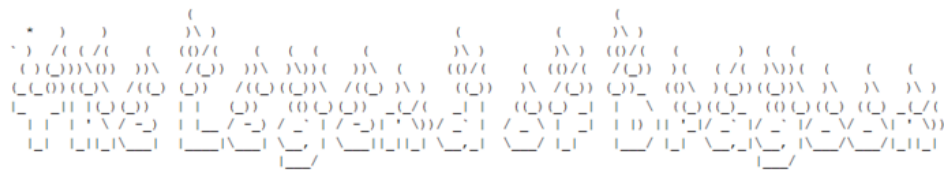


# The Legend of Dragoon FAQ/Walkthrough

by abbisonny

Updated to v2.29 on Jun 28, 2019

## Prologue



For PlayStation

This walkthrough is dedicated to my older brother who introduced me to this game.

By *abbisonny*

Version 2.2.9

Useful Links			
<b>Chapter 1</b>	<b>Additions</b>	<b>Stardust List</b>	<b>Death Frontier Map</b>
<b>Chapter 2</b>	<b>Items</b>	<b>Characters</b>	<b>Minor Enemy List</b>
<b>Chapter 3</b>	<b>Weapons</b>	<b>Dragoon Magic</b>	<b>Boss Battle List</b>
<b>Chapter 4</b>	<b>Armor</b>	<b>Side Quests</b>	<b>Phantom Ship Game</b>

## Introduction

This is a walkthrough for **The Legend of Dragoon** for the PlayStation. I hope you find it very useful for places you may be stuck. If you are looking for anything specific, just press "Ctrl+F" and type in whatever you're looking for. In addition, there is a table of contents to the right for ease of navigation.

If this is your first time playing this game, don't bother listening to any of my in-game training tips. The main thing you want to do is get the game over with and discover the plot (although training would make the game a bit easier). If it's not your first time and you're up for it, then I would suggest making a goal of training each character completely, and I have given some tips for that. But you don't have to do what I say, obviously, as you are the one playing it.

For this guide I asked myself what I would want in a guide so that I could have one stop for my every need, and this is what I came up with. I borrowed a couple ideas from other guides, and I paid credit wherever credit is due. My goal is to make this the ultimate, one-stop guide to **The Legend of Dragoon**.

## Version History

As of all-new 2.1 HTML-formatted version

**Version 2.1:** First version to be formatted as a formatted FAQ on GameFAQs. This version will most likely soon be revised, tweaked, and reposted.

**Version 2.2:** First major revision of formatted guide. Pre-game information completely reorganized. Reintegration of charts for items and some other things. Added extra information about minor enemies, found within the walkthrough and in the list at the end. Removed most of the narrative descriptions (I figured you have the game for that). Revised most of the written content. Repaired broken links. Added sections to advise training and battle preparation. Changed the Stardust List to chart form. Added information on the Phantom Ship Mini-Game. Added description of navigation in the Land of Taboo.

**Version 2.2.1:** Changed some of the incorrect elements for some bosses, added the items found in cells within Hellena Prison (first visit), added two missed chests in Indels Castle.

**Version 2.2.2:** Added two missed chests in Hoax, tweaked some wording here and there, fixed an issue with the Imago boss battle, and corrected some typos across the entire guide.

**Version 2.2.3:** Added comment about the Hero Competition and corrected a couple other typos.

**Version 2.2.4:** Added notes in battles with Drake, Shirley, and the Last Kraken.

**Version 2.2.5:** Added "Useful Links" section in Prologue for easy access, fixed a typo for the HP of the Wyvern, changed pagination to "sections and subsections" instead of "sections only."

**Version 2.2.6:** Added chest in beginning of Limestone Cave and a chest in the Crystal Palace.

**Version 2.2.7:** Fixed an issue with the Addition charts, updated the Death Frontier map, made the Dragoon magic chart more mobile-friendly, edited some information on item charts, tweaked boss HP's, added less common item drops for bosses, and fixed some issues with minor enemy charts.

**Version 2.2.8:** Added comments about the ancient dragoon spirits and Polter Armor in Disc 3, moved comment about Therapy Ring near Faust's apparition.

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**Version 2.2.9:** Useful Links section in prologue changed to table, added chest in the Prairie, added chest in Lohan.

Stay tuned for more updates!

## Game Information

This contains the following sections: **Characters**, **Battle Information**, **Offensive Tactics**, **Defensive Tactics**, **Strategy**, **Stardust**, **Items**, and **Other Game Info**.

### Characters

Characters are important. They are the heart of the game and why we play (most of us, at least). Each character is described below, including a short background summary and an evaluation of that character's use in battle. I tried my best to be unbiased!

Once when my characters were level 32, I recorded each of their stats in each category, based solely off their "Body" stats (meaning I didn't include any bonuses from armor). From this list, I arranged the characters in order for each category from highest to lowest. The lowest character had that stat labeled as "Very Low," and the highest at "Very High." So then, the descriptions listed below are relative to the other characters.

For instance, Speed, the most stable of all the stats, are as follows from highest to lowest:

Meru	70
Shana/Miranda	65
Haschel	60
Rose	55
Dart	50
Lavitz/Albert	40
Kongol	30

So then, they are given the following labels:

Meru	Very High
Shana/Miranda	High
Haschel	Average-High
Rose	Average
Dart	Average-Low
Lavitz/Albert	Low
Kongol	Very Low

And this is how all the stats work! Typically, characters that are lower in some areas will be higher in others, and there are always various pieces of **Armor** (especially **Accessories**) that you can give them to balance this out.

### Dart

**Backstory:** Dart is twenty-three years old and has been on a journey for the past five years searching for the Black Monster, the creature that destroyed Dart's hometown of Neet eighteen years ago. Both his parents died in the fire that engulfed the small village, and all he inherited was a mysterious glowing memento from his father. He gets thrown into the action when a mysterious woman saves him from a deadly encounter with a Dragon.

**Battle Summary:** He's a pretty round-about guy when it comes to stats. He's average in nearly everything. This is a good thing, sort of, because Dart is the one character that is always by default in your party and (almost) never leaves. He has a wide variety of **Additions**, and when trained properly, he can be quite the warrior. Since you have no chance NOT to train him, he will most assuredly become one of your vital characters. He usually has the highest Dragoon level, as well as normal level, in the entire group. His battle prowess is almost exactly smack-dab in the middle of everyone else. He wields the **Red-Eyed Dragoon Spirit**.

<b>Element:</b>	Fire
<b>Weakness:</b>	Water
<b>Weapons:</b>	Broad Sword
<b>Stats</b>	
<b>Attack:</b>	Average
<b>Defense:</b>	Average/Average-Low
<b>Magic Attack:</b>	Average-High
<b>Magic Defense:</b>	Average
<b>Speed:</b>	Average-Low
<b>Hit Points:</b>	Average-High

### Lavitz

**Backstory:** Lavitz Slambert is a knight in the service of King Albert of Basil. He was head of the First Knighthood before the entire platoon was killed in a battle with the Imperial Sandora, and Lavitz was captured. **Dart** meets him as he is breaking out of Hellena Prison, where Sandora stows all their prisoners of war. He agrees to help Dart free **Shana**, and becomes close friends with the both of them.

**Battle Summary:** Lavitz is one of your most physically powerful characters. He has a very powerful attack and defense, especially when given the right Addition. Few of his **Additions** are purposed to gain SP, but rather focus on dealing damage (see **Lavitz's Additions**). His high number of Hit Points enables him to withstand several rounds of heavy damage. However, what he has in physicality, he lacks in magical ability. He has one of the worst Magic Attacks/Defenses in the game, and therefore his magic attacks do little damage, whereas magic attacks on him do quite a bit of damage. In addition, he has low speed, and might not attack as often as you would like him to. One of his most valuable characteristics though (at least I have found) is his second Dragoon magic: Blossom Storm. This is incredibly handy in battle because it reduces all damage to your party by half for three rounds and can make even the hardest battle just that little bit easier. He wields the **Jade Dragoon Spirit**.

<b>Element:</b>	Wind
<b>Weakness:</b>	Earth
<b>Weapons:</b>	Lance
<b>Stats</b>	
<b>Attack:</b>	High
<b>Defense:</b>	High
<b>Magic Attack:</b>	Low
<b>Magic Defense:</b>	Low
<b>Speed:</b>	Low
<b>Hit Points:</b>	High

## Shana

**Backstory:** Shana is an eighteen-year-old girl from Seles who is in love with **Dart**. Dart, however, feels differently and prefers to see her as his baby sister. Still, Shana keeps up hope that someday he will change his mind. She is very sweet and genteel. When the town of Seles is attacked by Imperial Sandora, Shana is captured and taken away to Hellena Prison. As soon as he hears this, Dart rushes off to rescue her, and they are both instantly swept up in a great adventure.

**Battle Summary:** Shana, when used wisely, can be a fantastic character in your party. She's kind of like the opposite of **Kongol**. She has the highest magical ability in the game, and the lowest physical ability. Her magic attacks deal some heavy damage, and her healing abilities in her Dragoon form make her very beneficial. In addition, she has a high speed, allowing her to get in more attacks than others. Her hit points, though, are a drawback, since she can't take very much damage at all. However, her biggest obstacle (for me) is that she has no **Additions** whatsoever, which makes her physical attacks even less useful. She wields the **White Silver Dragoon Spirit**.

<b>Element:</b>	Light
<b>Weakness:</b>	Dark
<b>Weapon:</b>	Bow and Arrow
<b>Stats</b>	
<b>Attack:</b>	Very Low
<b>Defense:</b>	Very Low
<b>Magic Attack:</b>	Very High
<b>Magic Defense:</b>	Very High
<b>Speed:</b>	High
<b>Hit Points:</b>	Average-Low

## Rose

**Backstory:** Rose is a mysterious character whose history nobody really knows. She knows too much about things nobody could know about, and doesn't seem to want to tell anybody where she learned all these amazing facts. She is a little cross at times, doesn't understand jokes, and doesn't ever smile. She enters the story by saving **Dart's** life, twice.

**Battle Summary:** Rose is a fantastic character. She has a good defense and Magic Defense, although neither is "great." Her attack is kind of low, but her final weapon has a higher attack than any others. Her two major fallbacks are that a) she has very low Hit Points, and even using items doesn't help as much as I personally would like, and b) you have to make it through the entire game before you get her final weapon - right before the final battle. But once again, trained properly, she has powerful skills. She wields the **Dark Dragoon Spirit**.

<b>Element:</b>	Dark
<b>Weakness:</b>	Light
<b>Weapon:</b>	Rapier
<b>Stats</b>	
<b>Attack:</b>	Average-Low
<b>Defense:</b>	Average-High
<b>Magic Attack:</b>	Average
<b>Magic Defense:</b>	Average-High
<b>Speed:</b>	Average
<b>Hit Points:</b>	Low

## Haschel

**Backstory:** Haschel is a sixty-three year old man who, twenty-five years ago, lost his daughter when she ran away. Five years later he set out in search of her, but instead found **Dart** and his companions. **Dart** and Haschel have met before sometime in the five years when **Dart** was looking for the Black Monster, and apparently they got very close as friends.

**Battle Summary:** Haschel is kind of an average character but a little on the low side of things. He has a decently good attack and speed, though, and he has some really amazing and fun **Haschel's Additions**. Also, he isn't weak to any magic type, which can come in handy sometimes. Most would say that his speed is his winning quality, because he has the second highest of any character, and using items to increase this makes him almost unstoppable. He wields the **Thunder Dragoon Spirit**.

<b>Element:</b>	Thunder
<b>Weakness:</b>	Nothing
<b>Weapon:</b>	Fist
<b>Stats</b>	
<b>Attack:</b>	Average-High
<b>Defense:</b>	Average/Average-Low
<b>Magic Attack:</b>	Average-Low
<b>Magic Defense:</b>	Average-Low
<b>Speed:</b>	Average-High
<b>Hit Points:</b>	Average

## Albert

**Backstory:** Albert is the king of Basil and best friend of **Lavitz** (next to **Dart**). When Imperial Sandora attacks Bale, Basil's capital, King Albert offers himself up as hostage to ensure that no people will be harmed. We meet him when **Dart** and company come to save him in Hellena Prison. He receives a gift from **Lavitz** for joining the party and goes on to be one of the most influential of all the characters.

**Battle Summary:** See **Lavitz**. Note: When Albert is acquired, Blossom Storm becomes Rose Storm.

## Meru

**Backstory:** Meru is a young dancer from Tiberoa with curiously platinum-colored hair. She is the quirkiest thing you will ever find, and works constantly to learn about "love and romance." We meet Meru in a lovely town full of flowers when she beats up some bandits who were picking on her, and she insists on coming with **Dart** on his journey. At the time she has no idea what she's getting herself into, but feels she is going to be able to help out somehow.

**Battle Summary:** Meru has incredible Magic Attack and Defense, but low physical attack and defense. She has the highest speed in the game, but the lowest Hit Points among the main characters. Her high Magic abilities make her excellent in combat, combined with her top speed, enabling her to get in more hits. But in this game, no character is ideal; her low HP can make her more a vulnerability at times, especially against enemies with high physical attacks. She wields the **Blue Sea Dragoon Spirit**.

<b>Element:</b>	Water
<b>Weakness:</b>	Fire
<b>Weapon:</b>	Hammer
<b>Stats</b>	
<b>Attack:</b>	Low
<b>Defense:</b>	Low
<b>Magic Attack:</b>	High
<b>Magic Defense:</b>	High
<b>Speed:</b>	Very High
<b>Hit Points:</b>	Very Low

## Kongol

**Backstory:** Kongol is a Giganto, a race of extremely tall, big, and almost brutish people. Way back when he was a little boy (or as little as Gigantos get), humans destroyed his hometown, and Emperor Doel saved him. Because of this and Doel's great power, Kongol was loyal to Emperor Doel until he was defeated by **Dart** and company. Eventually, Kongol joins **Dart** because he was intrigued with his power that was so much greater than Emperor Doel's. Kongol's character is severely underdeveloped in my opinion, but he seems to be good-hearted and to have a desire to prove himself.

**Battle Summary:** Kongol is ALL physical and NOTHING magical. He is the best physical player you have, although Albert's leveled up Gust of Wind Dance Addition can best Kongol's Inferno (see **Additions**). He has a really poor magic defense, so some precaution is needed against more magical enemies. Giving him various defensive equipment helps immensely. He's also very slow, but Bandit's Shoes or a Bandit's Ring are great for that. His high HP is a lifesaver on many occasions. He wields the **Golden Dragoon Spirit**.

<b>Element:</b>	Earth
<b>Weakness:</b>	Wind
<b>Weapon:</b>	Axe
<b>Stats</b>	

<b>Attack:</b>	Very High
<b>Defense:</b>	Very High
<b>Magic Attack:</b>	Very Low
<b>Magic Defense:</b>	Very Low
<b>Speed:</b>	Very Low
<b>Hit Points:</b>	Very High

## Miranda

**Backstory:** Miranda is the First Sacred Sister of Mille Seseau. She was abandoned by both her parents when she was very young, and Queen Theresa adopted her. She can lose her temper quite often, but has a good heart and a desire to protect those she holds dear. She joins the party after realizing a terrible threat that looms over Mille Seseau, and determines to help us stop it.

**Battle Summary:** See [Shana](#).

## Battle Information

### General

This game consists mostly of battles. Although the game's main focus is the storyline, its main drive is battles. If you can figure out how to succeed in battle, you'll succeed in the game.

A battle begins by showing the characters you have chosen for your party and then the enemies, or vice versa. There is a blue box on the bottom of the screen that shows your characters' names and other information. Each section looks like kind of like this:

<b>Picture of Character</b>	<b>Name of Character</b>	
	<b>HP:</b>	Current HP/Maximum HP
	<b>MP:</b>	Current MP/Maximum MP
	<b>SP:</b>	===== Turns you will stay a Dragoon

When your character is at full to half HP (Health Points), the arrow above his head and the number of current HP will be blue. If their HP is knocked down to half, it will turn yellow. If it reaches one-fourth, it will turn red.

MP (Magic Points) is used to perform Dragoon magic attacks. If it runs out, you can no longer perform any magic attacks.

SP (Spirit Points) is gained through **Additions** (see info below). When it reaches 100 (a full bar), the number to the right will say "1." At 200, it says "2," and so on, up to 500. This number signifies how many turns your character would stay a Dragoon, if you changed right now. For example, if you only have 250 SP, and you change into a Dragoon, you will only stay a Dragoon for two turns, and you will lose the extra 50 SP. This can actually be helpful in some situations.

### Sequence of Battles

Most of the time, the character or enemy with the highest speed will attack first. Sometimes, if there is a character with really low speed (ex. Kongol) and one with really high speed (ex. Meru) the one with really high speed might attack twice or even three times a round when the other attacks only once. Naturally, the women have overall a higher speed than the men; however, Haschel is an exception (see the characters' **stats**). One thing to note is that the battle doesn't always begin at the beginning of the round: in other words, sometimes the battle will open on Kongol's turn, even though he has a speed of 30 and Meru is also in the party with a speed of 70. However, the battle sequence will typically start with the fastest character and continue down until the slowest character.

Speed can be heavily affected by **Accessories** and **Footwear**, namely the Bandit's Ring and Bandit's Shoes for the men, and the Dancer's Ring and Dancer's Shoes for women. Each of these items raises speed by 20 points, meaning that Kongol can be just as fast as Meru if he wears both the Bandit's Ring and Bandit's Shoes (30 + 20 + 20 = 70); or Meru can have a speed of 110, almost four times that of Kongol. With that speed, Meru can sometimes attack up to four times per round. There are also a few other select items that can affect speed, but usually that is not the main purpose of the item.

### Calamities

Calamities are such things as poison, fear, dispiriting, etc. They dampen your chances in battle to beat the opponent. They can sap your health, cause you to attack yourself, and many other detrimental things. If you have enough SP, any one of these can be cured by turning into a Dragoon. For instance, let's say that just one of your characters is confused. You're out of Mind Purifiers, but you have enough SP for a **Special**. If you use it, even that Confused person will snap back to his senses and become a Dragoon. Becoming a Dragoon ALWAYS cancels out any calamity on a character (even **Petrification**). Any calamity can also be cured at any clinic (almost every town has a clinic) for a small fee.

#### Poison

Poison is perhaps the most common calamity in the game. While a character is poisoned, his health will diminish by 10% of the maximum each turn he gets. Poison can also affect a Minor Enemy, and does so in the same way. Poison is signified by little green dots circulating around the infected person and can be cured with a **Body Purifier**. It also persists past the end of battle.

#### Fear

Fear drops your character's attack and defense by half. While a character is afraid, he will be more susceptible to attacks and will not be able to do as much damage in battle, either physical or magical. Fear can also affect a Minor Enemy, and does so in the same way. It is signified by blue skulls floating around the affected person's head and can be cured with a **Mind Purifier**. It also persists past the end of battle.

#### Confusion

Confusion is, in my opinion, the worst problem you can get. Whenever a character gets a turn while in this condition, you have no control over that person. He does whatever he wants, whether that's attack himself or a comrade, guard, or run. He never attacks the enemy, uses items, or turns into a Dragoon. Minor Enemies can also be confused, but there is still a chance that the confused enemy will attack your party despite its confusion. It is signified by yellow question marks circulating

around the affected person and can be cured with a **Mind Purifier**. Confusion does not persist past the end of battle.

### Stunning

When a character is Stunned, he simply gets his turn skipped until he is healed or the effect wears off. However, if the opponent attacks him, the effect wears off. This is signified by the person lying down with blue dots hovering above him and can also be cured with a **Body Purifier**. Minor Enemies can also be stunned, and they are affected the same way; in addition, stunned enemies cannot counterattack. Being stunned does not persist past the end of battle.

### Bewitchment

Bewitchment is just like being confused, except that when you kill the enemy that cast the spell, it wears off. This is signified by hearts floating around the affected person and can be cured with a **Mind Purifier**. Bewitchment does not persist past the end of battle.

### Petrification

Being petrified is just like being dead in that the character gets no turns as long as he is Petrified and no experience at the end of the battle if still Petrified. The effect wears off after a certain number of turns. Petrification is signified by the affected person lying down and a cone hovering over him, and it can be cured with a **Depetrifier**. Petrification does not persist past the end of battle.

### Arm-Blocking

Arm Blocking blocks the attack of the affected character until it is healed. The character still gets a turn, but the choice to attack is no longer an option. This is signified by black dots rotating around the affected person and can be cured with a **Body Purifier**. Arm Blocking also persists past the end of battle.

### Dispiriting

When a character is Dispirited, he doesn't gain any SP for his attacks. This is signified by the affected person letting their weapon hang toward the ground and can be cured with a **Mind Purifier**. Being Dispirited also persists past the end of battle.

## Battle Menu

The normal battle menu has up to six options: **Attack**, **Guard**, **Item**, **Escape**, **Dragoon**, and **Special**.

### Attack

Choosing Attack simply attacks the chosen enemy physically with an **Addition** (or in Shana's case, a bow and arrow).

### Guard

The Guard option can help immensely in any battle. Each time you guard, that character heals 10% of his maximum health, and any attacks on him that follow will do half damage. Guarding is extremely useful as you can heal someone to the maximum even if they are in red, or even save their life. Used wisely, Guarding can be one of your most useful battle tools.

### Use Item

Choosing Item pulls up a list of all the battle **Items** you have: healing, attack, or other. Just choose the item and the character/enemy you would like to use it on.

### Escape

The Escape option is used to run away from a battle. The higher the speed of a character, the bigger a chance you have to successfully escape. You cannot use this option in a boss battle.

### Dragoon Transformation

This option only appears after the character has received his Dragoon Spirit and when he has at least 100 SP. Choosing it will transform the character into a Dragoon.

### Dragoon Special

This option only appears when all three characters in your party have Dragoon Spirits and all their SP is filled to the maximum, whether that be 100 or 500. Choosing this option will turn each character into a Dragoon and change the background to match that of the element of the character that used the Special. Even if you have the Morph set on "Short," the character that uses the Special will always show the long transformation. This is also a handy way to get rid of any **Calamities** that may have befallen your party.

There is also a different menu in battle: the Dragoon menu, consisting of solely two options: Attack and Magic. These options are discussed in depth **later**.

## Offensive Tactics

The first step in any battle is to attack the enemy. Here I will discuss how to do so, namely through the use of **Additions**, **Dragoons**, and other **Magic Attacks**.

### Additions

The first and most simple point to any offensive technique would be a basic physical attack. And that means Additions. They are in some ways the lifeline of the game, and can save or lose your battle. Their importance grows with the game, and with their difficulty. In general, your characters start with Additions that are easier to complete; as they level up, they gain Additions that grow in complexity and usefulness. Most Additions are either high on damage or high on SP, usually not both. However, the final Addition of each character is meant to solve both these problems. These final Additions can only be accessed if all other Additions before it have been mastered - that is, completed 80 times total.

You can tell how complete your Additions are by looking at them under the "Addition" option on the menu. You should see a screen kind of like this:

	Name	LV	ADD	SP	Dam%	Next LV
1	Double Slash	1	1	35	150	0/20
2						
3						
4						

5					
6					
7					

Here is what each category means:

- LV: The level of each Addition (out of 5)
- ADD: How many times pressing X is required to complete each Addition
- SP: How many Spirit Points (SP) each completed Addition receives
- Dam%: Percentage of damage done to enemy when completed
- Next LV: How many times Addition has been completed/how many times it needs to be completed to level up

Upon completion of your Addition - let's say in this case the one above, Double Slash - the number under "Next LV" will go up one. So instead of reading "0/20," it will read "1/20." The 20 indicates how many times the Addition must be completed to reach its next level. So when you complete Double Slash 20 times, the number will read "20/40," indicating that you must complete it 20 more times, or 40 total times, for the Addition to reach Level 3. This continues through levels 4 and 5. When Level 5 is achieved, this number will appear as "80/-" indicating that it is completely leveled up and is at its most powerful.

When an Addition levels up, either its Damage % (Dam%) or its total SP gained (or both) goes up. For instance, Dart's sixth addition, Moon Strike, gains 20 total SP on every level, but its Dam% rises from 200% on Level 1 to 350% on Level 5. On the contrary, Dart's fifth Addition, Madness Hero, gains constant Dam% of 100% on every level, but the SP gain goes from 60 on Level 1 to 204 on Level 5. His final Addition is Blazing Dynamo, which has Dam% ranging from 250% to 450%, and SP gain ranging from 100 to 140. So as you can see, some Additions focus on Dam%, some on SP, but the final one focuses on both. A good training technique is to train until each character has that last Addition.

Some characters have more Additions than others, and I think the number they have has to do with when you get the character and how high their speed is in battle. The longer you have the character, the more time you will have to upgrade the Additions, and the faster they are, the more often they'll attack and level up their Addition. Dart has the most Additions at seven, and Kongol the fewest at three.

To use Additions, attack in battle and press X when the two boxes on the screen come together. This can actually vary by a very small amount (meaning a few milliseconds) if you switch between two different consoles, as I have discovered. Just be aware of it because it can mess you up. If you need more help hitting the Additions just right, a small X button on the right of the screen goes down just before you need to hit it, to give you adequate reaction time. When an enemy counterattacks, the screen flashes red and the X button to the right changes to a O button. At this point you need to press O instead of X to block the counterattack, which can be pretty tricky sometimes. If you miss the counterattack, you get blown back from the enemy and take damage, interrupting your Addition.

The damage you deal when you attack with an Addition depends on three things: your character's attack, the Dam% on the equipped Addition, and the defense of the enemy.

Here is a list of each character and their Additions (format adapted from Gbness and Cyril):

#### Dart's Additions

Double Slash (Initial)			Volcano (Level 2)		
Number of Attacks:		1	Number of Attacks:		3
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	150%	35	1	200%	20
2	157%	35	2	210%	24
3	165%	35	3	220%	28
4	180%	35	4	230%	32
5	202%	35	5	240%	36
Burning Rush (Level 8)			Crush Dance (Level 15)		
Number of Attacks:		2	Number of Attacks:		4
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	150%	30	1	150%	50
2	150%	45	2	172%	60
3	150%	60	3	195%	75
4	150%	75	4	217%	85
5	150%	102	5	250%	100
Madness Hero (Level 22)			Moon Strike (Level 29)		
Number of Attacks:		5	Number of Attacks:		6
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	60	1	200%	20
2	100%	90	2	240%	20
3	100%	120	3	280%	20
4	100%	150	4	320%	20
5	100%	204	5	350%	20
Blazing Dynamo (Final)					

Number of Attacks:	7	
<b>Level</b>	<b>Damage %</b>	<b>SP Gained</b>
1	250%	100
2	300%	110
3	350%	120
4	400%	130
5	450%	140

#### Shana's and Miranda's Additions

Due to Shana's and Miranda's weapon choice, they do not have any Additions.

#### Lavitz's and Albert's Additions

Harpoon (Initial)			Spinning Cane (Level 5)		
Number of Attacks: 1			Number of Attacks: 2		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	35	1	100%	35
2	110%	38	2	125%	35
3	120%	42	3	150%	35
4	130%	45	4	175%	35
5	150%	50	5	200%	35
Rod Typhoon (Level 7)			Gust of Wind Dance (Level 11)		
Number of Attacks: 4			Number of Attacks: 6		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	150%	30	1	200%	35
2	163%	45	2	240%	35
3	174%	60	3	280%	35
4	186%	75	4	320%	35
5	202%	100	5	350%	35
Flower Storm (Final)					
Number of Attacks: 7					
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	300%	60	Level	Damage %	SP Gained
2	324%	90			
3	348%	120			
4	372%	150			
5	405%	202			

#### Rose's Additions

Whip Smack (Initial)			More and More (Level 14)		
Number of Attacks: 1			Number of Attacks: 2		
'Level'	'Damage %'	'SP Gained'	'Level'	'Damage %'	'SP Gained'
1	100%	35	1	150%	30
2	125%	35	2	150%	45
3	150%	35	3	150%	60
4	175%	35	4	150%	75
5	200%	35	5	150%	102
Hard Blade (Level 19)			Demon's Dance (Final)		
Number of Attacks: 5			Number of Attacks: 7		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	35	1	200%	100
2	150%	35	2	280%	100
3	200%	35	3	360%	100
4	250%	35	4	440%	100



5	300%	35	5	500%	100
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### Haschel's Additions

Double Punch (Initial)			Flurry of Styx (Level 14)		
Number of Attacks: 1			Number of Attacks: 2		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	35	1	150%	20
2	110%	38	2	162%	20
3	120%	42	3	174%	20
4	130%	45	4	186%	20
5	150%	50	5	202%	20
Summon 4 Gods (Level 18)			5 Ring Shattering (Level 22)		
Number of Attacks: 3			Number of Attacks: 4		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	50	1	150%	35
2	100%	60	2	187%	35
3	100%	75	3	225%	40
4	100%	86	4	263%	45
5	100%	100	5	300%	50
Hex Hammer (Level 27)			Omni Sweep (Final)		
Number of Attacks: 6			Number of Attacks: 7		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	200%	15	1	300%	50
2	250%	15	2	345%	75
3	300%	15	3	390%	100
4	350%	15	4	435%	125
5	400%	15	5	501%	150

### Meru's Additions

Double Smack (Initial)			Hammer Spin (Level 21)		
Number of Attacks: 1			Number of Attacks: 3		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	20	1	150%	35
2	110%	24	2	162%	43
3	120%	28	3	174%	51
4	130%	32	4	186%	59
5	150%	34	5	202%	70
Cool Boogie (Level 26)			Cat's Cradle (Level 30)		
Number of Attacks: 4			Number of Attacks: 4		
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	60	1	150%	20
2	100%	90	2	195%	20
3	100%	120	3	240%	20
4	100%	150	4	285%	20
5	100%	200	5	351%	20
Perky Step (Final)					
Number of Attacks: 7					
Level		Damage %	SP Gained		
1		200%	100		
2		300%	100		
3		400%	100		
4		500%	100		

5	600%	100
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### Kongol's Additions

Pursuit (Initial)			Inferno (Level 23)		
Number of Attacks:	1		Number of Attacks:	3	
Level	Damage %	SP Gained	Level	Damage %	SP Gained
1	100%	35	1	100%	20
2	110%	38	2	125%	20
3	120%	42	3	150%	20
4	130%	45	4	175%	20
5	150%	50	5	200%	20
Bone Crush (Final)					
Number of Attacks	3				
Level	Damage %	SP Gained			
1	200%	100			
2	220%	100			
3	240%	100			
4	260%	100			
5	300%	100			

### Magic Attacks

While **Additions** are your standard physical attacks, your standard magical attacks are the **Attack Items**. There are three of each element: one single-enemy multi-attack, one all-enemy multi-attack, and one all-enemy strong attack.

With the two multi attacks, you need to press X repeatedly in order to make the attacks more powerful. Each time you press X, 2% is added to the total damage percentage, starting at 100%. So if you throw a **Burn Out** at an enemy, and you press X fifty times during the attack, the damage percentage for the attack will be 200%, or twice as powerful as the attack by itself. The same would happen with a **Gushing Magma**, except that it attacks all enemies.

A strong attack, such as a **Down Burst**, needs no prodding from you. Once you throw this attack, all your enemies will be at the mercy of its power. All you have to do is watch!

A couple things to keep in mind when using **Attack Items**... First of all, make sure you throw them with the character in your party with the highest Magic Attack. This isn't always the same, so before you go into a boss battle, it might be wise to check each character's **Status** and see who has the highest Magic Attack. Otherwise, you won't get as much out of your attacks. Also, keep in mind that opposite elements do twice as much damage to you and your opponents. For instance, if you are up against a creature of the Fire element, if you throw a **Spear Frost** at it, it will do double the normal damage. If it would normally do 367 damage, it will instead do 734! Now that's a good deal. Remembering these things will make your magic attacks much more useful and save you a lot of frustration. Keep in mind though that using the same element as your enemy will half the damage. So in the situation above, using a **Burn Out**, which would normally cause 367 damage, would cause 183 damage.

### Dragoons

Dragoons are almost as important as **Additions** in this game as far as battle is concerned. Using them properly can make your game worlds easier, although the game can be completed without them (there's a fun challenge if you're looking for one). In battle, Dragoons gain heightened attack and defense power, and boast a horde of powerful magical attacks.

#### Overview

Dragoons are things of legend. They have not appeared since 11,000 years ago, during the Dragon Campaign. (More information about this you can find in the game.) They are just humans, but have powerful magic, legendary armor, and fluttery wings. Almost nothing can penetrate their armor, and almost nothing can stand against their magic. A Dragoon is "made" when a human finds the spirit of a dragon, called a Dragoon Spirit, and uses it to unleash terrible power. These spirits are much like little translucent rocks that glow certain colors depending on which dragon they came from. There are only eight Dragoon Spirits in existence:

Dragoon Spirit	Element
Red-Eyed Dragon Dragoon Spirit	Fire
Blue Sea Dragon Dragoon Spirit	Water
Dark Dragon Dragoon Spirit	Dark
White Silver Dragon Dragoon Spirit	Light
Jade Dragon Dragoon Spirit	Wind
Golden Dragon Dragoon Spirit	Earth
Violet Dragon Dragoon Spirit	Thunder
Divine Dragon Dragoon Spirit	Non-Elemental

#### Dragoons in Battle

You are not allowed to turn into Dragoons at all until Dart figures out how to use his Dragoon Spirit, and all the others have to find theirs before they can use them. Dragoons are used in battle with powerful attacks and magic. Each character's attack, defense, magic attack, and magic defense go up dramatically when they turn into a Dragoon. There are two attacks to use as a Dragoon: D-Attack and Magic. Most likely you will be using the magic attacks most (or at least I do), but first you have to know how to turn into a Dragoon.

### Becoming a Dragon Knight

When a character gets a Dragoon Spirit, a little bar will appear in battle at the very bottom of the screen under their name. This represents his SP. In order to gain SP, you have to attack your enemy. That's it. Each Addition gains a different amount of SP (see **Additions**). When you have gained at least 100 SP, you can turn into a Dragoon (see information under **General**). To do this, select the icon on the far right of the battle menu that looks like a Dragoon Spirit. Your character will have a magnificent show of turning into a Dragoon and will then be hovering on the spot with new armor, wings, and a souped-up weapon. Now you can fight with your new abilities.

### Dragoon Attacks

**D-Attack.** This is your basic physical attack as a Dragoon. They can get tricky to perform correctly, but with enough practice they're a cinch. Press X to begin the attack (if you wait too long it begins anyway) and press X again each time the light makes a circle and reaches the top again. To the right, an X-button indicator shows you when to press X. You must do this successfully 5 total times to get a perfect D-Attack (4 for **Kongol**). D-Attacks do not cost MP, and can therefore be used at any time.

**Dragoon Magic.** Dragoon magic is incredibly useful, and when used correctly, could potentially save your life in a battle. Each character begins with one Dragoon magic attack when they get their Dragoon Spirit, and they gain more as they level up. Some magic attacks are offensive (like Flameshot or Thunder God), others are defensive (like Rainbow Breath and Rose Storm), and some are both (like Astral Drain and White Silver Dragon). Like other magic attacks, damage dealt by Dragoon magic depends on the user's Magic Attack stat (see **Characters** for more information). Where item magic attacks usually depend on how many times you can press X repeatedly to raise the damage percentage, Dragoon magic has set damage percentages. Each Dragoon magic attack also has a set amount of MP that it uses, and if you do not have sufficient MP to use magic, you can either regain some through **Sun Rhapsodies** or **Moon Serenades**. Alternatively, you can also use a D-Attack.

Dragoon magic attacks are listed below.

**Note:** I recently read a thread from years ago on GameFAQs that seemed to indicate that the percentages in-game (where I got my information) may not be entirely accurate. The only one I decided to change based on that is the Dam% for Red-Eyed Dragon (Dart's last attack). In-game, it is listed as doing 175% damage. But after repeatedly being disappointed with this attack, and the comments on the discussion thread, I agree that it should be downgraded to only 75%. If you have any other information regarding this, please let me know by either PMing me on GameFAQs or Neoseeker or **sending me an email**.

Red-Eyed Dragoon Magic (Fire)					
DLVL	Name	Dam%	Targets	MP	Special
1	Flameshot	50%	Single	10	-
2	Explosion	25%	All	20	-
3	Final Burst	75%	Single	30	-
5	Red-Eyed Dragon	75%	All	80	-
Dark Dragoon Magic (Dark)					
DLVL	Name	Dam%	Targets	MP	Special
1	Astral Drain	25%	Single	10	Heals all allies
2	Death Dimension	25%	All	20	May cause <b>Fear</b>
3	Demon's Gate	Lethal	All minor enemies	30	-
5	Dark Dragon	100%	Single	80	-
Jade Dragoon Magic (Wind)					
DLVL	Name	Dam%	Targets	MP	Special
1	Wing Blaster	35%	All	20	-
2	Blossom/Rose Storm	-	All allies	20	Reduces all damage by half for three turns
3	Gaspless	100%	Single	30	-
5	Jade Dragon	75%	All	80	-
White Silver Dragoon Magic (Light)					
DLVL	Name	Dam%	Targets	MP	Special
1	Moon Light	-	Single ally	10	Heals and revives
2	Star Children	25%	All	20	-
3	Gates of Heaven	-	All allies	30	Heals
5	White Silver Dragon	100%	All	80	Heals all allies
Violet Dragoon Magic (Thunder)					
DLVL	Name	Dam%	Targets	MP	Special
1	Atomic Mind	50%	Single	10	-
2	Thunder Kid	65%	Single	20	-
3	Thunder God	75%	Single	30	-
5	Violet Dragon	100%	Single	80	-

Blue Sea Dragoon Magic (Water)					
DLVL	Name	Dam%	Targets	MP	Special
1	Freezing Ring	50%	Single	10	-
2	Rainbow Breath	-	All allies	20	Heals; cures <b>Calamities</b>
3	Diamond Dust	50%	All	30	-
5	Blue Sea Dragon	100%	Single	80	-
Golden Dragoon Magic (Earth)					
DLVL	Name	Dam%	Target	MP	Special
1	Grand Stream	25%	All	10	-
3	Meteor Strike	50%	All	30	-
5	Golden Dragon	75%	All	80	-
Divine Dragoon Magic (Non-Elemental)					
DLVL	Name	Dam%	Targets	MP	Special
-	Divine Dragon Ball	50%	Single	50	-
-	Divine Dragon Cannon	100%	All	50	-

### Leveling Up Dragoons

As you gain SP, your character's Dragoon level will level up, all the way to level five. It is difficult to determine the exact number of total SP needed to level up each time, but the number increases with each level (stay tuned as hopefully I will be able to calculate that eventually). On level one, you stay a Dragoon in battle for one turn; level two, two turns; etc. On levels 1, 2, 3, and 5, your character will learn a new magic attack. (Kongol, as an exception, does not gain any new magic on level 2.)

Now you've figured out how to gain SP, turn into Dragoons, and use them in battle. Once again, they're very useful. Use them wisely.

### Enemies

If this game is mostly about battles, it is safe to assume there is an abundance of enemies. They are in very nearly every place you encounter (except towns), and they are very common. There are two tiers of enemy: Minor Enemies and Bosses. On average, minor battles will be easy to overcome, and boss battles will be a challenge. Of course, this all depends on your level, skill, **Additions**, and strategy.

For a complete list with proposed strategies, see **Minor Enemies** and **Bosses**.

#### Minor Battles

In most areas except for towns, you will encounter random battles. You will know when you are about to have one if the arrow above Dart turns red. If no battles are near, the arrow is blue, and in between is yellow. In minor battles, you will only encounter minor enemies.

#### Boss Battles

Boss battles you can usually see coming. There is a person/creature/thing that always looks bigger or more powerful than everything else. Then the screen falls away and you're in your battle. Also, there tends to be a Save Point right before boss battles, so if you find one out in the wilderness, that's also a pretty good indication that a boss battle is coming up. Saving before boss battles is wise, as there is sometimes no telling how it will turn out. This game can be fickle!

#### Other Battles

Some places, such as Hellena Prison and the Black Castle, don't have random battles like other places. The arrow above Dart's head will always be red, but you will only have battles if one of the guards touches you. These are still considered minor enemies.

### Defensive Tactics

Sometimes, there is little you can do except stop, take a minute, and regroup. If you have a high enough level and enough experience with **Additions**, you honestly won't need much in the way of defense, but if you're either rushing through the game or are otherwise inexperienced, knowing some defensive moves is handy. And let's be honest, no matter how good you are at this game, eventually you'll have to put your guard up.

### Healing

As is the case with basically every video game you play, your characters have a certain amount of Hit Points (HP), and when it's gone, your characters die. Now luckily in this game, it's only game over if all three die at once. But this is what we're trying to avoid.

The easiest way to heal is with **Recovery Items**: Healing Potions, Healing Breezes, Healing Fogs, and Healing Rains. Potions and Fogs affect only one person, and Breezes and Rains affect the whole party. However, Potions and Breezes heal only up to half total HP, whereas Fogs and Rains heal HP completely.

The strategy is simple: when your character is low on health, use a healing item to heal them. However, there are other nuances to this. For instance, I tend to use Healing Potions when one or two characters are around half health. I save Healing Fogs until my characters are close to dying, or at a quarter health. This should depend on your enemies though, because if one more hit will kill one of your characters, you should heal them before this happens. Desperate times call for desperate measures.

Another thing to consider when healing is whose turn it is at that point. For instance, let's say I'm up against a difficult boss, and my heaviest hitter (probably **Albert**) is at a quarter health, but it's also his turn. If I think I can get in someone else before the next round, I'll go ahead and attack with Albert so that I can shave off that large chunk of hit points and use the next turn (let's say, **Meru** or **Rose**) to heal him. My bottom line is: use the characters with the lowest attack to use healing items. There are exceptions to this, of course.

If the next turn belongs to the enemy and there's a strong chance he could use an attack on Albert, especially a powerful magic attack, I'll heal him immediately so that he can survive it. It's all a matter of what situation you're in. Most people don't really need any guidance on healing their own party, but there are some who might, so here it is.

## Guarding

Guarding is an incredibly useful tool. Immediately, it heals that character 10% of their maximum HP, rounded down. So if Dart guards when he has a maximum HP of 1,356, he will recover 135 hit points. In addition to this effect, all attacks against him until his next turn do half damage, and he is impervious to **Calamities**.

I find guarding useful as a healing tactic between boss battles if I'm running low on supplies or I'm just feeling stingy. Get your minor enemies down to one (preferably weak) enemy and continuously guard until your characters are at full health. The one enemy will do minor damage, which is also halved, allowing you to heal up. Sometimes this takes a while, but sometimes it can be necessary.

Let's also remember that guarding can be a lifesaver in combat because of its other defensive capabilities. For instance, when I fight Fruegel for the first time and those pesky guards throw Gushing Magmas at me when they die, I always try to make sure **Lavitz** is guarding right before then. Since he has a low Magic Defense, guarding helps keep him alive longer because he only takes about as much damage as Dart does. I also try to get **Albert** to guard in the battle against the Super Virage in the Forbidden Land right before it "explodes" and deals all that high-powered magic damage.

And then of course, if you know an enemy is about to use an attack that causes a **Calamity**, guarding right before that attack will spare you the calamity. Whenever I fight Atlow in the arena in Lohan, I guard before he does his fancy attack that causes **Fear**.

Guarding may seem trivial at times, especially if you like to get in there and kill things fast, but remember its many uses. It has saved my characters' lives countless times!

## Using Items

There are many defensive items you can use in battle. Of course there are Healing Items, like I described above. In addition to healing HP, you can also heal your characters' MP, SP, and use Mind and Body Purifiers to cure **Calamities**. Healing **Calamities** can be a tricky thing in battle, but the thing I always keep in mind is that **Calamities** can be cured either with the appropriate Purifier, or by transforming into a Dragoon. This is actually how I usually go about it, and I only rely on Purifiers if the character is not yet a Dragoon or is incapable of transforming (like if they have 35 SP and they're **Dispirited**).

Beyond these items, you also have **Repeat Items**. These items are incredibly useful, speeding up a character, slowing an enemy, powering up a character, weakening an enemy, etc. They are a good way to control the battlefield. You would be amazed at how much damage you can do with a high-level **Albert** equipped with some speeding **Accessories** when you use a Speed Up on him. This can get to be a lot of fun. I recommend saving Repeat Items as much as possible, because, as the name implies, you can use them more than once. Unlike most items like Healing Potions or Spark Nets, after the battle you regain their use.

## Using Dragoon Magic

Oh, the wonders of **Dragoon Magic**! Of course, there are many offensive spells, like Flameshot, Gaspless, and Freezing Ring. But let's not forget our defensive spells, like Moon Light, Rainbow Breath, and Rose Storm. Rose Storm is a personal favorite of mine, partly because Albert is my favorite character and thus always in my party, and partly because it's just so incredibly useful. After using it, each character takes half damage from all attacks for three turns. I use it in basically every boss battle, especially those more difficult ones like Emperor Doel or the Grand Jewel. One piece of advice for that particular piece of magic: if possible, use it toward the end of your time as a Dragoon. As a Dragoon, all the damage you take will be decreased anyway, and you'll save yourself more overall HP if you use it right before Albert turns back into a human.

Using healing spells like Moon Light and Rainbow Breath is also very handy in a battle, especially if you're lacking in Healing Items. Moon Light is especially useful in that it actually revives characters that have been killed in battle as well. Each healing spell works just a little bit differently, and the key here is to get to know them well enough that you know how they work. Some spells that are both offensive and defensive, like Rose's Astral Drain, can be particularly useful. It's nice to be able to both deal damage and heal. However, against some enemies with high Magic Defenses or Dark-type enemies, Astral Drain will not serve you very well as a healing spell. These are the things you should take into account as you go into battle.

## Strategy

Strategy is such a strange thing in this game. There is no one singular strategy that universally works better than all the others. The strategy you use in this game will depend most heavily upon you and the type of player you are. Some people are naturally more offensive, and some are naturally more defensive. Some are more manipulative, using items to control the battlefield. But hopefully, I can give you some helpful pointers.

## Choosing Your Characters

If you're like most people, you're probably asking the question, "So who do I choose for my main party?" What's sad is that there is no easy answer to that. The makers of this game went to great lengths to ensure that each character of the party measures up in some way or another to each of the other characters.

And so my answer to you is this: it's entirely a matter of style.

If you're a gamer (and I would bargain that you are), then think of the other games you like to play... Dungeons & Dragons, World of Warcraft, Elder Scrolls, etc... and think of how you like to play games. Do you go in quickly and try to kill the enemy with strength and stamina? Try **Lavitz/Albert** and **Kongol**. Do you prefer to deal indirect damage, crippling enemies with powerful magic? Try **Shana/Miranda** and **Rose**. Or are you the kind of person who moves quickly and hits as often as possible, even if it doesn't do as much damage as slow, calculated moves? Then you might want **Meru** and **Haschel**.

What it comes down to is this: whoever you pick for your party - if you stick with them - will become your most powerful players. So this is entirely a matter of style. If you like everything about a character except "that one thing," keep in mind that there are plenty of in-game items that will help counter-balance it. (See **Accessories**.)

## Elements in Battle

The seven elements are usually what dictates my strategy more than almost anything else. There are eight elements: Fire, Water, Wind, Earth, Dark, Light, Thunder, and Non-Elemental. Fire and Water are strong against each other, as are Wind and Earth, Dark and Light. Thunder and Non-Elemental creatures are weak to nothing. So if you are going up against a Water-type enemy, taking along a **Fire-type character** or using **Fire-type items** will be very handy. On the flipside, when that enemy uses Water-type moves against your Fire-type character, he will also take extra damage because of that.

In this scenario, it might also be useful to take a **Water-type character**, because she takes less damage from Water-based attacks.

Using specific **Attack Items** is a less risky way to ensure you deal extra damage without taking along the character that is weak to those attacks of the enemy. If you are attacking a Wind-type enemy, perhaps instead of taking an **Earth-type character**, you could simply bring along several **Earth-Based Attack Items**.

Remember that using **Attack Items** is equivalent to using a magic attack. So, to get the most benefit out of using them in battle, use your character with the highest Magic Attack. (See characters' individual **stats** for more information.)

## Choosing Your Additions

If you pick the right **Additions** for the battle you're in, your life will be much easier. Sometimes, this is purely a matter of style or personal preference. But if you're completely at a loss for how to decide, here are some guidelines.

If you are working toward getting those powerful final **Additions**, then focus on those that aren't Level 5 yet. Typically, I focus on leveling up those weaker-attack, high-SP **Additions** like Burning Rush or Madness Hero when I'm running around facing minor enemies, and switch to higher-damage **Additions** when I get close to a boss battle. However, it's also nice to have your higher-damage **Additions** relatively high level when you go into a boss battle, which means you might need to work with them some in minor battles first. In my opinion, just simply switch to the Addition with the highest DAM% that's listed on the Additions screen when you come up to a boss battle.

That being said, you want to make sure that you can actually complete the Addition in the battle itself, or using powerful **Additions** will do you no good. It might be better for you to wield Crush Dance in a battle instead of Moon Strike, even if Moon Strike does more damage. Crush Dance is easier to finish, and a complete Crush Dance will deal more damage than even a leveled up Moon Strike that gets cut off after two attacks. So in this regard, make sure you are comfortable with the Addition you have chosen to use.

## Choosing Your Equipped Items

This is usually very battle-specific for me, as well as character-specific. As stated earlier, I like to have **Albert** in my party almost all the time. This is all wonderful except for the fact that his Magic Defense is almost nowhere to be found. If I'm going into battle against enemies with high Magic Attacks, like a Virage or the Grand Jewel, I have found it immensely helpful to equip him with a **Spirit Cloak**, which gives him a 20% chance to avoid any magic attack.

But in the fight against the Urobulus, I usually equip **Shana** with a **Poison Guard** because she has the lowest health and can still attack the enemy even when it crawls up into its hole. Little things like this are what you should take into account.

Each character has their own weak spot. Obviously, **Albert's** weak spot is his Magic Defense, but his Speed is also rather low. These weaknesses are exaggerated with **Kongol**. **Meru** and **Rose** are practically the opposite, having low physical Defense and HP. Ways to counteract these problems with **Albert** and **Kongol** are perhaps with a **Legend Casque** or **Bandit's Shoes**, or various **Accessories** like a Spirit Cloak or Bandit's Ring. For **Meru** and **Rose**, consider **Armor of Legend** and various other armors, or perhaps a **Physical Ring** or **Therapy Ring**.

Each character should have specific items equipped just for them, but sometimes you need to mix it up based on the battle at hand. For instance, in battles where the enemy knows a Can't Combat move, like the second Virage or Lloyd, equipping a **Talisman** is literally a life-saver. In fact, a Talisman is a central part of my main strategy for fighting Lloyd, and even makes the battle a little easier. There are many other situations like this throughout the game, and if you are wanting some specific strategies for boss battles, go [here](#).

## Knowing When to Go Offensive

Offensive mode is kind of my default mode when I play this game. My strategy in most games is to get in and knock out the enemy as fast as possible, using elemental weaknesses, and this game is no exception. Your play style may be different, but unless you didn't take any time to train up your characters, you'll probably spend most of your time going on the offensive.

This is the mode where you're trying your best to deal damage. From my experience, this happens in most minor battles and is always the beginning of boss battles. You go in at full health and use your heavy **Additions**, maybe some Dragoon magic, trying to whittle down the enemy's health. Typically this method works right up until your characters take enough hits that they're about to die.

## Knowing When to Go Defensive

Going primarily offensive is generally the way to go unless you're up against a particularly difficult boss (like Emperor Doel, the Grand Jewel, the Divine Dragon, etc.) or if your characters are underdeveloped. In this case, you'll likely have at least one character whose main function becomes *healing*. **Healing** is probably your most common defensive method, and the best time to use it is when your health is low.

But let's also not forget the amazing capabilities of the **Guard** function, or other defensive **Repeat Items**. In particularly sticky situations, or ones where I just need to get the upper hand, I'll use these things to help me out. Sometimes the best thing to do is avoid attacks that cause **Calamities** with **Guarding**, or using a **Material Shield** to block enemy damage.

As with all things in this game, this is largely situation-specific. Typically speaking, you'll know when your defenses need to go up. And of course, sometimes it's battle-specific. Emperor Doel, for instance, throws up a shield that blocks all damage, and the more you attack it, the longer it stays up. In that case, going defensive is necessary to defeat him.

The best way to avoid being *forced* into a defensive posture is to train your characters up enough that they can take most things. I've found that if you can keep your characters one or two levels above the norm, they'll do very well for themselves in battle. Keep this in mind as you go through the game.

## Stardust

Small items scattered across Endiness, luckily only in the very places you'll visit, have the power to grant any wish if they are all gathered together. These little objects are called **Stardust**, and there are exactly 50 of them.

When in Bale for the first time, you'll run into a woman named Martel, who asks you to collect them for her. In return, she'll give you some very rare items. In this first chapter, find her in a house next to the well in **Bale**. In the second chapter, she'll be in the bar in **Fletz**. In the third chapter, she spends her time tending to the wounded in **Deningrad**, and in the fourth chapter, you'll find her in her home in **Rouge**.

For every ten Stardust you give her, she'll give you a magical item:

- 10 - **Physical Ring**

- 20 - **Amulet**
- 30 - **Wargod's Sash**
- 40 - **Rainbow Earring**
- 50 - **Vanishing Stone**

The first four items are special and rare **Accessories** that are handy in battle. The Vanishing Stone is a particularly useful item that grants you access to one of the more dangerous **Side Quests** in the game. See here for more information on that.

For a complete list of all Stardust locations, see [here](#).

## Items

Items include **Recovery Items**, **Attack Items**, **Repeat Items**, **Goods**, **Armor**, and **Weapons**.

### Recovery Items

Name	Price	Effect	Found (Bought) {Won}
Healing Potion	10	Restores 50% of target's maximum HP	Multiple
Healing Breeze	50	Restores 50% of maximum HP to whole party	Multiple
Healing Fog	30	Completely restores HP for a single target	Multiple
Healing Rain	60 tickets (600G)	Completely restores HP for entire party	{Lohan arena}, Lidiera, {Super Virage 1}, Death Frontier, Aglis, Mayfil, {Zackwell}, {Imago}
Angel's Prayer	30	Revitalizes and recovers 50% of target's maximum HP	Multiple
Body Purifier	10	Removes <b>Poison</b> , <b>Stunning</b> , or <b>Arm-Blocking</b> from a single target	Multiple
Mind Purifier	20	Removes <b>Fear</b> , <b>Confusion</b> , <b>Bewitchment</b> , or <b>Dispiriting</b> from a single target	Multiple
Depetrifier	30	Removes Petrification from a single target	<b>Evergreen Forest</b>
Spirit Potion	20	Recovers 100 SP for a single target	Multiple
Sun Rhapsody	50	Recovers all MP for a single target	Multiple
Moon Serenade	-	Recovers all MP for entire party	{Second Virage}, Twin Castle, Ulara, Magical City Aglis, {Imago}
Recovery Ball	-	Generates a recovery item in battle	<b>Barrens</b> , <b>Undersea Cavern (2)</b> , <b>Death Frontier</b>
Charm Potion	4	Reduces risk of enemy encounter for a limited time	Multiple

### Attack Items

Name	Price	Effect	Found
Detonate Rock	10	Attacks all enemies	<b>Limestone Cave</b>
Midnight Terror	20	Frightens minor enemy	<b>Fort Magrad</b>
Panic Bell	20	Confuses minor enemy	<b>Fort Magrad</b>
Poison Needle	20	Poisons minor enemy	<b>Fort Magrad</b>
Stunning Hammer	20	Stuns minor enemy	-
Total Vanishing	40	Destroys minor enemy	<b>Prairie</b> (hidden chest), <b>Limestone Cave</b> , <b>Mountain of Mortal Dragon</b>
Sachet	-	Gives subtle good aroma (deals 10 damage)	<b>Hellena Prison</b> , <b>Valley of Corrupted Gravity</b> , Won from Piggy ( <b>Home of Gigantos</b> )
Attack Ball	-	Randomly generates attack item in battle	<b>Kazas</b> , <b>Undersea Cavern (2)</b> , <b>Mountain of Mortal Dragon</b> , <b>Vellweb</b>

#### Fire-Based Attack Items

Name	Price	Effect
Burn Out	10	Individual Fire-based attack (multi)
Gushing Magma	20	Fire-based attack for all enemies (multi)
Burning Wave	20	Powerful Fire-based attack for all enemies

#### Water-Based Attack Items

Name	Price	Effect
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Spear Frost	10	Individual Water-based attack (multi)
Fatal Blizzard	20	Water-based attack for all enemies (multi)
Frozen Jet	20	Powerful Water-based attack for all enemies

#### Wind-Based Attack Items

Name	Price	Effect
Spinning Gale	10	Individual Wind-based attack (multi)
Raving Twister	20	Wind-based attack for all enemies (multi)
Down Burst	20	Powerful Wind-based attack for all enemies

#### Earth-Based Attack Items

Name	Price	Effect
Pellet	10	Individual Earth-based attack (multi)
Meteor Fall	20	Earth-based attack for all enemies (multi)
Gravity Grabber	20	Powerful Earth-based attack for all enemies

#### Dark-Based Attack Items

Name	Price	Effect
Dark Mist	10	Individual Dark-based attack (multi)
Black Rain	20	Dark-based attack for all enemies (multi)
Night Raid	20	Powerful Dark-based attack for all enemies

#### Light-Based Attack Items

Name	Price	Effect
Trans Light	10	Individual Light-based attack (multi)
Dancing Ray	20	Light-based attack for all enemies (multi)
Spectral Flash	20	Powerful Light-based attack for all enemies

#### Thunder-Based Attack Items

Name	Price	Effect
Spark Net	10	Individual Thunder-based attack (multi)
Thunderbolt	20	Thunder-based attack for all enemies (multi)
Flash Hall	20	Powerful Thunder-based attack for all enemies

#### Non-Elemental Attack Items

Name	Effect	Found	Note
Psychedelic Bomb	Individual Non-Elemental attack (multi)	<b>Magical City Aglis</b>	Different than <b>Psychedelic Bomb X</b> ; can only be used once

#### Repeat Items

Name	Effect	Found
Speed Up	Doubles target's agility for 3 turns	<b>Valley of Corrupted Gravity</b>
Speed Down	Halves target's agility for 3 turns	<b>Mountain of Mortal Dragon</b> (hidden chest)
Power Up	Increases target's physical abilities for 3 turns	<b>Forbidden Land</b>
Power Down	Decreases target's physical abilities for 3 turns	<b>Death Frontier</b>
Magic Shield	Nullifies magical attacks for 3 turns	<b>Snowfield</b>
Material Shield	Nullifies physical attacks for 3 turn	<b>Black Castle</b> (hidden chest)
Magic Signet Stone	Blocks enemy's attack for 3 turns	<b>Marshland</b>
Pandemonium	Minor enemy only attacks one party member for 3 turns	<b>Hellena Prison</b>
Smoke Ball	100% sure escape from minor enemy	<b>Fort Magrad</b>
Psychedelic Bomb X	Powerful Non-Elemental attack for all enemies (multi)	<b>Magical City Aglis</b>

#### Goods

Name	Definition	Found
War Bulletin	Special edition - shows tension between Sandora and Serdio	Initial possession
Prison Key	Key to the second prison tower where <b>Shana</b> is held	<b>Hellena Prison</b>



Axe	Axe found in shack in the field. It's well-worn.	<b>Prairie</b>
Lavitz's Portrait	<b>Lavitz's</b> picture drawn in Bale. It looks so real.	<b>Bale</b>
Red-Eyed Dragoon Spirit	Dragoon Spirit <b>Dart's</b> father left him. Fire-based.	Initial possession
Dark Dragoon Spirit	Dragoon Spirit of mysterious <b>Rose</b> . Dark-based.	<b>Hoax</b>
Jade Dragoon Spirit	Dragoon Spirit from Greham. Wind-based.	<b>Dragon's Nest</b>
Water Bottle	Bottle acquired in Lohan to hold life water	<b>Lohan</b>
Silver Dragoon Spirit	Dragoon Spirit from Shirley. Light-based.	<b>Shirley's Shrine</b>
Magic Oil	Fuel to light the elevator switch in the Black Castle	<b>Black Castle</b>
Red Stone	Key to a room in the Black Castle	<b>Black Castle</b>
Blue Stone	Key to a room in the Black Castle	<b>Black Castle</b>
Yellow Stone	Key to a room in the Black Castle	<b>Black Castle</b>
Violet Dragoon Spirit	Dragoon Spirit from Doel. Thunder-based.	<b>Black Castle</b>
Letter from Lynn	A letter from Lynn before he went to pursue bandits	<b>Donau</b>
Pass for Valley	A pass for the Valley of Corrupted Gravity	<b>Twin Castle</b>
Golden Dragoon Spirit	Dragoon Spirit found in Lohan. Earth-based.	<b>Lohan (1,000G required) or The Moon That Never Sets</b>
Kate's Bouquet	Good luck bouquet thrown by Kate at the wedding	<b>Donau</b>
Key to Ship	Key from the Phantom Ship captain	<b>Phantom Ship</b>
Blue Dragoon Spirit	Dragoon Spirit from Lenus. Water-based.	<b>Prison Island</b>
Boat License	License to use the boat in Furni. It's a must.	<b>Furni</b>
Dragon Block Staff	A staff to block the power of the Divine Dragon. Restrains dragons.	<b>Forbidden Land</b>
Moon Gem	National treasure of Serdio. Has immense power.	<b>Flanvel Tower</b>
Moon Dagger	National treasure of Tiberoa. Stolen by Lenus.	<b>Flanvel Tower</b>
Moon Mirror	National treasure of Mille Seseau. Hidden in Flanvel Tower.	<b>Flanvel Tower</b>
Vanishing Stone	A mysterious stone from Martel for gather <b>Stardust</b>	<b>Rouge</b>
Law Maker	A certificate of law production in Zenebatos	<b>Law City Zenebatos</b>
Law Output	A certificate of law production in Zenebatos	<b>Law City Zenebatos</b>
Divine Dragoon Spirit	Dragoon Spirit of the Divine Dragon	<b>The Moon That Never Sets</b>

## Armor

Armor is broken down into the categories of **Headgear**, **Body Armor**, **Accessories**, and **Footwear**.

### Headgear

In alphabetical order...

Name	Price	Defense	MDF	MAT	Effect	Found	Won	Bought	Equipped by
Armet	100	0	5	25	-	-	-	<b>Kazas</b>	Males
Bandana	-	-	-	3	-	<b>Limestone Cave</b>	-	-	Males
Cape	60	-	-	17	-	-	-	<b>Lohan</b>	Females
Dragon Helm	-	10	-	50	Increases maximum HP by 50%	<b>Mountain of Mortal Dragon, Land of Taboo</b>	-	-	All
Felt Hat	-	-	-	5	-	<b>Hellena Prison</b>	-	-	Females
Giganto Helm	200	10	5	14	When magically attacked, SP is accumulated	-	-	<b>Furni</b>	<b>Kongol</b>
Jeweled Crown	200	-	5	24	When magically attacked, SP is accumulated	<b>Undersea Cavern</b>	<b>Lenus</b>	<b>Deningrad</b>	<b>Shana/Miranda and Meru</b>
Knight Helm	150	5	-	37	When magically attacked, SP is accumulated	<b>Valley of Corrupted Gravity</b>	-	<b>Fueno</b>	<b>Dart and Lavitz/Albert</b>
Legend Casque	10,000	0	127	50	Magic Avoid +50%	-	-	<b>Lohan</b>	All
Magical Hat	-	-	10	50	Raises maximum HP by 50%	<b>Magical City Aglis, Land of Taboo</b>	-	-	All
Phoenix Plume	-	0	10	30	Avoids <b>Fear</b> , <b>Bewitchment</b> , <b>Confusion</b> , and <b>Dispiriting</b>	<b>Divine Tree, Kashua Glacier</b>	-	-	All
Rose's Hair Band	-	-	-	36	Avoids instant death	<b>Vellweb</b>	-	-	<b>Rose</b>
Sallet	40	-	-	8	Increases accuracy by 10%	-	-	<b>Bale</b>	Males

Soul Headband	200	5	5	25	When magically attacked, SP is accumulated	-	-	Deningrad	Haschel
Tiara	150	5	-	29	Increases magic accuracy by 10%	-	-	Donau	Females

### Body Armor

In alphabetical order...

Name	Price	Defense	MDF	Effect	Found	Bought	Equipped by
Angel Robe	500	-	-	Revives from death with a given probability	Lohan	-	Shana/Miranda and Meru
Armor of Yore	-	35	35	Avoids <b>Poison, Stunning,</b> and <b>Arm-Blocking</b>	Fort Magrad	-	Dart and Lavitz/Albert
Armor of Legend	10,000	127	0	Physical evade +50%	-	Deningrad	All
Blue Sea DS Armor	800	30	54	Nullifies water damage	-	Law City Zenebatos, The Moon That Never Sets	Meru
Breast Plate	250	59	14	-	-	Deningrad	Kongol
Chain Mail	150	20	24	-	Dragon's Nest	Fletz	Dart and Lavitz/Albert
Clothes	-	4	5	-	-	Initial equipment	Females
Dark DS Armor	800	41	42	Nullifies Dark damage	-	Law City Zenebatos, The Moon That Never Sets	Rose
Disciple Vest	-	13	8	-	-	Initial equipment	Haschel
Energy Girdle	300	37	26	Gain 20% more SP	-	Vellweb	Haschel
Giganto Armor	400	75	25	When physically damaged, SP is accumulated	Mountain of Mortal Dragon	Vellweb	Kongol
Golden DS Armor	800	88	23	Nullifies Earth damage	The Moon That Never Sets	The Moon That Never Sets	Kongol
Jade DS Armor	800	54	27	Nullifies Wind damage	-	Law City Zenebatos, The Moon That Never Sets	Lavitz/Albert
Leather Armor	-	2	2	-	Hellena Prison	Initial equipment	Dart and Lavitz/Albert
Leather Jacket	50	7	12	-	-	Bale	Rose and Shana/Miranda
Lion Fur	-	46	20	-	-	Initial equipment	Kongol
Master's Vest	250	30	29	When physically damaged, SP is accumulated	-	Deningrad	Haschel
Plate Mail	200	27	20	When physically damaged, SP is accumulated	-	Fueno	Dart and Lavitz/Albert
Rainbow Dress	-	32	55	Avoids <b>Poison, Stunning,</b> and <b>Arm-Blocking</b>	Law City Zenebatos	-	Females
Red DS Armor	800	41	40	Nullifies Fire damage	-	Law City Zenebatos, The Moon That Never Sets	Dart
Robe	300	25	35	When magically damaged, SP is accumulated	-	Kashua Glacier	Females
Silver Embroidered Vest	150	13	17	-	Hellena Prison	Donau	Females
Saint Armor	300	34	34	-	-	Kashua Glacier	Dart and Lavitz/Albert
Satori Vest	-	40	31	Avoids <b>Poison, Stunning,</b> and <b>Arm-Blocking</b>	Rouge	-	Haschel
Scale Armor	50	8	8	-	-	Bale	Dart and Lavitz/Albert
Silver DS Armor	800	27	80	Nullifies Light damage	Divine Tree	The Moon That Never Sets	Shana/Miranda
Sparkle Dress	200	19	45	-	-	Fueno	Females
Violet DS Armor	800	45	40	Nullifies Thunder damage	-	The Moon That Never Sets	Haschel
Warrior Dress	150	25	13	Increases defense by 5	Barrens	Queen Fury	Haschel

### Footwear

In alphabetical order...

Name	Price	Defense	Found	Bought	Effect	Equipped By
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Bandit's Shoes	-	-	<b>Death Frontier</b>	-	Increases Speed by 20 points	Males
Combat Shoes	150	5	-	<b>Furni</b>	Increases chance to evade physical attacks by 5%	Males
Dancer's Shoes	-	-	<b>Forbidden Land</b>	-	Increases Speed by 20 points	Females
Iron Kneepiece	100	5	-	<b>Kazas</b>	-	Males
Leather Boots	-	-	-	-	Initial Equipment	Males
Leather Shoes	-	-	-	-	Initial Equipment	Males
Magical Greaves	300	-	-	<b>Ulara</b>	Increases chance of evading all attacks by 5%	All
Soft Boots	100	5	-	<b>Fletz</b>	-	Females
Stardust Boots	150	5	-	<b>Deningrad</b>	Increases chances of evading magical attacks by 5%	Females

### Accessories

All characters can equip all accessories, except Bandit's Rings and Dancer's Rings. To see if any particular accessory can be won from a minor enemy, go to [this link](#) and hit "ctrl + F" to search for that accessory. Only boss battles are listed under the "Won" category, so it may be helpful, if you're looking for a way to find a specific accessory, to visit the [list of Minor Enemies](#) and search there.

In alphabetical order...

Name	Price	Bought	Found	Won	Effect
Active Ring	200	<b>Lohan, Fletz</b>	<b>Indels Castle, Mayfil</b>	-	Prevents Dispiriting
Amulet	20 <b>Stardust</b>	Martel	-	-	Doubles maximum MP
Angel Scarf	5,000	<b>Lohan</b>	-	-	Reduces damage from magic by 50%
Attack Badge	1,000	<b>Furni, Rouge, Moon</b>	-	-	Raises physical and magic attack power
Bandit's Ring (males only)	-	-	<b>Home of Gigantos</b>	<b>Drake</b>	Raises Speed 20 points
Blue Sea Stone	-	-	-	<b>Damia</b>	Reduces Water damage by 50%
Bravery Amulet	300	<b>Bale, Fletz, Deningrad, Zenebatos</b>	<b>Dragon's Nest, Phantom Ship, Mayfil</b>	-	Prevents <b>Fear</b>
Dancer's Ring (females only)	-	-	<b>Snowfield, Land of Taboo</b>	-	Raises Speed by 20 points
Darkness Stone	-	-	-	<b>Kamuy</b>	Reduces Dark damage by 50%
Destone Amulet	400	<b>Furni, Deningrad, Zenebatos</b>	<b>Evergreen Forest, Mayfil</b>	-	Prevents <b>Petrification</b>
Dragon Shield	5,000	<b>Lohan</b>	-	-	Reduces physical damage by 50%
Elude Cloak	300	<b>Furni, Ulara</b>	-	-	Raises chance of avoiding physical attacks by 20%
Emerald Earring	1,000	<b>Fletz</b>	-	-	When physically damaged, SP is accumulated
Fake Power Wrist	100	<b>Kazas</b>	-	-	Raises physical attack by 5
Fake Knight Shield	100	<b>Kazas</b>	<b>Home of Gigantos</b>	-	Raises physical defense by 5
Giganto Ring	1,000	<b>Vellweb, Rouge, Moon</b>	-	-	Raises physical attack and defense by 20 points
Golden Stone	-	-	-	<b>Belzac</b>	Reduces Earth damage by 50%
Guard Badge	1,000	<b>Kashua Glacier, Rouge, Moon</b>	-	-	Raises physical and magical defense
Holy Ankh	-	-	<b>Crystal Palace, Land of Taboo</b>	-	Revives from death with a given probability
Jade Stone	-	-	-	<b>Syuviel</b>	Reduces Wind damage by 50%
Knight Shield	200	<b>Bale, Fletz</b>	-	<b>Fruegel</b>	Raises physical defense by 10 points
Mage Ring	-	-	<b>Flanvel Tower</b>	-	Recovers 10% maximum MP each turn
Magic Ego Bell	300	<b>Fletz</b>	<b>Phantom Ship Mini-Game, Mayfil</b>	-	Prevents <b>Bewitchment</b>
Magical Ring	200	<b>Forest of Winglies, Ulara, Moon</b>	-	-	Raises chance of hitting with magic attacks by 30%
Panic Guard	300	-	<b>Volcano Villude, Phantom Ship Mini-Game, Mayfil</b>	-	Prevents <b>Confusion</b>
Phantom Shield	10,000	<b>Lohan</b>	-	<b>Faust</b>	Reduces all damage by 50%
Physical Ring	10 <b>Stardust</b>	Martel	-	-	Increases maximum HP by 50%

Platinum Collar	1,000	<b>Fletz</b>	-	-	When physically damaged, SP is accumulated
Poison Guard	300	<b>Bale, Fletz</b>	<b>Limestone Cave, Mayfil</b>	-	Prevents <b>Poison</b>
Power Wrist	200	<b>Lohan, Fletz</b>	-	<b>Kongol (Hoax)</b>	Raises physical attack by 10 points
Protector	200	<b>Fletz, Lohan, Deningrad</b>	<b>Mayfil</b>	-	Prevents <b>Arm-Blocking</b>
Rainbow Earring	40 <b>Stardust</b>	Martel	-	-	Prevents all <b>Calamities</b>
Red-Eyed Stone	-	-	-	<b>Fire Bird</b>	Reduces Fire damage by 50%
Ruby Ring	1,000	<b>Fletz</b>	-	-	When magically attacked, SP is accumulated
Sage's Cloak	600	<b>Ulara</b>	-	-	Raises chances of avoiding attacks by 20%
Sapphire Pin	1,000	<b>Fletz</b>	<b>Volcano Villude</b>	-	When magically damaged, MP is accumulated
Silver Stone	-	-	-	<b>Shirley</b>	Reduces Light damage by 50%
Spirit Cloak	300	<b>Forest of Winglies, Ulara</b>	<b>Zenebatos</b>	-	Raises chances of avoiding magic attacks by 20%
Spiritual Ring	600	<b>Forest of Winglies, Ulara, Moon</b>	-	-	Raises magic defense by 30 points
Stun Guard	200	<b>Bale, Fletz, Queen Fury</b>	<b>Seventh Fort, Phantom Ship Mini-Game, Mayfil</b>	-	Prevents <b>Stunning</b>
Talisman	-	-	<b>Valley of Corrupted Gravity, Phantom Ship Mini-Game</b>	-	Prevents instant death
Therapy Ring	-	-	<b>Hellena Prison, Flanel Tower</b>	-	Recovers 10% of maximum HP each turn
Ultimate Wargod	10,000	<b>Lohan</b>	<b>Phantom Ship Mini-Game</b>	-	Auto addition, full damage and SP
Violet Stone	-	-	-	<b>Kanzas</b>	Reduces Thunder damage by 50%
Wargod's Amulet	-	-	<b>Seventh Fort</b>	<b>Urobulus</b>	Raises chances to attack by 20%
Wargod's Calling	1,000	<b>Lohan, Fletz</b>	<b>Rouge</b>	-	Auto addition, half damage and SP
Wargod's Sash	30 <b>Stardust</b>	Martel	-	-	Raises SP by 50%

## Weapons

Each character has their own set of weapons: **Dart's Weapons, Shana's and Miranda's Weapons, Lavitz's and Albert's Weapons, Rose's Weapons, Haschel's Weapons, Meru's Weapons, Kongol's Weapons**. Weapons are in order of increasing attacking power (which roughly translates to the order in which you find them). Some of these weapons can be won from minor enemies; go [here](#) to search for them.

### Dart's Weapons

Name	Price	Attack	Effect	Found	Won	Bought
Broad Sword	-	2	-	Initial equipment, <b>Hellena Prison</b>	-	-
Bastard Sword	60	7	-	<b>Limestone Cave</b>	-	<b>Bale</b>
Heat Blade	150	18	Fire-based attack	<b>Kashua Glacier</b>	-	<b>Kazas</b>
Falchion	250	26	-	-	-	<b>Fueno</b>
Mind Crush	350	34	Sometimes confuses enemy	<b>Forbidden Land</b>	-	<b>Kashua Glacier</b>
Fairy Sword	400	39	Gain 50% more SP	-	-	<b>Ulara</b>
Claymore	500	44	-	-	-	<b>Moon</b>
Soul Eater	-	75	HP decays by 10% of max each turn	-	<b>Polter Armor</b>	-

### Shana's and Miranda's Weapons

Name	Price	Attack	Effect	Found	Bought
Short Bow	-	3	-	Initial Equipment	-
Sparkle Arrow	50	9	Light-based attack	<b>Indels Castle</b>	<b>Bale</b>
Long Bow	150	18	-	-	<b>Kazas</b>
Bemusing Arrow	250	24	Sometimes confuses enemy	-	<b>Fueno</b>
Virulent Arrow	350	30	Sometimes poisons enemy	-	<b>Kashua Glacier</b>
Arrow of Force	500	40	Gain 50% more SP	-	<b>Ulara</b>
Detonate Arrow	-	50	Attacks all enemies	<b>Moon's Core</b>	-

### Lavitz's and Albert's Weapons

Name	Price	Attack	Effect	Found	Won	Bought
Spear	-	4	-	Hellena Prison, Initial Equipment	-	-
Lance	100	19	-	Seventh Fort	-	Lohan
Twister Glaive	-	28	Wind-based attack	Kazas	-	-
Glaive	250	37	-	-	-	Queen Fury
Spear of Terror	300	45	Sometimes causes Fear	-	-	Deningrad
Partisan	400	56	-	-	-	Vellweb
Halberd	500	65	-	-	Zackwell	Moon

### Rose's Weapons

Name	Price	Attack	Effect	Found	Won	Bought
Rapier	-	13	-	Initial Equipment	-	-
Demon Stiletto	-	18	Sometimes causes Fear	Shirley's Shrine	-	-
Shadow Cutter	200	24	Dark-based attack	-	-	Fletz
Dancing Dagger	300	30	-	Phantom Ship	-	Furni
Flamberge	350	35	Sometimes stuns enemy	-	-	Kashua Glacier
Gladius	400	40	Instantly kills with a given probability	Death Frontier	-	-
Dragon Buster	-	100	-	Moon's Core	-	-

### Haschel's Weapons

Name	Price	Attack	Effect	Found	Won	Bought
Iron Knuckle	-	20	-	Initial Equipment	-	-
Beast Fang	250	31	Sometimes stuns enemy	Kazas	-	Queen Fury
Diamond Claw	300	37	-	-	-	Deningrad
Brass Knuckle	-	43	Instantly kills enemy with a given probability	-	Windigo	-
Thunderfist	450	49	Thunder-based attack	-	-	Ulara
Destroyer Mace	500	55	Power increases as HP decreases	-	-	Moon

### Meru's Weapons

Name	Price	Attack	Effect	Found	Won	Bought
Mace	-	15	-	Initial Equipment	-	-
Pretty Hammer	-	15	Double SP, but not very powerful	-	Last Kraken	-
Morning Star	250	20	-	-	-	Fueno
War Hammer	300	25	-	-	-	Forest of Winglies
Heavy Mace	400	30	Sometimes stuns enemy	-	-	Vellweb
Basher	500	40	-	-	-	Moon

### Kongol's Weapons

Name	Price	Attack	Effect	Found	Won	Bought
Axe	-	45	-	Initial Equipment	-	-
Tomahawk	300	59	-	-	-	Deningrad
Battle Axe	350	67	-	-	-	Kashua Glacier
Great Axe	400	79	Sometimes stuns enemy	-	-	Zenebatos
Indora's Axe	-	88	Instantly kills enemy with a given probability	-	Indora	-

## Other Game Info

### Controls

Controls are very important, as with any game. Here are all the hacks that you never knew existed... Well, maybe not. But in case you were unaware how to select things in a video game, this might help.

#### X Button

The X button is by far the most used in the game.

It is used to:

1. Confirm any command

2. Complete **Additions** in battle
3. Check for **Stardust**
4. Continue a conversation
5. Talk to people
6. Complete an action when a yellow "!" appears over Dart's head

### Circle (O) Button

The O button is used to exit from menus or choices and run when using the arrows to maneuver. Also, you can use it to block counterattacks during **Additions** in battle.

### Square Button

The square button is used to (1) get on the Queen Fury when you're on the ocean on the World Map and (2) hop on Coolon after Aglis in the fourth disc.

### Triangle Button

The triangle button is used to open the main menu and sort lists of items.

### Left Analog Stick

The left analog stick allows you to move or choose a command.

### Arrow Keys

The arrow keys allow you to move or choose a command.

### R1/L1 Buttons

The R1 and L1 buttons rotate the camera when you're on the World Map. In normal gameplay (not on the World Map) it changes the duration of the existence of the arrows above Dart and entrances/exits, which can also be changed in the menu.

### R2/L2 Buttons

The R2 and L2 buttons zoom in and out when you're on the World Map, and the R2 changes the direction of the camera in battle.

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## Menu

The menu is, of course, where most of the work of the game is done, discounting battles. Here you can equip **Armor**, change **Additions**, replace characters, and use **Items**.

In the top left-hand corner of the main menu, you will see where you are located in the game. The top shows which chapter, and the bottom shows which area you are in.

In the bottom left-hand corner of the main menu, you'll find a list of which Dragoon Spirits you have, how much time you have spent on your game, how much money you have, and how many Stardust you have found.

In the main menu, there are seven choices: **Status**, **Item**, **Armed**, **Addition**, **Replace**, **Config**, and **Save**.

### Status

Status simply displays the status of each character. In the top left-hand corner, it displays which character you are looking at, his health, SP, MP, **Calamities**, experience, level, and Dragoon level (more information below; see **Dragoons**). The top right-hand corner displays what pieces of armor he is wearing. The bottom right-hand corner is his Dragoon magic, if he has any. Each character receives a new Dragoon magic attack on Dragoon levels 1, 2, 3, and 5, with the exception of **Kongol**, who only receives them on 1, 3, and 5. The bottom left-hand corner contains the stats of the character:

1. **AT (Attack)** -- refers to how strong a character's physical attack is in battle. This rises with level and better **Weapons** or **Accessories**.
2. **DF (Defense)** -- refers to how well the character can withstand physical attacks in battle. This rises with level and better **Armor** or accessories.
3. **MAT (Magic Attack)** -- refers to how strong a character's magic attacks are in battle. This rises with level and various accessories or armor.
4. **MDF (Magic Defense)** -- refers to how well a character can withstand magical attacks in battle. This rises with level and various accessories or armor.
5. **Speed** -- refers to how fast a character is, which determines when and how often he hits in battle, as well as his chances of escape when choosing the "Run Away" feature. This rises only with various accessories or armor.
6. **A-HIT (Attack Hit)** -- refers to the chances a character has to hit the enemy with physical attacks. This rises only with accessories or armor.
7. **M-HIT (Magic Hit)** -- refers to the chances a character has to hit the enemy with magical attacks. This rises only with accessories or armor.
8. **A-AV (Attack Avoid)** -- refers to the chances a character has to avoid the physical attack of an enemy. This rises only with accessories or armor.
9. **M-AV (Magic Avoid)** -- refers to the chances a character has to avoid the magical attack of an enemy. This rises only with accessories or armor.

The five columns signify (1) which stat is being discussed, (2) the level of stat given only through the skill of the character's body (most of which rise with level), (3) how much the equipment that the character is wearing affects the stat, (4) the total of columns two and three, and (5) the percentage of increase in the respective stats when turned into a Dragoon.

### Item

"Item" is the choice to access the various item commands:

- "Use" brings up lists of the usable items you have and each character. Choose the item of choice, and then choose the character to use it on. If the character has a calamity, his name will flash accordingly.
- "Discard" shows a list of all your items, both weapons/armor and battle/healing items. Simply choose the one you wish to discard and select "Yes" when it appears.
- "List" just shows you a list of all items you have. You can sort them by type by pressing triangle.

### Armed

The "Armed" choice pulls up a screen much like the one under "Status." The main difference is that in the bottom right-hand corner, you have the various **Items** you can choose to equip to the character. In the stats screen, a stat will show blue when the highlighted equipment is beneficial to that stat, and red when it is detrimental. However, before you simply equip whatever seems to have the best stats, make sure you check the other benefits as well. These are displayed in the very bottom of the right-hand side.

### Addition

The "Addition" screen shows the various **Additions** each player can use. Not all of them have very many Additions. (More info later.) The top shows the character. The chart has the name of the Addition, the Number of strikes in each Addition, the Damage percentage, the current level of the Addition, and the number of completed Additions until leveling it up.

### Replace

In the "Replace" screen, you can change the characters in your party. You can never switch out Dart, but you can change anyone else you like, except for during certain story events. Whoever is in the second slot will be to Dart's right, and the third to his left.

### Config

The "Config" option lets you configure various things in your game. The "Vibrate" option lets you turn on or off the controller vibration. The "Sound" option lets you choose the way you want to have the sound come out of your speakers. The "Morph" option lets you change whether your Dragoon transformations are shortened or normal. Sometimes, seeing them transform over and over can get tedious, in which case you can change this option to "Short." The "Note" option helps you change whether the arrows above Dart and entrances/exits flash, stay, or just aren't there.

### Save

"Saving" saves a copy of your game on your memory card. Save is not always an option you can choose. The only places you can save are at save points throughout the story, on the World Map, or at the end of each chapter.

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## Towns

In towns, you can stock up on **Items**, **Weapons**, and heal your party. Many important story line events occur in towns. Here you will find other characters in the game, mostly without any real names unless they play a part in the plotline. You can talk to these people and sometimes get some interesting information; but otherwise, they're just basically there to make the towns appear populated.

There are different types of buildings you can enter while in a town. Each has a differently colored arrow over the door, signifying which type of area it is.

### Item Shops (Blue Arrows)

You can buy **Items** here, obviously. They sell **Recovery Items**, **Attack Items**, and other items.

### Weapon Shops (Blue Arrows)

These sell **Weapons**, **Armor**, and **Accessories**.

### Inns (Yellow Arrows)

Staying the night at an inn instantly heals your entire party, health and MP. Just talk to whoever is behind the counter and pay up, then you'll automatically rest and be healed. Prices at inns tend to increase with location as you progress through the game.

### Clinics (Yellow Arrows)

Clinics heal the entire party of **Calamities**, such as **Poison** and **Fear**. You will need to pay here as well. Same price rule as inns.

### Other Areas (Green Arrows)

These are just everywhere else, from castles to homes to saunas.

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## Walkthrough

The intent of this walkthrough is to be as complete as possible. If you find anything missing, please send me a message and let me know. Back in the day, I looked for many walkthroughs and liked several aspects of each, but was sad that there wasn't just one that had all the things I wanted. Since this is one of my favorite games, I figured, why not fill that spot myself?

Notes:

- All boss battles are listed in alphabetical order at the **end**.
- Suggested parties in boss battles are based mostly on which element the boss is. Typically, using your usual party will be perfectly sufficient (see **Choosing Your Characters**). I'm also a little biased because of my usual choices in party members. In version 2.2, I went through and tried to remove bias and focus more on giving the characters that would work best, focusing on element and character stats.
- When I give advice within boss battles about who should use **Additions** and who should use **Attack Items**, the characters I reference are representative of the characters with the highest Physical Attack or Magic Attack, respectively. For instance, if **Rose** is in the recommended party, I may suggest using her to attack with **Attack Items**. However, she would not be the best choice were she paired with **Shana**, who has a higher Magic Attack. See the **characters' stats** for more information on this.
- I went through the game twice in attempts to calculate HP of bosses. The exact numbers may be slightly different from what is listed, although I tried to be precise as possible. It should at least give you some idea.
- All things listed as "side quests" are listed that way because their completion is unnecessary for the completion of the game. It is always recommended though! Experience is your best friend.
- On that note, let's talk about training! Being ahead by a level or two is the best way to not die in this game. Rushing through is okay, and sometimes I think having that challenge is character-building for you as a gamer. However, it's very easy to train up a little bit and breeze right through (almost). Throughout the walkthrough, I give tips for some of the best places or ways to train, listed as **Training Tips**.
- Because of the nature of training, the difficulties listed in the boss battles are relative and may not be accurate when compared to your own experience. As much as possible, they are actually based on my own experience from the first time I played the game. I feel this is most representative as a baseline for battle

difficulty.

- Boss battle difficulty comes in seven levels: (1) Extremely Easy, (2) Easy, (3) Moderately Easy, (4) Moderate, (5) Moderately Difficult, (6) Difficult, (7) Extremely Difficult.

Please enjoy!

## Chapter 1: Serdian War

You are about to embark on a long journey of joy, pain, sorrow, and anger. This is the beginning, the first disc and chapter of that story. Have a wonderful time. It is one of the best games I have ever played.

If you are looking for a specific place, try checking out these links instead of continuous scrolling: **Hellena Prison, Bale, Hoax, Marshland, Volcano Villude, Dragon's Nest, Lohan, Shirley's Shrine, Hellena Prison (2), Kazas.**

The game starts with a soldiers attacking a town at night, burning it, and kidnapping a young girl.

We then shift to our main character, **Dart** who runs into a dragon but is saved by a passing traveler who happened to be in the same area. When he learns of the attack on the village of Seles, he immediately runs to save it. Or what's left of it.

### Seles

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Knight of Sandora	4	2	40	2	50	Fire	2	3	Healing Potion

**Stardust:** 1

Run down and press X to jump the fence. Two soldiers are harassing some villagers, which angers **Dart** and prompts him to attack, leading to your very first battle. For tips on how to complete Additions, see **here**. A complete Double Slash can defeat one of these guys immediately. After the battle, one of the men flees.

After the battle, **Dart** tries to help the wounded civilian, but the civilian dies before any real information can be gathered.

Now you're free to move. There's a chest at the top right that contains a **Burn Out**. Use X when right next to it to open it.

That blue light thing on the left is a **Save Point**. These are the only places (besides the World Map) that you can save. They usually appear in important places like cities, or in the wild right before a boss battle, so it's wise to save whenever you see one. Press triangle when you're in the light to open the menu. At the bottom is "Save". Choose which slot you want to save in, then press X. After you're done with everything, go to the left.

**Dart** rushes to the aid of the wounded mayor Plos and learns that his friend **Shana** has been taken away. One of the soldiers from before brings back the commander of the unit, and he tells **Dart** that Shana has been taken to **Hellena Prison**, before attacking **Dart** and prompting your first boss battle.

Boss Battle				
Name	HP	Element	XP	Gold
Commander	20	Dark	20	20
Knight of Sandora	4	Fire	-	-
<b>Difficulty:</b>	Extremely Easy			
<b>Recommended Party:</b>	<b>Dart</b>			
<b>Item Drop:</b>	<b>Burn Out</b>			
	<b>Healing Potion (2)</b>			

As the first boss battle, there is little difficulty in beating this boss. There is also no definite strategy that works better than others, except to work hard to complete **Double Slash**, as this will make the battle go by faster. I recommend starting with the two soldiers the Commander brought to the party and using a Healing Potion if **Dart's** health gets too low.

After a little while, the Commander uses a Power Up, increasing his attack and defense. This means you'll have to pay a little extra attention to **Dart's** health. It also may be helpful to use a **Burn Out** if you'd like to practice with items.

After the battle, **Dart** decides to go rescue **Shana** at **Hellena Prison**.

Before you leave town, go to the upper left and check the headstone in the front row, one from the left, for a **(1) Stardust**.

If you're really new to this game and need some practice figuring out how battles and Additions work, talk to the man in armor just north of the well. He can help you get the timing down correctly and learn how to counter. In this guide, you can also check out the **Additions** section, or our more general **Strategy** or **Battle Information** sections.

When you're ready, head north to leave town.



You now get a view of **Shana**, who is indeed being held in Hellena, as well as the current big baddies talking about their evil plan.

When you return to **Dart**, head west to the Forest.

## Forest

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Assassin Cock	3	2	100	3	120	Wind	5	6	Healing Potion
Berserk Mouse	2	2	80	2	120	Dark	3	3	Healing Potion
Goblin	4	2	120	3	120	Fire	4	6	Detonate Rock
Trent	5	3	160	3	120	Earth	4	9	Pellet
Average per Enemy:							4	6	

Upon entering, you'll see a man to the left. This man will sell you some items, of which I recommend you buy a couple **Healing Potions** and **Body Purifiers**. This merchant will also teach you how to use these items should you wish.

To the right you'll find a **Healing Potion** in a box. Then go north. Go up, get a **Charm Potion**, and go left into the next area. Go all the way to the right. You'll pop up just under that. Now go to the other path under you and get **20 gold**. Go out either way and go to the lower left path. Here you'll find a **Burn Out**. Go out and this time, go to the top left path and head out.

In this screen, head down over the log. At the bottom, a wild dog interrupts you for the sake of narration. Continue right to the next area.

**Training Tip:** Right now I would advise leveling up **Dart** until he reaches level 4. Training his **Additions** would also be a smart move. If you get low on health, rather than use your valuable **Healing Potions**, simply Guard repeatedly until **Dart** is at full health.

Exit the Forest on the bottom of the screen.

Head south to Hellena Prison.

## Hellena Prison

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Hellena Warden	9	4	100	4	100	Fire	6	9	None

Approaching the prison, **Dart** ponders how to sneak in when God provides a merchant caravan. Follow it to the prison entrance, and at the gate a guard interrogates the merchant. Then he comes around to inspect the load. Press X to get out of sight, and then **Dart** jumps into the wagon to enter the prison undetected.

Upon entry, **Dart** exits the wagon. Go up and get a chest that contains a **Burn Out**. Now go save if you want and then go toward the merchant who was driving the cart. He calls a guard, who then attacks you. No biggie. Just a Hellena guard. You'll be meeting a lot of these guys. They throw Spark Nets, which can potentially really hurt, so be prepared to use a couple of those **Healing Potions** throughout this place.

After the battle, talk to the merchant (twice) and purchase some items. I recommend you add in some **Angel's Prayers** and **Spark Nets** for use later.

Go to the left. From now on in Hellena Prison, you will not be forced into a battle unless one of the guards catches up to you and attacks you. Because of this, almost every battle can be avoided. However, this method is not recommended.

**Training Tip:** If you want to catch some extra experience points at any point throughout Hellena Prison, you can continuously run around and wait for guards to show up, especially in the cell wings.

Go up the stairs to the right and into the next area. The guard here you can't run from if he sees you, but he does turn around and stare at the wall for a few seconds, so you can avoid the battle if you really want to. Go up the ladder and into the next area. Go across the bridge to a save point and go into the room for some loot. In here you'll find three guards and three chests. The chests contain a **Leather Jacket**, an **Angel's Prayer**, and **50 gold**. Get out of here and press X next to the lift to go up. Go into the room on the left.

Joining you now will be the renowned knight, **Lavitz Slambert**. He agrees to team up with **Dart** to escape the prison together. See **Lavitz's Additions** [here](#).

After that discussion, you can go exploring for items. There are three screens, each with cells to search. The current screen's cell contains nothing but a skeleton. Move to the left, where there are two cells. The one on the right contains a **Spark Net**; the left contains **20 gold** that you must climb and hop over to. Continuing to the left, there are no cells to explore and only the exit, through which you can see light.

After you exit the area, a guard comes down on a lift and attacks **Dart** and **Lavitz**. Kill him and go up the lift. Check the door on the right; it's locked. Go to the left. Every entrance to this room (except the one you came in) is blocked by guards. Trying to get past them yields nothing. Go up the mini stairs to the north and follow the path around until you reach a platform. Here you'll find a key to **Shana's** cell.

Go out of the room and across to the locked door. Press X to unlock it with your key. Go in and to the left where you find three guards guarding a cell. Fight them and subsequently, **Dart** enters the cell where **Shana** awaits.

**Dart** and **Shana** greet each other as old friends, and upon leaving the cell are attacked by guards. After the battle, **Shana** joins your party. She has no **Additions**, but she is very handy with some magic items like a **Burn Out** or **Spark Net**.

The head warden is notified of **Dart's** little escapade and angrily barks out more orders.

**Training Tip:** Now that you have all three of these party members, this is a good time to train for the upcoming boss battle. If you're getting low on health, get the number of enemies in any given battle down to one, and guard repeatedly until you're at full health. Or just use a **Healing Potion**, but I'm really stingy with those things.

Once again, the cells contain some items that may be of interest to you. Shana's cell is empty, but just to the right of it is a dark cell containing **20 gold**. Go to the left and find a cell with another **20 gold**. Go to the left again to find the exit to this cell block.

Exit the area and go down the next two lifts and out the door to the right. Here you find the merchant, who is still offering his wares to a group of breakout convicts.

**Battle Prep:** I recommend equipping the **Additions** with the most powerful damage (DAM%) that you are comfortable with completing. Equip the **Leather Jacket** to **Shana** if you have not already done so.

Continue left and begin the next boss battle.

Boss Battle				
Name	HP	Element	XP	Gold
Fruegel	90	Earth	300	50
Hellena Warden (2)	12	Fire	-	-
Senior Warden (2)	25	Fire	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	Lavitz and Shana			
<b>Item Drop:</b>	Healing Potion (4)			
	Knight Shield			

This battle is not difficult if you trained. But if you didn't, you might have to throw out a few Healing Potions.

You are forced to fight the two Hellena Wardens first. I recommend simple attacks so you can save your good ones for later. Afterwards, Fruegel summons two Senior Wardens to help him. You may now attack Fruegel. In the past, I have found it useful to focus the high attacks on Fruegel, while having lower attacks whittle down the wardens. You could either have **Dart** and **Lavitz** attack Fruegel while **Shana** attacks the wardens with her bow, or you could focus **Shana's** magical abilities on Fruegel with some **Spark Nets** or **Burn Outs**. The latter option will likely yield a faster battle, while the former will offer more opportunity to level up **Additions**.

Whichever strategy you use, when the Senior Wardens die, they will each throw a **Gushing Magma** at your party. This is a magical attack, meaning that **Lavitz** and **Dart** will be vulnerable to it (see their stats for more information). **Dart** will probably be fine because he is fire-aligned (see [here](#), so make sure you watch out for **Lavitz's** health during these attacks. Having him guard is a useful tactic.

Be careful with **Shana** in this battle as well, because her low defense and HP make for some difficult times. Fruegel has an incredibly high attack and uses no magic attacks. In addition, he uses a Power Up during the battle, making his attacks even more powerful for a time.

After the battle, the party grab horses and escape, and then Fruegel gets ridiculed for letting them escape.

Head north to the Prairie.

## Prairie

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Crescent Bee	9	6	100	6	100	Wind	10	6	Spinning Gale
Mantis	20	8	150	6	75	Earth	12	6	Pellet
Mole	16	7	160	6	80	Earth	11	9	Angel's Prayer
Vampire Kiwi	13	5	80	7	120	Dark	8	9	Healing Potion
<b>Average per Enemy:</b>							10	7	

Upon entry, the party is still fleeing the guards from Hellena. When given control, go left and then down. Before heading left, though, go to the right, under the rock, to find a hidden chest containing **100 gold**. Then head left to leave the area. After the guards give up chase, go to the top left and approach the river. You must do this before **Dart** can get the bright idea to use a log to cross it. Go back to the right and then to the bottom left.

Approach the shack, and after the conversation go to the left of the entrance, where you will find a very well-hidden chest containing a **Total Vanishing**. Special thanks to **Ouroboroseamus** for pointing that out to me! Now go inside the shack, where **Shana** doctors up **Lavitz's** wound and you learn about the Black Monster and the ongoing war in Serdio.

Approach the small table and press X to rest in the shack, healing your party. Leave and go north. Here you will find a tree that is falling over. **Dart** thinks that this could go across the river, but he can't cut it with his sword. Maybe an axe would do... Head back down and into the shack.

In the back of the shack an axe now has a shiny tip. Approach it and press X to pick it up. Go back to the tree, chop it down, and then go back to the river. God once again intervenes and places the tree trunk across the river so that **Dart** and company can jump across. Do so and go on to the next screen.

To the right is a chest with an **Angel's Prayer**. Speak to the family for some **Lavitz** character development, or not, and then leave the Prairie by heading north.

Head north to the Limestone Cave.

## Limestone Cave

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Evil Spider	30	9	80	7	60	Earth	12	12	<b>Angel's Prayer</b>
Orc	26	8	120	6	40	Dark	10	6	<b>Dark Mist</b>
Screaming Bat	12	6	80	8	120	Dark	8	6	<b>Healing Potion</b>
Slime	20	7	80	6	60	Earth	11	6	<b>Body Purifier</b>
Ugly Balloon	36	7	70	7	200	Wind	10	9	<b>Poison Guard</b>
<b>Average per Enemy:</b>							10	8	

To the left is a chest with a **Detonate Rock**, and then instead of heading left, go straight down on the right. On this little path, hang to the left until you are prompted to press X. Do so, and continue to move down until you find a chest containing a **Healing Potion**. (Thanks to **DMYeg** for notifying me of this!) Then go back up and proceed to the bottom left to the next screen. In here there should be a river-type-thing on the right. Go down it and do nothing to find **20 gold** in a chest. Go back up to the top and immediately move the analog stick/arrow up and you will go down a different path. Then move the analog stick to the right as you come to the next fork and you will land on a rock with a box that contains a **Bastard Sword**. Head down to the next screen.

After the conversation, hop on over and get the chest on the right with a **Total Vanishing**. Continue and go to the left to get a **Body Purifier**. At the end, **Dart** saves **Lavitz** from certain death and they bond, automatically moving you to the next area.

First, go straight across to the upper right where you will find **100 gold**. Go back and down the next path on the right. Here you find Rock Fireflies that heal your party by pressing X. Go to the right and get a chest with an **Angel's Prayer**. Then go up and get a **Burn Out**. Go back down and to the right to the next screen.

Go north. First go get the chest with a **Spark Net**. Chase the creature around the circle until you touch it and it hops away. Approach it again and it either drops or turns into a chest containing a **Poison Guard**.

Head out and this time go get the chest with a **Charm Potion** in it and continue into the next area. In the large open area, there are two chests. To the left, a **Body Purifier** (which I recommend acquiring even if your item slots are full), and to the right a **Bandana**.

**Battle Prep:** Equip the **Poison Guard** you found earlier to someone in your party. I recommend **Shana**. The **Bandana** is not necessary. Save your game.

When everything is ready, continue up to fight the discount-basilisk.

Boss Battle					
Name	HP	Element	XP	Gold	
Urobulus	270	Earth	400	50	
<b>Difficulty:</b>	Easy				
<b>Recommended Party:</b>	<b>Lavitz and Shana</b>				
<b>Item Drop:</b>	<b>Wargod's Amulet</b>				

You can either focus on attacking with **Dart** and **Lavitz**, using **Shana** as support, or you can just go all-out attack and use your (probably) numerous **Attack Items** with **Shana** and her incredibly high magic attack.

The Urobulus has a physical strike attack, a poison-spitting attack that has a chance to **Poison** your characters, and a poison mist attack. The poison-spit is probably the most dangerous attack, and you will most likely need to use some **Body Purifiers** during this battle. **Poison Guards** and Guarding are useful tactics against this attack.

After a time, the Urobulus slithers up into the rock where it cannot be hit with melee attacks. You must use either **Attack Items** or **Shana's** ranged bow attack.

If you have enough **Attack Items**, **Shana** can actually take care of this thing all by herself. Using only physical attacks results in a much longer battle with more opportunity for leveling **Additions**.

After the battle, the discount-basilisk dies dramatically, only to resurrect itself and then shatter into a million pieces.

Continue north. Follow the path and get a **Healing Potion** and then **50 gold**. Continue out of the Limestone Cave.

Head north to Bale.

## Bale

**Stardust:** 3

Upon entry, head into the building just to the left and get **50 gold**. You can talk to the girl in here to get **Lavitz's** portrait if you want. After that, you can save at the inn if you'd like, but I recommend not staying there to heal up because you'll get yourself a free night later, and I'm always looking for ways to save money because I am notoriously stingy.

There are some **Stardust** around here, but it's easier to wait to get them. Leave by going left, then up and on into Indels Castle.

## Indels Castle

**Stardust:** 3

Begin exploration of the castle by entering on the left. To the right is a chest containing a **Sparkle Arrow**. Check the fireplace above for a **(1) Stardust**. Go back left and up the stairs.

Go down the ladder to the left, down again, and turn the wheel (this is for a **Stardust** later). Back up the ladder and to the left is a chest containing **50 gold**. Go toward the front of the castle and then up the stairs.

Head to the left. Check the back of the little room to find a **(2) Stardust**. Go across the castle to the right, where you will find a chest with **100 gold**. (I had missed this chest; special thanks to **Astron** for point it out!) This time go down to the south and through the doorway. Follow the path, going down the ladder to get an **Active Ring** and go back to the main room. Follow the stairs up to enter the throne room and discuss things like wars, leaving **Shana** behind, dragons, the Black Monster, and the Dragon Campaign. When **Shana** heads out to the balcony, follow her by leaving through either of the two exits at the front of the screen.

Afterward, you can either walk out of the castle like a normal person or take the king's fancy little exit slide. Do this by going through the door in the back right of the throne room and then going down the ladder.

## Bale (2)

Go back toward the entrance of town, then head north. Check the well in front of the large house for a **(3) Stardust**. The house on the left contains more information about this strange substance if you're looking to learn. Afterwards, go into the large house at the top of the screen.

This is **Lavitz's** home, and his mother greets the party warmly before preparing them a meal, which **Shana** helps out with. During that conversation, you get a dialogue option, the choice for which doesn't really matter. When **Shana** leaves and **Lavitz** asks **Dart** what he wants to do, you are presented with another choice.

All the options are fruitless except for the last one of wanting to explore the house. However, you can get some humorous dialogue out of the others if you wish.

While exploring the house, trying to enter the kitchen will result in **Lavitz** telling **Dart** that they shouldn't disturb the cooks. In the rooms upstairs, **Lavitz** tells **Dart** about each one, like his room and his parents' room. To progress, go into the library on the left upstairs.

After the dialogue, climb the ladder and move to the left. On the roof of his house, **Lavitz** and **Dart** discuss honor and love and things and then get called to dinner. After dinner, **Lavitz's** mother tells the party goodbye and you are free to leave. However, don't, because this is where you get a free night.

Go back into the kitchen and speak to **Lavitz's** mom. After some conversation, she asks if you want to stay the night. You do automatically and reappear in the entrance hall. Go back into the actual kitchen. Check what looks like a shelf on the right side for a **(4) Stardust**. Now go into the other room on the left and get the chest with **20 gold**. Go upstairs and out the window in the library. Go all the way across the roof and jump into the stable. Go in and press X repeatedly, whenever prompted, moving forward until you make it across to the other side. If you fall, you have to go back upstairs in the house and across the roof. Get the box with a **Healing Breeze** (a highly valuable item in Chapter 1) and press X to jump down.

Now! Time to stock up on items and weapons, and let's not forget those last few **Stardust**. Go south and into the blue-arrowed door on the right (the item shop). Grab any items you need and head out. Stop in the door just to the left of the inn (or go in the inn and then to the left) and talk to the person behind the bar. He offers to sell you some spirits, and you want to buy them. This will help you get a **Stardust**. Go out and to the left.

This time go into the weapon shop (the blue arrow) and get anything you might need that you can afford. If you got the **Bastard Sword** in the **Limestone Cave** and the **Sparkle Arrow** in the dungeons of the castle, you won't need to buy those. While in here, check the spears at the bottom of the screen for a **(5) Stardust**. Go out and back to the first part of town with the fountain.

Go under the fountain, where you find a drunk asking for spirits. Give them to him and he moves out of the way. Follow the path onto the next two screens (get the chest with **20 gold** on the way). Here is a dock with a boat at it. Earlier you should have turned the wheel to make the doors open. If not, you need to go do that. Otherwise, climb the accessible ladder and grab a chest to the right for **20 gold** (thanks again to **Astron** for pointing out that I had missed this). Then go back down and hop in the boat and let it take you around town until it stops.

Once you hop off, go in the door and all the way to the back of the room. Check all the junk for a **(6) Stardust**. Ride the boat back to the dock and leave town.

On your way out, a woman will bump into you named Martel. After a slight scuffle, she leaves. This is the woman to whom you will give your **Stardust**. To do so, go back to the area with the well, then the house to the left. She gives you special items in return for the Stardust, which you can see **here**. Leave town when you're ready.

Head south until you reach the fort-like town of Hoax. Save before you enter.

## Hoax

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Sandora Soldier	40	10	100	10	100	Fire	25	30	<b>Healing Potion</b>

**Stardust:** 2

**Battle Prep:** Make sure you equip **Additions** that you are comfortable completing. Equip **Dart** and **Lavitz** with the best weapons and armor you have for them. They will need a high Physical Defense.

Go into the inn, grab a chest on the right with an **Angel's Prayer**, and rest if needed. Then go into the building just to the right of the inn. Speak to the soldier in the back. During this conversation, you get a dialogue option.

Afterwards, with **Dart** and **Shana**, leave the room. Go up the stairs to the left and into the house. Go downstairs and check the fire for a **(1) Stardust**.

Head back up and out the back of the house. Follow the trail and go all the way across until you find an open window in the roof. Go inside and grab the chest on the right with **20 gold**. If you go down the ladder at the far side of the room and speak to the woman, you can get an interesting conversation. When you're ready, leave and go down the stairs and into the little room. Get the chest for a **Healing Potion** and leave go back to Kaiser's area, but don't talk to him yet. Go back to the left of the table in the little alcove and look for a **(2) Stardust**. Now talk to them and tell them you're ready, and Kaiser leads **Dart** and **Lavitz** to their positions.

After nightfall, the city comes under attack. Fight off several soldiers, but don't use your magic attacks on them, because you will need them later. Eventually **Dart** is attacked by an elite.

#### Boss Battle

Name	HP	Element	XP	Gold
Sandora Elite	300	Dark	200	50
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	<b>Dart and Lavitz</b>			
<b>Item Drop:</b>	<b>Healing Breeze</b>			

This battle requires little strategy. I recommend using him as a place to level **Additions** and practice completing them, as that will matter in the next battle.

The Sandora Elite has one magic attack that does decent damage to **Lavitz**, so pay attention to his health. If you use magic attacks, have **Dart** use them.

Eventually, the Sandora Elite creates two images of himself to throw you off. You will neither do damage nor be able to defeat him until you find the real one. This is not an exact science. I can usually pinpoint which one is real based on the attack that he uses. First, only the real Elite can use magic attacks. Second, if two of the images use one attack and the third uses a different one, that one is probably the real one. Whichever is the odd man out.

Like I said, this may not be accurate 100% of the time, but it seems to be a fairly reliable way to tell.

After this battle, **Dart** and **Lavitz** run back to the main part of town to defend against a Giganto.

#### Boss Battle

Name	HP	Element	XP	Gold
Kongol	280	Earth	300	50
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Dart and Lavitz</b>			
<b>Item Drop:</b>	<b>Power Wrist</b>			

If you have no **Attack Items** and have trouble successfully completing **Additions**, this battle may be difficult for you.

Kongol has a very high physical attack and defense, but he is weak to magic. So if you have any **Burn Outs** or other **Attack Items**, I recommend using them (have **Dart** use them). Doing so will do heavy damage to Kongol and probably end the battle very quickly.

Otherwise, you need to pay attention to your health because Kongol hits pretty hard. In addition, if you fail to complete any Addition, Kongol interrupts and attacks you, dealing even more damage.

After a while, Kongol puts away his axe to "beat you with his hands." The attacks after this deal much more damage and include an attack that hits both **Dart** and **Lavitz**.

After this battle, a mysterious woman shows up and saves **Dart's** life by unlocking a hidden power within him. This unlocks the ability to use **Dragoons** in battle.

The next day, **Dart** recovers and wakes surrounded by **Lavitz**, **Shana**, and **Rose**. In the discussion that follows, you have a dialogue option. Telling **Shana** that **Rose** is important to **Dart** spawns a bit of worry (and misdirection), but the end result is no different.

A report comes in that the Seventh Fort is under attack by the dragon and the party decide to confront it as **Dragoons**. When you are free to move, save if you like and then make to leave town. As you head out, **Rose** asks **Dart** if he needs advice on how to fight as a Dragoon. Taking her advice leads to a mock battle where she teaches how to gain SP, transform, and attack. For this information, see our section [here](#).

Afterwards, feel free to leave town. Now that you have four characters, you can choose who you use as your main party. Go to **Replace** in the **Menu** to do so.

Head northeast to the Marshland.

## Marshland

Minor Enemies										
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item	
Crocodile	33	12	160	11	50	Water	17	6	Pellet	
Merman	48	11	100	13	80	Water	15	12	Spear	
Myconido	36	7	80	15	180	Earth	11	8	Body Purifier	
Sea Dragon	33	9	80	13	120	Fire	14	8	Burn Out	
Average per Enemy:							14	8		

Here, immediately head up. Go through two screens until you come upon the scene of violence at the Seventh Fort.

## Seventh Fort

Minor Enemies										
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item	
Commander	132	13	120	11	80	Dark	17	9	Attack Ball	
Sandora Soldier	55	11	100	11	100	Fire	14	9	Healing Potion	
Sandora Soldier	66	13	120	11	80	Water	11	12	Sun Rhapsody	
Average per Enemy:							14	10		

Stardust: 1

As you move through this area, you are repeatedly given the opportunity to turn back and leave the battle. We suggest you fight all the soldiers and clear out the fort for the experience, SP, and **Addition** leveling. This is also a good place to practice fighting as a Dragoon if you wish (see our section on **Dragoons** for more information).

Fight five consecutive battles and then fight the commander, who is not as tough as he sounds. Afterward, enter the fortress proper.

Go to the right and get a chest with a **Sun Rhapsody**. Go to the left and check the unlit fireplace for a **(1) Stardust**. Get the chest underneath it with a **Healing Potion** and go down to the dying soldier. Talk to him, and there will be some conversation after which you will get a **Wargod's Amulet**. Go further to get another chest with a **Spirit Potion**. Now go out of the Fort to the left, where you will find a chest containing a **Lance**. Leave the fort altogether, grabbing a **Sun Rhapsody** on the way out.

Follow the left path now and into the next area. Hop on the boat and get the first chest (**Spirit Potion**) and go down to the next box with a **Burn Out**. Go down once more and get yet another chest with a **Body Purifier**. This time go to the left and get two chests, one with a **Magic Signet Stone** and the other with a **Stun Guard**. Now go back until you get off the boat on the original path and go up. There's a short conversation that moves you to the next screen. Afterwards, exit the Marshland.

Head south to Volcano Villude.

## Volcano Villude

Minor Enemies										
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item	
Fire Spirit	26	11	100	15	160	Fire	13	12	Spirit Cloak	
Magma Fish	26	9	80	13	120	Fire	10	6	Healing Potion	
Red Hot	40	11	100	11	100	Fire	14	6	Mind Purifier	
Salamander	41	13	140	12	60	Fire	17	9	Sun Rhapsody	
Average per Enemy:							13	8		

Follow the path until you are interrupted by some dialogue and moved to the next area. Continue and get the chest with a **Spear Frost**. Head on to the next screen. Go up, hop over to the left, and get the chest containing a **Body Purifier**. Go up and to the right to get a **Panic Guard**. Now go back and to the left.

**Battle Prep:** Equip your choice characters with strong **Additions**. If you haven't already, equip **Lavitz** with the **Lance** you found in the Seventh Fort. In the way of **Accessories**, it might be useful to give someone a **Panic Guard**. If you have a **Spirit Cloak** or other magically defensive item, give this to **Lavitz**. Give your heaviest physical attacker (probably either **Lavitz** or **Rose**) a **Power Wrist**. You should also have a **Knight Shield**; this is not as necessary, but it would probably be wise to give it to **Rose** (or **Dart** if you gave **Rose** the **Power Wrist**). Saving is always recommended!

When you're ready, continue left. In this room with all the magma, hop along the rocks to the other side of the room. If one of the little jumping fish jumps into **Dart**, this will trigger a minor battle. At the far side, **Shana** runs off. Follow her.

This room is occupied by a strange statue that magically comes to life.

### Boss Battle

Name	HP	Element	XP	Gold
Virage Head	350	Non-Elemental	600	100

Virage Body	200	Non-Elemental	-	-
Virage Arm	40	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>			
<b>Item Drop:</b>	<b>Healing Potion (2)</b>			
	<b>Mind Purifier</b>			

This Virage, as all Virage, has high magical abilities. However, unlike most enemies, this is not balanced by incredibly low physical abilities. This does mean that using magic attacks against it will not be as useful as one might hope. Add to this the fact that it's Non-Elemental (meaning there are no elemental weaknesses) and you end up with a decently magic-resistant boss.

Because of this, I recommend focusing primarily on physical attacks, like **Additions** or D-Attacks. Magic attacks will still damage the Virage, but they will probably only do really significant damage with **Shana** if you've been training her well up to this point.

Feel free to destroy the Body or Arm of this Virage, but I recommend going straight for the head, the defeat of which ends the battle. Unlike later Virage, no one body part is really worth destroying.

This Virage has a physical attack where it hits a character with its arm (this can be disabled by destroying the arm, but it's the nicest of its attacks, so we don't recommend doing this). It also has two magic attacks: it can shoot concentrated magic at one character, dealing fairly high damage (especially to **Lavitz**), and it can give a chance for your characters to become **Confused**, **Afraid**, **Dispirited**, or **Stunned**. The first three of these can be cured by using a **Mind Purifier**, the last by a **Body Purifier**, or simply turning into a Dragoon.

After the battle, you will automatically appear in the previous room. Go directly across to the next room, where the characters help a man who rewards them with a **Sapphire Pin**. After he leaves, follow him to the right.

**Battle Prep:** This battle prep is much like the last one. However, giving **Rose** a Magic Attack boost with any items you have would be a wise endeavor, as magic will be much more useful in the upcoming battle. If you are low on MP and don't have any **Sun Rhapsodies**, your newly acquired **Sapphire Pin** could be useful as well.

Follow the path in this room until you are interrupted by a giant flaming bird.

#### Boss Battle

Name	HP	Element	XP	Gold
Fire Bird	600	Fire	800	100
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>			
<b>Item Drop:</b>	<b>Red-Eye Stone</b>			

This battle has no marvelous strategy to make it incredibly easy. Consistent attacking combined with several **Spear Frosts** thrown by either **Rose** or **Shana** will do the trick nicely.

Most of Fire Bird's attacks will deal half damage to **Dart** because they are Fire-based. However, magic attacks, as always, will make **Lavitz** kind of vulnerable in this battle. Fire Bird also has an annoying habit of diving into the lava and bringing back four fiery balls that he uses to attack the party. Each ball does a certain amount of damage, and they're thrown randomly. This means that it's possible for **Rose** to get hit by three of them while **Dart** gets hit by one. This will deal more damage to **Rose** than **Dart**. You can attack these little balls, but it's virtually pointless. It's very unlikely that you will defeat them before Fire Bird uses them to attack you.

Keep in mind that while Fire Bird's attacks are weaker against **Dart**, so many of **Dart's** attacks are weak against Fire Bird. Any Dragoon Magic that **Dart** has available to him right now will likely do less damage than any of his other attacks. Along these lines, remember to avoid using any **Fire-Based Attack Items**, as they will also do less damage.

Fire Bird is, to me, nothing more than a nuisance who deals out experience and a nice item.

After that battle, continue to the next screen. Get the chest with **50 gold** in it and talk to Dabas to stock up on items; it'll be a while before we reach another town. Leave the volcano.

Head to the Dragon's Nest.

## Dragon's Nest

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item

Lizard Man	40	17	160	14	40	Earth	18	15	<b>Beast Fang</b>
Mandrake	99	12	60	17	120	Water	15	9	<b>Sun Rhapsody</b>
Man Eating Bud	132	14	100	14	100	Dark	20	24	<b>Angel's Prayer</b>
Run Fast	66	14	100	14	80	Thunder	16	12	<b>Body Purifier</b>
Tricky Bat	33	9	80	17	120	Wind	12	6	<b>Mind Purifier</b>
<b>Average per Enemy:</b>							16	13	

Continue down the next couple screens until you get a round of dialogue. Afterwards, continue to the right. Go up to the rocks in the river and jump over to the other side. Head down, and down, and down until you reach the chest containing a **Chain Mail**. Go back up, hop over the rocks, and walk over the spider web-looking thing. But **Dart** falls through!

Inside the actual nest of the dragon, take a nice gulp of that water by pressing X to heal your party. Then climb up the vine. You can't continue all the way up yet, so follow the path to the right. Here you have the choice of two paths. Go to the left to get a **Mind Purifier**. (You might want these for the upcoming battle). Go back and down the other path. Go past the first doorway, and go up the vine. Follow the path until you see a plant-type thing and press X next to it. It will fall down, and so will the other plant next to it. Now you can get to the chest with a **Spirit Potion**.

Continue and get the next set of plants down. This will open up part of the main path. Continue on this one and down another vine to another area with a **Body Purifier**. Now go all the way back to the doorway you went past before. Go in here and follow the path until you see another plant. Touch it and get a **Bravery Amulet**. Now go all the way back to the first path you came to that was originally blocked.

**Training Tip:** Since you have a recovery point down in the bottom of the nest and an easily accessible save point, this is an excellent place to train. Especially if one of your characters or **Additions** is close to leveling up, you may want to consider spending some time running around here.

**Battle Prep:** If you haven't already, go down to the recovery point and heal up your party. Make sure you have equipped the strongest **Additions** that you are comfortable with. Equip the **Chain Mail** if you haven't, and give **Lavitz** or **Dart** some magic defense boosters if you have any. **Lavitz** shouldn't have as much of a problem with that in this battle. **Poison Guards** and **Bravery Amulets** will be useful as well, especially if you're fresh out of **Body** and **Mind Purifiers**. Or you can just stick with the basic **Power Wrist** and **Knight Shield**. Save when you're set to go.

Go north to the next area, where the party discovers not only the dragon, but a Dragoon as well. Both of them want to kill you.

Boss Battle				
Name	HP	Element	XP	Gold
Graham	350	Wind	1,200	100
Feyrbrand	450	Wind	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>			
<b>Item Drop:</b>	<b>Down Burst</b>			
	<b>Plate Mail*</b>			

You have two enemies to choose from, but I recommend defeating Feyrbrand first. He has more hit points, but he also has lower defenses so that you can defeat him faster. Not to mention, he has attacks that can leave your characters **Poisoned** or **Afraid**.

If you have any **Earth-Based Attack Items** like a **Pellet**, have either **Rose** or **Shana** throw them. Other **Attack Items** will also be effective if thrown by one of these two, but Earth-based ones will be most effective. However, it would probably be wise to avoid using any **Wind-Based Attack Items**.

Your various Dragoon magics will be useful in this battle, especially against Feyrbrand. When I fight this battle, I typically use magic to defeat Feyrbrand and physical attacks to defeat Graham, but you can of course choose your own strategy.

Graham is probably the more worrisome of these two foes, and he deals out more damage. He also uses an inordinate number of magic attacks, but luckily **Lavitz** won't suffer as much as usual because all these magic attacks are Wind-based, like **Lavitz** himself, dealing less damage.

- There is only a certain chance you will get this item.

After this battle you acquire the Jade Dragoon Spirit, and **Shana** collapses, forcing her out of your party if you had been using her. After the dialogue, climb up the webbing and leave the Dragon's Nest.

Go west to Lohan.

## Lohan

**Stardust:** 4

After entering Lohan, the party moves to the clinic to get help for **Shana**, and then learn that Dragoni Plant is the way to do it. Leave the clinic. Go in the door directly to the right and go to the left to get **200 gold**. Head back out. Go up the stairs, but ignore the front door. Go up to the inn and feel free to stay the night if you need. Now go down to the left. Skip the first door and go on to the next. Climb up the ladder and press X next to the bookcase. A secret passage will open. Climb down the ladder and check the fireplace for a **(1) Stardust**. Go back out. Just ignore the door to the right. Go down the stairs.



Go past the first door; the second is the item shop if you need any items. Upstairs is the weapon shop. After buying new weapons, go across the bridge to the other side. To the right is a chest nestled in the corner containing an **Angel Robe** (thanks to **DMYeg** for pointing that out). Now enter the blue door, where you'll find Dabas who gives you a lead for Dragoni Plant. After the conversation, reenter Dabas's shop. Climb up until you come upon a suit of armor. Check it for a **(2) Stardust**. Now head back out.

Go across the bridge and down the stairs. At the base of the stairs, a vendor offers the party a look at his wares. Because you need something to hold the water, sidle on over there and talk to him. He offers **Dart** a bottle for 100,000,000G. Be persistent and keep asking him to knock the price down, and you can get it for free.

Afterwards, go back to the right and then the right again. Get the box for **100 gold**, then check the basket for a **(3) Stardust**. Now go to the entrance of town and check the barrels of rain water on the far side of the street near the entrance to get a **(4) Stardust**. Then leave town.

Head east to the Nest of Dragon.

## Dragon's Nest (2)

You might as well hop right down into the nest so you can get the water. Press X next to the water to get it in the bottle. Then climb up and leave the pit. To the immediate right of the sign, press X to jump down. Press X again to jump across the creek and go down. Go to the north, where the strange plant is. Go up to the plant and press X to wilt the plant. Continue up and leave the Nest.

Head north-east to Shirley's Shrine.

## Shirley's Shrine

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Crystal Golem	160	20	120	21	160	Light	22	27	Sapphire Pin
Gargoyle	100	17	80	18	160	Dark	17	15	Dark Mist
Living Statue	51	15	160	15	80	Earth	20	12	Detonate Rock
Plague Rat	64	13	60	18	120	Earth	14	6	Body Purifier
Strong Man	80	21	120	15	60	Earth	18	9	Fake Power Wrist
<b>Average per Enemy:</b>							18	14	

Disclaimer: the chests found in this location are all empty except for the ones at the very end. This guide includes all the notes anyway.

Go up and get the chest that says, "You lost, okay!" Continue on until **Rose** stops and points out an inscription of a dragon on the wall. In the next area, go to the right and get the chest above you that this time says, "You thought there's treasure, huh!?" Go back down and get the chest at the far left - "Give up will ya!" - and check the silver statue. It says "**Statue facing left.**" Remember that. Hop over the rocks to another inscription of a dragon. Upon approach, the inscription glows, healing your party.

**Training Tip:** This area has relatively strong monsters and a built-in healing area. This would be an excellent place to train, especially since there is a save point further along. I recommend leveling at least one level, or spending some time leveling your **Additions**.

Leave this area and go to the path on the left. Go right and turn the wheel, which opens a door downstairs. Now hop across and get the chest ("There's nothing in here, don't you get it!?!"). Go back again and this time go through the newly opened door.

Hop over the rocks and check the gold statue that says, "**Statue facing front.**" Remember that, too. Go back out and finally go up the stairs. Head up until you come upon a number lock.

Now, to get the numbers, you can do one of two things.

Option 1: Go up the stairs and to the left. Open the chest to spring a trap, which makes **Dart** go on a roller coaster ride to get the numbers you need.

Option 2: Use this guide to get the numbers you need: **3-5-2**.

Input these numbers into the number lock, opening the way forward. Go up the stairs and up the ladder, where you find two statues, one gold and one silver. These statues correspond to the other statues you found in the shrine. If they are not turned the right way, you will not be able to make it up the stairs to the next area. Turn the gold statue to face *front* and the silver statue to face *left*.

Go to the left and get a chest ("What a merry guy you are!").

**Battle Prep:** There is no particularly special preparation for this upcoming battle. Equip your strongest **Additions**, **Weapons**, and **Armor**. You may want to equip **Rose** with a **Knight Shield**, or your strongest attacker with a **Power Wrist**. It may be useful as well to get **Dart** and **Rose** to the second **Dragoon** level. Then, of course, save.

Go up to the circular area, where a bandit ambushes the party.

Boss Battle				
Name	HP	Element	XP	Gold
Drake the Bandit	1200	Wind	1,500	100
Bursting Ball	70	Non-Elemental	-	-
Wire	120	Non-Elemental	-	-

<b>Difficulty:</b>	Moderately Easy
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>
<b>Item Drop:</b>	<b>Bandit's Ring*</b>

This battle can be frustrating because not only does Drake use two different techniques to keep you from attacking him, but he also heals himself close to the end of the battle. That said, this battle isn't very difficult.

Focus your attacks on Drake when you can. I recommend saving your Dragoon transformations and not starting out with that immediately.

The first trap he lays for you is to summon three Bursting Balls. Each round, the balls will move one step closer to the party, and after three rounds, they explode, causing a decent amount of damage. I recommend that you destroy these before that happens. You can use **Additions** to attack them individually, or use **Attack Items** or Dragoon Magic to destroy them all at once. This is the method we typically use. **Dart's** Explosion, **Rose's** Death Dimension, or **Lavitz's** Wing Blaster are all very useful for this and should destroy all the Bursting Balls immediately.

The second trap is a Wire that keeps you from attacking Drake at all. Of course, it is necessary to get rid of this Wire to defeat Drake. This isn't as complicated; just use **Additions**, D-Attacks, or even some magic if you have some MP to spare. Eventually the Wire will break and you can resume the real battle.

Drake himself is not much of a challenge. He has few actual attacks that deal a lot of damage, and if you've been training a lot up to this point he is very easy to kill. If you happen to have any **Earth-based items** like a Pellet or Meteor Fall, that would do a decent amount of damage, especially if you use **Rose** to throw them.

Once he gets down fairly low on health, Drake uses a Healing Potion to heal himself 360 hit points.

- There is only a certain chance you may receive this item; it is not guaranteed.

After the battle, the namesake of the Shrine, Shirley, appears and challenges the party to see if they are worthy of possessing the real treasure of the Shrine: a Dragoon Spirit.

#### Boss Battle

Name	HP	Element	XP	Gold
Shirley	640	Light	1500	100
<b>Difficulty:</b>	Extremely Easy			
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>			
<b>Item Drop:</b>	<b>Silver Stone</b>			

Attacking during this battle is not necessary. You can if you want, perhaps to level **Additions**, but otherwise spend time Guarding. If you attack one of the characters she emulates (Albert or Shana), Shirley will consider you unworthy and make you start over. If you attack her in Shirley form, Shirley will attack you back, although her attacks are fairly harmless all these considered. You can get her health to 0, but she will simply heal herself and the battle will not end until you are determined worthy. She asks each character a series of questions to do this. The correct answers are as follows:

1. To protect those we love.
2. To pursue the Black Monster.
3. Of course, get revenge!
4. Shana.
5. That's not like you!
6. Shana needs me!
7. No matter what, I will go.
8. Mother.
9. Nothing but sacrifice.

The first several questions directed at **Dart** and **Lavitz** have the potential to derail you, and if you answer incorrectly, Shirley will let you know that you are off track and start over. Questions 7-9 are not as important, and although these are the "correct" answers that Shirley praises, it is possible to succeed without using these options.

Shirley then grants **Dart** the White Silver Dragoon Spirit.

Afterwards, go in the back of the shrine, where you will find all the chest contents that you missed out on earlier. There are seven chests containing **20 gold**, one with a **Demon Stiletto** (equip to **Rose**), and one with a **Healing Breeze**. Now leave the Shrine and go through the Dragon's Nest toward Lohan.

Head west to Lohan.

## Lohan (2)

See here for a list of available **Stardust**.

Go into the next part of town, go up the stairs, go under the overpass, and go up to the nearest door with a yellow arrow over it. Go left to give **Shana** the Dragoon Spirit, which heals her and grants her the right to be a Dragoon.

After this, the doctor is so impressed with **Dart** and company that he suggest you enter the annual Hero Competition.

Before you enter the Hero Competition, make sure you're decently stocked with various **Recovery Items**. Basically, have a few **Healing Potions** on hand, and perhaps a **Body Purifier**. Once the competition starts, you won't be able to leave and grab any more.

Go back to where you bought the water bottle and then to the right. Enter the arena and proceed right and down. The desk on the left is where you enter the competition. **Dart** is the only one who enters, and in the preparation room he is reunited with an old friend named **Haschel** who also entered. **Dart** is then required to fight five battles in sequence as he works his way to the top of the competition. Between each battle, you are given an opportunity to save (the save point is to the left of the registration desk). Unfortunately, you do not get any experience for these battles beyond the leveling of **Additions**.

Ironically, in true Ash Ketchum fashion, Dart still advances to the next round after each battle even if he loses, because each of the opponents will be disqualified for some reason. Except Lloyd.

The battles (in order) are as follows:

Name	HP	Element	Things to Note
Gorgaga	160	Non-Elemental	Begins the battle by <b>poisoning Dart</b> ; equip him with a <b>Poison Guard</b> or carry a <b>Body Purifier</b>
Serfius	230	Fire	Uses a <b>Power Up</b> partway through the battle
Danton	240	Earth	Goes on the defensive and blocks your attacks when he puts his weapons down; don't attack and <b>Guard</b> during these periods. He also has an "All-Out" attack, which reduces <b>Dart's</b> health to 1 no matter what; use a <b>Healing Potion</b> to recover
Atlow	270	Dark	Begins by attacking in sequence: knee, thigh, chest, head; after this does a powerful attack that causes <b>Fear</b> ; equip a <b>Bravery Amulet</b> or guard beforehand
Lloyd	???	Non-Elemental	It is impossible to beat him; he avoids all attacks; attack and/or <b>Guard</b> until the battle is over

Lloyd wins first place, **Dart** second, and **Haschel** third. Afterward, **Dart** introduces **Haschel** to the gang, and **Dart** and **Shana** go hang out around the arena.

During this time, you can play in a variety of games to try to win more tickets. These tickets can be exchanged (or bought) at the ticket counter to the left of the arena's entrance:

# Tickets	Cost	Item	Cost
1 ticket	15G	<b>Spirit Potion</b>	20 tickets
5 tickets	60G	<b>Total Vanishing</b>	40 tickets
10 tickets	100G	<b>Healing Rain</b>	60 tickets

The best part about this is that Healing Rains (the best and rarest of the **Recovery Items**) are always available here for the duration of the game. If you want one, you must have 60 tickets, either won from the carnival games or purchased from the ticket counter (600 gold total).

After you're done running around the arena, talk to **Lavitz**. He and **Dart** have a conversation about **Shana**. Afterwards, head out of Lohan.

Before you can leave, a soldier from Bale stumbles into town, prompting **Lavitz** to lose his cool because King Albert has been taken. **Haschel** keeps him in line. After this conversation, leave Lohan for real.

Head southeast to Hellena Prison.

## Hellena Prison (2)

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Hellena Warden	120	19	100	19	100	Fire	20	15	<b>Morning Star</b>
Senior Warden	150	23	130	19	80	Dark	24	18	<b>Spear</b>
Fowl Fighter	100	17	80	22	120	Fire	16	9	<b>Mind Purifier</b>
<b>Average per Enemy:</b>							20	14	

Upon entry, **Lavitz** forces his way in. Fighting the very first guard reveals that King Albert is being kept at the top of the prison. You will notice that **Lavitz** must be in your party for this mission.

**Training Tip:** Reminder that guards do not appear like normal enemies in this prison. You can avoid them if you wish, but I recommend that you fight all of them for the experience.

Go directly to the left, where you will find the merchant from before. He sells you items again. Leave to the left and go through the doorway and across and up the lift.

Get off the lift and then go in the door. Then go in the one to your right for a **Felt Hat**, then follow the path for a **Therapy Ring**. We highly recommend you hold onto this indefinitely, even if you don't use it. It will be useful later. Right now, it is also useful to give to whichever party member has the lowest amount of HP. Now head all the way back and go through the first doorway to the left of the one you first came in. Go up the lift for a **Thunderbolt**. Now, instead of going down the lift, go to the

right and press X to slide down a rope. Get the **Silver Embroidered Vest** and slide down the next rope. Go in the door and the one furthest to the left. Go up the lift for a **Pandemonium**. Go back down and up the ladder next to the first lift you took. Get the **Leather Armor** and go back down, get into the lift, and this time go upstairs.

**Battle Prep:** I recommend you equip some defense-boosters to your main party. Equip the most powerful **Additions** for each. For **Shana** or **Rose**, equip any magic attack boosters you have. Other things that would be useful would be a **Panic Guard**.

Go into the corner for a **Healing Potion** and go over the bridge.

In this area, the party is ambushed and tricked into falling into a pit with a hungry beast. In the cave, get the chest containing a **Sachet** (useful for the battle if you need to make room). Then speak to **Shana** and check the wall in front of her. Then the hungry beast comes to eat everyone.

Boss Battle				
Name	HP	Element	XP	Gold
Jiango	1250	Earth	2000	100
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Shana and Lavitz</b>			
<b>Item Drop:</b>	<b>Sachet</b>			

To make the battle a little easier (especially if you're lower in level), use the Sachet the first thing. This puts the Jiango to sleep for a while.

During this time, take advantage of not being attacked and deal as much damage as possible. **Dragoons** are useful here, especially powerful magic attacks, or **Lavitz's** Wind-based magic. Wing Blaster (or preferably Gasless if you have it by now) will do decent damage. If you have Blossom Storm, wait to use it until the Jiango is awake because it won't do you much good when he's not even attacking.

If you have **Shana** in your party, use her for some **Attack Items**. She will do massive damage in this battle, especially if you have any **Wind-Based Attack Items**.

Be careful with this guy because he can cause your characters to become **Confused**. If this happens, either use a **Mind Purifier** or use a Dragoon Special to reverse it.

After the battle, the way is opened. Continue on, fighting the guards as they appear. Get the chest along the way with a **Healing Potion** in it and go up to the next screen. Continue through the men to the next, fight the guards, and go north if you want to re-stock on items. If not, go through the doorway to the left. Climb the stairs, fighting some guards along the way.

In the next area, get the chests - top one, **Broad Sword**; middle one, **Spear**; bottom one, **20 gold**.

**Training Tip:** Now would be a great time to train. If you go back to the main area, the merchant is still there, willing to sell you items. What I especially recommend is getting **Lavitz** to Dragoon level 2. In addition, now would be the time to level **Lavitz's Additions** if you want to experience them all with **Lavitz**.

**Battle Prep:** Make sure all your best weapons, armor, and **Additions** are equipped. Do your best to boost defenses for your physically weaker characters. Using the **Therapy Ring** you just picked up may do well to offset some HP differences in your characters. If you plan to bring a magic user into battle, try boosting their Magic Attack with various **Accessories**. As always, now is a wise time to save as well.

When you are ready, go up. Here the party finds King Albert and the head warden Fruegel, and they manage to interrupt him just in time to save the king's life.

Boss Battle				
Name	HP	Element	XP	Gold
Fruegel	1000	Earth	2000	200
Guftas	560	Dark	-	-
Rodriguez	400	Wind	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Rose</b>			
<b>Item Drop:</b>	<b>Gravity Grabber</b>			

This is a very physically-oriented battle, which is why I chose **Rose** as the third party member over **Shana**. While **Shana's** Magic Attack would be very useful in this battle, she simply would not hold up as well against Fruegel's powerful physical attacks. However, boosting her defense with some **Accessories** may help this problem somewhat.

If you want, you can go for Fruegel right away and ignore his pets, as they die when he dies. However, this gives you an entire battle of getting thrown around by Rodriguez and **Confused** by Guftas. Because of this, I recommend killing Rodriguez, then Guftas, and then going after Fruegel.

Using **Pellets** on Rodriguez is very effective, as is using a **Trans Light** on Guftas. Neither of these two should take you very long to destroy. If anyone gets **Confused** by Guftas, use a **Mind Purifier** or a Dragoon Special to cure it.

Once those two are out of the way, you are free to focus on Fruegel. Of course, using any Wind-based attacks is a good way to go, especially a **Spinning Gale**. **Lavitz's** Wing Blaster will do some damage, but (in my opinion) is not worth pursuing because of his low Magic Attack. However, if you have **Lavitz** at a Dragoon Level 2, his Blossom Storm will come in handy in this battle, especially since Fruegel has some particularly painful attacks. Eventually, Fruegel uses a **Power Up**, which exacerbates this problem. As a result, I recommend waiting until this time to use Blossom Storm to maximize the effectiveness of **Lavitz's** MP.

After this battle, **Lavitz** gets his battle with Lloyd... and loses.

King **Albert** takes **Lavitz's** place as Jade Dragoon and accompanies the party back to Seles. In a cellar, they have a long conversation about important things and decide to try to assassinate a reigning monarch.

Afterwards, head southwest to the **Forest** and then to Kazas, the capital of Imperial Sandora.

## Kazas

**Stardust:** 6

Go into the doorway to the left (not the inn). Check in between the barrels for a **(1) Stardust**. Go back out and to the place directly across the street. Climb the ladder for an **Attack Ball**, and check the stuff for a **(2) Stardust**. Go back out and into the room just above this one to get a **Twister Glaive** for **Albert**. Now go into the inn on the other side and rest (optional). Go into the weapon shop with the blue arrow. In here **Dart** has an encounter with a man claiming to have killed Feyrbrand, but who then gets arrested for it. Afterwards, check the ground next to the counter for a **(3) Stardust**. Feel free to purchase new weapons from the man. Then leave and continue up.

Going up to the bridge reveals heavy security; it's never a good idea to bulrush your way into a castle. So go up instead. Continue down and go into the first room. Check the bookcase for a **(4) Stardust**. Now go down the ladder on the far left. Continue down the path and go into the next room. The man on the right sells items if you need to stock up. Check the barrels at the bottom for a **(5) Stardust**. Check the other ones near the stairs for another **(6) Stardust**. There's also a clinic up here if somebody is **Poisoned** or something. Now go into the last room. Speak to the kid about the Serdian War and joining the New Serdio Party. Here you'll have to answer some questions. Here are the correct answers:

1. I cannot say which.
2. Take care at home.
3. To protect something.

You are then permitted to enter, and the boy (Popo) suddenly recognizes **Albert**. Then he's so excited about his coming to help with the war that he shows you a new way into the castle. Save and follow the path up to the secret entrance. The party jumps down the rope.

Go to the right and up the rope. Go down the first rope for **20 gold**. Go back up and ignore the next rope you come to, but go down the second. And again. Continue along the path until you enter the Black Castle.

## Black Castle

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Knight of Sandora	180	24	100	24	100	Fire	24	15	Healing Potion
Hell Hound	150	20	80	33	160	Fire	20	9	Burn Out
<b>Average per Enemy:</b>							22	12	

Follow the path, fighting whom you will. The first set of guards can be easily avoided if you wish, but you can't really get around the other guards in the castle, unlike those in **Hellena Prison**.

The first chest contains a **Spark Net**. Go up the ladders and then across the bridge into the castle proper.

**Training Tip:** The guards to the north of this area always respawn after either a minor battle or healing over to the right. This gives you an infinite amount of experience if you're looking for it.

Go through the doorway on the right, where **Dart** and **Albert** have an intriguing, albeit very confusing, conversation with some researchers. The one on the right will heal the party after this, and you are given Magic Oil to operate the elevators.

Go to the right, and press X when next to the purple thing in the wall. This will activate the lift (and it's how you activate all the lifts in the castle). Now walk into it, and it operates itself. Just go across to the other lift. Down here is a place where garbage is collected. Your goal is to get across to the other side without (A) being seen or (B) getting caught under the garbage.

There are three (or so) definite patterns that the garbage takes as it falls. If **Dart** is caught under one of these giant balls of garbage, he then cannot move and gets dumped downstairs. Occasionally, a "!" prompt appears over **Dart's** head when the garbage man is scanning all the trash. Press X to duck down and avoid being seen. If the garbage man sees **Dart**, he somehow thinks he is a small rodent and dumps all the trash.

If **Dart** gets dumped down, there are two chests. The top contains a **Dark Mist** and the bottom a **Trans Light**.

When you get across, grab the *necessary* chest containing a **Red Stone**. Then head back up to the main entrance.

Go up the elevator to the left, fight the guard, and continue. Speak to the researcher to *almost* spark a boss battle but really only a humorous scene. Then grab the second *necessary* chest with a **Blue Stone**. Then return to the main entrance and go up the elevator at the top of the screen.

To the right is a merchant selling items. Up the stairs next to him you will find a **Beast Fang** for **Haschel**. Continue to the right and go up the lift and fight the guards. Go to the right and past the lift and up the stairs. Fight the Sandora Elite (stats below) and continue. (The guard at the bottom of the stairs and the elite respawn if you are looking for extra experience.

Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Sandora Elite	336	27	100	29	120	Dark	30	30	<b>Gushing Magma</b>

Go down the lift for a **Spinning Gale** (which you probably want if you need to make room for it). Go across on the other weird lift for a **Spear Frost** at the bottom and a **Spirit Ring** to the right. Go back, to the left, and down the stairs. This time go down the lift and to the left. Go up the lift and into the other one.

Speak to the man. He is the commander from the very beginning of the game, who was ordered to capture **Shana**. He's not such a bad guy, and gives you the **Yellow Stone** so that you can speak to Emperor Doel and end the war. Go back to the main lift and go up to the fourth floor.

Go around the statue and up, placing the three Stones into the slots. This unlocks the throne room.

**Battle Prep:** Prepare yourself for a battle in which the enemy has strong physical abilities. Boost physical defenses and HP as much as possible (see [here](#) for some items to help with that). Magic users won't be as useful as normal for this battle, so it won't do *much* good to boost Magic Attacks. Make sure the **Additions** you have equipped are ones you can complete comfortably. Make sure **Albert** is equipped with his **Twister Glaive**. And, of course, save.

When you are ready, use the elevator inside the statue and round the corner. Before the party gets to the throne room, they are stopped by an enemy seeking some revenge.

#### Boss Battle

Name	HP	Element	XP	Gold
Kongol	1025	Earth	2000	200
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert and Rose</b>			
<b>Item Drop:</b>	<b>Wargod Calling*</b>			

Theoretically, you could employ the same tactic as before in **Hoax** and just continuously attack with magic. However, Kongol has learned from his mistakes. After you damage his health a certain amount, he puts up a Magic Shield, nullifying all magic attacks. Because of this, it's probably beneficial to start out the battle with a powerful (preferably Wind-based) magic attack thrown by **Rose** or **Shana**. (The Magic Shield is why I chose **Rose** for this battle. After the Magic Shield, **Shana's** effectiveness would have been almost negligible except for healing magic.)

The rest of the battle has little strategy involved. After magic attacks are nullified, the best attack you have will be a powerful attack from **Albert** and his **Twister Glaive**, which deals extra damage to Earth-based Kongol. It's recommended you avoid using any Dragoon magic, because you still have Doel to contend with. However, the merchant in the Black Castle sells **Sun Rhapsodies**, so if you really feel the need, use Rose Storm or some other defensive magic (remember, Kongol has a Magic Shield).

One thing Kongol does not lack is powerful physical attacks. Your weaker characters like **Rose** or **Shana** might need some extra care for their health in this battle. Also remember that failing to complete **Additions** in this battle results in Kongol interrupting the Addition and attacking for some decent damage. So be careful.

- There is only a certain percent chance of receiving this item.

After the battle, Kongol is defeated, leaving the way to Doel open.

**Battle Prep:** Make sure each character is healed (HP and MP), equipped with the best armor and most powerful **Additions**. Completion is no longer such a big deal, as it was with Kongol, so be more adventurous if you like. In this case, it's probably better to equip whichever Addition has a higher DAM%, regardless of whether it's level 5. For example, it would be better to equip a Level 5 **Volcano** than a Level 3 **Burning Rush**, even if you're trying to level it. Also, be sure to boost *magic* defenses for this battle. I recommend **Spirit Cloaks** and the like. It would also be wise to go back to the statue room and save before advancing.

When you are ready, go back up to where Kongol is and open a hidden chest just outside the door behind a pillar at the top of the path. This chest contains a **Material Shield**, and not grabbing that now means you can never get it again. If you need to make room for it, I recommend doing so. (Special thanks to **Spencer K.** for pointing this chest out to me!) Finally, proceed into the throne room.

Emperor Doel is waiting on his throne, a little bit power-crazy and ready to kill the entire party.

#### Boss Battle

Name	HP	Element	XP	Gold
Emperor Doel	600	Thunder	-	-
Dragoon Doel	1,800	Thunder	3,000	200
<b>Difficulty:</b>	Difficult			
<b>Recommended Party:</b>	<b>Albert and Haschel</b>			
<b>Item Drop:</b>	None			

**Note:** I picked **Haschel** for this battle mostly because he is Thunder-based. This means that all Doel's most powerful attacks will deal half damage to him, and on top of this, he is very fast. This makes for a useful character in this battle. However, since he is not yet a Dragoon, you may wish to switch him out for someone else, especially if you rely on Dragoon Specials. My recommended substitute is **Rose**.

This battle comes in two parts. The first, against Emperor Doel, is very easy. Don't use any items or Dragoon abilities, because you want those for the second part. Doel has few attacks, and none of them are very powerful.

After Doel realizes that the party is actually kind of okay at fighting, he decides to up his game and transform into the Thunder Dragoon. This is when the battle really begins.

If you have high-level Dragoons, the beginning of the battle is the time to use them. After about half his health is gone, Doel throws up an impenetrable shield; and the longer you attack it, the longer it stays up. This becomes problematic if you have a Level 3 (or higher) Dragoon that can do nothing but attack. When the shield appears, the best thing to do is go on the defensive. Guard, use defensive magic, use **Healing Potions**. But don't attack Doel while that shield is up. As long as you don't, it should go away after 4 rounds or so.

Doel has three attacks. One is a relatively weak attack that hits one character. One throws either a **Spark Net** or **Thunderbolt**, both of which are fully powered. And the third is a very powerful magic attack that hits every party member. Because Doel focuses so much on magic attacks, **Albert** is at a distinct disadvantage in this battle; be sure to watch for his health. However, since he is probably your most powerful attacker (especially if you took the time to level up **Gust of Wind Dance**), he is invaluable. This means you might be using several **Healing Potions** on him.

Doel is a difficult enemy because he attacks so many times per round and has no set limit to how many of each attack he can use. On top of that, the attacks are chosen randomly, meaning you could get hit with his most powerful attack three times in a row. This is unlikely, but possible. **Spirit Cloaks** help in this situation (especially on **Albert**) because there's a decent chance the character wearing it might avoid the magic attacks. Another way to help is to use Rose Storm, one of **Albert's** defensive magics. If you use Rose Storm, it is wise to wait to use it until he is on his last turn as a Dragoon to maximize its effectiveness.

Successfully defeating Emperor Doel ends the Serdian War, grants the Thunder Dragoon Spirit to **Haschel**, and ends Chapter 1.

You should now have 20 **Stardust**. See [here](#) to see which ones you may have missed.

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## Chapter 2: Platinum Shadow

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This is the second disc and chapter of The Legend of Dragoon. This is the shortest chapter, but also my favorite.

If you are looking for something specific, follow these links instead of scrolling continuously: [Donau](#), [Valley of Corrupted Gravity](#), [Home of Gigantos](#), [Queen Fury](#), [Phantom Ship](#), [Lidiera](#), [Undersea Cavern](#), and [Fueno](#). If you are looking for instructions on the Chest Mini-Game on the Phantom Ship, see [here](#).

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### Fletz

**Stardust:** 5

The party enters the capital city of Tiberoa thanks to the direction of Emperor Doel.

Go up the stairs to the roof of the building right next to the church and check the table for a **(1) Stardust**. Go down and go across the bridge that crosses the stream flowing through the town, which sparks an interesting conversation. At the top left is a weapon shop where you can buy some new gear and get a **(2) Stardust** in the weapon container toward the front of the screen. Now go up and into the next shop (a jewelry store). Check the gems at the bottom, left-hand corner of the screen for a **(3) Stardust**. This shop sells various **Accessories**. Move on when you are satisfied. Head up.

This sparks another event expressing how terrible the royalty of this country is. Afterwards, go into the item shop to the left. Check the items at the top for a **(4) Stardust**. This shop now sells **Healing Breezes**, which are your new best friends. Stock up and leave.

Go to the first screen and up the stairs on the right. Check the boxes of wine bottles for a **(5) Stardust**. Now go in the bar, where the barmaid offers information. During this conversation you are presented with several options. Lie or not about your origins, but let her know that you're looking for Lloyd. When she has no information on him, let her know that you're still interested in stars. She points you next door to an astronomer named Fester.

Now that it's dark, go to the house left of the inn with the door open. Fester invites the party in and tells them of a connection between the Moon That Never Sets and the Black Monster. He also says that he is a governor to Princess Lisa before leaving for the castle.

Afterwards, feel free to go look in the telescope at the Moon, then leave. Trying to leave town results in the party getting corralled back in because the country is unsafe because of bandits. For some reason, the inn is not an option, and the party must find another place to stay for the night.

Go to the left and into the house with a garden out front (its door is open and it has a wooden table and chairs on the roof). Inside is Nello, who offers the party a place to stay. In the morning, make to head out of town. The party discusses what to do next and point to a town called Donau. So leave town.

Head north to the Barrens.

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## Barrens

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Arrow Shooter	176	37	100	37	100	Earth	32	24	<b>Bemusing Arrow</b>
Earth Shaker	200	42	140	31	60	Earth	48	15	<b>Stunning Hammer</b>
Friiled Lizard	132	60	100	31	120	Earth	36	21	<b>Healing Potions</b>
Scissorhands	80	37	200	26	50	Earth	40	18	<b>Meteor Fall</b>
Stinger	64	31	70	31	120	Wind	38	12	<b>Body Purifier</b>
<b>Average per Enemy:</b>							32	18	

I hate this place.

Go to the right to get a **Warrior Dress** for **Haschel**. Continue along the path into the next screen.

Here the party stumbles into a bandit ambush.

Boss Battle (sort of)				
Name	HP	Element	XP	Gold
Mappi	600	Dark	2,000	150
Crafty Thief (2)	320	Dark	-	-
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	<b>Shana and Haschel</b>			
<b>Item Drop:</b>	<b>Total Vanishing</b>			

This is one of the moments in this game where **Shana** truly shines. Using Star Children on these bandits will be a glorious sight to see. Barring that, using **Dancing Ray** is also a nice substitute, and anyone can use that.

Attack Mappi first, but he'll disappear after a couple hits, forcing you to attack the thieves. After they're gone, Mappi returns. The only real worry in this battle is that Mappi has a **Can't Combat** move. This is the first time this is a real issue in this game. This is an instant-kill move that kills its recipient regardless of HP, unless you have a **Talisman**, but you won't find one for a while. This is very frustrating when it happens. Use **Angel's Prayers** or **Shana's Moon Light** to revive them.

After the battle, the thief Mappi manages to steal the Red-Eyed Dragoon Spirit from **Dart**.

At the fork, take a right. Go in the doorway for a **Recovery Ball**. Go back down and follow the path until you get the chest with **50 gold**. Head on out to the World Map.

Head north to Donau.

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## Donau

**Stardust:** 2

Entering Donau triggers some conversation and an interesting Lloyd confrontation.

Check the top pool on the left for a **(1) Stardust**. Enter the house to the right, where a woman named Kate informs the party that her fiancé, Lynn, left to have words with the bandits. The party takes the letter Lynn left to show the mayor.

Leave and go to the left. Go up the stairs and into the house. Talk to the butler blocking your way, and he will usher you in. After he reads the letter, the mayor is concerned and gratefully accepts the help of the party, directing them to the Valley of Corrupted Gravity. After the conversation, go up and check the sink for a **(2) Stardust**.

On the way down the stairs, the party runs into the spunky Meru, who joins the party to guide them through the Valley, and also informs them that they need a pass from the King of Tiberoa to enter the Valley.

Go back to the main part of town. The stairs to the right lead to the weapon and item stores, if you need to stock up. Afterwards, leave town. Go to the Barrens, through them, and on to Fletz.

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## Fletz (2)

Entering sparks a conversation. Go up to the entrance to the castle, where Meru tries to break in and fails. The party suggests that either Kaffi or Nello might have some info, but neither of these things is true. Feel free to talk to them anyway, if you so desire. Visiting Kaffi gives you a chance to hand in your **Stardust** to Martel, who can give you a **Physical Ring** and **Amulet** now. She will be here in Fletz for the remainder of this chapter.

The real person you need to talk to is Fester. Go to the item shop and speak to him. He can help, but after he's done with his shopping spree. After he leaves, follow him out and speak to him again in the marketplace outside the castle. He invites the party to his house, where they discuss happenings before leaving for the castle. Follow Fester to the guard and into the castle.



## Twin Castle

**Stardust:** 2

Follow Fester into the throne room. After a decently long conversation, **Dart** gets the pass for the valley. Make to leave the castle, and a maid named Libria stops the party and invites them to speak with Princess Lisa.

The princess requests that the party help her discover the nature of a connection between the bandits and the odd behavior of her sister, Princess Emille. She also introduces a second Divine Moon Object: the Moon Dagger. The party agrees to help and is invited to dine in the castle.

Speak to Libria to go to dinner, where the party is introduced to Princess Emille. Afterwards, the party discusses dinner and is then invited to spend the night in the castle. Follow Libria to the guest rooms, where more discussion is to follow. There is a choice during this conversation, but there is little change in the outcome.

In the morning, go out of the room and to the front of the screen. Go into the room under the tower on the right and check the thing in the middle for a **(1) Stardust**. Now go back into the castle and down the stairs. Check the statue on the right for a **(2) Stardust**. Leave the castle and town.

Head north to the Barrens.

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## Barrens (2)

To get to the Valley of Corrupted Gravity, go up to the next screen and take a left at the fork.

Head west to the Valley of Corrupted Gravity.

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## Valley of Corrupted Gravity

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Dragonfly	319	35	120	35	150	Thunder	48	21	<b>Angel's Prayer</b>
Erupting Chick	120	26	80	26	30	Wind	32	15	<b>Mind Purifier</b>
Killer Bird	140	26	80	31	120	Dark	36	12	<b>Panic Bell</b>
Roc	220	37	10	31	30	Wind	44	24	<b>Down Burst</b>
Spider Urchin	100	31	100	31	100	Thunder	40	18	<b>Poison Needle</b>
<b>Average per Enemy:</b>							36	18	

Speak to the guard to show him the pass for the valley and gain entrance. Go up, where the party has a conversation.

Afterwards, go up and to the right for a chest with a **Sachet**. To the left and down is a chest with a **Speed Up**, a very useful **Repeat Item**. To the top left are some Rock Fireflies.

**Training Tip:** As there are Rock Fireflies in this location, this would be a good place to train. It might be to your benefit to train **Haschel** to the second Dragoon Level as well.

Go up to the next area.

Jump onto the tree. Press X to jump onto the rocks, which carry you to the next island. Follow them on up (to the right is a chest containing a **Meteor Fall**) and into the next area. Use the first rock, then the second. Get off on the first stop and follow the path for a *very useful* **Talisman**. We recommend keeping this because it defends against Can't Combat instant-kill attacks.

Go back down and get off at the second stop this time. Go over to the white spot and press X. Dart begins to float upside down. Now hop on the rock. Get off and go down on the next white spot. Get on the rock and go up for a **Knight Helm**. Go back down and to the other white spot. Walk over and go down again. Go on the rock on the top of the current platform and go up to the next screen.

Upon arrival, the party notices a full-bodied Virage waiting further down the path. Continue up the path to the save point.

**Battle Prep:** Equip the best **Additions** and boost Magic Defenses. Once again, **Spirit Cloaks** on magically weaker characters is beneficial. In addition, the Virage has a Can't Combat attack, which means equipping that **Talisman** to one of your characters will be useful.

### Boss Battle

Name	HP	Element	XP	Gold
Virage Head	1,600	Non-Elemental	4,500	200
Virage Arm (2)	300	Non-Elemental	-	-
Virage Body	600	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Albert and Haschel</b>			
<b>Item Drop:</b>	<b>Moon Serenade</b>			

As with the first Virage in the **Volcano Villude**, this battle is over when the Virage Head is destroyed. That being said, *unlike* the first Virage, it is actually highly beneficial to destroy the arms. The Virage's left arm uses Can't Combat attacks, which can only be prevented with a **Talisman** or by destroying the

arm. The right arm dispenses a fairly powerful magic attack that hits every party member. Destroying both of these saves you from both attacks.

The only attacks the Virage will have left are stomping with its foot (single weak physical attack) or using its laser beam (powerful single magic attack). These are certainly preferable.

Focus on using physical attacks to defeat this Virage (and honestly, any Virage). They are literally made of magic, meaning magic attacks won't deal a whole lot of damage. Focus on **Albert's** strong physical attacks and **Haschel's** quick physical attacks. Most likely, if you destroy both arms, they will regenerate before you destroy the head. In this case, I recommend destroying the arms again before moving on.

After the battle, speak to each of the party members about **Shana** and move on, leaving the Valley of Corrupted Gravity.

Head west to the Home of Gigantos.

## Home of Gigantos

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Berserker	400	55	30	36	50	Dark	55	15	<b>Energy Girdle</b>
Crafty Thief	200	36	100	31	80	Dark	50	18	<b>Pellet</b>
Gangster	280	50	120	36	100	Earth	60	20	<b>Bandit's Ring</b>
Piggy	160	31	140	44	60	Earth	40	21	<b>Sachet</b>
<b>Average per Enemy:</b>							51	18	

**Stardust:** 1

The chest contains a **Fake Knight Shield**. Go left into either doorway. On the floor to the left, press a twinkling button once. This disables the arrow traps outside. A chest nearby contains **20 gold**, and the doorway on the right is a **Bandit's Ring**. Leave and go up the stairs.

Here an ambush of bandits is waiting. Try to go up, and then down. Both passages are blocked. Running around easily avoids the arrows the bandits are shooting. After three tries, the bandits give up, and another stronger bandit comes to pick a fight. This battle consists of a Gangster and two Crafty Thieves. After the battle and the conversation, **Haschel** opens the path and you are free to continue.

**Battle Prep:** Ensure that **Haschel** is equipped with his best armor and **Additions**, as you will not have the chance to prepare him after you move on to the next area. You may also want to make sure he and your other characters have strong **Additions** equipped. Defensive boosters and a **Talisman** may once again be handy here. If you plan to take **Albert**, make sure he has his **Twister Glaive** equipped.

In the next area, the party splits up and **Haschel** runs off. The chest on the left contains an **Angel's Prayer** and the doorway on the right contains Rock Fireflies.

**Training Tip:** As is the custom, since there are Rock Fireflies and a save point nearby, this is an optimal place to train. Leveling up once before moving on may be helpful. However, if you want **Haschel** to get some experience as well, wait until after the upcoming battle.

You may want to save. When you are ready, go up the stairs and into the doorway, where **Haschel** is already sparking up a battle with the leader of the gang, Gehrich.

### Boss Battle

Name	HP	Element	XP	Gold
Gehrich	2,000	Earth	5,000	200
Mappi	1,200	Dark	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert</b>			
<b>Item Drop:</b>	<b>Soul Headband*</b>			
	<b>Diamond Claw*</b>			

Mappi is the real reason this battle is difficult at all. Not only does he still have his instant kill move, he teams up with Gehrich to inflict a fairly powerful attack on one party member. If you haven't been training **Haschel** up to this point, he may be susceptible to these attacks, as his HP is relatively low. Bringing **Shana** or **Rose** into this battle in place of **Albert** exacerbates this problem.

As a result, focus on Mappi first. Using Light-based attacks will do quite a bit of damage. If you throw magic attacks (with the recommended party), be sure to have **Dart** do it.

When it comes to Gehrich, **Albert** is your star player. His Gaspless magic attack (DLV3) will deal a decent amount of damage to Gehrich, and equipped with a **Twister Glaive**, his Additions will deal quite a bit of damage.

- There is only a certain chance you will receive these items.

Unfortunately, **Haschel** is strong enough to almost bring down the entire ancient ruin on top of the party. Fortunately, **Kongol** is no longer vengeful and saves everyone from certain death. Unfortunately, Kongol cannot save Gehrich from internal bleeding. Fortunately, just before Gehrich gives in to his wounds, he informs the party that Princess Emille is a fake and the real one is hidden in the Twin Castle.

After this conversation, check the torch to the right of the stairs for a **(1) Stardust** and go down the stairway. The party rescues Lynn and sets out to find the stolen Dragoon Spirit. Calling to **Dart** in the form of a sparkle, the Dragoon Spirit can be found at the bottom of the screen.

Having everything back in order, leave the Home of Gigantos.

**Training Tip:** Now is a good time to train since you finally have all seven party members, a save point, and Rock Fireflies.

Head east to the Valley of Corrupted Gravity.

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## Valley of Corrupted Gravity (2)

The way back through the Valley is much more straightforward than the first time. Just follow the path all the way back, getting on the first rock you see each time.

Head east to the Barrens.

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## Barrens (3)

If you would like, go to Donau to see the wedding. **Meru** catches the bouquet unless you press X when prompted, in which case **Shana** catches it.

Otherwise, continue through toward Fletz.

### Road Trip

This is unnecessary and can be completed anytime between now and the almost-end of the game, but if you would like to snag another Dragoon Spirit, go past Fletz to the Tiberoa/Serdio border. Choose "South of Serdio," and go down and enter Lohan.

Go to the next screen, where the man who sold you the water bottle in Chapter 1 is waiting with what he calls a "Shining Miracle Stone." This stone is actually a Dragoon Spirit that recognizes **Kongol**. When the merchant sees that it holds real value, he bumps the price up to 1000 gold, which unfortunately cannot be negotiated this time around.

Purchase the **Golden Dragoon Spirit** for 1,000 gold and return to Tiberoa.

Go to Fletz.

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## Fletz (3)

The ceremony has already begun. Stop for the inn or items if needed, and proceed into the castle.

## Twin Castle (2)

Go up as if you are going to the throne room. After a conversation, go out the front right. If **Dart** gets spotted by the guards, he gets kicked out and you have to start all over. So here's your handy guide as to how to get through unseen.

**Phase 1:** Wait to move past the first set of guards until both of them turn around *simultaneously*. Run directly into the small room at the base of the tower on the right. When the next guard goes back the other way and is past the door, run out and up the stairs. Guard #3 is here, looking back and forth from right to left. Carefully time it so that you move past when he's looking the other way.

At the top of the tower, the party grabs Lisa to help search for the real Emille. The game tries to make you think having Lisa makes any sort of a difference with the guards. It does not. Instead, the guards send **Dart** back to Lisa's room if they get caught. Head down the stairs.

**Phase 2:** Same thing with guard #3 as before. When you get to the base of the tower, wait until the guard is walking away from **Dart** and go back into the room. This part is a little trickier. The guards must both be facing away from you for you to get back into the castle proper. Go inside and confront the guards again, but to no avail. Leave out the front left door this time.

**Phase 3:** This is essentially the same as Phase 1 except you are going up the left tower.

At the top of the tower, the party splits to look for Princess Emille. Check the painting on the right. This causes the party inside the room to get sucked into a magical dimension sealed within the painting.

After some conversation, check a glowing circle at the top, behind the others, to extend a bridge to Emille. The party wakes her up and leaves. Now you are free to roam about. Having the real Princess Emille forces the guards to spot you on your way down from the tower, and then they all run away.

Go back to the main part of the castle and shoo away the rest of the bandits.

**Battle Prep:** You are about to enter into a very magic-based battle. As a result, be extra sure to boost all magic defenses as much as possible. Equip your heaviest-hitting **Additions**. And this is quite honestly one of the more difficult battles of the game, so be sure to save beforehand. I know from experience how frustrating it is to lose this battle and have to sneak through all those guards again. If you are using low-HP members like **Meru** or **Rose**, a **Physical Ring** or **Therapy Ring** might be very helpful. Other useful items may include **Bandit's or Dancer's Rings** if you have slower characters that you want to attack more often (like **Albert**). Also, make sure **Dart** has his **Heat Blade** equipped.

When you're ready, go up to the Chamber of the Sun, where the party fights the true person behind the fake Emille.

### Boss Battle

Name	HP	Element	XP	Gold
Lenus	3,600	Water	6,000	200
<b>Difficulty:</b>	Difficult			
<b>Recommended Party:</b>	See note			
<b>Item Drop:</b>	None			

**Choosing Characters:** In this battle, it is simply not easy to single out two people who are better suited than everyone else. My regular squad is **Albert** and **Rose**, but you may have different opinions. **Albert** is my favorite character and I'm already partial to him. He also has a very high physical attack, which is useful in every situation (dat Gust of Wind Dance doe), and has the HP to back it up; **Albert** also has the ever useful Rose Storm. I choose **Rose** as a second because, despite being a Water type, Lenus uses frequent Dark-based magic attacks. However, I can see how any other characters could do just as well in this battle. Except maybe not **Kongol**, but I've used him before, too, and succeeded. So who am I to judge?

For strategy, be prepared to go on the defensive. Lenus has some incredibly powerful magic attacks, and likes to use **Dark Mists** and **Black Rains**. No matter who you have in your party, these will heavily affect them, but especially **Shana** or **Albert** or **Kongol**. Hopefully you have at least one fast character, because Lenus attacks *often* and has no mercy. You will need that extra turn to heal up.

Using Rose Storm or healing with Rainbow Breath or Moon Light will be very useful in this battle. Other than this, your best bet for magic would probably be **Fire-Based Attack Items** or **Dart's** Dragoon Magic. You should have Final Burst by now, which will deal some decent damage. If you throw magic attacks, be sure to use your character with the highest Magic Attack (in the recommended party, **Rose**) to do so. However, don't rely solely on magic. Lenus has a very high Magic Defense, making her more vulnerable to physical attacks.

Also be wary because Lenus counterattacks quite often.

Despite being trapped, Lenus gets away because she is a Wingly and can fly. The king tells you to go to Donau, where you will ride the *Queen Fury* to Illisa Bay, chasing Lenus.

Leave the castle and Fletz.

Go through the Barrens to Donau.

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## Donau (2)

Go to the area by the mayor's house and continue back. Go to the ship. After the conversation, tell Kayla that you are ready to leave.

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## Queen Fury

**Stardust:** 2

This is a time to explore backstories and develop each character a little more. You will spend time as each main character, moving from one to the next until the next part of the story. I give direct instructions on how to get to the next character, but speaking to the others can often give interesting or humorous dialogue. There is also a mini-game in the kitchens that you can have fun with.

- **Shana**, finding **Dart**: Go up into the main part of the ship. Check the pipe to the right for a **(1) Stardust**. Go up the stairs and then the next, onto the bridge where **Dart** is waiting. Speak to him to have a conversation.
- **Dart**, finding **Rose**: Go up the ladder and again and speak to **Rose** to have an intriguing conversation.
- **Rose**, finding **Haschel**: Go down the ladder, past **Dart**, and speak to **Haschel** to learn more about his daughter. (Speaking to **Shana** shows an interesting side of **Rose**, if you want to do that before speaking to **Haschel**.)
- **Haschel**, finding **Kongol**: Go back to where **Shana** is hanging out on the front deck and go down below deck. Check one of the boxes just below **Kongol** to get a **(2) Stardust**. Speak to **Kongol**.
- **Kongol**, finding **Albert**: Go up and into the ship, like with **Shana**. Go into the nearest doorway. Speak to **Albert**.
- **Albert**, finding **Meru**: Go out and up the hallway through the doorway at the end. After **Meru** throws a pillow at **Albert**, go up and talk to her.
- **Meru**, finding **Dart**: Go out and up the stairs, and again, and speak to **Dart**. Your choice here doesn't matter except for humor.
- **Meru and Dart**, finding **Rose**: Seeing the other characters can be humorous if you would like to do that first. Otherwise, go up the ladder and speak to **Rose**.

This final conversation brings on the next part of the story: a *Phantom Ship* crashes into the *Queen Fury*, temporarily putting it out of commission.

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## Phantom Ship

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Death	200	56	120	40	60	Dark	66	30	<b>Total Vanishing</b>
Magician Bogy	800	40	80	48	160	Dark	72	24	<b>Magical Hat</b>
Skeleton	200	40	100	40	100	Dark	60	21	<b>Broad Sword</b>

Will-O-Wisp	160	34	80	48	180	Fire	48	12	None
<b>Average per Enemy:</b>							61	22	

**Training Tip:** In this area, if you are using **Rose**, make sure she does not have a **Shadow Cutter** equipped, or most of her attacks will be virtually useless. In addition, **Shana** will be very valuable here for her Light magic; this might be a good time to level her Dragoon up. However, also be wary with her because Dark-based attacks (common here) will deal double damage. Perhaps consider boosting her HP with **Therapy Rings** or a **Physical Ring**.

After the long conversation, go around behind the stairs to the right and through the doorway. No need to go down the hallway - the captain's cabin is locked. Head back to where you started, which triggers a conversation.

Head to the left to get back to the *Queen Fury*, where you can get new weapons, stock up on items, and rest.

**Training Tip:** Having access to a free recovery point, an item shop, and a save point, this makes for an optimal training ground.

Go back to the *Phantom Ship*, where you started, and go below deck. Follow the creature into the room and open the chest. This has no item, but instead the creature, which brings three Skeletons to life. Fight them and go into the next room that opened up.

Opening the chest in this room results in a battle with a Magician Bogy and two Skeletons. Leave this room, get a chest with **50 gold**, and go into the last room. The sparkle in the top right is part of the **Phantom Ship Mini-Game**. The first chest contains **20 gold**.

**Battle Prep:** Upcoming is not a boss battle, but it may still be helpful to equip some of your characters with **Stun Guards** or **Magic Ego Bell**.

Try to open the chest, and then again, to start a battle with three Magician Bogies. Don't underestimate these little guys... I've died facing them before when I was unprepared and went about it the wrong way. Focus on one Bogy and destroy it before moving onto the next. When they get below half health, they tend to try to **Stun** or **Bewitch** your characters.

After the battle, the party is invited to the captain's cabin. Go upstairs and around to the back right. The door is now open; go through it.

After the conversation, grab the chests (**200 gold** and **100 gold**), and then check the sparkle to get a key. Leave the cabin and head back toward the *Queen Fury*, which sparks another conversation. Afterwards, I recommend going back to the *Queen Fury*, resting, and buying a couple **Light-Based Attack Items** from the item shop.

Now is a good time to put some effort into the chest mini-game, which is described [here](#).

**Battle Prep:** If you got yourself some **Light-Based Attack Items**, try to have someone in your party with a high Magic Attack who can really pull those things off. It may be helpful to equip one or more characters with **Bravery Amulets**. Magically weak characters would appreciate **Spirit Cloaks** or the like.

When you are ready, go into the door to the left of the stairs leading below deck. The chest contains a **Bravery Amulet**, which you can equip now if you didn't before. Then try opening the other door, which spawns a boss battle.

Boss Battle				
Name	HP	Element	XP	Gold
Ghost Commander	1,800	Dark	6,000	200
Ghost Knight (4)	250	Dark	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Shana and Albert</b>			
<b>Item Drop:</b>	<b>Night Raid</b>			

To win this battle, you must destroy all five enemies at the same time. After you deplete their health, each ghost only stays down for a few rounds, before getting up with full health once again.

**Phase 1:** Have your highest attacker (**Albert**) focus on the Commander while **Dart** and **Shana** attack the other knights. However, don't destroy them as you go. Get them to half or quarter health and leave them there. Do this individually with only physical attacks. An alternative is to use a magic attack that attacks all enemies (like a **Dancing Ray**), but this risks destroying the Ghost Knights prematurely.

**Phase 2:** Use as many attacks that hit all enemies as possible. **Albert** could use Wing Blaster, and **Dart** could use Explosion. Have **Shana** throw some **Dancing Rays** or use Star Children. Either of these will probably destroy all the ghosts in one attack. If not, continue them until all the ghosts are defeated. It's also strongly possible that you destroy the Ghost Knights but not the Ghost Commander. Just pull out all the stops and deal as much damage to him as possible to defeat him before the other knights start rising.

After the battle, enter the doorway and open the chest, containing a **Dancing Dagger** for **Rose**. Press X when prompted next to the crib. This triggers the sinking of the *Phantom Ship*, meaning the ship and its **mini-game** will be inaccessible afterwards.

In all the commotion **Dart** and **Rose** get separated from the rest of the party. **Rose** gets them to safety.

The next morning, a little boy and his dog find **Dart** and **Rose** in the cave they used for shelter. He leads them to his home in Lidiera.

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## Lidiera

**Stardust:** 1

The boy, named Pete, indicates that **Dart** and **Rose** can probably find the rest of the party in the nearby town of Fueno. After this conversation, press X to get on the boat, and choose to go to the pier.

Behind the ladder is a chest containing a **Healing Potion**. Go up the ladder and down into the building. Check the shelf to the right for a **(1) Stardust**. Go back out and make to leave town.

Pete catches up with you, and **Dart** agrees to take him to Fueno. Leave town.

Head west to the Undersea Cavern.

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## Undersea Cavern

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Flabby Troll	560	65	60	38	60	Earth	84	30	<b>Knight Shield</b>
Glare	320	38	80	53	120	Water	70	18	<b>Mind Purifier</b>
Screw Shell	160	50	200	53	50	Water	63	24	<b>Healing Potion</b>
Sea Piranha	200	40	60	50	100	Water	56	15	<b>Spear Frost</b>
Mermaid	400	50	80	65	140	Water	77	33	<b>Spirit Potion</b>
<b>Average per Enemy:</b>							70	24	

Follow the path to the other side of the cavern.

**Training Tip:** Since **Dart** and **Rose** are the only members of your party at the moment, they each get half the total experience per battle instead of a third. Now might be a good time to train because of this.

Leave the cavern and head west to Fueno.

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## Fueno

**Stardust:** 2

After entry, Pete and his mom leave for the clinic. Go to the clinic, up the stairs to the right, and check the painting inside for a **(1) Stardust**. Go to the back part of town and then to the docks in the back again. The *Queen Fury* is docked, but everyone is in town. Go back into town, where **Dart** runs into **Meru**.

Go to the first part of town and into the inn to the left. The party has a heartwarming reunion before **Dart** goes to speak to **Shana** (she's in the room upstairs closer to the front of the screen). After this, the party reconvenes in the main lobby and decide to ask around about Lenus.

Go back into the hotel and check the barrels under the stairs for a **(2) Stardust**. Go up like you're going to leave town and speak to the man with a bottle of alcohol in his hand. He gives the information you need.

Just above this are the two shops (item shop on the bottom and weapon shop at the top).

Leave town and head east to the Undersea Cavern.

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## Undersea Cavern (2)

Continue to the other side, through a conversation.

Head east to Lidiera.

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## Lidiera (2)

Go to the pier and move to the ocean terrace. Speak to the mayor and convince him to open the way to the Prison Island. Tell him "We need to see the monster."

Afterwards, take the boat to Pete's house and climb around and into the cave. The chest on the right contains a **Healing Rain**, and the one on the left has a **Healing Fog**. I recommend making space for these if you have to.

Turn the valve to open the Prison Island. Then leave Lidiera.

Head west to the Undersea Cavern.

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## Undersea Cavern (3)

The first chest contains an **Attack Ball**. Go up.

The next chest contains a **Jeweled Crown**. Continue left. The path to the left leads to a **Recovery Ball**. The path down leads to a **Gushing Magma** and on to the next area.

To the left is another **Recovery Ball**. Continue up. The first chest contains a **Burn Out** and the second an **Attack Ball**. Continue up to the save point.

**Battle Prep:** You have before you another fairly magical battle. Prepare accordingly (boost Magic Defenses, etc.). **Dart** especially could use some magic boosters, as he is at an elemental disadvantage. Make sure **Dart** still has a **Heat Blade** equipped, and all your characters have powerful **Additions**.

Continue forward.

## Prison Island

Go up. Here the party encounters Lenus and Lloyd, who escapes. This triggers a boss battle with Lenus and her sea dragon.

Boss Battle				
Name	HP	Element	XP	Gold
Lenus	3,000	Water	7,000	250
Regole	3,000	Water	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	Meru and Haschel			
<b>Item Drop:</b>	Frozen Jet			
	Jeweled Crown*			

As with Feyrbrand and Greham, focus on the dragon first. Regole has a powerful Water-based magic attack that deals decent damage to each character. Watch **Dart's** health, as this and Lenus's magic attacks will deal double damage to him. Regole can be taken out relatively fast if you use some Fire-based attacks, like **Dart's** Final Burst. If you use any **Fire-Based Attack Items**, have **Meru** throw them.

Once Regole is defeated, the battle becomes easier. Lenus's Dragoon magic attacks are *much* kinder than the ones she used last time. However, her speed is still relatively high, meaning she'll get in a bunch of attacks per round. Focus on physical attacks from here on out, as Lenus's Magic Defense is fairly high.

- There is only a certain chance you will receive this item.

After the battle, Lenus dies and **Meru** is granted the new Dragoon Spirit.

Leave the Prison Island, go through the Undersea Cavern, and head to Fueno.

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## Fueno (2)

Go to the port in the back of the city and speak to Commodore Puler. When he asks if **Dart** would ever consider becoming a sailor, choose "A man of the sea... not bad," and the commodore gives him a small sum of money (**100 gold**) to show his appreciation.

After this conversation, speak to Kayla at the end of the boardwalk and board the *Queen Fury*.

Sail down to Donau. You can walk around the ship if you like by pressing square. For **Stardust** locations aboard the ship, see [here](#).

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## Donau (3)

Disembark, leave Donau, go through the Barrens, and back to Fletz.

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## Fletz (4)

Go up to the castle. An appearance by Princess Emille stops the party. Continue into the castle.

## Twin Castle (3)

Go up into the Chamber of the Sun. After the long conversation, the party splits up.

**Dart** and **Shana** have a moment before going to gather the others. Go to each location to gather the party members to proceed.

1. **Albert** is in Princess Emille's room.
2. **Haschel** and **Meru** are in the kitchens.
3. **Rose** is in the guest room.
4. **Kongol** is in the training room under the throne room.

In the same place where you gather **Kongol** are two chests. The top contains a **Moon Serenade** and the bottom a **Sun Rhapsody**.

Go to the back, where Libria waits to dress the women. After the conversation here, the party begins.

Speak to each member of the party: **Haschel**, **Kongol**, **Meru**, and **Albert**. Afterwards, Libria calls **Dart** to **Rose**, who points him to **Shana**.

And Chapter 2 of The Legend of Dragoon ends on a very happy note.

You should now have 35 **Stardust**. See [here](#) to see which ones you may have missed.

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## Chapter 3: Fate & Soul

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Chapter 3 focuses less on personal histories and more on the main plotline.

If you are looking for something specific, use these links rather than scrolling continuously: **Deningrad**, **Forest of Winglies**, **Forbidden Land**, **Mountain of Mortal Dragon**, **Kashua Glacier**, **Snowfield**, **Vellweb**.

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### Furni

**Stardust:** 2

Chapter 3 begins as the party arrives in a new town of Furni.

Go into the house on the right and check the items near the entrance for a **(1) Stardust**. Go back out and up.

After the conversation, go to the top left. Go down to the bottom and speak to the man behind the counter. Tell him that the party is new to town, and the man gives **Dart** a free pass to use the boats.

Press X to use the boat. **Dart's** telekinetic powers guide the boat outside. To the left is a weapon shop. To the front is the item shop (which can only be accessed from the boat). To the upper right is access to the mayor's house; go there when you're done with the shops.

The mayor asks the party for help with his daughter. Speak to the mayor when you're ready, and the party spends the night there (not without drama).

The next morning, leave the mayor's house and go to the right. Go inside the house and up the ladder. A cord is hanging down; press X to pull it, then go to the left to go down a slide. At the bottom, check the metal basin for a **(2) Stardust**. Press X to the left of the ladder to open the gate and leave. Leave town to the bottom right.

Head north to the Evergreen Forest.

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### Evergreen Forest

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Dark Elf	450	50	70	50	120	Dark	80	36	<b>Depetrifier</b>
Flying Rat	260	30	80	61	120	Wind	64	24	<b>Angel's Prayer</b>
Forest Runner	360	50	80	50	120	Wind	88	30	<b>Recovery Ball</b>
Moss Dresser	300	61	120	50	80	Earth	72	18	<b>Healing Fog</b>
Wounded Bear	560	70	140	50	40	Earth	96	60	<b>Attack Ball</b>
<b>Average per Enemy:</b>							80	33	

The path to the right leads to a **Destone Amulet**. Go up, and the path to the left of the save point has a **Body Purifier**. Continue up.

Go up and around to the top of the hill, where **Dart** is almost attacked by the giant wolf Kamuy. After the encounter, go down and right to get a **Depetrifier**. Below this, the path is currently blocked, so go back to the front of the screen and take a left.

If you wish to take this time to fight the wolf Kamuy, go north and choose to advance. See [here](#) for details.

Otherwise, go south. Continue on a little bit, and a conversation ensues when **Rose** and **Meru** leave the rest of the party to run some "errands." Go south and leave the Evergreen Forest.

Head north to Deningrad.

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### Deningrad

**Stardust:** You cannot access any yet.

Immediately to the right is a shop for both items and weapons if you need to stock up. Otherwise go to the top right.

After the guests leave, speak to the bishop, which starts a long conversation. When asked if you want to hear the information on the Divine Tree, you get a choice in conversation. The end result is the same, but saying **Dart** is disinterested brings a humorous response from **Albert**.

After the scene and discussion, go speak to the man at the front of the church. He agrees to open the library. Leave, and then go to the left.

Just to the left is the library. Inside, the remaining party members go on an information hunt while **Dart** avoids responsibility and gathers the info that the others find. Speak to each party member, until the librarian talks about the Dragon Campaign. Speak to him.

After the conversation, **Dart** and Librarian Ute go upstairs to see the artifacts from Neet. You can check each of the exhibits to learn more about Neet. When you're ready, speak to Librarian Ute.

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### Meanwhile in Neet

**Rose** enters the remains of Neet, **Dart's** hometown. Go up to spark a long conversation, after which **Rose** offers to escort Luanna back to Deningrad.

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### Home of Meru



**Meru** gets a poor welcome home. Go up to the teleporter and press X to activate it. Go up again, where **Meru** has a long conversation with some Winglies. She leaves unhappy.

Go back through the teleporter. Guaraha grabs **Meru** and speaks to her about important things, and she runs out.

Then... something dramatic happens.

## Back to Deningrad

After the conversation, make to leave town. Before you get to the exit, you are roped into a lot more conversation, then some drama, and then some more conversation.

Afterwards, go up and enter the Crystal Palace.

## Crystal Palace

Go up the stairs, and just to the left of the stairwell is a semi-hidden chest with an **Angel's Prayer**. Continue up and then take a left. The box here contains a **Holy Ankh**. Leave and continue up the stairs. The next room to the left has nothing of import. Continue into the throne room.

Another conversation yields a charge to defeat the king of dragons, but before that to nab an ancient Wingly artifact from the Forest of Winglies.

Head toward the exit until **Miranda** points out **Shana's** absence. Go back up to the throne room and up the stairs on the right. In this scene, **Shana's** Dragoon Spirit transfers to **Miranda**, and **Miranda** officially joins the party.

Leave the castle and Deningrad.

Head east to the Evergreen Forest.

## Evergreen Forest (2)

Head north to the next screen. If you didn't fight Kamuy before, you can do so now by going up to the next screen and choosing to advance. See **here** for details.

Follow the path to the right. Going to the north of where you first met Kamuy brings you to the **Forest of Winglies** (follow the link to skip there), but right now I'm leading you to an often-overlooked **Stardust** that just became available. Go to the bottom right and follow the path out of the Evergreen Forest.

Head north to Neet.

## Neet

**Stardust**: 1

Check the lamp on the right for the **(1) Stardust**. Going forward, you can check out the memorial. Otherwise, head back to the Evergreen Forest and up to north of where you met Kamuy.

## Forest of Winglies

**Stardust**: 2

**Meru** opens the portal to the Wingly forest; go through it.

After a rocky welcome, go up through the teleporter and up again. Speak to the Wingly near the save point to have him carry you to the next level.

To the top left are **Meru's** parents if you want to meet them. Otherwise, go to the pair of teleporters on the right and take the one on the left.

This room contains an item and weapon shop, and a peculiar statue of the Archangel at the top right. Take the teleporter on the left, which leads to Guaraha's room, sparking an interesting conversation. Then check the shelves on the right for a **(1) Stardust**. Go back down and down and take the other teleporter on the right.

Check the right side of the doorway for a **(2) Stardust** and go up through the teleporter.

One of the Bardel brothers tries to kill **Dart**, and they move on.

Speak to the Wingly to carry you up again, and enter the building. Here the party speaks to the Wingly Ancestor, who grants them access to the Forbidden Land.

Go up to the ancestor and speak to him, letting him know (eventually) that you are ready to enter the Forbidden Land. The teleporter activates, carrying the party away.

## Forbidden Land

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Fairy	320	45	80	64	150	Light	81	24	<b>Sun Rhapsody</b>
Gnome	256	60	160	53	70	Earth	108	42	<b>Healing Potion</b>
Puck	330	53	100	53	120	Earth	45	18	<b>Dancer's Ring</b>
Spinning Head	384	45	80	64	160	Non-Elemental	99	30	<b>Mind Purifier</b>

Toad Stool	128	45	80	64	120	Earth	72	18	<b>Body Purifier</b>
<b>Average per Enemy:</b>							81	26	

If **Albert** is in your party and you still have his **Twister Glaive**, equipping it to him is actually quite useful in this area, given the common Earth-type enemies, despite the higher attack of his current weapon. The elemental boost is more powerful than the baseline number difference.

**Training Tip:** Do not shy away from battles in this area. You will come upon a recovery point, and you will need the experience for the upcoming boss battle. Be sure to use the characters you plan to use for the final boss battle of the area (**Miranda** and **Albert** recommended).

Go up. The road leading down leads to a **Mind Purifier**. Continue on and use the teleporter until you encounter a large pipe to your right. Take the teleporter on the left to acquire some **Dancer's Shoes**, a valuable asset. Then go under the pipe and continue.

Follow the teleporter path until you reach a large coliseum-like area. After the conversation, continue through the teleporters to the next area.

**Training Tip:** Here is your recovery point. This is an excellent place to spend training, as it is also accompanied by a save point.

Now you are presented with two separate paths that eventually converge on the same location. You are free to choose either of them, but I recommend doing both. The first listed gets you some experience through an extra boss battle, and the other gets you some very useful items.

The **Boss Battle Path** is recommended first, followed by the **Item Path** (use this link to skip down to this path).

### Boss Battle Path

This is recommended as the first path, if you decide to take both.

Go up and follow the narrow walkway into the next area.

In this strange room, you must take the teleporters on the edge of the room in a specific sequence to continue forward. The correct sequence is as follows:

1. Far right
2. Gigantos (far left)
3. Minintos (third from the left)
4. Dragons (third from right)
5. Humans (second from right)
6. Winglies (second from left)

After the correct sequence is fulfilled, a new teleporter appears. Take it.

**Battle Prep:** Choose the characters for this battle that you will be using in the *next* boss battle (see **Grand Jewel** info below; **Miranda** and **Albert** recommended) so that they will get the most experience. Give **Miranda** heavy Defense or HP boosters (like a **Guard Badge** or **Giganto Ring**, or **Physical** or **Therapy Rings**). In essence, make sure these three characters can *survive*. This is a battle built on time, not HP.

Follow the path until a new enemy, a Super Virage, wakes.

Boss Battle				
Name	HP	Element	XP	Gold
Super Virage Head	11,000	Non-Elemental	4,000	200
Super Virage Body	11,000	Non-Elemental	-	-
Super Virage Arm	5,500	Non-Elemental	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Miranda</b>			
<b>Item Drop:</b>	<b>Healing Rain</b>			

This Super Virage only has a certain amount of time until the battle is ultimately over. After each round, the countdown appears to remind you of this. There's nothing wrong with spending these ten (or so) rounds guarding and healing. **Albert's** Rose Storm will be very useful in this battle, especially since the Super Virage has some very powerful physical attacks; watch out for **Miranda's** health.

When the Virage gets to around 2 lives left, start putting your guard up, regardless of how you were playing this before. If possible, use Rose Storm. When the lives counter gets to 0, the Virage uses a powerful magic attack right before it dies. This can deal some severe damage to your party, especially **Albert** or other magically weak characters.

However, if you are exceptionally powerful (I have only managed this once over the many years), you may be able to diminish either the head's or body's HP to zero within ten rounds. If this is accomplished, it will spontaneously use the powerful magic attack regardless of the countdown.

Moving forward from here leads almost directly to the next boss battle. Whether you take the second path or not, it is recommended that you go back and heal before moving on, as well as going through another **Battle Prep**. This next boss battle is not to be taken lightly, especially if this is your first time playing the game.

### Item Path

From the area with the recovery point, take the teleporter to the right. Follow the path until you come to a room where the exit is blocked by seven magical bars. Pink circles dot the floor while Spinning Heads appear at each one. As soon as you are free to move, the Spinning Head will attack. If one of them touches **Dart**, a minor battle ensues.

Try to avoid the Spinning Heads and make your way to each pink circle. When prompted, press X to stab the circle, turn it blue, and remove one of the magical bars. Do this for each circle until the path is open. Continue into the next area.

Use the first rock to go up two levels for a very useful **Power Up**. Go one level down and follow the path.

Use the next rock and the next. To get across to the chest, press X three times in succession, before you let either of the rocks fall. This chest contains a **Mind Crush** for **Dart**. Instead of jumping back across, just fall down with the rock. Go to the right and continue on to the next screen.

Eventually you come to the same place the **Boss Battle Path** ends up. Going back and healing/saving is highly recommended before you continue on to the next area.

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After you have gone through either or both paths, return to the save and recovery points. Heal your party.

**Battle Prep** (equipment): First, equip **Albert** with either a **Spirit Cloak**, **Sage's Cloak**, or a **Spiritual Ring** (recommended). Also equip him with **Bandit's Shoes** and a **Twister Glaive**. For **Miranda**, perhaps give her a **Therapy Ring** (recommended), **Physical Ring**, **Magical Ring**, **Spiritual Ring**, or a **Dancer's Ring**. **Dancer's Shoes** would also be useful for her. Give **Dart** any of the castoffs of these items that you do not use for **Albert** or **Miranda**. Long story short, boost magic defenses as much as possible and boost speed to give you more chances of healing and attacking.

**Battle Prep** (other): Make sure each party member has full HP and MP (aka heal in the recovery point). Equip **Albert's** and **Dart's** strongest **Additions** that give little SP (provided you can complete them comfortably). For instance, use Gust of Wind Dance or Moon Strike over Flower Storm or Blazing Dynamo. If you want to use your Dragoon powers in this battle (which are useful for Rose Storm, Moon Light, etc.), use up each character's SP until they have less than 200 total. In other words, make sure the SP bar at the bottom of the battle screen says "1" or "0." Keep it this way until the battle begins, as you will have minor battles on the way. If necessary, transform into a Dragoon on the way there to diminish your amount of SP, using your D-Attack each time.

Finally, take either path back to the room with the spiral walkway and go in the bottom entrance.

Entering the room with the Dragon Block Staff starts a difficult battle.

#### Boss Battle

Name	HP	Element	XP	Gold
Grand Jewel	4,600	Earth	9,000	300
<b>Difficulty:</b>	Extremely Difficult			
<b>Recommended Party:</b>	<b>Albert and Miranda</b>			
<b>Item Drop:</b>	<b>Spectral Flash</b>			

This is the most difficult battle in the game for most players I've talked to (including myself). If you spent a lot of time training up to this point, it becomes *much* easier, to the point where my last playthrough (which focused heavily on training) would have labeled this battle "Extremely Easy." This guide is intended to help those who struggle through this battle.

If you followed my **Battle Prep** outline above, you can use this strategy for Dragoons:

If any of your characters stay in Dragoon form longer than one turn, the Grand Jewel uses the Dragon Block staff to diminish all Dragon and Dragoon powers. This means that all the Grand Jewel's already powerful attacks to do *much* more damage, and all your Dragoon attacks are effectively useless. However, if your characters stay in their Dragoon forms no longer than one turn, you can still use strategic and useful spells like Rose Storm, Moon Light, and Rainbow Breath. In addition, the power of D-Attacks and other offensive magic is preserved. This is achieved by beginning the battle with less than 200 SP and turning into a Dragoon to use those spells whenever you get 100 SP. However, if a character gets 200 SP or more, it becomes a huge risk to use that character's Dragoon powers again. If the Grand Jewel uses the Dragon Block Staff, it takes forever for it to wear off, and by then you will probably have racked up a bunch of SP anyway. So whenever a character gains at least 200 SP, I usually give up on using that person's Dragoon form altogether.

Regardless of whether you use the Dragoon strategy, the rest still applies to you.

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The Grand Jewel has a very high speed, attacking several times per round. Unfortunately, every attack is a magic attack, and the Grand Jewel has a high magic attack. Be careful to watch out for **Albert's** HP. Fortunately, the Grand Jewel seems to like using Wind- and Light-based attacks, which helps out **Albert** and **Miranda** substantially. However, it does like to mix it up with some Earth-based attacks, which will deal double the already high damage to **Albert**. This is why you (hopefully) boosted his magic defense.

Whenever possible, make sure **Albert** gets to use his turn to attack. Help him out by giving him a **Power Up** that you just recently found, and be sure to use other **Repeat Items** that you have that may help. Also remember to use Rose Storm occasionally, or perhaps Gasless (although I recommend holding off on that because of **Albert's** low magic attack). If you run out of MP, use his D-Attack. However, I believe his completed Level 5 Gust of Wind Dance deals more damage, especially with that **Twister Glaive**.

**Miranda** can use her turns to throw any **Attack Items** you might have, especially **Wind-Based Attack Items**. If you chose to boost her magic attack, this will undoubtedly do a decent amount of damage. Otherwise, use her to heal the party with **Recovery Items** or her Dragoon magic. If you can spare the MP, using some Dragoon magic attacks could also be very handy. If none of these things is necessary/available, use her D-Attack or regular attack.

While **Albert** is your primary attacker and **Miranda** your primary healer, use **Dart** as you in-between. He should have a decent attack by now, and he has some good Dragoon magic attacks as well. If you need to sacrifice an attack to heal someone, have it be **Dart's** (behind **Miranda's** of course).

Probably the worst part of the entire battle is that the Grand Jewel somehow manages to "reverse time" and take away experience levels by the 5's. Luckily, this does not affect your equipment, or else you would be doomed. There is nothing you can do to stop this process except defeat the Grand Jewel as soon as possible. As your levels decrease, so do your attacks and defenses. It is during this time that you need to be especially careful of your various healths. In addition, try to use your most powerful attacks at the beginning of the battle to maximize the damage done. As the battle comes to a close, the Grand Jewel begins to reverse this process, and adds the lost levels back, bringing your attacks back up to normal levels.

The second-worst part about this battle is that the Grand Jewel heals itself 1,350 HP when it gets down around 1,000 HP or so. Just when you thought it was almost over...

After the battle, grab the Dragon Block Staff and go out the doorway to the right. Continue and press X when prompted to jump down. Continue down until you are interrupted by the Divine Dragon. Leave the Forbidden Land to teleport back to the Forest of Winglies.

## Forest of Winglies (2)

Several Winglies work together to send the party back to Deningrad, but not before the Divine Dragon gets there.

## Deningrad (2)

**Stardust:** 3

Go to the right, where the item and weapon shop used to be, and check both displays of weapons on the ground for **(1)** and **(2) Stardust**. Go to the next area and into the inn. Go upstairs to the clinic and check the strange circular objects for another **(3) Stardust**. Exit and go up into the castle.

## Crystal Palace (2)

**Stardust:** 2

Go up to the next screen. Go around the obstruction and follow the path straight up, and check the crystals for a **(1) Stardust**. Continue on up to the throne room.

After the long conversation, the party goes to the hotel in town to give **Shana** a farewell. Afterwards, go back up into the castle, all the way to the throne room. Check the destroyed staircase to the right for a **(2) Stardust**.

Leave the Crystal Palace and Deningrad, speaking to Martel on the way out (you should have at least 40 **Stardust** by now, earning you a **Physical Ring**, an **Amulet**, a **Wargod's Sash**, and a **Rainbow Earring**.)

Head east to the Evergreen Forest.

## Evergreen Forest (3)

Go north and then west, past the guard, grab the chest with a **Body Purifier**, and leave to the left.

Head north to the Mountain of Mortal Dragon.

## Mountain of Mortal Dragon

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Baby Dragon	240	56	140	56	80	Thunder	100	27	<b>Mind Purifier</b>
Beastie Dragon	363	80	130	48	90	Wind	110	33	<b>Total Vanishing</b>
Deadly Spider	328	68	100	48	60	Earth	90	39	<b>Body Purifier</b>
Mega Sea Dragon	176	48	120	68	120	Fire	80	21	<b>Gushing Magma</b>
Wyvern	594	80	160	69	100	Wind	120	45	<b>Down Burst</b>
<b>Average Per Enemy:</b>							100	33	

Follow the path. The first chest contains an **Attack Ball**. Continue on, and then take a right for a **Mind Purifier**, then go down the left path. Continue until you get to an area with four exits.

The one nearest the entrance leads to a **Healing Breeze**. The exit below leads to **Giganto Armor** for **Kongol**. Go up to the north to the next area.

On the bottom of the trail, there is a chest with a **Dragon Helm** in it. Continue on the path to the next screen. After a conversation, continue to the next area.

To the left is a chest with a **Total Vanishing**.

**Battle Prep:** Boost physical and magic defenses for your characters using various **Accessories**. (For the characters recommended below, focus on magic defenses.) Make sure that you have the strongest **Additions** equipped for each character. For slower characters, consider **Bandit's** or **Dancer's Shoes**. Make sure the **Dragon Helm** you just found is equipped to one of your characters as well, probably **Dart**. As always, save the game.

Continue forward. The obvious chest contains a **Body Purifier**, and below it is a hidden chest containing a **Power Down**, which I recommend making room for if you need to. (Special thanks to **Spencer K.** for pointing this hidden chest out to me!) Continue to the next area, where, after a conversation, you begin the battle with the king of dragons.

Boss Battle				
Name	HP	Element	XP	Gold
Divine Dragon	5,000	Non-Elemental	10,000	300
Divine Dragon Ball	2,000	Non-Elemental	-	-
Divine Dragon Cannon	2,000	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Albert and Kongol</b>			
<b>Item Drop:</b>	<b>Gravity Grabber</b>			
	<b>Flash Hall</b>			
	<b>Dragon Shield*</b>			

The party you pick for this battle doesn't matter as much as normal for two reasons: (1) the Divine Dragon is non-elemental, and (2) he is almost equal parts magical and physical. Because of this, I recommend you use your most-used characters for this battle, although I did recommend **Kongol** and **Albert** for their very high HP.

Kind of like a Virage, the Divine Dragon is ultimately defeated when you destroy the actual "Divine Dragon." However, the other parts, the Divine Dragon Ball and Divine Dragon Cannon, use formidable attacks that make this battle much more difficult.

For starters, do your best to destroy the Divine Dragon Ball. This uses a very powerful magic attack that attacks each party member, causing massive damage. As it has no charging time, this should be your first target.

The second thing you should do is destroy the Divine Dragon Cannon. This part of the Divine Dragon shoots out a powerful mass of magical energy that does *even more* damage than the Divine Dragon Ball. It is aimed at one person, doing full damage to that character and half to the characters on either side. This means that one character will be spared damage unless the attack is directed at **Dart**. Your saving grace for this attack is that it has to take time to charge before it can fire. Also, the Divine Dragon usually does not use this attack at the beginning stages of battle (or at least hasn't ever for me). This should give you time to destroy the Divine Dragon Ball, and then move on to the cannon.

After both of these are destroyed, the dragon's attacks are much less worrisome. He has one physical attack which is virtually useless against **Kongol**, **Dart** and **Albert**. The last thing to really worry about is the many magic attacks he uses. He likes to use **Burning Waves** and **Down Bursts**, so watch out for **Kongol** in this battle.

Using the recommended party means that there is almost no point to any magical **Attack Items** you may wish to throw. However, using other characters like **Miranda** or **Meru** makes these items useful. There is no specific element that will be of use here, however.

Taking out the Divine Dragon Ball and Cannon takes this battle from Extremely Difficult to Moderately Difficult. It is much easier than the Grand Jewel as well, especially if you have been training well.

- There is only a certain chance that you will receive this item.

After the battle, Lloyd appears to claim all the glory for slaying this beast, takes the Divine Dragoon Spirit, and leaves.

Follow him by going toward the beginning of the mountain. Eventually, the party catches up to Lloyd, who then causes a kerfuffle. After all this is past, continue out of the Mountain and through the Evergreen Forest toward Deningrad (with a few minor interruptions along the way). Head west to Deningrad and into the Crystal Palace and up to the throne room.

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### Crystal Palace (3)

In the throne room, the party discovers that Lloyd has taken Queen Theresa to Flanel Tower in the Kashua Glacier. After the long conversation, leave the palace and Deningrad.

Head southwest to Kashua Glacier.

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### Kashua Glacier

Minor Enemies
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Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Freeze Knight	360	63	120	77	160	Water	110	27	<b>Fatal Blizzard</b>
Icicle Ball	160	77	160	54	100	Water	121	21	<b>Spirit Potion</b>
Land Skater	341	58	100	63	120	Water	88	33	<b>Spear Frost</b>
Mammoth	1280	89	80	63	60	Earth	132	45	<b>Stunning Hammer</b>
Rocky Turtle	560	60	200	63	80	Earth	99	39	<b>Guard Badge</b>
<b>Average per Enemy:</b>							110	33	

Upon entry, the party discusses things. Go up for a **Thunderbolt**, and follow the path. To the right is a chest with a **Heat Blade** for **Dart**. Continue to the next screen.

**Note:** Despite the lower attack of the **Heat Blade**, its Fire-based properties will actually boost **Dart's** attack against the Water-based creatures (and upcoming boss) that inhabit the glacier.

Continue along the path. To the top right is a **Gushing Magma**, and to the bottom left is a **Heavy Mace** for **Meru**. Go further down into the glacier.

The chest here contains another **Gushing Magma**. Talk to the two men to open an item and weapon shop, and then continue down.

Press X when prompted to go up or down the icicles. Go down the first. To the left is a **Dancing Ray**. Follow the path to the right until you have another choice. Down the right path is a **Phoenix Plume**. Follow the left path to reach the bottom.

**Battle Prep:** Equip Defense or HP boosters to **Meru** and attack boosters to **Haschel**. Make sure **Dart** has his **Heat Blade** and a **Dragon Helm** equipped. Also equip powerful **Additions**. It may be useful to buy as many **Fire-Based Attack Items** as you can from the peddler brothers. And save.

Head right. Under the bridge is a **Fatal Blizzard**. Continue on, stumbling into a boss battle.

**Boss Battle**

Name	HP	Element	XP	Gold
Windigo	10,000	Water	11,000	250
Heart	3	Water	-	-
Snow Cannon	400	Water	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru and Haschel</b>			
<b>Item Drop:</b>	<b>Brass Knuckle</b>			

This battle is one of those rare times when **Dart** can really shine. With his **Heat Blade** and an **Addition** like **Crush Dance** or **Moon Strike**, he can really do some damage here. And don't forget to use **Flameshot** or **Final Burst** either, both of which will do a decent amount of damage.

With both **Haschel** and **Meru** on your squad for this battle, you should have plenty of chances to attack or defend. Use **Meru** to throw any magic **Attack Items** you may want, hopefully focusing on **Fire-Based Attack Items**. Assuming you have leveled up some of **Haschel's** more powerful **Additions**, his attack should also serve you well. The Windigo does not have a low Magic Defense, but some magic attacks from **Haschel's** Dragoon lineup may be useful as well. As always, **Haschel's** D-Attack is substantial, especially if his **Additions** are low-level.

The main struggle with the Windigo is his vast health reserves. However, he likes to throw Water-based attacks, causing decent damage to **Dart**. Another issue is that he summons ice minions that attack the party and must be destroyed before they go away. The third real problem is that occasionally, the Windigo grabs a party member at random and places them in its rib cage area. When this happens, attacking it will also cause damage to the party member. So unless you feel like wasting a perfectly good **Angel's Prayer**, Guard for the duration. Eventually, the Windigo throws the party member out, exposing its weak heart. Any attacks dealt against the heart will deal exactly 1 damage. Personally, the Windigo has never been alive long enough for me to test this theory, but I believe after about 3 times the Windigo dies, regardless of its remaining HP.

After the battle, to the left is a **Black Rain**. Continue to the next screen. After the dialogue, to the left is a **Rave Twister**, and continue into Flanvel Tower.

## Flanvel Tower

Minor Enemies do not appear in this area of the tower. For a list of those in the Land of Taboo (underneath Flanvel Tower), see [here](#).

On the right is a chest with a **Spirit Ring**. Follow the teleporter. Use the teleporter directly to the right, and then the one on the far right.

Get the chest with a **Mage Ring** and continue to the left. In this maze, use the teleporter across from you, and then the one on the top of the ring.

After the conversation, prepare for battle.

**Battle Prep:** Equip your party members with **Accessories** to boost magic defenses, like **Spiritual Rings** or even **Sage's Cloaks**. As always, **Bandit's** and **Dancer's Shoes** are also very useful to help you get in more attacks. If you use **Kongol** in this battle, it may actually be more useful to give him **Bandit's Shoes** and a **Bandit's Ring**. But the most important thing to do here (and honestly the crux of my entire strategy for this battle) is to equip one of your characters with a **Talisman**. You may actually have two of them, in which case it will do you more good to equip it to another character than whatever other **Accessory** you may have on them. Make sure the **Talismans** go on the two characters of the highest Dragoon level (probably includes **Dart**). For your party members with **Talismans**, give them **Additions** that gain large amounts of SP (like Burning Rush or Crush Dance). For the party members without a **Talisman**, be sure to equip them with their **Additions** with the highest DAM%. And as always, save.

**Note:** Recommended party for the battle against Lloyd is **Albert** and **Kongol**, but if you have no **Talismans**, this is actually a terrible idea. Lloyd uses so many magic attacks that you will want some more magically-minded characters, like **Rose**, **Miranda**, or **Meru**.

When you're ready, go up to face Lloyd.

Boss Battle				
Name	HP	Element	XP	Gold
Lloyd	6,000	Non-Elemental	12,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Kongol</b>			
<b>Item Drop:</b>	None			

Lloyd's most annoying problem is his incessant use of his Dragon Buster, which rips right through Dragoon armor, as it did for **Lavitz** all those chapters ago. Using the Dragon Buster is a "Can't Combat" move, causing instant death to the character - unless they are equipped with a **Talisman**. If you have this item equipped to one of your characters (hopefully a level 5 Dragoon), begin the battle by using their Dragoon transformation (*not* the Special, though). While this character is a Dragoon for five whole rounds, Lloyd will spend about half to two-thirds of all his attacks just trying to kill them with the Dragon Buster. In short, that's half as many attacks toward the rest of the party.

While Lloyd is busy with this futile endeavor, use your other two characters to attack him as much as possible. Use a **Power Up**, a **Speed Up**, and other such useful items to attack him. Wait to use other items like a **Speed Down** or **Power Down** until all your Dragoon turns are spent and you must deal with the full wrath of Lloyd's attacks. Magic attacks do almost no good here. As Lloyd is a Wingly, he has a fantastic magic defense, making physical attacks more useful on average. This is why I chose **Albert** and **Kongol** for the party in this battle.

After that first character uses all his SP in Dragoon form, switch to the second character wielding a **Talisman** if you have one. If not, work on building up some more SP with that first character to repeat the process. While in Dragoon form and distracting Lloyd, have this character focus on D-Attacks, because of Lloyd's magic defense. If you do use magic, use your more powerful ones, because weaker magic attacks will not be worth the turn or MP.

Lastly, credits to this **Talisman**-based strategy go to Link San.

After the battle, **Dart** gets an opportunity to exact revenge on Lloyd, but doesn't. Lloyd repays the favor by giving **Dart** all three Divine Moon Objects to go retrieve **Shana**, who has been kidnapped.

Once you are able to move again, if you really want to, you can go back into the tower to get a **Therapy Ring**. To do so, go back to right before the pod where Dart fought Lloyd and take the teleporter to the right. In this room, be sure not to touch the apparition of the Wingly in the middle. If you do, just run away from the battle that ensues (it's literally impossible to beat him right now). Grab the chest containing a **Therapy Ring** and go back up through the teleporter and exit the tower.

After all this, go back out into the glacier until you come to the screen where you got the **Heavy Mace**. Exit the glacier through the top left exit.

Head west to the Snowfield.

## Snowfield

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Bowling	400	79	160	56	80	Non-Elemental	132	42	<b>Attack Ball</b>
Mr. Bone	450	65	120	65	120	Dark	108	30	<b>Bastard Sword</b>
White Ape	500	91	120	65	80	Earth	144	51	<b>Healing Potion</b>
Wildman	720	79	100	65	60	Thunder	120	36	<b>Giganto's Ring</b>
Windy Weasel	320	56	80	79	100	Wind	96	21	<b>Rave Twister</b>
<b>Average per Enemy:</b>							120	36	

Now that the enemies are no longer Water-based, be sure to switch **Dart's** weapon back from the **Heat Blade**.

Go left. Get the chest with a **Burn Out** and continue until the party takes shelter in a cave, where they talk about important things.

The next morning, the blizzard has passed. Go left to the next screen. To the left here is a slide where you can get some very useful items, like described below:

1. Go down the left side (the farther side). Press X the 1st, 3rd, and 4th times that you are prompted. You get a **Magic Shield**.
2. Go down the right side (the closer side). Press X the 2nd and 4th times. You get a **Dancer's Ring**.

At the bottom of the slide, there is a conversation about a place called Fort Magrad, which lies just down that path. This is home to a side quest that you can access now if you really want to, but it is a very difficult battle, and without having done some serious training up to this point, you probably want to wait until later. But if you really feel like trying it out, check out my guide [here](#).

On the way back up to the top of the slide, you will find a **Burning Wave** and a **Gushing Magma**.

After collecting these items exit the Snowfield to the left.

Head west to Vellweb.

## Vellweb

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Maximum Volt	700	96	160	83	60	Thunder	156	51	<b>Flash Hall</b>
Spring Hitter	400	72	150	68	80	Non-Elemental	117	21	<b>Healing Fog</b>
Succubus	484	68	100	68	150	Dark	130	42	<b>Platinum Collar</b>
Terminator	432	80	120	58	80	Non-Elemental	143	30	<b>Total Vanishing</b>
Witch	360	58	80	96	200	Light	104	36	<b>Angel's Prayer</b>
<b>Average per Enemy:</b>							130	36	

**Stardust:** 1

Follow the path. The doorway above leads to an **Attack Ball**. Continue to the next area and go to the front right. Here you find two peddlers, like in **Kashua Glacier** (their brothers, actually). One sells weapons and the other items. Go back and continue left.

Here Shirley greets you briefly. Go up past the save point. Here go up the stairs and into the tower directly above the entrance. Check the back for a **(1) Stardust**. These towers are home to the ancient dragoon spirits, part of a **side quest** that is currently inaccessible. So go back down to the save point and then to the bottom left.

Follow the path. Go past the first doorway, but go through the second for **Rose's Hairband**. The fourth doorway leads to a **Spirit Potion**. Then go in the third doorway and across the bridge.

Here the party finally meets the strange Emperor Diaz, and they find out three (count them, *three*) shocking truths.

This is the end of *Chapter 3: Fate & Soul*. You should have 46 **Stardust**. See [here](#) to see which ones you may have missed.

## Chapter 4: Moon and Fate

This is the last chapter of the Legend of Dragoon. Truths will be revealed, fears will be realized, and fate will be decided.

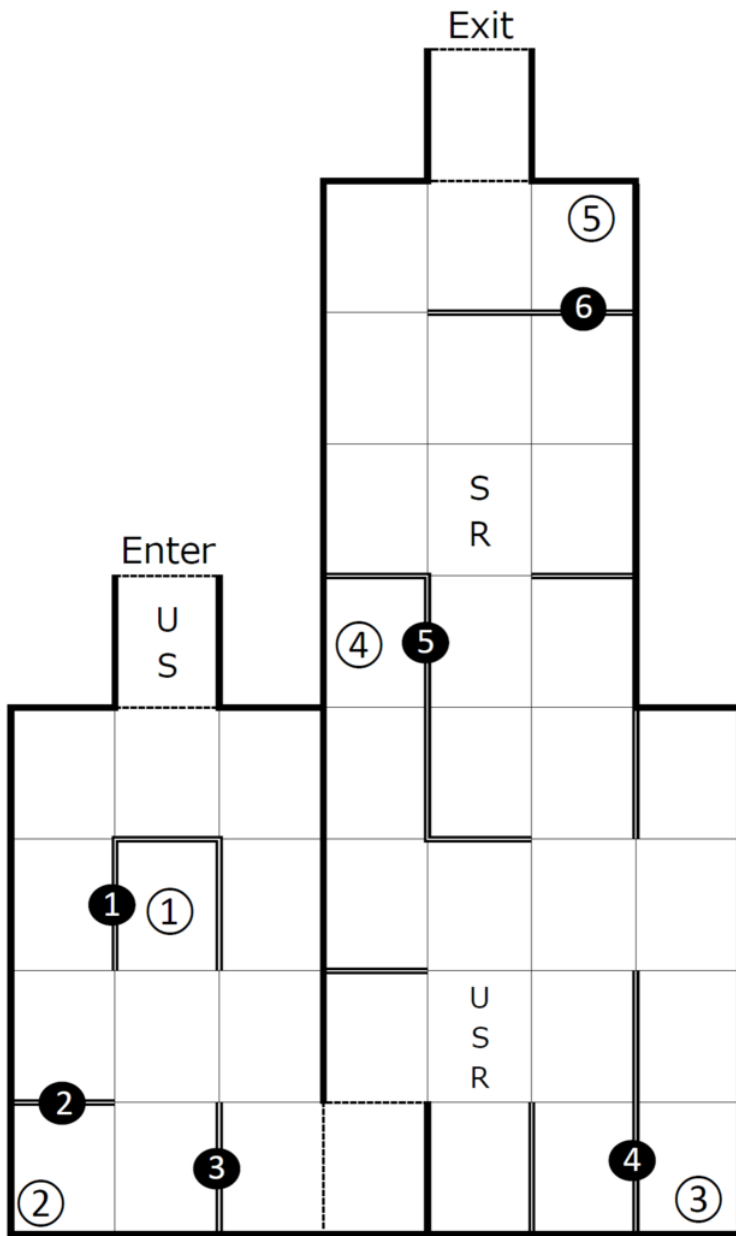
If you're looking for something specific, use these links rather than scrolling continuously: [Ulara](#), [Rouge](#), [Aglis](#), [Zenebatos](#), [Mayfil](#), [Divine Tree](#), [Moon](#).

## Death Frontier

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Canbria Dayfly	520	65	100	86	140	Wind	112	30	<b>Body Purifier</b>
Cactus	320	75	150	75	150	Earth	126	36	<b>Recovery Ball</b>
Sandworm	1440	100	80	71	80	Earth	168	51	<b>Spirit Potion</b>
Scorpion	280	86	220	61	100	Earth	154	21	<b>Poison Needle</b>
Spiky Beetle	400	86	160	71	120	Earth	138	42	<b>Attack Ball</b>
<b>Average per Enemy:</b>							109	36	

Navigating this place is *almost* impossible without a map. Luckily, I found one years ago on the internet, and since then I have modified it to be the map you see below. I am afraid that I have no idea who originally developed the map, but if you do, please **send me an email** and let me know. I will add the acknowledgement promptly. For now, here's my version:





Map Legend:

Term	Meaning	Term	Meaning
Bold Line	Blocked	R	Recovery point
Dotted Line	Exit to next area	S	Save point
Double Line	Sand fall	U	Entrance to underground tunnels
Circled Number	Chest with item	Black Circled Number	Sand fall with item
Fall #	Item	Chest #	Item
1	<b>Moon Serenade</b>	1	<b>Healing Breeze</b>
2	<b>Healing Rain</b>	2	<b>Healing Fog</b>
3	Drops to recovery point	3	<b>Gladius</b>
4	<b>Recovery Ball</b>	4	<b>Power Down</b>
5	<b>Sun Rhapsody</b>	5	<b>Healing Potion</b>
6	<b>Bandit's Shoes</b>		

Spend your time here focused on gathering the items that you want. There is some discussion among the party members as you move through the area.

**Training Tip:** With recovery points and save points, this area is an excellent place to train.

When you're done with this place, head out.

Head south to Ulara.

## Ulara

**Stardust:** 3

To the right is an **Angel's Prayer**. Press X to use the teleporter to go to Ulara.

After the greeting, move forward and choose the left path. After the conversation, check the roses for a **(1) Stardust**. Go to the left.

The weapon shop (the man behind the counter) and the item shop (the woman walking around) are here. Check the barrels for a **(2) Stardust**. Go back to the second area and go to the top right.

After the conversation, check one of the plants for a **(3) Stardust**. Just behind the plants is a male Wingly pacing back and forth. To get some truly interesting info on the Dragon Campaign, including info on Melbu Frahma and Magician Faust, speak to him. Then go left and use the teleporter.

This is the house of the Wingly named Charle, sister to Melbu Frahma, a Wingly dictator of old. Before you is a long conversation, in which you must choose to discuss every single conversation option to move on.

Afterwards, go upstairs to get a **Moon Serenade**. Then leave.

In the next area, **Dart** and **Rose** have a touching conversation. Now you need to gather the rest of the party.

- **Miranda** and **Haschel** are in the bar, to the bottom right of the second screen.
- **Albert** and **Kongol** are in the shops, to the top left of the second screen, past the roses.
- **Meru** is by the main teleporter, speaking with Caron, to the bottom left of the second screen.

The next morning, go back to the main teleporter, where the party is teleported to the Home of Gigantos.

Head east to the Home of Gigantos.

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## Home of Gigantos (2)

The party emerges out from behind the large head that you probably saw the last time you were here. Follow the path down and out of the Home of Gigantos.

Head east through the Valley of Corrupted Gravity and the Barrens and on to Fletz and into the Twin Castle.

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## Twin Castle (4)

After the conversation, go through either of the two doorways next to the statues, under the stairs. Eventually, go talk to Kayla and tell her you're ready to board.

Head west to Rouge. You can also access the *Queen Fury* by pressing the square button on the map.

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## Rouge

**Stardust:** 1

Upon entry, **Dart** drives the boat into the village and the party disembarks.

To the top right, you'll find two merchants selling items (left) and weapons (right). Use any of the many ladders to go up to where the mayor is waiting for you.

Go out the bottom right (not a ladder) for a **Wargod's Calling**. Then use the ladder right next to this exit for a **Satori Vest** for **Haschel**.

After this, go out the top right out the back and around. The chest here contains **100 gold**, and be sure to check the barrel on the right for the last **(1) Stardust** of the game. Go back and speak to Martel. She uses the **Stardust** you've already given her to heal her daughter. Afterwards, go back and give her the last of your **Stardust**. In return, Martel gives you a **Vanishing Stone**. (For a complete list of Martel's items, see [here](#).)

Go back and speak to the mayor. Afterwards, go down a ladder, then down, and left. Go up onto the platform. Here the party has a conversation about Wingly cities, and you can ask as many questions as you wish. Afterward, go down until you are interrupted once again. A Wingly in the city nearby opens the path to Aglis by splitting the ocean. Go back to your boat and leave. Be sure to choose to go to Aglis.

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## Magical City Aglis

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Aqua King	640	76	120	73	160	Water	135	30	<b>Angel's Prayer</b>
Jelly	640	51	80	89	250	Water	120	24	<b>Healing Fog</b>
Minotaur	960	103	160	73	100	Earth	180	48	<b>Heavy Mace</b>
Scud Shark	400	73	130	73	100	Water	150	39	<b>Body Purifier</b>
Stern Fish	935	89	160	73	100	Water	165	54	<b>Frozen Jet</b>
<b>Average per Enemy:</b>							150	39	

After the conversation, go up and press X to open the door. Continue forward in the teleporter.

After this conversation, move forward again. Take the first teleporter and then the second, grabbing a **Burn Out** along the way. The next chest contains a **Gushing Magma**, followed by two chests containing a **Magical Hat** and a **Moon Serenade**. Go back to the first chain of teleporters and move on to the next area.

Take the first teleporter, and the second, and on to the next screen. To the left is a chest with a **Angel's Prayer**. Go to the next screen.

Take the first teleporter, then you can choose between the first one right in front of you, or the one to the right of that. They both lead to the same platform, which has a **Sun Rhapsody** on it. Then go through the one furthest from the starting point and follow that until you make it to the end of next screen and the next.

Take the teleporter, get the chest with a **Healing Fog**, then take the other teleporter. Continue on until you come to the next screen.

Take the teleporter, and now you are in the middle of a big platform covered in teleporters. The one to the left leads to the one on top. The one to the bottom leads to a **Healing Rain**. The one to the top-right leads to the next area.

After the conversation, speak to Savan and agree to begin the challenges. I recommend you save before continuing, in case you accidentally pick the wrong options. Then speak to Savan after each challenge to begin the next.

Here are the correct answers:

1. **Kongol**: "Take Doel's sword."
2. **Miranda**: "For the world." and "I cannot die now."
3. **Albert**: "I... cannot do that."
4. **Meru**: "I still cannot die!"
5. **Haschel**: "I couldn't stop her."
6. **Rose**: You don't have to do anything.
7. **Dart**: "I will save Shana no matter what!"

Afterwards, move on to the left.

Take the first teleporter, then the one across the platform, then the one nearest the camera, then follow it to the next screen. Here the Psychedelic Bomb is being formed.

The strength of the Psychedelic Bomb is determined by how many of the challenges you passed correctly. If you got them all correct, the system is overwhelmed and produces the **Psychedelic Bomb X**, a *very powerful* magic attack that you can use over and over. Otherwise, you are gifted with the **Psychedelic Bomb**, which is not as powerful and can only be used once, like other **Attack Items**.

Afterwards, continue to the next area, where Savan goes before you to show you the correct path. The first chest contains **200 gold** and the second a **Healing Breeze**. Continue to the next area.

**Battle Prep**: Give **Meru** a **Dragon Helm** to boost her HP and **Dancer's Shoes** to boost her speed. Use a **Guard Badge** to boost her defenses. Make sure **Haschel** is using a powerful **Addition** like Hex Hammer or Omni Sweep, and the same with **Dart's Additions**. Give **Dart** as many magic defense boosters as possible, perhaps giving him a **Spiritual Ring** or **Sage's Cloak**. **Dart** will be at a disadvantage in this battle because the enemy uses Water-based attacks. Consider giving **Haschel** a **Guard Badge** or **Attack Badge**, and as always, giving him some **Bandit's Shoes** is sure to make him unstoppable. And be sure to save.

When you're ready, move on to the next area, where Zieg takes control of the Last Kraken to destroy the Signet Sphere.

#### Boss Battle

Name	HP	Element	XP	Gold
Last Kraken	10,000	Water	12,000	300
Cleone	1,300	Water	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru and Haschel</b>			
<b>Item Drop:</b>	<b>Pretty Hammer</b>			

The Last Kraken has a very high magic defense, so try to focus on using physical attacks with **Dart** and **Haschel** in this battle. Have **Meru** throw some magic attacks, preferably **Fire-Based Attack Items**. Wait to use attacks that attack all enemies until the Last Kraken summons two Cleones.

At this point, it would be a good idea to use the **Psychedelic Bomb X**. If you don't have the X version (meaning the **Repeat Item**), don't bother using the Psychedelic Bomb. There are many other enemies that it would work better on.

**Dart's** Fire-based D-Attack and Dragoon magic will also do a decent amount of good in this battle. However, be sure to watch his health, as he will be taking double damage from all the Water-based attacks the Last Kraken throws.

**Note**: If you are using an emulator, there is a chance that the game will crash during this battle if you use Dragoons. The easiest fix is simply to avoid using Dragoons! Thanks to **Darkomantis** for letting me know!

After the battle, a runaway explosion causes the death of Savan, but not before he teleports the party to safety.

Go all the way back almost to the entrance to Aglis, with some discussions along the way. When you get to the place with no teleporters, with a closed door to the right, go over and press X to open the door. Go inside, and after the conversation step in the green circle to teleport to Zenebatos.

## Law City Zenebatos

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Death Purger	583	93	120	65	100	Dark	134	22	<b>Total Vanishing</b>
Guillotine	622	110	150	93	120	Dark	160	41	<b>Healing Breeze</b>
Harpy	680	76	100	76	100	Wind	128	30	<b>Body Purifier</b>
Professor	869	65	100	93	180	Wind	176	54	<b>Sage's Cloak</b>
Sky Chaser	680	76	100	76	100	Wind	128	30	<b>Body Purifier</b>
<b>Average per Enemy:</b>							145	35	

When you arrive, a flying creature named Coolon appears and offers to carry you around the world. With this new ability, you have access to the rest of Endiness without having to walk everywhere.

#### Author Recommendations:

Now that you have this ability, between now and ascending in Mayfil is an excellent time to train and seek after side quests. Of course, you need not follow my advice to beat the game, but this strategy has proven most effective for me. This is what I recommend (repeated below in Mayfil):

1. Complete the **Ancient Dragoon Spirits** side quest (earns XP and useful **Accessories**).
2. Complete the **Polter Armor** side quest (earns XP and powerful **weapon** for Dart).
3. Train until you can purchase three **Legend Casques** in Lohan (30,000 gold required).
4. Complete the **Magician Faust** side quest (earns massive XP, some useful items, and a *bunch* of money).
5. Train until each character is Dragoon Level 5 and has their final **Additions** (least important recommendation).

Other people have different favorite items to acquire, and using the money you get from Faust, you can buy whatever your heart desires. However, defeating Faust earns you the most useful Accessory in the game: the **Phantom Shield**. If you have this item and three **Legend Casques**, no enemy will be able to touch you.

If you're feeling really ambitious, you could even try to get enough money to buy 3 **Armors of Legend** in Deningrad (another 30,000 gold required).

Here in Zenebatos, the party needs to get to the Signet Sphere. Use the teleporter to go up, and speak to the creature. He says that it's against the law for non-Winglies to go to the Signet Sphere, under a law numbered **703**.

Go back down and go to the right, where there is a save point and a transport. Go first to the Law Factory, where the yellow creature sells both items and weapons. Buying the various Dragoon armors is incredibly helpful for the rest of the game. After this, take the transporter to the Legislative Center.

Navigating through to the Legislative Center takes you past several guards. If one of these guards catches you, you get sent to prison (see below). The guards only run as fast as **Dart**, and they only chase you along the main path. Use the doorways and small platforms to avoid them. Try to wait until they are as far from your exit or teleporter goal as possible before you make a run for it.

The blue guards are different in that they do not patrol. Darting into the main path for a split second is enough to send him to the other end of the platform. Then run through the hallway and to the teleporter.

Some of the platforms have chests as well, as listed here in order:

1. **Frozen Jet**
2. **Burning Wave**

When you reach the Legislative Center, go stand in line behind the other creatures at the top. When it's your turn, go stand in the middle and press X when prompted. You are not submitting a new bill, but trying to revise old ones. Answer accordingly. When asked to give the number of the law, you have several options, listed below:

- **703** - grants access to the Signet Sphere (advances the story)
- **666** - stops all minor battles in Zenebatos
- **659** - removes guards from paths (use if you had real trouble with the guards)
- **640** - allows you to skip standing in line to wait for other creatures in the Legislative Center
- **339** - allow humans to access item/weapon store (unnecessary)

After this, the creatures grant you a Law Production License, and you are free to go. Exit to the left.

Navigate back through the guards. I don't think it's possible to make it past the blue guard here, but you can try. If you get caught, you get sent to prison.

The prison in Zenebatos is a door-less room, with no way out except that **Kongol** comes bursting through the wall because he was too heavy to be transported. On the way out of a prison, there are two chests containing a **Flash Hall** and **200 gold**. Use the transporter to go back to the transporter area.

After the Legislative Center, go over to the Law Factory. Navigate through the guards, using the same strategies as before. The chests are, in order:

1. **Spectral Flash**
2. **Night Raid**
3. **Rainbow Dress**

At the Law Factory, speak to the creature on the left (you may have to wait your turn) to present your Law Production License. This grants you a Law Launching License. So go back and find your way to the Law Launcher. The chests in this area are, in order:

1. **Down Burst**
2. **Spirit Cloak**
3. **Gravity Grabber**

After the guard room, use a transporter to present your Law Launching License and enforce your new law.

Repeat this process as many times as you need, going first to the **(1) Legislative Center**, then the **(2) Law Factory**, and finally the **(3) Law Launcher**. However, to move on, you must revise the law preventing the party from accessing the Signet Sphere.

Once this is done, go back to the first area and go up with the teleporter. The Signet Sphere is now open, so take the transporter to it. At the next area, the creature acts a little suspicious.

**Battle Prep:** Equip one or more **Talismans** to your characters. Give **Miranda** an **Attack Badge** or **Magical Ring** to boost her magic attack; she'll be your trump card in this battle. Give **Rose** a **Dragon Helm** if you have one, and make sure she's wearing her **Dark DS Armor**. If she's not already wearing a **Talisman**, give her some defensive boosters. As always, make sure all your best **Additions** equipped. **Dart** should have Blazing Dynamo if you've been focusing on his **Additions** up to this point. And as always, save.

Move forward, and enter the Court of Zenebatos, where the entire party is declared guilty of... something... and sentenced to execution.

Boss Battle				
Name	HP	Element	XP	Gold
Kubila	3,500	Dark	12,000	300
Selebus	3,000	Dark	-	-
Vector	4,200	Dark	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Miranda and Rose</b>			
<b>Item Drop:</b>	None			

This battle is a little tricky. If you've been training well up to this point, it will be almost no problem, but otherwise, it will be fairly difficult.

As I mentioned above, **Miranda** is your trump card. She has an amazing magic attack, and when you combine that with your new **Psychedelic Bomb X**, these guys have no chance. My advice: use a **Power Up** on **Miranda** and use her the next several rounds to throw the Psychedelic Bomb, perhaps a **Spectral Flash** or **Dancing Ray**, or even her Dragoon magic like Star Children or her White Silver Dragon. Quite honestly, if you've been training, this will be overkill. Last time I played, I destroyed Kubila and Vector with *just* the **Psychedelic Bomb X** combined with a **Power Up**.

If you don't have one or both of these useful **Repeat Items**, focus on **Light-Based Attack Items** and her Dragoon magic. It may not work quite as completely, but it will do its job.

Use **Dart** to finish off those sad enemies still clinging to life after **Miranda** is done with all her carnage, and use **Rose** to support the team. Her attack should deal some damage, but nothing to cry over if you need to use a **Healing Breeze**. **Rose's Dark DS Armor** makes her the ultimate defensive player in this battle, as most of the magic attacks are Dark-Based. And because of this, watch out for **Miranda's** health, as these attacks will deal double damage to her.

If Selebus **Confuses** or **Petrifies** one of your party, either use a **Mind Purifier** or **Depetrifier**, respectively, or use a Dragoon Special to eliminate these **Calamities**.

The main concern in this battle is Kubila because he knows a Can't Combat instant-kill move that he'll use after one of his companions dies, and he uses it when *he* dies. This is why you have those **Talismans** equipped. In addition, try not to save Kubila for last, because when he dies and the battle ends, he will kill one of your characters, keeping them from gaining all that experience.

The other annoying feature of this trio is that Selebus has the ability to heal Kubila and Vector a decent amount of HP. If you're going at them one by one instead of mass genocide with **Miranda**, start with Selebus, and then move on to finish Kubila as quickly as possible. Once Selebus is dead, Kubila will begin to use his Can't Combat move. Once again, make sure you do **not** kill Kubila last. After Kubila is dead, move on to Vector, who is much less of a problem.

After the battle, go up, where unfortunately the Signet Sphere has already been destroyed. Afterwards, go back to the first area in Zenebatos.

Speaking to the new little creature at the bottom reveals that the teleporter connection to the Death City Mayfil has been disconnected. To get it reconnected, go back through the law-making process, using the code **410** to revise this law and open access.

After you've done that, I recommend you save, and then take the teleporter to Mayfil.

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## Death City Mayfil

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Human Hunter	355	110	160	81	100	Non-Elemental	136	24	<b>Recovery Ball</b>
Hyper Skeleton	960	114	180	81	80	Dark	187	48	<b>Spear of Terror</b>
Loner Knight	720	99	140	81	140	Dark	204	54	<b>Soul Eater</b>
Spector	286	81	200	120	250	Dark	120	30	<b>Midnight Terror</b>
Undead	616	90	100	81	60	Dark	203	39	<b>Mind Purifier</b>
<b>Average per Enemy:</b>							170	39	

Upon arrival, move on to the next screen. Here you find the spirit of our old friend Feyrbrand. Touching the spirit launches a boss battle, so before you do so, make sure you are prepared.

**Battle Prep:** Use **Guard Badges** or **Giganto Rings** on **Meru** and **Miranda** to boost their physical defenses. Feyrbrand's spirit uses no Wind-based attacks, so there's really no point to take **Albert** unless you just want to. And **Kongol's** low magic attack makes him slightly useless despite his Earth element. However, this battle is fairly easy, so it wouldn't be a big deal no matter who you took. That being said, remember that Feyrbrand uses attacks that can cause various **Calamities**, so consider using a **Rainbow Earring** or other **Accessories** that make your characters immune to **Fear**, **Stunning**, and **Poison**.

If you want to fight Feyrbrand's spirit, go ahead and touch it.

Boss Battle (optional)				
Name	HP	Element	XP	Gold
Dragon Spirit (Feyrbrand)	8,000	Wind	4,000	200
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	<b>Miranda and Meru</b>			
<b>Item Drop:</b>	<b>Down Burst</b>			

Having either **Miranda** or **Meru** throw the **Psychedelic Bomb X** will be very useful. Remember other repeat items as well, like the **Power Up** and **Power Down**.

Use **Meru** and **Miranda** for magic attacks, since the spirit has a relatively low magic defense. Even so, **Dart** should still do some decent damage, especially with a leveled **Moon Strike** or **Blazing Dynamo**.

If one of your characters becomes **Afraid**, **Stunned**, or **Poisoned**, use the appropriate **Purifier** or use a Dragoon transformation to cure it.

Whenever you're ready, continue into the next area. Go north across the light bridge for a **Poison Guard**. Left from here leads to a **Stun Guard**, and right to a **Panic Guard** and **Protector**. After you get those, go back down and to the right.

This room houses the spirit of Regole. This battle is more difficult than the last, but you can choose to fight it or not.

**Battle Prep:** Make sure you have your strongest **Additions**. Boost magic defenses as much as you can for this battle, and consider giving **Meru** either a **Dragon Helm** or **Physical Ring**. Consider giving **Haschel** HP boosters as well. Make sure **Dart** has decent magic defense boosters, or perhaps a **Sage's Cloak**. If you happen to have one, a **Legend Casque** would go a long way for him in this battle.

Boss Battle (optional)				
Name	HP	Element	XP	Gold
Dragon Spirit (Regole)	12,000	Water	6,000	300
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru and Haschel</b>			
<b>Item Drop:</b>	<b>Frozen Jet</b>			

As much as you can, focus on physical attacks for this battle. However, having **Meru** throw that ever-handy **Psychedelic Bomb X** will definitely still do some damage.

Mostly be careful with **Dart** in this battle, because he will take extra Water damage from the giant wave attack Regole uses. **Meru** makes an excellent defensive player for this battle because of her **Blue Sea DS Armor** negating the Water-type damage. If you're having trouble, consider having **Meru** throw some **Fire-Based Attack Items**, or having **Dart** use Final Burst or Flameshot. Make sure **Haschel** keeps using his quick attacks, and consider using his D-Attack.

Moving on from Regole's spirit, go into the next area. Go over the bridge to get an **Active Ring**. Then go into the next room, which plays host to the powerful spirit of the Divine Dragon. Before you decide to fight it, it might help you to know that there is a save point just on the other side of this room.

**Battle Prep:** If you took the time to gather a whole bunch of money, having a couple **Legend Casques** would do you a lot of good for this battle. If you don't have those, do your very best to boost magic defenses across the board. **Guard Badges** will do a lot of good here, because they boost both physical and magical defenses. Make sure you save before this battle, and seriously, make sure you're completely ready before you engage.

<b>Boss Battle (optional)</b>				
<b>Name</b>	<b>HP</b>	<b>Element</b>	<b>XP</b>	<b>Gold</b>
Dragon Spirit (Divine Dragon)	16,000	Non-Elemental	8,000	400
<b>Difficulty:</b>	Extremely Difficult			
<b>Recommended Party:</b>	See note below			
<b>Item Drop:</b>	<b>Flash Hall</b>			

**Note:** Recommending a party is difficult for this battle. Pick those characters that are at the highest level, or the ones that you have put the most effort into.

The thing that makes this battle so difficult is that, unfortunately, the Divine Dragon's spirit does not have a physical form so that you can destroy the Divine Dragon Ball and the Divine Dragon Cannon. To make matters worse, no time is needed to charge up the Divine Dragon Cannon. Theoretically, this spirit could spend the entire battle using just these two attacks.

Because of this, I have no incredibly useful strategy to present to you. His magic defense is lower than his physical defense, meaning that you may be better off using magic attacks in this battle (if you have powerful magic users in your party). Don't forget the power of your **Repeat Items** that you've been collecting through this game. The thing that will help you more than anything else is some **Legend Casques**.

Be careful, watch your health, and be strategic. Combining a **Power Up** for one of your higher attackers with a **Power Down** used on the enemy has proven to be a very effective strategy for taking out large chunks of HP at a time.

Sadly, the reward of the chest, granted for defeating the Divine Dragon's spirit, is a measly **Destone Amulet**.

Afterwards, move on to the next room and continue across. To the left is a **Bravery Amulet**. Now go up to the part of the floor that juts out just a little bit.

The trick of this room is that the floor is invisible. As the lights from down below come up and hit the floor, they make a little red flash. Where the floor doesn't exist, they just disappear. If you step on the wrong square, you will fall down into a room you were in earlier.

So, beginning with, and including, the square on the right of that little peninsula:

- 2 up
- 2 right
- 1 up
- 1 right
- 2 up
- 2 right

This room contains a **Magic Ego Bell** in a chest, and a recovery point in the middle. Exit on the left. From here, follow these steps:

- 1 left
- 2 up
- 2 left
- 1 up
- 3 left

Go through the next room and then follow the next sequence:

- 2 down
- 1 left
- 3 down
- 2 left
- 2 up

Use the teleporter to get to the next area, where the party reunites with a familiar soul. Unfortunately, this soul is being manipulated by a "demon," and runs away.

The chest contains a **Healing Rain**.

**Battle Prep:** Equip one or more characters with a **Talisman**. For the others, try to boost defenses or HP with various **Accessories**. Be sure to save.

When you're ready, use the teleporter.

<b>Boss Battle</b>				
<b>Name</b>	<b>HP</b>	<b>Element</b>	<b>XP</b>	<b>Gold</b>
Lavitz's Spirit	5,000	Wind	-	-

Zackwell	10,000	Dark	12,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	Rose and Albert			
<b>Item Drop:</b>	Halberd*			
	Healing Rain			

After five times, Lavitz will remain facing the other way. When you diminish his HP to 0, the demonic influence breaks apart from him and attacks.

Zackwell is much more troublesome than Lavitz's spirit was. He has a high magic defense, so focus on physical attacks. Exceptions are, of course, the **Psychedelic Bomb X** and **Light-Based Attack Items**. If you use these, be sure to have **Rose** do so.

Some of Zackwell's attacks are fairly powerful, so be careful. Once again, **Rose's Dark DS Armor** gives her an advantage against some of these attacks. Use her as a supportive character while **Dart** and **Albert** attack. Don't forget your various **Repeat Items**.

And again, be careful because of Zackwell's Can't Combat instant-kill attack. If you equipped **Talismans**, this will be less of a problem.

- There is only a certain chance that you will receive this item.

Following this battle is one of the most touching scenes in the game.

With his final act, Lavitz opens the way to the Signet Sphere.

If you try to use this beam of light to transport to the Signet Sphere, **Rose** warns that there will be no coming back. That is because, after you go up there, the endgame is triggered, and you can no longer access anywhere in Endiness. If you were holding out for any items you wanted to buy, or if you wanted to do some more training or complete any **Side Quests**, do so now.

#### **Author Recommendations:**

Before you advance, if you are really serious about this game and aren't eagerly chasing the storyline, I have some recommendations for you. I typically do all these before fighting the bosses in Zenebatos (and this advice is listed there), but as mentioned above, this is your last chance to do them. Of course, you need not follow my advice to beat the game, but this strategy has proven most effective for me.

1. Complete the **Ancient Dragoon Spirits** side quest (earns XP and useful **Accessories**).
2. Complete the **Polter Armor** side quest (earns XP and powerful **weapon** for Dart).
3. Train until you can purchase three **Legend Casques** in Lohan (30,000 gold required).
4. Complete the **Magician Faust** side quest (earns massive XP, some useful items, and a *bunch* of money).
5. Train until each character is Dragoon Level 5 and has their final **Additions** (least important recommendation).

Other people have different favorite items to acquire, and using the money you get from Faust, you can buy whatever your heart desires. However, defeating Faust earns you the most useful Accessory in the game: the **Phantom Shield**. If you have this item and three **Legend Casques**, no enemy will be able to touch you.

If you're feeling really ambitious, you could even try to get enough money to buy 3 **Armors of Legend** in Deningrad (another 30,000 gold required).

When you are ready, go through and make your way to the final Signet Sphere.

Where you land, there is a chest with a **Spectral Flash**. Continue into the next area, which houses the Signet Sphere.

As can be predicted, Zieg shows up to cause problems destroying the last seal on the Moon and sending it crashing to the earth. Coolon shows up to carry the party away, and they fly to the place where the Moon landed - the Divine Tree.

## Divine Tree

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Cute Cat	704	80	140	102	180	Thunder	162	51	<b>Dancer's Shoes</b>
Manticore	960	90	150	102	160	Earth	216	60	<b>Depetrifier</b>
Mountain Ape	1,000	118	120	72	60	Earth	198	42	<b>Angel's Prayer</b>
Pot Belly	560	85	120	102	100	Earth	144	24	<b>Healing Breeze</b>
Slug	1,200	100	100	90	100	Earth	180	33	<b>Mind Purifier</b>



<b>Average per Enemy:</b> 180	42
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From this point on, I will not recommend any parties to fight boss battles. You probably know at this point which party will serve you best, and this is more important than any element-based recommendations. This is the endgame... Use your strongest party and you'll do just fine.

Coolon landed at the bottom of the Divine Tree. Go up.

On the left, a little off the path, is a sparkle. Check it for a **Phoenix Plume**, and continue forward.

To the right is a fruit from the Divine Tree. Go up, and to the left is another fruit. Continue forward, and jump into the "vital stream" to go toward the top of the Tree.

Landing on the other end causes a strange bug to stir. Check the sparkle for **White Silver DS Armor**, heal at the pool of water, and continue, past another fruit.

**Training Tip:** As always, with a recovery point, this is a good place to train, especially since there's a boss battle coming up soon.

**Battle Prep:** Equip one or more characters with a **Talisman**, and use other **Accessories** to boost magic defenses. In addition, using a **Sage's Cloak** will go a long way in this battle.

Move forward when you're ready, where the creepy caterpillar drops down to attack.

Boss Battle				
Name	HP	Element	XP	Gold
Caterpillar	6,000	Non-Elemental	-	-
Pupa	2,800	Non-Elemental	-	-
Imago	12,000	Non-Elemental	13,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Item Drop:</b>	<b>Moon Serenade</b>			
	<b>Healing Rain</b>			
	<b>Sun Rhapsody</b>			

**Caterpillar.** Fighting the Caterpillar is not incredibly difficult. I recommend saving your most powerful attacks for later. However, be careful because it can cause your characters to become **Poisoned** or **Stunned**. Use **Body Purifiers** or a Dragoon Transformation to cure these. In addition, if a character becomes **Stunned**, you can save you Dragoon SP for later by just waiting it out. If the attacks from the Caterpillar don't cure it, after it turns into the Pupa, you will have plenty of time to wait the four rounds or so it takes. After you defeat the Caterpillar, it goes through a transformation to become the Pupa.

**Pupa.** The Pupa has no attacks, so take this time to recover from the Caterpillar. Spend time guarding until you're at full health, and then attack the Pupa. Also, you could use this time to focus on one character's **Additions** if you have one that you're really trying to work on. After you defeat the Pupa, it transforms into the Imago.

**Imago.** The Imago is definitely the hardest part of this battle. Its high magic attack can cause problems, and it has a Can't Combat ability. Not to mention that it has some vast HP reserves. This is the time to break out your most powerful attacks, like the **Psychedelic Bomb X**, maybe a **Power Down** or **Power Up**, and of course your Dragoon powers. **Dispiriting** is a common problem in this battle as well, and can be cured with a **Mind Purifier** or by a Dragoon transformation.

Afterwards, move forward, and ascend to the Moon.

## The Moon That Never Sets

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Air Combat	1080	105	160	86	120	Wind	456	33	<b>Down Burst</b>
Mad Skull	799	120	250	105	100	Thunder	400	51	<b>Flash Hall</b>
Psyche Druid	2,000	60	100	121	160	Light	638	84	<b>Spectral Flash</b>
Roulette Face	3,000	80	120	105	200	Dark	360	42	<b>Night Raid</b>
Swift Dragon	968	74	120	86	120	Fire	228	24	<b>Burning Wave</b>
Trap Plant	1,600	90	100	86	180	Water	304	42	<b>Frozen Jet</b>
Triceratops	3,200	150	160	60	80	Earth	2,000	120	<b>Gravity Grabber</b>
Unicorn	1,200	86	40	121	160	Light	380	51	<b>Healing Rain</b>
<b>Average per Enemy:</b>							596	50	

The Moon is a very different place. There are a total of 8 minor enemies that appear throughout, but some locations within the Moon are more likely to hold certain creatures than others. I have tried to break the Moon down into more manageable areas, but I have not listed which enemies appear there.

As you move through the Moon, each character in your party will have to face a thing of their past and conquer it before moving on. Of course, this translates to a boss battle. This gives an extra 6,000 XP to each character, as well as fleshing out the characters just a bit more before the end.

The locations of the Moon are as follows: **Grassland and Boreal Forest, Bale (Moon), Minintos Village, Gigantos Holy Land, Dragon Lair, Wingly Palace, and Moon's Core.**

Enter the Moon, where it looks like it's a straight shot to the core... Until something strange happens.

## Grassland and Boreal Forest

By all appearances, the party is now in a forested area.

To the right is a **Frozen Jet**.

**Battle Prep:** Make sure **Miranda** is well equipped for a battle, giving her all your best equipment.

Continue forward and move past the grassland into the boreal forest. Here **Miranda** is called off by the Moon to confront her past in the form of a boss battle.

Boss Battle				
Name	HP	Element	XP	Gold
Death Rose	2,400	Non-Elemental	6,000	0
<b>Difficulty:</b>	Extremely Easy			
<b>Item Drop:</b>	None			

This battle technically isn't won by just eliminating the opponent's HP, but rather by **Miranda** actually handling the situation verbally.

That being said, go ahead and attack the Death Rose in between conversations. Even if you diminish its HP to 0, the battle will not end until the conversation progresses far enough. Eventually, the enemy asks for forgiveness. Choose to forgive her to end the battle.

After the battle, continue forward, grabbing the chest with a **Down Burst**, until you come to a new area.

## Bale (Moon)

After the initial conversation, you are free to explore. Upstairs next to where you came in, you can rest at the inn, and to the left is a clinic to heal any **Calamities**. Downstairs on the left is an item shop, and to the right and up the stairs is a weapon shop.

Speak to the woman playing the piano for an interesting little moment, and then speak to the man on the right. **Albert** recognizes him as Dran, who was involved in a charade going after a **Stardust** in **Bale**, if you remember. **Albert** then realizes that this area is Bale, but 20 years in the past.

Go through the doorway, following the little girl.

## Minintos Village

Move down and go in the small Minintos house on the left for **200 gold**. Continue along, grabbing the chest with a **Spectral Flash**.

**Battle Prep:** Make sure **Haschel** is ready for a battle, giving him whatever equipment you think appropriate.

When you're ready, move on to the next area, where the young girl, Claire, leads **Haschel** into a fight.

Boss Battle				
Name	HP	Element	XP	Gold
Claire	3,000	Thunder	6,000	0
<b>Difficulty:</b>	Moderately Easy			
<b>Item Drop:</b>	None			

Like **Miranda's** battle, you do not have to completely destroy Claire to defeat her. Fight her, moving through the dialogue conversations. When she uses her powerful attack, you will probably have to use a **Healing Fog**, but this is the only real worry. Eventually, when you are given a choice, choose, "Mind's eye, awaken!" This brings the battle to a close.

After the battle, either go down and follow the path for a **Flash Hall**, or go back to fake Bale.

## Bale (Moon) (2)

Rest up if you need, and leave the building through the front of the screen. Go to the bottom left and press X when prompted to jump through a portal.

In this strange place in the sky, the party has a conversation.

**Battle Prep:** Prepare the best equipment for **Rose**, **Dart**, and **Kongol**.

Go up through the left exit, where the party falls back down to the ground, but is split up.

## Gigantos Holy Land

**Kongol**, **Albert**, **Meru**, **Haschel**, and **Miranda** land together in the Holy Land of the Gigantos. After the conversation, go up.

**Battle Prep (restated):** Prepare **Kongol** for a boss battle, making sure he has the best **Armor** and **Additions**.

Move forward a little, and **Kongol** splits from the rest and goes up, where he fights his brother, Indora.

Boss Battle				
Name	HP	Element	XP	Gold
Indora	3,000	Earth	6,000	0
<b>Difficulty:</b>	Easy			
<b>Item Drop:</b>	Indora's Axe			

Even if you haven't used **Kongol** at all for the entirety of the game, this battle is still pretty easy. Simply attack each round and perhaps use a **Healing Fog**. Indora doesn't use any magic attacks against **Kongol**, which is very fortunate. Despite **Kongol's** horrific magic attack, using the **Psychedelic Bomb X** still does decent damage to Indora because of his low magic defense.

If you had not gotten it before, **Kongol** now receives his Dragoon Spirit.

After the battle, go down the stairs, like in the Home of Gigantos back in Chapter 2. Pull the lever (to the left) by pressing X when prompted and open the chest for **Kongol's Golden DS Armor**.

Go back up and out, and then go left. Hop through the portal, which takes you back to the Minintos Village area. Go up and back to fake Bale to wait for **Dart** and **Rose**.

## Dragon Lair

Back with **Dart** and **Rose**, go to the left and up. The chest on the right contains a **Night Raid**.

**Battle Prep (restated):** Prepare **Dart** and **Rose** for a boss battle. Make sure **Rose** has her **Dark DS Armor** equipped, and try to boost each of their magic defenses with **Guard Badges** or **Spiritual Rings**.

Go up. If you follow the path to the right, it loops around to a **Burning Wave**. Otherwise go up to begin **Rose's** personalized battle with her vassal dragon, Michael.

Boss Battle				
Name	HP	Element	XP	Gold
Michael	???	Dark	-	-
Michael (core)	1,400	Dark	12,000	0
<b>Difficulty:</b>	Moderately Difficult			
<b>Item Drop:</b>	None			

Unfortunately, Michael cannot be harmed by literally any attack until **Rose** reveals his weakness. Unless you just really feel like practicing your **Additions**, guard until several rounds have passed and **Rose** reveals that Michael's core is vulnerable just after using his powerful Dark beam attack.

After that, you must wait until he uses that attack again. Then his core will be exposed. If you have well trained either **Rose** or **Dart** and have their final **Additions**, it may very well take only one completed attack to defeat Michael after this point.

For the duration of the battle that you cannot deal damage, be sure to watch **Dart's** health. That beam attack is a powerful magic attack that will deal some decent damage to him. **Rose** should be fine with her **Dark DS Armor** equipped. Use her as a supportive character in this battle.

After the battle, go back and follow the path through the cave on the right. Take the path to the bottom to make it back to fake Bale.

## Bale (Moon) (3)

**Battle Prep:** Prepare **Albert** for a boss battle, giving him powerful **Additions** and perhaps boosting his speed or attack with various **Accessories**.

After reuniting with the rest of the crew, go out of the building and speak to the guards at the gate. The party goes into the castle to speak with Doel, beginning **Albert's** personal mission.

Boss Battle				
Name	HP	Element	XP	Gold

Dark Doel	1,500	Thunder	6,000	0
Light Sword	1,000	Thunder	-	-
Shadow Sword	1,000	Thunder	-	-
<b>Difficulty:</b>	Extremely Easy			
<b>Item Drop:</b>	None			

If you have spent time training **Albert**, this battle is no problem at all. You must destroy each of the swords before you can attack Doel, but each sword with a well-trained **Albert** will only take one complete attack to destroy.

After the swords are destroyed, continue on to Doel, who shouldn't take much longer than the swords did.

**Note:** Although you can come back to fake Bale anytime between now and the final battle, this guide does not lead you back here at any time. If you feel the need, be sure to stock up on items and equipment before leaving.

Afterwards, go through the portal to the left of fake Bale.

## Wingly Palace

Go up like you did last time and continue through to the next area.

**Battle Prep:** Prepare **Meru** for a boss battle, boosting her attack and defense with various **Accessories**.

Take either path to come upon a large palace, where **Meru** gets separated from the rest to encounter her challenge.

### Boss Battle

Name	HP	Element	XP	Gold
Archangel	3,200	Light	6,000	0
<b>Difficulty:</b>	Moderate			
<b>Item Drop:</b>	None			

Although the Archangel has a certain number of hit points, reducing this number to 0 is not what wins this battle. You must simply progress through all the parts of dialogue. However, you must deal damage to make the dialogue proceed.

So then, attack the Archangel with simple **Additions** as long as you can. The Archangel has one attack that, like with Claire, reduces **Meru** to only one hit point. Here, either Guard or use a **Healing Fog**. The Archangel also has two different abilities that heal **Meru**, so this battle is not much to worry about.

After the battle, the rest of the party comes in. Go up the beam of light.

## Moon's Core

Move forward, grabbing the chest with a **Gravity Grabber** along the way.

Reaching the room with the save point sparks a strange conversation.

**Battle Prep:** Equip your characters to withstand magic attacks as much as possible. Be sure to equip the strongest **Additions**. And as always, be sure to save.

When you are ready, continue to the next screen, where you get to fight a full-fledged proper Super Virage.

### Boss Battle

Name	HP	Element	XP	Gold
Super Virage (head)	10,000	Non-Elemental	15,000	300
Super Virage (body)	15,000	Non-Elemental	-	-
Super Virage (arm)	3,000	Non-Elemental	-	-
<b>Difficulty:</b>	Difficult			
<b>Item Drop:</b>	None			

If you have spent a long time training before this battle, or if you are blessed with **Legend Casques**, the difficulty of this battle drops to Moderate.

Destroy either the head or the body to kill this Virage. While the head is much easier to destroy, when it is destroyed, it explodes powerfully, causing massive magic damage to your characters. Guarding just before this attack, or using **Albert's** Rose Storm Dragoon magic, will lessen the impact.

Simply be wise and careful.

After the battle, continue forward to find another save point. The chest here contains a **Detonate Arrow** for **Miranda**.

**Battle Prep:** Pretend that you are about to fight **Dart** himself. Use your various **Accessories** to boost defenses, and if you are bringing in **Miranda** or **Meru**, consider boosting magic attacks. Be sure **Dart** has his **Red DS Armor** equipped. Also, **Meru** might be a good option for this battle, despite not having an official "Recommended Party" in the battle description below.

Move forward when you're ready. After a long conversation, Zieg takes back **Dart's** Dragoon Spirit and uses it against them.

Boss Battle				
Name	HP	Element	XP	Gold
Zieg Feld	12,000	Fire	20,000	400
<b>Difficulty:</b>	Moderately Difficult			
<b>Item Drop:</b>	None			

Zieg has all the same attacks as **Dart** as a Dragoon, except he adds a little more flair to each one.

The best strategy for this battle is simply to play to the strengths of each of your characters. If you brought in heavy hitters, like **Kongol**, focus on using **Additions** to attack. If you brought in magic experts like **Miranda**, throw out those **Attack Items**, especially any **Water-Based Attack Items**.

**Dart** should actually be at an advantage in this battle with his **Red DS Armor**, because he will absorb all the Fire-based magic attacks Zieg throws at him. **Meru**, if you have her, will be at a disadvantage because of this. Be sure to strategize appropriately.

After that battle, some truly crazy and shocking things happen. And the Lloyd shows up and starts a fake boss battle that ends badly for him.

You then gain both the **Divine Dragoon Spirit** and the **Dragon Buster**. Equip this weapon to **Rose**.

**Note:** There is only one more boss battle left in the game. Make sure you are *fully prepared* for it.

**Training Tip:** My last training tip is that this is an excellent time to prepare for the final battle through rigorous training. One good place to go is the Dragon Lair, as it is home to the Triceratops, which yields 2,000 experience per battle. However, any battle in the Moon yields excellent XP. I DO NOT recommend fighting the final battle with **Dart** at any level lower than 40. I'm sure it can be done, and has been done, but I am also sure that it will be much more difficult to achieve. If you think you can do it, feel free to try. Prove me wrong! It's up to you.

**Battle Prep:** You should know by now which **Accessories**, **Additions**, and other things work best with the party that you have chosen. Equip them accordingly. If you need to, go back to fake Bale and get some more **Recovery Items**. Make sure you have at least one **Depetrifier**, and if you are using a magic user like **Miranda**, buy up some of those **Attack Items**. Make sure you save. And make sure you have at *least* 30 minutes to get through this, preferably something closer to an hour.

When you are ready, move forward.

Choose, "Let's go. Our last battle."

**Melbu Frahma:** I have acquired all. The immortality.... And the ultimate power.... I am the god... who purifies the world! Under the fate determined by Soa. Death to those who rebel against fate. Death to all life...! And may your death bless the new world to which I shall descend!!

**Dart:** We won't let you! We are the Dragoons!! We are ready to fight against fate!! Let's go!!

Final Boss Battle		
Name	HP	Element
Melbu Frahma	42,000	Non-Elemental
Tentacle (Phase 1)	1,600	Non-Elemental
Bomb Star (Phase 3)	1,600	Non-Elemental
<b>Difficulty:</b>	Difficult	

This final battle is nothing to scoff at. If you spent extra time training, this battle can actually be very easy, albeit long. But if you rushed through the game or are otherwise inexperienced, this battle is almost all it was talked up to be.

**Overall Advice:** Both Melbu's physical and magic defenses are pretty high, so it doesn't matter a whole lot which type of attack you focus on. I've always found physical attacks to be the most useful, but I am also biased and tend to use more physically-focused characters anyway. No matter which way you go, **Dart's** new Dragoon magic is something to use often. His power has been amplified quite a bit by upgrading to the Divine Dragoon Spirit; use this to your advantage. Using **Sun Rhapsodies** will extend his power with the Divine Dragon Cannon.

The usefulness of Dragoons in this battle varies greatly depending on your level of training. The higher level your characters are, the less Dragoons will impact this battle. Especially after acquiring the various final **Additions** for each character, they will typically be dealing more damage with a complete Addition than with a complete D-Attack.

Don't forget to, at some point, whip out all the **Repeat Items** that you've been collecting over this game. Especially helpful will be your **Psychedelic Bomb X**, **Power Up**, **Power Down**, and **Speed Down**. If you can coordinate it, use your Power Down on Melbu, a Power Up on your strongest magic attacker, and then have them throw the Psychedelic Bomb. This combination should deal some decent damage. After this, though, be sure to use up those other two turns that the character is powered up to deal some extra damage.

This battle happens in four phases, as described below. Each one has *about* 10,000 hit points each.

**Phase 1 - Embryo:** In this phase, Melbu has four tentacles, which he uses to attack the party members (1 at a time), and after a while will use them to defend himself. This technique goes back to Danton in the Hero Competition back in Chapter 1. If you have been struggling up to this point, this is a good chance to regroup. Melbu does not attack while he defends, meaning you can take the time to Guard or use **Recovery Items**. If you attack using a normal Addition during this defensive phase, Melbu will immediately interrupt and attack that character, ending the defensive posture.

In this first phase, Melbu's worst attack is a magic attack where he summons three Virage to attack the party. This can really hurt. Another irritation is his ability to **Petrify** one of the party. If this happens, use a **Depetrifier** to cure it, or use the Dragoon special if it's available. Barring this, I do not recommend using much of your Dragoon power, or your other more powerful attacks, just yet.

**Phase 2 - The First Generation:** This is a decent enough phase to break out the big guns. Literally, if you decide to use **Dart's** Divine Dragon Cannon attack. Last time I fought this battle, I actually found this phase to be incredibly easy (although that does not mean it will be for you). It was easy because Melbu spent the entire time except for two attacks trying to attack me with his little light whip. However, no matter how nice he is, he does have at least two other attacks, both powerful magical attacks. Watch out for them.

At some point, Melbu sucks up one of your three party members at random and holds them within a little chamber. Unlike with the Windigo, the party member does not take damage while inside Melbu, but they do remain unplayable. There is nothing you can do about it except wait until Melbu spits the person back out, causing some pretty heavy physical damage to the person he spits out and the person Melbu spits them at.

**Phase 3 - The Fourth Generation:** In this phase, Melbu controls the time of day. At night, he can summon Bomb Stars, which explode and attack all your party members. During the day, he can summon a giant fireball from the sky. If you didn't start using your powerful attacks in the last phase, this is a good time to break them out.

**Phase 4: The Sixth Generation:** This is when things get really weird. Melbu gains several extra attacks in this round, all very powerful. But, a few are worthy of note. First, it is important to note that if you remain in Dragoon form for too long in this phase, Melbu will use a technique like the Dragon Block Staff, making them useless and putting you in danger for as long as you're in Dragoon form. Because of this, it would be wise to avoid Specials.

The second attack of note is the strange one of replacing one of your characters with a strange monster. This monster has 1,600 HP. Once this HP is gone, your character will come back and the monster leaves. While this monster is taking the place of your character, it has two options: Attack and Special. Attack simply delivers a physical attack to the enemy. Special heals the entire party like a **Healing Rain**. I haven't yet decided if this is a good thing or a bad thing, although it may be a godsend if you are really struggling and need that healing.

The third attack of note is a Can't Combat instant-kill move. If you have any **Talismans** equipped to your characters, this will not be as much of a problem. However, you probably used up your Accessory slots for other things, so use **Angel's Prayers** whenever you need to.

As always throughout this battle, be a little cautious. This phase is the most difficult.

After the battle, prepare yourself for an emotional ending to an emotional game.

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And now, it gives me profound pleasure to congratulate you on your defeat of the God of Destruction! You saved the world, took back your own fate, and beat one of the greatest video games in history.

**Congratulations!!**

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## Lists and Things

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I have compiled several lists for your perusal and easy access: **Minor Enemies**, **Bosses**, **Stardust Locations**, and **Side Quests**.

## List of Enemies

I must give a shout-out here to the great **pika25** of GameFAQs for the legendary "Monster FAQ" that has served the players of The Legend of Dragoon for years. Almost all of the data for minor enemies, and the HP numbers for bosses, came from that very FAQ. Please go check it out sometime if you need a more in-depth look at the many monsters of the game.

### Minor Enemies

Physical and Magic Attacks vary dramatically across all minor enemies, but the defenses are relatively consistent. Therefore, as a baseline, consider the average defense and magic defense to be 100. Anything below this can be considered low, and anything above can be considered high. Use these stats to help determine what types of attacks you should use against each enemy.

If you are looking for a particular item in hopes of finding some, use "Ctrl + F" and type in your desired item. For a list of items, see [here](#).

#### Chapter One

Seles									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Knight of Sandora	4	2	40	2	50	Fire	2	3	Healing Potion

Forest									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Assassin Cock	3	2	100	3	120	Wind	5	6	Healing Potion
Berserk Mouse	2	2	80	2	120	Dark	3	3	Healing Potion
Goblin	4	2	120	3	120	Fire	4	6	Detonate Rock
Trent	5	3	160	3	120	Earth	4	9	Pellet
Average per Enemy:							4	6	

Hellena Prison									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Hellena Warden	9	4	100	4	100	Fire	6	9	None

Prairie									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Crescent Bee	9	6	100	6	100	Wind	10	6	Spinning Gale
Mantis	20	8	150	6	75	Earth	12	6	Pellet
Mole	16	7	160	6	80	Earth	11	9	Angel's Prayer
Vampire Kiwi	13	5	80	7	120	Dark	8	9	Healing Potion
Average per Enemy:							10	7	

Limestone Cave									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Evil Spider	30	9	80	7	60	Earth	12	12	Angel's Prayer
Orc	26	8	120	6	40	Dark	10	6	Dark Mist
Screaming Bat	12	6	80	8	120	Dark	8	6	Healing Potion
Slime	20	7	80	6	60	Earth	11	6	Body Purifier
Ugly Balloon	36	7	70	7	200	Wind	10	9	Poison Guard
Average per Enemy:							10	8	

Hoax									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Sandora Soldier	40	10	100	10	100	Fire	25	30	Healing Potion

Marshland									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Crocodile	33	12	160	11	50	Water	17	6	Pellet
Merman	48	11	100	13	80	Water	15	12	Spear
Myconido	36	7	80	15	180	Earth	11	8	Body Purifier

Sea Dragon	33	9	80	13	120	Fire	14	8	<b>Burn Out</b>
<b>Average per Enemy:</b>							14	8	

Seventh Fort									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Commander	132	13	120	11	80	Dark	17	9	<b>Attack Ball</b>
Sandora Soldier	55	11	100	11	100	Fire	14	9	<b>Healing Potion</b>
Sandora Soldier	66	13	120	11	80	Water	11	12	<b>Sun Rhapsody</b>
<b>Average per Enemy:</b>							14	10	

Volcano Villude									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Fire Spirit	26	11	100	15	160	Fire	13	12	<b>Spirit Cloak</b>
Magma Fish	26	9	80	13	120	Fire	10	6	<b>Healing Potion</b>
Red Hot	40	11	100	11	100	Fire	14	6	<b>Mind Purifier</b>
Salamander	41	13	140	12	60	Fire	17	9	<b>Sun Rhapsody</b>
<b>Average per Enemy:</b>							13	8	

Dragon's Nest									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Lizard Man	40	17	160	14	40	Earth	18	15	<b>Beast Fang</b>
Mandrake	99	12	60	17	120	Water	15	9	<b>Sun Rhapsody</b>
Man Eating Bud	132	14	100	14	100	Dark	20	24	<b>Angel's Prayer</b>
Run Fast	66	14	100	14	80	Thunder	16	12	<b>Body Purifier</b>
Tricky Bat	33	9	80	17	120	Wind	12	6	<b>Mind Purifier</b>
<b>Average per Enemy:</b>							16	13	

Shirley's Shrine									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Crystal Golem	160	20	120	21	160	Light	22	27	<b>Sapphire Pin</b>
Gargoyle	100	17	80	18	160	Dark	17	15	<b>Dark Mist</b>
Living Statue	51	15	160	15	80	Earth	20	12	<b>Detonate Rock</b>
Plague Rat	64	13	60	18	120	Earth	14	6	<b>Body Purifier</b>
Strong Man	80	21	120	15	60	Earth	18	9	<b>Fake Power Wrist</b>
<b>Average per Enemy:</b>							18	14	

Hellena Prison (2)									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Hellena Warden	120	19	100	19	100	Fire	20	15	<b>Morning Star</b>
Senior Warden	150	23	130	19	80	Dark	24	18	<b>Spear</b>
Fowl Fighter	100	17	80	22	120	Fire	16	9	<b>Mind Purifier</b>
<b>Average per Enemy:</b>							20	14	

Black Castle									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Knight of Sandora	180	24	100	24	100	Fire	24	15	<b>Healing Potion</b>
Hell Hound	150	20	80	33	160	Fire	20	9	<b>Burn Out</b>
Sandora Elite	336	27	100	29	120	Dark	30	30	<b>Gushing Magma</b>
<b>Average per Enemy:</b>							22	12	

## Chapter Two

Barrens									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Arrow Shooter	176	37	100	37	100	Earth	32	24	<b>Bemusing Arrow</b>



Earth Shaker	200	42	140	31	60	Earth	48	15	<b>Stunning Hammer</b>
Friiled Lizard	132	60	100	31	120	Earth	36	21	<b>Healing Potions</b>
Scissorhands	80	37	200	26	50	Earth	40	18	<b>Meteor Fall</b>
Stinger	64	31	70	31	120	Wind	38	12	<b>Body Purifier</b>
<b>Average per Enemy:</b>							32	18	

Valley of Corrupted Gravity									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Dragonfly	319	35	120	35	150	Thunder	48	21	<b>Angel's Prayer</b>
Erupting Chick	120	26	80	26	30	Wind	32	15	<b>Mind Purifier</b>
Killer Bird	140	26	80	31	120	Dark	36	12	<b>Panic Bell</b>
Roc	220	37	10	31	30	Wind	44	24	<b>Down Burst</b>
Spider Urchin	100	31	100	31	100	Thunder	40	18	<b>Poison Needle</b>
<b>Average per Enemy:</b>							36	18	

Home of Gigantos									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Berserker	400	55	30	36	50	Dark	55	15	<b>Energy Girdle</b>
Crafty Thief	200	36	100	31	80	Dark	50	18	<b>Pellet</b>
Gangster	280	50	120	36	100	Earth	60	20	<b>Bandit's Ring</b>
Piggy	160	31	140	44	60	Earth	40	21	<b>Sachet</b>
<b>Average per Enemy:</b>							51	18	

Phantom Ship									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Death	200	56	120	40	60	Dark	66	30	<b>Total Vanishing</b>
Magician Bogy	800	40	80	48	160	Dark	72	24	<b>Magical Hat</b>
Skeleton	200	40	100	40	100	Dark	60	21	<b>Broad Sword</b>
Will-O-Wisp	160	34	80	48	180	Fire	48	12	None
<b>Average per Enemy:</b>							61	22	

Undersea Cavern									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Flabby Troll	560	65	60	38	60	Earth	84	30	<b>Knight Shield</b>
Glare	320	38	80	53	120	Water	70	18	<b>Mind Purifier</b>
Screw Shell	160	50	200	53	50	Water	63	24	<b>Healing Potion</b>
Sea Piranha	200	40	60	50	100	Water	56	15	<b>Spear Frost</b>
Mermaid	400	50	80	65	140	Water	77	33	<b>Spirit Potion</b>
<b>Average per Enemy:</b>							70	24	

### Chapter Three

Evergreen Forest									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Dark Elf	450	50	70	50	120	Dark	80	36	<b>Depetrifier</b>
Flying Rat	260	30	80	61	120	Wind	64	24	<b>Angel's Prayer</b>
Forest Runner	360	50	80	50	120	Wind	88	30	<b>Recovery Ball</b>
Moss Dresser	300	61	120	50	80	Earth	72	18	<b>Healing Fog</b>
Wounded Bear	560	70	140	50	40	Earth	96	60	<b>Attack Ball</b>
<b>Average per Enemy:</b>							80	33	

Forbidden Land									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Fairy	320	45	80	64	150	Light	81	24	<b>Sun Rhapsody</b>
Gnome	256	60	160	53	70	Earth	108	42	<b>Healing Potion</b>

Puck	330	53	100	53	120	Earth	45	18	<b>Dancer's Ring</b>
Spinning Head	384	45	80	64	160	Non-Elemental	99	30	<b>Mind Purifier</b>
Toad Stool	128	45	80	64	120	Earth	72	18	<b>Body Purifier</b>
<b>Average per Enemy:</b>							81	26	

Mountain of Mortal Dragon									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Baby Dragon	240	56	140	56	80	Thunder	100	27	<b>Mind Purifier</b>
Beastie Dragon	363	80	130	48	90	Wind	110	33	<b>Total Vanishing</b>
Deadly Spider	328	68	100	48	60	Earth	90	39	<b>Body Purifier</b>
Mega Sea Dragon	176	48	120	68	120	Fire	80	21	<b>Gushing Magma</b>
Wyvern	594	80	160	69	100	Wind	120	45	<b>Down Burst</b>
<b>Average Per Enemy:</b>							100	33	

Kashua Glacier									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Freeze Knight	360	63	120	77	160	Water	110	27	<b>Fatal Blizzard</b>
Icicle Ball	160	77	160	54	100	Water	121	21	<b>Spirit Potion</b>
Land Skater	341	58	100	63	120	Water	88	33	<b>Spear Frost</b>
Mammoth	1,280	89	80	63	60	Earth	132	45	<b>Stunning Hammer</b>
Rocky Turtle	560	60	200	63	80	Earth	99	39	<b>Guard Badge</b>
<b>Average per Enemy:</b>							110	33	

Snowfield									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Bowling	400	79	160	56	80	Non-Elemental	132	42	<b>Attack Ball</b>
Mr. Bone	450	65	120	65	120	Dark	108	30	<b>Bastard Sword</b>
White Ape	500	91	120	65	80	Earth	144	51	<b>Healing Potion</b>
Wildman	720	79	100	65	60	Thunder	120	36	<b>Giganto's Ring</b>
Windy Weasel	320	56	80	79	100	Wind	96	21	<b>Rave Twister</b>
<b>Average per Enemy:</b>							120	36	

Vellweb									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Maximum Volt	700	96	160	83	60	Thunder	156	51	<b>Flash Hall</b>
Spring Hitter	400	72	150	68	80	Non-Elemental	117	21	<b>Healing Fog</b>
Succubus	484	68	100	68	150	Dark	130	42	<b>Platinum Collar</b>
Terminator	432	80	120	58	80	Non-Elemental	143	30	<b>Total Vanishing</b>
Witch	360	58	80	96	200	Light	104	36	<b>Angel's Prayer</b>
<b>Average per Enemy:</b>							130	36	

#### Chapter Four

Death Frontier									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Canbria Dayfly	520	65	100	86	140	Wind	112	30	<b>Body Purifier</b>
Cactus	320	75	150	75	150	Earth	126	36	<b>Recovery Ball</b>
Sandworm	1,440	100	80	71	80	Earth	168	51	<b>Spirit Potion</b>
Scorpion	280	86	220	61	100	Earth	154	21	<b>Poison Needle</b>
Spiky Beetle	400	86	160	71	120	Earth	138	42	<b>Attack Ball</b>
<b>Average per Enemy:</b>							109	36	

Magical City Aglis									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Aqua King	640	76	120	73	160	Water	135	30	<b>Angel's Prayer</b>

Jelly	640	51	80	89	250	Water	120	24	Healing Fog
Minotaur	960	103	160	73	100	Earth	180	48	Heavy Mace
Scud Shark	400	73	130	73	100	Water	150	39	Body Purifier
Stern Fish	935	89	160	73	100	Water	165	54	Frozen Jet
<b>Average per Enemy:</b>							150	39	

Law City Zenebatos									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Death Purger	583	93	120	65	100	Dark	134	22	Total Vanishing
Guillotine	622	110	150	93	120	Dark	160	41	Healing Breeze
Harpy	680	76	100	76	100	Wind	128	30	Body Purifier
Professor	869	65	100	93	180	Wind	176	54	Sage's Cloak
Sky Chaser	680	76	100	76	100	Wind	128	30	Body Purifier
<b>Average per Enemy:</b>							145	35	

Death City Mayfil									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Human Hunter	355	110	160	81	100	Non-Elemental	136	24	Recovery Ball
Hyper Skeleton	960	114	180	81	80	Dark	187	48	Spear of Terror
Loner Knight	720	99	140	81	140	Dark	204	54	Soul Eater
Spector	286	81	200	120	250	Dark	120	30	Midnight Terror
Undead	616	90	100	81	60	Dark	203	39	Mind Purifier
<b>Average per Enemy:</b>							170	39	

Divine Tree									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Cute Cat	704	80	140	102	180	Thunder	162	51	Dancer's Shoes
Manticore	960	90	150	102	160	Earth	216	60	Depetrifier
Mountain Ape	1,000	118	120	72	60	Earth	198	42	Angel's Prayer
Pot Belly	560	85	120	102	100	Earth	144	24	Healing Breeze
Slug	1,200	100	100	90	100	Earth	180	33	Mind Purifier
<b>Average per Enemy:</b>							180	42	

The Moon That Never Sets									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Air Combat	1,080	105	160	86	120	Wind	456	33	Down Burst
Mad Skull	799	120	250	105	100	Thunder	400	51	Flash Hall
Psyche Druid	2,000	60	100	121	160	Light	638	84	Spectral Flash
Roulette Face	3,000	80	120	105	200	Dark	360	42	Night Raid
Swift Dragon	968	74	120	86	120	Fire	228	24	Burning Wave
Trap Plant	1,600	90	100	86	180	Water	304	42	Frozen Jet
Triceratops	3,200	150	160	60	80	Earth	2,000	120	Gravity Grabber
Unicorn	1,200	86	40	121	160	Light	380	51	Healing Rain
<b>Average per Enemy:</b>							596	50	

Flanvel Tower									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Basilisk	715	97	100	97	100	Earth	150	51	Depetrifier
Dragon Soldier	528	137	160	97	100	Earth	180	60	Knight Shield
Madman	1,040	97	100	83	80	Earth	165	24	Body Purifier
Metal Fang	715	83	80	118	120	Earth	135	51	Beast Fang
<b>Average per Enemy:</b>							132	46	

## Boss Battles

Bosses are in alphabetical order to aid searches. Alternatively, use "Ctrl +F" and type in the name of the boss you're looking for.

All the descriptions contain exactly what I have for that boss in the main walkthrough. For **Battle Prep** information, use the location links in the descriptions below. **Battle Prep** is usually just before the boss battle in the main walkthrough.

As noted at the **beginning of the walkthrough**, the characters chosen for "Recommended Parties" are based mostly on enemy type and DF vs. MDF data. The entire game can be completed with the same three characters in each battle if you use them consistently. The recommendations are mostly for those players who need extra help in getting past a certain enemy.

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### Archangel

Name	HP	Element	XP	Gold
Archangel	3,200	Light	6,000	0
<b>Difficulty:</b>	Moderate			
<b>Item Drop:</b>	None			

Although the Archangel has a certain number of hit points, reducing this number to 0 is not what wins this battle. You must simply progress through all the parts of dialogue. However, you must deal damage to make the dialogue proceed.

So then, attack the Archangel with simple **Additions** as long as you can. The Archangel has one attack that, like with Claire, reduces **Meru** to only one hit point. Here, either Guard or use a **Healing Fog**. The Archangel also has two different abilities that heal **Meru**, so this battle is not much to worry about.

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### Belzac

Name	HP	Element	XP	Gold
Belzac	18,000	Earth	6,000	300
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Miranda</b>			
<b>Item Drop:</b>	<b>Golden Stone</b>			
<b>Location:</b>	<b>Vellweb</b>			

This battle is optional and is part of the **Ancient Dragoon Spirits side quest**.

**Miranda** is your trump card here, although **Albert** is definitely a good backup. Have **Miranda** throw various **Attack Items**, especially any **Wind-Based Attack Items** you may have. As always, the **Psychedelic Bomb X** will be very useful, but even more so. In this battle, even **Albert's** magic attack is worth something if you use his Gaspless Dragoon magic.

Belzac's magic defense is incredibly low, just like **Kongol's**, which gives you an advantage. In addition, he likes to use magic attacks, despite his poor magic attack, which gives you another advantage. Despite all this, still be careful of his D-Attack, because that will deal a decent amount of damage, especially to **Miranda**.

Don't forget to use other **Repeat Items** as well. Last time I fought this battle, I combined a **Power Down** with **Albert's** Gaspless attack and did almost 4,000 damage.

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### Caterpillar

See **Imago**.

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### Claire

Name	HP	Element	XP	Gold
Claire	3,000	Thunder	6,000	0
<b>Difficulty:</b>	Moderately Easy			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>The Moon That Never Sets</b>			

Like **Miranda's** battle, you do not have to completely destroy Claire to defeat her. Fight her, moving through the dialogue conversations. When she uses her powerful attack, you will probably have to use a **Healing Fog**, but this is the only real worry. Eventually, when you are given a choice, choose, "Mind's eye, awaken!" This brings the battle to a close.

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### Commander

Name	HP	Element	XP	Gold
Commander	20	Dark	20	20
Knight of Sandora	4	Fire	-	-
<b>Difficulty:</b>	Extremely Easy			
<b>Recommended Party:</b>	<b>Dart</b>			
<b>Item Drop:</b>	<b>Burn Out</b>			
	<b>Healing Potion (2)</b>			

<b>Location:</b>	<b>Seles</b>
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As the first boss battle, there is little difficulty in beating this boss. There is also no definite strategy that works better than others, except to work hard to complete **Double Slash**, as this will make the battle go by faster. I recommend starting with the two soldiers the commander brought to the party and using a Healing Potion if **Dart's** health gets too low.

#### Damia

Name	HP	Element	XP	Gold
Damia	9,000	Water	6,000	300
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru and Albert</b>			
<b>Item Drop:</b>	<b>Blue Sea Stone</b>			
<b>Location:</b>	<b>Vellweb</b>			

This battle is optional and is part of the **Ancient Dragoon Spirits** side quest.

Damia is like **Meru** in that she has a high magic defense, but she is unlike **Meru** in that her physical attack matches her magic attack. This means she is all-around dangerous.

Her greatest weakness is her physical defense, which is why I proposed bringing **Albert** into this battle. However, with those powerful (and numerous) magic attacks, you will need to watch his health as well as **Dart's**. **Albert's** attack is very high, and with a leveled **Gust of Wind Dance** or **Flower Storm**, especially supplemented with various **Repeat Items**, you can deal a lot of damage.

**Dart's** magic attacks like Final Burst and Flameshot will be useful here because of the Fire-based attack, but it may actually be better to stick with his D-Attack and **Additions** because of Damia's high magic defense.

Because **Meru** won't be taking any damage from magic attacks, she will be a useful supportive character. Otherwise, use her to deal magic damage when possible. Alternatively, if you have her **Perky Step**, she will actually deal a decent amount of damage.

#### Dark Doel

Name	HP	Element	XP	Gold
Dark Doel	1,500	Thunder	6,000	0
Light Sword	1,000	Thunder	-	-
Shadow Sword	1,000	Thunder	-	-
<b>Difficulty:</b>	Extremely Easy			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>The Moon That Never Sets</b>			

If you have spent time training **Albert**, this battle is no problem at all. You must destroy each of the swords before you can attack Doel, but each sword with a well-trained **Albert** will only take one complete attack to destroy.

After the swords are destroyed, continue on to Doel, who shouldn't take much longer than the swords did.

#### Death Rose

Name	HP	Element	XP	Gold
Death Rose	2,400	Non-Elemental	6,000	0
<b>Difficulty:</b>	Extremely Easy			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>The Moon That Never Sets</b>			

This battle technically isn't won by just eliminating the opponent's HP, but rather by **Miranda** actually handling the situation verbally.

That being said, go ahead and attack the Death Rose in between conversations. Even if you diminish its HP to 0, the battle will not end until the conversation progresses far enough. Eventually, the enemy asks for forgiveness. Choose to forgive her to end the battle.

#### Divine Dragon

Name	HP	Element	XP	Gold
Divine Dragon	5,000	Non-Elemental	10,000	300
Divine Dragon Ball	2,000	Non-Elemental	-	-
Divine Dragon Cannon	2,000	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Albert and Kongol</b>			

<b>Item Drop:</b>	<b>Gravity Grabber</b>
	<b>Flash Hall</b>
<b>Location:</b>	<b>Mountain of Mortal Dragon</b>

At the beginning of the battle, **Dart** uses the Dragon Block Staff, weakening both the Divine Dragon and all Dragoons. Unlike the battle with the Grand Jewel, there is no grace period during which Dragoon attacks are actually viable. If you use Dragoons at all, use them for defensive spells (e.g. Rainbow Breath, Moon Light, Rose Storm, etc.).

The party you pick for this battle doesn't matter as much as normal for two reasons: (1) the Divine Dragon is non-elemental, and (2) he is almost equal parts magical and physical. Because of this, I recommend you use your most-used characters for this battle, although I did recommend **Kongol** and **Albert** for their very high HP.

Kind of like a Virage, the Divine Dragon is ultimately defeated when you destroy the actual "Divine Dragon." However, the other parts, the Divine Dragon Ball and Divine Dragon Cannon, use formidable attacks that make this battle much more difficult.

For starters, do your best to destroy the Divine Dragon Ball. This uses a very powerful magic attack that attacks each party member, causing massive damage. As it has no charging time, this should be your first target.

The second thing you should do is destroy the Divine Dragon Cannon. This part of the Divine Dragon shoots out a powerful mass of magical energy that does *even more* damage than the Divine Dragon Ball. It is aimed at one person, doing full damage to that character and half to the characters on either side. This means that one character will be spared damage unless the attack is directed at **Dart**. Your saving grace for this attack is that it has to take time to charge before it can fire. Also, the Divine Dragon usually does not use this attack at the beginning stages of battle (or at least hasn't ever for me). This should give you time to destroy the Divine Dragon Ball, and then move on to the cannon.

After both of these are destroyed, the dragon's attacks are much less worrisome. He has one physical attack which is virtually useless against **Kongol**, **Dart** and **Albert**. The last thing to really worry about is the many magic attacks he uses. He likes to use **Burning Waves** and **Down Bursts**, so watch out for **Kongol** in this battle.

Using the recommended party means that there is almost no point to any magical **Attack Items** you may wish to throw. However, using other characters like **Miranda** or **Meru** makes these items useful. There is no specific element that will be of use here, however.

Taking out the Divine Dragon Ball and Cannon takes this battle from Extremely Difficult to Moderately Difficult. It is much easier than the Grand Jewel as well, especially if you have been training well.

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#### Dragon Spirit of the Divine Dragon

Name	HP	Element	XP	Gold
Dragon Spirit (Divine Dragon)	16,000	Non-Elemental	8,000	400
<b>Difficulty:</b>	Extremely Difficult			
<b>Recommended Party:</b>	See note below			
<b>Item Drop:</b>	<b>Flash Hall</b>			
<b>Location:</b>	<b>Death City Mayfil</b>			

**This battle is optional.**

**Note:** Recommending a party is difficult for this battle. Pick those characters that are at the highest level, or the ones that you have put the most effort into.

The thing that makes this battle so difficult is that, unfortunately, the Divine Dragon's spirit does not have a physical form so that you can destroy the Divine Dragon Ball and the Divine Dragon Cannon. To make matters worse, no time is needed to charge up the Divine Dragon Cannon. Theoretically, this spirit could spend the entire battle using just these two attacks.

Because of this, I have no incredibly useful strategy to present to you. His magic defense is lower than his physical defense, meaning that you may be better off using magic attacks in this battle. Don't forget the power of your **Repeat Items** that you've been collecting through this game.

Be careful, watch your health, and be strategic. Combining a **Power Up** for one of your higher attackers with a **Power Down** used on the enemy has proven to be a very effective strategy for taking out large chunks of HP at a time.

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#### Dragon Spirit of Feyrbrand

Name	HP	Element	XP	Gold
Dragon Spirit (Feyrbrand)	8,000	Wind	4,000	200
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	<b>Miranda</b> and <b>Meru</b>			
<b>Item Drop:</b>	<b>Down Burst</b>			
<b>Location:</b>	<b>Death City Mayfil</b>			

**This battle is optional.**

Having either **Miranda** or **Meru** throw the **Psychedelic Bomb X** will be very useful. Remember other repeat items as well, like the **Power Up** and **Power Down**.

Use **Meru** and **Miranda** for magic attacks, since the spirit has a relatively low magic defense. Even so, **Dart** should still do some decent damage, especially with a leveled **Moon Strike** or **Blazing Dynamo**.

If one of your characters becomes **Afraid**, **Stunned**, or **Poisoned**, use the appropriate **Purifier** or use a Dragoon transformation.

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### Dragon Spirit of Regole

Name	HP	Element	XP	Gold
Dragon Spirit (Regole)	8,000	Water	6,000	300
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	Meru and Haschel			
<b>Item Drop:</b>	Frozen Jet			
<b>Location:</b>	Death City Mayfil			

This battle is optional.

As much as you can, focus on physical attacks for this battle. However, having **Meru** throw that ever-handly **Psychedelic Bomb X** will definitely still do some damage.

Mostly be careful with **Dart** in this battle, because he will take extra Water damage from the giant wave attack Regole uses. **Meru** makes an excellent defensive player for this battle because of her **Blue Sea DS Armor** negating the Water-type damage. If you're having trouble, consider having **Meru** throw some **Fire-Based Attack Items**, or having **Dart** use Final Burst or Flameshot. Make sure **Haschel** keeps using his quick attacks, and consider using his D-Attack.

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### Dragoon Doel

See **Emperor Doel**.

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### Drake the Bandit

Name	HP	Element	XP	Gold
Drake the Bandit	1,150	Wind	1,500	100
Bursting Ball	70	Non-Elemental	-	-
Wire	120	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	Rose and Lavitz			
<b>Item Drop:</b>	Bandit's Ring*			
<b>Location:</b>	Shirley's Shrine			

This battle can be frustrating because not only does Drake use two different techniques to keep you from attacking him, but he also heals himself close to the end of the battle. That said, this battle isn't very difficult.

Focus your attacks on Drake when you can. We recommend saving your Dragoon transformations and not starting out with that immediately.

The first trap he lays for you is to summon three Bursting Balls. Each round, the balls will move one step closer to the party, and after three rounds, they explode, causing a decent amount of damage. We recommend that you destroy these before that happens. You can use **Additions** to attack them individually, or use **Attack Items** or Dragoon Magic to destroy them all at once. This is the method we typically use. **Dart's** Explosion, **Rose's** Death Dimension, or **Lavitz's** Wing Blaster are all very useful for this and should destroy all the Bursting Balls immediately.

The second trap is a Wire that keeps you from attacking Drake at all. Of course, it is necessary to get rid of this Wire to defeat Drake. This isn't as complicated; just use **Additions**, D-Attacks, or even some magic if you have some MP to spare. Eventually the Wire will break and you can resume the real battle.

Drake himself is not much of a challenge. He has few actual attacks that deal a lot of damage, and if you've been training a lot up to this point he is very easy to kill. If you happen to have any **Earth-based items** like a Pellet or Meteor Fall, that would do a decent amount of damage, especially if you use **Rose** to throw them.

Once he gets down fairly low on health, Drake uses a Healing Potion to heal himself 360 hit points.

- There is only a certain chance you may receive this item.

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### Emperor Doel

Name	HP	Element	XP	Gold
Emperor Doel	600	Thunder	-	-
Dragoon Doel	1,800	Thunder	3,000	200
<b>Difficulty:</b>	Difficult			
<b>Recommended Party:</b>	Albert and Haschel			
<b>Item Drop:</b>	None			
<b>Location:</b>	Black Castle			

**Note:** I picked **Haschel** for this battle mostly because he is Thunder-based. This means that all Doel's most powerful attacks will deal half damage to him, and on top of this, he is very fast. This makes for a useful character in this battle. However, since he is not yet a Dragoon, you may wish to switch him out for someone else, especially if you rely on Dragoon Specials. Our recommended substitute is **Rose**.

This battle comes in two parts. The first, against Emperor Doel, is very easy. Don't use any item or Dragoon abilities, because you want those for the second part. Doel has few attacks, and none of them are very powerful.

After Doel realizes that the party is actually kind of okay at battle, he decides to up his game and transform into the Thunder Dragoon. This is when the battle really begins.

If you have high-level Dragoons, the beginning of the battle is the time to use them. After about half his health is gone, Doel throws up an impenetrable shield; and the longer you attack it, the longer it stays up. This becomes problematic if you have a Level 3 (or higher) Dragoon that can do nothing but attack. When the shield appears, the best thing to do is go on the defensive. Guard, use defensive magic, use **Healing Potions**. But don't attack Doel while that shield is up. As long as you don't, it should go away after 4 rounds or so.

Doel has three attacks. One is a relatively weak attack that hits one character. One throws either a **Spark Net** or **Thunderbolt**, both of which are fully powered. And the third is a very powerful magic attack that hits every party member. Because Doel focuses so much on magic attacks, **Albert** is at a distinct disadvantage in this battle; be sure to watch for his health. However, since he is probably your most powerful attacker (especially if you took the time to level up **Gust of Wind Dance**), he is invaluable. This means you might be using several **Healing Potions** on him.

Doel is a difficult enemy because he attacks so many times per round and has no set limit to how many of each attack he can use. On top of that, the attacks are chosen randomly, meaning you could get hit with his most powerful attack three times in a row. This is unlikely, but possible. **Spirit Cloaks** help in this situation (especially on **Albert**) because there's a decent chance the character wearing it might avoid the magic attacks. Another way to help is to use Rose Storm, one of **Albert's** defensive magics. If you use Rose Storm, it is wise to wait to use it until he is on his last turn as a Dragoon to maximize its effectiveness.

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### Executioners

Name	HP	Element	XP	Gold
Kubila	3,500	Dark	12,000	300
Selebus	3,000	Dark	-	-
Vector	4,200	Dark	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Miranda and Rose</b>			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>Law City Zenebatos</b>			

This battle is a little tricky. If you've been training well up to this point, it will be almost no problem, but otherwise, it will be fairly difficult.

As I mentioned above, **Miranda** is your trump card. She has an amazing magic attack, and when you combine that with your new **Psychedelic Bomb X**, these guys have no chance. My advice: use a **Power Up** on **Miranda** and use her the next several rounds to throw the Psychedelic Bomb, perhaps a **Spectral Flash** or **Dancing Ray**, or even her Dragoon magic like Star Children or her White Silver Dragon. Quite honestly, if you've been training, this will be overkill. Last time I played, I destroyed Kubila and Vector with *just* the **Psychedelic Bomb X** combined with a **Power Up**.

If you don't have one or both of these useful **Repeat Items**, focus on **Light-Based Attack Items** and her Dragoon magic. It may not work quite as completely, but it will do its job.

Use **Dart** to finish off those sad enemies still clinging to life after **Miranda** is done with all her carnage, and use **Rose** to support the team. Her attack should deal some damage, but nothing to cry over if you need to use a **Healing Breeze**. **Rose's Dark DS Armor** makes her the ultimate defensive player in this battle, as most of the magic attacks are Dark-Based. And because of this, watch out for **Miranda's** health, as these attacks will deal double damage to her.

If Selebus **Confuses** or **Petrifies** one of your party, either use a **Mind Purifier** or **Depetrifier**, respectively, or use a Dragoon Special to eliminate these **Calamities**.

The main concern in this battle is Kubila because he knows a Can't Combat instant-kill move that he'll use after either of his companions dies, and he uses it when *he* dies. This is why you have those **Talismans** equipped. In addition, try not to save Kubila for last, because when he dies and the battle ends, he will kill one of your characters, keeping them from gaining all that experience.

The other annoying feature of this trio is that Selebus has the ability to heal Kubila and Vector a decent amount of HP. If you're going at them one by one instead of mass genocide with **Miranda**, start with Selebus, and then move on to finish Kubila as quickly as possible. Once Selebus is dead, he will begin to use his Can't Combat move. Once again, make sure you do **not** kill Kubila last. After Kubila is dead, move on to Vector, who is much less of a problem.

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### Feyrbrand

See **Graham and Feyrbrand**.

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### Fire Bird

Name	HP	Element	XP	Gold
Fire Bird	600	Fire	800	100
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>			
<b>Item Drop:</b>	<b>Red-Eye Stone</b>			
<b>Location:</b>	<b>Volcano Villude</b>			

This battle has no marvelous strategy to make it incredibly easy. Consistent attacking combined with several **Spear Frosts** thrown by either **Rose** or **Shana** will do the trick nicely.



Most of Fire Bird's attacks will deal half damage to **Dart** because they are Fire-based. However, magic attacks, as always, will make **Lavitz** kind of vulnerable in this battle. Fire Bird also has an annoying habit of diving into the lava and bringing back four fiery balls that he uses to attack the party. Each ball does a certain amount of damage, and they're thrown randomly. This means that it's possible for **Rose** to get hit by three of them while **Dart** gets hit by one. This will deal more damage to **Rose** than **Dart**. You can attack these little balls, but it's virtually pointless. It's very unlikely that you will defeat them before Fire Bird uses them to attack you.

Keep in mind that while Fire Bird's attacks are weaker against **Dart**, so many of **Dart's** attacks are weak against Fire Bird. Any Dragoon Magic that **Dart** has available to him right now will likely do less damage than any of his other attacks. Along these lines, remember to avoid using any **Fire-Based Attack Items**, as they will also do less damage.

Fire Bird is, to me, nothing more than a nuisance who deals out experience and a nice item.

### Fruegel (1)

Name	HP	Element	XP	Gold
Fruegel	90	Earth	300	50
Hellena Warden	12	Fire	-	-
Senior Warden	25	Fire	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Lavitz and Shana</b>			
<b>Item Drop:</b>	<b>Healing Potion (4)</b>			
	<b>Knight Shield</b>			
<b>Location:</b>	<b>Hellena Prison</b>			

This battle is not difficult if you trained. But if you didn't, you might have to throw out a few Healing Potions.

You are forced to fight the two Hellena Wardens first. We recommend simple attacks. Afterwards, Fruegel summons two Senior Wardens to help him. You may now attack Fruegel. In the past, I have found it useful to focus the high attacks on Fruegel, while having lower attacks whittle down the wardens. You could either have **Dart** and **Lavitz** attack Fruegel while **Shana** attacks the wardens with her bow, or you could focus **Shana's** magical abilities on Fruegel with some **Spark Nets** or **Burn Outs**. The latter option will likely yield a faster battle, while the former will offer more opportunity to level up **Additions**.

Whichever strategy you use, when the Senior Wardens die, they will each throw a **Gushing Magma** at your party. This is a magical attack, meaning that **Lavitz** and **Dart** will be vulnerable to it (see their stats for more information). **Dart** will probably be fine because he is fire-aligned (see [here](#), so make sure you watch out for **Lavitz's** health during these attacks. Having him guard is a useful tactic.

Be careful with **Shana** in this battle as well, because her low defense and HP make for some difficult times. Fruegel has an incredibly high attack and uses no magic attacks. In addition, he uses a Power Up during the battle, making his attacks even more powerful for a time.

### Fruegel (2)

Name	HP	Element	XP	Gold
Fruegel	1,000	Earth	2,000	200
Guftas	560	Dark	-	-
Rodriguez	400	Wind	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Rose</b>			
<b>Item Drop:</b>	<b>Gravity Grabber</b>			
<b>Location:</b>	<b>Hellena Prison (2)</b>			

This is a very physically-oriented battle, which is why I chose **Rose** as the third party member over **Shana**. While **Shana's** Magic Attack would be very useful in this battle, she simply would not hold up as well against Fruegel's powerful physical attacks. However, boosting her defense with some **Accessories** may fix this problem somewhat.

If you want, you can go for Fruegel right away and ignore his pets, as they die when he dies. However, this gives you an entire battle of getting thrown around by Rodriguez and **Confused** by Guftas. Because of this, I recommend killing Rodriguez, then Guftas, and then going after Fruegel.

Using **Pellets** on Rodriguez is very effective, as is using a **Trans Light** on Guftas. Neither of these two should take you very long to destroy. If anyone gets **Confused** by Guftas, use a **Mind Purifier** or a Dragoon Special to cure it.

Once those two are out of the way, you are free to focus on Fruegel. Of course, using any Wind-based attacks is a good way to go, especially a **Spinning Gale**. **Lavitz's** Wing Blaster will do some damage, but (in my opinion) is not worth pursuing. However, if you have **Lavitz** at a Dragoon Level 2, his Blossom Storm will come in handy in this battle, especially since Fruegel has some particularly painful attacks. Eventually, Fruegel uses a **Power Up**, which exacerbates this problem. As a result, we recommend waiting until this time to use Blossom Storm to maximize the effectiveness of **Lavitz's** MP.

### Gehrich and Mappi

Name	HP	Element	XP	Gold
Gehrich	2,000	Earth	5,000	200
Mappi	1,200	Dark	-	-

<b>Difficulty:</b>	Moderate
<b>Recommended Party:</b>	<b>Albert</b>
<b>Item Drop:</b>	<b>Soul Headband*</b>
	<b>Diamond Claw*</b>
<b>Location:</b>	<b>Home of Gigantos</b>

Mappi is the real reason this battle is difficult at all. Not only does he still have his instant kill move, he teams up with Gehrich to inflict a fairly powerful attack on one party member. If you haven't been training **Haschel** up to this point, he may be susceptible to these attacks, as his HP is relatively low. Bringing **Shana** or **Rose** into this battle in place of **Albert** exacerbates this problem.

As a result, focus on Mappi first. Using Light-based attacks will do quite a bit of damage. If you throw magic attacks (with the recommended party), be sure to have **Dart** do it.

When it comes to Gehrich, **Albert** is your star player. His Gasplless magic attack (DLV3) will deal a decent amount of damage to Gehrich, and equipped with a **Twister Glaive**, his Additions will deal quite a bit of damage.

- There is only a certain chance you will receive these items.

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### Ghost Commander and Knights

Name	HP	Element	XP	Gold
Ghost Commander	1,800	Dark	6,000	200
Ghost Knight (4)	250	Dark	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	<b>Shana and Albert</b>			
<b>Item Drop:</b>	<b>Night Raid</b>			
<b>Location:</b>	<b>Phantom Ship</b>			

To win this battle, you must destroy all five enemies at the same time. After you deplete their health, each ghost only stays down for a few rounds, before getting up with full health once again.

**Phase 1:** Have your highest attacker (**Albert**) focus on the Commander while **Dart** and **Shana** attack the other knights. However, don't destroy them as you go. Get them to half or quarter health and leave them there. Do this individually with only physical attacks. An alternative is to use a magic attack that attacks all enemies (like a **Dancing Ray**), but this risks destroying the Ghost Knights prematurely.

**Phase 2:** Use as many attacks that hit all enemies as possible. **Albert** could use Wing Blaster, and **Dart** could use Explosion. Have **Shana** throw some **Dancing Rays** or use Star Children. Either of these will probably destroy all the ghosts in one attack. If not, continue them until all the ghosts are defeated. It's also strongly possible that you destroy the Ghost Knights but not the Ghost Commander. Just pull out all the stops and deal as much damage to him as possible to defeat him before the other knights start rising.

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### Graham and Feyrbrand

Name	HP	Element	XP	Gold
Graham	350	Wind	1200	100
Feyrbrand	450	Wind	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Rose and Lavitz</b>			
<b>Item Drop:</b>	<b>Down Burst</b>			
	<b>Plate Mail*</b>			
<b>Location:</b>	<b>Dragon's Nest</b>			

You have two enemies to choose from, but we recommend defeating Feyrbrand first. He has more hit points, but he also has lower defenses so that you can defeat him faster. Not to mention, he has attacks that can leave your characters **Poisoned** or **Afraid**.

If you have any **Earth-Based Attack Items** like a **Pellet**, have either **Rose** or **Shana** throw them. Other **Attack Items** will also be effective if thrown by one of these two, but Earth-based ones will be most effective. However, it would probably be wise to avoid using any **Wind-Based Attack Items**.

Your various Dragoon magics will be useful in this battle, especially against Feyrbrand. When I fight this battle, I typically use magic to defeat Feyrbrand and physical attacks to defeat Graham, but you can of course choose your own strategy.

Graham is probably the more worrisome of these two foes, and he deals out more damage. He also uses an inordinate number of magic attacks, but luckily **Lavitz** won't suffer as much as usual because all these magic attacks are Wind-based, like **Lavitz** himself, dealing less damage.

- There is only a certain chance that you will receive this item.

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### Grand Jewel

Name	HP	Element	XP	Gold
Grand Jewel	4,600	Earth	9,000	300

<b>Difficulty:</b>	Extremely Difficult
<b>Recommended Party:</b>	<b>Albert and Miranda</b>
<b>Item Drop:</b>	<b>Spectral Flash</b>
<b>Location:</b>	<b>Forbidden Land</b>

This is the most difficult battle in the game for most players I've talked to (including myself). If you spent a lot of time training up to this point, it becomes *much* easier, to the point where my last playthrough (which focused heavily on training) would have labeled this battle "Extremely Easy." This guide is intended to help those who struggle through this battle.

If you followed my **Battle Prep** outline described in the walkthrough, you can use this strategy for Dragons:

If any of your characters stay in Dragoon form longer than one turn, the Grand Jewel uses the Dragon Block staff to diminish all Dragon and Dragoon powers. This means that all the Grand Jewel's already powerful attacks to do *much* more damage, and all your Dragoon attacks are effectively useless. However, if your characters stay in their Dragoon forms no longer than one turn, you can still use strategic and useful spells like Rose Storm, Moon Light, and Rainbow Breath. In addition, the power of D-Attacks and other offensive magic is preserved. This is achieved by beginning the battle with less than 200 SP and turning into a Dragoon to use those spells whenever you get 100 SP. However, if a character gets 200 SP or more, it becomes a huge risk to use that character's Dragoon powers again. If the Grand Jewel uses the Dragon Block Staff, it takes forever for it to wear off, and by then you will probably have racked up a bunch of SP anyway. So whenever a character gains at least 200 SP, I usually give up on using that person's Dragoon form altogether.

Regardless of whether you use the Dragoon strategy, the rest still applies to you.

The Grand Jewel has a very high speed, attacking several times per round. Unfortunately, every attack is a magic attack, and the Grand Jewel has a high magic attack. Be careful to watch out for **Albert's** HP. Fortunately, the Grand Jewel seems to like using Wind- and Light-based attacks, which helps out **Albert** and **Miranda** substantially. However, it does like to mix it up with some Earth-based attacks, which will deal double the already high damage to **Albert**. This is why you (hopefully) boosted his magic defense.

Whenever possible, make sure **Albert** gets to use his turn to attack. Help him out by giving him a **Power Up** that you just recently found, and be sure to use other **Repeat Items** that you have that may help. Also remember to use Rose Storm occasionally, or perhaps Gasless (although I recommend holding off on that because of **Albert's** low magic attack). If you run out of MP, use his D-Attack. However, I believe his completed Level 5 Gust of Wind Dance deals more damage, especially with that **Twister Glaive**.

**Miranda** can use her turns to throw any **Attack Items** you might have, especially **Wind-Based Attack Items**. If you chose to boost her magic attack, this will undoubtedly do a decent amount of damage. Otherwise, use her to heal the party with **Recovery Items** or her Dragoon magic. If you can spare the MP, using some Dragoon magic attacks could also be very handy. If none of these things is necessary/available, use her D-Attack or regular attack.

While **Albert** is your primary attacker and **Miranda** your primary healer, use **Dart** as you in-between. He should have a decent attack by now, and he has some good Dragoon magic attacks as well. If you need to sacrifice an attack to heal someone, have it be **Dart's** (behind **Miranda's** of course).

Probably the worst part of the entire battle is that the Grand Jewel somehow manages to "reverse time" and take away experience levels by the 5's. Luckily, this does not affect your equipment, or else you would be doomed. There is nothing you can do to stop this process except defeat the Grand Jewel as soon as possible. As your levels decrease, so do your attacks and defenses. It is during this time that you need to be especially careful of your various healths. In addition, try to use your most powerful attacks at the beginning of the battle to maximize the damage done. As the battle comes to a close, the Grand Jewel begins to reverse this process, and adds the lost levels back, bringing your attacks back up to normal levels.

The second-worst part about this battle is that the Grand Jewel heals itself 1,350 HP when it gets down around 1,000 HP or so. Just when you thought it was almost over...

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## Imago

Name	HP	Element	XP	Gold
Caterpillar	6,000	Non-Elemental	-	-
Pupa	2,800	Non-Elemental	-	-
Imago	12,000	Non-Elemental	13,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Item Drop:</b>	<b>Sun Rhapsody</b>			
	<b>Night Raid</b>			
	<b>Healing Rain</b>			
<b>Location:</b>	<b>Divine Tree</b>			

**Caterpillar.** Fighting the Caterpillar is not incredibly difficult. I recommend saving your most powerful attacks for later. However, be careful because it can cause your characters to become **Poisoned** or **Stunned**. Use **Body Purifiers** or a Dragoon Transformation to cure these. In addition, if a character becomes **Stunned**, you can save you Dragoon SP for later by just waiting it out. If the attacks from the Caterpillar don't cure it, after it turns into the Pupa, you will have plenty of time to wait the four rounds or so it takes. After you defeat the Caterpillar, it goes through a transformation to become the Pupa.

**Pupa.** The Pupa has no attacks, so take this time to recover from the Caterpillar. Spend time guarding until you're at full health, and then attack the Pupa. Also, you could use this time to focus on one character's **Additions** if you have one that you're really trying to work on. After you defeat the Pupa, it transforms into the Imago.

**Imago.** The Imago is definitely the hardest part of this battle. Its high magic attack can cause problems, and it has a Can't Combat ability. Not to mention that it has some vast HP reserves. This is the time to break out your most powerful attacks, like the **Psychedelic Bomb X**, maybe a **Power Down** or **Power Up**, and of course your Dragoon powers. **Dispiriting** is a common problem in this battle as well, and can be cured with a **Mind Purifier** or by a Dragoon transformation.

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## Indora

Name	HP	Element	XP	Gold
Indora	3,000	Earth	6,000	0
<b>Difficulty:</b>	Easy			
<b>Item Drop:</b>	Indora's Axe			
<b>Location:</b>	The Moon That Never Sets			

Even if you haven't used **Kongol** at all for the entirety of the game, this battle is still pretty easy. Simply attack each round and perhaps use a **Healing Fog**. Indora doesn't use any magic attacks against **Kongol**, which is very fortunate. Despite **Kongol's** horrific magic attack, using the **Psychedelic Bomb X** still does decent damage to Indora because of his low magic defense.

### Jiango

Name	HP	Element	XP	Gold
Jiango	1,250	Earth	2,000	100
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	Shana			
<b>Item Drop:</b>	Sachet			
<b>Location:</b>	Hellena Prison (2)			

To make the battle a little easier (especially if your lower in level), use the Sachet the first thing. This puts the Jiango to sleep for a while.

During this time, take advantage of not being attacked and deal as much damage as possible. **Dragoons** are useful here, especially powerful magic attacks, or **Lavitz's** magic. Wing Blaster (or preferably Gaspless if you have it by now) will do decent damage. If you have Blossom Storm, wait to use it until the Jiango is awake because it won't do you much good when he's not even attacking.

If you have **Shana** in your party, use her for some **Attack Items**. She will do massive damage in this battle, especially if you have any **Wind-Based Attack Items**.

Be careful with this guy because he can cause your characters to become **Confused**. If this happens, either use a **Mind Purifier** or use a Dragoon Special to reverse it.

### Kamuy

Name	HP	Element	XP	Gold
Kamuy	4,000	Non-Elemental	8,000	0
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	Albert and Haschel			
<b>Item Drop:</b>	Darkness Stone			
<b>Location:</b>	Evergreen Forest			

This battle is optional and is part of the Kamuy and Teo side quest.

Kamuy has a strong magic defense, and uses few magic attacks. Because of this, using more physical characters will be useful. **Albert** and **Haschel** have strong attacks and can withstand decent amounts of damage.

Magic will do little good in this battle because of Kamuy's high magic defense. Instead, focus on using **Additions** and D-Attacks. **Haschel's** speed will be put to good use in this battle, as he can attack often or be available often to heal.

Kamuy also has the ability to **Stun** all the party members, which can become very frustrating. Typically, one of his attacks shortly after will eliminate this problem, but if necessary use either a **Body Purifier** or a Dragoon special to cure it. If all three characters are **Stunned** at once, you must wait until Kamuy attacks one of them to cure it.

### Kanzas

Name	HP	Element	XP	Gold
Kanzas	12,000	Thunder	6,000	300
<b>Difficulty:</b>	Difficult			
<b>Recommended Party:</b>	Albert and Haschel			
<b>Item Drop:</b>	Violet Stone			
<b>Location:</b>	Vellweb			

This battle is optional and is part of the Ancient Dragoon Spirits side quest.

Kanzas is a much bigger problem than the other ancient Dragoons. He's fast, meaning he attacks quite often, and he has a high attack. His physical defense is slightly lower than his magic defense, however, so focus on physical attacks for this battle. However, you can never go wrong with a **Psychedelic Bomb X** if you have it.

Try to watch the health of each character in this battle, although **Haschel** will probably do better than most unless he is continually hit by Kansas's D-Attack. Thunder-based magic attacks will do little damage against him. This makes him an excellent supportive character; however, if you have his **Omni Sweep**, he will do a decent amount of damage.

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### Kongol (1)

Name	HP	Element	XP	Gold
Kongol	280	Earth	300	50
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Dart and Lavitz</b>			
<b>Item Drop:</b>	<b>Power Wrist</b>			
<b>Location:</b>	<b>Hoax</b>			

If you have no **Attack Items** and have trouble successfully completing **Additions**, this battle may be difficult for you.

Kongol has a very high physical attack and defense, but he is weak to magic. So if you have any **Burn Outs** or other **Attack Items**, I recommend using them (have **Dart** use them). Doing so will do heavy damage to Kongol and probably end the battle very quickly.

Otherwise, you need to pay attention to your health because Kongol hits pretty hard. In addition, if you fail to complete any Addition, Kongol interrupts and attacks you, dealing even more damage.

After a while, Kongol puts away his axe to "beat you with his hands." The attacks after this deal much more damage and include an attack that hits both **Dart** and **Lavitz**.

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### Kongol (2)

Name	HP	Element	XP	Gold
Kongol	1,000	Earth	2,000	200
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert and Rose</b>			
<b>Item Drop:</b>	<b>Wargod Calling*</b>			
<b>Location:</b>	<b>Black Castle</b>			

Theoretically, you could employ the same tactic as before and just continuously attack with magic. However, Kongol has learned from his mistakes. After you damage his health a certain amount, he puts up a Magic Shield, nullifying all magic attacks. Because of this, it's probably beneficial to start out the battle with a powerful (preferably Wind-based) magic attack thrown by **Rose** or **Shana**. (The Magic Shield is why I chose **Rose** for this battle. After the Magic Shield, **Shana's** effectiveness would have been almost negligible except for healing magic.)

The rest of the battle has little strategy involved. After magic attacks are nullified, the best attack you have will be a powerful attack from **Albert** and his **Twister Glaive**, which deals extra damage to Earth-based Kongol. It's recommended you avoid using any Dragoon magic, because you still have Doel to contend with. However, the merchant in the Black Castle sells Sun Rhapsodies, so if you really feel the need, use Rose Storm or some other defensive magic (remember, Kongol has a Magic Shield).

One thing Kongol does not lack is powerful physical attacks. Your weaker characters like **Rose** or **Shana** might need some extra care for their health in this battle. Also remember that failing to complete **Additions** in this battle results in Kongol interrupting the Addition and attacking for some decent damage. So be careful.

- There is only a certain chance you will receive this item.

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### Kubila

See **Executioners**.

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### Last Kraken

Name	HP	Element	XP	Gold
Last Kraken	10,000	Water	12,000	300
Cleone	1,300	Water	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru and Haschel</b>			
<b>Item Drop:</b>	<b>Pretty Hammer</b>			
<b>Location:</b>	<b>Magical City Aglis</b>			

The Last Kraken has a very high magic defense, so try to focus on using physical attacks with **Dart** and **Haschel** in this battle. Have **Meru** throw some magic attacks, preferably **Fire-Based Attack Items**. Wait to use attacks that attack all enemies until the Last Kraken summons two Cleones.

At this point, it would be a good idea to use the **Psychedelic Bomb X**. If you don't have the X version (meaning the **Repeat Item**), don't bother using the Psychedelic Bomb. There are many other enemies that it would work better on.

**Dart's** Fire-based D-Attack and Dragoon magic will also do a decent amount of good in this battle. However, be sure to watch his health, as he will be taking double damage from all the Water-based attacks the Last Kraken throws.

**Note:** If you are using an emulator, there is a chance that the game will crash during this battle if you use Dragons. The easiest fix is simply to avoid using Dragons! Thanks to **Darkomantis** for letting me know!

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### Lavitz's Spirit

See **Zackwell**.

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### Lenus

Name	HP	Element	XP	Gold
Lenus	3,600	Water	6,000	200
<b>Difficulty:</b>	Difficult			
<b>Recommended Party:</b>	See note			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>Twin Castle</b>			

**Choosing Characters:** In this battle, it is simply not easy to single out two people who are better suited than everyone else. My regular squad is **Albert** and **Rose**, but you may have different opinions. **Albert** is my favorite character and I'm already partial to him. He also has a very high physical attack, which is useful in every situation (dat Gust of Wind Dance doe), and has the HP to back it up; **Albert** also has the *ever* useful Rose Storm. I choose **Rose** as a second because, despite being a Water type, Lenus uses frequent Dark-based magic attacks. However, I can see how any other characters could do just as well in this battle. Except maybe not **Kongol**, but I've used him before, too, and succeeded. So who am I to judge?

For strategy, be prepared to go on the defensive. Lenus has some incredibly powerful magic attacks, and likes to use Dark Mists and **Black Rains**. No matter who you have in your party, these will heavily affect them, especially **Shana** or **Albert** or **Kongol**. Hopefully you have at least one fast character, because Lenus attacks *often* and has no mercy. You will need that extra turn to heal up.

Using Rose Storm or healing with Rainbow Breath or Moon Light will be very useful in this battle. Other than this, your best bet for magic would probably be **Fire-Based Attack Items** or **Dart's** Dragoon Magic. You should have Final Burst by now, which will deal some decent damage. If you throw magic attacks, be sure to use your character with the highest Magic Attack (in the recommended party, **Rose**) to do so. However, don't rely solely on magic. Lenus has a very high Magic Defense, making her more vulnerable to physical attacks.

Also be wary because Lenus counterattacks quite often.

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### Lenus and Regole

Name	HP	Element	XP	Gold
Lenus	3,000	Water	7,000	250
Regole	3,000	Water	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru</b> and <b>Haschel</b>			
<b>Item Drop:</b>	<b>Frozen Jet</b> <b>Jeweled Crown*</b>			
<b>Location:</b>	<b>Prison Island</b>			

If you've been training **Haschel**, his attack should be decently high by now. His speed helps in this battle, as does **Meru's**. Use this to your advantage. You should get plenty of chances to heal your party should things go awry.

As with Feyrbrand and Graham, focus on the dragon first. Regole has a powerful Water-based magic attack that deals decent damage to each character. Watch **Dart's** health, as this and Lenus's magic attacks will deal double damage to him. Regole can be taken out relatively fast if you use some Fire-based attacks, like **Dart's** Final Burst. If you use any **Fire-Based Attack Items**, have **Meru** throw them.

Once Regole is defeated, the battle becomes easier. Lenus's Dragoon magic attacks are *much* kinder than the ones she used last time. However, her speed is still relatively high, meaning she'll get in a bunch of attacks per round. Focus on physical attacks from here on out, as Lenus's Magic Defense is fairly high.

- There is only a certain chance you will receive this item.

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### Lloyd

Name	HP	Element	XP	Gold
Lloyd	6,500	Non-Elemental	12,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Kongol</b>			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>Flanvel Tower</b>			

Lloyd's most annoying problem is his incessant use of his Dragon Buster, which rips right through Dragoon armor, as it did for **Lavitz** all those chapters ago. Using the Dragon Buster is a "Can't Combat" move, causing instant death to the character - unless they are equipped with a **Talisman**. If you have this item equipped to one of your characters (hopefully a level 5 Dragoon), begin the battle by using their Dragoon transformation (*not* the Special, though). While this character is a Dragoon for

five whole rounds, Lloyd will spend about half to two-thirds of all his attacks just trying to kill them with the Dragon Buster. In short, that's half as many attacks toward the rest of the party.

While Lloyd is busy with this futile endeavor, use your other two characters to attack him as much as possible. Use a **Power Up**, a **Speed Up**, and other such useful items to attack him. Wait to use other items like a **Speed Down** or **Power Down** until all your Dragoon turns are spent and you must deal with the full wrath of Lloyd's attacks. Magic attacks do almost no good here. As Lloyd is a Wingly, he has a fantastic magic defense, making physical attacks more useful on average. This is why I chose **Albert** and **Kongol** for the party in this battle.

After that first character uses all his SP in Dragoon form, switch to the second character wielding a **Talisman** if you have one. If not, work on building up some more SP with that first character to repeat the process. While in Dragoon form and distracting Lloyd, have this character focus on D-Attacks, because of Lloyd's magic defense. If you do use magic, use your more powerful ones, because weaker magic attacks will not be worth the turn or MP.

Lastly, credits to this **Talisman**-based strategy go to Link San.

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### Magician Faust

Name	HP	Element	XP	Gold
Magician Faust	26,000	Non-Elemental	20,000	10,000
<b>Difficulty:</b>	Extremely Difficult			
<b>Item Drop:</b>	<b>Phantom Shield</b>			
<b>Location:</b>	<b>Land of Taboo</b> beneath Flanvel Tower			

**This battle is optional and is part of the Faust side quest.**

Faust is the second most powerful Wingly of the ancient world. And he brings all that wrath to this battle. He uses powerful magic attacks and quite often. Characters with low magic defenses will get wiped out very quickly.

Magician Faust's magic defense is off the charts, making magic attacks on your part virtually useless. In addition, you have no possible elemental advantage. Your one saving grace in this battle is that his physical defense is about as bad as **Kongol**'s magic defense. Using powerful attacks like the final **Additions** of **Albert** and **Kongol**, or even **Dart**'s **Blazing Dynamo** with the **Soul Eater** equipped, will deal him quite a bit of damage. Combining these with a **Power Up** or **Power Down** will chip away at Faust's health quickly.

That being said, Faust has incredible HP reserves. There is only one enemy in the game with more HP, and that would be the final boss. Dealing low-damage attacks to him is simply not very helpful. If you do that, you will be stuck in this battle forever, spending all your **Recovery Items** trying to stay alive long enough to eliminate him.

Since Faust has the potential to deal so much damage, especially considering how many times per round that he attacks, be sure you always have a way to heal your party. Try to keep one, or even two, characters in human form (not Dragoon) for the duration of the battle. Also, I normally say that you should never sacrifice a powerful attacker's attack for the sake of healing, but this battle flips that idea on its head. It's very possible that if you don't heal when you have the chance, all your characters could be down in the next round. This is one of those battles where you will probably be wanting to use a **Healing Rain** or two if you have them.

The *one* saving grace that comes with this powerful enemy is that he tends to attack your characters with attacks that share the same element base as the character he is attacking (when using single-enemy attacks). Last time I fought him, he spent half the time shooting out **Burn Outs** at **Dart** and **Spinning Gales** at **Albert**. Because of this, having your various **DS Armors** equipped may just save your life in this battle.

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### Mappi

For the battle with Gehrich, see [here](#).

Name	HP	Element	XP	Gold
Mappi	600	Dark	2,000	150
Crafty Thief (2)	320	Dark	-	-
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	<b>Shana</b> and <b>Haschel</b>			
<b>Item Drop:</b>	<b>Total Vanishing</b>			
<b>Location:</b>	<b>Barrens</b>			

This is one of the moments in this game where **Shana** truly shines. Using Star Children on these bandits will be a glorious sight to see. Barring that, using **Dancing Ray** is also a nice substitute, and anyone can use that.

Attack Mappi first, but he'll disappear after a couple hits, forcing you to attack the thieves. After they're gone, Mappi returns. The only real worry in this battle is that Mappi has a **Can't Combat** move. This is the first time this is a real issue in this game. This is an instant-kill move that kills its recipient regardless of HP, unless you have a **Talisman**, but you won't find one for a while. This is very frustrating when it happens. Use **Angel's Prayers** or **Shana**'s Moon Light to revive them.

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### Melbu Frahma

Name	HP	Element
Melbu Frahma	42,000	Non-Elemental
Tentacle (Phase 1)	1,600	Non-Elemental
Bomb Star (Phase 3)	1,600	Non-Elemental

<b>Difficulty:</b>	Difficult
<b>Location:</b>	<b>The Moon That Never Sets</b>

This final battle is nothing to scoff at. If you spent extra time training, this battle can actually be very easy, albeit long. But if you rushed through the game or are otherwise inexperienced, this battle is almost all it was talked up to be.

**Overall Advice:** Both Melbu's physical and magic defenses are pretty high, so it doesn't matter a whole lot which type of attack you focus on. I've always found physical attacks to be the most useful, but I am also biased and tend to use more physically-focused characters anyway. No matter which way you go, **Dart's** new Dragoon magic is something to use often. His power has been amplified quite a bit by upgrading to the Divine Dragoon Spirit; use this to your advantage. Using **Sun Rhapsodies** will extend his power with the Divine Dragon Cannon.

The usefulness of Dragoons in this battle varies greatly depending on your level of training. The higher level your characters are, the less Dragoons will impact this battle. Especially after acquiring the various final **Additions** for each character, they will typically be dealing more damage with a complete Addition than with a complete D-Attack.

Don't forget to, at some point, whip out all the **Repeat Items** that you've been collecting over this game. Especially helpful will be your **Psychedelic Bomb X**, **Power Up**, **Power Down**, and **Speed Down**. If you can coordinate it, use your Power Down on Melbu, a Power Up on your strongest magic attacker, and then have them throw the Psychedelic Bomb. This combination should deal some decent damage. After this, though, be sure to use up those other two turns that the character is powered up to deal some extra damage.

This battle happens in four phases, as described below. Each one has *about* 10,000 hit points each.

**Phase 1 - Embryo:** In this phase, Melbu has four tentacles, which he uses to attack the party members (1 at a time), and after a while will use them to defend himself. This technique goes back to Danton in the Hero Competition back in Chapter 1. If you have been struggling up to this point, this is a good chance to regroup. Melbu does not attack while he defends, meaning you can take the time to Guard or use **Recovery Items**. If you attack using a normal Addition during this defensive phase, Melbu will immediately interrupt and attack that character, ending the defensive posture.

In this first phase, Melbu's worst attack is a magic attack where he summons three Virage to attack the party. This can really hurt. Another irritation is his ability to **Petrify** one of the party. If this happens, use a **Depetrifier** to cure it, or use the Dragoon special if it's available. Barring this, I do not recommend using much of your Dragoon power, or your other more powerful attacks, just yet.

**Phase 2 - The First Generation:** This is a decent enough phase to break out the big guns. Literally, if you decide to use **Dart's** Divine Dragon Cannon attack. Last time I fought this battle, I actually found this phase to be incredibly easy. Melbu spent the entire time except for two attacks trying to attack me with his little light whip. However, no matter how nice he is, he does have at least two other attacks, both powerful magical attacks. Watch out for them.

At some point, Melbu sucks up one of your three party members at random and holds them within a little chamber. Unlike with the Windigo, the party member does not take damage while inside Melbu, but they do remain unplayable. There is nothing you can do about it except wait until Melbu spits the person back out, causing some pretty heavy physical damage to the person he spits out and the person Melbu spits them *at*.

**Phase 3 - The Fourth Generation:** In this phase, Melbu controls the time of day. At night, he can summon Bomb Stars, which explode and attack all your party members. During the day, he can summon a giant fireball from the sky. If you didn't start using your powerful attacks in the last phase, this is a good time to break them out.

**Phase 4: The Sixth Generation:** This is when things get really weird. Melbu gains several extra attacks in this round, all very powerful. But, a few are worthy of note. First, it is important to note that if you remain in Dragoon form for too long in this phase, Melbu will use a technique like the Dragon Block Staff, making them useless and putting you in danger for as long as you're in Dragoon form. Because of this, it would be wise to avoid Specials.

The second attack of note is the strange one of replacing one of your characters with a strange monster. This monster has 1,600 HP. Once this HP is gone, your character will come back and the monster leaves. While this monster is taking the place of your character, it has two options: Attack and Special. Attack simply delivers a physical attack to the enemy. Special heals the entire party like a **Healing Rain**.

The third attack of note is a Can't Combat instant-kill move. If you have any **Talismans** equipped to your characters, this will not be as much of a problem. However, you probably used up your Accessory slots for other things, so use **Angel's Prayers** whenever you need to.

As always throughout this battle, be a little cautious. This phase is the most difficult.

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## Michael

Name	HP	Element	XP	Gold
Michael	???	Dark	-	-
Michael (core)	1,400	Dark	12,000	0
<b>Difficulty:</b>	Moderately Difficult			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>The Moon That Never Sets</b>			

Unfortunately, Michael cannot be harmed by literally any attack until **Rose** reveals his weakness. Unless you just really feel like practicing your **Additions**, guard until several rounds have passed and **Rose** reveals that Michael's core is vulnerable just after using his powerful Dark beam attack.

After that, you must wait until he uses that attack again. Then his core will be exposed. If you have well trained either **Rose** or **Dart** and have their final **Additions**, it may very well take only one completed attack to defeat Michael after this point.

For the duration of the battle that you cannot deal damage, be sure to watch **Dart's** health. That beam attack is a powerful magic attack that will deal some decent damage to him. **Rose** should be fine with her **Dark DS Armor** equipped. Use her as a supportive character in this battle.

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## Polter Armor

Name	HP	Element	XP	Gold
Polter Armor	4,000	Dark	6,000	200
Polter Helm	2,500	Dark	-	-
Polter Sword	3,000	Dark	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	Miranda and Rose			
<b>Item Drop:</b>	Soul Eater			
	Smoke Ball			
<b>Location:</b>	Fort Magrad			

This battle is optional and is part of the Polter Armor side quest.

The sword has a simple physical attack, but most annoyingly has a Can't Combat instant-kill attack. If you have a **Talisman** equipped, this will be less hazardous. However, don't save this part of the armor for last, because it uses this attack when it dies, depriving the target of any experience.

Finally, the helmet has the ability to block commands for your characters. This is irritatingly inconvenient. Because of this, you may want to start with the helmet (although my chief recommendation is to destroy the armor first).

**Miranda** has a powerful magic attack, which is useful in this battle for either a **Psychedelic Bomb X** or any **Light-Based Attack Items** you might have. In addition, her Star Children attack will do decent damage.

If you have a **Power Up**, use it on **Miranda** in this battle right before she uses all these powerful magic attacks. If you are at a high enough level, this and a **Psychedelic Bomb X** will probably bring each piece of armor to 1/4 health or below, and possibly destroy one or two of them.

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## Pupa

See **Imago**.

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## Regole

See **Lenus and Regole**.

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## Sandora Elite

Name	HP	Element	XP	Gold
Sandora Elite	300	Dark	200	50
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	Dart and Lavitz			
<b>Item Drop:</b>	Healing Breeze			
<b>Location:</b>	Hoax			

This battle requires little strategy. We recommend using him as a place to level **Additions** and practice completing them, as that will matter in the next battle.

The Sandora Elite has one magic attack that does decent damage to **Lavitz**, so pay attention to his health. If you use magic attacks, have **Dart** use them.

Eventually, the Sandora Elite creates two images of himself to throw you off. You will neither do damage nor be able to defeat him until you find the real one. This is not an exact science. I can usually pinpoint which one is real based on the attack that he uses. First, only the real Elite can use magic attacks. Second, if two of the images use one attack and the third uses a different one, that one is probably the real one. Whichever is the odd man out.

Like I said, this may not be accurate 100% of the time, but it seems to be a fairly reliable way to tell.

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## Selebus

See **Executioners**.

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## Shirley

Name	HP	Element	XP	Gold
Shirley	640	Light	1500	100
<b>Difficulty:</b>	Extremely Easy			
<b>Recommended Party:</b>	Rose and Lavitz			
<b>Item Drop:</b>	Silver Stone			
<b>Location:</b>	Shirley's Shrine			

Attacking during this battle is not necessary. You can if you want, perhaps to level **Additions**, but otherwise spend time Guarding. If you attack one of the characters she emulates (Albert or Shana), Shirley will consider you unworthy and make you start over. If you attack her in Shirley form, Shirley will attack you back, although her attacks are fairly harmless all these considered. You can get her health to 0, but she will simply heal herself and the battle will not end until you are determined worthy. She asks each character a series of questions to do this. The correct answers are as follows:

1. To protect those we love.
2. To pursue the Black Monster.
3. Of course, get revenge!
4. Shana.
5. That's not like you!
6. Shana needs me!
7. No matter what, I will go.
8. Mother.
9. Nothing but sacrifice.

The first several questions directed at **Dart** and **Lavitz** have the potential to derail you, and if you answer incorrectly, Shirley will let you know that you are off track and start over. Questions 7-9 are not as important, and although these are the "correct" answers that Shirley praises, it is possible to succeed without using these options.

### Super Virage (1)

Name	HP	Element	XP	Gold
Super Virage Head	11,000	Non-Elemental	4,000	200
Super Virage Body	11,000	Non-Elemental	-	-
Super Virage Arm	5,500	Non-Elemental	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert and Miranda</b>			
<b>Item Drop:</b>	<b>Healing Rain</b>			
<b>Location:</b>	<b>Forbidden Land</b>			

**This battle is optional.**

This Super Virage only has a certain amount of time until the battle is ultimately over. After each round, the countdown appears to remind you of this. There's nothing wrong with spending these ten (or so) rounds guarding and healing. **Albert's** Rose Storm will be very useful in this battle, especially since the Super Virage has some very powerful physical attacks; watch out for **Miranda's** health.

When the Virage gets to around 2 lives left, start putting your guard up, regardless of how you were playing this before. If possible, use Rose Storm. When the lives counter gets to 0, the Virage uses a powerful magic attack right before it dies. This can deal some severe damage to your party, especially **Albert** or other magically weak characters.

However, if you are exceptionally powerful (I have only managed this once over the many years), you may be able to diminish either the head's or body's HP to zero within ten rounds. If this is accomplished, it will spontaneously use the powerful magic attack regardless of the countdown.

### Super Virage (2)

Name	HP	Element	XP	Gold
Super Virage (head)	10,000	Non-Elemental	15,000	300
Super Virage (body)	15,000	Non-Elemental	-	-
Super Virage (arm)	3,000	Non-Elemental	-	-
<b>Difficulty:</b>	Difficult			
<b>Item Drop:</b>	None			
<b>Location:</b>	<b>The Moon That Never Sets</b>			

If you have spent a long time training before this battle, or if you are blessed with **Legend Casques**, the difficulty of this battle drops to Moderate.

Destroy either the head or the body to kill this Virage. While the head is much easier to destroy, when it is destroyed, it explodes powerfully, causing massive magic damage to your characters. Guarding just before this attack, or using **Albert's** Rose Storm Dragoon magic, will lessen the impact.

Simply be wise and careful.

### Syuveil

Name	HP	Element	XP	Gold
Syuveil	10,000	Wind	6,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Albert and Miranda</b>			
<b>Item Drop:</b>	<b>Jade Stone</b>			
<b>Location:</b>	<b>Vellweb</b>			

This battle is optional and is part of the **Ancient Dragoon Spirits** side quest. Syuveil is essentially a carbon copy of **Albert**, so use his **stats** to guide you through this battle. Remember that he has a high attack and defense, and low magic attack and magic defense. Beware of **Miranda's** health in this battle, because Syuveil's D-Attack will do quite a bit of damage to her.

For **Albert**, focus on using his normal attack. He would also be a good supportive character in this battle because he will be taking the least damage. Use **Miranda** to deal magic damage, which will be very useful in this battle. Using any **Earth-Based Attack Items** you might have will be especially helpful.

One especially useful strategy is to combine a **Power Down**, **Power Up**, and **Psychedelic Bomb X** (if you have them). Use the Power Up on **Miranda** and have her throw the Psychedelic Bomb, and this will yield massive damage to Syuveil.

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### Urobulus

Name	HP	Element	XP	Gold
Urobulus	270	Earth	400	50
<b>Difficulty:</b>	Easy			
<b>Recommended Party:</b>	Lavitz and Shana			
<b>Item Drop:</b>	Wargod's Amulet			
<b>Location:</b>	Limestone Cave			

You can either focus on attacking with **Dart** and **Lavitz**, using **Shana** as support, or you can just go all-out attack and use your (probably) numerous **Attack Items** with **Shana** and her incredibly high magic attack.

The Urobulus has a physical strike attack, a poison-spitting attack that has a chance to **Poison** your characters, and a poison mist attack. The poison-spit is probably the most dangerous attack, and you will most likely need to use some **Body Purifiers** during this battle. **Poison Guards** and Guarding are useful tactics against this attack.

After a time, the Urobulus slithers up into the rock where it cannot be hit with melee attacks. You must use either **Attack Items** or **Shana's** ranged bow attack.

If you have enough **Attack Items**, **Shana** can actually take care of this thing all by herself. Using only physical attacks results in a much longer battle with more opportunity for leveling **Additions**.

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### Vector

See **Executioners**.

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### Virage (1)

Name	HP	Element	XP	Gold
Virage Head	350	Non-Elemental	600	100
Virage Body	200	Non-Elemental	-	-
Virage Arm	40	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Easy			
<b>Recommended Party:</b>	Rose and Lavitz			
<b>Item Drop:</b>	Healing Potion (2) Mind Purifier			
<b>Location:</b>	Volcano Villude			

This Virage, as all Virage, has high magical abilities. However, unlike most enemies, this is not balanced by incredibly low physical abilities. This does mean that using magic attacks against it will not be as useful. Add to this the fact that it's Non-Elemental, and there are no elemental weaknesses, and you end up with a decently magic-resistant boss.

Because of this, we recommend focusing primarily on physical attacks, like **Additions** or D-Attacks. Magic attacks will still damage the Virage, but they will probably only do really significant damage with **Shana** if you've been training her well up to this point.

Feel free to destroy the Body or Arm of this Virage, but we recommend going straight for the head, the defeat of which ends the battle. Unlike later Virage, no one body part is really worth destroying.

This Virage has a physical attack where it hits a character with its arm (this can be disabled by destroying the arm, but it's the nicest of its attacks, so we don't recommend doing this). It also has two magic attacks: it can shoot concentrated magic at one character, dealing fairly high damage (especially to **Lavitz**), and it can give a chance for your characters to become **Confused** or **Afraid**. Either of these can be cured by using a **Mind Purifier** or simply turning into a Dragoon.

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### Virage (2)

Name	HP	Element	XP	Gold
Virage Head	1,600	Non-Elemental	4,500	200
Virage Arm (2)	300	Non-Elemental	-	-
Virage Body	600	Non-Elemental	-	-
<b>Difficulty:</b>	Moderately Easy			

<b>Recommended Party:</b>	<b>Albert and Haschel</b>
<b>Item Drop:</b>	<b>Moon Serenade</b>
<b>Location:</b>	<b>The Moon That Never Sets</b>

As with the first Virage in the **Volcano Villude**, this battle is over when the Virage Head is destroyed. That being said, *unlike* the first Virage, it is actually highly beneficial to destroy the arms. The Virage's left arm uses Can't Combat attacks, which can only be prevented with a **Talisman** or by destroying the arm. The right arm dispenses a fairly powerful magic attack that hits every party member. Destroying both of these saves you from both attacks.

The only attacks the Virage will have left are stomping with its foot (single weak physical attack) or using its laser beam (powerful single magic attack). These are certainly preferable.

Focus on using physical attacks to defeat this Virage (and honestly, any Virage). They are literally made of magic, meaning magic attacks won't deal a whole lot of damage. Focus on **Albert's** strong physical attacks and **Haschel's** quick physical attacks. Most likely, if you destroy both arms, they will regenerate before you destroy the head. In this case, I recommend destroying the arms again before moving on.

### Windigo

Name	HP	Element	XP	Gold
Windigo	10,000	Water	11,000	250
Heart	3	Water	-	-
Snow Cannon	400	Water	-	-
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru and Haschel</b>			
<b>Item Drop:</b>	<b>Brass Knuckle</b>			
<b>Location:</b>	<b>Kashua Glacier</b>			

This battle is one of those rare times when **Dart** can really shine. With his **Heat Blade** and an **Addition** like Crush Dance or Moon Strike, he can really do some damage here. And don't forget to use Flameshot or Final Burst either, both of which will do a decent amount of damage.

With both **Haschel** and **Meru** on your squad for this battle, you should have plenty of chances to attack or defend. Use **Meru** to throw any magic **Attack Items** you may want, hopefully focusing on **Fire-Based Attack Items**. Assuming you have leveled up some of **Haschel's** more powerful **Additions**, his attack should also serve you well. The Windigo does not have a low Magic Defense, but some magic attacks from **Haschel's** Dragoon lineup may be useful as well. As always, **Haschel's** D-Attack is substantial, especially if his **Additions** are low-level.

The main struggle with the Windigo is his vast health reserves. However, he likes to throw Water-based attacks, causing decent damage to **Dart**. Another issue is that he summons ice minions that attack the party and must be destroyed before they go away. The third real problem is that occasionally, the Windigo grabs a party member at random and places them in its rib cage area. When this happens, attacking it will also cause damage to the party member. So unless you feel like wasting a perfectly good **Angel's Prayer**, Guard for the duration. Eventually, the Windigo throws the party member out, exposing its weak heart. Any attacks dealt against the heart will deal exactly 1 damage. Personally, the Windigo has never been alive long enough for me to test this theory, but I believe after about 3 times the Windigo dies, regardless of its remaining HP.

### Zackwell

Name	HP	Element	XP	Gold
Lavitz's Spirit	5,000	Wind	-	-
Zackwell	10,000	Dark	12,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Rose and Albert</b>			
<b>Item Drop:</b>	<b>Halberd*</b>			
	<b>Healing Rain</b>			
<b>Location:</b>	<b>Death City Mayfil</b>			

Spend the first half of the battle guarding, at least whenever Lavitz is facing you. Occasionally, **Dart** tries to talk to Lavitz; be sure to let him do so. This confuses Lavitz's trouble spirit, and causes him to turn around, revealing the demonic influence. This is what you need to attack. I recommend just using **Additions** for this part of the battle; save your powerful attacks for later.

After five times, Lavitz will remain facing the other way. When you diminish his HP to 0, the demonic influence breaks apart from him and attacks.

Zackwell is much more troublesome than Lavitz's spirit was. He has a high magic defense, so focus on physical attacks. Exceptions are, of course, the **Psychedelic Bomb X** and **Light-Based Attack Items**. If you use these, be sure to have **Rose** do so.

Some of Zackwell's attacks are fairly powerful, so be careful. Once again, **Rose's** **Dark DS Armor** gives her an advantage against some of these attacks. Use her as a supportive character while **Dart** and **Albert** attack. Don't forget your various **Repeat Items**.

And again, be careful because of Zackwell's Can't Combat instant-kill attack. If you equipped **Talismans**, this will be less of a problem.

- There is only a certain chance that you will receive this item.

### Zieg Feld

Name	HP	Element	XP	Gold
Zieg Feld	12,000	Fire	20,000	400
<b>Difficulty:</b>	Moderately Difficult			
<b>Item Drop:</b>	None			
<b>Location:</b>	The Moon That Never Sets			

Zieg has all the same attacks as **Dart** as a Dragoon, except he adds a little more flair to each one.

The best strategy for this battle is simply to play to the strengths of each of your characters. If you brought in heavy hitters, like **Kongol**, focus on using **Additions** to attack. If you brought in magic experts like **Miranda**, throw out those **Attack Items**, especially any **Water-Based Attack Items**.

**Dart** should actually be at an advantage in this battle with his **Red DS Armor**, because he will absorb all the Fire-based magic attacks Zieg throws at him. **Meru**, if you have her, will be at a disadvantage because of this. Be sure to use this to your advantage.

## Stardust List

All Stardust are listed here in order that they are listed for discovery within the main walkthrough (mostly). For more detailed descriptions of each Stardust location, use the links for each location within the list.

To see locations for Martel, see **below** or **above**.

Collecting all 50 Stardust unlocks the side quest which leads to a difficult battle against Magician Faust (see **here**).

Legend:

City or Other Location (Number of Stardust)	
Stardust Number	Location

## Chapter 1

There are 20 Stardust in Chapter 1: Serdian War.

Seles (1)	
1	The second headstone from the right

Bale (3)	
2	The well in front of Lavitz's house
3	The spears in the weapon shop
7	The kitchen in Lavitz's house
Indels Castle (3)	
4	While in the castle, find your way under it to a wheel. Turn it and return to the city. After buying the Good Spirits from the tavern next to the inn, give it to the man under the big fountain. Follow the path. Hop in the boat, and when it asks you to get off, do so. Go in the room and check the far end.
5	The fireplace in the basement of the castle
6	The upper left area of the third floor, one level below the throne room

Hoax (2)	
8	The fireplace in the basement of the house to the left of the meeting room with Kaiser
9	The left-hand corner of the room where you meet with Kaiser

Seventh Fort (1)	
10	The fireplace next to the entrance ( <b>easy to miss</b> )

Lohan (4)	
11	Behind the bookshelf in the house two left of the inn
12	The suit of armor in Dabas's shop
13	The basket to the left in the area outside the tournament tent
14	The barrel next to the town entrance

Kazas (6)	
15	Between the barrels in the first house on the left
16	The mess up the ladder in the first house on the right

17	Left of the counter in the weapon shop
18	The bookcase in the first area of wooden houses
19	The barrels to the left of the entrance in the second area of wooden houses
20	Between the barrels above and to the left of Stardust 19

## Chapter 2

There are 15 Stardust in Chapter 2: Platinum Shadow.

Fletz (5)	
21	The wine bottles outside the bar entrance (above the inn)
22	The table on top of the house next to the church
23	The bottom left corner of the weapon shop
24	The bottom left pile of jewels in the jewelry shop
25	The bottles lying in front of the oversized telescope in the item shop

Donau (2)	
26	The decorative puddle of water to the left of the town entrance
27	The mayor's sink

Twin Castle (2)	
28	The suit of armor to the right of the entrance
29	The "thing" in the middle of the room at the base of Lisa's tower

Home of Gigantos (1)	
30	The torch to the right of the "throne" where you fought Gehrich ( <b>easy to miss</b> )

Queen Fury (2)	
31	The box just below where Kongol is standing below deck
32	The pipe to the right when you just go into the rooms with three entrances

Lidiera (1)	
33	The bookshelf to the right after descending the into the inn ( <b>easy to miss</b> )

Fueno (2)	
34	The painting in the hospital
35	Between the barrels under the stairs in the inn

## Chapter 3

There are 11 Stardust in Chapter 3: Fate & Soul.

Furni (2)	
36	The pile of stuff inside the house just to the right after disembarking from the <i>Queen Fury</i>
37	After speaking with the mayor, the next day go out to the right and enter the house. Go up the stairs and pull the cord by pressing X when prompted. Go through the doorway and down the slide. Check the metal basin there, then pull the lever to open the door and exit.

Neet (1)	
38	The lamp to the right of the path ( <b>easy to miss</b> )

Forest of Winglies (2)	
39	The bookshelf to the right in Guaraha's house
40	The right pillar just before confronting the Elder Bardel

Deningrad (3)	
<b>Only available after the Divine Dragon attack</b>	
41	On the mat where weapons are displayed
42	Same as Stardust 41
43	The circular structures next to the treatment light above the inn

Crystal Palace (2)	
44	Broken path to Shana's old room
45	Broken entrance to the strange room where Shana lost her Dragoon Spirit

Vellweb (1)	
46	The back of the room in the tower just above the save point ( <b>easy to miss</b> )

## Chapter 4

There are 4 Stardust in Chapter 4: Moon and Fate.

Ulara (3)	
47	The roses
48	The barrels in the top of the weapon shop
49	The mouth of the strange plants

Rouge (1)	
50	The pot on the right in the room past Martel's room

## Martel

Martel appears in one place each disc or chapter:

- Chapter 1: In Bale in the house to the left of Lavitz's *after* you run into her.
- Chapter 2: In the bar in Fletz *after* you speak with Kaffi once.
- Chapter 3: In the entrance to Deningrad helping a man *after* the Divine Dragon attacked forcefully.
- Chapter 4: In Rouge to the north of where you meet with the mayor.

Note that you cannot trade Stardust with Martel until you encounter her in each chapter, and after leaving **Death City Mayfil**, Martel cannot be accessed at all. Whenever you run into her, give her all the Stardust you have. After a certain amount, she gives you "something rare" for your troubles.

- After 10: **Physical Ring**
- After 20: **Amulet**
- After 30: **Wargod's Sash**
- After 40: **Rainbow Earring**
- After 50: **Vanishing Stone**

After receiving the **Vanishing Stone**, you will be able to access a **new side quest** enabling you to fight the most difficult battle of the game and gain a whole bunch of experience and money.

## Side Quests

There are four side quests, not counting Stardust itself, in the game. This is a list of them.

### Phantom Ship Mini-Game

On the **Phantom Ship**, there is a chest inside the door closest to the *Queen Fury*. This chest has a combination lock that consists of three randomized numbers. Successfully opening the chest yields different **Accessories**, some of which can be incredibly useful. This is a brief guide to help you figure out how to successfully open the chest and get the items you want.

#### Step 1 - Collect Possible Numbers

Go down to the kitchens, which are at the end of the corridor below deck. It is the same room where you fight the three Magician Bogies. Press X next to the sparkle in the top right-hand corner, and four ghosts appear, giving four digits in ascending order. These digits can be anything from 0 to 9.

You will have the most luck with the chest if you get more than one of the same digit. It is possible to get four 0's, for instance, in which case the combination for the chest is painfully obvious. This is highly unlikely, however. The more repeating digits you have, the better your chances. Be sure to record these on a piece of paper.

#### Step 2 - Determine Possible Combinations

Go to the chest at the other end of the ship and try to figure out the combination. You have a limited number of attempts; if you fail all of your attempts, you will be forced to battle some Skeletons. It doesn't matter how many times you fail; they will always come back to fight you if you use all the attempts. If you fail and have to fight the Skeletons, the entire combination resets, and you must go back and receive a new set of digits.

Guessing the right combination is partly luck and partly logic. Only three of the four digits will be used, but you don't know which is excluded and which order the other three appear in. However, the chest does give some hints each time you put in a guess.

If at least one of the digits is in the right location, you will get an ellipsis as a message: "..."

If none of the digits are in the correct place, you will get a warning on how many attempts you have left.

Use this to your advantage. On the earlier levels, you have enough attempts to waste a couple to see which digits are included. For instance, if you got the digits "1689," try putting in "888." If you get an attempts warning, you instantly know that 8 is the digit excluded from the combination. On the other hand, if you get an ellipsis, you know that 8 is one of the digits. Note: on the later levels, especially when you only have two attempts, this will not really be worth trying.

If you were lucky enough to get repeated digits, like "0015," your task is much simpler, because you know for a fact that 0 is one of the digits included in the combination. Instead, start with "111" or "555" to see which is excluded.

In the first example, with "1689," if you have determined that the 6's are excluded from the combination, continue to use logic to determine placement. If "189" gives you an attempts warning, you know that none of these are in the right place. Try instead something like "918". If you get an attempts warning, you know that "891" must be the correct combination.

Any of these combinations yielding an ellipsis makes the guessing a little trickier. "189" giving an ellipsis means that one or two of the digits are in the right place. If you try instead "819" and get an attempts warning, you know that either the 8 or 1 is in the right spot, but the 9 is most definitely not. Keep using such pieces of logic to give you an upper hand on the earlier levels.

On the later levels, when you have fewer attempts, logic becomes almost useless. The digits "1689" have 24 combinations, and you only get to try 2 or 4 of them. On the last level, you only get one round of feedback. Putting in "689" and getting an ellipsis as feedback is almost useless. You must have incredible luck to guess the correct combination under these conditions. I believe the only time I actually succeeded on this (before becoming frustrated enough that I quit) was when I got *three* of the same digit. Something like "0004".

### Step 3 - Getting Your Prize

There are 5 levels to this chest. After a successful opening of the chest, you move to the next level, which has 2 fewer attempts to open the chest before the entire thing resets.

Level	# Attempts	Item Received
1	10	Stun Guard
2	8	Panic Guard
3	6	Magic Ego Bell
4	4	Talisman
5	2	Ultimate Wargod
6+	2	100 gold

### Real-Life Examples

Here are two examples of combinations that I was dealt, when I successfully opened the chest:

#### Digits Given: 2349

1. First, with several attempts left, I tried to eliminate one of the digits. I tried **444** and got an attempts warning. I was lucky; that means 4 was not used in this combination.
2. Second, with the fourth digit eliminated, I mixed the remaining three. I tried the combination **239** and once again got an attempts warning. I was doubly lucky; that means none of these digits was in the right place. So then, for the next attempt, I knew that if I rearranged them all, I might get it.
3. Third, rearranging them so that none were in the same place, I tried **923**, and the chest opened to reveal my prize.

#### Digits Given: 4468

1. First, trying to use the same strategy as the previous example, I tried **666**, which gave me an ellipsis (...), meaning that 6 is used in this combination. Because I already knew that 4 had to be included (there are two of them), I then tried to eliminate the number 8. Because, if 8 was not included, this would have given me better chances. With one digit eliminated, the other three must be in the combination. I was hoping that 4 would be used twice.
2. Second, I tried **888**, which gave me another ellipsis (...). Unfortunately, this means 8 was also included in the combination, adding another layer of difficulty. This means that 6, 8, and 4 are all included in the combination. I had no good starting point except to throw them all in somewhere.
3. Third, I mixed the three digits and tried **864**. This yielded another ellipsis (...), indicating that one of the digits was in the correct place. The next step here is to swap two of them and see if that works.
4. Fourth, I tried **846**, swapping the last two digits, and this opened the chest.

### Kamuy and Teo

This quest begins in **Furni**, where the party overhears a discussion regarding a ferocious wolf named Kamuy. After meeting with the mayor, the party is asked to save a boy named Teo from the wolf and bring him home.

In the **Evergreen Forest**, the party encounters Kamuy on a mound to the north of the forest, where he turns vicious and attacks several of the soldiers hired to hunt him down.

**Battle Prep:** Equip **Dart**, **Albert**, and **Haschel** with **Accessories** to boost their defenses, attacks or speed.

To fight Kamuy, go left of this area and then go up. Kamuy and Teo are there waiting. Choose to advance to begin the battle.

Boss Battle				
Name	HP	Element	XP	Gold
Kamuy	4,000	Non-Elemental	8,000	0
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	Albert and Haschel			
<b>Item Drop:</b>	Darkness Stone			



Kamuy has a strong magic defense, and uses few magic attacks. Because of this, using more physical characters will be useful. **Albert** and **Haschel** have strong attacks and can withstand decent amounts of damage.

Magic will do little good in this battle because of Kamuy's high magic defense. Instead, focus on using **Additions** and D-Attacks. **Haschel's** speed will be put to good use in this battle, as he can attack often or be available often to heal.

Kamuy also has the ability to **Stun** all the party members, which can become very frustrating. Typically, one of his attacks shortly after will eliminate this problem, but if necessary use either a **Body Purifier** or a Dagoon special to cure it. If all three characters are **Stunned** at once, you must wait until Kamuy attacks one of them to cure it.

After the battle, go back to **Furni** and go in the house to the right of the inn. Knight Harris is there and gives you **100 gold** for defeating Kamuy and bringing Teo back home.

## Ancient Dagoon Spirits

Go back to **Vellweb** after the end of Chapter 3. Go to the place where Shirley appeared to you, and she will come again. Up is a save point, and past that is the seven towers of the Dagoons.

Four of the spirits of the ancient Dagoons are still present in the towers: **Syuveil**, **Damia**, **Belzac**, and **Kanzas**. This guide leads you around the towers in this order, to the left of the entrance.

Including the tower directly above the entrance (which houses a **Stardust**), the towers are as follows:

1. Empty (but with a **Stardust**)
2. **Syuveil**
3. Empty
4. **Damia**
5. Empty
6. **Belzac**
7. **Kanzas**

If you go around to the right instead, reverse the above list, but still start with the tower with the Stardust. Simply walk into the tower with the spirit you wish to fight, but be ready before you do so.

**Battle Prep:** Equip **Albert** with his **Jade DS Armor**, which makes him *almost* invincible in this battle. Use his **Accessories** slot to boost his attack, and consider giving him some **Bandit's Shoes**. Make sure that **Miranda** has her defenses boosted, perhaps also equipped with a **Dragon Helm** or other HP boosters. Make sure to boost **Dart's** defenses as much as possible as well.

### Boss Battle

Name	HP	Element	XP	Gold
Syuveil	10,000	Wind	6,000	300
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Miranda</b>			
<b>Item Drop:</b>	<b>Jade Stone</b>			

Syuveil is essentially a carbon copy of **Albert**, so use his **stats** to guide you through this battle. Remember that he has a high attack and defense, and low magic attack and magic defense. Beware of **Miranda's** health in this battle, because Syuveil's D-Attack will do quite a bit of damage to her.

For **Albert**, focus on using his normal attack. He would also be a good supportive character in this battle because he will be taking the least damage. Use **Miranda** to deal magic damage, which will be very useful in this battle. Using any **Earth-Based Attack Items** you might have will be especially helpful.

One especially useful strategy is to combine a **Power Down**, **Power Up**, and **Psychedelic Bomb X** (if you have them). Use the Power Up on **Miranda** and have her throw the Psychedelic Bomb, and this will yield massive damage to Syuveil.

**Battle Prep:** Make sure **Meru** has the **Blue Sea DS Armor** equipped, and give her defense boosters. Give **Albert** items to boost his magic defense, like maybe a **Spiritual Ring**, and perhaps some **Bandit's Shoes**. Make sure **Dart** is well-equipped as well, namely boosting his magic defense because of Damia's Water-type magic attacks.

### Boss Battle

Name	HP	Element	XP	Gold
Damia	9,000	Water	6,000	300
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Meru</b> and <b>Albert</b>			

Item Drop:	Blue Sea Stone
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Damia is like **Meru** in that she has a high magic defense, but she is unlike **Meru** in that her physical attack matches her magic attack. This means she is all-around dangerous.

Her greatest weakness is her physical defense, which is why I proposed bringing **Albert** into this battle. However, with those powerful (and numerous) magic attacks, you will need to watch his health as well as **Dart's**. **Albert's** attack is very high, and with a leveled **Gust of Wind Dance** or **Flower Storm**, especially supplemented with various **Repeat Items**, you can deal a lot of damage.

**Dart's** magic attacks like Final Burst and Flameshot will be useful here because of the Fire-based attack, but it may actually be better to stick with his D-Attack and **Additions** because of Damia's high magic defense.

Because **Meru** won't be taking any damage from magic attacks, she will be a useful supportive character. Otherwise, use her to deal magic damage when possible. Alternatively, if you have her **Perky Step**, she will actually deal a decent amount of damage.

**Battle Prep:** Boost **Miranda's** defense, or alternatively her magic attack, using various **Accessories**. For **Albert**, use a **Magical Ring** to boost his magic attack, and make sure he has **Bandit's Shoes**. Use a **Guard Badge** or **Giganto Ring** to boost **Dart's** defense as well.

#### Boss Battle

Name	HP	Element	XP	Gold
Belzac	18,000	Earth	6,000	300
<b>Difficulty:</b>	Moderate			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Miranda</b>			
<b>Item Drop:</b>	<b>Golden Stone</b>			

**Miranda** is your trump card here, although **Albert** is definitely a good backup. Have **Miranda** throw various **Attack Items**, especially any **Wind-Based Attack Items** you may have. As always, the **Psychedelic Bomb X** will be very useful, but even more so. In this battle, even **Albert's** magic attack is worth something if you use his Gaspless Dragoon magic.

Belzac's magic defense is incredibly low, just like **Kongol's**, which gives you an advantage. In addition, he likes to use magic attacks, despite his poor magic attack, which gives you another advantage. Despite all this, still be careful of his D-Attack, because that will deal a decent amount of damage, especially to **Miranda**.

Don't forget to use other **Repeat Items** as well. Last time I fought this battle, I combined a **Power Down** with **Albert's** Gaspless attack and did almost 4,000 damage.

**Battle Prep:** Equip either **Haschel** or **Albert** with **Bandit's Shoes** or **Bandit's Rings**. In addition, be sure to boost defenses as much as you can for each party member. Make sure your best **Additions** are equipped as well. Make sure that **Haschel** does not have his **Thunder Fist** equipped, as this will actually decrease his damage in this battle.

#### Boss Battle

Name	HP	Element	XP	Gold
Kanzas	12,000	Thunder	6,000	300
<b>Difficulty:</b>	Difficult			
<b>Recommended Party:</b>	<b>Albert</b> and <b>Haschel</b>			
<b>Item Drop:</b>	<b>Violet Stone</b>			

Kanzas is a much bigger problem than the other ancient Dragons. He's fast, meaning he attacks quite often, and he has a high attack. His physical defense is slightly lower than his magic defense, however, so focus on physical attacks for this battle. However, you can never go wrong with a **Psychedelic Bomb X** if you have it.

Try to watch the health of each character in this battle, although **Haschel** will probably do better than most unless he is continually hit by Kanzas's D-Attack. Thunder-based magic attacks will do little damage against him. This makes him an excellent supportive character; however, if you have his **Omni Sweep**, he will do a decent amount of damage.

After the ancient Dragons are defeated, there is nothing more to do in Vellweb.

## Polter Armor (Fort Magrad)

This side quest takes place in Fort Magrad in the **Snowfield**, by going down the slide on the left in the last area.

Upon entering for the first time, there is a conversation. To the left is a **Midnight Terror**. In the next area, you will find a **Panic Bell** and a **Poison Needle**.

**Battle Prep:** Equip **Miranda** with a **Magical Ring** or an **Attack Badge**. Perhaps even consider a **Darkness Stone**. Make sure **Rose** has her **Dark DS Armor** equipped, and consider giving her a **Silver Stone**. And do whatever you can to boost **Dart's** magic defense. If you have any **Dragon Helms**, give them to the girls. Finally, equip **Talismans** to one or more characters, and save.

When you're ready, move up to begin the battle with the Polter Armor.

Boss Battle				
Name	HP	Element	XP	Gold
Polter Armor	4,000	Dark	6,000	200
Polter Helm	2,500	Dark	-	-
Polter Sword	3,000	Dark	-	-
<b>Difficulty:</b>	Moderately Difficult			
<b>Recommended Party:</b>	<b>Miranda and Rose</b>			
<b>Item Drop:</b>	<b>Soul Eater</b>			
	<b>Smoke Ball</b>			

The sword has a simple physical attack, but most annoyingly has a Can't Combat instant-kill attack. If you have a **Talisman** equipped, this will be less hazardous. However, don't save this part of the armor for last, because it uses this attack when it dies, depriving the target of any experience.

Finally, the helmet has the ability to block commands for your characters. This is irritatingly inconvenient. Because of this, you may want to start with the helmet (although my chief recommendation is to destroy the armor first).

**Miranda** has a powerful magic attack, which is useful in this battle for either a **Psychedelic Bomb X** or any **Light-Based Attack Items** you might have. In addition, her Star Children attack will do decent damage.

If you have a **Power Up**, use it on **Miranda** in this battle right before she uses all these powerful magic attacks. If you are at a high enough level, this and a **Psychedelic Bomb X** will probably bring each piece of armor to 1/4 health or below, and possibly destroy one or two of them.

After the battle, you gain **Dart's** best weapon of the game. On the left is a chest with the **Armor of Yore**, and on the right is a **Panic Bell**.

**Note:** The **Soul Eater** may be **Dart's** best weapon, but it also saps his health. Each round that he wields it, he will lose 1/10 his maximum health, as if he is **Poisoned**. To counteract this, simply equip him with a **Therapy Ring**.

## Faust

This quest takes place below **Flanvel Tower**, in the Land of Taboo. This quest is also impossible to complete with the **Vanishing Stone**, which is obtained by giving **Martel** all 50 **Stardust**.

If you choose to fight this battle, I suggest one of two things:

1. Train until **Dart** is at least level 35, OR
2. Take the time to invest in two or three **Legend Casques** (bought in Lohan), which greatly increase magic defense and evasion.

Magician Faust has an *incredible* magical presence, and without **Legend Casques**, this battle will be much more difficult.

Minor Enemies									
Name	HP	AT	DF	MAT	MDF	Element	XP	Gold	Item
Basilisk	715	97	100	97	100	Earth	150	51	<b>Depetrifier</b>
Dragon Soldier	528	137	160	97	100	Earth	180	60	<b>Knight Shield</b>
Madman	1,040	97	100	83	80	Earth	165	24	<b>Body Purifier</b>
Metal Fang	715	83	80	118	120	Earth	135	51	<b>Beast Fang</b>
<b>Average per Enemy:</b>							132	46	

When you arrive at the entrance to the Land of Taboo, Faust's apparition is there, guarding it. The chest (if you have not already gotten it) contains a **Therapy Ring**. The apparition is automatically dispelled with the **Vanishing Stone** in your possession. Take the teleporter down.

In the round teleporter orbs, follow the path until you come to a split. Take either of the two teleporters, and then the one to the left. Follow this path to reach a central chamber, with a save point and a **Dragon Helm**.

**Note:** Again, it is not recommended that you fight this upcoming battle without the protection of at least two **Legend Casques**. These items are unparalleled in raising magic defense, and on top of this, raise your chances of evading magic attacks by 50%. It's the perfect item for fighting a powerful Wingly. The difficulty listed below is "Extremely Difficult." Fighting this battle equipped with three **Legend Casques** drops it to "Moderate," or even "Moderately Easy," depending on your level.

**Battle Prep:** Ensure all your **Legend Casques** are equipped. If you do not have any, go all-out in boosting all your characters' magic defenses. Otherwise, use your **Accessories** slots to boost physical attacks. Make sure all the strongest **Additions** are equipped, along with all available **DS Armors**. There is no "Recommended Party" for this battle for a couple reasons. First, Faust's magic *defense* is so high that bringing in high MAT characters like **Miranda** or **Meru** is basically pointless except that they have a high magic defense. Second, Faust's magic *attack* is so high that bringing in characters with high physical attacks, like **Albert** and **Kongol**, is a deathtrap because they'll be wiped out almost instantly with their low magic defenses. Because of this, any party will be just as difficult to use as the next.

This room has three more teleporters, which I will distinguish by numbers. Clockwise, from the save point, I am designating them **Teleporter 1**, **Teleporter 2**, and **Teleporter 3**.

Any teleporters not in bold text refer to the orb in which you find yourself, not the teleporters in this central chamber. Anytime there is a split in one of the teleporter orbs, I will refer to each teleporter by going clockwise around the orb, not including the teleporter you arrive on.

Your goal is to reach the **Bottom Chamber** three times. When you reach it, you will see three doorways all leading to a central platform. Approaching the platform causes the bridge to crumble the first two times you do so, and then on the third you can move on. To reach the Bottom Chamber, starting in the **Central Chamber**:

**Part 1:** Go through **Teleporter 1**. Take teleporter 2 to reach the **Bottom Chamber**.

**Part 2:** Go through **Teleporter 2**. At the first split, take teleporter 1 until you reach another split. Take teleporter 2 to reach the **Bottom Chamber**.

**Part 3:** At the first split through **Teleporter 2**, take teleporter 3 to reach the **Bottom Chamber**.

The third time you reach the Bottom Chamber, you can reach the central platform, which then falls into the deep chasm, where the real Magician Faust is waiting for you. If you choose to withdraw from the battle, Faust attacks anyway.

Boss Battle				
Name	HP	Element	XP	Gold
Magician Faust	26,000	Non-Elemental	20,000	10,000
<b>Difficulty:</b>	Extremely Difficult			
<b>Item Drop:</b>	<b>Phantom Shield</b>			

Faust is the second most powerful Wingly of the ancient world. And he brings all that wrath to this battle. He uses powerful magic attacks and quite often. Characters with low magic defenses will get wiped out very quickly.

Magician Faust's magic defense is off the charts, making magic attacks on your part virtually useless. In addition, you have no possible elemental advantage. Your one saving grace in this battle is that his physical defense is about as bad as **Kongol's** magic defense. Using powerful attacks like the final **Additions** of **Albert** and **Kongol**, or even **Dart's Blazing Dynamo** with the **Soul Eater** equipped, will deal him quite a bit of damage. Combining these with a **Power Up** or **Power Down** will chip away at Faust's health quickly.

That being said, Faust has incredible HP reserves. There is only one enemy in the game with more HP, and that would be the final boss. Dealing low-damage attacks to him is simply not very helpful. If you do that, you will be stuck in this battle forever, spending all your **Recovery Items** trying to stay alive long enough to eliminate him.

Since Faust has the potential to deal so much damage, especially considering how many times per round that he attacks, be sure you always have a way to heal your party. Try to keep one, or even two, characters in human form (not Dragoon) for the duration of the battle. Also, I normally say that you should never sacrifice a powerful attacker's attack for the sake of healing, but this battle flips that idea on its head. It's very possible that if you don't heal when you have the chance, all your characters could be down in the next round. This is one of those battles where you will probably be wanting to use a **Healing Rain** or two if you have them.

The *one* saving grace that comes with this powerful enemy is that he tends to attack your characters with attacks that share the same element base as the character he is attacking (when using single-enemy attacks). Last time I fought him, he spent half the time shooting out **Burn Outs** at **Dart** and **Spinning Gales** at **Albert**. Because of this, having your various **DS Armors** equipped may just save your life in this battle.

After the battle, you are free to get the three chests. The left contains a **Magical Hat**, and the right ones a **Holy Ankh** and **Dancer's Ring**. Then take the teleporter to go back to the entrance of Flanel Tower.

This is the end of this side quest. It is the most lucrative of all the side quests in both money and experience, and grants perhaps the best Accessory of the game: the **Phantom Shield**. It is well worth the time and effort, if you are patient enough.

## Theme Song Lyrics

These are the lyrics for the theme song to The Legend of Dragoon: "If You Still Believe." This song is played in full at the end of the game during the credits, as well as a shortened version in the introduction in the first disc.

I had a dream that I could fly

I can feel each moment as time goes by.

We'd never be too far away,  
You would always be here, I heard you say.  
I never thought,  
Thought that it would be our last goodbye.  
I still can dream,  
That one day love will out from the sky.  
Do you still remember  
All the time that has gone by?  
Do you still believe that  
Love can fall out from the sky?  
If from where you're standing,  
You can see the sky above,  
I'll be waiting for you,  
If you still believe in love.  
Find a way,  
To bring back yesterday.  
Find a way in love.  
Hope you stay,  
When tomorrow becomes today,  
Love will find a way!  
La, la, la...  
I'll be waiting for you.  
In my heart you were the one.  
If I cannot find you,  
I will look up to sun.  
If from where you're standing,  
You can see the sky above,  
I'll be waiting for you,  
If you still believe in love  
Do you still remember  
All the time that has gone by?  
Do you still believe that  
Love can fall out from the sky?  
If from where you're standing,  
You can see the sky above,  
I'll be waiting for you,  
If you still believe in love.  
La, la, la...  
Do you believe?

La, la, la...

## Contact Information

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If you would like to contact me about anything, please shoot me an email at [abbisonny@yahoo.com](mailto:abbisonny@yahoo.com), or send me a message directly from the GameFAQs website. I love hearing from you! Thank you for any input!

## Acknowledgments

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Thank you for using this walkthrough!! I put *lots* of time into it, so I hope you enjoyed it and it helped you where you were stuck.

Special thanks to all the various walkthroughs/FAQ's that helped inspire me to make mine. And even more special thanks to **Gbness's and Cyril's walkthrough** (also on GameFAQs); it was a wonderful help to me and my guide the first time I played the game.

Great shout-out to the amazing **pika25** of GameFAQs. The Monster FAQ by this contributor can be found in the "In-Depth Guide" section below the general walkthroughs. Be sure to go check it out and support it!

Thanks to **Ouroboroseamus** for pointing out the Total Vanishing by the shack in the Prairie, which I had missed.

Thanks to **Spencer K.** for pointing out the locations of both the Material Shield outside Doel's throne room and the Power Down in the Mountain of Mortal Dragon.

Thanks to **Astron** for pointing out two missed chests containing gold in Indels Castle.

Thanks to **DMYeg** for pointing out the chest with the Healing Potion at the beginning of the Limestone Cave, and the one outside Dabas's shop in Lohan.

And another special thanks to the creators of this game, as they created one of the best video games in history.

The last thank you goes to my brother, who introduced me to this game. If not for him, I wouldn't have tried so hard to master it as I have.

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