heads for a nearby mountain. When he gets there Meta says it senses the power of yet another Ra-Seru.

The scene changes to that of a red haired girl in a dark area. Someone is speaking to her, saying they want to find her. When the scene fades the girl is laying beside a wolf named Terra who begins to speak to her. It seems the girl was dreaming. They go and have Noa practice, Terra says it is to prepare for the time when they will leave the cave they live in to revive the Genesis Tree on top of the mountain. On the way back however there is an Earthquake and the mist appears. Terra says the time to leave and find the tree is now. The two of them make their way up Mt. Rikuroa to the top after defeating a rather nasty rock Golem. They sit down at the top of the mountain and Terra says there is something very important that must be said. Terra says to Noa that wolves do not normally speak, Terra is actually the Seru attached to the wolf. Terra wanted to stay attached to the wolf until Noa was fully grown but the wolf is reaching the end of its life and will die soon. That is the reason they have come to the mountain, with the power of the Genesis Tree Terra can transfer from the wolf to Noa. Then Terra can help her find her real parents. The two of them continue toward the top and find the Genesis Tree. Terra says this is the tree where it heard Noa crying as a baby. Her body was too small to have a Ra-Seru attached so instead Terra chose to attach itself to the wolf. As the two of them approach the tree suddenly Zeto, the evil mage from Rim Elm appears. Zeto says he was the one who destroyed their little cave and then proceeds to send a flying monster at the two of them.

Meanwhile Vahn is at the base of the mountain, Meta says it can hear friends up at the top in need of help. Vahn reaches the top and helps Noa defeat the evil flying lion monster. With that Terra tells them to approach the Genesis Tree. Vahn uses the power of Meta and his own prayers to awaken the Genesis Tree at the top of Mt. Rikuroa. The effect of the tree spreads far and wide all the way to Drake Castle where the inhabitants slowly begin to return to normal humans. Vahn and Noa return to the castle to speak with the King. He apologizes for blocking off the Water Gate which blocks access to Biron Monastery. He gives Vahn the Water Key so that it may be closed and the river crossed. He also thanks the two of them for everything they did. One more thing the king adds before they go, he knows that they have specific quests but he asks that they do everything they can to rid the awful Mist from the world and end the suffering. It's a large job but they can't refuse, it's basically their goal as well. They leave the castle and find that all sorts of new shops have sprung up in the Drake Kingdom now that the Mist is gone. Vahn uses the Water Gate key to block the river so they can get across safely. Mist fills this part of the continent as well it seems that neither of the Genesis Trees have much effect on it. Soon enough after traveling East for quite a ways they finally reach the Biron Monastery they have searched for.

Arriving at Biron Monastery they find some kind of fan device that when turned on, blows the Mist out of the halls and opens up a door. The party is greeted by a guard and brought inside to be introduced to master Zopu. After this Zopu says they will have a party later tonight in their honour. Vahn and Noa head up to the room above where they meet Maya. Maya is so happy to see Vahn, she thought she would never see anyone from Rim Elm again. There are so many questions she wants to ask but she has agreed to help with the party so she needs to go for now. At the feast Vahn and Noa explain everything that has

happened to them, to Mei and to Rim Elm. Maya is very sorry not to have been there when Juno died, she had hoped to see him again someday. Vahn speaks to the Master Teacher of the monastery and to Songi, the other high ranking martial artist. Songi says that while Seru may be against Biron's teachings, they make people more powerful, so he wants to get his hands on one.

Zopu enters the room and asks Vahn and Noa if they would be willing to head for West Voz Forest to revive the Genesis Tree there, of course they agree. Zopu assigns the Master Teacher to assist them as well. Noa asks if he has any other name besides "Master Teacher." He tells them that since they are not of Biron they may call him by his real name, Gala. He doesn't want them to get too attached however, they have to remember that he hates all Seru and their followers. When the group heads through West Voz forest they are saddened to find that the Genesis Tree has died, and even the power of the Ra-Seru cannot save it. Fortunately however the Ra-Seru Egg inside the tree has survived. They take the egg but see something off in the distance, there's something going on at Biron Monastery! They have to get get back!

When they arrive it seems that Biron Monastery has been fully penetrated by the mist. Zopu explains that it was Songi who came along with the Mist monsters wearing a Seru on his arm, Songi has betrayed them all. Gala has already left, most likely gone to East Voz Forest so that he can find Songi. Vahn and Noa go next door to the room with Maya inside, she is there but she has been transformed into a Seru monster. Noa tries to rip the Seru off her arm but Terra says they must leave it, simply rip it off of Maya and she will die. They have to rid Biron of the Mist, that is the only way to save her. Vahn finds a letter on the ground, it is unfinished. It is a letter to Maya's daughter Mei, she is writing to say how she misses and loves her daughter but there is still something that compels her to stay at the Biron Monastery, Gala and Songi, they are like sons to her. She writes "Please forgive..." but that's where the letter ends. Vahn and Noa vow to rid this place of the mist and head to East Voz Forest hoping the tree is still alive.

At the East Voz Forest Gala wants the two of them to know that even if Songi attacks, they should allow Gala to take care of him alone, it is his duty. At the end of the forest the group finds the Genesis Tree and it is still alive. As Vahn goes up to revive it suddenly Songi appears, he is now wearing a Seru. He and Gala fight a bit but the battle is really one sided in Songi's favour, it's all thanks to the power of his new Seru. He says Gala is so pathetic that of course, a couple of minions are enough to take care of him, which they aren't, but by then Songi is gone. Vahn and Noa pray to revive the Genesis Tree which then grows large enough to free Biron of the Mist. The three trees combined are enough to start pushing away all the thick Mist from the factory. It's also enough to hatch the Ra-Seru Egg that they were carrying. The Ra-Seru is Ozma, and it has chosen Gala. Gala accepts the Ra-Seru to give him the power to defeat Songi. When they return to Biron Monastery everyone is happy to have the Mist gone. Zopu has the un-enviable task of excommunicating Gala for wearing a Seru and defying the teachings of Biron. Gala understands of course, and agrees with the decision. Maya tells them that the trees have cleared the Mist and revealed a giant castle, she only assumes that is Vahn's next destination, and it is. The giant Mist Generator castle.

As they proceed through the Mist Generator the party comes across Songi. Gala tells the party to stand back so he may fight one on one. With the power of his new Ra-Seru, Gala is able to hold Songi back in what comes out to be pretty much a draw. Songi tells Gala that Zeto is waiting at the Mist Generator, and not to lose to someone like him. Noa says that next time Songi appears, she is going to fight too. Gala thinks that perhaps the day will come when they all must face him. No matter, on toward the Mist Generator. When they arrive they find the Mist Generator is absolutely enormous, it's

going to be hard to destroy something so large. Ozma says that it is quite possible for the humans and the Ra-Seru to destroy the machine together. As they approach it, Zeto, the evil guy from Rim Elm appears in front of them. Zeto turns himself into a giant crab monster but not even that is enough to stop the heroes and their mighty Ra-Seru. He cries out for forgiveness from Prince Cort before fading into nothingness. With that the group unites their power and sends a spark of light which solidifies the Mist Generator to a stone form and causes it to crumble and break. The land is now free of Mist. But there are other kingdoms still surrounded, they cannot rest now!

Upon returning to Biron Monastery Zopu tells Gala that he must chase down Songi and help to free the people of the North who are still trapped by the Mist. Noa comes running into the room and says that Maya has agreed to return once again to Rim Elm, this is good news indeed. They head off North of Biron to reach the ancient cave leading to the North. While passing through the party comes across an old man who runs an inn. When they stay at the inn Noa has yet another vision of a white light in the distance calling to her, the voice is saying it wants to see her. It's Noa's mother's voice, she says she is in the deepest Mist where it is freezing cold. When they awake the group heads up through the cave. On the other side is another store, this one run by an old woman. There they spend the night as well and all three of them have some kind of special vision. A voice tells them its name is Hari and it inhabits the world between the real world and dreams. Hari says they must travel to Octam deep in the heart of Sebuscus to find the true meaning of dreams... sounds like a plan. Off they go to find Octam.

Along the way the party comes across the village of Vidna which keeps the Mist away with its large windmills which are powered by the underground hot springs. The party meets with a woman in a house here along with some Biron monks. The woman has a connection to Hari who told her to wait here until someday when three youths would show up wearing Ra-Seru. They would then be told to go to Octam and read the four sacred books. After this the party makes their way South to Jeremi, a city which has been overtaken by the Mist. At the top of the tower is a Genesis Tree but it is being eaten by an enormous Seru monster. Only after this monster is defeated can they revive the Genesis Tree. The tree grows large and begins to dissipate the Mist away. After that the people of Jeremi come out to thank the party from the bottom of their hearts. Outside the tower all the townspeople are waiting to smother their affection on Vahn, Noa and Gala, it's a bit overwhelming.

When they reach the bottom of town past the sealed gate a woman appears. She introduces herself as Cara and says that she too is looking for the treasure. She's here to loot the place since once people heard of the Mist they all escaped to the underground shelter. The only thing she found was something called the Star Pearl which she pawned off to a jeweler in Jeremi named Zalan. With that as their only clue, and the elevator leading to the underground locked, they have no choice but to return to Jeremi. Zalan is happy to give them the Star Pearl for free after all they did, finding his son in Vidna and letting him know he was still alive. The group takes the Star Pearl to the Shadow Gate next where they run into three mysterious people.

The head of the group appears, saying he's surprised to find the supposed Ra-Seru heroes are just a bunch of kids. Gi Delilas is the head of the group, along with Lu Delilas and Che Delilas, together they are... the Delilases! Gi wishes he and Vahn could have had a one on one battle but there just isn't time and the three of them disappear. Oh well. After setting the stone statues in place the stone flower in the centre opens up and they are able to throw the Star Pearl inside, revealing a secret underground path. This underground path leads to the hidden city beneath Octam where everyone fled when the Mist came. Right as they enter the town all is not well, the ground

begins to shake and one woman barely makes it out of her house as the support it is sitting on collapses and crumbles toward the darkness below.

This is a common occurrence in the town, many people don't expect to survive much longer. After paying a visit to the mayor a soldier runs in screaming that Hari has finally awakened, with this good news the mayor goes to see him right away. Vahn follows and finds that Hari will only speak to him, not the mayor. There are three Haris, small infants, one who tells of the past, one of the present and one of the future. The Hari of the past explains to the party that there are two worlds, the normal world and the world where all Seru come from called Seru-kai. The worlds were supposed to remain separate however the Seru gained access to the human world at some point. At the heart of the Mist is a being bent on destroying the world, neither Seru nor human. The Hari who speaks of the present tells Vahn's party that there are dangerous monsters in the Fire Path that runs below Octam, defeating them is the only way to save the town. The Hari of the future says even with the power of Rem it is impossible to predict the future. He says only that a tragic event will shatter Vahn's hopes, Noa's parents are still alive and in Conkram but if she goes to see them she will be very alarmed when she does. Gala will find a nightmare in Songi, he must remember that Songi is like his other half, his alter ego. As they leave the house suddenly an earthquake shakes the ground and destroys the house behind them. The spirit of Hari lives on and tells them to retain hope and keep fighting, the world is depending on them.

The party heads for the Fire Path that Hari told them about, at the bottom they find a large minotaur named Xain smashing the support pillars under orders from someone named Dohati. They do battle with this creature and when it does, the entity that was using it as a host body comes out and decides it will use its last ounce of strength to bother the group! It descends into the hot magma and turns the entire cave to ice! Despite this inconvenience it seems the town of Octam is saved for now. The mayor asks them to do him one more favour, he would like them to retrieve some Spring Salts from the town of Vidna to put in his bath. With this request they return to Vidna only to find that due to the ice and cooling of the magma, the windmills have stopped. Everyone is hiding out in the underground shelter Danpas built back when they all called him crazy... NOW WHO'S CRAZY YOU CRAZY VILLAGERS. Anyway they manage to grab the Spring Salts and bring them to the mayor of Octam. He directs them to the town of Ratayu where they may be able to find something though says the leader is a little off his rocker. They head now for Ratayu.

When the party arrives Meta and the other Ra-Seru instantly sense the presence of a Genesis Tree, but its energy level is fluctuating wildly, whatever that might mean for the tree, who knows. At the castle they meet with Saryu, the leader of Ratayu. Despite being possessed by a Seru he begs the party to revive the Genesis tree so he may have his bride. The tree he says is atop Mt. Letona and gives them the key to get there. Upon reaching the top the party finds the tree surrounded by some kind of forcefield. When they finally realize there's nothing they can do the three of them go to leave and that's when Songi appears. He is the one who put up the forcefield and says he will only deactivate it if they can defeat him. Once he is weakened he says he is a man of his word and deactivates the forcefield, saying he looks forward to the next meeting. With that they are able to revive the Genesis Tree and free the people of Ratayu from the horrible Mist finally.

Back in town there is a woman dressed in purple, she says she is to be what is called a Seru Bride. Saryu chooses them and after they go to the castle, they never return. Noa thinks this is awful and volunteers to go in the girl's place, she says she has a Ra-Seru and she is strong, so she won't die. Vahn and Gala follow her into the castle where they find she is in line to be consumed by the enormous Seru Juggernaut under the orders of Saryu. When they

confront Saryu he transforms into a monster. Vahn's party is able to defeat him and the Sim-Seru that was controlling him is destroyed. The real Saryu immediately shuts off the machine. He admits responsibility for everything that has happened, a man named Dohati brought the Seru and he foolishly put it on. One Juggernaut was already made during the time he was being controlled. He gives Vahn the West Ratayu Key which will allow them to reach Dohati's castle in the hopes they can correct his mistakes and free the land from Mist.

The party heads for the castle where they find the Mist Generator and Dohati waiting. Upon defeating Dohati the Mist is rid from all the land, including Octam. When they return there, the group finds out that a special Seru exists that can move like a suspended tram car and take them over to the next continent. The Mist is so thick that they must make the final stretch themselves however. Upon crashing on the other continent, they wake up to find Cara there as well. It turns out she is able to freely travel through the Mist because of a Ra-Seru Egg she has. Noa wants her to give it to her but Cara says there's no reason to do such a thing and runs off.

Outside of this station is the enormous Tower of Sol which has, like many other things, been engulfed by the Mist. When they get inside they find an old man clad in a large suit of armor, his name is Gaza. He is ready to fight them until he realizes they aren't Seru monsters. Allowing them to pass, Gaza continues down further toward the Mist. On the upper floors where there is no Mist the party finds Cara and a man named Grantes in a bar, arguing over something. They decide to leave them to their own business and head off on their way. At the top of the tower is an old Biron Monk. Gaza is able to impress him with his skills of Biron Martial arts, so they are invited inside. The man, referred to as Old Deez, says they do indeed have a Genesis Tree but pulls out a small sapling. When they try to leave it seems a problem has arisen. Gaza is there and he tells the party he will not let their evil plan succeed. They do battle and Vahn's group barely manages to defeat him. That's when Songi appears. Songi scolds them for attacking an old man and says he will do the honourable thing and heal his wounds. What is Songi up to this time, they don't know, but they can't worry about that right now.

On the way down to the bottom of the tower there is a control panel, when activated the hologram of a man named Dr. Usha appears. The hologram man says he does not know whether he will be alive at the time anyone sees this, but whoever has opened the gate which he sealed to keep the Mist away, must take the Genesis Tree Seedling and bring it to life! The hologram then disappears. At the bottom of the tower they find where the Genesis Tree needs to be planted but something is wrong. Songi is back, and he's brought the old man Gaza with him. Gaza has now been fitted with an evil Sim-Seru. When the party defeats him this time there's no chance of recovery. The Sim-Seru is separated from Gaza's body but Gaza is just too weak. Before he dies, Gaza's strong spirit is fused with the Genesis Tree seedling, allowing it to absorb his body into the tree, this way his Spirit will remain alive in the tree.

Meanwhile up at Zora's Floating Castle in the sky those three ninja brothers are speaking with Zora. She tells them to leave Vahn and his companions alive for now, they aren't really in the way. The party heads for the Usha Research Center where they meet Dr. Usha. After telling him their story, about how on the way here, they found the frozen town of Buma and the frozen Genesis Trees. Usha says that a Seru in Novora called Koru freezes everything, he must be destroyed but first they need TimeSpace Bombs and to make those they need the Fire Droplet. The Fire Droplet is obtained in Uru Mais, from Tieg. They must go to Uru Mais and dream their dreams in order to get the Fire Droplet from Tieg. When they arrive there are three long halls, one for each of them, to sleep and to dream. Vahn goes first, Vahn has a dream about the time when his sister was born, and his mother died just after

giving birth to her. Vahn as a child tries to go through the Mist to reach Drake Castle where he can get special medicine to save his mother. Val, his father, goes out to find him. Vahn makes it home okay but Val is attacked and loses the use of his leg. Vahn feel guilty about this but the dream people say he should not worry so much about the past as he does now.

Next is Noa's dream there is a man named Jette talking to her parents who are king and queen of Conkram. He says something about prince Cort and then leaves. The king follows him out. Later that night it's the Mist, spreading throughout Conkram. The Queen is speaking to a Soren late at night, Sorens are winged humanoids with the ability to fly. She tells the Soren to take her baby Noa away somewhere safe, along the way the Soren runs out of energy or something and falls on the mountain where Terra the Ra-Seru and the wolf, find baby Noa. That is Noa's dream sequence. Gala's dream shows a tournament back at Biron, Songi knew he wouldn't be able to win so he tricked Gala into taking a medicine that makes your body numb. After doing it, Songi was only more miserable and angry, thinking Gala was such a big man for letting him win.

After all the dreams are over the group is given a Fire Droplet from Tieg. When they go to leave suddenly the ground begins to shake. It's the enormous Seru Juggernaut! Juggernaut appears and totally obliterates Uru Mais completely. It's a nasty sight. With Uru Mais gone they have no choice but to return to the research station. Thanks to the Fire Droplet Dr. Usha is able to create the TimeSpace Bombs. Now it's off to Nivora Ravine.

The party blasts open the entrance and finds Koru deep inside. Just as they are ready to blast the enormous ice Seru, the Delilas family shows up once again. The three of them attack the party in a one-on-one battle fashion. They are defeated but in their last moments of life they fuse with Koru and set an explosive timer. Before they can finalize the command to blow Koru up (and about half the continent with him) the party once again defeats them and stops the explosion. They set the TimeSpace Bombs for a little more of a controlled explosion and quickly run. With Koru gone the town of Buma has been restored, it is no longer covered completely with ice.

Back in Buma they revive all the Genesis Trees and Cara shows up. Noa tells her to hand over the Ra Seru Egg but she won't, at least not now. She shows them some sheet music and says if she can get her old love, Grantes to come back, she'll give them the egg. After playing the music for Grantes in Sol, he remembers Cara and returns to her. He was once a Soren (winged people_ but foolishly helped the evil Zora create the Floating Castle Mist Generator and his wings were taken from him. Now united once again, Grantes gives the party the Soren Flute which they can use to call the Soren from the top of Mt. Dhini. The Soren will be able to take them to the Floating Castle.

The Soren do indeed agree to the plan and bring the party to the Floating Castle where they find Zora. After defeating her they go to destroy the Mist Generator but Songi is already there destroying it himself. It turns out that Mist Generators need the egg of a Ra-Seru in order to be created, the Ra-Serus on their arms had been keeping this secret from the party thinking that perhaps if they knew the truth, they wouldn't have destroyed the Mist Generators. It doesn't matter now, it turns out this one was a fake designed to bring the party and kill them. With the fake Mist Generator Destroyed the castle begins to fall out of the sky. They barely manage to get out and be rescued by the Soren before the whole thing falls to the ground.

Their only option now is to head for Conkram to find the real Mist Generator. With the help of the Soren they arrive to find the entire city of Conkram has been swallowed by a Sim-Seru, including Noa's parents. They are barely able to speak, but say the door to the Mist Generator can only be opened with a

Nemesis Gem, and none exist in the world. The only way to get one is to use the Seru Flame to go back in time, and take it from Conkram's Past.

In Conkram past they find many familiar faces like Zeto and Dohati, working as servants for the king and queen. Some kind of special weapon is to be unveiled the next day so the party decides to rest at the inn and find out what it is. Everyone gathers as Prince Cort and Jette prepare for the display, their new weapon is called the Mist and it will make their soldiers many times stronger. When the demonstration begins the Mist is out of control and breaks free of the cage, surrounding the townspeople. Vah, Noa and Gala jump down into the whole and destroy the Rogue which is the evil presence allowing the Mist to spread out of control. As a reward for stopping the Mist, the king awards the party the Nemesis Gem. With that they travel back to the present and use it to open up the door to Jette's Fortress.

Inside Vahn and the party encounter Jette who has attached himself to an ultra-powerful Sim-Seru. Unfortunately for him it's no match for the strength of the Ra-Serus and he is easily defeated. It's not over yet, Juggernaut still sits in a pool of Mist in the middle of this fortress, for the sake of everyone they must destroy the final Mist Generator! As they go to do it though, Cort appears. Noa screams out at him, he is her older brother of course, but only by blood. Cort has truly been driven mad by the power of the Mist. With their combined power, Cort is unable to defeat Vahn's party and stumbles to the ground. With his last bit of effort he throws himself over the side and falls into the Mist pool with Juggernaut. The Mist Generator is destroyed, Juggernaut is stopped and all is well... so they think.

Upon returning to Conkram they find nothing but desolation. The enormous SIM-Seru that had fused with the town, caused the town to die with it when the Mist stopped. Noa is heartbroken and crying, her parents are lost, but they must have known this would happen when they went off to stop the Mist. With all this, there is only one thing left to do, return to Rim Elm.

The party is hailed as heroes and everyone celebrates now that the world is free of Mist. All is well for Vahn, Noa and Gala unless a mysterious visitor appears one day asking for them. The young boy who announces his arrival says the man's name is Songi. Songi confronts them, saying he no longer has any interest in their lives, all that matters to him is the conquest of the Mist and the Seru. Along with him, he has brought Juggernaut, alive and well. Juggernaut fuses his enormous form with Rim Elm just like the other Seru did with Conkram. Only Vahn's party is able to escape being consumed by it. Songi also seals off the entrance leading down inside Juggernaut with the power of Seru-Kai, the Seru world. In order to break the seal they must travel to the Seru world. The only way to get there is through Uru Mais.

Upon reaching Seru-Kai, they find Songi sucking the life out of the Genesis Tree. They battle him one final time and bring him to his knees. Songi's Seru separates from him, and without a Seru, he is unable to exist in the Seru world and he disintegrates in front of their eyes. The Genesis tree is too far gone to survive however, it seems the Ra-Seru will soon die and the party along with them. Just when it seems like all hope is lost, the three spirits of Hari, past present and future reappear. They say that through the power of Tieg, their spirits are able to live on in immortality. They help destroy all the crippling magic barriers Songi used on the tree, enough so that Vah, Noa and Gala are able to revive it and break the seal to Juggernaut.

Back in the real world once again they descend into Juggernaut. The residents of Rim Elm are all fused with Juggernaut's body, blind and suffering. Vahn promises he will defeat Juggernaut and save their lives. At the very heart of the monster Vahn finds something unexpected. It seems that Cort fused himself

with the enormous beast at the moment of death. Cort will not allow them to stop Juggernaut and he attacks the party. Of course, this is their moment of victory and no one is going to stop them now. This leads to a happy ending of course, one of four possible different ones that really don't differ that much. It's simply based on what you choose at the Genesis Tree.

=====O
| Spoiler Free Boss Guide (000B0) |
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To identify the boss you're looking for help on, simply find their name or appropriate position in the table of contents and use Ctrl+f.

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| Since you've got Terra with you it's going to be extremely hard to lose |
| against this boss given Terra will always heal you when your HP gets down |
| to critical levels and that's not to mention of course any healing you |
| give yourself. Really all you need to do for this battle since you still |
| don't have any magic spells is use the Spirit ability to boost up your |
| attack meter. After doing that input the following command, you should |
| have six slots: up, down, up, down, up, down. That should maximize |
| your damage. This battle is going to be easier obviously if the boss |
| focuses his attacks on Terra. The boss has two attacks, a basic physical |
| attack and a much more powerful attack called Jagged Earth. If you use |
| Spirit right before the boss uses Jagged Earth on you the damage will be |
| reduced significantly so that's always a bonus. (000B1) |

| This is the first real boss of the game, and they certainly don't make it |
| easy for you. Without Terra helping out in the battle and healing you |
| it means you'll have to take care of things yourself. Luckily Vahn is |
| willing to help out and he's here with Meta and hopefully the Gimard and |
| Vera spells as well. Vahn should cast Gimard until he's down to about |
| 20 MP which should give you about one or two uses. Noa should use Spirit |
| every othe turn and attack on the turns in between. For some good arts |
| attacks to use with six slots check out the lists of arts for each |
| character at the bottom of this guide. Caruban has a couple of normal |
| attacks like the Flap attack and the Bite attack which both do moderate |
| physical damage but can often be blocked especially if you used Spirit |
| that turn. After casting Gimard and running low on MP Vahn should switch |
| over to the Tornado Flame attack which can be performed with the command |
| right, right, left. There's no need to Spirit charge for this one unless |
| you're low on AP of course. Now what you REALLY need to watch out for is |
| the boss' Fire Breath attack, by far the most dangerous one you will face. |
| This attack deals a good 150 damage to not one but both of your party |
| members. Ouch. The best way to recover from this is the use the Healing |
| Bloom you picked up on the way to the boss, but remember you only have |
| one so after that you'll need to use Vera or something. (000B2) |

| It seems you are only worthy of fighting two Seru enemies, but that's |
| no matter at the moment, you need to focus on surviving this battle. Like |
| many similar battles in any game, when you're fighting against two |
| opponents the battle will always get exponentially easier once one of |
| those two opponents is defeated, so remember to focus all your attacks on |
| a single Viguro. The bosses only have two attacks, but they are |
| extremely nasty. The normal physical attack can deal around 225 damage |
| which will really hurt, fortunately it's only a physical attack so there's |
| a good chance you characters will block it from time to time. The other |
| more dangerous attack is the Thunder Break which deals about 225 damage |

| of the Thunder element to a single party member and cannot be blocked.
| Fortunately however you do have one advantage, the Ra-Seru Egg you found
| in the West Voz Forest can be equipped as an accessory and serves to
| reduce Thunder based damage. At least one character will have the
| benefit of it. Vah and Noa should use Spirit every other turn (which will
| also significantly reduce the amount of damage you take from Thunder
| Break) and then attack with their Hyper Arts when the chance arises. At
| this point in the game Gala really sucks, not only does he have a small
| attack bar and no Hyper Arts, he also has no magic. Gala definitely
| gets the job of being the item user, have him ready with a Healing Bloom
| but always try to predict when you'll need it and use it early since
| Gala is so slow he won't always use it at the beginning of the turn.
| As you could probably tell, the Viguro enemies have an element symbol
| beside their names and can indeed be absorbed into your Ra-Seru. They're
| so powerful your maximum MP when full still probably isn't enough to
| actually use the magic, and it certainly isn't the last time you will see
| this enemy. There's really no good reason to focus a lot of effort in
| trying to obtain them, but if you really want it, do it. (000B3)

| Before you attempt this battle you should make sure that Gala has acquired
| the Vera Seru. Since he will be the only one fighting, being able to heal
| himself without using any items will come in quite handy. Songi is a
| powerful foe and he proves this with his physical attacks dealing up to
| 200 damage with each combo depending on Gala's armour. This will hurt
| quite a bit given you only have one party member fighting in the battle so
| you may find that you have to heal every other turn or every three turns
| perhaps. Songi also has one more powerful attack, his Hyper Wave will
| send a blast of energy toward Gala for more than 250 damage. It's pretty
| hard to predict when he will use it since it's fairly random but if you're
| spiriting every third turn there's a good chance you'll end up really
| cutting down the damage on that one. Use Gala's Thunder Punch for a good
| source of damage that doesn't use up his MP since you'll likely need that
| for healing. If not then summoning whatever the strongest Seru magic
| spell you have at this point may be a good idea. Theeder is always a
| good choice in situations like these. If you just can't seem to beat
| Songi there are other options. First of all looking at your item stock
| you have Healing Flowers which are better than Vera magic. You probably
| still have that Shield Elixir you picked up recently and it should
| seriously reduce the damage from his physical attack. There's always
| the Point Card of course, but I wouldn't use it here unless you really
| have to. Lastly as the final resort, remember you just got a Door of
| Light out of the chest beside the save point, use it and go level. (000B4)

| Be sure you have all those Deep Sea Jewels equipped that I told you to
| purchase back in Biron Monastery, you'll be glad you did. Begin the
| battle by having everyone use Spirit. Now on the next turn here's what
| is (in my opinion) the best combos you can use at this point. I haven't
| spent anytime leveling up apart from not running away from battles, and
| Vahn has six slots after Spirit, Noa has seven slots after spirit and
| Gala has five slots after Spirit. If you don't have this you must have
| run from most of the battle thus far. Anyway assuming they have that
| much each, use the follows combos for massive damage after Spirit: Vahn
| should simply do: right, right, left, right, right left. Noa has an
| awesome seven slot combo: down, up, up, up, left, down, right. Gala
| should just use the Neo Rising move: left, left, right, up left. As for
| Zeto he has three attacks. A normal physical attack with the claw that
| shouldn't be too much to worry about, an attack called Poison Bubbles that
| does moderate damage to one character and inflicts the poison status. The
| final and ultimate attack is the reason you're wearing those Deep Sea
| Jewels. Zeto will use one turn to "Call Wave" which means the Big

| Wave is coming on the next turn, this gives you a huge advantage in that
| you can use Spirit with everyone and really reduce the damage you take
| from the wave not including the damage reduction from the jewel. After
| Spiriting with everyone and being hit by the wave you'll take about
| 100 damage each which is a drastic reduction from the damage you would
| normally take. Simply have one character use a Healing Bloom next turn
| and you're once again ready for action. With this setup it should not
| be too difficult at all to defeat Zeto just stay on the defensive. (000B5)
|

| You're about to face the hardest boss in the game so far, and one that
| many many people have a lot of problems with so we'll be as thorough as
| possible. First of all let's look at the boss' various attacks from the
| weakest to the strongest. The weakest attack the boss has and the one
| you'll be jumping for joy when he uses is the Poison Gas which does about
| 200 damage to a single character and inflicts the Venom status. Every
| other attack is brutal. Next in line there's the physical attack that
| usually deals about 150, 150, 200 in a three hit combo for around 500
| damage total. If you block any of the hits that's where you should
| consider yourself lucky. Following this we have the Spore Gas which hits
| a single character for approximately 550 damage and inflicts the Rot
| status. The boss will alternate between these three attacks through most
| of the battle. When its HP starts to get less than about one third, a
| new attack appears. The Stone Circle is totally unpredictable and hits
| your entire party for 550 damage each. The only possible way to predict
| this attack is by kind of guessing that after he's been hurt a bit and you
| let off a powerful attack, he'll likely use it on the next turn.

| Following this the Berserker will use Stone Circle every second turn, this
| means that you have to use Spirit with everyone in your party every other
| turn on the same turn that the Stone Circle occurs. Spirit will reduce
| the damage you take to between 150 and 200. As for damaging the boss
| the primary source of damage will be Noa's combo I described in the
| strategy for Zeto, have her Spirit and then input down, up, up, up, left,
| down, right. This will deal about 650 damage each time you successfully
| execute it, having a Target Chain on her helps out quite a bit. Vahn and
| Gala should focus on healing and using their best combos or magic when
| healing is not necessary. The boss inflicts two types of status effects,
| Venom and Rot. Venom of course just deals damage every turn like any
| other poison. You can tell if a character is affected by the Rot status,
| when you go to the command input some of the commands like arms, high,
| low etc will be blocked off by Rot usually keeping you from using your
| best special attacks. That's why having those Forest Amulets equipped
| is so important, they prevent the Rot status. Also, everyone's Vera
| spell should be at level five. At level five Vera cures both Venom and
| Rot which will really help out for those character who are not protected
| against it. Keep these things in mind when fighting the Berserker, and
| remember no matter what you do, you have to keep attacking! (000B6)
|

| He is just brutal and has been known in the past to literally force
| people to just give up on this game. On the other end of the spectrum
| however, kajillions of people have defeated him as well, and you can too
| with the right preparation. First of all there's no substitute for having
| the best equipment you can buy back in Octam. Second of all your party
| should each be at least level fifteen for this fight, it shouldn't really
| require much extra leveling. Fifteen is the minimum, sixteen is strongly
| recommended... my party is level fourteen so we'll see how this goes, I'm
| sure that will suffice as well. As for the boss, he is just brimming with
| powerful attacks. Bloody Horns will deal more than 600 damage to a single
| character, but the damage will be halved if you use Spirit. When not
| using Bloody Horns then Xain is probably using the Bull Charge. Similar
| to Zeto's charge, this is an immediate indicator that you had sure as hell

| better have everyone in your party use Spirit next turn. Bull Charge is
| always followed by the Terio Punch. To be honest I don't even know how
| much this deals at full capacity since I wasn't crazy enough NOT to use
| Spirit, but considering it does at least 400 damage to everyone in your
| party when you DO use Spirit, it'll pretty much wipe you out totally
| if you don't. For dealing damage Noa will still be the star of the show
| here, she should still be using that combo I said to use for the Zeto and
| Berserker battles, by now it should be doing almost 1000 damage each use.
| (The combo is a Swan Driver followed by a Rushing Gale.) For Vahn he
| should now be using the Fire Blow Hyper Art which really doesn't have
| anything to combo with, same with Gala, he should stick with the Neo
| Rising. Now here's the idea, at least this is the way I like to play
| this battle. Keep in mind if you use Spirit with all your characters
| and THEN Xain uses the Bull Charge that turn, you're just going to have to
| use Spirit again on the next turn and that whole thing would be a waste.
| For that reason I find the following strategy works quite well. Vahn
| should attack each turn with a Fire Blow, forget Spirit and stuff like
| that and don't worry too much about AP. Noa should use the Rushing Gale
| each turn without Spirit, which should still deal more than 600 damage.
| Gala should be on healing duty using Vera and Orb as necessary. Once
| Xain uses the Bull Charge everyone will need to Spirit on the next turn.
| After the Terio Punch occurs Noa should use the Swan Driver and Rushing
| Gale combo, Gala should use the Neo Rising and Vahn should cast Orb since
| he's faster than Gala and his Spirit attack is just the same as his normal
| one anyway with just a couple extra commands on the front, but like I said
| you can't combo the Fire Blow. Take this idea and repeat it over and
| over, you'll likely find it's a good offensive tactic that works. (000B7)

| He has a number of extremely dangerous attacks. It starts with the
| Hyper Attack which is just a series of powerful physical but blockable
| hits. Beyond this he also has a large beam attack called Hyper Lightning
| which blasts a huge beam of energy at a single party member dealing over
| 800 damage if they haven't used Spirit that turn. Beyond that is the
| Hyper Crush attack, this one hits every member of your party and is
| Songi's one big powerful attack. It deals around 700 damage to everyone
| in your party at full potential. The worst part about this attack is
| that it isn't always easy to predict. There's almost no way to tell
| when Songi will use this attack so basically in order to stay alive you
| should have at least one person using Spirit every turn so that no matter
| what it will never wipe you out. Obviously if given a choice, the person
| with less than 700 HP should be the one using Spirit. Really the only
| good thing about the Hyper Crush is that while unpredictable, it is
| far more rare than attacks like the Stone Circle or Terio Punch which
| happened practically every other turn. When it comes to attacking Songi,
| it's little surprise that Noa should still be using the same combo she
| has been using since Zeto. Vahn needs to take advantage of the power of
| his Fire Blow, if your level is high enough you should be able to do a
| Tornado Flame followed by a Fire Blow after Spirit, it takes a lot of
| AP but it's worth it. Gala really doesn't need any attacks, he should
| pretty much be on healing duty for the entire battle. Since virtually
| all of Songi's attacks need to be healed immediately, using Orb will
| drain his MP far too quickly, a high level Vera can be just as effective
| as Orb in those single attack cases. Also as one final note I would like
| to point out that Songi in fact has a hell of a lot of HP. So much so
| that at times it seems like he's just never going to go down, but he will.
| Lastly, the Hyper Crush is so rare that he only used it ONCE in the entire
| battle for me, on the third turn, you make sure to Spirit up before the
| third turn and after that, perhaps you really don't have to worry. (000B8)

| I would recommend starting this battle having two of your characters

| use Spirit and the third cast your new Kemaro spell, if you didn't learn
| it then that's too bad, if you did then that's 1800 damage right off the
| bat. Gala and Vahn will probably have enough MP to cast it twice, Noa
| can't have learned it anyway since she wasn't in your party so be sure
| to cast it twice here and hey, if you have MP restoring items maybe
| you'll want to cast it even more. Van Saryu usually uses his first turn
| to pound the face of one of your party members with his powerful physical
| attack. Heal up if need be on the next turn. Besides this physical
| attack, which while face poundingly brutal, doesn't exactly deal a huge
| amount of damage, maybe 400 at the worst. The great thing is he uses it
| far more than any other attack, although he only has one other attack.
| The Earthquake spell deals 7000 damage to all your party members, he uses
| it randomly and it's totally unpredictable, that's what's so dangerous
| about it. You have to have people using Spirit each turn and be ready
| with Orb at all times. By this point Vahn should finally be capable of
| dealing more damage than Noa with a back to back combo of Tornado Flame
| and fire blow. Noa should be up to eight hits by now, use the exact same
| combo I described for previous fights, but add an extra up button attack
| to the start, it'll give her an extra arts to use. After he's taken
| enough damage Van Saryu will use the Jugger Power ability which increases
| all his stats. The bad part about this is that his attack goes up
| exponentially, the physical hit that dealt 400 damage before will now
| deal 800-900 damage to a single character and seriously risk knocking him
| out. The increase in damage from the Earthquake isn't too bad, at least
| not when compared to the physical. The good news is he only uses this
| when he has a mere few thousand hit points left so go on the offensive
| but always be ready to cast Orb just in case the Earthquake comes. (000B9)
|

| I find that fighting this is an exercise in patience, almost anyone can
| do it as long as their willing to keep track of the timing on turns, heal
| your party when you might rather attack and keep in your head at all times
| the general turn order so you don't accidentally tell someone to heal when
| the boss is going to get a turn before they do. Start the battle off by
| using Spirit with everyone in your party. Dohati always begins the battle
| with his most powerful attack, Chaos Breath. Chaos breath does about 900
| damage to everyone in your party and inflicts the Venom/Toxic status on
| them. Fortunately with Spirit the attack only deals about 300 damage to
| everyone at most. After this has occurred have either Vahn or Noa (Gala
| is too slow) cast Orb which should not only heal your party back to full
| health again but if it's at least level three it should heal your status
| as well. From here Dohati will actually shrink in size immensely. There
| will be approximately four turns in a row of him just using his normal
| physical attack which deals anywhere between 500 and 900 damage without
| Spirit to a single member of your party. The worst thing you can do is
| underestimate this attack. All it takes is a party member slightly
| weakened and with some bad luck they'll take the full force of this and
| end up being killed. Not so good. you need to heal every single turn
| even though you're only being hit with a physical attack. Equipped with
| the War Soul Vahn should be Spiriting and using Tornado Flame and Fire
| Blow back to back every turn for more than 1000 damage, Noa should be
| using the same combo as always and if Gala learned Kemaro then you're
| really set for this battle. Keep track of Dohati's size, along with the
| approximate four turns in between to predict when he's going to use
| the Chaos Breath next and be ready to Spirit with everyone. (000BA)
|

| You might have heard me say this before, but I'll say it again, this is
| hardest boss fight you've had to face in the game so far. His attacks
| are just plain brutal, and that's the thing, he only has two of them.
| Now and then he'll hit you with a moderately powerful physical attack but
| just about any other time he'll hit you with the Astral Blade which deals

| 1200 damage to someone who hasn't used spirit, and 600-700 damage to
| someone who has. Since you can't be using Spirit every single turn don't
| even attempt this battle until everyone in your party has a minimum of
| 1200 HP. I defeated him reasonably at level 25 but I'm sure you could
| manage at level 23-24 if you were prepared well enough. The most
| important factor in winning this battle is having everyone know the Spoon
| Seru magic. Spoon is the best healing spell in the game, you'll find it's
| quite common on the lower floors of this tower. Get it for everyone,
| especially Gala. Here's what I did to defeat the boss. To do this
| effectively you'll probably need at least one MP (good) MP healing item.
| On the first turn Spirit with everyone except Gala, have him use Orb.
| Gaza will most likely attack either Vahn or Noa, and Orb will heal them.
| If he attacks Gala Orb will not fully restore his HP and next turn you'll
| need to have either Vahn or Noa use Spoon to make sure he gets back to
| full health. On the next turn have both Vahn and Noa attack with their
| most powerful arts while Gala uses SPOON this time. Since no one Spirit
| someone is likely going to be hit for 1200 damage, Spoon will heal that
| right up. Vahn should simply use two Fire Blows in a row while Noa uses
| whatever works for you, I like comboing the Rushing Gale myself. Continue
| with this pattern all through the battle, compensating in case Gala gets
| hit on a turn when everyone else uses Spirit. His MP will drain fast so
| if the boss still isn't dead by the time it runs out, you'll have to give
| Vahn or Noa one turn to use a healing item on Gala to heal his MP. (000BB)

| A second boss fight against him awaits you at the bottom of the Sol
| Tower, and he's not going to hold back this time. He's been fitted with a
| new suit of armour, and along with it, some new attacks. One attack he
| seems quite fond of using is the Astral wave. WITHOUT using Spirit it
| seems this attack can't really deal more than 800-900 damage, it's weaker
| than his Astral Slash was. Don't try and think "why" just enjoy the fact
| that it is. At least from the beginning of the battle I would use the same
| strategy as the one you (should have) used against the first Gaza. Have
| Noa and Vahn alternate between Spirit and combos while Gala alternates
| between Orb and Spoon each turn. If you have the Kemaro spell maybe you
| might want to incorporate that in there somewhere. Unlike the original
| Gaza, this one has a group attack that does approximately 1000 damage to
| everyone. There's only one thing to do after something like this, SPOON!
| The Tick would be proud. Cast Spoon to make up for all the damage from
| that damn Neo Star Slash, if Gala's using it practically every turn then
| you'll most likely recover from it anyway. Gaza is a difficult enemy but
| to be honest, I think he was more difficult before he got that Sim Seru.
| As long as you keep your party's HP in the thousands, you'll win. (000BC)

| You may have heard this before... yeah... once again you're facing off
| against the hardest boss(es) you've faced so far. Each of your party
| members must take on one member of the family at a time. If you die on
| any of them it's game over. Fortunately Gala's enemy is pretty much
| the hardest of the bunch (they're all hard) and he comes first so at least
| dying will minimize your backtracking in terms of boss fights. What I
| like to do may sound weird, but I like to give Gala kind of a
| disadvantage. What I mean by that, is I like to equip some of the better
| accessories like the Life Grail on Noa or Vahn or something, not that you
| want Gala to lose, but since he comes first, as long as you can get
| through that fight right away, it means you will have it much easier and
| a much better chance of getting through all three. I recommend the
| following setup for Gala: you can defeat Che Delilas with Gala at level
| 26, the best equipment you can buy at this point (still Sol Tower I
| believe) and the following accessories: Magic Grail, Life Ring and
| Warrior Icon. The Magic Grail is needed because Gala needs to heal
| himself far more frequently than anyone else, with this you can pretty

| much summon Spoon every other turn and never run out of MP. The Life
| Ring is needed because you should have a minimum of 1700 HP coming into
| this battle. If you level up a lot, then substitute it for something
| better if you want. The Warrior Icon is an absolutely amazing accessory
| for this fight. It's random so you can't rely on it, but for the turns
| in which you actually do attack, there's a chance you will interrupt the
| boss' attack with yours, and you won't get hit at all that turn. Gala
| is definitely who you will want this on. Now for the battle itself.
| Assuming your setup is similar to mine, start the battle with the
| following: Orb first turn (Che Delilas moves first, you heal all damage
| he deals and lose no MP because of Magic Grail.) Second turn, Orb again
| same deal. Trust me. Third turn you must use Spirit, every three turns
| like clockwork Che Delilas uses his Megaton Press. You MUST use Spirit
| before this to reduce most of the damage. After this input a combo for
| Gala. With seven slots the best possible combination is as follows:
| Lightning Storm comboed with Electro Thrash, seven is enough to do both
| of them. After this cast Spoon on the next turn. Now if you're healed
| to FULL health after Spoon, then use Spirit and repeat the process after
| Megaton Hammer. If you're not, then you'll have to substitute next turn's
| attack with Spoon. This process is VERY slow but it WILL keep you alive,
| patience is very important. There's also an element of luck, he gets
| three hits per turn at random. One of them does about 300 damage, another
| one does like 90. If he uses three of the 300 damage ones, it's just
| bad luck and you'll have to skip attacking to use Spoon. (000BD)

| This one shouldn't be as difficult as the fight against Che. I gave
| Noa the Life Grail in this case, along with the Guardian Chain (I think
| that's what it's called, the one that makes it so neither you nor your
| enemy can block attacks) and I forget what the last thing was. When
| the battle begins, just use Vera or Spirit or something each turn, you
| won't be getting into the real strategy until turn three. On the third
| turn you should have full or almost full HP when you use Spirit, just
| like Che Delilas, Lu Delilas will use her ultimate attack every three
| turns and you have to use Spirit to weaken it. After this let loose
| with your most powerful attack. If your Noa is anything like mine, she
| has the full nine slots when she uses Spirit. This will allow her to
| use Miracle Arts, the ultimate attack. To use it you need 100 AP and
| nine slots. The combination for Noa is left, up, right, down, up, left,
| up, down, right. This should be about the most powerful attack you
| can use. Repeat this pattern over and over again and you'll win. (000BE)

| Gi Delilas I personally find to be the easiest of the three, but perhaps
| it will depend on what you have equipped on Vahn. I had absolutely
| nothing defensive on him at all and it still wasn't too bad, I think the
| most important thing to note for this strategy is that Vahn is ALWAYS
| faster than Gi and will always get the first turn. If you don't this
| may not work. As usual start the battle BS-ing your way through the first
| couple of turns then use Spirit on the third turn to survive his special
| attack. After that use either Orb, Spoon, or a Healing Berry to get
| back up to full life. On the next turn use your most powerful attack,
| with eight slots for me it was two back-to-back Fire Blows. Vahn's
| accessories were the Mettle Gem, War Soul and Power Ring so you can
| imagine how strong he was, two Fire Blows did nearly 2000 damage.
| Defeat Gi Delilas and you'll finally have a chance to save! (000BF)

| Technically this boss has "attacks" but they're so weak and crappy
| you probably won't have to heal at all. In fact even if you do need to
| heal you probably shouldn't, you're on a time limit! You have four
| turns to defeat Koru before it explodes and kills you, on the fourth
| turn it will explode and kill you, but anyone in your party who moves

| faster than Koru will still be able to attack during that turn. It
| shows Koru's HP as 100 in the battle screen, it will go down by 10 points
| for every 2000 damage you deal or so, meaning in total Koru has about
| 20,000 hit points. To be honest your success in this battle will depend
| greatly on who has the Kemaro spell. You don't have time to be using
| Spirit over and over so you need to be able to deal massive damage every
| single turn. I only had one person with Kemaro (Vahn) so what I did
| was equip him with the Magic Grail, Spirit Gem (25% less MP cost) and
| Wisdom Ring. With that he can pretty much cast it every turn. For
| Gala I equipped the Mettle Gem, War Soul and Power Ring. Without using
| Spirit he would just use his new Hyper Art Explosive Fist you learn from
| the Thunder Book III you just got from the previous boss battle. Noa
| didn't have much, I had her use Spirit on the first turn then a Miracle
| Arts attack, after that she can do whatever. If she has Kemaro as well,
| then all the better. If you just can't do it... there's always the Point
| Card. Note however if you use the Point Card here, it's a waste. (000BG)

| She is a pretty reasonable boss, it shouldn't be as difficult
| as the battle against the Delilas family if you're properly prepared. On
| the first turn have everyone attack normally or use magic or something
| like that. Zora will probably use a normal physical attack. On the
| second turn she almost always uses her special attack, Darkness Typhoon.
| This is an attack that hits your entire party for about 1200 damage, and
| can be reduced to about 400 if you use Spirit. I would highly recommend
| making Noa the healer for this battle, as opposed to Gala, solely because
| you want a healer who can definitely move before Zora. Equip Noa with
| the Wisdom Ring, Magic Grail, and something else. Vahn and Gala should
| be equipped with accessories to increase their physical power. There's a
| good chance Vahn will have nine slots at this point, if he does then you
| can use his Miracle Arts. Vahn's Miracle Art is right, down, left, up,
| left, up, right, down, left. For Gala with eight slots I recommend the
| following, Explosive Fist comboed with the Neo Rising, it works with
| eight slots. Soon enough Zora will reveal her one other special attack,
| it's called Glare and it automatically turns a single character to
| Stone with about 100% accuracy. For this reason your party MUST be
| equipped with Wonder Amulets. If you've followed the guide you will have
| two at this point. If the character not wearing a Wonder Amulet gets
| turned to Stone, simply use Medicine to heal them. Before too long
| with enough power behind your attacks, Zora will eventually fall. (000BH)

| This boss is extremely easy, at least as far as I can tell. I wasn't
| at any kind of special level or anything. Here's the way it works.
| The boss alternates between two attacks, and one isn't even an attack.
| Rogue will waste one turn using Element Change which changes its attack
| element then on the next turn it will let loose a powerful elemental
| attack. All you have to do is attack with all your characters on the
| first turn of battle, then Spirit with everyone next turn to weather
| the hit. It deals nearly 900 damage to everyone WITH Spirit so don't get
| caught not using it... ever. For accessories I had Noa equipped with the
| Rainbow Jewel since it reduces elemental damage and Noa has the least
| amount of HP. What I did was equip Vahn with the Mettle Gem so he could
| use his Miracle Arts and Gala had a very powerful Kemaro spell. Noa was
| the healer so it went one turn of Spirit which the boss attacked, then
| one turn of Vahn's Craze, Spoon and Kemaro. Repeat until dead. (000BI)

| It seemed he has changed his image over the years. He's definitely
| not going to be a pushover that's for sure, he's got a few tricks up
| his sleeve. Even his simple physical attack is quite nasty, it just
| doesn't seem to end and deals over 1400 damage to a single character. His
| main attack however is the Shadow Break, an attack that hits your entire

| party for about 1100 damage without Spirit. The most dangerous part
| about this attack is that it is very difficult to predict. Jette's
| special ability is indeed, pretty special. He has the ability to
| clone himself and create an exact copy. As far as I know there is no
| way to tell the difference between the two clones so here's what you
| do. Play defensively, using Spirit and healing your party. When the
| clone attack you will now it, the clone cannot use Shadow Break and its
| physical attack deals damage in the single digits. Note the position
| of the clone on the battlefield, the easiest way to do this is to see
| who the clone is standing closest to, then aim for the other one, that
| is the real Jette. As long as he doesn't split again, anyone who targeted
| the real Jette on a previous turn will still target him by default the
| next turn. With this strategy you should be able to beat him. (000BJ)

| He begins the battle by using something called Mystic Shield, what this
| does basically is defend automatically against all damage done from normal
| attacks. It does not however block art skills, so the more of those
| you can use the better. Of course given that Miracle Arts are nothing
| but chains of art skills over and over, that's definitely your best bet.
| For me, Vah's Miracle art was doing over 4500 damage even with that
| shield in place, his defense against damage is surprisingly low. Cort
| has more than just a shield of course, the Guily Cross will deal moderate
| damage to a single member of your party while the much more powerful
| Mystic Circle will do more than 1000. Cort's most powerful attack is the
| ability to summon Juggernaut to attack the party, without Spirit the
| damage from this attack can approach 2000! Not a pretty sight. You'll
| have to be pretty offensive with the Miracles, have Gala healing every
| turn whether you need it or not, more than likely Cort will use an attack
| that needs to be healed anyway that turn (although in this battle for
| me, Gala was faster than Cort, which is pretty damn rare at this point.
| When Cort's shield is broken you absolutely MUST use Spirit with everyone
| regardless of HP next turn, he will almost certainly use Evil Seru Magic
| (Juggernaut) and if you don't use Spirit, you're dead. You can heal the
| next turn. From now until the end of the battle, he'll use it just
| randomly, so always make sure you party's HP is above 2000. (000BK)

| When it comes to main bosses in this game, it doesn't get much more
| difficult than this. He is a beast. Imagine a boss whose physical
| attack is the most dangerous one he has, it may sound pathetic, but when
| that physical attack is capable of dealing over 3600 damage to a single
| character, the humour is somewhat lost. It's true however, any character
| who does not use Spirit and is hit by Songi's attack is almost certain
| to die unless they can get some lucky blocks in. Songi's other attack,
| the Chaos Flare or whatever it's called, deals a mere 1500 damage to
| one character without Spirit, you'll be jumping for joy when he uses that
| instead. The weird thing is though, the more you damage Songi, it seems
| the less he is able to combo his attacks together. For example, at the
| beginning his physical attack will hit you six times, and as the battle
| goes he'll start hitting you four times, then down to maybe twice, or even
| once. It doesn't stay like that though, he might get back up there again
| but know that this super dangerous attack does seem to get weaker as the
| battle goes on. As always the best tactic is to use Spirit and Miracle
| Arts. Like I said, this boss is probably MORE difficult than the boss
| of the game, so if you've been saving your Point Card, use it now! Also
| you should have the Light Talisman equipped on someone, the Horn spell
| will be extremely handy, it revives dead party members and heals everyone
| up to 100% health. Have Gala using Spoon almost every turn while Noa
| and Vahn cycle between arts and Spirit. Good luck with this one. (000BL)

| With all these equipment upgrades you probably won't find this boss as

| difficult as Songi, but he does provide an adequate challenge for a
 | boss of the game. This boss takes you back to the days of Zeto and
 | Xain, who indicated the coming a super powerful attack with a charge up
 | turn. This makes it easy because you can simply use this to know when
 | you need to Spirit with everyone. You'll HAVE to Spirit with everyone
 | since his Final Crisis does about 3000 damage to everyone if you don't.
 | Besides this attack he has a physical attack about as strong as Songi's,
 | perhaps a little weaker. Another attack called Doomsday is powerful as
 | well, but not nearly as powerful as the Final Crisis. Have Horn ready
 | to summon at all times, it sure works a lot better than a Phoenix. Also
 | go nuts with the Point Card, Wonder Elixirs, and basically anything in
 | your inventory, this is the final boss, who needs all the items! (000BM)
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 | Item List (000C0) |
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Antidote	Cures Venom status
Azure Jewel	Increases LDF by 20%
Bad Luck Bell	Increases the encounter rate
Bronze Book	Gives more items after battle
Burning Jewel	Increases defense against elemental: Fire
Camera Stone	Used to take pictures on the beach
Chicken Guard	Enemies cannot run away
Chicken Heart	Increases escaping chances
Chicken King	Allows you to escape without fail
Chicken Safe	Increases defense when trying to escape
Crimson Book	Gives more experience after battle
Cure Amulet	Protects against status ailment: Venom
Dark Stone	Increases defense against elemental: Dark
Dark Talisman	Allows you to summon: Jedo
Deep Sea Jewel	Increases defense against elemental: Water
Defender Chain	Increases your ability to block hits
Deluxe Rod	A deluxe fishing rod
Door of Light	Use this to escape from dungeon
Door of Wind	Use this to teleport to a town you're visited
Earth Egg	Increases defense against elemental: Earth

Earth Jewel	Increases defense against elemental: Earth
Earth Talisman	Allows you to summon: Palma
Ebony Jewel	Increases defense against elemental: Dark
Evil God Icon	Steal items when you attack
Evil Medallion	Makes user go berserk and attack
Evil Sery Key	Opens the door to Juggernaut in Ratayu
Evil Talisman	Encounter rate is decreased
Fertilizer	Used to make a bridge across the stream in West Voz
Fire Book I	Character learns the Hyper Art: Tornado Flame
Fire Book II	Character learns the Hyper Art: Fire Blow
Fire Book III	Character learns the Hyper Art: Burning Flare
Fire Droplet	AP cannot drop below 100.
Forest Amulet	Protects against status ailment: Rot
Fury Boost	Boosts up attack gauge for one battle
Genesis Seedling	The seedling Genesis Tree at Sol
Gold Card	Access the Sol Fever Disco
Golden Book	Gives more money after battle
Golden Compass	Increases chance of ambushing the enemy
Good Luck Bell	Lowers the encounter rate
Guardian Ring	Increases UDF and LDF by 20%
Guardian Water	Increases DEF permanently
Healing Berry	Restores Max HP to single
Healing Bloom	Restores 200 HP to party
Healing Flower	Restores 800 HP to single
Healing Fruit	Restores 800 HP to party
Healing Leaf	Restores 200 HP to single
Healing Shroom	Restores 200 HP to single
Heavy Lure	Used in deep waters
Honey	Increases all stats permanently
Incense	Encounter rate is temporarily decreased

Ivory Book	Better chance of absorbing Seru
Legendary Rod	A legendary fishing rod
Letona Key	Used to open gate to Mt. Letona in Ratayu
Life Armband	Maximum HP increased by 25%
Life Grail	Restores HP after each turn
Life Ring	Maximum HP increased by 10%
Life Source	While walking your HP is restored
Life Water	Increases HP permanently
Light Egg	Increases defense against elemental: Light
Light Lure	Used in shallow waters
Light Talisman	Allows you to summon: Horn
Lightning Key	Used to open the Lightning Gate
Lippian Flute	Summon the power of the Lippian for mystery effect
Lost Grail	Revives you after you die
Luminous Jewel	Increases defense against elemental: Light
Madlight Jewel	Increases defense against elemental: Thunder
Magic Amulet	Protects against status ailment: Curse
Magic Armband	Maximum HP increased by 25%
Magic Fruit	Restores 50 MP to single
Magic Grail	Restores MP after each turn
Magic Leaf	Restores 200 MP to single
Magic Ring	Maximum HP increased by 10%
Magic Source	While walking your MP is restored
Magic Water	Increases MP permanently
Mary's Diary	Contains some very dirty secrets
Medicine	Cures all status ailments
Mei's Pendant	Maximum HP increased by 10%
Mettle Armband	Increases AP accural by 25%
Mettle Gem	Reduces AP cost of arts by 50%
Mettle Goblet	AP cannot drop below 100.

Mettle Ring	Increases AP accural by 10%
Mettle Source	While walking your AP is restored
Minea's Ring	Maximum HP increased by 25%
Miracle Water	Increases all stats permanently
Mountain Key	Used to open the Mountain Gate
Music Score	Played for Grantes to remind him of Cara
Nature Amulet	Protects against status ailment: Numb
Nemesis Gem	Increases encounter rate
Normal Lure	Used in mid-deapth waters
Old Rod	An old fishing rod
Phoenix	Revives a single ally
Platinum Card	More items added to ship inventory
Point Card	Purchase items to put points on it, damages enemy
Power Elixir	Increases STR temporarily
Power Ring	Increases ATK by 20%
Pure Amulet	Protects against status ailment: Venom and Toxic
Ra-Seru Egg	Increases defense against elemental: Thunder
Rainbow Jewel	Increases defense against elemental: Everything
Ruins Key	Used at Uru Mais to summon Tieg
Scarlet Jewel	Increases UDF by 20%
Seru Flame	Increases AP accural by 25%
Shield Elixir	Increases DEF temporarily
Silver Compass	Reduces chance of being ambushed in battle
Soren Flute	Summons a flying Soren to carry you
Soren Secrets	Contains some of the Soren secrets
Soru Bread	Restores Max HP to single
Speed Chain	Gives wearer the last turn in battle
Speed Elixir	Increases SPD temporarily
Speed Ring	Increases SPD by 20%
Spikefish	Summon the power of Spikefish for battle escape

Spirit Jewel	Reduces MP cost of spells by 25%
Spirit Talisman	Reduces MP cost of spells by 50%
Spring Salts	Bring them to the mayor of Octam
Star Key	Used to open the Star Gate
Star Pearl	Increases INT by 20%
Stone Amulet	Protects against status ailment: Petrify
Sunrise Key	Used to open the Sunrise Gate
Swift Water	Increases SPD permanently
Swimsuit	Put it on and take some pictures
Target Chain	Increases your ability to hit enemy
Tempest Jewel	Increases defense against elemental: Wind
Thunder Book I	Character learns the Hyper Art: Thunder Punch
Thunder Book II	Character learns the Hyper Art: Lightning Storm
Thunder Book III	Character learns the Hyper Art: Explosive Fist
TimeSpace Bomb	Needed to blast open the evil Koru
Unholy Icon	Penetrate enemy defenses
Vitality Ring	Increases AGI by 20%
War God Icon	Attacks twice in a row
War Soul	Increases attacking power of arts
Warrior Icon	Allows you to counterattack
Water Egg	Increases defense against elemental: Water
Water Key	Used to close the Drake Castle floodgate
Water Talisman	Allows you to summon: Mule
Weed Hammer	Used to break the weeds in East Voz
West Ratayu Key	Used to open gate to Dohati's Castle in Ratayu
Wind Book I	Character learns the Hyper Art: Frost Breath
Wind Book II	Character learns the Hyper Art: Vulture Blade
Wind Book III	Character learns the Hyper Art: Hurricane Kick
Wisdom Ring	Increases INT by 20%
Wisdom Water	Increases MAG permanently

Wonder Amulet	Protects against status ailment: Everything
Wonder Elixir	Increases all stats temporarily
Yuma's Ring	Maximum HP increased by 10%
Zalan's Crown	Increases AP accural by 10%
Zalan's Letter	Given to you by Zalan in Jeremi

=====O
| Shop List (000I0) |
O=====O

o-- Rim Elm ----- (000I1) --o o-- Drake Castle ----- (000I2) --o

o-- Item Shop -----o	o-- Arms Shop -----o
Survival Knife.....180G	Survival Knife.....180G
Warrior Seal.....240G	Nail Glove.....160G
Warrior Boots.....420G	Warrior Seal.....240G
Cure Amulet.....800G	Warrior Boots.....420G
Healing Leaf.....100G	Guardian Clip.....320G
Antidote40G	Fighting Robe.....1100G
Door of Light.....200G	Electric Shoes.....560G
o-----o	o-----o

o-- Biron Monastery ----- (000I3) --o o-- Item Shop -----o

o-- Arms Shop (Before) -----o	
	Target Chain.....1200G
Survival Knife.....180G	Defender Chain.....1200G
Nail Glove.....160G	Cure Amulet.....800G
Savior Clothes.....1800G	Healing Leaf.....100G
Warrior Boots.....420G	Antidote.....40G
Guardian Clip.....320G	Medicine.....300G
Fighting Robe.....1100G	Door of Light.....200G
Electric Shoes.....560G	
	o-----o
o-----o	

o-- Ancient Wind Cave ---- (000I4) --o

o-- Arms Shop (After) -----o o-- Arms Shop -----o

Battle Knife.....1200G	Short Sword.....2700G
Crimson Nails.....980G	Fighter Claw.....2900G
Survival Club.....860G	Battle Knife.....1200G
Ironman Seal.....940G	Crimson Nails.....980G
Savior Clothes.....1800G	Survival Club.....860G
Ironman Boots.....1400G	Ironman Seal.....940G
Power Earring.....780G	Savior Clothes.....1800G
Power Plate.....2120G	Ironman Boots.....1400G
Power Shoes.....1300G	Green Clip.....1000G
	Green Robe.....2800G
o-----o	Tempest Shoes.....1900G
	Power Earring.....780G
o-- Item Shop -----o	Power Plate.....2100G

		Power Plate.....1300G	
Healing Flower.....400G			
Healing Bloom.....600G		o-----o	
Magic Leaf.....1000G			
Earth Jewel.....2000G		o-- Item Shop -----o	
Deep Sea Jewel.....2000G			
Burning Jewel.....2000G		Scarlet Jewel.....2500G	
Tempest Jewel.....2000G		Azure Jewel.....2500G	
Healing Leaf.....100G		Golden Compass.....3000G	
Medicine.....300G		Silver Compass.....3000G	
Door of Light.....200G		Earth Jewel.....2000G	
		Deep Sea Jewel.....2000G	
o-----o		Burning Jewel.....2000G	
o-- Vidna ----- (000I5) --o		Tempest Jewel.....2000G	
		Target Chain.....1200G	
o-- Arms Shop -----o		Defender Chain.....1200G	
		Cure Amulet.....800G	
Short Sword.....2700G		Healing Leaf.....100G	
Fighter Claw.....2900G		Medicine.....300G	
Red Club.....3600G		Door of Light.....200G	
Expert Seal.....2400G			
Warrior Armor.....3700G		o-----o	
Master Boots.....3200G		o-- Jeremi ----- (000I6) --o	
Fighting Plate.....4600G			
		o-- Arms Shop -----o	
o-----o			
o-- Item Shop -----o		Short Sword.....2700G	
		Fighter Claw.....2900G	
Magic Leaf.....1000G		Warrior Armor.....3700G	
Phoenix.....1600G		Master Boots.....3200G	
Mettle Ring.....12,000G		Green Clip.....1000G	
Scarlet Jewel.....2500G		Green Robe.....2800G	
Azure Jewel.....2500G		Tempest Shops.....1900G	
Golden Compass.....3000G			
Silver Compass.....3000G		o-----o	
Pure Amulet.....1600G		o-- Item Shop -----o	
Forest Amulet.....3000G			
Healing Flower.....400G		Pure Amulet.....1600G	
Healing Bloom.....600G		Magic Amulet.....2000G	
Medicine.....300G		Healing Leaf.....100G	
Door of Light.....200G		Healing Flower.....400G	
Door of Wind.....200G		Medicine.....300G	
		Door of Light.....200G	
o-----o		Door of Wind.....200G	
		o-----o	
o-- Octam ----- (000I7) --o		o-- Ratayu ----- (000I8) --o	
o-- Arms Shop -----o		o-- Arms Shop -----o	
Force Blade.....4200G		Force Blade.....4200G	
Hard Beat.....3800G		Hard Beat.....3800G	
Red Club.....3600G		Survival Axe.....10,800G	
Expert Seal.....2400G		Expert Seal.....240G	
Ironman Armor.....5300G		Ironman Armor.....530G	
Master Boots.....3200G		Expert Boots.....880G	
Jeweled Clip.....2500G		Jeweled Clip.....250G	
Scarlet Robe.....4800G			
Olive Shoes.....3900G			

Fighter's Band.....2600G	Tempest Robe.....13,400G
Fighting Plate.....4600G	Olive Shoes.....1900G
Fighting Boots.....4300G	Fighter's Band.....2600G
	Valor Plate.....13,800G
o-----o	Fighting Boots.....4300G
o-- Item Shop -----o	o-----o
Earth Jewel.....2000G	o-- Item Shop -----o
Deep Sea Jewel.....2000G	
Burning Jewel.....2000G	Life Ring.....9500G
Tempest Jewel.....2000G	Power Ring.....8000G
Madlight Jewel.....4000G	Guardian Ring.....8000G
Luminous Jewel.....4000G	Mettle Ring.....12,000G
Ebony Jewel.....4000G	Chicken Safe.....10,000G
Healing Flower.....400G	Chicken Guard.....10,000G
Healing Bloom.....600G	Slowness Chain.....1000G
Magic Leaf.....1000G	Healing Flower.....400G
Medicine.....300G	Healing Bloom.....600G
Phoenix.....1600G	Magic Leaf.....1000G
Door of Light.....200G	Phoenix.....1600G
Door of Wind.....200G	Door of Light.....200G
	Door of Wind.....200G
o-----o	
	o-----o
o-- Octam ----- (000I9) --o	o-- Usha Research Station (000IB) --o
o-- Arms Shop -----o	o-- Item Shop -----o
Bloody Claw.....9500G	
Survival Axe.....10,800G	Ivory Book.....5000G
Master Armor.....15,400G	Bronze Book.....8000G
Scarlet Robe.....4800G	Bad Luck Bell.....13,000G
Fighter's Band.....2600G	Healing Berry.....3000G
Valor Plate.....13,800G	Magic Fruit.....5000G
	Medicine.....300G
o-----o	Phoenix.....1600G
o-- Item Shop -----o	o-----o
Earth Jewel.....2000G	o-- Buma ----- (000IC) --o
Deep Sea Jewel.....2000G	o-- Variety Store -----o
Burning Jewel.....2000G	
Tempest Jewel.....2000G	Mettle Armband.....40,000G
Madlight Jewel.....4000G	War Soul.....60,000G
Luminous Jewel.....4000G	Chaos Breaker.....32,000G
Ebony Jewel.....4000G	Battle Robe.....35,000G
Healing Flower.....400G	War God Band.....21,000G
Healing Bloom.....600G	War God Boots.....29,000G
Magic Leaf.....1000G	

Medicine.....300G	Chicken Heart.....10,000G
Phoenix.....1600G	Healing Berry.....3000G
Door of Light.....200G	Healing Fruit.....2400G
Door of Wind.....200G	Magic Fruit.....5000G
	Medicine.....300G
o-----o	Phoenix.....1600G
o-- Sol ----- (000IA) --o	Door of Light.....200G
	Door of Wind.....200G
o-- Arms Shop -----o	o-----o
Beast Buster.....14,500G	o-- Soren Camp ----- (000ID) --o
Bloody Claw.....9500G	
Survival Axe.....10,800G	o-- Arms Shop -----o
Master Armor.....15,400G	
Hero Boots.....15,500G	Chaos Breaker.....32,000G
Royal Crown.....9400G	Heavy Strike.....34,000G
Tempest Robe.....13,400G	Power Club.....36,000G
	Hero Seal.....12,500G
o-----o	Hero Armor.....40,000G
	Triumph Boots.....31,000G
o-- Item Shop -----o	Pronged Crown.....18,200G
Life Ring.....9500G	o-----o
Power Ring.....8000G	
Stone Amulet.....15,000G	o-- Item Shop -----o
Nature Amulet.....8000G	
Healing Flower.....400G	Healing Berry.....3000G
Magic Leaf.....1000G	Healing Fruit.....2400G
Door of Wind.....200G	Magic Fruit.....5000G
	Medicine.....300G
o-----o	Phoenix.....1600G
	Door of Light.....200G
o-- Soru's Bakery -----o	Door of Wind.....200G
Soru Bread.....6000G	o-----o
Soru Bread.....6000G	
Soru Bread.....6000G	o-- Conkram ----- (000IE) --o
Soru Bread.....6000G	
Soru Bread.....6000G	o-- Arms Shop -----o
Soru Bread.....6000G	
Soru Bread.....6000G	Chaos Breaker.....32,000G
	Heavy Strike.....34,000G
o-----o	Power Club.....36,000G
	Hero Armor.....40,000G
o-- Muscle Dome -----o	Battle Robe.....35,000G
	War God Plate.....28,800G
Evil God Icon.....10,000 Coins	
Lost Grail.....8000 Coins	o-----o
Life Armband.....5000 Coins	
Deluxe Rod.....2500 Coins	o-- Item Shop -----o
Vitality Ring.....1000 Coins	
Magic Ring.....500 Coins	Healing Berry.....3000G
Healing Berry.....250 Coins	Healing Fruit.....2400G
Incense.....200 Coins	Magic Fruit.....5000G
Fury Boots.....150 Coins	Medicine.....3000G
Soru Bread.....100 Coins	Phoenix.....1600G
Gold Card.....50 Coins	Door of Light.....200G
	Door of Wind.....200G
o-----o	

o-- Arms Shop -----o		o-----o	
Holy Claw.....17,000G		o-- Sol -----o	
Battle Axe.....15,600G			
Hero Seal.....12,500G		o-- Item Shop -----o	
Expert Armor.....22,200G			
Steel Boots.....18,000G		Guardian Ring.....8000G	
War God Plate.....28,000G		Speed Ring.....8000G	
		Wisdom Ring.....8000G	
o-----o		Healing Berry.....3000G	
		Healing Bloom.....600G	
		Phoenix.....1600G	
		Door of Light.....200G	
		o-----o	

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| Arts List (000P0) |
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o-- Vahn's Arts (Learn Manually) ----- (000P1) --o

Vahn's Craze (Mircl)	R	D	L	U	L	U	R	D	L	
Rolling Combo	U	D	R	L	L	D	U	U	L	
Tri-Somersault	U	D	U	U	U	D	U	-	-	
Maximum Blow	D	R	U	D	L	L	D	-	-	
Fire Tackle	L	R	L	L	D	R	U	-	-	
Power Slash	D	R	U	D	U	D	L	-	-	
Cyclone	D	U	U	U	-	-	-	-	-	
Hurricane	U	U	D	D	-	-	-	-	-	
PK Combo	D	U	U	L	-	-	-	-	-	
Spin Combo	U	D	R	L	-	-	-	-	-	
Pyro Pummel	L	R	U	L	-	-	-	-	-	
Cross-Kick	D	D	D	U	-	-	-	-	-	
Power Punch	L	L	D	-	-	-	-	-	-	
Slash Kick	U	D	L	-	-	-	-	-	-	
Somersault	U	D	U	-	-	-	-	-	-	
Charging Scorch	D	R	U	-	-	-	-	-	-	
Hyper Elbow	L	R	L	-	-	-	-	-	-	

o-- Vahn's Arts (Requires Book) -----o

Burning Flare	R	D	L	D	L	-	-	-	-
Fire Blow	R	R	D	L	-	-	-	-	-
Tornado Flame	R	R	L	-	-	-	-	-	-

o-- Noa's Arts (Learn Manually) ----- (000P2) --o

Noa's Ark (Miracle)	L	U	R	D	U	L	U	D	R
Love You	R	R	U	U	D	U	D	L	R
Super Tempest	R	R	L	R	R	L	U	U	U
Triple Lizard	D	D	D	U	U	U	D	U	-
Dragon Fangs	U	D	U	U	U	D	D	-	-
Super Javelin	U	U	L	D	R	D	R	-	-
Tempest Break	R	R	L	U	U	U	-	-	-
Rushing Gale	U	U	L	D	R	-	-	-	-
Tough Love	D	U	D	L	R	-	-	-	-
Swan Driver	D	U	U	U	-	-	-	-	-
Bird Step	D	D	D	U	-	-	-	-	-
Dolphin Attack	R	R	L	R	-	-	-	-	-
Mirage Lancer	R	R	U	U	-	-	-	-	-
Blizzard Bash	R	L	D	-	-	-	-	-	-
Sonic Javelin	R	D	R	-	-	-	-	-	-
Acrobatic Blitz	U	D	D	-	-	-	-	-	-
Lizard Tail	U	D	U	-	-	-	-	-	-

o-- Noa's Arts (Requires Book) -----o

Hurricane Kick	L	U	U	U	U	D	R	-	-
Vulture Blade	L	L	R	L	R	-	-	-	-
Frost Breath	L	L	R	R	-	-	-	-	-

o-- Gala's Arts (Learn Manually) ----- (000P3) --o

Biron Rage (Miracle)	R	R	D	U	D	U	D	L	L
Neo Static Raising	L	R	L	U	L	L	R	U	L
Heaven's Drop	D	U	L	U	U	L	D	D	-
Back Punch X3	U	D	D	U	L	R	L	-	-
Super Ironhead	D	U	L	U	U	D	D	-	-
Rushing Crush	L	R	D	U	L	U	U	-	-
Hull Horns	L	U	R	D	L	-	-	-	-
Electro Thrash	U	L	D	R	L	-	-	-	-
Neo Raising	L	L	R	U	L	-	-	-	-
Black Rain	U	L	D	D	-	-	-	-	-
Side Kick	D	D	U	U	-	-	-	-	-
Head-Splitter	L	U	U	-	-	-	-	-	-
Guillotine	L	U	L	-	-	-	-	-	-
Back Punch	L	R	L	-	-	-	-	-	-
Ironhead	U	D	D	-	-	-	-	-	-
Battering Ram	L	R	L	-	-	-	-	-	-
Flying Knee Attack	D	U	L	-	-	-	-	-	-

o-- Gala's Arts (Learn Manually) ----- (000P1) --o

Explosive Fist	R	R	L	L	L	-	-	-	-
Lightning Storm	R	R	U	L	-	-	-	-	-
Thunder Punch	R	R	L	-	-	-	-	-	-

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| Version History (X0000) |
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Version 0.00 - (June 6th, 2005) - Began the walkthrough
Version 1.00 - (July 8th, 2005) - Completed the walkthrough

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| Legal (Y0000) |
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I am no longer active writing guides for video games, and thus I will no longer answer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permission. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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| Credits (Z0000) |
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Thanks Steve (Psycho Penguin) for pointing out my stupidity ;)

Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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