

The Legend of Dragoon FAQ/Walkthrough

by MotherKojiro

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The Legend of Dragoon:

A Complete Walkthrough and Item Index

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Note: This work is mine exclusively. I've spent several hours writing it. If you don't believe me, try writing one yourself. Anyway, if you need to contact me, just send me an e-mail. E-mails have 3 main criteria. First of all, they need a subject line that tells me that the message is about my walkthrough. Another important criterion is that it needs to be suggestions about the walkthrough. I don't appreciate invitations to blogs, invites to chat rooms, flaming, or anything like that. Your suggestions can be anything from spelling and grammatical errors to new sections you think I should add. The only other reason you should be writing to me is to ask me to use this guide on your website. You cannot do so without my consent as it is illegal. All you need to do is ask and it is highly unlikely that I will deny you the use of this guide. You also have to give me credit for writing this. Failure to do so is plagiarism. I appreciate your cooperation. Thanks for choosing this guide.

~Kojiro

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I. Intro

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All right, let's get some things straight here. I don't mean to offend anyone. If this walkthrough offends you, you're thinking too hard. It's as simple as that. The reason I wrote this is that so many walkthroughs give incorrect directions. Also, I love this game.

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II. Thanks

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Obviously Sony for making Legend of Dragoon.
Bryan for showing this game to me.
My lady for her eventual support and proofreading.
Malk for her great website and for putting my name in lights!
Dave14583 at AOL for the Zackwell info.
Anyone who reads this.

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III. Status Ailments

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Poison - If you don't know this one you've never played an RPG before. Poison drains HP from you every round. While it lasts outside of battle, it won't drain your HP there. It looks like a big green circle on your character. Fix this with a Body Purifier.

Stun - You're not able to do anything until one of three things happens: you get hit, you have a Body Purifier used on you, or the battle ends. It can also wear off by itself after three turns. Your character lies down and there's little circles floating around him or her.

Arm Block - This is like stun, but it only disables your attack command and it isn't cured by being hit. Everything else applies. This looks like a black cloud covering the upper half of your character.

Fear - Your attack and defense are cut in half. This looks like a blue circle hovering above your character with little blue skulls floating around it. This

lasts until you fix this with a Mind Purifier.

Bewitchment - Everything you do benefits the enemy. This looks like a pink circle above your character with little pink hearts floating around it. This can be dispelled in a variety of ways. You can finish the battle or use a Mind Purifier. However, you can also wait it out for three turns or kill the one who bewitched you, for those methods also remind you whose side you're on.

Confusion - Your character's behavior becomes erratic. This looks like a yellow circle with little yellow question marks floating around it. This ends with the battle, in three rounds, or with a Mind Purifier.

Dispirit - Your character's attacks gain no SP. Your character just kinda slumps a little. This lasts after battle and can be fixed with a Mind Purifier.

Petrified - Your character does nothing until the battle ends. The character also gains no experience if this condition is untreated at the end of the battle. This looks like your character laying down with a giant rock and smaller orbiting rocks floating above his/her head. This ends with the battle or with a depetrifier.

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IV. Battle

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OK, so, when you walk around in a dungeon, you have a blue, spinning triangle over your head. The more you walk, it turns yellow, then red. After some walking on red, you will enter a battle. In battle, you can change the camera angle with R2, which I suggest doing until the angle is about as close to behind your characters as it will get because it makes additions so much easier to do. When your turn to attack comes, you will be presented with a menu displaying the following options:

Attack - Pretty self-explanatory... or is it? This game has an interesting attack system, which resembles that of Super Mario RPG. Your character runs up to smack the target. You will see a small, stationary, blue square and a larger, shrinking one. The idea is to hit X right when the borders match, which is also when the weapon makes contact. Personally, I judge that by both criteria. If you are successful, the area inside of the square turns white and the attack continues. Each attack has anywhere from 1-7 of these in it, depending upon which addition you have selected. If you hit X too soon, the square will turn gray inside and if you are too late, it will be blue inside. Now, sometimes you will hear a weird whooshing noise and the squares will turn red. This is called a counter. When this happens you want to press O instead of X. When your weapon makes contact, time will freeze for about a second and if you did it right, the attack will continue as normal. However, screw up and not only does the attack end, you'll also be thrown back and take damage. This is very comical as well as frustrating. Even if you succeed, the rhythm's off. If the counter happens RIGHT before the next attack, you ALMOST have to press X BEFORE the time freeze ends. It's really hard at certain points in the addition, but rest assured, there are never plural counters in the same attack, though the counter may occur at a different place each time. There are certain places a counter never occurs, however. It will never occur on the first or last hit of a combo, so additions with one or two hits are never countered. That's about it for attack. Confused? Alright! Let's go! By the way, there's an Additions section towards the end of this walkthrough.

Guard - This decreases the damage the character takes, but it also restores 10% of the character's maximum HP. Also, while you're guarding, status ailments

cannot be inflicted on you. However, guarding doesn't cure any existing ailments. If you wanna be cheap, you can use this to restore HP instead of items.

Item - Self-explanatory. However, there are different attributes to items. Multi means that it can be multiplied by quickly and repeatedly pressing X until the animation ends. Rep means that the item can be used infinitely many times, but only once per battle.

Escape - Run from battle. You get no rewards for doing this. I can honestly say that I never run from battle.

Dragoon - This transforms you into a Dragoon! You'll learn more about this later. As a Dragoon, you have two options, D-Attack, aka Dragoon Addition, and Magic. For more information, consult the Dragoon section.

Special - This only become available if everyone in your party has their SP as full as it will go at that point. It transforms everyone into Dragoons and favors the character who used the option. By favors, I mean it increases the strength of any attacks used that are of that character's elemental and that character will always score a perfect on their Dragoon Addition until the special ends.

One last thing: elementals. You can tell what elemental an enemy is by the color of its name window. Below is a list of all elementals and their colors.

Red - Fire
Blue - Water
Green - Wind
Brown - Earth
Dark Blue - Dark
Yellow - Light
Purple - Thunder
Gray - Non-elemental.

Each elemental does more damage against its opposite and less against itself. Opposites are fire vs. water, wind vs. earth, and dark vs. light. Thus, thunder is the best elemental to be overall, since it takes less damage from thunder and it has no weaknesses. However, elemental strengths and weaknesses aren't all that crucial to battle, since magic isn't readily available.

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V. Walkthrough
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Chapter 1: Serdian War

Seles

Stardust #01: Check the tombstone near the tree. It's over towards the western side.

WTF!? What's going on!? and most importantly... WHAT'S A FEYRBRAND!? Don't worry, it'll all make sense in due time. For now, let's just focus on the destroyed town and behold the Feyrbrand in all his majesty. By the way, just get used to the fact that all the dragons in this game with three exceptions (Feyrbrand being one) look like ^%&*\$@ spaceships! Feyrbrand looks more like a praying mantis... and you'll soon find out what Mystery Chick's cool glowing thingy was. ANYway, Seles. Run south until you see a construction sign above

your head. These are action icons. When you see one, press X and something will happen. In this case, Dart hops the fence. After a quick scene, here's your first battle. If you didn't read my combat synopsis, go back and read it now unless you know how to fight already. So yeah, this fight's pathetically easy even if you screw up every single addition. I did my first time, so don't feel bad. Get the Burn Out from the chest, but don't use it here, cuz it's fire and so are all the fights in Seles. Items are best saved for battles, at least until you get yourself some magic. Now, that glowing pillar up in the corner is a save point. Walk onto it and go into your menu (triangle). You'll notice the save option is now available. Save if you want. Now, exit west (exits are marked with green, spinning triangles). Uh oh, here comes trouble... Just listen to that music! It's your first boss. OMG! This is all happening so fast! Don't worry, he's easy also even with his backups. Here's a strategy anyway. (UGH! He told a bad joke!)

Commander, Knight of Sandora x2

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Don't start dancing to the techno boss music, just fight the two knights first, if they don't flee in terror, that is... <Sigh> anyway, just use Double Slash, defending when you need it. The Commander should fall easily. You may need to use a Healing Potion if you're not quite good at additions yet. Don't despair, they come with practice.

So, you'll go up a level and get Volcano, a new addition. I stick with Double Slash until I've mastered it, but that's up to you. Go into the building Plos is leaning against. Some kids will fly out and try to kill you. Eventually, the kids will go out and collect herbs and stuff. Now go and talk to the guy with the sword, he's talking to a lady in a blue dress. He'll teach you about additions. I suggest you train with him until you get the hang of them, ESPECIALLY COUNTERS! You will quite likely grow to hate counters, so get used to them now. Remember, you'll automatically be using Volcano, which has 3 button presses. When you're done, leave town to the north and exit onto the world map of the continent of Serdio, which is where Chapter 1 takes place. In case you're wondering, Endiness is the name of the planet. Just follow the dotted line into the Forest. You can save anytime on the world map. Also, you can be attacked, even though you're just following a dotted line. Just remember to heal up. Don't be stingy with healing items. Trust me, by the end of the first disc, you'll likely be throwing them away left and right.

Forest

Head up the path and talk to the merchant. Choose to buy something from him. I suggest buying a Body Purifier just in case. Whether or not you actually buy anything doesn't matter, just offer. If you do he'll explain the whole elemental thing and how to use multipliable items. Essentially, multipliable items just mean that you press X as quickly and repeatedly as possible. I suggest pressing it with your finger instead of your thumb because I can do it faster that way. Opposite elements are as follows: Fire vs. Water, Wind vs. Earth, Dark vs. Light. Thunder has no opposite. For more info, just talk to the guy. Onward! Exit this screen. Head up the log to the next exit. On the next screen, there are arrows galore. The path that takes you to the exit is the following: West at the first intersection, then up north off the screen, finally go around the bend and you're on the next screen. Go south across the log to the next screen. Head south yet again down the bendy path and you're out of the Forest.

Hellena

Suggested Level: 3

My Level: 6 (that's where I ended up after mastering Double Slash)

Before I come here, I make sure to have mastered Double Slash, but I usually don't master Volcano so I have something to do with Dart once the new character joins you. By the way, monsters usually only attack one at a time on the world map. This is easier on you, but building up takes longer, so I personally usually build up in a dungeon. It's up to you, though. ANYway, on to Hellena. You get in with little difficulty or wait time... perhaps Dart isn't such a dumb klutz after all! Something you will notice here is the perpetual redness of your arrow. That means all encounters are caused by touching the soldiers that roam about. No random encounters! This can be good or bad, you decide. These guards have the deadliest weapon of all... a stick with a rock on the end! OH NOOOOOOOO!

Keep talking to the merchant and he'll offer to sell you stuff. Save if you wish and head out the western exit unless you really want another Burn Out. In this room, guards will shout obscenities at you and chase you with their deadly rock-sticks. Fight them if you wish; I do! Go northeast (up the stairs) onto the next screen. There is an automatic fight here, but the guards are really weak and attack one at a time. Granted, I was at level 6, but one Volcano easily took out these guys. Climb the ladder and follow the path to the next screen. Here's a save point. In the room next to it, there's some treasure and guards, but nothing necessary. However, there is a Leather Jacket here, which would be a wise investment for a character who's about to join. When you're ready, take the lift up and go west into the building. After a scene, the skillful body harvester Lavitz will join you. W00t! Hopefully the guards won't get smart and put points on their rock-sticks!

SO MANY FREAKING DOORWAYS!!! OK, go left twice and through the blue-toned exit without crossing the bridge. Ride the northern lift and go west to the next screen. Go up the stairs and around the bend on the bridge and pick up the shiny object. How convenient... Go back out and go in the eastern door on the previous screen. AUGH! IT'S THE REVERSE OF THE LAST MAZE! Don't cross the bridge, just head left and you should see a group of guards. Kick them into the dirt and open the door behind them. You've rescued Shana and you have to fight one more battle for her. After this pathetic battle, Lavitz reminds you that WE NEED TO GET THE OUT OF HERE! (too damp to have a party ahahahaha ahahaha aha aha oh gravy!) ANYway, he's right. By the way, Shana picks up a bow and tries to fight... tries. She's remarkably weak, just have her defend, seriously.

Give Shana the leather jacket and when you're ready to leave, use the lifts to get down and exit the way you came in (remember how the merchant's cart took you?). I built up to the point that Dart had mastered Volcano and Burning Rush, while Lavitz had mastered Harpoon, Spinning Cane, and Rod Typhoon. Excessive, I know, but that's less building I need to do later. When you get to the room with the one random horse, you're discovered by the enemy. Get ready for another boss battle.

Freugel, Hellena Warden x2, Senior Warden x2
=====

The battle starts out with just Freugel and the two Hellena Wardens. These can take a bit more punishment than the ones you've been fighting, but it's nothing major. He summons the Senior Wardens later. They're a bit tougher and cast Gushing Magma when you kill them. Freugel himself is the only significant danger, though he's not that bad. Unless you built up a lot, have Shana mainly on healing and defense and the occasional attack item if you're feeling bold. The spoils involve way too many Healing Potions and a Knight Shield.

Let's GET THE OUT OF HERE! That's some suspension on that horse... Anyway, the party escapes to the Prairie.

Prairie

Suggested Level: 4

Just run down the path and after a scene, you'll be on the next screen, still running. When you regain control, go northwest and check out the river. Then, go back and go southwest. Go in the shack, rest if you need to by checking the chair, and when you're done, leave and go northwest. Examine the falling tree, go back to the shack and pick up the axe (how can it be both well worn and sharp?). Cut the tree down and go back to the river and cross it. The box contains an Angel's Prayer, so get it and talk to the family nearby. Continue down the path and go into the Limestone Cave.

Limestone Cave

Suggested Level: 5

Well, it's time to take on that monster we've been hearing about. Head south to the next screen. You can take one of many paths to get treasures by guiding yourself with the directional pad. Do so if you wish. The lower treasure is the Bastard Sword, a new weapon for Dart, which I recommend. The other is a crap 20 gold... when you're done, go south to the next screen. Hop across the rocks and grab treasures along the way if you so desire. After Lavitz and Dart make up their secret homie handshake, you're on the next screen. Northeast is a treasure of 100 gold. Head south to the floating lights. These are Rock Fireflies and will heal you wherever you find them. The treasures aren't that great, take the remaining path when you're done here. Go all the way north to enter a different part of a familiar screen. The treasure is a Spark Net, but the real prize lies in catching that weird thing. Do so and be rewarded with a Poison Guard. Go back to the previous screen and go right off the screen. Follow the path until you reach a save point. Be sure to save, then continue on. Here's that monster everyone's been cowering from...

Urobolus

=====

Okay, this thing may have no eyes, but it's tougher than Freugel was. He spits poison, the sneaky underhanded bastard! Wail away with Shana healing, curing, and throwing things at him. Additions will look kinda weird on him, but just keep going and you should be able to defeat him. I suggest using a mastered Volcano and AT LEAST a mastered Spinning Cane. At some point, if you don't just annihilate him very quickly, he may slither around and hang from a hole in the wall. At this point, Shana can hit him with her bow and everyone else will need to use items to do any damage. You win a Wargod's Amulet for this battle.

So, continue on the path and eventually you should be outside.

Bale

Stardust #02: In the well northeast of the entrance
Stardust #03: In the spears in the foreground of the weapon shop
Stardust #04: In the fireplace in the basement of Indel Castle
Stardust #05: In the upper-left corner of the second floor of Indel Castle
(the basement is floor 0)
Stardust #06: In Lavitz's kitchen on the spice rack by his mom
Stardust #07: In the secret wine cellar, accessible only by boat.

One small note before you run off exploring this place, green arrows are normal houses, blue arrows are shops, and yellow arrows are status curing and inns. The woman in the first house will paint a portrait of Lavitz and give it to you. Going northeast takes you to a screen with a well. There's not much to do here just yet. Northwest of the entrance is where the action is. The weapon shop is here, but don't buy a Sparkle Arrow because there's one in a chest in the basement of the castle. I was pissed when I found it after having bought one already. North of here is Indel Castle. Go in and explore as you will. The goal is to get to the top floor, you should be able to figure it out. I'm not going to go into details, since there are a myriad of paths you can take and a boatload of treasure. One thing I WILL say is that you should go into the lowest basement and turn the thing that looks like the wheel on a ship, except it's hanging on the wall. After a long meeting, go out onto the balcony to chat with Shana. Now, go back in and exit the castle. I like to use the slide, which you can get to by going northeast from the throne room. Wheeeeeeeeeeeeeeeeeeeeeeeeeeeeeee! When you're done, return to that screen with the well and go into the house. We get to meet Lavitz's senile old mom! Hehe, Lavitz is a 40-year-old virgin who lives with his mom. Well, I don't know how old he really is, but anyway... Talk to him and choose whichever you want. With each, hilarity ensues, but my favorite is practicing swordplay. Look at whatever, but when you're ready, go to the library. After a long scene, you're ready to leave, unless you want to do the Stardust side quest, which is the most difficult, but the most profitable. So, go into the left side of the inn and talk to the bartender and buy the good spirits. Now, go under the big fountain and give the bottle to Dran. After he staggers away, go through his "house." Keep on going until you reach an intersection. Go left and get in the boat. Get off at the first opportunity and go through the door. Go all the way to the back and the Stardust should be on the right. Get back on the boat and ride it until the end. Yeah, it's a long ride, but at least there are no singing puppets. When you're ready, exit the town and head to Hoax.

Hoax

Suggested Level: 6

Stardust #08: Before the night raid, in the fireplace, downstairs, in the house on the upper left.

Stardust #09: Before the night raid, go back into the office and check the candle in the lower left corner.

Check the place out and pick up anything you might want (sorry, I don't know how to reach that treasure chest) and go into the office on the right. A scene will unfold and when you are ready, go back in and talk to Lavitz. Everything else is pretty straightforward from here. Hmmm... maybe fortifying the place with wood wasn't such a good idea... Your first boss here is the Sandora Elite. Get used to him because there's another later in the game.

Sandora Elite

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This guy's kinda tricky. He fights like a ninja complete with a little ninjutsu (ninja magic) and it's pretty strong! Especially with Lavitz's low magic defense. Be careful of that. After he's about half dead, he'll split into three and you have to hit the right one. Sorry, I don't have any tips on discerning the real one. It MIGHT be the one that uses magic, but that's just one instance where I fought him. He's fairly difficult even at high levels, but with a little perseverance and good strategy, you should be fine.

The next battle is a bit tougher.

Kongol

=====

Get used to this guy too, you'll see him numerous times. Make sure you finish your additions because otherwise, he picks you up and throws you against the wall! All of his attacks do a fair amount of damage, but aren't nearly as painful as they look. Halfway into the battle, he puts his axe down and somehow that makes him stronger. Definitely heal when you need it because this is the toughest battle you've fought so far. The prize for this battle is a power wrist.

When the sun rises, Rose will offer to teach you how to use your Dragoon power Tasman style. I recommend doing so because Dragoon Additions are tough. When you're ready, head for Marshland.

Marshland

Suggested Level: 7

Stardust #10: Near the bed in the fortress. It's in the fireplace.

OK, there's a choice here. You can skip this paragraph if you want, but I recommend following it, since it's a good building experience. Go north to the next screen. Go north again into a huge battle going on. Fight your way through the pathetic battles. Then, you have to fight a Commander and his flunkies. This is so easy I don't consider it a real boss battle, so, there will be no boss strategy here. Go into the fortress. Take what you want (the only really good thing here is the Stardust and the Lance, which you can get if you go out the back) and go back to the intersection on the first screen of the Marshland. If you're collecting the Stardust, you can go back to Martel in Bale and give her what you've got, since you have enough for one of her items.

Now, walk along the tree to the next screen. There's a lot of treasure here. Get in the boat and float around to grab it all. Perhaps the only items of interest here are the Stun Guard and the Magic Signet Stone, both of which are found by riding the boat to the next screen. When you're done, ride the boat back and continue on. Keep going to Volcano Villude.

Volcano Villude

Suggested Level: 8

Follow the trail, watch the scene, and when you regain control, continue down the path. On the next screen, go up and left at the top. On the next screen, take note of the guy in the background, then head left past the save point onto the next screen. Here, just jump around, (note that the jumping fish will engage you in battle upon touch, but they're easy to avoid) getting treasure and head to the next screen in a general southward direction. The next screen is self explanatory, but there's a surprise here (OK, that thing is SERIOUSLY creeping me out! This scene replaced the lava scene from Breath of Fire 3 at the Dump in my nightmares, music and all! I don't know why it's always lava scenes that creep me out, maybe it's my childhood fear of volcanoes, which is strange being that I live in Pennsylvania... ANYway, connected discourse! Connected discourse!).

Virage

=====

This boss has the coolest boss music in the game. End of Story! This thing has three parts. I LOVE bosses with multiple parts for some odd reason. On this particular Virage, (yes, there will be more later on) the arm isn't that tough to kill, so spend the time to do so. This guy's really strong. Make

sure you heal when you need it. I attacked the head first because that laser is really deadly. If you want to end the battle quickly, do that, since it kills the whole Virage. If you want to have the battle last longer, attack the body first. He might take a bit long, but you shouldn't have too much difficulty. Although, I only found the second last boss, the bosses from the Dragoon side quest and the boss from the Stardust side quest to be difficult throughout my game, so I'm going to stop saying that.

When that's over, you're on the lava screen, so go to the right to the next screen. After that cool music, you're punished with stupid, "wacky antics" music. Grrr. Oh, and Dart... I SAW THAT CHUCKLE! When you're done here, go right to the next screen. Follow the path around and OH CRAP! ANOTHER BOSS!

Fire Bird (Fire, DUH!)

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ELECTRO-FUNK DANCE MUSIC! Anyway, the Fire Bird you've been running from is here. If you have Spear Frosts, use them, there aren't going to be any other fire bosses for a while, especially on this disc. This is the first boss where I post the elemental by him. This will help you to know which items to buy and which characters (i.e. Dragoons) to bring into battle. Back to the Fire Bird. This boss is a lot easier than the Virage because it attacks less often and hits for less damage. The Virage's 80-damage laser isn't as strong as this bird's 10-damage eruption. Also, Spear Frosts make short work of him. Short like the length of Pauly Shore's talk show. Even if you don't have any, (though there's one in a chest in this volcano) he's not that hard, just takes a bit longer to beat him. Finish this overgrown flaming chicken for a Red-Eye Stone. It's not particularly useful just yet, but hey, it's something. Side note: this battle netted me Gust of Wind Dance for Lavitz!

Dart gives a horrible pun and you're on your way. Just continue down the path until you're outside and head to the Nest of Dragon. By the way, buy anything you need from Dabas, since you have another dungeon and a difficult battle before the next town.

Nest of Dragon

Suggested Level: 10

From the start, go north up the path. Go right, watch a scene, (yay for Rose the feminist!) and continue right. Keep going north. The water here will heal you. This is a great place to build additions and Dragoon Levels, since the healing spot is right here and also because of the Lizard Men. They have this move called Physical Attack Barrier. This makes them immune to physical attacks. So, you can wail away on them with addition after addition without ending the battle as long as the barrier's up. As soon as they do something else, it's down, though. Call me weird, but I find this whole nest to be beautiful. From the coloration to the bizarre plant life, I enjoy it all. Anyway, back to the walkthrough. Climb up the stalk to see all the beautiful plant life. The seaweed-looking ones block your way and the lamp-looking ones make the seaweed-looking ones lay down permanently. Go down the hole, which is your only available option at this point. There are three different ways to go. Go in any direction you want. This is a non-linear area with many paths and treasure chests. This is a pretty easy puzzle to figure out and the chests are easy to find. The only thing I couldn't find was a treasure chest with something valuable in it... When you're done, you'll see a save point ahead. Now it's the perfect buildup area! Go north past the save point to the next screen. Here you come in contact with another boss.

Feyrbrand, Greham (Wind)

=====

You definitely need to know what you're doing here. Any Pellets, or better yet, Meteor Falls will be helpful here. Just remember that magic doesn't work very well here. You can try Dart's Explosion, but I had limited success with it. I prefer to take out Greham first. He has a cool glowing thingy after all! Next, go for the praying mantis. As for attacks, Greham's Rave Twister can do some good damage. My characters took about 20-40 from it. I also initially screwed up by thinking I had Rod Typhoon equipped, when it was really Gust of Wind Dance, but that's just me. Be glad he can't use the real Dragoon Addition because his physical attack isn't that strong. Feyrbrand has this move where he shoots goo out of his ass, (don't ask) which causes a status ailment depending upon what color it is. He might not even last long enough to use it, though.

After the battle, heal and save if you need to, then climb up the web-covered wall. You can jump back across the bank to get that treasure you saw on the first screen if you want, but you'll have to go back through the nest all over again. It's Chain Mail, which I think is worth it. Anyway, you have to cross back over via the rocks on the screen where you descend into the nest. Anyway, go north from exiting the nest and head to Lohan.

Lohan

- Stardust #11: In the urn to the right of the fallen blue sign in the background at the entrance.
- Stardust #12: In the basket on the left side of the tournament entrance. It's a bit north of the pig.
- Stardust #13: In the suit of armor in Dabas's Shop.
- Stardust #14: In the furnace in the basement. Consult the walkthrough for further details.

Maybe this town could use some more doors! Well, go south off this screen, go down the stairs to the next screen, and left to get back to the entrance. Now, we can re-orient ourselves. Going all the way back was mainly for you Stardust collectors. Go back right and go right again. This is the entrance to the tournament, also a maneuver for the Stardust collectors. Go back left and up the stairs. Note that both the Item Shop and the Weapon Shop are here. Definitely check out the Weapon Shop! Here, there are many expensive, but extremely powerful armaments. If you have 10,000 extra gold to blow, you can get a Legend Casque, which gives you an INSANE amount of magic defense. Now, just because I'm obsessive enough that I was able to afford 7, don't feel bad if you never get one. Phantom Shields are the same price and cut all damage you take in half. The final item of interest here is the Ultimate Wargod. This is good if you suck at additions or want to learn one for the first time. You can use it to preview the addition and/or press buttons when the character hits to get the feel of the addition. My first time through, that's how I learned Perky Step, by doing that about 20 times. I wouldn't castigate you for using GameShark to get enough money for this stuff, for real. I definitely recommend getting Legend Casques before any of the other expensive items regardless. Anyway, do what you do and go back out and into the easternmost door, which is blue/purple. It's Dabas! I really hate his music, but it's necessary and there's a Stardust here. Also, if you're playing the Japanese version of this game and you have a PocketStation, you can come here, play a game and earn the Shiny Bag. This allows you to carry 64 items, which would be wonderful, but I don't have either resource... Moving on. To the right of Dabas's door, there's a nearly impossible to see treasure chest sitting right behind the rightmost fence post. There's an Angel Robe in it. Next, go north to the next screen and in the green door that's the first on the left side on the upper level. Once inside, go up the ladder, check the bookcase to move it, go down the ladder, and look in the furnace for a Stardust. That's all the Stardust for Lohan. You're

probably wondering if Stardust is worth all this trouble... YES! At least I think it is. So now, go back to the streets, where left is the entrance and right is the tournament. You'll be ambushed by a merchant. Let me tell you, you'll have another run-in with this guy and he is SEEDY! You can get the best of him this time, though. Keep denying his offers and you'll eventually get it for free. You'll be glad you screwed him over later, considering what he'll do to you. Now, head back to the Nest of Dragon. Go back to where the healing water was and get some in your bottle. Now climb out, hop across the stones, like before when you got the Chain Mail, and go back to where the red and gray plant was dancing and denying your way. Water it and it will die. Follow the path to Shirley's Shrine.

Shirley's Shrine

Suggested Level: 11

Before you go around on a treasure-hunting spree, just stop. All the treasure chests in Shirley's Shrine, except for the ones at the very back are empty except for notes calling you a loser. Man, is that Drake guy gonna pay! First go into the shrine, then through the first hallway into a room with multiple exits. Decisions, decisions... If you need healing, go right and hop across the rocks on the right side of the screen for a healing area. If not, let's start with the left door. In here, you'll find a wheel to turn, so do so. As much as it sucks, that's all you can do here, so go back and go up this time. Here, just ignore the gizmo and exit at the top. Open this chest for a ride. On the way, pay attention to the little numbered signs and remember the numbers; they're important. AGAIN AGAIN! Go back to the aforementioned gizmo and input the numbers in the same order you saw them in. This lowers a ladder, so climb up that. Before going to the gizmo, though, you might want to go right and read the sign about the silver statue, then take the left closer to where you came in and read the sign concerning the gold statue. Remember this, too, ya might wanna take notes. In case you're lazy, the silver one says "Statue facing left" and the gold one says "Statue facing front." Now, after going up the ladder lowered by the gizmo, you'll notice a silver statue and a gold statue, sound familiar? Now, turn them in their appropriate directions so that you don't slide way the hell down when you reach the top of the stairs. The walkthrough I had actually suggested that I fall down first, then solve the puzzle... Now, on the next screen, just proceed forth until you are ambushed. IT'S THAT THIEVIN' DRAKE GUY! He's been taunting you throughout the entire shrine with his passive-aggressive little notes. Here comes karma!

Drake (Wind)

=====

Like every trap guy in every RPG that has one, this guy's annoying as hell, but that's why he didn't get either of the cooler two battle musics. He can't just fight straight. Grr! He opens with throwing bombs out at you. Don't use Dragoons on them, just fight them normally or use all-target attack items. After you get him down halfway, he'll put up a wire screen. You have to kill this thing before you can hit him. He keeps putting it up, so perhaps becoming a Dragoon isn't such a bad idea here. Since Dragoon Additions are never as strong as a mastered final addition and I have Flower Storm mastered, I didn't bother to have Lavitz transform or to use special. I actually used the Down Burst I got from beating Greham and Feyrbrand, since I had neglected the bombs prior to the wire going up. It killed all of them at once and didn't do too bad damage against Drake, considering he's wind elemental. Oh yeah, he can also heal himself at this point for about 360 HP. He sucks a lot, but with a bit of patience and a lot of ruthlessness, you can best him. If Dart has Final Burst, you may want to consider using it once Drake reaches yellow. I didn't but my guys are really powerful because I build up too much. This can be a

long and exhausting battle, but you win a Bandit's Ring out of the deal, though I've heard that Bandit's Shoes can be won as well.

After this, Shirley shows up. Huh, Rose and Shirley know each other. Just who the hell ARE they? Well, Shirley's a ghost, but you'll learn more about both of them later. This IS a relatively spoiler-free walkthrough after all! Alright, her challenge is a little different. Don't attack her or you'll have to start over from the beginning. You'll see more of these story battles at the end of the game. If you wanna figure this one out for yourself, skip the next paragraph and I give you kudos. If not, here are the answers:

To protect those we love.
To pursue the Black Monster.
Of course, get revenge!
Shana.
That's not like you!
Shana needs me!
No matter what, I will go.
Mother.
I've never really thought about it.

That all said, you now have the Silver Stone and the White Silver Dragoon spirit. You can also go into the back room to find many treasure chests, but these are different... They contain treasure! Good stuff, too: a Healing Breeze and the Demon Stiletto for Rose, but the rest are a crap 20 gold. Take it back to Shana in Lohan. I actually got More and More as well as Crush Dance from Shirley, so I went back to the Nest of Dragon to master them as soon as I got her back (I'm horrible, I know, but at least I healed her first... this time...).

Lohan

Suggested Level: 12 (yup, trouble brewin')

So yeah, go back to the doctor's house. Once Shana has been healed, he'll mention something about the tournament. For some reason, everyone thinks that you have nothing better to do (what about ending the war!?), so go down to the street and go all the way to the right and up into the circus-tent-lookin' thing. Go around to the entrance to the inner tent and talk to Ginger, the lady behind the desk. Rose makes me love her even more with her cynical attitude towards modern skater-like colloquialisms and adds a touch of arrogance *grin*. So, you're in for some solo battles, in which you cannot transform into a Dragoon. For me, that was a huge setback, since I was at Level 5 with Dart. Go into the pavilion and get ready to fight.

Gorgaga (Neutral)
=====

Cheater! Oh, who cares, he's a joke! The poison does more damage than he does. You probably won't have to heal. Volcano or Crush Dance should take him down pretty quickly. Don't worry about the poison, you get fully healed and cured before each battle. The only reason it took me 3 rounds to win is that I screwed up my first Crush Dance.

Serfius (Fire)
=====

At least this guy looks cool. Cooler than the last knucklehead in the animal hides, anyway. Technically, you could beat him with Spear Frosts, but that shouldn't be necessary. I got him to yellow on my first attack. Once he gets there, he does that thing I'm sure you've seen before, where his attack and defense go up. He's still even easier than the first battle.

Danton (Earth)

=====

OK this guy's still not too hard, but he's definitely a step up. He has two moves that are rather difficult. One is the all-out attack. This reduced me to 1 HP the first time through. The other is where he taunts you. Don't attack after this, or he'll just throw you. I still didn't have that much trouble with him, but if you have a Night Raid from defeating those jar things on the road between Lohan and Nest of Dragon, you can kill him in one hit with it.

Atlow (Dark)

=====

He's not as hard as Danton, in my opinion. He only has one attack: he aims at a specific area with his bow and shoots. That's all I've ever seen him do. However, my wife says that after hitting all 5 areas, he has a move called 5-Sense Blocker, which causes fear and does a lot of damage although he shouldn't last that long. He thinks he's hot stuff, but he's like Gorgaga, but without the poison... He can heal himself a little bit, but only about 80 HP. By the way, each place he shoots at does the same amount of damage. This guy's interesting, though. I think that Shana should have additions based on what this guy does, just shooting at more than one place. At least it would make her worthwhile as a playable character.

Lloyd (uhhhh... doesn't matter)

=====

This guy is so hot! I'm not giving you a strategy, since you can't win and no, the Magic Stone of Signet doesn't work either. Just keep attacking until Dart's done talking, then just keep defending.

Once the tournament is over, go back to the entrance. Haschel meets your companions and Rose cuts him down for being a typical male *grins bigger this time*. That doesn't deter him from continuing to and annoying jerk who acts like he's 5 years old, despite his age being into his 60s. Can you tell I can't stand him? Now, you play mini-games to earn tickets and exchange them for some crap prizes. 20 nets you a Spirit Potion, 40 nets you a Total Vanishing, and 60 nets you a Healing Rain. Healing Rain is great, but the price is too high. In one game, it's just like the shell game, but with a bird under a man's hat. I really suck at this type of game, but it's not too bad. There's a really tough one, where you throw balls at monsters and it's really hard, I think. You can't win anything from this game anyway. There another where you guess what changed in the scene. I have problems with all of these mini-games, but that's because I hate most mini-games. There's also an obstacle course, which is hard. That's all for mini-games. When you're done, talk to Lavitz. He'll annoy you with more crap about how Dart should be making babies Shana in the back of a wagon, even though he doesn't feel that way about her AT ALL. The love story in this game is such crap! Well, the Dart/Shana one is, anyway. Head out of the town of Lohan and you'll get your next mission objective. To Hellena! This visit is a bit tougher, so you may want to build up your new character prior to it.

Hellena

Suggested Level: 12

Go in the normal way. From this point on, you are required to have Lavitz with you. This makes sense, since we're saving King Albert. Now, once you're in (by the way, Senior Wardens now appear with Hellena Warden, both of whom are a lot harder this time around), go left to the next screen. On the left end of this next screen, take the elevator. Get off at the first opportunity for some

treasure. If you go into the entrance all the way on the left of these 4 and follow the path, you'll find Pandemonium, another one of those reusable items, if you're collecting them. In itself, it's not that great in my opinion, but see my items section and decide for yourself. The second from the left nets you a Thunderbolt. All the way on the right, you can get a Felt Hat and a Therapy Ring. The Felt Hat is crap at this point, but the Therapy Ring will be extremely useful once you get Dart's Soul Eater, since it cancels out the HP drain that this extremely powerful weapon has. Anyway, go back to the elevator and go up some more or go up the nearby ladder for a Leather Armor. In case you're wondering, that's not worth your while, so just go up the elevator unless you want it for whatever reason. At the top, cross the bridge and go down to the next screen. Look familiar? It's where we got the Key to Shana's Cell. Now, you're about to meet that monster everyone was so afraid of on your first visit. By the way, you should grab the Sachet in here for those random tough monsters on the world map. Check the gap that Shana's inspecting. AUGH! HERE IT COMES!

Jiango (Earth)

=====

OK, I hope you have tough fighters and maybe some wind items. This guy wasn't bad for me, but I've heard he can be a nightmare. If you really want, you can use that Sachet to put him to sleep, but I find it more useful to use it against those strong monsters on the world map. Anyway, he has an attack that he likes to use, where he stomps and causes an avalanche. This can be devastating if you're not ready for it. Now, unless for healing (though Rose can be a good enough healer with Astral Drain), you probably won't want Shana here. Winning this battle nets you another Sachet.

Now, go up the path, fighting wardens along the way. This part reminds me of when I was my wife's human strategy guide for Paper Mario in Chapter 2 (down the stairs, through the door, repeat about a hundred times). On the next screen, fight some petrified guards and go into the nearby door. Continue along the path, fighting more guards along the way. On the next screen, you're outside and OH NO! The sun's beginning to rise! By the way, don't ask me why there's a Broad Sword, a Spear, and 20 Gold here. Definitely save and go up to the next screen. Here's a scene and a battle. Time to fight the fat man!

Freugel, Rodriguez, Guftas (Earth, Wind, and Dark respectively)

=====

You should really consider using Special here, i.e. not Haschel. Regardless, take out the pets first. Rodriguez, the bird, has a lot of status ailments he can throw at you. I always kill him first. Go for Guftas (a giant armored pet frog!?) next because he has them, too, but Rodriguez is faster. Freugel himself is a pushover. The only new attack he has is throwing an enormous rock at you and knocking you over. Even though it's twice as strong as his club, it's still really funny to watch. Unlike the battle with Jiango, this is a good place to throw Shana in. Her Star Children spell works really well on everyone, especially Guftas, and she won't be dying every 3 seconds. At the end, Lavitz pops Freugel with his spear, tee hee! The prize of this battle is a Gravity Grabber (thanks, that would've been useful DURING the battle).

After the battle some serious turbulence ensues and you finally find out the identity of the hooded man, who showed up before in Hellena and the first video at the beginning of the game (the one where Seles was burned down). Oh yeah, he was also in Albert's throne room when you first visited there. Speaking of Seles, you end up back in Seles, hiding for whatever reason. Talk to everyone and when you're ready, head to Kazas, home of the Black Castle. Just be damn sure you're ready, because you'll be fighting tough new bosses, and tough bosses you've fought before, one with a new twist. I went to my favorite place to build up until Haschel had mastered Flurry of Styx and Shana had

reached D'Lv 5, but not until I had gone to Kazas, found the Stardust therein, and bought some valuable weapons and armor. Just remember that you can't get into Bale to trade the Stardust for a prize right now. First, let's introduce our new lancer.

Albert

I kinda like this guy. He's essentially the same as Lavitz as far as stats go and starts with Lavitz's equipment. His main difference is in his additions. Most of them are a little harder (even Harpoon) with two exceptions: Gust of Wind Dance, which I find to be easier to learn and Flower Storm, which is REALLY HARD NOW. Albert's Flower Storm, which he calls Blossom Storm because no one can get it right, is the main reason that I suggest mastering it with Lavitz. Spinning Cane now looks damn cool! Finally, personality-wise, he's one of those young, eager, curious, intellectual types. He doesn't exactly remind me of a typical king, but he's well educated and cares about the issues in his kingdom as well as his subjects. He's an all-around good guy and a great choice for the final party.

Kazas

Suggested Level: 13, but you might wanna go higher.

Stardust #15: First door on your left, between two barrels by the entrance.

Stardust #16: First door on your right, up the ladder, in the messy pile to the left of the chest containing an Attack Ball.

Stardust #17: In the corner of the weapon shop in the same room as the shopkeeper.

Stardust #18: On the bookshelf in the first home in the slums.

Stardust #19: In barrels on the left side near the entrance of the clinic.

Stardust #20: In a different set of barrels near the stairs on the left side of the clinic.

This place is big, but it's got nothing on Lohan! First of all, if you want to use Albert (which I recommend), I suggest you practice his additions. Even Harpoon can be a challenge if you're not ready for it. First door on your left has a Stardust. First door on your right, same deal plus an Attack Ball. Second door on your left is the inn. Second door on your right has the Twister Glaive, a new weapon for Albert. The third house on the left is essentially useless, unless, you want a better grasp on what's going on here. The third door on the right is the weapon shop and some joker who says he defeated Feyrbrand right before soldiers come in and cart his ass off to jail. Ah, poetic justice! Make sure you pick up new weapons and armor here, especially, the Heat Blade; you may very well want this later, since it's an elementally charged weapon. On the next screen, you can't cross the drawbridge, so go into the back alley. You're in the slums now; go into the door. Go down the ladder on the left and continue down deeper into the slums. In the clinic, near the right of the entrance, is a man selling items. You should definitely stock up. Up top by the healing dealie, there's a "Secret Weapon Shop." Check it out, but the stuff isn't spectacular. There are also two Stardust in here. Now, go into the door to the left of the clinic. Talk to the boy. You need to join the New Serdio Party to get into the castle. The first answer should be "I cannot say which." Next is "take care at home" followed by "to protect something." After a long conversation, follow the kid around into a secret passage. Time to go commando style! This part, where you invade the castle by sneaking in is really cool. Down here there's treasure and the following can be found: 20 gold down the first rope, that's it! Just skip all that bounty and go down the rope all the way to the right. Weave your way to the bottom, head right, and climb up the ladders to enter the castle.

Like in Hellena, the encounters here aren't random. They're not too bad, though, well most aren't... Work your way right to the next screen. Run straight to the north exit here. Now, go to the right. On this screen, there's a long scene about science. The researchers give you Magic Oil, which allows you to operate the elevators. Take the elevator to the right by lighting the lantern next to it, then another elevator to the left. Here, the idea is to get across without being dumped or hit with a rock. You get the Red Stone for this. This is one of those items that will make sense later. If you get dumped, you'll end up in some green liquid, where a Dark Mist and a Trans Light await you. Not bad, just climb up the ladder when you're done and ride elevators back to the flame researchers and exit left. Now go through the right door, which is up the elevator. After a bizarre, but comical scene, grab the Blue Stone from the chest and head back down to the central elevator. Fight the guards and get on the elevator. Go right, ignore the rooms, stock up on items if you want, and head right. If you go right again, you're back at the beginning, so take the elevator up to fight three painfully drawn out battles. They SHOULD attack you all at once, but they're blathering idiots. Good thing we're taking over their empire. Too bad their weather forecaster couldn't predict a heavy... FLOWER STORM! Yeah, so Albert says Blossom Storm, he's wrong. ANYway, after that, go right. Now go up the stairs and right through the room with another Sandora Elite. Remember this guy? Well, you're a lot stronger and are plus one person. Take him out. On the next screen, take the lift to the roof. Pick up a Spear Frost and the Spirit Ring and be on your way. Back on the previous screen, you can take the elevator down for a Spinning Gale, then go back again. Now go left back to the training center and take the elevator on the right. Talk to the commander to get the Yellow Stone. That's the last one, so go back down and take the left elevator this time and pick 4th floor. Go up into a weird chamber. Talk to the red guy, go up the stairs, SAVE, put the stones in, and go in the door on the left side of the statue. Take the elevator up and go right. Continue up the spiral staircase to meet an old buddy...

Kongol (Earth)

=====

You'll definitely want Albert with his Twister Glaive and you'll want to know how to do his additions extremely well, because Kongol will still pound you if you don't finish them. Pay attention to the appearance of his new battle armor because you'll see it again at the end of the game. He's really easy, even more so than your last battle with him. Just heal when you need to, use complete additions, and if you're having trouble, just use attack items or Dragoons. Albert's still good if you hate his additions because as a Dragoon, he can cause major damage, since he's wind elemental. Just like last time, his attacks aren't as painful as they look for the most part. You get a Wargod Calling for beating this guy again.

After Rose speaks bitterly, move onward up the staircase. There's another reusable item, the Material Shield, behind the pillar next to the elevator. This is essentially a Physical Attack Barrier for three turns. When you're ready, head through the door. Welcome to Emperor Doel's Chamber. This is the last battle of Disc 1, so get ready!

Emperor Doel (Thunder)

=====

Cool battle music; that's a plus. This is the first thing I saw of this game. I saw it when a friend of mine brought it over and after this, I KNEW I had to buy it. Just hang back for a bit. He'll throw some minor stuff at you. He shouldn't be too hard. Even when he throws his swords, he doesn't deal that much damage. He'll go down quickly. After a short while, you'll defeat him and he'll groan in agony.

Looks like we still have some work to do. His attacks are a lot stronger now, though his swordsmanship becomes extremely sloppy! Well, he also casts Spark Net and Thunderbolt and has one of the most annoying moves in the game. He puts up a barrier, which makes him invincible. Well, that's just great... All you can really do is defend until it goes down. Albert's Blossom Storm is very valuable here as are Rose's Astral Drain and any of Shana's healing spells. I think this battle's way to hard to bring Shana into, but what do I know? I not only dislike using her, I also have a hard time with her. Haschel might also be not such a good choice, since he has no Dragoon Spirit. Whatever you want, I'm just telling you my personal preference. Who knows; maybe you hate Albert and/or his additions and never want to even look at him. The prize from this battle is a secret.

Chapter 2: Platinum Shadow

Fletz

-
- Stardust #21: On the opening screen, it's on the second house back with a ladder. Check the southeast side to find it.
 - Stardust #22: In the bar where you meet Kaffi. It's in the box before you head into the main room.
 - Stardust #23: In the box of weapons left of the entrance of the weapon shop.
 - Stardust #24: Among the colored stones in the jewelry shop.
 - Stardust #25: In the small white dots near the item shop's giant telescope.

You're in the middle of this beautiful town. The first thing you should do is cross the bridge and up the stairs. This is where you meet Kaffi. Unfortunately, the bar isn't open just yet, so go onto the next screen after you visit the weapon shop, making sure to pick up the elementally charged Shadow Cutter. On this next screen, check out the item and jewelry shops. The Ruby Ring and Emerald Earring are good for leveling Dragoons. So, after watching the scene with Princess Emile and musing at Albert's cryptic remarks, go back and talk to Kaffi. She has the wacky antics music and an obnoxious personality. She's about eight times more annoying than Dabas. Tell her you're not from around here and that you're not interested in stars. Luckily, she doesn't start crying, since she's as star crazy as everyone else in this backwards town! Tell her you're interested in hearing about the stars now and she'll finally be done talking for now. Even though she's so annoying as to have talked about stars until the sun sets (literally), the town is even more gorgeous at night. Leave this hellhole and go into the house next to the inn (two doors down from the bar). After speaking with him, leave his house, cross the bridge, and enter the open house with a patio on top of it... Albert and Nello talk all night long (delicious air!? This game's fraught with bad translations). Finally, leave this town and go to the Barrens, unless you want to take a trip back to Seles and meet Shana's parents for an unnecessary key item. There's better map music in Tiberoa than in Serdio.

Barrens

Suggested Level: 15

This place pisses a lot of people off because you have to come here a lot. I love this place, from the sand, to the scenery, to the giant bird nonchalantly flying in the background. Anyway, branch off to get the Warrior Dress for Haschel (hehe, he's wearing a dress) and go to the next screen. Under the overpass on the next screen, you'll be attacked. DAMN I love Rose.

Mappi, Crafty Thief x2 (Dark)

This is such an easy battle that all I really have to tell you is that you should take out the crafty thieves first. Use Shana's Star Children if you REALLY have to...

GET BACK HERE YOU SON OF A FLYING MONKEY! Now, you have to catch him before we can do anything. *Sigh* well, west at this fork takes you to the Valley of Corrupted Gravity, so go east to Donau, instead, but remember the western path for later. Go in the little cave to get a Recovery Ball and around the bend near the exit for 50 gold. Craptacular. Now, just leave and head to Donau.

Donau

Stardust #26: In the pool of water by the entrance that's further back.

Stardust #27: In the sink? left of the dressers in the northwestern corner of the mayor's house.

Okay, Lloyd is just screamingly cool in this first scene. When you regain control, go right and check out the weapon/item shop. They don't have much to offer, though. Now, head back to the first screen and go left this time, but not until you've gone into the house and spoken to Kate. On this next screen, go up the stairs and into the mayor's house. Talk with the mayor and head back to Fletz.

Twin Castle (Fletz)

Stardust #28: Go up the stairs on the right by the entrance and check the wall at the top. Yup, it's in the statue.

Stardust #29: Go to the Star Tower and go into the room at the base of the right tower. It's in that ball in the center.

Now, you can go to the bar to find Kaffi conversing with Martel and exchange Stardust for another prize. If not, just go to Twin Castle. You can't get through, so just give up and go to the item shop. Hey! There's Fester! He can vouch for us! Follow him to in front of the guard, then follow him to his house and after loooooong time (it's night now), you can follow him to the castle. Follow Fester to the throne room. Finally, you're free to explore the castle as you wish. Well, the unguarded areas anyway. Try to leave and you'll be escorted to Princess Lisa's room. Talk to Libria, the maid again when you're ready to eat. Ummmm yeah, Emille's a bit strange. It just might be a good idea to check that out in the Valley of Corrupted Gravity. Follow the maid to the bedroom. Ok, so Meru's weird, too, but that might just be a bad translation... I hope... Anyway, when morning comes, you can go visit the previously guarded Moon Tower. When you're ready, leave town and go to the Valley of Corrupted Gravity. If you must, refer to the Barrens section for directions. I highly recommend building Meru up if you're going to use her. You might not want to, since she's now your non-Dragoon member. Personally, I mastered Double Smack and raised Haschel's Dragoon level to 3 before venturing any further than the fireflies in the Valley of Corrupted Gravity.

Valley of Corrupted Gravity

Suggested Level: 15

Present the pass and go in the gate to the next screen. Well, it looks like we're going to have some serious trouble here. Just take a deep breath and remember how much we need that Dragoon Spirit. Just be careful. By the way, given the Physical Attack Barrier of those ADORABLE Spider Urchins, this is a good place to build Dragoons and additions. Hop left across the floating rock

and go down the "stairs" for the Speed Up. This is really useful for working on the additions and Dragoon levels of slow characters. Go up the other "stairs" to reach some extremely helpful little buddies: Rock Fireflies! Right across the other floating rock is a Sachet. You'll have to go around and ride the other rock back to the main platform. When you're ready, move to the next screen. Climb up onto the dead tree and ride the floating rock that comes your way. Jump off at the first stop and ride the next rock to the next platform. Then ride the NEXT one. Get on the one after that and jump on the next platform to move on or the second platform and continue riding rocks to get a Meteor Fall; it's your call. On the next screen, ride the only available rock. Don't worry about that white spot; this one doesn't get you anywhere. Just take the rock when it comes by (you have to be standing as far left on this island as possible) and jump off at the first opportunity (the top) and ride the other rock up. Jump across the rock for a Talisman, an accessory that protects you from instant death. You'll thank me for it someday, trust me. So go back and take the rock to the middle platform and take that white circle, which inverts you. Ride the rock down and take another inversion circle. Now, you can take the rock up for a Knight Helmet or just invert yourself yet again. After that inversion, invert another time (man, I'm getting dizzy!). Finally, take the rock that's in the back of this island; the other one takes you back to the beginning. Ride the next rock, SAVE, and ride the final rock. Now head over to that giant obstruction and get ready for a fight!

Virage (Neutral)

=====

Alright, I wasn't quite as creeped out by this scene, but note two things: he's a hell of a lot stronger than the one in the volcano and he has both of his arms this time. Use attack items or magic that hit multiple targets if you want to get rid of the arms, just be forewarned that they won't go down easily. I had two Meteor Falls and that did the trick. Same deal with the parts, kill the head to get rid of it right away, kill the body if you want a longer fight. I went for the body because I brought Haschel, so that I could build up more SP for him. So, that means I was using Double Punch, too. In any case, his arms and body won't last that long. I actually didn't use both Meteor Falls, but used one and finished the three parts very quickly with Rose and Haschel attacking, while Dart threw Haschel a Speed Up. Yeah, I even build up during my boss fights. In this one, you could even use the Dragoonless Meru or the generally pitiful Shana, since it's not that hard. I was kinda sad, though because the cool music doesn't last long either, though the head takes longer. The Talisman can be useful here, since the arms have an instant death attack. Other than that and one new pretty strong blue blast, the attacks are the same here, just a little souped up. The most intimidating part of this boss is his enormous size, really. He actually didn't attack me until his head was almost gone, at which point an arm had regenerated. This battle didn't take me really long and I went back to kill his arms a second time before finishing him off. You win a Moon Serenade for defeating this guy.

Talk to everyone and go north to leave and head to the Home of Giganto.

Home of Giganto

Suggested Level: 16

Stardust #30: Inside the temple at the top, it's in the right one of the center torches.

Run like crazy into the dwelling. Those arrows are a pain. Check the sparkle and push the switch to stop those blasted arrows. If you go out the southernmost door, you can follow the path to a Bandit's Ring. Alright,

when you're ready to brave the arrow storm (unless you threw the switch), head out and head up the stairs. The next screen is tricky. Go up and check the gate as quickly as possible. Next, try to leave, but you're attacked. Now, just avoid the arrows as long as you can. Take out the Crafty Thieves quickly because once they get to yellow they will steal items and gold from you. Once they get to red or have stolen something, their next move will be to run. I don't know if it's a bug on all copies of the game, but on mine, if you kill them after they steal money, it says "Got it back," but I don't get the money back. Instead, I get another Bastard Sword. If they take something, you can get it back by killing them before they flee. That applies for whenever you fight them. After the battle, Haschel becomes the second character that has a cool ability that would be very useful in battle, but never is. *mumblemumbleShanamumblemumble* On the next screen, you can check out the box down the stairs for an Angel's Prayer. Go up the stairs, save, then go into the building and get ready for a fight.

Gehrich, Mappi (Earth, Dark)

=====

Okay, Mappi's just annoying. Not only does he have a combo attack with Gehrich and an annoying attack where he dances on you and giggles like a lawn gnome, he also has this attack that's actually deadly. Instant deadly, to be precise, but he only does it when he randomly vanishes. I always take him out first. Gehrich is stronger, but he's not as bad and I just hate Mappi so much! Oh, and by the way, THESE GUYS COUNTER! The general rule for this battle is thank your lucky stars their hit rate sucks. It's really funny to watch your guys get thrown all around the room, then see a big red MISS on top of them. Once you kill the first one, the other goes down quickly and the battle gets a lot easier. Their attacks are purely physical, so take that into account when you're arming your guys for this battle.

Now that you've killed Crappi the annoying, you should explore this place a bit better. After the steam stops rising from Kongol's chest (!? tee hee), go downstairs (you know, Kongol's abysmal grammar belies his inner wisdom). Check the sparkly spot for what you've been seeking all along. Now, head back to Donau.

Donau

When you get here, quickly press X to push Shana out of the way. That is after talking to the people by the entrance. You'll catch the bouquet, an unused key item. If you don't, Haschel does a flip and catches it. When you're ready, go back through the Barrens and head south on the map, choose South Serdio and go to Lohan.

Lohan

Remember the merchant you got the bottle from? It's time to pay him another visit. This is where he screws you over by increasing the price tenfold. However, if you don't buy it here, you have to wait until the VERY end of the game to get this item, so just pay it. It's worth it after all. So, after Rose expresses her cynicism and later tries to kill the merchant, talk to him and pay his price. Now, go back to Fletz.

Fletz

Suggested Level: 17

By now you should have enough for the third of Martel's prizes. When you're ready, go into the castle. Throughout the castle, there are bandits disguised as guards, who will throw you out. Be careful not to be spotted by them. Go

outside and go up to the top of the right tower. Avoid the guards by ducking into rooms if need be. Just don't get caught. Don't worry about the guy at the top, he's a real knight. Lisa tries to discern Emille's location by astrology, but there's a mist covering the night sky. I'm not that great at astrology, but I believe that such a mist is called DAYTIME YOU IDIOT! ANYway, it's time to climb the other tower. You can go through the inside of the castle to start on the other staircase as a shortcut if you wish. I always do because getting caught takes you to your last entrance. Again, don't worry about the guards at the top. (this is another I love Rose scene) Now you have to search the room. Hmmm, what looks suspicious? How about that painting? Check it for a bizarre scene. Okay, there's some serious stuff goin' down here and something tells me that there's more than just some annoying, ignoble bandits behind it. Talk to everyone, then check the glowing sphere closest to you and get ready to ruin the party. Forget the guards! What are they gonna do? So, head back to the throne room and get ready to fight. You may want to save first, but maybe not, since you can't build up to have a better chance at this boss if you save here.

Lenus (Water)

Okay, anyone with low magic defense is a really bad idea here. I know, I used Rose and Kongol, but I wanted Kongol to build up his SP and maybe get to D'Lv 4 by the end of the battle if I was lucky. She'll slash at you with blades of light and cast a particularly nasty version of Spear Frost on you. She's also really fast. Oh yeah, she counters a lot, too. You'll be really glad to have Dart with the Heat Blade here. Generally, avoid magic and Dragoons, unless you have less than 200 SP, thus only one round as a Dragoon. You may even want to use a Speed Up on one of your characters. Having Shana or Rose as a healer isn't a bad idea, but items would be the preferred method. I was dumb and didn't buy any Healing Breezes before coming into this and only had 6 Healing Potions. It was enough, though. I didn't have too much trouble here.

Damn! Another boss that's going to come back to bother you. By the way, you'll eventually find out what Lenus means by the cryptic remark she makes to Meru. Next stop: Donau!

Donau

Suggested Level: 19

Here, head to where you met Meru and instead of going up the stairs to meet the mayor, go straight ahead to get to the harbor. Go down the stairs and Puler enters. He's really annoying, but not as annoying as Mappi. Go talk to Kayla and get on board.

Queen Fury

Stardust #31: In the wheelbarrow-lookin' thing in the south corner of the basement, where Kongol is.

Stardust #32: Inside the ship, on the screen north of Shana, check the pipe on the right wall by the entrance.

There's a lot of story here. Shana wants to find Dart. The stairs on this screen go to the basement, where Kongol is, so go up into the ship. I don't know the names of the parts of a ship, so bear with me here. On the left in here is the kitchen (hey! galley! I know that one!), where you can make Vegetable Julienne for a whopping 1 gold. Wow, I wish I were a sailor on THIS ship! Go up both sets of stairs to the next screen. Go up another set of stairs and go into a different part of the ship. Here's Dart. When Puler's done spewing nautical bull spit, Dart wants to find Rose. She's easy, just go

up the ladder from where you are. Climb all the way up to the crow's nest and talk to her. After some extremely cryptic and suspicious remarks, Rose is in search of Haschel... kind of. Take a walk; go down and out and she'll notice him. Rose acts really mysteriously towards him, ya know like she likes to do, (she's the only character for whom that isn't just a bad translation; you'll find out what I mean later) and Haschel wants to play some immature prank on Kongol. From the scene, we find out that he's a bad teacher and an abusive father in addition to just being immature. Why'd they have to do that to the only dark skinned main character? RACISM! Anyway, Kongol's in the basement, where you find Stardust #31. Kongol, one of the few characters here with a noble pursuit (PURSUIT!) wants answers. Well, let's go ask the most bookish person here! Go into the ship and in the door right in front of the stairs that take you to Dart, Rose, and Haschel. Albert explains to Kongol in terms that go beyond the intellect of some people I know. He's too logical in explaining something like a friend. Whatever, I think Meru would've been a better choice. So, let's go see her now! She's in the room up from where you chopped vegetables... or didn't. Meru does something hysterical and talks for a while, but now it's time to find Dart again. He's still hanging out with that annoying commodore. Pick whomever you want, it doesn't matter. So Meru acts like a weirdo, so go and check on Rose. They talk about how great Rose is and... WHAT THE HELL IS THAT!?

Phantom Ship

Y'aaaaaaarrrrrrr! We be boardin' the Phantom Ship. This Phantom Ship sucks because there are no pirates. It's still a great place to build up, though. Just remember to use your Talisman. Death has an instant death attack (duh!), which he'll usually use on Shana, if she's with you, so give it to her. So, the floaty knight ghosts are on your side and everything else on this ship is trying to kill you. Also, the blue flames are all fights. This place works like Hellena with the no random battles. You can also go back to your ship and buy weapons and items and rest and save. You should definitely check out the weapon shop, since it has a new weapon for Albert. You might also want a Dancing Ray from the item shop for later... Moving on... On the screen where you found Shana, go into the cabin. After watching a bizarre and creepy scene, go down the stairs on the previous screen. Down here, just follow the laughing ghost with the top hat into the door. Hmmm, recklessly placed skeletons. Open the chest. After the fight (oh COME ON! you saw that coming), head back out and run like crazy to the room next door. Either that or plow your way through the annoying as hell Will o' Wisps. They wouldn't be so bad if you didn't miss them half the time. Get the chest in this next room and you'll finally fight the purple guy. He's tougher than regular monsters, but he's not a boss. He can stun, bewitch, and confuse your characters, so beware of that. Once you've beaten him, bust it to the end of the main hallway. The sparkle gives you some hint about some number combination that's really freakin' hard to figure out. I was never able to get the combination, so I'm really not gonna give you a fake strategy. The prizes aren't stuff you can't just buy at a shop anyway. One chest in here is 20 gold, the other is another battle. This battle can get pretty crazy, since there's three purple guys. Well, if you want to fight them using only one character, that is. A good idea is to kill the one that bewitches one of your characters to dispel the bewitchment. After you're done, go back out, upstairs, and past the row of Will o' Wisps to enter the captain's cabin. You'll probably want Shana due to her Star Children spell or some Dancing Rays. The ship is a good place to build up if you're not ready. Grab the treasures first, if you want the total 300 gold, then check the sparkle for a key. It opens the door on the screen where you found Shana at the beginning of the ship. Go in when you're ready and grab the treasure chest for a Bravery Amulet. When you try to enter the other door, you're attacked.

Ghost Commander, Ghost Knight x4 (Dark)

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The first thing to do here is kill off all the Ghost Knights. Dancing Ray or Shana's Star Children are real time savers here. This is especially true, since the knights come back. You don't HAVE to kill off the Ghost Knights first, but they can easily overwhelm you if you don't. The Ghost Commander does this really weird, but really strong attack, where he kills himself to attack you. It does damage equal to half of your current HP! The Ghost Knights can also stun you. The bottom line is that no one dies until the Ghost Commander does and once he does, so do all the rest. You win a Night Raid from this ordeal.

When you're ready, go in the door. Grab the chest for the Dancing Dagger, a great new weapon for Rose. Check the cradle when you're absolutely sure you never want to see this place again. Don't worry, you'll understand what's going on here in time.

Lidiera

Stardust #33: Down the ladder from the elevated walkway. It's on the shelf against the wall.

Alright, if you didn't quite catch all the action in that extremely cool movie of the original Dragon Campaign, here's what's up. Rose is one of the original Dragoons. Zeig was her fiancée, who died fighting against Melbu Frahma, the leader of the Winglies. He was also the original Red-Eye Dragoon. Syuveil and Damia, the Jade and Blue Sea Dragoons respectively, aren't quite crucial to the story. Kansas, the Violet Dragoon, self-destructs to destroy a Virage. Belzac, the Golden Dragoon sacrifices his life to save Shirley (yes, THAT Shirley), the White Silver Dragoon from a Super Virage, but she dies anyway. So, Rose is the only survivor of the Dragon Campaign. The Shirley we met in Shirley's Shrine is just a ghost. All of that is important to the story and it took quite a few viewings of it for me to understand exactly what went down.

Anyway, you wake up in Lidiera, a dilapidated seaside town. Once you regain control, leave the house and take the boat to the pier. Then, go up to the house with two entrances. Don't go in, go up the nearby ladder instead. Now go around the elevated walkway and go down into the house via the other ladder. Check the shelf against the wall right next to the ladder for a Stardust. There's really nothing else here but a save point, so leave and head to the Undersea Cavern. I'm not going to get into this place right now, so I'm going to tell you to just walk through to the other side, then go to Fueno.

Fueno

Stardust #34: In the painting right inside the entrance of the clinic.
Stardust #35: In the barrels at the entrance to the inn.

In Fueno, there's lots to do: Stardust collecting, shopping, and most importantly, finding everyone else. Go down the stairs that take you to the next screen. Now, go into the little building, then go back after talking with the crew. You'll have a grand old reunion once you return to the inn. When you regain control, go out into town. Near the exit, you're saved by the drunk! He tells you what's up with the monster. Hmmm, the most dangerous creature for miles (8/5 kilometers) around... Let's go! Well, as it turns out, we need to go back to Lidiera.

In Lidiera, go into the boat and set sail for the ocean terrace. The guys will laugh at you, unless you tell them you need to see the monster. Now, take

the boat to Pete's house, jump around the rocks, go into the cave, and turn the valve. There's also a Healing Fog and a Healing Rain in here. Muy Fueno, ehrrm, muy bueno. Now, sail to the pier and get back into the Undersea Cavern. It's for real this time.

Undersea Cavern

Suggested Level: 21

Now, go to the part you couldn't before, grabbing the Attack Ball if you want. There's a Jeweled Crown right at the beginning of this next screen. Follow the path and take the left branch for a Recovery Ball on the next screen. Go back and branch down for a Gushing Magma and continue to reach the next screen. Here, continue around the corner to get that Recovery Ball (yeah, it's a different one) you saw earlier. Go back and go around and come out the stairs. Jump across for a Burn Out, continue up the stairs, collect the Attack Ball, and Save. There's a huge battle coming up, so I suggest you prepare heavily. One good idea is to equip Dart with his Heat Blade, even if you have a stronger weapon. Trust me, it'll do more damage than the Falchion here. Another suggestion is to bring someone either Rose or Shana for healing and your other person should also have a high magic defense. My personal favorite combination here is Rose and Meru, because Meru's elemental is advantageous here as well. Anyway, at the end of the path is the last boss of this disc.

Lenus, Regole (Water)

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Huh, so THAT's where that other one ended up. She may look gorgeous with it, but you have to destroy her anyway. Personally, I go for Regole first. He may have 200 more hit points than she does, but he goes down a lot quicker. You should always eliminate the quicker to kill monster in a battle in any RPG. This is because you lessen the number of attacks as quickly as possible. They're about the same attack-wise, but Lenus looks cooler and has cooler looking attacks. Regole's also faster. Regole's really receptive to magic, but Lenus isn't, so use mainly physical attacks on her. They have a really strong looking special attack that they do together. The damage on that is mediocre. Lenus's attacks aren't that strong, except for one, where she suspends your characters in water. The damage isn't too high, but it's pretty high for a multi-target attack. There's also another equally painful attack of hers that submerses your characters in water and she beats the hell out of them (kinda sloppily). Ouch. Regole's attacks include two really strong hits in a row and a weak earthquake attack that hits everyone. The physical attack is the greater danger. A Frozen Jet and a Jeweled Crown are the spoils of this battle.

After Meru's done acting like an idiot, head back to Fueno. Take the Queen Fury to Donau, go through the Barrens to Fletz, and talk to the king in Twin Castle. Now you have to find everyone. Albert is in Emille's room (the left tower). Hmmm, looks like there's an ACTUAL love story going on here. Well, that and Rose and Zeig, which you'll learn more about later. Anyway, Haschel and Meru are by the kitchen, which is the door at the top of the stairs at the left in the main hall. Kongol is practicing in the training room, which is straight up from the main hall along the blue carpet (not the throne room). There's a Moon Serenade and a Sun Rhapsody in here as well. Now for Rose... She's in the room you stayed in that's opposite of the kitchen. Once you have everyone, head back into the room where Kongol was training. Libria will talk to you and the festivities will begin! Talk to all of your friends, then follow Libria when she comes in. Blah Blah crappy fake love story, end of chapter.

Chapter 3: Fate & Soul

Furni

Stardust #36: From where you start, go up the stairs and into the house. It's in the large red urn by the entrance.

Stardust #37: In Teo's house, throw the switch at the top, ride the slide down and it's in the metal basin.

From where you start, go up the stairs and follow the path to the next screen. You might recognize some of these guys as losers from the tournament. When you regain control, go up the stairs into the inn. Go around and down the stairs to the desk. Tell the clerk that you're not a mercenary. Honesty is the best policy after all. Get in the boat and you're free to navigate the town. From here, choose to the left to reach the weapon shop. There's some pretty decent stuff here, including the best boots you can BUY for your male characters. I say that because the Bandit's Shoes, which I like better, cannot be bought. When you're done, go back right, move to the front, and go to the item shop. They sell Healing Fogs here! When you're ready, go back to the right, up, then finally move to the upper right. The only place you can go right now is the mayor's house, so do so. Listen to him. When you're ready, talk to him and tell him you're ready to stay. I promise, the night scene will make sense at the end of this chapter. In the morning, take the ship out and go to the right. Before heading out, Stardust collectors will want to enter the house near the exit. This is Teo's house. To get the Stardust, climb to the top, then throw the switch (looks like a pull cord) and ride the slide down. It's in the metal basin down here. Flip the switch on the wall left of the ladder to get out. Now head out and go into the Evergreen Forest.

Evergreen Forest

Suggested Level: 22

Just a word of warning, the monsters here counter like CRAZY, so be ready or use Kongol and Shana. At this point, I could also get away with Haschel and Meru, since Hammer Spin and 5-Ring Shattering cannot be countered either. Go right at the fork in the beginning to pick up a Destone Amulet. Go back and take the left side of the fork this time. Take the second fork left for a Body Purifier. Go back and hang a right at the second fork this time. Now, we're getting somewhere, I promise. Go straight up and around to the top of the little hill and HOLY CRAP IT'S A GIANT WOLF! Go back down toward the entrance, but swivel up the other path this time. Take the north exit on this new screen. When given the choice, opt to advance. Trust me, this is the better option, especially if you're an animal lover.

Kamuy (Neutral)

The walkthrough I used said that this is the first neutral boss, completely forgetting both Virage battles, which were really cool. *Sigh* Kamuy's not that bad, unless you rely on elementals to win. This was a non-issue for me, since I don't generally use Dragoons anyway. His attacks all do somewhere in the 100-200 damage range, usually on the lower end. There is one exception, which is an attack that hits everyone, which only does about 50. His most annoying move is the one that stuns everyone simultaneously, which is very accurate *nudge nudge* Stun Guards. Kamuy is another one of those bosses that counters, which is appropriate for the Evergreen Forest. At any rate, he should go down pretty quickly for a boss. You win the Darkness Stone for your efforts.

After you regain control, go back to Furni. Go back to the hotel, exit on foot, and go into the house out here. The knight in here will give you 500 gold. Go back to the Evergreen Forest. Go the screen before where you met Kamuy. Take the winding path south this time. Keep going south and exit the Evergreen Forest. Head to Deningrad next.

Deningrad

Personally, I waited until my characters returned before I bought anything, so let's just get that over with. First, go to the northeast exit. You'll be in a church. Tell him you want to learn about the Divine Tree. When you're done watching the movie, go talk to the black robed guy in the front of the church. Leave the church and go to the northwest exit this time, then go into the second door on your right to enter the library. Albert freaks out and your party begins to seek SOMETHING that will give them a clue about what's going on. Talk to everyone and see what they've found. Kongol shows that he's not quite as dumb as he looks. He can't read, but he wasn't raised by humans, so that's acceptable. Dart's king, girlfriend, and grandfather have little or nothing to offer, though. Well, Dart's librarian seems to have found something! Talk to him. Yay! Another movie. The only new information here is that the Winglies' leader was Melbu Frahma, which is important, and some wacko theory about how the Moon that Never Sets is the gods, which is not important. Go talk to him again and watch yet another movie. This one's a little off center as well, but you'll find out all about all that at the end of this chapter. The scene switches to Rose in Neet. This scene is straightforward, so I'm not going to guide you through it. You find out that the Black Monster is trying to destroy the Moon Child, which has something to do with the descent of a god. I'm not trying to spoil everything, it's just that this is REALLY important. Rose emasculates the knights (glee!) and the scene switches to Meru. Go into the cave and use the teleporter, then go to the next screen. For your own amusement, if you stand still for too long, Meru starts to spaz out. You're greeted by the Bardels, the neighborhood reactionaries. You'll see these guys again... briefly... ANYway, Meru's mother is extremely graceful in her movements. Head back out the way you came in. The scene switches back to Deningrad. Go to exit Deningrad. With everyone back, it's time to go shopping. Everything here's pretty much a standard upgrade with some old accessories. The one exception is the Armor of Legend, which is the physical equivalent of the Legend Casque, price included. I recommend buying it for your characters, but the Legend Casque is more important because the Armor of Legend has a reasonable substitute. When you're ready, go to the screen where the entrance to the library is. Go into the castle at the very north of the screen. Go up two flights of stairs and around the left side to find a slightly hidden Angel's Prayer. Then, exit north and take the left branch to enter a room with a Holy Ankh near the entrance. Go back and continue the normal path up. Yay! Matriarchy! When you regain control, go back into the queen's room, then into the northeaster chamber to find Shana. When you're done screaming WTF!?, head back to the Evergreen Forest, but first, I'm going to introduce our new archer.

Miranda

She's the First Sacred Sister of Mille Seseau. I like her when she smacks the idiot male knights around, but she's really aggressive and a pain sometimes. She's essentially the opposite of Shana and quite obviously a gendered virtue feminist. She's really angry, though, but that's because of a tragic past. Oh well, she's the same as Shana in battle, since archers don't have additions. I still don't use her unless I need light magic due to her weak attacks.

Evergreen Forest

Suggested Level: 24

Go back up the path. On the next screen, go back up the windy path and go back right. Now head back up and around the mound where you found Kamuy the first time. Now, go down the stairs and continue on to get to Neet, if you want a Stardust, or just skip all of that and continue around the mound and exit north if you don't.

Neet

Stardust #38: By the hanging lantern.

The only reason you're here is for the Stardust, so I'll describe it to you, since it can be tough to find. Head up the path a little bit until you're across from a hanging lantern on the right side. This one's really picky, but if you look at the lantern, its bottom point points at a rock completely covered in snow. Face that rock and check it. Your boots should be sticking out of the wreckage jutting into the foreground. If worse comes to worse, just take baby steps downward and keep checking on the right side. You should get it sooner or later. If you REALLY want, you can go one screen north and check the monument to those killed by the Black Monster. Dart sees his mom and dad's names, but he doesn't mention what they are. Hmmm...

Wingly Forest

Stardust #39: On the shelf in the upper right corner of Guaraha's room.
Stardust #40: In the pillar below the healing room.

After a short scene north of the mound, you'll be in the Wingly Forest. Get into the village just like you did before. Talk to the guy who's by himself and he'll help you since you're wingaling challenged (yay Trogdor!). Go into the house and head straight up and to the left to talk to Meru's parents. Now, there are three ways to go. The pool takes you back to the entrance, so ignore it. There are two teleporters side by side. Take the upper left one first. You're in the shop now and there's some new stuff here you might want to invest in. Take the left teleporter up to enter Guaraha's room. Go back out, then down the teleporter, and then back down the middle one. Take the other teleporter this time. Now, do you see the tongue-looking path? Just to the right of it is a black pillar with 6 green lights on it. Check that pillar for a Stardust, then go into the path. AAAAA! BARDEL! Rose cuts him down to a pile of arrogant pulp, but he attacks anyway. Whoops for him. Then, I don't know why, but the Younger Bardel comes by and kills him. Wacky... When you regain control, go all the way to the house at the top by talking to the guy. After a long scene, go and talk to the ancestor. NEAT TRICK!

Kadessa

Suggested Level: 24

Now you're in for it. My wife didn't have this problem on her roommate's TV, but I couldn't see the little blue boxes for the additions very well on mine. This place is just so... orange! Also, on an extremely minor note, the battle music is different here and the enemies counter like mofos. BadASS mofos. ANYway, head up the path when you're ready. Head up the path and either take the next one for a Mind Purifier or skip it to move on. On the next screen, take the teleporter (the green glowing thing), then follow the path and take the next one. Now go up into the doorway. Here's where things get tricky. You thought the Wingly Forest was bad!? Get ready for some

hardcore teleporter-induced motion sickness! Take the teleporter in this room, then the next one, then proceed forth for a pair of Dancer's Shoes. These have no defense, but they increase your speed by 20, which I think is much better. Go back to where you came from and exit out the other doorway. Take the teleporter, then the next one all the way around, then go into the door. Take the teleporter right in front of you, then another, then another, then one that looks like a doorway. On this screen, head down the plank, then just go into each teleporter, which takes a long time. On the next screen, the purple thing is a healing device. The path also splits in two here. I like to take both paths, but that's just me. Given the readily available healing and save point, this is a good place to build up *hint hint*. When you're ready, choose either the teleporter or the doorway.

I will first address the path with the doorway. You have 6 portals now. With them numbered 1-6 left to right, the solution is 613452. When you successfully solve the puzzle, some weird thing will descend and if you go into it, it will teleport you to the next screen. What IS that thing!? You'll find out soon enough. Take the teleporter, then the next, and you're right in front of it. Get ready!

Super Virage (Neutral)

This one has three parts, but I recommend just taking out the head because in 10 rounds, it self-destructs and does a HELL of a lot of damage. Hit this guy with everything you have, including Dragoons. Don't worry about your SP, they won't be useful AT ALL in the next two boss battles. I used Special right off here. His attacks include a rather weak avalanche, a weird grippy thing, and a smash with his arm. None of these are particularly threatening. He's surprisingly receptive to magic, so don't hesitate to use it. Just beware a massive laser storm, which deals upwards of 150 damage as his final attack. You win a Healing Rain from this battle.

Now that that's over, you can go right ahead into the door. Just continue down the straightforward path until you get to the next screen. See you after the next paragraph, unless you want to go back to the healing point and do the other one for some fabulous prizes! I headed back not only to get the prizes, but also because I received Moon Strike and Cool Boogie after this battle and went back to master both them and Blazing Dynamo. In the process, I also attained Hex Hammer, so I also mastered that and Omni Sweep.

After you arrive on this screen from the teleporter by the healing point, you'll be in a room with 5 red discs, each of which produces an endless stream of Spinningheads. The idea is to walk onto a disc, then quickly press the action button once the action icon appears. This causes the disc to turn blue and deactivate and the Spinninghead from that disc disappears. So does one of the beams sealing the exit. Repeat until all 5 discs are blue and the barrier is gone. For your reference, there are two discs on each side and one in the center of the room. When you're finished, enter the previously sealed teleporter. We're in a Valley of Corrupted Gravity knockoff. Ride the first disc all the way up for the Power Up, another reusable item. Ride the disc down one, then jump right onto the next disc and off at the next stop. Now, run to the end of the walkway and jump on the disc. It falls... remember that. Jump on the next one nearby, which also falls. Run to the next one. These two fall also, so jump across quickly by hitting the action button repeatedly. Your reward is a Mind Crush, way ahead of schedule. Equip it on Dart, then go back and let the disc fall this time. At the bottom, run to the right and up, then ride the disc to the teleporter.

Whichever route you took, you should be in a room with two teleporters and a spiral path. Take the teleporter that's in the center. If you're in a room

with moving discs, you took the wrong one. You should be in a room with a large disc with an elaborate pattern on it and two teleporters, one on each side. Move towards the object that's sparkling on the ceiling. That's the Dragon Block Staff. Before you grab it there are a few things you may want to consider. First, if you're a fan of Dragoons, you'll definitely want the SP of the characters you're using to be less than 200. The other thing is that you want a healer, Rose, Miranda, or Meru, and you might want Albert if you like to play the elemental game. I used Albert and Meru because Albert's good and elemental advantages couldn't hurt and I didn't have all of Meru's additions yet, so I wanted her where I could see her. That's for you guys (guy being a gender-neutral term. it is! look it up!), because I wanted to know what level she gets Cat's Cradle at. ANYway, on to the reason you really read this.

Grand Jewel (Earth)

=====

Don't let its small size fool you, this thing can be tough! Power Up's not a terrible idea. This thing has a spell library like you wouldn't believe! I've seen everything from Pellet to Spectral Flash. Dragoons are useless here, which you should've guessed. I mean COME ON the damn thing is ATTACHED to the very item that was used to KILL DRAGOONS! However, if you just transform for one round (i.e. have less than 200 SP) you can get away with using Dragoons. This is why it's good to have a vast array of healing items. If you get attacked as a Dragoon, you'll be healing... WITH AN ANGEL'S PRAYER! So, just stick to physical attacks and any wind items you might have. Oh yeah, this stupid rock also heals itself. Enjoy! This thing can reduce your experience level for the remainder of the battle. Don't worry, it wears off after the battle. Luckily, the bastard doesn't counter. At least not when I fought it. You get a Spectral Flash for winning. Whoopee

Good thing THAT's over! Actually, I can get by fine without Dragoons and I killed him before he started healing himself, but it's still good to be done with him. Go into the other teleporter now and exit south. Go to the end of the walkway and jump down. Now just exit the way you came in.

Deningrad

=====

Stardust #41: By the curved sword on the carpet by the weapon shop.
Stardust #42: On the other carpet by the item shop, which is touching the first carpet.
Stardust #43: Check the machine with coils of rope on it, which is on the second floor of the inn.
Stardust #44: Check the end of the path that USED to be Shana's room.
Stardust #45: In the wall, where the Chamber of the Seal used to be.

You can take some time to collect Stardust along the way if you'd like. I did! Go to the only remaining exit when you're ready. There is now a clinic on the second floor of the inn, which contains a Stardust now. Then, go into the castle. Go up to the next screen. There's a Stardust at the dead end of the path to what USED to be Shana's room. Then, go up into Queen Theresa's chamber. Mommy, my Shana's broken! Anyway, once you regain control, go back into Queen Theresa's chamber and check the wall where the entrance to the Chamber of the Seal used to be for a Stardust. Now, head out to the entrance of Deningrad and hey, it's our good friend Martel! You should easily have enough for the fourth of her prizes. Now, exit Deningrad and head back to the Evergreen Forest.

After Kadessa, the counter rates of these guys seem like cakewalk. Head up to the next screen. Go up the twisty path and talk to the knight. He'll move and you can pass now. The box is just a Mind Purifier. Exit to the left. Now

head to the Mountain of the Mortal Dragon.

Mountain of the Mortal Dragon (What a mouthful)

=====

Suggested Level: 26

When you first enter, you can check the organic wreckage on your right for an interesting scene. Follow the trail of fresh dragon corpses to the next screen. Go to the next screen, grabbing the Attack Ball if you wish. On the next screen, take the path to the right if you REALLY WANT a Mind Purifier. Is the game trying to tell us something with all these Mind Purifiers? No, it's just trying to piss you off. Take the left branch at the intersection, go through the tunnel, and you're at a huge intersection. Well, let's start on the tunnel right next to where you came out. At the end of it is a Healing Breeze. Not bad, but at least it isn't another Mind Purifier. Now, the cavern down the stairs. At the end of THIS tunnel is Giganto Armor. Good deal! Go back to the intersection and take the path up the mountain this time. Follow yet another tunnel, take the Dragon Helmet, which can be hard to see (it's directly south of the tunnel), and follow the path to the next screen. Oh GAWD! You have to tangle with THAT!? Yes! Now, let's go! Just keep following the path, it's completely linear. You can grab a Total Vanishing near the save point and a Body Purifier on the next screen or not, but definitely save. Also, just a few steps south of the Body Purifier is a hidden chest containing another reusable item: Speed Down. One final thing, if you want to use Dragoons, do the same thing you did with Grand Jewel because remember that thing that kept us from being powerful as Dragoons? Well, we're about to use it against the Divine Dragon. Get ready for one hell of a fight!

Divine Dragon, Divine Cannon, Divine Ball (Neutral)

=====

This guy has a magic library that makes the Grand Jewel's look like three pages! Legend Casques are extremely helpful here! The most important thing to remember is that this guy has three parts: the Divine Ball, which is that energy machine gun attack he leveled Deningrad with; the Divine Cannon, which he destroyed the Crystal Palace with; and the Divine Dragon himself. For a quick fight, just go for the Dragon, but I always take out the Cannon and the Ball first in that order. ANY magic items will be extremely helpful here. Oh, did I mention that this guy's so fast that even my overly leveled-up characters were lucky to get two characters to attack in a row? Many believe this guy to be the toughest mandatory boss in the game, though I beg to differ. Divine DG Ball does a fair amount of damage considering that it's a multi-target attack. Divine DG Cannon is just painful, but a rare occurrence. It doesn't matter because two strong attack items should easily take out both parts. I used one Spectral Flash and three additions to get both of them. Once you take them out, there's only the wide array of spells and a weak claw slash that hits all of your characters. The spells do more damage, honestly. The only other problem you may have is being weirded out by the fact that he's constantly vibrating. SWEAT! WET! Got it goin' like a turbo 'vette! ANYway, to the victor go the spoils: a Gravity Grabber and a Flash Hall.

Now that Lloyd has the REAL prize, the Divine Dragoon Spirit, and becomes the most powerful of the Dragoons, leave this place and head back to Deningrad. I, however, attained Cat's Cradle from the battle, so I stayed here to master both it and Perky Step first. Now I had the choice of using any party I wanted. I went with Rose and Albert for the moment. Rose is my favorite character (but you didn't know that did you?) and also acts as my healer. I picked Albert because he's decent, I hadn't seen him in Dragoon form yet, and I didn't really know WHOM to pick. I had considered Miranda, but her damage is crap. Anyway, back in Deningrad, go back to see the queen. Well, the queen's chamber anyway. When you're done, it's time to go to Kashua Glacier, so leave

Deningrad and take the new path on the world map to get there.

Kashua Glacier

Suggested Level: 27

Alright, you slip on the ice here, which isn't nearly as annoying as you might think. The really annoying thing here is that you may have trouble seeing the little boxes for your additions. There are some cute enemies here, like Land Skaters, which are brightly colored emperor penguins and Icicle Balls, which are a red, yellow, and blue colored version of those ADORABLE Spider Urchins from the Valley of Corrupted Gravity. Okay, so I have a weird sense of aesthetics.

There's a chest in plain view with a Thunderbolt in it. The path to the next screen is fairly straightforward. Along the way, you'll also find a Heat Blade (just hold onto it if you don't already have one). Here, go straight up for a Meteor Fall, then down towards the downward spiral to the next screen, but go across the hard to see ice bridge near the sign for a Heavy Mace first if you want it. You do. THEN, go down the spiral slope. You can't take the other exit just yet, unfortunately. Now you're in a cave and it's easier to see the addition boxes. Here, you meet two merchant brothers, Segundo and Cuarto. They sell you things and tell you about their brothers, Primero and Tercero. Cute. If you don't speak Spanish: primero, segundo, tercero, and cuarto mean first, second, third, and fourth respectively. What, no Quinto and Sexto? Anyway, Segundo has some good weapons and Cuarto sells items, but nothing new. There are new weapons for Rose, Miranda and Kongol. There's also something new for Dart if you missed it in Kadessa. This guy also sells good armor and a new accessory you might like. When you're ready, head to the right, grab a Gushing Magma and head down. Now you're in a maze of icicles to climb up and down. Climb down the first one. If you want, take the left icicle down and keep climbing down for a Dancing Ray. If not, take the right one down, then take two up, then two more down. Take the right path down for a Phoenix Plume (VERY useful, especially if you don't have Legend Casques for everyone), then down the left side to move on. Take Meru out of your party, save, and head right to the next screen. Here, you can right past the ramp for a Fatal Blizzard, or right up the ramp to move on. At the top of the ramp, head left and brace yourself. You may want to consider equipping that Heat Blade now.

Windigo (Water)

I think it's supposed to be Wendigo, but whatever. Apparently, no one told this thing that it's missing an arm, because it uses it anyway! Its attacks aren't that strong, its defense isn't that high, it's not nearly as tough as the last two bosses, and YAY! we can use Dragoons again! This guy is TOAST (and toastY) if you use a Fire Special (Dart's Special command). Later in the battle he develops this annoying habit of capturing one of your characters and holding them incapacitated until you kill the two Snow Cannons he summons. After they're done and your character is released, his heart is exposed. There's really no point to this because it takes very little damage and it's easier to just keep wailing away on him until he's dead, but it's up to you. Either target will kill him. His attacks are weak, especially Spear Frost and Fatal Blizzard and especially Spear Frost and Fatal Blizzard if you have Dart's Special going. Seriously, Final Burst on a Special does about 2300 damage. Good times! Doing this, I've already killed him without any of my characters being captured. I think maybe he can't capture a Dagoon, but I'm not sure. You get a Brass Knuckle for your victory.

Flanvel

Suggested Level: 28

Your characters will spout off some crap about how that was a close call... Move left, then down for a Black Rain, then back right, up, then right to the next screen. On the next screen, you get to see a cool swirly tower. Head up the path and enter it, grabbing the Rave Twister along the way if you so desire (that makes a full set of Medium Attack Items that we've found here). Remember this place and how to get here, by the way, because this is where the harder of the two side quests takes place. Many people say there are about a dozen side quests, but they count things as minor as catching the little squeaky thing in the Limestone Cave for a Poison Guard as side quests. To me that's just a puzzle/side area. Moving on. Inside the tower, there's a Spirit Ring waiting for you. You can only reach the left teleporter, so go into it. This part is a PAIN! I'm going to refer to the teleporters in the spheres as times. If you don't understand, just look at a non-digital clock. Alright! You can go through this first section any number of ways, but the quickest is to go to 4 o'clock, then 2 o'clock in the next one. In this room, there's a Mage Ring. Grab it and take the other teleporter. First, take your only option, then 11 o'clock, then you're at the top of the tower. Remember this screen as the top of Flanel. Save and go into the tower. Also, get your SP below 200 if you want to use Dragoons. Yeah, we're doing THAT again.

Lloyd (Neutral)

=====
Okay, this fight is AWESOME. Lloyd is now a killing machine! He's not only the Divine Dragoon, he also has the Dragon Buster. You know, that thing that ran Lavitz through. That's why you shouldn't be in Dragoon form for any length of time. Oh yeah, he's really fast, but at least you can hit him this time... most of the time... His evade rate is really high and yes, he still taunts you when you miss. "Over here!" "No, right here *flips him off*" Anyway, rely on your additions. Well, those and healing items. He has some pretty nasty attacks. They're also very long winded. I took about 250 damage from them even with Legend Casques and Armor of Legend on all of my characters. Just be glad he doesn't counter. His spell library is even greater than that of the Divine Dragon, so expect EVERYTHING. Haschel might not be a bad choice here, since he has no elemental weakness. Also, most of the attacks here are magical, so Rose is good. Meru and Miranda are just cannon fodder, unless you have Perky Step mastered. On top of all of this, the background makes additions hard to see. Strangely enough, though, his HP are less than the Windigo's. You should be able to best him, I did so without much trouble. There are no spoils of this battle, but congratulate yourself on having defeated the last mandatory boss of this chapter.

After the battle, another loves story screws up what would be a really cool battle scene. \$*%&^! When Wink's done being an idiot (LOVE AND GRATITUDE ARE UNRELATED!) and Dart leaves his sword behind, but still has it somehow, exit the tower and go back up the spiral path right outside of the cave inside Kashua Glacier. Remember the exit Miranda wouldn't let us take on the left here? That's where we're headed. Exit Kashua Glacier and head to the Snowfield.

Snowfield

Suggested Level: 28

This place is pretty short, unless you want to visit Fort Magrad, which is a splendid idea, given that Dart's strongest weapon, among other great prizes, can be found here. Head left, grabbing a Burn Out on the way. When you regain control, head left to the next screen. Now, you can head left to visit

Fort Magrad or north to move on. It's up to you.

When you head left, the snow will slide and you'll end up sliding down the hill. On your way down, there will be action icons that change the direction in which you move. Jumping at the first, third, and fourth icons, you'll get the Magic Shield and jumping at 2 and 4 nets you a Dancer's Ring. Whether or not the combos will work depends upon which side of the sign you jump off the cliff on the previous screen. On the next screen, there will be a quick one that decides whether you land on your feet or your back. When you're ready, go into Fort Magrad. Go around the long path and pick up a Midnight Terror and head to the next screen. On the way down on this next screen, grab a Stunning Hammer and a Poison Needle, save, then go up to the monument. Before doing so, I recommend you bring in Miranda and give someone a Talisman, preferably her.

Polter Helmet, Polter Armor, Polter Sword (Dark)

=====

Now you're messin' with trouble. The armor has a lot of powerful spells, the sword causes instant death, and the helmet can block commands of yours. I take the helmet out first cuz he's a pain. Then, I go for the sword. Miranda's Star Children and any attack items will be extremely helpful here. Make sure you have a lot of Angel's Prayers and get to it. I believe that Miranda will draw a lot of instant death attacks to her because she's light elemental. That's why I gave her the Talisman. When you kill the sword, it'll do the instant death attack, so have whoever's wearing the Talisman finish it off. Using my strategy and having a few attack items will knock him down quickly. Otherwise, get ready for some hard times. You win the Soul Eater and the Smoke Ball for this.

Good going! If you're going to give Dart his Soul Eater, though, give him a Therapy Ring also or he'll die quickly. Now head out of here and back up to the main trail. On your way back up, you can grab a Gushing Magma and a Burning Wave. Now take that northern path we ignored before and head to Vellweb.

Vellweb

Suggested Level: 28

Stardust #46: In the center of the wall in the Dark Tower

Alright, this is the last area of Disc 3. The enemies here will make you say "Light! Thunder! Neutral! I remember those!" On a humorous note, I think the Maximum Volts look like bondage Frankenstein monsters. Follow the path to the next screen. Continue down the path up the stairs. Keep going down the path, ducking into the doorway for an Attack Ball. As you continue, you can see Primero and Tercero below where you are. On the next screen, take the sharp V-turn to meet the merchants. Unless you missed a treasure or so, though, the only new things here are a Giganto Ring and a Partisan. Now go back and continue to the next screen. Go left a bit and HEY! It's Shirley! She provides you with your first side quest, but you can't do it until you come back. Technically, it's your second one, but I call it the first one because it's the first one you're able to finish because the Stardust one takes longer. Speaking of Stardust, go into the towers. Look right below where you're standing. There's a colored stone on the inside of the ring of towers. Maybe if you walk to the next one, you can see it better. There is a color for each Dragoon, which you should know the colors to by now. To your left is the Jade Tower. Go up the staircase by it. Now, you can go into the Jade Tower and see Syuveil, but he can't see you just yet. More importantly, go into the Dark Tower, which is where you were standing at the

beginning. Go up and check the wall directly across from the entrance for a Stardust. Now, you can exit the Dragoon Towers area or you can explore the rest of them. On the next screen to the left is the White Silver Tower, which is empty and in ruin, then left further is the Blue Sea Tower, where you can see Damia. She looks even more gorgeous than Meru in her Dragoon form. The next screen to the left opens with the Red-Eye Tower, also in ruin. Next to the left is the Golden Tower, where you can visit Belzac. He proves that it's the role of the Golden Dragoon to look fat in the armor. It's the ARMOR that needs Jenny Craig, not the wearer! By the way, this guy was simple-minded (his room is full of toys), but I beg to differ that Kongol is not. The reason that Kongol can't read or speak well is that he grew up with a different language. Ugh, moving on. Now you're back on the first screen in front of the Violet Tower, where you can visit Kansas. This guy's a jerk. When you're done, exit the Dragoon Tower area and go back down to the intersection and left to the next screen. The healing spot here is permanent, by the way. Down here, just follow the path again. Go down the spiral staircase until you reach the second door. Go into the door and keep going for Rose's Hairband, a great helmet for Rose that makes her immune to instant death. Go back to the spiral staircase and into the fourth and last door. Take the path here for a Spirit Potion. Go back to the spiral staircase and take the third door now. Go down the stairs into the door, but before you do, you might want to do any last minute building while you're still in the vicinity of a healing spot and save point. I would have, but I already had all additions mastered by the time I left the Mountain of the Mortal Dragon and everyone at D'Lv 5 before I left the Undersea Cavern. Continue to the chamber of Emperor Diaz, then kick back and watch the 800 billion plot twists and put in Disc 4!

Chapter 4: Moon & Fate

Death Frontier

In summary, Rose whoopsed big time, Dart's dad is going to destroy the world, and now you're wandering through the desert for some reason you'll find out later. This place is absolutely GORGEOUS! All encounters here are completely by touch, even the touch of those green things that don't move. OK, from where you start, don't go into the hole, instead go south. Don't fall into the sand pit, or you'll end up back at the beginning. I'm only going to show you where the good treasures are. There are a lot and most of them are crap healing items anyway. Now, keep going east and north until you can't do either anymore. Go south until you can't, then east and follow the path north. Then, go east one more time to find yourself in an oasis. You can heal and save here. Go north and continue west and you should hit the wall. Go north twice now and open the chest for the Power Down. Only one reusable item to go! Now just jump into the sand hole, it's quicker. When you emerge, you'll be at the oasis again. Save and exit north. Go east twice and you should reach the wall. Now go south twice and open the Chest for the Gladius, a new weapon for Rose. Now jump in the sand for a Recovery Ball (yeehaw, I know, but it's quicker than walking all the way back) and get back to the oasis. Now, go north yet again. From here, go east, north, north, west, north. Welcome to oasis #2. Save, then go north, east, then fall into the sand for some Bandit's Shoes. You'll emerge in the first oasis, but trust me, it's worth it. Now go north, east, north, north, west, and north to get back to the second oasis. At the second oasis, go west, north until you hit the north wall, east, north, then follow the path north out of here! You're done! Congratulations, you just made it through THE most confusing area of the game. On the world map, SAVE, note the cool overworld music, and go to Ulara.

Ulara

Stardust #47: In the roses.

Stardust #48: On the counter in the upper right corner of the shop.

Stardust #49: In the man-eating flowers.

You can grab the chest here for a Sun Crapsody. That's a joke, not a typo. Anyway, take the teleporter to enter Ulara. Your purpose here is to meet Charle Frahma, Melbu's annoying sister. I think they should've killed her with him. Go north, then go straight up the path, ignoring the branch-off. Check the roses for a Stardust. Why does Miranda hate roses so much? You'll find out at the very end of the game. Check these roses for a Stardust. Now go left and take the teleporter on the next screen to find the shops. Pick up 3 Panic Bells if you're fighting all the special monsters. There are also some great new weapons here. The last thing to do here is pick up the Stardust on the counter in the upper right corner. Now go back to the branch-off we ignored earlier and follow it. Don't take the teleporter just yet. On the next screen, you'll see some man-eating flowers. Check them for a Stardust. One more to go! Now go left and take the teleporter to enter the floating palace. After a long scene in which Charle Frahma adds an -ie to every proper noun (Zieggy is a copyright infringement! wait, no, the comic guy is Ziggy... Well... it's still really annoying!) and Rose threatens to give her a knuckle sandwich (I LOVE her), it's night and you have to find all of your party members. Let's get going! Everything is gorgeous at night, especially Charle's palace. Teleport out of the palace and head right. Rose will rejoin you by the man-eating flowers, so go down to the intersection. Now's time to take that teleporter. You find Haschel and Miranda here. Here, you find out part of the reason that Miranda hates roses. Also, Miranda displays directness of speech, a quality that I admire. After everyone's completely hammered, head out via the teleporter at the bottom. Now, go up the left side, then left, then into the shop. Albert and Kongol are here. When you're ready, go back to the entrance of Ulara to find Meru. Head back to the entrance, grabbing the Moon Serenade in your room if you want. Follow the map to the... Home of Giganto!? WTF!? Okay, whatever, make your way to Fletz. Once in Fletz, go into Twin Castle. You're given a hero's welcome and the doors by the save point are unlocked. Now go into the basement to find the ship. Talk to Kayla when you're ready to leave. Sail to Rouge!

Rouge

Stardust #50: In the room at the end of the path behind Martel's room.

First, go up the ladder, then the closest one, then the next closest one. Talk to the guy in yellow now. Now go up and exit the room to find Martel's room. Avoid her and go outside. There's a treasure chest here with a Wargod Calling in it. Take it if you wish, but make sure to check to the right of it to find the last Stardust. Now, go back and talk to Martel. You have to talk to her twice. If you have all 50 Stardust, she'll give you the final prize, the Vanishing Stone. It's in the Goods section of your menu. You'll find out what this item is for later. Chances are, if you did it now, you'd get crushed. Back to Rouge, though. Go to the right of the mayor's room, then down the ladders and out the right side for a Satori Vest. Go back in and up the ladders. Now go to the south side of the house and take the ladder here. Take the ladder down and go out the left side this time. Now go into the jungle. Next, follow the path to the lookout. Hey! That's not a stick! It's a tower! Rose will fill you in on whatever you want to know. Head back to the mayor's room. Before you get there, weird stuff happens. Head to your boat and go to Aglis

Aglis

Suggested Level: 28

Okay, open the giant door. COOL! This place is beautiful! Be that as it may, get ready for some more teleporter-induced motion sickness. Teleport to the next screen. You're greeted by one of many really annoying creatures, each with it's own noise that it constantly makes. Move on to the next screen. Take the first teleporter, grab the Burn Out, and then take the next. Grab the Gushing Magma, then teleport again. Take the teleporter before going to the next screen, then teleport your way to another exit and take it. Take the teleporter path on this next screen for a Magical Hat and a Moon Serenade. Teleport your way back to the exit you ignored before and take it. None of the other treasures here are worth getting, so I'm not going to bother giving directions for them. Now, on this new screen, take the path of teleporters to the next screen. Here you will learn about the Psychadelic Bomb and Moot from the annoying creatures. Aww, they annoy Rose too. Go to the next screen. Take the teleporter and now you're in a myriad of teleporters. Take the one that's on the northwest branch, then follow the path of teleporters to the next screen. Here's that mirror that was watching you. Ignore the stupid orbiting thing and go to the next screen. When you have a choice of paths, ignore the chest and take the teleporter and continue down the teleporter path and go to the next screen. Take the teleporter into another myriad of teleporters. Go up and right and take the teleporter on the end, then go to the next screen. Talk to Savan when you're ready. Now, save as soon as possible! I can't stress that enough! Now, don't save until you've gotten the item. This part and how you answer the questions determines whether you get the Psychadelic Bomb, an extremely powerful attack item, or the Psychadelic Bomb X, the same thing but reusable. Talk to Savan to start each challenge. Below are the answers to the questions.

Kongol - Take Doel's Sword
Miranda - For the world, I cannot die now
Albert - I... cannot do that.
Meru - I still cannot die!
Haschel - I couldn't stop her.
Rose - No question
Dart - I will save Shana no matter what!

When that's all finished, go left to the next screen. Here, take the first teleporter, then go all the way to the end and teleport. Now, you're in the middle so go left and teleport. Take the next teleporter and move to the next screen. Here you find out which item you got. If you got the Psychadelic Bomb, I recommend turning off your Playstation and trying again. If you got the Psychadelic Bomb X, go back and save (just walk into thin air where the path used to be and it will appear). This item is powerful and it's pretty, too. When you're all done and back in the room where you got the Psychadelic Bomb X, go to the next screen. Here, you have Savan to guide you. Just take the teleporter right in front of you. Here you can take the teleporter or grab 200 gold first. Now, you can grab the Healing Breeze if you want, then take the next teleporter, then just go to the next screen. Save here and go up to the next screen.

Last Kraken (Water)

=====

This guy isn't bad at all, though it's been a while since your last boss. This guy's kinda like Windigo in that he summons little monsters and is a sucker for Dart's Special. Use that and he's toast. Otherwise, he's still not too bad. If you have the Psychadelic Bomb X, you can use it right away or just hold out until he summons the Cleones. There are only two things that don't work well

here: Miranda's bow and water elemental magic. This guy has little physical or magical defense, so feel free to use either type of attack. This guy's saving grace is he speed. He'll often get two attacks in a row. However, he won't attack all that often. He also has a somewhat low hit rate. Even when they manage to hit, they don't deal that much. His water cannon hit Rose for 150 damage. You'll get the Pretty Hammer for winning.

When you're done fighting, save and make your way back through to the entrance of Aglis. Instead of taking that last teleporter that would take you to your boat, go up to that stone slab door thing that was closed when you first came in. You can open it now. Inside, there's a teleport device that takes you to Zenebatos.

Zenebatos

Suggested Level: 30

Once you arrive, leave the room. You're greeted by Coolon, the wings that Savan was talking about. You can use him to travel the world. Before you get on, though, let's find the shops. Go right to the next screen. Talk to the Lapto behind the desk and choose to go to the Law Factory. Talk to the yellow Lapto to shop. There's a new weapon for Kongol and one for Rose if you didn't get it in Death Frontier. The real prizes here, though, are the Dragoon Armors. You should buy them for Dart, Rose, Albert and Meru. They're cheap alternatives to the Armor of Legend. Generally, they're not nearly as good, but for the second side quest, they're a lot better. Buy them! They're cheap! When you're ready, go back to the Teleporting Device.

Side Quest #1: Dragoon Souls

Suggested Level: 30

I'm going to break in the story here for a bit, so if you don't want to do the side quests or want to do them later, just skip to the next Zenebatos. Talk to Coolon and have him take you to Lohan, if you wish to visit Shana's parents. However, if you want to skip this meaningless trip, go right ahead to Crystal Palace. Remember Kashua Glacier? Go there. Don't get freaked out when it asks you to change discs, it's normal. Go through Kashua Glacier, through the Snowfield, and into Vellweb. I know, this is the long way, but you can't land at Vellweb. Remember the Dragoon Towers? Go there. This is your first side quest. Go into each of the following towers: Jade Tower, Blue Sea Tower, Golden Tower, Violet Tower. You can do these in any order; I'm just going to go in the order you find them. One thing to remember is to go to the spot where you saw Shirley to heal up and save after each battle; they can be brutal.

Syuveil (Wind)

=====

I used Rose and Kongol here. Yes, Kongol. Remember what we did to Windigo with the Special? Well, it's the best way to beat most of these Dragoons. Kongol's Special makes the elemental this guy's weak against twice as strong. It also cuts his elemental attacks in half! The only problem, though is that this technique reduces the damage you deal as well because Dragoon Additions don't do much damage compared to your best additions. Since this guy's magic defense is low, just like Albert's, feel free to use Gravity Grabbers, Psychedelic Bomb X, what have you. You might not want to use Kongol's magic here because Kongol sucks at magic, but it's up to you. Rose was my healer with Astral Drain for when I needed it, which didn't happen. This guy's attacks include Albert's Dragoon Addition, Wing Blaster, Gaspless, and Jade Dragon. None of these are too bad, just beware of his speed, which is

fairly high. This guy can be tricky, but he's one of the easier battles here. You win the Jade Stone for your efforts.

Damia (Water)

=====

I used Rose and Haschel here. I like Haschel (as a fighter. I don't like his personality because he's an immature jackass), especially here because he can take a beating, he's fast, and he can dish out the punishment. He's even half decent with magic. This is definitely a physical battle, though, due to your opponent's high magic defense. You are certainly welcome to try the Special, but you may meet limited success. She hits you with Meru's Dragoon Addition, Freezing Ring, and Diamond Dust. Her magic can dish out around 450 damage, which still isn't too bad. Call me weird, but I LOVE the scream she does with the fourth hit in her Dragoon Addition. She's also faster than Syuveil. She takes about half the damage from Psychadelic Bomb X that Syuveil did. She's definitely tougher to beat, but still fairly easy. Speaking of easy, if you use Power Down on her, she's a sitting duck. Chances are, though, you won't need to. You get the Blue Sea Stone for defeating the red-eyed beauty.

Belzac (Earth)

=====

I used Rose and Albert (a rather popular team) here. This is a great team here because of Albert's Special. Magic works well here. This guy may be an idiot, but he's strong and really fast for a Golden Dragoon. Luckily, his magic is weak. His attacks are Kongol's Dragoon Addition, Grand Stream, Meteor Strike, and Golden Dragon. He's also the poster child for Psychadelic Bomb X. It hurts him even more than it hurts Syuveil. His physical defense is through the roof so use Power Down and/or stick with magic. He also has twice as many HP as Damia and Syuveil. He's not very powerful, he's mostly an endurance match. You get the Golden Stone for defeating him.

Kanzas (Thunder)

=====

After the scene, you find out why I think this guy's such a jerk. I used Rose and Haschel again. Remember the Special trick? If you liked it, you're out of luck, because thunder has no elemental weakness. Just don't use Haschel's special, because it makes Kanzas deal more damage. Considering that he's arguably the hardest of the four, that's a BAD thing. This guy's fast! He's a lot like Haschel. He takes less damage from magic than Syuveil, but more than Damia. He's a very well balanced fighter. Even his evade causes a problem every now and then! Power Down is a good buddy here for at least 1 attack, since he's so fast. Maybe you'll find a Speed Down appropriate. Oh yeah, his physical defense is higher than Belzac's! Well, it was for Haschel for me because I was an imbecile and left Haschel equipped with the Thunder Fist. BAD MOVE! His attacks include Haschel's Dragoon Addition, Atomic Mind, Thunder God, and Violet Dragon. Consider yourself lucky that he doesn't deal much damage. You get the Violet Stone for your victory.

So, you killed all the Dragoons and that's all you get!? The rest of the elemental stones!? Yes and the satisfaction of having saved them. That's it for the Dragoon Souls side quest. Here's a crackpot theory of mine on their spell library. None of them seem to use their D'Lv 2 spells. I believe this is because it would make the fights lopsided. With them, Kanzas gets a new attack, Damia can heal herself, Syuveil can cut his damage in half, and Belzac is short a spell (remember that Kongol has only 3 spells). That's why I think that these spells are dropped from their libraries. Who knows? Maybe they CAN use them and I just haven't seen it.

Side Quest #2: Ancient Terror

Suggested Level: 32, but you may want to go higher or you'll get creamed

Remember the Vanishing Stone you couldn't seem to find a use for? Well, we're about to find out what it does. Go to Kashua Glacier, making sure to stock the hell up on items on your way. Go back to the top of Flanvel Tower, the place with two teleporters. This time, go onto that other teleporter. OH YEAH! This place used to belong to the Winglies! Go up to the intersection of the 4 beams. Meet Faust, THE unquestionably toughest boss in the game. Here, you find out what the Vanishing Stone is for. There's a Therapy Ring here if you want it. Take the teleporter where Faust's apparition was standing. This is the really hard part of the clockwork teleporters. The first one gives you no choice. Go to 5 o'clock for the next one, then 7 o'clock. The next one gives you choice. On the next screen, there are no choices. Now you're in an area with 4 teleporters including the one you came from, a save point, and a Dragon Helmet. Monsters will start attacking you now, so be ready because they're tougher than the ones found on the Glacier. This is, however, a great place to level. First, take the teleporter on the right, which is closest to the save point. The first choice is obvious. Next, go to 2 o'clock. From here, the path is linear to a room with three bridges to a platform in the center. Approach the center. Oops, it looks like we need to find a different way in. Work your way back to the split path where you previously went to 2 o'clock. This time, go to 11 o'clock. You'll come up in the left teleporter. Now that you've exhausted all the possibilities of two teleporters, save and go into the one at the bottom of the screen. The first choice is obvious, but the second is a 4-way split. First, go to 4 o'clock. Here's another way to that platform in the center! Well, by process of elimination, the other one is the right way to go. Go back to the 4-way split. Go to 12 o'clock, take the only available option on the next one, then go to 2 o'clock. Finally! It's the last pathway! Go into the center, making sure your characters are wearing their Dragoon Armors. Get ready for the hardest fight of your life!

Faust (Neutral)

=====

Well, so much for specials! This guy's kinda tricky. The more you attack, the more he attacks. Simply put, attack him with only one character or two if you're feeling really bold. You'll really want everyone to have Legend Casques on and Angel Scarves from Lohan wouldn't hurt. This guy has every item spell in the game, including some that only he has. With only one person attacking, I've seen this guy spout off as many as 4 attacks in a row! The Magic Shield coupled with Pandemonium works well for a short break. A mistake Faust commonly makes is attacking Dart with Burn Out, which is worthless because you gave Dart his Dragoon Armor, didn't you. I didn't cuz I'm an idiot! This guy has one really weak physical attack, which he rarely uses, rendering the Armor of Legend virtually useless. His magic defense is close to Damia's so don't bother with Psychadelic Bomb X. Blazing Dynamo works really well. Designate one attacker and give that person Power Up and give Faust Power Down. It's good times. A mastered Blazing Dynamo with a Power Up works extremely well. Believe it or not, this time through the game, I beat him without even healing. If you take my strategy into consideration and AVOID DRAGOONS AT ALL COSTS, you should be fine. Again, I actually had the Armor of Legend equipped, so I was at a disadvantage. You win a Phantom Shield and a boatload of gold and experience for winning.

After the battle, raid the treasure trove here for a Magical Hat, a Holy Ankh, and a Dancer's Ring. The teleporter here takes you out of Flanvel. Congratulations, you just beat the hardest boss of the game! Now, when you're done celebrating, leave Kashua Glacier, press square to call Coolon, and go to Zenebatos.

Zenebatos

Okay, there are 6 different laws that you can toy with here. I REFUSE to describe the process 6 times, so I'll describe it once and you can read through again if you need to. Go to the teleport disc whatever guy and go to the Legislation Center. On the next screen, there's more teleporters. Take note of two different types of Laptos here. There are the white type that continually moves and the stationary purple ones. Either one will chase you down if they sense you, so get ready to run. If they catch you, they'll send to you jail. Don't worry if this happens because you'll be able to get out rather easily (HEEEY KOOL-AID!). After exiting the jail, there's a Lapto, who gives a subtle hint about how to change the law. There are also a Flash Hall and 200 gold here. A good strategy is to lure them as far from your destination as you can before heading to it. Also, note the blue doorways, which take you to other doorways. These are necessary for ridding yourself of some Laptos. Just take the teleporter path to the next screen, we'll worry about treasure later. Okay, stand at the end of the line of Laptos behind the beam and advance when one leaves, but don't cross the beam until it's your turn. When it's your turn, go to the red center of the floor and press X. Tell them it's NOT the submission of a bill and that it IS the revision of a law. Here are all 6 laws in plain language.

339 - Usage by non-Winglies of shops is not prohibited.

(Amending this makes you unable to shop, I guess.)

410 - This one lets you teleport to Mayfil.

640 - This one lets you pop in line.

659 - Choosing this deactivates the Laptos that chase you.

666 - This gets rid of all the monsters. (No, it's not a joke.)

703 - This one lets you go to the Signet Sphere.

Pick whichever you want, then head back to the platform and opt to go to the Law Factory. Head through the series of teleporters to the Law Factory. Just talk to the Lapto on the next screen and he'll hook you up. Now head back and go to the Law Launcher. Now, go through the final section of teleporters to the Law Launcher. Talk to the little guy here and get on the discs. Ignoring all the shouts of WAIT YOUR TURN!, give the law to the law launcher and it will immediately take effect. If you were smart like me and amended 659 first, you can now go looting! In the series of teleporters leading to the Legislation Center you can find a Frozen Jet and a Burning Wave. In the series of teleporters leading to the Law Factory you can find a Spectral Flash, a Night Raid, and the Rainbow Dress. In the series of teleporters leading to the Law Launcher you can find a Down Burst, a Spirit Cloak, and a Gravity Grabber. By the way, that's a full set of strong attack items in this place. Once you've amended 703, go back to the screen with Coolon and teleport up. Now, you may want to put Miranda in your party and give her the Talisman. You may also want to invest in some Destone Amulets for your other characters. Just saying. Now, talk to the Lapto sitting on the blue thing. Talk to him again and go to the Signet Sphere. We have no time to waste! Up here, go into the grand looking room on the next screen and it's another boss battle!

Vector, Kubila, Selebus (Dark)

=====

And here come the winged executioners. Wait, Vector doesn't have wings! Anyway, these guys are nasty. Selebus can confuse and petrify and Kubila can instantly kill your characters. Miranda will draw instant death to her and the Talisman will nullify it. Use her Star Children as soon as possible. This is also a good place for Psychadelic Bomb X and that Spectral Flash if you still have it. Killing these guys as quickly as possible is the key here. There are no spoils for this battle.

After the short, but intense battle, head to the Signet Sphere. When you're ready, revise Law 410 and go back to the teleporter where you came in and opt to go to Mayfil. I never amended any other laws because waiting in line and the weak, rarely occurring monsters here weren't an issue and I wanted to still be able to shop. By the way, after Mayfil, you will never be able to return to anywhere, so I made a duplicate save. Right here, right now.

Mayfil

Suggested Level: 33

From now on, I'm not revealing the location of any treasures with the exception of two Dragoon Armors, which can be bought later anyway. Leave the teleportation chamber to step out into this creepy ruined city. Take the teleporter and go to the next screen. What is that? It's the first optional boss of Mayfil. Fight him if you wish; it has no real impact on the game.

Feyrbrand (Wind)

=====

First of all, let's get one thing straight: I have NO CLUE what that thing's supposed to look like. This guy's the same story as the last time you fought him, nothing new except all of his stats, including HP, are up. Still, you shouldn't have too much trouble with him. You get a Down Burst for winning.

Move on to the next screen. Take the teleporter down. Yes, those are invisible paths that lead from place to place. Try it out if you must, but take the teleporter down and go to the next screen when you're done. There's another optional boss in this room. Fight it if you want; I did!

Regole (Water)

=====

Same crap as with Feyrbrand, just put a water elemental on it. This one will take you a bit longer, but still isn't a big deal. Use Power Up and Power Down if you have/want. You get a Frozen Jet for winning.

Now, leave this room. Take the teleporter down, then another down and go to the next screen. OK, I SWEAR this is the last optional boss.

Divine Dragon (Neutral)

=====

Blah frickity blah, read the above optional bosses if you want a strategy for this. You win a Flash Hall for winning and unblock the treasure chest, which contains a Destone Amulet. Big deal.

Now, leave this room. Take the teleporter down and save. Cross the invisible bridge to the next room. I forgot about this place. You will grow to hate this place. The idea is to watch the white spheres and step on the squares where they turn red. Essentially, the soul turning red is it hitting the path and saying *smack* ow! Failure to comply will result in you falling all the way down and starting from the beginning of this room. SUPER FRUSTRATING! I hope that my simple directions will lead you through this safely. Go to the right side of the outcropping without stepping onto the glass. From the right side, go up, up, right, right, up, right, up, up, right. Then go into the room. Who is that soul that Dart knows? Go to the next room. Welcome to part two. Step left onto the glass, THEN go up, up, left, left, up, left, left, and into the room. Welcome to part three. Go down onto the glass, THEN go down, left, down, down, down, left, left, up, up, and onto the teleporter. You're done! Save, then go onto the teleporter for a fight.

Zackwell (Dark)

=====

First, don't attack just yet. Just defend and wait until you're given an option. Talk to him and he'll turn around. Now wait away on him! You have a limited time to do so, so don't do anything tricky or use Dragoons. After a few attacks, the thing on his back will disappear and Zackwell will show himself. This guy's not hard, just irritating. He uses status ailments on your guys for starters. He'll also occasionally go underground and you can't damage him. You just have to wait that one out. He should go down rather quickly. In fact too quickly to do anything major to your party. After battle, you'll do a 3-way homie shake and you'll win a Healing Rain. ¡Muy util! According to Davel4583 at AOL, he'll occasionally drop a Halberd as well.

Okay, now it's personal! Wait, it's been personal, we're fighting Dart's father. Anyway, make sure to save and do anything you want to get done now, because after going into the beam of light, there's no turning back. Okay, I'll give you one extra treasure. Since we're right here, the treasure in this room is a Spectral Flash. It's remotely useful, but it would've been a lot more helpful at the beginning of the dungeon. Go to the next room. After the scene, go to the next room. Watch the video and get ready for the final confrontation. Make that confrontations.

Divine Tree

Suggested Level: 37

Well, it could be worse... You could have to FIGHT all those Virages. Save and go to the next screen. On this next screen, there's a sparkle in the trees on the left side. Check it for a Phoenix Plume. Okay, so I lied, I'm giving you a few more treasures. Now go to the next screen. The Cute Cats you fight here will drop Dancer's Shoes on occasion, by the way. On this screen, you can check the sparkly thing to learn some stuff about the Divine Tree. On the next screen, just follow the path and check the pool-like thing for some more info. On the next screen, take the path around the bend and into the tree itself. WHEEE! THUMP! Hmmm, it seems we pissed that thing off. Oh well. Check the sparkle by where you came out for a free White Silver Dragoon Armor. Also check the water here for rejuvenation. Move on to the next screen when you're done. There's yet another sparkle here, if you're interested in more info. In any case, go to the next screen. Make sure to save, put on your Phoenix Plumes, take some time to admire the scenery (gorgeous sunset and just Look at all those Virages), then take the other branch. Better yet, if you have the Rainbow Earring, use that in addition to two Phoenix Plumes and two of whatever armor the characters you're using have that blocks the body status ailments. Now, go down the branch to the next screen. Move on and... HEY! It's that thing we pissed o... uh-oh.

Caterpillar (Neutral)

=====

Seriously, don't even ask why it has two tongues coming out of its ass. Just don't. This thing has almost every status ailment under the sun to throw at you. That's why I suggested equipping yourself as I did. You should be able to beat him pretty quickly.

Pupa (Neutral)

=====

Hmmm, metamorphosis. Take this time to heal up because the pupa just sits there and writhes periodically. Oh yeah, this is a great time to conserve healing items because you can just have your characters defend until their HP is at maximum. This thing goes down even more quickly than the other.

Imago (Neutral)

=====

This is the last form, but you already knew that if you know about insect metamorphosis. Well, unless you were expecting some sort of egg form. Anyway, forget about the Caterpillar's status ailments, this form has EVERYTHING under the sun. Even instant death. If you're appropriately equipped, you'll be just fine because the status ailments are the biggest issue here and believe it or not, they ARE an issue. His magic defense is average, so the Psychadelic Bomb X works fairly well. Use it on any other form and you're just wasting it. You should waste this form in not too much time even though it takes the longest. The spoils of this battle are a Sun Rhapsody, a Moon Serenade, and a Healing Rain. Good going!

BARELY DEFEATED IT!? I hate when he says that after easy battles. Faust is a "barely defeated it," Imago is not. Anyway, go to the next screen once you've readjusted. After everyone's good and psyched up, jump into the moon.

Moon

Suggested Level: 38

Go to the next screen and walk up to the center thing. Stuff will happen, then go to the next screen. Okay, that's really weird, continue to the next screen. Trust me, after a while, you tune out that thumping in the background. Okay, that's even weirder; continue along the path. Now you control just Miranda. Here we find out why she hates roses so much. Wow, okay, I only hate them because they're such a cliché. And now, for something completely different.

Death Rose (Neutral)

=====

This is Miranda's fight. Everyone has one here but Dart. Anyway, this is just a story battle, so it's okay. You can use Psychadelic Bomb X, but just shooting arrows is okay, too. You have to get Death Rose down to 0 HP, but it won't die until the story's done. You have to choose to forgive her to end the battle.

Weirded out yet? Of course you are, but don't worry, it gets even better! I mean COME ON! The Unicorns don't have faces! Alright, go straight down and into the little cave. Now you're in a random portal to Hell, just like in the Pepsi machine in my wife's former residence hall. Seriously, I got a water out of it that was blazing hot. One time, I knocked on it and a muscular red guy with horns jumped out wearing nothing but a candy cane striped hula hoop and a blue Speedo. Well, the Satan part isn't true, but hot drinks really did come out of the vending machine. Wacky. Now, just follow the tunnel to... SERDIO OF 20 YEARS AGO!? Eh, whatever, nothing's going to be a surprise after this... one would think. So yeah, at the desk up here's an inn, in the door's a clinic, there's a save point nearby, downstairs is the item shop, and upstairs on the opposite side is a weapon shop. There are some really good weapons and armor here. Here we have the best weapons for Albert, Haschel, and Meru and Dart if you don't like the Soul Eater. This place also sells all the Dragoon Armor and some accessories. You can get Kongol's Dragoon Armor later for free, but it's after his individual battle, so you decide what you want to do with that. When you're all stocked up, go into the mirror downstairs, where Claire walked into. Follow Claire down the path. Go all the way down, then right at the bottom to the next screen. Now, put a Therapy Ring on Haschel. Then, just continue along the path until you see Claire again.

Claire (Thunder)

=====

Okay, am I wrong in calling Dart a moron for not recognizing his own mother? And Haschel's a moron for saying that his martial arts gave life to people, not hurt them. *Sigh* What a loser family. Claire's cool, though. Moving on. She's absolutely FRIGHTENING to look at when she's possessed. I love the sound it makes when she hits, though. It sounds like you're launching a hacky sack at a beanbag chair. Cool! She's one tough cookie. Every now and then, the story advances by her reducing your HP to 1. Heal as quickly as possible, even if it's regeneration from defending or the Therapy Ring. Haschel's a 5-year-old as usual because all he cares about is "wow, she's strong!" YOU AREN'T FIT TO RAISE A HOUSE PLANT! Anyway, just keep fighting and you'll pull through eventually. At the end say "Mind's eye, awaken!" I have NO idea what it means, but it ends the battle.

Okay, go back to Serdio. Now exit the room to the south, where the knight was standing before. Go down the stairs and jump into the black, swirling vortex that arbitrarily decided to show up there. That's random. Okay, portal to Hell and... you're in midair at exactly the point where you thought it couldn't get ANY stranger. Take that, you! You can only walk in the brown areas, so just go straight up to the next screen. Head north a bit. Whoops. You should recognize this place. Once you regain control, head up the stairs to the next screen. Then go up again to the next screen.

Indora (Earth)

=====

This is Kongol's brother; recognize that armor? It's the armor Kongol wore the second time you fought him. Fighting Indora is just like fighting Kongol, including the fact that you'd better finish your additions. He's also rather slow. There's no real strategy here unless you want to use a Speed Up or Psychedelic Bomb X or something. His attacks don't deal that much damage. I for one think that it's cooler to have a duel and not use cheap tricks, especially because this fight isn't that hard. This fight ends as soon as Indora's HP reaches 0. You get Indora's Axe for winning. Hey! Prizes! I remember those!

By the way, if you never got the Golden Dragoon Spirit in Lohan, you get it from this battle, which would suck if you like to use Kongol. When you're done, go downstairs. This is what the room used to look like. Go over and flip the lever to reveal a treasure chest containing the Golden Dragoon Armor. If noting else, it's good for a 400 gold. When you're ready, go outside and go left from the entrance of the temple to find another swirling vortex. Jump in it and go back to Serdio.

Now, you switch to Dart and Rose. Follow the path to the next screen. Keep following the path to the next screen. Now, go to the exit at the top on this next screen. Here, go up to the dragon corpse and get ready for one hell of a fight.

Michael (Dark)

=====

Remember this guy from the Dragon Campaign movie? He's the one that decimated the Virages with the giant dark beam. Don't worry, you'll be decimated by it too. Well, not quite decimated, he isn't that strong. For now, you just have to defend a lot and wait for Rose's choice. You can't finish this battle without telling Dart the weak point. After that, it's self explanatory, except for one thing: the weak point is a separate target. Enjoy!

After the battle, go back down and almost to the exit of the next screen, but instead of going back further, go down the steps into a random portal to Hell. Go down to get back to Serdio. Go back to the place where the swirling black vortex was, but before going into it, go into the gate past the guards.

Shadow Blade, Light Sword, Dark Doel (Thunder)

=====

Good news and bad news. Good news: he's no longer a Dragoon and can't put up a barrier that makes him immune to everything. Bad news: you have three parts to kill. A neat trick here (especially if you suck with Albert's additions, like I do) is to use Psychadelic Bomb X. It instantly kills both swords. Otherwise, just fight as usual, because he's easy.

Now, leave the palace, go into the swirling vortex, go back to where Michael attacked you, and go to the next screen. You'll want to give Meru a Therapy Ring. At the intersection on the next screen, go left and up the stairs and go as far as you can.

Archangel (Light; duh, he's an archangel)

=====

This is a character you've never seen or heard of before. I believe it's the deity of the Winglies. Regardless, he has an attack like Claire's 4 Gods Destruction, so beware of that. You should also be really glad that Meru's extremely fast. She'll often get two attacks in a row.

After the battle, ride the pillar of light up. What!? I KNEW they were screwin' with us. Let's kick their ASS! Follow the static-free path to the next screen. Walk left, jump across the gap, and round the bend up the stairs to the next screen. Okay, save here, arm yourself, and head to the next screen.

Super Virage (Neutral)

=====

Remember this guy from Kadessa? Well this one is a lot stronger and has A LOT more HP, but at least it won't self-destruct. Just use the same strategy as before, this time pumping attack item after attack item into it. Psychadelic Bomb X works well. This guy's really slow, so don't worry too much. Well, slow compared to some bosses you've fought. He attacks about once per character, but that's because there are three targets attacking. Kill some off and that'll change. Like with every Virage, the head is a quick kill. However, if you kill the head, it may self-destruct, so I go with the body for the quick kill. Maybe it's just me, but I think this guy's really easy.

On the screen after the Super Virage, grab the Detonate Arrow. Remember the Detonate Rock? Well, it's a weapon now. Seriously, don't forget to save. You're about to go through hell. You may want to equip Dart's Dragoon Armor, but personally, I prefer the Armor of Legend here. You may also want to put Meru in your party. Go up to the next screen and buckle your seatbelt.

Zieg Feld (Fire)

=====

Dart, you imbecile, didn't you learn ANYTHING from Mappi!? My first time through the game, this is the only time I healed during battle, other than Faust. Well, you can't use Special, which would've been great with Meru. This guy is tough! He doesn't have an army of Winglies and a three-headed, two-legged elephant, but he can still dish out the pain. Keep in mind that Zeig has every attack that Dart had as a Dragoon, including Red-Eye Dragon. I've never seen him use explosion, though. One important thing to note is that Dart's first attack on Zeig will always result in no damage and will ALWAYS be followed by Final Burst. After that, Zeig's fair game to anyone. Even if Meru can't use Special, her magic is still great here because she's an excellent magic user and can hit Zeig with his weakness. Zeig also counters, so be careful with your additions. Using some sort of strategy, you should be alright.

After a bunch of plot twists, go back and save. If you're using Rose, make sure you equip her with her best weapon, which you just received. No spoilers, remember. You may also want to build up/practice with your Dragoon Spirit. When you're ready, approach the hideous creature and get ready. By the way, you're completely healed after the battle with Zeig.

Melbu Frahma (Neutral)

=====

I used Rose and Haschel, but Rose and Albert are a very popular team. My wife even used Rose and Miranda. The only reason not to use Rose is if you want a challenge. Rose is the hardest hitter in the game with her new weapon and her additions are really easy. She's also a half-decent healer. Okay, if you decided to completely disregard my suggestions to get the Psychadelic Bomb X and just have the Psychadelic Bomb, now is the time to use it. Get those damn tentacles OUT of there. Failing attack items of any sort or insufficient damage from them, use magic, especially try Dart's new Divine DG Ball. Yup, it looks just like the Divine Dragon's. Same deal with Divine DG Cannon, but that's a single-target spell. This makes the battle easier, just having Melbu attack you instead of Melbu and 4 other targets. Any other attack items you have will be useful to do the same, but if you have some left over once they're gone, just save them. You may need them later. Make a note of one thing: the Divine Dragoon's Addition is STRONGER than a mastered Blazing Dynamo. For this reason, transform whenever your SP is full. Divine Dragoon Cannon is also really strong, but you may want to conserve your MP for later in the battle. By the way, the Divine Dragoon looks really cool, including the transformation, but the eye patch looks dumb and so does the sword once it's in his hand. I would advise against his special, though, because Melbu's attacks get stronger as well should you choose to do so. I would also advise you not to waste your time transforming any male characters other than Dart into Dragoons unless you really need Albert's Blossom Storm. Their magic and Dragoon Additions suck against Melbu Frahma. Same deal with any female character other than for healing or Meru. Just wail away on this guy, you shouldn't have too much trouble.

=====

What just happened? Yeah, he kinda destroyed the world inside the moon and you have to keep fighting. This form's a little tougher because of one attack. There's this attack he does where he sucks your character (yes, even a Dragoon) in. It's mildly amusing to watch whoever it is tap on the glass. After a while, he shoots him/her out of a cannon into another character. Wacky. It's HILARIOUS unless you consider that this does anywhere from 1000 to 2000 damage to both characters. His other attacks are nothing to worry about, but keep those HP up. He should go down after a while.

=====

ANOTHER!? Oooooohhhhhh yeah. This one creates little kamikaze dealies, too, which is where the other attack items come in. His attacks are fairly powerful, including an instant death one. This form looks the coolest, I think. I've been told that the sky changes and his attacks with it, but I've never fought him long enough for that to happen and I wasn't really paying attention when my wife fought him. I actually killed him with a Demon's Dance, a 4-hit Divine Dragoon addition, and a Violet Dragon. He doesn't last that long at all.

=====

How many forms ARE there!? Despair not, this is the last one. It looks like a skeleton fish with a mushroom cap on it. UNLOAD on this guy, he's the end. Divine Dragoon Cannon, Dragon summons from non-healer female characters, anything you've got. Dragons from Male characters don't do that much more damage than their Ultimate Additions. This is where you've got to make it count, because when this guy hits, IT HURTS. He also has an instant death attack that you need to worry about. Now that you mention it, Miranda with a

Talisman isn't that bad of an idea. I just brought 2 Angel's Prayers into battle and I didn't even need to use them. This guy has magic attacks that only he and Faust have. Damn Winglies. If you have trouble with Melbu Frahma, I can almost guarantee that it will be with this form, though I still thought he was really easy.

FINALLY, it's over. Enjoy the ending and stick around after the credits for a short scene. Sorry the lips don't match, but it's cool anyway.

=====
VI. Additions
=====

Additions, except for the first and last one, usually either specialize in strength or SP. Keep that in mind when you choose an addition. Since I rarely use Dragoons, I tend to go for strength. Each character starts with one addition. Every other addition except for the last one is gained at a certain level. The last one is acquired when all the others are mastered, that is have reached level 5. To level up an addition, use it 20 times successfully. You can check the "experience" of your additions on the menu screen under additions. I have given what each one does at each level, how many button hits it involves, what level it is learned at, and its difficulty according to my standards. Note: Gust of Wind Dance and 5-Ring Shattering have been shortened for space issues. Other Note: additions with a star next to them cannot be countered.

Fire

Double Slash* 1 Hit Initial Very Easy

Level 1	150%	35 SP
Level 2	157%	35 SP
Level 3	165%	35 SP
Level 4	180%	35 SP
Level 5	202%	35 SP

Volcano 3 Hits Level 2 Easy

Level 1	200%	20 SP
Level 2	210%	24 SP
Level 3	220%	28 SP
Level 4	230%	32 SP
Level 5	250%	36 SP

Burning Rush* 2 Hits Level 8 Easy

Level 1	150%	30 SP
Level 2	150%	45 SP
Level 3	150%	60 SP
Level 4	150%	75 SP
Level 5	150%	102 SP

Crush Dance 4 Hits Level 15 Easy

Level 1	150%	50 SP
Level 2	172%	60 SP
Level 3	195%	75 SP
Level 4	217%	85 SP

Level 5 250% 100 SP

Madness Hero* 5 Hits Level 22 Easy

Level 1 100% 60 SP

Level 2 100% 90 SP

Level 3 100% 120 SP

Level 4 100% 150 SP

Level 5 100% 204 SP

Moon Strike 6 Hits Level 29 Average

Level 1 200% 20 SP

Level 2 240% 20 SP

Level 3 280% 20 SP

Level 4 320% 20 SP

Level 5 350% 20 SP

Blazing Dynamo* 7 Hits Mastery Average

Level 1 250% 100 SP

Level 2 300% 110 SP

Level 3 350% 120 SP

Level 4 400% 130 SP

Level 5 450% 150 SP

Dark

Whip Smack* 1 Hit Initial Very Easy

Level 1 100% 35 SP

Level 2 125% 35 SP

Level 3 150% 35 SP

Level 4 175% 35 SP

Level 5 200% 35 SP

More and More* 2 Hits Level 14 Easy

Level 1 150% 30 SP

Level 2 150% 45 SP

Level 3 150% 60 SP

Level 4 150% 75 SP

Level 5 150% 102 SP

Hard Blade 5 Hits Level 19 Average

Level 1 100% 35 SP

Level 2 150% 35 SP

Level 3 200% 35 SP

Level 4 250% 35 SP

Level 5 300% 35 SP

Demon's Dance 7 Hits Mastery Average

Level 1 200% 100 SP

Level 2 280% 100 SP

Level 3 360% 100 SP

Level 4 440% 100 SP

Level 5 500% 100 SP

Wind

Harpoon* 1 Hit Initial Very Easy

Level 1 100% 35 SP

Level 2 110% 38 SP

Level 3 120% 42 SP

Level 4 130% 45 SP

Level 5 150% 50 SP

Spinning Cane* 2 Hits Level 5 Easy

Level 1 100% 35 SP

Level 2 125% 35 SP

Level 3 150% 35 SP

Level 4 175% 35 SP

Level 5 200% 35 SP

Rod Typhoon 4 Hits Level 7 Easy

Level 1 150% 30 SP

Level 2 162% 45 SP

Level 3 174% 60 SP

Level 4 186% 75 SP

Level 5 202% 100 SP

Gust Wind Dance 6 Hits Level 11 Fairly Difficult

Level 1 200% 35 SP

Level 2 240% 35 SP

Level 3 280% 35 SP

Level 4 320% 35 SP

Level 5 350% 35 SP

Flower Storm 7 Hits Mastery Hard

Level 1 300% 60 SP

Level 2 324% 90 SP

Level 3 348% 120 SP

Level 4 372% 150 SP

Level 5 405% 202 SP

Thunder

Double Punch* 1 Hit Initial Very Easy

Level 1 100% 35 SP

Level 2 110% 38 SP

Level 3 120% 42 SP

Level 4 130% 45 SP

Level 5 150% 50 SP

Flurry of Styx* 2 Hits Level 14 Easy

Level 1	150%	20 SP
Level 2	162%	20 SP
Level 3	174%	20 SP
Level 4	186%	20 SP
Level 5	202%	20 SP

Summon 4 Gods 3 Hits Level 18 Easy

Level 1	100%	50 SP
Level 2	100%	61 SP
Level 3	100%	75 SP
Level 4	100%	86 SP
Level 5	100%	100 SP

5-Ring Shatter* 4 Hits Level 22 Average

Level 1	150%	35 SP
Level 2	187%	35 SP
Level 3	225%	40 SP
Level 4	262%	45 SP
Level 5	300%	50 SP

Hex Hammer 6 Hits Level 26 Extremely Difficult

Level 1	200%	15 SP
Level 2	250%	15 SP
Level 3	300%	15 SP
Level 4	350%	15 SP
Level 5	400%	15 SP

Omni Sweep* 7 Hits Mastery Fairly Difficult

Level 1	300%	50 SP
Level 2	345%	75 SP
Level 3	390%	100 SP
Level 4	435%	125 SP
Level 5	501%	150 SP

Water

Double Smack* 1 Hit Initial Very Easy

Level 1	100%	20 SP
Level 2	110%	24 SP
Level 3	120%	28 SP
Level 4	130%	32 SP
Level 5	150%	34 SP

Hammer Spin* 3 Hits Level 21 Average

Level 1	150%	35 SP
Level 2	162%	43 SP
Level 3	174%	51 SP
Level 4	186%	59 SP
Level 5	202%	70 SP

Cool Boogie 4 Hits Level 26 Easy

Level 1	100%	60 SP
Level 2	100%	90 SP
Level 3	100%	120 SP
Level 4	100%	150 SP
Level 5	100%	200 SP

Cat's Cradle 6 Hits Level 30 Fairly Difficult

Level 1	150%	20 SP
Level 2	195%	20 SP
Level 3	240%	20 SP
Level 4	285%	20 SP
Level 5	351%	20 SP

Perky Step 7 Hits Mastery Hard

Level 1	200%	100 SP
Level 2	300%	100 SP
Level 3	400%	100 SP
Level 4	500%	100 SP
Level 5	600%	100 SP

Earth

Pursuit* 1 Hit Initial Very Easy

Level 1	100%	35 SP
Level 2	110%	38 SP
Level 3	120%	42 SP
Level 4	130%	45 SP
Level 5	150%	50 SP

Inferno* 3 Hits Level 23 Easy

Level 1	100%	20 SP
Level 2	125%	20 SP
Level 3	150%	20 SP
Level 4	175%	20 SP
Level 5	200%	20 SP

Bone Crush* 5 Hits Mastery Easy

Level 1	200%	100 SP
Level 2	220%	100 SP
Level 3	240%	100 SP
Level 4	260%	100 SP
Level 5	300%	100 SP

=====

VII. Dragoons

=====

Dragoons are essentially a boost in power and coolness. To become a Dragoon you first have to get the character's spirit. I won't give you which character has which one because I don't like spoilers. After you get that, in battle, each hit of your additions gives you SP, the amount varying depending upon the addition, or in Light's case, her Dragoon level. Once you get 100 SP, you can transform. Once you transform, the number of SP you have is truncated to the

nearest 100. Each 100 SP you have when you transform gives you one attack of a Dragoon. SP is also a determining factor for your Dragoon level. For each Dragoon level, your maximum SP increases by 100 and your maximum MP goes up by 20. When you acquire enough SP (whether or not your SP gauge is full), you go up a Dragoon level. You can also raise your "Dragoon experience" by acquiring SP through other mediums, such as Spirit Potions and equipment which regenerates SP or gives you some when you get hit. The amount of SP you need for a Dragoon Level up varies from character to character, but a good general guide is 1000 SP to reach D'Lv 2, 6000 SP to reach D'Lv 3, 12,000 SP to reach D'Lv 4, and 20,000 SP to reach D'Lv 5. This is cumulative, so you don't have to get 39,000 SP total, you need a total of 20,000 SP. Meru's are different, but I think only D'Lv 2 and 3 are different. So Dragoons also have the ability to use magic and have a different addition, but it's the same for each character. There's this wheel with a spark and when you hit the button, the spark goes around the wheel. You have to hit the button when the spark reaches the top. Oh, it sounds easy, but I usually only get 3 or 4 out of 5. The exceptions are the Golden Dragoon, who not only has 3 spells instead of 4, but also has only 4 hits in his addition instead of 5 and the White Silver Dragoon, who has no Dragoon Addition. This is irrelevant at the end of the game, since mastered final additions are a lot stronger than complete Dragoon additions. There is a way to do them automatically. Everyone in your party needs to have their Dragoon Spirit and their SP gauge has to be completely full. Then, each character will have the "Special" option next to "Dragoon." This not only transforms everyone into Dragoons, but it also makes the user's elemental stronger, the opposing elemental weaker, and the user's Dragoon Addition is automatically perfect. Dragoons also have their own magic. Below is listed a short synopsis of each Dragoon and their spells. One last thing, Dragon summons are mainly for show, since they're not that much stronger than your other spells and they cost 80 MP. Besides, all the dragons look like space ships.

Red-Eye Dragoon

This Dragoon has a really freakin' cool transformation. If you want a good, solid attacker, this is your Dragoon! It has no utility spells, though. By the way, the game says 175% for the dragon, but I'm pretty sure that's not accurate. My guess would be more like 75% or maybe 100%.

Flame Shot	50%	Single
Explosion	25%	All
Final Burst	75%	Single
Red-Eye Dragon	175%	All

Dark Dragoon

This Dragoon has a really cool addition and transformation. This one's really useful and if you're strong enough, can pose as your healer. Astral Drain does great damage and also heals all of your characters. Demon's Gate isn't all that useful because instant death doesn't work on bosses, which is the only place where you normally use them. Personally, I build up way too much, so I use this Dragoon as my healer.

Astral Drain	25%	Single & Heal
Death Dimension	25%	All & Fear
Demon's Gate	N/A	Instant Death All
Dark Dragon	100%	Single

Jade Dragoon

This is a Dragoon with a mediocre transformation. This has one utility spell, which halves the damage you take for three rounds. That's ok, but it's kinda pointless if all your guys have Phantom Shields. Personally, I don't really care for this one as much as some of the others.

Wing Blaster	25%	All	
Blossom Storm	50%	All	This reduces damage for three turns.
Gaspless	75%	Single	
Jade Dragon	75%	All	

White Silver Dragoon

Here's a Dragoon, with a beautiful transformation, which captures the beauty of the feminine spirit. That's not really a spoiler, since there are three female characters. Here's the opposite end of the spectrum of the Red-Eye Dragoon, too much utility magic. Seriously, there are two non-healing spells, including the Dragon summon, which does damage AND heals your party. This is the only Dragon in the entire game that's worth the cost. The problem here is the lack of attack magic. I don't particularly care for this Dragoon either.

Moon Light	100%	Single	Heals a character completely and dispels bad status. Revives dead at 1/2 HP.
Star Children	25%	All	
Gates of Heaven	100%	All	Heals all characters completely.
W Silver Dragon	100%	All	Damages all enemies and heals all allies completely.

Violet Dragoon

This Dragoon, which is useless for a variety of reasons, but has a cool transformation. Unfortunately, the Dragoon itself looks dumb. It's too pastel-drawn. The Dragoon Addition looks really cool, though. All of the spells are attack spells, the Dragon is SINGLE TARGET, like all the other spells. The spells are also pretty weak. I don't like this Dragoon at all.

Atomic Mind	50%	Single	
Thunder Kid	65%	Single	
Thunder God	75%	Single	
Violet Dragon	100%	Single	

Blue Sea Dragoon

This Dragoon has a really cool transformation and is a GREAT Dragoon. It has a decent number of attack spells and an all-target healing spell. The Dragon is single target, but the Dragons aren't all that useful anyway. This is a great alternative to the White Silver Dragoon if you need more of a healer than the Dark Dragoon. This one also looks really cool!

Freezing Ring	50%	Single	
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Rainbow Breath 50% All Heals all characters by 1/2 of their maximum HP
and dispels bad status.

Diamond Dust 50% All

Blue Sea Dragon 100% Single

Golden Dragoon

This Dragoon has a somewhat cool transformation, but the Dragoon itself sucks. Not only does the armor make it look fat, but there are only three spells, the spell multipliers are crap and the magic attack is low to begin with. The only redeeming qualities is that there are only 4 hits in the Dragoon Addition and that each spell targets all enemies, but like I said, Dragoon Additions are outdone by mastered final additions. I like this Dragoon even less than the Violet Dragoon. Oh yeah, special thanks to my wife's former roommate, who also pointed out that while the Golden Dragon can be seen as spaceship-like in appearance, you may think it more closely resembles a Tonka Truck.

Grand Stream 25% All

Meteor Strike 50% All

Golden Dragon 75% All

=====
VIII. Weapons
=====

Weapons are sorted by their attack rating.

Swords

Broad Sword

Attack - 2

Special - None

Location - Dart's initial weapon

Bastard Sword

Attack - 7

Special - None

Location - Limestone Cave, Bale

Heat Blade

Attack - 18

Special - Fire Elemental

Location - Kazas

Falchion

Attack - 26

Special - None

Location - Fueno

Mind Crush

Attack - 34

Special - Randomly confuses enemy

Location - Kadessa

Fairy Sword

Attack - 39

Special - Gain 50% more SP from additions

Location - Ulara

Claymore

Attack - 44

Special - None

Location - Moon (shop)

Soul Eater

Attack - 75

Special - Drains 10% of maximum HP each round
(cancel with Therapy Ring)

Location - Polter Armor

Rapiers

Rapier

Attack - 13

Special - None

Location - Rose's initial weapon

Demon Stiletto

Attack - 18

Special - Randomly causes fear in target

Location - Shirley's Shrine

Shadow Cutter

Attack - 24

Special - Dark Elemental

Location - Fletz

Dancing Dagger

Attack - 30

Special - None

Location - Phantom Ship, Furni

Flamberge

Attack - 35

Special - Randomly stuns an enemy

Location - Kashua Glacier (Segundo)

Gladius

Attack - 40

Special - Randomly kills an enemy

Location - Death Frontier, Zenebatos

????? (it's a spoiler, but trust me, it's good)

Attack - 100
Special - None
Location - Moon (don't worry, you get it automatically)

Spears

Spear

Attack - 4
Special - None
Location - Lavitz's initial weapon

Lance

Attack - 19
Special - None
Location - Lohan

Twister Glaive

Attack - 28
Special - Wind Elemental
Location - Kazas

Glaive

Attack - 37
Special - None
Location - Queen Fury

Spear of Terror

Attack - 45
Special - Randomly frightens an enemy
Location - Deningrad

Partisan

Attack - 56
Special - None
Location - Vellweb (Primero)

Halberd

Attack - 65
Special - None
Location - Moon (shop)
- Zackwell (occasionally, according to Dave14583@aol.com)

Bows

Short Bow

Attack - 3
Special - None
Location - Shana's initial weapon

Sparkle Arrow

Attack - 9
Special - Light Elemental
Location - Bale

Long Bow

Attack - 18
Special - Adds 30% to physical accuracy
Location - Kazas

Bemusing Arrow

Attack - 24
Special - Randomly causes confusion
Location - Fueno

Virulent Arrow

Attack - 30
Special - Randomly Poisons an enemy
Location - Kashua Glacier (Segundo)

Arrow of Force

Attack - 40
Special - Gain 50% more SP from attacking
Location - Ulara

Detonate Arrow

Attack - 50
Special - Hits all targets with each attack
Location - Moon (chest)

Gloves

Iron Knuckle

Attack - 20
Special - None
Location - Haschel's initial weapon

Beast Fang

Attack - 31
Special - Randomly stuns an enemy
Location - Lizard Men, Queen Fury

Diamond Claw

Attack - 37
Special - None

Location - Deningrad

Brass Knuckles

Attack - 43

Special - Randomly kills an enemy

Location - Windigo

Thunder Fist

Attack - 49

Special - Thunder Elemental

Location - Ulara

Destroyer Mace

Attack - 55

Special - As your HP decreases, this gets stronger

Location - Moon (shop)

Hammers

Mace

Attack - 15

Special - None

Location - Meru's initial weapon

Pretty Hammer

Attack - 15

Special - Doubles the amount of SP gained from additions

Location - Last Kraken

Morning Star

Attack - 20

Special - None

Location - Fueno

War Hammer

Attack - 25

Special - None

Location - Wingly Forest

Heavy Mace

Attack - 30

Special - Randomly stuns an enemy

Location - Kashua Glacier, Vellweb (Primer)

Basher

Attack - 40

Special - None

Location - Moon (shop)

Axes

Axe

Attack - 45
Special - None
Location - Kongol's initial weapon

Tomahawk

Attack - 59
Special - None
Location - Deningrad

Battle Axe

Attack - 67
Special - None
Location - Kashua Glacier (Segundo)

Great Axe

Attack - 79
Special - Randomly stuns an enemy
Location - Zenebatos (Shop)

Indora's Axe

Attack - 88
Special - Randomly kills an enemy
Location - Indora

=====
IX. Armor
=====

Armor

Armor is sorted who wears them (according to my character order), by sum of its defense rating and its magic defense rating. Aside from that, the Dragoon Armors have been placed right before for the Armor of Legend.

Leather Armor

Defense - 2
Magic Defense - 2
Special - None
Location - Dart's initial armor
Characters - Dart, Lavitz, Albert

Scale Armor

Defense - 8
Magic Defense - 8
Special - None
Location - Bale

Characters - Dart, Lavitz, Albert

Chain Mail

Defense - 20

Magic Defense - 24

Special - None

Location - Fletz

Characters - Dart, Lavitz, Albert

Plate Mail

Defense - 27

Magic Defense - 20

Special - None

Location - Fueno

Characters - Dart, Lavitz, Albert

Saint Armor

Defense - 34

Magical Defense - 34

Special - When physically attacked, gain 20 SP

Location - Kashua Glacier (Segundo)

Characters - Dart, Albert

Armor of Yore

Defense - 35

Magical Defense - 35

Special - Prevents physical ailments

Location - Fort Magrad

Characters - Dart, Albert, Kongol

Clothes

Defense - 4

Magic Defense - 5

Special - None

Location - Shana's initial armor

Characters - Any female character

Leather Jacket

Defense - 7

Magic Defense - 12

Special - None

Location - Bale

Characters - Any female character

Silver Vest

Defense - 13

Magic Defense - 17

Special - Raises physical evade by 5%

Location - Donau

Characters - Any female character

Angel's Robe

Defense - 10
Magical Defense - 20
Special - Randomly revives your character from death
Location - Lohan (chest)
Characters - Any female character except Rose

Robe

Defense - 25
Magical Defense - 35
Special - When magically attacked, gain 20 SP
Location - Kashua Glacier (Segundo)
Characters - Any female character

Sparkle Dress

Defense - 19
Magic Defense - 45
Special - When physically attacked, gain 20 SP
Location - Fueno
Characters - Any female character

Rainbow Dress

Defense - 32
Magical Defense - 55
Special - Prevents physical ailments
Location - Zenebatos
Characters - Any female character

Disciple Vest

Defense - 13
Magical Defense - 8
Special - None
Location - Haschel's initial armor
Characters - Haschel

Warrior Dress

Defense - 25
Magical Defense - 23
Special - Adds 10% to physical evade
Location - Barrens, Queen Fury
Characters - Haschel (tee hee, he's wearing a dress)

Energy Girdle

Defense - 37
Magical Defense - 26
Special - Adds 50% to SP gained from additions
Location - Vellweb (Primero)
Characters - Haschel (tee hee, he's wearing a girdle)

Master's Vest

Defense - 30
Magical Defense - 29
Special - When physically attacked, gain 20 SP
Location - Deningrad

Characters - Haschel

Satori Vest

Defense - 40
Magical Defense - 31
Special - Prevents physical ailments
Location - Rouge (chest)
Characters - Haschel

Lion Fur

Defense - 46
Magical Defense - 20
Special - None
Location - Kongol's initial armor
Characters - Kongol

Breast Plate

Defense - 59
Magical Defense - 14
Special - None
Location - Deningrad
Characters - Kongol

Giganto Armor

Defense - 75
Magical Defense - 25
Special - When physically attacked, gain 20 SP
Location - Mountain of the Mortal Dragon, Vellweb (Primero)
Characters - Kongol

Red-Eye Dragoon Armor

Defense - 41
Magical Defense - 40
Special - Makes wearer immune to fire elemental attacks
Location - Zenebatos (shop), Moon (shop)
Characters - Dart

Dark Dragoon Armor

Defense - 41
Magical Defense - 42
Special - Makes wearer immune to dark elemental attacks
Location - Zenebatos (shop), Moon (shop)
Characters - Rose

Jade Dragoon Armor

Defense - 54
Magical Defense - 27
Special - Makes wearer immune to wind elemental attacks
Location - Zenebatos (shop), Moon (shop)
Characters - Albert

White Silver Dragoon Armor

Defense - 27
Magical Defense - 80
Special - Makes wearer immune to light elemental attacks
Location - Divine Tree, Moon (shop)
Characters - Miranda

Violet Dragoon Armor

Defense - 45
Magical Defense - 40
Special - Makes wearer immune to thunder elemental attacks
Location - Moon (shop)
Characters - Haschel

Blue Sea Dragoon Armor

Defense - 30
Magical Defense - 54
Special - Makes wearer immune to water elemental attacks
Location - Zenebatos (shop)
Characters - Meru

Golden Dragoon Armor

Defense - 88
Magical Defense - 23
Special - Makes wearer immune to earth elemental attacks
Location - Moon (shop), Moon (Kongol's Illusion)
Characters - Kongol

Armor of Legend

Defense - 127
Magical Defense - 0
Special - Adds 50% to physical evade
Location - Deningrad
Characters - Any

----- Helmets

Helmets are separated by gender, then ordered by the sum of defense, magic defense, and magic attack. Any helmets that are for all characters are ordered by my own system (yeah, all four of them).

Bandana

Defense - 0
Magical Defense - 0
Magical Attack - 3
Special - None
Location - Initial helmet of Dart
Characters - Any male character

Sallet

Defense - 0
Magical Defense - 0
Magical Attack - 8
Special - Adds 10% to physical accuracy

Location - Bale
Characters - Any male character

Armet

Defense - 0
Magical Defense - 5
Magical Attack - 23
Special - None
Location - Kazas
Characters - Any male character

Giganto Helmet

Defense - 10
Magical Defense - 5
Magical Attack - 14
Special - When magically attacked, gain 20 SP
Location - Furni
Characters - Kongol

Soul Headband

Defense - 5
Magical Defense - 5
Magical Attack - 25
Special - When magically attacked, gain 20 SP
Location - Deningrad
Characters - Haschel

Knight Helmet

Defense - 5
Magical Defense - 0
Magical Attack - 37
Special - When magically attacked, gain 20 SP
Location - Valley of Corrupted Gravity, Fueno
Characters - Dart, Albert

Felt Hat

Defense - 0
Magical Defense - 0
Magical Attack - 5
Special - None
Location - Initial helmet of Shana
Characters - Any female character

Cape

Defense - 0
Magical Defense - 0
Magical Attack - 17
Special - None
Location - Lohan
Characters - Any female character

Tiara

Defense - 5

Magical Defense - 0
Magical Attack - 29
Special - Adds 10% to magical accuracy
Location - Donau
Characters - Any female character

Rose's Hairband

Defense - 0
Magical Defense - 0
Magical Attack - 36
Special - Prevents instant death
Location - Vellweb
Characters - Rose (you should've guessed)

Jeweled Crown

Defense - 0
Magical Defense - 5
Magical Attack - 42
Special - When magically attacked, gain 20 SP
Location - Undersea Cavern, Deningrad
Characters - Any female character except Rose

Dragon Helmet

Defense - 10
Magical Defense - 0
Magical Attack - 50
Special - Adds 50% to max HP
Location - Mountain of Mortal Dragon
Characters - Any

Magical Hat

Defense - 0
Magical Defense - 10
Magical Attack - 50
Special - Adds 50% to Max MP
Location - Aglis
Characters - Any

Phoenix Plume

Defense - 0
Magical Defense - 10
Magical Attack - 30
Special - Prevents mental ailments
Location - Red Bird, Kashua Glacier
Characters - Any

Legend Casque

Defense - 0
Magical Defense - 127
Magical Attack - 50
Special - Adds 50% to magical evade
Location - Lohan
Characters - Any

Boots

Boots are ordered according to their usefulness in my opinion.

Leather Boots

Defense - 0
Special - None
Location - Initial boots of Dart
Characters - Any male character

Leather Shoes

Defense - 0
Special - None
Location - Initial boots of Shana
Characters - Any female character

Magical Greaves

Defense - 0
Special - Increases physical and magical evade by 5%
Location - Ulara
Characters - Any

Iron Kneepiece

Defense - 5
Special - None
Location - Kazas
Characters - Any male character

Soft Boots

Defense - 5
Special - None
Location - Fletz
Characters - Any female character

Combat Shoes

Defense - 5
Special - Add 5% to physical evade
Location - Furni
Characters - Any male character

Stardust Boots

Defense - 5
Special - Add 5% to magical evade
Location - Deningrad
Characters - Any female character

Bandit's Shoes

Defense - 0
Special - Adds 20 to speed
Location - Drake, Death Frontier
Characters - Any male character

Dancer's Shoes

Defense - 0
Special - Adds 20 to speed
Location - Kadessa, Cute Cat
Characters - Any female character

Accessories

These are sorted by my own system. Question it if you must, but I find them easy to find. On the left is the name, in the middle is the location, and on the right is what the accessory does. Note: some of the locations are abbreviated due to space issues.

Bracelet	Initial equip	Does nothing, it's just a placeholder.
Physical Ring	10 Stardust	Increases maximum HP 50%
Amulet	20 Stardust	Doubles maximum MP
Fake Power Wrist	Kazas	Adds 5 to attack
Power Wrist	Lohan	Adds 10 to attack
Fake Shield	Kazas	Adds 5 to defense
Knight Shield	Bale	Adds 10 to defense
Giganto Ring	Vellweb (Shop)	Adds 20 to physical attack and defense
Magical Ring	Wingly Forest	Adds 30 to magical attack
Spiritual Ring	Wingly Forest	Adds 30 to magical defense
Attack Badge	Furni	Adds 20 to physical and magical attack
Guard Badge	Kashua (Shop)	Adds 20 to physical and magical defense
Dancer's Ring	Flanvel	Adds 20 to speed (Female characters only)
Bandit's Ring	Giganto Home	Adds 20 to speed (Male characters only)
Wargod's Amulet	Urobolus	Increase accuracy by 20%
Elude Cloak	Furni	Adds 20% to physical evade
Spirit Cloak	Wingly Forest	Adds 20% to magical evade
Sage's Cloak	Ulara	Adds 20% to physical and magical evade
Red-Eye Stone	Fire Bird	Reduce fire elemental damage by half
Blue Sea Stone	Damia	Reduce water elemental damage by half
Dark Stone	Kamuy	Reduce dark elemental damage by half
Silver Stone	Shirley	Reduce light elemental damage by half
Jade Stone	Syuveil	Reduce wind elemental attacks by half
Golden Stone	Belzac	Reduce earth elemental attacks by half
Violet Stone	Kanzas	Reduce thunder elemental attacks by half
Dragon Shield	Lohan	Take physical damage by half
Angel Scarf	Lohan	Take magical damage by half
Phantom Shield	Lohan	Take all damage by half
Wargod's Sash	30 Stardust	Gain 50% more SP
Therapy Ring	Hellena, Faust	Recover 10% of maximum HP each turn
Mag Ring	Flanvel	Recover 10 MP each turn
Spirit Ring	Black Castle	Recover 20 SP each turn
Platinum Collar	Fletz	When physically damaged, gain 10 MP
Sapphire Pin	Fletz	When magically damaged, gain 10 MP
Emerald Earring	Fletz	When physically damaged, gain 20 SP
Ruby Ring	Fletz	When magically damaged, gain 20 SP
Stun Guard	Fletz	Prevents stunning
Protector	Fletz	Prevents arm-blocking
Poison Guard	Fletz	Prevents poison
Bravery Amulet	Fletz	Prevents fear
Magic Ego Bell	Fletz	Prevents bewitchment
Panic Guard	Fletz	Prevents confusion
Active Ring	Fletz	Prevents dispiriting

Destone Amulet	Furni	Prevents petrification
Talisman	Gravity Valley	Prevents instant death
Rainbow Earring	40 Stardust	Prevents all status ailments
Holy Ankh	Crystal Palace	May automatically revive your character
Wargod Calling	Lohan	Automatic Addition, Half Damage and SP
Ultimate Wargod	Lohan	Automatic Addition (Counts towards total)

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X. Items
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Healing

Healing Potion - Restores half of target's maximum HP
Healing Breeze - Restores half of everyone's maximum HP
Healing Fog - Restores target's HP to full
Healing Rain - Restores everyone's HP to full
Sun Rhapsody - Restores target's MP to full
Moon Serenade - Restores everyone's MP to full
Spirit Potion - Restore 100 of target's SP
Body Purifier - Fixes Poison, Stun, and Arm Block
Mind Purifier - Fixes Fear, Bewitchment, Confusion, and Bewitchment
Depetrifier - Fixes Petrified
Angel's Prayer - Revives one dead character to half HP

Attack

Status

Midnight Terror - Causes fear
Stunning Hammer - Causes stun
Poison Needles - Causes poison
Panic Bell - Causes confusion
Sachet - 10 Damage and Sleep (good for special enemies)
Total Vanishing - Causes instant death

Weak (Single/Multi)

Burn Out - Fire
Spear Frost - Water
Spinning Gale - Wind
Pellet - Earth
Dark Mist - Dark
Trans Light - Light
Spark Net - Thunder

Medium (All/Multi)

Gushing Magma - Fire
Fatal Blizzard - Water
Rave Twister - Wind
Meteor Fall - Earth
Black Rain - Dark
Dancing Ray - Light
Thunderbolt - Thunder

Strong (All)

Burning Wave - Fire
Frozen Jet - Water
Down Burst - Wind
Gravity Grabber - Earth
Night Raid - Dark
Spectral Flash - Light
Flash Hall - Thunder
Detonate Rock - Neutral

Misc.

Recovery Ball - Random recovery item
Attack Ball - Random attack item
Charm Potion - Reduces number of battles

Repeat

Psychadelic Bomb X - Multipliable attack item that does a lot of damage
Power Up - Doubles physical attack and defense (3 Turns)
Speed Up - Doubles speed (3 Turns)
Power Down - Cuts physical attack and defense in half (3 Turns)
Speed Down - Cuts speed in half (3 Turns)
Material Shield - Immunity to physical attacks (3 Turns)
Magic Shield - Immunity to magical attacks (3 Turns)
Magic Sig Stone - Arm Block (3 Turns)
Pandemonium - Enemies only attack target (3 Turns)
Smoke Ball - Escape from battle

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XI. Stardust

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Seles

Stardust #01: Second tombstone from the left in Seles.

Bale

Stardust #02: In the well northeast of the entrance
Stardust #03: In the spears in the foreground of the weapon shop
Stardust #04: In the fireplace in the basement of Indel Castle
Stardust #05: In the upper-left corner of the second floor of Indel Castle
(the basement is floor 0)
Stardust #06: In Lavitz's kitchen on the spice rack by his mom
Stardust #07: In the secret wine cellar, accessible only by boat.

Hoax

Stardust #08: Before the night raid, in the fireplace, downstairs, in the house on the upper left.
Stardust #09: Before the night raid, go back into the office and check the candle in the lower left corner.

Marshland

Stardust #10: Near the bed in the fortress. It's either under the bed or in

the bucket next to it.

Lohan

- Stardust #11: In the urn to the right of the fallen blue sign in the background at the entrance.
- Stardust #12: In the basket on the left side of the tournament entrance. It's a bit north of the pig.
- Stardust #13: In the suit of armor in Dabas's Shop.
- Stardust #14: In the furnace in the basement. Consult the walkthrough for further details.

Kazas

- Stardust #15: First door on your left, between two barrels by the entrance.
- Stardust #16: First door on your right, up the ladder, in the messy pile to the left of the chest containing an Attack Ball.
- Stardust #17: In the corner of the weapon shop in the same room as the shopkeeper.
- Stardust #18: On the bookshelf in the first home in the slums.
- Stardust #19: In barrels on the left side near the entrance of the clinic.
- Stardust #20: In a different set of barrels near the stairs on the left side of the clinic.

Fletz

- Stardust #21: On the opening screen, it's on the second house back with a ladder. Check the southeast side to find it.
- Stardust #22: In the bar where you meet Kaffi. It's in the box before you head into the main room.
- Stardust #23: In the box of weapons left of the entrance of the weapon shop.
- Stardust #24: Among the colored stones in the jewelry shop.
- Stardust #25: In the small white dots near the item shop's giant telescope.

Donau

- Stardust #26: In the pool of water by the entrance that's further back.
- Stardust #27: In the sink? left of the dressers in the northwestern corner of the mayor's house.

Twin Castle (Fletz)

- Stardust #28: Go up the stairs on the right by the entrance and check the wall at the top. Yup, it's in the statue.
- Stardust #29: Go to the Star Tower and go into the room at the base of the right tower. It's in that ball in the center.

Home of the Gigantos

- Stardust #30: Inside the temple at the top, it's in the right one of the center torches.

Queen Fury

- Stardust #31: In the wheelbarrow-lookin' thing in the south corner of the basement, where Kongol is.
- Stardust #32: Inside the ship, on the screen north of Shana, check the pipe on the right wall by the entrance.

Lidiera

Stardust #33: Down the ladder from the elevated walkway. It's on the shelf against the wall.

Fueno

Stardust #34: In the painting right inside the entrance of the clinic.

Stardust #35: In the barrels at the entrance to the inn.

Furni

Stardust #36: From where you start, go up the stairs and into the house. It's in the large red urn by the entrance.

Stardust #37: In Teo's house, throw the switch at the top, ride the slide down and it's in the metal basin.

Deningrad (After Kadessa)

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Stardust #41: By the curved sword on the carpet by the weapon shop.

Stardust #42: On the other carpet by the item shop, which is touching the first carpet.

Stardust #43: Check the machine with coils of rope on it, which is on the second floor of the inn.

Stardust #44: Check the end of the path that USED to be Shana's room.

Stardust #45: In the wall, where the Chamber of the Seal used to be.

Vellweb

Stardust #46: In the center of the wall in the Dark Tower

Ulara

Stardust #47: In the roses.

Stardust #48: On the counter in the upper right corner of the shop.

Stardust #49: In the man-eating flowers.

Rouge

Stardust #50: In the room at the end of the path behind Martel's room.

Prizes

10 Stardust: Physical Ring

20 Stardust: Amulet

30 Stardust: Wargod's Sash

40 Stardust: Rainbow Earring

50 Stardust: Vanishing Stone

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XII. Special Monsters

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Oooooo what an inviting title. Indeed, these monsters give excellent experience and/or gold. They also give great prizes... well, most of them do. However, you have to work for it. These guys only have 4-6 HP, but you can only damage them one HP at a time. Provided is a list of these monsters, what they provide upon victory, and how to beat them. They're really tough and deal a lot of damage. A good overall strategy is to equip yourself to maximize your speed. You can also use an item called a Sachet, which does 10 damage to everything, even these guys. You can't find Sachets just anywhere, so conserve

them.

Yellow Bird 4 HP

He's easy, just wail away on him. If you really want, you can use the Magic Sig Stone to stop him for three rounds. He only has 4 hp and no special attacks. Find him on the road to Bale and defeat him for 300 gold. You can also win an Elude Cloak if you're lucky.

Cursed Jar 4 HP

This one's not too tough either. The strategy here is the same as the yellow bird and so is the number of HP. The only differences are that you get 300 experience, not gold, and instead of an Elude Cloak, you can win a significantly less impressive Night Raid. Find him on the road from the Nest of Dragon to Lohan, most often closer to the Nest of Dragon.

00 Parts 4 HP

This one's a little tougher. You can miss this little robot with eggbeaters for hands very easily. His evade is through the roof! You find this guy on the long road near Lohan that leads back to Seles. He also has an instant death attack to beware of. You'll definitely want to use a Magic Sig Stone. You might wanna try it once you've done 1 damage to him and definitely after dealing 2 damage if not by then. You'll win 600 gold for beating him and maybe a Spirit Potion. He's not worth it if you ask me.

Blue Bird 5 HP

This guy's not quite as tricky as 00 Parts because his evade isn't quite as high. Don't think you'll score some extra damage with a fire elemental attack. You can find him on either of the two roads that lead to the Valley of Corrupted Gravity. You get 1000 experience points for winning, but never a prize that I've found. The biggest danger here is this guy escaping. For this reason, and a still fairly high evade, you may want to deal 2 damage or 3 damage before using the Magic Sig Stone. Despite the lack of prize, this guy's worth the struggle for the high experience. A problem with this guy is getting him to show up in battle.

Treasure Jar 5 HP

Okay, they're going to get a bit trickier from here on. This guy can only be damaged by magic. This includes both attack items and Dragoon magic. However, this guy can put up a Magical Attack Barrier, which makes him immune to EVERYTHING, even Sachets. As for the Magic Sig Stone, use the same strategy as with the Blue Bird. The only thing you get from this battle is a Ruby Ring. NOT WORTH IT! Especially not when you can buy one in the jewelry shop in Fletz for not that much. It's not even great an accessory.

Red Bird 5 HP

This has the moves of the other birds and the damage properties of the Treasure Jar. In other words, it can only be damaged by magic, but has no special moves. You may want to take note that this monster has significant magical evade. It's not obnoxious, but it can get in the way at times. You get 1000 gold and maybe a Phoenix Plume for your victory. This guy's actually worth the hassle! You can find him on the road to Deningrad.

Lucky Jar 6 HP

This guy's even trickier! Use a poison needle on it, wait for it to take 3 damage, hit it with the Magic Sig Stone, and then wait for it to die. It can't seem to do anything more than attack you. You win 300 gold, 1000 experience, and maybe a Moon Serenade. You can find him on the road between Ulara and Death Frontier. Personally, I don't think this guy's worth the little trouble it takes to beat him!

Rainbow Bird 4 HP

On the ocean road from Fletz to Rouge, you can find this wondrous creature. If you've been saving Sachets, this is where to use them. If you have none, use Panic Bells. It should take no more than three of them to get him to kill himself. From battle, you win 3000 experience, but no treasure that I know of. He's also not worth the trouble in my opinion.