

# Legend of Legaia FAQ/Walkthrough

by DaLadiesMan

Updated to v0.50 on Aug 23, 2001

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LEGEND OF LEGAIA FAQ/WALKTHROUGH v0.50  
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Finished: 08/23/01  
Last Updated: 08/23/01

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E-mail Rules: I am a very flexible guy when it comes to emailing me. You can email me at mcfaddendaman@aol.com if you want to chat with me, since I like talking with people. If you have a gameplay issue or question, email me at psychopenguin24@aol.com. One last note: Only email me about the game at psychopenguin24@aol.com , all emails about Legend of Legaia sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it! Check my email backlog. If it's filled up, you may have to wait a while before you get a response. I check my email once in a while. Please wait for a response, because I will respond to all emails. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section. I will only post your question/tip in my guide if it is good, and has not been answered in this guide. Thanks.

Instant Message Rules: Unlike a lot of authors I know, I love getting IM's from fans and for people with questions. My AIM names are HeShootsHeGores and MeganIzMyAngel, and I go on both a lot. Just remember this. If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

=====  
-----{CREDITS}-----  
=====

-The following Legend of Legaia websites for giving me some useful information about this game.

[http://members.tripod.com/Legend\\_Legaia/](http://members.tripod.com/Legend_Legaia/)  
<http://members.tripod.com/~ZLboy/lol.html>

-The following sites for providing the secrets found in the secrets section.

<http://www.gamewinners.com/>  
<http://www.game-revolution.com/>

-The following readers for giving me information.

None, yet.

-The following people, just because I want to credit them.

CJC: For hosting this guide and for giving me a second chance.

Yakuza: For being my first online friend, and for believing in my FAQ skills.

Adrenaline SL: Well, she doesn't hate me or my guides, and she's funny, and she's there for me. She supported me and this guide throughout. Go her.

Andy007: For updating my site with me, although he doesn't as much as he should. :)

Dingo Jellybean: I don't care how much problems I have had with him, have with him, or will have with him in the future, he's still cool.

Cassey, Jenn, Megan, Wendy: You guys know why.

-The following websites for hosting this guide.

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

<http://www.fbgames.com> (If they ever come back)

-The GameFAQs Legend of Legaia message board, for they asked some of the questions found in the FAQ section of this guide.

-Finally, me for typing up this guide.

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#####
I) INTRODUCTION
#####

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Hello, and thanks for reading my guide for one of my all time favorite games, Legend of Legaia. I had a lot of fun doing this guide, as it is truly an awesome game. I was reading over the other Legend of Legaia guides, and they were all very good, and they inspired me to do one as well. This game may never have received the mainstream publicity I think it deserved, but it is still one of the most incredible games I have ever had the honor of playing.

-----  
 -Psycho Penguin

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<http://www.wrestlingcolumns2000.com>

#####  
II) REVISION HISTORY  
#####

v0.50 - August 23, 2001 - 158.4K  
-----

- The guide is finished!
- Walkthrough completed.
- Finishing touches added.
- Hope you enjoy the guide!

v0.35 - August 21, 2001 - 145.4K  
-----

- This guide is almost done, so I figured I better start numbering it normally.
- Shop guide and every list are completed.
- Enemy list completed, note the new format.
- I finally added credits.
- Walkthrough updated through right after Soren Camp. Zora's Floating Castle is next.
- 2 FAQs added.
- I added the conclusion and fixed up the top of the guide some more again.
- PLANNED FOR NEXT UPDATE: The guide should be finished, I will finish the walkthrough, add finishing touches, and finish the FAQ section since I know there are some questions I am forgetting.

v0.06 - August 20, 2001 - 112.8K  
-----

- Accessories list completed.
- Secrets list completed.
- Mini Games guide completed.
- 8 FAQs added.
- PLANNED FOR NEXT UPDATE: Walkthrough through Mt. Dhini, More FAQs added, rearrange and fix up the secrets and mini games sections, and Enemies List.

v0.05 - August 19, 2001 - 80.9K  
-----

- This was a pretty big update, about as big as I hoped for.
- Walkthrough updated through the beginning of the Karisto Kingdom.
- Shop guide updated through Karisto Station.
- The armor list was updated.
- PLANNED FOR NEXT UPDATE: Walkthrough through Mt. Dhini, FAQs added, Accessories List

v0.04 - August 17, 2001 - 53.7K  
-----

- I decided to delete the boss guide section since it wasn't necessary and I won't be doing detailed boss strategies for this guide anyways.
- The walkthrough was updated through leaving the Ancient Wind and Water Cave.

-I completed the items list and weapons list.  
-The shop guide was updated through the Ancient Wind and Water Cave.

v0.03 - August 15, 2001 - 30.4K  
-----

-I got the arts list and magic list complete.  
-This guide is going to take me a while probably, it felt like 4 hours just to do 2 lists..

v0.02 - August 13, 2001 - 22.5K  
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-I got a lot more of the format done. The basic format is now complete.  
-I started the introduction.  
-I reformatted the revision history section.  
-The basic information section has been completed.  
-The walkthrough updated through after Snowdrift Cave.  
-The shop guide was updated through Drake Castle.

v0.01 - August 10, 2001 - 8K  
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-I only got the guide format done until I reached the table of contents header.

#####  
III) BASIC INFORMATION  
#####

----Here is the basic information about this game.----

+++++  
STORYLINE

+++++  
God created the heavens, the earth, and the seas. After creating all things in the universe, god created humans to rule over the world. Yet, while possessing the wisdom of god, humans were physically weaker than the wild beasts, and impulsive in spirit. Many times did the humans come close to dying out forever. Concerned about the human's future, god gave them a mighty force with which to add them. It was the Seru.

Since the dawn of human memory, known as history, humans lived together with creatures known as the Seru. The Seru lived together with humans, always obeying them, and making the humans many times stronger than before. When not worn by a human, a Seru looks much like a stone figure. However... Upon touching a human, a Seru changes object and gives their human secret abilities. With a Seru, a human can lift extremely heavy objects and even fly in the air. However, that era came to an end.

Appearing from out of nowhere, the Mist covered the land, bringing to an end the world of prosperous symbiosis between humans, rebelled against them. The Seru began attacking humans at will. Seru that attached themselves to humans controlled their minds and turned them into evil beasts.

As if forsaken by god, human civilization collapsed. It was the twilight of humanity. Those who escaped the Mist inhabited the desolate areas and protected

each other. Now, their faint hope is their only source of inspiration.

++++  
CHARACTER INFORMATION  
++++

====  
VAHN  
====

Strong Against: Fire  
Weak Against: Water  
Ra-Seru: Meta  
Favorite Weapons: Knives, Swords, Knuckles

STORY: A Young boy living with his father and younger sister in Rim Elm, a remote village whose high walls keep the Mist out. Possessing a strong sense of justice, Vahn is determined to uncover the true nature of the Mist and free the world from its terror. After his fateful encounter with the Ra-Seru Meta, he leaves his village to embark on a great adventure.

ABOUT HIS SKILLS: Possesses a good balance between offense and defense in combat. Parameter growth is average. Having a Ra-Seru of the fire attribute, Vahn is not very adept at summoning Seru of the water attribute - his only weakness.

====  
NOA  
====

Strong Against: Wind  
Weak Against: Thunder, Earth  
Ra-Seru: Terra  
Favorite Weapons: Claw, Feral

STORY: Raised by a wolf in Snowdrift Cave, which miraculously escaped the Mist, Noa is not very articulate, but, on the other hand, possesses a natural intuition and the ability to perceive evil. She is curious and cheerful, but has an extreme dislike of being alone.

ABOUT HIS SKILLS: With excellent agility and speed, Noa is proficient at consecutive attacks. Her light, nimble body, although giving her excellent agility, makes her somewhat lacking in the strength and upper defense power. She is the only left-handed character of the three.

====  
GALA  
====

Strong Against: Thunder  
Weak Against: Wind, Water  
Ra-Seru: Ozma  
Favorite Weapons: Club, Mace

STORY: A warrior-monk of Biron, a faith centered on the belief in physical and mental discipline through rigorous training. Having lost both parents to the Mist when he was a child, Gala not only disavows the use of Seru but he also hates the Seru themselves. Even after attaining the title of Master at the youthful age of 17, the ever-serious Gala continues the rigorous training



Fighting Mode: When you are about to select your attack combination, this button brings up all the Art commands you have learned up to that point. Press the Triangle button again to go to the next page.

X Button -

Normal Mode: Enter selection.

- Run feature (hold X and directional button)
- Interact with people or items.
- Examine drawers/cupboards.

Fighting Mode: Enter selection.

Circle Button -

Both Modes: Cancel a selection or return to the immediately preceding screen.

Square Button -

Normal Mode: Used on panoramic map screen to display towns.

Start Button -

Both Modes: Not used.

Left thumb stick -

Both Modes: Same as directional buttons.

Right thumb stick -

Up - Triangle Button, Right - Circle Button, Down - X Button, Left - Square Button

L1 Button -

World Map: Press to see the panoramic map when you are in the outdoor field. For all locations other than the field, this button has the same function as the X button. (the run feature is not available.)

L2 Button -

For cancelling a selection. Has the same function as the Circle button.

R1 Button -

Press a directional button while holding down the button in order to use the run feature for your character. (The run feature is unavailable in the field.)

R2 Button -

Not used.

#####  
IV) WALKTHROUGH  
#####

----Here is the walkthrough for the game.----

+++++  
RIM ELM  
Items: Healing Leaf x4, Hunter Clothes, Magic Leaf, Mei's Pendant, Point Card  
Bosses: None  
Reccomended Level: 1  
+++++



You are in what appears to be your hometown. Watch the scene then talk to people in the town to pick up various information. Go to the upper right hand corner of the town. Go inside the house and get the MAGIC LEAF from the cupboard. Go to Vahn's house and check that cupboard to pick up a HEALING LEAF. After doing all of this, chat with the rest of the people. Then, go south until you are on the beach. There is a guy on the left hand side. His name is Tetsu. Cool name, huh? Talk to him and he will offer you a chance to practice. Do so, then watch the scene. The mist has now invaded the town.

Go to the weapons shop, and the owner of the shop will give you HEALING LEAF X3. Go to Mei's House and tell her that the mist is coming. Then tell her to go your house. Now, take her to your house. Now you will get MEI'S PENDANT when you leave the town. This is a really good accessory that increases your maximum Hit Points, so it definitely comes in handy.

Now, you can either walk around fighting enemies to gain Serus and levels, or go to the center and touch the Genesis Tree. It will glow, and the Mist will be gone. Now, go back to Mei's house. Watch the scene. Now, go to the weapons shop and buy a SURVIVAL KNIFE, WARRIOR'S SEAL, and a HEALING LEAF. Go to the Items shop and check the upstairs drawer. The very important item called the POINT CARD is here. You are going to need it for later more than likely. Ehen you buy an item, 5 percent of the money you spent goes onto the card. You can then use the card in battle, and use all the points on it to deliver an awesome amount of damage.

Now, exit Rim Elm, watching the scene. Head west until you get to the spring.

+++++  
THE SPRING  
Items: Healing Leaf  
Bosses: None  
Reccomended Level: 5  
+++++

There really isn't much here to do at all. Get the chests from each side of the spring. Go to the spring and you will be healed. Then head out of here and go northwest until you get to Drake Castle. Save before you go in.

+++++  
DRAKE CASTLE  
Items: Fire Book I, Fury Boost, Healing Leaf x2, Lightning Key, Magic Leaf, Mountain Key, Star Key, Sunrise Key, Survival Knife  
Bosses: None  
Reccomended Level: 6  
+++++

Enter here, and get the SUNRISE KEY from the left room. Exit the room, then go back to the center, and use the Sunrise Key to open the Gate. Now you are on the second floor. In the main room, go up to the upper left hand corner and get the HEALING LEAF from the chest. Now, take the door on the south. You see the table and the chair? There is a FURY BOOST in the chest there, so nab it. In the upper right hand corner of the room, get the LIGHTNING KEY.

+++++  
SNOWDRIFT CAVE  
Items: Healing Shroom x5, Nail Glove  
Bosses: None

Reccomended Level: 1

+++++

See, now you are using Noa instead of Vahn. Told you so. You can always save here if you'd like. Talk to Terra, and she will lead you, so follow her. She will ask you three questions along the way. Answer the third choice for the first two questions. After the second question, get the HEALING SHROOM from the floor. Answer the fourth choice for the third question. Go into the room and get another HEALING SHROOM from the floor. Enter the practice room. Get the HEALING SHROOM from each side of the room, then talk to Terra in the center. This is a practice room, so take the time to learn arts and gain levels. After each battle, or when you are low, talk to Terra to get your HP and MP back. Terra will also teach you an Art after the 2nd battle if you haven't used it already. Keep on refusing Terra when she asks you if you want to eat something until you are at a good enough level, however soon enough she will just force you to anyways. Follow he back. Talk to Terra again and she will join you. Get the final HEALING SHROOM that is to be found in this cave. Get the NAIL GLOVE as well. Now, head to the Mountain.

+++++

RIKUROA MOUNTAIN

Items: Guardian Water, Healing Bloom x2, Healing Leaf x2, Phoenix, Power Water, Scarlet Jewel, Speed Elixir, Vahn Fist

Bosses: Golem, Caruban

Reccomended Level: 5

+++++

You will start off as Noa. Make sure she has learned Tempest Break. Just follow the path and pick up some items along the way. Inside the cave, there are two chests. One contains the SCARLET JEWEL, and the other contains the POWER WATER. Get them both, and soon enough you will be up to the first boss of the game. He's not that bad though. Just have Terra do Tempest Break 3 times in a row and have Terra heal as needed. Watch the scene, and go in the cave. Save in the next room, and the scene switches to Vahn.

Go through the wooden doors and up the hill. Go as far north as you can, and go left. He will jump up to the ledge. Turn and run to the right and jump to the next one. Keep pusing right and jump up. Follow this path down and jump across to get the chest containing a SPEED ELIXIR. Jump back across the gap and line up the ledge with the D Pad and then jump. Push up once more and go straight into the cave. Go straight, then right. Follow the path down and right. Go northwest and jump off the ledge. Jump again and go into the cave.

Here is how you get the VAHN FIST: jump to the first ledge, then jump right to the second. Jump left to the third, right to the fourth, right to the fifth and sixth. Go down and right to hop onto the ledge, a HEALING LEAF is here. Push left to go back to the sixth ledge. Push up and left to get to seventh ledge. Go right until you get to the ledge that leads outside. The VAHN FIST is outside. Now go all the way back to the fork. Go down and out. Jump up the ledges and get the HEALING BLOOM. Run to the end of the cave, save, and fight Cerebuan. Beat him up, and watch the scene. Now, you have both Vahn and Noa. Go back to Drake Castle.

+++++

DRAKE CASTLE

Items: Fighting Robe, Healing Leaf, Platinum Card, Swift Water, Water Key

Bosses: None

Reccomended Level: 6

+++++

Watch the scene. You now have the WATER KEY. Cool. After this scene, go left and check the upper left corner of the throne room to get the PLATINUM CARD. Now, go back to the other room and enter the room to the right for a free rest and save. 2nd floor hosts a HEALING LEAF in the chest, and you can get a SWIFT WATER and HEALING BLOOM in the first floor. When you go into the castle town, find her in front of the weapons shop. Get the FIGHTING ROBE for free by telling the dealer you don't know what money is. Go to the items shop. The correct answers are: Healing Berry, escape from dungeon, and Wats. Now, buy some equipment for Noa, and leave.

+++++

WATER GATE

Items: Life Water, Phoenix, Wind Book I

Bosses: None

Reccomended Level: 6

+++++

Enter the water gate and put the water key in the water gate controller. Take the WIND BOOK I from the chest, and go to Biron Monastery.

+++++

BIRON MONASTERY

Items: Healing Bloom, Ivory Book, Medicine, Phoenix, Power Elixir

Bosses: None

Reccomended Level: 7

+++++

Flip up the lever to open the door. Follow the man to the next room. Watch the scene, and go into the room and look at the big statue to get the POWER ELIXIR. Watch the scene, then go upstairs. Go into the right room and get the PHOENIX from the chest. The lower right hand corner has an invisible chest containing a MEDICINE. The middle room has a save point and shop, and the left room has a resting room. Go in the room to the right and talk to the guard. Go up and enter the room in the middle and get the HEALING BLOOM in the pot. Talk to Zopu. Talk to Gala and Songi, then Zopu. Get the IVORY BOOK from Zeto's Dungeon before going into West Voz Forest.

+++++

WEST VOZ FOREST

Items: Deep Sea Jewel, Door of Light, Fertilizer, Healing Bloom, Healing Leaf, Magic Amulet, Medicine x2, Noa Ferral, Ra-Seru Egg, Shield Elixir

Bosses: None

Reccomended Level: 8

+++++

This place really isn't that bad, but some of the enemies are tough. The area is pretty straight forward, however. At the first intersection, go right and get the MEDICINE, then go left and get the HEALING LEAF. Next screen, take the left tunnel to get the SHIELD ELIXIR and FERTILIZER. Now, go back and you can either use the right tunnel or right path to get the MEDICINE. Go to the open field and head north. Take the right path here to get the MAGIC AMULET. Go to the river and check the small plant on the left hand side. Take the DOOR OF LIGHT in the next screen. Go up at the intersection to get the NOA FERRAL, then take the tunnel to the left to get the HEALING BLOOM. Go south and then left.

Save, and touch the genesis tree. Get the RA SERU EGG, then go back to Biron Monastery, but get the DEEP SEA JEWEL behind the tree first.

++++  
BIRON MONASTERY  
Items: Guardian Water  
Bosses: None  
Reccomended Level: 10  
++++

Go to Mary's room and search the pot for some GUARDIAN WATER. Then read the letter. Go to the kitchen and talk to the woman. This acts like an inn. Buy stuff from her if you want, save, and go to the eastern Voz Forest exit, then let him rejoin your party. Now go to the forest.

++++  
WEST VOZ FOREST  
Items: Antidote, Azure Jewel, Cure Amulet, Guardian Water, Healing Flower, Healing Leaf x10, Magic Leaf, Medicine, Survival Club, Weed Hammer  
Bosses: Viguro x2  
Reccomended Level: 6  
++++

Go in and keep following the path until you get to the crystalized glass. Head right and take the green tunnel. Go up past the first intersection, and at the second one, go left and pick up the HEALING LEAF from the treasure chest. Go back and head north. At the third intersection, go right and get the WEED HAMMER. Now, use it on the crystalized glass to the south to get the GUARDIAN WATER. Go back and head north to the next screen. Follow the path and destroy the graa. Take the left tunnel to get the CURE AMULET. Go back and continue north.

On the next screen, take the first left tunnel you see to get the ANTIDOTE and SURVIVAL CLUB from the two chests. Go north and exit the tunnel on your right. Go north and get the AZURE JEWEL. Go south and take the right tunnel. Follow the path, and take the MEDICINE before you enter the tunnel. Save, and go in. Fight the 2 Viguro. Make sure to kill one first, and then hack away on the other one. Noa being at Level 11 helps here, since she would be able to use her Super Art. Revive the Genesis Tree and you will be back in Biron Monastery. Talk to Maya at the kitchen to get ten healing leaves. Rest, save, and go to Zeto's Dungeon.

++++  
ZETO'S DUNGEON  
Items: Burning Jewel, Door of Light, Fury Boost, Healing Bloom x2, Healing Flower, Healing Leaf, Magic Leaf, Medicine, Mettle Ring, Phoenix, Shield Elixir, Short Sword, Tempest Jewel, Thunder Book I  
Bosses: Songi, Zeto  
Reccomended Level: 11  
++++

I LOVE this music! Follow the path and get the THUNDER BOOK I from the chest. Take the right path and get the HEALING LEAF on the north and the HEALING FLOWER On the south. Go back to where you got the chest and take the left parth. Before taking the stairs, go around the bottom and get the FURY BOOST from the chest. Now, take the stairs. Take the left path to get the HEALING BLOOM, then go back and take the right path. At the end, take the elevator down

and go behind the elevator to get the SHORT SWORD from the chest.

Save if you want, then exit the room and follow the path. Go right and enter the room for a SHIELD ELIXIR. Go back out and go south. Go north and get the PHOENIX. Go back again and follow the path to the right. Go left and get the MEDICINE, then go south and get the MAGIC LEAF, then go right. At the next intersection, get the HEALING BLOOM from the north room and get the BURNING JEWEL from the south room. Follow the path until you see two more rooms. In the north room, get the TEMPEST JEWEL, and get the DOOR OF LIGHT from the south room.

Save your game. You will have to fight Songi using only Gala. Just have Gala use Vera whenever he needs to heal, and use the strongest attacks. Continue on, take the elevator, save, and fight Zeto. He is pretty easy. Have Vahn use Tornado Flame, and when he uses Call Wave, have everyone spirit next round. Beat him, destroy the mist generator, and you will be back in Biron Monastery. Take the exit to the West Voz Forest and follow the side of the river to get to the Ancient Wind Cave.

++++  
ANCIENT WIND CAVE  
Items: Door of Light, Door of Wind x2, Healing Bloom, Magic Water, Silver Compass, Wisdom Water  
Bosses: None  
Recommened Level: 13  
++++

At the first intersection, go left and enter the room. Check the barrel behind the bed to get the SILVER COMPASS. Flip the lever to open the door to the next room. Go to the old man who sells weapons, and check the barrel behind him to get the WISDOM WATER. Go back and take the north path and enter the next room. Take the right path to get the DOOR OF LIGHT. Go back, and take the north path here to get the HEALING BLOOM. Take the right path and enter the room. Say yes to the old lady. Watch the dream. The barrel in the upper right hand corner here has MAGIC WATER. Buy stuff, talk to people, and leave, and the old lady will give you two DOOR OF WINDS. Exit and save.

++++  
JEREMI  
Items: Fire Book II, Forest Amulet, Guardian Water, Healing Bloom, Healing Flower, Healing Fruit, Healing Leaf, Phoenix, Power Water, Speed Elixir, Speed Ring, Zalan's Letter  
Bosses: Berserker  
Recommened Level: 14  
++++

You will notice that the Mist has already affected this town. Bummer. There are some items in this town you can get now. Go into the weapons/item shop and get the PHOENIX, then go downstairs and get the TARGET CHAIN. Go to the intersection outside and go north. Take a right and get the HEALING FLOWER from the chest in this house. Take the left path and go into the Inn. In the basement here, there is a treasure chest which contains the POWER WATER. Exit the inn, then go north. The shelf in the upper right corner has a GUARDIAN RING. Go to the 2nd intersection and enter the tower, located to the north. Pick up the HEALING LEAF here, and go to the upper left hand corner and take the elevator in the upper left hand corner.

Go south here and take yet another elevator. Take the upper right hand elevator here to get the chest containing the SPPED RING, then go back and take the lower right hand elevator. Take the upper right hand elevator here to get the HEALING BLOOM, and then take the upper left hand corner elevator, and pull the switch. Go back and take the lower left corner elevator. Save your game, and go right, and head north, to get the HEALING FRUIT. Go back and go through the path. When you get to the forest, go on the left hand side to get the FOREST AMULET, then to the right hand side to get the SPEED ELIXIR.

Heal, and be prepared to fight the toughest boss in the game. And that's saying a lot. Berserker has 5,000 HP and has some nasty attacks. Have Vahn equip the Forest Amulet, and have him handle most of the healing. Gala and Noa should spirit and do their strongest arts. Make sure you stay healthy at all costs, because Berserker has a devastating Earthquake attack, and when he is about to die, he does Stone Circle which does over 400 damage points to each character. Nighto can be used on him to make the job easier, but this guy is still a pain no matter what.

You beat him? Congratulations! Take the FIRE BOOK II, revive the Genesis Tree, and then go back inside the tower. Take the elevator back down to the first floor. Watch the scene, then you will be in the Inn. Talk to Zalan to get ZALAN'S LETTER, buy new equipment, and head out to Vidna.

+++++  
VIDNA  
Items: Door of Wind, Fishing Tackle Set, Healing Flower, Healing Leaf x10, Magic Leaf, Phoenix, Yuma's Ring, Zalan's Crown  
Bosses: None  
Reccomended Level: 17  
+++++

Go inside the Inn, ignoring the people along the way, and head up the stairs and talk to the person there. He will tell you about the Shadow Gate. Leave the Inn and go left, into the Item Shop. Go to the large shelf in the back and open it to get HEALING LEAF X10. Purchase some items if you wish, then go back out and go to the beach. Get the fishing gear from the man here, and then go to the house to the far west of the village. Talk to him, and then go outside and into the house next door. Watch the scene, and go outside and travel to the hot springs to the north. Play the slot machine to get 10 COINS. Go out the back door, and go to the house. Watch the scene when you give ZALAN'S LETTER to his son, Papi. He will give you YUMA'S RING. Buy some weapons and armor, then go back to Jeremi.

+++++  
JEREMI  
Items: Zalan's Crown  
Bosses: None  
Reccomended Level: 17  
+++++

Give YUMA'S RING to Zalan, and in return he gives you ZALAN'S CROWN.

+++++  
OCTAM  
Items: Healing Bloom, Speed Elixir, Swift Water  
Bosses: None

Reccomended Level: 17

+++++

There is not much to do here, so get the items here and then go down the stairs to the left of the temple area. Enter the door in the middle of a structure, and write down the clues these totem poles give you. Read the four messages, and a secret door will open. In here, you will find Cara. She will tell you that she pawned the STAR PEARL to Zalan, so go back to Jeremi.

+++++

JEREMI

Items: Star Pearl

Bosses: None

Reccomended Level: 17

+++++

Get the STAR PEARL from Zalan, then buy some DOOR OF WINDs if you wish. Use one to go back to Octam, then head to the Shadow Gate.

+++++

SHADOW GATE

Items: Fury Boost, Healing Flower x3, Life Ring, Magic Leaf, Miracle Water, Shield Elixir, Wonder Elixir

Bosses: None

Reccomended Level: 18

+++++

Watch the scene as you enter here. Apparently, the Delilas Family is here. He offers a challenge, but they are too busy. To open the gate, the northern rock is earth, the southern one is water, the eastern one is wind, and the western one is fire. Toss the STAR PEARL into the portal that opens, and you will be teleported into some sort of cave.

Follow the path. At the intersection, go right and get the HEALING FLOWER, then go up. At the next intersection, go right and get the LIFE RING from the chest. Now, continue to the left and go up the stairs. Follow the path until you get to another intersection. Go straight and go up the stairs, and get the WONDER ELIXIR, then go back down the stairs and back to the intersection. Head left until you get to the weird floor, then go up and get the MIRACLE WATER from the chest. Keep following the path, and get the FURY BOOST. At the next intersection, go up to get the SHIELD ELIXIR, then go down and follow the path until you are at Underground Octam.

+++++

UNDERGROUND OCTAM

Items: Door of Wind, Fury Boost, Healing Flower, Life Water, Magic Water, Medicine

Bosses: None

Reccomended Level: 18

+++++

Rest, save, and buy items. Now that that is done, go to the Mayor's House, which is to the left of the Inn, and go to the top floor to talk to him. Go out of his house, and watch the scene. Find Hari in the basement of the house south of the Mayor's House. Go in, and talk to the Mayor. Watch the scene. Next stop: Fire Path.

+++++

FIRE PATH

Items: Door of Light/Magic Water, Gala Mace, Guardian Chain, Healing Bloom x3, Healing Flower, Incense, Magic Leaf, Phoenix/Life Water, Power Water, Speed Elixir, Wind Book II, Wisdom Water

Bosses: Xain

Reccomended Level: 19

+++++

This area is pretty tough, but there are some good level up oportunites here. I suggest you fight early on here for a while to gain levels, because there is an Inn nearby. Travel down the path until you get to an open area. Get the WISDOM WATER here, then make your way down until you see a bunch of stones. Head across the stones, while the ground shakes. Rush along the floor and go down the stiars. Keep going until you are at more stones. See the pillar? Go in the door and get the MAGIC LEAF from the chest.

Go to the next pillar, and get the HEALING BLOOM. Go down, across the wooden walkway, and get the HEALING BLOOM from it. Go down, across the wooden walkway, and go right to get the MACE. Go back to the left and get the INCENSE. Go to the stone walkway, and save your game. Go to the path to the next area. Float down stream, go up and get the POWER WATER from the chest, then go down and talk to the boss three times to fight him.

Xain isn't that bad, but he ain't easy. Some of his attacks do over 1,000 HP, and are deadly. He has the Terio Punch that hits the entire party. But he warns you ahead of time by saving up his strength, so you can just spirit to decrease the damage. Arts don't do much damage, well not as much as magic, but I reccomend saving as much magic for healing as you need. Gala can use magic, Noa can do combos, and Vahn can do healing and combos. Beat Xain to get the WIND BOOK I.

Go back to Underground Octam, getting items along the way.

+++++

UNDERGROUND OCTAM

Items: Miracle Water

Bosses: None

Reccomended Level: 21

+++++

The mayor tells you to get some SPRING SALTS from Vidna. So do so, but heal and save before doing so.

+++++

VIDNA

Items: Healing Flower, Magic Ring, Shield Elixir, Spring Salts

Bosses: None

Reccomended Level: 21

+++++

The SPRING SALTS are in the machine room next to the armor shop.

+++++

UNDERGROUND OCTAM



Items: Slowness Chain

Bosses: None

Reccomended Level: 21

+++++

The King gives you the SLOWNESS CHAIN in exchange for the SPRING SALTS. Now, go to Ratayu.

+++++

RATAYU

Items: Door of Wind, Fury Boost, Healing Berry, Healing Bloom, Healing Flower, Ivory Book, Letona Key, Magic Leaf x2, Speed Elixir, Swift Water

Bosses: None

Reccomended Level: 21

+++++

Get the chest, then enter the palace. Get the MAGIC LEAF from inside the Weapon Shop. Go inside the Inn and read the letter that is on the table. Go inside the Items Shop and get the HEALING BLOOM from the chest. Go in the house next to the Item Shop and get the DOOR OF WIND from the chest. Go into the house next to this house and get the IVORY BOOK from the chest. Now, go into the palace, and get the MAGIC LEAF from the upper right hand corner. Next room, take the middle left stairs to get a HEALING FLOWER, then the lower right stairs to get the SWIFT WATER. Go back and head north, get the HEALING BERRY, SPEED ELIXIR, and FURY BOOST from the chests, then talk to Saryu, who gives you the LETONA KEY. Now, go to Mt. Letona.

+++++

MT. LETONA

Items: Guardian Water, Healing Bloom, Healing Fruit, Incense, Magic Fruit, Magic Leaf, Power Book, Thunder Book II, Wisdom Ring, Wisdom Water

Bosses: Songi

Reccomended Level: 21

+++++

Save your game, then go north. Go left at the intersection to get the MAGIC LEAF and WISDOM RING. Go back, and go north. At the next intersection, there is a cave to the north, which contains the GUARDIAN WATER. Go back and head right. At the intersection, go down to get the POWER RING, then go up and right. Enter the cave, and at the intersection, go north. Go left and get the INCENSE and HEALING BLOOM. Go back and head north. Follow the path out. Get the WISDOM WATER from the chest, and go in the cave. Go right to get the HEALING FRUIT, then go left. Save your game, get the MAGIC FRUIT by the Genesis Tree, then beat up Songi to revive it. You will also get the THUNDER BOOK II. Go back to Ratayu, but save before doing so.

+++++

RATAYU

Items: West Ratayu Key

Bosses: Kemaro x2, Van Saryu

Reccomended Level: 22

+++++

Buy some new equipment here, then talk to the girl in purple by the Inn. Watch the scene, which is a cool scene because Noa takes the place of the girl. Now

you are in control of Vahn and Gala. Go straight to where Noa is, and fight the Kemaro. You could absorb these, but it's not a guarantee. Now, fight Van Saryu. This guy is pretty tough, but just watch out for his Jugger Power/Earthquake combo which does over 700 damage to each character. After the battle, he will regain control, and give you the West Ratayu Key. Yay. Go to the Inn, rest, save, and go to the West Gate.

++++  
DOHATI'S CASTLE

Items: Fury Boost, Healing Berry, Healing Flower, Healing Fruit, Life Water, Magic Fruit, Phoenix, Power Elixir, Power Water, Shield Elixir, Wonder Elixir

Bosses: Dohati

Reccomended Level: 22

++++

Enter the castle. At the first intersection, go left. At the next one, go south and get the WONDER ELIXIR. Go back, and head north. Enter the room and get the HEALING FLOWER. Now, go back to the first intersection, and head right. Enter the room to the north to get the POWER ELIXIR. Go out and continue right. Go on the 2nd floor. Follow the path and the room on the right has a HEALING BLOOM. Go back down and move past the stairs, and go down at the intersection to get the PHOENIX. Follow the path to the next tower. Go up to get the HEALING FRUIT.

Now, head left and follow the path. When you get to the stairs, go to the left and get the LIFE WATER. Go back and take the stairs. Go right, and follow the path. At the next intersection, go down to get the WAR SOUL from the chest. Ho back and head right. Follow the path until you are in the next tower. Go up to get the FURY BOOST, then go back down. Next intersection, go up to get the HEALING BERRY. Go back and head south. Follow the path, then take the stairs up. Go up and get the MAGIC FRUIT, then head left to exit the tower. Go into the nex tower and save your game. Go up and right to get the SHIELD ELIXIR. Go back and head left to get the POWER WATER. Go back and head north to fight Dohati. Just watch out for Chaos Breath, otherwise he is simple. Watch the scene, then go back to Octam.

++++  
OCTAM

Items: None

Bosses: None

Reccomended Level: 24

++++

Buy some new equipment. Then go to the right room on top of the shrine. Talk to the guy in green and he will open an elevator for you. Take the elevator up to the top and talk to the octopus like guy. He will take you to Karisto Station. Now you are in the Karisto Kingdom, cool! Head north to Sol.

++++  
SOL

Items: Astral Sword, Genesis Seedling, Golden Book, Guardian Water, Healing Berry, Healing Fruit, Life Water, Mary's Diary, Miracle Water, Phoenix, Power Elixir, Power Water, Speed Elixir, Swift Water, Wisdom Water, Wonder Amulet, Wonder Elixir

Bosses: Gaza

Reccomended Level: 26

+++++

-----[G U I D E]-----

- B1F: Control Room
- 1F: Item Shop, Exit, Inn
- 2F: Arms Shop, Sol's Diner
- 3F: Item Shop's Back Entrance
- 4F: Inn, Jazz Club, Muscle Dome
- 5F: Sol Fever Disco, Sol Broadway
- 6F: Bakery, Arm Shop, Warehouse
- 7F: Community Hall, Sol Cafe, Sol Dayschool
- Top: Biron Temple

When you enter here, go up and talk to Gaza. Keep on going, and buy new equipment. Go into the Community Hall to get the HEALING FRUIT, and inside the Sol Dayschool to get the MAGIC FRUIT. Now, go onto the top floor and use the save point to save. Go to the lower left corner of the room and get the POWER ELIXIR, then go on the upper left corner and get the MIRACLE WATER. Go inside the Biron Temple and watch the scene. Talk to the upper left hand monk to get your HP and MP refilled, then go outside and fight Gaza. The only attack of his you need to watch out for is Astral Slash. After the fight, watch the scene. Talk to the monk again to refill your HP and MP, then save.

Now, you need to get Soru Bread. Go into the Muscle Dome and get 800 coins, then buy 8 SORU BREAD. Go down to the third floor and enter the item shop's back entrance. Take the MAGIC WATER from the chest, then feed it Soru Bread. One down, seven to go. Take the stairs down, take the GUARDIAN WATER and feed Soru Bread. Two down, six to go. Go down these stairs, take the LIFE WATER and feed Soru Bread. Three down, five to go. Go outside, then go up, past the exit, and go in the Inn. Get the POWER WATER and feed Soru Bread. Four down, four more to go. Go down the stairs, get the HEALING BERRY and feed Soru Bread. Five down, three to go. Now, go two stairs up, and get the WISDOM WATER and feed Soru Bread. Six down, two to go. Go outside, and go into the Arms Shop. Get the SWIFT WATER and feed Soru Bread. Seven down, one to go. Go up the stairs, get the PHOENIX, then get the WONDER ELIXIR in the sage chest and feed Soru Bread. You did it!

Now, go down and head to the Control Room. Check the device and watch the scene. The path to the basement will now open. Go down into the basement. Go into the room to get the MARY'S DIARY from the bookshelf. You can take this book to one of the monks in Biron Temple to learn a new art. Go to the next room to get a SPEED ELIXIR. The next room has a WONDER AMULET. The following room has a GOLDEN BOOK. Save in the next room, then go down the stairs. The big panel in the next room should be touched. Then go right and touch the pink panel. Go down, then left, then up. Check the light blue panel. Go down and check the panel. Go right and check the green panel. Go down and check the light blue panel on the middle, this will open the middle. Enter here to fight Gaza. Two powerful attacks to watch out for here are Neo Star Slash (lots of damage to party) and Astral Wave (stronger than before).

Beat him, and watch the scene. He will leave the ASTRAL SWORD for Vahn, but due to its heaviness I would not advise equipping it. The mist is now gone, so all the shops are open. Go to the Inn and talk to Emperor Etora in the basement to Usha Research Center. Now, head out of town, and go into Buma, then leave, so you can door of wind here later. Now, go to Usha Research Center.

+++++  
USHA RESEARCH CENTER

Items: Healing Berry, Magic Fruit x2, Ruin Key

Bosses: None

Reccomended Level: 29

+++++

Check the sign and then the tube next to it. Enter the password (X, X, Triangle, Circle, Square) and Dr. Usha will send you an elevator, so go in it. There are three items here. One is in the chect on the upper right hand corner (near the bed) of the main room, then go upstairs and check the shelf. Go upstairs and check the chest. Talk to Dr. Usha, then go downstairs. Mrs. Usha will ask you some questions, and you must answer them right, so here are the answers.

1. Uru Mais
2. Dream dreams.
3. The Fire Droplet.
4. Usha Research Center

Now you have the RUIN KEY, so go to Uru Mais.

+++++

#### URU MAIS

Items: Fire Droplet, Healing Berry, Magic Grail

Bosses: None

Reccomended Level: 29

+++++

Watch the sequence when you enter here. Take the HEALING BERRY from the chest. Then head to the top of the shrine. Three doors will open, so go in all 3 and watch the 3 scenes, which involve dreams. After watching all 3, talk to Tiegs, and he will give you the Fire Droplet. Now, go back to the Usha Research Center.

+++++

#### USHA RESEARCH CENTER

Items: Healing Berry x5, Healing Fruit x5, Magic Fruit x5, Timespace Bomb x4

Bosses: None

Reccomended Level: 29

+++++

Check the tube, and go in the elebator. Talk to Dr. Usha and he will give you four Timespace Bombs. Go down and Mrs. Usha will ask you more questions. You don't have to answer them right, but you get 5 of the following items for answering them all correctly: Healing Fruit, Healing Berry, Magic Fruit.

1. Nivora Ravine
2. Entrance to Nivora Ravine
3. Three seconds.
4. To awaken Buma's Genesis Tree.

Now head to Buma, and go to the mountain to the right of it.

+++++

#### NIVORA RAVINE

Items: Fire Book III, Fury Boost, Healing Fruit, Magic Fruit, Mettle Gem, Rainbow Jewel, Spirit Jewel, Thunder Book III, Warrior Icon, Wind Book III

Bosses: Che Delilas, Lu Delilas, Gi Delilas, Koru

Reccomended Level: 29

+++++

Watch the scene, and then enter the cave. Follow the path, picking up the WARRIOR ICON along the way. Save your game, because in the next intersection

you will be divided into three parties. You will start off with Vahn. Enter the cave to get the METTLE GEM. Go back, and continue to the left. Follow the path until you can't move any further. Then switch to Noa. Go into the cave to get the RAINBOW JEWEL. Go back and continue to the left until you step on the blue sign on the floor. Change over to Gala and follow the path. Enter the cave to get the SPIRIT JEWEL, then go back and continue to the left. Follow the path until you can not proceed any further.

Switch back to Vahn and check the obstacle. Push it, and then follow the path. Enter the cave to get the FURY BOOST. Go back and continue until you reach the spikes, then switch to Noa. This is really a cool dungeon, by the way. Go left, touch the brown panel, and go north. Follow the path and enter the cave to get the MAGIC FRUIT. Go back and continue until you are in the middle of the cave. Switch over to Gala, then follow the path. Push the snowball down, so Vahn can use it. Switch to Vahn and have him jump over the snowball. Now, he is done. Switch back to Gala and follow the path, and now all three are done.

You have to fight three Delilas, one on one, now. There is a method to beating them. They have a pattern of attack which goes attack, attack, super attack, so make sure to spirit every three rounds. The first battle is the toughest, mainly because Gala is weakest when it comes to defense probably. Heal a lot to win. The second battle is a lot easier then you may expect, as Noa does a lot of damage. The third and final battle is pretty tough because Vahn and Gi are the same element, so Vahn's attack doesn't do as much damage as normal. Just wear him out and he'll die. Afterwards, save, and then fight Koru. If there was ever a time to use your point card its now, because you have to beat him in five rounds or it's game over. Watch the scene, then go to Buma.

++++  
BUMA  
Items: Healing Fruit, Magic Fruit, Music Score  
Bosses: None  
Reccomended Level: 32  
++++

Enter the town, then watch the Genesis Tree reviving sequence. Cara will show up. Go down after that, and watch the scene. Buy some new equipment, get the MAGIC FRUIT from the fireplace in Cara's house and the HEALING FRUIT from the chest in the Inn, and head back to Sol.

++++  
SOL  
Items: None  
Bosses: None  
Reccomended Level: 32  
++++

Go to the Jazz Club, and give the MUSIC SCORE to the pianist. Watch the scene.

++++  
BUMA  
Items: Light Ra-Seru Egg, Soren Flute  
Bosses: None  
Reccomended Level: 32  
++++

Go to Cara's house, watch the scene, then get the LIGHT RA-SERU EGG. Grantes will give you the SOREN FLUTE.

++++  
JEREMI  
Items: Light Talisman  
Bosses: None  
Reccomended Level: 32  
++++

Give the Ra-Seru Egg to Zalan and he will turn the egg into LIGHT TALISMAN.

++++  
MT. DHINI  
Items: Good Luck Bell, Healing Berry, Phoenix, Unholy Icon, Wonder Amulet  
Bosses: None  
Reccomended Level: 32  
++++

Go north and check the gold sparkle to open the entrance. Save your game, then go north. Follow the path, head down at the intersection to get the UNHOLY ICON. Head north, then enter the cave. Go right at the next intersection and get the PHOENIX. Go back, and go south to the next intersection. Head left to exit the cave. Follow the path, picking up the WONDER AMULET along the way. Pick up the HEALING BERRY when you leave the second cave, and enter the third cave. There is a GOOD LUCK BELL at the left of the first intersection. Go back, head north, and exit the cave. Play the Soren Flute at the top, and watch the scene.

++++  
SOREN CAMP  
Items: Healing Fruit, Wonder Elixir  
Bosses: None  
Reccomended Level: 33  
++++

Inside the weapon shop, there is a HEALING FRUIT. Buy new stuff here. Then go to the Inn and rest for free. Then go to the Elder's House, get the WONDER ELIXIR from the chest, then talk to him. Save your game, talk to Luctes, and he will take you to Zora's Floating Castle.

++++  
ZORA'S FLOATING CASTLE  
Items: Evil God Icon, Healing Berry, Life Water, Magic Ring, Magic Water, Soren Secret  
Bosses: Zora  
Reccomended Level: 33  
++++

Enter, then follow the path until you hit the first intersection. Make a left, then go down and enter the room you see to get the HEALING BERRY from the treasure chest. Go back up, to the previous intersection, and go right. Head to the next intersection, and go right. Enter the room and nab the MAGIC RING from the treasure chest. Go back out, then head south at the intersection. Follow the path, until you get to another intersection. Go right, then enter the room to the north.

Move the lever, then go outside and step on the elevator. Go down, to the next intersection, and go right and get the LIFE WATER from the treasure chest. Go to the left, enter the room, and get the EVIL GOD ICON from the treasure chest. This is a nice little accessory. Continue following the path until you get to the next room. Go to the left, then use the tube as a stone and enter the room. Talk to the Puera and fight him. Move the lever, go back to the room you were in before, and go up.

Enter the next room, then find the switch on the wall and pull it. Check the thing to get the SOREN SECRET. Go back, then go left into the next room. There are two Puera here that guard the entrance, so you have to fight them. No problem for you, however. Move the lever to the left, then right, and open the door. Go through the door, then go to the throne. Go to the left room and get the MAGIC WATER from the treasure chest. Go back, and enter the middle door. Pick an answer, then go south. Zora will attack you. She is tough, but you can persevere. Just watch out for Glare, that can turn everyone to stone, and that's not a good thing. Beat her, then watch the scene. Exit the castle in six minutes, which is pretty simple, then watch the scene and you will be back in Soren Camp, thanks to Luctes.

++++  
SOREN CAMP  
Items: Door of Wind  
Bosses: None  
Recommened Level: 35  
++++

Watch the scene, then talked to Luctes.

++++  
CONKRAM  
Items: Healing Fruit, Lost Grail, Seru Flame, Spirit Jewel, Wonder Elixir  
Bosses: None  
Recommened Level: 35  
++++

Watch the scene, then go right and get the SPIRIT JEWEL from the treasure chest. Go up, and take the stairs up. Go left and get the LOST GRAIL, then go up the stairs. Go into the castle. Watch the scene, then go upstairs and talk to Queen Minea. Go into the left room to get the HEALING FRUIT from the treasure chest. Take the stairs up, and get the WONDER ELIXIR from the treasure chest. Now, go to the first floor and talk to the guard in the upper left hand corner. He will let you pass, then go into the basement to get the SERU FLAME from the King. Go to the mirror room, behind the Queen, to go back in time.

++++  
CONKRAM'S PAST  
Items: Guardian Water, Magic Fruit, Power Water, Swift Water, Wisdom Water  
Bosses: None  
Recommened Level: 33  
++++

Go to sleep in the Inn. Now, go to the first floor of the castle. Go to the left and enter the room. Get the POWER WATER then go back. Exit the castle, and get the GUARDIAN WATER from the left hand stairs. Go down, then head right to the corner to get the MAGIC FRUIT. Enter the first house to the right to enter

the Dojo. Get the SWIFT WATER, then go to the house north of the Item Shop to get some WISDOM WATER. Go spend a night at the Inn. In the morning, watch the scene, then head to the basement of the castle and follow the path down.

++++  
ROGUE TOWER

Items: Fury Boost, Guardian Chain, Magic Armband, Miracle Water x4, Phoenix  
Bosses: Berserker Level 2, Caruban Level 2, Berserker Level 3, Caruban Level 3, Rogue  
Reccomended Level: 34

++++  
Just remember you can only move when the floor is not shaking.

1F: Step on the teleport. Use the right teleport. Use the teleport in the lower right hand corner of the other room. Take the left room's teleport to get the MAGIC ARMBAND. Go back to the previous teleport, then go take the right room's one. Take the left hand teleport, then use the left teleport to get the PHOENIX. Go back, and use the teleport on the lower left corner. Enter the big teleport.

2F: Use the far teleport. Use the teleport on the lower left corner. Use the left hand one. Use the teleport on the lower right. Get the GUARDIAN CHAIN in the room to the south. Use the lower right corner to get the FURY BOOST. Go back, and teleport to the upper right. Beat Berserker Level 2, and use the teelport nearby to go back to the entrance. Step off the teleport, then step on it again. Use the right hand teleport. Take the left teleport. Touch the crystal and beat Caruban Level 2. Use the teleport. Use the teleport to the south. Step on the big teleport to go to the third floor.

3F: Use the northern teleport. Use the teleport you see. Beat up Berserker Level 3. Use the upper left teleport. Use the upper left one again. Go inside the upper left room and step on the teleport. Beat up Caruban Level 3. Go back and use the right teleport. Save your game, then use the big teleport.

4F: Go down, and watch the scene. Fight Rouge. Fight one round, spirit the next. Watch the scene when you win.

++++  
CONKRAM'S PAST

Items: Minea's Ring, Nemesis Gem  
Bosses: None  
Reccomended Level: 37

++++  
Watch the scene and the king will give you the NEMESIS RING. Go to the room to the left, use the stairs, and talk to the Queen to get MINEA'S RING. Go back down and enter the mirror room to the right. Go to the Absolute Fortress.

++++  
JETTE'S ABSOLUTE FORTRESS

Items: Golden Claw, Great Axe, Life Armband, Lost Grail, Rainbow Jewel, Unholy Icon, Warrior Icon, Wonder Amulet, Wonder Elixir  
Bosses: Cort  
Reccomended Level: 37

++++



Watch the scene. Fight the Gillium. Enter the fortress and follow the path. Go right and get the LIFE ARMBAND, then save your game. You can recover your Hit Points and Magic Points here using the spring. Go north, then watch the scene. Follow the path, then watch the scene. At the intersection, go to the right and get the RAINBOW JEWEL from the treasure chest. Go back, then left. Enter the door to the north. Follow the path, then enter the next cave. Enter the room and get the GOLDEN CLAW from the treasure chest.

When you exit the cave, go up and enter the next area. Go to the upper part of the south section and step on the blue sign in the floor to get the WONDER AMULET. Go back to the previous room and enter the lower north door to get the UNHOLY ICON. Go back and proceed to the upper north door. Go to the upper right hand corner to get the WONDER ELIXIR. Check the control panel in the middle of the room, and check the right panel and make it the default. Go back to the upper south door, step on the sign, and get the GREAT AXE. Now, change the default to left and you will fight Jette. Attack him, not his clone.

After you beat him, go back and check the panel and make the left one the default. Go back to the blue sign on the upper south door and step on it. Enter the new area, then at the intersection, go right and pick up the WARRIOR ICON. Go back, then up, and follow the path. Take the elevator up, and get the LOST GRAIL from behind the elevator. Then save your game and go into the next room. Beat up on Cort, as you can only use Arts, nothing else. When you break his shield, beware, because he will do Juggernaut. Beat him, then watch the scene.

++++  
RIM ELM  
Items: Mettle Gem  
Bosses: None  
Reccomended Level: 41  
++++

Beat up on Tetsu to get the Mettle Gem. Then talk to Noa in the elder's house. Talk to Mei at Mei's house. Go to the Genesis Tree to talk to Gala. Songi will come, so watch the scene. Go south, and you can build up levels here, as the enemies give a lot of experience. Go to Uru Mais.

++++  
URU MAIS AND SERU-KAI WORLD  
Items: Healing Berry, Life Water, Magic Fruit, Magic Water, Triumph Armor  
Bosses: Songi  
Reccomended Level: 43  
++++

Watch the scene. Go up and at the intersection, go right to get the LIFE WATER from the treasure chest. Go back, then head left. At the next intersection, go south and get the TRIUMPH ARMOR then go back and follow the path along. At the next intersection, go to the lower right to get the MAGIC FRUIT. Take the upper right path, and at the next intersection, go upper right and get the HEALING BERRY. Go back and take the left path. At the next intersection, take the upper right path, then take the upper left path to get the MAGIC WATER from the treasure chest. Go back, and take the upper right hand path. Save your game, then fight Songi. This guy is a pain in the ass and is the second toughest boss in the game. Be on Level 45, and just brave it out in the beginning. He can kill a guy in one hit, but he grows weaker as time goes on. Beat him, watch the scene, then go back to Rim Elm. Here we go, final dungeon time.

+++++  
RIM ELM AND JUGGERNAUT'S BIO LAB  
Items: Crimson Book, Life Armband, Magic Armband, Miracle Water, Mettle Goblet,  
Ra-Seru Armor, Ra-Seru Blade, Ra-Seru Boots, Ra-Seru Club, Ra-Seru Fangs,  
Ra-Seru Helmet, Ra-Seru Plate, Ra-Seru Plume, Ra-Seru Robe, Ra-Seru Thongs  
Bosses: Cort  
Reccomended Level: 45  
+++++

Watch the scene, then enter. Follow the path to enter the next area. Go down,  
and enter another area. When you get to the intersection, go right and get the  
RA-SERU ARMOR from the treasure chest. Go back, and go up. At the next  
intersection, go left and pick up the RA-SERU ROBE from the treasure chest.  
Then, go to the right and follow the path. Make sure to get the RA-SERU PLATE  
before entering the next room. Go in the next area, then go straight and use  
the branch to jump into the water. Get the CRIMSON BOOK here along the way.  
Enter the area, then follow the path into the next one.

At the next intersection, go south and dive into the water. Get the RA-SERU  
SEAL when you are out of the river. Go back into the river again. When you are  
out, go down and right. Jump in the water, then hold down left to get the  
RA-SERU PLUME. Dive back in. When you are done, go down and to the right. Jump  
on the same spot, then hold down right this time to get the RA-SERU HELMET. Now  
follow the path to the save point, save and go in. Get all the chests in here,  
using the platforms, which appear as you jump. Follow the path out, then go  
into the next area.

At the intersection, go right and get the RA-SERU CLUB. Go back, then down. At  
the next intersection, go to the left and get the MAGIC ARMBAND. Go back, and  
go down. At the next intersection, go right and get the RA-SERU FANGS. Go back  
and up. Go to the right at the next intersection to get to the RA-SERU BLADE.  
Watch out here, get out fast because the enemies that throw cards at you can  
kill you instantly if you aren't carefully. Go down, and save. Then step on one  
hole, then on another. Watch the scene. FINAL BOSS TIME!

Cort is pretty tough, but you can manage. Make sure to stay healthy, and have  
everyone pull off their best attacks. When he uses Ultra Charge, spirit next  
round. Doomsday is also tough. If you want an easy win, just have your healer  
spirit every round, so no one should really ever die no matter what. Win, and  
you have beat the game. ENJOY THE ENDING AND CONGRATS!

Make sure to check out Legend of Legaia: Duel Saga when it comes out!

#####  
V) FREQUENTLY ASKED QUESTIONS  
#####

----Here is just a bunch of questions you may ask me about the game.----

1. Can you give me a little background information about this game?

---

A: Sure. It was released by Sony on March 15, 1999 after being in Japan for a  
while. The game did not get a lot of fanfare, so it got a quiet release. I  
remember reading about it in an old issue of PSM, so I decided to buy the game.  
Needless to say, I was impressed. Contraill did a great job with this game!

---

2. Why did you feel the need to do a FAQ for an older game that already has several decent guides?

---

A: I will admit I like most of the Legend of Legaia guides already posted on the website. I guess it is because this is one of my favorite games of all time, and I have always wanted to write for it. It was never the most popular game, and I am sure this FAQ is not going to get a ton of hits, but at least I can say I wrote a guide for it.

---

3. I am having problems absorbing Seru. Can you help me?

---

A: Sure. It is kind of tough to absorb Seru if you don't know the secrets on how to gain them easily. Well, how can you? First off, try to give it as little damage as possible when it dies. For instance, let's say an enemy has 3000 HP. You do 3400 damage or so, and it's fine. But let's say you do 5000 damage, then chances are you won't absorb it. So, try to keep it as close as possible. Also, I discovered that using combos that end with down also help when it comes to absorbing Seru. The higher the Seru, the easier it is to absorb, because chances are you should have had it by now. And finally, equipping an Ivory Book certainly helps.

---

4. I can't use Miracle Arts!

---

A: Well, you have to wait to a certain level before you have enough spaces. Don't forget you need to spirit or use a Fury Boost to get the amount of spaces you need to perform the Miracle Art, and you also need 99 AP.

---

5. What are your favorite tracks from the game?

---

A: Well, I have a bunch. I really like the music that plays in the dancing contest, I forget the name at the moment. The battle music and boss music is cool. I love the Songi battle song, it's awesome. The final boss music is great, and "Prince of the Mist" is great. However, my favorite song is the one that plays in the Mist Generators.

---

6. How can I get Juggernaut?

---

A: Get all your characters to Level 99. Go to Ratayu, and talk to Saryu. He will give you the Key to Juggernaut Room. Go inside and open the chest to get the Evil Talisman. That's it!

---

7. What does the Point Card do?

---

A: It allows you to do a lot of damage in battle, which is useful for bosses. How does it work? You buy items, and 5 percent of what you spend goes on the card. You can then use the points you put on the card during battle. For instance, let's say you buy 2,000 dollars worth of stuff. You would put on 40 points on the card. You can then use those 40 points during battle. If you wait a while before using the card, you will have a ton of points, then can do a ton of damage. This works really well against some bosses who are tough.

---

8. Where is the Camera Stone and what does it do?

---

A: It is in Vidna, to the right of Pepe's house. You can only take five pictures, but it comes in handy. You can take pictures of Mei in Rim Elm, a bunch of people in Vidna, and the doctor in the USHA Research center.

---

9. What does the Intelligence statistic do?

---

A: It increases the power of your magic attacks.

---  
10. What's the highest level a Seru can get to?

---  
A: 9.

---  
11. What effects do Pueras give you?

---  
A: Lv. 1 Puera, it's 1 Both Die, 1 Both Heal, 1 Noa/Vahn/Gala Dies, and 1 Puera Dies. Lv. 2, it's 1 Both Die or Both Heal, 2 Noa/Vahn/Gala Dies, and 1 Puera Dies. Lv. 3, it's 3 Noa/Vahn/Gala Dies, and 1 Puera Dies.

#####  
VI) LISTS  
#####

----Here is a bunch of lists for the games.----

+++++  
A) ARTS LIST  
+++++

----Here is a list of all the Art techniques you can learn in the game.----

=====  
VAHN  
=====

----Regular Arts----

Name: Hyper Elbow  
AP: 18  
Command: Arms, Ra-Seru, High

Name: Charging Scorch  
AP: 18  
Command: Low, Ra-Seru, High

Name: Somersault  
AP: 18  
Command: High, Low, High

Name: Slash Kick  
AP: 18  
Command: High, Low, Arms

Name: Power Punch  
AP: 18  
Command: Arms, Arms, Low

Name: Cross Kick  
AP: 24  
Command: Low, Low, Low, High

Name: Pyro Pummel  
AP: 24  
Command: Arms, Ra-Seru, High, Arms

Name: Spin Combo  
AP: 24  
Command: High, Low, Ra-Seru, Arms

Name: PK Combo  
AP: 24  
Command: Low, High, High, Arms

Name: Hurricane  
AP: 24  
Command: High, High, Low, Low

Name: Cyclone  
AP: 24  
Command: Low, High, High, High

----Hyper Arts----

Name: Tornado Flame  
AP: 30  
Command: Ra-Seru, Ra-Seru, Arms

Name: Fire Blow  
AP: 40  
Command: Ra-Seru, Ra-Seru, Low, Arms

Name: Burning Flare  
AP: 50  
Command: Ra-Seru, Low, Arms, Low, Arms

----Super Arts----

Name: Power Slash  
AP: 54  
Command: Low, Ra-Seru, High, Low, High, Low, Arms

Name: Fire Tackle  
AP: 54  
Command: Arms, Ra-Seru, Arms, Arms, Low, Ra-Seru, High

Name: Maximum Blow  
AP: 54  
Command: Low, Ra-Seru, High, Low, Arms, Arms, Low

Name: Tri-Somersault  
AP: 60  
Command: High, Low, High, High, High, Low, High

Name: Rolling Combo  
AP: 66  
Command: High, Low, Ra-Seru, Arms, Arms, Low, High, High, Arms

----Miracle Art----

Name: Vahn's Craze

AP: 99

Command: Ra-Seru, Low, Arms, High, Arms, High, Ra-Seru, Low, Arms

=====  
NOA  
=====

----Regular Arts----

Name: Lizard Tail

AP: 18

Command: High, Low, High

Name: Acrobatic Blitz

AP: 18

Command: High, Low, High

Name: Sonic Javelin

AP: 18

Command: Arms, Low, Arms

Name: Blizzard Bash

AP: 18

Command: Arms, Ra-Seru, Low

Name: Mirage Lancer

AP: 24

Command: Arms, Arms, High, High

Name: Dolphin Attack

AP: 24

Command: Arms, Arms, Ra-Seru, Arms

Name: Bird Step

AP: 24

Command: Low, Low, Low, High

Name: Swan Diver

AP: 24

Command: Low, High, High, High, High

Name: Tough Love

AP: 30

Command: Low, High, Low, Ra-Seru, Arms

Name: Rushing Gale

AP: 30

Command: High, High, Ra-Seru, Low, Arms

Name: Tempest Break

AP: 36

Command: Arms, Arms, Ra-Seru, High, High, High

----Hyper Arts----

Name: Frost Breath  
AP: 40  
Command: Ra-Seru, Ra-Seru, Arms, Arms

Name: Vulture Blade  
AP: 50  
Command: Ra-Seru, Ra-Seru, Arms, Ra-Seru, Arms

Name: Hurricane Kick  
AP: 70  
Command: Ra-Seru, High, High, High, High, Low, Arms

----Super Arts----

Name: Super Javelin  
AP: 48  
Command: High, High, Ra-Seru, Low, Arms, Low, Arms

Name: Dragon Fangs  
AP: 54  
Command: High, Low, High, High, Low, Low

Name: Triple Lizard  
AP: 66  
Command: Low, Low, Low, High, High, High, Low, High

Name: Super Tempest  
AP: 60  
Command: Arms, Arms, Ra-Seru, Arms, Arms, Ra-Seru, High, High, High

Name: Love You  
AP: 72  
Command: Arms, Arms, High, High, Low, High, Low, Ra-Sery, Arms

----Miracle Arts----

Name: Noa's Ark  
AP: 99  
Command: Ra-Seru, High, Arms, Low, High, Ra-Seru, High, Low, Arms

=====  
GALA  
=====

----Regular Arts----

Name: Flying Knee Attack  
AP: 18  
Command: Low, High, Arms

Name: Battering Ram  
AP: 18  
Command: Arms, Ra-Seru, Low

Name: Ironhead  
AP: 18

Command: High, Low, Low

Name: Back Punch

AP: 18

Command: Arms, Ra-Seru, Arms

Name: Guillotine

AP: 18

Command: Arms, High, Arms

Name: Head-Splitter

AP: 18

Command: Arms, High, High

Name: Side Kick

AP: 24

Command: Low, Low, High, High

Name: Black Rain

AP: 24

Command: High, Arms, Low, Low

Name: Neo Raising

AP: 30

Command: Arms, Arms, Ra-Seru, High, Arms

Name: Electro Thrash

AP: 30

Command: High, Arms, Low, Ra-Seru, Arms

Name: Bull Horns

AP: 30

Command: Arms, High, Ra-Seru, Low, Arms

----Hyper Arts----

Name: Thunder Punch

AP: 30

Command: Ra-Seru, Ra-Seru, Arms

Name: Lightning Storm

AP: 40

Command: Ra-Seru, Ra-Seru, High, Arms

Name: Explosive Fist

AP: 50

Command: Ra-Seru, Ra-Seru, Arms, Arms, Arms

----Super Arts----

Name: Rushing Crush

AP: 54

Command: Arms, Ra-Seru, Low, High, Arms, High, High

Name: Super Ironhead

AP: 54

Command: Low, High, Arms, High, High, Low, Low



Name: Back Punch x3  
AP: 54  
Command: High, Low, Low, High, Arms, Ra-Seru, Arms

Name: Heaven's Drop  
AP: 60  
Command: Low, High, Arms, High, High, Arms, Low, Low

Name: Neo Static Rising  
AP: 66  
Command: Arms, Ra-Seru, Arms, High, Arms, Arms, Ra-Seru, High, Arms

----Miracle Arts----

Name: Biron Rage  
AP: 99  
Command: Ra-Seru, Ra-Seru, Low, High, Low, High, Low, Arms, Arms

++++  
B) MAGIC  
++++

----Here is a list of magic in the game.----

=====  
SERU  
=====

Name: Theeder  
MP: 24  
Elements: Thunder  
Attack: Turning Laser

Name: Viguro  
MP: 64  
Elements: Thunder  
Attack: Plasma Storm

Name: Gilium  
MP: 160  
Elements: Thunder  
Attack: Space Cannon

Name: Gimard  
MP: 10  
Elements: Fire  
Attack: Burning Attack

Name: Zenoir  
MP: 36  
Elements: Fire  
Attack: Vertical Hammer

Name: Gola Gola  
MP: 40

Elements: Fire  
Attack: Spinning Flare

Name: Gizam  
MP: 28  
Elements: Water  
Attack: Bubble Crush

Name: Freed  
MP: 40  
Elements: Water  
Attack: Freezing Point

Name: Slippery  
MP: 110  
Elements: Water  
Attack: Deadly Rain

Name: Mushara  
MP: 60  
Elements: Earth  
Attack: Crazy Driver

Name: Kemaro  
MP: 72  
Elements: Earth  
Attack: Canine Fangs

Name: Iota  
MP: 90  
Elements: Earth  
Attack: Odd Dimension

Name: Vera  
MP: 6  
Elements: Light  
Attack: Mystic Care

Name: Orb  
MP: 18  
Elements: Light  
Attack: Holy Orb

Name: Spoon  
MP: 45  
Elements: Light  
Attack: Holy Eyes

Name: Aluru  
MP: 90  
Elements: Light  
Attack: Final Blast

Name: Swordie  
MP: 32  
Elements: Wind  
Attack: Sonicsizer

Name: Nova  
MP: 48

Elements: Wind  
Attack: Violent Wind

Name: Barra  
MP: 85  
Elements: Wind  
Attack: Hell Dive

Name: Nighto  
MP: 13  
Elements: Dark  
Attack: Hell's Music

Name: Puera  
MP: 120  
Elements: Dark  
Attack: Dream Illusion

=====  
RA-SERU  
=====

Name: Meta  
MP: 240  
Elements: Fire  
Attack: Inferno

Name: Terra  
MP: 240  
Elements: Wind  
Attack: Queen Twister

Name: Ozma  
MP: 240  
Elements: Thunder  
Attack: Voltagor

Name: Palma  
MP: 200  
Elements: Earth  
Attack: Meteor Cluster

Name: Mule  
MP: 200  
Elements: Water  
Attack: Deep Avalanche

Name: Horn  
MP: 200  
Elements: Light  
Attack: Resurrector

Name: Jedo  
MP: 200  
Elements: Dark  
Attack: Deadly Promise

Name: Juggernaut  
MP: 255

Elements: Evil  
Attack: Dark Eclipse

+++++  
C) ITEMS  
+++++

----Here is a list of all the items in the game.----

Name: Healing Leaf  
Price: 100  
Effect: It restores 200 Hit Points.

Name: Healing Shroom  
Price: 60  
Effect: It restores 60 Hit Points.

Name: Healing Bloom  
Price: 600  
Effect: It restores 200 Hit Points to each character.

Name: Healing Flower  
Price: 800  
Effect: It restores 800 Hit Points.

Name: Healing Fruit  
Price: 2,400  
Effect: It restores 800 Hit Points to each character.

Name: Healing Berry  
Price: 3,000  
Effect: It restores maximum Hit Points.

Name: Soru Bread  
Price: 6,000  
Effect: It restores maximum Hit Points.

Name: Magic Leaf  
Price: 1,000  
Effect: It restores 50 Magic Points.

Name: Magic Fruit  
Price: 5,000  
Effect: It restores 200 Magic Points.

Name: Phoenix  
Price: 1,600  
Effect: It restores a dead ally with a small amount of Hit Points.

Name: Antidote  
Price: 40  
Effect: It cures the poison status effect to a single character.

Name: Medicine  
Price: 300  
Effect: It cures all status effects to a single character.

Name: Door of Light  
Price: 200  
Effect: It allows you to escape from a dungeon.

Name: Door of Wind  
Price: 200  
Effect: It allows you to teleport between towns.

Name: Fury Boost  
Price: 2,000  
Effect: It boosts the attack gauge for one battle.

Name: Incense  
Price: 2,000  
Effect: It lowers the amount of battles you get in, for a short time.

Name: Power Elixir  
Price: 1,500  
Effect: It raises the strength of the selected character for the battle.

Name: Shield Elixir  
Price: 1,500  
Effect: It raises the defense of the selected character for the battle.

Name: Speed Elixir  
Price: 1,500  
Effect: It raises the speed of the selected character for the battle.

Name: Wonder Elixir  
Price: 6,000  
Effect: It raises all statistics for the selected character for the battle.

Name: Life Water  
Price: 5,000  
Effect: It permanently raises the maximum Hit Points of the character by 16.

Name: Magic Water  
Price: 5,000  
Effect: It permanently raises the maximum Magic Points of the character by 8.

Name: Power Water  
Price: 2,000  
Effect: It permanently raises the strength of the character by 4 points.

Name: Guardian Water  
Price: 2,000  
Effect: It permanently raises the upper defense and lower defense of the character by 4 points.

Name: Swift Water  
Price: 2,000  
Effect: It permanently raises the speed of the character by 4 points.

Name: Wisdom Water  
Price: 2,000  
Effect: It permanently raises the intelligence of the character by 4 points.

Name: Miracle Water  
Price: 10,000

Effect: It permanently raises all statistics of the character by 4 points.

Name: Honey

Price: 10,000

Effect: It permanently raises all statistics of the character by 4 points.

Name: Fire Book I

Price: None

Effect: Learn Vahn's Hyper Art "Tornado Flame"

Name: Fire Book II

Price: None

Effect: Learn Vahn's Hyper Art "Fire Blow"

Name: Fire Book III

Price: None

Effect: Learn Vahn's Hyper Art "Burning Flare"

Name: Wind Book I

Price: None

Effect: Learn Noa's Hyper Art "Frost Breath"

Name: Wind Book II

Price: None

Effect: Learn Noa's Hyper Art "Vulture Blade"

Name: Wind Book III

Price: None

Effect: Learn Noa's Hyper Art "Hurricane Kick"

Name: Thunder Book I

Price: None

Effect: Learn Gala's Hyper Art "Thunder Punch"

Name: Thunder Book II

Price: None

Effect: Learn Gala's Hyper Art "Lightning Storm"

Name: Thunder Book III

Price: None

Effect: Learn Gala's Hyper Art "Explosive Fist"

Name: Platinum Card

Price: None

Effect: You can buy secret items at certain shops.

Name: Point Card

Price: None

Effect: Use it in battle, the more points you have, the more damage you do. To get points, buy stuff.

Name: Lippian Flute

Price: 100

Effect: It summons a Lippian.

Name: Spikefish Flute

Price: 100

Effect: It summons a Spikefish.

Name: Sunrise Key

Price: None

Effect: Open the "Sunrise Gate" at Drake Castle.

Name: Lightning Key

Price: None

Effect: Open the "Lightning Gate" at Drake Castle.

Name: Star Key

Price: None

Effect: Open the "Star Gate" at Drake Castle.

Name: Mountain Key

Price: None

Effect: Open the "Mountain Gate" at Drake Castle.

Name: Water Key

Price: None

Effect: It closes the floodgate at Drake Castle.

Name: Fertilizer

Price: None

Effect: It makes the Bridge Grass in West Voz Forest grow.

Name: Weed Hammer

Price: None

Effect: It smashes the Crystalized Weeds in East Voz Forest.

Name: Zalan's Letter

Price: None

Effect: A letter from Zalan to his son.

Name: Spring Salts

Price: None

Effect: Make the bath in hot springs, and give it to Octam's mayor.

Name: Letona Key

Price: None

Effect: It opens the gate in Ratayu to Mt. Letona.

Name: West Ratayu Key

Price: None

Effect: It opens the west gate in Ratayu.

Name: Genesis Seedling

Price: None

Effect: It is the seedling of Sol's Genesis Tree.

Name: Ruins Key

Price: None

Effect: It calls Tieg at Uru Mais.

Name: Timespace Bomb

Price: None

Effect: It is needed to open Nivora Ravine.

Name: Music Score

Price: None

Effect: A special song, and it is proof of Cara's and Grantes' love.

Name: Soren Flute

Price: None  
Effect: It calls the Soren at Mt. Dhini.

Name: Camera Stone  
Price: None  
Effect: It is used to take pictures.

Name: Swimsuit  
Price: None  
Effect: It is used while taking pictures at Vidna.

Name: Gold Card  
Price: None  
Effect: It allows entrance to the Sol Disco Fever.

Name: Mary's Diary  
Price: None  
Effect: Trade it to learn Arts.

Name: Soren Secrets  
Price: None  
Effect: Trade it to learn arts.

Name: Evil Seru Key  
Price: None  
Effect: Opens the sealed Seru Blade room in Ratayu.

Name: Old Rod  
Price: None  
Effect: Used for fising, it is an old and weak rod.

Name: Deluxe Rod  
Price: None  
Effect: Used for fishing, it is a deluxe, brand name rod.

Name: Legendary Rod  
Price: None  
Effect: Used for fishing, it is the best fishing rod.

Name: Light Lure  
Price: 200  
Effect: Used for fishing, lure in shallow waters.

Name: Normal Lure  
Price: 300  
Effect: Used for fishing, lure in normal depth waters.

Name: Heavy Lure  
Price: 400  
Effect: Used for fishing, lure in deep waters.

++++  
D) WEAPONS  
++++

----Here is a list of all the weapons in the game.----



Name: Astral Sword  
Price: None  
Attack: 97  
Equipped On (Best): Vahn  
Equipped On (Others): None

Name: Battle Axe  
Price: 15,600  
Attack: 62  
Equipped On (Best): Gala  
Equipped On (Others): Vahn, Noa

Name: Battle Knife  
Price: 1,200  
Attack: 18  
Equipped On (Best): Vahn  
Equipped On (Others): Noa, Gala

Name: Beast Buster  
Price: 14,500  
Attack: 58  
Equipped On (Best): Vahn  
Equipped On (Others): None

Name: Bloody Claw  
Price: 9,500  
Attack: 49  
Equipped On (Best): Noa  
Equipped On (Others): Vahn, Gala

Name: Chaos Breaker  
Price: 32,000  
Attack: 72  
Equipped On (Best): Vahn  
Equipped On (Others): None

Name: Crimson Nails  
Price: 980  
Attack: 16  
Equipped On (Best): Noa  
Equipped On (Others): Vahn, Gala

Name: Fighter Claw  
Price: 2,900  
Attack: 26  
Equipped On (Best): Noa  
Equipped On (Others): Vahn, Gala

Name: Force Blade  
Price: 4,200  
Attack: 40  
Equipped On (Best): Vahn  
Equipped On (Others): None

Name: Gala Mace  
Price: 5,200  
Attack: 38  
Equipped On (Best): Gala  
Equipped On (Others): None

Name: Golden Claw  
Price: 44,000  
Attack: 86  
Equipped On (Best): Noa  
Equipped On (Others): None

Name: Great Axe  
Price: 55,000  
Attack: 88  
Equipped On (Best): Gala  
Equipped On (Others): None

Name: Hard Beat  
Price: 3,800  
Attack: 34  
Equipped On (Best): Noa  
Equipped On (Others): None

Name: Nail Glove  
Price: 160  
Attack: 6  
Equipped On (Best): Noa  
Equipped On (Others): Vahn, Gala

Name: Heavy Strike  
Price: 34,000  
Attack: 73  
Equipped On (Best): Noa  
Equipped On (Others): None

Name: Noa Ferral  
Price: 600  
Attack: 9  
Equipped On (Best): Noa  
Equipped On (Others): Vahn, Gala

Name: Holy Claw  
Price: 17,000  
Attack: 64  
Equipped On (Best): Noa  
Equipped On (Others): None

Name: Power Club  
Price: 36,000  
Attack: 76  
Equipped On (Best): Gala  
Equipped On (Others): None

Name: Ra-Seru Blade  
Price: None  
Attack: 98  
Equipped On (Best): Vahn  
Equipped On (Others): None

Name: Ra-Seru Club  
Price: None  
Attack: 100  
Equipped On (Best): Gala  
Equipped On (Others): None

Name: Ra-Seru Fangs  
Price: None  
Attack: 96  
Equipped On (Best): Noa  
Equipped On (Others): None

Name: Red Club  
Price: 3,600  
Attack: 30  
Equipped On (Best): Gala  
Equipped On (Others): Vahn, Noa

Name: Short Sword  
Price: 2,700  
Attack: 24  
Equipped On (Best): Vahn  
Equipped On (Others): Noa, Gala

Name: Survival Axe  
Price: 10,800  
Attack: 53  
Equipped On (Best): Gala  
Equipped On (Others): Vahn, Noa

Name: Survival Club  
Price: 860  
Attack: 15  
Equipped On (Best): Vahn  
Equipped On (Others): Noa, Gala

Name: Survival Knife  
Price: 180  
Attack: 6  
Equipped On (Best): Vahn  
Equipped On (Others): Noa, Gala

Name: Vahn Fist  
Price: 500  
Attack: 11  
Equipped On (Best): Vahn  
Equipped On (Others): None

++++  
E) ARMOR  
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----Here is a list of all the armor, helmets, and shoes in this game.----

Name: Battle Robe  
Type: Armor  
Price: 35,000  
Upper Defense: 65  
Lower Defense: 60  
Equipped On: Noa

Name: Electric Shoes  
Type: Shoes  
Price: 560  
Upper Defense: 6  
Lower Defense: 8  
Equipped On: Noa

Name: Expert Armor  
Type: Armor  
Price: 22,200  
Upper Defense: 57  
Lower Defense: 56  
Equipped On: Vahn

Name: Expert Boots  
Type: Shoes  
Price: 8,800  
Upper Defense: 40  
Lower Defense: 37  
Equipped On: Vahn

Name: Expert Seal  
Type: Helmet  
Price: 2,400  
Upper Defense: 23  
Lower Defense: 16  
Equipped On: Vahn

Name: Fighter's Band  
Type: Helmet  
Price: 2,600  
Upper Defense: 28  
Lower Defense: 20  
Equipped On: Gala

Name: Fighting Boots  
Type: Shoes  
Price: 4,300  
Upper Defense: 33  
Lower Defense: 31  
Equipped On: Gala

Name: Fighting Plate  
Type: Armor  
Price: 4,600  
Upper Defense: 28  
Lower Defense: 30  
Equipped On: Gala

Name: Fighting Robe  
Type: Armor  
Price: 1,100  
Upper Defense: 10  
Lower Defense: 9  
Equipped On: Noa

Name: Green Clip  
Type: Helmet  
Price: 1,000  
Upper Defense: 16

Lower Defense: 10  
Equipped On: Noa

Name: Green Robe  
Type: Armor  
Price: 2,800  
Upper Defense: 19  
Lower Defense: 18  
Equipped On: Noa

Name: Guardian Clip  
Type: Helmet  
Price: 320  
Upper Defense: 7  
Lower Defense: 4  
Equipped On: Noa

Name: Hero Armor  
Type: Armor  
Price: 40,000  
Upper Defense: 68  
Lower Defense: 67  
Equipped On: Vahn

Name: Hero Boots  
Type: Shoes  
Price: 15,500  
Upper Defense: 55  
Lower Defense: 42  
Equipped On: Vahn

Name: Hunter Clothes  
Type: Armor  
Price: 900  
Upper Defense: 8  
Lower Defense: 7  
Equipped On: Vahn

Name: Hero Seal  
Type: Helmet  
Price: 12,500  
Upper Defense: 44  
Lower Defense: 40  
Equipped On: Vahn

Name: Ironman Armor  
Type: Armor  
Price: 5,300  
Upper Defense: 33  
Lower Defense: 34  
Equipped On: Vahn

Name: Ironman Boots  
Type: Shoes  
Price: 1,400  
Upper Defense: 16  
Lower Defense: 14  
Equipped On: Vahn

Name: Ironman Seal

Type: Helmet  
Price: 940  
Upper Defense: 15  
Lower Defense: 10  
Equipped On: Vahn

Name: Jeweled Clip  
Type: Helmet  
Price: 2,500  
Upper Defense: 25  
Lower Defense: 18  
Equipped On: Noa

Name: Master Armor  
Type: Armor  
Price: 15,400  
Upper Defense: 45  
Lower Defense: 45  
Equipped On: Vahn

Name: Master Boots  
Type: Shoes  
Price: 3,200  
Upper Defense: 25  
Lower Defense: 22  
Equipped On: Vahn

Name: Olive Shoes  
Type: Shoes  
Price: 3,900  
Upper Defense: 34  
Lower Defense: 29  
Equipped On: Noa

Name: Power Plate  
Type: Armor  
Price: 2,100  
Upper Defense: 16  
Lower Defense: 17  
Equipped On: Vahn

Name: Power Earrings  
Type: Helmet  
Price: 780  
Upper Defense: 14  
Lower Defense: 8  
Equipped On: Gala

Name: Power Shoes  
Type: Shoes  
Price: 1,300  
Upper Defense: 16  
Lower Defense: 14  
Equipped On: Gala

Name: Pronged Crown  
Type: Helmet  
Price: 18,200  
Upper Defense: 50  
Lower Defense: 47

Equipped On: Noa

Name: Ra-Seru Armor

Type: Armor

Price: None

Upper Defense: 83

Lower Defense: 82

Equipped On: Vahn

Name: Ra-Seru Boots

Type: Shoes

Price: None

Upper Defense: 86

Lower Defense: 82

Equipped On: Vahn

Name: Ra-Seru Helmet

Type: Helmet

Price: None

Upper Defense: 64

Lower Defense: 64

Equipped On: Gala

Name: Ra-Seru Plate

Type: Armor

Price: None

Upper Defense: 75

Lower Defense: 84

Equipped On: Gala

Name: Ra-Seru Plume

Type: Helmet

Price: None

Upper Defense: 60

Lower Defense: 64

Equipped On: Noa

Name: Ra-Seru Robe

Type: Armor

Price: None

Upper Defense: 84

Lower Defense: 78

Equipped On: Noa

Name: Ra-Seru Seal

Type: Helmet

Price: None

Upper Defense: 62

Lower Defense: 64

Equipped On: Vahn

Name: Ra-Seru Shoes

Type: Shoes

Price: None

Upper Defense: 90

Lower Defense: 60

Equipped On: Noa

Name: Ra-Seru Thongs

Type: Shoes

Price: None  
Upper Defense: 88  
Lower Defense: 84  
Equipped On: Gala

Name: Royal Crown  
Type: Helmet  
Price: 9,400  
Upper Defense: 37  
Lower Defense: 30  
Equipped On: Noa

Name: Savior Clothes  
Type: Armor  
Price: 1,800  
Upper Defense: 16  
Lower Defense: 15  
Equipped On: Vahn

Name: Scarlet Robe  
Type: Armor  
Price: 4,800  
Upper Defense: 31  
Lower Defense: 29  
Equipped On: Noa

Name: Steel Boots  
Type: Shoes  
Price: 18,000  
Upper Defense: 61  
Lower Defense: 46  
Equipped On: Noa

Name: Tempest Robe  
Type: Armor  
Price: 13,400  
Upper Defense: 42  
Lower Defense: 39  
Equipped On: Noa

Name: Tempest Shoes  
Type: Shoes  
Price: 1,900  
Upper Defense: 19  
Lower Defense: 17  
Equipped On: Noa

Name: Triumph Armor  
Type: Armor  
Price: 50,000  
Upper Defense: 70  
Lower Defense: 69  
Equipped On: Vahn

Name: Triumph Boots  
Type: Shoes  
Price: 31,000  
Upper Defense: 72  
Lower Defense: 54  
Equipped On: Vahn



Name: Valor Plate  
Type: Armor  
Price: 13,800  
Upper Defense: 41  
Lower Defense: 44  
Equipped On: Vahn

Name: War God Plate  
Type: Armor  
Price: 28,800  
Upper Defense: 75  
Lower Defense: 84  
Equipped On: None

Name: War God Band  
Type: Helmet  
Price: 21,000  
Upper Defense: 47  
Lower Defense: 42  
Equipped On: Gala

Name: War God Boots  
Type: Shoes  
Price: 29,000  
Upper Defense: 66  
Lower Defense: 49  
Equipped On: Gala

Name: Warrior Armor  
Type: Armor  
Price: 3,700  
Upper Defense: 24  
Lower Defense: 24  
Equipped On: Vahn

Name: Warrior Boots  
Type: Shoes  
Price: 420  
Upper Defense: 7  
Lower Defense: 7  
Equipped On: Vahn

Name: Warrior Seal  
Type: Helmet  
Price: 240  
Upper Defense: 6  
Lower Defense: 3  
Equipped On: Vahn

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F) ACCESSORIES  
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----Here is a list of all the accessories in the game.----

Name: Life Ring  
Price: 9,500  
Effect: Maximum Hit Points increase by 10 percent.

Name: Life Armband  
Price: 30,000  
Effect: Maximum Hit Points increase by 25 percent.

Name: Mei's Pendant.  
Price: None  
Effect: Maximum Hit Points increase by 10 percent.

Name: Minea's Ring  
Price: None  
Effect: Maximum Hit Points increase by 25 percent.

Name: Magic Ring  
Price: 20,000  
Effect: Maximum Magic Points increase by 10 percent.

Name: Magic Armband  
Price: 50,000  
Effect: Maximum Magic Points increase by 25 percent.

Name: Zalan's Crown  
Price: None  
Effect: AP Accrual Rate increases by 10 percent.

Name: Seru Flame  
Price: None  
Effect: AP Accrual Rate increases by 25 percent.

Name: Scarlet Jewel  
Price: 2,500  
Effect: Upper Defense increases by 20 percent.

Name: Azure Jewel  
Price: 2,500  
Effect: Lower Defense increases by 20 percent.

Name: Guardian Ring  
Price: 8,000  
Effect: Upper Defense and Lower Defense increase by 20 percent.

Name: Power Ring  
Price: 8,000  
Effect: Attack increases by 20 percent.

Name: Speed Ring  
Price: 8,000  
Effect: Speed increases by 20 percent.

Name: Wisdom Ring  
Price: 8,000  
Effect: Intelligence increases by 20 percent.

Name: Vitality Ring  
Price: 50,000  
Effect: Agility increases by 20 percent.

Name: Star Pearl  
Price: None  
Effect: Intelligence increases by 20 percent.

Name: Spirit Jewel  
Price: 30,000  
Effect: Magic Point usage reduces by 25 percent.

Name: Spirit Talisman  
Price: 50,000  
Effect: Magic Point usage reduces by 50 percent.

Name: Mettle Gem  
Price: 64,000  
Effect: AP usage reduces by 50 percent.

Name: Mettle Goblet  
Price: 65,000  
Effect: AP remains at 100.

Name: Fire Droplet  
Price: None  
Effect: AP remains at 100.

Name: Life Source  
Price: 50,000  
Effect: It slowly restores Hit Points while walking.

Name: Magic Source  
Price: 50,000  
Effect: It slowly reduces Magic Points while walking.

Name: Mettle Source  
Price: 50,000  
Effect: It slowly reduces AP while walking.

Name: Life Grail  
Price: 40,000  
Effect: It restores Hit Points after every turn in battle.

Name: Magic Grail  
Price: 40,000  
Effect: It restores Magic Points after every turn in battle.

Name: Lost Grail  
Price: 60,000  
Effect: Revives a character when they die, but only works once.

Name: War Soul  
Price: 60,000  
Effect: It increases the power of arts.

Name: Cure Amulet  
Price: 800  
Effect: It protects the wearer against Venom attacks.

Name: Pure Amulet  
Price: 1,600  
Effect: It protects the wearer against Venom and Toxic attacks.

Name: Forest Amulet  
Price: 4,000  
Effect: It protects the wearer against Rot attacks.

Name: Magic Amulet  
Price: 4,000  
Effect: It protects the wearer against Curse attacks.

Name: Nature Amulet  
Price: 8,000  
Effect: It protects the wearer against Numb attacks.

Name: Stone Amulet  
Price: 15,000  
Effect: It protects the wearer against Petrify attacks.

Name: Wonder Amulet  
Price: 50,000  
Effect: It protects the wearer against all status attacks.

Name: Earth Jewel  
Price: 2,000  
Effect: It protects the wearer against Earth attacks.

Name: Deep Sea Jewel  
Price: 2,000  
Effect: It protects the wearer against Magic attacks.

Name: Burning Jewel  
Price: 2,000  
Effect: It protects the wearer against Fire attacks.

Name: Tempest Jewel  
Price: 2,000  
Effect: It protects the wearer against Wind attacks.

Name: Mudlight Jewel  
Price: 4,000  
Effect: It protects the wearer against Thunder attacks.

Name: Luminous Jewel  
Price: 4,000  
Effect: It protects the wearer against Light attacks.

Name: Ebony Jewel  
Price: 4000  
Effect: It protects the wearer against Dark attacks.

Name: Rainbow Jewel  
Price: 50,000  
Effect: It protects the wearer against all elemental attacks.

Name: Ra-Seru Egg  
Price: None  
Effect: It protects the wearer against Thunder attacks.

Name: Earth Egg  
Price: None  
Effect: It protects the wearer against Earth attacks.

Name: Water Egg  
Price: None  
Effect: It protects the wearer against Water attacks.

Name: Light Egg  
Price: None  
Effect: It protects the wearer against Light attacks.

Name: Dark Stone  
Price: None  
Effect: It protects the wearer against Dark attacks.

Name: Earth Talisman  
Price: None  
Effect: It protects the wearer against Earth attacks, and can summon Palma magic.

Name: Water Talisman  
Price: None  
Effect: It protects the wearer against Water attacks, and can summon Mule magic.

Name: Light Talisman  
Price: None  
Effect: It protects the wearer against Light attacks, and can summon Horn magic.

Name: Dark Talisman  
Price: None  
Effect: It protects the wearer against Dark attacks, and can summon Jedo magic.

Name: Evil Talisman  
Price: None  
Effect: It lowers the encounter rate, and can summon Juggernaut magic.

Name: Target Chain  
Price: 1,200  
Effect: It increases the wearer's hit rate.

Name: Defender Chain  
Price: 1,200  
Effect: It increases the wearer's evasion rate.

Name: Guardian Chain  
Price: 6,000  
Effect: The wearer can not block, but neither can the enemy.

Name: Speed Chain  
Price: 30,000  
Effect: When equipped, the wearer has the first turn in battle.

Name: Slowness Chain  
Price: 1,000  
Effect: Wearer gets the last turn in battle. Good for healers.

Name: Crimson Book  
Price: 65,000  
Effect: You get 25 percent more experience after every battle.

Name: Golden Book  
Price: 40,000  
Effect: You get 25 percent more gold after every battle.

Name: Bronze Book

Price: 8,000

Effect: It increases the chances of winning items after every battle.

Name: Ivory Book

Price: 5,000

Effect: It increases the chances of absorbing a Seru.

Name: Silver Compass

Price: 3,000

Effect: It reduces the chances of getting ambushed in a battle.

Name: Golden Compass

Price: 3,000

Effect: It increases the chances of ambushing the enemy in a battle.

Name: Good Luck Bell

Price: 12,000

Effect: It lowers the encounter rate.

Name: Bad Luck Bell

Price: 13,000

Effect: It increases the encounter rate.

Name: Nemesis Gem

Price: None

Effect: It raises the encounter rate.

Name: War God Icon

Price: 60,000

Effect: It allows you to perform the same attack sequence twice, sort of like the mime command in Final Fantasy 7.

Name: Evil God Icon

Price: 40,000

Effect: You can steal items from defeated enemies.

Name: Warrior Icon

Price: 55,000

Effect: It allows the wearer to counterattack.

Name: Unholy Icon

Price: 50,000

Effect: You can ignore enemy's defenses.

Name: Evil Medallion

Price: 9,998

Effect: Puts the berserk status on the wearer.

Name: Chicken Heart

Price: 10,000

Effect: It increases the chances of escaping a battle successfully.

Name: Chicken Safe

Price: 10,000

Effect: It increases the defense while escaping a battle.

Name: Chicken Guard

Price: 10,000

Effect: It prevents enemies from running away.

Name: Chicken King

Price: 25,000

Effect: Always escape from battle.

+++++  
G) ENEMIES AND DROPPED ITEMS LIST  
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----Here is a list of all the enemies and the items they drop. I got this list from PSM, and made a different format than I usually do for it. I hope this works, because in the future I may start using this format.----

Enemy Name	Item Dropped	Item Stolen
Acid Slime	Healing Berry	Silver Compass
Aluru	Power Elixir	Healing Fruit
Aluru Lv.2	Healing Berry	Magic Leaf
Aluru Lv.3	Healing Fruit	Magic Fruit
Amethyst	Magic Leaf	Magic Leaf
Barra	Door Of Wind	Life Water
Barra Lv.2	Magic Fruit	Power Water
Barra Lv.3	Healing Fruit	Guardian Water
Berserker	Fire Book II	Wonder Elixir
Berserker Lv.2	Miracle Water	Wonder Elixir
Berserker Lv.3	Miracle Water	Wonder Elixir
Black Piura	Healing Leaf	Healing Flower
Blue Piura	Healing Leaf	Good Luck Bell
Boogie Pump	Fury Boost	Magic Fruit
Caruban	Healing Bloom	Wonder Elixir
Caruban Lv.2	Miracle Water	*Not Available*
Caruban Lv.3	Miracle Water	*Not Available*
Che Delilas	Thunder Book III	Wisdom Water
Cort	Magic Grail	Wonder Elixir
Cort (Juggernaut)	*Not Available*	Evil Medallion
Curry Devil	Door Of Wind	Magic Fruit
Dark Ogre	Power Elixir	Healing Berry
Dead Bone	Magic Fruit	Incense
Death Trigger	Healing Berry	Healing Berry
Death Wings	Antidote	Medicine
Demon Fly	Antidote	Golden Compass
Devil Pump	Swift Water	Magic Leaf
Dohati	Mettle Armband	Wonder Elixir
Drake Ghost	Door Of Light	Power Elixir
Evil Fly	Antidote	Antidote
Evil Shadow	Phoenix	Magic Leaf
Freed	Magic Leaf	Healing Fruit
Freed Lv.2	Medicine	Magic Leaf
Freed Lv.3	Medicine	Magic Fruit
Frog	Antidote	Antidote
Garnet	Magic Fruit	Magic Fruit
Gaza	*Not Available*	Life Water
Gaza with Sim Seru	*Not Available*	Power Water
Gel Frog	Antidote	Medicine

Ghost Knight	Door Of Light	Speed Elixir
Gi Delilas	Fire Book III	Swift Water
Giant Rat	Healing Flower	Healing Berry
Gillium	*Not Avalible*	Power Water
Gillium Lv.2	*Not Avalible*	Guardian Water
Gillium Lv.3	*Not Avalible*	Wonder Elixir
Gimard	Healing Leaf	Healing Leaf
Gimard Lv.2	Magic Leaf	Healing Berry
Gimard Lv.3	Healing Berry	Magic Fruit
Gizam	Antidote	Healing Leaf
Gizam Lv.2	Healing Fruit	Magic Leaf
Gizam Lv.3	Healing Berry	Magic Fruit
Gobu Gobu	Healing Leaf	Healing Flower
Gola Gola	Healing Berry	Healing Fruit
Gola Gola Lv.2	Healing Fruit	Magic Leaf
Gola Gola Lv.3	Magic Fruit	Magic Leaf
Gold Bison	Healing Berry	Healing Berry
Gold Face	Magic Leaf	Power Water
Golem	Guardian Water	Life Water
Gomboo	Healing Leaf/Fruit	Healing Fruit
Green Slime	Healing Leaf	Healing Leaf
Grude	Healing Fruit	Fury Boost
Guardian	Door Of Wind	Shield Elixir
Heavy Grude	Healing Berry	Fury Boost
Hell's Rat	Magic Leaf	Healing Flower
Hell's Trigger	Healing Flower	Healing Flower
High Gomboo	Healing Fruit	Healing Berry
High Mantis	Healing Fruit	Healing Fruit
Hornet	Antidote	Antidote
Iota	Nature Amulet	Swift Water
Iota Lv.2	Spirit Talisman	Wisdom Water
Iota Lv.3	Spirit Talisman	Life Grail
Ironman	Power Water	Life Water
Jette	Miracle Water	Wisdom Water
Kabuki Rat	Healing Bloom	Healing Leaf
Kemaro	Healing Berry	Swift Water
Kemaro Lv.2	Healing Fruit	Wisdom Water
Kemaro Lv.3	Healing Fruit	Spirit Talisman
Killer Bee	Antidote	Medicine
Killer Bison	Healing Flower	Healing Leaf
Killer Wolf	Door Of Wind	Healing Flower
King Frog	Medicine	Phoenix
Koru	Healing Fruit	*Not Avalible*
Lamia	Magic Fruit	Magic Water
Lapis	Evil Medallion	*Not Avalible*
Lava Face	Magic Fruit	Guardian Water
Lip Kid	Magic Leaf	Lippian Flute
Lip King	Lippian Flute	Lippian Flute
Lippian	Medicine	Lippian Flute
Lu Delilas	Wind Book III	Magic Water
Lucifer	Magic Fruit	Magic Water
Mad Bird	Fury Boost	Spikefish Flute
Mad Golem	Healing Berry	Magic Water
Mad Mantis	Healing Bloom	Healing Flower
Mad Ogre	Power Elixir	Healing Fruit
Mage	Magic Fruit	Magic Leaf
Medusa	Magic Leaf	Wisdom Water
Moldy Worm	Medicine	Phoenix
Mush Mush	Medicine	Healing Shroom
Mushrin	Healing Shroom	Healing Shroom



Mushroom	Healing Shroom	Healing Shroom
Mushura	Speed Elixir	Healing Flower
Mushura Lv.2	Healing Berry	Healing Fruit
Mushura Lv.3	Healing Berry	Healing Berry
Neo Bison	Healing Fruit	Healing Flower
Neo Grude	Healing Fruit	Fury Boost
Nightmare	Magic Water	Door Of Wind
Nightto	Phoenix	Healing Leaf
Nightto Lv.2	Magic Leaf	Magic Leaf
Nightto Lv.3	Magic Fruit	Magic Fruit
Nova	Healing Berry	Healing Leaf
Nova Lv.2	Shield Elixir	Healing Flower
Nova Lv.3	Healing Fruit	Healing Fruit
Nurga	Magic Leaf	Wisdom Water
Oak Slime	Healing Bloom	Healing Flower
Ogre	Power Elixir	Healing Bloom
Orb	Magic Leaf	Healing Flower
Orb Lv.2	Healing Bloom	Healing Bloom
Orb Lv.3	Magic Fruit	Healing Fruit
Ostrich	Healing Lead	Healing Leaf
Poisonous Worm	Antidote	Medicine
Pump Bat	Phoenix	Healing Leaf
Puera	*Not Avalible*	Magic Water
Puera Lv.2	*Not Avalible*	Life Water
Puera Lv.3	*Not Avalible*	Crimson Book
Queen Bee	Antidote	Phoenix
Red Piura	Healing Leaf	Healing Leaf
Rock Lizard	Healing Fruit	Guardian Water
Rogue	*Not Avalible*	Guardian Water
Scale Lizard	Door Of Wind	Swift Water
Shade	Magic Fruit	Magic Fruit
Skeleton	Magic Leaf	Incense
Skull Knight	Magic Leaf	Incense
Slippery	Door Of Wind	Power Water
Slippery Lv.2	Lost Grail	Guardian Water
Slippery Lv.3	Lost Grail	Magic Grail
Songi (1st encounter)	Mettle Ring	Wonder Elixir
Songi (2nd encounter)	Thunder Book II	Wonder Elixir
Songi (3rd encounter)	*Not Avalible*	Magic Water
Sorcerer	Magic Fruit	Magic Fruit
Speed Wolf	Swift Water	Healing Berry
Spikefish	Healing Flower	Spikefish Flute
Spoon	Healing Berry	Magic Water
Spoon Lv.2	Healing Berry	Life Water
Spoon Lv.3	Healing Berry	Life Grail
Stone Lizard	Healing Fruit	Power Water
Swordie	Speed Elixir	Healing Flower
Swordie Lv.2	Healing Berry	Healing Bloom
Swordie Lv.3	Healing Berry	Healing Fruit
Terror Face	Healing Fruit	Swift Water
Theeder	Healing Leaf	Magic Leaf
Theeder Lv.2	Magic Leaf	Magic Leaf
Theeder Lv.3	Healing Flower	Magic Fruit
Thermo	Magic Fruit	Wisdom Water
Topaz	Magic Fruit	Wisdom Water
Twin Tomb	Healing Bloom	Healing Leaf
Van Saryu	Lost Grail	Wonder Elixir
Vera	Healing Leaf	Healing Leaf
Vera Lv.2	Healing Flower	Healing Flower
Vera Lv.3	Healing Fuit	Healing Berry

Verial	Magic Fruit	Phoenix
Viguro	Golden Compass	Wonder Elixir
Viguro Lv.2	Healing Fruit	Healing Fruit
Viguro Lv.3	Healing Berry	Healing Berry
Wailing Bird	Healing Fruit	Spikefish Flute
Warfish	Medicine	Incense
Warhalf	Healing Flower	Door Of Wind
Warman	Healing Flower	Door Of Light
Wolf	Phoenix	Healing Leaf
Worm	Antidote	Antidote
Xain	Wind Book II	Wonder Elixir
Zenoir	Healing Flower	Healing Leaf
Zenoir Lv.2	Magic Leaf	Healing Flower
Zenoir Lv.3	Magic Fruit	Healing Berry
Zeto	Silver Compass	Wonder Elixir
Zora	*Not Availible*	Swift Water

+++++  
H) SECRETS GUIDE  
+++++

----Here is a list of all the secrets in this game.----

=====  
Point Card:  
=====

After you have revived the Genesis Tree in Rim Elm and are leaving the village (right after Mei gives you the hunting clothes), come back into the village and go into the shop. Then go upstairs and in the back room there will be a bed table with a drawer. Open the drawer and you will get the point card. The point card allows you to gain credit points on items and weapons you buy, which you can use to get free items. It can be used in battle to do damage equal to the number of points on the card (the points are returned after). If the number is over 9999, it will do this much damage and you can use it again as long as you have points. (Ie. turn 1= 9999, turn 2= 9999, turn 3=2437; you used 22435 points over 3 turns to do 22435 damage.)

=====  
Easy Points with Point Card:  
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Go to the nearest shop and buy as much of an item as you can then sell it. It takes money, but it works.

=====  
Honey:  
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Go to Rim Elm, and go to the most southern tree in the village. Press X to inspect the tree, and you will find a hidden boss consisting of bees. When you beat them all, your prize will be honey. Honey raises all of one character's stats by 4.

=====  
Special spells:  
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\* Meta, Terra, & Ozma:

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Note: To obtain the magic, you must have all 15 moves on your Arts List (all normal, hyper and miracle arts). After defeating Songi in the Seru-Kai, go to the Genesis Tree where you recieved your Ra-Seru. For Vahn, you'll have to go to the Genesis Tree in Sol. For Noa, go to the tree at the summit of Mr. Rikuroa. For Gala, go to the East Voz tree. Then go up and touch the tree. You are then given the magic for that character. Your Ra-Seru is also leveled-up again. These spells cost 240 MP.

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\* Juggernaut:

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Talk to Saryu at Ratayu after you beat him as a Sim-Seru. Once you are done talking to him about his mistakes and how sorry he is about killing many young girls, talk to him again. He gives you the key to the room where Juggernaut was. Go unlock the room and run to the control panel. There should be a treasure chest there. In it is the Evil Talisman. The talisman lowers the chance of getting into fights and give the one who is equiped with the talisman the Evil Seru Magic.

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\* Horn:

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After reviving the Genesis Trees in Buma, Noa will take a music sheet from Cara. Take it to the bar in Sol and have the piano player play it. Grantes will go back to Buma to see Cara. Head back to Buma and talk to Cara. She'll give you the Light Egg. Take the Light Egg to Zalan in Jeremi. He'll remake it into the Light Talisman. Equip the talisman to perform the healing magic of Horn. This spell costs 200 MP.

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\* Jedo:

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After defeating Songi in the Seru-Kai, head to the dead Genesis Tree in the West Voz Forest. There is now a chest there. In the chest is the Dark Stone. Take it to Zalan and he'll remake it into the Dark Talisman. Equip it to perform this dark Ra-Seru spell. This spell costs 200 MP.

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\* Palma:

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Go to the Muscle Dome in Sol. You must trade in 100,000 coins to get the Earth Egg. If you don't have 100,000 coins, this prize won't show up. Take the egg to Zalan and get the Earth Talisman back. Equip it, and have your fun. This spell costs 200 MP.

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\* Mule:

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Go the the Fishing Hole near Buma. You must trade in 20,000 points to get the Water Egg. If you're short on points, you won't see the egg as a prize. Then take it to Zalan, get the Water Talisman, and kick some butt. This spell costs 200 MP.

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Platinum Card:

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There is a hidden Platinum Card hidden in a crack in the wall were the king is held.

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Fight Hidden Boss Lapis:

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Just make sure you are at least at lv.50. All you have to do is go to the top of Mount Souru and run around until you run into Lapis (don't be so confident he's hard). By the way don't rely on magic he can drain it.

=====

Baka Fighter:

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The buttons to beat the Baka Fighter game in the Muscle Dome:

Stage 1-Square

Stage 2-X

Stage 3-0

Stage 4-Square X

Xain -X X X O O O

Stage 6-0 X

Stage 7-Square Square Square X X X O O O

Stage 8-X O O

Stage 9-0 Square X

Stage 10-0 X Square Square

Stage 11-0 O X Square

Stage 12-X X O O X X Square Square

Songi-0 O O X Square Square X

=====

GameShark Codes

=====

Press L2 for Max HP For Vahn	d007b7c00001
	8008480c03e7
	d007b7c00001
	8008480e03e7
	d007b7c00001
	8008482403e7

Press L2 for Max MP for Vahn	d007b7c00001
	8008481003e7
	d007b7c00001
	8008481203e7
	d007b7c00001
	8008482603e7

100 AP for Vahn	800848160064
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Max AGL for Vahn	8008481803e7
	8008482a03e7

Max ATK for Vahn	8008481a03e7
	8008482c03e7

Max UDF for Vahn	8008481c03e7
	8008482e03e7

Max LDF for Vahn	8008481e03e7
	8008483003e7

Max SPD for Vahn	8008482003e7
	8008483203e7

Max INT for Vahn	8008482203e7 8008483403e7
Vahn at Level 99	800848380063
Press L2 for Max HP for Noa	d007b7c00001 80084c2003e7 d007b7c00001 80084c2203e7 d007b7c00001 80084c3803e7
Press L2 for Max MP for Noa	d007b7c00001 80084c2403e7 d007b7c00001 80084c2603e7 d007b7c00001 80084c3a03e7
100 AP for Noa	80084c240064
Max AGL for Noa	80084c2c03e7 80084c3e03e7
Max ATK for Noa	80084c2e03e7 80084c4003e7
Max UDF for Noa	80084c3003e7 80084c4203e7
Max LDF for Noa	80084c3203e7 80084c4403e7
Max SPD for Noa	80084c3403e7 80084c4603e7
Max INT for Noa	80084c3603e7 80084c4803e7
Noa at Level 99	80084c4c0063
Press L2 for Max HP for Gala	d007b7c00001 8008503403e7 d007b7c00001 8008503603e7 d007b7c00001 8008504c03e7
Press L2 for Max MP for Gala	d007b7c00001 8008503803e7 d007b7c00001 8008503a03e7 d007b7c00001 8008504e03e7
100 AP for Gala	8008503e0064

Max AGL for Gala	8008504003e7 8008505203e7
Max ATK for Gala	8008504203e7 8008505403e7
Max UDF for Gala	8008504403e7 8008505603e7
Max LDF for Gala	8008504603e7 8008505803e7
Max SPD for Gala	8008504803e7 8008505a03e7
Max INT for Gala	8008504a03e7 8008505c03e7
Gala at Level 99	800850600063
Game Time 0:00:00	800845700000

Hint: Extra FMV sequence:

Allow the game to remain at the title screen for approximately thirty seconds.

Hint :Defeating Devil Cort:

Save up to 75000 on Point card. Use a lot of/only Ra-Seru magic. Raise all characters to level 60 or higher. Equip everyone with Spirit Talisman. Use all the points of Point card.

Cort uses the following in the Legaia at Jette's Fortress: Guilty Cross, Evil Seru Magic, Mystic Circle, and Mystic Shield.

Hint: Honey:

There is a hidden opponent in the southwest tree in Rim Elm. It is a Queen Bee and three other bees. It is recommended that you are at least level 15 before fighting them. Defeat them to find the honey, which will increase all stats by 4.

Hint: Cake from honey:

After getting the honey, take it to Nene (Vahn's sister) and she will make a cake from it.

Hint: Evil Medallion:

Get all your Ra-Seru spells. Raise your character to at least level 52. After going through the Juggernaut Castle and getting all your armor use a Door Of Light and go to Mt. Dhini. Climb all the way to the top and be prepared as you will not be able to use magic during the battle. Go to the wings. Try running in front of them and you will come across a hidden Boss. After defeating him, you will get the Medallion.

Hint: Ivory Book:

During your quest at West Vos Forest, there is a path to the Mist generator before you get rid of the mist around Biron. Go in there and an intermission featuring Gala Noa and Vahn at the edge of the mist barrier will appear. To the left is a chest. After the little talk, go left (trying not to leave). Open the chest to get an Ivory book.

Hint: Life Grail:

You will need 40,000G for this item. Once in Sol, go to the Warehouse on the

sixth floor. When you enter, a child will inform you that he strongly dislikes poor children. Tell him that you are not poor and he will ask you to buy something from the shop behind him. Speak with the boy on the left. He will want to sell you an item called the Life Grail, which allows you to recover a small amount of HP after every turn in battle. The only problem is charges 90,000G for it. Tell him it is too much and he will cut down the price to 60,000G, which is still too high. Tell him you will buy it for 30,000G and he will complain that it is too low. The boy will finally settle at 40,000G.

Hint: Legendary Rod:

After reviving the Genesis Trees in Buma, head back to Dr. Usha's Research Center. You can find the Legendary Rod beside the bed with the stuffed animal.

Hint: Magic Grail:

After Uri Mais is destroyed, go to the right of the temple where there is a crack. Go to the very back of the crack and press X. You will now have the Magic Grail, which will give your player some magic after each turn in battle.

Hint: Free magic ring:

After Xain is defeated in the Fire Path, go to Vidna's underground machine room. The ring is in a small hole on one of the machines in the upper-left corner of the room.

Hint: Mei's pendant:

When the Ra-Seru breaks into Rim Elm, tell Mei that they are here and offer to take her to Vahn's house. When you are about to leave Rim Elm, Mei will give you her pendant along with the hunting clothes.

Hint: Mettle Goblet:

After you pick up the Ra-Seru Thongs, look around for a big red cell. Examine it and you will find one of the three most secret items in the game. The Mettle Goblet makes all "Arts" use no AP.

Hint: Swimsuit:

When you win the dance contest, you will get a swimsuit. Go to Vidna and talk to a man in the north part of town (next to Pepe's house). The man will sell you a Camerastone for 100G. Buy it and go to the beach. Talk to the little girl on the beach and she will ask you if she can use the Camerastone. Answer "Yes" and she will take five pictures of Noa in her swimsuit. You can also get the picture taken from the two teens on the beach.

Hint: Easy battles:

Get the Point Card from Drake and build up its total points to a high number (best if maxed). Have Vahn and Noa use it repeatedly until the opponent is defeated. Gala is usually slower than most opponents, so he can keep everyone healed up.

Hint: Easy money, experience, and magic building:

In the Sebuscus Islands, after you defeat Von Saryu, head out of Ratayu to the west. Battle to build up money, experience, and magic, then go into Ratayu to rest at the inn for free when necessary.

Hint: Easy money:

Go to the Muscle Dome in Sol and enter in the tournament. Although it does not matter which one, the higher ones will result in more coins. After winning, you will receive a lot of game coins. Exchange them all on Soru Bread (which cost 100 each) until having between 100 and 200 remaining. This will allow you can enter the tournament again at a cost of 100. Depending on how many coins won from the tournament, you should have between 8 and 130 Soru Bread. Sell a

single Soru Bread for 3000 at any store. This increases your money by 24,000 to 139,000 every time.

Hint: Easy experience:

Go to Biron Monastery. Stay near the door to the place where the woman in the kitchen gives you food. Remain outside and fight the monsters until you are low on HP or MP. Go inside and eat to regain full Hp and MP. Then, go back outside and repeat.

Go to the Mist Generator and walk around the outside wall until you are attacked. Fight to get up to 204 experience points. When low on HP and MP, go to Biron or Hunters Spring and then repeat the process. Note: You will not get as much gold at the Mist Generator. If gold is needed, go outside Biron towards East Voz.

Go out where there are mist and monsters. Fighting these monsters raises up your characters' levels, but patience is the key.

Hint: Raising magic level:

Use the following steps to raise a character's magic level by 10%. When you go to Vidna to see Pepe, after saving Jeremi, equip one of your characters with Yuma's Ring. Do not remove it. When you go back to see Zalan, he takes the ring, but the increase of magic that the ring gave you becomes permanent.

Hint: Getting the tackle box:

When the mist covers Vidna (city with the windmills), go to the beach and get the tackle box from where the two teens were located.

Hint: Research center password:

The password to Dr. Usha's research center is X, X, Triangle, Circle, Square.

Hint: Entering Shadow Gate:

When you get to Shadow Gate, to reach underground Octam you have to match the elements with the directions on the stones in each corner. The elements and directions are as follows.

North-Earth

South-Water

East-Wind

West-Fire

Hint: Character ages:

Vahn is 14, The first time in Sol in the warehouse, the salesperson will call Vahn a child. Vahn gets mad and one of the answers is "I am 14 years old". Because Noa is obviously younger than Vahn, that age is less than 14. Gala is 17 or older because in the booklet states he got the title "Master" at age 17.

When you start, you will find a sign saying that Mei is about a year older than Vahn. Later when you go to Biron Monastery, Maya (Mei's mother) will be writing a letter saying Gala and Songi are about Mei's age. Later when you get to Sol Tower, Vahn says, "I is not a kid I am 14." That means Mei is about 15, which also puts Gala about 15. Thus, he should not have the title of "Master Trainer" because he earns it at 17.

Noa is 10 or 11 years old. The Mist was around for about 10 years before Vahn found Meta and the whole thing started. Soon after Noa was born, she was carried off by a Soren to Snowdrift Cave. This would make Noa about 10 to 11



years old.

Glitch: Reverse time:

After defeating Xain in the Fire Path, save at the save point. Go into the inn and buy One Door Of Light. Exit underground Octam by the way you had first walked in the town. This entrance is to the far right -- you are in the next. When you appear on the screen, do not move. Instead, enter the item screen and use your Door Of Light. You then should appear in Octam and the game will never register you defeating Xain and the Fire Path. However, all the treasures are still opened.

```
+++++
I) MINI GAME GUIDE
+++++
```

----Here is a guide to all the mini games in this game.----

```
=====
BAKA FIGHTER HELP
=====
```

Round 1: square  
Round 2: X  
Round 3: O  
Round 4: square-X  
Round 5: O-O-O-X-X-X  
Round 6: O-X  
Round 7: square-square-square-X-X-X-O-O-O  
Round 8: X-O-square-square-square-square  
Round 9: O-O-X  
Round 10: square-X-O  
Round 11: square-square-O-X  
Round 12: O-O-X-square  
Round 13: X-X-square-sqaure-X-X-O-O  
Round 14: square-square-X-O-O-O-X

Sometimes the enemy will break out of the patern for a bit but don't change it.The Round 14 Songi battle isn't always that pattern so watch out when you fight him!

Now we do each fighting course in the Sol fighting area.

```
=====
Beginner Course
=====
```

Monsters You Fight

- ```
-----
```
1. Red Piura
  2. Skeleton
  3. Drake Ghost
  4. Caruban
  5. Gola Gola
  6. Zeto
  7. Viguro lvl.2

8. Xain

Hints + Tips: Not much you need to know. All are easy except for Xain. Have a Life Grail and a War Soul and then an Item that'll protect you from his Terio Punch.

Winnings: 818 coins

=====  
Expert Course  
=====

Monsters you Fight

- 
1. Black Piura
  2. High Gomboo
  3. Dark Ogre
  4. Gold Bison
  5. Ironman
  6. Caruban
  7. Aluru
  8. Xain

Hints + Tips: Same as for the Begginer Course. Xain is also the last guy here too. That's about it. Watch out for Aluru's Cannon.

Winnings: 1,532 coins

=====  
Master Course  
=====

Note: You must finish Jettes's Abosoulute Fortress to get the War God Icon and all the coins. So do that first!!

Monsters you Fight

- 
1. Ironman
  2. Viguro Lvl. 2
  3. Gold Bison
  4. Caruban
  5. Zeto
  6. Berserker
  7. Xain
  8. Dohati
  9. Lu Delilas
  10. Che Delilas
  11. Gi Delilas
  12. Zora
  13. Jette

Hints and Tips: You can do this with the Fire Droplet for some easier wins but you won't get the War God Icon. Some good items to equip are the best weapon's and armor from Juggernaught, the Mettel Goblet which keeps AP at 100, a Life Grail and the Evil Medallion from Lapis. Or a War Soul. Remeber for Lu Delilas Vahn may not be faster like Noa is so watch out. Jette might be annoying so be careful. Level up before this.

Winnings: 13,856 coins and a War God Icon (only once for the Icon)

Chicken King: Run away once from each course

=====  
Slot Machine Tips

=====  
Vidna Prizes

-----  
War Soul=1,000 coins  
Spirit Jewel=800 coins  
Guardian Ring=400 coins  
Fury Boost=150 coins  
Power Elixer=80 coins  
Shield Elixer=80 coins  
Phoenix=50 coins  
Heavy Lure=10 coins  
Normal Lure=5 coins  
Light Lure=2 coins

Hints for the slot machine: Be patient, try to get a bonus game. You could win lotsa coins. GET THE WAR SOUL!! Also this is the only place where you can get fishing lures. The guy sells coins for 100 a piece.

Sol Prizes

-----  
Earth Egg=100,000 coins (see hints at bottom)  
Evil God Icon=10,00 coins  
Lost Grail=8,000 coins  
Life Armband=5,000 coins  
Deluxe Rod=2,500 coins  
Vitality Ring=1,000 coins  
Magic Ring=500 coins  
Healing Berry=250 coins  
Incense=200 coins  
Fury Boost=150 coins  
Soru Bread=100 coins  
Gold Card=50 coins

Hints and Tips: To get the Earth Egg you need to get 100,000 coins before it appears on the list. I suggest not getting the Evil GOD Icon considering you can find it in the Floating Castle. I'd buy the Gold Card First considering you need it for the Dance Club. Buy Soru Bread then Sell em for easy Money. Also if you have the Legendary Rod don't get the Deluxe Rod. I find that the lower left slot machine wins the most. Again be patient save try if it sucks reload and try again. Baka Fighter Pays out 400 or so coins if you win the entire thing.

=====  
THE WONDERFUL WORLD OF FISHING  
=====

This section will help you on fishing so read on if you need it!

Vidna Fishing Spot

-----  
Items Recieved  
Mettle Armband=1,500 points  
Power Ring=1,000 points  
Healing Fruit=500 points  
Lippian Flute=200 points  
Spikefish Flute= 200 points

Hints: Nothing special here.

Buma Fishing Spot

-----

Items Recieved

- Water Egg=20,000 points (see hints)
- Life Grail=6,500 points
- Magic Grail=6,500 points
- Spirit Tailsman=4,000 points
- Lippian Flute=200 points
- Spikefish Flute=200 points

Hints: To get the Water Egg you must get 20,000 points before it appears on the list. To get 20,000 points get the Legendary Rod from Usha's Research Center and look between the 2 beds on the second floor. Then put a Heavy Lure on it, cast the rod a 50% at the left plant. Chances are you'll grab a rare fish worth alot of points. My high is 420. It'll still take a while and the fish is quite hard to catch but the Water Egg is worth it.

=====

Dancing Contest

=====

Hints and Tips

First off you need the Gold Card to get in. To get the Gold Card raise 50 coins in the Muscle Dome and buy it off the item list. Second off, practice with the Disco King, if you get a high enough score in practice, you'll get a prize. When your all ready, save and hand over the money to enter. Be sure to save your last triangle to the very end...it makes a difference believe me. When you win you'll get 10,000G and a swimsuit, if you talk to the Disco King you get an acesyory that lets you always get the first attack! The swimsuit can be used at Vidna. Talk to the little girl on the beach and she'll take 5 pictures with the camera stone of Noa in her bathing suit.

#####  
 VII) SHOP GUIDE  
 #####

----Here is the shop guide for this game.----

=====

RIM ELM

=====

Variety Shop

-----

- \* Hunter Clothes            900
- \* Scarlet Jewel            2,000
- \* Azure Jewel            2,000
- Survival Knife            180
- Warrior Seal            240
- Warrior Boots            420
- Cure Amulet            800
- Healing Leaf            100
- Antidote            40

- Door Of Light 200

=====  
HUNTER'S SPRING  
=====

Variety Shop (Lezam)

-----  
\* Golden Compass 3,000  
\* Silver Compass 3,000  
- Target Chain 1,200  
- Defender Chain 1,200  
- Healing Leaf 100  
- Antidote 40  
- Door Of Light 200

Market (Lezam's Sister)

-----  
- Target Chain 1,200  
- Defender Chain 1,200  
- Healing Leaf 100  
- Healing Flower 400  
- Magic Leaf 1,000  
- Medicine 300  
- Door Of Light 200

=====  
DRAKE CASTLE  
=====

Arm Shop

-----  
- Survival Knife 180  
- Nail Glove 160  
- Warrior Seal 240  
- Warrior Boots 420  
- Guardian Clip 320  
- Fightning Robe 1,100  
- Electric Shoes 560

Items Shop

-----  
- Target Chain 1,200  
- Defender Chain 1,200  
- Cure Amulet 800  
- Healing Leaf 100  
- Antidote 40  
- Medicine 300  
- Door Of Light 200

=====  
BIRON MONASTERY  
=====

Morlang

-----  
- Survival Knife 180  
- Nail Glove 160  
- Savior Clothes 1,800  
- Warrior Boots 420  
- Guardian Clip 320  
- Fightning Robe 1,100  
- Electric Shoes 560

Corey

-----  
\* Healing Flower 400  
\* Healing Bloom 600  
\* Magic Leaf 1,000  
- Earth Jewel 2,000  
- Deep Sea Jewel 2,000  
- Burning Jewel 2,000  
- Tempest Jewel 2,000  
- Healing Leaf 100  
- Medicine 300  
- Door Of Light 200

Morlang (after the mist)

-----  
- Battle Knife 1,200  
- Crimson Nails 980  
- Survival Club 860  
- Ironman Seal 940  
- Savior Clothes 1,800  
- Ironman Boots 1,400  
- Power Earring 780  
- Power Plate 2,100  
- Power Shoes 1,300

=====

ANCIENT WATER/WIND CAVE

=====

Arms Shop

-----

|                  |       |
|------------------|-------|
| * Short Sword    | 2,700 |
| * Fighter Claw   | 2,900 |
| - Battle Knife   | 1,200 |
| - Crimson Nails  | 980   |
| - Survival Club  | 860   |
| - Ironman Seal   | 940   |
| - Savior Clothes | 1,800 |
| - Ironman Boots  | 1,400 |
| - Green Clip     | 1,000 |
| - Green Robe     | 2,800 |
| - Tempest Shoes  | 1,900 |
| - Power Earring  | 780   |
| - Power Plate    | 2,100 |
| - Power Shoes    | 1,300 |

Items Shop

-----

|                  |       |
|------------------|-------|
| * Scarlet Jewel  | 2,500 |
| * Azure Jewel    | 2,500 |
| - Golden Compass | 3,000 |
| - Silver Compass | 3,000 |
| - Earth Jewel    | 2,000 |
| - Deep Sea Jewel | 2,000 |
| - Burning Jewel  | 2,000 |
| - Tempest Jewel  | 2,000 |
| - Target Chain   | 1,200 |
| - Defender Chain | 1,200 |
| - Cure Amulet    | 800   |
| - Healing Leaf   | 100   |
| - Medicine       | 300   |
| - Door Of Light  | 200   |

=====

JEREMI

=====

Arms Shop

-----

|                 |       |
|-----------------|-------|
| - Short Sword   | 2,700 |
| - Fighter Claw  | 2,900 |
| - Warrior Armor | 3,700 |
| - Master Boots  | 3,200 |
| - Green Clip    | 1,000 |
| - Green Robe    | 2,800 |
| - Tempest Shoes | 1,900 |

Items Shop

-----

|                  |       |
|------------------|-------|
| - Pure Amulet    | 1,600 |
| - Magic Amulet   | 2,000 |
| - Healing Leaf   | 100   |
| - Healing Flower | 400   |
| - Medicine       | 300   |
| - Door Of Light  | 200   |
| - Door Of Wind   | 200   |

=====

VIDNA

=====

Arms Shop

-----

|                   |       |
|-------------------|-------|
| - Short Sword     | 2,700 |
| - Fighter Claw    | 2,900 |
| - Red Club        | 3,600 |
| - Expert Seal     | 2,400 |
| - Warrior Armor   | 3,700 |
| - Master Boots    | 3,200 |
| - Fightning Plate | 4,600 |

Gift Shop

-----

|                  |        |
|------------------|--------|
| * Magic Leaf     | 1,000  |
| * Phoenix        | 1,600  |
| - Mettle Ring    | 12,000 |
| - Scarlet Jewel  | 2,500  |
| - Azure Jewel    | 2,500  |
| - Golden Compass | 3,000  |
| - Silver Compass | 3,000  |
| - Pure Amulet    | 1,600  |
| - Forest Amulet  | 2,000  |
| - Healing Flower | 400    |
| - Healing Bloom  | 600    |
| - Medicine       | 300    |
| - Door Of Light  | 200    |
| - Door Of Wind   | 200    |

=====  
OCTAM  
=====

Arms Shop

-----

|                  |        |
|------------------|--------|
| - Bloody Claw    | 9,500  |
| - Survival Axe   | 10,800 |
| - Master Armor   | 15,400 |
| - Scarlet Robe   | 4,800  |
| - Fighter's Band | 2,600  |
| - Valor Plate    | 13,800 |

4,000

Items Shop

-----

|                  |       |
|------------------|-------|
| - Earth Jewel    | 2,000 |
| - Deep Sea Jewel | 2,000 |
| - Burning Jewel  | 2,000 |
| - Tempest Jewel  | 2,000 |
| - Madlight Jewel | 4,000 |
| - Luminous Jewel | 4,000 |
| - Ebony Jewel    |       |
| - Healing Flower | 400   |
| - Healing Bloom  | 600   |
| - Magic Leaf     | 1,000 |
| - Medicine       | 300   |
| - Phoenix        | 1,600 |
| - Door Of Light  | 200   |
| - Door Of Wind   | 200   |

Arms Shop I (underground)

-----

|                  |       |
|------------------|-------|
| - Force Blade    | 4,200 |
| - Hard Beat      | 3,800 |
| - Red Club       | 3,600 |
| - Expert Seal    | 2,400 |
| - Ironman Armor  | 5,300 |
| - Master Boots   | 3,200 |
| - Jeweled Clip   | 2,500 |
| - Scarlet Robe   | 4,800 |
| - Olive Shoes    | 3,900 |
| - Fighter's Band | 2,600 |
| - Fighting Plate | 4,600 |
| - Fighting Boots | 4,300 |

Items Shop I (underground)

-----

|                  |       |
|------------------|-------|
| - Earth Jewel    | 2,000 |
| - Deep Sea Jewel | 2,000 |
| - Burning Jewel  | 2,000 |
| - Tempest Jewel  | 2,000 |
| - Madlight Jewel | 4,000 |
| - Luminous Jewel | 4,000 |
| - Ebony Jewel    | 4,000 |
| - Healing Flower | 400   |
| - Healing Bloom  | 600   |
| - Magic Leaf     | 1,000 |
| - Medicine       | 300   |
| - Phoenix        | 1,600 |
| - Door Of Light  | 200   |
| - Door Of Wind   | 200   |

=====  
RATAYU  
=====

Arms Shop

-----

|                   |        |
|-------------------|--------|
| - Force Blade     | 4,200  |
| - Hard Beat       | 3,800  |
| - Survival Axe    | 10,800 |
| - Expert Seal     | 2,400  |
| - Ironman Armor   | 5,300  |
| - Expert Boots    | 8,800  |
| - Jeweled Clip    | 2,500  |
| - Tempest Robe    | 13,400 |
| - Olive Shoes     | 3,900  |
| - Fighter's Band  | 2,600  |
| - Valor Plate     | 13,800 |
| - Fightning Boots | 4,300  |

Items Shop

-----

|                  |        |
|------------------|--------|
| * Life Ring      | 9,500  |
| * Power Ring     | 8,000  |
| * Guardian Ring  | 8,000  |
| - Mettle Ring    | 12,000 |
| - Chicken Safe   | 10,000 |
| - Chicken Guard  | 10,000 |
| - Slowness Chain | 1,000  |
| - Healing Flower | 400    |
| - Healing Bloom  | 600    |
| - Magic Leaf     | 1,000  |
| - Phoenix        | 1,600  |
| - Door Of Light  | 200    |
| - Door Of Wind   | 200    |

=====  
 KARISTO STATION  
 =====

Honest Person's Store

-----  
 Travel Kit : (3,000)  
 - 5 Healing Blooms  
 - 1 Door Of Wind  
 - 1 Door Of Light

Camper

-----  
 \* Life Source 50,000  
 \* Magic Source 50,000  
 \* Mettle Source 50,000  
 - Vitality Ring 50,000  
 - Healing Berry 3,000  
 - Door Of Light 200  
 - Door Of Wind 200

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Arms Shop I

-----  
 - Holy Claw 17,000  
 - Battle Axe 15,600  
 - Hero Seal 12,500  
 - Expert Armor 22,200  
 - Steel Boots 18,000  
 - War God Plate 28,800

Item Shop I

-----  
 - Guardian Ring 8,000  
 - Speed Ring 8,000  
 - Wisdom Ring 8,000  
 - Healing Berry 3,000  
 - Healing Bloom 600  
 - Phoenix 1,600  
 - Door Of Light 200

Arms Shop II

-----  
 - Beast Buster 14,500  
 - Bloody Claw 9,500  
 - Survival Axe 10,800  
 - Master Armor 15,400  
 - Hero Boots 15,500  
 - Royal Crown 9,400  
 - Tempest Robe 13,400

Item Shop II (Bakery)

-----  
 \* Life Ring 9,500  
 \* Power Ring 8,000  
 - Stone Amulet 15,000  
 - Nature Amulet 8,000  
 - Healing Flower 400  
 - Magic Leaf 1,000  
 - Door Of Wind 200

=====  
 BUMA  
 =====

Variety Store

-----  
 \* Mettle Armband 40,000  
 \* War Soul 60,000  
 - Chaos Breaker 32,000  
 - Battle Robe 35,000  
 - War God Band 21,000  
 - War God Boots 29,000  
 - Chicken Heart 10,000  
 - Healing Berry 3,000  
 - Healing Fruit 2,400  
 - Magic Fruit 5,000  
 - Medicine 300  
 - Phoenix 1,600  
 - Door Of Light 200  
 - Door Of Wind 200



=====
   
USHA RESEARCH SENTER
   
=====

Ashif

- 
- Ivory Book                    5,000
  - Bronze Book                   8,000
  - Bad Luck Bell                13,000
  - Healing Berry                 3,000
  - Magic Fruit                   5,000
  - Medicine                      300
  - Phoenix                       1,600

=====
   
SOREN CAMP
   
=====

Arms Shop

- 
- Chaos Breaker                32,000
  - Heavy Strike                 34,000
  - Power Club                   36,000
  - Hero Seal                     12,500
  - Hero Armor                   40,000
  - Triumph Boots                31,000
  - Pronged Crown                18,200
  - Battle Robe                  35,000
  - Steel Boots                  18,000
  - War God Band                 21,000
  - War God Plate                28,800
  - War God Boots                29,000

Item Shop

- 
- Healing Berry                 3,000
  - Healing Fruit                 2,400
  - Magic Fruit                   5,000
  - Medicine                      300
  - Phoenix                       1,600
  - Door Of Light                 200
  - Door Of Wind                 200

=====
   
CONKRAM
   
=====

Arms Shop

- 
- Chaos Breaker                32,000
  - Heavy Strike                 34,000
  - Power Club                   36,000
  - Hero Armor                   40,000
  - Battle Robe                  35,000
  - War God Plate                28,800

Items Shop

- 
- Healing Berry                 3,000
  - Healing Fruit                 2,400
  - Magic Fruit                   5,000
  - Medicine                      300
  - Phoenix                       1,600
  - Door Of Light                 200
  - Door Of Wind                 200

#####
   
VIII) OTHER INFORMATION
   
#####

----Here is a list of the other information about me and this guide.----

=====  
-----{CREDITS}-----  
=====

-The following Legend of Legaia websites for giving me some useful information about this game.

[http://members.tripod.com/Legend\\_Legaia/](http://members.tripod.com/Legend_Legaia/)  
<http://members.tripod.com/~ZLboy/lol.html>

-The following sites for providing the secrets found in the secrets section.

<http://www.gamewinners.com/>  
<http://www.game-revolution.com/>

-The following readers for giving me information.

None, yet.

-The following people, just because I want to credit them.

CJC: For hosting this guide and for giving me a second chance.

Yakuza: For being my first online friend, and for believing in my FAQ skills.

Adrenaline SL: Well, she doesn't hate me or my guides, and she's funny, and she's there for me. She supported me and this guide throughout. Go her.

Andy007: For updating my site with me, although he doesn't as much as he should. :)

Dingo Jellybean: I don't care how much problems I have had with him, have with him, or will have with him in the future, he's still cool.

Cassey, Jenn, Megan, Wendy: You guys know why.

-The following websites for hosting this guide.

<http://www.gamefaqs.com>  
<https://www.neoseeker.com>  
<http://www.fbgames.com> (If they ever come back)

-The GameFAQs Legend of Legaia message board, for they asked some of the questions found in the FAQ section of this guide.

-Finally, me for typing up this guide.

=====  
-----{CONTACT INFORMATION, MY OTHER GUIDES, ETC.}-----  
=====

All my other guides and reviews can be found on my contributor page.

-<http://www.gamefaqs.com/features/recognition/9074.html>

All my unposted FAQs can be found on the following websites.

-<http://www.fbgames.com>  
-<http://www.smcfadden.freesevers.com/faqs/me/>

Here is how you can contact me via e-mail or instant messengers.

-Yahoo Messenger: nicklacheysnightmare

-AIM: MeganIzMyAngel or HeShootsHeGores

-AOL addy: mcfaddendam@aol.com

-MSN: daladiesman2k@hotmail.com

#####  
IX) CONCLUSION

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Thanks for reading my guide. I worked very hard on it, and all e-mails are appreciated and will be responded to!

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-Psycho Penguin  
mcfaddendaman@aol.com - Personal  
psychopenguin24@aol.com - Game Related  
<http://www.wrestlingcolumns2000.com>  
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