

Shadow Madness FAQ/Walkthrough

by Shotgunnova

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SPOILER-FREE'D | GUARANTEED!

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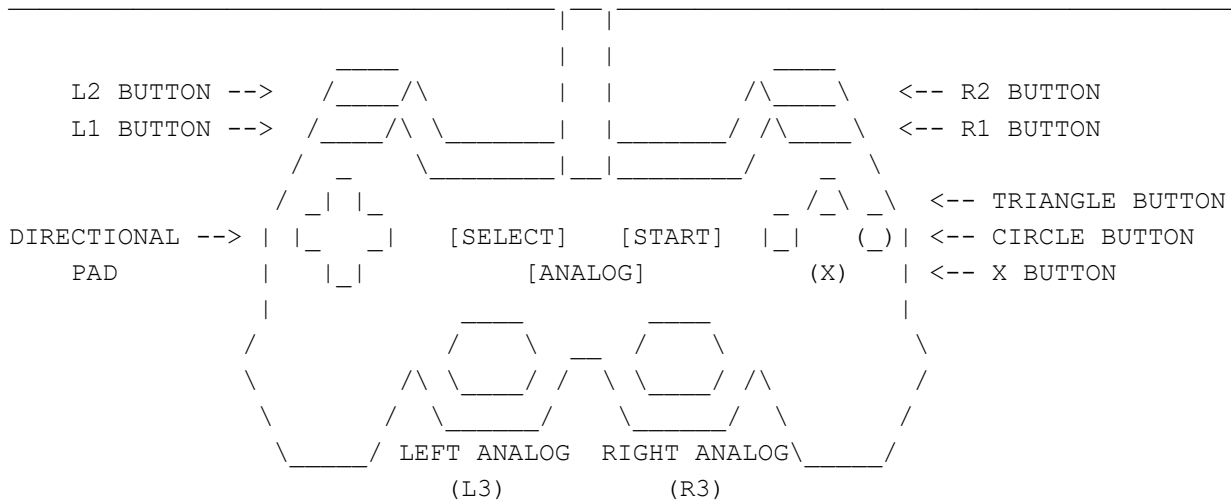
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I. CONTROLS [CNTR]



Controller functions can be changed in the 'Options' menu, found at the title screen or on the in-game main menu screen (Select button). Since characters can look blocky and dungeons can be unkind in this respect, it's recommended to use the d-pad + R1 for running instead of Analog functionality, which has sprinting on by default.

BATTLE	OVERWORLD/FIELD

D-Pad	Used in menu selection
	Controls movement (walking)

Start	-----	Un/pause game	
Select	-----	Bring up Menu screen	
Analog	-----	Toggle Analog function on/off	
Circle	-----	Bring up magic menu	
Square	-----	Bring up item menu	
Triangle	Cancel/back in current menu	Bring up Equipment menu	
X Button	Confirm button	Confirm button	
L. Analog	-----	Move pointman (sprint)	
L1 Button	Switch to ally attack menu	Shrink world map/toggle radar	
L2 Button	Switch to ally action menu	Avoid battle (hold with R2 b.)	
R1 Button	Switch to ally item menu	Sprint (hold down)	
R2 Button	Switch to ally magic menu	Avoid battle (hold with L2 b.)	
-----	-----	-----	

II. TH' BASICS

[THBS]

STORY

[STRY]

From manual:

On a gentle spring evening, without warning or apparent source, chaos descends upon the once thriving world of Arkose. A coastal town is silently crushed, leaving piles of dust where people once stood. A pestilence infects the land. It cares not whom it reduces to a blubbering, raving lunatic. The infected spend their final days trying to escape from the clutches of their own shadows. There is no apparent cure.

The once prominent Gadgeteer race seems to disappear. Hysteria reigns supreme. Doors are shut tight and towns turn hostile to strangers. Barriers of all kinds, some quite lethal, spring-up as towns fight off deranged strangers and the growing horde of bizarre creatures that are somehow connected with the disease. It's as if some immense, demonic nightclub just shut its doors at 2 AM, spewing its inebriated, bloodthirsty, vicious patrons out into the world all at once.

A small band of orphans stumbles along seeking help and answers. They are assisted by numerous characters and confront hordes of vicious and conniving adversaries. They wander and explore sweeping landscapes, ranging from fantastic flying cities to haunted villages and mysterious ruins. They must solve challenging puzzles, complete difficult mini-quests and meet a slew of quirky beings as they try to solve the mystery of Shadow Madness.

STATUS AILMENTS

[STTS]

There are so few enemies in the game that use status ailments, and players are actually encouraged to flee to preserve any shred of difficulty, these're really not that important in the long run. Some characters receive abilities that cure some of these ailments, but most wear off after battle, so who really cares, aye?

AILMENT	EFFECT
Blindness	Character's attack accuracy (Prowess) drops
Paralysis	Character's turns continuously skipped
Pathetic	Character's defense strength heavily decreases?
Petrified	Character's turns skipped indefinitely
Poison	Character loses HP every turn
Slow	Character's battle turns arrive half as fast
Spellbind	Character's unable to use mana-based spells
Weakness	Character's attack strength heavily decreases

BATTLES [BTTL]

Battles are quite easy to understand. There are a number of shortcuts used to bring up each menu (icons show which on lower-left box). A note or two on the gist of things:

- ENGAGE --> This makes the player approach the enemy and attack, if s/he's able. This would be an otherwise useless ability, except that it lets long-range characters physically attack without using any ammunition (instead of waiting for enemy to approach and force that option).
- AVOID ----> This is the opposite of engage, and allows close-range allies to back away. This makes the enemy waste turn(s) approaching, while letting long-range users have their main projectile attacks back in business.
- FLEE ----> Fleeing battle is vastly important, not only because many ally skills are useless, but because the game is hideously simple to play. There are enough mandatory battles in the game to make levelups come along naturally, but it's still very easy just the same. No, this isn't just a veteran talking; enemies really will be doing non-critical single-damage most of the time. All it takes is decent armor which the game gives in abundance. =/

CHARACTERS [CHRC]

A note about the listed spell levels. When a character joins a party, and learns spells (based off party average), they will be the FIRST of each LV. Which means instead of actually learning four as listed, it learns ALL of the LV's listed.

Name : Stinger
Race : Arkosian
Sex : Male
Age : 18
Height : 6'0"
Weight : 185 lbs.

Intelligence: Average
 Weapon : Sword
 Specialty : Lockpicking

Foul-mouthed, smart-alecky, headstrong, bratty, kind-hearted: there are many ways to describe the thieving man-boy. A refugee from Port Lochane, he's the first character shown. His specialty, lockpicking, allows him to enter those doors and chests others just can't get into. His lockpicking level goes up every four levels, with a maximum of L4.

Name : Windleaf
 Race : Arkosian
 Sex : Female
 Age : 17
 Height : 5'6"
 Weight : 125 lbs.
 Intelligence: Above Average
 Weapon : Bow
 Specialty : Spellcasting

From the wilds of Enclaan springs Windleaf, ready to pulverize any baddie w/ a bad attitude...well, that'd be a more fun description. In actuality, she's a thoughtful and caring mage from a backwoods town, and stumbles upon Stinger during the Port Lochane disaster. They team up and the rest is history. Do I see a bit of love blooming? Hmm...

Her specialty is spellcasting, of which she has four "classes" to go up in. Each time she gains a level, more spells! Hooray for you!

SPELL	LV?	ELEMNT	MP?	EFFECT
Beetle	LV1	-----	12	Increases target's DEF
Drakeball	LV1	Fire	12	Single-target damage (low)
Hawk	LV1	Fire	40	Single-target damage (mid)
Soothing	LV1	-----	12	Heals ally (low)
Beeswarm	LV2	Spirit	25	Single-target damage (low)
Flamebless	LV2	-----	25	Target's attack = fire-elemental
Shatter	---	Spirit	30	Single-target damage (low)
Gust	LV3	Earth	35	Single-target damage (mid)
Python	LV3	Spirit	35	Single-target damage (mid)
Soothe All	LV3	-----	35	Heals allies (low)
Antidote	LV4	-----	45	Single-target poison cure
Snakebite	LV4	-----	45	Single-target poison inflict
Spiritbless	LV4	-----	45	Target's attack = spirit-elemental
-----+-----+-----+-----+-----				
Armadillo	LV1	-----	50	Increases target's AGL & DEF
Kraken	LV1	Spirit	75	Multi-target damage (mid)
Mending	LV1	-----	50	Heals ally (mid)
Blindness	LV2	Spirit	100	Single-target blindness inflict
Rageshriek	LV2	Spirit	100	Multi-target damage (mid) + %Confuse
Windstrike	LV2	Earth	100	Single-target damage (mid)
Drakestrike	LV3	Fire	110	Single-target damage (mid)
Mend All	LV3	-----	110	Heals allies (mid)
Owltalon	LV3	Spirit	110	Multi-target damage (mid) + %Poison
Sirencall	LV4	-----	125	Single-target sleep cure
Soulrise	LV4	-----	125	Revives KO'd ally (low)
Wolfclaw	LV4	Spirit	125	Single-target damage (mid) + %Parlyz
-----+-----+-----+-----+-----				

Healing	LV1	-----	135	Heals ally (high)	
Mammoth	LV1	Water	135	Multi-target damage (mid)	
Weakness	LV1	Spirit	135	Single-target weakness inflict	
Drakewrath	LV2	Fire	140	Single-target damage (mid)	
Spellbind	LV2	-----	140	Single-target spellbind inflict	
Wyrn	LV2	Spirit	140	Single-target petrify inflict	
Heal All	LV3	-----	150	Heals allies (high)	
Windwrath	LV3	Earth	150	Multi-target damage (mid)	
Cleanse	LV4	-----	200	Single-target all-status cure	
-----+-----+-----+-----+-----+-----					
Bodysoul Rise	LV1	-----	200	Revive's KO'd ally (high)	
Apocalypse	LV1	Earth	350	Multi-target damage (HIGH AS CRAP)	
Drake	LV1	Fire	250	Multi-target damage (high)	
Titan	LV1	-----	250	Increases target's PR/ATT	
_____	_____	_____	_____	_____	

Name : Harv-5
Race : Harvester Robot Mark 5
Sex : Male
Age : Actual 40+, mental (young adult)
Height : 5'6"
Weight : 250 lbs.
Intelligence: Average
Weapon : Scythe
Specialty : Immunity

Having been ordered out of the fields to find help for his wrecked hometown of Barleygrove, he meets up with Stinger and Windleaf to find help. There's always been something weird about this robot, with his razor-sharp wit and seemingly knowing more than he lets on. Just what lies beneath those steely eyes...

His specialty is having immunity to statuses. As he goes up in level, his body is rewired to automatically guard! In order: Paralysis, Sleep, Stone. Remember...every four levels!

Name : Xero Von Moon
Race : Male
Sex : 554
Age : 18
Height : 18"
Weight : 13 lbs.
Intelligence: High
Weapon : Psi Blast
Specialty : Spellcasting

Good ol' Von Moon...as a Magewarrior he was a force to be reckoned with, but ended up being beheaded. However, since he had a fake body anyway, he's able to get around as a disembodied head! He's quite a force to be reckoned with and makes a great healer character. Did you hear the joke about why Xero did not go to the party? He had noBODY to go with. Haha... >__>

SPELL	LV?	ELEMNT	MP?	EFFECT	
King Uhndrash	LV1	Psi	65	Multi-target damage (low)	

LoHeal	LV1	Psi	25	Heals ally (low)	
Paralysis	LV1	Psi	25	Single-target paralysis inflict	
Psidart	LV1	Psi	25	Single-target damage (low)	
Psishield	LV1	Psi	25	Increases target's DEF	
Awaken	LV2	Psi	35	Single-target sleep cure	
LoHeal All	LV2	Psi	35	Heals allies (low)	
Sleep	LV2	Psi	35	Single-target sleep inflict	
MassParalysis	LV3	Psi	50	Multi-target paralysis inflict	
Psidagger	LV3	Psi	50	Single-target damage (low)	
Purify	LV3	Psi	50	Single-target poison cure	
Mass Sleep	LV4	Psi	60	Multi-target sleep inflict	
Psiarmor	LV4	Psi	60	Increases target's AGL/DEF	
Psiscream	LV4	Psi	60	Multi-target damage (low)	

Clarity	LV1	Psi	75	Single-target confusion cure	
MidHeal	LV1	Psi	75	Heals ally (mid)	
Queen Brokul	LV1	Psi	75	Multi-target damage (mid)	
Confusion	LV2	Psi	100	Single-target confusion inflict	
Psiphon	LV2	Psi	100	Single-target HP-drain attack	
Strength	LV2	Psi	100	Increases target's STR	
MidHeal All	LV3	Psi	110	Heals allies (high)	
Psibless	LV3	Psi	110	Target attack = psi-elemental	
Psychedelia	LV3	Psi	110	Lower's target's PR/AGL	
LoRestore	LV4	Psi	125	Revives KO'd ally (low)	
MassConfusion	LV4	Psi	125	Multi-target confusion inflict	
Psifreeze	LV4	Psi	125	Single-target petrify inflict	

HiHeal	LV1	Psi	135	Heals ally (high)	
King Fanoma	LV1	Psi	135	Multi-target damage (mid)	
Vigor	LV1	Psi	135	Single-target slow cure	
Boggle	LV2	Psi	145	Single-target pathetic inflict	
Prowess	LV2	Psi	145	Increases target's PR	
HiHeal All	LV3	Psi	150	Heals allies (high)	
Nightmare	LV3	Psi	150	Multi-target damage (mid) + %Weaknss	
Full Restore	LV4	Psi	225	Revives KO'd ally (full HP)	
Mass Boggle	LV4	Psi	200	Multi-target pathetic inflict	

King Khelest	LV1	Psi	250	Multi-target damage (high)	
Sum of All Fear	LV1	Psi	250	Multi-target damage (mid) + %Confuse	
Wraithform	LV1	Psi	300	Heals ally (full HP)	

Name : Clemett
Race : Gadgeteer
Sex : Male
Age : 26
Height : 5'8"
Weight : 350 lbs.
Intelligence: High
Weapon : Multicannon
Specialty : Gadgeteering

Clemett is one mean pariah in the Gadgeteer community, and after being sent from Eyre to live on the surface, he gets caught in Ziggurat. After being freed by the team, he helps out from then on. His Gadgeteering ability, once raised, increases the damage of his multicannon rounds. His normal attacks all consume Mana, which means his close-range Special attack may have to be used once he runs out.

Name : Jirina
Race : Grey Org
Sex : Female
Age : 25
Height : 6'6"
Weight : 275 lbs.
Intelligence: Average
Weapon : Fists
Specialty : Spellcasting

Jirina is a powerhouse org from the wrecked Wyldern town of Pays'Hom, where her people were enslaved and forced to work in the Hexite Mines. Even with the pacifistic ways of her people, she's been trained in the warrior's ways, and joins up with Stinger's group to bash some heads in and get vengeance...!

SPELL	LV?	ELEMNT	MP?	EFFECT
Earthbless	LV1	-----	25	Target's attack = earth-elemental
Liteheal	LV1	-----	25	Heals ally (low)
Nimble	LV1	-----	25	Increase target's AGL
Power	LV1	-----	25	Increase target's ATT
Slowmist	LV1	-----	25	Single-target slow inflict
Boltstun	LV2	Earth	35	Single-target damage (low) + %Slow
Tidalstrike	LV2	Water	35	Single-target damage (low)
Earthstrike	LV3	Earth	50	Single-target damage (low)
LiteHeal All	LV3	-----	50	Heals ally (low)
Borealis	LV4	Earth	60	Multi-target damage (low)
Weakling	LV4	-----	60	Single-target weakness inflict

Mistheal	LV1	-----	75	Heals ally (mid)
Venomrain	LV1	Earth	75	Single-target poison inflict
Warskill	LV1	-----	75	Increases target's PR
Icebless	LV2	-----	100	Target's attack = water-elemental
Icestrike	LV2	Water	100	Single-target damage (mid)
MistHeal All	LV3	-----	110	Heals allies (mid)
Sweetmist	LV3	-----	110	Single-target confusion inflict
Icesleep	LV4	-----	125	Single-target sleep inflict
Inept	LV4	-----	125	Lowers target's PR

Allheal	LV1	-----	135	Heals allies (high)
Stoutbody	LV1	-----	135	Increases target's DEF
Sunstrike	LV1	Fire	135	Single-target damage (mid)
Rockskin	LV2	-----	145	Increases target's ATT/DEF
Stoneform	LV2	-----	145	Single-target petrify inflict
Potency	LV3	-----	150	Increases target's ATT/PR
Sunblind	LV3	-----	150	Lowers target's AGL + %Blind
Maximize	LV4	-----	200	Increases target's ATT/PR (high)
Pathetic Foe	LV4	-----	200	Single-target damage (low) + %Pthetc

Blizzard	LV1	Water	250	Multi-target damage (high) + %Sleep
Boltscream	LV1	Earth	250	Multi-target damage (high) + %Slow
Nova	LV1	Fire	250	Multi-target damage (high) + %Blndns
Worldfury	LV1	Earth	250	Multi-target damage (high) + %Cnfsud


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      )-----\
      |\/ 1     | | | Kii Nuts           | | 100 Gold
      |         | | | Nails [5]         | | Deathcheat
      |         | | | Fyrn Tonic [2]    | | Aether Drop [3]
| 7 | 2 3 | | | Deathcheat [2]      | | Daro Root [2]
|___|_____\45| | | Dirk [5]         | | Fyrn Tonic
      \ \      |6| |___|
      \ \      | |
      \ \_/_/  | |
      / ____/  |8|
      /_/_/    -
EXIT--'

```

The game starts with the pirate-lookin' hero being forced to engage in a fight with a nasty Bulrazor. Three attacks will down it, however!

#	ITEMS	
1	Kii Nuts	near the old lady survivor. A man will run up at
2	100 Gold	around this time and ask if Stinger needs any
3	Nails [5]	useful battle tips; if you know the tutorial,
4	Deathcheat	feel free to skip it.
5	Fyrn Tonic [2]	South of this screen is a dead-end dock with a
6	Aether Drop [3]	locked box. This is the first treasure chest to
7	Deathcheat [2]	be lockpickable! This LV1 lock requires four
	Daro Root [2]	correct, successive inputs -- the d-pad controls
8	Dirk [5]	the left pick, the four icon buttons the right.
	Fyrn Tonic	So, if the left pick moves up, press up on the
		d-pad; if the right pick moves down, press the
		X-button. And so on...

The reward is five [Dirk]s -- items that can be thrown at foes by Stinger -- and a [Fyrn Tonic]. Double-back a screen and head out the other exit, which dumps Stinger near a molten crater. Plenty of items are strewn around this area: [Nail]s, [Deathcheat], two [Fyrn Tonic]s, and three [Aether Drop]s. Head out the screen nearest the NPC here to find the remains of a blacksmith shop. A cache here contains two [Deathcheat]s and two [Daro Root]s!

Head out the west side and try to leave town; a girl will run past, catching Stinger's eye. After some scenes, she introduces herself (default: Windleaf) as someone from Enclaan, which has seen the same fortune as the port. Since she joins on the quest for aid, leave this festerin' deathpit and enter the world map. And, for reference:

STINGER	WINDLEAF	ENEMIES IN TOWN:
- Fighter	- Mystic	- Bulrazor
- Level 1	- Level 1	
- Leather Gauntlets	- Leather Gauntlets	ENEMIES ON WORLD MAP:
- Studded Armor	- Leather Armor	- Loper
- Duellist Sword	- Hunter's Bow	- Rutabega
- Attack : 35	- Attack : 30	
- Defense : 45	- Defense: 40	
- Agility : 40	- Agility: 45	
- Prowess : 20	- Prowess: 20	
- Speed : 25	- Speed : 30	
- Lockpick: L1	- Magic : 20	

Head to the Mountain Path north of Lochane's remains.

		##	ITEMS
ENEMIES:			
	To Red	01	Studded Gauntlet
- Skeleton	Tom's Cave	02	Deathcheat
- Shockworm	(12) (13) \	03	Shovel
- Pachawing	\ \ / / _ _ _	04	Kii Nuts [2]
	_ \ / _____ -EXIT		Daro Root [2]
	9 _)) _____	05	1000 Gold
	10_ _____		Barleyshot [10]
	11 _____		Aether Drop
	_____ \ __ 14	06	Aether Drop
	_____ \ \ 15	07	Kii Nuts
Obligatory mountain	____/ /\ ____ 16 _	08	Fyrn Tonic
area! At the start,	8 \ _____	09	125 Gold
Stinger will lead	____ _____		Owl Talon [5]
his comrade to the	_____	10	Beans
cabin of his friend	/ _____ 6 7	11	Tulian Cheese
Muggins, across the	____ __/_/ _____	12	Beans
creek.	\ 5 / _____	13	Deathcheat
	____ _____ / _____ \	14	Deathcheat
Inside, the third	/ / _____ \ \ _____	15	Berk Jerky
character will join	_____/ / \ \ 1 \	16	Studded Armor
the party (default	/ / / / \23\ _____		Sentry Bow
name is Harv-5). A	/ / _____ / _ \		
[Studded Gauntlets]	\ /START / / \4\		
can be found strewn	((-		
in this bloody place,	\ \		
as well. Get it and leave.			

Outside on the dirt path, a [Deathcheat] and [Shovel] are found nearby. Down the path, two [Kii Nuts] and [Daro Root]s are bundled. Return to the main trail that leads north, looking for a small barrel containing a [1000 Gold], ten [Barleyshot] weapons for Harv-5, and an [Aether Drop]. Hike east from there across the river again, to find a deposit of [Aether Drop] & [Kii Nuts]! Yeah, not that spectacular...oh well.

Northbound once more, a [Fyrn Tonic] is by a lefthand ditch. This time, leave the side-trail alone and Stinger will tell everyone his cousin Brink lives in a nearby hut. Lockpick it and see some scenes -- everyone can rest and save here if y'like. Get the [125 Gold], five [Owl Talon]s, [Beans], and [Tulian Cheese] before splitting. Don't forget to read "Gone with the Storm" for some melodramatic nonsense!

HARV-5	North of Brink's pad is a corpse, [Beans], and a lone
	[Deathcheat]. I bet the cadaver could've used that'un,
- Guardian	huh? So close! Now, take the side-trail that was left
- Level 1	alone earlier, and bound across the river for the last
- Studded Helm	time. Search a cave for some [Berk Jerky], another one
- Studded Gauntlets	of those [Deathcheat]s, and [Studded Armor] + [Sentry
- Wood Armor	Bow]! Give these to Stinger and Windleaf, since Harv-5
- Worker Scythe	already has optimum equipment.
- Attack : 40	
- Defense : 70	On the cliff exterior, spy the footholds to climb up.
- Agility : 35	Missed these my first time through, actually! At the
- Prowess : 20	top is the east exit onto the world map, and a cave.

- Speed : 25 | This cave is optional, but if you do the events, the
 - Immunity: L1 | team will be set defense-wise for QUITE some time. And
 when I say this, I'm talking for hours and hours. It's
 really too bad the equipment is so good that it lowers
 the overall difficulty. Anyway, once everyone has a few levels under their
 belt, go in (or avoid to preserve some difficulty, I guess).

NOTE: Windleaf comes with 100 Field Arrows, but each time she attacks one is
 depleted. To preserve the inventory without making her useless, have
 her "Engage" an enemy and use the "Special" up-close attack which just
 uses her longbow as a bashing instrument. It helps later on, too!

RED TOM'S CAVE [OPTIONAL]

[OP01]

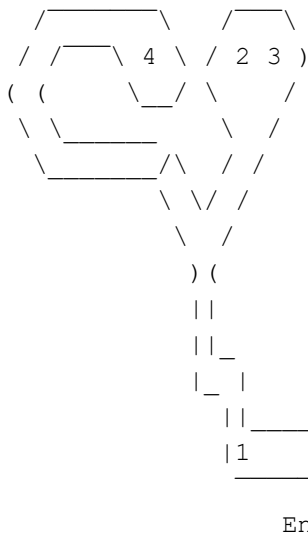
	##	ITEMS
MAP: gamefaqs.com/console/psx/file/198598/51704		
1234 BOSS #####	01	Aether Potion
		Gogarin Amulet
	02	5000 Gold
		Chaos Talon [10]
ENEMIES:	03	Lifeback [2]
		Ullk Oil [4]
- Red Tom	04	Battle Armor
		Battle Gauntlets
		Battle Helm
Just follow the		
map above until		
y'arrive at the		
bloody cave the		
boss derives from...		Start

Red Tom	Chaos	HP: 678	EXP: 338	\$: 252	DROP: Airthorn [5]
---------	-------	---------	----------	---------	--------------------

Let me just say that Red Tom might be one of the hardest bosses in the
 entire game, if only because the difficulty from here on out decreases
 severely! All of his magical attacks can do 100-plus damage, which is why
 one should only take this foe on when there's ample HP to spare. However,
 it's quite possible to take this guy on even at Lv2! Windleaf should stay
 back and cast Beetle on Harv-5 and Stinger, who should be doing aggressive
 strikes (~40+). Windleaf should heal and Aggressive attack herself. When
 Sky's Fury is cast, either heal/use Deathcheat to revive the person. Luck
 should be on the player's side, as Tom mostly uses piddly physical attacks
 (at least with Beetle on!) leaving much slaying for the party to do. This
 fight can be put off until later, after all, but with the bounty so good,
 why wouldja? He may drop Airthorn items, too.

Meanwhile, in the back room, there is a treasure trove of goodies to steal:
 [Aether Potion], [Gogarin Amulet], [5000 Gold], ten [Chaos Talon]s, two
 [Lifeback]s, and four [Ullk Oil]s. But, the real haul here is on the corpse
 of a knight. Steal the [Battle Armor], [Battle Gauntlets], and [Battle Helm]
 to REALLY outfit your party properly. Give Windleaf the helm so her defense
 is through the roof, and give each of the men one of the other items.

Now you're unstoppable, pretty much. Yay!



This is but a humble husk of a resort town, so it ain't of much storywise. Get the two [Aether Drop]s along the path leading to the inn remnants, where a [Saw] and [Gems] can be found. The second and only other screen by the muddy stream isn't eventful either. Collect the [Deathcheat] by the old lady and split. Either way, it's eastbound on the world map.

##	ITEMS
01	Aether Drop [2]
02	Saw
03	Gems
04	Deathcheat

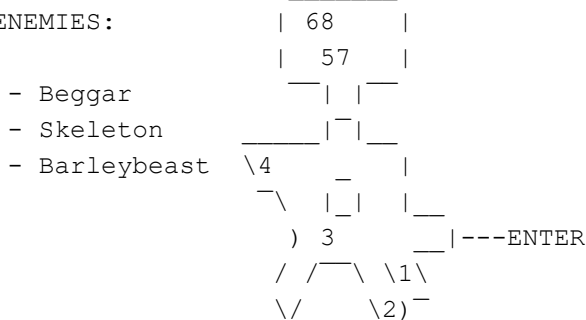
Widely acclaimed as a rude hick town (that drew a lot of travelers in, if you read a guidebook back at the mountain pass), there's not much here other than some folks who seem unaffected by events of late.

Pick up the [Hoe] on the ground and enter the hut nearby for two helpings of five-count [Beans]. The next house over contains just [Goat Milk] and a funny cookbook. One more over is a [Perfume] house.

Talk to the man outside by the axe (Cecil Sr.) and then his wife Hatty, who will donate some supplies a [FyrnSalve] and [Greencod]. Hooray... Okay, on to Barleygrove, the real target. It's to the southeast.

##	ITEMS
01	Hoe
02	Beans [5]
03	Beans [5]
04	Goat Milk
05	Perfume
06	Fyrn Salve
	Greencod

ENEMIES:



##	ITEMS
01	50 Gold
	Fused Glass
02	Daro Root
03	Fyrn-ade
04	Guardscythe
05	Greencod
06	Vigor Pill
	Aether Drop
	Kii Nuts
07	500 Gold

Another fairly standard destroyed town, which when | 08 | Wrench | |
 entered, allows the crew to enter Rockra (Harv-5 | | Daro Root [3] | |
 will have prevented this before visiting here...)|_|_|

For now, collect the [50 Gold], [Fused Glass], [Daro Root], [Fyrn-ade], and [Guardscythe] from the first screen. In the second area, [Greencod], [500 Gold], and a [Wrench]/[Daro Root]x3 group is found. If you're eagle-eying, there is a dark-brown pot near the upper-left lamp to find as well. It's got [Vigor Pill], [Aether Drop], and the incrediblastic [Kii Nuts]. Wowzers!

Okay, time to head for Rockra. This is the mountain area north of Enclaan...

NOTE: Around this time, you'll probably be getting full inventory notes. The "restores 1 HP" and "nothing special" items are junk and can be tossed. However, some of those crappy items can be sold later on for a profit, if you like. Is it worth keeping them for 20 hours to make an extra 100 gold? Not by my reckoning. I ditch that crap the second I find it. :p

04) ROCKRA

[WK04]

	##	ITEMS
This area is just a small mini-boss area that can only be entered after visiting Barleygrove. Enter for [Mail Gauntlets] and ten [Glasshards] right in front of the entrance. Twenty [Trooper Arrow]s are with a [Studded Helm], also. Equip and continue...	01	Mail Gauntlets
		Glasshards [10]
	02	Trooper Arrow 20
		Studded Helm
After some scenes, it's time to feed...	03	Defender Bow
		Mail Armor
And...I'm running out of small filler sentences...		Guardblade
	04	Deathcheat [2]
		Venom Dagger [5]

Rockra	Earth	HP: 323	EXP: 292	\$: 112	DROPS: -----
--------	-------	---------	----------	---------	--------------

If you got the battle gear from Red Tom's cave earlier, this is a cinch. Use Beeswarm to kill the Rocklings around it with ease, then Beetle on everyone as they turn Rockra into a fine granulated powder. Simple...

Collect the [Defender Bow], [Mail Armor], and [Guardblade] 'fore splitting. A twofer [Deathcheat] and five [Venom Dagger]s are also nearby. Back on the world map, Karillon is in the north; Cat Man in the east.

CAT MAN [OPTIONAL]

[OP04]

	##	ITEMS
Just a small hut of no consequence, really. Pocket the [Mail Helm] outside the house and head on in.	01	Mail Helm
	02	Greencod
Talk with Catman and answer properly (as Windleaf) to get a [Greencod]. If you say you don't like the kitties, the conversation abruptly ends...		

OLDTOWNE

After arriving and watching the opening dialogue, the guards suggest talking with their captain in Middletowne. Forget that for awhile since there's lots of stuff to do 'fore then.

The hotel is the nearest door at the bifurcation. When the man asks if the team will stay for 100G, decline -- it's possible to sleep in the stable! Some scenes will take place before morning comes. Save and search Harv-5's resting place for [999 Gold], [Prodigy Gum], and [Aether Wafer]. The fourth stable at the end has items as well: [Deathcheat], [Shovel], and [Compost].

Back in front of the inn, the tour begins to the left. Danl's Curiosities is the next shop down the way. He's got some items and bric-a-brac for sale, and if you want to throw some money down the toilet, buy his shop for 5000G! It goes out of business later on if you don't purchase the rights, but it's really useless in the long run, at least in this author's opinion.

Down the block are more useless houses, so I'll just talk about the 2 that are of any importance. First, the blacksmith's foundry has upgraded items and can enchant weapons with elements (although I do not recommend this as it's expensive and rather useless in the long run). The other useful place here is the farthest left alley, near the crypt. Guillame and his thugs'll fight the party here and if y'win, 100G and some EP're received. This is a good way to get experience as world map enemies don't give this much, even!

Now, back at the hotel, start walking right. Traylor has an item store next door which has pretty lame content. Next house down belongs to a chambermaid (uneventful) and further along is Chef Croquer's house. Make sure to help her on the 'job' to get the [BISTRO PASS] key item. This allows one to eat for free in Hightowne, instead of paying 10000G each time!

The other houses aren't worth exploring except for the brisk dialogue. Exit into...

MIDDLETOWNE

The nearest building houses the guild association and Pietro's shop, The Warrior's Tailor. This is the best armor supplier in Karillon, although it's still useless if you robbed Red Tom of his awesome stash. The next door down is the state nursing home (uneventful) and along the curvy road, Martine's Weapons is located. Definitely buy Windleaf more arrows here. The Elysium Goods store is down the way, which has the best item supply in Karillon.

Next up, the green house. It's locked but later contains a writer who will pay cash for the party's memoirs. The Hall of Wisdom is found further along, then a museum that has some funny comments. Only the captain's barracks and the tax agency are left, from here.

Talk with Captain Willis and a date will be set to tell the Hightowne council about the crap that's been going on outside. So, let's go to the last section of town! The Karillon Skyway nearby will act as a ferry.

HIGHTOWNE

This place is much more smaller, but makes up for it in snootiness. Let's go clockwise: the first unlocked door belongs to the Diva! Talk to her and when she suggests being "useful," talk about it to learn she's wants a package delivered for 200G. Agree to get the [Letter to Karl] and take it to his home in Oldtowne and get the [Letter to Diva] in return.

Other than this, the houses following a clockwise pattern are: Whyte House, Mayor's House (locked), and the Bistro. None of them have items, however! Go into the city park for a scenic view, although be warned that there are mimes there who will attack viciously...seriously!

Go past Whyte's mansion to the tri-fork, leading to the Eyre Dock, Council Building, and Belltower (respectively, left to right). Willis will be waiting by there and the meeting will take place. A job is offered: seek out the Magi after finding a way through Gogarin Keep.

Before leaving, enter the mayor's residence and talk with the man in person. He'll give a [Deathcheat], [Aether Drop], and ten [Steel Arrow]s as aid.

MIDTOWNE

After getting off the skyway, enter the first door to the right -- this is the municipal accountant's office. Dix will give the party [1000 Gold], half the fee. The other half comes after completion of the task, apparently. Also, visit Grishame in the newly-opened green house for [100 Gold], if the party agrees to sell the rights to their story. He says to drop by after visiting the Magic Academy.

OLDTOWNE

The High Sage mentioned stopping by here for the prices, but in fact, it's completely necessary to continue! Windleaf will heal his dog Angus, so in return, he teaches her the "Spell of Shatter". Everyone automatically meets with the upper crust again, gaining the [Council Message].

Gogarin Keep, the next destination, is east of Karillon in the mountains...

##	ITEMS	
01	90 Gold	MAP:
	Knight Arrow [10]	www.gamefaqs.com/console/psx/file/198598/51723
02	Skeleton Key L1	
03	Skeleton Key L3	
04	Skeleton Key L4	
05	1500 Gold	
	Knight Helm	
	Knight Gauntlets	
	Gogarin's Armor	
06	2500 Gold	
	Venom Dagger [5]	
	Cologne	
	Caviar	
	Wine	
	Deathcheat	
	Fyrn Tonic [3]	
	Knightsword	
07	Exit Key	
08	Lard	
	Beans	
	Nuts	
	Apple	
	Berk Jerky [3]	

ENTER

Although this place is creepy with forboding music, it's quite easy to get around. Upon entering the keep from the world map, check the walk-in turret just off the main path for [90 Gold] and ten [Knight Arrow]s. Further along, Windleaf will break the barrier with her Shatter spell. If you do not know this for some reason, the blacksmith in Karillon will teach it to Windleaf!

Inside, there's a mandatory fight with a wussy Gogarin Knight. These guys're cinches, actually. Check the keep's main entrance for a [Skeleton Key L1] and enter the right-hand door to find a dining table. The purple-aura door will lead to a L1 lockpick for Stinger to jimmy. This leads upstairs.

Again, take the right door to some barracks. A [Skeleton Key L3] is hidden by a chest, so search 'round there to find it. The adjacent room is rigged and will plummet everyone into the downstairs kitchen if one walks on the middle; if you walk around the sides, however, nothing'll happen. Either way, ending up in the library is planned. One of the bookcases is a false door, leading to a treasure room. The chest has [1500 Gold], [Knight Gauntlets], [Knight Helm], and [Gogarin's Armor] inside! If you search around a little more, the [Skeleton Key L4] is nearby too. Make sure you get keep that best skeleton key, even if you have to ditch any others (except L3) to make room.

Head back downstairs to where the mandatory fight with the knight was. Head left this time. In the "Hall of Portraits," the only door here requires the L4 skeleton key. A torture room is revealed within. There is a spin-crank on the wall that opens a secret passage in the iron maiden. A single chest is found, containing: [2500 Gold], five [Venom Dagger]s, [Cologne], [Caviar], [Wine], a [Deathcheat], three [Fyrn Tonic]s, and a [Knightsword].

Now, let's find the boss. As soon as y'get back upstairs, take the doorway just beside the doorway. This leads to the throne room, and the foe is past there. Use the Skeleton Key L3 to enter...

Grimsmeer	Fire	HP: 492	EXP: 292	\$: 252	DROPS: -----
-----------	------	---------	----------	---------	--------------

This battle will be easy-peasy for the most part, if you're Lv2+ with Red Tom's equipment. As before, have Windleaf cast Beetle on the main close-up attackers while she slings arrows and spells. Beware the Sleepgas attack which can be annoying if more than two people are conked out.

An [EXIT KEY] is found afterwards, so head back downstairs and take the north door into an armory-slash-pantry. The backdoor portcullis (retractable gate) has a small picnic basket of [Lard], [Beans], [Nuts], an [Apple], and three pieces of [Berk Jerky]. They all suck, so throwing 'em away is recommended. From there, simply stroll down the path into the Crescent Valley!

The Magic Academy is fairly far away. Keep a southeasterly path, past Bene Brokul (inaccessible now), until entering the next 'square' of world map. The academy should be within sights there. But why am I telling you all this? Any person with eyeballs can look at the blue dot on the map and figure it out...

Once you go there, however, a Spirit says that two towns in the west have a malady and must be freed. Entering the place isn't possible 'til then, so head along the "grain" of the Crescent Valley and make for the nearest town of...

06) ANGLERVILLE

[WK06]

##	ITEMS	
01	50 Gold	Equipment Bar ENTER
	Fyrn Tonic [2]))) Jail
	Aether Drop	[10 9 8 11] _/
	Stank Moss	_ _ _ _ _ _ _ _
02	200 Gold	_____ _ 1
	Cerebral Jolt	_
	Bamf Pill	_____
	Fyrn Salve [2]	_ 34 12 ---HOTEL
03	150 Gold	_____ 2 _
	Platemail Helm	SHOPLINK: SH02 _ --ITEMS
	Goat Milk	_____ _ _
	Ale	_ 56 ---WAREHOUSE
04	Gems	17
05	Helm of Emmons	_
06	Kii Nuts	_
	Beer	Zombies (Lopers) have taken over the town, and
07	Barleyfiz [3]	it's the gang's job to kill them. If the player
08	Steel Gauntlets	is at level three at least, the going is much
	Steel Helm	easier...not that it was a tribulation already.
09	Anglerville Cat	There are six groups of two around the city
10	Flame Arrow [20]	boardwalk, and it's quite easy to kill 'em all!

```

| 11 | Flynn's Bow      |_|
|    | Flame Arrow [20] |_| The corpse near the start has [50 Gold], two
|    | 2000 Gold        |_| [Fyrn Tonic]s, [Aether Drop], and [Stank Moss]
| 12 | 500 Gold         |_| on his person. He won't be needin' 'em anymore!
|    | Rogue's Dagger [15]| Ignore the nearby jail building and go right to
|____|_____          | the next screen.

```

The boardwalk here has a pail with [200 Gold], [Cerebral Jolt], [Bamf Pill], and a [Fyrn Salve] twofer. Enter the nearest door to find an inn! Sleeping is free, luckily. Strewn around the hardwood floor is [150 Gold], [Platemail Helm], [Goat Milk], some [Ale], and [Gems].

Back outside, head to the farthest building to find a warehouse. Inside is a stockpile! [Kii Nuts], [Beer], three bottles of [Barleyfiz], and a [Helmet of Emmons], too.

Return to the entrance and head right down the other sidewalk. Ignore the first door -- a pub -- and enter the second to find a cold forge. The bucket contains a [Steel Helm] with [Steel Gauntlets]...which happens to be the smithy's specialty. Haha...

Further down the way is an empty house except for a cat. Inspect it and our pal Stinger will wonder if he should take it to Cat Man. Agree to and obtain the [ANGLERVILLE CAT] thusly. The last house on the block is a weaponsmith, and the corpse has twenty [Flame Arrow]s.

When all zombies are slain, head to the bar and collect the sweet reward for the trouble: [Flynn's Bow], twenty [Flame Arrow]s, and [2000 Gold]. But that isn't all! Return to the innkeeper and give the Helmet of Emmons back to him for free. He'll throw in [500 Gold] and 15 [Rogue's Dagger]s as a kicker.

That's all for this dump. Proceed westernly along the lakeside to find...

08) JYNX

[WK08]

```

| # | ITEMS |
| 01 | Wraith's Bones |
| 02 | Ranger Armor   |
|   | Ranger Helm    |
|   | Ranger Gauntlets |
|   | Ranger Sword   |
|   | Reaver Scythe  |
|____|_____

```

The people in this town are in a gender war, which means men will only speak with their own kind, and same for women. Switch the Pointman as situations call for it. This also applies to buying items at the general store, although it doesn't matter for Warooi's weapons store. Talk with the mayor and his wife (2 houses by entrance) for information...

Visit the museum above the town hall and talk with Dr. Heend for some scenes. Harv-5 will out his stupid skeletal reconstruction as a graverobber's work, and take the [WRAITH'S BONES] after the spectral entity talks with the team. To lift the curse, he must be taken to Karillon's graveyard and buried. THIS MUST BE DONE TO PROGRESS THE STORY!

The reward for planting the guy in Oldtowne's cemetary is [Ranger Armor], [Ranger Helm], [Ranger Gauntlets], [Ranger Sword], and a [Reaver Scythe]! A good haul, to say something.

Make for the Magic Academy. There's no reason to follow-up in Jynx either, as

nothing's changed!

CAT MAN [OPTIONAL]

[OP05]

##	ITEMS	
		If the Anglerville Cat was rescued from the town
01	Deathcheat [9]	of the same name, he can be donated to the Cat
		Man. The reward? Nine [Deathcheat]s! Don't pass
		this up -- refusing the offer does nothing!

However, as long as the cat is in the inventory, the proposition stands.

09) MAGIC ACADEMY

[WK09]

	##	ITEMS	
After meeting Fessen, the entire place becomes an	01	Aether Wafer	
explorable place. Many doors to rummage through...	02	250 Gold	
		Order Arrow [10]	
• Door 01 - Guest quarters	03	Ullk Oil	
• Door 02 - Brendan's Room	04	50 Gold	
• Door 03 - Hall of Gathering		Aether Drop [3]	
• Door 04 - Inventory with [Aether Wafer]			
• Door 05 - Alva's Room			
• Door 06 - Museum			
• Door 07 - Storage			
• Door 08 - Unused Room...			
• Door 09 - Alchemic Workshop			
• Door 10 - Leisure area w/ [250 Gold] & ten [Order Arrow]s			
• Door 11 - Library			
• Door 12 - Helios' Room			
• Door 13 - Storage w/ [Ullk Oil]			
• Door 14 - Kecelia's Room			
• Door 15 - Storage w/ [50 Gold] and 3 [Aether Drop]s			
• Door 16 - LOCKED!			
• Bottom - Etherwell			

The academy is shaped in a spiralling ramp way with rooms branching off at as one descends, so it's easy to visit everywhere but annoying if you need to find a single room. Talk with the (4) mages as you descend, picking up the items here and there. Make it to the Etherwell at the bottom to learn the culprit behind the towns' destruction. Apparently 'he' is in Wyldern, the bubble world that exists within the planet. The Natragor Codex is necessary to stop 'him,' the magi think, and a colleague named Gamathel has it in a tower on the Siltheria continent.

After some more scenes, Windleaf will stay behind for...err, studying, and the men will have to make the journey alone. Head to the locked sixteenth (16th) door to find it leads to the Siltherian continent. The 'fire twitch' attacks will be unlocked at this time, and can be activated during battle by rapidly pressing X and Circle once an attack method has been chosen.

OLD GUBRATH [OPTIONAL]

[OP06]

##	ITEMS	
----	-------	--

```

|   |   |   |
| 01 | Bucket   |   |
|   | Buttons  |   |   Assembly Bldg.
|   | Needle   |   |   \_   Lighthouse
|   | Thread   |   |   |5|   ___/
| 02 | Nuts     |   |   |4|   |12|
|   | Bolts   |   |   ___|_|_____ |11|
|   | Nails   |   |   ENTER ----|___|   |10|
| 03 | Soap     |   |   |   |_____
| 04 | Candle  |   |   ___| 1 | 2 3|_ <- House
| 05 | Aether Drop |   |   Building--|6 |   |_____7 |<- Stable
|   | Deathcheat |   |   ___|   |_____
| 06 | Wrench  |   |   |   |_Inn   |9|\
|   | Spikes  |   |   |   |_|8|_____ | | Dock
|   | Hammer  |   |   |_____ - _____|
| 07 | Deathcheat |   |   |_
| 08 | 25 Gold  |   |   '-Store
|   | Candy   |   |
| 09 | Greencod |   | This place has so much junk items that I would
|   | Armortrout |   | just throw 'em away or skip 'em entirely -- no
| 10 | 150 Gold  |   | need to fill the inventory with a bunch of crap
|   | Fyrn Tonic |   | right at the start of a journey!
| 11 | 1250 Gold |   |
|   | Aether Potion |   | In the street, a [Bucket], [Buttons], [Needle] &
| 12 | 500 Gold  |   | [Thread] are sitting in one bundle. The wrecked
|   | Gubranthan Bow |   | house nearby has a [Wrench], [Spikes] & [Hammer]
|   | Steel Arrow [25] |   | to take.
|_____|_____

```

One house nearby has [Nuts], [Bolts], [Nails] & [Soap] to take, although the lady there is cuckoo! The assembly building's got a [Candle], [Aether Drop], and [Deathcheat] to take. The lower stable's has a [Deathcheat] to pocket, also.

The inn can be slept in for free, and has [25 Gold]/[Candy] to pick up. The nearby dock has some fishies, an [Armortrout] and [Greencod]. The general store can be shopped at -- SHOPLINK: SH04 -- but is a little light on useful things.

Finally, the lighthouse. [150 Gold] and a [Fyrn Tonic] are scattered on the interior base, while a chest near the beacon has [1250 Gold] and an [Aether Potion]. A small glimmer is in a corner of the room as well. Search it for [500 Gold], twenty-five [Steel Arrow]s and a [Gubranthan Bow]. Too bad our archer's not along...

10) GUBRATH WOODS

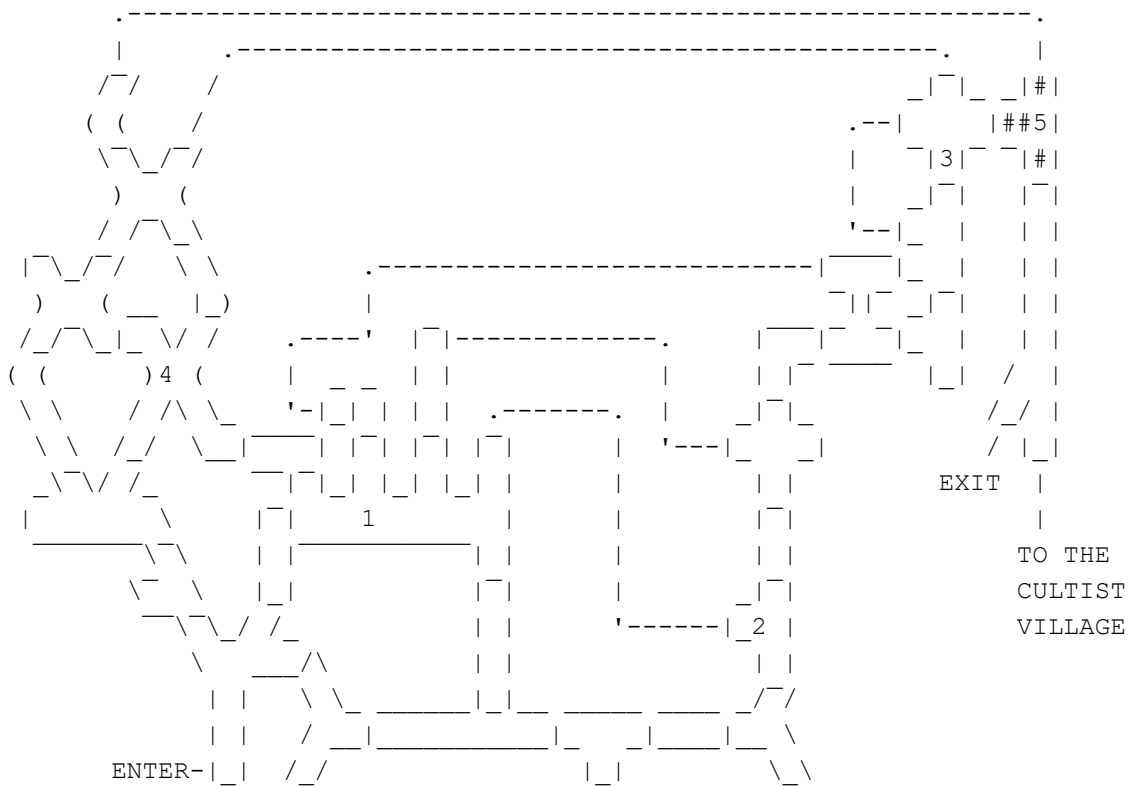
[WK10]

##	ITEMS	##	ITEMS	##	ITEMS
01	Vigor Pill [2]	03	100 Gold	05	2250 Gold
02	Ale [6]		Venom Dagger [10]		Pilj Syrup
04	Bamf Pill				

MAP: <http://www.gamefaqs.com/console/psx/file/198598/51721>

This place can be very confusing, mostly because going one way may change the camera POV, which gets the direction-makin' skills all buggaboo. I have mapped this place in its entirety, however, just for this reason. If you see

an (outer) path that lacks notation, assume it leads to the world map.



The goal of this map is to make to the square with the hashmarks (#'s). This will start a scene, but for now, focus on getting all the items. The order, even in this confusing place, is still numerical 1-2-3-4! The 2 [Vigor Pills] are half-hidden in the scenery, but the six [Ale] casks are right in plain sight.

Continuing to the third score, the [100 Gold] and ten [Venom Daggers] are by the path entrance, and shimmer if you can't find them. Detour at this point back to the 4th item, which isn't as far away as the map suggests. It's just a [Bamf Pill], however, so you may want to toss it 'cause it's useless for the most part.

Finally, enter the screen with the [2250 Gold] and [Pilj Syrup]. These items cannot be collected until revisiting this place in a short while, though. A scene will take place where some natives whisk everyone off to their village!

=====

THE CULTISTS' VILLAGE

=====

After some scenes, a new party member (Xero Von Moon) will join the team and assist in fighting the cultists/shaman. To say these are boss caliber would be a mistake, but since bosses suck all throughout the game, maybe it isn't? Haha...either way, they're simple. [520 EP, 343g]. Our disembodied head has quite a spell supply, so he'll function just like Windleaf. Make sure to equip some better stuff on him if possible. [Default: Psi Shield, PsiBlast]. Remember: he can't equip most things since he has no appendages!]

Exit the "GodHead tower" and slay the cultists who insist on becoming worm food. A [Basket] and ten [Apple]s are found nearby, along with 5 [Wine] casks and a [Jug]. In the next screen, the nearest hut houses offerings to Xero; take three [Fyrn Tonic]s and the [Aether Potion]/[Deathcheat] combo! Two more freaks have to be buried before collecting the [Bucket] and 3 [Bird Egg]s in

the middle of the road. The only other hut houses [300 Gold] and fifteen [Order Dagger]s.

Before leaving, get the gold and Pilj Syrup back on the path where y'first met the cultists. Then, take the side-trail near the village entrance to ditch this stanky place.

11) GAMATHEL'S TOWER

[WK11]

	##	ITEMS	
Cellar---	01	75 Gold	
		Mage Helm	
		Crescent Sword	
2 3 4 Bedroom	02	Order Dagger [5]	
/	03	Fused Silverware	
5 6	04	Fused Silverware	
1 7		Fused Glass	
-Alchemic Chamber	05	225 Gold	
ENTER--'		Cerebral Jolt	
		Daro Root	
Pretty easy going. Once inside, take a left into a	06	Natragor Codex	
corpse's screen. A [75 Gold], [Mage Helm], and a	07	Mage Gauntlets	
[Crescent Sword] are within. Give the helm to Xero!			

Exit and continue down the alternative path, leading to five [Order Dagger]s in plain view. This leads to a dining area with two [Fused Silverware]s and [Fused Glass] sitting around. These are useless to throw 'em away if you do pick 'em up. The upper-right (on-screen) room leads to Gamathel's bedroom, and contains [225 Gold], [Cerebral Jolt], and [Daro Root] on the corpse. Steal the book near his bed to find it's the [Natragor Codex]!

Before leaving, go down the dining room stair (same side as bedroom) to find an alchemic chamber with [Mage Gauntlets]. No one can equip them, however. Now we can finally head back to the Mage Academy.

THE MAGIC ACADEMY

After arriving back, the party rejoins and splinters into pairs: one will go to Wyldern, underneath the earth's crust, and the other to Bene-Brokul to get access to the Ziggurat across the ocean. Getting into Wyldern ain't simple, however -- one has to use the vortex at the bottom of Loch Dohmain after calling Eyre in Karillon. Oy...!

- Harv-5 & Xero -----> Ziggurat
- Stinger & Windleaf -> Wyldern

The player has to pick which one to do first; the order is irrelevant in the long run. "Party switch points" -- in the form of spinning moai statues -- will be found throughout inns and such from this point on in case the player wants to switch between parties, mind you.

there shouldn't be time wasted describing things again. In Middletowne, make sure to stop by the writer's place for the [1000 Gold] payment. Grishame says to drop by after visiting Wyldern. Visit the council's chambers in Hightowne once more to report findings at Gogarin Keep and the Magic Academy. The Magi want the assistance of the floating Gadgeteer city (Eyre) for this job. There will be something wrong in the belltower, however. Investigate and...

Dethknoller	Chaos	HP: 668	EXP: 334	\$: 190	DROPS: -----
-------------	-------	---------	----------	---------	--------------

This baddie can heal himself somewhat with "Fleshmend," and attack with the magical "TwinBlastLo"...which does low-tier magic damage as says. Stick with the tried n' true method of Beetle on Stinger, with Windleaf supporting in whatever way she can. This battle can still go awry if Stinger has a Ranger Sword equipped, however; his physical attacks will be doing single-digit dmg!

Afterwards, the bells and gears will be damaged. Report to the council who will ask for the aid of Liam in Oldetowne, and the Clockworks Codex in the Hall of Wisdom. The person in question lives near the blacksmith shop, and that should be the only missing piece here. Get the "stuff" and report back to Brady at the belltower to see everything fixed! Get the payment from the tax official during this time, too. It's an extra [250 Gold]...wait, what? If you talk with the councilmen, they'll say the payment is tax-free and Dix will give the full sum. [NOTE: If this is attempt after Dethknoller, it may not be possible to collect. In that case, just get it next time.]

Eyre takes a little while to dock (2:00 in-game time?) but the team arrives there, they automatically enter.

13) EYRE

[WK13]

Habitat	Inst. Tower	Bridge /	Work Area /	##	ITEMS
1 2			4	01	Flame Arrow [20]
				02	500 Gold
					Skeleton Key L1
	3			03	Razordart [20]
				04	Pilj Syrup [3]
				05	650 Gold
				06	Aether Wafer
				07	Hawk Talon [10]
E. Dock	--- 6			SHOPLINK: [SH05]	--Gadgeteria
Eyre Inn	--			--Stuart's Fine Weapons	
Automatic Movement Center	/			--Wilhelm's Armorshop	
				--Curios-R-Us	
				7	
				'-EXIT (when applicable)	

The starting area is with the Makers on the Habitat floor. After some jibberjabber, the team can leisurely explore the Gadgeteer city. Get the ten [Flame Arrow]s, [Skeleton Key L1], and [500 Gold] inside the starting room and make for the Instrument Tower. It's just a one-room place with twenty

[Razordart]s. Next is the Work Area, which has three [Pilj Syrup]s and [650 Gold] in two of its three rooms.

Finally, head to the largest floor, Recreation. The left Equipment Dock has an [Aether Wafer] on its upper walkway, while the area just before the city exit has ten [Hawk Talon]s around. Everywhere else is either a shop, inn, or discoteque! Yes, you heard me... [Leaving back to Karillon is impossible at this time, for reference, even while still docked.]

To continue the journey, tell the Makers on the Habitat floor that preps have been made to leave for Wyldern. Then, it's to the equipment dock on the lower floor to board the good ship Aquatica...err, mini-sub.

14) LOCH DOMAIN TRENCH

[WK14]

This area is pretty straightforward, and the player should be able to do it 'no sweat,' provided the controls are remembered. This portion is done in 3D, one of the more entertaining minigames disguised as mandatory fodder. After inserting Disc 2, the player is plunged deep into the waters!

D-PAD	Move submarine	First off, getting the hang of the controls is
SQUARE	Fire weapon	crucial -- 'up' makes the screen go down, and the
O BTN.	Fire weapon	opposite is true. Same for left and right...they're
R2/L2	Cycle weapons	reversed! These controls can't be changed either,
X BTN.	Forward thrust	so practice in the first room where there's only a
TRNGLE	Reverse thrust	single enemy.

As for the bars, the blue displays the ammunition for the current weapon; the red displays the sub's damage. The more full either bar is, the better. Some enemies drop 'mines' that power up weapon daamage and such, but overall, most of the things dropped (eyeballs, green debris) don't do anything. The spider-like thing in-between the bars displays the direction one's facing.

Speaking of which, eventually the sub will come to a fork. Go northwest and continue until a blue whale is shown. This takes considerably more ammo to explode, so reverse thrust if it gets too close! A nearby door will open and an 'exit' lever shows up. Run into it to end this place!

DAIGLO'S DOCK

After crashing the sub, Windleaf and Stinger enter the nearby house of a gloomy resident, Daiglo. Some dialogue later, it's lootin' time! [250 Hexite] and two [Wyld Root] are in one corner, while the chest requires lockpicking level 3 to pry open. The reward is well worth it however, being the [Travel Cloak], [Thievin' Gloves], and [Incognito Helm]! If you can't pick it yet, leave it for later and return. [NOTE: If you can't get it, make sure there's a Skeleton Key L3 in the other team's pack when they return, otherwise this's impossible to get!]

Apparently, there's looting in the nearby town of Pays'Hom, so that's the next destination.

	##	ITEMS
Free Rest	01	Warspike [25]
9 /	02	150 Hexite
8 /	03	War Drink
4	04	War Arrow [10]
1	05	1250 Hexite
1	06	Tync An'Sar
1	07	Assassin Armor
1	08	900 Hexite
1	09	Spellbind Helm
76 13 /	08	Psion Earring
5 /	09	Assassin Gauntlets
12		
1		
ENTER ---'		

Upon entering, the party bands up with a female org [default: Jirina] who joins the party when some darg orgs attack. Her equips are: Partisan Helm/Gauntlets/Armor, and she uses 'Martial Arts' as weapons...meaning her fists. At least it saves some cash!

Pick up the twenty-five [Warspikes] nearby and enter the town proper.

At the fork, head 'up' into the nexts creen. The nearest house has some orgs hanging by it, and inside is [150 Hexite] and a [War Drink]. At the next fork, take the 'up' path again, which winds around a smithy (can't buy) to a 4-way junction. One path leads to [1250 Hexite] and [Tync An'Sar] inside a church; the other to a house with [Assassin Armor], [900 Hexite], and a [Spellbind Helm]. Make sure to get these before continuing 'left'.

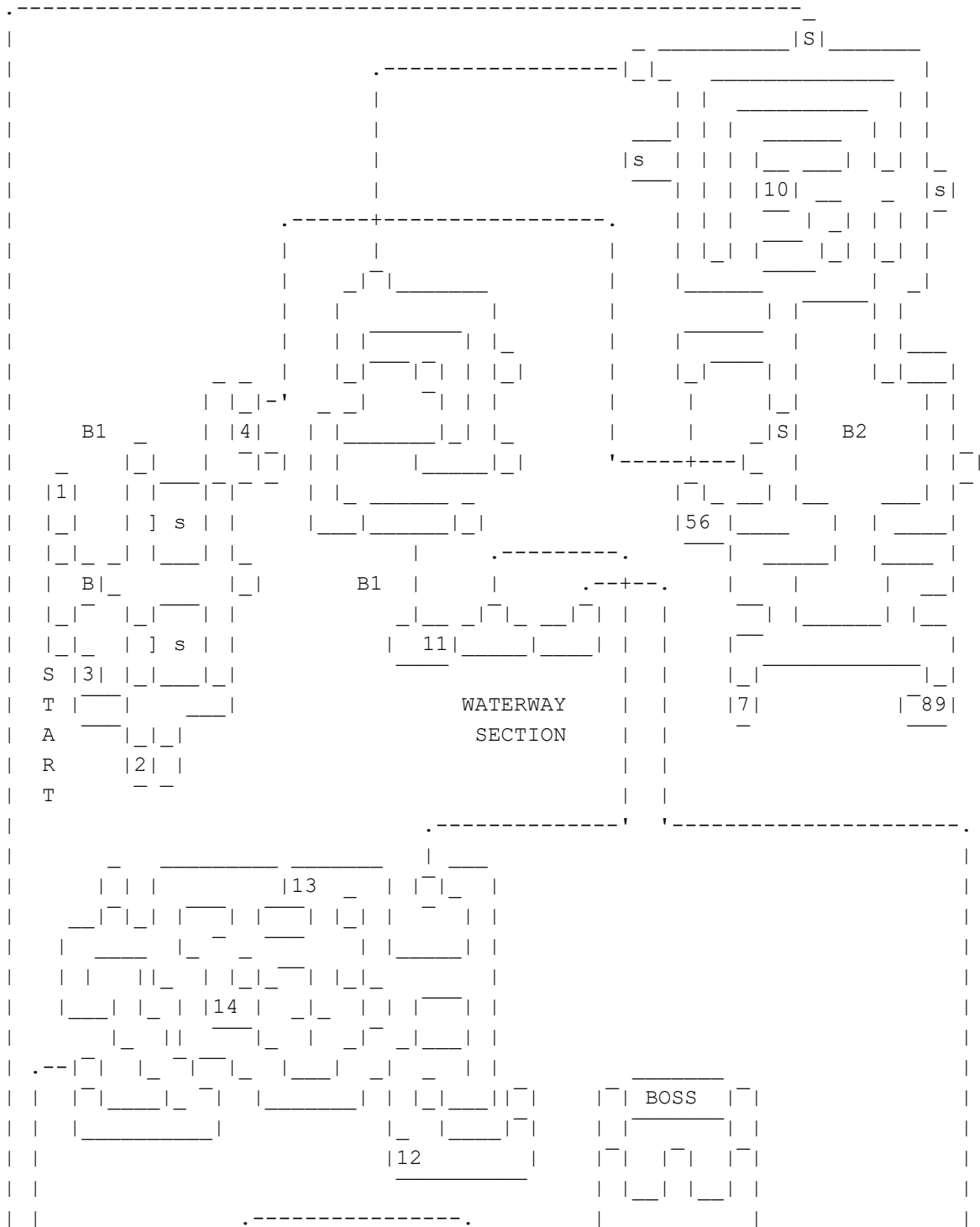
The town section has nothing of interest, except Jirina's house marked on the map as 'free rest'. A [Psion Earring] can be found here, and should be kept for later on, as it's one of the few accessories Xero can equip! Head up and to the outskirts of town, where a guardpost contains [Assassin Gauntlets]. One has to fight his way in, however.

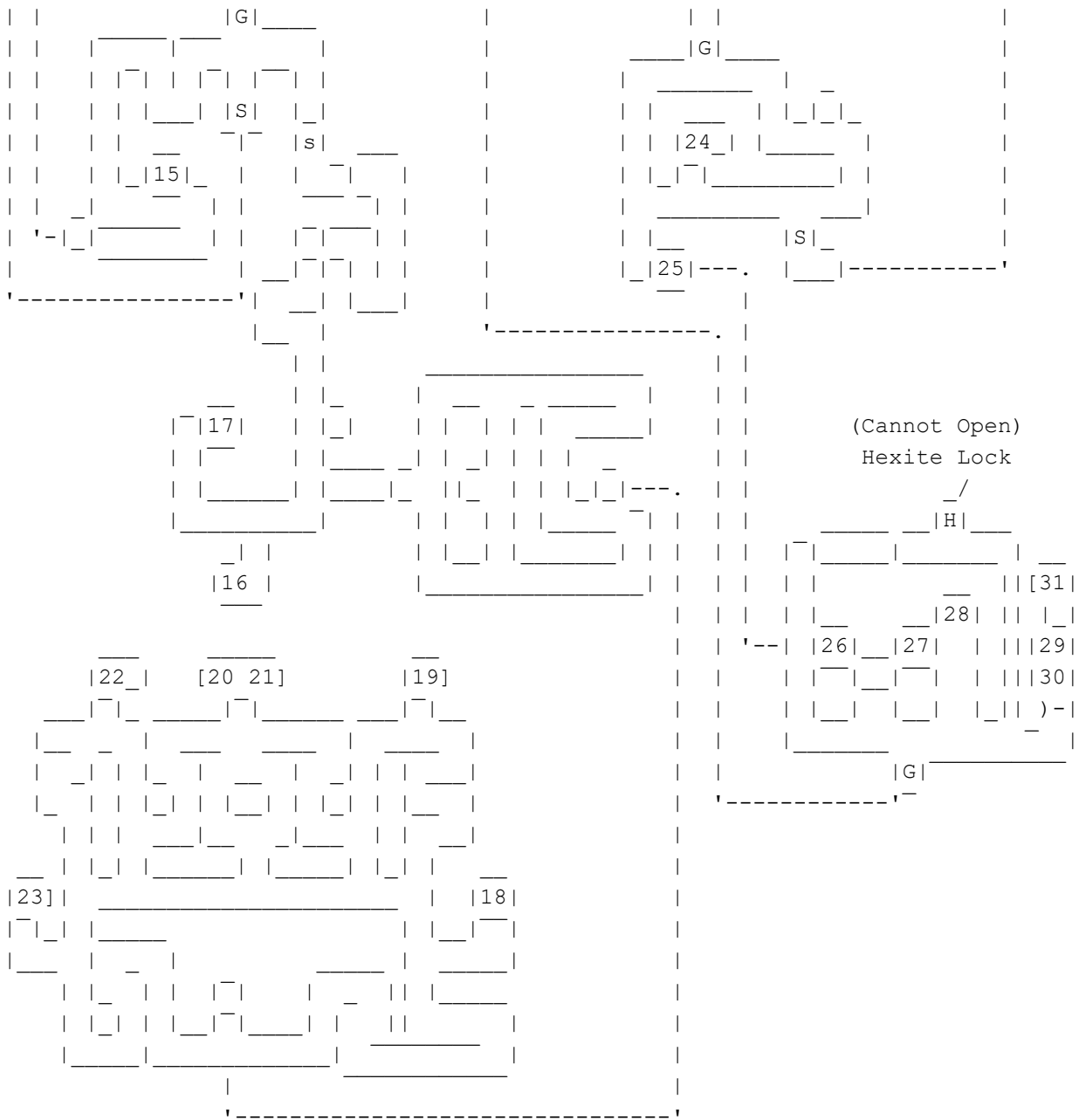
It's a clear shot to the Hexite Mines from there... Don't go in unprepared...

##	ITEMS	##	ITEMS	##	ITEMS
01	Bronze Key	11	Ares Dagger [10]	24	200 Hexite
02	250 Hexite	12	Spiritspike [5]		Burvine Leaf
	Reptile Eggs	13	Icespike [10]	25	1000 Hexite
	Mead	14	Aether Wafer		Toxnaught Ring
	Slicer		Lifedew	26	Toparri Salve
03	Infantry Armor	15	989 Hexite	27	2500 Hexite
04	Fegglenut		Aether Wafer [2]		Striker Arrow x10

		Aether Drop		16		Mallet		28		Boltspike [10]		
	05		2nd Chance				Spikes				Imperial Armor	
			Tync An'Sar [2]				Pick [2]				Imperial Gauntlets	
	06		500 Hexite		17		Infantry Gauntlets				Imperial Helm	
			Aether Wafer [2]		18		1395 Hexite		29		Tync An'Sar	
	07		1500 Hexite				Aether Potion		30		700 Hexite	
			Warbird Bow		19		7750 Hexite		31		Gold Key	
	08		4750 Hexite		20		Silver Key		_____		_____	
			Stoutsoul Blade		21		325 Hexite					
	09		Ares Arrow [20]				Infantry Helm					
	10		Porf Jerky [3]				War Drink [2]					
			Banori Cheese [2]		22		5000 Hexite					
			Nectar		23		Striker Arrow x15					
	_____		_____		_____		_____					

Think this is tough? Well, it is. However, items are listed in the order they should be obtained (as opposed to whenever I found them, as in earlier places) so use the flow of numbers as an aid as well!





Do you want to cry for your mommy? Do you need a change of pants? This cave complex is Shadow Madness' magnum opus, a sprawling mostly-dark dungeon that will utterly confuse and enrage the player. Even with an ASCII map above, it is COMPLETELY ANNOYING. I've done the liberty of making a color-coded map on GameFAQs for just this reason, although given how big it is, you'll have to excuse its sprawl: www.gamefaqs.com/console/psx/file/198598/51722

LEVEL: BRONZE 1

The easiest level to proceed through, luckily. Up the tunnel is a magically locked door, which is the game's polite way of saying this is going to be a huge key fetch quest. The [BRONZE KEY], the first item in the game, is just in the hands of some goons down the bifurcation, luckily. Enter the new area!

There are cages here with slaves in 'em -- emancipate and proclamate, son. One of the rooms around here has [250 Hexite], [Reptile Eggs], [Mead], and [Slicer], although the player has to deep-six some goons to get 'em. There's a storage room nearby there, although the camera angle looks like a wall is continued, shielding the entrance. It leads to [Infantry Armor]! Equip it on

your weakest-DEF character and head to the far corner behind the cages, past the mess hall.

One of the areas is a storage, with [Aether Drop] and [Fegglenut] hidden in a blind corner; the other leads up to Bronze 2 Level. Take that path.

LEVEL: BRONZE 2

The SW and SE corners here are storage vaults, containing [1500 Hexite] and a [Warbird Bow]; and, [4750 Hexite], [Stoutsoul Blade], and 20 [Ares Arrow]s. Near where y'came in, take the western door to a 'petit vault' that Windleaf will blow to smithereens. The items here are a [2nd Chance], 2 [Tync An'Sar], [500 Hexite], and a double [Aether Wafer]. Use this Petit Vault -- or the other one, since it ends up in the same place -- to get into the northern area of Bronze 2.

The far west and east rooms have slaves to free, while the middle has some [Nectar], three [Porf Jerky]s and two [Banori Cheese] rolls. Use the NW corner passage to enter a new area of Bronze 1, or rather, the same area but across the destroyed bridge from before. =/

LEVEL: BRONZE 1

There are no items here, although one of the side-rooms has a sleeping cot, so harness the powah (!) of sleep if required. The large center building has some slaves in it, although once freed, witness what happens to them down the path. After fighting an easy battle with an Overseer/Darg Org troupe, the floor caves in spectacularly, plummeting everyone downwards.

Ending up by a small sewer stream, step on the steppin' stones to find ten [Ares Daggers]. Now, there are two ladders here, leading to either the floors Silver 1 and Gold 1. The latter requires the Silver Key, however, so ignore it and go for the former.

LEVEL: SILVER 1 NOTE: A glitch here may prevent items from being picked up. Re-enter screen to alleviate this problem...!

This is one of the more confusing zig-zaggy parts of the dungeon, and I had a heck of a time mapping it (at least so it didn't look like crap). Stick w/ the eastern wall which leads to relatively dead-end area with 5 [Spiritspike] projectiles for Jirina.

Backtrack to the last fork and keep going west with the path's flow, 'til y'run into a dead-end with ten [Icespike]s. From here, go south, west a ways, and then the next south-leading path to a [Aether Wafer]/[Lifedew] combo. Now

the object is to make it to the southwest corner of this crappy obstacle. I suggest looking at the map I created for a general hint, since listing fifty different directions in a row is more detrimental than helpful. VISUAL AID!!

LEVEL: SILVER 2

The first door along this relatively straightforward section contains a nice bounty: [989 Hexite], 2 [Aether Wafer]s and a [Toxnaught Ring]! Make sure to equip that accessory on someone, now. At the 4-way fork, ignore all paths 'cept the eastern (the others require Gold/Silver keys) which will lead to a slave work area and another mandatory fight. Proceed through the well-lit areas until a dark cave section again.

First door y'encounter is a slave/sleeping area. Rest up, skip the next one, and loot the next two chambers for a [Mallet], [Spikes], 2 [Picks], and some [Infantry Gauntlets]. Return to the eastern door that was skipped, fight yer way into the eastern section of Silver 2.

Luckily, it's uneventful and doesn't have any items. Find the eastern room, which is an easy task, and it will lead back to Silver 1!

LEVEL: SILVER 1

The object here is to get the Silver Key from one of the captains. Let's go east (counterclockwise) for this next way. The #18 treasure is in a dead-end room, with an [Aether Potion] and [1395 Hexite] haul. There's healing water if yer parched, too.

Back at the last fork, keep going north, zig-zagging to the next room, with the #19 treasure: [7750 Hexite]. Observing the map I made, find the middle room where Jirina can finally get revenge on the person she was a slave to (there is some creepy talk here...). The overseer drops the [Silver Key], and there's [325 Hexite], [Infantry Helm], and two [War Drink]s present also.

Go west as far as y'can, then north the same to the next door; [5000 Hexite] stash! Yeah, this stuff's laying around like it's dirt. From here, the far-west healing water room is a cinch to find. Fifteen [Striker Arrow]s can be found within, too! From this point, just take the southern path to wind up at the starting point for this level.

With the Silver Key, the object is to get to the Gold Floor. Unfortunately, it requires re-locating the watery passage, since that's the only option... To find it, look for the "24" on the map and meander there. The shortest way is to:

- Backtrack to Silver 2, taking the westernmost exit (by the "15")
- Backtrack through Silver 1, taking the northeasternmost exit

At this point, just take the other ladder to find Gold 1.

LEVEL: GOLD 1

Unlock the silver gate and go west, entering the first door y'see. It's an executive suite (fancy talk for resting place) with some enemies inside. Get the [200 Hexite] and [Burvine Leaf] afterwards. Keep going west until y'can go south, which leads to the Gold 2 entrance point. [1000 Hexite] and another [Toxnaught Ring] are a parting shot.

LEVEL: GOLD 2

After climbing up, get the [Toparri Salve] and enter the hallway again. Going counterclockwise, ignore the next door (empty & bloody) and take the next north-leading hallway to a room with some harlots...haha. After they leave, get the [2500 Hexite] and ten [Striker Arrows]. In the outer hallway, in a dead-end RIGHT by the door, is ten [Boltspike]s, [Imperial Armor], [Imperial Gauntlets], and an [Imperial Helm]. SCORE!

Follow the eastern road to the rookery. Two items are off-screen initially, but by investigating the far reaches of the left/right sides, the [700 Hexite] and [Tync An'Sar] items can be found. Continue north to fight some scientists who would rather die than give up the [Gold Key]! This is the last item in the game.

LEVEL: GOLD 1

Return to Gold 1's executive suite, sleep off the funk, and continue north to a forked path. Take either the left/right, kill some freaks, and enter a PVC pipe-lookin' inlet to the caves' boss.

Minelord	Chaos	HP: 595	EXP: 334	\$: 190	DROPS: -----
----------	-------	---------	----------	---------	--------------

Again, another easy battle, especially since the team has eaten experience with all the mandatory battles in this dump! It can cast World's Fist for +120 earth-elem damage, but this battle should be over in two turns anyway. Just another example of poor difficulty...

Afterwards, everyone wakes up back in Pays'Hom. There is new dialogue from the freed slaves and the smithy that was closed down will have opened shop once more [SHOPLINK: SH06]. Try to leave town to learn some enemy sentries had just left to report what happened back at Pays'Hom! Start heading north

	##	ITEMS
There's little of interest here, but this place	01	Michi Armor
is just supposed to act as a small reststop 'til		Michi Helm
one gets to the garrison. An item shop is here,		Venom Gauntlets
however. Steal the [Michi Armor], [Michi Helm],		
and [Venom Gauntlets] from a shack 'fore leaving		
for good measure.		

16) GARRISON

[WK16]

	##	ITEMS
Jailcells->	01	100 Hexite
		Wyld Root
		Waken Powder
		Shine
Pogras'	02	Lucky Striker
Chamber \	03	Stout Arrow [30]
10 11	04	500 Hexite
56789	05	2nd Chance
		Nor Moss
34	06	2500 Hexite
/	07	NuBattle Armor
Gadget		NuBattle Helm
Madness		NuBattle Gauntlets
Minigame	08	Lifegiver Bow
2	09	Earthbane Sword
1	10	5000 Hexite
		Aether Potion
	11	Deathguard Armor
		Deathguard Helm
		Deathguard Gauntlets
_ -ENTER		

Before entering this dump, the team runs into some sentries (3 Darg Org) and cleans their clocks for no charge. As many games before them, the team makes do and dresses up in enemy uniforms to infiltrate the garrison. In the first screen, the upper & leftmost tent contains [100 Hexite], [Wyld Root], [Waken Powder], and [Shine]; throw the chaff away. Another tent nearby contains a sword for Stinger, the [Lucky Striker].

In the next screen is a 4-way path; luckily none of them are important to visit. The next one has a 6-way path! To the first left is a torture room where one can play the Gadget Madness minigame, and across the hall is some SHINIES! Haha... Thirty [Stout Arrow]s and [500 Hexite].

On the same side of that hall, but just one over, is a real treasure room. [2nd Chance], [Nor Moss], [2500 Hexite], [Lifegiver Bow] n' [Earthbane Sword] can all be found within. The other chest contains [NuBattle Armor], [NuBattle Helm], and some [NuBattle Gauntlets]. Unfortunately, these can only be stuck on a character not yet recruited, and he's on Harv-5's path! You will want to save these just the same since they're quite good, especially at elemental defense.

Across the path is the "Hall of Hammocks" that leads to Pogras' den. Killing

him fails, however, and everyone is stuck in jail. The two Gadgeteers (Lou and Calark) will help everyone break out: safety in exchange for a ride back to Arkose. There will be some crappy stall battles from guards who used to leave y'alone before, though. Before going out into the open air, make sure to stop by Pogra's den and get the treasure chests that were strewn around the place: [5000 Hexite], [Aether Potion], [Deathguard Armor], [Deathguard Gauntlets], and [Deathguard Helm]. All useful stuff.

Also, did you free the other jailed prisoners? You should if you have any conscience... >__>

Try to leave the place and the boss battle begins.

General Pogra	Chaos	HP: 668	EXP: 380	\$: 491	DROPS: -----
---------------	-------	---------	----------	---------	--------------

Just keep attacking. Pogra relies mostly on physical strength, and like the previous boss (Minelord), his HP's small boost in no way outclasses the damage output of three attacking characters. Mission: possible. His BigBang attack can't even do 100 damage, for gawd sake...

After inserting Disc 1 and leaving the old Eyre landing point, return to the Magic Academy and the scene will automatically switch over to Xero/Harv-5's journey!

17) BENE BROKUL

[WK17]

	##	ITEMS	
After leaving the Magic Academy, head north to the Crescent Valley. Bene-Brokul is near the eastern mountains, 'fore Gogarin Keep...	01	750 Gold	_
		Quillshot [10]	_
	02	50 Gold	_
		Aether Wafer	_
Upon entering the snowcapped peaks, take the left path to a corpse carrying [750 Gold] n' ten [Quillshot]. Inside the crystalline cave past a bridge, hang a left and look for a shimmering blue gem on the ground. Inspect it and everyone learns the 'Ice Twitch' attack, used just like the Fire Twitch one except with a different combination (X+[]). Follow this place to the exit.	03	20 Gold	_
		Elixir of Oax	_
		Razordart [20]	_
	04	800 Gold	_
		Gems [3]	_
	05	500 Gold	_
		Beans [3]	_
	06	Razordart [20]	_
Back in the mountains, a highwayman decides to attack the party. Slay 'em in the snow n' proceed into the town proper. Zombies, Ghoul Warriors and Skeletons inhabit the outdoors portions. No one in town will open their doors until the foul beasties are cleansed. After playing janitor in Anglerville, this's yawn-worthy! Most're by the town square, but some are by the schoolhouse & house just off the main path. A notification plays when all are defeated, but there's still a noise from the graveyard.	07	150 Gold	_
		Platemail Armor	_
		Platemail Gauntlets	_
		Platemail Helm	_
		Armortrout [2]	_
		Qyg's Snuff	_
	08	Aether Drop	_
	09	1000 Gold	_
	10	Barleyfiz	_
		Ale	_
		Beer	_
		Wine	_

Go there and...				11	Accuracy Amulet	_
				12	Candy [5]	_

SpiritStalker	-----	HP: 866	EXP: 334	\$: 386	DROPS: -----	_

Use PsiArmor/Strength on Harv-5 and have Xero either aggressive attack or use Queen Brokul a few times (or item heal!). Harv should just thwack the boss like a red-headed stepchild. Remember to use those twitch attacks for extra damage! Death's Fog can do 120+ damage, so don't be too slow about it.

Afterwards, the townspeople will emerge and looting the place can begin. The house nearest the entrance (Ragark's) and search a bucket for [50 Gold], an [Aether Wafer], [Vigor Pill], and [Fyrn Tonic]. Sleeping and saving in the adjacent sheep pen is possible, too, eliciting a funny convo between the two teammates.

Across the road is Nolin's house, having a [20 Gold], [Elixir of Oax], and a twenty-piece [Razordart] set. The graveyard has trophies to die for, also: [800 Gold], 3 [Gems], [500 Gold], 3 [Beans], 20 [Razordart]s, [150 Gold], [Platemail Armor], [Platemail Gauntlets], [Platemail Helm], 2 [Armortrout]s, [Qyg's Snuff], and finally, an [Aether Drop]. All the junk's in plain view!

By the single house off the (left) main path, search Sweeney's Suite for [1000 Gold] in a basket. In the town square, enter the Farmer's Flat. Search the chamberpot-shaped cauldron for [Beer], [Barleyfiz], [Wine], and [Ale]. Also, search the stack of firewood for an [Accuracy Amulet]! Very useful as it maxes out Xero's Magic stat automatically!!!!

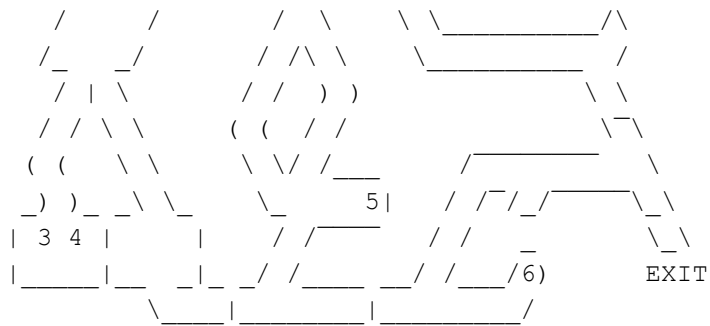
Clancy has a shop nearby [SHOPLINK: SH08] but nothing else. Search the schoolyard grounds for five [Candy]s. And that's all!

To leave this somber snowfield, take the small cave near King Khelest's statue to reach the outer cliff walkways. A small ladder down will lead to the Windtravellers' rendezvous point. Commit to the flight and Davin will ferry everyone to...

18) UNDRASHI PLATEAUS

[WK18]

	##	ITEMS	
So this is what's left of the Great Road...	01	100 Gold	_
		Desert Pear	_
	02	Desert Gauntlets	_
____ _ ____ _ ____	03	999 Gold	_
DAVIN__ 2		Desert Armor	_
__ __ __		Gems [5]	_
/ / / / \	04	Wyld Root	_
_/ / _/ (\	05	2100 Gold	_
1 __ __ / \ \		Jewelry [5]	_
__ __ __ / \ \	06	Bottle [3]	_
_/ / __ /) ((\			_
_/ / / (\ \			_



Pretty simple going, although walking on the squiggly mesa-tops can be a bit more difficult. The plateau branching left off Davin's landing spot contains [100 Gold] and a [Desert Pear], while the one almost directly across from it has [Desert Gauntlets]. Exit to the #2 screen.

Follow the leftmost edge of the plateaus to a cache of [999 Gold], [Desert Armor], and five [Gems]. A [Wyld Root] can be found by searching further. Return to the last fork and part ways to the 3rd screen.

Going the north route leads to a triple fork, although only the eastern off-shoot has anything of worth: [2100 Gold] and five [Jewelry] pieces. The latter will be useful coming up, so don't throw it away just yet.

Continue into the fourth screen by going east, and keep going that way to a dead-end with three [Bottles] laying there. Yawn! Follow the more winding path to find the exit. The other way leads to Artelier, but since there's no reason to go there, and the door is in fact locked, why bother meandering? To the world map!

Remember what was told about seeking out the nomadic tribe around her? That is the next step. They only appear at the one of the oases that dot the landscape, and whichever one they're found at is the one they're at for the game's duration. Note that this is randomized each time one plays...

19) NOMADIC VILLAGE

[WK19]

	##	ITEMS	
After the scenes, speak with the Old Man in his pointy tent for the [Temple Crystal]s, used to operate Ziggurat's Twin Gods test...	01	Temple Crystal	_

There's nothing else here, although the shops are decent [SHOPLINK: SH09] and have some upgraded equipment. Sell off the old crap and make for Ziggurat, in the first 'map square' after emerging from the Uhndrashi Plateaus.

20) ZIGGURAT

[MAP: gamefaqs.com/console/psx/file/198598/51755]

[WK20]

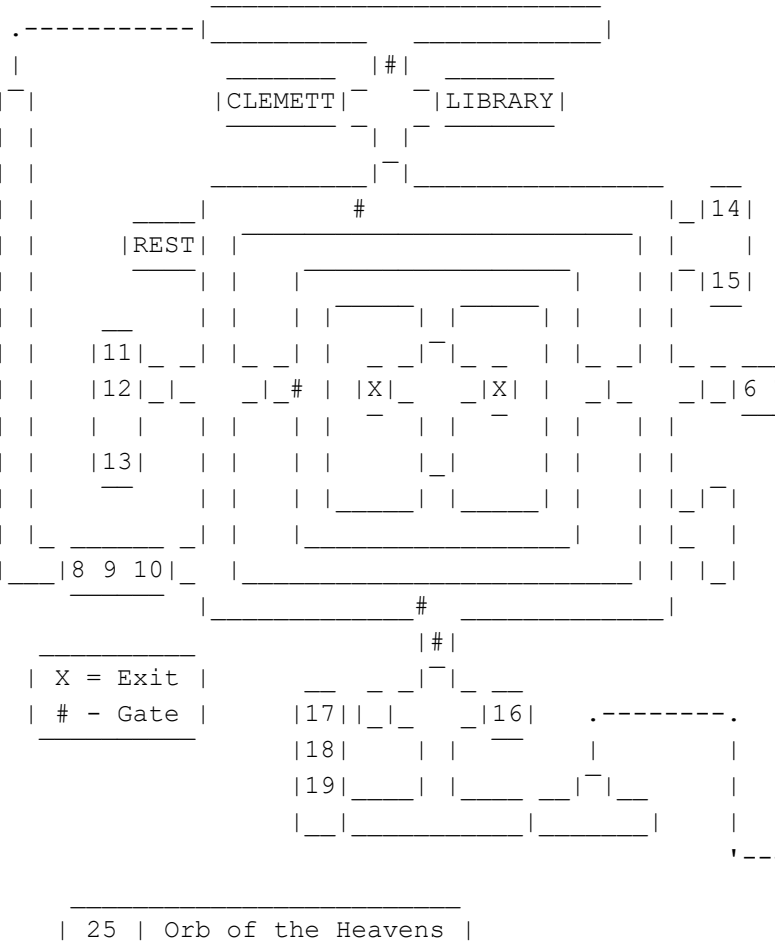
	##	ITEMS	
	01	Ale	
The Ziggurat has twin challenges, one for daytime and the other for night, symbolizing the sun and moon gods. The daytime challenge is easy enough.		Apple	
		Beans	
		Berk Jerky	

approach the temple to open the door. Before y'go inside, though, make sure to go around the right side of the exterior and get the [Ale], [Apple], [Beans], [Berk Jerky], and [Desert Pear] stuffed in the sand.

Once inside, follow the path to a room designed like the sun. The room straight across from the entrance eventually leads to a [Sun Key] prize, while the three side-rooms (middle is locked) can lead to 2 [Aether Drop]s and [Desert Pear]s, respectfully. Exit once the Sun Key is obtained & return back to the Nomad Camp's old man; agree to tackle the Moon Temple and it will be nighttime!

Enter Ziggurat again and the Moon Temple side has opened. The layout is almost a reflection of the Sun Temple. Unlike before, however, no side-room has anything. Simple proceed through to the other guardian statue for the [Moon Key], then descend into the depths of the temple via the middle door found in the pool room.

- | Desert Pear
- | 02 | Sun Key
- | 03 | Aether Drop [2]
- | 04 | Desert Pear [2]
- | 05 | Moon Key
- | 06 | 2222 Gold
- | Desert Pear [6]
- | 07 | Arn's Crown
- | 08 | 1500 Gold
- | Fyrn Salve [3]
- | 09 | Gems [5]
- | 10 | Uhndrashi Armor
- | Trooper Arrow [10]
- | 11 | Slonaught Ring
- | 12 | Aether Potion [2]
- | 2nd Chance
- | 13 | 500 Gold
- | 14 | Deathcheat
- | Daro Root
- | 15 | 400 Gold
- | Bamf Pill
- | Kii Nuts [3]
- | 16 | Fyrn Salve
- | Apple
- | Beef Cake
- | Tulian Cheese
- | 17 | Gubranthan Bow
- | Steel Arrow [10]
- | 18 | 1125 Gold
- | Wine
- | 19 | Desert Pear
- | 20 | Aether Wafer
- | 21 | 500 Gold
- | Uhndrashi Helm
- | 22 | Defender Armor
- | Defender Helm
- | Defender Gauntlets
- | 23 | 1500 Gold
- | 24 | Khytinni Scythe
- | 24]
- | 25]
- | 22]
- | 23]
- | 20 21]
- '-----'
- '-|-----|'



After entering the Hall of Spheres, take either the north/south exit and make east from there. Only one way to split! In doing so, cross the hallway into the door marked with a moon. A magic mouth will ask three questions to gain access to the vault; fail and the items can't be obtained the rest of the game! The answers are: 3800, The Golden Age, Ylminia. The vault beyond

contains [2222 Gold] and six [Desert Pear]s!

Leave this area and continue north, toward the room marked "CLEMETT" on the map. After some events, some enemies attack.

Rasgar [4]	-----	HP: 492	EXP: 832	\$: ---	DROPS: -----
------------	-------	---------	----------	---------	--------------

A hilariously easy "fight". No strategy needed 'cept aggressive attacks. The Gadgeteer will also assist in this battle, and can be renamed afterwards if the player wishes [default: Clemett]. His initial equipment is as such: Skirmish Helm, Skirmish Gauntlets, Skirmish Armor, Multicannon. Exit and inspect the multi-color panel in the hallway; Clemett will demonstrate his ability to fix broken stuff. He can only do this if he is the POINTMAN, so make sure to put him there ASAP for the rest of the dungeon.

From here, take the NW exit in the hallway, which eventually wraps around the western side of dungeon, entering a room with treasures thrown in the fine sand. Cherrypick the [1500 Gold], 3 [Fyrn Salve]s, 5 [Gems], [Uhndrashi Armor], and 10 [Trooper Arrow]s before exiting.

Go north once more to find a room marked with a sun. Just like before, a magical mouth will ask three questions for vault access. Fail and these're history forever! Answers: Airumel, Tulia, Silvera. Inside is a king's bounty of loot: [Slonaught Ring], 2 [Aether Potion]s, [2nd Chance], [500 Gold], and 15 [Razordart]s.

Leave back to the sun-marked entrance and go north again, veering into the west crypt (marked "REST" on map). The party can sleep here for free and save, also. Yay! Exit west -- right across from Sun Vault entrance -- and return toward the Moon Door. Odd how this wall is completely bare 'cept for the vault access point, huh? Well...it's not! Search the wall north to find a cage room with [Deathcheat], [Daro Root], [400 Gold], [Bamf Pill], and a tri-stash of [Kii Nuts]. The other secret room nearby just has a fixed fight with Khytinni Wizards, so that can be skipped if y'like.

To continue with the mandatory stuff, use Clemett's gadgeteering to open the southern blocked-off area of "The Quad," which allows for more trekking south. Soon as y'enter, hang a left to automatically find a new cartridge for Mabel: VPR-KSS. Across the hall is a fixed fight with some Khytinni, and a cook who heals everyone automatically thereafter. He also gives everyone a [Fyrn Salve], [Apple], [Beef Cake], and [Tulian Cheese] before departing to the afterlife.

Back in the hall, the SW door leads to some filled barracks. After clearing the rabble, pocket the [Gubranthan Bow], 10 [Steel Arrow] pack, [1125 Gold], [Wine], and [Desert Pear]. The SE entrance leads to the Grand Khytinni's domicile. After some scenes, Khytinni will fill the hallways but no enemies can be encountered...yay? Save before telling the big cheese it's time to enter the vault.

This is a very small 'mini-dungeon' that should not pose many problems... No enemy encounters either, so players can go at their leisure. First off, get the [Aether Wafer] and [500 Gold]/[Uhndrashi Helm] combo right off the first screen's path. Easy pickins. Try to proceed north and a trapdoor plummets all into a sideroom. Either stairway leads to the same place, so pick one. Try to proceed north again and everyone is dropped into a spike-filled pungee pit...no casualties, though. The treasure chests here can't be opened, also.

Up the stairs is a room where a lever controls a changeable path, leading it to one of three exits. Each exit has a lever, too. Just flip all of them for good measure, opening the left/right exits as well as a secret room across the hall from each. One contains a [Khytinni Scythe], the other [1500 Gold] and [Defender Armor], [Defender Gauntlets], [Defender Helm]. The upcoming boss has ice-elem protection, so don't equip the new scythe just yet.

VaultGuardian	Spirt	HP: 595	EXP: 370	\$: 331	DROPS: -----
---------------	-------	---------	----------	---------	--------------

Four-armed freak? Yeah, even she's not that tough. Beating her with just a few aggressive attacks is a real possibility. A few attacks (Void's Touch) can do 120+ elemental damage, but it's likely that won't happen unless the player is uber-hesitant this late in the game.

The [Orb of the Heavens] is obtained at this point, so backtrack to the exit of the vault. After some scenes...

GrandKhyt	Chaos	HP: 585	EXP: 448	\$: 270	DROPS: -----
-----------	-------	---------	----------	---------	--------------

O, betrayer! Unfortunately, Sir Roach can't back his intentions up with a lot of force. A couple abilities (like Shellshock) can do more than its paltry physical attacks, but again, the creators did a poor job of making bosses imposing in this game.

...but who will have the last laugh? After the boss' defeat, there is 6:00 to exit Ziggurat completely! And the Khytinni in the hallways aren't going to let everything go so smoothly, attacking on sight. Luckily, these aren't mandatory and the player can fleeach at his/her leisure. If you have any time, make sure to get items that were skipped (if any). On the map I made, going to either "X" will lead up to the upper part of Ziggurat's sections, and it's a cakewalk to escape from there.

21) ARTELIER

[WK21]

<pre> _____ _ _____ _ _____ DAVIN__ 2 _ _ _ _ _____ / / / / _ / / _ / (1 _____ / \ \ \ \ _____ _____ / / \ _____) \ _ / _ / _____ /) ((_____) _ / _ / / (\ \ </pre>	<p>TO ARTELIER</p>	<p>Finally, we can get outta here! Return to the spot where Davin is waiting to find...he ain't there. Signs of a battle can be found, too... Luckily Xero has a plan: through Artelier!</p>
--	------------------------	--

```

    /    /    /  \    \ \_____/ \  Artellier is found through
  /_  _/    /  \  \    \_____/  /  the green door that was
  / |  \    /  /  ) ) \ \      \ \  previously locked (if the
  / /  \  \  ( ( / /      \ \     \ \  player investigated first
( (  \  \  \  \ /  /__  /_____ \  time through). Sadly, the
_) ) _ _  \  \  \      5| / /  /  /_____ \  game throws a monster attack
| 3 4 |  \  / /_____ / /  _     \ \  at the party for no reason.
|_____|_  _  \ / /_____ / /  /  \  \  (6)   /
      \_____|_____|_____| / ENTER Let's taxidermisize this'un!

```

EarthStalker	Earth	HP: 585	EXP: 448	\$: 270	DROPS: Nimble Mint
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Surprise! He is earth-based, has earth wards, and uses earth attacks...not that he was trying to hide it. Not really a boss battle, as these will appear later in the game, too. It can use Fleshmend to heal its wounds. Also, Harv's Khytinni Scythe will be stonewalled with its anti-ice wards. D'oh!

Dispose of it and enter the door to Artelier. No one's around... Climb the chicken-wire structure to find two people in a library. Someone was looking for the Tome of Natragor and drove most loremens off. After the conversation, descend the tower and enter the tunnel right at its base to find the world map again.

DOBIETOWN [OPTIONAL]

[OP08]

##	ITEMS		
			SHOPLINK: SH10
01	Aether Potion	Pub	
02	Aether Wafer	Antonia	Items
03	1266 Gold	Hotel	Jail
	Matador Helm	Ullk Oil	
04	1330 Gold	67	
	Aether Potion	ENTER	Local Hangout
	Matador Gauntlets	/ 3 /	
05	6970 Gold	/ 4 /	
	Lifeback [2]	\ 5 /	
	Aether Wafer	/ 1 2 /	
06	2000 Gold	Mayor's	Sir Kent's House
07	Matador Armor [2]		
	Matador Helm		
08	Toxnaught Ring		

Opening sound familiar? It's almost a complete ripoff of "The Ecstasy of Gold" in The Good, The Bad, and The Ugly movie! Of course, it shows how tasteful the creators truly are. A few scenes later, everyone ends up fighting some thugs in the bar. Oh well... These battles will take place all over town (in jail, local hangout, mayor's porch), have the same enemy setup, and are required to collect the reward in the end. Easy stuff...just use Queen Brokul and fight like normal.

After the local hideout is purged, go to the right (east) of there to find Sir Kent's humble abode. Inside is an [Aether Potion] and [Aether Wafer] to pocket. Hit the chief's house last. See the funny dialogue making fun of the

mayoral weightgain and, back in town, a girl will be standing by the outdoor bonfire ring. Talk to her and...

Velvet Tongue	Chaos	HP: 595	EXP: 338	\$: 223	DROPS: -----
---------------	-------	---------	----------	---------	--------------

A "boss" in appearance only. She sucks more than a Hoover.

Afterwards, the town will be freed. See more scenes at the mayor's house and his treasures are ripe for the taking! The upper-left balcony has two rooms. one with [1266 Gold], [Matador Helm] and [Ullk Oil]. Across the foyer, there is a room with the exciting sequel to "Gone with the Storm," and the room with the rest of the equipment found within, a [Matador Gauntlets], [Aether Potion], and [1230 Gold]. [NOTE: There may be a glitch where if you cannot carry an item, the game pretends it's already been taken and cannot be gotten from the chest!]

Meanwhile, the sole downstairs room has a fake bookcase that reveals a room with treasure: [6970 Gold], 2 [Lifeback]s, and another [Aether Wafer]! Leave back to the main street and receive a [2000 Gold] reward for saving the town; however, there is an option to give it back. Do so and, instead, the reward will be: 2 [Matador Armor] and a [Matador Helm]. Wow... >__<

At this point Antonia will have opened her shop, and gives a [Toxnaught Ring] for helping out. Time to leave! On the way south, there's another town y'might wanna stop by, though...

22) NEW GUBRATH

[WK22]

	##	ITEMS	
I'll be brief for this one. Head up the street	01	Basket	_
and enter the 1st house on the left, the clink.		Bat Milk [2]	_
This frees some citizens. Now, go to the right-		Beans	_
most (in a new screen) to find a gadgeteer house		Berk	_
with a locked front door. Clemett says he's able		Bird Eggs	_
to jimmy it but needs a few items to do so.		Wine	_
Collect the [Basket], [Bat Milk] x2, [Beans],	02	Bolts [5]	_
[Berk], [Bird Eggs], [Wine], and 5 [Bolts] there	03	Harmonic Projector	_
in front of the house, too.	04	Regulator	_
	05	Magic Battle Gloves	_
Levy has the [Harmonic Projector], and lives in	06	Ullk Oil	_
the hut next to the hotel. Mrs. Flamme, found at		Nimble Mint	_
the li'l red mercantile's upstairs portion, has		Mila Juice	_
the [Regulator]. Get [Magic Battle Gloves] and a	07	Wire [5]	_
[Ullk Oil]/[Nimble Mint]/[Mila Juice] pack, too!	08	Bolts	_
Hendy, by the entrance, has a [Dual-Burner].		Drill	_
		Driver	_
With the 3 items, enter the gadgeteer's pad. The		Grease [3]	_
conveyor leads to 5 [Wire] pieces; adjacent is a		Hammer	_
garage with [Bolts], [Drill], [Driver], [Grease]		Mallet	_
x3, [Hammer], [Mallet], [Nuts], [Paint], two		Nuts	_
[Screwdriver]s, and three [Spanners]. Yes, they		Paint	_
are all in the same chest!!		Screwdriver [2]	_
		Spanner [3]	_

This is a pretty easy "dungeon" once y'know where to go. Pieces of the swamp walkway need to be placed to continue, and levers control these. There are three of each (levers & track), with one controlling the other. On the map, "L1" would make the "1" section fit into place, and so on. CLEMETT IS THE ONLY ONE WHO CAN TURN THE VALVES SO MAKE HIM THE POINTMAN!!!!!!!!!!!!!!!!!!!!

Not much else to say about that, besides [Explorer Armor] and [Explorer Helm] being able to be found.

The exit will spit everyone out right near Gamathel's Tower, and from there, it's simple backtracking to the Magic Academy's chunnel! No, there's no reason to make pitstops.

MAGIC ACADEMY

Guess what? Now that everyone has rebanded again, it's time to split back up! The final two ingredients -- Blood of a Mage-King and Essence of Chaos -- still need to be claimed. The latter item is in Wyldern, but where are we gonna get the former...? Hmm.

- Harv-5, Stinger, Windleaf --> Blood of a Mage King [Dantyr]
- Jirina, Xero, Clemett -----> Essence of Chaos [Wyldern]

We were already exploring the above land, so let's do the Wyldern path this time, eh? Haven't been there in awhile... Make sure to give gold/hexite to the appropriate parties, as well as the NuBattle equipment and Psion Earring. Jirina's team should head to Eyre Crater at the southern tip of the Crescent Valley, where the MOLE machine will take everyone back down to Wyldern.

GARRISON

This little section doesn't deserve it's own listing. After ending up in the Org-Ta garrison, return to Pogras' former chambers for [Runes of Org-Ta]...! He'll arrange for a boat to be made, but sends everyone to defeat a few foes who are storming around Michi Village (just Darg Orgs). Finish them all and on the world map, there will be a boat. Take it down river and enter...

24) BANORI CAVERNS [WK24]

	##	ITEMS
_ Earth Twitch	01	50 Gold
___ _ ___ Attack \ _ _		Ale
_ _____ 9 8		Apple
_ _ _ _		Banori Cheese
234 _____ _	02	Aether Drop [3]
_ _ _	03	Toparri Salve [4]
_____ [67	04	Blood Fruit

Leaving is now possible. Further downriver is a trading post [SHOPLINK: SH14] and another dock, leading into The Tanglewoods. Make for the western exit to find the Tanglewoods. A Toparri will greet the player here in a small forest clearing, eventually leading them to his village. However, notice that in the small clearing's NW corner is a shining item: a [250 Gold] + [Banesword]. The player MUST get this on his/her own time!

25) TOPARRI GATHERING GROVE

[WK25]

##	ITEMS	
01	Nimble Mint [2]	2 3
	Skeleton Key L2	_4 5_
02	Toparri Gauntlets	_
	Toparri Helm	_
03	Toparri Armor	_ Enter 1 /_ /
	Numbspike [10]	_ _ _ _ / /_ _
04	Aether Potion [3]	_ _ _ _ _ _
05	Lifedew [2]	_ _ _ _ _ _
	Gylberry [4]	_ _ _ _ _ _ \6/--INN
06	Dumnaught Ring	_ _ _ _ _ _ \ \ /
		_ _ _ _ _ _ _ / \ \
		_ _ _ _ _ _ _ \ \ / \ --LEADER
		_ _ _ _ _ _ _ \ /

The Sentinel's house has 2 [Nimble Mint]s and a [Skeleton Key L2] to steal, and like other things in the village, it's half-hidden by the organic scenery. In the town square, take the NE path to a dead-end room with a young Toparri. He gives his items freely so oblige and take 'em! It's a [Toparri Gauntlets], [Toparri Helm], [Toparri Armor], 10 [Numbspike]s, 3 [Aether Potion]s, 2 [Lifedew] and 4 [Gylberry]s! Meanwhile, the inn contains a [Dumnaught Ring].

Speak with the leader to learn some information about the place, and then leave town, heading for the northwest corner of "The Serene Gardens" area.

26) KEERG'S CAMP

[WK26]

##	ITEMS	
		_ This place is awfully short. After a guided
01	2250 Hexite	_ tour gone awry (and some killer intentions),
	Vanguard Armor	_ explore the camp at leisure. The sentinel hut
	Cage Key	_ right by the ambush spot contains [Cage Key],
02	Lifedew	_ [Vanguard Armor], and [2250 Hexite].
	Nimble Mint	_
03	500 Hexite	_ Skip the large, weird-roofed building and go
04	Tinderbox	_ to the magi tent. Kill 'em and collect [500
	Torch	_ Hexite], [Tinderbox], [Torch], [Grease], & 10
	Grease	_ [Sleepspike]s!
	Sleepspike [10]	_
05	750 Hexite	_ Let the caged Darg Banori out to claim [750
	Gylberry	_ Hexite] and a single solitary [Gylberry]. =/
06	Keerg's Essence	_ A few other buildings have nothing inside or
		_ fights with Banshees (which are fun to fight
		_ as opposed to the other chaff).

When ready, head into the weird-shaped, large building for the boss fight...

	Ale [2]		Paladin Helm		Toparri Salve	
07	1000 Gold	07	Aether Potion	08	Treecat Gauntlets	
08	Candy [3]	08	Chalk	08	Glue	
08	Kii Nuts	08	Paint			

Does anything ever go as planned? God no! After shipwrecking on the beach, there are items to the left and right of the starting point, albeit in new screens: 20 [Hawk Arrow]s, [Paladin Gauntlets], [Aether Wafer], 2 [Ale]s, and [Nor Moss]. Continue down the middle path when ready and find a person fleeing the party. Give chase! It leads to the base of a village stuck in the trees. A chest with [1000 Gold], [Paladin Armor], and [Paladin Helm] is at the base.

In the village, ignore the first "beehive" house and enter the 2nd screen. Hang a right and enter the 3rd screen. Descend the spiral path until a ladder going UP is found, which leads to a storage beehive with [Dendrokin Armor]. Go back down and, of the two ladders leading down, take the right one. This leads to a clearing with [3400 Gold], [Lifeback], [Toparri Salve], [1000 Gold], and an [Aether Potion]. One is hidden behind a tree, though.

Return up into the village and go down the left ladder this time, leading to a few houses cut out of a massive log. One is a child's room with [Treecat Gauntlets], 3 [Candy]s, [Chalk], [Glue], [Kii Nuts], and [Paint] inside. Hmm, sounds like a kid's feast. o_o

The inn is next door. Sleep and the Elders will automatically call for the party's company. Some "slavers" will attack around this time, although they are nothing more than the caliber of regular enemies, if that. Some scenes later, Stinger alone will have work to do on...

30) PETIT ISLAND / TREESIDE

[WK30]

##	ITEMS	
		A small little island...which is where its name
01	250 Gold	derives from! Shop at Beth's [SHOPLINK: SH16] if
	Bloodthirst Sword	y'need items and continue to the summit where
	Paladin Helm	the pirates are. Rightmost house contains a nice
02	500 Gold	[Bloodthirst Sword], [250 Gold], and [Paladin
	Pilj Syrup [2]	Helm] to steal, as well as an inn. The leftmost
		house has the Pirate King, Erik Pyke inside.

After a little sword--...err, wordplay, the two hatch a plan to double-cross Vargas. Get the [500 Gold] and 2 [Pilj Syrup]s in Pyke's cabin, equip paralysis-preventing equipment if possible, and set the hatched plan into motion. It leads to a fight on the high seas with some scrubs (Battle Sailors) and culminates in...

Varley	-----	HP: 595	EXP: 256	\$: ----	DROPS: -----
--------	-------	---------	----------	----------	--------------

Pyke will aid Stinger in these battles, so even if one happens to be struck with Paralysis Ray, the other can alleviate it (hopefully!). Either way, old man Varley is as harmful as a paraplegic snail, so simple attacking'll do. Shouldn't take more than 3 hits with the Bloodthirst Sword... >__>

After some scenes, the Sea Hawk is given to Stinger, and all of the enchanted canopy-sea can be traversed in Pyke's ex-ship. Unfortunately, nothing can be done until the teammates are rescued. So let's -- it's in the northernmost tip of the region.

TREESIDE

			The town is basically deserted, which makes it
##	ITEMS		easy to proceed in. Get the [Raven Bow] by the
		_	docked ship, then head through town, past the
01	Raven Bow	_	mayor's gigantic mansion, and to the jailcell
			area (half-obscured by chain link fence).

Kill a few minion pirates, lockpick (L1) to free Harv and Windleaf. Storm the mayor's manor and, when nothing turns up but more enemy corpses, time to get the heck outta Dodge.

VERNE ISLAND [OPTIONAL]

[OP09]

##	ITEMS		
			Verne was the greatest Gadgeteer who ever lived,
01	Still Life		so it makes sense that the items around here are
02	Amulet of Glory		accessories modeled after his type. [Still Life]
03	Battle Upgrade		and [Amulet of Glory] are in front of the house,
04	Stealth Boots		while a [Battle Upgrade] is in the first room.
05	War Overcharger		
			Downstairs is [Stealth Boots] and Clemett's [War

Overcharger]. Nothing else to do here but talk with the shrine-owners and play Gadget Madness. If you beat the first game in the Wyldern Garrison, and can beat the 2nd level here (which is easier as it spirals upwards), a THIRD level is unlocked automatically afterwards. Should the player die on the final (3rd) level, it can be repeated. There is just a single boss, a tough-looking, projectile-spitting refrigerator to deal with. Strafe/jump to avoid his blue orbs o' death, and keep away from close-range where he can quickly peck away the health. It's quite fun! Lead off with the flamethrower, and try to catch it on a corner where it can be shot at without repercussion. It flashes white if hits are landing, mind you.

The reward for winning? [Pandora's Cauldron]! It's a spinning skull found in the first room, now. Save first and then use it to see an acid-trippy FMV that blows up the planet! Of course, it's automatic game over and calls for a reset. =p

31) METABOLINE

[WK31]

##	ITEMS		
		_	
01	Aether Potion	_	
02	100 Gold	_	
03	Stank Moss [2]	_	
04	380 Gold	_	
	Skeleton Key L1	_	

```

| 05 | Platemail Armor  |_ | | | / / / / / / / /
|    | Steel Gauntlets  |_ | | | / / / / / /
|    | Mail Helm        |_ | | | ( ( / / LAVAFIELD
|    | Knightbow        |_ | | | \ \ / / MAP ONLY
|    | Knightsword      |_ | | | 3 \ ) )
| 06 | Fyrn Tonic [3]   |_ | | | / / / / / /
| 07 | Barleyfiz        |_ | | | \ \ / / / / 2/
| 08 | War Arrow [10]   |_ | | | \ \ / / / / / /
| 09 | 6750 Gold        |_ | | | / / / / / /
|    | Aether Drop [2]  |_ | | | |
|    | Deathcheat       |_ | | | |
|    | Hu'Chah [3]     |_ | | | |
|_____|_____ |

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TO THE METABOLINE CLIFFS

The road leading up to Metaboline's ruins can be annoying, if only because they're long and straightforwardly meandering. Head up to the zig-zag cliffs and stop off the main path for an [Aether Potion] when the shiny spark shows up. Continuing to the top, Harv-5 will talk in a weird voice... Continue to the lavafield thereafter.

Take the right path first to [100 Gold], then to the far west path that goes vertical up the periphery. A double [Stank Moss] is in plain sight, while if the player continues north, a dead-end has a [380 Gold] and [Skeleton Key L1] to pocket.

Back at the #3 treasure, continue north into the 2nd screen. [NOTE: There is a glitch here where if you exit south, you end up on the parallel path just east of there. It affects nothing else.] A cache of obsolete equipment -- [Platemail Armor], [Steel Gauntlets], [Mail Helm], [Knightbow], [Knightsword] -- can be found by the pathside, but I suggest leaving the deadweight there.

The exit is in the northwesternly corner, but the NE corner has three [Fyrn Tonic]s to pocket. The roundabout path south of there leads to the #7 item, a [Barleyfiz]. Yawn. Exit to the real Metaboline Ruins! This ain't over yet.

```

_____ | METABOLINE PT. II: THE CASTLE
.-|_|_|_|_| |
| | | | 8 | | Haha, it's quite simple once it's mapped, although
| | 9 | | | | | the layout has many spiral staircases, making it an
| - | | | | | | easy feat to get sense of direction confused. Single
| _____ | | | -block rooms represent staircases; dotted-lines denote
|-|_____|-| | | the paths accessible therein. Note that the leftmost
| _____ | | | staircase is separated from the top floor...this is
'-|_|_|_|_|_|-' | | because a gigantic boulder prevents the "easy" way in!
|_|-IN | |
|_____ | Anyway, descend the staircase nearby to find...

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FireStalker	-----	HP: 668	EXP: 442	\$: ----	DROPS: Mila Juice
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Typical pushover...weak to ice, near-nulls fire-type.

After killing the bright beast, steal the [6750 Gold], 2 [Aether Drops], [Deathcheat], and 3 [Hu'Chah]s from the treasure chest. There is a 5:00 limit to escaping this infernal place, although the left stairway still isn't able to be traversed. After escaping something magical happens and...

##	ITEMS		It's ye olde Metaboline! Windleaf finds a
			[Metaboline Stone] after the chang-over, while
10	Metaboline Stone		Stinger steals [Harv-5's Hat]. After some
11	Harv-5's Hat		scenes, the two remaining allies regroup in a
12	Royal Soldier		bedroom. Save and collect the [Royal Soldier],
	Command Armor		[Command Armor], and [Noble Helm] from the
	Noble Helm		single chest. Castellan's place next door has
13	Paladin Helm		[Paladin Armor] and ten [Royal Arrow]s to nab.
	Beef Cake		In the corridor, take the right-hand stairway
	Berk Jerky		to the next floor. Prince Griffon's room is
	Candy [3]		first. A [Paladin helm], [Beef Cake], [Berk
	Chalk		Jerky], 3 [Candy]s, [Chalk], [Glue], [Hammer]
	Glue		and [Paint] can all be found in a chest there,
	Hammer		after telling him a Fanoman story, that is.
	Paint		
14	Queen Bow		Next-door is the queen's chamber, containing a
	Queen Arrow [20]		[Queen Bow] and 20 [Queen Arrow]s. Woweezowee!
15	Paladin Armor		
	Royal Arrow [10]		The top floor has the Mage King's Chamber, with
16	Mageblade		a [Mageblade] and [Siege Gauntlets] to rob at
	Siege Gauntlets		the far end of the room. Talk with Estrella to
17	Mage Blood		get the sought-after [Mage Blood].
18	500 Hexite		
	Hexite Thorn [5]		If you search the Jester's Room nearby, it has
19	150 Hexite		[500 Hexite] (!) and 5 [Hexite Thorn]s. Ladies
	Basket		in the adjacent room have [150 Hexite], and a
	Buttons		bunch of crap, like [Basket]s and [Button]s.
	Cave Silk		
	Needle		Leave the castle and head toward the back area
	Perfume		to find the market shops! [SHOPLINK: SH17]. A
	Soap		barracks can be found by the outdoor people
	Thread		with a [Paladin Gauntlets]. There should be
	Wool		little reason to buy the overpriced junk here
20	Paladin Gauntlets		if the castle was looted for the best stuff,
21	Aether Potion		mind you.
22	Queen Arrow [5]		
_____	_____		The town exit is near the front gate...natch.

Now, it's time to leave Metaboline and get back to the Sea Hawk. The way back is the same, except the lava field's layout has changed to a forest hedge. No problemo, aye? An [Aether Potion] and 5 [Queen Arrow]s can be found around this area, now, too.

EXTRANEIOUS JUNK

Anyway, Treeside's back in business [SHOPLINK: SH18] but has no items beside those that can be bought. Back in Chiore, collect the obsolete [Pirate Gauntlets], [Oranges], [Pirate Helm], 10 [Ale]s, and 6 [Beer]. Sell all this junk before re-boarding Eyre, mind you. It's very easy to get back to the Magic Academy from there, since Eyre docks in Anglerville.

After returning to Helios, it's revealed South Cartoff Island is a waypoint between Wyldern. However, more items need to be collected:

ARTELIER ---> [Artelier Scroll]

KARILLON ---> [Orb of the Heavens] @ Middletowne's Hall of Wisdom

METABOLINE -> [Metaboline Tablet]

Stinger, Windleaf, and Jirina will go to Karillon then Metaboline by way of Eyre (at Anglerville); Xero and Clemett to Artelier by way of Windtravelers at Bene Brokul. Note that this quest is "big," but is still just a fetch quest at heart with no new breakdowns.

Note that on the Artelier quest, another EarthStalker will attack; if you choose to spare it, it gives a [Enigma Blade] for the favor. There's nothing else to do in Karillon except get the [1000 Gold] from Grishame. Metaboline's front gate now has a Firestalker to get through also [422EP/242g], seemingly for no reason.

SOUTH CARTOFF ISLAND

Clemett, Stinger, and Windleaf are to climb the mountain. There's just a lot of ladders, no complexity. At the top:

WingedStalker	-----	HP: 835	EXP: 454	\$: 384	DROPS: -----
---------------	-------	---------	----------	---------	--------------

Typical 'stalker' fight, although this one has slightly better evasion and predisposition for magic usage (~120 all around). One is fought at first, and then another in a 2nd battle.

At this point, Jirina/Windleaf/Stinger form one group and the others in a 2nd party. There are two paths to take once in Wyldern, and either group can pick which one to take. Easy stuff. At the island pinnacle, collect [500 Gold] and a [Skull of Nagillig] before jumping into the hole. INSERT DISC 2, SUCKAZ!

(There are 2 Kimiss, Bucket, Hammer, Mallet, and Pick on the path leading to Wyldern world map, also)

32) EMPEROR'S PATH [A.K.A. Wyldern Council Building]

[WK32]

##	ITEMS	
01	Shine Spinepears Sight Berry	After making way inside and killing the grunts there, pick up the [Shine], [Spinepears], and [Sight Berry]. The corridor two screens on has [500 Hexite] and 2 [Wyld Roots] half-hidden...
02	500 Hexite Wyld Root [2]	Follow the path to an outdoor courtyard; hang a right toward a building. The red door leads to
03	Toparri Salve Nor Moss	the boss, but one can continue to the fountain of tranquility and get [Toparri Salve] and [Nor

Moss] hidden on the far side. Now go kill BOSS!

Vrita	Chaos	HP: 918	EXP: 464	\$: ---	DROPS: -----
-------	-------	---------	----------	---------	--------------

It has a few 120-dmg spells but chooses physical attacks more often than naught. Such puny attacks seem like a mismatch for its extreme pregnant bod!

Afterwards, head into Cyl Og Sul, kill a band of attackers, and proceed in a ways until a kid pulls everyone into a safe sanctuary. POV will switch over to the other party at this time.

33) MERCHANT'S PATH [A.K.A. Followers of Nagruk]

[WK33]

##	ITEMS	
01	Fear Arrow [20]	Laughably easy progression here. Follow until a mandatory Darg Banori fight, then pick twenty [Fear Arrow]s up nearby. Continue to fight...

General Nagruk	Psi	HP: 918	EXP: 454	\$: ---	DROPS: -----
----------------	-----	---------	----------	---------	--------------

He can inflict poison, but it shouldn't be that helpful since he chooses to use physical attacks predominantly (as well as Shellshock).

At this time, head into Cyl Og Sul and, after tangoing with some local idiots, make for the church to regroup. Think about saving before this part, however.

34) CYL OG SUL

[WK34]

##	ITEMS	
01	Omega Bow	N. ENTRANCE
02	Foesbane Sword	TO TYR OG NOR (Harv's Team)
03	Weapons	
04	Mortis Arrow [10]	Church
		TO TYR OG NOR (Xero's Team)
		SOUTH ENTRANCE

After regrouping in the church, the party will split up for the last time: Stinger/Windleaf/Harv-5 taking on Hokum, while the rest make a distraction in the sewer area. The player can pick which one to do first, but I think it'll make for a better climax if the distraction gets done ASAP.

entrance into Hokum's fortress, now.

36) TYR OG NOR II

[WK36]

##	ITEMS	
01	Dung [10]	Upon starting, Stinger's team enters a sewer
	Elixir of Oax	system. Get the 10 [Dung], [Elixir of Oax],
02	Compost [5]	5 [Compost] and [Lifeback] in here, throwing
	Lifeback	the crappy items away. The next-door sewer
03	Ullk Oil	plant contains [Ullk Oil] hidden in the SE
04	Wax	corner of the dump. Head northward, soldiers!
	Vines	
	Pilj Syrup	
	Leather Armor	
	Leather Gauntlets	FINISH!
	Leather Helm	
05	1000 Gold	
	2250 Hexite	
	Bamf Pill [2]	14 15 16
	Fyrn Tonic [3]	
06	Omega Scythe	
07	Emperor Key	
08	6400 Hexite	
	Hexite Sword	
	Hexite Thorn [5]	
09	Empress Key	
10	Shine	
	Fegglenut [2]	
	Porf	78
	Aether Nut	
	Sweet Gum	9 REST-
11	Ale	
	Nuts	
	Spinepears	10-13
	Oranges	
	Stank Moss	
12	Wine [2]	
	Apple	6
	Greencod	
	Candy	
13	Bat Milk	5 REST
	Banori Cheese	
	Beef Cake	
	Onions	
	Org Wafer	
14	Hu'Chah [4]	
15	Aether Potion [2]	
16	Fyrn Tonic [2]	4
	Lifedew [2]	START 1 2 3

This next place is large, but has few things of interest. The lower-middle door cannot be entered, while the SE door contains [Wax], [Vines], [Pilj Syrup], [Leather Armor], [Leather Gauntlets], and [Leather Helm]...all of which is mostly garbage-bound, hopefully. North of there is a scene with a Toparri and scientist, which ends in tragedy. Tch!

Take the middle door north, where the NE door has a savepoint containing [1000 Gold], [2250 Hexite], Bamf Pill [2], and 3 [Fyrn Tonic]s. Rest up and continue onwards. It's only a little further until a fight with the stinkiest baddie in the west.

Grimsmeer	Fire	HP: 918	EXP: 494	\$: ---	DROPS: -----
-----------	------	---------	----------	---------	--------------

The most annoying thing about this fight is Sleepgas, but other than that, it is business as usual. If Harv-5 still has a Khytinni Scythe equipped, he can really bring the house down.

...speaking of which, an [Omega Scythe] is laying about, ready to be picked up! Continue into the next room to see multiple little houses, three on each side. Start on the right side and enter the middle to heal/save; the one past it (up) contains a battle with [Emperor Key] and [6400 Hexite], [Hexite Sword] and 5 [Hexite Thorn]s as the reward.

On the right side, the middle room contains an [Empress Key]; the one nearest the entrance has a crapload of foodstuffs, Treasures #10-13. I'd write 'em all here but don't really see the point. >__> Once the Emperor/Empress Keys've been collected, the northern door can be entered.

In the next room, three new passages open up; the ones flanking lead to no especially awesome places, so just go straight...into a Deathbot ambush. In the bloody room past there, 4 [Hu'Chah]s, 2 [Aether Potion]s, 2 [Fyrn Tonic]s, and 2 [Lifedew]s can be found. Just beyond is the master of the castle's room, so let's go out on a completely climactic note!

Damon Hokum	Spirit	HP: 999	EXP: 404	\$: ---	DROPS: -----
-------------	--------	---------	----------	---------	--------------

Although he's not especially hard, he's definitely better than the rubbish we have seen all throughout the game. He has powerful spells (~150dmg) that can be cast, and has a Regeneration spell, but is only a step up from Mannheim. Make sure to have Windleaf use a heal-all spell if y'need! Dargmight can do 177+, so heal-all is very helpful. =)

Afterwards, the scene switches over to Xero's team; or, if you've already completed it as this guide did, they rejoin here. The option to cast the Spell of Banishment immediately comes up, although it's not necessary if the player wants to sort inventories and stuff. Eventually it has to be done, and that's when the FINAL boss comes out to play.

Physical Darg	-----	HP: 999	EXP: ---	\$: ---	DROPS: -----
Spiritual Darg [3]	Spirit	HP: 999	EXP: ---	\$: ---	DROPS: -----

Stinger/Clemett/Harv-5's team will have to fight the Physical Darg, while the magic-users fight the Spiritual Darg. Stinger's team has it much easier, as they can simply use physical attacks and items to heal -- Darg's not much of a titan here, oddly enough.

Spellblind Helm		05			
Studded Helm		10			
Mail Helm		15			
Platemail Helm		20			
Steel Helm		25			
Knight Helm		30	05		
Ranger Helm		35			15%
Mage Helm		40			
War Turban		45			
Partisan Helm		45			
Undrashi Helm		50			
Sentry Helm		55			
Forest Helm		55			
Trooper Helm		60			
Patrol Helm		60			
Infantry Helm		65			
Bulrazor Helm		65			
Matador Helm		70			
Skirmish Helm		75			
Command Helm		75			
Battle Helm		80			
Noble Helm		80			
Defender Helm		90			
Imperial Helm		90	10		15% 15%
Michi Helm		95			15%
Magic Battle Helm		95	10		15% 15%
Explorer Helm		100			15%
Deathguard Helm		100	05 15		
NuMail Helm		105			
Island Helm		105			
NuPlate Helm		110			
Pirate Helm		110			
Banori Warhelm		115			
Marine Helm		115			
Legion Helm		120			
Royal Helm		120			
NuBattle Helm		125	20		20% 20%
Warlord Helm		130	25		15%
Paladin Helm		130			05% 05%
Toparri Helm		135	10		10%

Leather Gauntlets		05			
Studded Gauntlets		10			
Mail Gauntlets		15			
Platemail Gauntlets		20			
Steel Gauntlets		25			
Knight Gauntlets		05 30			
Ranger Gauntlets		35			20%
Mage Gauntlets		40	10		
Desert Gauntlets		45			
Partisan Gauntlets		45			
Assassin Gauntlets		50			
Uhndrashi Gauntlets		50			
Sentry Gauntlets		55			
Forest Gauntlets		55			
Trooper Gauntlets		60			
Patrol Gauntlets		60			
Infantry Gauntlets		65			
Bulrazor Gauntlets		65			

Matador Gauntlets		70																		
Siege Gauntlets		70																		
Skirmish Gauntlets		75																		
Command Gauntlets		75																		
Battle Gauntlets		80																		
Noble Gauntlets		80																		
Defender Gauntlets		85																		
Imperial Gauntlets		90										20%	20%							
Magic Battle Gloves		90																		
Venom Gauntlets		15	95																	
Deathguard Gauntlets	20	100																		
NuMail Gauntlets		105																		
Island Gauntlets		105																		
NuPlate Gauntlets		110																		
Pirate Gauntlets		110																		
Banori Gauntlets		115																		
Marine Gauntlets		115																		
Legion Gauntlets		120																		
Royal Gauntlets		120																		
Treecat Gauntlets		125																		
NuBattle Gauntlets		125										25%	25%							
Paladin Gauntlets		130												05%					05%	
Toparri Gauntlets		135																	15%	

ACCESSORY NAME	ATT	DEF	AG	PR	SP	STR	FOR	HP	MP	FIR	ICE	ERT	SPR	CHA	PSI
Accuracy Amulet					25										
Amulet of Glory					50										
Amulet of Org-Tya															
Arn's Crown	55			-25											
Battle Upgrade	40				35										
Bloodcharm								50							
Fanoma's Ring								40	50						
Gogarin Amulet	10	05		15											
Psion Earring				25	30										
Ring of Helios															
Rhan's Codpiece		15													
Spectre Ring															
Stealth Boots	20				20										
Still Life					-50		57								
War Overcharger															

- * - Accuracy Amulet maxes out the "Magic" stat for Xero!
- * - Amulet of Org-Tya seems to have no noticeable effect!
- * - Arn's Crown also has -30 Magic
- * - Ring of Helios gives +20 Spellcasting
- * - Spectre Ring prevents paralysis
- * - War Overcharger gives +20 Gadgeteering (Clemett Only)

Karillon.....	[SH01]
Anglerville.....	[SH02]
Jynx.....	[SH03]
Old Gubrath.....	[SH04]
Eyre.....	[SH05]
Pays'Hom.....	[SH06]
Michi Village.....	[SH07]
Bene Brokul.....	[SH08]
Nomadic Village.....	[SH09]
Dobietown.....	[SH10]
New Gubrath.....	[SH11]
Garrison.....	[SH12]
Banori Caverns.....	[SH13]
Banori Trading Post.....	[SH14]
Chiore.....	[SH15]
Petit Island.....	[SH16]
Metaboline.....	[SH17]
Treeside.....	[SH18]
Cyl Og Sul.....	[SH19]

01) KARILLON [SH01]

DANL'S CURIOSITIES

Pilj Syrup	500	Restores 200 HP
Deathcheat	2000	Restores to life
Aether Wafer	4500	Restores 100 Mana
Elixir of Oak	700	Tastes great but does nothing
Fegglenut	400	Increases Fortitude by 20 for 1 battle
Nimble Mint	400	Increases Agility by 25 for 1 battle
Prodigy Gum	400	Increases Prowess by 20 for 1 battle
Skeleton Key L1	7500	Opens level 1 locks

ABRAN'S SMITHY

Knightsword	750	Attack +15
Owl Talon	30	Attack +30 (Stinger Projectile)
Trooper Scythe	325	Attack +15
Glasshards	50	Attack +35 (Harv-5 Projectile)
Mail Armor	725	Defense +25
Mail Gauntlets	450	Defense +15
Mail Helm	225	Defense +15

TRAYLOR'S SPEEDY MART

Barleyfiz	50	Restores 50 HP
Greencod	75	Restores 75 HP
Daro Root	100	Cures poison
Stank Moss	100	Cures sleep
Beef Cake	250	Increases Strength by 20 for 1 battle
Berk Jerky	5	Restores 02 HP
Kii Nuts	10	Restores 01 HP

THE WARRIOR'S TAILOR

Mail Armor	725	Defense +25
Mail Gauntlets	450	Defense +15
Mail Helm	225	Defense +15
Platemail Armor	1250	Defense +45
Platemail Gauntlets	800	Defense +20
Platemail Helm	400	Defense +20

MARTINE'S WEAPONS

Dirk	10	Attack +20 (Stinger Projectile)
Guardscythe	175	Attack +10
Barleyshot	20	Attack +25 (Harv-5 Projectile)
Sentry Bow	250	Attack +15
Field Arrow	5	Attack +05 (Windleaf Projectile)
Trooper Arrow	20	Attack +10 (Windleaf Projectile)

ELYSIUM GOODS

Fyrn Salve	65	Restores 50 HP
Fyrn Tonic	150	Restores 100 HP
Aether Drop	750	Restores 25 Mana
Qyg's Snuff	125	Cures paralysis
Mila Juice	125	Cures slow
Cerebral Jolt	125	Cures pathetic
Vigor Pill	125	Cures weakness
Eye Mist	125	Cures blindness

02) ANGLERVILLE

[SH02]

BARDNEY'S SHOP

Fyrn Salve	65	Restores 50 HP
Fyrn Tonic	125	Restores 100 HP
Aether Drop	750	Restores 25 Mana
Stank Moss	100	Cures sleep
Qyg's Snuff	100	Cures paralysis
Mila Juice	100	Cures slow
Cerebral Jolt	100	Cures pathetic
Vigor Pill	100	Cures weakness
Eye Mist	100	Cures blindness

MCLARRE'S SHOP

Platemail Armor	1000	Defense +45
Platemail Gauntlets	650	Defense +20
Platemail Helm	300	Defense +20
Steel Gauntlets	875	Defense +25
Steel Helm	450	Defense +25

MCLORRE'S SHOP

Crescent Sword	1251	Attack +20
Crescent Scythe	250	Attack +20
Great Dirk	120	Attack +40 (Stinger Projectile)
Valleyman Bow	1000	Attack +40
Crescent Arrow	50	Attack +20 (Windleaf Projectile)

Quillshot 120 Attack +45 (Harv-5 Projectile)

03) JYNX [SH03]

JYNX GENERAL STORE

Armortrout	130	Restores 150 HP
Greencod	60	Restores 75 HP
Deathcheat	1000	Restores to life
Daro Root	100	Cures poison
Stank Moss	100	Cures sleep
Aether Drop	750	Restores 25 Mana
Aether Wafer	2250	Restores 100 Mana
Fegglenut	250	Increases Fortitude by 20 for 1 battle
Nimble Mint	250	Increases Agility by 25 for 1 battle
Prodigy Gum	250	Increases Prowess by 20 for 1 battle
Skeleton Key L1	5100	Opens level 1 locks

WEAPONS BY WAROOI

Knightsword	500	Attack +15
Great Dirk	80	Attack +40 (Stinger Projectile)
Quillshot	120	Attack +45 (Harv-5 Projectile)
Knightbow	500	Attack +30
Trooper Arrow	15	Attack +10 (Windleaf Projectile)
Knight Arrow	30	Attack +15 (Windleaf Projectile)

04) OLD GUBRATH [SH04]

CHAUNCEY'S SHOP

Armortrout	130	Restores 150 HP
Greencod	50	Restores 75 HP
Aether Drop	750	Restores 25 Mana
Elixir of Oax	350	Tastes great but does nothing
Ullk Oil	1500	Completely restores HP

05) EYRE [SH05]

GADGETERIA

Skeleton Key L3	15000	Opens locks up to level 3
Ring of Helios	12000	+20 Spellcasting
Bloodcharm	12000	+50 HP
Spectre Ring	8750	Prevents paralysis
2nd Chance	2000	Restores to life
Aether Wafer	4500	Restores 100 Mana

STU'S WEAPONS EMPORIUM

Warblade	2200	Attack +40
Hawk Talon	225	Attack +35 (Stinger Projectile)
Bloodthorn	200	Attack +55 (Harv-5 Projectile)
Steel Arrow	75	Attack +25 (Windleaf Projectile)

WILHELM'S ARMORSHOP

Platemail Armor	700	Defense +45
Steel Gauntlets	350	Defense +25
Steel Helm	200	Defense +25
Royal Armor	63000	Defense +125
Royal Gauntlets	24000	Defense +120
Royal Helm	15000	Defense +120

CURIOS-R-US

Fyrn Tonic	125	Restores 100 HP
Pilj Syrup	400	Restores 200 HP
Lifeback	2750	Restores to life
Elixir of Oax	350	Tastes great but does nothing.
Aether Drop	750	Restores 25 Mana
Aether Wafer	2250	Restores 100 Mana

06) PAYS'HOM [SH06]

RAG-SMI'S SHOP

Partisan Armor	2000	Defense +50
Partisan Gauntlets	955	Defense +45
Partisan Helm	500	Defense +45
Assassin Armor	3125	Defense +55
Assassin Gauntlets	1200	Defense +50
Assassin Helm	600	Defense +50
Warspike	50	Attack +35 (Jirina Projectile)
Firespike	100	Attack +45 (Jirina Projectile)

07) MICHI VILLAGE [SH07]

MARQU'S MADNESS

Tuji Fruit	75	Restores 75 HP
Kimiss	150	Restores 100 HP
Nor Moss	1500	Completely restores HP
Lifedew	3025	Restores to life
Waken Powder	125	Cures sleep
Pulspore	125	Cures slow
Sight Berry	125	Cures blindness
Toparri Salve	350	Cures blindness
Aether Drop	750	Restores 25 Mana
Nimble Mint	350	Increases agility by 25 for 1 battle

08) BENE BROKUL [SH08]

CLANCY'S SHOP

Barleyfiz	70	Restores 50 HP
Fyrn Tonic	150	Restores 100 HP
Qyg's Snuff	105	Cures paralysis
Mila Juice	105	Cures slow
Cerebral Jolt	105	Cures pathetic
Vigor Pill	105	Cures weakness
Eye Mist	105	Cures blindness
Aether Drop	750	Restores 25 Mana
Beef Cake	400	Increases Strength by 20 for 1 battle

09) NOMADIC VILLAGE [SH09]

HURAN'S SHOP

Fyrn Salve	50	Restores 50 HP
Desert Pear	250	Restores 150 HP
Ullk Oil	3000	Completely restores HP
Deathcheat	2000	Restores to life
Daro Root	110	Cures poison
Stank Moss	110	Cures sleep
Elixir of Oax	350	Tastes great but does nothing
Aether Potion	5000	Completely restores Mana
Beef Cake	400	Increases Strength by 20 for 1 battle
Hag's Tooth	13500	Increases Prowess

HASSAN'S SHOP

Uhndrashi Scythe	1500	Attack +35
Razordart	510	Attack +65 (Harv-5 Projectile)
Desert Armor	1995	Defense +50
Desert Gauntlets	950	Defense +45
War Turban	600	Defense +45
Undrashi Armor	3750	Defense +55
Undrashi Gauntlets	1125	Defense +50
Undrashi Helm	675	Defense +50

10) DOBIETOWN [SH10]

HOGGAN'S TRADING POST

Barleyfiz	80	Restores 50 HP
Armortrout	250	Restores 150 HP
Hu'Chah	500	Restores 250 HP

Lifeback	2750	Restores to life
Daro Root	175	Cures poison
Elixir of Oax	455	Tastes great but does nothing
Aether Drop	750	Restores 25 Mana

BURKE'S BIG BAD WEAPONS

Quillshot	300	Attack +45 (Harv-5 Projectile)
Shattercone	6250	Attack +85 (Harv-5 Projectile)
Burnsap	2500	Attack +75 (Harv-5 Projectile)

ANTONIA'S WORLD OF FASHIONS

Matador Armor	5000	Defense +75
Matador Gauntlets	1750	Defense +70
Matador Helm	3750	Defense +70
Skirmish Armor	15000	Defense +80
Skirmish Gauntlets	6300	Defense +75
Skirmish Helm	2700	Defense +75
Battle Armor	20000	Defense +85
Battle Gauntlets	8000	Defense +80
Battle Helm	3600	Defense +80

[Antonia's shop only opens after completing "Clear the Bandits" sidequest!]

11) NEW GUBRATH [SH11]

GUBRATH MERCANTILE

Greencod	50	Restores 75 HP
Armortrout	150	Restores 150 HP
Pilj Syrup	250	Restores 200 HP
Deathcheat	1250	Restores to life
Daro Root	70	Cures poison
Stank Moss	70	Cures sleep
Qyg's Snuff	70	Cures paralysis
Mila Juice	70	Cures slow
Cerebral Jolt	70	Cures pathetic
Vigor Pill	70	Cures weakness
Eye Mist	70	Cures darkness
Aether Wafer	2250	Restores 100 Mana

GUBRATH SMITHY

Gubrathan Scythe	5000	Attack +45
Gubrathan Sword	1800	Attack +35
Steel Arrow	75	Attack +25 (Windleaf Projectile)
Bulrazor Armor	9275	Defense +70
Bulrazor Gauntlets	3499	Defense +65
Bulrazor Helm	2000	Defense +65
Sentry Mail	4675	Defense +60
Sentry Gauntlets	1800	Defense +55
Sentry Helm	950	Defense +55
Trooper Plate	6525	Defense +65
Trooper Gauntlets	2880	Defense +60
Trooper Helm	1250	Defense +60

12) GARRISON [SH12]

THE WEAPON EXCHANGE

Steel Arrow	75	Attack +25 (Windleaf Projectile)
Warbow	4000	Attack +55
Hideripper	3750	Attack +50
Airthorn	500	Attack +55 (Stinger Projectile)
Warscythe	3750	Attack +40
Boltspike	150	Attack +55 (Jirina Projectile)

WEAPON SMITH

Forest Armor	4950	Defense +60
Forest Gauntlets	1800	Defense +55
Forest Helm	875	Defense +55
Patrol Armor	6875	Defense +65
Patrol Gauntlets	2800	Defense +60
Patrol Helm	1500	Defense +60
Infantry Armor	9100	Defense +70
Infantry Gauntlets	3600	Defense +65
Infantry Helm	1750	Defense +65

13) BANORI CAVERNS [SH13]

MEKON & SONS ARMOR

NuMail Armor	23400	Defense +110
NuMail Gauntlets	8250	Defense +105
NuMail Helm	4800	Defense +105
NuPlate Armor	36750	Defense +115
NuPlate Gauntlets	11500	Defense +110
NuPlate Helm	4500	Defense +110
Banori Warsuit	50000	Defense +120
Banori Gauntlets	14000	Defense +115
Banori Warhelm	6125	Defense +115
Legion Armor	74750	Defense +125
Legion Gauntlets	15000	Defense +120
Legion Helm	7500	Defense +120

GELLAN'S HOUSE OF WARES

Wyld Root	80	Restores 50 HP
Kimiss	200	Restores 100 HP
Nor Moss	1875	Completely restores HP
2nd Chance	2000	Restores to life
Org Courage	140	Cures pathetic
Toparri Salve	350	Cures blindness
Aether Drop	750	Cures 25 Mana

DISCOUNT DEZZ

Blood Fruit	1000	Restores 200 HP
Gylberry	500	Restores 200 HP
Lifedew	2750	Restores to life
Kur Sap	105	Cures poison
Waken Powder	105	Cures sleep
Rush Barb	105	Cures paralysis
Pulspore	105	Cures slow
Org Wafer	105	Cures weakness
Sight Berry	105	Cures blindness

KIMIL'S HOUSE OF GOODS

Imperial Bow	5500	Attack +70
Forest Bow	7000	Attack +85
Steel Arrow	50	Attack +25 (Windleaf Projectile)
War Arrow	75	Attack +30 (Windleaf Projectile)
Imperial Arrow	100	Attack +35 (Windleaf Projectile)
Piercer Arrow	143	Attack +40 (Windleaf Projectile)
Psispike	200	Attack +85 (Jirina Projectile)
Spiritspike	500	Attack +95 (Jirina Projectile)

14) BANORI TRADING POST [SH14]

GUNTHER'S GOODS

Burvine Leaf	45	Restores 50 HP
Kimiss	150	Restores 100 HP
Gylberry	375	Restores 200 HP
Nor Moss	1500	Completely restores HP
Lifedew	2750	Restores to life
Toparri Salve	350	Cures blindness
Aether Drop	750	Restores 25 Mana
Aether Wafer	2250	Restores 100 Mana
Nimble Mint	300	Increases Agility by 25 for 1 battle
Prodigy Gum	300	Increases Prowess by 20 for 1 battle

15) CHIORE [SH15]

MERRIER'S ARMOUR

Skirmish Armor	15000	Defense +80
Skirmish Gauntlets	6300	Defense +75
Skirmish Helm	2700	Defense +75
Battle Armor	20000	Defense +85
Battle Gauntlets	8000	Defense +80
Battle Helm	3600	Defense +80

PAPPY KIPP'S NUT EMPORIUM

Fegglenut	200	Increases Fortitude by 20 for 1 battle
Kii Nuts	10	Restores 1 HP

Desert Pear	125	Restores 150 HP
Daro Root	105	Cures poison
Stank Moss	105	Cures sleep
Mila Juice	105	Cures slow
Aether Wafer	2250	Restores 100 Mana

THE CAT'S CLAW

Warbow	4000	Attack +55
War Arrow	93	Attack +30 (Windleaf Projectile)
Avenger	5250	Attack +80
Drake Talon	750	Attack +65 (Stinger Projectile)

16) PETIT ISLAND [SH16]

BETH'S BARGAINS

Barleyfiz	50	Restores 50 HP
Fyrn Tonic	100	Restores 100 HP
Pilj Syrup	2500	Restores 200 HP
Deathcheat	2000	Restores to life
Elixir of Oax	455	Tastes great but does nothing
Aether Drop	750	Restores 25 Mana
Nimble Mint	250	Increases Agility by 25 for 1 battle

17) METABOLINE [SH17]

CLAYTON'S GOODIES

Ullk Oil	2250	Completely restores HP
Deathcheat	900	Restores to life
Aether Drop	675	Restores 25 Mana
Aether Wafer	2025	Restores 100 Mana
Elixir of Oax	350	Tastes great but does nothing
Rhan's Codpiece	15000	Defense +15

KELLY'S KIOSK

Barleyfiz	55	Restores 50 HP
Fyrn Tonic	100	Restores 100 HP
Pilj Syrup	375	Restores 200 HP
Aether Potion	4500	Completely restores Mana
Nimble Mint	200	Increases Agility by 25 for 1 battle

PIP'S WEAPONS

Metaboline Bow	15000	Attack +125
Royal Arrow	700	Attack +55 (Windleaf Projectile)
Royal Knight	10625	Attack +90
Hexite Sword	26250	Attack +110
Hexite Thorn	1500	Attack +75 (Stinger Projectile)
Hexite Scythe	22500	Attack +70

METABOLINE'S SMITHY

Siege Armor	12000	Defense +75
Siege Gauntlets	4500	Defense +70
Siege Helm	5000	Defense +70
Command Armor	15000	Defense +80
Command Gauntlets	1400	Defense +75
Command Helm	1500	Defense +75
Noble Armor	19750	Defense +85
Noble Gauntlets	7500	Defense +80
Noble Helm	2400	Defense +80

18) TREESIDE [SH18]

BRIANNA'S SHOP

Barleyfiz	55	Restores 50 HP
Fyrn Tonic	150	Restores 100 HP
Pilj Syrup	375	Restores 200 HP
Lifeback	2750	Restores to life
Daro Root	95	Cures poison
Stank Moss	95	Cures sleep
Qyg's Snuff	95	Cures paralysis
Mila Juice	95	Cures slow
Cerebral Jolt	95	Cures pathetic
Vigor Pill	95	Cures weakness
Eye Mist	95	Cures blindness
Aether Potion	5000	Completely restores Mana
Prodigy Gum	250	Increases Prowess by 20 for 1 battle

TUGGER'S SHOP

Island Bow	8500	Attack +90
Farstriker Bow	10000	Attack +100
Wood Arrow	250	Attack +45 (Windleaf Projectile)
Fear Arrow	315	Attack +50 (Windleaf Projectile)
Royal Soldier	7500	Attack +85
Bigstick	8050	Attack +65

KIRBY'S SHOP

Island Armor	22500	Defense +110
Island Gauntlets	9000	Defense +105
Island Helm	4000	Defense +105
Pirate Armor	37000	Defense +115
Pirate Gauntlets	11000	Defense +110
Pirate Helm	4500	Defense +110
Marine Armor	55000	Defense +120
Marine Gauntlets	12500	Defense +115
Marine Helm	5250	Defense +115
Royal Armor	77000	Defense +125
Royal Gauntlets	15000	Defense +120
Royal Helm	7500	Defense +120

Spuds	06	Restores 4 HP
Corn	04	Restores 3 HP
Onions	04	Restores 2 HP
Cornmeal	02	Nothing special
Porf	10	Restores 5 HP
Oranges	04	Restores 4 HP
Banori Cheese	04	Restores 3 HP
Porf Jerky	04	Restores 2 HP
Cooking Oil	02	Nothing special
Bat Milk	06	Restores 2 HP
Reptile Eggs	10	Restores 4 HP
Pet Food	02	Restores 1 HP
Nectar	06	Cures blindness
Mead	10	Inflicts drunkenness
Shine	20	Inflicts drunkenness
Pick	02	Nothing special
Grease	02	Nothing special
Brush	02	Nothing special
Urn	02	Nothing special
Basket	02	Nothing special
Torch	02	Nothing special
Hides	10	Nothing special
Tinderbox	02	Nothing special
Chalk	02	Nothing special
Paint	02	Nothing special
Wax	02	Nothing special
Compost	10	Nothing special
Twine	02	Nothing special
Fiber	02	Nothing special
Vines	02	Nothing special
Mallet	02	Nothing special
Spanner	02	Nothing special
Driver	02	Nothing special
Splitter	02	Nothing special
Slicer	02	Nothing special
Spikes	02	Nothing special
Wire	02	Nothing special
Glue	02	Nothing special
Spinepears	40	Restores 2 HP
Sweet Gum	20	Nothing special
Cave Silk	150	Nothing special

VI. UPDATES & CONTRIBUTIONS

[UPDT]

02-18-08 -----+ Initially submitted to GameFAQs
04-14-08 -----+ Error corrections

MUCH OBLIGED TO THE FOLLOWING:

-
- Sailor/Ceej - hostin' all my crap these years
 - Craveyard, for one of the funnier scripts I've seen. <3
 - Threetimes: give her a hand, folks! Shadow Madness is practically her labor of love, and she's worked out one of the most in-depth guides on it, not to mention being somewhat of a guru. She's contributed information, as well as me double-checking stuff against her awesome guide, so round of applause!
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VII. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - In the Hexite Mines, I can't pick up some shining items!?

[A] - I've seen this glitch, too. Apparently it rectifies itself when entering the room again, but has to be done for each item. Dunno why this occurs, but it only seems to take place in one location (Silver 1).

[Q] - I can't unequip my _____!

[A] - Your inventory is full. Throw something away first and it's possible. Equipped items do not count toward the item limit which is why this can happen.

[Q] - I can't enter Ragark's house in Bene Brokul?

[A] - Another small glitch, also solved by re-entering the screen.

[Q] - How do I get the item by Bene Brokul's Well of Sorrows?

[Q] - How do I get the item on Voltaire Island after the slaver fight?

[Q] - How do I get the item in Tyr Og Nor after defeating D.H.?

[A] - You can't, apparently. The first problem seems to be an overlap issue, while the others're pretty obvious: the creators made no way to approach them without some annoying prevention.

[Q] - I'm stuck in Ziggurat. How do I fix those floor panels?!?!

[A] - Clemmett MUST be the pointman! Only he has the technology.

[Q] - Help! I can't turn the Bogway's crankvalves!

[A] - Clemmett ___MUST___ be the pointman! ARGHHHGHGHHGHGHHGH

VIII. LEGALITY

[LGLT]

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