

# Legend of Mana Information and Encyclopedias FAQ

by VulpesMundi

Updated to v1.0 on Jul 20, 2000

Seiken Densetsu -- The Holy Sword Legend  
Volume 4

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Legend of Mana

v 1.0

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North America release Information and Encyclopedias  
Compiled and written by Vulpes Mundi (c) 2000

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     / I. FAQ Information \

1. FAQ VERSIONS AND EDITS - newest to oldest

date completed      version

July 20, 2000 - 1.0

Added a sea chart and repaired any errata or missing information. All the necessary information for the FAQ is now complete. Yay!

July 07, 2000 - 0.9a

Just a simple update adding notice for all the sites allowed to post this FAQ. There's no new information in the FAQ itself.

June 23, 2000 - 0.9

Second release. Added the Forbidden Tome and every section is complete except for the Quests/Cactus Diaries and the Monsters Encyclopedia. Just missing two quests and two monsters. D'oh!

June 18, 2000 - 0.8

First official release. The majority of the information is available, but it's not quite complete. It will be soon, though, when I get around to finishing the game. =^,^=

June 13, 2000 - 0.1

Officially began working on the FAQ. This is going to be fun.

2. FUTURE PLANS

Given the time and the drive to do so, I wish to expound upon the information already available. For example, I'd like to add item drops to the monster encyclopedia, as well as which monsters appear in what lands, and effectiveness descriptions to each of the abilities and special techniques. Time will tell if and when that happens, though.

1. THE GYST OF IT

If you're looking for a walkthrough that'll give you a free ride through an interesting and occasionally challenging game, well then you've come to the wrong place. This FAQ is merely a compilation of information about Legend of Mana (a hefty chunk read directly from the TV screen and typed up onto the computer) intended for quick reference. There's a LOT of information and it took a LOT of time to put it all together, being as I've taken it upon myself to do this all by myself. Granted this isn't my first FAQ (I did a Killer Instinct FAQ back in '95-'96 and a Castlevania: Symphony of the Night FAQ in '98, neither of which are at GameFAQs, VGStrategies, or ClassicGaming), but it IS the most I've ever worked on a single one. Let's just say my fingers are REALLY tired after all this typing. Whew. Anyway, I think I've yammered on long enough. I hope you find this FAQ useful. I wish you well in your endeavors. =^,^=

2. COPYRIGHT NOTICE

This document was compiled (typed up) in its entirety by the author, Vulpes Mundi. Hours of painstaking work was done to not only type this document, but also to complete the entire game inside and out so to collect the information herein. As the author, Vulpes Mundi holds all rights and priviledges to this document. As the viewer, you have the right to view this document for your own personal use granted you do NOT alter it, take credit for it, give it to other people (please send

them to GameFAQs, VGStrategies, ClassicGaming, and/or Vulpes Mundi's website instead), send it in to any publications, or attempt to financially gain from it. Also note that this FAQ should appear ONLY on GameFAQs, VGStrategies, ClassicGaming, and the author's personal website. \*insert Robocop\* "Thank you for your cooperation."

### 3. WARNING, or DANGER, WILL ROBINSON, DANGER

This FAQ is intended for the purpose of reference. There is information included within that could possibly spoil contents of the game, including story, for those that have not already completed it and wish to do so. In viewing this FAQ you comply with this and agree not to hold the author, GameFAQs, VGStrategies, ClassicGaming responsible for any spoilers viewed in using this document.

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/ II. LoM Information \

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/ C. Flow of Time \

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Legend of Mana has days of the week, not unlike the real world. However, it differs in that there are only six days instead of seven. Using my best judgment, I think the days of the week flow in order shown below. Why do I believe this is correct? Well if you look on the Land screen you'll notice that Undine and Dryad are at opposite ends of the mana scale. Granted the days of the week don't follow the order of the mana scale, not to mention that Shade and Wisp are not days of the week at all, it still seems to make some amount of sense. You're welcome to argue it if you like - only the creators of the game could really solidify what day begins and what day ends the week.

Week progression = Undine, Salamander, Aura, Gnome, Jinn, Dryad

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/ D. Heads-Up Display \

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During battle sequences a display will appear at the top of the screen to represent the status of each character currently in your party. It's fairly simple to understand, but I figured I'd go over it anyway just for the heck of it. Following is a basic ASCII representation.

```
| _____ | <> 80%          | _____ | SYNC  HP%
|           | /=====--/    | PHOTO|/ HP METER /
| _____ /====--/        | _____ ST METER
```

PHOTO = A tiny portrait to represent the character  
SYNC = When electricity flows, characters are synchronized  
HP% = Shows what percentage of maximum HP the character has left  
HP METER = Displays remaining HP in a colorful meter  
ST METER = Displays the energy charge for Special Techniques and magic

Of special note is the HP Meter, which uses colors to represent how much HP there is. Following is a color scale.

Red	=	1 - 100	Blue	=	501 - 600
Yellow	=	101 - 200	Green	=	601 - 700
Green	=	201 - 300	Blue	=	701 - 800
Blue	=	301 - 400	Green	=	801 - 900
Green	=	401 - 500	Blue	=	901 - 999



performed with any weapon. Let's assume the character has a Sword equipped. This would perform three Quick Attacks, one Power Attack, and one Plunge Attack, ending the combo with no fatigue. This combo would be described: slice, stab, slice, power-slice, lunging-thrust.

eg. Quick Quick Quick Power -> ->> Power

Remember that the majority of melee weapons will basically be the same, though they'll vary in how many Quick Attacks they can perform. Be sure to experiment with each weapon and see what works for you.

Also, if you can perform an extended combo (add an ability to the combo and keep it running with more Quick Attacks), you might be rewarded with a free candy to revive HP. Though random, it generally takes anywhere from three to twelve hits to be rewarded.

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\_\_\_/ F. Quests/Cactus D. \\_\_\_\_\_

1. NIC'S BUSINESS - Rid the highway of bandits!  
My master beat banditos with a creature called Niccolo. Niccolo was scared of the banditos, but I'm scared to know what Niccolo is. What could he possibly be?
2. TINY SORCERERS - Stop the rampant pumpkins!  
Today I heard a story about two little sorcerers trying to become the kings of this world. But pumpkins? They used pumpkins? I hope they're still yummy.
3. GAEUS'S WISDOM - Go with Daena to meet Gaeus!  
A big face on a mountain? It's hard to believe, but my master saw it, so I guess it's true. It knows and doesn't know lots of things. What an amazing world.
4. WHERE'S PUTTY? - Rescue Putty from the Penguins!  
Today I heard about a scary macho man trying to find his doggie. I like doggies' pointy noses and their wagging tails. Doggies are so much cuter than macho men.
5. THE LOST PRINCESS - To the cave in search of Pearl!  
Fighting a monkey in the caverns and saving a girl! Wow, that sounds like something out of a movie. But the girl was really shy and turned red, and I guess that was too much for my master.
6. DIDDLE'S LETTER - To where did Pelican take Diddle?  
A pelican kidnapped a little boy?! And it threw the boy away somewhere? That's just not right. What are the people at the child protection agency doing?
7. TWO TORCHES - The case of Matilda in Gato...  
A cat-eared woman and a long-haired man had a fight, and a grandma was kidnapped. And then the two found the grandma. I think this kind of story is getting old.
8. HUNTIN' DU'CATE - Hunt for Du'Cate in the jungle!  
Today my master saw a really big tree-hanging monkey and a really BIG red animal with really BIG attitude. Why can't they be like me?
9. MURMURING FOREST - Foil the Faeries' scheme!  
Today's adventure was in the Jungle where lots of Faeries live.

The long-haired man was there again. Is it just me, or is there trouble brewing? I think I'm psychic.

10. GORGON'S EYE - War between Faeries and Penguins.

Lots of penguins fell into the lake and their cap'n was thrown in there by a turtle after being changed into stone! Penguins can swim, but stone can't! Was the cap'n okay? What a scary, scary story.

11. SEEKING FAERIES - Find Daena and tell Matilda!

Today's story was about a woman who disappeared when she went to the lake to look for a demon. I say she should've been catching fish instead of any demons.

12. TEATIME - Rescue Teapo from the ruins!

It sounds like today's adventure was about opening and closing the Flowerlings' gates. And today's monster kept sucking out my master's blood. Stop bothering my master!

13. STAR-CROSSED - To the ruins to meet Irwin!

Escad and Daena are always fighting. Why do people keep fighting each other? I wish for world peace.

14. MINING BUSINESS - Take Watts back to his shop.

The birdman says Watts doesn't have any heroic stories to tell. I wish someone will come up with a story about ME. He moves like lightning! He kicks monster butt! I think I like that.

15. DREAM TELLER - Ask Pokiehl about Escad's past.

My master went to a place that might have been a dream. What does that mean? Maybe I can sneak in there when nobody is watching.

16. DIDDLE KIDNAPPED - Rescue Diddle from the forest!

A little boy named Diddle was kidnapped. Diddle had a friend named Capella who found him. Wish I could be somebody's help. No, seriously.

17. HEAVEN'S GATE - To Lucemia to vanquish Irwin!

A big big big big snake snake snake! My master walked inside a snake and went up to its head to fight a demon. Do you think I believe that kind of story?

18. DADDY'S BROOM - Find Lisa's special broom!

I threw away an old broom, and that made Bud and Lisa mad. They went and got it back, and fixed where it was broken. I guess everything is just hunky-dory now.

19. INFERNAL DOLL - The dolls' hatred towards man.

The junk at the Junkyard really wasn't junk! They were the leftovers of the artifacts used in wars long long ago. Wow... That makes me like them a little. Only a little bit.

20. DIDDLE HAD IT! - Diddle's had enough of his job.

What's the difference between people who like doing the same thing everyday and the ones who don't? I like being a cactus everyday, but maybe I'm not supposed to. Did I get that right?

21. GLASS TOWER - Get to know Pearl at the tower.

A girl went up a tower to see her past, or something like that. I'm losing track of what's going on, and getting a little bit tired of keeping my diary lately.

22. TWO PEARLS - Search for Pearl in the tower!

Pearl disappeared, and then Elazul found her. But Blackpearl was there too and wouldn't give Pearl back to Elazul. We need more love in this world.

23. FLAME OF HOPE - Solve the unsolvable in Gato!

Popo bug is reeaally long, with lots and lots of knobs, and it's easy to break one Popo bug to make two Popo bugs. Who gets hurt when a Popo bug is in someone's tummy? The Popo bug?

24. COSMO - Search for the kidnapped Pearl!

Pearl disappeared again, so Elazul went and looked for her again. Sandra and Lord Jewels and lots of people were in today's story. It made me sleepy.

25. CAN'T LOOK BACK - Learn of Mephianse's past...

I remember the part about a sorcerer named Mephianse, but I don't remember anything else, because I sort of fell asleep. I hope my master didn't see me sleeping.

26. A SIREN'S SONG - The Siren was persecuted.

A birdgirl was trapped in a birdcage, and a fishgirl guarded the birdcage for the birdgirl. I want a friend who guards my cactus pot.

27. SUMMER LOVIN' - David and Valerie's Endless Summer.

Clobbering crabs at the beach! That sounds like fun, but I feel bad for the crabs. Surprise lesson of the day: penguins can fall in love!

28. DROWNED DREAMS - Ghosts in Polpota Harbor!?

I hear that Basket Fish is a weirdo and has attitude problems. He should try harder, if he wants to become human. I think I'll try harder too.

29. FLOURITE - Into Florina's nightmare!

Today it was about going to a desert and seeing desert people, or something like that. It was a bit difficult for me to understand. Desert troopers? Hurricane fighters?

30. FAERIES' LIGHT - Help Monique sell some lamps.

Learned Dudbear words to sell lamps to Dudbears! Just what is master up to? But it's neat that master comes by to tell me funny stories like that.

31. LUCKY CLOVER - Adventure in Geo with Esmeralda!

Another friend in my master's life. She was a pile of dirt? Did I get that right? I didn't know what to say to that, so I couldn't look straight into my master's eyes. Sorry.

32. ALEXANDRITE - Escort Pearl to Diana of Geo!

Hey, what does a Jumi say when he sees his people after a long time? "Jumis me?" Get it? "Ju-miss me?" Wait, what's the matter? You can't take the "pun"ishment?

33. TEARDROP STONE - To the Jumi's Bejeweled City!

I guess there is a place called the Bejeweled City in this world, but that name sounds flakey. I think my master was making up this story.

34. QUIET SEA - The Buccaneer's sails fell slack.

A penguin reeled-in a bottled ghost, and all the penguins on the ship ended up collapsing! That is really scary! But I wonder how the ghost fit inside a bottle?

35. TREASURE MAP - A treasure map in Mekiv Caverns?

Today my master joined a fight between the penguins and the Dudbears. Why? I don't understand humans at all.

36. REACH FOR THE STARS - Stop Mephianse's desert rampage!

A sorcerer did a little old magic in the desert. I was watching it, too, and it was really cool! I guess the ancient people thought better things back then.

37. DRAGON PRINCESS - Now for the third dragon!

Larc is working for his Boss because he wants to get out of there. But I think he is enjoying it. I've got to see him to learn the truth.

38. WIND GUARDIAN - Slay a dragon in the mountains!

So my master fought lots of birds today. I wonder if it hurts to be poked around by their beaks?

39. BONE DRAGON - Hunt the second dragon!

Was it fun going up and down in the fort made of bones? Or was it scary? I wouldn't know, because I'm only a cactus in a pot.

40. CRIMSON DRAGON - On to Drakonis with Sierra!

The Underworld went upside down and a burning castle came out. And there was a big dragon that master had to fight. Cuz my master came back, I guess the dragon is no more, right?

41. FALLEN EMPEROR - To the depths of the Underworld!

A dog-faced dragoon came out and took my master downstairs when master touched a tombstone. How am I supposed to picture this? It's really tough.

42. BLESSED ELIXIR - Draw water from the oasis.

The barrel in my master's soul had a blast at the desert. Ah, the desert! Home of my soul, desert! The hot, scorching sun and the dry, dry air. I need to go there.

43. SEEING DOUBLE - A supernatural sighting in Domina.

A tiny weirdo did all sorts of bad things today, and now a lot of people got scratches on their hearts. Little scratches on people's hearts will be gone if they pat them from behind, but the humans don't know that.

44. CAGE OF DREAMS - The Sproutling outside is gone!

Grandpa sorcerer hid a Sproutling in his dream! Wow, that grandpa can really do amazing things. I wonder if I can do that?

45. NIC'S BUSINESS 2 - To the waterfall to pick Greenballs!

Greenballs look like locusts without their wings. They don't look that yummy to me. I'd rather have fish for dinner.

46. NIC'S BUSINESS 3 - Flowerlings in the ruins?

Niccolo tried to catch the psychokinetic Flowerling to make himself filthy rich, but it got away. I wish I was psychic, because I would use that power to write my diaries.

47. NIC'S BUSINESS 4 - Showing Watt's how to make a sale.



Watt's tried to make a new wallet just like his old one, but I think he made a mistake somewhere. Maybe it's the width, or maybe it's the crooked edge.

48. FINAL BUSINESS? - Show Kristie the ultimate deal!

Niccolo lost his memories and then got them back. My master didn't tell me where and how they found the lost memories, so I guess it's top secret. I will keep my mouth shut.

49. LI'L CACTUS - Li'l Cactus off to cure Bud?

Finally I got to go on an adventure on my own. Greenballs, Tako bugs, I will never forget your smiles. I feel like I saved the world today. Just feeling like that is enough for me.

50. RACHEL - Rachel ran away from home!

Rachel went to the witch of reincarnation and was turned into a blue jiggly. I wonder what kind of life the green wiggly was having, but am I the only one thinking about this?

51. NORDIC FIELD - From the ship to the snow...

Faeries can be and can't be seen by people. I guess seeing a Faerie is just like dreaming. Wait, do I actually see a dream? Or is it something that really happens?

52. BURIED TREASURE - From the ship to the beach...

Today my master bribed the Dudbears to get some treasure. Oh, so that's how the treasure-hunters get what they want. I see.

53. BLACKSMITHING - Learn how to hammer from Watts.

There's a new room in the backyard workshop. It's to make weapons and armors for my master to be able to whack some more little monsters. That's not nice. We should all be friends.

54. INSTRUMENTS 101 - Help a student make instruments.

Now my master can make more instruments in the backyard workshop. Wow, master is really learning how to pick on those monsters!

55. GOLEM WORKSHOP - Take over Prof. Bomb's research.

I can put some stuff together and make my own Golem! My master should add that to the resume for future job-hunting.

56. MANA ORCHARDS - Weeds are all over your home.

Mr. Grandpa tree is so big and scary, it makes me want to hide by his roots. His roots look like the best place to hide.

57. MONSTER CORRAL - Find a fledgling in Domina.

Now my master can bring back eggs of other animals to raise them as pets! I can't pet them because I'm all spikey, but humans will be okay because they aren't spikey like me.

58. SCHOOL AMOUR - Back to school for kids of Geo.

They all didn't want to go back, but when my master talked to them they decided to go back. What did master say to them? It must be magic.

59. RESUME FOR LOVE - Can anyone re-fleshify Gilbert?

Gilbert got to travel to a lot of places because he was a stone statue and was sold to those many places. Hey, I think he saved a lot on travel expenses.

60. PROF. BOMB - Search for Prof. Bomb's golem.

There was a big chase to catch a pile of junk that ran away from a professor. How could a pile of junk run away on its own? I don't think I get it. Master, you need a rest.

61. WATTS'S HAMMER - Search for Watts's lost hammer!

Watts lost his hammer, but my master found it for him. Doesn't it feel good to do good things? It would be nice if master could read me a story once in a while. Please?

62. SEVEN WISDOMS - Help Bud meet the six Wisdoms.

The little boy got to find six of the Seven Wisdoms. There are only six Wisdoms? Did they pick that name because it sounds good? Maybe they can't do math.

63. THE FIELD TRIP - Find reagents at the fortress.

Picking up stuff from the ground, mixing them and making 'em go boom! Isn't that a little bit childish? Didn't your mommy tell you not to do things like that?

64. CATCHIN' LILIPEAS - In search of the Lilipeas.

I wonder how the Lilipeas sing songs about peas? Peas! Peas! I'm a teeny-beany pea! Peas! Peas! I'm an itsy-bitsy pea! This could be a never-ending song.

65. LOVE IS BLIND - Elle and Gilbert run away.

My master went to the sea and tried sinking a ship by singing. The ship didn't sink, but if they really believed that the ship would sink that way, I'd need to make them see a doctor.

66. WIMPY THUGLING - Defeat Kima!

Another friend in my master's life. Found Kima and fought it and beat it. More fights and victories for my master to tell me about. Sigh.

67. PEE-WEE BIRDIE - Save Pee-Wee, Miss Yuka's pet.

What kind of bird is Yuka? There are too many things and people not involved in my life out there. That doesn't sound like a good thing at all. It's okay with me, but is everybody okay with it?

--- LEGEND OF MANA - The Mana Tree is rotten with evil.

(The final quest)

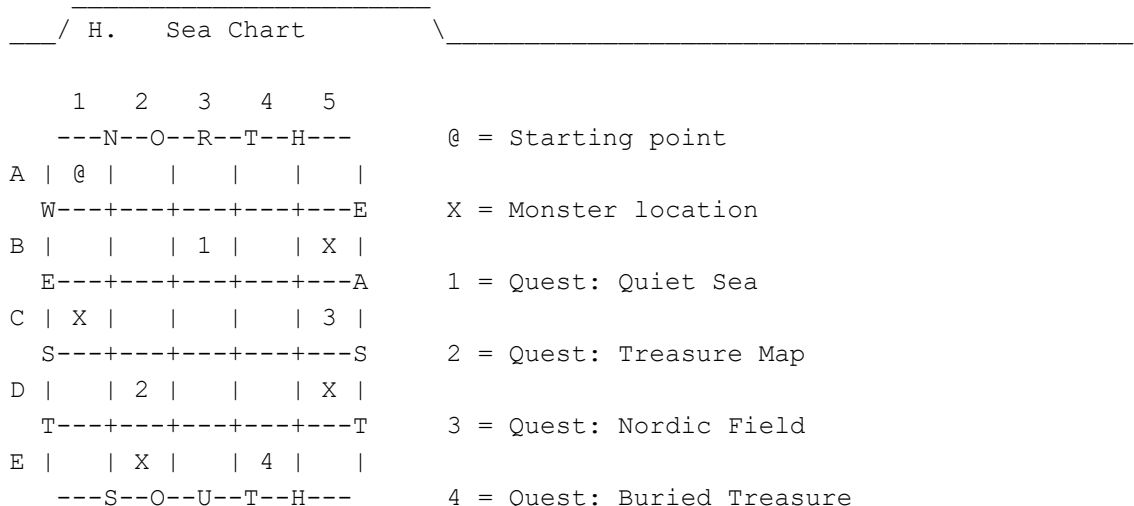
\_\_\_\_\_/ G. Dudbear Language \\_\_\_\_\_

1. DUB = YES, a greeting, acknowledgment, appreciation
2. DUD = NO, a farewell
3. DUBA = YOU
4. DUDA = ME
5. DUBBA = FRIENDS
6. BUBU = DUDBEARS
7. GUGU = any species other than Dudbears
8. DA = LIGHT, STARS

- 9. BA = NIGHT
- 10. DADDA = LAMP
- 11. DUBABABA = MANY, VERY
- 12. DU = LITTLE, FEW
- 13. BABA = MUSIC
- 14. DADA = PLEASE, THANKS
- 15. GAK = shows displeasure or hatred
- 16. BUB? = shows uncertainty

17. NOTE

All caps is a specific, or similarly defined, word. Lower case is for reference to an unspecific word (ie. a greeting could be hello, hi, hey, yo, etc.).



RAMTIEGER QUOTES: Ain't it great? (insert location quote)

- A-1: Crab legs are great, too!
- A-2: Ain't it...oh, I said that already.
- A-3: The sea knows everything, okay?
- A-4: The sea makes your dreams come true!
- A-5: I wonder how far the sea goes?
- B-1: The sea lets you eat all you want!
- B-2: I can keep going on like this!
- B-3: It's makin' me feel all philosophical about life!
- B-4: All creatures were born here!!
- B-5: Woka'woka tastes as good as caviar!

C-1: Ding ding ding! Di-di-di-ding!

C-2: Helloooo there, miss mermaid!

C-3: Ancient history's under there!

C-4: Fresh fish just jumpin' around!

C-5: Of course it's great!

D-1: Tezzle-Mozzles and Kasspans!

D-2: Even the salty sea air smells good!

D-3: There's so much freedom!

D-4: Seagulls be a-flyin'!

D-5: The wind gives you a good feeling!

E-1: The rockin' won't make me seasick!

E-2: Sea serpents and sea urchins...

E-3: You've fallen in love before, right?

E-4: The sea makes you forget bad things!

E-5: I have some really good memories here!

NOTE: Don't forget that you can loop the map. For instance, if you go north from A-3, you'll reappear at location E-3. Also note that the quest `Buried Treasure` is only available after crushing at least 20 crabs at Madora Beach.

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/ III. Encyclopedias \

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/ I. Characters \

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1. NICCOLO - Glove

He believes that he brings happiness to his customers with his transactions, but he sometimes plays dirty tricks on them. Dislikes the Sproutlings and the Flowerlings.

2. ESCAD - 2-Handed Sword

Born into the Liotte family of Holy Knights. He fights for the cause of justice with an overbearing sense of righteousness.

3. DAENA - Flail

A monk-soldier who protects Gato's temple. She grew up with Escad, Matilda, and Irwin, but especially adores Matilda like her own sister.

4. LARC - Axe

A beast-warrior who once was a famous hero. He became Drakonis's dragoon after he died.

5. SIERRA - Knife

A beast-warrior who is Vadise's dragoon. Never compromises, and always hard on herself as well as on others.

6. PEARL - none (she's a target, defend her!)

Elazul's partner. She sometimes has a tough time speaking clearly, and is also very shy. Has a tendency to wander off and get lost while thinking.

7. LADY BLACKPEARL - Hammer

A Jumi knight who devotes herself to leading the Jumi through the threat of extinction. A very logical and level-headed individual.

8. ELAZUL - Sword

Pearl's knight, and one of the youngest Jumi. He speaks and acts in a rough manner and thus starts the occasional fight.

9. ELLE - none (she is strictly a spellcaster)

A siren who refuses to sing as a result of an accident. Friends with Flameshe and Monique.

10. BUD - Frying Pan (equal to 2-Handed Sword)

Lisa's twin brother. He thinks that he is a great sorcerer, though he still has much to learn. He was run out of the Academy of Magic because he was too mischievous. His magic frying-pan was once his mother's.

11. LISA - Broom (equal to Staff)

A better sorcerer than her twin brother. She carries around her father's broomstick.

12. IRWIN

A half-demon who is a childhood friend of Daena, Escad, and is particularly close to Matilda.

13. MATILDA

Born into a family of priests in Gato, she began to question the life that awaited her. Matilda became attracted to Irwin and his free way of life.

14. INSPECTOR BOYD

A little man with a really loud voice that could even reach a nearby "land." He might be the most honest and kind-hearted man you will ever meet.

15. SANDRA

The notorious jewel hunter who steals only the most brilliant jewels. Her daring thefts resulted in secret admirers of her work.

16. ALEX

A mild-mannered geologist who also has a shop in Geo. He only keeps the shop for income to fund his research.

17. FLORINA

A Guardian who was the Clarius in the Bejeweled City of Jumi. The burden of healing all the wounded cores of the Jumi has caused her own core to fall apart.

18. FLAMESHE

A teenage mermaid who is sometimes a little hard to deal with. She

sneaked out of her family one day and went to the beach, where she met and befriended Elle.

19. PELICAN

The mail carrier who delivers practically everything. She often makes mistakes, and is not always on time, but she does not seem to care.

20. LI'L CACTUS

A shy little cactus. He is a cactus of few words, but he happens to be thinking about many things.

21. POKIEHL

The poet of Truth. He is one of the Seven Wisdoms, and was a hero who was called "the Messenger of the Cosmic Truth."

22. TOTE

An ancient turtle who is one of the Seven Wisdoms. He only introduces himself as "Turtle," and always speaks in a mild manner.

23. OLBOHN

The keeper of the Underworld and one of the Seven Wisdoms. In the era of the Faeries' War, he went to the Underworld to defeat the Faeries' leader.

24. GILBERT

The poet of love who even sings during regular conversation. He travels in search of love everywhere.

25. WATTS

A master blacksmith who becomes so absorbed when working that he often forgets things.

26. ROSIOTTI

One of the Seven Wisdoms, he was once a hero. Rosiotti now quietly resides in the Jungle as the guardian of the creatures there.

27. DUELLE

An onion warrior. He likes everything straight-forward, and hates people like Niccolo with a passion.

28. MISS YUKA

The owner of Domina's only inn. She insists that she is a canary, but there are rumors that she is really a Chocobo. Addressing her as "Miss Yuka" is a must.

29. THE MANAGER

The bar manager in the town of Lumina. He is a gentleman who feels joy in communicating with people.

30. BARTENDER

A young man who has a tendency to feel the blues a bit too often. Sharing sob stories with the Manager seems to make him feel a bit better.

31. MARK

The owner of Domina's item shop and also Rachel's father. He really loves his family, but they seem to be a little sick of his overdose of love.

32. JENNIFER

Mark's wife, who likes spending time outside his shop. She says anything that crosses her mind.

33. RACHEL

The daughter of Mark and Jennifer. She hardly talks, and does not become too friendly with anyone. She is sick of her Faerie-like appearance and the room decor.

34. REV. NOUVELLE

The caretaker of the church on Domina's outskirts. He is a kind-hearted man who is full of knowledge, from how to catch Rabites to the history of this world.

35. MEIMEI

A glamorous fortune teller. She led a luxurious and exciting life, but now she seems to be saving money for her old age.

36. CAPELLA

An itinerant performer. He was inspired by Pokiehl's verses and decided to go on a journey to send his audiences a message of some sort.

37. DIDDLE

Plays music for his performing partner, Capella. A kind-hearted, sensitive boy who speaks very slowly.

38. RUBENS

A man who has given up everything. He is hiding the fact that he is the Jumi of Ruby.

39. PROF. BOMB

The leading pioneer of Golem development, who toils in a small laboratory in the Junkyard. Also a woman-chaser.

40. ROGER

He met his true fate when he found divinity within his pet dog, Putty, while working as a miner with Dudbears. Since then he has become a man of faith.

41. PUTTY

Roger's pet dog. He was made into a religious icon, but he is just a dog.

42. COUNT DOVULA

Guardian of the ruins, he is also the leader of the Succubus clan.

43. BASKET FISH

One of the nouveau-riche who looks down on everyone, but in reality he is the one who is looked down upon by everyone else. He LOOOOOVES Revanshe the dancer.

44. CAP'N TUSK

The dandy captain of the SS Buccaneer. He leads the Pirate Penguins with his gentlemanly seaman philosophy. Ladies, he is a real catch!

45. REVANSHE

The dancer at Polpota's Seaside Hotel. She's always dancing, because dancing is her passion, her life.

46. SELVA

One of the Seven Wisdoms. He always knows what is happening in Fa'Diel, since he is always gathering information from the Lilipeas and birds.

47. TEAPO

A magical life-form with a kind heart. She thinks she is a jewelry collector, but most of them are glass fakes that Niccolo sold to her.

48. BELLE

A spirit of dreams who is in charge of managing all creatures' dreams. A little too pushy at times, but she is only doing her job.

49. ESMERALDA - none (she's a target, defend her!)

A very charming and sometimes childish student at Geo's Academy of Magic. There are rumors that she may be Nunuzac's magical monster, or a ghost.

50. MAGNOLIA

A doll with a Fire Stone core which Anuella the Witch made a thousand years ago. She lives at the Junkyard, without any hope or will.

51. THESENIS

A professor at Geo's Academy of Magic who is also a witch of reincarnation. She is the most avoided person there, perhaps because of her creepy behavior and appearance.

52. NUNUZAC

Back in the day, he was a conjuror who fought in many wars. Now he is a professor at the Academy of Magic, though his body is represented by a magic circle since his body was trapped in another dimension.

53. KATHINJA

The most popular professor at the Academy of Magic, she has the power to explode things by staring at them. She always looks out for people, and is friends with Thesenis.

54. LOUIE

The caretaker of the magical creatures at the Junkyard. He is an old magical creature himself, and he understands the anger and the sorrow they feel.

55. MEPHIANSE

A professor at Geo's Academy of Magic who has a strong passion for magic.

56. SKIPPIE

A sly little man who is a really fast runner. He sees through everything, and is sometimes cunning. Works at Kristie's palace with Hamson.

57. HAMSON

A big man who has the muscles, but not the mind for fighting. Stupidly honest and can't seem to see the obvious.

58. MR. MOTI

He is everywhere doing everything.



59. DIANA

The leader of the Jumi, and a Jumi of Diamond herself. She tried to keep the Jumi from extinction, but her hard-headed dictatorship caused her to lose support.

60. CRYSTALLE

The beautiful snow Faerie who guards the Garden of Icicle Flowers.

61. SOTHERBEE

Madame Kristie's butler. He does everything perfectly, but inside he is still a little child. His nickname is "Mr. Fuddy-duddy."

62. KRISTIE

The owner of Geo's palace, which is also an art gallery. Deeply loves art, money, herself, and everything else.

63. MONIQUE

A siren who works at Lumina's lamp shop. She sings to the spirits and asks them to light the lamps in return, then later sells the lamps.

64. STUDENTS

Students at Geo's Academy of Magic. The color of their robes differ by class.

65. THOMA

A soldier belonging to the Deathbringer's army. His mind is being controlled by the Deathbringer, and he would do anything for his lord.

66. THONA

One of Deathbringer's skeletal soldiers. His body has died, but his soul is still controlled by the Deathbringer.

67. SPROUTLINGS

Little creatures that seem to appear out of nowhere and end up living in any town. They all share the same mind with each other.

68. GAEUS

A huge face on a mountainside that is also one of the Seven Wisdoms. He always has answers to any questions.

69. CANCUN BIRD

A huge and mysterious bird that is said to have been living in Gato over the past several centuries.

70. FLOWERLINGS

When a flower blooms on a Sproutling's head, it becomes a Flowerling. There are males and females, but the only difference between the two seems to be appearance.

71. LILIPEAS

Small, strange creatures with tiny bird nests on their heads. They multiply by rolling some mud in to Lilipea shapes.

72. PIRATE PENGUINS

Penguins that have the tendency to tell silly jokes a little too often. Extremely proud of the fact that they are pirates, though they don't seem to act like pirates that often.

73. FAERIES

Deeply love nature and dislike humans. But they are still

interested in what humans are up to.

74. DUDBEARS

Diggers who work for Roger's mining business. Now they are forced to join his new religious activities, with a dog as their lord.

75. SHADOLES

Shadows of all living creatures and inhabitants of the Underworld. They share the same consciousness.

76. NUNS

Women who are in the process of spiritual training at Gato's temple.

77. WINDCALLERS

The clan that serves Akravator as his dragoons. They are open-hearted to those who respect their traditions, but reject all others.

78. TRENT

The ancient tree that lives in the backyard at Home. He swallows seeds to produce fruits and vegetables on his branches.

79. BOINK

A strange creature that knows the links between dimensions. Those who touch it will immediately fly to where its tail is.

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/ J. Lands \

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1. HOME - see Artifacts MAILBOX

Home sweet home! Your home is comfortably located near a great tree, surrounded by nature. Many visitors come and go.

2. DOMINA - see Artifacts COLORBLOCKS

A lively town frequented by traveling merchants and entertainers. The outskirts boast a church with a fabulous view of the countryside.

3. LUON HIGHWAY - see Artifacts WHEEL

This highway was once traversed by merchants and entertainers, but the highwaymen have stopped all traffic. Some say that one of the Seven Wisdoms lives nearby.

4. MEKIV CAVERNS - see Artifacts JADE EGG

This limestone cavern was created by underground currents. Over the centuries it was hollowed out, and pillars were created. The cavern is made up of many levels.

5. LAKE KILMA - see Artifacts STONE EYE

This sizeable lake is surrounded by quiet, forested mountains. Faeries, servants of the lake, are often witnessed there. Some say that incredible treasure lies under the lake.

6. GATO GROTTOS - see Artifacts FLAME

A town protected by divine winds. It is always windy on the dangerous precipices. The temple of healing there is dedicated to the Spirits of Air and Fire.

7. JUNGLE - see Artifacts MEDALLION

Due to the thick vegetation, many become lost in this jungle. Others claim to have witnessed Faeries, while some say one of the

Wisdoms resides here.

8. LUMINA - see Artifacts FIREFLY LAMP

The town of endless night. The town is always bathed in the light of the full moon, so it never becomes completely dark. There is a tavern where Dudbears frolic.

9. DUMA DESERT - see Artifacts SAND ROSE

Only cactus grows in this wasteland. Great fossils litter the landscape, and flowing sands hinder each step. It could be the ideal site to conduct a colossal experiment.

10. THE UNDERWORLD - see Artifacts TREMBLING SPOON

Souls who have departed their earthly vessels are judged by the King of the Underworld. His vassals, the Shadoles, bring the departed to the Underworld.

11. MINDAS RUINS - see Artifacts ANCIENT TABLET

These ruins are all that is left of a city which prospered around a tower, built by mages during the end of the Faerie War.

12. MADORA BEACH - see Artifacts TORCH OF CORAL

Come to Madora Beach for the best sun-bathing and finest sand anywhere. Explore our many caverns! While you're here, why not try some crab-hunting?

13. JUNKYARD - see Artifacts BROKEN DOLL

This trash-heap is home to discarded items, mass-produced to fight in long-forgotten war. Some of the objects still bear a grudge towards humanity, and cling to their warrior past.

14. NORN PEAKS - see Artifacts SKULL LANTERN

Strong winds howl through the treacherous mountain passes. The foothills are home to a settlement of Wind-Callers, and their Guardian Spirit is said to reside on the highest peak.

15. POLPOTA HARBOR - see Artifacts RUSTY ANCHOR

A tropical resort, home to soft breezes and sun-kissed surf. The Seaside Hotel provides lodging in the center of town.

16. TOWER OF LEIRES - see Artifacts MOON'S MIRROR

Looming in the night sky, the Tower of Leires was constructed by magicians during the Faerie Wars to increase their supply of Mana. Nowadays, the tower is nothing but a stone testament to the power of its builders.

17. GEO - see Artifacts TOME OF MAGIC

A castle-town with an academic atmosphere. Kristie's palace occupies the center. The instructors at the Academy of Magic have a lot of personality.

18. BONE FORTRESS - see Artifacts DRAGONBONE

A tiny Flowerling village rests atop a gentle slope. Towering above them looms the Bone Fortress. It is said that the foliage around the walls holds huge amounts of Mana.

19. ULKAN MINES - see Artifacts BOTTLED SPIRIT

The Ulkan Mines have been abandoned for ages. Now, only curious weaponsmiths hunt for ore, for a suspicious gang is based here.

20. SS BUCCANEER - see Artifacts PIRATE'S HOOK

The good ship of the famed Cap'n Tusk, leader of a band of pirates. They have sailed north, south, east, and west in search of buried treasure.

21. FIEG SNOWFIELDS - see Artifacts FROZEN HEART

A frozen land buried in snow. Some say Faeries' treasure is hidden here, but none have laid eyes upon it. There are reports of abominable snowmen here.

22. THE WHITE FOREST - see Artifacts GREEN CANE

A dense forest, home of the White Dragon. Legend has it that the forest is populated by an extremely rare folk.

23. ORCHARD - see Artifacts GOLDEN SEED

A tree with a striking resemblance to the one in your backyard. Perhaps mankind will never understand the connection which all plant life shares.

24. LUCEMIA - see Artifacts BROOCH OF LOVE

Irwin has resurrected this legendary beast, who came from beyond the stars during the ancient wars. The wingless dragon split the earth asunder and razed entire cities, only to swallow a volcano and burn himself up.

25. BEJEWELLED CITY - see Artifacts JUMI'S STAFF

This is the home of the Jumi. Boulder-sized jewels comprise every part of the city, and now, even after the fall of the Jumi, it still shines with an everlasting glow.

26. THE FLAMES

The castle of Drakonis. He has raised his domain from the depths of the Underworld to return to the land of mortals.

27. TREE OF MANA - see Artifacts SWORD OF MANA

The ultimate source of all things. Everything within the Sanctuary exists in an eternally immovable, absolute state.

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/ K. Artifacts \

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1. MAILBOX - see Lands HOME

A few letters a month can mean a lot to a lonely, far-off home.

2. COLORBLOCKS - see Lands DOMINA

The town changes through the ages according to its citizens. It doesn't change to accommodate a new age. It changes to bring about a new age.

3. WHEEL - see Lands LUON HIGHWAY

Even the longest roads are rutted by the hundreds of wagons which traverse them. Roads remember their travelers, and wagon wheels are reflections of those memories.

4. JADE EGG - see Lands MEKIV CAVERNS

By taking a stone formed through the ages inside the earth and shaping it into the source of all things, the earth's creative power was captured inside.

5. STONE EYE - see Lands LAKE KILMA

This artifact uses the power of the Master of the Lake to turn to stone those who harm the lake. However, the power does not respond to the will of mankind.

6. FLAME - see Lands GATO GROTTUES

That which illuminated the shrine was but a small flame. Before long, mankind ceased to notice the fire, but its significance continued to grow.

7. MEDALLION - see Lands JUNGLE

The beasts who followed a wise man were eaten by an invading beast. It then gained wisdom and became a wise man itself.

8. FIREFLY LAMP - see Lands LUMINA

One poet wrote that all of history comes from lovers' whispers. It was a poem of lovers talking of love and the future, under the cool light of fireflies in the midsummer night sky.

9. SAND ROSE - see Lands DUMA DESERT

An image of a rose in the Sanctuary of Mana; it never became a true rose. It turned into crystal, its powers trapped inside for all eternity.

10. TREMBLING SPOON - see Lands THE UNDERWORLD

A silver spoon for scooping up flames to baptize departed souls into the underworld. Sometimes a soul who resists death becomes trapped inside; then the spoon begins to tremble and must be discarded.

11. ANCIENT TABLET - see Lands MINDAS RUINS

Long ago, in a civilization very different from our own, unimaginable scientific advances were made, and are recorded on this tablet. However, mankind has lost the ability to decipher it.

12. TORCH OF CORAL - see Lands MANDORA BEACH

The Mermen appear on the shore using a flame from this torch. It gives off light invisible to human eyes, and so they remain hidden.

13. BROKEN DOLL - see Lands JUNKYARD

This doll was a servant of mankind when artifacts were used as instruments of war.

14. SKULL LANTERN - see Lands NORN PEAKS

Mages, searching for a gem guarded by a dragon, crafted a skull of a fallen comrade into a lantern. It glows of its own accord.

15. RUSTY ANCHOR - see Lands POLPOTA HARBOR

Even large anchors are small compared to their ships. These very anchors are what hold the ships firmly to the harbor, not unlike mankind's role on earth.

16. MOON'S MIRROR - see Lands TOWER OF LEIRES

The mages of antiquity would pour water onto the mirror and reflect the moon and stars to learn of mankind's fate from the heavens.

17. TOME OF MAGIC - see Lands GEO

In ages past, many tried to explain the works of the gods, spending much time and making incredible sacrifices. The secrets they have uncovered are small, but hold enough power to destroy a continent.

18. DRAGONBONE - see Lands BONE FORTRESS

Ages ago, bones from dragons were used by alchemists. The Dragons of Wisdom lived the longest and had unbelievable powers. Their bones were the hardest to find.

19. BOTTLED SPIRIT - see Lands ULKAN MINES

Once, a foolish mage tried to seize the powers of a spirit by imprisoning it in a bottle. The mage was immediately slain by the spirit's curse, but the bottle containing a powerful spirit remained.

20. PIRATE'S HOOK - see Lands SS BUCCANEER

When a land-dweller first sets out to sea, he is faced with dangers unknown. Even after replacing a lost hand with a hook, pirates continue to challenge these dangers everyday.

21. FROZEN HEART - see Lands FIEG SNOWFIELDS

Once a gem hardens into a core, it grows swiftly, not unlike the hardness in one's heart. If the core grows large, it may remain despite its owner's death.

22. GREEN CANE - see Lands THE WHITE FOREST

This cane is capable of drawing power from the earth, converting it to Mana, and releasing it into the atmosphere. It is said that by sticking it into the ground, and entire forest shall grow overnight.

23. GOLDEN SEED - see Lands ORCHARD

Seeds contain everything. Everything starts from a seed. Each generation of seeds produces another.

24. BROOCH OF LOVE - see Lands LUCEMIA

This was given to a mage who promised to acknowledge all and understand all. Whoever wears this brooch is charged with overcoming any ordeal through love.

25. JUMI'S STAFF - see Lands BEJEWELLED CITY

A staff replete with the power of gems of every color. The jewels draw in and store the waves of various kinds of Mana. They can then be released.

26. SWORD OF MANA - see Lands TREE OF MANA

This sword has the will to shape its own destiny. It is said that a disruption of air follows this blade, and if you listen closely, you can hear the air around it hum.

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/ L. Items \

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1. METAL - Primary Material

Metallurgy has been the barometer of a civilization's technology level. Different types of metals in Fa'Diel are named after the areas where they were mined.

2. WOOD - Primary Material

Trees of Fa'Diel distribute the Mana energy as air for the creatures in this world. Tools and simple buildings have been made with wood since the ancient times.

3. STONE - Primary Material

Stones have been used since the beginning of time as tools, decorations, and in architecture.

4. HIDE - Primary Material

Armor can be made from softer materials such as hide, but one should be aware of the compatibility between the material and the item.

5. SCALES - Primary Material

Scales of some monsters and dragons can be used to make armor and weapons. The materials used to create such items are reflected in their effects and parameters.

6. BONE - Primary Material

The world of Fa'Diel uses bones from the monsters living there. When making armor, pay specific attention to the materials' defense levels for effective compositions.

7. FABRIC - Primary Material

Fabric can be used to strengthen equipment as well as being the primary material for armor. Those with mysterious patterns or colorful designs may have magical properties.

8. AEROLITE - Primary Material

Aerolites are rocks that fall from the sky. They tend to have unusual and useful properties when used to make equipment.

9. MANA STONE - Secondary Material

Mana Stones contain a high concentration of Mana energy. There are Mana Stones of Fire, Earth, Wind, and Water.

10. MANA CRYSTAL - Secondary Material

When pure Mana energy becomes crystallized, Mana Crystals are made. Most of them glow with the energy, but some that absorb light have been found.

11. COINS - Secondary Material

These coins represent the energy of each elemental spirit. Sometimes the spirits give them to mortals they favor.

12. SEEDS - Secondary Material

Each seed has a different color, and, like mixing paint, one can grow wider varieties of produce by planting two different seeds together at the same time.

13. PRODUCE - Secondary Material

The produce that grows in the orchards varies by the seed combinations, the day of the week they were planted, and by luck. Used to feed pets and to color Golems.

14. MEAT - Secondary Material

Meat can be acquired by defeating different types of monsters, and then it can be used along with produce to catch monster eggs.

15. FANGS & CLAWS - Secondary Material

The most powerful parts of monsters. Fangs and claws are often used to make protective and magical items such as talismans.

16. EYES - Secondary Material

Some stones look like eyeballs of monsters, and they also have magical properties. Eyes are divided into groups by their appearance.

17. FEATHERS - Secondary Material

Usually the Aerial monsters' feathers are sold on the market, but

sometimes beautiful Arthropod monsters' wings are considered useful.

18. BOTTLES - Secondary Material

There are all sorts of liquids in many different bottles. Some seem to contain liquids you cannot drink, and others you couldn't even guess when they were last opened.

19. VIALS - Secondary Material

Even the most unthinkable things could be sealed in these vials. There could be whispers, curses, or maybe even some stinky breath.

20. URNS - Secondary Material

No one can guess what these urns contain, or what they are for. What could be inside the urns you find in this story?

21. PELLETS - Secondary Material

Little medicine pills made of material you would not normally eat. Those that are known to be effective have a higher price tag.

22. POWDERS - Secondary Material

Some are mere dirt and some are blends of materials with creepy effects. Keep out of the reach of children.

23. POUCHES - Secondary Material

These pouches could contain some really unusual and exciting items. On the other hand, the items may be quite normal and plain.

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/ M. Equipment \

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1. KNIFE - 3 Quick Attacks

A dagger. It comes in many different styles, and much work goes into crafting the handle and blade. Most are designed to be practical. A shield cannot be used with a knife. Although it has the shortest reach, the rate of movement is the fastest.

2. SWORD - 3 Quick Attacks

A long sword. Most are double-edged and have sharp tips. The sword is considered a holy weapon due to the precious metals it is made from. It is wielded in one hand, so the rate of movement is average.

3. AXE - 3 Quick Attacks

Also known as the hand-axe or hatchet, the axe is a single-bladed weapon wielded in one hand. Often thought of as primitive, the rate of its movement is slower than the sword.

4. 2-HANDED SWORD - 3 Quick Attacks

The ultimate in swords requires two hands. Yields epic damage when swung in a wide arc. Cannot be used with a shield. It's quite heavy, so the rate of your movement is slower.

5. 2-HANDED AXE - 3 Quick Attacks

The two-handed axe is used for embedding a cold piece of steel in you enemies. With an axe like this, who needs a shield? Unfortunately, the sheer weight of this weapon will slow your movement to a snail's pace.

6. HAMMER - 3 Quick Attacks

Knock some sense into your opponents with this huge two-handed hammer. But don't complain about the slowest movement rate and being



unable to use a shield.

7. SPEAR - 4 Quick Attacks

A great way to keep uglies at a distance. However, in actual combat the spear is used in a variety of ways. Of course, a shield is out of the question, and the shape of the weapon precludes fast movement.

8. STAFF - 4 Quick Attacks

Long staves such as these have multiple uses, and can hit an enemy both up close and far away. Since they require both hands, a shield cannot be used, and the rate of movement is slower than when wielding a spear.

9. GLOVE - 5 Quick Attacks

Nothing beats pummeling the enemy with these reinforced punching gloves. Of course, proper boxing stance precludes the use of a shield. Even though the attack range is short, the rate of its movement is very fast.

10. FLAIL - 5 Quick Attacks

Incredible power is gained when two or more staves are connected with a chain. The rate of its movement is quite good, but it is impossible to use a shield while wielding a flail.

11. BOW - 3 Quick Attacks

With a bow, one can lay waste to enemies from afar, and thwack them when up close, as well. Scoring a direct hit, however, requires much practice. A shield cannot be equipped with a bow.

12. SHIELD

The smart sword or axe-wielder will always keep a shield handy. From large, bejeweled shields to the familiar frying-pan lid, shields vary greatly in size and strength.

13. HELM

Providing ample protection for the head, helms come in all shapes and sizes, from great steel helms to upside-down pots. The round shape of the helm helps deflect incoming blows.

14. HAT

Unlike helms, hats are often worn for the enchantments contained within, rather than for physical defense. They often grace the heads of well-known mages and priests.

15. HAUBERK

There is a wide range of hauberk types, from highly-decorated ceremonial hauberk to hauberk that is too heavy for practical use.

16. ROBE

Oft worn by mages and clergymen, robes are often designed for other purposes than mere physical protection, and are decorated with holy symbols or arcane patterns.

17. GAUNTLETS

Guantlets come in many shapes and sizes, but all of them help protect the arms and hands from nasty cuts and bruises.

18. RING

Even a small ring can help protect the finger. Some are plain,

while others are works of art, worn by those wise in the ways of magic. Some rings are said to hold incredible power.

#### 19. BOOTS

Heavy footwear for the combat enthusiast, boots give protection to the feet, ankles, and shins from common nicks and scratches, where needed most.

#### 20. SANDALS

Light footwear for the fashion-conscious warrior, sandals afford less physical protection than boots, but they do seem to protect best against magic.

#### 21. ARMOR

Completely protecting the head, torso, arms, and legs, armor gives outstanding protection. However, very little additional armor can be worn, because armor covers the whole body.

#### 22. MANTLE

Mantles are worn over the shoulders, and can be worn over any kind of armor. Most protect against magical attacks.

#### 23. PENDANT

An accessory that can be worn under all types of armor, pendants are used for their protective properties.

#### 24. HARP

Harps are stringed instruments that can be used to perform magic with an Elemental Coin. Such coins are gained by negotiating with a Spirit.

#### 25. MARIMBA

The marimba is a percussion instrument that can be used to play magic with an Elemental Coin. The cycles of magic are determined by the type of instrument, its main material, and the property of the Elemental Coin used.

#### 26. FLUTE

The flute is a wind instrument which can be used to play magic by using an Elemental Coin. Elemental Coins are important because they help determine the type and cycle of magic that will be played.

#### 27. DRUM

The drum is a percussion instrument which can be used to play magic with an Elemental Coin. During negotiations with a Spirit, it is important to play tunes that the Spirit enjoys listening to.

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### / N. Monsters \

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#### 1. RABITE - Beast

A round bunny-like monster. Watch out for its biting attacks!

STRONG: Wisp, Dryad

WEAKEN: Shade, Aura

#### 2. MOLEBEAR - Beast

It attacks with its long, sharp claws, and likes hiding underground.

STRONG: Aura, Gnome

WEAKEN: Dryad, Salamander

3. TEEDIE - Beast  
Attacks enemies by throwing rocks and feathers.  
STRONG: Jinn, Undine  
WEAKEN: Gnome
4. HOWLER - Beast  
Attacks by jump-kicking with its strong hindlegs.  
STRONG: Jinn  
WEAKEN: Gnome
5. GRAY OX - Beast  
It attacks enemies by headbutting with its horns or by licking them.  
STRONG: Aura, Undine  
WEAKEN: Dryad, Jinn
6. LULLABUD - Plant  
Spews toxic pollen to poison its enemies.  
STRONG: Wisp, Dryad  
WEAKEN: Shade, Aura
7. MUSHBOOM - Plant  
A cute mushroom that attacks by kicking, and by throwing its own cap.  
STRONG: Shade, Dryad  
WEAKEN: Wisp, Aura
8. SHRIEKNIP - Plant  
A giant radish that shoots its leaves and seeds like missiles.  
STRONG: Dryad, Gnome  
WEAKEN: Aura, Salamander
9. MALBORO - Plant  
All it can do is punch anything in front of it and exhale really stinky breath.  
STRONG: Aura, Gnome  
WEAKEN: Dryad
10. WOODING - Plant  
A tree that became possessed by evil spirits. Attacks with its arm-like branches.  
STRONG: Wisp, Dryad  
WEAKEN: Shade, Aura
11. STINGER BUG - Arthropod  
Attacks with its scythe-like forearms, and with its huge needle in back.  
STRONG: Wisp, Dryad, Jinn  
WEAKEN: Shade, Aura, Gnome
12. HOPPIN' TICK - Arthropod  
It jumps on enemies to suck out blood.  
STRONG: Aura, Salamander  
WEAKEN: Dryad, Undine
13. SILKSPITTER - Arthropod  
Instead of making a cocoon for itself, it spews out fiber to attack enemies. Maybe it doesn't want to grow up.  
STRONG: Dryad

WEAKEN: Aura

14. SAND SCORPION - Arthropod

Watch out for its gigantic pinchers and tail!

STRONG: Dryad, Gnome

WEAKEN: Aura, Salamander

15. GLOOMOTH - Arthropod

Spews poisonous scale-powder on enemies. It can also shoot out lethal eye-beams.

STRONG: Salamander, Jinn

WEAKEN: Gnome, Undine

16. TONPOLE - Reptile

A cute little tadpole that is trying its best to be a good monster.

STRONG: Wisp, Undine

WEAKEN: Shade, Jinn

17. LIZARDON - Reptile

It swallows the enemies by using its tongue, whether it's hungry or not.

STRONG: Undine

WEAKEN: Jinn

18. RATTLER BOA - Reptile

A rattlesnake that wraps around its enemies to cause great damage.

STRONG: Dryad

WEAKEN: Aura

19. BASILISK - Reptile

Its eye beams cause petrification in a flash!

STRONG: Jinn, Undine

WEAKEN: Gnome

20. TYRRANOS - Reptile

It chomps on any enemies with its huge jaws.

STRONG: Gnome

WEAKEN: Salamander

21. IFFISH - Aquatic

A colorful spiny fish. Attacks with its water-bubble cannon.

STRONG: Undine

WEAKEN: Jinn

22. PINCHER CRAB - Aquatic

A grumpy crab. Shoots out its huge pinchers to attack enemies.

STRONG: Undine

WEAKEN: Jinn

23. SEAJACK - Aquatic

A shark with a gigantic saw-like nose. Watch for its lethal body blow!

STRONG: Undine

WEAKEN: Jinn

24. SEADRAGON - Aquatic

A sleepy-looking monster. Attacks with water while floating in the air.

STRONG: Undine

WEAKEN: Jinn

25. BIG BABY - Aquatic  
An adorable-looking monster with big eyes. Spits out water bubbles.  
STRONG: Undine  
WEAKEN: Jinn
26. NEEDLEBEAK - Aerial  
A ball-like bird which attacks with its sharp beak.  
STRONG: Wisp, Jinn  
WEAKEN: Shade, Gnome
27. BLOODSUCKER - Aerial  
Attacks with ultrasonic waves. For some strange reason it belongs to the Aerial group.  
STRONG: Shade, Jinn  
WEAKEN: Wisp, Gnome
28. COCKATRICE - Aerial  
A chubby, bird-like monster. Its tail is a snake that can bite and petrify enemies.  
STRONG: Dryad, Gnome  
WEAKEN: Aura, Salamander
29. CHOCOBO - Aerial  
Nope, not the same Chocobo you know!  
STRONG: Wisp, Jinn  
WEAKEN: Shade, Gnome
30. GARUDA - Aerial  
A large, bird-like monster that attacks with its sharp beak and claws.  
STRONG: Wisp, Jinn  
WEAKEN: Shade, Gnome
31. SHADOW ZERO - Morph  
A quick-moving shadow with big attacks.  
STRONG: Shade  
WEAKEN: Wisp
32. SLIME - Morph  
A gooey drop with two eyeballs.  
STRONG: Gnome  
WEAKEN: Salamander
33. TEZLA - Morph  
Generates an electric field to zap anything around it.  
STRONG: Wisp  
WEAKEN: Shade
34. DENDEN - Morph  
A winged snail that can move faster than its ground-crawling kin.  
STRONG: Dryad  
WEAKEN: Aura
35. MOLDY GOO - Morph  
A big lump of mold with dead soldiers' weapons stuck to it.  
STRONG: Aura, Undine  
WEAKEN: Dryad, Jinn

36. SKULL BEAST - Undead  
Just a bunch of animal bones with a funny walk  
STRONG: Gnome  
WEAKEN: Salamander
37. ZOMBINE - Undead  
They happen to be born this way.  
STRONG: Gnome, Undine  
WEAKEN: Salamander, Jinn
38. SPECTER - Undead  
A monster that attacks enemies by slapping them with its big hands.  
STRONG: Gnome, Undine  
WEAKEN: Salamander, Jinn
39. SKELETON - Undead  
A fancily-clad skeleton knight.  
STRONG: Shade, Dryad, Gnome  
WEAKEN: Wisp, Aura, Salamander
40. APE MUMMY - Undead  
A large mummified ape. It charges towards enemies to attack.  
STRONG: Shade, Gnome  
WEAKEN: Wisp, Salamander
41. IMP - Demonic  
A tiny demon with a tiny spear. It can use some magic, too.  
STRONG: Shade, Jinn  
WEAKEN: Wisp, Gnome
42. FIERCE FACE - Demonic  
A flaming monster-head that floats in the air.  
STRONG: Salamander  
WEAKEN: Undine
43. PUNKSTER - Demonic  
A fun-loving demon that likes to start cyclones.  
STRONG: Shade, Jinn  
WEAKEN: Wisp, Gnome
44. DARK STALKER - Demonic  
A knight of shadow, clad in heavy armor. It summons other monsters.  
STRONG: Shade  
WEAKEN: Wisp
45. CHIMERA BEAST - Demonic  
A huge chimera that petrifies enemies with its eyebeams.  
STRONG: Wisp, Undine  
WEAKEN: Shade, Jinn
46. KID DRAGON - Dragon  
A half-pint dragon that could spit out some fire.  
STRONG: Salamander, Jinn  
WEAKEN: Gnome, Undine
47. SKY DRAGON - Dragon  
An aerial dragon with a glide attack.  
STRONG: Jinn  
WEAKEN: Gnome

48. LAND DRAGON - Dragon  
A dragon with tough skin. It has a tendency to go berserk.  
STRONG: Aura, Gnome  
WEAKEN: Dryad, Salamander
49. EYE SPY - Oddity  
Attacks with eyebeams, and can disappear to hide from enemies.  
STRONG: Wisp, Gnome  
WEAKEN: Shade, Salamander
50. SPINY CONE - Oddity  
A shadowy creature. Shoots out thorns and poisonous air.  
STRONG: Dryad, Jinn  
WEAKEN: Aura, Gnome
51. POTO - Oddity  
A really sleepy-looking monster that attacks enemies by licking them.  
STRONG: Undine  
WEAKEN: Jinn
52. BEHOLDER - Oddity  
A huge eyeball that floats in the air.  
STRONG: Aura, Salamander  
WEAKEN: Dryad, Undine
53. SPRINGBALL - Oddity  
Attacks enemies by using its springy neck.  
STRONG: Aura  
WEAKEN: Dryad
54. CURSED DOLL - Poltergeist  
A doll that was given a mind. Their existence is meaningful only when they fight.  
STRONG: Shade  
WEAKEN: Wisp
55. POLTER BOX - Poltergeist  
It preys upon unaware treasure-hunters with surprise attacks.  
STRONG: Aura, Gnome  
WEAKEN: Dryad, Salamander
56. CHESS KNIGHT - Poltergeist  
Its overwhelming wish to fight turned it into a monster  
STRONG: Shade, Gnome  
WEAKEN: Wisp, Salamander
57. DAINSLAIF - Poltergeist  
A possessed weapon that exists to fight.  
STRONG: Shade, Aura  
WEAKEN: Wisp, Dryad
58. MACHINE GOLEM - Poltergeist  
A man-made Golem. It was not supposed to have its own mind.  
STRONG: Aura  
WEAKEN: Dryad
59. CHOBIN HOOD - Demi-human  
A master bow-hunter species. They look cute, but they could be

pretty mean.

STRONG: Dryad

WEAKEN: Aura

60. GOBLIN - Demi-human

It firmly believes that evil doing is the true meaning of life

STRONG: Shade, Dryad

WEAKEN: Wisp, Aura

61. TOMATO MAN - Demi-human

A clan of black-magic priests. It is said that they never leave their pots.

STRONG: Aura, Salamander

WEAKEN: Dryad, Undine

62. SAHAGIN - Demi-human

It became a demi-human as it began living ashore.

STRONG: Undine

WEAKEN: Jinn

63. SUCCUBUS - Demi-human

One of the vampire clans. They tend to look down on the other clans.

STRONG: Shade, Jinn

WEAKEN: Wisp, Gnome

64. NARCISSOS - Demi-human

This clan is obsessed with staying in shape by practicing their own martial arts.

STRONG: Aura, Gnome

WEAKEN: Dryad, Salamander

65. MAD MALLARD - Demi-human

Loaded with attitude, these ducks pop out egg-bombs.

STRONG: Wisp, Salamander

WEAKEN: Shade, Undine

66. AXEBEAK

A bird-like creature that lives in the deserts.

67. CHIMERA LORD

A demonic creature with a fierce appearance.

68. PUNKMASTER

A small creature with an evil mind.

69. GREMLIN

A mischievous little demonic creature.

70. SHADOW ZERO-ONE

A shadow that loves grabbing people's attention.

71. SKELETAL SOLDIER

Soldiers of the Deathbringer's army.

72. WINDCALLERS

The entire clan serves Akravator as his dragoons.

73. COUNT DOVULA

The leader of the Succubus clan.



74. MANTIS ANT  
Boss creature.
75. HEGS ANT  
Boss creature.
76. DU'INKE  
Boss creature.
77. DU'CATE  
Boss creature.
78. DU'MERE  
Boss creature.
79. GORGON'S EYE  
Boss creature.
80. BOREAL HOUND  
Boss creature.
81. GOVA  
Boss creature.
82. SPRIGGAN  
Boss creature.
83. LABANNE  
Boss creature.
84. TROPICALLO  
Boss creature.
85. FULLMETAL HAGGAR  
Boss creature.
86. ORC  
Boss creature.
87. JEWEL BEAST  
Boss creature.
88. JEWEL BEAST II  
Boss creature.
89. JEWEL BEAST III  
Boss creature.
90. JEWEL BEAST IV  
Boss creature.
91. IRON CENTAUR  
Boss creature.
92. LARC THE CENTAUR  
Boss creature.
93. ZENOA  
Boss creature.

94. THE DEATHBRINGER  
Boss creature.
95. THE DEATHBRINGER II  
Boss creature.
96. KIMA  
Boss creature.
97. HITODAMA  
Boss creature.
98. AKRAVATOR  
Boss creature.
99. JAJARA  
Boss creature.
100. VADISE  
Boss creature.
101. DRAGONIS  
Boss creature.
102. LORD OF JEWELS 999  
Boss creature.
103. IRWIN  
Boss creature.
104. THE MANA GODDESS  
Just wait and see...

105. NOTE  
Following is a basic key for monsters (excludes pets):

STRONG = lists which Mana Spirit influence will strengthen the monster

WEAKEN = lists which Mana Spirit influence will weaken the monster

#### EXAMPLE

STRONG: Wisp, Dryad

WEAKEN: Shade, Aura

The example above shows that the monster becomes stronger in lands with more Wisp and Dryad influence, and weaker in Shade and Aura lands.

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\_\_\_\_\_/ O. Produce \\_\_\_\_\_

1. GARLICROWN - White family  
A crown-shaped garlic clove that might make you feel like royalty!  
Positive effects: CHM  
Negative effects: ARR
2. CONCHURNIP - White family  
A turnip shaped like a conch shell.  
Positive effects: PWR, DEF, AGR, ARR  
Negative effects: MGC

3. SWEET MOAI - Purple family  
A sweet potato shaped like a Moai. It's pretty tasty, actually.  
Positive effects: DEF, MGC, LCK, LAZ  
Negative effects: SKL
4. PEAR O'HEELS - White family  
A pear shaped like a high-heeled shoe.  
Positive effects: PWR, DEF, CHM, ARR  
Negative effects: SPR
5. MANGOLEPHANT - White family  
A mango that even has a pair of tusk-like knobs.  
Positive effects: PWR, HP, AGR, ARR  
Negative effects: none
6. APRICAT - Red family  
An apricot with whiskers and ears that makes it look like a cat.  
Positive effects: DEF, CLM  
Negative effects: none
7. DICEBERRY - Red family  
The ones with seeds placed like an actual dice are very rare.  
Positive effects: PWR, AGR  
Negative effects: none
8. PEACH PUPPY - Red family  
A peach with a dog-like face, and ear-like flaps.  
Positive effects: PWR, SKL, FRD  
Negative effects: SCH
9. APPLESOCKS - Red family  
An apple that looks like a Christmas stocking.  
Positive effects: SKL, CHM, CLM, IND  
Negative effects: none
10. WHALAMATO - Red family  
A whale-shaped tomato with a stem that looks like a water spout.  
Positive effects: MGC, HP, CHM  
Negative effects: DEF, AGR
11. SPINY CARROT - Orange family  
A carrot with knobs like those on spiny shells.  
Positive effects: MGC, SPR, CLM, IND  
Negative effects: SKL
12. LOQUAT-SHOES - Orange family  
It has a hole that is big enough to fit a baby's foot.  
Positive effects: SKL, CHM, SCH, LAZ  
Negative effects: HP
13. BUMPKIN - Orange family  
A pumpkin with a scary face. There are some with sad faces, too.  
Positive effects: PWR, SPR, AGR, ARR, SCH, LAZ  
Negative effects: none
14. HONEY ONION - Orange family  
An onion with honey stuffed inside.  
Positive effects: SKL, HP, SPR, IND  
Negative effects: PWR

15. ORANGE'OPUS - Orange family  
An orange with tentacle-like projections.  
Positive effects: DEF, HP, SCH, LAZ  
Negative effects: none
16. CITRISQUID - Yellow family  
A lemon with a sharp top and tentacle-like projections.  
Positive effects: MGC, SCH  
Negative effects: none
17. SPRINGANANA - Yellow family  
A coily banana that is rather hard to eat.  
Positive effects: HP  
Negative effects: IND
18. CORNFLOWER - Yellow family  
Is it a sunflower with corn kernels, or corn that looks like a sunflower?  
Positive effects: MGC, CHM, AGR  
Negative effects: CLM
19. FISHY FRUIT - Yellow family  
It has fin-like bumps that make it look like a fish.  
Positive effects: SKL, MGC, CLM  
Negative effects: HP, SCH
20. ROCKET PAPAYA - Orange family  
A papaya with projections like a rocket.  
Positive effects: MGC, CHM, CLM  
Negative effects: AGR
21. CABBADILLO - Green family  
A cabbage that looks like a friendly armadillo.  
Positive effects: DEF, SPR, FRD, LON  
Negative effects: CHM
22. SQUALPHIN - Green family  
A squash that is shaped like a dolphin.  
Positive effects: MGC, LCK, FRD, LON  
Negative effects: PWR
23. NEEDLETTUCE - Green family  
A lettuce with leaves shaped like porcupine needles. It's edible.  
Positive effects: DEF, CHM, CLM  
Negative effects: AGR
24. BOARMELON - Green family  
A watermelon that has stripes and tusks like a young boar.  
Positive effects: PWR, SKL, SPR, LON  
Negative effects: CHM
25. DIALAUREL - Green family  
An herb that was named "Diamond" after its leaves' shape.  
Positive effects: PWR, LCK, AGR  
Negative effects: CLM
26. HEART MINT - Blue family  
This species of mint grows heart-shaped leaves.  
Positive effects: CHM  
Negative effects: LAZ

27. SPADE BASIL - Blue family  
An herb with a slightly bitter flavor to it.  
Positive effects: SPR  
Negative effects: LON
28. PINE O'CLOCK - Blue family  
A very functional pineapple that works as an alarm clock.  
Positive effects: PWR, SKL, DEF, MGC, HP, SPR, CHM, LCK  
Negative effects: AGR, CLM, SCH, FRD
29. GOLD CLOVER - Blue family  
You will be really lucky if you find one with four leaves!  
Positive effects: SKL, LCK, FRD  
Negative effects: SCH
30. RHINOLOUPE - Blue family  
The skin is very tough and thick.  
Positive effects: PWR, HP, SPR  
Negative effects: MGC, CLM
31. LILIPODS - Purple family  
This lily has peas inside it!  
Positive effects: SKL, HP, CLM, IND, FRD, LON  
Negative effects: MGC
32. CHERRY BOMBS - Purple family  
Cherries with clear, glass-like flesh around the seed.  
Positive effects: HP, FRD  
Negative effects: none
33. ORCAPLANT - Purple family  
An eggplant that looks like a killer whale.  
Positive effects: DEF, MGC, SCH  
Negative effects: FRD
34. MASKED POTATO - White family  
A potato with colorful designs on it, making it look like a mask.  
Positive effects: DEF, HP, SPR  
Negative effects: LCK, FRD
35. BELLGRAPES - Purple family  
The grape is covered with a tough skin. When shaken, it sounds like a bell.  
Positive effects: MGC, SPR, SCH  
Negative effects: FRD
36. MUSH-IN-A-BOX - Black family  
The insides pop out when touched. Its taste could be surprising, too.  
Positive effects: LCK  
Negative effects: none
37. TOADSTOOLSHED - Black family  
A mushroom shaped like a house. Those with two chimneys are rare!  
Positive effects: PWR, SKL, DEF, MGC, HP, SPR, CHM, LCK  
Negative effects: none
38. NOTE  
Following is a basic key for produce effects:

POSITIVE EFFECTS = Increases Abilities or Personality Traits

NEGATIVE EFFECTS = Decreases Abilities or Personality Traits

ABILITIES

PWR = Power

SKL = Skill

DEF = Defense

MGC = Magic

HP = HP (constitution)

SPR = Spirit

CHM = Charm

LCK = Luck

PERSONALITY TRAITS

AGR = Aggressive

ARR = Arrogant

CLM = Calm

IND = Indecisive

SCH = Scheming

LAZ = Lazy

FRD = Friendly

LON = Lonely

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/ P. World History \

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1. THE BEGINNING

A twinkling consciousness became a star which sparkled in the night and banished the darkness. The Mana Goddess aquired consciousness by gazing into the light of that sun. She made Fa'Diel, a great land, but so far an empty one.

2. THE MOON GODS

The Mana Goddess drew beams of six colors from the sun. They became the six moons, each hiding a small diety within. When those gods awoke, they played beautiful music and brought fortune to the land of Fa'Diel.

3. THE NAMES OF STONES

The six dieties became the Moon Gods and demanded that the Mana Goddess name them. So the Mana Goddess gave each of them a shining stone, which filled the air with music: "Stars, follow me! Moons, walk with me! And we shall celebrate your names!"

4. THE MOON'S NAMES

Tryne, merciful god of water. Zea, passionate god of fire. Barlen, selfish god of gold. Libleyt, hopeful god of wood. Morphey, wealthy god of earth. Ghazel, whimsical god of wind. The Moon Gods rejoiced, and the Mana Goddess returned to her slumber, becoming the great Mana Tree. Fa'Diel was left to the whims of the Moon Gods.

5. THE CREATION

The Moon Gods created land and ocean, trees and flowers, and gave them light and the power to determine their fate. The light became the Elemental Spirits, riding in the sky. They released bountiful light, and were full of desire to serve the Moon Gods' will. The Moon Gods then finally returned to slumber.

6. FLAMMIES

Then, a beautiful yet powerful beast appeared, awakening the Moon Gods. The Moon Gods named this beast of strength and beauty Flammy. Whenever one of the Moon Gods would fall asleep, another Flammy would appear. Eventually, Flammies of all six colors came to populate all the land.

7. DARK CLOUDS

The Moon Gods tried to outdo each other in creating beauty. Sometimes they argued trying to follow the Mana Goddess's will and create many beasts. But dark clouds came to Fa'Diel, and the Moon Gods created greater beasts, and set them loose upon the land. The Flammies

often quarrelled, and the cycle of creation and destruction repeated endlessly.

#### 8. THE HOLE

The trees withered, and the Elemental Spirits lost their luster. The land dried up, and soon thereafter, wars began. As the wars dragged on, the powers of the Moon Gods were lost. The land of Fa'Diel was scarred, and pits to other worlds opened in the wounds. The Moon Gods peeked into the other worlds, and came to know fear, envy, and desire.

#### 9. REBIRTH

Cracks appeared in the Mana Tree. Waves of chaos from other worlds came and tried to envelop all of Fa'Diel. Each Moon God chose a Flammie and gave it a stone. The Flammies rode into the sky. They were born of the earth to ride in the sky and return to the earth. They became a flying river of Mana.

#### 10. THE THOUGHTS

Fa'Diel was filled with the power of Mana. It healed itself and shut away the other worlds. The Flammies returned to the Moon Gods, but could not find them. The Moon Gods had lost their memories and became beasts. The six remaining Flammies cried in anguish and despair. The waves in the air settled, and created many thought forms.

#### 11. THE REVELATION

The Flammies turned their backs on the Moon Gods and flew into the air. The Moon Gods turned into stars, and the Flammies never came back down. New concepts came about after the Flammies and the Moon Gods departed, but the Elemental Spirits were afraid and prayed to the Mana Tree, who responded with soft pulses.

#### 12. THE PROPHECY

These formless beings will eventually be given form so that they might live. They will be given the task of creating this world. The thoughts they think will shape the landscape. They will be born into this world in fear and sadness. Sometimes their thoughts may hurt this world, but you must help them build it.

#### 13. MAN AND FAERIE

Soon many new beings were born, such as men and Faeries. Man used Mana to power his creations. Faeries amplified the power of Mana with song and dance. Then, from beyond the heavens, six colored beams of light shone down upon the land. Six Flammies gazed upon Fa'Diel, and all life there prospered. A new age had begun.

#### 14. THE DARK ONE

The Flammies of legend never returned from their heavenly climb. Below, many similar creatures came into being. For example, dragons reflected the Flammies' divinity, becoming a race of deep introspection. They took it upon themselves to protect Fa'Diel from its many foes.

#### 15. THE FALLEN

Wyrms are rumored to be Flammies who have fallen into another world. Powerful mages summoned them into this world. Wyrms possess the incredible powers of the Flammies, but they lack their nobility and grandeur. True Flammies are said to appear regal and divine, unlike dragons and wyrms, but no man can truthfully claim to have seen them.

#### 16. THE WORK OF MAN

Humans were destined to reproduce and populate the land, and they

developed the technology to build. Soon they gained dominance over all physical things. The humans who live in this world come in different forms, but they are all humans. Some inherit their forms from their parents, while others are shaped through their experiences.

#### 17. THE WORK OF FAERIE

Faeries have transparent wings, which are not used for flying, and are shed during growth. Only young Faeries are visible to humans, and their bodies fade as time goes on. Eventually, they become completely invisible to the human eye.

#### 18. THE MANA TREE

The Mana Tree sustained the bond between the world of humans and of Faeries. Plants exist in both the human and Faerie dimensions. They absorb the Mana of Fa'Diel and release it into the atmosphere. Humans use trees for fuel and tools, harnessing their power within inanimate objects. Faeries use the Mana released by plants to make Fa'Diel a better place.

#### 19. SORCERERS

Although not on par with the Faeries, all human could once harness the power of Mana. The ability to draw on the power of Mana was originally given to all humans equally, but many lost that ability by relying on machines, and losing touch with the natural world. Later, those with the power to draw Mana were called mages.

#### 20. ANISE

The Great Witch Anise was the first mage to go down in history. Anise bored a hole into the Mana Tree and built her laboratory there. The flow of Mana into both human and Faerie worlds was diverted. Anise constructed a jewel called the Eye of Flame using the vast amounts of Mana in her laboratory. The Firestone brought out the evil in whoever it touched.

#### 21. UNKNOWN STONES

In the Age of Myth, the stones that the Mana Goddess gave to the Moon Gods were the most powerful source of magic known. However, some powerful magic users born in later ages possessed similar stones. Anise tried to obtain such a stone when she created the Eye of Flame, but it was difficult to control, and very dangerous.

#### 22. GOLDEN AGE ENDS

Soon, many others learned how to construct their own Eyes of Flame. The waves of Mana became chaotic, and shadows clouded the hearts of man. These pulses tore rifts within the dimensions and sent waves of evil into the hearts of man. No longer was all life on the planet descended from the spirits. An age had ended. A world had fallen from its original purity.

#### 23. URAKLIUS AEON

Evil ruled the land thereafter through men who could control the waves of chaos. Those of truth cried in anguish, but mages, who rejoiced in obtaining new powers, firmly believed that this was the world they wanted. The mages declared the beginning of a new thousand year kingdom and called it the Aeon of Uraklius.

#### 24. THE HOLY WAR

Aion, the leader of the Faeries, sent an army to conquer Anise. There, hundreds of Anise's mages battled thousands of Faerie warriors. The battle was fought overnight, and almost all of the Faeries were



slain. The few remaining Faeries continued their lives in the land of men.

#### 25. THE HIDDEN

Although the Faeries thought that all humans were enemies, they soon discovered that there were those in the land of men who could understand the Faeries. With the help of the humans, they were again able to battle Anise and her mages. Eventually they rose victorious. Unfortunately, during the fight, the Mana Tree burned to the ground.

#### 26. EYES OF FLAME

Although it was thought that many Eyes of Flame would be recovered from the ashes, only three were found. Aion was banished to the Underworld. He refused to be reincarnated, and became the Lord of the Underworld.

#### 27. THE UNDERWORLD

Aion, leader of the Faeries, created his new servants, the Shadoles. Shadoles were born from the thoughts of Aion, and they brought the newly departed to the Underworld. From this time on, all departed souls are brought to the Underworld to receive the judgment of its Lord.

#### 28. SEVENTH MOON

Anise was killed by a stone called the "Seventh Moon." Legend has it that the Faerie warrior who fought against Anise, a master of the Eye of Flame in her own right, bested her using this mysterious object.

#### 29. A BRIEF PEACE

After the Holy War of the Mana Tree, the flow of Mana to the world resumed. Before, mages would steal from others, using dangerous magic, but now the land produced enough for all. However, the surviving mages could not stand being equal to their fellow creatures. They sought magic that could make everything their own.

#### 30. MAGES' TOWER

The mages started building towers at Mana Points all over Fa'Diel in order to regain the Eyes of Flame. They took action against the Faeries, who stood in the way of their plans. Whenever a tower was built, an army would come to destroy it. Such wars continued for hundreds of years. Soon, all of humanity came to think of Faeries as evil beings.

#### 31. MOUNTAIN SCHOOL

Elise, who called herself Anuella, was the daughter of Anise. She had the power to bring mundane objects to life. After fleeing her mother's self-righteous rule, she settled in the northern mountains and there created a group of dolls who would obey her every command. They came to be called magical beings, and her art was promulgated by mages who idolized her.

#### 32. ARTIFICERS

There were two types of magical beings. One type was imbued with life. Another type had hidden powers. The latter were called artifacts. Artifacts had weaker magical powers than Eyes of Flame, but were simpler to construct. Creating Eyes of Flame was fraught with accidents, so making artifacts became the most popular kind of magic.

#### 33. ARGOT

The king of dragons, Argot, destroyed all the mage towers in the

land of Faeries. Argot opened a hole into the other worlds and called forth many monsters. However, records state that he eventually turned to evil, and was banished by the Faeries.

#### 34. LUCEMIA

Argot summoned a wyrm in the shape of a Flammy. He summoned Lucemia, the Wyrms of Light, and the greatest of all the wyrms. Legend says that Lucemia leveled each and every mage tower, and died trying to swallow an entire volcano.

#### 35. THE LILIPEAS

The Lilipeas are a small tribe that settled in the northern mountains. People said that they were similar to Anuella's dolls. Only Selva, who was tall and slim, oft visited Anuella by riding on a bird. Selva often took Anuella's dolls outside.

#### 36. THE ASHES

In a charcoal-maker's hut, a little girl awaited her father's return. Her name was Magnolia, and her father made a living from hunting and from making charcoal. Selva gave this girl one of Anuella's dolls.

#### 37. ANISE'S FIRE

The doll that was brought into Magnolia's room had red stones as its eyes. They were Eyes of Flame that Anise made, and they burst into flames and burned the hut to ashes.

#### 38. MAGE AND RUBY

Magnolia lost her life in the hut as it burned down, but the doll was saved. The doll began to call herself Magnolia, and she stayed with the Lilipeas, until one day she left with a mage. The mage wanted to steal the Eyes of Flame in Magnolia's eyes, for they contained more Mana energy than the enchanted instruments.

#### 39. GAEUS

Anuella saw through the mage's plot. She left the northern mountain, then gave life to a rocky hill so the mage's caravan could not progress further. The living hill called itself Gaeus, and its knowledge seemed deeper, and more vast than Anuella's. Anuella called for Gaeus' help and prepared for war.

#### 40. THE CONDUCTOR

All the Faeries fought on Anuella's side, using many enchanted instruments. The mage's force fell apart against the power of the instruments with infinite Mana power. Anuella came to be known as the "Player of the Flying Contrabass," and as "the Conductor" among Faeries.

#### 41. MAGE HALCIET

Halciet the Mage was the last one who stood against Anuella. He used a stone called "the Seventh Moon" and fought against Anuella, but the mages among his army began a quarrel over the stone's possession, and Halciet left the force.

#### 42. GEIMASWALD

The mages made a magic circle with the Eyes of Flame and summoned the Wyrms of Thunder, Geimaswald, to attack Anuella. But the Lilipeas lured Geimaswald into a cave and killed it. The leader of the Lilipeas was Selva of the Four Winds.

#### 43. EASTERN WIND

It became known to the mages that these instruments could be used as weapons. The mages took the remaining Eyes of Flame and the instruments aquired in the previous battles and fled to the east. There, the mages made instruments with more Mana power and dedicated them to their new lord, Lonway.

#### 44. EMPEROR LONWAY

The mages provided Lonway with their magic, and urged him to prepare for battle with the Faeries. Lonway's army then progressed to the ancient city of Mindas to open the gates to the land of Faeries. Many nations used this as an excuse to start their own political battles.

#### 45. RICROT IV

Ricrot IV was supported by Anuella, and was given an army of wooden horses that could fly in the sky to fight against Lonway and his mages. He came to be known as the "King of Wooden Horses." Many brave men enlisted in Ricrot's army.

#### 46. SPIRITUAL WAR

Gato Grottoes were Fa'Diel's power nexus, protected by "the Spirits of the Ascetics." Many monks fought as soldiers, and the high priests stopped enemies from other dimensions by sending their spirits to battle. Intense battles between the dimensions and other worlds took place in Gato.

#### 47. ROSIOTTI

Rosiotti was a hero who could pierce a warrior's chest with his arrows from miles away. It was anticipated that his bravery and skills would change the war's outcome. However, he only became Lonway's general because Lonway promised him great rewards.

#### 48. THE CHASE

In the midst of intense battles between Ricrot and Lonway's army, Selva of the Four Winds brought his army of Lilipeas and Flowerlings to fight on Ricrot's side. Lonway then ordered Rosiotti to kill Selva. No one had ever escaped Rosiotti's arrows, and the chase was on.

#### 49. SELVA

Selva kept commanding his army, while fleeing Rosiotti's never-ending chase at the same time. When Rosiotti finally shot Selva's heart with his arrows, he was surrounded by countless Lilipeas. It was then that Rosiotti was told to become a Wisdom, to walk the same path with them.

#### 50. CONJUROR NUNUZAC

Nunuzac was Lonway's best and the most powerful summoner. He summoned Freymold, the Wyrms of Fire, as Lonway ordered him when the tide of war began to turn against him. Nunuzac kept summoning monsters until Lonway was killed, and he himself became trapped in the dimension on the other side of his magic circle.

#### 51. WARRIOR OLBOHN

Another army to join the war was Aion's force of "Creatures of Shadow" from the Underworld. These "Creatures of Shadow," or the Shadoles, caught and threw living people into the Underworld and trapped them there. Olbohn the Swordsman went down to the Underworld by himself and defeated Aion.

#### 52. FREYMOLD

Frey mold, the Wyrn that was summoned by Nunuzac, flew across Fa'Diel and burned Rosiotti's jungle to ashes. Rosiotti raged over this event, and later joined Anuella's force.

#### 53. KNIGHT OF TRUTH

Lasdanac was the Holy Knight of Ricrot's army who was taught the "Spell of Truth" by the Faeries. With this spell, he defeated Freymold, but it is told that he later fell to a Faerie's curse.

#### 54. THE NEW WORLD

After the war came to an end, Ricrot IV built churches and began compiling "the Book of Divine Guidance." He also established the Academy of Magic with a portrait of the great witch, Anise, inside and summoned her spirit to it. Anuella was displeased by this event.

#### 55. TEMPLE OF HEALING

The temples lost many of their monks and priests as they came under Ricrot's rule. All the male priests were taken and sent to the Academy of Magic as magic researchers, to lessen resistance from the religious organizations.

#### 56. ANUELLA

In the years following the war, Ricrot sent soldiers to capture and kill off the surviving soldiers of Lonway's army, as well as the Faeries, which he called "the Ones with Devilish Powers." Anuella left Ricrot and locked herself into a place named "the Graveyard of Artifacts."

#### 57. MANA STONES

The seventh Mana Stone was desired for its Mana power, and it appeared in history many times. Jumis were the first ones to be searched for the possession of the stone. It is said that an uncountable number of Jumis were hunted down and killed for this purpose.

#### 58. DIRT

When Jumis were being hunted during the search for the seventh Mana Stone, they died after intentionally lessening the energy flow in their jewel cores. Many Jumis died this way to protect the secret of their clan, and mages began to call them "lumps of dirt" as a result.

#### 59. ANGELS

There was a new movement in the land of Faeries, as Zuf'ben became their new leader. The spiritual waves of the two worlds were becoming magnified, and many expected the worlds to become one. Zuf'ben lamented over the humans' corruption, and called upon higher beings for help. Angels answered his prayers.

#### 60. JANNA

Angels were beings who serve the Goddess, and cannot normally be seen by Faeries or humans. Seven angels chose to reincarnate in the land of Faeries, and they rode on Janna, a ship with its own consciousness.

#### 61. INCARNATION

In order to control the Janna, the angels decided to reincarnate into Faeries and humans. The reborn angels would lose their memories, until Janna could awaken them.

#### 62. MALICIOUS MIND

Zuf'ben rode Janna and searched both Fa'Diel and the land of Faeries to find the seven angels, but humans attacked Janna, afraid of the flying ship. During the attack, the minds of those onboard the ship were tainted with evil.

#### 63. UNAWAKENED ANGELS

The angels transmuted into their human and Faeries forms, but they lost awareness of their true nature, because they could not sense Janna's benevolence. Some of the angels even joined the battle to gain control of Janna. Janna turned to evil, and villainous people gained demands over her.

#### 64. ANCIENT MEMORIES

Even though Janna had not awakened them, six of the seven angels regained their memories. One cried for a fallen friend, one confronted Janna, one crossed swords with a former angel, one heard the guidance of a Wisdom: "Six angels' memories were restored, but the seventh would never awaken."

#### 65. SEVENTH ANGEL

In the dreams of the six angels, a seventh angel appeared. But he did not answer the calls of the others. He was neither human nor Faerie, but a Jumi. Both humans and Faeries had used the Jumi to strengthen their magic in the war.

#### 66. JANNA'S END

The angels gave up on retrieving Janna, and chose to fight for the Jumi. With help from the Wisdoms, they built a ship to confront Janna, and joined the war. The angels defeated the leader of the humans and Zuf'ben, who had become an evil Faerie, and sealed Janna in the dimensional gap. Then they remained in Fa'Diel.

#### 67. DIVINE GUIDANCE

As time went by, "the Rules for Peace" which Ricrot started changed to "the Peace for Rule." "The Book of Divine Guidance" was used to propagate the empire's religious and political thoughts, and many "heretics" were hunted down by the empire's army.

#### 68. DEATHBRINGER

Irzoile Enaanshalc was the fifteenth emperor of the Enaanshalc Empire, and he was called the Deathbringer. He was a descendant of Ricrot Enaanshalc, a hero in the era of the Faerie War, but his oppressive reign caused the empire's fall.

#### 69. HOLY KNIGHT

The chivalric code, which Ricrot IV established, produced many legendary heroes in a short time period. Julio Liotte was the most accomplished knight in the empire's army, and thus he was given the title of "Holy Knight," and became the guardian of the empire. The Liotte family passed this title down the line.

#### 70. THE HALLOWAYS

To commemorate the souls of heroes lost during the war, Ricrot IV established shrines to the Mana Goddess, and closed down most of the older temples aside from the one in Gato. The Halloway family was a line of priests, but under the rule of Ricrot's empire, its influence diminished.

#### 71. WINDCALLERS

The clan of Windcallers could speak to and control the wind. They

live quietly in a village by the base of Norn's Peak, and kept their watchful eyes on any intruders that might disturb their way of life.

## 72. EMPIRE'S FALL

Irzoile Enaanshalc desired immortality, and sent his army to retrieve the Dragon Stones which the ancient dragons protected. His attempts failed, and he lost his life as a result. But his overwhelming desire for immortality made Jajara, the bone dragon, choose him to become his dragoon.

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## \_\_\_/ Q. Basic Golemology \\_\_\_\_\_

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### 1. GOLEM'S COMPOSITION

Q: What are the necessary components?

A: A completed body and logic blocks.

The body of the golem determines its power level, and the logic blocks provides the action patters of the weapons it equips.

### 2. GOLEM'S BODY

Q: What makes up the golem's body?

A: At least one weapon or piece of armor.

A golem's body is made by combining a lifeball with one weapon and up to three pieces of armor. Its performance and characteristic parameters reflect those of the materials.

### 3. LOGIC BLOCKS

Q: What makes up a logic block?

A: Two pieces of equipment.

Choose two pieces of equipment from your list of armor, weapons, or instruments. Each block provides a certain action pattern for a golem.

### 4. LOGIC GRID

Q: What determines the size of the logic grid?

A: The number of armor pieces used for the golem's body.

The larger the grid, the more logic blocks it can hold, for a wider variety of golem actions.

### 5. GOLEM'S ACTIONS

Q: What determines a logic block's type?

A: The combination of its components.

Try different equipment combinations to create blocks you want for desired action patterns of your golem!

### 6. LOGIC TYPES

Q: What determines a logic block's shape?

A: The combination of its components.

All logic blocks have one of eleven shapes, and each block's effectiveness derives from the components' parameters.

### 7. ATTACK TYPES

Q: What determines the golem's attack mode?

A: The type of the weapon used for the golem's body.

Some blocks cannot be assigned to a golem if the block's attack type differs from the golem's attack type.

### 8. ATTACK & DEFENSE LEVEL

Q: What determines golem attack and defense levels?

A: The characteristics of the weapons and armor used.

Golem parameters such as HP, attack and defense, and elemental

levels, are determined by the components used to make its body. This does not include logic grid size and rate of malfunction.

#### 9. MALFUNCTION RATE

Q: How is the malfunction rate determined?

A: The number of armor pieces used as components.

The higher the percentage shown on the menu screen, the more frequently golem fails to deliver an attack. If one action fails, actions connected by wedge-marks also fail to deliver.

#### 10. CHOICES OF ACTION

Q: How does a golem decide which action to take?

A: By referring to its action gauge and calculating the distance to the enemy.

The logic grid has two axes. One is the action gauge, and the other is the distance between the golem and the enemy.

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### / R. Techniques \

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#### 1. JUMP - ability (default)

Might as well jump.

#### 2. DEFEND - ability (default)

But remember that the best defense is a good offense.

#### 3. LUNGE - ability (default)

A quick step forward.

#### 4. RETREAT - ability (default)

A quick step backward.

#### 5. CROUCH - ability (default)

Increases regeneration of Hit Points, but while crouching defense rating is zero.

#### 6. PUSH - ability (default)

Stuns target.

#### 7. CHEER - ability (default)

No real use, but increases the power move gauge slightly.

#### 8. SPIN - ability (default)

Stuns opponents. Attacking while spinning turns the ability into a spin attack.

#### 9. GRAPPLE - ability

Grabs an opponent, then use attack to throw.

Required abilities: Defend, Push

#### 10. WHIRL - ability

Turns opponents to expose their back.

Required abilities: Grapple, Spin

#### 11. BASH - ability

Runs the opponent to the edge of the screen.

Required abilities: Whirl, Push

#### 12. SOMERSAULT - ability

Executes a forward flip while dodging attacks.

Required abilities: Lunge, Jump

13. BACK-ROLL - ability

Executes a back-roll while dodging an enemy's attack. Hit the Power Attack button to add an attack.

Required abilities: Retreat, Jump

14. BACK-FLIP - ability

Cannot be hit until starting the descent. Pressing the Power Attack button adds an attack.

Required abilities: High Jump, Back-roll

15. MOONSAULT - ability

Invulnerable until starting the descent.

Required abilities: High Jump, Somersault

16. HIGH JUMP - ability

Soars high above opponents.

Required abilities: Crouch, Jump

17. DOUBLE-JUMP - ability

Jumps again in the middle of a jump.

Required abilities: High Jump, Jump

18. TACKLE - ability

Knocks opponents back.

Required abilities: Lunge, Push

19. COUNTERATTACK - ability

Counters an enemy's move with an attack for double the damage of a Quick Attack.

Required abilities: Defend

20. COUNTERSTRIKE - ability

Counters an enemy's move with an attack for quadruple the damage of a Power Attack.

Required abilities: Counterattack

21. TAUNT - ability

Gets an opponent's attention.

Required abilities: Retreat, Cheer

22. EVADE - ability

Evasive action.

Required abilities: Lunge, Retreat

23. TOSS - ability

Juggles the opponent.

Required abilities: Crouch, Bash

24. DEFENSIVE LUNGE - ability

Lunges forward while blocking.

Required abilities: Defend, Lunge

25. SLIDE - ability

Knocks an opponent down.

Required abilities: Crouch, Lunge

26. FLIP-KICK - ability

A sudden attack while doing a flip.



Required abilities: Back-roll, Back-flip

27. ADMONITION - Knife technique

Close in quickly with an opponent, executing a quick slice.

Required abilities: Lunge

28. RISING EAGLE - Knife technique

A jump into the air, followed by a sudden knife-throw.

Required abilities: Jump

29. VORTEX OF DEATH - Knife technique

Cut up opponents in a death-bringing spin.

Required abilities: Spin

30. VAPOR BLADE - Knife technique

A quick roll into the enemy, followed by a devastating double attack.

Required abilities: Somersault

31. SONIC WAVE - Knife technique

A tremendous sonic wave, released after two impressive flip-kicks.

Required abilities: Back-roll

32. RISING DRAGON - Knife technique

A jump into the air, followed by a hail of daggers.

Required abilities: High Jump

33. CRESCENT MOON - Knife technique

A leap into the air in a grand arc, followed by multiple slashes.

Required abilities: Moonsault

34. ECLIPSE - Knife technique

A back-flip followed by a stab into the space-time continuum.

Damages any creatures nearby.

Required abilities: Back-flip

35. BACKSTAB - Knife technique

A leap into the opponent's blind spot, creating an opening for the coup-de-grace.

Required abilities: Slide, Double-jump

36. PUPPET - Knife technique (also Flail)

A retreat leaving a dummy, which fight in your place.

Required abilities: Retreat, Cheer

37. COBRA FANG - Knife technique

A short push and quick retreat, ending with a dagger throw.

Required abilities: Push, Retreat

38. NINJA DROP - Knife technique

A decoy hides the location of the true attacker, who drops in a crescendo of force.

Required abilities: Grapple, Evade

39. POUNCING CAT - Knife technique

A vertical swing sets up the perfect finishing blow.

Required abilities: Back-roll, Somersault

40. BACK SLASHER - Knife technique (also Flail)

The first strike knocks the enemy back and exposes its blind side,

the next deals a crippling blow.

Required abilities: Whirl, Lunge

41. REAPING THE MIST - Knife technique

This amazing technique consists of acrobatics which lead into a lunging attack straight through any opposition.

Required abilities: Back-roll, Back-flip, Lunge

42. DARK ASSASSINS - Knife technique

A sinister attack that summons dark assassins to clear the area of enemies.

Required abilities: Evade, Spin, Crouch

43. DANCE OF ROSES - Knife technique

A rising slice with the power of a thousand thorns.

Required abilities: Defensive Lunge, Evade, High Jump

44. LOOKING GLASS - Knife technique (also Flail)

Traps an enemy in a dimensional mirror. The enemy suffers great damage once the mirror is broken.

Required abilities: Whirl, Bash, Taunt

45. AERIAL REAVER - Knife technique

A secret technique of throwing enemies up into the air and carving into them as they fall.

Required abilities: Flip-kick, Spin, Crouch, High Jump

46. PHOENIX - Knife technique

A fantastic array of pyrotechnics that crescendos into an immortal force, reducing opponents to ashes.

Required abilities: Cheer, Evade, Double-Jump, Defensive Lunge

47. IAI STRIKE - Sword technique

A sudden lunge, followed by a slice through the enemy.

Required abilities: Lunge

48. CUTTING BAMBOO - Sword technique

A vertical jump with a downward slash.

Required abilities: Jump

49. MAELSTROM - Sword technique

A more powerful version of Spin.

Required abilities: Spin

50. RISING SUN - Sword technique (also Axe)

A series of two anti-aerial slashes from a crouching position.

Required abilities: Crouch

51. TRIPLE TIGER - Sword technique

A rolling slash, a rolling jab, and a rolling upward cut.

Required abilities: Somersault

52. BLADE LAUNCHER - Sword technique

Uses the force of a back-roll to launch opponents into the air.

Required abilities: Back-roll

53. CUTTING PINE - Sword technique (also Axe)

A more powerful version of Cutting Bamboo.

Required abilities: High Jump

54. BIRD OF PREY - Sword technique  
A high moonsault followed by multiple devastating strikes.  
Required abilities: Moonsault
55. CORKSCREW - Sword technique  
A back-flip while swinging the sword.  
Required abilities: Back-flip
56. CROSS STRIKE - Sword technique (also Axe)  
A vertical strike from the air, followed by a horizontal strike on the ground.  
Required abilities: High Jump, Lunge
57. TIGER CLAW - Sword technique  
A slashing combination from above and below.  
Required abilities: Somersault, Back-roll
58. CLEAN SWEEP - Sword technique  
A low slide knocks the opponent off balance. The finishing strike follows.  
Required abilities: Slide, Retreat
59. DRAGON'S TAIL - Sword technique  
An attack so swift that the enemy doesn't know it's dead, until...  
Required abilities: Tackle, Back-flip
60. ORBITING BLADES - Sword technique (also Axe)  
A lunge into the enemy with multiple blades whirling above.  
Required abilities: Spin, Defensive Lunge
61. MOTION OF TRUTH - Sword technique  
A triple attack consisting of a quick jab, a rising strike, and an earth-shattering spinning strike.  
Required abilities: Tackle, Bash, Moonsault
62. SMASHING BLADE - Sword technique  
A push to knock the enemy off-balance. It uses a slash, and a grab to turn the enemy away. The final blow connects from behind.  
Required abilities: Push, Whirl, Somersault
63. INVISIBLE DEATH - Sword technique  
A whirlwind of attacks so fast that the swordsman seems invisible.  
Required abilities: Grapple, Lunge, Retreat
64. DYNAMITE X - Sword technique (also Axe)  
Cuts an X into the enemy. Causes an explosion when the X is crossed.  
Required abilities: Jump, Crouch, Cheer
65. TERMINAL VELOCITY - Sword technique  
Uses centrifugal force to release a blow of mythic proportions.  
Required abilities: Whirl, Back-flip, Spin, Lunge
66. GOLDEN DRAGON - Sword technique  
Buries the enemy by summoning the incredible powers of the Golden Dragon.  
Required abilities: Toss, Evade, Crouch, Jump
67. DEEP SLICE - Axe technique  
A lunging horizontal swing cuts deep into the enemy and exposes its

back.

Required abilities: Lunge

68. AXE BOMB - Axe technique

A leap into the air, followed by a devastating axe throw.

Required abilities: Jump

69. TORNADO - Axe technique

A spin while holding the axe horizontally.

Required abilities: Spin

70. ELECTRIC YO-YO - Axe technique

Uses the axe like a yo-yo.

Required abilities: Somersault

71. RETRIBUTION - Axe technique (also Hammer)

Once the axe is thrown skywards, a huge axe falls from the clouds.

Required abilities: Back-roll

72. BIRD OF PREY - Axe technique

Releases multiple axes during a moonsault.

Required abilities: Moonsault

73. SALMON UPSTREAM - Axe technique

A vertical jump while swinging the axe.

Required abilities: Back-flip

74. RISING SUN - Axe technique (also Sword)

A low strike stuns the opponent, followed by a rising slash.

Required abilities: Crouch

75. CUTTING PINE - Axe technique (also Sword)

A more powerful version of Cutting Bamboo

Required abilities: High Jump

76. AXE BOMBER - Axe technique

A push followed by an immense axe swing.

Required abilities: Evade, Bash

77. BLACK WINGS - Axe technique

Sends multiple homing axes into an enemy knocked into the air.

Required abilities: Toss, Retreat

78. BOULDER DASH - Axe technique

A build-up of energy is spent crashing into enemies.

Required abilities: Back-flip, Tackle

79. ORBITING BLADES - Axe technique (also Sword)

A lunge into the enemy with multiple blades whirling above.

Required abilities: Spin, Defensive Lunge

80. CROSS STRIKE - Axe technique (also Sword)

A vertical strike from the air, followed by a horizontal strike on the ground.

Required abilities: High Jump, Lunge

81. TRUE STRIKE - Axe technique

A push, a roll, and a preliminary strike that knocks the enemy off-balance. A flip-attack is the grand finale.

Required abilities: Whirl, Somersault, Moonsault

82. DYNAMITE X - Axe technique (also Sword)  
Cuts an X into the enemy. Causes an explosion when the X is crossed.  
Required abilities: Jump, Crouch, Cheer
83. TIME BURST - Axe technique  
Spins multiple axes and stops time. Suddenly, the enemy has changed position and has been chopped by the axes.  
Required abilities: Push, Spin, Evade
84. KARMA - Axe technique  
A berserker attack against all enemies in sight.  
Required abilities: Cheer, High Jump, Evade, Counterstrike
85. LUNGING ARC - 2-Handed Sword technique  
A sudden lunge into the enemy, followed by a series of heavy swings.  
Required abilities: Lunge
86. RISING CRUSH - 2-Handed Sword technique (also 2-Handed Axe, Hammer)  
A rising cut into the opponent's throat.  
Required abilities: Crouch
87. SPIRAL WAVE - 2-Handed Sword technique (also 2-Handed Axe)  
A spinning move that releases a wave of unbelievable force.  
Required abilities: Somersault
88. SHISH KEBOB - 2-Handed Sword technique  
A flip-kick to knock the enemy into the air is followed by a powerful stab.  
Required abilities: Back-roll
89. IMPULSE - 2-Handed Sword technique (also 2-Handed Axe)  
A leap into the air is followed by a thundering stab into the earth that devastates all caught in the blast radius.  
Required abilities: High Jump
90. SHIELD BREAKER - 2-Handed Sword technique  
A leap into the air and a crushing blow down into the enemy.  
Required abilities: Jump
91. WINDSLASHER - 2-Handed Sword technique  
A spin which releases shockwaves in every direction.  
Required abilities: Spin
92. WINDWALKER - 2-Handed Sword technique (also Hammer)  
A fantastic move consisting of tremendous sword slashes and acrobatics galore.  
Required abilities: Moonsault
93. SPLASHBLADE - 2-Handed Sword technique (also 2-Handed Axe)  
A slash. A jump. A spin. A kill...  
Required abilities: Back-roll, Back-flip
94. RAIN OF BLOOD - 2-Handed Sword technique  
A deep cut into a foe flung skyward.  
Required abilities: Toss, Double-jump
95. BRING IT ON - 2-Handed Sword technique

A taunt from a distance and an attack, once the enemy gives chase.  
Required abilities: Retreat, Taunt

96. MARBLE STREAM - 2-Handed Sword technique

An incredible move in which numerous images appear and then strike simultaneously.

Required abilities: Evade, Lunge

97. SKULLSPLITTER - 2-Handed Sword technique (also Hammer)

A powerful jumping attack to the back of an enemy's head.

Required abilities: Whirl, Jump

98. BEAUTIFUL THREE - 2-Handed Sword technique

A series of strikes with the coldness of snow, the brilliance of the moon, and the perfection of blossoms.

Required abilities: Tackle, Back-flip, Lunge

99. QUAKEBRINGER - 2-Handed Sword technique

A great leap, followed by a fantastic stab into the earth.

Required abilities: Cheer, Moonsault, Crouch

100. TRIPLE OFFENSE - 2-Handed Sword technique

A technique which strikes high, middle, and low simultaneously.

Required abilities: Evade, Somersault, High Jump.

101. DEEP SWING - 2-Handed Sword technique

A simple, but ultimately deadly, attack.

Required abilities: Crouch, Defend, Counterattack, Counterstrike

102. RAGING PAIN - 2-Handed Sword technique

A devastating combination of unimaginable terror.

Required abilities: Evade, Flip-kick, Jump, Taunt

103. SIDESWIPE - 2-Handed Axe technique

A single horizontal strike.

Required abilities: Lunge

104. RISING CLAW - 2-Handed Axe technique

A rising swing and jump.

Required abilities: Jump

105. FLYING SAWBLADES - 2-Handed Axe technique

A spin which releases axes in six directions.

Required abilities: Spin

106. ROLLING THROW - 2-Handed Axe technique

A somersault followed by a powerful throw.

Required abilities: Somersault

107. BLURRED AXE - 2-Handed Axe technique

A move with a back-flip so fast that the image of the axe becomes blurred.

Required abilities: Back-flip

108. RISING CRUSH - 2-Handed Axe technique (also 2-Handed Sword, Hammer)

A rising cut into the opponent's throat.

Required abilities: Crouch

109. SPIRAL WAVE - 2-Handed Axe technique (also 2-Handed Sword)

A spinning move that releases a wave of unbelievable force.

Required abilities: Somersault

110. IMPULSE - 2-Handed Axe technique (also 2-Handed Sword)

A leap into the air is followed by a thundering stab into the earth that devastates all caught in the blast radius.

Required abilities: High Jump

111. DIVINE RIGHT - 2-Handed Axe technique

A shove which pushes the enemy right into the arc of the falling axe.

Required abilities: Push, Back-roll

112. SNOWFALL - 2-Handed Axe technique

A move which tosses the enemy up into the air to be shredded upon a spinning axe.

Required abilities: Toss, Spin

113. SPINNING HAWK - 2-Handed Axe technique

A spectacular feat in which the axe is thrown spinning into the air, and an enemy is catapulted into it.

Required abilities: Back-flip, Flip-kick

114. TIDAL WAVE - 2-Handed Axe technique (also Hammer)

A overwhelming display of force, in which beams of raw power emanate in a wide arc.

Required abilities: Evade, Defensive Lunge

115. SPLASHBLADE - 2-Handed Axe technique (also 2-Handed Sword)

A slash. A jump. A spin. A kill...

Required abilities: Back-roll, Back-flip

116. ANGELIC LUMBERJACK - 2-Handed Axe technique

Three acrobatic stunts to increase the power of the final mighty blow.

Required abilities: Somersault, Moonsault, Back-flip

117. BUZZSAW OF DOOM - 2-Handed Axe technique

A light leap to the rear, followed by an uncanny rolling aerial attack.

Required abilities: Double-jump, Somersault, Lunge

118. SPIKESTRIKE - 2-Handed Axe technique

A sweep of the opponent's legs, followed by an aerial slice from behind.

Required abilities: Whirl, Slide, Moonsault

119. SPARKLING RAMPAGE - 2-Handed Axe technique

This fantastic move utilizes Faerie magic to smite foes.

Required abilities: Retreat, High Jump, Spin, Tackle

120. SUPER SLUGGER - Hammer technique

A huge horizontal swing for scoring home runs.

Required abilities: Lunge

121. BIG BANG - Hammer technique

Death from above.

Required abilities: Jump

122. BLAMMO - Hammer technique

An explosion that results from a powerful spin.

Required abilities: Spin

123. MOLE-HUNTING - Hammer technique

A slam into the ground that opens the earth in a straight line.

Required abilities: Somersault

124. GROUND ZERO - Hammer technique

A mid-air hammer-throw which engulfs all in its explosion.

Required abilities: High Jump

125. RISING CRUSH - Hammer technique (also 2-Handed Sword, 2-Handed Axe)

A rising strike into the opponent's throat.

Required abilities: Crouch

126. WINDWALKER - Hammer technique (also 2-Handed Sword)

A fantastic move consisting of tremendous hammer strikes and acrobatics galore.

Required abilities: Moonsault

127. RETRIBUTION - Hammer technique (also Axe)

Once the hammer is thrown skywards, a huge hammer falls from the clouds.

Required abilities: Back-roll

128. BLAZING HAMMER - Hammer technique

A technique in which built-up power is unleashed in a powerful strike.

Required abilities: Retreat, Tackle

129. DOUBLE IMPACT - Hammer technique

A strike so powerful that the enemy feels the pain twice.

Required abilities: Somersault, Moonsault

130. THOR'S HAMMER - Hammer technique

A move in which the opponent is tossed up into the air, only to be tragically struck down.

Required abilities: Toss, High Jump

131. SKULLSPLITTER - Hammer technique (also 2-Handed Sword)

A powerful jumping attack to the back of an enemy's head.

Required abilities: Whirl, Jump

132. TIDAL WAVE - Hammer technique (also 2-Handed Axe)

An overwhelming display of force, in which beams of raw power emanate in a wide arc.

Required abilities: Evade, Defensive Lunge

133. ULTRA SLUGGER - Hammer technique

A huge horizontal swing for scoring out-of-the-park home runs.

Required abilities: Toss, Retreat, Lunge

134. INTERVENTION - Hammer technique

An incredible leap into the heavens to call forth a divine hammer, of course.

Required abilities: Double-jump, Spin, Somersault

135. VOLCANO - Hammer technique

The enemy, once tossed to an impressive height, is greeted by the force of one mean hammer.

Required abilities: Crouch, Cheer, Jump



136. PEARLY GATES - Hammer technique

A truly jaw-dropping move in which the enemy is hit all the way to the gates of heaven and back.

Required abilities: Toss, Retreat, Lunge, Spin

137. LANCER - Spear technique

A lunging strike from afar.

Required abilities: Lunge

138. MIGHTY JAVELIN - Spear technique

A mid-air javelin throw.

Required abilities: Jump

139. TWISTER - Spear technique

A spin so fast that it causes a tornado which carries enemies away.

Required abilities: Spin

140. DRAGON'S BITE - Spear technique

A spear-throwing technique which strikes all in a straight line.

Required abilities: Somersault

141. FURIOUS COPTER - Spear technique

A jump while spinning the spear at great speeds that blasts all beneath in a terrific backwash.

Required abilities: High Jump

142. NEBULOUS SAUCER - Spear technique

An incredulous spear throw at the height of a moonsault's arc.

Required abilities: Moonsault

143. LANCENATOR - Spear technique

A slam with the shoulder into the opponent followed by a devastating impalement.

Required abilities: Tackle, Crouch

144. CYCLONE RACER - Spear technique

A quick lunge while spinning the spear overhead, thwacking all opposition.

Required abilities: Spin, Lunge

145. REWIND - Spear technique

A technique in which the spear is spun in place and then called back after its owner executes a flashy moonsault.

Required abilities: Back-roll, Moonsault

146. FOOL'S PLAY - Spear technique

A technique so fast that the enemy is thrown up into the air, only to be juggled about like a ball.

Required abilities: Toss, Evade

147. HOLY LIGHT - Spear technique

A terrific leap into the air, followed by a shower of divine light that smites foes below.

Required abilities: High Jump, Somersault

148. TRIPLE SUPREMACY - Spear technique

A powerful thrust, a launch into the air, and a finishing blow.

Required abilities: Lunge, Crouch, Spin

149. DEADLY BRANDING - Spear technique

A crafty maneuver involving knocking the enemy right into the path of flying spears.

Required abilities: Bash, Taunt, Slide

150. CHROME RAY - Spear technique

A complex technique which requires much planning to execute properly.

Required abilities: Back-roll, Defensive Lunge, Grapple

151. RAGING FURY - Spear technique

A furious rage which follows a dramatic lunge into the enemy.

Required abilities: Tackle, Evade, Lunge

152. LO AND BEHOLD - Spear technique

An attack combination in which an unfortunate soul is the recipient of indescribable pain.

Required abilities: Crouch, Moonsault, Double-jump, Spin

153. BLUE DRAGON - Spear technique

An earth-rendering display of power, not unlike that of a blue dragon.

Required abilities: Evade, Retreat, Spin, Defensive Lunge

154. GUST - Staff technique

A lunge with a spinning staff.

Required abilities: Lunge

155. PAINT IT BLACK - Staff technique

A move which brings forth a tiny black hole when the thrown staff makes impact with the ground.

Required abilities: Jump

156. AFTERSHOCK - Staff technique

A helicopter trip to dizzying heights, and a crashing return to earth.

Required abilities: Spin

157. GOLDEN PYRES - Staff technique

Conjures up a ring of mighty golden columns.

Required abilities: Crouch

158. BUBBLES - Staff technique

A flying bubble launcher.

Required abilities: High Jump

159. BLAZE - Staff technique

A fiery leap.

Required abilities: Moonsault

160. HALO - Staff technique

A technique which forms a ring of protection around the user.

Required abilities: Evade

161. PURGATORY - Staff technique

A forceful bash covers enemies in a blanket of darkness and finishes them off in an explosion of light.

Required abilities: Tackle, Cheer

162. FLOWER OF GOLD - Staff technique

A move in which a golden flower blooms, one whose pollen brings death to all who smell its fragrance.

Required abilities: Evade, Retreat

163. FIRE AND ICE - Staff technique

A vertical strike with the powers of heat and cold together.

Required abilities: Somersault, Back-flip

164. GALES OF THE FALL - Staff technique

A double offensive consisting of a twirling tornado attack that deviously positions the enemy to plummet onto some really sharp rocks.

Required abilities: Spin, Moonsault

165. SONG OF THE SPIRITS - Staff technique

A move which calls forth all of the Elemental Spirits to sing in unison.

Required abilities: Spin, Evade, Taunt

166. BLOODY KNUCKLES - Glove technique

A straight right to the opponent's face.

Required abilities: Lunge

167. LIGHTNING KICK - Glove technique

A jumping kick as fast as lightning.

Required abilities: Jump

168. WHIRLWIND KICK - Glove technique

A wild spinning kick.

Required abilities: Spin

169. JAWBREAKER - Glove technique

A spectacular double-uppercut combo.

Required abilities: Crouch

170. ROLLING SLAM - Glove technique

A flying slam into opponents.

Required abilities: Somersault

171. FLIP THRUST - Glove technique

A kick facing away from the opponent.

Required abilities: Back-roll

172. MOONSAULT STOMP - Glove technique

A stomp on the enemy's head with a graceful moonsault.

Required abilities: Moonsault

173. GIANT SWING - Glove technique

Throw the opponent by grabbing its ankles and swinging wildly.

Required abilities: Grapple, Spin

174. TIGER DRIVER 91 - Glove technique

The enemy is lifted high, and thrown straight into the ground.

Required abilities: Grapple, Crouch

175. NORTHERN LIGHTS - Glove technique

A crushing head-first drive into the earth.

Required abilities: Grapple, Jump

176. MENTAL BARRIER - Glove technique

An metaphysical manifestation of the will of the practitioner which

gives protection from all attacks, and knocks away all attackers.

Required abilities: Counterattack, Counterstrike

177. SPARKLY FEET - Glove technique

A groovy mid-air kick combo.

Required abilities: Toss, Evade, Double-jump

178. COUGH DROP - Glove technique

A vicious grab to the throat followed by a skullcrushing drop.

Parental discretion advised.

Required abilities: Grapple, High-jump, Bash

179. FIST OF THE NORSE STAR - Glove technique

A whirlwind of death and devastation.

Required abilities: Lunge, Grapple, Evade

180. FLIPS OF THUNDER - Glove technique

A triple flipping assault, complete with flashy lightning effects.

Required abilities: Back-roll, Back-flip, Flip-kick

181. POWER COMBO - Glove technique

A suplex followed by a clothesline. Too bad there's no scorpion-pin.

Required abilities: Grapple, Bash, Retreat, Lunge

182. GRAVITY DROP - Glove technique

The enemy is tossed with extreme prejudice, and then slammed head-first into the ground.

Required abilities: Toss, Crouch, High-jump, Grapple

183. EARTHQUAKE - Glove technique

The legendary technique causes the earth itself to tremor, dealing lethal damage to enemies.

Required abilities: Back-roll, Back-flip, Moonsault, Crouch

184. DRAGON TEETH - Flail technique

A quick dash with flail swinging.

Required abilities: Lunge

185. SETTING SUN - Flail technique

A strike that knocks the enemy into the air, and a flying thwack to knock it out.

Required abilities: Jump

186. PHOENIX WINGS - Flail technique

A spinning attack with the flail.

Required abilities: Spin

187. CHINSPLITTER - Flail technique

An uppercut which launches the enemy skywards.

Required abilities: Crouch

188. DRUNKEN MONKEY - Flail technique

Multiple somersaults followed by a furious attack.

Required abilities: Somersault

189. TWILIGHT - Flail technique

A more powerful version of Setting Sun in which the enemy is launched into the air and struck repeatedly.

Required abilities: High Jump

190. PSYCLONE - Flail technique

An impressive moonsault, followed by a series of furious curcular attacks.

Required abilities: Moonsault

191. DOUBLE DRAGON - Flail technique

An attack from both sides with double the power.

Required abilities: Moonsault, Evade

192. BACK SLASHER - Flail technique (also Knife)

The first strike knocks the enemy back and exposes its blind side, the next deals a crippling blow.

Required abilities: Whirl, Lunge

193. ENTER THE TIGER - Flail technique

A sweep of the enemy's legs, followed up by a vicious flailing.

Required abilities: Slide, Retreat

194. AVALANCHE - Flail technique

An uppercut which knocks the enemy backwards, and a flying back-flip which really applies the hurt.

Required abilities: Crouch, Back-flip

195. PUPPET - Flail technique (also Knife)

A retreat leaving a dummy, which fights in your place.

Required abilities: Retreat, Cheer

196. CHALLENGER - Flail technique

A taunt, and an explosive counterattack.

Required abilities: Tackle, Taunt, Counterattack

197. DEMON'S HOWL - Flail technique

A fantastic maneuver in which an opponent is knocked into the air, smacked back to the ground, and finished off in a strike of great furor.

Required abilities: Flip-kick, High Jump, Lunge

198. EXTREME CONDITIONS - Flail technique

An attack from the front and the rear, topped off with fire and ice.

Required abilities: Evade, Tackle, Double-jump

199. LOOKING GLASS - Flail technique (also Knife)

Traps an enemy into a dimensional mirror. The enemy is dealt great damage once the mirror is broken.

200. MALEVOLENCE - Flail technique

An accumulation of incredible fighting spirit that immediately smites all enemies.

Required abilities: Crouch, Evade, Jump, High Jump

201. WHITE TIGER - Flail technique

A move that releases the power of the legendary white tiger, whose wrath none can survive.

Required abilities: Defensive Lunge, Grapple, Evade, Spin

202. TRUESHOT - Bow technique

A lunging arrow shot so powerful that it penetrates just about everything.

Required abilities: Lunge

203. FORWARD ARTILLERY - Bow technique

An arrow launched in mid-air which damages all in its blast-radius.

Required abilities: Jump

204. SPINSHOT - Bow technique

An attack that fires arrows in all directions.

Required abilities: Spin

205. NEEDLE SHOWER - Bow technique

A shot fired vertically during a backwards roll, which sends a rain of arrows over enemies.

Required abilities: Back-roll

206. TRI-SHOT - Bow technique

A triplet of arrows shot during a high jump, which hit all in a straight line.

Required abilities: High Jump

207. TRICKSHOT - Bow technique

Homing arrows are released into the sky, which inflict great damage.

Required abilities: Moonsault

208. HYPERSHOT - Bow technique

An opponent is thrown into the air, and pincusioned with a multitude of arrows.

Required abilities: Toss

209. CHANGE-UP - Bow technique

A shot that flies through the air in slow-motion, inflicting damage over a large area.

Required abilities: Retreat

210. BACKSHOT - Bow technique

A shot in the enemy's back, after throwing it a great distance.

Required abilities: Bash

211. FLYING SWALLOWS - Bow technique

A two-shot attack while flying about in the air.

Required abilities: Tackle, Double-jump

212. RAIN OF DEATH - Bow technique

A jumping attack which sends arrows all over the screen.

Required abilities: High Jump, Spin

213. SURESHOT - Bow technique

A kick to knock the opponent into the air, and a shot which never misses its target.

Required abilities: Flip-kick, Back-flip

214. CARPET BOMBER - Bow technique

A multitude of explosions dropped from above.

Required abilities: Evade, High Jump

215. MASTERSHOT - Bow technique

Fires an infinite number of arrows that home-in on the target.

Required abilities: Whirl, Back-flip, Spin

216. WILDSHOT - Bow technique

A devastating volley of arrows fired upon a prone opponent.  
Required abilities: Grapple, Back-roll, Double-jump

217. MAIN GUN - Bow technique

Releases inner energy built-up prior to an ultimate counterattack.  
Required abilities: Evade, Retreat, Lunge, Counterattack

--- A GIFT FOR YOU - Niccolo's unique technique

Niccolo retreats and hides as he tosses what looks like a treasure chest into the center of the battlefield. After a few seconds the chest explodes and heavily damages all nearby enemies.

--- LIFESTEALER - Escad's unique technique

A circular shadow grows out from under Escad's feet, stretching across the ground. At it's limit, Escad will go into a swinging flurry, slicing any opposition standing within the shadow's radius for heavy damage.

--- 'ROUND THE WORLD - Daena's unique technique

With a powerful dash Daena charges through any enemies in her path like a steaming locomotive for heavy damage. She disappears off the edge of the screen and then reappears on the other side shortly after.

--- GROUND BREAKER - Larc's unique technique

Disappearing with a blink of an eye. Energy suddenly geisers from the ground away horizontally from where he stood and blasts any opponents in its path for heavy damage.

--- AIR STRIKE - Sierra's unique technique

With a hop into the air Sierra disappears. With repeated fury she slashes down from the sky to the ground away horizontally thrice from where she vanished, striking enemies in her path for heavy damage.

--- SOULREAVER - Lady Blackpearl's unique technique

Slamming her hammer into the ground with a tremendous fury, energy rushes across the ground in multiple patterns, searing any who stand in the way for heavy damage.

--- LASER BLADE - Elazul's unique technique

Reaching for a greater strength from deep within his core, Elazul releases a powerful beam of energy that strikes all enemies in his line of sight for heavy damage.

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/ S. Forbidden Tome \

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1. WISH TO LIVE IN PEACE?

Yes = Normal Mode

No = see 2.

2. WANT A NIGHTMARE?

Yes = Nightmare Mode

No = see 3.

3. WISH TO HAVE A FUTURE?

No = No Future Mode

... = no change

Simply put, these are the game's difficulty settings and are only available after completing it and restarting from the defeated save

data. Descriptions follow.

a. NORMAL MODE

This is the default setting. Most players find there isn't much of a challenge with this setting. Battles, including bosses, are relatively easy. This mode is for people who don't really like battles and play more for substance and/or speed.

b. NIGHTMARE MODE

This is the HARD difficulty setting. Battles will be drawn out quite a bit more as the monsters have all been pumped-up a decent amount. Each monster, including bosses, will be approximately twenty to forty levels higher than they previously were, complete with increased stats and Hit Points. Definately for people who like to fight.

c. NO FUTURE MODE

Not for the faint of heart. This mode pits the player against extreme battle situations. All monsters, including bosses, will be maxed-out at level ninety-nine (though spirit incompatibility may reduce this a bit), complete with increased stats and Hit Points. And you thought Nightmare Mode was hard. You ain't seen nothing until you've been up against Rabites from hell. \*grins\*

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/ VI. End of an Era \

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/ T. Closure \

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I'm a big Seiken Densetsu fan. I've loved the series since back before I knew its real name, when it began as `Final Fantasy Adventure` on the Gameboy. And I would have to say that `Secret of Mana` (SD2) is probably the most played game I own. To me it never gets old. So I figured I'd thank the Square staff for once again putting together a great game. Granted I wish this game had better multi-player support (like SD2 & SD3) and that SD3 would have made it world-wide, I can at least hope Square will give us an SD Anthology. Please? PLEASE?! \*ahem\* Anyway, I'll wrap this up here, considering there's really nothing else to say. I thank you for viewing this far and hope that this FAQ will prove to be useful for you. So without further ado, I wish you well in your endeavors. Take care. =^,^=

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