

Legend of Legaia 100% FAQ/Walkthrough

by meth962

Updated to v1.11 on Aug 18, 2015

v1.11 - August 18, 2015

--*-*-*-*-*-*-*-*-*-*-*-*-*-*

Legend
of
Legaia

100% Walkthrough
by Meth962

--*-*-*-*-*-*-*-*-*-*-*-*-*

This FAQ was written as a SPOILER FREE walkthrough that will let you acheive a perfect 100% save. By 100% completion, I count the end game stats that are given to you on the last screen. So you should know what actually shows on the end screen, and you can plan YOUR version of a perfect save, the game will show you the following at the end:

Game Time
Number of Battles
Number of Escapes
Number of Items Found <- this is why I wrote this
Number of Magic Spells obtained.
Number of Arts discovered.
Character max hits, damage, and max damage.

This guide will help you get:

All 260 items
All 22 magic spells
All 45 Arts

So hopefully this is enough for you, 'cause I worked hard! >:(

-----.
Table of Contents|

-----o

I. Disclaimer.....	xDISC
II. Version History.....	xVERS
III. Introduction.....	xINTR
IV. Basic Training.....	xINFO
V. How to Use/Guide Legend.....	x0000
VI. Perfect Game Walkthrough	
a. Rim Elm.....	x0001
b. Hunter's Spring.....	x0002
c. Drake Castle.....	x0003
d. Snowdrift Cave.....	x0004
e. Mt.Rikuroa.....	x0005
f. Drake Castle.....	x0006
g. Biron Monestary.....	x0007
h. West Voz Forest.....	x0008
i. Biron Monestary Revisited.....	x0009
j. East Voz Forest.....	x000A
k. Biron Monestary Revisited.....	x000B
l. Ancient Wind Cave.....	x000C

m.	Zeto's Dungeon.....	x000D
n.	Ancient Wind Cave.....	x000E
o.	Jeremi.....	x000F
p.	Vidna.....	x0010
q.	Octam.....	x0011
r.	Shadow Gate.....	x0012
s.	Octam Revisited.....	x0013
t.	Fire Path.....	x0014
u.	Octam Underground Revisited.....	x0015
v.	Vidna.....	x0016
w.	Octam Underground Revisited.....	x0017
x.	Ratayu.....	x0018
y.	Mt.Letona.....	x0019
z.	Ratayu Revisited.....	x001A
aa.	Dohati's Castle.....	x001B
bb.	Rim Elm.....	x001C
cc.	Vidna Revisited.....	x001D
dd.	Jeremi Revisited.....	x001E
ee.	Karisto.....	x001F
ff.	Sol.....	x0020
gg.	Usha's Research Center.....	x0021
hh.	Uru Mais.....	x0022
ii.	Usha Research Center Revisited.....	x0023
jj.	Nivora Ravine.....	x0024
kk.	Buma.....	x0025
ll.	Usha Research Center.....	x0026
mm.	Side-Quest: Fishing!.....	Side-Quest: Fishing!
nn.	Buma.....	x0027
oo.	Mt.Dhini.....	x0028
pp.	Soren Camp.....	x0029
qq.	Floating Castle.....	x002A
rr.	Soren Camp Revisited.....	x002B
ss.	Karisto Station.....	x002C
tt.	Conkram.....	x002D
uu.	Conkram Past.....	x002E
vv.	Rogue Tower.....	x002F
ww.	Conkram Past Revisited.....	x0030
xx.	Jette's Fortress.....	x0031
yy.	Rim Elm.....	x0032
zz.	Seru-Kai.....	x0033
1a.	Side-Quests: End.....	Side-Quests: End
1b.	Bio Castle.....	x0034
1c.	Side-Quests: Last.....	Side-Quests: Last
1d.	Bio Castle.....	x0035
VII.	Side-Quests	
a.	Side-Quests: Fishing!.....	Side-Quests: Fishing!
b.	Side-Quests: End.....	Side-Quests: End
c.	Side-Quests: Last.....	Side-Quests: Last
VIII.	Bosses	
a.	Caruban.....	B0001
b.	Vigurox2.....	B0002
c.	Songi Round 1.....	B0003
d.	Zeto.....	B0004
e.	Berserker.....	B0005
f.	Xain.....	B0006
g.	Songi Round 2.....	B0007
h.	Saryu.....	B0008
i.	Dohati.....	B0009
j.	Gaza.....	B000A
l.	Seru Gaza.....	B000B

m. Delilas.....	B000C
n. Koru.....	B000D
o. Zora.....	B000E
p. Rogue.....	B000F
q. Jette.....	B0010
r. Cort.....	B0011
s. Tetsu.....	B0012
t. Songi Round 3.....	B0013
u. Final Boss.....	B0014
IX. Lists	
a. Items.....	xITEM
b. Magic.....	xMAGI
c. Arts.....	xARTS
d. Item Drops.....	xDROP
e. Item Steals.....	xSTEAL
f. Enemies.....	xENEMY
IX. Secrets	
a. Baka Fighter.....	s0001
b. Dance Contest.....	s0002
c. Muscle Dome.....	s0003
d. Fishing.....	s0004
e. Lapis.....	s0005
f. Evil Seru.....	s0006
X. Gameshark.....	gSHARK
Secret. Meth's Guide to Treasure Hunting!.....	thesecret
XI. Help.....	xHelp
XII. Thank You's.....	tyvm
XIII. Credit.....	crdt

-----o

-----.	.-----.
I. Disclaimer	xDISC

-----o

Alright here is the needed legal babble.

Please feel free to use this guide for personal help all you want, but do not steal any of the hard work I put into this thing or I will be really sad.

- Allowed sites to host this FAQ:
- Neoseeker (<https://www.neoseeker.com>)
 - GameFAQs (<http://www.gamefaqs.com>)
 - Super Cheats (<http://www.supercheats.com>)

If you see this guide hosted anywhere else, please notify me via email at: ss427mach9@hotmail.com

If you would like to host this FAQ on your site, you simply need to email me your request and I will 99 out of 100 times say yes. This is my first FAQ after all and we're all here to help eachother anyway ya? Actually I don't really care if you host this on your personal site, but obviously you should send me a heads up so I don't get other people emailing about you using the guide where it's not listed. I'll add you to the list, mmkay?

-----.	.-----.
II. Version History	xVERS

-----o

No real history yet...

- v1.00 - Initial draft! Expect typos!
 - Walkthrough complete, Magic complete, Secrets complete, Art list done, Gameshark partially complete
- v1.01 - Added some thank you's
 - Added 2 hosts for allowed sites
- v1.02 - Finished Gameshark section: GameShark & Artmoney codes finished
- v1.03 - Fixed a confusing line about War God Icon. Thanks KatKat19!
 - Fixed an ArtMoney code error
- v1.04 - Fixed the Viguro Boss HP from 1,500 to 1,200HP
 - Added explanation of Noa's quiz and prizes at Drake Castle
 - Thanks DanmakuPFK for mailing me about these fixes!
- v1.05 - Added in missing Gameshark codes for Noa and Gala's AP
 - Added explanation that ArtMoney codes will be different for everyone
 - Both fixes thanks to zggtf211
- v1.06 - Added an explanation of a dialog sequence which leads to a counted treasure. Thanks to Flameberg_37 for emailing me this fix!
 - 11/4/2010 Added a suggestion from vahnx to unequip characters before being returned to Rim Elm so you have access to all accessories.
- v1.07 - Thanks to Sise_Neg, the HP values are all updated from the official japanese book!
 - Finally finally took out the memory addresses for each treasure Maybe I'll put in a separate section if people actually want them.
- v1.08 - Added gameshark codes for Hyper Arts, Magic & Magic Levels
 - Added some patch codes for Arts & Magic
 - Added a SECRET section. Meth's Guide to Treasure Hunting - I spill all the beans about the treasure count secrets and how I does it. Oooo
- v1.09 - Added gameshark codes for Encounters, Door of Wind, Saving anywhere.
- v1.10 - Minor word additions/changes to relieve confusion throughout guide.
 - Added Fishing mechanic information (Spirit fish is obtainable!)
 - Added Basic Training section to cover game basics
 - Added Drop&Steal tables for enemies
 - Added Seru absorption and magic leveling mechanics
 - Added some enemies encountered per area
 - Added Shop Lists
 - Added boss stats in walkthrough
 - Added all Enemy stats section
 - Added item lists
- v1.11 - Added a blurb on how boots increase speed (thanks Emperor Magus!)

-----.

IV. Basic Training | .-----.
|xBASIC|

-----o

I'll cover some of things you should know in this RPG, since it is not your standard RPG (outside of gaining exp and levels :)).

- Battles -

Fighting in this game is done in a unique input, where your normal attack is chosen by you in a number of hits. These hits can be your weapon, ra-seru, a high kick, or a low kick. This allows for you to exploit weaknesses in mobs and do special moves called "Arts".

- Stats -

HP - This is your standard Hit Point, Life, Health Points.

MP - This is your standard magic pool, used for summoning your Seru spells.

AP - Ability Points, are what you spend to do your Arts. You recover AP by being damaged in battle, as well as chosing the Spirit command.

ATK - Your attack stat is essentially your base physical strength. This will

be added to your weapon, boots, or Ra-Seru attack stat when you attack. Which one depends on your attack input (Boots are High or Low input). Using Arts use all of your strength from every piece of equipment.

UDF - Upper Defense is your defense against most attacks except low. It will lower the damage you receive as well as help you block attacks. This can actually help negate magic spells as well.

LDF - Lower Defense is your defense against low attacks and helps you block attacks. It can help negate some spell damage just like UDF.

SPD - Your speed determines your blocking chance as well as your turn order in battles. Please note that turn order has a random element to it, so you may not always have the same turn order, but your speed will give you a better chance of going first. It also is used to determine your chance of escaping battles, if you choose to chicken out.

INT - Your intelligence affects your magical damage and defense against other magical spells.

AGL - Agility is solely tied to your Attack Gauge. The more agility you have, the more hits you can do in one attack. Each attack is normally 30 AGL. However, improper weapon use can be 54 AGL per attack. The max hits is nine, and therefore 270 AGL is the most you can utilize.

- Weapons -

Weapons add to your attack power, but only for attacks dealing damage with the weapon itself or with any Art. Be sure to stick to weapons that are good fits for your players or it will cost more agility to use them (and therefore less hits).

- Headgear -

Headgear add to your UDF and can provide an INT bonus for your magic.

- Armor -

Armor adds a significant amount to your UDF to help absorb damage.

- Boots -

Boots not only add to your LDF, but also provide attack damage for your High and Low attacks (kicks), as well as all Arts. They also boost your speed by a small amount.

- RaSeru -

Provides attack damage on your RaSeru attack, as well as an INT bonus. You do not equip different RaSeru, but they gain levels and increase their bonuses. Unbeknown to the player, the game views RaSeru as an equipped item just like other pieces of equipment.

- Accessories -

You get three accessory slots to boost your stats or provide abilities. Some simply give percent bonuses to your stats, while others provide elemental defense against elements. Plus, there are plenty that provide you great abilities like Steal, 2xAttack, lower MP consumption, etc. There are also a few that allow you to call upon strong summon magic.

- Elements -

Magic elements in the game are opposed and do more damage to one another. This is true for both magic and for Hyper Arts which have elemental damage.

Anything not listed means normal damage. Every element against it's own element does 15/16 damage.

Earth does +6.25% to Wind

Water does +6.25% to Fire

Fire does +6.25% to Water

Wind does +6.25% to Earth
Lightning does + 3.125% to Earth,Water,Fire, Wind
Lightning does - 3.125% to Darkness
Light does + 3.125% to Dark
Dark does + 3.125% to Light

None/Normal does equal damage to all and receives equal damage from all elements.

So lightning is a little odd in that it gets more boosts to other elements but a smaller amount than the normal opposed elements. It also does not have a weakness like the other elements.

- Element Affinity -

On top of element to element damage, your characters have affinity to doing damage when casting spells as well.

Vahn

Earth - 95%
Water - 40%
Fire - 100%
Wind - 70%
Lightning - 70%
Light - 85%
Dark - 85%
Non - 80%

Noa

Earth - 40%
Water - 95%
Fire - 70%
Wind - 100%
Lightning - 70%
Light - 85%
Dark - 85%
Non - 80%

Gala

Earth - 85%
Water - 85%
Fire - 85%
Wind - 85%
Lightning - 100%
Light - 95%
Dark - 60%
Non - 80%

- Escaping -

The game keeps track of how many times you escape, so be aware! Your escape chance is a comparison of the sum of your party's speed, and the sum of the enemies' speed. The health of your party and enemies affect the chances too:

1. Damaged players/enemies add more value to the speed roll. The more hurt you are, the better your chances.
2. Full life players/enemies only add their speed stat.
3. Dead enemies actually contribute to the chances (and a lot since their hp is at 0). This means its harder to run away from enemies if there are 1 or

2 dead.

4. The Chicken Heart accessory adds 50% to your runaway odds and Chicken King guarantees an escape unless a boss or event battle.

o-----o
| Characters |
o-----o

The three main characters in the game have their obvious strengths and weaknesses like any other game. They're pretty obvious except for the elemental side of things.

----.
Vahn \

-----.
The main character, and therefore he's your typical well balanced
or "In the middle" guy. He does not excel at any stat, but he
does not have a weakness in one of them either.

	HP	MP	SPD	ATK	UDF	LDF	INT	AGL
Growth	Avg.	Avg.	Avg.	Avg.	Avg.	Avg.	Avg.	Avg.
Starting	180	20	19	24	16	12	9	100
Min	4547	729	344	343	263	262	274	223
Max	5331	925	540	539	459	458	470	280
Average	4939	827	442	441	361	360	372	280
Strengths	Fire, Earth							
Weakness	Water							
Weapons	Knives, Swords, Fist weapons							

----.
Noa \

-----.
She is your typical quick character, but with the strength of her
legs. Not kidding, her Lower Defense is higher than everyone
else, but Upper Defense is lower than everyone. Maybe because she
was raised with wolves? She's also kind of sheltered so has low
intelligence. Which explains her lacking in Magic, but her speed
let's her take the first battle turn and block more to pay up for
her lack of HP and UDF.

	HP	MP	SPD	ATK	UDF	LDF	INT	AGL
Growth	Low	Low	Low	Low	Low	High	Low	High
Starting	150	10	30	21	13	11	3	120
Min	4053	626	367	276	248	279	238	245
Max	4837	822	563	472	444	475	434	280
Average	4445	724	465	374	346	377	336	280
Strengths	Wind, Water							
Weakness	Earth							

Weapons | Claws, Gloves, Small Clubs |

-----o

-----.

Gala \

-----.
He is not your typical powerhouse, because he also is versed in Magic. Almost like a disproportioned body builder, he has great Upper Defense, but the lowest Lower Defense. He's also slow, but maybe due to his faithful training as a monk, he has the highest magic stats as well.

-----o
| HP | MP | SPD | ATK | UDF | LDF | INT | AGL |
-----o
Growth | High | High | Low | High | High | Low | High | Low |
-----o
Starting | 210 | 40 | 15 | 30 | 43 | 30 | 20 | 80 |
-----o
Min | 4853 | 852 | 262 | 362 | 290 | 252 | 352 | 216 |
Max | 5637 | 999 | 458 | 558 | 486 | 448 | 548 | 280 |
-----o
Average | 5245 | 950 | 360 | 460 | 388 | 350 | 450 | 280 |
-----o

Strengths | Lightning, Light |
Weakness | Darkness |

-----o
Weapons | Clubs, Maces, Axes |
-----o

One note about your levels, and if you are worried about Stat Maxing.

- Agility should max naturally for everyone well before 99
- Gala's MP is the only stat that MAY max out at 99, but not always.

Each level, your characters get a predefined increase, plus a random increase

- HP goes up by base, plus 0-8 additionally.
- All other stats go up by base, plus 0-2 additionally.

At Level 50, the predefined increases drop significantly until you hit 99.

Which is okay since everything in the game is easy by Level 50.

-----.

V. How to Use/Legend|

.-----.

|x0000|

-----o
In the table of contents, there are search values you can use such as [B094]. Just use Edit>Find in your browser or window, and search for "B094". You most likely know this already :P so on to the other stuff.

This guide is chronological to the story of the game. There are always more than one way to do something and you can probably do something earlier but this is just the way I did it. Excuse me if I'm old school :)

In an area break down, there will be a list of items, & where they come from:

- (C) - Found in a chest
- (E) - Found in the environment (bushes, cabinets, etc)
- (N) - Given from an event or most likely another character (NPC)
- (B) - Reward for beating a boss (as in rewarded IN the battle screen with Exp)

** Please note that all items designated with an (*) asterisk, count for total and all items without an asterisk do not.

You will also find magic to absorb listed along with the chance to absorb that magic and the number of characters that need to absorb it.

Example:

```
----- . .-----
Area Name| |search|
-----..
Heal Thing (C)*
Weapon Thing (B)
-----
Total: #item total/260
-----
Magic: SpellName(2) [30%] <- 2 characters need SpellName, 30% chance to absorb
All: 10/22 <- 10 out of 22 magic collected
-----..
```

Hope this isn't confusing, it looks really bad now that I look at it, sorry :(

On with the meat and potatoes! Hope you're hungry!

----- .

VI. Perfect Game Walkthrough|

-----o-----

```
----- . .-----
Rim Elm| |x0001|
-----o-----o-----
Magic Leaf (E)*
Healing Leaf (E)*
Healing Leaf (N) - Tetsu
Healing Leaf (3) (N)* - Item Shop Owner
Hunter Clothes (N) - Mei
Mei's Pendant (N)* - Mei
Point Card (E)*
-----
Total: 5/260 01.92%
Magic: Gimard (1) [55%]
Enemies: Gimard, Gobu Gobu, Slime
-----
```

Follow the intro of the game and answer whatever you like to the questions you are asked. After talking to Mei, head to your house to finish an event. Now you can grab some items. Start by checking your own house's cupboard for a [Healing Leaf]. Then go rob the Elder's cupboard in his house in the northeast part of town to get a [Magic Leaf]. It's in the left side of the house accessed via a small path on the left side of the room that you enter. Now go visit with your friend and teacher Tetsu. Practice fighting with him and then an event will trigger. Afterwards, head back to your house to sleep. You will wake up to an event taking place outside. Leave your house and check on Mei if you want to, then talk to the Elder to the north. The following events will launch you into a battle. This would be a good time to learn your art moves:

LRL, DRU, UDU, UDL, LLD

You can spirit and also learn these as well:

DDDU, LRUL, UDRL, DUUL, UDD, DUUU

You could level up here up to level 3 or 4 if you wish to get a good start. It is a good opportunity since your sister will cure you anytime you need it. Now go to the Item Shop and talk to the woman there. Answer her question with any of the choices and she will give you 3x[Healing Leaf] and call you brave! Go check on Mei at her house next and tell her what happened and invite her to go back to your place. Your next objective is to find a place for everyone to go, so head down to the Genesis tree. Follow the events that occur and then head back to your place. On the way you may absorb the Gimard magic if you wish but it's not a big deal if you don't as you'll run into it again soon. In your home speak with your father and tell him about the genesis tree. A series of things will happen and you will eventually be able to leave. When you attempt to, Mei will come by and give you [Hunting Clothes] and [Mei's Pendant]. You are now free to exit the village onto the world map.

** You will not get Mei's pendant if you didn't check up on her and invite her back to your house. If you told her to lock her doors and windows, she still won't give the pendant to you so hopefully you were reading carefully. **

--*-*-*-*-*-*-*-*-*-*-*-*-*-*
But you must immediately turn around!

Go back to Rim Elm and check the drawer in the upstairs room of the Inn to get the [Point Card] - It won't allow you to open the drawer until after you leave. This will act like your credit card's reward points system. :P
Now that you have the card, you can go ahead and buy some equipment and items for the road ahead. Just skip out on buying a Survival Knife as you can get a free one in the next dungeon.

```
.-----.  
| Rim Elm Variety Store |  
o-----o  
|Hunter Clothes      900 G (blue)|  
|Scarlet Jewel      2500 G (blue)|  
|Azure Jewel        2500 G (blue)|  
|Survival Knife     180 G      |  
|Warrior Seal       240 G      |  
|Warrior Boots      420 G      |  
|Cure Amulet        800 G      |  
|Healing Leaf       100 G      |  
|Antidote           40 G      |  
|Door of Light      200 G      |  
o-----o
```

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*  
-----o  
-----.  
Hunter's Spring| |x0002|  
-----o-----  
Healing Leaf (C)*  
-----  
Total: 6/260 02.30%
```

Stop by at the hunter's spring and talk to everyone there. Make sure you get the only item here in the chest to the right [Healing Leaf]. You can also use the spring to heal your HP and MP for free!

-----o

----- .-----
Drake Castle| |x0003|

-----o-----
Door of Light (C)*
Sunrise Key (E)
Healing Leaf (C)*
Fury Boost (E)*
Lightning Key (E)
Survival Knife (C)*
Magic Leaf (E)*
Star Key (E)
Healing Leaf (C)*
Fire Book I (C)*
Mountain Key (E)

Total: 13/260 05.00%

Magic: Gimard (1) [55%]
Vahn: 1(1/22)

Head into Drake Castle after getting the chest with [Door of Light] right next to the entrance. Go up the stairs and enter the left door and examine the sparkling case on the right for the [Sunrise Key]. Now go back out and take the middle door, using your key.

Head up the hallway and grab the chest in the upper left for a [Healing Leaf]. Now head down and take the door in the lower left. There is a hidden [Fury Boost] located in the south center of this room; Go as far as you can south towards the wall until you can't see yourself and then head left, press X at that location. Then head to the upper right and grab the [Lightning Key] from the case there. Exit the room here and take the north door by using your new key on it.

Cross through another hall and then take the lower left exit in the new room. Here you can grab the chest to get a [Survival Knife]. Next, search the very lower right of this room to find a [Magic Leaf]. Now exit this room and go into the lower right room this time. Take the [Star Key] from the case on the right wall, and use the key in the main room. Through another hallway and into a new room, check the upper left to find a [Healing Leaf] in the chest. Now go straight south and enter the room there. Take the first door to your right to get to the throne room. The upper right door leads you to a chest with the [Fire Book I] in it, so use it on Vahn and then rest in this room. This is a great opportunity point to level up and build your magic level with the Gimard that you should have absorbed by now. That choice is up to you however. When you are ready, check the left door in the throne room to find a letter in the chest there. Then grab the [Mountain Key] from the case on the upper wall. Now you may finally exit the castle by using your last key on the gate. Follow the path on the world map to your next destination, Mt. Rikuroa.

----- .-----
Snowdrift Cave| |x0004|

-----o-----
Healing Shroom (E)*
Healing Shroom (E)*
Healing Shroom (E)*
Healing Shroom (E)*
Nail Glove (C)*

Total: 18/260 06.92%

As your new character, follow the wolf to the training grounds. The answers to her questions are listed below, so if you want to answer them yourself, don't look! After her second question, grab the [Healing Shroom] that is visible behind Terra when she stops to ask you. You can grab another [Healing Shroom] after her 3rd question.

Answers to Terra's Q
--*-*-*-*-*-*-*-*
1. Seru and Human. |
2. A Genesis Tree. |
3. Mt. Rikuroa. (#4)|
--*-*-*-*-*-*-*-*

Now you are to practice fighting with Noa. Grab the [Healing Shroom] in the left of the room and then fight all the Red Puras that you can. Now would also be a good time to start learning Noa's arts:

UDU, UDD, RDR, RLD, RRUU, RRLR, DDDU, DUUU

Spirit and you may learn these:

DUDLR, UULDR

Fight the Black Puras carefully, and have Terra heal you between fights. You can get the most EXP by fighting until you are forced to leave. Follow Terra back to camp and the old wolf will join you (sweet!). Don't worry about using items now as the wolf will heal you and she cannot die (so she makes a perfect meat shield too). On the way out, make sure you don't miss the last item in the area, [Healing Shroom]. Exit the cave onto the world map and...

--*-*-*-*-*-*-*-*
Now be careful not to miss this item!

On the world map, stick to the right until you follow a path to a cutscene. Grab the [Nail Glove] from this chest, equip it and head back the way you came.

--*-*-*-*-*-*-*-*

-----o
-----.
Mt. Rikuroa| |x0005|
-----o
Healing Leaf (C)*
Scarlet Jewel (C)*
Power Water (C)*
Guardian Water (B) - Golem
Phoenix (C)*
Speed Elixir (C)*
Healing Leaf (C)*
Vahn Fist (C)*
Healing Bloom (C)*
Healing Bloom (B) - Caruban

Total: 26/260 10.00%

Magic: Vera (1) [60%]
Vahn: 1(2/22)

Head down the path and you will get to a chest with a [Healing Leaf] inside. Head inside the cave now and pick up the [Scarlet Jewel] in the chest. Next you will run into a chest containing a [Power Water]. Continue on and beat the spot out of the monster blocking your path. You get a [Guardian Water] for beating him. Continue on the path after resting a bit until you run into a chest containing a [Phoenix]. Now you can save your game, and if you want or need to, you can level around the save point since you have an unlimited heal force with you. When you are done, move on and the story will switch back to our blue haired hero.

Run up the path until you start jumping up on ledges. Be careful not to miss the [Speed Elixir] cleverly placed in a chest to the right and down out of view. Continue on until you reach a fork, head to the right and jump across the ledges until you wind up at another rock climbing path. Hop up the steps and when you start heading right, make sure you hold right and down to hop down a level to get the [Healing Leaf] in the chest. Continue to the very top to find a [Vahn Fist] which you should equip right away. Now head all the way back to the fork in the road and continue to the left. Hop up the ledges there and make sure to open the chest for a [Healing Bloom]. Continue until you get to a save point. Make sure you absorbed the magic {Vera} here before you go to fight the boss.

```

.------.------.------.------.
|Boss: Caruban| 1,024HP |                               |B0001|
o-----o
| ATK: 66 | UDF: 70 | LDF: 63 | SPD: 42 | INT: 60      |
|-----|
| AGL: 98 | MP: 300 | Attacks: Fire Breath 70MP      |
o-----o
|Your first real boss battle of this game and it is a |
|hard one as are most bosses in the game. Make use of |
|spiriting and attacking with your biggest arts. His  |
|fire breath attack hurts but hopefully you'll have   |
|made use of spiriting or you'll just need to heal with|
|the Vera magic from Vahn.                             |
o-----o
|Rewards: 750XP 450G Healing Bloom |
o-----o
|Recommended Level: 6-7 |
o-----o

```

Leave Mt.Rikuroa now by heading back the way Vahn came from, and go back to...

```

------.------.------.------.
Drake Castle|                               |x0006|
o-----o
Water Key (N) - King of Drake
Platinum Card (E)*
Healing Leaf (C)*
Healing Bloom (C)*
Swift Water (C)*
Fighting Robe (N) - Arms Shop Owner
Healing Shroom(10)/Healing Shroom(5)/Wisdom Water(N) - Noa
Wind Book I (C)*
Phoenix (C)*
Life Water (C)*
-----
Total: 33/260 12.69%

```

Head inside and speak with the king. He will give you the [Water Key]. Once he is finished talking with you, head inside the left door behind him. Check the upper left corner where the little window is to find a [Platinum Card]. Now back out and go down two floors and take the door on the left. You can learn a new art or two if you don't have them already by talking to the man on the left. Also, be sure to grab the [Healing Leaf] from the chest here. Now head out and down another floor and enter the door on the left. A chest here has a [Healing Bloom] for you. The door on the right harbors a [Swift Water]. Go out to the main entrance now and there will be plenty of shops open. Talk to Noa in front of the arms shop and when she asks you about money, tell her you don't know and you will receive a free [Fighting Robe] for Noa. At the Item Shop she will quiz you. Here are the answers to her test:

```
o-----o
|Healing Berry          |
|Escape from the dungeon. |
|Wats                   |
o-----o
```

She will give you 10x[Healing Shroom] if you answer all three correctly. You can also get 5x[Healing Shroom] for getting two answers correct, and you will be rewarded nothing for one correct answer. However, if you get them all wrong you will get [Wisdom Water]. Thanks for your help on this DanmakuPFK!

After Noa is done dragging you around, go buy her some better equipment at the Arms shop (don't forget to skip the Fighting Robe though). Leave once you are done.

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

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

```
.-----
|Drake Castle Inn|
o-----o
|Inn                100 G |
|Bedroom            Free  |
o-----o
```

Right outside the castle to the right, the water gate can be accessed. Use the

water key on the switch and grab the [Wind Book I] from the chest. Use this on Noa right away. Exit right and once you are on the world map, immediately head north.

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
This is another easily missed chest!|
Make sure you check these paths!   |
-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

The first path contains a [Phoenix] in the chest and the second path contains [Life Water] which is slightly hidden to the right. Continue east until you reach Biron Monestary.

*If you head back to Drake Castle and sleep at the inn, you will witness one of Noa's dreams. This is a random chance so it may not happen the first time. Basically you have a chance to see her dream at any Inn past this point but the one at Drake is free (in the back of the castle).

-----o

```
----- .-----
Biron Monastary|                               |x0007|
-----o-----o
```

- Power Elixir (E)*
- Phoenix (E)*
- Medicine (C)*
- Healing Bloom (E)*
- Ivory Book (C)*

Total: 38/260 14.61%

Magic: Gimard(1) [55%], Theeder(2) [30%]
Vahn: 1(3/22), Noa: 2(2/22)

Head inside by hitting the switch on the ground. After being introduced go and grab the [Power Elixir] hidden on the statue in the next room. Continue to the left or right to meet another familiar person. Then head in the middle door up the stairs. In the back room you can find a [Medicine] in a hidden chest in the lower right corner. Also there is a [Phoenix] in the left jar above the chest. Now exit and go to the room guarded on the right. Noa will go in and talk to Maya. Next you can take one of the middle two south exits, and climb up the stairs to the middle door. In the jar on the right is a [Healing Bloom]. Talk to Zopu and there will be a long chain of events/talking. After getting Gala, go shopping. Finally you will get to leave to the world map.

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

```
.-----
|Biron Monastery Item Shop (Corey)|
o-----o
```

```

| Healing Flower      400 G *Blue|
| Healing Bloom      600 G *Blue|
| Magic Leaf         1000 G *Blue|
| Earth Jewel        2000 G      |
| Deep Sea Jewel     2000 G      |
| Burning Jewel      2000 G      |
| Tempest Jewel     2000 G      |
| Healing Leaf       100 G      |
| Medicine           300 G      |
| Door of Light     200 G      |

```

o-----o

Be mindful of Gala and his must learn arts. He is the slowest character and starts with only two attacks. You will need to spirit to even learn his three hit arts, but you can also learn his four hit arts right away. At level 4 he should be able to do three hits.

DUL, LRD, UDD, LRL, LUL, LUU, DDUU, ULDD

Later with spirit you can learn these:

LLRUL, ULDRIL, LURDL

```

*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
Here is another easily missed treasure!|
On the map, hug the left wall until you|
get to a path which contains a rare    |
[Ivory Book] on the left!              |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

```

After getting the book, equip it to Noa and head north past the forest, to a cave at the end of the river. In here you can fight Gimards and Theeders for Noa and Vahn to absorb. Exit the cave and head for West Voz Forest when you are done or stop back at Biron Monestary to buy any remaining equipment that you couldn't afford earlier.

-----o

```

-----
West Voz Forest|                                     .-----
|x0008|
-----o-----

```

- Medicine (C)*
- Healing Leaf (C)*
- Medicine (C)*
- Shield Elixir (C)*
- Fertilizer (C)
- Magic Amulet (C)*
- Door of Light (C)*
- Noa Feral (C)*
- Healing Bloom (C)*
- Deep Sea Jewel (E)*

Total: 47/260 18.07%

Magic: Nighto (2) [30%], Vera(1) [60%]
 Vahn: 1(4/22), Noa: 2(4/22)

Head in following the path and sticking to the right until you get to a chest with a [Medicine] inside. Head back left and grab the [Healing Leaf] from the obvious chest. Continue left until you get to another fork. Take the right to

get another [Medicine] from a chest. continue left until you meet back with the path and head down to the fork and this time go left through the tunnel. Loot the two chests here to get a [Shield Elixir] and the [Fertilizer], ew.

Now head back and go north to a new screen. Immediately start hugging the right side of the path and you will shortly come across a well hidden path to a chest containing a [Magic Amulet]. Use the fertilizer on the plant that you find up ahead and cross over. Walk straight ahead and you will run into a chest with a [Door of Light] inside. Continue north until you reach another chest with a [Noa Feral] which you should not forget to equip to Noa. Now go left through the tunnel there until you reach a chest containing a [Healing Bloom]. Head south to save your game, and then enter the last tunnel.

Before you run and check the Genesis tree, head straight north of it (slightly on the left) and check this area to find a [Deep Sea Jewel], one of the few very hard to find items. Now follow the events that occur after touching the Genesis tree and head back to the Monestary.

```
-----o
-----
Biron Monestary|                                     |x0009|
-----o-----o
Guardian Water (E)*
-----
Total: 48/260 18.46%
-----
Magic: Theeder(0), Gimard (0)
      Vahn: 0(4/22), Noa: 0(4/22)
```

Head into the monestary and get to the middle floor. The upper right door that you couldn't get into before is now open. It's where the women were, and it contains a [Guardian Water] stashed in the right jar in the room. Go to the middle room where the survivors are and talk to them. Stock up on supplies if you need to and head out using the East Voz Forest exit. On the map, head up to the north to reach the forest.

```
-----o
-----
East Voz Forest|                                     |x000A|
-----o-----o
Healing Flower (C)*
Weed Hammer (C)
Magic Leaf (C)*
Guardian Water (C)*
Healing Bloom (C)*
Cure Amulet (C)*
Antidote (C)*
Survival Club (C)*
Azure Jewel (C)*
Medicine (C)*
Earth Jewel (E)*
-----
Total: 58/260 22.30%
-----
Magic: Gizam (2) [30%], Nighto(0), (Viguro(2) [10%])
      Vahn: 1(5/22), Noa: 1(5/22)
```

Follow the path until you are forced through a tunnel, then head north until you get to another left path (second one), which leads to a [Healing Flower]. Go back and head north, and take the next right you see to get the great

[Weed Hammer] from the chest there. Go ahead and try it out on the nearby grass to reach the chest containing a [Magic Leaf]. Now backtrack all the way back to cut through and receive the [Guardian Water] from the first chest. Now head back all the way north to the next screen.

On the next screen, immediately start hugging the right wall and you will find a path to the right that leads to a well hidden [Healing Bloom]. Back on the path, continue on until you see a tunnel going left. You will find a chest with a [Cure Amulet] inside. Now go back and head north. Take the first left and you will get an [Antidote] and a [Survival Club], yay finally a weapon for Gala. Continue on the path and you will see a chest in the north which has a [Azure Jewel] for you. Now head south a little and take the right path. You will eventually find a chest with a [Medicine] inside. Take it and go through the tunnel to the north. Save and rejuvenate your characters as much as you can. You can even head back to Biron to heal up. Make sure you equip the Raseru egg you got from West Voz onto someone to absorb lightning damage.

--*-*-*-*-*-*-*-*-*-*-*-*-**

Make sure you check the bushes |
just north of the genesis tree!|
You will find an [Earth Jewel],|
another easily missed item! |

--*-*-*-*-*-*-*-*-*-*-*-*-**

```
.----- .----- .-----
|Boss: Vigurox2 | 1,280 HP | |B0002|
o-----o
| ATK: 84 | UDF: 95 | LDF: 77 | SPD: 73 | INT: 85 |
|-----|
| AGL: 98 | MP: 160 | Attacks: Thunder Break 50MP |
o-----o
|This is a pretty tough fight. Make sure you concentrate |
|on one of them to take one out quickly. You could use |
|Gizam or Theeder to do some damage, and make sure you |
|use spirit effectively to cut some damage out. Heal with|
|Vera when you need to. You may get lucky and absorb one |
|but you only have a 10% chance or a 40% if you use the |
|Ivory Book on one lucky character. |
o-----o
|Rewards: 750XP / 600G |
o-----o
|Recommended Level: 8-9 |
o-----o
```

Awaken the Genesis tree and then head back to Biron Monestary.

```
----- .-----
Biron Monestary Revisited| |x000B|
-----o
Healing Leafx10 (N)* - Maya
-----
Total: 59/260 22.69%
```

Some events will take place and Maya will ask you a question. BE SURE to give the answer "Of Course!" and she will think you are brave. Giving this answer will allow you to collect [10xHealing Leaf] from her later which IS a counted treasure. (Thanks to Flameberg_37 for explaining this part!).

When you can move again, go talk to Maya in the kitchen before you leave. Be sure and stock up one last time, and the weapons dealer has a bunch of new

weapons and armor for sale so make sure you get it all, especially for Gala. You may skip on the Battle Knife for Vahn as you will get a new weapon in the upcoming dungeon pretty soon. I leave that decision up to you.

```
.-----.  
|Biron Monastery Arms Shop (Woody)|  
o-----o  
| Battle Knife           1200 G |  
| Crimson Nails          980 G |  
| Survival Club          860 G |  
| Ironman Seal           940 G |  
| Savior Clothes        1800 G |  
| Ironman Boots         1400 G |  
| Power Earring          780 G |  
| Power Plate           2100 G |  
| Power Shoes           1300 G |  
o-----o
```

If you need more money, go to the mist generator and save up from fighting. When you are ready to leave, use the West Voz exit to the world map. Before heading to the Mist Generator though, we have some catch up to do with Gala. Head north to the small cave at the end of the river.

```
-----o  
-----.  
Ancient Wind Cave|                                     |x000C|  
-----o  
Magic: Theeder (1)[30%], Gimard (1)[55%]  
      Vahn: 0(5/22), Noa: 0(5/22), Gala: 2(2/22)
```

The mist is still in this cave! That means you can absorb two seru for Gala. Just make sure he uses the Ivory Book for quick absorbing. This is entirely optional as you can find Theeders and Gimards in the upcoming dungeon. It's just easier since this cave only has the two to run into.

```
-----o  
-----.  
Zeto's Dungeon|                                     |x000D|  
-----o  
Thunder Book I (C)*  
Healing Leaf (C)*  
Healing Flower (C)*  
Fury Boost (C)*  
Healing Bloom (C)*  
Short Sword (C)*  
Shield Elixir (C)*  
Phoenix (C)*  
Medicine (C)*  
Magic Leaf (C)*  
Healing Bloom (C)*  
Burning Jewel (C)*  
Tempest Jewel (C)*  
Door of Light (C)*  
Mettle Ring (B)  
-----  
Total: 73/260 28.07%  
-----  
Magic: Zenoir (3)[20%], Vera (1)[60%]-on 2F, Gizam (1)[30%]-on 3F,  
      Nighto (1)[30%]-on 2F, Gimard Lv2(0)[60%], Theeder Lv2(0)[50%]  
      Vahn 1(6/22) - Noa 1(6/22) - Gala 4(6/22)
```

Head inside and follow the path until you get to a chest containing Gala's [Thunder Book I], which you should use on him right away. Then head right and pick up the [Healing Leaf] from the chest above, and a [Healing Flower] from the chest below. Head left next until you run into a [Fury Boost] in a chest. Continue on until you get to a fork. Go left to get a [Healing Bloom], then head back to the right. You will eventually come to an elevator which will take you down a floor. When you exit the elevator, grab the [Short Sword] that is behind the elevator and save your game. Continue on until you reach a fork. Take the right path to the right for a [Shield Elixir]. Back on the path for a little bit and you will find another fork. Head north to receive a [Phoenix]. Continue on, and take a left at the next path to get a [Medicine]. Go back to the fork and head south, and south again at the next fork to receive another [Magic Leaf]. Now follow the path to the east until you to a new screen and an opportunity to go through two doors. The north door has a [Healing Bloom] and the south door has a [Burning Jewel]. The next set of doors contains a [Tempest Jewel] in the north and a [Door of Light] in the south. Make sure you save and heal up Gala before you continue on.

```

.----- .----- .-----
|Boss: Songi| 888 HP|          |B0003|
o-----o
| ATK: 68 | UDF: 154 | LDF: 122 |
|-----o
| SPD: 8 | INT: 110 | AGL: 136 |
|-----|
| MP: 88 | Attack: Hyper Wave 44MP|
o-----o
|This time it is a bit more fair |
|for Gala to fight on his own. |
|Now that you have Vera, you can |
|heal yourself when you need to. |
|You should beat him pretty bad |
|and receive the [Mettle Ring] |
|for winning. |
o-----o
|Rewards: 1500XP 750G Mettle Ring |
o-----o
|Recommended Level: 11 |
o-----o

```

Continue on, and go down to the last floor. This is your last chance to catch up on the magic absorbing so make sure you have all that are listed. Should be 6 magic spells for everyone before you move on.

```

.----- .----- .-----
|Boss: Zeto| 5,000 HP|          |B0004|
o-----o
| ATK: 108 | UDF: 165 | LDF: 133 | SPD: 66 |
|-----|
| INT: 146 | AGL: 240 | MP: 512 | Attacks: |
|-----|
| Big Wave 100MP |
o-----o
|Here's your next story critical boss fight, but|
|it's not that difficult. Do tornado flame with |
|Vahn as much as you can, and heal using magic |
|whenever necessary. Make sure to spirit when he|
|does his Call Wave move and you will be good. |
|He will eventually fall and you will save the |

```

```

|kingdom of Drake! |
o-----o
|Rewards: 2250XP 2000G |
o-----o
|Recommended Level: 11-12 |
o-----o

```

After talking over the events that happened in Drake Kingdom, you depart for the Sebuscus Islands to help with the mist there. To get there, head out Biron Monestary's West Voz exit and follow the river north to the cave once again.

```

----- .-----
Ancient Wind Cave| |x000E|
-----o-----o

```

```

Silver Compass (E)*
Wisdom Water (E)*
Door of Light (C)*
Healing Bloom (C)*
Magic Water (E)*
Door of Windx2 (N) - Old Witch
-----
Total: 78/260 30.00%

```

Head to the left and talk to the old man there. He runs a shop and an inn so make sure to purchase any equipment you need. You might not have enough G to buy it all but you can do some leveling in the new world to gain some quick G.

```

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

```

```

-----
|Ancient Wind Cave Inn|
o-----o
| Inn           150 G |
o-----o

```

Go to the back of his room and move the switch (wow the old man is like a guardian or gate keeper) to open the door out of here. Make sure to grab the [Silver Compass] from the barrel to the right of the beds. Now go and check the barrel behind the old man for a [Wisdom Water]. Continuing on you should take the right path when you reach a fork to get a [Door of Light]. Now follow the path and take a left at the fork for a [Healing Bloom]. Head right this time and go through the door to meet the old witch. You will have a dream as

she forces you to stay (for free). Wake up and grab the [Magic Water] from the barrel by the witch. Visit her shop and buy accessories if you have an excessive amount of money. The Defender Chain you may want to buy as you will not find one laying around, but you can do this later.

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

Then try to leave and the old witch will stop you and give you
[Door of Wind]x2. Exit the cave.

```
-----o  
-----.  
Jeremi| |x000F|  
-----o  
Phoenix (C)*  
Target Chain (E)*  
Power Water (C)*  
Guardian Ring (E)*  
Healing Flower (C)*  
Healing Leaf (C)*  
Speed Ring (C)*  
Healing Bloom (C)*  
Healing Fruit (E)*  
Speed Elixir (C)*  
Forest Amulet (C)*  
Fire Book II (B)  
Zalan's Letter (N) - Zalan  
-----  
Total: 89/260 34.23%  
-----  
Magic: Nighto Lv2(0)[40%], Swordie(3)[15%] - in tower  
All: 1(7/22)
```

Head west until you get to Jeremi. Take the first right, go in the building and get the [Phoenix] from the chest. Head down the stairs and grab the hidden [Target Chain] from the shelf. Head back outside and continue north. Take the left path to grab the [Power Water] from the chest in the basement of the inn. Now exit the inn and head behind it to find the bar. Inside, in the top right corner is a shelf containing a [Guardian Ring]. Now exit the bar and backtrack past the inn. Continue going right to find a building with a chest inside. It contains a [Healing Flower]. Go back and enter the large building in the center of town. Go through until you reach a room with two elevators, and a chest which contains a [Healing Leaf]. Go in the top left elevator. Follow the

path to the next elevator, then take the top elevator for a [Speed Ring]. Go back and take the lower-right elevator. Now you're in a room with 4 elevators. Take the top left to turn on a switch. Then try the top right for a chest with a [Healing Bloom]. Finally take the lower left to continue and exit south to get outside. Save your game and then take a step right of the save point, and go north to the dead end in the bushes. Check the wall there and you should find a [Healing Fruit]. Now head through the maze by keeping left and heading up. You will get a [Speed Elixir] from the chest left of the boss area. There is a chest to the right of the boss area that contains a [Forest Amulet] which you should equip for the next boss fight. Make sure you have absorbed Swordie for all of your characters before you continue. You can switch your Ivory Book and fight them in the tower. Be sure to equip the Forest Amulet on one of your characters. When you're ready for the boss, head to the tree.

```

.------.------.-----
|Boss: Berserker| 5,000 HP|   |B0005|
o-----o
| ATK: 161 | UDF: 172 | LDF: 172   |
|-----|
| SPD: 77 | INT: 201 | AGL: 111   |
|-----|
| MP: 850 | Attacks:                |
|-----|
| Spore Gas 55MP,                    |
| Poisonous Gas 0MP,                 |
| Stone Circle 185MP                  |
o-----o
|This guy can be really easy if you |
|cast Nighto a few times until he   |
|instantly dies. Or if you'd rather |
|fight him the real way, make sure  |
|you have your forest amulet on and |
|just beat him up with your arts.   |
|Be sure to equip Noa with the      |
|Earth Jewel to cover her weakness  |
|to this boss's element or she will |
|get killed in one turn by him.     |
|Watch out for his Spore Gas attack |
|as it will put Rot on your char.   |
|Hopefully he will use it on your   |
|char with the forest amulet on. Or |
|you may have to use medicine to    |
|cure it if it's too hard with it.  |
o-----o
|Rewards: 2500XP 1667G Fire Book II |
o-----o
|Recommended Level: 13 |
o-----o

```

Make sure you use the [Fire Book II] right away that you get from Berserker. Head downstairs and talk to the villagers. When you're free, find Zalan in the southwest of town. He will give you [Zalan's Letter] to deliver. Make sure you update some of your equipment by shopping at the arms shop.

```

.------.
| Jeremi Arms Shop |
o-----o
|Short Sword      2700 G |
|Fighter Claw     2900 G |
|Warrior Armor    3700 G |

```

```
|Master Boots      3200 G |
|Green Clip       1000 G |
|Green Robe       2800 G |
|Tempest Shoes   1900 G |
O-----O
```

```
.-----
|Jeremi Items Shop|
O-----
|Pure Amulet      1600 G |
|Magic Amulet     2000 G |
|Healing Leaf     100 G  |
|Healing Flower   400 G  |
|Medicine         300 G  |
|Door of Light    200 G  |
|Dorr of Wind     200 G  |
O-----O
```

```
.-----
|Jeremi Inn|
O-----O
| Free    |
O-----O
```

Leave town and head north when you're done.

*If you go back to town and sleep at the Inn, you will see another dream of Noa's. Again this is a random chance so it may take a couple tries but the inn is free so go for it.

```
-----O
-----
-----O
```

```
Door of Wind (E)*
Healing Flower (E)*
Healing Leafx10 (E)*
Fishing Tackle Set (E)*
10 Coins (N) - Man by slot machine
Phoenix (E)*
Magic Leaf (E)*
Yuma's Ring (N) - Pepe
Zalan's Crown (N) - Zalan
```

Total: 95/260 36.53%

Head into the inn and grab the [Door of Wind] and [Healing Flower] from the cabinets upstairs. Next head left to the Item Shop and check the cabinet in the back for 10x[Healing Leaf]. Next head down to the beach and check the fishing supplies next to the man lying down. He will hand over his own [Fishing Tackle Set] to you. Next head up and enter the hot springs house. Go to the man near the slot machine and he will give you [10 coins]. These are the tokens needed to play the slot machine and as currency for prizes. You probably won't win if you play it now and I highly discourage you from using your money to buy more from him. You will have a better chance later. Run to the left and check the drawer near the man laying down for a [Phoenix]. Now go to the weapons shop and buy your upgrades. Make sure to get the [Magic Leaf] from the cabinet in the back of the shop. If you have spare money, you could buy the Golden Compass or Pure amulet accessories since they can only be obtained through buying it in stores. They will always be available here

though.

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

```
.-----.  
|Vidna Gift Shop|  
O-----O  
|Magic Leaf **    1000 G |  
|Phoenix **       1600 G |  
|Mettle Ring      12000 G |  
|Scarlet Jewel    2500 G |  
|Azure Jewel      2500 G |  
|Golden Compass   3000 G |  
|Silver Compass   3000 G |  
|Pure Amulet      1600 G |  
|Forest Amulet    2000 G |  
|Healing Flower   400 G |  
|Healing Bloom    600 G |  
|Medicine         300 G |  
|Door of Light    200 G |  
|Door of Wind     200 G |  
O-----O
```

```
.-----.  
|Vidna Inn|  
O-----O  
| 200G |  
O-----O
```

The houses on the left side of town belong to Danpas and some Biron monks. Go check them both out and you will trigger a scene with the monks.

Finally head for the house behind the hot spring house to the north. You will get [Yuma's Ring] following the events there. Now you have the optional task of going back to Jeremi and talking to Zalan to get [Zalan's Crown]. You have to go back there soon anyway so you don't have to get the crown yet. Also you probably don't want to yet, but it is possible for you to go fishing to the south east.

*If you leave Vidna and go back in, sleeping at the inn will trigger another dream from Noa if you haven't seen the dream in Jeremi.

```
-----O  
  
----- .-----  
Octam| |x0011|  
-----O  
Swift Water (C)*  
Healing Bloom (E)*  
Speed Elixir (E)*  
Star Pearl (N) - Star Pearl
```

Total: 98/260 37.69%

Magic: Orb (3) [40%]
All: 1 (8/22)

When the events are done, head to the very bottom and all the way left to the house. Inside is a well hidden chest in the upper right corner containing a [Swift Water]. Now for an even trickier item. Leave the house and head north-east. There is nothing here but two giant bushes. If you wedge Vahn between them and search, you will find a hidden [Healing Bloom].

Now head all the way right to the small building and head inside. In the back is a cupboard with a [Speed Elixir] inside. After this running around, if you haven't captured the seru "Orb" on all your characters, you should make an effort to. It is a much better healing spell and heals all of your characters.

Now go to the center and enter the middle-bottom door. You will eventually get to a few stone faces at the bottom floor. Read everything and then follow the events and go down the stairs. You can use a door of light in the elevator room instead of running back out. Regardless, you need to head back to Jeremi now. Talk to Zalan for him to hand over the [Star Pearl].

Now take the long trek to the north east and follow the path around until you get to..

-----o
----- .-----
Shadow Gate| |x0012|
-----o

Magic Leaf (C)*
Miracle Water (E)*
Healing Flower (C)*
Healing Flower (C)*
Life Ring (C)*
Wonder Elixir (C)*
Healing Flower (C)*
Fury Boost (C)*
Shield Elixir (C)*

Total: 107/260 41.15%

Magic: Zenoir Lv2(0) [30%], Gizam Lv2(0) [40%], Nova (3) [10%] - underground
All: 1 (9/22)

After a very childish display of events, head to the upper left corner for a [Magic Leaf]. Also go to the upper right corner and you will find a very small hidden path. When you stop moving, search the area to get a [Miracle Water]. Now plug in the answer you received in Octam by setting the four stone faces with the correct element. If you have forgotten, it is:

North: Earth
East: Wind
South: Water
West: Fire

Now use the center stone device to descend and follow the path underground. At the first fork, take a left and follow the path to the end for a chest with a [Healing Flower] inside. Now head back and take the right path. You will run into a chest with another [Healing Flower] inside. At the next fork take a

right to get a [Life ring] and then head back to the left path. You will come to another fork soon with the right path (or up) leading to a [Wonder Elixir]. Go back and head left until you get to the next fork and head up. You will get another superb [Healing Flower]! Who saw that coming. Continue to the left.

You will get to a room with a moving path, which is quite impressive. You will hop off on to an island and back on to the path twice. The third time there is a chest waiting for you with a [Fury Boost]. Continue on the moving paths and you will come to an island with two paths to jump to. Take the upper right one and you will get a [Shield Elixir]. Now take the other path all the way to the end. You will come to the underground town of...

```
-----o
|-----|.-----|
|Octam Underground| |x0013|
|-----o
```

```
Door of Wind (E)*
Healing Flower (C)*
Life Water (E)*
Medicine (C)*
Magic Water (E)*
Fury Boost (E)*
-----
Total: 113/260 43.46%
```

Save your game and head into the inn. Stock up on supplies from the item guy and buy as much new equipment as you can from the weapons vendor.

```
.-----|.
|Octam Underground Items Shop 1|
|-----o
|Earth Jewel          2000 G |
|Deep Sea Jewel       2000 G |
|Burning Jewel        2000 G |
|Tempest Jewel        2000 G |
|Madlight Jewel       4000 G |
|Luminous Jewel       4000 G |
|Ebony Jewel          4000 G |
|Healing Flower       400 G |
|Healing Bloom        600 G |
|Magic Leaf           1000 G |
|Medicine              300 G |
|Phoenix              1600 G |
|Door of Light        200 G |
|Door of Wind         200 G |
|-----o
```

```
.-----|.
|Octam Underground Arms Shop 1|
|-----o
|Force Blade          4200 G |
|Hard Beat            3800 G |
|Red Club             3600 G |
|Expert Seal         2400 G |
|Ironman Armor       5300 G |
|Master Boots        3200 G |
|Jeweled Clip        2500 G |
|Scarlet Robe        4800 G |
|Olive Shoes         3900 G |
|Fighter's Brand     2600 G |
```

```
|Fighting Plate          4600 G |
|Fighting Boots          4300 G |
O-----O
```

```
.-----
|Octam Underground Inn|
O-----O
| 200 G                |
O-----O
```

Then head downstairs and check the shelves for a [Door of Wind]. Head to the building up to the north above the inn and grab the [Healing Flower] from the chest there.

You will witness a scene after exploring more of the town. Talk to the little child nearby and they will lead you to Hari's house. Inside, check the shelf in the upper right for a [Life Water]. Now exit the building and head back to the center island with the very large building. On the third floor is a chest containing a [Medicine] and a barrel in the upper left corner that contains a [Magic Water]. Talk to the mayor and then try to leave to trigger some events.

The Items shop here sells three elemental protection jewels that you will not find in treasures in the game. So if you want protection against lightning, light or dark, you will need to buy these jewels. They are expensive at 4000G each but you don't have to get them now. They will be available in Octam for the remainder of the game. If you buy just one, get the Madlight jewel since that will be useful in a couple boss fights.

Before you head to Hari's house, go west to the man standing outside his home. Inside you can nab a [Fury Boost] from a barrel on the east wall (not the one by the shelf). Now head to Hari's house and listen to what he has to say. You will see a few scenes and then be on your way to the...

```
-----O
-----
Fire Path|                                     .-----
                                               |x0014|
-----O
```

```
Wisdom Water (C)*
Speed Elixir (C)*
Healing Bloom (C)*
Magic Leaf (C)*
Healing Bloom (C)*
Gala Mace (C)*
Healing Flower (C)*
Phoenix (C)* / Magic Water (C)*
Door of Light (C)* / Life Water (C)*
Wind Book II (B)
Guardian Chain (C)*
Incense (C)*
Healing Bloom (C)*
Power Water (C)*
```

```
-----
Total: 126/260 48.46%
```

```
-----
Magic: Nova (0) [10%] - in the mist, Gola Gola (3) [15%] - last floor with lava,
      Freed (3) [15%] - after boss battle in ice room
All: 2 (11/22)
```

Head down the path and take your first right for a [Wisdom Water]. At the next fork, take the southern path and follow it to the right. You will jump across

some pillars to find a [Speed Elixir]. Backtrack and continue east until you see a chest containing a [Healing Bloom]. Continue on until you get to the floors with the mist. You will see the first pillar has a light coming from inside. Go inside to find a chest with a [Magic Leaf]. Enter the next pillar from the left side to get a [Healing Bloom]. Head south now to find another pillar which you can enter from the right. Inside is a [Gala Mace] which you should equip right away. Head back up and then west to the next pillar. Enter from the left to find a [Healing Flower]. Continue on to the next floor.

You will be able to ride a rock in the lava from place to place. Try to spend some time on the islands getting into random encounters so you can absorb the new Gola Gola seru. The first island has a treasure chest which you have the option of opening now for a [Phoenix] or later for a [Life Water], the choice is yours. After continuing on, you will come to an island with the boss on it. You can go around the back to find a [Door of Light], or if you wait until later, it will become a [Magic Water]. Now time to engage the boss. Put the Earth Jewel on Noa if you wish to cover her weakness. It will only help with the boss's melee attacks though so that's up to you.

```
.----- .----- .-----
|Boss: Xain| 9,511 HP|                               |B0006|
o-----o
| ATK: 218 | UDF: 255 | LDF: 203 | SPD: 82 | INT: 68   |
|-----|
| AGL: 96  | MP: 0  | Attacks: Terio Punch, Bloody Horns |
o-----o
|This guy hits pretty damn hard and has become one of the |
|most talked about boss battles of the game. It all depends|
|on your levels at this point as some will have a very very|
|difficult time while others will say he's a typical boss. |
|Make sure you spirit a lot whenever you need to as some of|
|his regular moves such as bloody horns could be knock out. |
|The only obvious move he has is his charge, which you will|
|have to spirit on everybody to survive his Terio punch the|
|next round. This boss is Earth Elemental but for some     |
|reason, only his regular attacks are halved by Earth      |
|defensive items like the Earth Jewel. The game will still |
|do more damage to Noa and less to Gala from their element |
|affinities though so watch out!                            |
o-----o
|Rewards: 4500XP 2000G Wind Book II|
o-----o
|Recommended Level: 19 |
o-----o
```

Make sure to use Wind Book II after the battle. If you didn't get the two chests on this level before, go back and get them now. There is also a chest just to the right of where Xain was containing a [Guardian Chain]. Below the ledge where Xain was you will find a chest with an [Incense] inside. Now head all the way to the left (make sure to hug the left wall, as it is easy to miss this one) and follow the open path until you find a chest. Grab the [Healing Bloom] it holds and continue on until you see a door. Do not go in yet, but instead, continue right to find a set of stairs. Follow it up and you will eventually be blocked by a piece of ice. Simply press X on the ice to force it to the ground and shatter. Continue to get a [Power Water] from the chest at the very end. Now you are done here, but don't leave until you've absorbed the Freed seru with all three.

When you are done, you have to run all the way back to town.

-----o

-----.
Octam (Revisited) | |x0015|

Miracle Water (E)*

Total: 127/260 48.84%

After talking to the townspeople, make sure you go check the north side of future Hari's grave (red one). You will find a well hidden [Miracle Water]. If you haven't talked to the mayor yet, do so and he will let you use the elevator to return to the surface. Make your way out of upper Octam and head for Vidna.

-----.
Vidna (mist) | |x0016|

Shield Elixir (C)*
Spring Salts (C)*
Healing Flower (C)*
Magic Ring (E)*

Total: 131/260 50.38%

Magic: Swordie Lv2 (0) [25%], Orb Lv2(0) [50%]
All: 0(11/22)

Head to the underground shelter on the far left side of town and talk to everyone.

.-----.
|Vidna (mist)|
O-----O
| 250 G |
O-----O

.-----.
|Vidna Coin Exchange|
O-----.
|War Soul 1000 C |
|Spirit Jewel 800 C |
|Guardian Ring 400 C |
|Fury Boost 150 C |
|Power Elixir 80 C |
|Shield Elixir 80 C |
|Speed Elixir 80 C |
|Phoenix 50 C |
|Heavy Lure 10 C |
|Normal Lure 5 C |
|Light Lure 2 C |
O-----O

They will send you to the machine room. When you reach the bottom floor, head down the stairs and go straight down to find a [Shield Elixir] in a chest. Stay on the bottom floor and go all the way left to get the [Spring Salts]. Now head right past the stairs and go up to find a [Healing Flower]. Now climb the left stair and run to the upper left machine and check the front of it for a [Magic Ring]. Now you have the option of returning the spring salts to the mayor of Octam.

Octam Underground (revisited)|

.-----
|x0017|

Slowness Chain (N)* - Mayor

Total: 132/260 50.76%

Run underground and into his house and he will give you your next destination and a [Slowness Chain]. Afterwards, exit to the world map and continue north-west to....

Ratayu|

.-----
|x0018|

Magic Leaf (C)*

Ivory Book (C)*

Door of Wind (C)*

Healing Bloom (C)*

Magic Leaf (C)*

Swift Water (C)*

Healing Flower (C)*

Fury Boost (C)*

Speed Elixir (C)*

Healing Berry (C)*

Letona Key (N) - Van Saryu

Total: 142/260 54.61%

Magic: Viguro Lv2 (3) [15%]

All: 1(12/22)

*The enemy Evil Shadow will use a skill called Fatal Decision. It's a roulette mini-game to decide your fate. You do have full control over it if you press X while the status you want is at the top (12 o'clock) position on screen. There is always a "None" status that you can aim for. Unless it's too risky and next to the death status, I always go after none. Otherwise you can get status ailments or gold loss!

Head into town and take your first left to enter the weapons shop to grab the [Magic Leaf] in the chest. Now head east past the inn and continue north. Go to the house on the right for a chest containing another [Ivory Book]! Sweet! Next go to the neighboring house to the left and grab the [Doof of Wind] from the chest inside. Continue left again to enter the item shop and grab the [Healing Bloom] from inside. Now head to the middle of town and head north to get into the palace.

Inside, head to the upper right hand corner for a [Magic Leaf] before you head up the stairs. Take the right staircase and take the first door to the right that you see for a [Swift Water]. Now head across to the left side of the room and take the middle door on the left wall to get a [Healing Flower]. Now head back and take the north door to the next room.

In the upper left corner is a [Fury Boost] and a [Speed Elixir]. In the upper right is a [Healing Berry]. Now talk to the man on the throne and he will give you the [Letona Key]. This will get you past the south east exit in town which will take you to...

-----.
Mt. Letona| |x0019|

-----o
Wisdom Ring (C)*
Magic Leaf (C)*
Guardian Water (C)*
Power Ring (C)*
Incense (C)*
Healing Bloom (C)*
Wisdom Water (C)*
Healing Fruit (C)*
Magic Fruit (C)*
Thunder Book II (B)

Total: 151/260 58.07%

Magic: Mushura (3)[15%], Viguro Lv2 (0)[15%]
All: 1(13/22)

Head up the path and take the dirt path to the left to find a [Wisdom Ring] and a [Magic Leaf]. Continue on and go straight ahead into the cave when you see the path divert to the right. You will come to a [Guardian Water] at the end of the path. Go back and take the right path and continue on until you see a path to the south. Head down and take the [Power Ring] and continue on.

Inside the cave, at the first intersection, take the north path. At the next fork you see, take the left to get outside and find an [Incense] and another [Healing Bloom] in the chests there. Backtrack and continue on and you will run into a chest with a [Wisdom Water] inside. In the next cave, take a quick right and grab the [Healing Fruit] from the chest before saving your game. Go outside and follow the events at the summit. As soon as you can move again, check the lower left area of the summit for a [Magic Fruit]. If you opted to buy the Madlight Jewel in Octam, equip it on one of your characters. Then try leaving.

.-----.
|Boss: Songi| 12,888 HP| |B0007|

o-----o
| ATK: 134 | UDF: 179 | LDF: 143 | SPD: 115 |
|-----|
| INT: 68 | AGL: 96 | MP: 800 | Attacks: |
|-----|
| Hyper Lightning 120MP, Hyper Crush 180MP |

o-----o
|You can take down this boss with typical strategy. |
|He uses Hyper Lightning unexpectedly so you can't |
|really defend against that. Your Madlight Jewel can|
|help with the lightning damage if you have it. Just|
|keep spiriting and attacking him hard and he will |
|fall in no time even without the Madlight Jewel. |
|His element is dark but I don't see the need to buy|
|an Ebony Jewel as well. |

o-----o
|Rewards: 6000XP 5000G Thunder Book II|

o-----o
|Recommended Level: 22 |

o-----o
Make sure to use the Thunder Book II on Gala right after battle. Then do your

usual tricks with the Genesis Tree. Afterwards, you may run back or use a Door of Light to get back to town.

-----o
-----.
Ratayu (Revisited) | |x001A|

-----o
West Ratayu Key (N) - Van Saryu

Total: 151/260 58.07%

You can stock up on supplies and buy new equipment now that the shops are up. The Chicken Safe and Chicken Guard are both items not found in chests later so this is the only place you can buy them. They'll be available forever though.

.-----.
|Ratayu Arms Shop|
O-----.
|Force Blade 4200 G |
|Hard Beat 3800 G |
|Survival Axe 10800 G |
|Expert Seal 2400 G |
|Ironman Armor 5300 G |
|Expert Boots 8800 G |
|Jeweled Clip 2500 G |
|Tempest Robe 13400 G |
|Olive Shoes 3900 G |
|Fighter's Band 2600 G |
|Valor Plate 13800 G |
|Fighting Boots 4300 G |
O-----O

.-----.
|Ratayu Items Shop|
O-----.
|Life Ring 9500 G |
|Power Ring 8000 G |
|Guardian Ring 8000 G |
|Mettle Ring 12000 G |
|Chicken Safe 10000 G |
|Chicken Guard 10000 G |
|Slowness Chain 1000 G |
|Healing Flower 400 G |
|Healing Bloom 600 G |
|Magic Leaf 1000 G |
|Phoenix 1600 G |
|Door of Light 200 G |
|Door of Wind 200 G |
O-----O

.-----.
|Ratayu Inn|
O-----O
| 240 G |
O-----O

Equip any Earth Jewels to help cut damage on the upcoming fights. Go to the inn and talk to the girl in the purple wedding dress. This will trigger a series of events. You will fight two seru named Kemaro. Make sure you focus on killing one quickly instead of splitting up. They are very tough for

ordinary seru at this point with 1400 HP each. Heal up and then get ready for the real fight.

```
.-----.  
|Boss: Van Saryu| 13,245 HP|          |B0008|  
o-----o  
| ATK: 137 | UDF: 269 | LDF: 214 | SPD: 118 |  
|-----|  
| INT: 193 | AGL: 110 | MP: 900  |          |  
|-----|  
| Attacks:          |  
| Earthquake 150MP, Jugger Power 100MP |  
o-----o  
|He's not much of a threat, just watch out |  
|for his earthquake. You don't really know |  
|when he'll do it so make sure to spirit   |  
|when you can. You could equip an Earth   |  
|Jewel as well if he is giving you trouble.|  
|His element is dark so an ebony jewel can |  
|help negate his other damage, but I didn't|  
|waste my money on one and don't think it's|  
|necessary at all.                          |  
o-----o  
|Rewards: 7500XP 7500G |  
o-----o  
|Recommended Level: 23 |  
o-----o
```

After you're done, celebrate in town and restock on supplies if you need to.

*If you sleep at the inn, you will trigger one of Noa's dreams. This again is a random chance, but you should see it easily since the inn is free now.

```
.-----.  
|Ratayu Inn|  
o-----o  
| FREE      |  
o-----o
```

Your next destination is west and south to...

```
-----.  
Dohati's Castle|          |x001B|  
o-----o  
Wonder Elixir (C)*  
Healing Flower (C)*  
Power Elixir (C)*  
Healing Bloom (C)*  
Phoenix (C)*  
Healing Fruit (C)*  
Life Water (C)*  
War Soul (C)*  
Fury Boost (C)*  
Healing Berry (C)*  
Magic Fruit (C)*  
Power Water (C)*  
Shield Elixir (C)*  
-----  
Total: 164/260 63.07%
```

Magic: 1st section: Aluru (3)[10%], Swordie Lv2 (0)[25%], Orb Lv2 (0)[50%]
2nd section: Aluru (3)[10%], Gola Gola (0)[15%], Nova Lv2 (0)[25%]
3rd Section: Aluru (3)[10%], Freed (0)[15%], Mushura (0)[15%]
All: 1(14/22)

Head left and then take the tiny path down and around to get to a chest with a [Wonder Elixir] inside. Now take the north path and go inside the door there to get a [Healing Flower]. Backtrack to the middle circular room and head to the right this time. Go in the door when you reach it to get a [Power Elixir].

Continue and take the escalator up and follow the path until you get to an opening. Take the door on the right for a [Healing Bloom] and continue on. When you get to the escalator going down, do not take it but continue to the fork and head south. In the room at the end is a [Phoenix]. Now go back and go north at the fork which will take you to the next section of the castle.

Check the north door at the first intersection to get a [Healing Fruit]. Next, head to the next set of escalators but do not go up yet. Head to the left to grab the [Life Water] in the chest. Now ride the escalator up and take the south path when you reach the fork to get a [War Soul]. Follow the path to the right and you will reach the 3rd section of the castle.

Head all the way right and go into the door there for a [Fury Boost]. Now head down to the next door for a [Healing Berry]. Now continue on and ride up the escalator and take the north path to the end. You will find a [Magic Fruit] in a chest. Do not take the escalator down, but instead, head back to the one you just rode up and head left to reach the last section.

Save your game and take a left at the first intersection for a [Power Water]. Then head right to get a [Shield Elixir]. Now prepare for the last battle of Sebuscus Islands! First maybe equip some accessories that protect against toxic or venom.

```
.------.------.------.
|Boss: Dohati| 17,200 HP|          |B0009|
o-----o
| ATK: 212 | UDF: 248 | LDF: 197 | SPD: 102 |
|-----|
| INT: 193 | AGL: 110 | MP: 0 | Attacks: |
|-----|
| Chaos Breath |
o-----o
|This battle will be tough with his Chaos Breath. |
|It will put Toxic or Venom on you unless you wear |
|something to defend against it. You may opt to use|
|Vera over Orb at appropriate times for heals just |
|so you can clear the poison. Spirit up and hit him|
|with everything you've got. Keep your HP high and |
|you should be able to kill him. You can expend |
|some MP to use Aluru to deal some decent damage |
|(especially with Gala) since he's weak to light. |
o-----o
|Rewards: 9000XP 8000G |
o-----o
|Recommended Level: 24 |
o-----o
```

Now with all that's going on and this section of the world cleared, I think it is time to visit home.

-----o
-----.
Rim Elm (revisited)|

.-----.
|x001C|

-----o
Honey (B)*

Total: 165/260 63.46%

Talk to anyone you want, and then if you haven't done so by now, check the tree in the lower left to fight the bees. By now you should have no trouble with them. You will receive some [Honey] but whatever you do, DO NOT GIVE IT TO YOUR THIEVING SISTER NENE! Simply talking to her will cause you to fork it over. Use it on yourself for some nice stat gains. If you accidentally give it to Nene, you can go back and fight the bees. Just make sure you either keep it in your inventory or use it on yourself. Once you use it, you can not fight the bees again for more. Now go check up on Vidna.

-----.
Vidna (revisited)|

.-----.
|x001D|

-----o
Chicken Heart (N)* - Danpas
Camera Stone (N) - Man on beach

Total: 166/260 63.84%

Go check up on the hero Danpas and he'll give you the [Chicken Heart]. You can also go and buy a [Camera Stone] from the guy in the north of town where Pepe use to live. Speaking of Pepe, he moved out! Looks like he's going home, so the next stop should be Jeremi.

-----.
Jeremi (revisited)|

.-----.
|x001E|

-----o
Miracle Water (N) - Pepe

Total: 166/260 63.84%

Go in and check on Zalan to see a happy scene, but more importantly, to receive the [Miracle Water] from Pepe.

Now you should be ready to head to the last and best part of the game! Head to Octam and stock up if you want to. The weapons dealer has more equipment now.

.-----.
|Octam Inn|

o-----o

| 200 G |

o-----o

.-----.
|Octam Arms Shop|

o-----.

|Bloody Claw 9500 G |

|Survival Axe 10800 G |

|Master Armor 15400 G |

|Scarlet Robe 4800 G |

|Fighter's Brand 2600 G |

You're going to be spending a looot of time here. You can fight in the mist levels to level up and grab the new and best healing seru "Spoon". I would actually recommend skipping the treasures for now as we will get them soon. Head up to the floors without the mist.

-4F-

```
.-----.  
|Sol Inn|  
O-----O  
| 280 G |  
O-----O
```

First there's an inn, then a bar where you'll witness an event. The next room you will be spending a ton of time in. There are some prizes you need to win by spending arcade coins. I wouldn't recommend entering the master tournament, even if you manage to beat it, many people claim beating it now will cause an error and you will not be able to receive a godly item. You can beat the Easy course without much trouble and win 800 some tokens. You will need to cast healing seru spells to beat Xain in the last round. The Expert course will be too hard at this point so I would skip that for now. If you don't get enough starting coins from the tournament, I would recommend playing the baka fighter game. Search Secrets: "Baka Fighter" for the strategy to win. Once you can get a good amount of coins, play the slot machines to your heart's desire.

```
.-----.  
|Sol Exchange|  
O-----O  
|Evil God Icon      10000 C |  
|Lost Grail         8000 C |  
|Life Armband       5000 C |  
|Deluxe Rod         2500 C |  
|Vitality Ring      1000 C |  
|Magic Ring         500 C |  
|Healing Berry      250 C |  
|Incense            200 C |  
|Fury Boost         150 C |  
|Soru Bread         100 C |  
|Gold Card          50 C |  
O-----O
```

You're going to need enough coins to buy 8xSoru Bread, a Gold Card, and the hidden [Ra-Seru Earth Egg] you can only see after having 100,000 coins. You can always come back when you're bored and do this but you will soon need the Gold Card and Soru Bread so try to at least get these. Also, if you're looking to make cash, you can purchase the Soru Bread with your tokens and sell them for a hefty price. When you win the Egg, take it to Zalan of Jeremi so he can make an accessory out of it for you that allows you to summon a powerful Earth Seru.

-5F-

This floor has the Disco room which you should go in and teach Noa how to dance.

If you take lessons from the King, try to get over 400 and he will give you a [Speed Chain]. If you don't practice, he will give it to you after the contest once you win.

Enter the dance contest and win to get 10,000G, a Swimsuit for Noa, and if you talk to the Disco King, he will hand over a [Speed Chain].
Search: "Secrets: Sol Dance Contest" for help with the dance contest.

Next is the Comedy Club where you can go and volunteer Gala to help. No real point in it, you might get a laugh out of it.

-6F-

The bakery has an item shop you might want to checkout for new stuff. The Stone and Nature Amulets here you do not find later so you can buy them if you are collecting everything and have enough money to spare. Other than that, don't waste your G on the bread. Next up is the Arms shop. You will blow all your leftover money here for new gear so you may want to fight for money or sell soru bread. Next is the warehouse run by little punks. When you can afford it, go and haggle the brat to sell you a [Life Grail] for 40,000G.

```
.-----.  
|Items Shop 2|  
O-----O  
|Life Ring **    9500 G |  
|Power Ring **   8000 G |  
|Stone Amulet    15000 G |  
|Nature Amulet   8000 G |  
|Healing Flower   400 G |  
|Magic Leaf      1000 G |  
|Door of Wind     200 G |  
O-----O
```

```
.-----.  
|Soru's Bakery|  
O-----O  
|Soru Bread      6000 G |  
O-----O
```

```
.-----.  
|Sol Arms Shop 2|  
O-----O  
|Beast Buster    14500 G |  
|Bloody Claw     9500 G |  
|Survival Axe    10800 G |  
|Master Armor    15400 G |  
|Hero Boots      15500 G |  
|Royal Crown     9400 G |  
|Tempest Robe    13400 G |  
O-----O
```

-7F-

Stop into the community hall for a chest containing a [Healing Fruit]. Go past the next door and head into the Daycare place for a [Magic Fruit].

-8F- (roof)

On the top floor check the upper left for a [Miracle Water] and the lower left for a [Power Elixir]. Hidden behind some pipes on the right side of the area is a [Shield Elixir]. Now head in the temple and talk to the master there. He will give you your next mission. Be sure to talk to the upper left monk and he will heal you. Because as you leave, you will encounter...

```
.----- .----- .-----
```

```

|Boss: Gaza| 12,000 HP|                               |B000A|
o-----.
| ATK: 256 | UDF: 241 | LDF: 192 | SPD: 146   |
|-----|
| INT: 275 | AGL: 112 | MP: 300  |         |
|-----|
| Attacks: Astral Slash                               |
o-----o
|This guy is super tough, even at his age!           |
|Hopefully you had enough money for the life         |
|grail as it will help you a little. He hits        |
|extremely hard so do your best to abuse the        |
|power of spirit and heal whenever you get a         |
|chance. Keep your HP above 1100 and you should     |
|get him eventually. His astral slash may be        |
|able to one shot you if you're not spiriting.     |
o-----o
|Rewards: 6750XP 4500G |
o-----o
|Recommended Level: 25 |
o-----o

```

After witnessing the following scene, your mission is to unlock the Gate down stairs using the Soru Bread in the eight chests. Head on down to the mist filled levels.

-3F-

Head past the elevator to the first door you see. Go inside and check the top right for a [Magic Water]. Then check the chest again and agree to give it a Soru Bread. Now exit the room and head down stairs (not stairs IN the room).

-2F-

Head into the first door and grab the [Wisdom Water] in the chest and give it a Soru Bread. Exit the room again and head down to the Weapons Shop. Inside you will get a [Swift Water] from the chest. Make sure to reward it by giving it another Soru Bread. Now head up the stairs in the room and check the upper left corner for another sage's chest containing a [Wonder Elixir] and a normal chest with a [Phoenix] inside. Drop off another Soru Bread, then head down and out of the room. Continue down the main stairs to the next floor.

-1F-

Head into the first room with the seru outside. Inside you will find another chest with a [Power Water] inside. Give it a Soru Bread and then take the stairs in the room down. Here you can exchange another Soru Bread to the sage chest for a [Healing Berry]. Head up one set of stairs and then exit the room.

Continue downstairs and you will pass the entrance to Sol. Take the next door you see. Grab the [Life Water] from the chest and deposit your Soru Bread. Hey don't give me that, if it sounded bad, it's your perverted mind, not mine. Go up one floor and grab the [Guardian Water] out of the last chest and feed it the last of the Soru Bread. You should now get a confirmation of feeding all 8 as you will hear a rumbling sound. Head down one floor and exit the room. Head all the way down until you see the fancy doors. Head inside and use the device. Now run all the way down the stairs and enter the room at the end.

Check the immediate upper-left corner for a [Speed Elixir]. Continue until you get to the bookcases. Search the middle bookcase on the lower left side and you should find [Mary's Diary]. Once you get Keem's History of Sol books, you have found the right place. Simply search it twice in a row and you will get

it.

Continue two screens and then watch for the chest to the left of the next exit. It contains a [Wonder Amulet]. In the next room, check on the right to receive a [Golden Book] from the chest there. Head into the next room and save your game. You may optionally head to the inn if you need to and come back.

Continue on and you are presented with a small puzzle. Figure it out yourself if you want, but here is how you do it:

Hit the big switch in front of you.

Then run to the purple switch and hit it to let you through.

Go down to the middle level and run north to hit the light blue switch.

Stay on the middle level and run through the light blue gate and head down.

Head up to the middle level on the left and hit the dark blue switch.

Continue on the middle level through the blue gate and hit the two switches.

Pass through the yellow gate and go up two levels on the left.

Now on the top level, pass through the red gate and hit both switches there.

Head south on the top level until you get to another big switch. Hit it.

Head to the right on the top level and hit a green switch to get out.

Go down to the middle and hit the light blue switch up north.

* Before you take this last step, ensure all of your characters have absorbed the seru Kemaro. You will run into him in this section so if you haven't got him with everybody, keep fighting.

**As soon as you step through the light blue gate, you will be forced to fight the boss.

Finally head down and pass through the light blue gate to get to the bottom.

*As soon as you step down on the stair, the event will trigger.

With the rat maze out of the way, you have full access to the next boss!

```
.-----.-.....-.-----.
|Boss: Gaza| 15,000 HP|          |B000B|
o-----o
| ATK: 288 | UDF: 388 | LDF: 350 | SPD: 146 |
|-----|
| INT: 275 | AGL: 128 | MP: 1200 |
|-----|
| Attacks: Astral Wave 50MP, Neo Star Slash 200MP |
o-----o
|The old coot is even deadlier now with the addition |
|of the Sim-Seru. Keep everyone healthy by trying to |
|keep your HP above 1300 as his slasher hits HARD. |
|As always, abuse spirit and hit him with everything |
|you've got. Prepare to heal a ton in this one! You |
|know, for an old man, he is just bad @$$.

```
o-----o
|Rewards: 10500XP 7500G |
o-----o
|Recommended Levels: 26-25 |
o-----o
```


```

You receive the [Astral Sword] after battle which you can equip if you want. It offers a great deal of attack power but compromises your ability to do arts as it acts like a weapon you're not proficient at (who would be proficient at a blade that size!?).

Head upstairs and check out the new shops and restock if you need to.

```

.-----
|Items Shop 1|
O-----
|Guardian Ring      8000 G |
|Speed Ring         8000 G |
|Wisdom Ring        8000 G |
|Healing Berry      3000 G |
|Healing Bloom       600 G |
|Phoenix            1600 G |
|Door of Light       200 G |
O-----O

```

```

.-----
|Sol Inn|
O-----O
| 200 G |
O-----O

```

```

.-----
|Sol Arms Shop 1|
O-----
|Holy Claw          17000 G |
|Battle Axe         15600 G |
|Hero Seal          12500 G |
|Expert Armor       22200 G |
|Steel Boots        18000 G |
|War God Plate      28800 G |
O-----O

```

Make sure you go to the new Inn and talk to the emperor for a password. Now head to the very top of Sol (you can use any elevator now) and give Mary's Diary to the monk in the upper right.

*Sleeping at the new inn in Sol now may trigger a dream sequence for Noa. You will likely need to rest after the boss anyway and the lower floor Inn is 80G cheaper than upstairs. Unfortunately, no one is so thankful of you to offer a free inn. Again this is a random chance and may take a couple tries, but it is the last dream you have to worry about!

This is the end of your long Sol adventure for now. Make sure you have what I've listed, or you can always come back and play the slot machines since that takes the longest. Whenever you're ready, head outside and go back towards the Karisto Station and continue to Buma.

There's nothing really here but you must trigger the events. Once you're done head to the west and enter...

```

-----
Usha's Research Center|                                     |x0021|
-----O
Healing Berry (C)*
Magic Fruit (E)*
Magic Fruit (C)*
Ruins Key (N) - Usha
-----
Total: 184/260 70.76%
-----
Magic: Freed Lv2 (0) [25%]
All: 0(16/22)

```

Head inside to the tube and proceed to give the password. If you forgot....

X X Triangle Circle Square

(If you can't input a password, you forgot to talk to the Emperor in Sol.)

Inside, head to the top right for a chest with a [Healing Berry]. The item guy here sells some rare things so check out his wares.

```
.-----.  
|Item Shop - Ashif|  
O-----O  
|Ivory Book      5000 G |  
|Bronze Book     8000 G |  
|Bad Luck Bell   13000 G |  
|Healing Berry   3000 G |  
|Magic Fruit     5000 G |  
|Medicine        300 G  |  
|Phoenix         1600 G |  
O-----O
```

```
.-----.  
|Center Inn|  
O-----O  
| Free      |  
O-----O
```

Head upstairs and check the dresser near the stairs leading up for a [Magic Fruit]. Go to the lower left and Noa will try to take a bath. Funny scene if you say the tub is too small, Noa will just say her butt is small... haha nice. Anyway, go upstairs again and make sure you don't miss the chest on the left. It contains another [Magic Fruit]. Now talk to Usha for a good old time. Go downstairs now and you will be tested by Usha's wife.

The answers are:

Uru Mais
Dream dreams.
Fire Droplet.
Usha Research Center.

Now exit the research center and head west. Enter...

```
-----O  
-----.  
Uru Mais|                                     |x0022|  
-----O  
Healing Berry (C)*  
Fire Droplet (N)  
Magic Grail (E)*  
-----  
Total: 186/260 71.53%  
-----  
Magic: Freed Lv2(0) [25%] - after getting Fire Droplet  
All: 0(16/22)
```

Follow the events and you will end up in a house with a [Healing Berry] right in front of you. Now head to the main structure and follow the story. You will have three entrances at the base of the structure. Visit them all and it will all play out and you will get the [Fire Droplet]. Leave and there will be a quick scene. Now re-enter Uru Mais and search the middle of the ruins for the

easily missed [Magic Grail]. Head around the structure from the right and try to wedge yourself between the pieces and you will find it when you get as far as you can go. Now you may head back to Usha's.

** Note: You can equip the Fire Droplet and it will keep your AP maxed!! Use this if you want to go back to fight in the muscle tournament if you want, but don't beat the Master course or you will get the Icon glitch.

```
----- .-----
Usha Research Center Revisited| |x0023|
-----o
```

```
Time Space Bomb (4) (N)
Healing Berry (5) (N)* = 1
Healing Fruit (5) (N)* = 1
Magic Fruit (5) (N)* = 1
    **The Three prizes count as 1 treasure for the total 260
```

```
-----
Total: 187/260 71.92%
```

Head all the way up and talk to the man with the master plan (Usha). He will give you 4x[Time Space Bombs]. Now head downstairs and get nagged at by his wife. Here are the answers to her quiz if you need them:

Nivora Ravine
Entrance to Nivora Ravine
3 seconds
To awaken Buma's Genesis Tree

The correct answers will net you 5x[Healing Berry], 5x[Healing Fruit], and 5x [Magic Fruit]. Woot. Head back east and enter...

```
----- .-----
Nivora Ravine| |x0024|
-----o
```

```
Warrior Icon (C)*
Mettle Gem (C)*
Rainbow Jewel (C)*
Spirit Jewel (C)*
Fury Boost (C)*
Magic Fruit (C)*
Thunder Book III (B) - Che Delilas
Wind Book III (B) - Lu Delilas
Fire Book III (B) - Gi Delilas
Healing Fruit (B) - Koru
```

```
-----
Total: 193/260 74.23%
```

```
-----
Magic: Aluru Lv2(0) [25%]
All: 0(16/22)
```

Walk up to the blocked entrance and watch the funny demolition scene. Then go inside to follow the path until you see another cut scene. At the summit, drop down and get the [Warrior Icon] in the chest in sight. Continue on and you will all split up.

As Vahn, run north into the cave for a [Mettle Gem] and continue on the path. Run all the way to the end where there is a giant structure blocking your way.

Switch to Noa with the square button. Check the cave to the north with her and

you will find the [Rainbow Jewel]. Run to the end of her path and step on the symbol on the ground before switching to Gala.

Run Gala north to another cave which has a [Spirit Jewel] inside. Continue to the gate and switch back to Vahn.

Have Vahn push the structure so he can continue. Soon you will see a cave to enter which contains a [Fury Boost] inside. Continue following the path until Meta points out the obvious to you. Switch again.

As Noa, cross the gap and then hit the switch on the wall to help Gala out. Run a long ways on her path until you see another cave. Inside is a chest with a [Magic Fruit] inside. Continue on and you will immediately reach the end for Noa.

Have Gala run north and push over the giant snowball into Vahn's path. Then continue on Gala's path until you reach the end. Now time to get Vahn there.

As Vahn, simply head north and you will trigger the boss fight, and one of the funniest scenes in Legaia.

You will get a chance to equip your characters and heal them before the fight. Hopefully you have the expensive Life Grail from Sol I told you to get. They all have elements which you should defend against. Equip Gala with an Earth Jewel, Noa with a Madlight (if you have it), and Vahn with a Burning Jewel. This should cut down their damage as they do a ton.

Otherwise some good accessories to use are Warrior Icon, War Soul, and maybe Zalan's Crown and Mettle Gem for increased AP accural (you might not need it since you will be being beat senseless).

```

                                     .-----
                                     |B000C|
.-----
|Boss: Delilas|Che: 12,000 HP|Lu: 9,500 HP |Gi: 10,000 HP|
o-----o
| ATK: 220-99-160   | UDF: 284-197-288 | LDF: 249-214-274 |
|-----|
| SPD: 105-165-141 | INT: 100-150-172 | AGL: 100-200-168 |
|-----|
| MP: 500-500-500                                     |
|-----|
| Attacks: Megaton Press, Plasma Strike, Blazing Slash |
o-----o
|These guys are tough but they have one major weakness...|
|ME! Just kidding, their obvious order of attacking. They|
|will always attack, attack, special attack and repeat. |
|This means you should heal, attack, spirit. It doesn't |
|really matter what order you do, so long as you spirit |
|every third round for their big attack. If you are high |
|enough, Noa might have 9 attack slots open on a spirit. |
|If she does, or anyone does, use your miracle arts. They|
|are listed near the end of this guide. If you are having|
|difficulty beating the Delilases, I highly recommend you|
|level up as they are a good test for what is to come. |
o-----o
|Rewards: 11250XP 7500G X3                               |
| Fire Book III, Wind Book III, Thunder Book III |
```

o-----o
|Recommended Level: 27 |
o-----o

Save your game! It's not over yet! When you get back in control, make sure you use those books right away. Heal up your guys and remove any defense items you have such as Life Grail, Defense or Magic defense items. Equip all offensive items such as War Soul, Power Ring, any AP accural items, etc. You need to do as much damage as possible to this next boss as quick as you can. If you are low on AP, which you likely are, you can go south a screen and get into random encounters to build your AP back up for the next fight.

.----- .-----
|Boss: Koru| 20,000 HP| |B000D|
o-----o
| ATK: 100 | UDF: 175 | LDF: 140 | SPD: 100 |
|-----|
| INT: 125 | AGL: 200 | MP: 1000 | |
|-----|
| Attacks: Blade Breath, Thunder Needle, |
| Gigaton Press, Ultra Charge, Dead End Crisis |
| - all 100 MP |

o-----o
|Use the best you got and don't worry about |
|healing, he shouldn't be able to kill you. |
|Only spirit if you are out of AP and unable to |
|cast magic. If you are out of AP you can cast |
|Kemaro instead, he does a lot of damage even at|
|level 1. If the four turns end and Koru is not |
|at 0% life, it's game over. If you were able to|
|defeat the Delilas family you should be able to|
|defeat him so keep trying. |

o-----o
|Rewards: 15000XP 15000G |
o-----o
|Recommended Level: 28 |
o-----o

Following the event, head over to the thawed town of....

-----o
----. .-----
Buma| |x0025|
-----o

Music Score (N)
Magic Fruit (C)*
Healing Fruit (E)*

Total: 195/260 75.00%

Follow the long series of events. After you receive the [Musical Score] from an old friend, head to the inn and grab the [Magic Fruit] from the chest in the back. Then head to the house to the north and check the fireplace in here to find a [Healing Fruit]. I know it doesn't make much sense. Head to the east to find the Item/Weapons Shop and stock up on new supplies and new equipment.

.-----
|Buma Inn|
o-----o
| 200 G |

O-----O

.-----.
|Variety Store (Buma)|

O-----.
|Mettle Armband ** 40000 G |
|War Soul ** 60000 G |
|Chaos Breaker 32000 G |
|Battle Robe 35000 G |
|War God Band 21000 G |
|War God Boots 29000 G |
|Chicken Heart 10000 G |
|Healing Berry 3000 G |
|Healing Fruit 2400 G |
|Magic Fruit 5000 G |
|Medicine 300 G |
|Phoenix 1600 G |
|Door of Light 200 G |
|Door of Wind 200 G |
O-----O

It is time for more side questing. Head back to Usha's Research Center.

|Usha Research Center|

.-----.
|x0026|

Legendary Rod (E) *
Water Egg (N) - optional
War God Icon (N) - optional
Water Talisman (N) - optional

Total: 196/260 75.38%

Head inside and check between the two beds in the upper right hand corner. You will find the [Legendary Rod], the best fishing pole in the game. And you know what that means. Another long boring quest! Only slightly better than the coin slot machine!

--*-*-*-*-*-*-*

Side-Quest: Fishing!

You can now head to the Buma fishing location and work your way to unlocking some really neat things. Hang up your gone fishing sign because you're going to want to stick around until you can buy the [Water Egg] for 20,000. You may also want to buy the [Life Grail], [Magic Grail], and [Spirit Talisman] which together are worth another 17,000 points.

You should also check out Vidna's fishing location for some good prizes too. However, you may want to do your fishing at Buma for the points. At Vidna's fishing spot, you will want to buy the [War God Icon] for 50,000. If you have any left over points, why not buy the [Mettle Armband] and the [Power Ring].

None of these items count towards your total but they are very nice assets to have. Especially the Water Egg. Take it to Zalan of Jeremi and he will make an accessory out of it that allows you to summon a powerful Water seru.

.-----.
|Buma Fishing Exchange|

O-----.

```
|Water Egg      20000p |
|Life Grail     6500p |
|Magic Grail    6500p |
|Spirit Talisman 4000p |
|Lippian Flute  200p  |
|Spikefish Flute 200p  |
o-----o
```

```
.-----
|Vidna Fishing Exchange|
o-----o
|War God Icon   50000p |
|Mettle Armband 1500p  |
|Power Ring     1000p  |
|Healing Fruit  500p   |
|Lippian Flute  200p   |
|Spikefish Flute 200p  |
o-----o
```

--*-*-*-*-*-*-*-*

Head to Sol to continue the story. Head up and enter the Jazz Club to give the music score to the piano player. Once you're done with Grantes, head back to Buma.

-----o

```
----.                                     .-----
Buma|                                     |x0027|
-----o
```

Soren Flute (N)
Light Egg (N)

Total: 196/260 75.38%

Head straight to Cara's house and get the [Soren Flute] from Grantes, and the [Light Egg] from Cara. Make another pit stop at Jeremi so Zalan can craft a nice accessory from the Light egg. It will enable you to summon the mighty Seru "Horn". Now head north past Buma and make your way to...

-----o

```
----- .-----
Mt. Dhini|                                     |x0028|
-----o
```

Unholy Icon (C)*
Phoenix (C)*
Wonder Amulet (C)*
Healing Berry (C)*
Good Luck Bell (C)*

Total: 201/260 77.30%

Magic: Iota (3) [15%], Mushara Lv2 (0) [25%]
All: 1 (17/22)

Run up and save your game if you want. You better have all the equipment that you wanted before you make a commitment of going in here. Anyway, head in and follow the path until you get to a fork. Head south for an [Unholy Icon]. Now head north into the cave and head right at the next fork for a [Phoenix]. Go back and take the southern path to quickly find another fork. Take the path to the left and follow it out of the cave and over a waterfall.

You will run straight into a chest with a [Wonder Amulet] inside. Continue on and you will again run into a chest in plain sight with a [Healing Berry]. Why are these not hidden? Anyway, continue on into the next cave and right before you reach the exit, you will see a path to the left with a [Good Luck Bell] in a chest there. Exit the cave and save your game.

** Don't go on quite yet! Make sure you absorbed the Seru "Iota" for everyone.

At the summit, you will trigger some events which will lead you to a new area.

** Whatever you do, don't come back to this mountain summit as you will be attacked by an optional boss and will most likely die! We will save him for later.

```
-----o
-----.
Soren Camp|                                     |x0029|
-----o
Healing Fruit (C)*
Wonder Elixir (C)*
-----
Total: 203/260 78.07%
```

Sleep at the inn if you want and buy all the new equipment you can. It's crazy expensive and you might not have enough. That's okay as you can get money by fighting in the Floating Castle. Grab the [Healing Fruit] in the weapons shop.

```
.-----.
|Soren Inn|
o-----.
| Free   |
o-----o
```

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

```
.-----.
|Soren Arms Shop|
o-----.
|Chaos Breaker  32000 G |
|Heavy Strike   34000 G |
|Power Club     36000 G |
|Hero Seal      12500 G |
|Hero armor     40000 G |
|Triumph Boots  31000 G |
|Pronged Crown  18200 G |
|Battle Robe    35000 G |
|Steel Boots    18000 G |
|War God Band   21000 G |
|War God Plate  28800 G |
```

|War God Boots 29000 G |
O-----O

Now head to the elder's house and grab the [Wonder Elixir] before talking to him. He'll grant you permission to save the world (good one genius), so go to the square and talk to Luctes so he can take you to

-----O
-----.
Floating Castle| |x002A|
-----O

Healing Berry (C)*
Magic Ring (C)*
Life Water (C)*
Evil God Icon (C)*
Soren Secrets (E)*
Magic Water (C)*

Total: 209/260 80.38%

Magic: Barra(3) [15%], Mushara Lv2(0) [25%]
All: 1(18/22)

You can return to the camp at any time by talking to Luctes at the entrance. So head in and take a left and another left to reach a small cave with a chest containing a [Healing Berry]. Head north now to continue on the path until you come to the next fork. Head right and enter the cave there for a [Magic Ring].

Continuing south you will cross a path on the outside of the castle. Head into the next room and take the north door to hit a console switch in order to get the elevator up. Take the elevator down to the next floor and next screen.

There is a hard to spot path to the immediate right that leads to the outside and a chest with a [Life Water] inside. Continue to the first door you see. Go inside for an [Evil God Icon]. Keep going on the path until the next screen.

Immediately take a left and jump on the box there to take the duct to a power room. Defeat the dumb guard here. You can absorb him if you're lucky, but if you do, it will glitch a little and look like he's still alive. Hit the switch and back track to the hall and continue north to the next area.

Take the first door you see to find a death box. Hit the switch to raise it and then check the remains for the [Soren Secrets]. Continue on and save your game at the save point. If you haven't absorbed the Barra Seru with everyone you can stay in the room to fight until you do.

Head north and you will have to fight two more of the Puera Seru. Move the two levers they were guarding and enter the throne room. You will trigger a scene where everyone will confuse a "her" for a "him". Afterwards, head to the door on the left to find a [Magic Water]. You can equip a Wonder Amulet on one of your members to help out in the upcoming boss battle. Now check the middle door and try to exit the throne room to the south to engage the boss.

If you happen to have bought an Ebony Jewel, you can equip it to negate some of her damage but I didn't find it necessary.

.-----.
|Boss: Zora| 22,422 HP| |B000E|
O-----O
| ATK: 252 | UDF: 360 | LDF: 287 | SPD: 164 |

```
|-----|
| INT: 302 | AGL: 148 | MP: 2000 |
|-----|
| Attacks Darkness Typhoon 200MP, Glare 170MP
o-----o
|She can use her glare move to turn one of your
|characters into stone, so make sure to cure them.
|Also watch for her Darkness Typhoon which can hit
|everyone for 1000+ HP. She's weak to light so if
|you feel like casting, use Aluru for some damage.
|Other than that, I dunno what else to tell you
|about her other than that she is a good screamer
|<3
o-----o
```

```
|Rewards: 11250XP 7500G |
o-----o
```

```
|Recommended Level: 30 |
o-----o
```

Watch the events and...uh oh! Time to run! Make your way back through the castle. You don't need to run from battles, you have plenty of time. Even if you don't see the time continuing in battle, it does decrease the time by 20 seconds for every battle. So you don't have to worry about long battles at least. Also, you may be thinking, "Oh! I'll just use a door of light!" Yeah, nice try; doesn't work. Also, you can safely sit in the menu as time does not count down there. Eventually you will find yourself back at camp.

-----o

```
-----
Soren Camp Revisited| .-----
|x002B|
-----o
```

```
Door of Wind (N)
-----
```

```
Total: 209/260 80.38%
```

Go and return the Soren Secrets to the man in the upper right. Stock up on supplies and then talk to Luctes. He will take you to a new part of the world. You can optionally take a small side quest just to get it out of the way. Use your Door of Wind to go to Karisto Station.

-----o

```
-----
Karisto Station| .-----
|x002C|
-----o
```

```
Vitality Ring (N)*
-----
```

```
Total: 210/260 80.76%
```

Talk to the man and he will reward you a [Vitality Ring] for your honesty! Now you will have to use another Door of Wind to go back to the Soren Camp and fly with Luctes again (he gives you another Door of Wind). Head north into the new town.

-----o

```
-----
Conkram| .-----
|x002D|
-----o
```

```
Spirit Jewel (C)*
```

```
Lost Grail (C)*
```

```
Healing Fruit (C)*
```

Wonder Elixir (C)*

Seru Flame (N)

Total: 214/260 82.30%

Magic: Slippery (3) [15%], Kemaro Lv2 (0) [15%]

All: 1(19/22)

*The enemy Nightmare again has the Fatal Decision roulette but this time there is a nice "Recover HP & Status" card that you can aim for.

Head to the right after the scene to find a [Spirit Jewel]. Now head up the first set of stairs and take a left. In the upper corner you will find a chest with a [Lost Grail] inside. Now head up the next set of stairs (left or right) and head inside the Castle. Head up the stairs in the upper right and then go up another set of stairs to talk to the Queen. When you're finished, head to the upper left door behind her, and you will find a [Healing Fruit]. Now in this room, take the door on the upper-right to lead you outside to a chest and a [Wonder Elixir].

Now head all the way downstairs and talk to the guards in the first room of the castle. At the very end you will witness a scene and get the [Seru Flame] from the King. Now head all the way back up to the Queen and take the upper-right door. Don't worry if you didn't get the seru Slippery, it will be in the next area as well. Go to the mirror in the room and you will be taken to...

-----o
-----.
Conkram Past|

.-----.
|x002E|

-----o
Power Water (C)*

Guardian Water (C)*

Magic Fruit (C)*

Swift Water (C)*

Wisdom Water (C)*

Total: 219/260 84.23%

Magic: Slippery (0) [15%], Kemaro Lv2 (0) [15%]

All: 0(19/22)

Head down to the first floor of the castle and head into the door on the left. You should be in a kitchen/dining area with a chest at the end containing a [Power Water]. Grab it and exit the castle. Without going down the stairs, go to the left to find a [Guardian Water]. Next, head down one flight of stairs and check the right for a [Magic Fruit].

Now head down into town and check the first house on the right. You will find the biron monks there plus a [Swift Water]. If you didn't buy all the new equipment, you might be able to afford it now. Check the weapon shop in the lower right if you need to. Check the middle house on the left side of town to find a [Wisdom Water]. Stock up on items at the item shop if you want, and go to sleep at the inn.

.-----.
|Conkram (Past) Arms Shop|

O-----.
|Chaos Breaker 32000 G |

|Heavy Strike 34000 G |

|Power Club 36000 G |

```
|Hero Armor      40000 G |
|Battle Robe     35000 G |
|War God Plate   28800 G |
O-----O
```

```
.-----
|Conkram (Past) Items Shop|
O-----
|Healing Berry   3000 G |
|Healing Fruit   2400 G |
|Magic Fruit     5000 G |
|Medicine        300 G  |
|Phoenix         1600 G |
|Door of Light   200 G  |
|Door of Wind    200 G  |
O-----O
```

```
.-----
|Conkram (Past) Inn|
O-----
| Free          |
O-----O
```

Witness some events and then run to the castle's basement. Save your game and jump in.

-----O

```
-----
Rogue's Tower|                                     .-----
|x002F|
-----O
```

```
Magic Armband (C)*
Phoenix (C)*
Guardian Chain (C)*
Fury Boost (C)*
Miracle Water (B)
Miracle Water (B)
Miracle Water (B)
Miracle Water (B)
```

Total: 223/260 85.76%

Magic: Slippery (0) [15%], Spoon Lv2 (0) [15%], Barra (0) [15%],
 Phasing: Iota (0) [15%], Gola Gola Lv2(0) [25%], Puera Lv2 (3) [15%]
All: 1(20/22)

There are a series of teleporters in here which you may only use when the floor is not phasing. Also note you will run into different monsters when the floor is phasing.

Step on the teleporter in front of you. Take the next one. And the next one. Now take the left one for a [Magic Armband]. Return to the last teleporter and go to the right one this time. Take the next teleporter. Now at the next choice, take the upper one for a [Phoenix]. Go back and take the lower teleporter to get to the big teleporter. It will take you to the next floor.

Take the higher one on the new floor. Use the lower left teleporter. Use the upper left one inside the room. Take the next one. Use the south one in the room. It looks like you're stuck in a small room but you can actually go to the right to get the [Guardian Chain]. Go back to the previous teleporters and use the lower right one. This will lead you to a [Fury Boost]. Go back one and

take the upper teleporter. Engage the boss fight by touching the crystal looking things. You will fight Berserker L2 (5000 exp and 3333 gold) and no you can't absorb him. He'll drop a [Miracle Water] for you. Step on the next warp and you are taken back to the beginning. Step back onto the teleporter you came from and take the upper right teleport. Next, take the left warp. You will come to another boss fight with Caruban L2 (2000 exp and 1800 gold). Pound on him and gain another [Miracle Water]. Take the next teleport and then in the familiar room take the southern one. Step on the last warp to go to the next floor.

Drink from the colored water to replenish your HP and MP, then take the north warp. Take the next one and then use the upper right one in the next room. You will fight another boss (Berserker L3) (7500 exp and 5000 gold) for another [Miracle Water] and then turn around. This time take the upper left teleport. Take the only warp you see and you will again come to only one to take. Take it and you will once again have only one choice to make. Taking the next one will give you yet another hard decision of one warp to take. Finally you are given a decision: 3 warps! Only the one in the room on the upper left will not take you to a dead end so use it. Another silly mini-boss (Caruban L3 4000 exp and 3600 gold)! Win your [Miracle Water] and go back to use the upper right warp this time. Save your game and then if you want to, you can absorb the Pueras for everyone before the upcoming boss.

Now you should equip any elemental defensive items (fire,wind,thunder) or even your Rainbow Jewels to help you out in the upcoming boss battle.

On the last floor, just head south to trigger an event, and a boss fight!

```

.----- .----- .-----
|Boss: Rogue| 28,200 HP|          |B000F|
0-----
| ATK: 130 | UDF: 340 | LDF: 361 | SPD: 151 |
|-----|
| INT: 172 | AGL: 128 | MP: 0    | Attacks: |
|-----|
| Rogue Flame, Rogue Wind, Rogue Thunder |
0-----0
|This guy will change his elemental alignment on|
|every other turn. So attack him the first turn,|
|then spirit the next. Keep repeating this and |
|you should beat him in no time. Reload the save|
|if you are having trouble and equip elemental |
|defensive items. He can hit up to 1,000 HP even|
|with spirit on so make sure you spirit a lot! |
|Here's a color guide if you need it:          |
|red/orange = fire (duh)                       |
|blue = thunder                                |
|green = wind                                  |
0-----0
|Rewards: 12000XP 12500G |
0-----0
|Recommended Level: 33 |
0-----0

```

Follow the events that follow and you will be back in...

```

-----0
-----
Conkram Past Revisited|          |x0030|
-----0

```

Nemesis Gem (N)
Minea's Ring (N)*

Total: 224/260 86.15%

After receiving the [Nemesis Gem], use the upper left door and go visit the queen on the roof. She will give you [Minea's Ring] which has a nice life boost. When you're done living in the past (ha), go to the room of mirrors, behind the king to the right. Go back to the future! Talk to the queen and you will be off to your new objective to the north. Before you go, optionally you can go buy the Ebony Jewel from Octam if you haven't yet, it might help out in the next boss fight, but it's easily done without it as well.

Jette's Fortress|

.-----.
|x0031|

Life Armband (C)*
Rainbow Jewel (C)*
Golden Claw (C)*
Wonder Amulet (C)*
Unholy Icon (C)*
Wonder Elixir (C)*
Great Axe (C)*
Warrior Icon (C)*
Lost Grail (C)*

Total: 233/260 89.61%

Magic: Gilium (3)[1%!], Spoon L2 (0)[15%], Barra L2 (0)[15%],
Slippery L2 (0)[15%], Kemaro L2 (0)[15%]
Upper floors: Gilium (3)[1%!], Iota Lv2 (0)[15%], Puera Lv2 (0)[15%]
All: 1(21/22)

Head inside and take the little path on the right for a [Life Armband]. Now if you notice the water source on the left, you can use it to heal yourself. This makes this place a great place to level and gain money. Continue on the path until you trigger a small scene. Head to your right for a [Rainbow Jewel] and continue around the lake to the left. Head into the cave and follow it to view another scene.

Continue on until you see a door. Head inside for a [Golden Claw] for Noa. Now proceed on your path until you see another big door. Don't go inside yet, but head around and up the stairs behind you. You will come to a cliff where you may ride a floating platform across to reach a [Wonder Amulet]. Head back and this time take the door in the middle and you will pass through an empty room and come upon the [Unholy Icon]. Double back again, and this time go up the stairs and enter the door by the save point. Run up and take the right path to find a [Wonder Elixir]. Now head back to the console in the middle of the room and hit the switch on the right. Head out of the room and continue to the door in the south. This time when you ride the platform you will head right and see a chest with a [Great Axe] in it. Head back to the console and save your game on the way. If you opted to buy the Ebony Jewel in Octam, now would be a good time to put it on. Then head in and select the left switch. Attempting to exit will trigger the boss fight.

.-----.
|Boss: Jette| 34,567 HP|

.-----.
|B0010|

o-----
| ATK: 222 | UDF: 360 | LDF: 287 | SPD: 274 | INT: 250 |

```

|-----|
| AGL: 198 | MP: 1000 | Attacks: Shadow Break 200MP |
o-----o
|His Shadow Break hits hard, about 1,000HP to all so be|
|careful not to let your HP drop too low. At one point |
|he will make a clone of himself. Do not worry, the |
|clone is harmless, focus on the real Jette but you |
|won't always have the right one targeted. The real one|
|casts Shadow Break and does more damage. There's a bug|
|that his MP is fully restored when he clones himself. |
|He can actually make 3 clones of himself, but again no|
|real danger from them at all, just annoying if you |
|lose track of the real one. Try to pay attention to |
|which one actually damaged you the most. |
o-----o
|Rewards: 12750XP 10000G |
o-----o
|Recommended Level: 34 |
o-----o

```

After that tough son of a gun, go hit the left switch again on the console and head out. Now ride the platform and it will take you to the left door. Follow the path for a ways until you get to a fork. Take the right path and you will come to a [Warrior Icon] in a chest. Head back and follow the upper path until you reach an elevator. Take it up and check behind the elevator on the new floor to find a [Lost Grail]. Continue on, save your game, and equip that old Ebony Jewel if you have one. Then make your way to the last generator and witness the events that follow. Boss time!

```

.----- .-----
|Boss: Cort| 50,000 HP| |B0011|
o-----o
| ATK: 128 | UDF: 224 | LDF: 224 | SPD: 128 | INT: 320 |
|-----|
| AGL: 198 | MP: 1000 | Attacks: Mystic Shield 170MP, |
|-----|
| Guilty Cross 0MP, Mystic Circle 100MP, |
| Evil Seru Magic 255MP |
o-----o
|He hits you for 1,000HP with Guilty Cross and throws up |
|a shield like a wuss right away. The only way to damage |
|him is with your arts. Use miracle to inflict the most |
|damage. After pummeling him for a while, be sure to have|
|your HP as high as possible as when his shield breaks, |
|he will hit you for about 2,200 damage! This seems to |
|happen around halfway (25k). Try to always have someone |
|spiriting when you get close to 25,000 when it should |
|break. He now will hit you for 1200+ damage with his |
|mystic circle. When you win, Noa will say "Onii-chan" |
|which I'm sure you know by now means brother. Aww? |
o-----o
|Rewards: 13500XP 12500G |
o-----o
|Recommended Level: 35 |
o-----o

```

In the following events, you can use a Door of Light if you wish, or wait for someone to save you. Witness the events and then exit the area.

** Note: vahnx wrote to tell me you should unequip Noa and Gala so you have

access to their equipment for the next piece of the game. You will get stuck with only Vahn and not have some of your accessories (you don't want that!). Also, there is a challenging optional boss soon so if you want to max out your point card, now would be the time to do it!**

When you're done, head back to Conkram and watch the scene there.

```
-----o
-----
Rim Elm|                                     |x0032|
-----o
Mettle Gem (N)*
-----
Total: 234/260 90.00%
```

Sheesh, Vahn finally gets a day off and his annoying sibling wakes him up and won't let him sleep. Go outside and go and save your game in the cave. Now go and talk to your teacher Tetsu down on the beach. It's time for a master vs. student battle!

```
.-----
|Boss: Tetsu| 9,999 HP|                       |B0012|
o-----o-----o-----
| ATK: 300 | UDF: 525 | LDF: 525 | SPD: 300   |
|-----|
| INT: 375 | AGL: 300 | MP: 999  | Attacks: NA |
o-----o
|Okay so now he's serious I guess. It's time for|
|you to show him what you've learned. I suggest |
|equipping the Speed Chain if you need it so you|
|can attack first and heal yourself with one of |
|the healing berries. Also put War God Icon on  |
|and if you don't need the life, use the Warrior|
|Icon for counter attacking. Otherwise put on   |
|Minea's Ring just so you can survive longer.  |
|Hit him with your miracle arts as you should be|
|getting a lot of AP back from him pummeling you|
o-----o
|Rewards: 13500XP 12500G |
o-----o
|Recommended Level: 36 |
o-----o
```

He will give you the [Mettle Gem] for defeating him. If you lose, try again by talking to him or you can reload your save. Go talk to Noa inside the Elder's house. There's also a senile old woman in here that thinks she's a guy. Also, another interesting thing is the item shop now sells "Hunter Clothes". Hrm, it seems Mei is making a business, and if you sold them, you get a second chance. If you talk to her without the Hunter Clothes in your inventory, she will ask you what you did with them. Talk to Gala at the tree when you've spoke to all that you wanted to. Follow the dialogue and the cutscenes until you can move. Head south, save, and exit the area. Use a Door of Wind to get to Uru Mais. Go in and follow the scene and you will find yourself in...

```
-----o
-----
Seru-Kai|                                     |x0033|
-----o
Life Water (C)*
Triumph Armor (C)*
```

Magic Fruit (C)*
Healing Berry (C)*
Magic Water (C)*

Total: 239/260 91.92%

Magic: Gilium Lv2 (0)[1%!], Barra Lv2 (0)[15%], Slippery Lv2 (0)[15%]
All: 0(21/22)

Head up and take your first right for a [Life Water] and then head left. Soon you will see a chest with [Triumph Armor] inside. Equip it on Vahn and then go north and east. You will eventually come to a fork with a path going north and one going south. Just off the screen on the south path is a [Magic Fruit] in the chest. Now head north to the next island with a path going up. Check this path for a [Healing Berry] and head back to the west. Head all the way west until you have two paths going north. Check the upper right and you will come to another fork. I shouldn't have to tell you to get left right? You DID see the chest ya? Take the skinnier path to get to it and grab the [Magic Water] from inside it. Now you can head to the right and follow the path to save your game. Now continue on to view an event and trigger a hard boss fight.

```
.------.------.-----.  
|Boss: Songi| 48,000 HP| |B0013|  
o-----o  
| ATK: 382 | UDF: 351 | LDF: 280 | SPD: 196 | INT: 360 |  
|-----|  
| AGL: 124 | MP: 3000 | Attacks: Chaos Flare 120MP |  
|-----|  
| Genocidal Cannon 255MP |  
|-----|  
|This is sure a hard boss fight. He can hit you for |  
|1500 on a single char with his flare move. The biggest|  
|threat immediately is his regular attack though. And |  
|if you're going for a no-death run, you might reset a |  
|lot here. At first, he will hit you many times in an |  
|excess of 2500 damage! The only way to defend against |  
|this is using Warrior Icon for counter attack or |  
|Defender Chain if you have one to hopefully block. |  
|Don't worry, the weaker he gets, the less he will hit |  
|you for so all your healing will pay off after a bit. |  
|He also has a cannon move that will hit everyone for |  
|2000+ damage! Stick with it and you will get him. |  
o-----o  
|Rewards: 15000XP 15000G |  
o-----o  
|Recommended Level: 36 |  
o-----o
```

Watch the long series of events that follow. When you are able to move again on the mountain summit, talk to the genesis tree to get the Raseru summon. If you don't get anything from talking to the genesis tree, you don't have all of the arts for Noa. Do a search on [Battle Arts] to make sure you got 'em. Now exit to the world map. Use a door of light if you don't want to walk. You can now do a few of the side quests before heading back to Rim Elm. You will definitely want to visit the other genesis trees to power up your RaSeru.

Side-Quests: End|
-----o

Dark Stone (C)*
Dark Talisman (N)
Chicken King (N)*

Total: 241/260 92.69%

Magic: Meta (1), Terra (1), Ozma (1)
All: 1(22/22)

Head to West Voz Forest and make your way to the very end near the genesis tree. You will find a chest with the [Dark Stone] inside. Use a door of light and make your way to East Voz Forest this time. At the back, if you have all of Gala's arts, you can talk to the Genesis tree to get the RaSeru summon.

Now stop by Jeremi and drop off your Dark Stone to Zalan so he can make you a nice accessory, the [Dark Talisman].

Last stop, Sol. Go to the muscle dome and enter each tournament and run away in them all. The last one you run away on, should trigger the entree girl to give you the [Chicken King] for your cowardice. At this point, if you really want to, you can try to beat the master course. If you want to do it now, do a search for [Secrets: Muscle Dome] for strategy on how to do it. I however will cover this later on in the walkthrough. Now go all the way to the basement of Sol and go to the Genesis tree down there. If Vahn has all his arts, he will receive the Raseru summon there. Congratulations! You have all the magic in the world! Back to story mode...

Go back to Rim Elm and walk up to the shield. Follow the events and you will make your way to...

-----o

Bio Castle|

.-----.
|x0034|

-----o
Ra-Seru Armor (C)*
Ra-Seru Robe (C)*
Ra-Seru Plate (C)*
Crimson Book (C)*
Ra-Seru Seal (C)*
Ra-Seru Plume (C)*
Ra-Seru Helmet (C)*
Lost Grail (C)*
Ra-Seru Boots (C)*
Life Armband (N)*
Ra-Seru Shoes (C)*
Miracle Water (N)*
Mettle Goblet (E)*
Ra-Seru Thongs (C)*
Ra-Seru Club (C)*
Magic Armband (C)*
Ra-Seru Fangs (C)*
Ra-Seru Blade (C)*

Total: 259/260 99.61%

Magic: All Lv3 (0) - dependant on floor and screen
*You can check absorb rates in the [Seru Magic] section.
All: 0(22/22)

Follow the path down the throat area for a ways until you reach the stomach.

You will soon see a fork with a path on the right containing a chest with the [Ra-Seru Armor] inside. Make sure to equip these pieces as you pick them up. Continue on and you will come to a fork with the path on the left leading to the [Ra-Seru Robe]. Proceed on the path until you see a chest which contains a [Ra-Seru Plate] for Gala. Now exit the area and continue on into what looks to be large intestines.

Continue on until you come to a river of blood. Jump in and hold up to jump out at the next landing. There is a [Crimson Book] waiting for you. Go north and you appear to be in the small intestines. Travel through the area and to the next where you will find a fork. The south path gives you the opportunity to jump in another moving stream. Do so and hold down to get off at the first landing. The chest there contains a [Ra-Seru Seal] for Vahn. Jump back in and you will come back to the fork where you started. Head to the right and you will see yet another opportunity to jump in the rapids of blood. Apparently you found your way to an artery of some kind. Jump into the rapids and hold left so you can choose the left waterway up ahead. Continue holding left so you may hit the landing and grab the [Ra-Seru Plume] for Noa. Jump in and the current will take you back to the familiar landing. Go back up and jump off into the stream again but this time take the right path. Continue holding right to get the [Ra-Seru Helmet] for Gala. Once again, the stream will take you back to the initial landing. Run up the path all the way to the save point now. Save and head in the cave to the next area.

You will reach some sort of nerve system area. Make sure to talk to everyone. Jump across the platforms until you have the chance to go north. On the land mass you will find a [Lost Grail]. Continue on until you reach a landing with a chest on it containing the [Ra-Seru Boots]. You can trigger an event on this platform if you wish, but continue on when you're done. On the next landing you will know what to do to trigger an event. You will get the [Life Armband] from the event. Next, at the fork just ahead, take the left path to find the [Ra-Seru Shoes]. Now head north on the path until you get to the V-shaped platform. Head north, then north again to find an event which will net you a [Miracle Water]. Head back and then left to exit the area.

You appear to be in the lungs now. Follow the path and after you make a right turn, then turn to the north, immediately start checking the right cell wall. You should find a well hidden [Mettle Goblet] between the two big cell walls just after turning north. If you miss it, you will run into a chest containing the [Ra-Seru Thongs]. Don't get excited, these are for Gala. Exit the area.

Now it will look like you're in the bronchi, alveoli, or arteries going to the heart. Okay, so I don't know the anatomy of this creature but all I can tell you is the end is near! Head down the cell path to the next area. Soon you hit a fork in the path. Head right for a [Ra-Seru Club] and then head back on the path and continue to the next fork. Take the left path for a [Magic Armband].

**

Be careful with the Pueras in this area, they can wipe out your whole party if you are having no luck with their card game. I'll tell you an observance trick I learned that works well for this sort of thing. Most players will focus on the blue card in order to watch it. The problem with that is your eyes will try to follow it but will be just slower and behind the card. If another card passes in front of where you are looking, you will be confused. Instead, try staring straight at the screen in the middle and without moving your eyes, concentrate on the blue card's movement. If that doesn't help you, try using a speed chain to get the first move in battle.

**

Follow the path and take a right at the next fork for the [Ra-Seru Fangs]. Go

back and continue on to the next fork. Take another right and you will find a chest containing the [Ra-Seru Blade] for Vahn. Now you are fully equipped with the last armor you'll ever wear. Head to the left to exit this area and find a save point. Jump on the two protruding nodes quickly to open the door. Save your game as this is the last chance to turn back. From here, you can go and engage the last boss if you really want to, or you can finish up everything else in the outside world. I would recommend building your levels in here if you can stand the Pueras' death game (you can steal more Crimson Books from them if you're extremely lucky). I will cover the last few side quests now for those who want 100%. You can use a door of light to exit the bio castle.

```
-----.  
Side-Quests: Last|  
-----o  
War God Icon (N)*  
Evil Medallion (B)  
-----  
Total: 260/260 100.00%
```

It's time to hit Sol and enter the Master Course of the Muscle Dome again. I actually used a post I made on the forum for the strategy. You can find it in the secrets section by searching "Secrets: Muscle Dome". Win this tournament and you will receive another [war God Icon]! Now it's time to take on the greatest challenge of Legaia!

Use a door of wind to Buma and head to Mt. Dhini. It is time to take on the optional boss Lapis. Check the secret section for strategy by searching for "Secrets: Lapis" which is again copied from my post on the forums. Find this boss at the summit of the mountain. Beating the optional boss will net you the [Evil Medallion]!

Guess what?! You just got 100% game completion!! Woohoo! But wait...there IS something left to do right? Aside from saving the world? XD Yes, there is the insane task of leveling up to 99 and acquiring one last Seru summon. Thank GOD the developers were not mean enough to make this count towards your 100% game completion though!

You can read about it in the secrets section under "Secrets: Evil Seru". This is completely optional and I would recommend you use the gameshark codes and not level up to 99 as it takes a gamer century.

```
Time to end the game!  
-----o  
-----.  
Bio Castle| |x0035|  
-----o
```

Head all the way to the end and follow the events to engage the final boss!

```
.-----.  
|Final Boss| 65,535 HP| |B0014|  
o-----o  
| ATK: 413 | UDF: 522 | LDF: 522 | SPD: 119 |  
|-----|  
| INT: 498 | AGL: 800 | MP: 2500 | Attacks: |  
|-----|  
| Ultra Charge 100MP, Final Crisis 100MP, |  
| Doomsday 255MP |  
o-----o
```

|Not much to say here except spirit when the obvious|
|charge move occurs and use your most powerful magic|
|and arts. Go all out and use HP/MP items if you can|
|because this is the finale. You will definitely |
|have no trouble with this one if you did the side- |
|quests. I'm not sure what else to note except that |
|it is a long battle. But...cough..PUSH OVER cough. |
o-----o

Enjoy the ending and congratulations on beating the game!!! You will be able to view four different endings plus a few other dialogues. The endings aren't THAT much different, but it all depends on what you say you will do now that the world is saved. Hopefully you followed this guide closely and you will see at the end, your 100% complete game! WOOHOO! Go you!!

-----o

- End of Walkthrough -

-----.
Secrets|

-----, .-----.
Secrets: Baka Fighter| |s0001|

-----o-----
Each enemy has a pattern that it follows closely. Sometimes they try to fool you but don't get discouraged. If you miss on one, try to continue hitting the button that you should have hit on. You may notice they start their pattern over so pay attention.

Here is the breakdown:

[] beats X
O beats []
X beats O

Xain may appear on Round 5. If he does not, skip Round 5's strategy and go on.

Round 1: [] repeatedly
Round 2: X Repeatedly
Round 3: O repeatedly
Round 4: [] X
Round 5: O O O X X X (Xain)
Round 6: O X
Round 7: [] [] [] X X X O O O
Round 8: X O [] [] [] []
Round 9: O O X
Round 10: [] X O
Round 11: [] [] O X
Round 12: O O X []
Round 13: X X [] [] X X O O
Round 14: [] [] X O O O X

-----, .-----.
Secrets: Sol Dance Contest| |s0002|

-----o-----
The dance contest in Sol is like playing DDR I hear. You will have to hit a group of buttons as they come to you. They come one at a time, two at a time, or three at a time max. It's not hard but there is one thing you MUST know.

You get three special moves which are used by hitting the triangle on a dance

move. To get the highest score, you need to use your first two specials right away! Then save the last one for the very last move you do as this will give you a ton of points.

In order to activate the special, you have to hit triangle on the last button of your dance sequence, no matter if it's square or circle. Here's an example:

1st: O comes at you

Hit triangle instead of circle. You advance up to two button sequences.

2nd: O[] comes at you

Hit circle first, then instead of square, hit triangle, you advance to three.

3rd: OO[]

Hit circle circle square.

-etc-

Finale: []OO

You will know when to activate the finale when you hear the announcer begin to count down "3, 2, 1!". When he does take your sequence like this one and hit triangle on the last move. The example here would be square, circle, triangle.

No mistakes and you should win every time.

ATTENTION PS3 Users!

When I played this game on PS3 with an HDMI connection, there seemed to be a large enough latency that would prevent me from winning. You actually are given better points for the accuracy of your button presses. With a slight delay from the HDMI, I had to press the buttons earlier to win. If I pressed them on time I received 515 points, whereas hitting them early and I would get 589 points.

Secrets: Muscle Dome| |s0003|

-----o-----
I will cover the Master Course as that is the only real important difficulty. Your armor and weapon will not be allowed, although your Raseru will stay on, making it the best attack possibility for regular hits. Your accessories and your level are your best weapons. It is important to have this set up:

Life Grail - your only means of healing, you WILL need to heal.

Defender Chain - extremely helpful in blocking attacks so you can outheal the damage you receive.

Wonder Amulet - unfortunately you need this so you won't die due to poisoning, rot, or even stone.

**You may have to buy the Defender Chain at the Hunter's Spring by Rim Elm if you don't have it.

I would recommend anywhere from level 42+ as these are the levels I beat it with. I struggled with the last two bosses at Lv39 plus some bad luck. But at L42 it made the difference.

You should always try to use up your AP whenever it gets high enough as you will be spiriting a LOT in here. And your only way of healing a good amount is to spirit every turn until you are happy with what you got. Remember that you heal in between rounds as well.

Round breakdown below:

Rounds 1-3:

These are some regular enemies, but they are really tough as far as normal enemies go. Especially round 3. It may take 3-6 turns to finish the beast off, but don't worry about healing, just down the 3rd round guy quick.

Round 4: Heal time! This first remembered boss is your easy round. Use it to spirit and heal all the way up if you need to as you will receive minimal damage from this one; even the monster in round 3 was way harder.

Round 5: You can use this round as another heal round; just don't forget to spirit when he uses big wave.

Round 6: This familiar boss is not as scary as the first time. And as long as you have your wonder amulet, you should have nothing to fear. It is possible to down him first round before he goes so you don't get the ROT status but you'll still want the wonder amulet for later.

Round 7: This boss is only slightly scary. You can heal pretty good in this battle unless he keeps insisting on using bloody horns and Terio Punch every round. Try to heal up towards the end of the round as you're gonna need it for the next round.

Round 8: This fight is pretty darn long as his hp is above 30,000. You'll love your defender chain in this round as it will help you heal which you may have to take a few rounds and spirit until you are fully healed. Just keep at him as the next round is not as difficult.

Round 9-11: Ah..another familiar. Make sure to use the same pattern as before: attack, attack, spirit, repeat so that you halve the damage on the special attack. It is possible to heal in this round too. Make sure to heal at least 2/3 of your health on Round 11.

Round 12: Hoo tough fight. You're going to have to do this round like an endurance round. You should have enough health in the beginning but don't let that fool you. Every second round this boss can use it's dark magic which hurts alot. Attack the first round if you want but make sure you at least spirit every second round that she casts Darkness Typhoon until the boss runs out of MP. She has 2000MP and Darkness Typhoon costs 200MP while Stone Glare costs 170MP so she should only be able to cast about 10 times.

You can also spirit every turn until they stop casting it if you can't deal with the damage. You will heal pretty fast if you get lucky and she tries to use Glare on you. The later half of the round will be an easy attack and spirit up to repeat. Try getting sufficiently healed for the last round.

Round 13: Last battle! You can make it!?! This is another endurance fight exactly like the last round. This is also the round that requires you to use Defender chain instead of something to help you power through it. I got all the way to this round using x2 attack and counter attack instead but this round made it all futile. This boss hits hard and hits many many times which makes the defender chain the most loved item in the game at this point. The only time you can heal is if you spirit and the defender chain blocks the majority of his attacks. So your choices are attack 1st round, spirit next round, repeat. Just like #12, the boss can cast magic every second round until they run out of MP. Or you can spirit every turn until he stops casting magic. I FOUND out something weird with this battle: he CHEATS! That's right, he cheats with his MP. He only has 1000MP but every time he clones himself, he gets ALL his MP back, so watch out for that if you're keeping track!! Sometimes you may get unlucky with the blocking and you'll take more damage than you can heal, so you should take time to spirit every round until you get the majority of your life back. Nothing else to note in this battle

except to stay away from the clones. He will make clones of himself which wastes a round for him (good news for us!). Second half of this battle should be cake, and you'll soon find yourself the champion!

Make good use of your new [War God Icon]!

```
-----  
-----  
Secrets: Fishing| |s0004|
```

The Spirit fish is possible! Normal lure only at Buma and with "Good!" status.

This is for all you crazy people willing to virtually fish! One of the most least involving activity of all time! Yeah well, if you're not crazy enough to spend the time getting these points, go check out the gameshark section.

Buma:

Water Egg - 20,000
Life Grail - 6,500
Magic Grail - 6,500
Spirit Talisman - 4,000
Lippian Flute - 200
Spikefish Flute - 200

Vidna:

War God Icon - 50,000
Mettle Armband - 1,500
Power Ring - 1,000
Healing Fruit - 500
Lippian Flute - 200
Spikefish Flute - 200

When fishing, you are at the mercy of RNG on what fish you catch. But you CAN alter it a little bit, and you actually need to. There are basically four tiers of rarity with fish that you will catch based on the RNG:

Abundant(~71.875%), Common(~18.75%), Uncommon(~6.25%), Rare(~3.125%)

You can help out your chances a great deal by getting "Good!" status when baiting the fish. In fact this shifts the whole rarity and allows you to catch a different fish at the Rare end (3%).

Here are the tables.

```
-----  
| Buma |  
-----  
| Buma | 184/256 | 48/256 | 16/256 | 8/256 | Chance |  
|-----+-----+-----+-----+-----+-----  
|Heavy | Charger | Flypie | Lippian | Devourer | Spikefish |  
|Normal | HCharger | Jack | HCharger | HCharger | Spirit |  
|Light | HCharger | HCharger | Jack | Jack | Spikefish |  
-----  
| Lure |  
-----
```

```
-----  
| Vidna |  
-----  
| Vidna | 23/32 | 6/32 | 2/32 | 1/32 | Chance |
```

```

|-----o
|Heavy | Flypie | Flypie | Charger | Octoban | Barbara |
|Normal | HCharger | Flypie | Spikefish| Flypie | Spikefish |
|Light | Jack | Jack | Flypie | Jack | Spikefish |
o-----o
| Lure |
o-----o

```

When you get a "Good!" status, the game ignores the first column (abundant), and shifts the table over to the left. So the last column is now possible to hook but at the Rare rate of 1/32 or 8/256 chance. This is only possible when "Good!" is still visible. This is the only way to catch Barbara and Spirit.

The size of your fish is also random, and the game even keeps track of your highest point fish. The size of the fish is a hidden random number between 50 and 1500. The minimum size of the fish is based on which rod you use.

```

Old Rod: 50
Deluxe Rod: 100
Legendary Rod: 150

```

The size of your fish is also given a bonus if you have "Good!" status when hooking the fish.

Here is the size breakdown by this hidden number:

```

XSmall : 0-200
Small : 201-600
Medium : 601-800
Large : 801-1200
XLarge : 1201-1500

```

And here are the point values of each fish (min and max):

```

Spikefish: 124-195
Lippian: 174-273
Charger: 62-97
Jack: 24-39
Fly Pie: 14-23
High Charger: 37-58
Octoban: 99-156
Devourer: 285-448
Barbara: 435-683
Spirit: 870-1366

```

*Min values are assuming you caught them with the Old Rod, which allows a smaller minimum size.

And the breakdown of points and sizes together:

```

Spikefish
-----
XSmall: 124-131
Small: 131-151
Medium: 151-160
Large: 160-180
XLarge: 180-195

```

```

Lippian
-----

```

XSmall: 174-184
Small: 184-211
Medium: 211-225
Large: 225-252
XLarge: 252-273

Charger

XSmall: 62-65
Small: 65-75
Medium: 75-80
Large: 80-90
XLarge: 90-97

Jack

XSmall: 24-26
Small: 26-30
Medium: 30-32
Large: 32-36
XLarge: 36-39

Flypie

XSmall: 14-15
Small: 15-18
Medium: 18-19
Large: 19-21
XLarge: 21-23

High Charger

XSmall: 37-39
Small: 39-45
Medium: 45-48
Large: 48-54
XLarge: 54-58

Octoban

XSmall: 99-105
Small: 105-120
Medium: 120-128
Large: 128-144
XLarge: 144-156

Devourer

XSmall: 285-302
Small: 302-347
Medium: 347-370
Large: 370-415
XLarge: 415-448

Barbara

XSmall: 435-460
Small: 460-529
Medium: 529-563
Large: 563-631

XLarge: 631-682

Spirit

XSmall: 870-921

Small: 921-1058

Medium: 1058-1126

Large: 1126-1263

XLarge: 1263-1365

Have fun fishing! You're going to be at it for a loooooong time. I suggest finding something else to distract you from the long grind. You can easily spend 10-15 hours fishing to buy all the items available, unless you get good at hooking rare fish!

```
-----
-----
Secrets: Lapis| 64,800 HP |                               |s0005|
-----o-----
ATK: 680 | UDF: 1705 | LDF: 1726 | SPD: 451 | INT: 1248 |
-----|-----
AGL: 240 | MP: 4000 | Attacks: Lapis Wave 255MP          |
-----o-----
```

I think most of the strategies I have read for it are quite a bit off. People like to advise to level up to 60+ which is waaaaay unnecessary. Let me give you a better solution as I just completed this. This is all you need:

3000 HP on all Characters (probably a lot less, 2600+ maybe at the lowest) or Life Armbands if your HP is too low.
1xLight Talisman - From giving the Light Egg to Zalan (you should have this)
2xLuminous Jewels - Bought in Octam for 4000G each. (If you don't have Light Talisman, buy 3)
1xSpeed Chain - Just on your designated healer

I'm serious...that's it. Oh, and a hefty supply of Healing Berries. A few dozen should do depending on how quickly you can take him down.

So I say Level doesn't really matter as long as you're doing this end game. Meaning you went to the final dungeon and got the best equipment (why would you NOT want to?) so you should be around Level35+ right? Really, all your level will do is make it easier for you though you can do it really low leveled. I once did it at Level 50 and let me tell you, at level 50...it was pa-the-tic! I was almost disappointed that I was that high in levels as it took ALL the challenge out of it.

If you are going for a no-death run, you might want to level up to 42. I tried this at L39 and he was still able to take me out in one shot. But just three levels made a huge difference! Not only would he not be able to one shot me, but most times he got my hp in only the yellow range, and sometimes with the help of defender chain, not even to yellow!

The Break-down:

Talismans & Jewels - Even though you can't summon Horn, you will need one of these accessories on all of your characters to absorb the damage of Lapis. He does *considerably* less damage to you with these equipped. So little in fact that you can survive a full attack from him with the help of...

Life Armbands - If you do this at low level, you will want to put on HP increasing accessories to get your HP up on all characters so you can take a full attack from Lapis.

Speed Chain - Put this on your healer so they can go first every round and heal (they can attack the very first round though).

All other accessories are up to you, but I recommend any damage increasing items such as Mettle Goblet, War Souls, War God Icons, etc. Don't waste any good ones on your designated healer (Gala for me) as they will most likely be healing every round. (At lvl 50, sometimes I didn't need to heal every round).

What to do:

This battle is so easy if your characters can take a full hit from Lapis, if not then it will just take longer for you as you use phoenixes and lose an attack each round (plus you have to be careful if your speed chain guy dies; use both characters to use a phoenix on him in case one gets knocked out).

Vahn: attack every round with arts

Noa: attack every round with arts

Gala: use Healing Berry every round

Ta-daaaaa!?! No need for the Point Card, no need to level up to insane amounts, it's simple. I hope you didn't listen to other people and leveled up to 50+ like me...it just might be more enjoyable if you had to heal every round or even use a phoenix.

Congratulations on your Evil Medallion!

```
-----.-----  
Secrets: Evil Seru|                                     |s0006|  
-----o-----
```

By now the "rumor" title to the Evil Seru you acquire at level 99 has been abolished and most gamers will read it is true. However, the problem is trying to level up to 99 legitly is a ridiculously long task. I only made it to 71 with Crimson Books on all three characters before I cheated. You can try legit if you want, and good luck with stealing two more Crimson Books from Pueras in the last dungeon.

For those of you who decide that is way too long a task, you can simply use these three gameshark codes to edit your levels to 99. You won't have the stat bonuses of a level 99 but it will get your Evil Seru. I suggest you use a separate save in case you do want to level up more.

Vahn: 80084838 0063

Noa: 80084C4C 0063

Gala: 80085060 0063

Once you are level 99, head back to Ratayu and talk to Saryu at the throne. He will give you a key which you can use to unlock the lab down below. At the very end of the path in the lab, you will find a chest with the Evil Talisman.

Equipping it increases your encounter rate but also allows you to summon the might beast.

```
-----.-----  
Gameshark Codes|                                     |gSHARK|  
-----o-----
```

Currently I use Art Money to play with the game instead of Gameshark. So I have not tested all of the below gameshark codes. If you run across any codes that do not work, please notify me as it was probably my typing error. I spent

a few minutes using Windows' calc program to subtract hex in order to convert these to gameshark ready ;_;*

Also, if you have trouble following my guide for finding the values you want, you can use Windows' Calc program by going to Start>Run and typing "calc". Make sure "Scientific" is selected under View>Scientific. Now you can simply type in a value you want like 99, then hit F5 to switch it to Hex. You will see "63" which is the hex value of 99. Hit F6 to switch back to decimal.

00:00:00 Game Time - 80084570 0000

999,999 Gold - 8008459C 000F
8008459E 423F

No Encounters: 8007B5FC 2E01
Permanent Incense: 8007B600 0040
Permanent Encounter Down: 8007435F 0010
(Like having Good Luck Bell equipped)

Warp anywhere with Door of Wind:
8008575C FFFF
8008575E FF00

Save Anywhere: 8007B6A8 0001

* Use caution when saving in towns, etc. When you load your save, the game presumes you're on the world map. You won't be able to run, and the graphics will be very glitchy until you load another area.

Vahn Exp: 80084708 XXXX
Noa Exp: 80084b1C XXXX
Gala Exp: 80084F30 XXXX

Meta: 800848A1 000X - use 1 to 9 (1-9)
Terra: 80084CB4 00XX - use 0A to 12 (1-8)
Ozma: 800850C9 00XX - use 13 to 1A (1-7)

Vahn Lvl: 80084838 00XX - use 01 to 63 (1-99)
HP: 8008480E XXXX - use 0001 to 270F (1-9999)
MaxHP: 8008480C XXXX - use 0001 to 270F (1-9999)
(HP): 80084824 XXXX - use 0001 to 270F (1-9999)
MP: 80084812 0XXX - use 001 to 3E7 (1-999)
MaxMP: 80084810 0XXX - use 001 to 3E7 (1-999)
(MP): 80084826 0XXX - use 001 to 3E7 (1-999)
Attack: 8008481A 0XXX - use 001 to 3E7 (1-999)
Power: 8008482C 0XXX - use 001 to 3E7 (1-999)
UDF: 8008482E 0XXX - use 001 to 3E7 (1-999)
(UDF): 8008481C 0XXX - use 001 to 3E7 (1-999)
LDF: 80084830 0XXX - use 001 to 3E7 (1-999)
(LDF): 8008481E 0XXX - use 001 to 3E7 (1-999)
SPD: 80084832 0XXX - use 001 to 3E7 (1-999)
(SPD): 80084820 0XXX - use 001 to 3E7 (1-999)
INT: 80084834 0XXX - use 001 to 3E7 (1-999)
(INT): 80084822 0XXX - use 001 to 3E7 (1-999)
Status: (turns hp yellow or red)
AP: 80084816 00XX - use 01 to 64 (1-100)
AGL: 80084818 0XXX - use 001 to 12C (1-300) *gets glitchy after 300
(AGL): 8008482A 0XXX - use 001 to 12C (1-300)

Noa Lvl: 80084C4C 00XX - use 01 to 63 (1-99)
HP: 80084C22 XXXX - use 0001 to 270F (1-9999)

MaxHP: 80084C20 XXXX - use 0001 to 270F (1-9999)
(HP): 80084C38 XXXX - use 0001 to 270F (1-9999)
MP: 80084C26 OXXX - use 001 to 3E7 (1-999)
MaxMP: 80084C24 OXXX - use 001 to 3E7 (1-999)
(MP): 80084C3A OXXX - use 001 to 3E7 (1-999)
Attack: 80084C2E OXXX - use 001 to 3E7 (1-999)
Power: 80084C40 OXXX - use 001 to 3E7 (1-999)
UDF: 80084C30 OXXX - use 001 to 3E7 (1-999)
(UDF): 80084C42 OXXX - use 001 to 3E7 (1-999)
LDF: 80084C32 OXXX - use 001 to 3E7 (1-999)
(LDF): 80084C44 OXXX - use 001 to 3E7 (1-999)
SPD: 80084C34 OXXX - use 001 to 3E7 (1-999)
(SPD): 80084C46 OXXX - use 001 to 3E7 (1-999)
INT: 80084C36 OXXX - use 001 to 3E7 (1-999)
(INT): 80084C48 OXXX - use 001 to 3E7 (1-999)
AP: 80084C2A OXXX - use 01 to 64 (1-100) *thanks zggtf211
AGL: 80084C2C OXXX - use 001 to 12C (1-300)
(AGL): 80084C3E OXXX - use 001 to 12C (1-300)

Gala Lvl: 80085060 00XX - use 01 to 63 (1-99)
HP: 80085036 XXXX - use 0001 to 270F (1-9999)
MaxHP: 80085034 XXXX - use 0001 to 270F (1-9999)
(HP): 8008504C XXXX - use 0001 to 270F (1-9999)
MP: 8008503A OXXX - use 001 to 3E7 (1-999)
MaxMP: 80085038 OXXX - use 001 to 3E7 (1-999)
(MP): 8008504E OXXX - use 001 to 3E7 (1-999)
Attack: 80085042 OXXX - use 001 to 3E7 (1-999)
Power: 80085054 OXXX - use 001 to 3E7 (1-999)
UDF: 80085044 OXXX - use 001 to 3E7 (1-999)
(UDF): 80085056 OXXX - use 001 to 3E7 (1-999)
LDF: 80085046 OXXX - use 001 to 3E7 (1-999)
(LDF): 80085058 OXXX - use 001 to 3E7 (1-999)
SPD: 80085048 OXXX - use 001 to 3E7 (1-999)
(SPD): 8008505A OXXX - use 001 to 3E7 (1-999)
INT: 8008504A OXXX - use 001 to 3E7 (1-999)
(INT): 8008505C OXXX - use 001 to 3E7 (1-999)
AP: 8008503E OXXX - use 01 to 64 (1-100) *thanks zggtf211
AGL: 80085040 OXXX - use 001 to 12C (1-300)
(AGL): 80085052 OXXX - use 001 to 12C (1-300)

Coins: 800845A4 XXXX - use 0001 to FFFF (1-65,535)
Fishing: 8008444C XXXX - use 0001 to FFFF (1-65,535)

Items:

80085958 00XX -> XX determines first inventory slot item
80085959 00## -> ## determines quantity of the slot

Add two to 85958 to get to the next inventory slots, and add two to 85959 to get to next inventory quantities.

can be 01 to up to FF which is 255

XX codes for items to put in inventory:

00 - Blank
01 - Ra-Seru Meta Lvl1
02 - Ra-Seru Meta Lvl2
03 - Ra-Seru Meta Lvl3
04 - Ra-Seru Meta Lvl4
05 - Ra-Seru Meta Lvl5

06 - Ra-Seru Meta Lvl6
07 - Ra-Seru Meta Lvl7
08 - Ra-Seru Meta Lvl8
09 - Ra-Seru Meta Lvl9
0A - Ra-Seru Terra Lvl1
0B - Ra-Seru Terra Lvl2
0C - Ra-Seru Terra Lvl3
0D - Ra-Seru Terra Lvl4
0E - Ra-Seru Terra Lvl5
0F - Ra-Seru Terra Lvl6
10 - Ra-Seru Terra Lvl7
11 - Ra-Seru Terra Lvl8
12 - Blank
13 - Ra-Seru Ozma Lvl1
14 - Ra-Seru Ozma Lvl2
15 - Ra-Seru Ozma Lvl3
16 - Ra-Seru Ozma Lvl4
17 - Ra-Seru Ozma Lvl5
18 - Ra-Seru Ozma Lvl6
19 - Ra-Seru Ozma Lvl7
1A - Vahn Fist
1B - RaSeru Blade
1C - Noa Feral
1D - Hard Beat
1E - Heavy Strike
1F - Ra-Seru Fangs
20 - Gala Mace
21 - Ra-Seru Club
22 - Survival Knife
23 - Battle Knife
24 - Short Sword
25 - Force Blade
26 - Beast Buster
27 - Chaos Breaker
28 - Nail Glove
29 - Crimson Nails
2A - Fighter Claw
2B - Bloody Claw
2C - Holy Claw
2D - Golden Claw
2E - Survival Club
2F - Red Club
30 - Power Club
31 - Survival Axe
32 - Battle Axe
33 - Great Axe
34 - Warrior Seal
35 - Ironman Seal
36 - Expert Seal
37 - Hero Seal
38 - Ra-Seru Seal
39 - Guardian Clip
3A - Green Clip
3B - Jeweled Clip
3C - Royal Crown
3D - Pronged Crown
3E - Ra-Seru Plume
3F - Power Earring
40 - Fighter's Band
41 - War God Band

42 - Ra-Seru Helmet
43 - Hunter Clothes
44 - Savior Clothes
45 - Warrior Armor
46 - Ironman Armor
47 - Master Armor
48 - Expert Armor
49 - Hero Armor
4A - Triumph Armor
4B - Ra-Seru Armor
4C - Fighting Robe
4D - Green Robe
4E - Scarlet Robe
4F - Tempest Robe
50 - Battle Robe
51 - Ra-Seru Robe
52 - Blank
53 - Power Plate
54 - Fighting Plate
55 - Valor Plate
56 - War God Plate
57 - Ra-Seru Plate
58 - Swimsuit
59 - Warrior Boots
5A - Ironman Boots
5B - Master Boots
5C - Expert Boots
5D - Hero Boots
5E - Triumph Boots
5F - Ra-Seru Boots
60 - Electric Shoes
61 - Tempest Shoes
62 - Olive Shoes
63 - Steel Boots
64 - RaSeru Shoes
65 - Honey
66 - Power Shoes
67 - Fighting Boots
68 - War God Boots
69 - Ra-Seru Thongs
6A - Zalan's Letter
6B - Something Good
6C - Minea's Ring
6D - Miracle Water
6E - Earth Egg
6F - Water Egg
70 - Light Egg
71 - Dark Stone
72 - Earth Talisman
73 - Water Talisman
74 - Light Talisman
75 - Dark Talisman
76 - Evil Talisman
77 - Healing Leaf
78 - Healing Flower
79 - Healing Berry
7A - Healing Bloom
7B - Healing Fruit
7C - Magic Leaf
7D - Magic Fruit

7E - Antidote
7F - Medicine
80 - Phoenix
81 - Fury Boost
82 - Life Water
83 - Power Water
84 - Guardian Water
85 - Swift Water
86 - Wisdom Water
87 - Magic Water
88 - Door of Light
89 - Door of Wind
8A - Incense
8B - Power Elixir
8C - Shield Elixir
8D - Speed Elixir
8E - Wonder Elixir
8F - Fire Book I
90 - Fire Book II
91 - Fire Book III
92 - Wind Book I
93 - Wind Book II
94 - Wind Book III
95 - Thunder Book I
96 - Thunder Book II
97 - Thunder Book III
98 - Lippian Flute
99 - Spikefish Flute
9A - Mary's Diary
9B - Soren Secrets
9C - Gold Card
9D - Light Lure
9E - Normal Lure
9F - Heavy Lure
A0 - Old Rod
A1 - Deluxe Rod
A2 - Legendary Rod
A3 - Healing Shroom
A4 - Sunrise Key
A5 - Lightning Key
A6 - Star Key
A7 - Mountain Key
A8 - Water Key
A9 - Fertilizer
AA - Weed Hammer
AB - Ra-Seru Egg
AC - Mei's Pendant
AD - Camera Stone
AE - Star Pearl
AF - Yuma's Ring
B0 - Spring Salts
B1 - Zalan's Crown
B2 - Soru Bread
B3 - Letona Key
B4 - West Ratayu Key
B5 - Nemesis Gem
B6 - Seru Flame
B7 - Genesis Seedling
B8 - Soren Flute
B9 - Blank

BA - Astral Sword
BB - Music Score
BC - Fire Droplet
BD - Ruins Key
BE - TimeSpace Bomb
BF - Evil Seru Key
C0 - Life Ring
C1 - Life Armband
C2 - Magic Ring
C3 - Magic Armband
C4 - Spirit Jewel
C5 - Spirit Talisman
C6 - Power Ring
C7 - Scarlet Jewel
C8 - Azure Jewel
C9 - Guardian Ring
CA - Speed Ring
CB - Wisdom Ring
CC - Vitality Ring
CD - War God Icon
CE - Unholy Icon
CF - Warrior Icon
D0 - Evil God Icon
D1 - Speed Chain
D2 - Slowness Chain
D3 - Target Chain
D4 - Defender Chain
D5 - Guardian Chain
D6 - Cure Amulet
D7 - Pure Amulet
D8 - Forest Amulet
D9 - Magic Amulet
DA - Stone Amulet
DB - Nature Amulet
DC - Wonder Amulet
DD - Earth Jewel
DE - Deep Sea Jewel
DF - Burning Jewel
E0 - Tempest Jewel
E1 - Madlight Jewel
E2 - Luminous Jewel
E3 - Ebony Jewel
E4 - Rainbow Jewel
E5 - Life Grail
E6 - Magic Grail
E7 - Lost Grail
E8 - Mettle Ring
E9 - Mettle Armband
EA - Mettle Goblet
EB - Mettle Gem
EC - War Soul
ED - Evil Medallion
EE - Ivory Book
EF - Crimson Book
F0 - Golden Book
F1 - Bronze Book
F2 - Golden Compass
F3 - Silver Compass
F4 - Chicken Heart
F5 - Chicken Safe

F6 - Chicken Guard
F7 - Chicken King
F8 - Life Source
F9 - Magic Source
FA - Mettle Source
FB - Bad Luck Bell
FC - Good Luck Bell
FD - Blank
FE - Point Card
FF - Platinum Card

E.I. 80085958 00EF - Sets slot 1 (085958) to Crimson Book (EF).
80085959 0003 - Sets slot 1 (085958) quantity to 3 (03).

** Be careful playing around with inventory change as you will most likely overwrite your inventory slot item. If you use the first slot, it will most likely be a Healing Leaf so that's not that big of a deal.

** Also be aware that the inventory order is different than what the game will display it as.

Magics:

** Be aware that the first value is a counter of how many magic slots the character has. You MUST set this value in order to see any magic you edit. For reference sake, you can have the norm 22 slots so just set it to 16. However, the game allocates enough memory for 36 slots of magic which you can abuse.

** Magic is intended to go up to a max level of 9. You can set the Level even higher such as 10-255. The game will not display the number correctly in the Party Menu, but it will show 255 in battle. The effects of the magics get glitchy after Level 9 but the damage increase. (I did 2300 damage with a level 9 Swordie, but did 9996 damage with a level 255 Swordie)

Vahn's Magic

Counter 80084844 0024 - 24 is max slots = 36 magic slots
Magic1 80084845 00XX - XX is the Magic ID (found below) of the spell
Magic2 80084846 00XX
.....
Magic22 8008485A 00XX
.....
Magic36 80084868 00XX

Level1 80084869 0009 - Set level of 'Magic1' slot
Level2 8008486A 0009 - Set level of 'Magic2' slot
.....
Level22 8008487E 0009 - Set level of 'Magic22' slot
.....
Level36 8008488C 0009 - Set level of 'Magic36' slot

Here is a code to give Vahn all magic:

80084844 0024
50001501 0001
80084845 0081
50000801 0001
8008485A 0099

Or, here is a code to set all Vahn's magic to Level 9:
50002401 0000

80084869 0009

Noa's Magic

Counter 80084C58 0024 - 24 is max slots = 36 magic slots
Magic1 80084c59 00XX - XX is the Magic ID (found below) of the spell
Magic2 80084C5A 00XX
.....
Magic22 80084C6E 00XX
.....
Magic36 80084C7C 00XX

Level1 80084C7D 0009 - Set level of 'Magic1' slot
Level2 80084C7E 0009 - Set level of 'Magic2' slot
.....
Level22 80084C92 0009 - Set level of 'Magic22' slot
.....
Level36 80084CA0 0009 - Set level of 'Magic36' slot

Here is a code to give Noa all magic:

80084C58 0024
50001501 0001
80084C59 0081
50000801 0001
80084C6E 0099

Or, here is a code to set all Noa's magic to Level 9:

50002401 0000
80084C7D 0009

Gala's Magic

Counter 8008506C 0024 - 24 is max slots = 36 magic slots
Magic1 8008506D 00XX - XX is the Magic ID (found below) of the spell
Magic2 8008506E 00XX
....
Magic22 80085082 00XX
....
Magic36 80085090 00XX

Level1 80085091 0009 - Set level of 'Magic1' slot
Level2 80085092 0009 - Set level of 'Magic2' slot
....
Level22 800850A6 0009 - Set level of 'Magic22' slot
....
Level36 800850B4 0009 - Set level of 'Magic36' slot

Here is a code to give Gala all magic:

8008506C 0024
50001501 0001
8008506D 0081
50000801 0001
80085082 0099

Or, here is a code to set all Gala's magic to Level 9:

50002401 0000
80085091 0009

XX codes for Magic IDs to put in slots:

* I am listing the intended magics first. All others use at your own risk as

they can stall the game. (Some healing spells I noticed wouldn't continue until I healed the target to full hp through gameshark).

81 Gimard
82 Theeder
83 Vera
84 Gizam
85 Nighto
86 Zenoir
87 Viguro
88 Swordie
89 Orb
8A Freed
8B Nova
8C Gola Gola
8D Mushura
8E Aluru
8F Barra
90 Kemaro
91 Spoon
92 Slippery
93 Iota
94 Puera
95 Giliium
99 Evil Seru Magic
9A Palma
9B Mule
9C Horn
9D Jedo
9E Meta
9F Terra
A0 Ozma

* This is a raw dump of the notes I took while I briefly played with these.
If a spell doesn't have a name, the number represents the MP used.

00 Magic - unusable
01 5 - heals a bit 21HP game won't go on until full hp*
02 15 - no hp gain. Status? *
03 50 - no hp gain. Status? *
04 10 - Frost Breath, Tempest Break
05 20 - Frost Breath, Rushing Gale
06 40 -
07 90 - Nothing
08 10
09 17
0A 22
0B 60
0C 30
0D Heal 5
0E 15
0F 50 - Full heal
10 100 - Heal party except caster*
11 Heal Status 6*
12 71 - Nothing
13 12 - Nothing
14 24
15 30
16 Revive 0
17 0

18 0
19 17
1A 35
1B 55
1C 110
1D 47
1E 65
1F 90
20 1
21 100
22 10
23 17
24 22
25 Fire Breath 70
26 Thunderbolt 18
27 Tail Fire 16
28 Poisonous Bubbles 35
29 Poisonous Gas 0
2A Hyper Wave 44
2B Fire Claw 34
2C Freeze Thunder 100
2D Jewel Beam 65
2E Heal 20
2F Hyper Heal
30 Thunder Break
31 Fish Poison
32 Fissure
33 Moldy Breath
34 Windhash
35 Jagged Earth
36 Chaos Flare
37 Guilty Cross
38 Poisonous Sting
39 Toxic Sting
3A Windcutter
3B Bloodsucker
3C Glare
3D Ultrasound
3E Moldy Spores
3F Aluru Cannon
40 Curse
41 Somersault
42 Flap
43 Bite
44 Propeller
45 Drill
46 Lava Breath
47 Hell's Tackle
48 Mincer
49 Buzz Saw
4A Earthquake
4B Hyper Crush
4C Hyper Lightning
4D Hyper Attack
4E Chaos Breath
4F Spore Gas
50 Divide
51 Steal
52 Power Up
53 Curse All

54 Water Column
55 Call Wave
56 Big Wave
57 V-Windhash
58 Cross Beam
59 Water Crystals
5A Rolling Flare
5B Scythe Wind
5C Bloody Horns
5D Terio Punch
5E Bull Charge
5F Fatal Decision
60 White Shield
61 Tail Flare
62 Thunder Blast
63 Grand Beam
64 Grand Claw
65 Multi Cutter
66 Earthcrush
67 Poisonous Breath
68 Eye Beam
69 Vacuum Slicer
6A Astral Wave
6B Poisonous Spray
6C Mold Spray
6D 0
6E Kiss of Death
6F Melt Spray
70 Terror Scream
71 Water Hazard
72 Power Charge
73 Void Accessories
74 Thunder Burst
75 Paralyzing Wave
76 Death Game
77Thunder Storm
78 Astral Slash
79 Blazing Slash
7A Megaton Press
7B Plasma Strike
7C Phosphor
7D Break Slam
7E Poisonous Tongue
7F Toxic Tongue
80 Flip Frog

96 <Rare> Lippian
97 <Rare> Spikefish
98 Effects Unknown

A1 Dead End Crisis
A2 Blade Breath
A3 Thunder Needle
A4 Gigaton Press
A5 Ultra Charge
A6 Neo Star Slash
A7 Neo Windhash
A8 Stone Press
A9 Rolling Crash
AA Dark Typhoon

AB Shadow Break
AC Mystic Shield
AD Evil Seru Magic
AE Clone
AF Element Change
B0 Rogue Wind
B1 Rogue Thunder
B2 Rogue Flame
B3 Genocidal Cannon
B4 Final Crisis
B5 Lapis Wave
B6 Doomsday
B7 Mystic Circle
B8 Astral Slash
B9 Stone Circle
BA Jugger Power
BB Running Kick
BC Poisonous Spre
BD 0
BE 128
BF 128
C0 128
C1 128
C2 128
C3 128
C4 128
C5 128
C6 128
C7 128
C8 128
C9 128
CA Turning Laser, Attack enemy + range 128
CB Hell's Music, Kill or confuse enemy. 128
CC Sonicsizer, Attack enemy. 128
CD Violent Wind, Attack enemy. 128
CE Final Blaster, Kill or attack enemy. 128
CF Holy Eyes, Recover HP All allies. 128
D0 Dream Illusion, Attack all enemies 128 - Hyper arts of fire.
A whirling blur of flames
D1 Meteor Cluster, Attack all enemies. 128
D2 Inferno, Attack all enemies. 128 - flying kick
D3 Effects unknown. 128
D4 Effects unknown. 128
D5 0
D6 (Voltagor Attack all enemies. 128
D7 Burning Flare, Spinning Flare Attack all enemies.0
D8 128
D9 Hyper Arts of fire., Fiery crush to the head., 128, Blitz
DA ,Spinning Flare Attack all enemies., 0
DB ALvIC>EEi "U63", Hyper Arts of fire. A whirling blur of flames., 128
DC Cyclone
DD 128
DE Arts. A downward kick with a forward spin., 128
DF 0
E0 128
E1 Spin Combo, Arts. A devastating flying kick.
E2 128
E3 Arts. A high-speed two-stage upper punch - Poison all enemies
E4 0
E5 128

E6 Power Punch GAFLv 0C
E7 128
E8 Arts. A devastating flying kick. 128
E9 0
EA ,Neo Raising, 128
EB Charging Scorch
EC 128
ED Arts. A gouging elbow blow into the enemy's body.
EE 0
EF C y,128
F0 Hurricane Kick
F1 128
F2 Hyper Arts of wind. A powerful high-speed chop
F3 Spinning Flare Attack all enemies.
F4 GAFLv 0C, Sonicsizer Attack enemy.,128
F5 Tempest Break
F6 128
F7 Arts. An elegant midair three-stage kick
F8 ,Hurricane Kick
F9 h,Effects unknown.,128
FA Swan Driver
FB 128
FC Arts. A reverse spin followed by two crushing stomps.
FD 0
FE i 128
FF Mirage Lancer,Arts. A combination attack from a spinning kick.,0

* If you find anything interesting with the spells, go ahead and email me.
I haven't tried to cast all of them as this would take too much time. If
you do plan on testing these, I hope you use an emulator since many of the
spells can hang the game.

Arts:

** The first value is a counter for how many art slots you have. You MUST set
this to be able to see any art you insert

Vahn Arts

Counter 8008488D 000F - F is 15 which is the max slots for arts

Art 1 8008488E 00XX - Set to desired Art below

Art 2 8008488F 00XX

.....

Art 15 8008489C 00XX

Vahn XX values:

00 Vahn's Craze
01 Burning Flare
02 Fire Blow
03 Tornado Flame
04 Cyclone
05 Hurricane
06 PK Combo
07 Spin Combo
08 Pyro Pummel
09 Cross-Kick
0A Power Punch
0B Slash Kick
0C Somersault

0D Charging Scorch
0E Hyper Elbow
0F-FF Nothing

Code for all Vahn's Arts:

8008488D 000F
50000F01 0001
8008488E 0000

Noa Arts

Counter 80084CA1 000F - F is 15 which is the max slots for arts

Art 1 80084CA2 00XX - Set to desired Art below

Art 2 80084CA3 00XX

.....

Art 15 80084CB0 00XX

Noa XX values:

*Note that for whatever reason, 02 and 03 are nothing for Noa

00 Noa's Ark
01 Hurricane Kick
02 None
03 None
04 Vulture Blade
05 Frost Breath
06 Tempest Break
07 Rushing Gale
08 Tough Love
09 Swan Driver
0A Bird Step
0B Dolphin Attack
0C Mirage Lancer
0D Blizzard Bash
0E Sonic Javelin
0F Acrobatic Blitz
10 Lizard Tail
11-FF Nothing

Code for all Noa's Arts:

80084CA1 000F
50000201 0001
80084CA2 0000
50000D01 0001
80084CA4 0004

Gala Arts

Counter 800850B5 000F - F is 15 which is the max slots for arts

Art 1 800850B6 00XX - Set to desired Art below

Art 2 800850B7 00XX

.....

Art 15 800850C4 00XX

Gala XX values:

00 Biron Rage
01 Explosive Fist
02 Lightning Storm
03 Thunder Punch

- 04 Bull Horns
- 05 Electro Thrash
- 06 Neo Raising
- 07 Black Rain
- 08 Side Kick
- 09 Head-Splitter
- 0A Guillotine
- 0B Back Punch
- 0C Ironhead
- 0D Battering Ram
- 0E Flying Knee Attack
- 0F-FF Nothing

Code for all Gala's Arts:

```
800850B5 000F
50000F01 0001
800850B6 0000
```

```
-----
-----
Meth's Secret Treasure|                                     |thesecret|
-----
```

This is a little section devoted to the how I know what I know :) In context, the whole bit about the 260 items 100% treasure counters. I reveal all to you, dear reader, on everything there is to know on the secret of my work!

I stumbled upon them while viewing the difference between a save state before I nabbed a chest, and afterwards. I finally narrowed down the section where the switches for the chests are held, but I didn't know how they operated.

The first problem is, they aren't so perfectly laid out. There is almost two rows of them, then they are scattered. Here is a diagram to show you how bad it really is:

```
XX XX
XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 XX XX 00 00 00 00 00 XX 00 00 XX 00 XX 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 XX 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 XX 00 00 00 00 00 00 00 00 00 XX XX 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 XX 00 00 00 00 00 00 00 00 00 00 00 00 XX 00
XX 00 00 00 00 00 00 00 XX 00 00 00 XX 00 00 00
00 XX XX 00 XX 00 00 00 00 00 00 00 00 00 00 XX
00 XX 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

So this is my attempt to show you what a big block of hex looks like which I was spending much time with. This is your typical 16 columns of hex block that I found to have all the necessary switches in to calculate the item %. I spent much time with save states clearing out row by row to try and get my item count down to 0. I finally narrowed it down to 14 rows.

Every XX you see is a hex address we actually care about, aka holds an item switch in it. And the 00 are either nothing or used for something completely different (another switch of some sort).

So, I had the area set, now I just had to filter the good guys from the bad. As I wrote my walkthrough, I went through the game again (very quickly) and had my eyes forever glued to this hex block whenever I picked up an item. I wrote down the address and what the value changed to (this explains all that weird garbage in my guide for so long next to the items). And it's good that I did that since it enabled me to solve the mystery of the switches and make a nice application to quickly check your saves! :) Many years later albeit..

Years later, I finally stopped being lazy and took some time to figure out the switches. It didn't take long either, I should have just not been lazy :)

Each hex value for the switches can keep track of 8 separate switches, aka 8 different treasure chests. As you might know, hex values are two digits. How do two digits keep track of 8 switches you might ask (probably not), well I'll tell you!

First, we grab numbers that don't add up to each other. Basically double each digit. For instance...1,2,4, and 8. These digits add up to 15, but if you take any number 0 through 15, you can find out which digits were used. So, 0 we know obviously is none, 1 is obviously 1, 2 is 2, etc. With 3, we know that 2 and 1 are both used. But what about 4? Well since we can only use each digit once, it has to be 4. Here's a glance at all the possibilities:

Val - Digits used

```
-----  
0 - none  
1 - 1  
2 - 2  
3 - 2 + 1  
4 - 4  
5 - 4 + 1  
6 - 4 + 2  
7 - 4 + 2 + 1  
8 - 8  
9 - 8 + 1  
10 - 8 + 2  
11 - 8 + 2 + 1  
12 - 8 + 4  
13 - 8 + 4 + 1  
14 - 8 + 4 + 2  
15 - 8 + 4 + 2 + 1
```

So as you can see, with 4 digits representing 4 different treasure chests, we can have 15 different possibilities of which treasures are opened. In case I'm not good at explaining, I'll give a very Legaia like example:

1 = Magic Leaf
2 = Healing Leaf
4 = Wonder Elixir
8 = White Egg

These digits will act as a treasure chest containing these items. Now if we looked in our switches and found the value to be 6, we would know only 4 and 2 could be used, meaning the player opened the chests for a Wonder Elixir and Healing Leaf, but missed the White Egg and Magic Leaf.

Let's look at a harder example, which is more common. We would see a value of 13. Looking at the possibilities, the only one missing is 2 (Healing Leaf).

Now, we only looked at a single digit. The real switches have two digits in hex like 'FF','80','00',etc. Really, you can break these down into two digits.

FF = F and F - (F is 15 in hex so two sets of 15 would mean all 8 treasures)
80 = 8 and 0 - (8 is the first digit and we now know counts for only 1 item)

I suppose it would be correct to say they aren't just broken down into two digits, but really, the unique numbers are as follows:

1,2,4,8,16,32,64,128

But I don't like adding with numbers above 16 so I just look at the hex:

01,02,04,08,10,20,40,80

Much easier to see. It is easily separate with the "ten's" digits (10,20,40,80) from the single ones (1,2,4,8). So with that, you can see a total of 8 different items that can be tracked. 4 in the first digit of 'FF' and 4 in the second.

Now if you've understood all this, congratulations! Not only do you have some kind of patience and sure genius, but you now learned in minutes what took me months to figure out on my own! :)

This can only call for a real challenge!! Let's take a save sent to me by a member of the forums which had one item missing. I'd love to use my own save as an example but the answer would be too easy.

The address in question is 63C5B0 and it's value is "FD".

Here are the possible treasure values:

- 04 - Conkram>Healing Fruit
- 02 - Conkram>Wonder Elixir
- 01 - Jette's Fortress>Life Armband
- 80 - Bio Castle>Ra-Seru Armor
- 40 - Bio Castle>Ra-Seru Robe
- 20 - Bio Castle>Ra-Seru Plate
- 10 - Bio Castle>Crimson Book
- 08 - Bio Castle>Ra-Seru Seal

So out of the possibilities, which one item were they missing? If you don't understand hex, I'll help break it down for you.

F is 15 and D is 13. So you have your two digits, and obviously F is maxed at 15 so concentrate on D. You are looking at how to add up to 13 with the single digits (01,02,04,08).

The answer is....

02 - Conkram>Wonder Elixir!

Anyway that about wraps up this section on my findings and all my secrets! If you have questions, need help with this or just want to talk about it, go and write me an email. I'm pretty excited I finally figured this out :)

-----.
IX. Lists |
-----o-----
Lists of game objects below.

Here is a list of all items in the game and where to get them. The game counts EVERYthing as an item, including weapons, armor, accessories, and even your Ra-Seru at different levels.

.-----
 | Consumables |

o-----o
 | Healing Leaf | Heals 200 HP. |

o-----o
 | Cost: 100G | Buy: Rim Elm, Biron, Ancient Wind Cave, Jeremi |

	Drop: Gobu Gobu (14%)
	Gomboo (15%)
	Green Slime (8%)
	Gimard (10%)
	Red Piura (5%)
	Black Piura (8%)
	Blue Piura (10%)
	Theeder (12%)
	Vera (15%)
	Ostrich (16%)
	Warman (10%)
	Warhalf (10%)

	Steal: Green Slime (30%)
	Gimard (30%)
	Vera (30%)
	Ostrich (30%)
	Wolf (30%)
	Pump Bat (30%)
	Nighto (30%)
	Twin Bomb (30%)
	Gizam (30%)
	Killer Bison (30%)
	Zenoir (30%)
	Kabuki Rat (30%)
	Nova (30%)

	Chests: Hunter's Spring
	Drake Castle x3
	Mt. Rikuroa x2
	West Voz Forest
	Zeto's Dungeon
	Jeremi

o-----o
 | Healing Flower | Heals 800 HP |

o-----o
 | Cost: 400G | Buy: Biron Monastery, Jeremi, Vidna, |
 | | Octam Underground, Ratayu, Sol |

	Drop: Theeder Lv 3 (20%)
	Vera Lv 2 (14%)
	Hell's Trigger (6%)
	Killer Bison (15%)
	Zenoir (12%)

		Giant Rat (15%)	
		Spikefish (7%)	

		Steal: Gobu Gobu (30%)	
		Oak Slime (30%)	
		Black Piura (30%)	
		Vera Lv 2 (30%)	
		Hell's Trigger (30%)	
		Killer Wolf (30%)	
		Mad Mantis (30%)	
		Neo Bison (30%)	
		Zenoir Lv 2 (30%)	
		Hell's Rat (30%)	
		Orb (30%)	
		Swordie (30%)	
		Nova Lv 2 (30%)	
		Mushara (30%)	

		Chests: East Voz Forest	
		Zeto's Dungeon	
		Jeremi	
		Vidna x2	
		Shadow Gate x3	
		Octam Underground	
		Fire Path	
		Ratayu	
		Dohati's Castle	

		Healing Berry	
		Heals all HP	

		Cost: 3000G	
		Buy: Sol, Usha's Research Center, Buma,	
		250C Soren Camp, Conkram (past)	

		Drop: Acid Slime (10%)	
		Gimard Lv 3 (15%)	
		Death's Trigger (12%)	
		Gizam Lv 3 (10%)	
		Gold Bison (15%)	
		Aluru Lv 2 (5%)	
		Swordie Lv 2 (5%)	
		Swordie Lv 3 (10%)	
		Nova (5%)	
		Gola Gola (5%)	
		Mushara Lv 2 (10%)	
		Mushara Lv 3 (10%)	
		Heavy Grude (10%)	
		Mad Golem (10%)	
		Viguro Lv 3 (12%)	
		Kemaro (10%)	
		Spoon (5%)	
		Spoon Lv 2 (5%)	
		Spoon Lv 3 (8%)	

		Steal: High Gomboo (30%)	
		Gimard Lv 2 (30%)	
		Vera Lv 3 (30%)	
		Death's Trigger (30%)	
		Speed Wolf (30%)	
		Gold Bison (30%)	
		Zenoir Lv 3 (30%)	

		Giant Rat (30%)		
		Mushara Lv 3 (30%)		
		Dark Ogre (30%)		
		Viguro Lv 3 (30%)		

		Chest: Ratayu, Dohati's Castle, Sol,		
		Usha's Research Center x6, Uru Mais,		
		Mt. Dhini, Floating Castle, Seru-Kai		

		Healing Bloom	Heals 200 HP to party	

		Cost: 600G	Buy: Biron Monastery, Vidna, OctamUnderground,	
			Ratayu, Sol	

		Drop: Caruban (100%)		
		Oak Slime (9%)		
		Twin Bomb (5%)		
		Mad Mantis (10%)		
		Kabuki Rat (12%)		
		Orb Lv 2 (20%)		

		Steal: Orb Lv 2 (30%)		
		Swordie Lv 2 (30%)		
		Ogre (30%)		

		Chests: Mt. Rikuroa		
		Drake Castle		
		Biron Monastery		
		West Voz Forest		
		East Voz Forest		
		Zeto's Dungeon x2		
		Ancient Wind Cave		
		Jeremi		
		Octam		
		Fire Path x3		
		Ratayu		
		Mt. Letona		
		Dohati's Castle		

		Healing Fruit	Heals 800 HP to party	

		Cost: 2400G	Buy: Buma, Vidna Fishing Spot, Soren Camp,	
		500p	Conkram (past)	

		Drop: High Gomboo (11%)		
		Vera Lv 3 (11%)		
		High Mantis (8%)		
		Gizam Lv 2 (5%)		
		Neo Bison (15%)		
		Wailing Bird (11%)		
		Aluru Lv 3 (10%)		
		Nova Lv 3 (11%)		
		Gola Gola Lv 2 (14%)		
		Grude (8%)		
		Neo Grude (10%)		
		Viguro Lv 2 (15%)		
		Barra Lv 3 (4%)		
		Kemaro Lv 2 (10%)		
		Kemaro Lv 3 (12%)		
		Koru (10%)		

o-----o

	Steal: Gomboo (30%)	
	High Mantis (30%)	
	Aluru (30%)	
	Orb Lv 3 (30%)	
	Swordie Lv 3 (30%)	
	Freed (30%)	
	Nova Lv 3 (30%)	
	Gola Gola (30%)	
	Mushara Lv 2 (30%)	
	Mad Ogre (30%)	
	Stone Lizard (6%)	
	Rock Lizard (10%)	
	Terror Face (10%)	
	Viguro Lv 2 (30%)	

o-----o

	Chests: Jeremi	
	Mt. Letona	
	Dohati's Castle	
	Sol	
	Usha Research Center x5	
	Buma	
	Soren Camp	
	Conkram	

o-----o

	Magic Leaf	Restores 50 MP	
--	------------	----------------	--

o-----o

	Cost: 1000G	Buy: Biron Monestary, Vidna, Octam Underground	
		Ratayu, Sol	

	Drop: Gimard Lv 2 (10%)	
	Skeleton (5%)	
	Skull Knight (13%)	
	Theeder Lv 2 (10%)	
	Lip Kid (10%)	
	Nighto Lv 2 (14%)	
	Zenoir Lv 2 (15%)	
	Hell's Rat (15%)	
	Orb (10%)	
	Freed (5%)	
	Amethyst (8%)	
	Gold Face (10%)	
	Medusa (10%)	
	Nurga (10%)	

	Steal: Theeder (30%)	
	Theeder Lv 2 (30%)	
	Devil Pump (30%)	
	Nighto Lv 2 (30%)	
	Gizam Lv 2 (30%)	
	Aluru Lv 2 (30%)	
	Mage (30%)	
	Freed Lv 2 (30%)	
	Gola Gola Lv 2 (30%)	
	Amethyst (30%)	
	Evil Shadow (30%)	

	Chests: Rim Elm, Drake Castle, East Voz Forest	
	Zeto's Dungeon, Vidna, Shadow Gate,	
	Fire Path, Ratayu x2, Mt. Letona	

-----o		-----o
Magic Fruit	Restores 100 MP	
-----o		-----o
Cost: 5000G	Buy: Usha's Research Center, Buma, Soren Camp,	
	Conkram (past)	

	Drop: Dead Bone (13%)	
	Nighto (15%)	
	Zenoir Lv 3 (10%)	
	Orb Lv 3 (10%)	
	Mage (8%)	
	Sorcerer (10%)	
	Thermo (12%)	
	Gola Gola Lv 3 (10%)	
	Garnet (4%)	
	Topaz (8%)	
	Verial (5%)	
	Lucifer (6%)	
	Shade (11%)	
	Lava Face (12%)	
	Lamia (10%)	
	Barra Lv 2 (4%)	

	Steal: Gimard Lv 3 (30%)	
	Theeder Lv 3 (30%)	
	Boogie Pump (30%)	
	Nighto Lv 3 (30%)	
	Gizam Lv 3 (30%)	
	Aluru Lv 3 (30%)	
	Sorcerer (30%)	
	Freed Lv 3 (30%)	
	Gola Gola Lv 3 (30%)	
	Garnet (30%)	
	Curry Devil (30%)	
	Shade (30%)	

	Chests: Mt. Letona	
	Dohati's Castle	
	Sol	
	Usha's Research Center x7	
	Nivora Ravine	
	Buma	
	Conkram (past)	
	Seru-Kai	
-----o		-----o
Antidote	Cures Venom	
-----o		-----o
Cost: 40G	Buy: Rim Elm, Drake Castle	

	Drop: Evil Fly (9%)	
	Death Wings (15%)	
	Demon Fly (16%)	
	Worm (7%)	
	Poisonous Worm (8%)	
	Frog (12%)	
	Gel Frog (8%)	
	Gizam (13%)	
	Hornet (8%)	
	Killer Bee (18%)	
	Queen Bee (8%)	

	Steal: Evil Fly (30%)
	Worm (30%)
	Frog (30%)
	Hornet (30%)
	Chests: East Voz Forest
Medicine	Cures all status ailments
Cost: 300G	Buy: Drake Castle, Biron Monastery, Ancient Wind Cave, Jeremi, Vidna, Octam Underground, Usha Research Center, Buma, Soren Camp, Conkram (past)
	Drop: Mush Mush (12%)
	Lippian (5%)
	Moldy Worm (12%)
	King Frog (12%)
	Freed Lv 2 (10%)
	Freed Lv 3 (10%)
	Warfish (20%)
	Steal: Death Wings (25%)
	Poisonous Worm (30%)
	Gel Frog (30%)
	Killer Bee (30%)
	Chests: Biron Monastery
	West Voz Forest x2
	East Voz Forest
	Zeto's Dungeon
	Octam Underground
Phoenix	Revives a character with partial HP.
Cost: 1600G 50C	Buy: Vidna, Octam Underground, Ratayu, Sol, Usha Research Center, Buma, Soren Camp, Conkram (past)
	Drop: Wolf (8%)
	Pump Bat (5%)
	Nightto (5%)
	Evil Shadow (15%)
	Steal: Moldy Worm (30%)
	King Frog (30%)
	Queen Bee (30%)
	Verial (30%)
	Chests: Mt. Rikuroa
	Drake Castle
	Biron Monastery
	Zeto's Dungeon
	Jeremi
	Vidna
	Fire Path
	Dohati's Castle
	Sol
	Mt. Dhini

Rogue's Tower

|Fury Boost | Increase AGL for the duration of a battle. |

| Cost: 150C | Buy: Vidna (Coin), Sol (Coin) |

| Drop: Boogie Pump (15%) |

| Mad Bird (7%) |

| Steal: Grude (30%) |

| Neo Grude (30%) |

| Heavy Grude (30%) |

| Chests: Drake Castle |

| Zeto's Dungeon |

| Shadow Gate |

| Octam Underground |

| Ratayu |

| Dohati's Castle |

| Nivora Ravine |

| Rogue's Tower |

|Life Water | Permanently increase HP +16 |

| Steal: Golem (5%) |

| Ironman (5%) |

| Barra (5%) |

| Spoon Lv 2 (5%) |

| Puera Lv 2 (5%) |

| Gaza (30%) |

| Chests: Drake Castle |

| Octam Underground |

| Fire Path |

| Dohati's Castle |

| Sol |

| Floating Castle |

| Seru-Kai |

|Power Water | Permanently increase ATK +4 |

| Drop: Ironman (5%) |

| Steal: Stone Lizard (5%) |

| Gold Face (5%) |

| Barra (5%) |

| Slippery (5%) |

| Gilium (5%) |

| Gaza (2nd) (30%) |

| Chests: Mt. Rikuroa |

| Jeremi |

| Fire Path |

| Dohati's Castle |

| Sol |

| Conkram (past) |

|Guardian Water | Permanently increase UDF & LDF +4 |

| Drop: Golem (100%) |

	Steal: Rock Lizard (5%)	
	Lava Face (5%)	
	Barra (5%)	
	Slippery Lv 2 (5%)	
	Gilium Lv 2 (5%)	
	Rogue (30%)	
	Chests: Biron Monastery	
	East Voz Forest	
	Mt. Letona	
	Sol	
	Conkram (past)	
o	o	o
Swift Water	Permanently increase SPD +4	
o	o	o
	Drop: Speed Wolf (3%)	
	Devil Pump (1%)	
	Steal: Scale Lizard (5%)	
	Terror Face (5%)	
	Kemaro (5%)	
	Iota (5%)	
	Gi Delilas (30%)	
	Zora (30%)	
	Chests: Drake Castle	
	Octam	
	Ratayu	
	Sol	
	Conkram (past)	
o	o	o
Wisdom Water	Permanently increase INT +4	
o	o	o
	Steal: Thermo (5%)	
	Topaz (5%)	
	Medusa (5%)	
	Nurga (5%)	
	Kemaro Lv 2 (5%)	
	Iota Lv 2 (5%)	
	Che Delilas (30%)	
	Jette (30%)	
	Chests: Drake Castle	
	Ancient Wind Cave	
	Fire Path	
	Mt. Letona	
	Sol	
	Conkram (past)	
o	o	o
Magic Water	Permanently increase MP +8	
o	o	o
	Drop: Nightmare (5%)	
	Steal: Lucifer (5%)	
	Mad Golem (5%)	
	Lamia (5%)	
	Spoon (5%)	
	Puera (5%)	
	Lu Delilas (30%)	

	Songi (3rd) (30%)	

	Chests: Ancient Wind Cave	
	Octam Underground	
	Fire Path	
	Sol	
	Floating Castle	
	Seru-Kai	

Door of Light	Warps to the beginning of the level/dungeon	

Cost: 200G	Buy: Rim Elm, Drake Castle, Biron Monastery,	
	Ancient Wind Cave, Jeremi, Vidna,	
	Octam Underground, Ratayu, Sol, Buma,	
	Soren Camp, Conkram (past)	

	Drop: Drake Ghost (6%)	
	Ghost Knight (5%)	

	Steal: Warman (30%)	

	Chests: Drake Castle	
	West Voz Forest	
	Zeto's Dungeon	
	Ancient Wind Cave	
	Fire Path	

Door of Wind	Warps to a previously visited (worldmap only)	

Cost: 200G	Buy: Vidna, Octam Underground, Ratayu, Sol,	
	Buma, Soren Camp, Conkram (past)	

	Drop: Guardian (10%)	
	Killer wolf (13%)	
	Curry Deivl (12%)	
	Scale Lizard (20%)	
	Barra (10%)	
	Slippery (15%)	

	Steal: Warhalf(30%)	
	Nightmare (30%)	

	Chests: Ancient Wind Cave x2	
	Vidna	
	Octam Underground	
	Ratayu	

Incense	Decreases encounter rate for a short time	

Cost: 200C	Buy: Sol (Coins)	

	Steal: Skeleton (30%)	
	Skull Knight (30%)	
	Dead Bone (30%)	
	Warfish (30%)	

	Chests: Fire Path	
	Mt. Letona	

Power Elixir	Enhances ATK for the battle.	

Cost: 80C	Buy: Vidna (Coins)
	Drop: Aluru (5%)
	Ogre (4%)
	Mad Ogre (8%)
	Dark Ogre (10%)
	Steal: Drake Ghost (30%)
	Chests: Biron Monastery
	Dohati's Castle
	Sol

Shield Elixir	Enhances UDF&LDF for the battle.
---------------	----------------------------------

Cost: 80C	Buy: Vidna (Coin)
	Drop: Nova Lv 2 (5%)
	Steal: Guardian (30%)
	Chests: West Voz Forest
	Zeto's Dungeon
	Shadow Gate
	Vidna (mist)
	Dohati's Castle
	Sol

Wonder Elixir	Enhances all stats for a battle.
---------------	----------------------------------

	Steal: Caruban (30%)
	Virguro (30%)
	Zeto (30%)
	Songi (1st) (30%)
	Berserker (30%)
	Tetsu (1st) (30%)
	Songi (2nd) (30%)
	Van Saryu (30%)
	Dohati (30%)
	Xain (30%)
	Gilium Lv 3 (5%)
	Caruban Lv 2 (1%)
	Caruban Lv 3 (1%)
	Berserker Lv 2 (1%)
	Berserker Lv 3 (1%)
	Cort (30%)
	Chests: Shadow Gate
	Dohati's Castle
	Sol
	Soren Camp
	Conkram
	Jette's Fortress

Fire Book I	Teaches Vahn 'Tornado Flame' hyper art.
-------------	---

	Chests: Drake Castle
--	----------------------

Fire Book II	Teaches Vahn 'Raging Blow' hyper art.
--------------	---------------------------------------

	Drop: Berserker (100%)	
Fire Book III	Teaches Vahn 'Burning Flare' hyper art.	
	Drop: Gi Delilas (100%)	
Wind Book I	Teaches Noa 'Forest Breath' hyper art.	
	Chests: Drake Castle	
Wind Book II	Teaches Noa 'Vulture Blade' hyper art.	
	Drop: Xain (100%)	
Wind Book III	Teaches Noa 'Jurassic Kick' hyper art.	
	Drop: Lu Delilas (100%)	
Thunder Book I	Teaches Gala 'Thunder Punch' hyper art.	
	Chests: Zeto's Dungeon	
Thunder Book II	Teaches Gala 'Lightning Storm' hyper art.	
	Drop: Songi (2nd) (100%)	
Thunder Book III	Teaches Gala 'Explosive Fist' hyper art.	
	Drop: Che Delilas (100%)	
Lippian Flute	Summons a Lippian in battle.	
Cost: 200p	Buy: Buma Fishing Spot, Vidna Fishing Spot	
	Drop: Lip King (5%)	
	Steal: Lippian (30%)	
	Lip Kid (30%)	
	Lip King (30%)	
Spikefish Flute	Summons a Spikefish in battle. Allows escape.	
Cost: 200p	Buy: Buma Fishing Spot, Vidna Fishing Spot	
	Steal: Spikefish (30%)	
	Mad Bird (30%)	
	Wailing Bird (30%)	
Healing Shroom	Heals 200 HP.	
	Drop: Mushroom (20%)	
	Mushrin (20%)	
	Steal: Mushroom (30%)	
	Mushrin (30%)	
	Mush Mush (30%)	
	Chests: Snowdrift Cave x4	
	Drake Castle x10/5	

Honey	Permanently increase all stats +4.	
	Chests: Rim Elm	
Something Good	Unknown. Only available through hacking.	
Miracle Water	Permanently increase all stats +4.	
	Drop: Jette (40%)	
	Caruban Lv 2 (100%)	
	Caruban Lv 3 (100%)	
	Berserker Lv 3 (100%)	
	Berserker Lv 3 (100%)	

	Steal: Lapis (1%)	
	Tetsu (2nd) (30%)	
	Koru (1%)	

	Chests: Shadow Gate	
	Octam	
	Jeremi	
	Sol	
	Bio Castle	

.-----.
| Key Items |

Zalan's Letter	Give to Pepe.	
Mary's Diary	Give to the Biron Monks to learn arts.	
Soren Secrets	Give back to the Soren to learn arts.	
Gold Card	Allows access to the disco dance room of Sol.	
Light Lure	Catches small fish.	
Normal Lure	Catches normal fish. (plus the Spirit fish!)	
Heavy Lure	Catches larger fish.	
Old Rod	Low quality fishing rod.	
Deluxe Rod	Decent quality fishing rod.	
Legendary Rod	Best fishing rod.	
Sunrise Key	Key used in Drake Castle.	
Lightning Key	Key used in Drake Castle.	
Star Key	Key used in Drake Castle.	
Mountain Key	Key used in Drake Castle.	
Water Key	Key used to lower the water gate of Drake.	
Fertilizer	Used to grow the plants.	
Weed Hammer	Used to smash crystal weeds.	
Camera Stone	Used to take pictures of Noa on the beach.	
Star Pearl	Used to open the Shadow Gate.	
Yuma's Ring	Momento to be given back to Zalan.	
Spring Salts	Requested by the mayor of Octam.	
Soru Bread	Used to unlock sage chests in Sol.	
Letona Key	Gives access to Mt. Letona.	
West Ratayu Key	Gives access to the west exit of Ratayu.	
Nemesis Gem	Used to open the Ultimate Fortress.	
Seru Flame	Used to travel back in time.	
Genesis Seedling	Used to plant a Genesis Tree in Sol.	
Soren Flute	Used to call the Soren on Mt. Dhini.	
Music Score	Give to Dante to snap him out of his mood.	
Fire Droplet	Used in making the Time/Space bombs.	
Ruins Key	Key for Uru Mais.	

TimeSpace Bomb	Used to open Nivora Ravine.	
Evil Seru Key	Used to obtain the seru Juggernaut.	
Point Card	Accumulates points.	
Platinum Card	Allows special purchases at some stores.	
Swimsuit	Used with Camera to take pictures of Noa.	

o-----o

.-----.
| Weapons |

Vahn	ATK	Price	Found	
Survival Knife	6	180G	Shops, Drake Castle.	
Vahn Fist	11	500G	Mt. Rikuroa	
Battle Knife	18	1200G	Shops	
Short Sword	24	2700G	Shops, Zeto's Dungeon	
Force Blade	40	4200G	Shops	
Beast Buster	58	14500G	Shops	
Chaos Breaker	72	32000G	Shops	
Astral Sword	97		Story	
RaSeru Blade	98		Bio Castle	

o-----o

Noa	ATK	Price	Found	
Nail Glove	6	160G	Shops, Snowdrift Cave	
Noa Feral	9	600G	West Voz Forest	
Crimson Nails	16	980G	Shops	
Fighter Claw	26	2900G	Shops	
Hard Beat	34	3800G	Shops	
Bloody Claw	49	9500G	Shops	
Holy Claw	64	17000G	Shops	
Heavy Strike	73	34000G	Shops	
Golden Claw	86	44000G	Jette's Fortress	
Ra-Seru Fangs	96		Bio Castle	

o-----o

Weapons - Gala	ATK	Price	Found	
Survival Club	15	860G	Shops, East Voz Forest	
Red Club	30	3600G	Shops	
Gala Mace	38	5200G	Fire Path	
Survival Axe	53	10800G	Shops	
Battle Axe	62	15600G	Shops	
Power Club	76	36000G	Shops	
Great Axe	88	55000G	Jette's Fortress	
Ra-Seru Club	100		Bio Castle	

o-----o

.-----.
| Helmets |

Vahn	UDF	INT	Price	Found	
Warrior Seal	6	3	240G	Shops	
Ironman Seal	15	10	940G	Shops	
Expert Seal	23	16	2400G	Shops	
Hero Seal	44	40	12500G	Shops	
Ra-Seru Seal	62	64		Bio Castle	

o-----o

Noa	UDF	INT	Price	Found	
-----	-----	-----	-------	-------	--

o-----o

Guardian Clip	7	4	320G	Shops	
Green Clip	16	10	1000G	Shops	
Jeweled Clip	25	18	2500G	Shops	
Royal Crown	37	30	9400G	Shops	
Pronged Crown	50	47	18200G	Shops	
Ra-Seru Plume	60	64		Bio Castle	

o-----o-----o-----o-----o-----o

Gala	UDF	INT	Price	Found	
------	-----	-----	-------	-------	--

o-----o-----o-----o-----o-----o

Power Earrings	14	8	780G	Shops	
Fighter's Band	28	20	2600G	Shops	
War God Band	47	42	21000G	Shops	
Ra-Seru Helmet	64	64		Bio Castle	

o-----o-----o-----o-----o-----o

.-----.

| Armor |

o-----o-----o-----o-----o-----o

Vahn	UDF	LDF	Price	Found	
------	-----	-----	-------	-------	--

o-----o-----o-----o-----o-----o

Hunter Clothes	8	7	900G	Story, Shops	
Savior Clothes	16	15	1800G	Shops	
Warrior Armor	24	24	3700G	Shops	
Ironman Armor	33	34	5300G	Shops	
Master Armor	45	45	15400G	Shops	
Expert Armor	57	56	22200G	Shops	
Hero Armor	68	67	40000G	Shops	
Triumph Armor	70	69	50000G	Seru-Kai	
Ra-Seru Armor	83	82		Bio Castle	

o-----o-----o-----o-----o-----o

Noa	UDF	LDF	Price	Found	
-----	-----	-----	-------	-------	--

o-----o-----o-----o-----o-----o

Fighting Robe	10	9	1100G	Story, Shops	
Green Robe	19	18	2800G	Shops	
Scarlet Robe	31	29	4800G	Shops	
Tempest Robe	42	39	13400G	Shops	
Battle Robe	65	60	35000G	Shops	
Ra-Seru Robe	84	78		Bio Castle	

o-----o-----o-----o-----o-----o

Gala	UDF	LDF	Price	Found	
------	-----	-----	-------	-------	--

o-----o-----o-----o-----o-----o

Power Plate	16	17	2100G	Shops	
Fighting Plate	28	30	4600G	Shops	
Valor Plate	41	44	13800G	Shops	
War God Plate	60	62	28800G	Shops	
Ra-Seru Plate	75	84		Bio Castle	

o-----o-----o-----o-----o-----o

.-----.

| Boots |

o-----o-----o-----o-----o-----o

Vahn	ATK	LDF	SPD	Price	Found	
------	-----	-----	-----	-------	-------	--

o-----o-----o-----o-----o-----o

Warrior Boots	7	7	4	420G	Shops	
Ironman Boots	16	14	7	1400G	Shops	
Master Boots	25	22	11	3200G	Shops	
Expert Boots	40	37	16	8800G	Shops	
Hero Boots	55	42	20	15500G	Shops	
Triumph Boots	72	54	25	31000G	Shops	
Ra-Seru Boots	86	62	30		Bio Castle	

Noa	ATK	LDF	SPD	Price	Found
Electric Shoes	6	8	5	560G	Shops
Tempest Shoes	19	17	9	1900G	Shops
Olive Shoes	34	29	16	3900G	Shops
Steel Boots	61	46	22	18000G	Shops
Ra-Seru Shoes	90	60	28		Bio Castle

Gala	ATK	LDF	SPD	Price	Found
Power Shoes	16	14	7	1300G	Shops
Fighting Boots	33	31	16	4300G	Shops
War God Boots	66	49	24	29000G	Shops
Ra-Seru Thongs	88	64	32		Bio Castle

Accessories	Description	Price
Life Ring	Max HP +10%	9500G
Life Armband	Max HP +25%	30000G
Mei's Pendant	Max HP +10%	
Minea's Ring	Max HP +25%	
Magic Ring	Max MP +10%	20000G
Magic Armband	Max MP +25%	50000G
Yuma's Ring	Max MP +10%	
Mettle Ring	Increases AP accrual by 10%	12000G
Mettle Armband	Increases AP accrual by 25%	40000G
Zalan's Crown	Increases AP accrual by 10%	
Seru Flame	Increases AP accrual by 25%	
Scarlet Jewel	UDF +20%	2500G
Azure Jewel	LDF +20%	2500G
Guardian Ring	UDF & LDF +20%	8000G
Power Ring	ATK +20%	8000G
Speed Ring	SPD +20%	8000G
Wisdom Ring	INT +20%	8000G
Vitality Ring	AGL +20%	50000G
Star Pearl	INT +20%	
Spirit Jewel	Reduces MP cost of spells by 25%	30000G
Spirit Talisman	Reduces MP cost of spells by 50%	50000G
Mettle Gem	Reduces AP cost of arts by 50%	64000G
Mettle Goblet	Keeps AP at 100.	65000G
Fire Droplet	Keeps AP at 100.	
Life Source	Slowly restores HP while walking.	50000G
Magic Source	Slowly restores MP while walking.	50000G
Mettle Source	Slowly restores AP while walking.	50000G
Life Grail	Restores HP every turn in battle.	40000G
Magic Grail	Restores MP every turn in battle.	40000G
Lost Grail	Revives wearer once when HP hits 0.	60000G
War Soul	Increases power of arts.	60000G
Cure Amulet	Protects against Venom status.	800G
Pure Amulet	Protects against Venom and Toxic status.	1600G
Forest Amulet	Protects against Rot status.	4000G
Magic Amulet	Protects against Curse status.	4000G
Nature Amulet	Protects against Numb status.	8000G
Stone Amulet	Protects against Petrify status.	15000G
Wonder Amulet	Protects against all status ailments.	50000G
Earth Jewel	Resists Earth attacks.	2000G
Deep Sea Jewel	Resists Water attacks.	2000G

Burning Jewel	Resists Fire attacks.	2000G	
Tempest Jewel	Resists Wind attacks.	2000G	
Madlight Jewel	Resists Thunder attacks.	4000G	
Luminous Jewel	Resists Light attacks.	4000G	
Ebony Jewel	Resists Dark attacks.	4000G	
Rainbow Jewel	Resists all elemental attacks.	50000G	
Ra-Seru Egg	Resists Thunder attacks		
Earth Egg	Resists Earth attacks.		
Water Egg	Resists Water attacks.		
Light Egg	Resists Light attacks.		
Dark Stone	Resists Dark attacks.		
Earth Talisman	Resists Earth attacks. Can summon "Palma".		
Water Talisman	Resists Water attacks. Can summon "Mule".		
Light Talisman	Resists Light attacks. Can summon "Horn".		
Dark Talisman	Resists Dark attacks. Can summon "Jedo".		
Evil Talisman	Lowers encounter rate. Can summon "Juggernaut".		
Target Chain	Increases hit rate.	1200G	
Defender Chain	Increases block rate.	12000G	
Guardian Chain	Neither the wearer nor the enemy can block.	6000G	
Speed Chain	Wearer gets the first turn in battle.	30000G	
Slowness Chain	Wearer gets the last turn in battle.	1000G	
Crimson Book	Increases Exp won after battle.	65000G	
Golden Book	Increases money won after battle by 25%	40000G	
Bronze Book	Increases chances of winning items after battle.	8000G	
Ivory Book	Increases chances of absorbing a Seru.	5000G	
Silver Compass	Reduces chances of getting ambushed in battle.	3000G	
Golden Compass	Increases chances of ambushing enemies.	3000G	
Good Luck Bell	Lowers encounter rate.	12000G	
Bad Luck Bell	Raises encounter rate.	13000G	
Nemesis Gem	Raises encounter rate. Opens Jette's Fortress.		
War God Icon	Perform attack sequence twice.	60000G	
Evil God Icon	Steal items when killing enemies.	40000G	
Warrior Icon	Allows wearer to counterattack.	55000G	
Unholy Icon	Ignore enemy defense.	50000G	
Evil Medallion	Wearer is berserk. Attacks randomly.	9998G	
Chicken Heart	Increases chances of successfully escaping.	10000G	
Chicken Safe	Increases defense while escaping.	10000G	
Chicken Guard	Prevents enemies from running away.	10000G	
Chicken King	Gives you a 100% chance of escaping.	25000G	
<No Name>	Can only get with GameShark.		

-----o

----- .-----
Battle Arts| |xARTS|
-----o-----

Vahn:

- Hyper Elbow - Art: LRL
- Charging Scorch - Art: DRU
- Somersault - Art: UDU
- Slash Kick - Art: UDL
- Power Punch - Art: LLD
- Cross-Kick - Art: DDDU
- Pyro Pummel - Art: LRUL
- Spin Combo - Art: UDRL
- PK Combo - Art: DUUL
- Hurricane - Art: UUDD
- Cyclone - Art: DUUU
- Tornado Flame - Hyper: RRL
- Fire Blow - Hyper: RRDL

Burning Flare - Hyper: RDLDL
Power Slash - Super: DRUDUDL
Fire Tackle - Super: LRLDRU
Maximum Blow - Super: DRUDLLD
Tri-Somersault Super: UDUUUDU
Rolling Combo - Super: UDRLLDUUL
Vahn's Craze - Miracle: RDLULURDL

Noa:

Lizard Tail - Art: UDU
Acrobatic Blitz - Art: UDD
Sonic Javelin - Art: RDR
Blizzard Bash - Art: RLD
Mirage Lancer - Art: RRUU
Dolphin Attack - Art: RRLR
Bird Step - Art: DDDU
Swan Driver - Art: DUUU
Tough Love - Art: DUDLR
Rushing Gale - Art: UULDR
Tempest Break - Art: RRLUUU
Frost Breath - Hyper: LLRR
Vulture Blade - Hyper: LLRLR
Hurricane Kick - Hyper: LUUUUDR
Super Javelin - Super: UULDRDR
Dragon Fangs - Super: UDUUDD
Triple Lizard - Super: DDDUUUDU
Super Tempest - Super: RRLRRLUUU
Love You - Super: RUUDUDLR
Noa's Ark - Miracle: LURDULUDR

Gala:

Flying Knee Attack Art: DUL
Battering Ram - Art: LRD
Ironhead - Art: UDD
Back Punch - Art: LRL
Guillotine - Art: LUL
Head Splitter - Art: LUU
Side Kick - Art: DDUU
Black Rain - Art: ULDD
Neo Raising - Art: LLRUL
Electro Thrash - Art: ULDRL
Bull Horns - Art: LURDL
Thunder Punch - Hyper: RRL
Lightning Storm - Hyper: RRUL
Explosive Fist - Hyper: RRLLL
Rushing Crush - Super: LRDULUU
Super Ironhead - Super: DULUDD
Back Punch x3 - Super: UDDULRL
Heaven's Drop - Super: DULUULDD
Neo Static Raising -Super: LRLULLRUL
Biron Rage - Miracle: RRDUDUDLL

| Enemy List | |xENEMY|

The below enemy stats I took from the game's memory so they should be 100% correct unlike any "official" stats. I've found all sources to have error so I compiled this list.

```

o-----o
| Evil Fly           Element: Wind |
o-----o
| HP: 82      MP: 0      Exp: 38  |
| ATK: 42     SPD: 24     G: 13   |
| UDF: 48     INT: 13     |
| LDF: 56     AGL: 36     |
o-----o
| Death Wings       Element: Wind |
o-----o
| HP: 209     MP: 0      Exp: 266 |
| ATK: 150    SPD: 84     G: 80   |
| UDF: 104    INT: 61     |
| LDF: 114    AGL: 37     |
o-----o
| Demon Fly        Element: Wind |
o-----o
| HP: 324     MP: 0      Exp: 863 |
| ATK: 185    SPD: 88     G: 281  |
| UDF: 132    INT: 92     |
| LDF: 138    AGL: 38     |
o-----o
| Gobu Gobu       Element: Earth |
o-----o
| HP: 76      MP: 15     Exp: 36  |
| ATK: 21     SPD: 30     G: 15   |
| UDF: 30     INT: 11     |
| LDF: 28     AGL: 84     |
o-----o
| Gomboo         Element: Earth |
o-----o
| HP: 250     MP: 20     Exp: 192 |
| ATK: 55     SPD: 52     G: 68   |
| UDF: 68     INT: 31     |
| LDF: 68     AGL: 108    |
o-----o
| High Gomboo     Element: Earth |
o-----o
| HP: 710     MP: 25     Exp: 810 |
| ATK: 151    SPD: 138    G: 250  |
| UDF: 278    INT: 150    |
| LDF: 222    AGL: 138    |
o-----o
| Green Slime     Element: Water |
o-----o
| HP: 69      MP: 24     Exp: 32  |
| ATK: 36     SPD: 12     G: 11   |
| UDF: 76     INT: 9      |
| LDF: 68     AGL: 52     |
o-----o
| Oak Slime       Element: Water |
o-----o
| HP: 300     MP: 25     Exp: 398 |
| ATK: 123    SPD: 50     G: 132  |
| UDF: 198    INT: 5      |
| LDF: 198    AGL: 62     |
o-----o
| Acid Slime      Element: Water |
o-----o

```

HP: 963	MP: 25	Exp: 1161	
ATK: 298	SPD: 100	G: 388	
UDF: 412	INT: 11		
LDF: 404	AGL: 72		

o-----o

Gimard	Element: Fire	
--------	---------------	--

o-----o

HP: 99	MP: 20	Exp: 42	
ATK: 28	SPD: 22	G: 18	
UDF: 24	INT: 18		
LDF: 30	AGL: 60		

o-----o

Gimard Lv2	Element: Fire	
------------	---------------	--

o-----o

HP: 224	MP: 60	Exp: 171	
ATK: 80	SPD: 52	G: 59	
UDF: 74	INT: 83		
LDF: 80	AGL: 64		

o-----o

Gimard Lv3	Element: Fire	
------------	---------------	--

o-----o

HP: 1242	MP: 160	Exp: 2700	
ATK: 243	SPD: 232	G: 937	
UDF: 276	INT: 201		
LDF: 288	AGL: 164		

o-----o

Skeleton	Element: Dark	
----------	---------------	--

o-----o

HP: 99	MP: 13	Exp: 59	
ATK: 30	SPD: 38	G: 22	
UDF: 48	INT: 14		
LDF: 40	AGL: 99		

o-----o

Skull Knight	Element: Dark	
--------------	---------------	--

o-----o

HP: 666	MP: 99	Exp: 1027	
ATK: 162	SPD: 99	G: 353	
UDF: 198	INT: 146		
LDF: 198	AGL: 99		

o-----o

Dead Bone	Element: Dark	
-----------	---------------	--

o-----o

HP: 999	MP: 130	Exp: 1232	
ATK: 162	SPD: 130	G: 416	
UDF: 260	INT: 146		
LDF: 260	AGL: 130		

o-----o

Drake Ghost	Element: Dark	
-------------	---------------	--

o-----o

HP: 130	MP: 40	Exp: 65	
ATK: 48	SPD: 24	G: 25	
UDF: 40	INT: 27		
LDF: 52	AGL: 90		

o-----o

Guardian	Element: Dark	
----------	---------------	--

o-----o

HP: 440	MP: 120	Exp: 379	
ATK: 115	SPD: 83	G: 173	
UDF: 174	INT: 105		
LDF: 138	AGL: 112		

o-----o
| Ghost Knight Element: Dark |

o-----o
| HP: 1280 MP: 400 Exp: 1250 |
| ATK: 186 SPD: 157 G: 513 |
| UDF: 210 INT: 272 |
| LDF: 168 AGL: 134 |

o-----o
| Red Piura Element: None |

o-----o
| HP: 75 MP: 0 Exp: 32 |
| ATK: 27 SPD: 26 G: 0 |
| UDF: 34 INT: 18 |
| LDF: 30 AGL: 48 |

o-----o
| Black Piura Element: None |

o-----o
| HP: 85 MP: 0 Exp: 47 |
| ATK: 30 SPD: 30 G: 0 |
| UDF: 36 INT: 27 |
| LDF: 32 AGL: 60 |

o-----o
| Blue Piura Element: None |

o-----o
| HP: 90 MP: 0 Exp: 45 |
| ATK: 26 SPD: 32 G: 0 |
| UDF: 34 INT: 20 |
| LDF: 30 AGL: 84 |

o-----o
| Mushroom Element: Earth |

o-----o
| HP: 68 MP: 0 Exp: 38 |
| ATK: 22 SPD: 48 G: 14 |
| UDF: 38 INT: 13 |
| LDF: 32 AGL: 60 |

o-----o
| Mushrin Element: Earth |

o-----o
| HP: 209 MP: 0 Exp: 212 |
| ATK: 65 SPD: 62 G: 62 |
| UDF: 84 INT: 27 |
| LDF: 66 AGL: 78 |

o-----o
| Mush Mush Element: Earth |

o-----o
| HP: 448 MP: 0 Exp: 465 |
| ATK: 117 SPD: 107 G: 179 |
| UDF: 90 INT: 90 |
| LDF: 72 AGL: 92 |

o-----o
| Theeder Element: Lightning |

o-----o
| HP: 100 MP: 50 Exp: 50 |
| ATK: 32 SPD: 24 G: 18 |
| UDF: 40 INT: 20 |
| LDF: 48 AGL: 52 |

o-----o
| Theeder Lv2 Element: Lightning |

o-----o
| HP: 255 MP: 70 Exp: 180 |

| ATK: 85 SPD: 61 G: 56 |
| UDF: 76 INT: 78 |
| LDF: 84 AGL: 52 |

o-----o
| Theeder Lv3 Element: Lightning |

o-----o
| HP: 1325 MP: 200 Exp: 2745 |
| ATK: 205 SPD: 213 G: 953 |
| UDF: 296 INT: 171 |
| LDF: 376 AGL: 122 |

o-----o
| Vera Element: Light |

o-----o
| HP: 102 MP: 20 Exp: 90 |
| ATK: 30 SPD: 48 G: 31 |
| UDF: 44 INT: 24 |
| LDF: 48 AGL: 72 |

o-----o
| Vera Lv2 Element: Light |

o-----o
| HP: 279 MP: 40 Exp: 248 |
| ATK: 72 SPD: 68 G: 80 |
| UDF: 98 INT: 52 |
| LDF: 120 AGL: 85 |

o-----o
| Vera Lv3 Element: Light |

o-----o
| HP: 1486 MP: 90 Exp: 2808 |
| ATK: 155 SPD: 235 G: 975 |
| UDF: 270 INT: 271 |
| LDF: 400 AGL: 118 |

o-----o
| Lippian Element: None |

o-----o
| HP: 220 MP: 10 Exp: 128 |
| ATK: 80 SPD: 64 G: 43 |
| UDF: 38 INT: 24 |
| LDF: 38 AGL: 44 |

o-----o
| Lip Kid Element: None |

o-----o
| HP: 458 MP: 18 Exp: 417 |
| ATK: 168 SPD: 100 G: 109 |
| UDF: 138 INT: 0 |
| LDF: 110 AGL: 53 |

o-----o
| Lip King Element: None |

o-----o
| HP: 888 MP: 15 Exp: 990 |
| ATK: 250 SPD: 140 G: 328 |
| UDF: 220 INT: 112 |
| LDF: 220 AGL: 56 |

o-----o
| Worm Element: Earth |

o-----o
| HP: 122 MP: 0 Exp: 72 |
| ATK: 35 SPD: 24 G: 25 |
| UDF: 40 INT: 19 |
| LDF: 40 AGL: 60 |

o-----o

```

| Poisonous Worm      Element: Earth |
o-----o
| HP: 284      MP: 0      Exp: 384  |
| ATK: 128     SPD: 58     G: 131   |
| UDF: 128     INT: 21     |
| LDF: 102     AGL: 64     |
o-----o
| Moldy Worm        Element: Earth |
o-----o
| HP: 900      MP: 0      Exp: 1206 |
| ATK: 292     SPD: 143    G: 312   |
| UDF: 298     INT: 145    |
| LDF: 238     AGL: 64     |
o-----o
| Ostrich           Element: Earth |
o-----o
| HP: 226      MP: 0      Exp: 134   |
| ATK: 67      SPD: 36     G: 40    |
| UDF: 64      INT: 27     |
| LDF: 60      AGL: 59     |
o-----o
| Hell's Trigger    Element: Earth |
o-----o
| HP: 304      MP: 0      Exp: 259   |
| ATK: 103     SPD: 67     G: 78    |
| UDF: 118     INT: 60     |
| LDF: 94      AGL: 60     |
o-----o
| Death Trigger     Element: Earth |
o-----o
| HP: 1345     MP: 0      Exp: 1598 |
| ATK: 355     SPD: 165    G: 468   |
| UDF: 332     INT: 253    |
| LDF: 264     AGL: 63     |
o-----o
| Wolf              Element: Wind  |
o-----o
| HP: 580      MP: 50     Exp: 750  |
| ATK: 215     SPD: 127    G: 311   |
| UDF: 180     INT: 106    |
| LDF: 168     AGL: 52     |
o-----o
| Killer Wolf       Element: Wind  |
o-----o
| HP: 1180     MP: 70     Exp: 1584 |
| ATK: 283     SPD: 201    G: 489   |
| UDF: 246     INT: 157    |
| LDF: 196     AGL: 58     |
o-----o
| Speed Wolf        Element: Wind  |
o-----o
| HP: 1444     MP: 60     Exp: 1667 |
| ATK: 327     SPD: 300    G: 578   |
| UDF: 286     INT: 158    |
| LDF: 228     AGL: 72     |
o-----o
| Frog              Element: Water |
o-----o
| HP: 175      MP: 0      Exp: 122   |
| ATK: 52      SPD: 40     G: 37    |

```

| UDF: 56 INT: 32 |
| LDF: 40 AGL: 75 |

o-----o
| Gel Frog Element: Water |

o-----o
| HP: 444 MP: 0 Exp: 576 |
| ATK: 143 SPD: 92 G: 187 |
| UDF: 160 INT: 111 |
| LDF: 128 AGL: 76 |

o-----o
| King Frog Element: Water |

o-----o
| HP: 597 MP: 0 Exp: 900 |
| ATK: 101 SPD: 91 G: 312 |
| UDF: 156 INT: 124 |
| LDF: 124 AGL: 108 |

o-----o
| Pump Bat Element: Wind |

o-----o
| HP: 109 MP: 40 Exp: 83 |
| ATK: 45 SPD: 40 G: 34 |
| UDF: 40 INT: 27 |
| LDF: 48 AGL: 80 |

o-----o
| Devil Pump Element: Wind |

o-----o
| HP: 600 MP: 150 Exp: 896 |
| ATK: 156 SPD: 95 G: 262 |
| UDF: 176 INT: 121 |
| LDF: 140 AGL: 100 |

o-----o
| Boogie Pump Element: Wind |

o-----o
| HP: 1090 MP: 40 Exp: 1530 |
| ATK: 312 SPD: 180 G: 468 |
| UDF: 240 INT: 315 |
| LDF: 192 AGL: 104 |

o-----o
| Nightho Element: Dark |

o-----o
| HP: 234 MP: 60 Exp: 195 |
| ATK: 85 SPD: 52 G: 56 |
| UDF: 80 INT: 90 |
| LDF: 100 AGL: 20 |

o-----o
| Nightho Lv2 Element: Dark |

o-----o
| HP: 288 MP: 120 Exp: 336 |
| ATK: 100 SPD: 72 G: 62 |
| UDF: 114 INT: 101 |
| LDF: 128 AGL: 20 |

o-----o
| Nightho Lv3 Element: Dark |

o-----o
| HP: 1605 MP: 180 Exp: 3402 |
| ATK: 335 SPD: 209 G: 984 |
| UDF: 334 INT: 216 |
| LDF: 408 AGL: 20 |

o-----o
| Twin Tomb Element: Lightning |

```

o-----o
| HP: 262      MP: 0      Exp: 207  |
| ATK: 65     SPD: 43     G: 62    |
| UDF: 80     INT: 36     |
| LDF: 80     AGL: 92     |
o-----o
| Mad Mantis   Element: Lightning |
o-----o
| HP: 600     MP: 0      Exp: 468  |
| ATK: 113    SPD: 93     G: 143   |
| UDF: 158    INT: 119    |
| LDF: 126    AGL: 99     |
o-----o
| High Mantis  Element: Lightning |
o-----o
| HP: 1551    MP: 0      Exp: 1710 |
| ATK: 323    SPD: 180    G: 462   |
| UDF: 334    INT: 273    |
| LDF: 266    AGL: 121    |
o-----o
| Gizam       Element: Water  |
o-----o
| HP: 266     MP: 80     Exp: 225  |
| ATK: 78     SPD: 41     G: 68    |
| UDF: 102    INT: 69     |
| LDF: 80     AGL: 76     |
o-----o
| Gizam Lv2   Element: Water  |
o-----o
| HP: 567     MP: 100    Exp: 510  |
| ATK: 122    SPD: 56     G: 138   |
| UDF: 166    INT: 137    |
| LDF: 132    AGL: 89     |
o-----o
| Gizam Lv3   Element: Water  |
o-----o
| HP: 2192    MP: 240    Exp: 2790 |
| ATK: 240    SPD: 152    G: 968   |
| UDF: 344    INT: 225    |
| LDF: 274    AGL: 122    |
o-----o
| Killer Bison Element: Earth  |
o-----o
| HP: 492     MP: 0      Exp: 443  |
| ATK: 135    SPD: 68     G: 181   |
| UDF: 194    INT: 45     |
| LDF: 154    AGL: 70     |
o-----o
| Neo Bison   Element: Earth  |
o-----o
| HP: 2579    MP: 0      Exp: 1800 |
| ATK: 431    SPD: 147    G: 906   |
| UDF: 386    INT: 281    |
| LDF: 308    AGL: 87     |
o-----o
| Gold Bison  Element: Earth  |
o-----o
| HP: 3800    MP: 0      Exp: 2610 |
| ATK: 441    SPD: 195    G: 1875 |
| UDF: 424    INT: 330    |

```

```

| LDF: 338      AGL: 101      |
o-----o
| Hornet                Element: Wind |
o-----o
| HP: 188      MP: 88      Exp: 198  |
| ATK: 110     SPD: 88      G: 27    |
| UDF: 176     INT: 99      |
| LDF: 176     AGL: 88      |
o-----o
| Killer Bee           Element: Wind |
o-----o
| HP: 288      MP: 288     Exp: 441  |
| ATK: 235     SPD: 188     G: 55    |
| UDF: 176     INT: 99      |
| LDF: 176     AGL: 88      |
o-----o
| Queen Bee            Element: Wind |
o-----o
| HP: 888      MP: 888     Exp: 1191 |
| ATK: 360     SPD: 188     G: 496    |
| UDF: 376     INT: 211     |
| LDF: 376     AGL: 88      |
o-----o
| Zenoir              Element: Fire |
o-----o
| HP: 428      MP: 70      Exp: 257  |
| ATK: 93      SPD: 59      G: 93     |
| UDF: 134     INT: 90      |
| LDF: 106     AGL: 72      |
o-----o
| Zenoir Lv2          Element: Fire |
o-----o
| HP: 628      MP: 100     Exp: 543  |
| ATK: 168     SPD: 92      G: 203    |
| UDF: 214     INT: 114     |
| LDF: 170     AGL: 72      |
o-----o
| Zenoir Lv3          Element: Fire |
o-----o
| HP: 2800     MP: 200     Exp: 2901 |
| ATK: 268     SPD: 252     G: 1006   |
| UDF: 390     INT: 182     |
| LDF: 312     AGL: 72      |
o-----o
| Kabuki Rat          Element: Lightning |
o-----o
| HP: 349      MP: 0       Exp: 284  |
| ATK: 98      SPD: 79      G: 87     |
| UDF: 128     INT: 51      |
| LDF: 102     AGL: 69      |
o-----o
| Hell's Rat          Element: Lightning |
o-----o
| HP: 678      MP: 0       Exp: 1027  |
| ATK: 173     SPD: 110     G: 390    |
| UDF: 196     INT: 96      |
| LDF: 156     AGL: 84      |
o-----o
| Giant Rat           Element: Lightning |
o-----o

```

| HP: 1884 MP: 0 Exp: 1725 |
| ATK: 330 SPD: 174 G: 541 |
| UDF: 338 INT: 184 |
| LDF: 270 AGL: 84 |

o-----o

| Spikefish Element: Water |

o-----o

| HP: 177 MP: 77 Exp: 358 |
| ATK: 221 SPD: 77 G: 55 |
| UDF: 154 INT: 86 |
| LDF: 154 AGL: 77 |

o-----o

| Mad Bird Element: Water |

o-----o

| HP: 477 MP: 77 Exp: 583 |
| ATK: 346 SPD: 77 G: 242 |
| UDF: 154 INT: 86 |
| LDF: 154 AGL: 77 |

o-----o

| Wailing Bird Element: Water |

o-----o

| HP: 777 MP: 77 Exp: 1333 |
| ATK: 471 SPD: 177 G: 485 |
| UDF: 354 INT: 199 |
| LDF: 354 AGL: 77 |

o-----o

| Caruban Element: Fire |

o-----o

| HP: 1024 MP: 300 Exp: 1500 |
| ATK: 82 SPD: 42 G: 562 |
| UDF: 80 INT: 54 |
| LDF: 72 AGL: 98 |

o-----o

| Viguro Element: Lightning |

o-----o

| HP: 1280 MP: 160 Exp: 1125 |
| ATK: 105 SPD: 73 G: 375 |
| UDF: 110 INT: 76 |
| LDF: 88 AGL: 98 |

o-----o

| Zeto Element: Water |

o-----o

| HP: 5000 MP: 512 Exp: 6750 |
| ATK: 135 SPD: 66 G: 2500 |
| UDF: 190 INT: 131 |
| LDF: 152 AGL: 240 |

o-----o

| Songi Element: Dark | (1st)

o-----o

| HP: 888 MP: 88 Exp: 1500 |
| ATK: 85 SPD: 8 G: 937 |
| UDF: 176 INT: 99 |
| LDF: 140 AGL: 136 |

o-----o

| Berserker Element: Earth |

o-----o

| HP: 5000 MP: 850 Exp: 7500 |
| ATK: 201 SPD: 77 G: 2083 |
| UDF: 198 INT: 181 |
| LDF: 198 AGL: 111 |

| Comm Element: Earth | (gameshark)

| HP: 2520 MP: 0 Exp: 709 |
| ATK: 152 SPD: 74 G: 262 |
| UDF: 212 INT: 0 |
| LDF: 168 AGL: 98 |

| Tetsu Element: Light | (beginning)

| HP: 999 MP: 999 Exp: 750 |
| ATK: 30 SPD: 19 G: 103 |
| UDF: 32 INT: 111 |
| LDF: 24 AGL: 99 |

Aluru Element: Light

| HP: 1028 MP: 150 Exp: 1238 |
| ATK: 210 SPD: 152 G: 368 |
| UDF: 238 INT: 225 |
| LDF: 190 AGL: 86 |

Aluru Lv2 Element: Light

| HP: 1100 MP: 200 Exp: 1575 |
| ATK: 250 SPD: 154 G: 525 |
| UDF: 240 INT: 225 |
| LDF: 192 AGL: 100 |

Aluru Lv3 Element: Light

| HP: 2228 MP: 250 Exp: 3015 |
| ATK: 290 SPD: 215 G: 937 |
| UDF: 410 INT: 321 |
| LDF: 328 AGL: 130 |

Orb Element: Light

| HP: 500 MP: 800 Exp: 428 |
| ATK: 100 SPD: 80 G: 150 |
| UDF: 120 INT: 90 |
| LDF: 96 AGL: 80 |

Orb Lv2 Element: Light

| HP: 800 MP: 220 Exp: 855 |
| ATK: 123 SPD: 99 G: 281 |
| UDF: 198 INT: 111 |
| LDF: 158 AGL: 128 |

Orb Lv3 Element: Light

| HP: 3120 MP: 280 Exp: 2850 |
| ATK: 286 SPD: 206 G: 984 |
| UDF: 350 INT: 221 |
| LDF: 280 AGL: 78 |

Swordie Element: Wind

| HP: 420 MP: 100 Exp: 315 |

```
| ATK: 111      SPD: 72      G: 103      |
| UDF: 154      INT: 73      |
| LDF: 122      AGL: 72      |
```

```
o-----o
| Swordie Lv2      Element: Wind |
```

```
o-----o
| HP: 780      MP: 120      Exp: 825      |
| ATK: 131      SPD: 132      G: 296      |
| UDF: 154      INT: 151      |
| LDF: 122      AGL: 72      |
```

```
o-----o
| Swordie Lv3      Element: Wind |
```

```
o-----o
| HP: 2780     MP: 150      Exp: 2808     |
| ATK: 325     SPD: 187      G: 984      |
| UDF: 396     INT: 274      |
| LDF: 316     AGL: 72      |
```

```
o-----o
| Mage          Element: Light |
```

```
o-----o
| HP: 1313     MP: 100      Exp: 1395     |
| ATK: 197     SPD: 160      G: 562      |
| UDF: 280     INT: 180      |
| LDF: 224     AGL: 80      |
```

```
o-----o
| Sorcerer      Element: Light |
```

```
o-----o
| HP: 1520     MP: 110      Exp: 1575     |
| ATK: 222     SPD: 180      G: 625      |
| UDF: 300     INT: 270      |
| LDF: 240     AGL: 80      |
```

```
o-----o
| Thermo        Element: Light |
```

```
o-----o
| HP: 1833     MP: 120      Exp: 2025     |
| ATK: 306     SPD: 195      G: 875      |
| UDF: 350     INT: 360      |
| LDF: 280     AGL: 80      |
```

```
o-----o
| Freed          Element: Water |
```

```
o-----o
| HP: 753      MP: 120      Exp: 788      |
| ATK: 112     SPD: 101      G: 273      |
| UDF: 190     INT: 137      |
| LDF: 152     AGL: 78      |
```

```
o-----o
| Freed Lv2      Element: Water |
```

```
o-----o
| HP: 1500     MP: 180      Exp: 1594     |
| ATK: 218     SPD: 173      G: 562      |
| UDF: 308     INT: 258      |
| LDF: 246     AGL: 78      |
```

```
o-----o
| Freed Lv3      Element: Water |
```

```
o-----o
| HP: 3518     MP: 240      Exp: 2835     |
| ATK: 255     SPD: 208      G: 993      |
| UDF: 362     INT: 272      |
| LDF: 288     AGL: 78      |
o-----o
```

| Nova Element: Wind |

o-----o

| HP: 598 MP: 130 Exp: 549 |

| ATK: 145 SPD: 89 G: 208 |

| UDF: 156 INT: 109 |

| LDF: 124 AGL: 92 |

o-----o

| Nova Lv2 Element: Wind |

o-----o

| HP: 1001 MP: 190 Exp: 1080 |

| ATK: 180 SPD: 135 G: 468 |

| UDF: 204 INT: 140 |

| LDF: 162 AGL: 102 |

o-----o

| Nova Lv3 Element: Wind |

o-----o

| HP: 3484 MP: 260 Exp: 2880 |

| ATK: 203 SPD: 217 G: 1000 |

| UDF: 284 INT: 406 |

| LDF: 226 AGL: 125 |

o-----o

| Gola Gola Element: Fire |

o-----o

| HP: 728 MP: 140 Exp: 720 |

| ATK: 163 SPD: 97 G: 250 |

| UDF: 234 INT: 114 |

| LDF: 186 AGL: 52 |

o-----o

| Gola Gola Lv2 Element: Fire |

o-----o

| HP: 2050 MP: 200 Exp: 2520 |

| ATK: 250 SPD: 192 G: 781 |

| UDF: 328 INT: 302 |

| LDF: 262 AGL: 82 |

o-----o

| Gola Gola Lv3 Element: Fire |

o-----o

| HP: 2400 MP: 280 Exp: 2970 |

| ATK: 268 SPD: 209 G: 1031 |

| UDF: 376 INT: 345 |

| LDF: 300 AGL: 100 |

o-----o

| Mushura Element: Earth |

o-----o

| HP: 882 MP: 150 Exp: 1040 |

| ATK: 232 SPD: 147 G: 263 |

| UDF: 310 INT: 126 |

| LDF: 248 AGL: 68 |

o-----o

| Mushura Lv2 Element: Earth |

o-----o

| HP: 1770 MP: 200 Exp: 1845 |

| ATK: 338 SPD: 199 G: 671 |

| UDF: 404 INT: 238 |

| LDF: 322 AGL: 68 |

o-----o

| Mushura Lv3 Element: Earth |

o-----o

| HP: 2608 MP: 250 Exp: 3060 |

| ATK: 380 SPD: 203 G: 1062 |

UDF: 460	INT: 235	
LDF: 368	AGL: 68	
o-----o		
Grude	Element: Lightning	
o-----o		
HP: 1686	MP: 30	Exp: 1215
ATK: 168	SPD: 138	G: 406
UDF: 246	INT: 73	
LDF: 196	AGL: 148	
o-----o		
Neo Grude	Element: Lightning	
o-----o		
HP: 1700	MP: 40	Exp: 1530
ATK: 187	SPD: 168	G: 500
UDF: 266	INT: 112	
LDF: 212	AGL: 158	
o-----o		
Heavy Grude	Element: Lightning	
o-----o		
HP: 2498	MP: 50	Exp: 2520
ATK: 273	SPD: 208	G: 812
UDF: 486	INT: 229	
LDF: 388	AGL: 158	
o-----o		
Ogre	Element: Fire	
o-----o		
HP: 450	MP: 35	Exp: 279
ATK: 156	SPD: 48	G: 93
UDF: 134	INT: 45	
LDF: 106	AGL: 56	
o-----o		
Mad Ogre	Element: Fire	
o-----o		
HP: 968	MP: 70	Exp: 901
ATK: 257	SPD: 72	G: 309
UDF: 216	INT: 83	
LDF: 172	AGL: 80	
o-----o		
Dark Ogre	Element: Fire	
o-----o		
HP: 3350	MP: 140	Exp: 2610
ATK: 390	SPD: 201	G: 859
UDF: 394	INT: 248	
LDF: 314	AGL: 120	
o-----o		
Amethyst	Element: Light	
o-----o		
HP: 1050	MP: 50	Exp: 1620
ATK: 275	SPD: 190	G: 625
UDF: 240	INT: 202	
LDF: 280	AGL: 54	
o-----o		
Garnet	Element: Light	
o-----o		
HP: 1499	MP: 70	Exp: 1890
ATK: 325	SPD: 215	G: 718
UDF: 450	INT: 279	
LDF: 500	AGL: 54	
o-----o		
Topaz	Element: Light	

```

o-----o
| HP: 1968      MP: 100      Exp: 2070 |
| ATK: 375      SPD: 220      G: 875   |
| UDF: 500      INT: 289      |
| LDF: 560      AGL: 54      |
o-----o
| Warman                Element: Water |
o-----o
| HP: 567        MP: 200      Exp: 488   |
| ATK: 181       SPD: 89       G: 200   |
| UDF: 168       INT: 111      |
| LDF: 134       AGL: 71      |
o-----o
| Warhalf           Element: Water |
o-----o
| HP: 1458       MP: 300      Exp: 1350 |
| ATK: 243       SPD: 129      G: 378   |
| UDF: 268       INT: 135      |
| LDF: 214       AGL: 71      |
o-----o
| Warfish           Element: Water |
o-----o
| HP: 1520       MP: 500      Exp: 1657 |
| ATK: 256       SPD: 179      G: 512   |
| UDF: 280       INT: 202      |
| LDF: 224       AGL: 71      |
o-----o
| Curry Devil       Element: Dark |
o-----o
| HP: 666        MP: 666      Exp: 500   |
| ATK: 207       SPD: 66       G: 416   |
| UDF: 132       INT: 74       |
| LDF: 132       AGL: 48      |
o-----o
| Verial            Element: Dark |
o-----o
| HP: 666        MP: 666      Exp: 773   |
| ATK: 332       SPD: 166      G: 208   |
| UDF: 132       INT: 280      |
| LDF: 132       AGL: 48      |
o-----o
| Lucifer           Element: Dark |
o-----o
| HP: 1666       MP: 666      Exp: 1500 |
| ATK: 457       SPD: 166      G: 416   |
| UDF: 198       INT: 299      |
| LDF: 158       AGL: 48      |
o-----o
| Evil Shadow       Element: Dark |
o-----o
| HP: 999        MP: 130      Exp: 975   |
| ATK: 123       SPD: 99       G: 277   |
| UDF: 198       INT: 111      |
| LDF: 158       AGL: 99      |
o-----o
| Shade             Element: Dark |
o-----o
| HP: 999        MP: 130      Exp: 1250 |
| ATK: 248       SPD: 166      G: 416   |
| UDF: 332       INT: 374      |

```

```

| LDF: 264      AGL: 94      |
o-----o
| Nightmare          Element: Dark |
o-----o
| HP: 999      MP: 130      Exp: 2400 |
| ATK: 277      SPD: 183      G: 812 |
| UDF: 378      INT: 749      |
| LDF: 302      AGL: 89      |
o-----o
| Stone Lizard      Element: Water |
o-----o
| HP: 671      MP: 100      Exp: 666 |
| ATK: 227      SPD: 65      G: 225 |
| UDF: 320      INT: 162      |
| LDF: 256      AGL: 48      |
o-----o
| Rock Lizard      Element: Water |
o-----o
| HP: 1450     MP: 150      Exp: 1620 |
| ATK: 305      SPD: 100      G: 625 |
| UDF: 320      INT: 216      |
| LDF: 256      AGL: 48      |
o-----o
| Scale Lizard     Element: Water |
o-----o
| HP: 3030     MP: 300      Exp: 2545 |
| ATK: 490      SPD: 143      G: 915 |
| UDF: 340      INT: 275      |
| LDF: 272      AGL: 48      |
o-----o
| Gold Face        Element: None |
o-----o
| HP: 2182     MP: 130      Exp: 750 |
| ATK: 280      SPD: 94      G: 312 |
| UDF: 364      INT: 139      |
| LDF: 290      AGL: 60      |
o-----o
| Lava Face        Element: Fire |
o-----o
| HP: 1270     MP: 150      Exp: 1680 |
| ATK: 325      SPD: 96      G: 531 |
| UDF: 378      INT: 303      |
| LDF: 302      AGL: 60      |
o-----o
| Terror Face      Element: Dark |
o-----o
| HP: 2740     MP: 260      Exp: 2055 |
| ATK: 416      SPD: 202      G: 625 |
| UDF: 444      INT: 337      |
| LDF: 354      AGL: 60      |
o-----o
| Golem           Element: None |
o-----o
| HP: 640      MP: 100      Exp: 600 |
| ATK: 45       SPD: 20      G: 375 |
| UDF: 64       INT: 49      |
| LDF: 48       AGL: 70      |
o-----o
| Ironman          Element: None |
o-----o

```

| HP: 2300 MP: 200 Exp: 1890 |
| ATK: 350 SPD: 120 G: 625 |
| UDF: 420 INT: 360 |
| LDF: 340 AGL: 140 |

o-----o

| Mad Golem Element: None |

o-----o

| HP: 3600 MP: 400 Exp: 1980 |
| ATK: 358 SPD: 140 G: 625 |
| UDF: 420 INT: 202 |
| LDF: 360 AGL: 160 |

o-----o

| Medusa Element: Dark |

o-----o

| HP: 1100 MP: 200 Exp: 1440 |
| ATK: 137 SPD: 170 G: 609 |
| UDF: 220 INT: 270 |
| LDF: 240 AGL: 90 |

o-----o

| Nurga Element: Dark |

o-----o

| HP: 1300 MP: 250 Exp: 1548 |
| ATK: 162 SPD: 180 G: 593 |
| UDF: 260 INT: 281 |
| LDF: 260 AGL: 110 |

o-----o

| Lamia Element: Dark |

o-----o

| HP: 2491 MP: 300 Exp: 2315 |
| ATK: 225 SPD: 220 G: 906 |
| UDF: 320 INT: 315 |
| LDF: 320 AGL: 130 |

o-----o

| Viguro Lv2 Element: Lightning |

o-----o

| HP: 1280 MP: 200 Exp: 1155 |
| ATK: 150 SPD: 108 G: 312 |
| UDF: 150 INT: 219 |
| LDF: 120 AGL: 128 |

o-----o

| Viguro Lv3 Element: Lightning |

o-----o

| HP: 3020 MP: 300 Exp: 3600 |
| ATK: 125 SPD: 163 G: 937 |
| UDF: 370 INT: 230 |
| LDF: 296 AGL: 198 |

o-----o

| Songi Element: Dark | (2nd)

o-----o

| HP: 12888 MP: 800 Exp: 18000 |
| ATK: 167 SPD: 115 G: 6250 |
| UDF: 206 INT: 135 |
| LDF: 164 AGL: 124 |

o-----o

| Van Saryu Element: Dark |

o-----o

| HP: 13245 MP: 900 Exp: 22500 |
| ATK: 171 SPD: 118 G: 9375 |
| UDF: 308 INT: 174 |
| LDF: 246 AGL: 110 |

| Dohati Element: Dark |

| HP: 17200 MP: 0 Exp: 27000 |
| ATK: 265 SPD: 102 G: 10000 |
| UDF: 284 INT: 159 |
| LDF: 226 AGL: 98 |

| Xain Element: Earth |

| HP: 9511 MP: 0 Exp: 13500 |
| ATK: 272 SPD: 82 G: 2500 |
| UDF: 292 INT: 61 |
| LDF: 232 AGL: 96 |

| Evil Bat Element: Earth | (gameshark)

| HP: 390 MP: 0 Exp: 42 |
| ATK: 35 SPD: 53 G: 25 |
| UDF: 54 INT: 0 |
| LDF: 42 AGL: 64 |

| Barra Element: Wind |

| HP: 2044 MP: 100 Exp: 2070 |
| ATK: 330 SPD: 202 G: 781 |
| UDF: 358 INT: 324 |
| LDF: 286 AGL: 101 |

| Barra Lv2 Element: Wind |

| HP: 2442 MP: 200 Exp: 2745 |
| ATK: 392 SPD: 220 G: 921 |
| UDF: 374 INT: 342 |
| LDF: 298 AGL: 101 |

| Barra Lv3 Element: Wind |

| HP: 2725 MP: 350 Exp: 3825 |
| ATK: 397 SPD: 231 G: 1000 |
| UDF: 396 INT: 347 |
| LDF: 316 AGL: 101 |

| Kemaro Element: Earth |

| HP: 1400 MP: 120 Exp: 1350 |
| ATK: 213 SPD: 182 G: 500 |
| UDF: 388 INT: 241 |
| LDF: 310 AGL: 100 |

| Kemaro Lv2 Element: Earth |

| HP: 1600 MP: 240 Exp: 1980 |
| ATK: 238 SPD: 182 G: 625 |
| UDF: 388 INT: 241 |
| LDF: 310 AGL: 120 |

| Kemaro Lv3 Element: Earth |

| HP: 1940 MP: 360 Exp: 3720 |

| ATK: 263 SPD: 222 G: 1031 |
| UDF: 394 INT: 331 |
| LDF: 314 AGL: 140 |

o-----o
| Spoon Element: Light |

o-----o
| HP: 1450 MP: 60 Exp: 1221 |
| ATK: 135 SPD: 108 G: 468 |
| UDF: 202 INT: 126 |
| LDF: 160 AGL: 80 |

o-----o
| Spoon Lv2 Element: Light |

o-----o
| HP: 1850 MP: 90 Exp: 2397 |
| ATK: 147 SPD: 188 G: 781 |
| UDF: 362 INT: 238 |
| LDF: 288 AGL: 100 |

o-----o
| Spoon Lv3 Element: Light |

o-----o
| HP: 2450 MP: 120 Exp: 4668 |
| ATK: 180 SPD: 228 G: 1100 |
| UDF: 422 INT: 308 |
| LDF: 336 AGL: 128 |

o-----o
| Slippery Element: Water |

o-----o
| HP: 2000 MP: 100 Exp: 2250 |
| ATK: 237 SPD: 204 G: 750 |
| UDF: 404 INT: 236 |
| LDF: 436 AGL: 136 |

o-----o
| Slippery Lv2 Element: Water |

o-----o
| HP: 2600 MP: 300 Exp: 2700 |
| ATK: 262 SPD: 226 G: 875 |
| UDF: 428 INT: 247 |
| LDF: 436 AGL: 136 |

o-----o
| Slippery Lv3 Element: Water |

o-----o
| HP: 3004 MP: 400 Exp: 3900 |
| ATK: 275 SPD: 240 G: 1062 |
| UDF: 444 INT: 258 |
| LDF: 456 AGL: 138 |

o-----o
| Iota Element: Earth |

o-----o
| HP: 1900 MP: 160 Exp: 1875 |
| ATK: 300 SPD: 180 G: 625 |
| UDF: 300 INT: 225 |
| LDF: 240 AGL: 136 |

o-----o
| Iota Lv2 Element: Earth |

o-----o
| HP: 2500 MP: 240 Exp: 2430 |
| ATK: 337 SPD: 225 G: 968 |
| UDF: 360 INT: 236 |
| LDF: 288 AGL: 136 |

o-----o

```

| Iota Lv3                Element: Earth |
○-----○
| HP: 2750    MP: 320    Exp: 3990 |
| ATK: 287    SPD: 240    G: 937 |
| UDF: 368    INT: 297    |
| LDF: 294    AGL: 136    |
○-----○
| Puera                Element: Dark |
○-----○
| HP: 1600    MP: 240    Exp: 2250 |
| ATK: 267    SPD: 296    G: 937 |
| UDF: 410    INT: 245    |
| LDF: 328    AGL: 102    |
○-----○
| Puera Lv2            Element: Dark |
○-----○
| HP: 1800    MP: 360    Exp: 2340 |
| ATK: 267    SPD: 298    G: 812 |
| UDF: 410    INT: 245    |
| LDF: 328    AGL: 102    |
○-----○
| Puera Lv3            Element: Dark |
○-----○
| HP: 2000    MP: 480    Exp: 3991 |
| ATK: 367    SPD: 350    G: 1093 |
| UDF: 410    INT: 245    |
| LDF: 328    AGL: 102    |
○-----○
| Gilium                Element: Lightning |
○-----○
| HP: 2880    MP: 250    Exp: 2700 |
| ATK: 187    SPD: 181    G: 937 |
| UDF: 424    INT: 267    |
| LDF: 470    AGL: 178    |
○-----○
| Gilium Lv2            Element: Lightning |
○-----○
| HP: 3280    MP: 400    Exp: 3150 |
| ATK: 225    SPD: 201    G: 1093 |
| UDF: 442    INT: 335    |
| LDF: 478    AGL: 178    |
○-----○
| Gilium Lv3            Element: Lightning |
○-----○
| HP: 3542    MP: 550    Exp: 5250 |
| ATK: 237    SPD: 228    G: 1406 |
| UDF: 472    INT: 357    |
| LDF: 498    AGL: 178    |
○-----○
| Gi Delilas            Element: Fire |
○-----○
| HP: 10000   MP: 500    Exp: 11250 |
| ATK: 200    SPD: 141    G: 9375 |
| UDF: 330    INT: 155    |
| LDF: 314    AGL: 168    |
○-----○
| Che Delilas            Element: Earth |
○-----○
| HP: 12000   MP: 500    Exp: 11250 |
| ATK: 275    SPD: 105    G: 9375 |

```

| UDF: 326 INT: 90 |
| LDF: 286 AGL: 100 |

o-----o
| Lu Delilas Element: Lightning |

o-----o
| HP: 9500 MP: 500 Exp: 11250 |
| ATK: 123 SPD: 165 G: 9375 |
| UDF: 226 INT: 135 |
| LDF: 246 AGL: 200 |

o-----o
| Gaza Element: Light | (1st)

o-----o
| HP: 12000 MP: 300 Exp: 20250 |
| ATK: 320 SPD: 146 G: 5625 |
| UDF: 276 INT: 247 |
| LDF: 220 AGL: 112 |

o-----o
| Gaza Element: Dark | (2nd)

o-----o
| HP: 15000 MP: 1200 Exp: 31500 |
| ATK: 360 SPD: 146 G: 9375 |
| UDF: 444 INT: 247 |
| LDF: 400 AGL: 128 |

o-----o
| Lapis Element: Light |

o-----o
| HP: 64800 MP: 4000 Exp: 47250 |
| ATK: 850 SPD: 451 G: 15625 |
| UDF: 1950 INT: 1123 |
| LDF: 1974 AGL: 240 |

o-----o
| Rogue Element: None |

o-----o
| HP: 28200 MP: 0 Exp: 36000 |
| ATK: 162 SPD: 151 G: 15625 |
| UDF: 390 INT: 155 |
| LDF: 414 AGL: 128 |

o-----o
| Zora Element: Dark |

o-----o
| HP: 22422 MP: 2000 Exp: 33750 |
| ATK: 315 SPD: 164 G: 9375 |
| UDF: 412 INT: 272 |
| LDF: 328 AGL: 148 |

o-----o
| Jette Element: Dark |

o-----o
| HP: 34567 MP: 1000 Exp: 38250 |
| ATK: 277 SPD: 274 G: 12500 |
| UDF: 412 INT: 225 |
| LDF: 328 AGL: 198 |

o-----o
| Caruban Lv2 Element: Fire |

o-----o
| HP: 4096 MP: 300 Exp: 6000 |
| ATK: 260 SPD: 168 G: 2250 |
| UDF: 320 INT: 216 |
| LDF: 288 AGL: 98 |

o-----o
| Caruban Lv3 Element: Fire |

| HP: 8192 MP: 300 Exp: 12000 |
| ATK: 395 SPD: 168 G: 4500 |
| UDF: 320 INT: 312 |
LDF: 288 AGL: 98

Berserker Lv2 Element: Earth

| HP: 10000 MP: 1000 Exp: 14999 |
| ATK: 277 SPD: 144 G: 4166 |
| UDF: 222 INT: 162 |
LDF: 222 AGL: 111

Berserker Lv3 Element: Earth

| HP: 15000 MP: 1000 Exp: 22498 |
| ATK: 416 SPD: 221 G: 6249 |
| UDF: 222 INT: 248 |
LDF: 222 AGL: 111

| Tetsu Element: Light | (2nd)

| HP: 9999 MP: 999 Exp: 2812 |
| ATK: 375 SPD: 300 G: 1041 |
| UDF: 600 INT: 337 |
LDF: 600 AGL: 300

| Evil Bat Element: Earth | (gameshark)

| HP: 390 MP: 0 Exp: 42 |
| ATK: 35 SPD: 53 G: 25 |
| UDF: 54 INT: 0 |
LDF: 42 AGL: 64

| Evil Bat Element: Earth | (gameshark)

| HP: 390 MP: 0 Exp: 42 |
| ATK: 35 SPD: 53 G: 25 |
| UDF: 54 INT: 0 |
LDF: 42 AGL: 64

| Evil Bat Element: Earth | (gameshark)

| HP: 390 MP: 0 Exp: 42 |
| ATK: 35 SPD: 53 G: 25 |
| UDF: 54 INT: 0 |
LDF: 42 AGL: 64

| Songi Element: Dark | (Last)

| HP: 48000 MP: 3000 Exp: 45000 |
| ATK: 477 SPD: 196 G: 18750 |
| UDF: 402 INT: 324 |
LDF: 320 AGL: 124

| Cort Element: Dark | (First)

| HP: 50000 MP: 1200 Exp: 40500 |
| ATK: 160 SPD: 128 G: 15625 |
UDF: 256 INT: 288

```

| LDF: 256   AGL: 256   |
o-----o
| Cort           Element: None | (Last)
o-----o
| HP: 65535   MP: 2500   Exp: 49152 |
| ATK: 516    SPD: 119   G: 20479 |
| UDF: 598    INT: 448   |
| LDF: 598    AGL: 800   |
o-----o
| Koru           Element: None |
o-----o
| HP: 20000   MP: 1000   Exp: 45000 |
| ATK: 125    SPD: 100   G: 18750 |
| UDF: 200    INT: 112   |
| LDF: 160    AGL: 200   |
o-----o

```

```

.------.------.
|Item Drops & Steals|                               |xDROP|xSTEAL|
o-----o

```

You can steal items from enemies with the Evil God Icon, at a flat rate based on the monster and item. It only checks for a steal on the enemy's death.

You can also get Drops from enemies participating in a battle. However, you will only get ONE item, even if you win the roll for two drops. What bites about that is you could win one item, and then the second won item overrides. Items are rolled on in order of how the enemies appear in battle. Note, it will not check your inventory until after the deciding winning item is picked. This means you can't manipulate your inventory to win the better item :(It also does not matter what order you kill the enemies.

Note, adding a Bronze Book will add a flat 30% to these drop chances.

```

.------.------.------.------.------.
|Enmy| Name           | Stolen Item       | % | Dropped Item       | % |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
|1  | Evil Fly           | Antidote          | 30%|Antidote           | 9%|
|2  | Death Wings       | Medicine          | 25%|Antidote           | 15%|
|3  | Demon Fly         | Golden Compass    | 20%|Antidote           | 16%|
|4  | Gobu Gobu         | Healing Flower    | 30%|Healing Leaf       | 14%|
|5  | Gomboo            | Healing Fruit     | 30%|Healing Leaf       | 15%|
|6  | High Gomboo       | Healing Berry     | 30%|Healing Fruit      | 11%|
|7  | Green Slime       | Healing Leaf      | 30%|Healing Leaf       | 8%|
|8  | Oak Slime         | Healing Flower    | 30%|Healing Bloom      | 9%|
|9  | Acid Slime        | Silver Compass    | 20%|Healing Berry      | 10%|
|10 | Gimard            | Healing Leaf      | 30%|Healing Leaf       | 10%|
|11 | Gimard Lv 2       | Healing Berry     | 30%|Magic Leaf         | 10%|
|12 | Gimard Lv 3       | Magic Fruit       | 30%|Healing Berry      | 15%|
|13 | Skeleton          | Incense           | 30%|Magic Leaf         | 5%|
|14 | Skull Knight     | Incense           | 30%|Magic Leaf         | 13%|
|15 | Dead Bone         | Incense           | 30%|Magic Fruit        | 13%|
|16 | Drake Ghost      | Power Elixir      | 30%|Door of Light      | 6%|
|17 | Guardian          | Shield Elixir     | 30%|Door of Wind       | 10%|
|18 | Ghost Knight     | Speed Elixir      | 30%|Door of Light      | 5%|
|19 | Red Piura         | Healing Leaf      | 30%|Healing Leaf       | 5%|
|20 | Black Piura       | Healing Flower    | 30%|Healing Leaf       | 8%|
|21 | Blue Piura        | Good Luck Bell    | 20%|Healing Leaf       | 10%|

```

22	Mushroom	Healing Shroom	30%	Healing Shroom	20%
23	Mushrin	Healing Shroom	30%	Healing Shroom	20%
24	Mush Mush	Healing Shroom	30%	Medicine	12%
25	Theeder	Magic Leaf	30%	Healing Leaf	12%
26	Theeder Lv 2	Magic Leaf	30%	Magic Leaf	10%
27	Theeder Lv 3	Magic Fruit	30%	Healing Flower	20%
28	Vera	Healing Leaf	30%	Healing Leaf	15%
29	Vera Lv 2	Healing Flower	30%	Healing Flower	14%
30	Vera Lv 3	Healing Berry	30%	Healing Fruit	11%
31	Lippian	Lippian Flute	30%	Medicine	5%
32	Lip Kid	Lippian Flute	30%	Magic Leaf	10%
33	Lip King	Lippian Flute	30%	Lippian Flute	5%
34	Worm	Antidote	30%	Antidote	7%
35	Poisonous Worm	Medicine	30%	Antidote	8%
36	Moldy Worm	Phoenix	30%	Medicine	12%
37	Ostrich	Healing Leaf	30%	Healing Leaf	16%
38	Hell's Trigger	Healing Flower	30%	Healing Flower	6%
39	Death Trigger	Healing Berry	30%	Healing Berry	12%
40	Wolf	Healing Leaf	30%	Phoenix	8%
41	Killer Wolf	Healing Flower	30%	Door of Wind	13%
42	Speed Wolf	Healing Berry	30%	Swift Water	3%
43	Frog	Antidote	30%	Antidote	12%
44	Gel Frog	Medicine	30%	Antidote	8%
45	King Frog	Phoenix	30%	Medicine	12%
46	Pump Bat	Healing Leaf	30%	Phoenix	5%
47	Devil Pump	Magic Leaf	30%	Swift Water	1%
48	Boogie Pump	Magic Fruit	30%	Fury Boost	15%
49	Nighto	Healing Leaf	30%	Phoenix	5%
50	Nighto Lv 2	Magic Leaf	30%	Magic Leaf	14%
51	Nighto Lv 3	Magic Fruit	30%	Magic Fruit	15%
52	Twin Bomb	Healing Leaf	30%	Healing Bloom	5%
53	Mad Mantis	Healing Flower	30%	Healing Bloom	10%
54	High Mantis	Healing Fruit	30%	Healing Fruit	8%
55	Gizam	Healing Leaf	30%	Antidote	13%
56	Gizam Lv 2	Magic Leaf	30%	Healing Fruit	5%
57	Gizam Lv 3	Magic Fruit	30%	Healing Berry	10%
58	Killer Bison	Healing Leaf	30%	Healing Flower	15%
59	Neo Bison	Healing Flower	30%	Healing Fruit	15%
60	Gold Bison	Healing Berry	30%	Healing Berry	15%
61	Hornet	Antidote	30%	Antidote	8%
62	Killer Bee	Medicine	30%	Antidote	18%
63	Queen Bee	Phoenix	30%	Antidote	8%
64	Zenoir	Healing Leaf	30%	Healing Flower	12%
65	Zenoir Lv 2	Healing Flower	30%	Magic Leaf	15%
66	Zenoir Lv 3	Healing Berry	30%	Magic Fruit	10%
67	Kabuki Rat	Healing Leaf	30%	Healing Bloom	12%
68	Hell's Rat	Healing Flower	30%	Magic Leaf	15%
69	Giant Rat	Healing Berry	30%	Healing Flower	15%
70	Spikefish	Spikefish Flute	30%	Healing Flower	7%
71	Mad Bird	Spikefish Flute	30%	Fury Boost	7%
72	Wailing Bird	Spikefish Flute	30%	Healing Fruit	11%
73	Caruban	Wonder Elixir	30%	Healing Bloom	100%
74	Viguro	Wonder Elixir	30%	Golden Compass	5%
75	Zeto	Wonder Elixir	30%	Silver Compass	5%
76	Songi (First)	Wonder Elixir	30%	Mettle Ring	100%
77	Berserker	Wonder Elixir	30%	Fire Book II	100%
78	Comm (Gameshark)	Wonder Elixir	30%	Nothing	0%
79	Tetsu (Training)	Wonder Elixir	30%	Healing Leaf	100%
80	Aluru	Healing Fruit	30%	Power Elixir	5%
81	Aluru Lv 2	Magic Leaf	30%	Healing Berry	5%

82	Aluru Lv 3	Magic Fruit	30%	Healing Fruit	10%
83	Orb	Healing Flower	30%	Magic Leaf	10%
84	Orb Lv 2	Healing Bloom	30%	Healing Bloom	20%
85	Orb Lv 3	Healing Fruit	30%	Magic Fruit	10%
86	Swordie	Healing Flower	30%	Speed Elixir	4%
87	Swordie Lv 2	Healing Bloom	30%	Healing Berry	5%
88	Swordie Lv 3	Healing Fruit	30%	Healing Berry	10%
89	Mage	Magic Leaf	30%	Magic Fruit	8%
90	Sorcerer	Magic Fruit	30%	Magic Fruit	10%
91	Thermo	Wisdom Water	5%	Magic Fruit	12%
92	Freed	Healing Fruit	30%	Magic Leaf	5%
93	Freed Lv 2	Magic Leaf	30%	Medicine	10%
94	Freed Lv 3	Magic Fruit	30%	Medicine	10%
95	Nova	Healing Leaf	30%	Healing Berry	5%
96	Nova Lv 2	Healing Flower	30%	Shield Elixir	5%
97	Nova Lv 3	Healing Fruit	30%	Healing Fruit	11%
98	Gola Gola	Healing Fruit	30%	Healing Berry	5%
99	Gola Gola Lv 2	Magic Leaf	30%	Healing Fruit	14%
100	Gola Gola Lv 3	Magic Fruit	30%	Magic Fruit	10%
101	Mushura	Healing Flower	30%	Speed Elixir	5%
102	Mushura Lv 2	Healing Fruit	30%	Healing Berry	10%
103	Mushura Lv 3	Healing Berry	30%	Healing Berry	10%
104	Grude	Fury Boost	30%	Healing Fruit	8%
105	Neo Grude	Fury Boost	30%	Healing Fruit	10%
106	Heavy Grude	Fury Boost	30%	Healing Berry	10%
107	Ogre	Healing Bloom	30%	Power Elixir	4%
108	Mad Ogre	Healing Fruit	30%	Power Elixir	8%
109	Dark Ogre	Healing Berry	30%	Power Elixir	10%
110	Amethyst	Magic Leaf	30%	Magic Leaf	8%
111	Garnet	Magic Fruit	30%	Magic Fruit	4%
112	Topaz	Wisdom Water	5%	Magic Fruit	8%
113	Warman	Door of Light	30%	Healing Flower	10%
114	Warhalf	Door of Wind	30%	Healing Flower	10%
115	Warfish	Incense	30%	Medicine	20%
116	Curry Devil	Magic Fruit	30%	Door of Wind	12%
117	Verial	Phoenix	30%	Magic Fruit	5%
118	Lucifer	Magic Water	5%	Magic Fruit	6%
119	Evil Shadow	Magic Leaf	30%	Phoenix	15%
120	Shade	Magic Fruit	30%	Magic Fruit	11%
121	Nightmare	Door of Wind	30%	Magic Water	5%
122	Stone Lizard	Power Water	5%	Healing Fruit	6%
123	Rock Lizard	Guardian Water	5%	Healing Fruit	10%
124	Scale Lizard	Swift Water	5%	Door of Wind	20%
125	Gold Face	Power Water	5%	Magic Leaf	10%
126	Lava Face	Guardian Water	5%	Magic Fruit	12%
127	Terror Face	Swift Water	5%	Healing Fruit	10%
128	Golem	Life Water	5%	Guardian Water	100%
129	Iornman	Life Water	5%	Power Water	5%
130	Mad Golem	Magic Water	5%	Healing Berry	10%
131	Medusa	Wisdom Water	5%	Magic Leaf	10%
132	Nurga	Wisdom Water	5%	Magic Leaf	10%
133	Lamia	Magic Water	5%	Magic Fruit	10%
134	Viguro Lv 2	Healing Fruit	30%	Healing Fruit	15%
135	Viguro Lv 3	Healing Berry	30%	Healing Berry	12%
136	Songi (Second)	Wonder Elixir	30%	Thunder Book II	100%
137	Van Saryu	Wonder Elixir	30%	Lost Grail	38%
138	Dohati	Wonder Elixir	30%	Lost Grail	38%
139	Xain	Wonder Elixir	30%	Wind Book II	100%
140	Evil Bat	Wonder Elixir	30%	Nothing	0%
141	Barra	Life Water	5%	Door of Wind	10%

142	Barra Lv 2	Power Water	5%	Magic Fruit	4%
143	Barra Lv 3	Guardian Water	5%	Healing Fruit	4%
144	Kemaro	Swift Water	5%	Healing Berry	10%
145	Kemaro Lv 2	Wisdom Water	5%	Healing Fruit	10%
146	Kemaro Lv 3	Spirit Talisman	5%	Healing Fruit	12%
147	Spoon	Magic Water	5%	Healing Berry	5%
148	Spoon Lv 2	Life Water	5%	Healing Berry	5%
149	Spoon Lv 3	Life Grail	1%	Healing Berry	8%
150	Slippery	Power Water	5%	Door of Wind	15%
151	Slippery Lv 2	Guardian Water	5%	Lost Grail	1%
152	Slippery Lv 3	Magic Grail	1%	Lost Grail	1%
153	Iota	Swift Water	5%	Nature Amulet	3%
154	Iota Lv 2	Wisdom Water	5%	Spirit Talisman	1%
155	Iota Lv 3	Life Grail	1%	Spirit Talisman	1%
156	Puera	Magic Water	5%	Nothing	0%
157	Puera Lv 2	Life Water	5%	Nothing	0%
158	Puera Lv 3	Crimson Book	3%	Nothing	0%
159	Gilium	Power Water	5%	Nothing	0%
160	Gilium Lv 2	Guardian Water	5%	Nothing	0%
161	Gilium Lv 3	Wonder Elixir	5%	Nothing	0%
162	Gi Delilas	Swift Water	30%	Fire Book III	100%
163	Che Delilas	Wisdom Water	30%	Thunder Book III	100%
164	Lu Delilas	Magic Water	30%	Wind Book III	100%
165	Gaza	Life Water	30%	Nothing	0%
166	Gaza	Power Water	30%	Nothing	0%
167	Lapis	Miracle Water	1%	Evil Medallion	100%
168	Rouge	Guardian Water	30%	Nothing	0%
169	Zora	Swift Water	30%	Nothing	0%
170	Jette	Wisdom Water	30%	Miracle Water	40%
171	Caruban Lv 2	Wonder Elixir	1%	Miracle Water	100%
172	Caruban Lv 3	Wonder Elixir	1%	Miracle Water	100%
173	Berserker Lv 2	Wonder Elixir	1%	Miracle Water	100%
174	Berserker Lv 3	Wonder Elixir	1%	Miracle Water	100%
175	Tetsu (End game)	Miracle Water	30%	Nothing	0%
176	Evil Bat (Gameshark)	Healing Berry	30%	Nothing	0%
177	Evil Bat (Gameshark)	Healing Berry	30%	Nothing	0%
178	Evil Bat (Gameshark)	Healing Berry	30%	Nothing	0%
179	Songi (Third)	Magic Water	30%	Mettle Armband	10%
180	Cort	Wonder Elixir	30%	Magic Grail	13%
181	Evil Sim-Seru Cort	Evil Medallion	100%	Evil Medallion	0%
182	Koru	Miracle Water	1%	Healing Fruit	100%
183	Cort (Gameshark)	Blank	0%	Magic Grail	13%
184	Cort (Gameshark)	Ra-Seru Meta Lvl5	3%	Magic Grail	13%
185	Cort (Gameshark)	Ra-Seru Meta Lvl8	6%	Magic Grail	13%
186	Cort (Gameshark)	Ra-Seru Meta Lvl4	9%	Magic Grail	13%

o-----o-----o-----o-----o-----o-----o-----o-----o-----o

.-----.

|Seru Magic| | xMAGI |

o-----o-----o-----o-----o-----o-----o-----o-----o-----o

Magic can be absorbed on death of seru at a flate rate. It does not matter what element or how you kill the enemy.

Ivory Books will add a flat 30% chance to absorb, and they do not stack.

.-----.

| Seru | Lv1 | Lv2 | Lv3 |

Gimard	55%	60%	80%
Theeder	30%	50%	60%
Vera	60%	60%	70%
Gizam	30%	40%	50%
Nightto	30%	40%	50%
Zenoir	20%	30%	40%
Viguro	10%	15%	35%
Swordie	15%	25%	35%
Orb	40%	50%	60%
Freed	15%	25%	35%
Nova	10%	25%	35%
Gola Gola	15%	25%	35%
Mushura	15%	25%	35%
Aluru	10%	25%	35%
Barra	15%	15%	15%
Kemaro	15%	15%	15%
Spoon	15%	15%	15%
Slippery	15%	15%	15%
Iota	15%	15%	15%
Puera	15%	15%	15%
Gilium	1%	1%	1%

As you can see, you'll need to use Ivory Book for a 31% chance of absorbing Gilium. And some seru are easier to absorb at higher levels in case you miss one.

Magic Levels & Experience

Each Character can level up their Magic spells by casting them over and over. The general rule is: the more effectively you use the spell, the faster it will level up.

Each spell gains an experience value and levels up once the quota is met. You get more experience the better you use the spell (Heal the full amount, do a high enough portion of an enemy's HP in damage, etc).

Leveling a spell will directly have an effect on it's damage/heal or effect.

Level	Damage %+
2	12.48%
3	24.99%
4	37.50%
5	50.00%
6	62.50%
7	75.00%
8	87.50%
9	100%

Magic Heal Boosts by level

Vera
Level 1 - 256hp

```

| Level 2 - 288hp |
| Level 3 - 320hp |
| Level 4 - 352hp |
| Level 5 - 384hp |
| Level 6 - 416hp |
| Level 7 - 448hp |
| Level 8 - 480hp |
| Level 9 - 512hp |

```

o-----o

```

.-----.
|      Orb      |

```

o-----o

```

| Level 1 - 512hp |
| Level 2 - 576hp |
| Level 3 - 640hp |
| Level 4 - 704hp |
| Level 5 - 768hp |
| Level 6 - 832hp |
| Level 7 - 896hp |
| Level 8 - 960hp |
| Level 9 - 1024hp |

```

o-----o

```

.-----.
|     Spoon     |

```

o-----o

```

| Level 1 - 1024hp |
| Level 2 - 1152hp |
| Level 3 - 1280hp |
| Level 4 - 1408hp |
| Level 5 - 1536hp |
| Level 6 - 1664hp |
| Level 7 - 1792hp |
| Level 8 - 1920hp |
| Level 9 - 2048hp |

```

o-----o

Nighto is a special case since he will apply a status effect. Leveling him will only increase his base success chance. Whether he tries Confuse or Death is always in the ratio of 8:1.

```

.-----.-----
| Level | Chance |

```

o-----o

```

|  1  | 50.00% |
|  2  | 52.94% |
|  3  | 56.25% |
|  4  | 60.00% |
|  5  | 64.29% |
|  6  | 69.23% |
|  7  | 75.00% |
|  8  | 81.82% |
|  9  | 90.00% |

```

o-----o

Jedo is different since his is suppose to be 100% death. However, since bosses have immunity to Death, he will instead deal damage by the same rate and increase as normal damaging Seru.

Now onto magic experienced gained...

The following information was discovered and shared with us by Marsil79. He unfortunately never finished his great work so I found the last few serus.

This experience is total required, not additional experience.

```
.-----.-----.  
| Level | Exp Needed |  
o-----o-----o  
|  2   |      18   |  
|  3   |      51   |  
|  4   |      93   |  
|  5   |     145   |  
|  6   |     209   |  
|  7   |     289   |  
|  8   |     393   |  
|  9   |     537   |  
o-----o-----o
```

Here are the breakdowns on how much exp each Seru is awarded. There are a few mechanics used that is common among Seru.

```
.-----.-----.  
| Single Target | 0-12xp awarded based on HP damage done to enemy |  
o-----o-----o  
| 12xp: damage the enemy for 100% of it's max HP |  
| 11xp: damage the enemy for 91.50%-99.99% of it's max HP |  
| 10xp: damage the enemy for 83.00%-91.49% of it's max HP |  
|  9xp: damage the enemy for 74.50%-82.99% of it's max HP |  
|  8xp: damage the enemy for 66.00%-74.49% of it's max HP |  
|  7xp: damage the enemy for 57.50%-65.99% of it's max HP |  
|  6xp: damage the enemy for 50.50%-57.49% of it's max HP |  
|  5xp: damage the enemy for 42.00%-50.49% of it's max HP |  
|  4xp: damage the enemy for 33.50%-41.99% of it's max HP |  
|  3xp: damage the enemy for 25.00%-33.49% of it's max HP |  
|  2xp: damage the enemy for 17.50%-24.99% of it's max HP |  
|  1xp: damage the enemy for 08.50%-17.49% of it's max HP |  
|  0xp: damage the enemy for 00.00%-08.49% of it's max HP |  
o-----o-----o
```

```
.-----.-----.  
| Multi Target | 0-4xp per enemy based on damage |  
o-----o-----o  
| 4xp : damage the enemy for 100% of its max HP (or kill it) |  
| 3xp : damage the enemy for 74.50%-99.99% of its max HP |  
| 2xp : damage the enemy for 50.50%-74.49% of its max HP |  
| 1xp : damage the enemy for 24.99%-50.49% of its max HP |  
| 0xp : damage the enemy for 00.00%-24.99% of its max HP |  
-----o
```

Vera

4-12xp based on how much HP is actually healed (not overhealed).

Orb

2-4xp per character based on how much HP is actually healed (not overhealed)

Gimard

0-12xp based on the single target scale.

You will also get 12xp if you kill an enemy, even if it didn't have full life.

Nighto

4xp - No effect happens.

8xp - If it confuses the enemy.

12xp - If it kills the enemy.

Nova

0-12xp following the single target scale above.

Spoon

2-4xp per character just like Orb in battle.

1-3xp per character outside of battle.

Kemaro

0-12xp following the single target scale.

Aluru

0-12xp following the single target scale.

Horn

3xp per character healed.

Barra

0-12xp following the single target scale.

Iota

0-12xp following the single target scale on a single enemy.

0-4xp per enemy if used on a group of enemies following multi-target scale.

Viguro

0-4xp per enemy following the multi-target scale. No bonus on single targets.

Gilium

0-12xp following the single target scale on a single enemy.

0-4xp per enemy following the multi-target scale.

Puera

0-12xp following the single target scale on a single enemy.

0-4xp per enemy following the multi-target scale.

Freed

0-12xp following the single target scale on a single enemy.

0-4xp per enemy following the multi-target scale.

Gola Gola

0-12xp following the single target scale on a single enemy.
0-4xp per enemy following the multi-target scale.

Slippery

0-12xp following the single target scale on a single enemy.
0-4xp per enemy following the multi-target scale.

Gizam

0-12xp following the single target scale on a single enemy.
0-4xp per enemy following the multi-target scale.
No additional xp for poisoning enemies.

Theeder

0-4xp per enemy or hit. He can hit two different enemies, or the same one 2x.

This is where I took over and discovered some things

.-----.

| Pro-Rated | 0-12xp per hit or 0-4xp per hit |

o-----o-----.

| These multi-hits are pro-rated for how much damage you would do if all hits|
| were equal. The total is then awarded for the scale of the HP. |
| This means if you did 1/4 of the max hp per hit, and hit 4 times, you would|
| get 12xp on the single target or 4xp on the multi target scale PER HIT! |

o-----o-----

Zenoir

0-4xp per hit, pro-rated with the multi-target scale.

Swordie

0-12xp per hit, pro-rated with the single-target scale. Not a mistake! You can
get 48xp in 4 hits!

Mushara

0-4xp per hit, pro-rated using the multi-target scale.

Evil Seru Magic

0-12xp per hit, not pro-rated and uses the single-target scale.

Palma

0-12xp per hit, not pro-rated and following the single-target scale.

Mule

0-12xp per hit, pro-rated following the single-target scale.

Jedo

3xp per enemy killed.

I haven't seen him miss ever so I'll have to figure out how much xp you get
for a miss.

Meta

0-4xp for multiple enemies (multi-target scale)

0-12xp for single targets (single-target scale)

Thus it is best to level your magic on lower leveled enemies where you can one shot them. But healing magic is difficult, since it is better if you are badly injured, otherwise you will have to grind longer.

.-----.

| Help |

.-----.

|iHelp|

If you need help because you can't figure something out with this guide,

or if you found an error in this guide,

or if you have found an item I have missed,

or if you think this guide sucks,

or if you think this guide rocks,

or if you have anything related to Legend of Legaia at all...

Do not hesitate to email me at:

ss427mach9[[@](mailto:ss427mach9@hotmail.com)]hotmail[.]com

Being as this is my first walkthrough, you can hit me up with anything.

Comments, additions, hate mail because I can't write guides, etc.

Hate mail might get old after some time however.

.-----..-----.

|Thank yous, Gracias, Grazie, Danke, Arigatou Gozaimsu, xie xie, etc...||tyvm|

If this guide helped you at all in the slightest way, you must show thanks to the following for helping me create this guide:

- SSJGoku - for following my checklist and being the FIRST (to my knowledge) to get 260 treasures! Doing so made me want to finish this guide!
- Dragon Fogel - for volunteering to help me and finding the missing item from my personal save file! Thanks! And for the fix with Golem.
- A I e x - for their walkthrough which I used to play through
- Psycho Penguin - for their walkthrough which I used to play through
- Asura - for their great walkthrough which I used to play through
- Cicatriz_ESP - for their help and support
- Shadow the Sheikah - for their help and support
- Corollax - for their help and support
- genkaku666 - for their help and support; and for having my back :P
- Damien 5000 - for their help and support
- Barak0 - for being...Barak0
- _IcedTheater_ - for their support
- Frosthound - message boards, encouraging me to actually post this
- Mechafanboy - message boards, encouraging me to actually post this

- KatKat19 - for pointing out a confusing line about War God Icon
- DanmakuPFK - for corrections on Viguro Boss HP and Noa's quiz/prizes
- zggtf211 - for giving me the missing AP gameshark codes, and explaining that ArtMoney will be different for everyone
- Flameberg_37 - for pointing out the Maya dialog which leads to a treasure was missing from my guide
- vahnx - for suggesting unequipping your characters before Rim Elm and maxing out the point card
- Sise_Neg - For posting the official japanese book HP values for bosses
- Emperor Magus - For pointing out and providing the missing SPD boosts on boots.
- Neoseeker - for allowing me to post this much needed guide
- "Leo" and "R" from Neo - for helping me with their website

And some extra source thanks you's...

- My good friend Yelbis for playing through the game with me and using my guide to fine-tune it and add a bunch of things to improve it.
- My good friend Vek, for getting me interested in playing the game again And for tons of help transferring game saves to my computer so we could play with memory addresses and game mechanics to solve some mysteries
- The makers of the game, Sony, (duh) for one of my favorite RPGs of all time!
- The Playstation
- DexDrive, for furthering my interests in games and how they work Mainly, to solve all unanswered questions myself!
- ArtMoney, the coolest little tool around!
- Sony again for my sonic boom blasting surround sound
- Music, the greatest fruit of life!

```

-----
.|Credits|                                     |crdt|
-----

```

Guide written entirely by ss427mach9[.]hotmail[.]com

This document is copyright meth962 and hosted by VGM with permission.