

The Legend of Dragoon FAQ/Walkthrough (w/ Cyril)

by Gbness

Updated to v1.1 on Jan 2, 2004

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The Legend of Dragoon FAQ/Walkthrough
Version 1.1
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----1. Version History----
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Version 1.1: Rose's Whip Smack addition was added to the guide, and some weapons were done.

Version 1.0: The guide was started. We need to do Accessories, and Rose's Whip Smack Addition. Thats it for now.

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-----2. Introduction-----
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Gbness's Introduction
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Hello! This is my 17th guide, and the second guide that I am doing as a co-author. My first was done with Aaron Baker, who was also a very skilled writer. This time, I am writing with Stephanie Nutter aka Cyril. We were just in a chat at one time, and then she noted that she was planning a co-author for

her Legend of Dragoon guide. I felt that I was a good writer enough to do this, so I agreed to co-author the guide with her, since I was going to buy Legend of Dragoon. \$10 at Blockbuster for a pretty good game, not bad.

I must say that I am fortunate to be able to write with such a great author. Legend of Dragoon is a great RPG for the PlayStation, even though it can't really match up to a big number of the Final Fantasy games. I definitely recommend you buy it if you don't already have it. Anyway... I will do the first and second chapters, while Cyril does Chapter 3 and Chapter 4. Anyway, that's a wrap for me.

-----  
|Cyril's Introduction|  
-----

Hello once again to another FAQ by Cyril. Once again, I write for RPGs. I am surprised by myself, actually. I havent written for anything else. Legend of Dragoon has always held a special place in my heart. Some call it the 'Final Fantasy VIII killer' well, I am not too sure thats true, but without a doubt, it's an amazing game.

My guide is on Chapters 3 and 4, or Disk 3 and 4. They are probably the hardest chapters in the game, but 3 is one of the easiest to write for. I had a lot of fun writing this guide, even though it took me quite a while. I wouldnt say this is my best guide to date, but its still pretty damn good. So...once again. Without further adeu, Cyril's (and Gbness's) Legend of Dragoon Guide.

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---3. E-Mail Rules---  
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This is for Gbness, by the way.

I love getting good emails, so you're free to email me with a question any time, but I will not answer questions already answered in this FAQ. I prefer e-mails with good grammar, and subjects with LoD <insert whatever here> or I will delete them, sorry. Also, don't send me e-mails about other games with a Legend of Dragoon subject, please. And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su<0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at e-mails like that and delete them.

=====  
---4. IM Rules---  
=====

This is for Gbness, by the way.

I recently closed my AIM list, so you can't IM me without me adding you. It's Gbness, just the same as my contributor name, so e-mail me to be added. If you are added, please remember the following things: I am on often, but I tend to be on in the evenings and occasionally the afternoon the most, except on holidays, when I am on usually in the morning.

I am usually quite busy (I have guides to write and tons of things to do simultaneously), so don't IM me a lot, please. Also, I won't work for your site. Ever. There are very few people I will trust to work for a site, and I just plain have better things to do. So bottom line: be polite, don't ask me to work for your site or harass me with annoying questions, and it's all good.

=====  
---5. Game Basics---  
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This section will run over the basics of the game "The Legend of Dragoon" This section will go over the areas like this:

Controls  
Field (Encounters, items)  
Menus (Commands, Saving)  
Battle (Status effects, turns, Additions, Dragoon transformation)

=====  
Controls  
=====

-----  
X  
-----

Your god. This button is the main command button. This is basically "yes". When you press the X button, you are selecting a command.

Field: Talks to people, Searcher's location directly in front of you  
Menu: Select, go onto sub-menu  
Battle: Select, Addition, Boosts Multi items

-----  
O  
-----

O is basically the contrast of X. It is no, or 'deselect'.

Field: Nothing  
Menu: Cancel your choice  
Battle: Cancel the choice, Counter in Addition

-----  
Triangle  
-----

This brings up the menu screen.

Field: Brings up the menu screen

Menu: Only works on the items and weapons screen. Sorts your items by type.

Battle: None

-----  
Square  
-----

None. Square has no use in Legend of Dragoon.

-----  
L1 and R1  
-----

Only works on the field screens. In dungeons, press this to make the icon above darts head and exits to the screen disappear. Press it again and they will reappear.

-----  
L2 and R2  
-----

These only work in battle. Pressing these buttons in battle makes doing additions easier. It changes the screen position. The easiest screen position to do additions by is from behind the characters. You can change the screen position at the beginning over every characters turn, if needed.

=====  
The Field  
=====

-----  
Towns  
-----

Towns are encounter free locations in which have shops. They also have NPC's (Non Player characters, or non playable characters) Types of Shops include:

Inns: These restore the Hp and MP to the entire group, not only the current party.

Clinic: This restores the status of all members in the group. Unless more than two of your characters have status effects (or they have multiple status effects on them) then this is a rip-off and should be avoided.

Item Shop: Sells you Items which will help you on your journey. These may be healing or attacking items.

Weapon Shops: These sell you weapons, and accessories.

Inns and Clinics are marked with a "Yellow" entrance, while shops have a 'Blue' entrance.

In certain towns, you can find a woman named 'Martel'. She will take any of the Stardust that you have found. Look in the Stardust section for more details.

-----  
Dungeons  
-----

Dungeons are locations where you will fight random encounters with enemies. You can find items in dungeons, as well as bosses. In dungeons, there is a revolving arrow that changes color as Dart walks. This arrow signifies how close Dart is to an encounter.

Blue: Clear, not near an encounter

Yellow: An encounter is going to happen soon

Red: You are only a few steps away from an encounter!

-----  
Action Icons  
-----

Every once in a while, when Dart goes near something, a little yellow icon appears. This icon is called an action icon. By pressing X at an Action icon, Dart will do an action he normally would not perform just through the normal area of gameplay. Some actions include Jumping, and using teleporters.

=====  
Menu Screen  
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The Menu screen is the screen that you will see quite often in Legend of Dragoon. You must press the Triangle button to view it.

-----  
Status  
-----

The Status screen shows the characters' stats, as well as their skills. If they have Dragoon skills, then those will be shown as well.

On the top left is the characters portrait. This works as a guide to tell you which character it is, and you will learn these quite quickly. The stats by him are:

Name: The characters' name. This only effects you storywise.

Level: The current level of the character. This rises as you fight and gain EXP through battles.

D'Lvl: This is the characters' Dragoon level. The maximum is level 5, and can only be obtained if you have the appropriate Dragoon Spirit for each character. You start at level 1.

HP: The total health the character has, and the maximum. If you had 90/100 HP hee, you would have a maximum of 100 health, though you have 90 left.

MP: This will only rise if you have a Dragoon Spirit. It starts off at 20 once you get a Dragoon Spirit, but as you progress through battles gaining SP, it rises. At Dragoon Level 2, it goes to 40, at level 3 it goes to 60...At level 4 it goes to 80, and at level 5 it is at 100. There is items that allow your MP to go higher then 100, though the maximum MP for a character is 250 (which can be obtained by equipping an Amulet and a Magical Hat on the same character).

EXP: The Current EXP of the character, and the EP to the next level. If the number was 100/250, you would have 100 EXP, and would need 150 more to get to the next level.

-----  
The lower part of the status area is the Stat and Dragoon area.

Directly below the character pictures are the stats and Dragoon section. This section shows the spells of your Dragoon form, the characters stats, and the strength of each Dragoon Stat.

On the far left is the stats of the basic character. The far left stats are the characters stats without their equipment. The stats in the center line are the equipment bonus's the equipment gives to the character. The stats on the right of this section are the total stats. So if Dart had a base attack stats of 40, and his weapon gave him 15 attack, his total stat would be 55.

The Spells are on the far right, and depends on each character. These spells and their costs can be found in the Dragoon section of the guide. The percentage to the side on each stat means how much stronger the character is in Dragoon form. If the attack stat is at 170%, then a normal Dragoon attack will do 70% more damage then the physical attack of the character out of Dragoon form. If Defense is at 220%, then the character will take less then half damage from physical attacks.

Each stat means:

AT-Attack: This stat represents the strength of the characters physical attacks on an enemy.

DF-Defense: The higher this stat is, the less damage a physical attack from an enemy will do to the character.

MAT-Magic Attack: This stat shows the strength of a characters' magical attacks. The higher this point, the more damage the character will do with magical attacks.

MDF-Magical Defense: This stat shows how much or little damage you take from magical attacks. The higher the number, the less damage you will take from magical attacks.

Speed: This stat is not improved as you gain levels. The higher this stats is, the faster you will go in battle, and the more turns you will take.

A-HIT-Attack Hit: The higher this stat is, the higher chance your character will hit with a physical attack. This stat does not increase when you gain a level, only through the equipment.

M-Hit-Magical Hit: The higher this stat is, the higher chance your character will hit with a magical attack. This stat does not increase when you gain a level, only through equipment.

A-AV-Attack Evasion: The higher this stat is, the lower the chance is of a physical attack hitting you. This stat does not increase as you gain levels, only through equipment.

M-AV: The higher this stat is, the lower the chance is of a magical attack hitting you. This stat does not increase as you gain levels, only through equipment.

-----  
Item

-----  
There are three commands from the items menu. Each have different uses. You can only have a maximum of 32 items in your inventory at a time.

Use: this selection allows you to use items in your inventory. Out of battle, you can only use restorative or healing items. Such items include, but are not limited to: Body Purifiers, Healing Breeze's, and Sun Rhapsodies.

Discard: Because of the maximum item limit for your inventory, you will need to discard items at times. This selection allows you to do such. Select the item you wish to discard, and then select 'yes'. This will permanently discard the item. Once you discard an item it is impossible to get it back.

List: this section shows the list of items that you have in your inventory. You can not use or discard items from this area. If you press the Triangle Button on this screen, you can sort through your items.

-----  
Armed  
-----

This command lets you change the equipment of the character of choice. Here, you will see the characters current equipment at the top of the screen, and there is a list in which you can scroll down on the bottom right. Not all characters can use all weapons and armor.

The stats on the far left are the base stats, the stats in the center are the stats your current equipment gives you. The stats closest to the equipment list are the stats after improvements from the equipment.

Some weapons, while weak, have special status effects that they cause that may be more beneficial than just the sheer strength of a single weapon. Make sure to check things before equipping them, as stats do not mean everything.

Note that only one person can equip said item. If you only have one of each item in your inventory, only a single character can equip it.

-----  
Additions  
-----

This command allows you to select the additions for your party members. Not all members have additions, though most do. The list is at the bottom of the screen, as is the power. The strongest additions are not always the best, as you may need more SP. Your goal is to have a mix of the best SP and physical attack percentage.

Each addition has five levels, in which each time it levels up, the stats and the SP rise. The level rises after 20 complete uses of the said addition. To select an addition for a character, bring the cursor over it, and press X. You can only have one addition equipped at a time.

-----  
Replace  
-----

You can only have three members in your battle party at a time. Every other

character is 'waiting'. These members can be accessed at any time by pressing this button. Select the character you wish to leave your battle party, and then click on the character that you wish to join it. You can not switch Dart out of the party other then at select times.

-----  
Config  
-----

This command allows you to configure the way the game is played.

Vibrate: Dual Shock controllers have a vibration feature. if you want this option on or off, you should change this. Selecting 'yes' means it is on, and selecting 'no' turns the feature off.

Sound: Some televisions only have a MONO feature, while others have both Stereo and MONO. Stero changes the sound between both speakers, while MONO keeps it equal through both. Stereo is usualy preferred.

Morph: This will allow you to shorten Dragoon Transformations. If you are sick of seeing the transformations, choose 'short' and the transformations will be much faster. Normal is what you see normally.

-----  
Save  
-----

This option allows you to save your game. You can only save your game at said save points. These include:

- The end of each chapter
- The world map
- At light objects found in dungeons in which this guide refers to as a 'save point'.

You need one block of free space to save. Each save takes and additional block. This game only examines the Memory Card in Slot 1.

=====  
Battle  
=====

This section is to help with the battles in Legend of Dragoon. I am mainly here to give you the basics, ao here we go.

-----  
Elements  
-----

Each living creature in the world of Endiness (the world in which the characters of Legend of Dragoon live) has been born with an element. This element can be one of eight, and the element you were born with gives you a natural skill when inside of it.

There are eight elements:

Fire



Water  
Wind  
Earth  
Light  
Darkness  
Thunder  
Non-Elemental

Each character in the game is born with one of these elements. And these effect the way the character acts in battle. A character who is Water elemental will take more damage from his opposng element, Fire, and vice-versa.

An Earth elemental character will have more skill and power (so it does more damage) with an earth elemental attack item or spell then one with Wind. If the Earth elemental character used a Wind object, the item would have less power then it would normally if used on another character with a different element.

If a Light elemental character attacked a Darkness elemental monster, they would (udually) do more damage then a Water elemental character attacking the same monster. The Darkness elemental monster would also do more damage back to the light elemental character.

Note that Thunder and Non-Elemental monsters and party members do not have this same problem, but nor do they have any strengths or weaknesses to exploit on enemies.

Elemental forces are as follows:

|          |          |
|----------|----------|
| Element  | Opposite |
| Fire     | Water    |
| Earth    | Wind     |
| Light    | Darkness |
| Water    | Fire     |
| Wind     | Earth    |
| Darkness | Light    |

Each element also has a specific color attached to it. To tell each Monsters element, you just need to put the cursor on him as if to attack him. The color of the bar where his name is will tell you his element. The colors are as shown:

|               |                 |
|---------------|-----------------|
| Element:      | Color:          |
| Fire          | Red             |
| Water         | Blue            |
| Earth         | Brown           |
| Wind          | Green           |
| Light         | Yellow          |
| Darkness      | Dark Blue/Black |
| Thunder       | Purple          |
| Non-Elemental | Grey            |

You must learn to use elements to your advantage in battle, or you will never master this game.

-----  
Stats  
-----

Character levels and stats have a large effect on the battle. You can see a specific characters stats by going to their status screen on the Menu. Stats do a variety of things. On each stat, the higher the better.

AT-Attack: This stat represents the strength of the characters physical attacks on an enemy.

DF-Defense: The higher this stat is, the less damage a physical attack from an enemy will do to the character.

MAT-Magic Attack: This stat shows the strength of a characters' magical attacks. The higher this point, the more damage the character will do with magical attacks.

MDF-Magical Defense: This stat shows how much or little damage you take from magical attacks. The higher the number, the less damage you will take from magical attacks.

Speed: This stat is not improved as you gain levels. The higher this stats is, the faster you will go in battle, and the more turns you will take.

A-HIT-Attack Hit: The higher this stat is, the higher chance your character will hit with a physical attack. This stat does not increase when you gain a level, only through the equipment.

M-Hit-Magical Hit: The higher this stat is, the higher chance your character will hit with a magical attack. This stat does not increase when you gain a level, only through equipment.

A-AV-Attack Evasion: The higher this stat is, the lower the chance is of a physical attack hitting you. This stat does not increase as you gain levels, only through equipment.

M-AV: The higher this stat is, the lower the chance is of a magical attack hitting you. This stat does not increase as you gain levels, only through equipment.

-----  
The Flow of Battle  
-----

This section is going to describe the flow of battle. The Legend of Dragoon uses a Turn Based battle system.

There are always three characters in your battle party. These characters are selected either by you, or the game, depending on the location you are at. Each character comes with a base set of stats that helps them damage enemies in whatever ways they can.

When a battle starts, the character or enemy with the highest speed will go first. Let us say the character and enemy parry looks like this:

|             |    |       |
|-------------|----|-------|
| Enemy A     | 40 | Speed |
| Enemy B     | 50 | Speed |
| Character A | 30 | Speed |
| Character B | 70 | Speed |
| Character C | 50 | Speed |

This is what the turns will look like:

Character B  
Enemy B/Character C  
Enemy B/Character C (whichever did not go before)  
Enemy A  
Character B  
Character A

As you can see, Character B does what I call "lapping" of enemies and allies. With speed that high, character B takes two turns for each one turn an enemy does, and depending on the speed, maybe even three. It is possible for character with over 100 speed to have two turns in a row.

Also note, that is not how a battle always starts. sometimes the slower characters will go first, but even so, the character with the highest speed will always have more turns then the character with the lowest speed. Therefore, in legend of Dragoon, speed is a valuable asset that you will wish to heighten with whatever you can.

-----  
Damage  
-----

The damage you recieve and deal depends on two things. Your attack (both physical and magical) and your defense (also both physical and magical). The higher HP (Hit Points) you have, the more damage you can recieve without falling into a state of KO. When all three members of your party are KO'd, the game ends, and you must restart it.

With a party of two enemies that looked like this:

(Key)  
P Attack: Physical attack strength  
M Attack: Magical attack strength  
P Defense: Physical defense  
M Defense: Magical Defense

|             |            |                          |                          |
|-------------|------------|--------------------------|--------------------------|
| Enemy A     | 100/100 HP | 5 P Attack, 7 M Attack   | 4 M and P Defense        |
| Enemy B     | 150/150 HP | 6 P and M Attack,        | 3 P and M Defense        |
| Character A | 200/200 HP | 8 P Attack, 3 M Attack,  | 7 P Defense, 2 M Defense |
| Character B | 90/90 HP   | 2 P Attack, 10 M Attack, | 4 P Defense, 9 M Defense |

This enemy party is well balanced, while your party has strengths and weaknesses. As you can see, character A has stronger physical attacks, and stronger physical defense. He would be best at attacking Enemy B with his normal physical attacks, since they would do MUCH more damage then his normal magical attacks. Character B obviiously would work better at attacking Enemy A with his or her strongest Magical attacks, since his or her physical attacks are not up to par.

So lets say we did that that would bring the enemy party down to around...

|         |           |
|---------|-----------|
| Enemy A | 70/100 HP |
| Enemy B | 50/100 HP |

But then, they get to attack you back. Enemy B would be best attacking Character B, since he has great skill in physical attacks, and would be much

better at damaging him. Enemy A would be better at using a Magical attack on Character A because of Character A's lower magical defense.

After this happens...

|             |            |
|-------------|------------|
| Enemy A     | 70/100 HP  |
| Enemy B     | 50/100 HP  |
| Character A | 120/200 HP |
| Character B | 40/90 HP   |

You notice, that with Character A, the damage is higher. This is because Enemy A, which attacked Character A, had an extremely high magical attack while Character A has extremely low Magical defense. If Enemy A had chosen to use a physical attack on Character A, then Character A would have taken much less damage. More around 20 or 30 at most.

In other, simple terms: Each enemy and character has Strengths, and weaknesses. Always try to exploit them with your attacks. If an enemy seems to be strong against magical attacks, use physical attacks on him. If an enemy seems to be stronger versus physical attacks, use magical attacks on him. Also, depending on the characters and enemies' element, you can do more, or less damage to an enemy in battle. Always try to target the enemy with the opposite element of the character so you can do more damage to the enemies.

-----  
Additions  
-----

Additions are attacks in which do damage to the enemy. if you complete an addition, you will do the maximum damage you can to the enemy with the attack. if the addition is incomplete, the damage will be less then what you could have done.

A normal addition is done by pressing the 'X' button when you see a little white flash in the center of the screen. You have to learn how to time your button presses, since some members have faster attacks then others.

Sometimes, in battle, the normal blue of an addition turns to Orange. This means a Counter attack is coming. At this point, when you would normally press the 'X' button, press the 'O' Button. If done correctly, the Addition will continue as normal. If not, the addition will end there, and your party member will be flicked backwards, having damage done to him or her.

You also gain Sp from additions. The amount of Sp you get depends on the addition of which you have selected. For more information on Additions, see the Section devoted to them.

-----  
Guard  
-----

Guarding is a very useful command which you may find yourself using quite often. Guard allows your character (which guarded) to take half damage from both physical and magical attacks, as well as restore 10% of their maximum HP. So in other words, if you guard enough, you can bring a character in critical health back to maximum health just by guarding.

-----  
Items  
-----

You can use items in battle. Items have a multitude of effects from attacking an enemy to healing the entire party at once. Make sure to heal often, and use attack items (which are basically magical attacks) on the enemy when needed in battle.

Items that say 'Multi' on them mean you can multiply their power. Press the 'X' button as rapidly as possible when you see the little X at the bottom right corner of the screen on Multi items. This will allow you to up the percentage of damage that these items do. It is very hard to get over 200% (double damage) but it is possible.

-----  
Escape  
-----

This command allows your entire party to escape from battle. This command does not always work, and will never work on bosses. Only use this command if you are close to death and need to reach a save point.

-----  
Dragoon  
-----

The Dragoon ability is the ability to transform into a winged fighter in battle. You need 100 SP for one turn of Dragoon usage. Once you have 100 SP, you can Transform into a Dragoon.

As a Dragoon, you have two commands: Attack and Magic. You can not use items, which limits the Dragoon's usefulness later in the game. Dragoon Magic is talked about in the section devoted to Dragons.

Dragoon Additions, which are their attacks are different than the normal character additions. There is a little circle at the top of the screen with the Dragoon addition start. Press X to start the addition, and when the little light comes up to the top (12:00) of the circle, press X. If done correctly, then your addition will continue. You need to do this multiple times to get a 'perfect' which is the most damage you can do with a Dragoon attack.

After you spend 100 SP, you will turn back to human form. Unless you have more than 100 SP, you will not spend more than a turn in Dragoon Form. Having more than 100 SP ups your defense and allows you to take less damage, which is almost imperative at some points in the game.

Dragoons are sometimes limited in story battles, so do not completely rely on them. Also note that at the end of the game, with the mastered additions, Dragoon attacks won't do as much damage as those additions do. At that point, only transform into a Dragoon to attack magically, or reduce the damage given to you.

Note: This was all done by Cyril.

This is a list of playable characters in Legend of Dragoon. This gives you players a list of the characters Elements, Strengths, Weaknesses, and a Bio of the characters.

Character: The name of the character

Element: The characters base element. All their attacks, and spells are based off this element. Also, they are better with attack items of the same element as themselves.

Bio: Some background information about the character.

Strengths: The strengths of the Character.

Weaknesses: The weaknesses of the Character.

~~~~~  
----- Dart -----  
~~~~~

Element: Fire

Bio:

Dart is the main character in The Legend of Dragoon. He lives in the town of Seles, but is on a quest to slay the "Black Monster" who destroyed his hometown when he was a child. He is very close to Shana, but he sees her as a baby sister, instead of a lover. Dart is heroic, and stubborn. He won't stop until he finished what he started.

Strengths:

Dart is one of the most balanced characters in the game. He is good at just about anything, but doesn't excel at anything. He is strong physically; stronger than most characters. He has decent HP, again, higher than most. His magic is about average though. He doesn't excel at it, and you will probably want to use his physical attacks more than his magical attacks as it is. With his later weapons his additions can go up past 1,000 damage. And he has some very powerful Dragoon Spells as well. His first few additions are easy. He has the most diverse range of equipment in the entire game.

Weaknesses:

Like I said before, Dart is an all around good character. That leaves little room for weaknesses. If he has any weaknesses, it's the fact that his later additions may be difficult for some players. He also has the most additions to master before he gets his last addition. He has a decent magic attribute, but he probably won't be using it as much as he would physical attacks.

~~~~~  
----- Rose -----  
~~~~~

Element: Darkness

Bio:

Rose is the mysterious woman that saves Dart quite a few times throughout the story. She hides everything about her past, and is cold to everyone. She is excessively arrogant, and believes she is better than the humans because she is a Dragoon. She is far more than what you would normally make her out to be.

Strengths:

Rose is a strong character, but she is basically like Dart. She is well balanced, but doesn't really excel at anything. She has moderate HP, slightly lower than Dart's, has a good attack, but again, a little lower than Dart's. Now if we are going to continue comparing her to Dart (which is who she compares to best), you will notice a lot of similarities. First, while Dart excels more physically, Rose is stronger magically, with a decent magical attack. She has good speed as well. Lastly, all her additions are rather easy to learn, and master, even for the uber-beginner. She has some great Magical defense, and some of the best equipment in the game.

Weaknesses:

While well balanced, Rose has quite a few weaknesses. For one, it takes forever to get new weapons/Armor for her. You usually only get 1-2 a disk, and sometimes those weapons/armor aren't as powerful as you would expect them to be. She has lower HP than a lot of the other characters, making her easy to kill. Rose's physical defense is a bit on the low side, but it's not exceedingly low. Lastly, she has some of the worst Dragoon spells in the game. While one or two of them are good, late in the game, they will become practically useless. The worst fact about Rose is her total lack of new additions early, and late in the game. Early on it takes forever to get her new additions, and she won't have any new ones through Disk 3 and 4.

~~~~~  
----- Shana -----  
~~~~~

Element: Light

Bio:

Shana lives in the town of Seles, and is a close friend to Dart, whom she grew up with. She is pure, and is used to being babied. She hasn't seen Dart in 4 years, since he left on his journey to pursue the "Black Monster". She is not experienced with battle and warfare, and so she is rather nervous about fighting with Dart. She is quite the determined young lady, and will do anything to get the man she wants; even if that man refuses to take any hint whatsoever.

Strengths:

Shana is a pure magic user. That's the first thing you have to get through your head when using her. She has a high magic attribute, and is very fast. She is good with just about any type of attack item. She is mainly a healer, but does her job very well. Almost all her Dragoon powers are healing, so when you use the Special command you will be able to heal your characters better. She has good magical defense.

Weaknesses:

Shana has almost no physical attack power. At all. It is very hard for her to gain SP, since she can't do Additions, and gets a set amount of SP per attack. She has low physical defense as well, making it easy to kill her, especially when you add the fact that she has low HP. Her armors aren't well at protecting her as well. Make sure to enter battle with her at high HP, especially at low levels, and when facing stronger enemies.

~~~~~  
----- Lavitz -----  
~~~~~

Element: Wind

Bio:

Lavitz is in charge of the First Knighthood of Vale, captial of Basil. He is good friends with King Albert himself, and grew up with him. Lavitz's father was also once in charge of the First Knighthood, and is Lavitz's idol. As a knight, Lavitz is noble, and cares more for the people then his own safety. He is kind in heart and spirit.

Strengths:

Lavitz is mainly for physical attacks. All of his additions, even his last one, are rather slow, and easy to do. They are also very powerful, especially early in the game. He has very good physical defense, so he doesn't take as much damage that way. Early on, it is rather easy for him to gain SP, since he learns his Additions at low levels. Some people consider Blossom Storm the best skill in the game.

Weaknesses:

Lavitz's main weakness is the fact that he is slow. If you can overlook that, you have to see that his magic is only average, and that his Dragoon magics are way overpriced. Most of them are 20 MP. There is no 10 MP, meaning he goes through his MP a lot faster then a normal character would. His magical defense is only average as well. His main problem is his lack of magical power. But if you can look past that, then you can easily find him awesome.

~~~~~  
----- Albert -----  
~~~~~

Element: Wind

Bio:

Albert is the King of Basil, and and the nephew of Emperor Doel, who he is at war with. He is good friends with Lavitz, who is in charge of his First Knighthood. He may be young, but he is quite competant with his rule. Recently, since the level of war has escalated, his tensions have risen, and he has been hiring mysterious help. His father was murdered by Doel, and he was put on the throne at a young age.

Albert replaces Lavitz. Look at the Strengths and Weaknesses for Lavitz when looking for Albert's.

One small note though, Lavitz's Blossom Storm changes to Rose Storm with Albert. And also, Albert's Additons are MUCH harder to pull off then Lavitz's are. They are faster, and unrelentless.

Other then that, he is basically the same as Lavitz. He even gets Lavitz's stats and levels.

~~~~~  
----- Haschel -----  
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Element: Thunder

Bio:

Haschel is an older man, but that doesn't stop him from being a deadly martial artist. He is a master of his arts, which are only taught in his home town



of Rogue. He left his town a long time ago to search for his daughter, who disappeared. He met Dart on the way, and they became friends. Since Haschel and Dart have parted ways, they have lost touch, but never forget each others mission. Haschel is a dedicated man, with a fist powerful enough to shatter even the thickest stone.

Strengths:

While Haschel is a naturally more balanced character, he is definitely better at physical attacking then magical attacking. His attack strength is quite high, and very good for normal enemies. He also has good physical and magical defense. Another good thing about Haschel is his wide array of weapons. Second only to Dart, Haschel has many options with his wide variety of weapons. He also has a lot of Additions, for variety there as well. He has good speed.

Weaknesses:

Haschel has slightly lower then average magical attack power. One of his main problems is the fact that Haschel has incredibly hard additions. While the first two start off easy, they become harder from there one out. It's very hard to memorize, since they are so fast. He doesn't have a lot of weaknesses, but he doesn't have a whole lot of strengths, either.

~~~~~  
----- Meru -----  
~~~~~

Element: Water

Bio:

Meru is a spunk young woman, who lusts for adventure and a wild ride. She is brash, and definately does things before she thinks them through. She looks young, and acts it, but she is more then she is cut out to be. She will do anything for a party, even risk her life travelling with people she doesn't know.

Strengths:

Meru is BY FAR the most underrated character in the entire game. She is the fastest character in the entire game, and she has the second highest magic, or highest, depending on what you have equipped. She is one of the best healers in the game, as her second Dragoon Spell will be used more than any of her other spells, especially late in the game. She is great at using items magical items, and often has 3 turns to 1 of Dart's. Almost all of her Dragoon spells will be useful throughout the entire game. She also doesn't take too much damage from magic.

Weaknesses:

Meru is only decent at physical attacking. While her additions (especially the last one) are extremely powerful, they can be difficult because of the continuous change of speed within them. It also seems that 100 MP is not nearly enough for her. She has some of the worst (if not the worst) physical defense in the entire game, and by far the lowest HP of all characters (yes, lower then Shana's). She is rather easy to kill if you don't have HP raising items equipped, and most likely will die quite a bit.

~~~~~  
----- Kongol -----  
~~~~~

Element: Earth

Bio:

Kongol is one of the last of his people, the Gigantos. While he is not the smartest of the bunch, he is loyal and devoted to those who show they have more power than he, and to those who have done good things for him. He is currently working for Emperor Doel, as he saved him back when he was a child.

Strengths:

Kingol is the exact opposite of Meru. He is a PURE physical attacker, and so he has the highest attack in the entire game. And not just a bit higher than everyone else, we are talking MUCH higher. He also has the highest HP, and physical defense. He doesn't have a whole lot of Additions, and all of them are easy. VERY easy, as they don't hit too much.

Weaknesses:

Kongol's magic stat is almost non-existent. He literally does only a few hundred damage with even the strongest magical attacks he has. His Dragoon form is near useless as well, because of the fact that he only gets 3 attacks, instead of the normal 5. He is also the slowest character in the entire game. I have seen Meru get 4 attack off with 1 of his, and she had no stat-boosting items. And even when you have a Speed Up item on Kongol, he will only be as fast as Dart. Lastly, his magical defense is one of the lowest, if not the lowest, in the game.

~~~~~  
----- Miranda -----  
~~~~~

Element: Light

Bio: Miranda works for Queen Theresa in Deningrad. She is one of the queen's 4 maidens, and the "Maiden of Arms". Theresa "adopted" Miranda as a child, and Miranda has lived within the Crystal palace ever since. She is stubborn and brash, but she wants what is good for the world. She is completely devoted to Theresa, and would easily lay her life down for her. She has a troubled past, but she refuses to admit it.

Miranda replaces Shana in battle. She has the same strengths and weaknesses, and also equips a bow.

When replacing Shana, Miranda gets Shana's weapons, armor, stats, and levels.

A special note, I have found that Shana can equip some different things than Miranda can. Miranda can equip a bit heavier of items than Shana, and can't equip the weaker robes and dresses.

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--7. Dragoons--  
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Dragoons are what battle is based around in The Legend of Dragoon. They are not like the Dragoons you are probably used to, with Lances and helmets. These Dragoons are people (humans and otherwise) aided by the power of Dragons.

Dragoons are capable of using magic, unlike the normal character forms. They are stronger in all stats by a certain percentage as well.

This section is dedicated to the strengths and weaknesses of each and every Dragoon form your party has control of in the entire game. I will tell you their strengths and weaknesses, and their spells.

I have tried to keep spoilers out of this section by only naming the name of the Dragoon, not the character that is the Dragoon.

A \* by the spell represents that it will probably be the most used spell by that character.

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----- Red Eye Dragoon -----  
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The Red Eye Dragoon is the Fire elemental, and is all about attacks. He has a good mix of Attack-all spells, and single person attacks. And some of his spells will be invaluable during the harder bosses of the game.

Spells:

Level 1:

FlameShot

MP: 10

Number of enemies: One

Description: Fire strength 50%.

The first spell is decently strong, but nothing extraordinary. Just an attack spell.

Level 2:

Explosion

MP: 20

Number of enemies: All

Description: Fire strength 25%

This is very useful in one of the boss fights in the middle of the game...\*hint\*. It will save your ass there. But other than that it works best for a large party of enemies.

Level 3:

Final Burst\*

MP: 30

Number of enemies: One

Description: Fire strength 75%.

By far the Red-Eyed Dragoon's best attack, it does a good amount of damage to a single enemy, and is a LOT cheaper than the Dragon summon. Also the most frequently used Dragoon attack in earlier stages of the game.

Level 5:

Red-Eyed Dragon

MP: 80

Number of Enemies: All

Description: Fire strength 175%

When you look at the strength of this attack, it would seem to be extremely powerful to all enemies. But it is not. It seems to be about the same strength as Final Burst to all enemies. While it is cheap if all the enemies in battle are strong, but normally it won't be worth it. Stick with Final

Burst.

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~~~~~  
----- Dark Dragoon -----  
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The Dark Dragoon does not specialize in damage itself, but more about instantly killing opponents. The attacks from this Dragoon are not the strongest, but with a high magical attack the attacks can be powerful. The Dark Dragoon is about as well balanced as the Red Eyed Dragoon, except that her attacks don't seem to be as powerful.

Spells:

Level 1:

Astral Drain\*

MP: 10

Number of Enemies: One

Description: Dark Strength 25% and HP for all allies.

By FAR the Dark Dragoons most used attack. It attacks a single enemy, and drains their HP> Each character in your party gets 1/3 of the total HP damage caused to the enemy. So if Rose did 1,000 damage to a single enemy, then each of your party members would be healed by 333 HP. It only works on living characters.

Level 2:

Death Dimension

MP: 20

Number of Enemies: All

Description: Dark Strength 25% And a chance of casting Fear on all enemies

This spell is useful throughout Disk 1 and 2, but loses a LOT of its use when you get to the stronger enemies on Disk 3. Fear isn't the most useful status effect, but against some enemies, it will make battles shorter.

Level 3:

Demon's Gate

MP: 30

Number of Enemies: All

Description: Instantly kills all enemies except bosses

Far more useful than the last spell, this spell will kill all enemies. It doesn't work all the time, of course, just like in other VGs. This does have a rather high probability for working, though. Use it when your party needs to finish a battle fast.

Level 5:

Dark Dragon

MP: 80

Number of Enemies: One

Description: Dark Strength 100%

The strongest of the Dark Dragoons attacks, this will be the main magical attack you will use at the end of the game, when Astral Drain becomes too weak to really work. By the time you are required to use this though, the Dark Dragoons last mastered addition will be about 3 times stronger than any other attack you may use. I find this works best in the Final battle.

~~~~~  
----- Jade Dragoon -----  
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The Jade Dragoon is a Dragoon based mainly for attacking all enemies or assisting all allies. The Dragoon's defensive spells can save your ass, and some even consider it the best spell/skill in the game. This Dragoon easily runs out of MP though, as there is no 10 MP attacks. This Dragoon also has a stronger magic boost then normal, a 220% boost, because of the characters' weaker base magic strength.

Spells:

Level 1:

Wing Blaster

MP: 20

Number of Enemies: All

Description: Wind Strength 25%

This is one of the first attacks your party will get that attacks all enemies. That is, if you don't level a hell of a lot before. It does as much direct damage as the other characters' normal attacks, but will be wasted if used on less then 2 enemies.

Level 2:

Rose Storm

MP: 20

Number of Enemies: All allies

Description: Reduce Damage to 1/2 for 3 turns

A lot of people claim that this is the best skill in the game. They also claim that it makes the game a lot easier. I can understand how, but I don't use the Jade Dragoon after Disk one. I was able to beat the final boss without this spell, with the weakest HP characters, and with no one dying. So the basics of this is: It's useful, but not required.

Level 3:

Gasplless

MP: 30

Number of Enemies: One

Description: Wind Strength 75%

This is the Jade Dragoons ONLY single party attack. Obviously, it isn't going to be as strong as normal, since the Wind Dragoon isn't exactly the best at magic, but it is still good.

Level 5:

Jade Dragon

MP: 80

Number of Enemies: All

Description: Wind Strength 75%

This is a stronger version of Wind Blaster. It is not usually worth the cost, but it is a lot faster then casting Wing Blaster 4 times in a row, if not as powerful.

~~~~~  
----- White Silver Dragoon -----

~~~~~  
The White Silver Dragoon is all about healing your party. The Dragoon DOES have some attacks, but 75% of the spells heal your party. Also, since the White Silver Dragoon is a very strong magic user, the magical attacks do quite a bit of damage. Since this Dragoons physical attacks are normally weaker, the percentage of boost is up to 220%, instead of the normal 170%.

Level 1:

Moonlight

MP: 10

Number of Enemies: One Ally

Description: 100% HP recovery for 1 ally

This skill is a lifesaver. It allows the complete healing of a single character. It will also revive a character if they are dead. If the character is dead, then they will only be revived at half HP, sadly. Useful, especially if the enemies are teaming up against a single character. This spell also removes status effects.

Level 2:

Star Children

MP: 20

Number of Enemies: All

Description: Light strength 25%

This is the only spell from the White Silver Dragoon that has NOTHING to do with healing. This is for attack purposed only. It does some good damage, because of the White Silver Dragoon's naturally high magic attribute. It won't be good at the end of the game, but through the beginning and the middle, it is really good.

Level 3:

Gates of Heaven

MP: 30

Number of Enemies: All Allies

Description: 100% HP recovery and restores fallen allies

This is one of the more useful spells in the game, and should be used when fighting an enemy with strong multi-target attacks. I can think of a LOT of battles where this is a lifesaver. But like Rose Storm, it isn't required. It heals all allies, so make sure all of your allies are urting before using this spell in place of Moonlight. Don't waste unneeded MP using this when you can use Moonlight.

Level 5:

White Silver Dragon

MP: 80

Number of Enemies: All Enemies, and all allies

Description: Light Strength 100%

This is BY FAR the best Dragon summon in the game. Basically, it does 100% damage to all enemies, and then puts the damage done from the enemies, to your allies' HP. AKA: It drains HP from your enemies and gives it to all of your allies. And, unlike Rose's Astral Drain, this thing usually does WAY over 1,000 damage, making it useful throughout the game. I LOVELOVELOVELOVE this spell.

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----- Thunder Dragoon -----

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The Thunder Dragoon is all about single target attacks. All of his attacks attack one enemy, making him less complex. He is more of a physical attacker than a magic user, but his magic is halfway decent as well. The Thunder Dragoon is fast, and furious. He doesn't have any elemental weaknesses, or strengths. Depending on the player, they may find this a blessing, or a curse. Play the spells as you will.

The basic rule of the thumb: The more powerful the attack, the more MP it costs. Since all the attacks do the same thing, it really doesn't matter.

Level 1:

Atomic Mind

MP: 10

Number of Enemies: One

Description: Thunder Strength 50%

A decently strong magical attack. Not the strongest, but it works well early on.

Level 2:

Thunder Kid

MP: 20

Number of Enemies: One

Description: Thunder Strength 65%

A stronger attack than the last one. Enough said.

Level 3:

Thunder God

MP: 30

Number of Enemies: One

Description: Thunder strength 75%

The most used of the Thunder Dragoon's attacks, this is quite powerful, but costs more MP.

Level 5:

Violet Dragon

MP: 80

Number of Enemies: One

Description: Thunder strength 100%

The strongest of the thunder Dragoon's magical attacks, but the one that will probably get the least use. I would MUCH rather cast Thunder God 3 times for the price of this one, even if it takes longer.

~~~~~  
----- Golden Dragoon -----  
~~~~~

The Golden Dragoon is all about physical attacks. While he can only do 3 attacks, in all, they are very powerful. But the limited number of attacks limits his usefulness. The Golden Dragoon's magical attacks attack all enemies, making him a complete opposite of the Thunder Dragoon. Of course, since the character has a lower natural magical ability, the magical boost will be higher on this Dragoon form.

This Dragoon also uses more MP. But, since there are less spells, it doesn't really matter as much.

Level 1:

Grand Stream

MP: 20

Number of Enemies: All

Description: Earth Strength 25%

A basic attack all spell. Not extremely powerful because the magic of the Golden Dragoon is not as high, but it works nonetheless.

Level 3:

Meteor Strike

MP: 30

Number of Enemies: All

Description: Earth strength 50%

Probably the most used of the Golden Dragoon's spells. It is quite powerful for one of the Golden Dragons' magical attacks, and is rather cheap.

Level 5:

Golden Dragon

MP: 80

Number of Enemies: All

Description: Earth strength 100%

The only other spell other than the last White Silver Dragon spell in the game to attack all enemies with a magical strength of 100%. Obviously, it won't be nearly as strong as the White Silver Dragoon's spell, but its strong nonetheless.

~~~~~  
----- Blue Sea Dragoon -----  
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The Blue Sea Dragoon has the most balanced set of skills in the game. One healing spell, one attack all spell, and two single attack spells. And the healing spell has saved my ass more times than any other spell in the entire game. Plus, since the base magic of the Blue Sea Dragoon is high, the spells do quite a bit of damage. The physical attack damage percentage is raised a lot in this Dragoon, since the main character isn't exactly the strongest attacker. Basically if you learn to use this Dragoon right, you can see her worth.

The worst thing about this Dragoon is her incredible speed. Since she is so fast, the Dragon form will last about half the time as other characters' Dragoon forms.

Level 1:

Freezing Ring

MP: 10

Number of Enemies: One

Description: Water strength 50%

A decently strong attack that only begins to loose its worth at the end of the game. Quite strong, and at times will be stronger than a perfect physical attack set from the Dragoon.



Level 2:

Rainbow Breath

MP: 20

Number of Enemies: All allies

Description: HP recovery and status cure for all allies

This is basically a souped up Gates of Heaven. While it will only heal HALF of your entire parties HP, (Gates of Heaven does a full) and it won't revive your characters, it is less MP, and on a faster character, so it can be used when you desperately need it. And the status recovery can save your ass in certain battles. One of my most used spells in the entire game.

Level 3:

Diamond Dust

MP: 30

Number of Enemies: All

Description: Water Strength 50%

This is basically an attack all version of the Freezing Ring. Its a waste of MP if there are less than 3 targets though, because you could just cast Freezing Ring that many times (maybe even in a row, the Blue Sea Dragoon is usually that fast) .

Level 5:

Blue Sea Dragon

MP: 80

Number of Enemies: One

Description: Water Strength 100%

Basically a more powerful version of the Freezing Ring. If you don't have something like a Magical Hat one to double the Blue Sea Dragoon's MP, then you may not want to use this. Especially if you are using the Dragoon as a healer. But if you can risk the usage of this, then go for it, its very strong.

~~~~~  
Divine Dragoon  
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The Divine Dragoon is the ultimate Dragoon. He is the most powerful, as he draws the power of the King of Dragons, the Divine Dragon. He is well rounded and powerful in every attribute. He is also very easy to addition with, making him a very strong physical attacker. Sadly, he only has two spells, and they are VERY expensive. The Divine Dragoon has no element.

Level ??????

Divine DG Ball

MP: 50

Number of Enemies: All

Description: Unbased strength 50%

Whiole this attack may seem very expensive for the description, it is actually a LOT more powerful then the normal attacks that do 50% damage to all. Sadly, you probably won't use this attack more than once, as the second attack is FAR, FAR better.

Level ??????

Divine DG Cannon

MP: 50

Number of Enemies: One

Description: Unbased strength 100%

Now this is an awesome spell. usually attacks this strong cost around 80 MP. Even better, is the fact that this is unnaturally strong, just like the Divine Dragon himself. No enemies can withstand the force of this deadly attack for long, as no enemy can fully block the damage of a non-elemental attack. This is the only spell you should do with the Divine Dragoon.

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--8. Additions--

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Additions are the base of any battle. Additions allow extra damage with attacks, and help your party, later on, gain SP. And with SP, you get Dragoon levels. So all in all, additions are probably the mosu useful thing you can do.

Sadly, some Additions are very difficult, namely, the strongest ones. But the hardest ones are usually the most powerful.

There are usually two to three types of Additions a character has. Usually there are the uber powerful ones that do around a LOT of damage. But these uber powerful ones usually dont give much SP at all. Then there are the weaker attacks, but they give the most SP (one of them gives over 200). And then there are balanced. The balanced are probably the best, but it all depends on your play style.

Additions are done by pressing the "X" button when the attack strikes. There is usually a little blue area around the center of the attack, and when the blue gets to the center, which is a white box, you press X. Sometimes, the attack slows down for a second, and the boxes turn Orange. This means an enemy is going to counter you. When this happens, you need to press the "O" button instead of the "X" button. If you get it of correctly, then the addition goes on as normal, if you don't do it correctly, the enemy will end the addition by attacking you, and you take damage.After the counter (as the yellow is called) and you do it correctly, you will need to finish the Addition with the X buttons, as normal.

Each character has a different type of attack style, and you need to elarn those before you can truly master additions. Take Rose and Dart. Since Rose attacks with a smaller, faster blade then Dart does, Rose's attacks and additions are naturally going to a lot faster then Darts, who must hold his blade with both hands. Rose also will have some odd timings since she can jump around in her additions.

Dart, Lavitz, and Kongol have the slowest additons. Meru, Rose and Haschel have the fastest additions. But of course, not all of the fastest characters have fast additions, and not all of the slower characters have slow additions. This is a base for you to work with. Shana and Miranda have no additions.

To get each characters final addition (usually 7 strikes, but Kongol's is 5), you have to have gotten 80+ on every other one of the characters' additions. Once you do that, then you will learn the characters' final addition, and usually their hardest, and best one.

This area is for all of the addtions of every character in the game.

Addition: The name of the addition

Number of attacks: the number of times you need to time the button presses right

Attained: When you get the addition

Level: The level the addition is at, ranging from 1-5. You can see this on the Addions screen on the menu

Strength: The percentage of damage the attack does

SP: the number of SP the addition gives you, if completed

~~~~~  
----- Dart -----  
~~~~~

-----  
Addition: Double Slash  
Number of Attacks: 1  
Attained: Initiative  
-----

|         |              |        |
|---------|--------------|--------|
| Level 1 | Damage: 150% | SP: 35 |
| Level 2 | Damage: 157% | SP: 35 |
| Level 3 | Damage: 165% | SP: 35 |
| Level 4 | Damage: 180% | SP: 35 |
| Level 5 | Damage: 202% | SP: 35 |

-----  
Addition: Volcano  
Number of Attacks: 3  
Attained: 2  
-----

|         |              |        |
|---------|--------------|--------|
| Level 1 | Damage: 200% | SP: 20 |
| Level 2 | Damage: 210% | SP: 24 |
| Level 3 | Damage: 220% | SP: 28 |
| Level 4 | Damage: 230% | SP: 32 |
| Level 5 | Damage: 240% | SP: 36 |

-----  
Addition: Burning Rush  
Number of Attacks: 2  
Attained: 8  
-----

|         |              |        |
|---------|--------------|--------|
| Level 1 | Damage: 150% | SP: 30 |
| Level 2 | Damage: 150% | SP: 45 |

-----  
Level 3 | Damage: 150% | SP: 60  
-----

Level 4 | Damage: 150% | SP: 75  
-----

Level 5 | Damage: 150% | SP: 102  
-----

-----  
Addition: Crush Dance

Number of Attacks: 4

Attained: 15  
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-----  
Level 1 | Damage: 150% | SP: 50  
-----

Level 2 | Damage: 172% | SP: 60  
-----

Level 3 | Damage: 195% | SP: 75  
-----

Level 4 | Damage: 217% | SP: 85  
-----

Level 5 | Damage: 250% | SP: 100  
-----

-----  
Addition: Madness Hero

Number of Attacks: 5

Attained: 22  
-----

-----  
Level 1 | Damage: 100% | SP: 60  
-----

Level 2 | Damage: 100% | SP: 90  
-----

Level 3 | Damage: 100% | SP: 120  
-----

Level 4 | Damage: 100% | SP: 150  
-----

Level 5 | Damage: 100% | SP: 204  
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-----  
Addition: Moon Strike

Number of Attacks: 6

Attained: 29  
-----

-----  
Level 1 | Damage: 200% | SP: 20  
-----

Level 2 | Damage: 240% | SP: 20  
-----

Level 3 | Damage: 280% | SP: 20  
-----

Level 4 | Damage: 320% | SP: 20  
-----

Level 5 | Damage: 250% | SP: 20

-----  
-----  
Addition: Blazing Dynamo  
Number of Attacks: 7  
Attained: Master All Additions  
-----

-----  
Level 1 | Damage: 250% | SP: 100  
-----

Level 2 | Damage: 300% | SP: 110  
-----

Level 3 | Damage: 350% | SP: 120  
-----

Level 4 | Damage: 400% | SP: 130  
-----

Level 5 | Damage: 450% | SP: 150  
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-----  
----- Rose -----  
-----  
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-----  
Addition: Whip Smack  
Number of Attacks: 1  
Attained: Initial  
-----

-----  
Level 1 | Damage: 100% | SP: 35  
-----

Level 2 | Damage: 125% | SP: 35  
-----

Level 3 | Damage: 150% | SP: 35  
-----

Level 4 | Damage: 175% | SP: 35  
-----

Level 5 | Damage: 200% | SP: 35  
-----

-----  
Addition: More and More  
Number of Attacks: 2  
Attained: 14  
-----

-----  
Level 1 | Damage: 150% | SP: 30  
-----

Level 2 | Damage: 150% | SP: 45  
-----

Level 3 | Damage: 150% | SP: 60  
-----

Level 4 | Damage: 150% | SP: 75  
-----

Level 5 | Damage: 150% | SP: 102  
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-----  
-----  
Addition: Hard Blade  
Number of Attacks: 5  
Attained: 19  
-----

-----  
Level 1 | Damage: 100% | SP: 35  
-----

Level 2 | Damage: 150% | SP: 35  
-----

Level 3 | Damage: 200% | SP: 35  
-----

Level 4 | Damage: 250% | SP: 35  
-----

Level 5 | Damage: 300% | SP: 35  
-----

-----  
Addition: Demons Dance  
Number of Attacks: 7  
Attained: Master all Additions  
-----

-----  
Level 1 | Damage: 200% | SP: 100  
-----

Level 2 | Damage: 280% | SP: 100  
-----

Level 3 | Damage: 360% | SP: 100  
-----

Level 4 | Damage: 440% | SP: 100  
-----

Level 5 | Damage: 500% | SP: 100  
-----

~~~~~  
----- Lavitz and Albert -----  
~~~~~

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Addition: Spinning Cane  
Number of Attacks: 2  
Attained: 5  
-----

-----  
Level 1 | Damage: 100% | SP: 35  
-----

Level 2 | Damage: 125% | SP: 35  
-----

Level 3 | Damage: 150% | SP: 35  
-----

Level 4 | Damage: 175% | SP: 35  
-----

-----  
Level 5 | Damage: 200% | SP: 35  
-----

-----  
Addition: Rod Typhoon  
Number of Attacks: 4  
Attained: 7  
-----

-----  
Level 1 | Damage: 150% | SP: 30  
-----

Level 2 | Damage: 162% | SP: 45  
-----

Level 3 | Damage: 174% | SP: 60  
-----

Level 4 | Damage: 186% | SP: 75  
-----

Level 5 | Damage: 202% | SP: 100  
-----

-----  
Addition: Gust of Wind Dance  
Number of Attacks: 6  
Attained: 11  
-----

-----  
Level 1 | Damage: 200% | SP: 35  
-----

Level 2 | Damage: 240% | SP: 35  
-----

Level 3 | Damage: 280% | SP: 35  
-----

Level 4 | Damage: 320% | SP: 35  
-----

Level 5 | Damage: 350% | SP: 35  
-----

-----  
Addition: Flower Storm  
Number of Attacks: 7  
Attained: Master all Additions  
-----

-----  
Level 1 | Damage: 300% | SP: 60  
-----

Level 2 | Damage: 324% | SP: 90  
-----

Level 3 | Damage: 348% | SP: 120  
-----

Level 4 | Damage: 372% | SP: 150  
-----

Level 5 | Damage: 405% | SP: 202  
-----

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----- Haschel -----  
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-----  
Addition: Double Punch  
Number of Attacks: 1  
Attained: Initial  
-----

-----  
Level 1 | Damage: 100% | SP: 35  
-----

Level 2 | Damage: 110% | SP: 38  
-----

Level 3 | Damage: 120% | SP: 42  
-----

Level 4 | Damage: 130% | SP: 45  
-----

Level 5 | Damage: 150% | SP: 50  
-----

-----  
Addition: Flurry of Styx  
Number of Attacks: 2  
Attained: 14  
-----

-----  
Level 1 | Damage: 150% | SP: 20  
-----

Level 2 | Damage: 162% | SP: 20  
-----

Level 3 | Damage: 174% | SP: 20  
-----

Level 4 | Damage: 186% | SP: 20  
-----

Level 5 | Damage: 202% | SP: 20  
-----

-----  
Addition: Summon 4 Gods  
Number of Attacks: 3  
Attained: 18  
-----

-----  
Level 1 | Damage: 100% | SP: 50  
-----

Level 2 | Damage: 100% | SP: 60  
-----

Level 3 | Damage: 100% | SP: 75  
-----

Level 4 | Damage: 100% | SP: 86  
-----



Level 5 | Damage: 100% | SP: 100

-----  
-----  
Addition: 5 Ring Shattering  
Number of Attacks: 4  
Attained: 22  
-----

-----  
Level 1 | Damage: 150% | SP: 35

-----  
Level 2 | Damage: 187% | SP: 35

-----  
Level 3 | Damage: 225% | SP: 40

-----  
Level 4 | Damage: 262% | SP: 45

-----  
Level 5 | Damage: 300% | SP: 50  
-----

-----  
Addition: Hex Hammer  
Number of Attacks: 6  
Attained: 27  
-----

-----  
Level 1 | Damage: 200% | SP: 15

-----  
Level 2 | Damage: 250% | SP: 15

-----  
Level 3 | Damage: 300% | SP: 15

-----  
Level 4 | Damage: 250% | SP: 15

-----  
Level 5 | Damage: 400% | SP: 15  
-----

-----  
Addition: Omni Sweep  
Number of Attacks: 7  
Attained: Master All Additions  
-----

-----  
Level 1 | Damage: 300% | SP: 50

-----  
Level 2 | Damage: 345% | SP: 75

-----  
Level 3 | Damage: 390% | SP: 100

-----  
Level 4 | Damage: 435% | SP: 125

-----  
Level 5 | Damage: 501% | SP: 150  
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----- Meru -----  
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-----  
Addition: Double Smack  
Number of Attacks: 1  
Attained: Initial  
-----

-----  
Level 1 | Damage: 100% | SP: 20  
-----

Level 2 | Damage: 110% | SP: 24  
-----

Level 3 | Damage: 120% | SP: 28  
-----

Level 4 | Damage: 130% | SP: 32  
-----

Level 5 | Damage: 150% | SP: 34  
-----

-----  
Addition: Hammer Spin  
Number of Attacks: 3  
Attained: 21  
-----

-----  
Level 1 | Damage: 150% | SP: 35  
-----

Level 2 | Damage: 162% | SP: 43  
-----

Level 3 | Damage: 174% | SP: 51  
-----

Level 4 | Damage: 186% | SP: 59  
-----

Level 5 | Damage: 202% | SP: 70  
-----

-----  
Addition: Cool Boogie  
Number of Attacks: 4  
Attained: 26  
-----

-----  
Level 1 | Damage: 100% | SP: 60  
-----

Level 2 | Damage: 100% | SP: 90  
-----

Level 3 | Damage: 100% | SP: 120  
-----

Level 4 | Damage: 100% | SP: 150  
-----

Level 5 | Damage: 100% | SP: 200  
-----

-----  
Addition: Cats Cradle  
Number of Attacks: 4  
Attained: 30  
-----

-----  
Level 1 | Damage: 150% | SP: 20  
-----

Level 2 | Damage: 195% | SP: 20  
-----

Level 3 | Damage: 240% | SP: 20  
-----

Level 4 | Damage: 285% | SP: 20  
-----

Level 5 | Damage: 351% | SP: 20  
-----

-----  
Addition: Perky Step  
Number of Attacks: 7  
Attained: Master All Additions  
-----

-----  
Level 1 | Damage: 200% | SP: 100  
-----

Level 2 | Damage: 300% | SP: 100  
-----

Level 3 | Damage: 400% | SP: 100  
-----

Level 4 | Damage: 500% | SP: 100  
-----

Level 5 | Damage: 600% | SP: 100  
-----

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----- Kongol -----  
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-----  
Addition: Pursuit  
Number of Attacks: 1  
Attained: Initial  
-----

-----  
Level 1 | Damage: 100% | SP: 35  
-----

Level 2 | Damage: 110% | SP: 38  
-----

Level 3 | Damage: 120% | SP: 42  
-----

Level 4 | Damage: 130% | SP: 45  
-----

Level 5 | Damage: 150% | SP: 50

-----  
Addition: Inferno  
Number of Attacks: 3  
Attained: 23  
-----

-----  
Level 1 | Damage: 100% | SP: 20

-----  
Level 2 | Damage: 125% | SP: 20

-----  
Level 3 | Damage: 150% | SP: 20

-----  
Level 4 | Damage: 175% | SP: 20

-----  
Level 5 | Damage: 200% | SP: 20  
-----

-----  
Addition: Bone Crusher  
Number of Attacks: 3  
Attained: Master all Additions  
-----

-----  
Level 1 | Damage: 200% | SP: 100

-----  
Level 2 | Damage: 220% | SP: 100

-----  
Level 3 | Damage: 240% | SP: 100

-----  
Level 4 | Damage: 260% | SP: 100

-----  
Level 5 | Damage: 300% | SP: 100  
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| 9. Walkthrough: Chapter 1 |  
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The walkthrough for Chapter 1 was done by Gbness.

=====  
SELES  
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Suggested Level: 1

This game will start out with a rather entertaining scene. A large army is just totally eliminating a village. They then take a mysterious girl away... after that cutscene, the game begins. A woman is looking at a forest below, and a young man named Dart appears. Suddenly, the ground will begin to shake and he'll then see some nasty looking soldiers riding on horses. Dart will then get

in the way of two of them, and give them a good little threat. A large, green monster will appear, and believe me it doesn't look nice. Dart will run away from them and some women will help him a little. The village of Seles is under attack. Just your luck.

Anyway, you will soon gain control of Dart. Head down a little to the south and then jump over the fence. You will soon see a treasure chest. Unfortunately, before you can open it you are ambushed by two soldiers. They are also picking on a villager, so Dart will fight them. Both of them have very little HP and you should have no trouble defeating them. Anyway, a description for Additions was already given, so have Dart use Double Slash on them if you can. Whether you use it or not, the two soldiers will die in just a few regular physical hits, but still it WOULD be nice to use Double Slash on them...

After that easy battle, open the treasure chest for a Recovery Potion, and then save your game at the nearby save point. Continue further down, and you'll run into the mayor and a few more battles. The battles are no harder than the last few battles were. After a little conversation about Dart's childhood friend Shana being kidnapped with the mayor, go a little further and you'll see a nasty looking man. Dart demands answers about Shana, and we're told that Shana's in the prison of Hellena. But we do have to fight the commander, however.

-----  
Name: Commander  
HP: 20  
Party: Dart  
Element: N/A  
Difficulty: Easy

Well, what do you expect? This is the first boss of the game, so you can hardly expect any ground-breaking difficulty.

The commander is a pushover, even though he does come accompanied with two soldiers. Dart should have 30 HP so he could go down in a few hits. You should really go for the two soldiers helping the commander. Remember, when doing Double Slash, watch the X on the right, not the square. When the X goes down, HIT X QUICKLY. This is a great tip if you aren't into using additions. The soldiers should die in two hits at most. Doing this, you'll make the battle much easier.

The commander's attacks are hardly any stronger than his two boys. After you beat them down, he'll say a little stuff. Nothing of real importance. Anyway, you should have a BurnOut at this point. If you do, use it on the Commander and then mash X like a madman. You should do around 10 damage to the Commander, sweet! After doing that, the Commander should be weakened severely. Just pound on him with some more attacks. If you didn't beat the soldiers with him, they'll just run away.

-----  
These soldiers are now goners. Around the exit of this town, you'll meet a karate master who will teach you how to use your Additions, even though he is pretty well wounded. There are also some kids around the exit too. After they talk to Dart a little, go forward and leave this town, and we are on the world map. It really isn't much of a world map, as it's a yellow straight line, but it's the world map of Legend of Dragoon anyway! Just go straight on that line to the forest ahead of you.

=====  
FOREST

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Suggested Level: 2

Somewhere near the entrance, you will see a merchant. If you want, he can teach you how to use items, but you should definitely already know how to use items. There's also a treasure chest he lets you have right near him. Now just go to the right and you'll be in a maze-like area. There are also a good deal of treasure chests here, but it's pretty straight and obvious. The enemies, the Assasin Cock, Berserk Mouse, Trent, and Goblin aren't hard, so there's no problem. You'll eventually get to the bottom. Take either path down, it doesn't matter.

You will then be on the world map again. Follow this long line and you will shortly arrive at the Hellena Prison. Ah, this is tons of fun, this little part is!

=====  
HELLENA PRISON  
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Suggested Level: 2

Pretty soon you will run into a merchant, and then you'll have to fight a Hellena Warden. These guys are pussy-cats, just use Double Slash on them and they'll die in no time. After defeating them, talk to the merchant and you can buy some stuff from him if you wish. Once you're done with that, just go forward to the upper-right. Cross the bridge right ahead, and you will find a nice save point. After saving the game, go forward and you'll fight some guards. They're absolutely no problem. Just take the lift up from there.

Now, when you get to the top via the lift, turn left and you will find a man dressed in green, totally destroying a bunch of guards. He then turns to Dart, but then he realizes that Dart is a friend. Then, Dart and the green man (his name is Lavitz), have to face up with some more guards. Lavitz is slow, but really strong. His Harpoon skill is easy to do, and powerful. After finishing that easy fight, we'll have to wander around this prison to find out where Shana is. Anyway, it's mostly a loop. Go to the left a few times and then head to the upper-right the next time, and you'll find something sparkle up the stairs.

Don't bother going upward in this room, because a lot of guards are there, and running into them is something that you can not do. Collect this item, and it turns out to be the key to Shana's cell! Lavitz and Dart will talk a little, but after you finish that, get out of this room and then return to where you went to the left to enter that room. Now instead, go to the right and you'll find a locked door. This is the reason why we collected the key. Open it with the key and enter to proceed. There are a lot of guards around here, so fight them if you want. When ready, just head to the upper left...

You will find a door at the bottom, and several guards near it. This is Shana's cell! Now, just beat up these guards. No harder than you'd think... go inside the cell, and then Shana and Dart will greet each other. They haven't seen each other for five years, you know. After this reunion, more guards attack. Bleh, I think you know the strategy now, but do take note that you don't get Shana in the party yet, bummer. After the fight, Shana really wants to join the party, so Dart can't stop her. We now have Shana as a character, but little magic. She's not as useful as Lavitz or Dart, sadly.

Now that we have Shana and we've done what we came for, our next goal is to get

the hell out of here. So just go all the way back to the entrance... and you'll find out that a special someone was just waiting for you... Anyway, time for another boss fight.

-----  
Name: Fruegel  
HP: 90  
Element: N/A

Name: Hellena Warden  
HP: 12  
Element: Fire

Name: Senior Warden  
HP: 25  
Element: Dark

Party: Dart, Lavitz, Shana  
Difficulty: Easy

This is the first fight with Fruegel... and he's pathetic. The wardens guarding him will do a little stuff though. They have some attacks that will hit the entire party. This could be a little bit dangerous around Shana, because she has so little HP, and her attacks are really weak, making her pretty much useless in this fight.

I hope you have a few Healing Potions, because this is what Shana lives to do in this fight. First of all, defeat the wardens. They will heal Fruegel if you go for him first, so it is really not worth trying to fight Fruegel first. They are both very easy, but I suggest defeating the Senior Warden first. He's a little stronger, but neither of them should prove any difficulty. Don't bother having Shana attack if anyone's below half of their HP though, because she does about 5 damage per hit.

After these two guys are beaten, Fruegel should really be no threat. His attacks can be a bit deadly, but that's why you have Healing Potions. First of all, I found attacking items extremely useful in this fight. They should do around 20 damage, so if you use these enough, you should really get Fruegel defeated quickly. Just clobber on him with some attack items, Lavitz's Harpoon, and Dart's Double Slash, and this fight will be over.

-----  
After that fight, everyone is out of the prison and Fruegel is gone... for now anyway. Go to the world map, and just head to the Prairie right ahead. Also, don't try to get out of the line and go to the villages, because you cannot. Just head to the prairie.

=====  
PRAIRIE  
=====

Suggested Level: 4

Just our luck! When we enter, it seems normal. Just go ahead, and the party is ambushed by Hellena Wardens! These guys start firing arrows, and one of them hits Lavitz. Lavitz is then wounded severely, and can hardly go on. Just go on a little bit forward and those bastards will be gone. Just proceed onward, nothing more from them.

Before you start on this place, I thought I would speak about the enemies in

this place. Crescent Bee, Mantis, Vampire Kiwi, and Mole are the only enemies in this place. None of them are even remotely tough except Mole, and Mole isn't very difficult, but he's extremely annoying. The Mole can get underground and it disappears too, making it a total pain in the neck. Defeat it as quickly as possible when fighting it. Anyway, back to the walkthrough.

You will arrive at an intersection. Go to the northwest and you will find a large river. Well, ignore that for now, and just go back and head to the southwest. Around the upper-left side of this house, you'll find a totally dead tree that's going to fall soon. Dart then thinks that he can use this to cross the river, and he proceeds to cut it down, but he can't use a sword for this. So now, just go back and down, and then head into the house at the bottom.

Inside the house, Dart and Lavitz will talk a little about Dart's past. We will now learn a little bit more about the Black Monster... anyway, after this rest, check this room and you will find an axe. The perfect thing for cutting the tree down! Go back to the fallen tree, and then Dart cuts it down, but he cuts the entire tree down, and it falls. Shana then has a theory that it fell back to the river...

Return to the river, and then the log will float to make a bridge to cross! This is perfect. Just cross it and open the treasure chest around the exit. There will also be some people there who don't have any place to go, and Lavitz will offer them to stay at his huge house. Now just get out of here and go to the world map. On the world map, go a little bit forward to reach the Limestone Cave...

=====  
LIMESTONE CAVE  
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Suggested Level: 4

Limestone Cave isn't a particularly dangerous place in terms of enemies. It's got Evil Spider, Slime, Screaming Bat, Ugly Balloon, and Orc. Orc, Evil Spider, and Ugly Balloon aren't nasty at all. Screaming Bat and Slime are a bit annoying, but they still shouldn't be extremely difficult enemies. On to the walkthrough now.

This is a pretty big place, and the biggest thus far in the game (except for maybe Hellena Prison). It's got a big boss not that far ahead, so you have to be prepared for stuff. This place is full of river brooks near the entrance. You can find a lot of nice treasure chests around here. Most of them are money and weapons, which are both pretty worthwhile. To get the chests, slide on the brooks and you will jump to them.

Go a bit forward, and Lavitz, Dart, and Shana will have to jump across a long river brook by jumping the stones on it. This goes fine by just normal jumping (it's automatically done), but at the end, Lavitz will almost slip, but Dart will rescue him. That's the second time Dart has saved Lavitz's life. In case you're running low on health, just go ahead a bit more and you will see some creatures floating in the air. Shana will see that they are Rock Fireflies. Talk to them and they will completely heal the party. Sweet!

After that, go to the right and you'll find some items. Also, just ignore that rat, since it doesn't mean anything. Return to where the fireflies were and just go down this time, and then get the items on the upper side in the next screen. After getting them, go to the right and you'll see a Save Point and some treasure chests. This is where the big part is coming! Save the game, and then go forward to meet a large snake. Looks like we have to fight.



-----  
Boss: Urobolus  
HP: 270  
Element: Earth  
Party: Dart, Lavitz, Shana  
Difficulty: Medium

Urobolus is definitely a step up from Fruegel's or the Commander's difficulty. He has quite powerful attacks, and he can even poison you. Hopefully, you've got some Body Purifiers with you to cleanse the poison. Also, if you have a new sword for Dart, that'd be pretty nice. Anyway, let's fight Urobolus now, shall we?

Hopefully, you have had some good practice on using Additions by now, because Dart's Volcano and Lavitz's Spinning Cane are a step up in difficulty from Double Slash and Harpoon, and both of them will each do 20-30 damage on Urobolus, quickly lowering his HP. Since Shana is so weak, she shouldn't be fighting Urobolus if you don't have any magic items. Instead, just have her use Healing Potions, for now anyway...

When Urobolus loses a great deal of his HP, he will go through a hole on the right and appear at the top of the cave. Now only Shana can hit it, since she's the only one with a projectile weapon. Now have Dart and Lavitz use Body Purifiers and Healing Potions. Right now, all Urobolus will do is spit poison; he won't do physical attacks at all. Anyway, just have Shana attack while Dart and Lavitz use Healing Potions, attack items, and support.

When Urobolus gets back down, try to defeat it as quickly as possible. You really don't want this mother to get back through that hole, since if it does you'll be well pissed off. Anyway, you should beat it pretty soon if you have a good grip on Additions and attacking items.

-----  
After that fight, Dart and Lavitz will walk away, but Shana starts to feel something. Urobolus then gets up and tries to kill Shana... but then I won't spoil what happens. You'll want to find that out for yourself. Anyway, you will then be on the world map. Just go a bit forward and you'll end up in Capital Bales.

=====  
CAPITAL BALES  
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Suggested Level: 6

Upon arriving in Bales, there may be some stuff you want to check out, as this is a pretty big town! Anyway, I'll leave the shopping up to you. In case you didn't know, a Green arrow is a normal path, a Blue arrow is a shop, and a Yellow arrow is an Inn or a Clinic. You might want to stop at the clinic if Urobolus put up a good fight, and you should definitely buy some weapons at an equipment shop or some good attacking items/healing items at an item shop. Anyway, that's that.

When you're ready to progress with the game, go to the left, and then head up a long set of stairs and you'll arrive in Indel Castle. Anyway, it's pretty straightforward from here... just go up all these stairs to reach the 3rd floor, and you will reach the throne room. King Albert and Minister Noich are here, and they will tell you a little about the Black Monster that killed Dart's parents. Also, ignore the man in black. That's Lloyd, but he's not

important right now.

Anyway, right now we'll want to see Lavitz's parents. You might have already seen a door that Lavitz doesn't go into because it's better to see King Albert first. Now that you've seen King Albert, go to the right and you'll find a door to his house. Enter and you will meet Lavitz's mother. Shana will then offer to cook lunch with Lavitz's mother, and then Dart and Lavitz need something to do while the two women are cooking. Dart will then offer four things to do with Lavitz...

If you choose any of the options except a tour of the house, Lavitz will say some hilarious stuff. Anyway, just choose a tour of the house, and Lavitz will say that his house isn't anything special, but Dart still wants to see it. Lavitz will show Dart some ordinary stuff, but then he shows Dart his treasure... and that's just the town, not some gem or important thing. =) Anyway, Shana and Lavitz's mom will finally be ready. Lavitz and Dart will automatically go back.

Lavitz's mom will then be extremely worried about him and Shana. Anyway, after that just leave. It is now time to go to Hoax. Leave this town and just go straight forward to Hoax. This is where we'll finally meet a few tough enemies, and meet up with a new friend. This is where the storyline really starts!

=====  
HOAX  
=====

Suggested Level: 6

When you finally reach Hoax, Shana will be confused about this place and think it's a fortress, seeing as how big it is. Don't pay any attention to Shana, just go up the stairs on the right and enter the small house. A woman will await you there, and she'll talk a little about Emperor Doyle, King Albert's uncle. Anyway, after talking with her, go back down the stairs and into the house on the right, and you'll meet up with a guy named Kaiser. This also happens to be a place for discussing war strategy.

Kaiser will speak a little bit about the defense, but nothing you really need to pay attention to. Lavitz and Kaiser will then discuss the strategy and tell you to come when you are ready. This is your time for preparation. Battles are coming soon. Equip all the best stuff, and make sure you have some Healing Potions and Angel Prayers, and you'd better also have a few attacking items. When you're ready, talk to Kaiser, and it will then be the night.

Unfortunately, Shana cannot participate in these battles, because it's too dangerous. Eventually, Sandora will start attacking. Some people will then be killed, and Lavitz and Dart go down to engage the enemies. You'll fight some regular Sandora soldiers. They're not very hard. At the top, trouble starts brewing. A highly advanced soldier starts killing people, and then Dart says to him that big talkers are usually cowards. Then, the fight with the Elite begins!

-----  
Boss: Sandora Elite  
HP: 250  
Element: Dark  
Party: Dart, Lavitz  
Difficulty: Easy

Just as Dart said, big talkers are real cowards. The Sandora Elite is, but he's got some nasty tricks up his sleeve. First of all, the Sandora Elite is a dark

enemy, as his attacks will show you. This calls for light energy attacks. The elite can summon a ball of green energy and do some damage to the party with it, and he has some projectile attacks, but right now that's all he'll do. Don't be scared yet, hehe. =)

Use your light attacks and other magic spells, as well as Volcano and Spinning Cane, and soon the Sandora Elite will be down to 1/2 of his HP. He'll now be ready for all action. He now summons a dark blue ball of energy and turns into three enemies. This is where things start to get a little tricky, because it's just a random guess. You'll know when you hit the right one, because then they become one again and it actually does damage. If it's on the wrong one, nothing will happen, but it'll do no damage to it or the real Elite.

Unleash all you have when the Sandora Elite becomes one again, because it's really annoying to have to go through all that trouble again. Still, just smack his ass, and then he'll be dead. He's not that hard, just annoying. But time for the real challenge.

-----

After the Sandora Elite is defeated, most of Sandora will retreat. But there seems to be another enemy terrorizing around here. Go down to the bottom, and then you'll meet a giant, and the last member of the Gigantos. His name is Kongol, and he is hella strong. No one has ever survived against him, and he wants you dead!

-----

Boss: Kongol  
HP: 250  
Element: Earth  
Party: Dart, Lavitz  
Difficulty: Semi-Hard

Kongol is much harder than the Sandora Elite. If the Sandora Elite did any bad damage to you, then use a Healing Breeze on both Dart and Lavitz. If not on both, use a regular Healing Potion. Anyway, onto this fight! This fight is one in which we really need to show off our Addition skills. If you don't have good skill in them, you could be doomed in this battle.

If you do a successful Addition on Kongol, it'll be about 25 damage. This is very good, but it's bad if you don't complete it. If you fail to do this, Kongol will end this with very small damage to himself, and he'll pick up the character who attacked and he'll slam him down. Overall, not nice. It's not like Kongol's regular attacks are any better either. Kongol can do about 40 damage when he attacks, and at this point it could be deadly, especially to Lavitz.

Supposing you aren't very skilled in Additions, you'll probably just want to use attacking items in this fight, preferably wind items. Kongol's element is Earth, making Wind especially effective. If you have Spear Frost, this should also be very useful. If you know Additions well, just pummel away at Kongol with physical attacks, until you reach the point where he throws his axe away and fights with bare hands.

This is the real difficulty point in this battle. Now that Kongol doesn't have his axe, he's much stronger. His physical attacks are stronger, he still slams the characters, and he has a new attack where he picks both characters up and throws them. This attack does about 50 damage to both Dart and Lavitz. The Healing Potions should now be used, because Kongol will really wear you down.

Anyway, just use Spear Frost, and any wind magic that you have, and then Kongol

is defeated. A dark, mysterious woman appears (the woman that appeared at the beginning of the game), and then a power awakens from within Dart and his pendant. Dart then transforms into a Dragoon with super power, and then he hits Kongol, severely wounding him and throwing him back. This will end this hard fight.

-----  
All of Sandora will retreat, saying that Dart and everyone are not humans. Dart will then transform back into a human again, and then he will pass out. You will be in one of Hoax's house, and then the dark woman will introduce herself as Rose, and she will talk a little about the Dragoons. She tells everyone a good deal of interesting stuff, and she even joins the party. Dart can now transform into a Dragoon after he's been hit enough, and Rose also has this power. Lavitz and Shana don't yet though.

Dart and everyone else will then leave this town, ready to go. Kaiser then talks to Lavitz a little bit, and when you're almost out, some people will talk about how strong Dart was to be able to defeat Kongol. Anyway, you might want to talk to Rose, as she'll teach you all you need to know about Dragoons, ranging from SP to Additions to magic. When you're ready, just go to the exit. Rose will then consider Dart a mature Dragoon, and then the story will advance. Just head a bit forward on the golden line to arrive at a marshland.

=====  
MARSHLAND  
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Suggested Level: 7  
Suggested Party: Dart, Lavitz, Rose

There are two places to go in this Marshland, west to Volcano Villude or north to the fortress of Basil. Go to the fortress of Basil FIRST. The enemies here aren't any dangerous threat, although they can be a little annoying. Now is a good chance to show off Rose's awesome strength with her Dragoon power/Whip Smack Addition. Very nice. Keep going north until you reach a bridge where several Sandora soldiers and Basil soldiers will be fighting.

We will now have to fight all of the Sandora soldiers. There will be five battles, and each one is just two Sandora soldiers. Dart, Lavitz, and Rose can easily beat them in a couple hits, since all they have is 60 HP. The only powerful things they have to offer are usages of Spear Frost, which does about 50 damage. Besides that, all these fights are pushovers. After all of these idiots are defeated, a Commander will come out of the Basil fortress to fight.

-----  
Boss: Commander  
HP: 150  
Element: Dark  
Party: Dart, Lavitz, Rose  
Difficulty: Easy

OH what a joke this fight is. Really, the Commander doesn't have anything even mildly serious, although the Healing Potions could help out in this fight. He comes accompanied with two Sandora soldiers, so just aim for them first. They're more annoying and once they are defeated, this fight has absolutely nothing within it to make it difficult. By now, you should have Dart and Rose at 100 SP.

This should be the first opportunity to use the Dragoon abilities. Transform both Dart and Rose into Dragoons if they are at 100 SP. Rose should use Astral

Drain if the party is low on HP, but if it isn't then she should just concentrate on killing the smaller fry if they are still alive. Lavitz should now have Rod Typoon, so he's not entirely useless either. Dart should just some Dragoon fire spells on these enemies and they'll die very quickly.

Overall, you should whoop these punks in a very short amount of time. They're very easy.

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After beating them, just go inside the fortress, and you will see many people inside, nearly dead. After Lavitz talks to them a little, go down and collect some items, and then just get out of this place. You can also pray for the dead soldiers, if you wish. When you are ready to go, return to around the entrance of this place, and turn left on the tree branch. Cross to the other side, and a little bit forward, Shana will have a little trouble in her leg. It doesn't mean anything... now anyway. Go a bit further, and you'll be on the world map. Go a little bit further to come to Volcano Villude.

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VOLCANO VILLUDE

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Suggested Level: 8  
Suggested Party: Dart, Lavitz, Rose

Almost all of the enemies that are met in this place are fire-elemental, making Dart fairly useless in this place. Rose and Lavitz will be handling out most of the damage, so you should basically have Dart use magic items and/or support. The enemies aren't that hard though. Fire Spirit and Red Hot aren't bad, and even though Salamander is quick, it isn't anything to worry about. Still, Lavitz and Rose should still be kept handy just in case you fall into trouble, yanno?

Shortly after you come in, an angry Fire Bird appears. Shana recognizes it and then the party runs away. We don't have to fight the Fire Bird yet... anyway, on the right path you can find a treasure chest, although it really isn't worth it. Just go left, and you'll be in a fairly large place, and then you'll see a mysterious person. He doesn't mean anything now, so just ignore him. Just continue a bit ahead.

There's a Save Point here and a tough boss fight coming up, so I recommend you heal up and save. After you're ready, you'll find a lot of rocks in this huge river of lava that you must jump across. This is similar to Limestone Cave, so you should have the hang of this automatic jumping by now. When you get near the end, Shana will feel something calling her. She then runs off. Go just a little further to the left, and then you'll see a huge statue. Rose recognizes it as a Virage. A battle now awaits.

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Boss: Virage - Head  
HP: 350  
Element: N/A

Boss: Virage - Body  
HP: 350  
Element: N/A

Boss: Virage - Arm  
HP: 50  
Element: N/A

Party: Dart, Lavitz, Rose  
Difficulty: Medium

The Virage is a little bit harder than Kongol, mainly due to its overwhelming amount of HP. It is also the first boss comprised of several parts. It has two Arms, a body, and a head. To defeat it, the head and the body must both be defeated. The Arms will just come back to life so it doesn't really matter if you destroy them.

Anyway, you'd better have some healing items like Healing Potions and Body Purifiers. The Virage has a fierce attack that Confuses, Stuns, and causes Fear on a character. This is never good. It can also emit a red light that damages a single character for about 80-100 damage, so that's not really anything to worry about. The Arms can do about 40-50 damage an attack. They're not particularly dangerous, so I definitely recommend that you take out the Body first in this fight.

Lavitz and Rose should concentrate all they have on either the body or the head, although I personally went for the body. As for Dart... I recommend you go for the Arms with him, since their attacks are extremely annoying at times. You should definitely try and get Rose in Dragoon status, so she can use Astral Drain. This awesome attack not only does major damage, but it heals you too! Not bad.

If you used Shana in this fight... then it will be much harder. If you have any Spear Frosts, they will be especially useful against the Virage's Body, since it does 50-60 damage or so. Don't even think about having her attack, because she'll do about 4-5 damage. Instead of having Dart support, she should support instead, while Dart goes ahead and pummels the Virage's Head and Body. Also, you'll definitely know when the Head/Body die off.

As long as you can manage to avoid the status effects, then as soon as you take out the Body and Head, Dart will rush at the Virage and perform the finishing blow.

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After that fight, the party will chat a little, but when you regain control, go back to the lake of lava, and jump to the right. When you get there, you'll hear a man calling for help. Dart will then come in and save the life of a man named Dabas. Dabas tells you to meet him in the commercial town of Lohan, and he also opens up a shop. I recommend Healing Potions and attacking items right now. He'll also give you a Sapphire Pin. Anyway, proceed even further and you'll be in a large circular area. Then the Fire Bird comes and attacks!

-----  
Boss: Fire Bird  
HP: 600  
Element: Fire  
Party: Dart, Lavitz, Rose  
Difficulty: Easy

And THIS was something that the party had to avoid at the beginning of Volcano Villude? No matter what you might think, the Fire Bird is a cakewalk. To start out with, sometimes he summons Volcano Balls. These bombs will explode and do quite a bit of damage after three turns, but they only have 50 HP and are easily defeated.

You'll want to get Lavitz with Rod Typhoon, and successfully using it every turn. This will do a good amount of damage. None of the Fire Bird's attacks are

that powerful, so don't worry about them. If Rose reaches her Dragoon form though, it'd be nice to just use Astral Drain on the Fire Bird to absorb a good deal of its HP. If Volcano Balls appear, have Rose use Death Dimension, if you have it. If you don't, just have Dart and Lavitz kill them, while Rose attacks the Fire Bird.

If you have Shana, then use Spear Frosts to no end. This will do amazing damage to the Fire Bird. Dart might want to support if Shana is not here, because he is the same element as the Fire Bird. Anyway, you shouldn't really have much trouble.

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After that fight, just go on a little bit and you'll find Dabas again. He'll offer to sell you some more stuff, so if you're low on Spear Frosts, Angel's Prayers, or Healing Potions, this is your chance to get them. Be warned that tough fights are coming up, so get at least 10 Healing Potions, 6 Angel's Prayers, and 4 Spear Frosts. You won't regret it. Anyway, get to the world map, and then follow the line to the biggest place yet, the Nest of Dragon. This is where we'll finally fight Feybrand.

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NEST OF DRAGON  
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Suggested Level: 10

Suggested Party: Dart, Lavitz, Rose

Go on a little bit to collect a treasure chest, and then go on a little further and Shana will start feeling something... it doesn't mean anything right now and she'll feel better immediately, so worry not. You may see a curious looking plant up ahead, but it's blocking the way and we can't deal with it yet. Ignore it and take the other path, jumping across the rocks and collecting items. At the other side, you will find yourself trapped, and you will drop. Bummer.

When you drop down, to the south you will find some healing water. This is good because it completely heals you! Sweet. But there's one thing to take note of: the enemies here are tough. The Run Fast is annoying, the Tricky Bat and Lizard Man are easy, and the Mandrake and Man Eating Bud will just make you furious. Don't bother with the Spear Frosts unless you fight something that puts a Physical Barrier up, or you're in a battle with a Man Eating Bud, because it has 120 HP.

Press X to climb the rock right above, and you'll find a lot of strange plants around. Lavitz will then make a few comments on them. Now when you come to the fork, turn to the left and examine the plant on the way, and the black stuff below will then die away. That's good, we want as much of it to die as humanly possible. The left and right paths here will then lead to treasure chests. Get 'em all!

Climb up the rock a high way above, and then kill all the green plants on the way to destroy all the black ones. Go back to where you first entered this place, and then drop down back to where the water was, and save the game. Then go through the front hole right ahead, and then just go ahead and you'll meet a dragoon that killed Lavitz's parents. His name is Greham, and we are now going to fight Greham, and Feybrand!

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Name: Greham

HP: 350

Element: Wind

Name: Feybrand  
HP: 450  
Element: Wind

Difficulty: Hard  
Party: Dart, Lavitz, Rose

This is the first boss fight where we'll have to make a huge choice of what we'll want to kill first. Greham and Feybrand are both quite powerful, but you'll likely not have many attacks that can hit both Feybrand and Greham. Greham is very fast and has some annoying attacks/status effects, and Feybrand does about 50-60 damage per hit, he can power himself up, and he can spit poison. He's annoying, but I'd prefer to go for Greham first, mainly because Greham has less HP.

First of all, don't underestimate attacks. Only not attack unless you have Shana here, or you're at the maximum Dragoon level for SP. I really recommend having Dragoon LV. 2 by now for Rose and perhaps Dart, but it's not necessary. Concentrate all power on Greham, since he'll be a slightly bigger threat than Feybrand. When you finally reach the Dragoon, have Dart use Explosion and have Rose use Astral Drain. Astral Drain will be immensely useful in this fight.

But what about Lavitz? I can say that he should be the support character in this fight. Since he, Feybrand, and Greham are all of the Wind Element, he won't be that useful. He can help out by using Spear Frosts or Meteor Falls on Greham, because both of them will be extremely useful. Only do this if you don't have Shana in the party though. If you do, just have Lavitz use Rod Typhoon constantly.

If you do indeed have Shana in the party, this fight will be a lot harder. She'll be the definite one for using Spear Frosts and Meteor Falls. If you have her substituting for Lavitz (which if you use Shana, will be a GOOD idea), then just have Dart and Rose attack nonstop. If you have Dart, Shana, and Lavitz, this fight will be much harder. In fact, I can only recommend it if Lavitz has a great spear and is a heavy physical attack/magic user. If that's the case, have him and Shana use magic on Greham to no end.

After killing Greham, defeating Feybrand should be no problem. He really isn't that tough without his boss. Anyway, as long as you're well equipped and ready, this fight shouldn't be too difficult.

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After that fight, Greham will then die. After he and Lavitz talk a little, Lavitz inherits the Jade Dragoon Spirit. Congratulations, Lavitz is now a Dragoon! But not all is well. Right then, Shana will fall down, sick. Dart will then carry her out and up the web. The closest place to carry her would be the commercial town of Lohan, and this is where our friend Dabas is. You'll be on the world map shortly. Just head straight to Lohan. No tough bosses coming up for a bit, so no need to worry.

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LOHAN  
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Suggested Level: 11  
Suggested Party: Dart, Lavitz, Rose

On entering, Dart will be holding Shana. Shana just cannot enjoy the huge town that is Lohan right now... Shana is taken to the doctor, and to cure her, a



herb called Dragoni Plant is needed. They are extremely rare, making there little hope left for Shana... anyway, head out of the doctor and you will see that Lohan is giant as shit. Really, it is. Anyway, exit the house and go south, then southeast to Dabas's shop. Dabas will play some friendly jokes and tell you where to find the Dragoni Plant. It can be found beyond the Nest of Dragon. Remember the plant there?

To take out the plant, we need to take the healing water that recovered our HP and MP to it. Only problem is that we need something to carry it in. Go back to the entrance of Lohan (down the stairs), and a man with funny clothes will await you. He'll see you a bottle for 1,000,000,000 Gil. Of course, Lavitz and Dart refuse this. Keep telling him to make it cheaper until he offers it for free. Buy it then, and you've got the bottle for absolutely nothing, you cheap bastard. =P Anyway, go back to the Dragon's Nest.

Jump down the hole to where you found the water, and then pick it up with the bottle. Now go back around to the entrance, and then turn to the plant. Give it some of that water and it'll go down, revealing another world map path. Take this one and go to the left, and then you will reach Shirley's Shrine. This is supposedly where the Dragoni Plant is. Too bad the Shrine is full of enemies and it also happens to be a very big place. Together with beautiful music.

=====  
SHRINE OF SHIRLEY  
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Suggested Level: 11  
Suggested Party: Dart, Lavitz, Rose

The enemies in Shirley's shrine are the hardest we have fought yet. The Plague Rat isn't bad, the Strong Man has strong physical attacks, the Gargoyles are pretty nasty, the Living Statues aren't that hard, and the Crystal Golems are just totally deadly. You'll want to have pure power around here, so make sure you're built up enough. On the right of the entrance, you can find some water to drink to restore your HP/MP. Climb up right ahead, and then jump across to the other side. Jump across the rocks and then you will be inside the shrine itself.

Just a little bit forward, a treasure chest says: "You lost, okay?" In the entrance hall, you'll also be greeted with: "Don't mess with Sir Drake, get out! I am busy! Get out!" Bah, just ignore that crap and go to the right. You'll find some healing water in here. A silver statue is also right here. You'll see that it's on the left, so remember this. Some more trash will be talked to you from the treasure chests. Now just return to the entrance hall and go to the left. You'll find a steering wheel, so turn on it and a path will open.

Take this path and you'll see a golden statue, pointing at the front. There also some more treasure chest notes like "There's nothing in here. Don't you get it? Welcome after coming all the way here. Good boy. Now get out!" Whatever. Return to the hall and go north, to find you have to enter a code to proceed onward. Unfortunately, we don't quite know it yet. Turn left and upstairs, to find yet another annoying treasure chest. This one will say "Bye bye" and take you to the river. But as you are going across it, parts of the code will be heard! Hahaha.

When you finally get out of the water, you'll be in the entrance. Return to where the code was supposed to be entered, and then give it the code. For example, if you got the numbers "2", "4", then "8" in the water, enter "248" here and then we can go even further. Now, head up the stairs and you'll be

faced with a really long other set of stairs, along with two statues, one silver and one gold. To start out with, ignore the silver/gold statues and head up the stairs. At the top, they will make you slide all the way down! So how to fix this...

The statues nearby are the answer. Turn the silver statue to the left, and the golden statue to the front, and now you can head up the stairs. That was simple enough... anyway, head up all of them and you will find a large "throne" and a save point. A boss fight is coming up, so I strongly recommend that you save. When you reach the "throne", you will be met by a nasty bandit. He will attack you, so you'll have to fight him before we can get to Shirley, unfortunately.

-----  
Boss: Drake the Bandit  
HP: 1150  
Element: Wind  
Party: Dart, Lavitz, Rose  
Difficulty: Medium

Drake the Bandit is a fairly difficult boss. First of all, his attacks are not that strong. He can throw some daggers at you, but that's all for now. First of all, just beat up on him. Don't turn into Dragoons with ANYONE yet though. Make everyone (except maybe Lavitz, who hasn't reached the point yet), get the point LV. 2 Dragoon with 200 SP, but not to transform into it. Then beat up on Drake.

Eventually, Drake tosses out three Bursting Bombs. These are slightly dangerous. After three turns, they explode on a character for 90-100 damage. This is never nice. Have Rose turn into a Dragoon and use Death Dimension. This should sort out the bombs in little time, and it'll do major damage to Drake. If someone was hit by a bomb in its time, have her use Astral Drain on Drake. Also, if you're sure that a bomb will hit you, be sure to guard. The bombs will always hit the character in front of them, so you can predict it.

When Drake hits about 1/2 of his HP, he tosses out a wire, and to hit him, you have to destroy the wire. Here's where Lavitz should turn into a Dragoon. Have him use physical attacks on the Wire, and try to get the D.Attack to absolute perfection. With that and maybe a couple attacks from Rose, the Wire should be destroyed. Now DON'T turn into a Dragoon with Dart yet. Try and build Rose up to a LV. 2 or at least LV. 1 Dragoon until Drake reaches 1/4 of his HP. Why are we doing this?

If Drake hits 1/4 of his HP, there's a chance he will heal himself for 360 HP. This will have tons of our work wasted, so that's why when Drake is at such low HP, we should deal with him. Dart should use a physical attack (if you're good with them) or just a spell if you're not. Have Rose use Astral Drain on Drake, and if Lavitz is a Dragoon, use Wing Blaster. If not, just have him use Gust of Wind Dance if you have it. Rod Typhoon will work if you don't.

Supposing you don't let Drake cure himself up, you should have little trouble in this fight.

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After that fight, Shirley herself appears. She scolds Drake a little bit, and then tells you that she has no Dragoni Plant. But, there is another way to cure Shana. Shirley is the owner of the Silver Dragoon Spirit, and if this is given to Shana, she will be healed. But Shirley decides to test you before giving it.

-----  
Boss: Shirley  
HP: Infinite

Element: Light

Party: Dart, Lavitz, Rose

Difficulty: Very Easy

This battle is just a test to see what your party is really like. Don't bother attacking Shirley, because it's just a waste of time. Shirley will transform into Shana, and then Dart will have to talk to Shana. Don't worry about messing up, because then Shirley will reset. Anyway, here is how the conversation should be:

Shirley: Dart, Lavitz, why do you fight?

Dart: To protect those we love.

(Shirley transforms into Shana.)

Shana: Dart, I have been waiting. Why did you leave without saying a word?

Dart: To pursue the Black Monster.

Shana: What are you going to do after you find the Black Monster?

Dart: Of course, get revenge!

Shana: Please, forget about revenge and be with me. The Black Monster or me, Dart?

Dart: Shana.

Shana: Really? Dart, I'm so happy!

(Shirley transforms into Albert.)

Albert: Lavitz! What are you doing here! Forget Shana and go back.

Lavitz: That's not like you.

Albert: Lavitz! Are you disobeying my order! Choosing one over many?

Lavitz: Shana needs me!

(Shirley transforms to herself.)

Shirley: Dart, advancing will bring truth as well as ordeals. And you still want to go?

Dart: No matter what, I will go.

Shirley: Lavitz, I ask you. Who is the most important person for you to protect?

Lavitz: Mother.

Shirley: Lastly Rose, I ask you. What does life mean to you?

Rose: I've never thought about it.

If all these choices are entered correctly, the battle will end and you will get the White Dragoon Spirit. Well, that little battle was quite fun, was it not?

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After the fight, Shirley grants you the White Dragoon Spirit. Now, all we have to do is get out of this place and get back to Lohan. Save the game, get out of the shrine, get to the world map, head to the Dragon's Nest, take the right fork, go up and out, then you'll be on the world map again. Go to Lohan.

=====  
LOHAN  
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Suggested Level: 12

Suggested Party: Dart, Lavitz, Rose

You may be a little confused as to where to get to the inn but... go north twice and then go to the right. A yellow arrow hangs over the door (depending on your settings), so just enter. Inside, turn to the left and you'll find Shana. Give the doctor the Silver Dragoon Spirit, and then Shana will be fully healed. Not only that, but she becomes the owner of the Silver Dragoon Spirit, so we now have four Dragoons! Very nice and sweet. The doctor will tell you that right now, a big competition is also going on.

Get out of this inn and then head back to the entrance of Lohan. Then go to the right and enter the Heroes Competition of Lohan. It's right up ahead... when coming in, just go to the right and down, and you'll meet a woman. She'll let you register, so by all means do so. She will then take you to the waiting room. Inside, you'll meet all the competitors (Gorgaga, Serfius, Danton, Atlow, Lloyd, and Haschel). Haschel is the only one we never have to fight though. As you see, he's a friendly guy! Dart and Haschel have a little greeting since they knew each other, years ago.

The competition will then begin. Talk to the Attendant, and we'll be ready. To start this out, we need to fight Gorgaga. At the beginning of the fight, the low ass will use Poison on Dart. That was extremely low, and even Dart says this. Anyway, Gorgaga's a very easy enemy. He only has 200 HP, and his attacks just do 30 damage or so. You should be able to beat him easily with just some Additions. Unfortunately you can't turn into a Dragoon though. Also, don't bother using any Body Purifiers in this fight, because the poison will be healed afterwards and Healing Potions are good enough.

After that fight, you'll be taken to the waiting room again. Talk to the Attendant to fight Serfius. He's pretty fast, but he's not actually hard at all. He's also a fire elemental, so Dart's attacks won't be that useful. Just have Dart use magic, or possibly some Spear Frosts if you have any. I just cannot stress the usefulness of those Spear Frosts. Anyway, as long as you use Healing Potions when needed (you might not, as you should have close to 500 HP by now), you should have absolutely no problems whatsoever fighting him, though.

When you finish that, let me warn you right here that that's the last easy battle we'll fight in the Heroes Competition. Sure, the next fights aren't that difficult, but they're a big step up from those two pussycats. Even the Attendant will you that. The next fight is against Danton, a small guy who uses an Axe and has the Earth elemental. Here we can just beat him up with physical attacks, but I recommend using some Wind attack items. Trust me, these will be powerful. Also, Guard when he's ready to do an All-Out Attack, because it does over 200 damage. Not exactly something you'll want to take to the face, I can assure you.

The last real fight will be against Atlow. No matter what the Attendant says, he's not very strong and he's easier than Danton was. He mainly attacks with his bow, and each attack does around 30 damage. When he does his combo attack

though, it does a little more, but it's still not much to worry about. Atlow is very annoying because his attacks take a long time to do. You shouldn't ever have to worry about curing in this fight, so just use some Additions and perhaps a Light spell, since Atlow is of the Dark element. Overall not a tough fight.

Dart will now have to fight the final challenge - Lloyd. Yes, I know he looks like a short-haired Sephiroth, but don't you complain to me about that. Anyway, the fight with Lloyd is impossible. Whenever you have Dart use an Addition, Lloyd is so fast that Dart can't read it; therefore he fails the Addition. Lloyd's attacks are quick and powerful, so you can't win. You can't even damage Lloyd; not even attacking items can hit him. Lloyd's attacks are extremely powerful so you should lose this fight quickly, putting Lloyd in first place, Dart in second place, and Haschel in third place. This ends the Heroes Competition.

After the fight, Dart congratulates Lloyd upon winning. Lloyd then says a strange thing about the future... well, you'll find out about what he's talking about later. Shana and Dart talk a little bit, and then Haschel wants to browse around with Rose. Rose doesn't seem to like Haschel and just walks away alone, leaving Haschel by himself. Lavitz then gives Dart 3 tickets, so if you want, you can play mini-games around here. The mini games include shooting some creatures, guessing what changes in a room, and three people changing position and guessing which one has a bird in his hat.

When you're sick of playing mini games, just talk to Lavitz. After talking to him twice, tell him that you've had enough, and we can proceed with the story. Everyone will go outside, and Lavitz needs to go to Bales to talk with King Albert, but then a Knight of Basil appears and tells you that King Albert has been kidnapped by Fruegel. Lavitz then goes totally berserk and needs to return to Hellena Prison. But Haschel also wants to join you, so that makes five party members. Anyway, get on the world map and go to the southeast for a shortcut to Hellena Prison.

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HELLENA PRISON  
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Suggested Level: 12  
Suggested Party: Dart, Lavitz, Haschel

On this fork, go to the left and on the elevator. At the top, you'll find a bunch of items. Then go upstairs and you'll find a Healing Potion, which is always nice. Upstairs, just turn south and you'll find yourself where you got the key for Shana. You should definitely remember Hellena Prison from the beginning of the game. In the room where you got the key for Shana, Dart will ambush some Hellena Wardens, but they give him and Lavitz a clever little trap in the ground. You and everyone will then be trapped. Examine the rock close to where Shana is standing to find an area behind it... but a boss then attacks.

-----  
Boss: Jiango  
HP: 1200  
Element: Earth  
Party: Dart, Lavitz, Haschel  
Difficulty: Medium

Jiango is an extremely powerful boss. He's also a huge earth attacker, as he seems to be obsessed with jumping up and down and smashing characters. This can do up to 100 damage on the characters, so this can be quite deadly... but I

found magic very effective in this fight. Physical attacks won't really do that much damage. Wind spells will also be extremely effective here. Make sure that Haschel attacks a lot though, because his Double Punch is very powerful.

Anyway, this battle doesn't really have much strategy to it, since Jiango is basically the same throughout the whole fight. If you have Rose instead of one of these two, it really won't be much different. She MUST get into Dragoon form quickly to use Astral Drain though. Lavitz should also get Dragoon form quickly so he can use Wing Blaster. This should do over 150 damage. Shana will make this fight a real torture if you don't have Spear Frosts or any wind spells. So don't even consider her in this fight; she'll die in just a couple hits.

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After that, you'll automatically be out of the dungeon, after Shana worries a little bit. Okay, now we're really close to getting out of this awful place! Just go upstairs, and you will run into a lot of fights with Hellena Wardens. I know, they're annoying, but they're very easy, especially with Lavitz's awesome powers. Eventually, you'll be outside. Save the game, and then go a little bit forward, to see King Albert, about to die. Lavitz stops Fruegel, and then the battle begins.

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Boss: Fruegel  
HP: 1000  
Element: Earth

Boss: Rodriguez  
HP: 400  
Element: Wind

Boss: Guftas  
HP: 400  
Element: Dark

Difficulty: Medium  
Party: Dart, Lavitz, Haschel

Begin this fight with everyone in Dragoon form, or at least with something that can hit everyone. Haschel, who doesn't have this, should use magic if he's in your party. If Shana is, have her turn into a Dragoon and use Star Children. Very worthwhile. If Rose is, use Death Dimension or Demon's Gate, if you have that. Have Lavitz use Blossom Storm, and Dart absolutely needs to use Explosion or Final Burst if he has it, because these attacks all do splendid damage to these three.

Fruegel himself is not the hard one in this fight. A bird named Rodriguez is on his left, and it can fly in the air, grab a character, and knock him/her down for about 80 damage. Guftas is also a quick attacker, and he does some status effects. Rodriguez is also pretty annoying with status effects. Fruegel himself is strong, but nothing really that nasty. First of all, you want to Rodriguez and Guftas dead before anything. Don't even look at Fruegel, just concentrate all you have on Rodriguez first. Then take on Guftas.

This battle really isn't that much harder if you have Rose or Shana. If the party runs low on HP, Rose always has Astral Drain... not to mention Lavitz has got the extremely powerful Gust of Wind Dance, which together with some other attacks will take Fruegel or Guftas out in just a few hits. After those two are dead, you really shouldn't have any more difficulty killing Fruegel.

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\*\*\*BEGIN HUGE SPOILERS: READ AT YOUR OWN RISK!!!!\*\*\*

Lloyd will then appear, and it turns out that he was the hooded man that's been around all this time. He then walks up to Albert and steals the Moon Gem from him. Lavitz then gets angry and decides to do a good thing for Albert. But then Lloyd attacks and kills Lavitz. Dart and Lavitz have a very sad goodbye, and the Jade Dragoon Spirit passes to King Albert. Albert then replaces Lavitz in battle. You will then be in Seles.

\*\*\*END HUGE SPOILERS: YOU CAN LOOK NOW!!!!\*\*\*

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SELES

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Suggested Level: 13

Suggested Party: Dart, Haschel, Rose

Dart will then be talking with everyone back at Seles. Albert will then tell you a little stuff, and then Dart makes a quest to pursue Lloyd, no matter what. He wants to avenge Lavitz. Anyway, we now need to defeat Emperor Doel. Albert says that Doel is currently at the Black Castle of Kazas, so we'd better go there. You should definitely know Seles pretty well, so you'll have no problems getting out. On the world map, just go southwest and you will come to a black castle. Make sure you are prepared. Also, if you're using Albert, you'd better practice his Additions.

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KAZAS

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Suggested Level: 13

Suggested Party: Dart, Haschel, Rose

To start out with, we're not in the castle! This is just a town... well, welcome to Kazas anyway. This place isn't very complicated, so just get to the bottom of this area and then head to the left, and you'll find a boy blocking the way to the Black Castle. He wants to test Dart and Albert to see if they should go through. Answer with "I don't know", "Take care at home", and "To protect something.", and then the boy will let you through, and he'll also introduce himself.

After a little talk with King Albert, tell the kid that you are ready, and he'll show you a passage into the castle! Rose will go ahead of you. Enter, and then you'll find an underground area. Now, this place is annoying. Ignore everything but just get to the end and then drop down the ladder then go to the right and head on up to enter the castle itself. Well, that was enough of a bother! Upstairs, you'll find a few knights for you to beat up. None of the battles here are remarkably difficult.

Run straight to the north at the entrance, and you will find an elevator guarding by a couple knights, being activated by a purple flame. It CANNOT be used yet, so don't even look at it. Instead, just go to the right in here, and you'll meet two wackos researching White Flame and Green Flame. If you talk to the White Flame researcher, you will get a total cure! They also give you the Magic Oil, so now we can use the elevators. Go down the stairs and save your game, then go into the right to enter a dump of some kind.

Take the elevator on the left and then head down the ladder and you'll find some items. A man on the other side of this room controls some rocks at the top

of the room, so try and pass this area without taking a rock to the head, because that, er... hurts. It'll be best to just rush through it as quickly as possible. At the end, you'll find the Red Stone; this will be extremely useful later. Now you have to cross through this mess again... although it's a bit easier the second time around. Go back to the room with the researchers.

Go back to the main hall (where you turned right to enter this room), and this time head into the left door, and you'll meet a crazed madman named Mr. Magi. He will turn himself into a small dog... cute! Open the chest in here to collect the Blue Stone and then go back. Now, fight off the guards by the elevator at the top of this room! Activate the elevator with the Magic Oil and then go upstairs. In the next room, head down the ladder and you'll find another guard to beat up. This is getting annoying now, but anyway, just go down and you'll find some items.

When you're done doing that, go all the way forward and you will eventually find two knights practicing with each other. Beat these creeps and then turn on the elevator a little beyond them, and you'll find the Great Commander of Seles. He feels pity for all he's done, and then he asks you to awaken Emperor Doel. He then hands you the Yellow Stone, so just go back down the elevator, and then go to the right and through the door there, and you'll find a Sandora Elite. He's no harder than the one in Hoax was, so just beat up on him with Additions.

Now return to around where the knights were and on the left, you'll find an elevator. Go up and you'll be in a pretty nice looking room. This is the fourth and final floor. Head to the elevator on the left and then take it up to find a three-slotted panel. Put the Red Stone, the Blue Stone, and the Yellow Stone in it, and it'll react to the statue and you can open the door further down. Go back down and head to the right, and then go up this set of stairs to find Kongol there. He wants revenge for the fight in Hoax, and he's wearing protective gear. Time to fight!

-----  
Boss: Kongol  
HP: 1000  
Element: Earth  
Difficulty: Easy  
Party: Dart, Haschel, Rose

Believe it or not, Kongol is not any harder than he was in Hoax! He's actually a little easier this time around. He's wearing some gear, and he's a bit stronger. He can smash two characters together, he can slam them, and he can do some regular physical attacks, but other than that he hasn't got much to offer. Try to have Rose attack a lot with More & More (if you have it), so she has the ability to turn into a Dragoon and use Astral Drain if absolutely necessary. That's her part.

Have Dart just use Burning Rush every turn, and Haschel should just use Flurry of Styx (if you have it), or just Double Punch if you don't. Kongol's HP will go down really fast in this fight. If you have Albert in here, he should use Wing Blaster. Don't bother with Rose Storm, because Wing Blaster does huge damage! Shana should just focus on turning into a Dragoon and using Star Children if you have her. This fight shouldn't be very difficult.

-----  
Before going on, switch Haschel in for Albert. Albert will be a lot better in this fight than Haschel will. There isn't much more to Disc 1 now. Just go upstairs, and you'll be in Emperor Doel's room. Now you'll finally have to fight Doel, as the final boss of Disc 1!



-----  
Boss: Emperor Doel  
HP: 650/1500  
Element: Thunder  
Difficulty: Hard  
Party: Dart, Albert, Rose

This fight is extremely hard, and definitely the most difficult fight of Disc 1. To start out with, Doel is just in emperor form, and is no real threat. All he has is just a ramming attack that does about 60 damage, so he should be absolutely no problem. If everyone isn't at their maximum Dragoon level, just physically attack Doel and heal up if you might possibly need to, and then just attack him and in a few hits, you'll beat him! Congratulations, you've beaten Doel for good!

Haha, just kidding. Emperor Doel then changes into a Dragoon, and he's now a hundred times as difficult. To start this out, turn Albert into a Dragoon and use Rose Storm immediately. Trust me: you won't regret doing this! Now just have Dart transform and use Explosion. This should do a large amount of hurt. Also, Rose should constantly be using Astral Drain. HP really matters in this fight. Emperor Doel himself has extremely powerful attacks. Flash Hall can do up to 300 damage, his physical attacks do 150-200, and he has some other nasty stuff up his sleeve.

Also, once he reaches about 1/2 of his HP, he'll put up a barrier and now you can't do any damage to him, physical or magical! This really bites, so while he has it up just go around healing. There's really nothing to do during this time. When he puts it down, use all attack items and strong attacks that you have in your possession. Eventually, and especially if you have reached the Dragoon form, you should do quite a lot of damage and defeat him really quickly.

If you have Haschel instead of Rose, this fight will be quite a bit tougher. Just have Haschel beat away at Doel like a madman. Flurry of Styx is really the way to go. If you have Haschel instead of Albert, this will truly be hard. Haschel should just use attack items if this is what you have. If you have Shana in here, then all you should do is focus on healing while the other two characters focus on Additions. End of story.

Anyway, as long as you're paying attention and you fight smart, you should be able to emerge victorious from this fight.

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After the battle, Emperor Doel will come to his senses, but it's too late. He then dies... but he tells you to pursue Lloyd. Lloyd is currently in Tiberoa, so this is Dart's new destination. As Doel dies, his Violet Dragoon spirit passes to Haschel. Unfortunately though, Haschel doesn't have anywhere near his strength, but anyway, that's the end of Disc 1.

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| 10. Walkthrough: Chapter 2 |  
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o o

This part of the walkthrough was done by Gbness.

Well, we're finally on Chapter 2: Platinum Shadow. Here, we're going to chase down the evil Lloyd and try to find him, but a new, female villain is soon to emerge. This chapter is probably shorter than Chapter 1, however.

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FLETZ

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Suggested Level: 15

Suggested Party: Dart, Albert, Rose

This chapter begins as Lloyd is seen. He disappears, and an instant after that the party comes in to Fletz, beginning to look for him, but he's already gone. What a bummer that is.

Fletz is a nice, huge town with lots of stuff to do and some of the best story events. Too bad we couldn't fight Lloyd here. Anyway, to start out with, just go north and you'll eventually find Princess Emille, who is acting incredibly odd. She seems to have had a change of heart, because she used to be very sweet, yet is now cold and cruel. Albert's heart is then half broken. Now, this place has got some very good shops. The item shop sells some excellent attacking items, and the weapon shop has got great weapons. The jewelry shop is, shall we say... EXPENSIVE.

Take note that there is lots of Stardust in Fletz. I recommend examining everything you see, you won't regret it when you find it. Anyway, we're soon to find a use for it. Go to the right and enter the bar, and you will meet a waitress by the name of Kaffi. She is extremely talkative, and she'll take a whole lot about the stars. She then tells you that there is someone next door whom you'd like. Alright, just leave the bar and head a little to the upper-left and check the door there, and then a man named Fester will invite you in.

Fester will tell you about the Moon That Never Sets. It has a strange connection with the Black Monster. Anyway, Fester will leave the house. Go up the ladder and then examine the telescope to look at the Moon That Never Sets. After that, leave the house and then go to the left and open the door nearby, and then you'll find yourself in Mrs. Nello's house. She is obsessed with plants. After she and Albert talk a little, and then you'll rest in that house for a night. Go to the exit, and then Dart will say to everyone that Lloyd isn't there. Now, it's time to go to the Barrens on the world map.

=====

BARRENS

=====

Suggested Level: 15

Suggested Party: Dart, Shana, Haschel

The Barrens is one of the most annoying areas in the entire game. Why? Because you have to go here a LOT during the game. Trust me, it'll piss you off quickly. Anyway... the Barrens aren't that big. At the entrance, just head north. You'll find quite a lot of treasure chests in this place, so make sure that you collect each and every single one of them. Anyway, this place is very straightforward. Eventually, you'll meet up with some bandits, who will then attack you.

-----

Boss: Mappy

HP: 600

Element: Dark

Boss: Crafty Thief

HP: 300

Element: Dark

Difficulty: Easy

Party: Dart, Shana, Haschel

This fight isn't difficult at all, but it can get quite annoying, since Mappy is incredibly fast. The Crafty Thieves right nearby are much more of a threat, so aim for them first. Why do I recommend Shana here? Her Star Children ability will be incredibly useful here, seeing as Mappy and the Thieves are both of the Dark element. Get Shana to her dragoon form, watch the nice animation, select Star Children, and the bandits will be in some deep trouble. That makes Shana worthwhile!

Have Haschel use Flurry of Styx repeatedly, and perhaps use his additions on Mappy when he reaches Dragoon form. Dart should be using Crush Dance too, and Final Burst in Dragoon form. If you've got Rose here, this fight will be a total pain in the neck. She should just use Additions over and over. Don't waste time with her magic. If you have Albert, Wing Blaster and a successful Gust of Wind Dance are your friends. You'll be able to defeat these punks very quickly.

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After that battle, that pesky Mappy begs for mercy, and then he gets away with Dart's Red-Eyed Dragoon pendant and then runs away out of sight! Even Rose can't catch him now... and Dart blames himself. Anyway, Dart will not be able to turn into a Dragoon again for a long time. \*sniff\* Back to the walkthrough now. You'll be at a fork. The left will lead to the Valley of Corrupted Gravity, and the right will lead to Donau. Go to the Donau path, and then take these paths to get all of the treasure chests. It's very easy. After that, get to the end of the path, and then head right to Donau.

=====  
DONAU  
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Suggested Level: 15

Suggested Party: Dart, Rose, Haschel

On the left, you'll find some water. Examine it to find a Stardust. Then go to the house on the right and you'll find a girl named Kate. She tells you that her boyfriend Lynn went to the Valley of Corrupted Gravity to go after the Gehrich Gang (Mappy's gang of bandits), and then she tells you to go see the mayor. Anyway, go outside and then go northwest. Head up all these stairs and enter the large building.

Talk to the Mayor inside, and then accept the offer to find Lynn. After that, get outside, and below you'll hear a huge argument. A female dancer is joking with the gangs here. After she pisses them off enough, she then defeats them all. She then meets up with the party and knows you're going to the Valley of Corrupted Gravity, and then she decides to join as a guide. This is one of the best characters of the game, Meru! Extremely underrated character, I assure you.

Anyway, now we just need to go to the Barrens again. I think that by now you know your way around the Barrens, AND you know the way to the Barrens. Just the bottom of Donau...

=====  
BARRENS  
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Suggested Level: 15

Suggested Party: Dart, Meru, Haschel

First of all, our problem now is not getting to the Valley of Corrupted Gravity, but getting inside it. There's a huge gate there, so don't bother going to the left and entering. Instead, go down and all the way back to Fletz. We need the king's permission, remember? You went from Fletz to Donau once already, so you shouldn't have any problem finding your way back. The Barrens are straightforward anyway. Once you get on the world map, it's just simply following the dotted line to Fletz.

=====  
FLETZ  
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Suggested Level: 15

Suggested Party: Dart, Meru, Haschel

Our problem is entering the castle right now. Go north and to the end, where you'll a guard blocking the way. Meru tries to play some jokes on him, but no matter what, he does not let you or anyone pass. He does say that Shana is pretty, though. Anyway, there's no use keeping on there. Head to the item shop and you'll find Fester looking at a telescope. Now Fester wants to go to the castle. He'll talk a little to Dart and send everyone to his house, but then he tells you that he can let you in if he's with them.

Go back there and the guard will let you through. Fester tells you that he teaches Princess Lisa Astrology. Follow Fester inside the castle, and you'll find King Zior. He gives you the pass to the Valley of Corrupted Gravity. Now just attempt to leave, and Maid Libria will stop you, as Princess Lisa wants to meet King Albert. You'll then be taken to Lisa's room. Princess Lisa then explains about Princess Emille: she fell off a horse, and then mysteriously she changed. Like a different person.

You will then be invited to dinner. Princess Emille asks for Dart and Albert's names, because she likes them, but she doesn't want Shana, Meru, Rose, or Haschel's names, because she doesn't like them. For no reason whatsoever. You'll know why a bit later, so just ignore her. After that, you'll get a good rest and be healed. Anyway, it's now time to leave Fletz and go to the Valley of Corrupted Gravity. Unfortunately, we have to go to the Barrens first. Damn it.

=====  
BARRENS  
=====

Suggested Level: 15

Suggested Party: Dart, Albert, Haschel

Meh. I think you know this place well enough by now, so just go on right ahead up to where you met Mappy, and then at the fork, turn left. You'll then be on the world map. Take it to the left and you will arrive at the Valley of Corrupted Gravity.

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VALLEY OF CORRUPTED GRAVITY  
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Suggested Level: 15

Suggested Party: Dart, Albert, Haschel

Just go on a bit, and then you'll meet some guards. They will open a humongous gate right in front of you. The Valley of Corrupted Gravity is like a maze, since it has several paths and confusing areas. The enemies are also some of the worst we've met thus far. There are the Erupting Chick and Dragonfly, which aren't dangerous but are hard to hit, and there's the Spider Urchin and Killer Bird. These are a bit dangerous, and the Roc (a bird) is the hardest enemy here, since it has the strongest attacks and some of the highest HP. You may want to run away from some enemies.

First thing you'll notice in the Valley of Corrupted Gravity is the floating rocks all over the place. There's no gravity here, and to get yourself from one place to another, you'll have to hop onto these rocks to take yourself up. This is the thing that's going to make this place so confusing, so pay close attention to this guide. Around the entrance anyway, you'll find some very nice stuff. On the left path, you'll encounter some Rock Fireflies. Very useful if you just happen to be taking Meru or Shana. On the right, you can find a Sachet and a Speed Up. Not bad! ^\_^

Go right forward on the middle path, and then climb up the dead tree right ahead of you. Now this first part isn't confusing as it's very straightforward. Just climb up each rock, and then you'll find the confusing areas. It'd be too difficult for you if I were to give you the walkthrough, so I'll say this: try each path. Get all the treasures that you can, especially the Talisman. Also, there are white shadows on the ground that can transport you to the nearest other white shadow, so take full advantage of them. Eventually, you'll find yourself near a very familiar statue.

Shana will immediately recognize this as a Virage. I hope you have the Talisman, because we have to fight our next Virage:

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Boss: Virage II - Head  
HP: 1500  
Element: N/A

Boss: Virage II - Body  
HP: 800  
Element: N/A

Boss: Virage II - Arm  
HP: 350  
Element: N/A

Party: Dart, Albert, Haschel  
Difficulty: Semi-Hard

This will mainly be a physical battle, so I really recommend taking Dart, Albert, and Haschel with you. If you aren't skilled with Gust of Wind Dance, you can take Rose instead of Albert, because it won't make that much of a difference.

The second Virage is similar to the last one that we fought, with a few attacks that are similar: emitting a light at characters for a lot of damage and smashing the character up and down. This time around though, the Virage can shoot some blue stuff at you, and the arms can instantly kill a character. This is why I strongly recommend having the Talisman with you and on your strongest character (who would probably be Dart in this case) to avoid being killed instantly.

Also, the way to kill the Virage is the same: taking out the Head and Body. To make this fight easier, you'll want to take the Head out first. This means if you have all of your characters to their maximum SP, turn two of them into Dragoons. DO NOT use Special transformation unless you have a character who is under Dragoon LV. 2, or you're going to have a hard time healing your party. Use Final Burst with Dart on the head (should do about 300 damage), perhaps Albert's Rose Storm is you're worried, and otherwise Wing Blaster, which should do a great deal of damage, and Haschel's physical attacks.

Haschel is the most likely to not be Dragoon LV. 2, so if he's not than just use Special Transformation. If you have Rose in here, this won't be much different. Be sure to use Astral Drain, because Death Dimension doesn't do much damage. If Shana is here, just use Star Children, but otherwise use magical items or cure all the time if not in Dragoon form. Meru won't be of much use here, so you can have her just use physical attacks, since she does not have Dragoon form.

After the head is defeated, just go for the Body and occasionally the Arms to end this battle. You shouldn't have much trouble in this fight as long as you don't neglect your healing.

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\*\*\*BEGIN SPOILERS: READ AT YOUR OWN RISK\*\*\*

The Virage won't die after Dart and everyone defeats it. It then goes right for Shana, but then the same light that appeared when Shana finished Urobolus off in Disc 1 appears, and it engulfs the Virage, and then it falls right off the cliff behind it. Still, no one quite understands what's wrong with Shana's White Silver Dragoon Spirit.

\*\*\*END LARGE SPOILERS: YOU CAN LOOK NOW\*\*\*

We're now finished with the Valley of Corrupted Gravity for now. You can talk around a little, because everyone is suspicious about Shana. But anyway, leave the Valley of Corrupted Gravity by going north, and let's go to the Home of Gigantos. This is where we'll meet Kongol and he'll join our party at last, making for the semi-final party member.

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HOME OF GIGANTOS

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Suggested Level: 16  
Suggested Party: Dart, Albert, Shana

Most of the enemies in this level aren't that difficult, although the Berserkers have tendencies of doing huge damage. There's a very tough boss fight coming up soon, but that's the only battle threat we face in this level. Around the entrance, you'll be ambushed with the Gehrich gang firing arrows at you. Try and avoid them, or Dart will be stunned for a second, and that'll just be wasting time. It's only one screen forward, and you'll find the Gehrich Gang launching attacks at Dart. Try to proceed through the gate up ahead, and then it will be closed. Try to exit, and then the Gehrich Gang will attack you.

This battle that you fight right now is NOTHING compared to what's coming up. The reason that you'll want Shana in your party for now is so Shana can use Star Children, which can do about 200 damage, and it'll kill the Crafty Thieves. The Gangster has 500 HP, but it still isn't much to worry about. Albert's Gust of Wind Dance can easily dispatch quite a large bit of HP from it. Anyway, this fight shouldn't be hard at all. After the fight, all of the

Gehrich Gang will run away, and Haschel opens the gate right ahead of you. Fun stuff is coming up.

Inside this area, everyone looks around, but Haschel is told to stay behind, and Meru also stays to look out for him. After Dart, Albert, Shana, and Rose go off, Haschel then sneaks up on Meru and attacks her, then runs off. Dart shortly comes back and sees Meru, who is stunned on the ground, without Haschel. Everyone then follows Haschel inside the building right ahead. Just enter and SAVE, since a tough fight is coming up. When you enter, Kongol also steps into this area, but he doesn't enter the building yet. Haschel then talks to Gehrich and Mappy inside, and rejoins with your party. You now have to choose a member to accompany Dart and Hashcel in this fight. I chose Albert.

-----  
Boss: Gehrich  
HP: 1700  
Element: Earth

Boss: Mappy  
HP: 1200  
Element: Dark

Party: Dart, Albert, Haschel  
Difficulty: Hard

Ugh... this fight is TOUGH. Make sure you've got a Talisman, because Mappy can disappear and then sneak behind a character, instantly knocking him out. First of all, you'll want to focus on one, and only one enemy. This is what Haschel excels best with in his Violet Dragoon form. Turn him into a Dragoon and then have him use either Thunder Kid or D. Attack on Gehrich, and when he isn't a Dragoon, just use Flurry of Styx/Summon 4 Gods on Gehrich.

With Albert, you'll definitely want to put Rose Storm up. You definitely will not regret it. With Dart, you should just use Crush Dance/Burning Rush every single turn. Gehrich and Mappy are both pretty strong. First of all, they can do a team attack for about 300 damage to a character, and each of them have about 150 damage physical attacks too. Mappy can also turn invisible, and then in three turns knock a character out in one blow. This is where Angel's Prayers come in, as well as a Talisman.

You should definitely go for Gehrich ONLY. His attacks are stronger than Mappy's, and when he's beaten, Mappy doesn't turn himself invisible. After Gehrich is beaten, Mappy won't be nearly as much of a threat as he was before, providing you keep healed. If you have Rose in here, this fight won't really be much different, since More & More is a very powerful attack, but don't rely on Rose to do a lot of damage to Mappy, since Mappy is of the dark element, unfortunately enough.

With Shana or Meru, you're in trouble here. These two should only guard and heal, unless you have Rose Storm up and perhaps Gehrich defeated. Star Children can do a lot of damage to Mappy, and Meru is very fast, allowing for a lot of attacks. Just keep cured in this fight, or you will definitely be sorry after that.

-----  
As the fight ends, the ceiling collapses, and then Kongol runs in and saves everyone, but Gehrich is in bad shape. Kongol tells you that he is no longer your enemy and that he wants to help you. Gehrich's last words to Haschel are that the Princess Emille is a fake and the real one is hidden somewhere in the castle. He then dies... now we need to get Dart's Red-Eyed Dragoon Spirit back

and find Lynn. Kongol tells you that it is downstairs... so head down and Meru will fight to open the door on the left.

Albert will then open it to free Lynn, and then you'll be told that the Red-Eyed Dragoon Spirit pendant is somewhere in this room. Go to the lower-right and examine the corner there to find it, and then Dart can transform into a Dragoon again! Not to mention we have an extra party member. Anyway, now it's time to get out of here. Exit, and get past all the arrows, then we have to meet the Valley of Corrupted Gravity... yet again. Geez, damnit.

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VALLEY OF CORRUPTED GRAVITY

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Suggested Level: 17  
Suggested Party: Dart, Meru, Kongol

Bleh. You should really know the Valley of Corrupted Gravity by now, but just go down and then use the platforms to get through it, until you end up at the bottom. You really might want to use the Rock Fireflies to heal up, but the enemies here shouldn't be tough, because Kongol, although slow, can easily take them out in a few hits. And Meru's attack is decent enough... anyway, at the bottom, just get out. Head east to the Barrens. Now we're really getting tired, I think.

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BARRENS

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Suggested Level: 17  
Suggested Party: Dart, Meru, Kongol

Now you must have MEMORIZED the layout of this craphole, but when you enter, Meru will talk with Lynn, and then Lynn will tell you to go to Donau, the flower city again, so you can see him getting married. Just go to the right and then head up north, killing any enemy you find with Kongol's great physical strength and Meru's quick power, and then go north to Donau again once on the world map.

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DONAU

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Suggested Level: 17  
Suggested Party: Dart, Meru, Kongol

I'm not going to provide a detailed walkthrough for this like I usually do, basically because by now I'm sick of all the tracking through the same areas, but something will be tossed at Shana when the party begins. Press X at the right time to push her out of the way, and then you'll see Lynn getting married. Now, we can finally leave and go to Fletz. Unfortunately we have to go through the Barrens again.

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BARRENS

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Suggested Level: 17  
Suggested Party: Dart, Meru, Kongol



BAH! Enough with this shit! This is our 5th trip to the Barrens thus far! Oh well, we're almost finished with this place. You should know where Fletz is by now, and the objective of defeating the fake Princess Emille. Just go south to get out of the Barrens, but then instead of going to Fletz, head south to get to northern Tiberoa, and then go to Lohan. We want a good Kongol here, don't we?

=====  
LOHAN  
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Suggested Level: 17  
Suggested Party: Dart, Meru, Kongol

Go to the east until you find the man in green that gave you that bottle to put water in on Disc 1. Talk to him and then he'll show Kongol a very powerful golden stone, showing you that Kongol is the Golden Dragoon and can use it. After saying "no" enough times, he offers you the Golden Dragoon Spirit gem for a cheap price of 1000 Gil, which is a steal. Get it and now everyone's a dragoon except Meru, but I promise you we'll get the Blue Sea Dragoon Spirit sometime soon. Anyway, get out of here and go to Fletz.

=====  
FLETZ  
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Suggested Level: 17  
Suggested Party: Dart, Albert, Haschel

You will hear the ceremony of the Coming of Age of Princess Emille, and the Moon Dagger being passed down to her. This is something that cannot happen, so immediately rush into the castle. The guard isn't on standby near it, but inside he'll tell you that the castle is being overrun with crazy bandit guards, and if you see them, they'll send you away. Go upstairs and proceed to go forward, and then two guards will stop you. You're allowed to go forward, though.

Now, upstairs you'll find a lot of guards. What you want to do is wait until they're facing the other way, and then sneak behind them and go up the huge set of stairs that goes to Princess Lisa's room. Don't make too much noise or remain in one place for too long, however, or they'll catch you. If they do, you are put at the bottom of the stairs, so you'll just have to do it over again. Go up to Lisa's room, and then Dart will tell her that Emille is a fake. Haschel knows that it has to be true, as it was from a dying man. Lisa will then come with you to find Princess Emille.

The area that the real Princess Emille can be found is obviously her room. So just let the guards catch you, and then go DOWN the stairs and then turn to the left. This is just the same as it was with Princess Lisa... just walk silently and don't let the guards see you. At the top, Dart and Rose will scare the guards away. After they run away, enter Emille's room. It's a huge mess. Outside, Kongol will be unable to get in. Meru then decides to wait with Kongol, and Haschel decides that there are too many people in here.

You'll now be with Rose, Shana, Lisa, and Albert. Examine the painting of Princess Emille behind Rose, and then it'll transport them into a different place. Meru and Haschel enter Emille's room, but they don't touch the painting. Albert sees Emille across the room, but they can't jump across it. Examine the gem at the top of the room, and a bridge opens up. Cross it, and then Lisa awakens Emille, who was put to sleep by the stranger that was posing for her for half a year.

Emille will then come with you. Go down the stairs, and then guards will catch you, and you'll know now that they KNEW the evil Princess Emille was a fake, and they're working for her. They then run away, so you can go downstairs in peace. When you get back to the main room, just head upstairs and go forward, and King Zior will proceed to give the fake Emille the Moon Dagger, but the real Princess Emille appears, and then the fake pulls off her disguise and reveals herself as a strange called Lenus. She engages the party now.

-----  
Boss: Lenus  
HP: 3400  
Element: Water  
Difficulty: Semi-Hard  
Party: Dart, Albert, Haschel

This is a pure physical battle. You'll need the best, but fastest physical attackers here if you want to win this fight. First of all, you're going to need to heal a lot. And pretty fast, because Lenus is incredibly quick. She can sometimes pull off 3 attacks to 1 of yours. This means that Albert should start out in Dragoon form, and use Rose Storm. This is invaluable to the party, as you'll have to cure much less. Since Lenus has very powerful attacks and can sometimes do three of them in a row, HP is what matters here.

Transforming everyone into a Dragoon at the start of the battle is a mistake. Really. If someone is at Dragoon LV. 1 or has 100 SP, you can do so, but if not, then stay far away from doing that. To make Dart strong in this fight, equip him with the Heat Blade and turn him into a Dragoon. Albert should do it too, and get Rose Storm on the party immediately. Lenus will probably begin the fight with a few minor slashes on a character, which should do around 200 damage, no biggie. But on her second or third turn, she'll use a Darkness elemental magic spell that could do around 500 damage to everyone. She uses this and Spear Frost. When she does 2 or 3 in a row, you know you're in trouble.

Lenus has a huge weakness to Fire, so immediately put Dart in full transformation, hopefully at Dragoon LV. 4 and with Final Burst. When needed, restore his MP, but use Final Burst every turn. This attack will do perhaps 600 damage, and is simply invaluable. When not in Dragoon form, his regular physical attack should do close to 250 damage, which means that Lenus's HP will fall down quickly. Haschel should be the main healer here, by using Sun Rhapsodies on Dart when his MP falls down, and by constantly healing. When Lenus gets to 1/4 of her HP, keep cured.

She will get FAR more aggressive when she gets to the red mark. I have seen her pull off 3 straight Spear Frosts, killing Dart and Albert, in this state. This is why you must be fully cured when she's down to this little HP. Hell, her attacks even get stronger. You'll have to fight smart to win this fight, so just shave off her HP with Final Burst, keep Rose Storm up, have Haschel heal when needed, and when not needed, just attack, and have Albert fight off Lenus with his regular physical attacks.

-----  
After the fight, Lenus will not die. She will then fly away, with very incredible looking wings, revealing the truth that she is one of the survivors of the Winglies. King Zior will congratulate you upon upending a Wingly, and will then let you go after Lloyd and Lenus in a ship that he has docked at Donau, the Queen Fury. It is the strongest, and biggest ship that the kingdom of Fletz has. Now all the bandit bastards will be gone in the castle, and we can walk freely through it. Anyway, get out of Fletz and go back to the Barrens. FOR THE LAST TIME!

=====  
BARRENS  
=====

Suggested Level: 19  
Suggested Party: Dart, Meru, Kongol

Don't worry; this is the final time that we have to go to this place for a while! Trust me! Anyway, we need to get to Donau. Just go north until you get to the intersection, and then turn right and head forward. Fight any battles that come your way so you can build up Meru too! Trust me, she'll rock in Disc 3 when she gets her Dragoon Spirit. Kongol also needs a bit of experience, so bring this party, as the enemies here do give good experience. Anyway, just head right and enter Donau.

=====  
DONAU  
=====

Suggested Level: 19  
Suggested Party: Dart, Meru, Kongol

You may or may not know where the dock is. If you don't, go to the left at the entrance, and then head forward from where you first met Meru. You will then arrive at the dock, and at the left you will find a HUGE boat. Kongol even says that's it's bigger than him. ^\_^ Anyway, just talk to Commodore Puler and then enter the Queen Fury. Now, this is one of the best parts of the game, I swear you.

=====  
QUEEN FURY  
=====

Suggested Level: 19  
Suggested Party: Shana - Dart - Rose - Haschel - Kongol - Albert - Meru

Aboard the Queen Fury, everyone has feeling for one another. Everyone has a feeling for the situation, and wants to find someone else to talk to, because of their feelings. Now, we'll control all seven characters in here. Here is what each character's feelings are, who they need to find, and where to go:

SHANA

Shana loves Dart very much and wants to ask him some questions. She wants to find him now. Just go north, and when you come to a large room, go up the stairs on your right. Just head forward when you're up the stairs, and you'll find Haschel. He's meditating right now, but Dart is in the room ahead of him. Go in there and you'll find Dart thinking about the Black Monster. Dart will then get up, and Shana will go away, after a small talk. Anyway, we now control Dart.

DART

Dart has a few questions for Rose concerning the Black Monster. You may have seen Rose when you were playing as Shana, although Rose was elevated quite a deal above Shana. You'll find a ladder in here, so climb up and then you'll find Rose. They'll then talk a little bit about the Black Monster and the Dragoons. You'll then control Rose.

ROSE

Rose wonders a bit about her purpose in the journey, so she finds Haschel the

best person to ask about this. Go down the ladder and then downstairs to find Haschel. Talk to him, and then Haschel says a bit of funny stuff to Rose. Rose then goes away and we play as Haschel now.

#### HASCHEL

Haschel misses his daughter, and lots of memories come back, concerning his daughter 28 years ago, running away. Haschel feels very sad about this, which is why he was meditating so much. He then wants to play a joke on Kongol, hoping that he'll forget some of his sadness. Just return to the bottom of the ship, where you first controlled Shana. Go to the right, and you'll find Kongol in there. Haschel plays a joke on him, and then Kongol wonders what friends are. Haschel recommends he sees "The Human King".

#### KONGOL

Kongol does not know what friends mean, so he believes he should ask Albert, the king of humans, what they are. Just go to the main room, and go to the upper-left and you'll be in a fancy guest room. Albert is sitting on the couch to the upper-left. Albert then explains that friends are people who follow your path. Then Albert wonders why Meru came, after hearing her screaming in boredom on the upper floor.

#### ALBERT

Albert wants to know why certain people have come along. Just head out of the living room and go down, and then enter the room on your left to find Meru sitting on the bed. Albert asks Meru why she came, and then after Meru explains, she gets a bit bored of how serious Albert is, and wants to play a joke on Dart.

#### MERU

Meru is extremely bored and wants something to do, and you should already know where Dart is. Get out of here and then go to the right, up, and into Commodore Puler's room to find Dart. Meru then sneaks up on Dart, and then Dart is given six choices, something like these: "Shana, stop that." "Cut it out, Rose." "Meru, is that you?" "Stop that silly voice, Albert." "You never change, Haschel." "I doubt it, but Kongol?" It doesn't matter who you choose (although I chose Haschel for humor), but if you don't say Meru, she'll kick you. =P

Meru and Dart then talk a little about the journey and about Shana, but then something mysterious drifts from the sea, and crashes into the ship, damaging the engine. It appears to be a ghost ship, and Shana is then lost. Shana can then be seen with a lot of dead monsters. Dart then fights off all the monsters on the ghost ship and saves Shana, and everyone then wants to explore this mysterious Phantom Ship... and it'll be a while before the Queen Fury is fixed. So onto the next area.

=====  
PHANTOM SHIP  
=====

Suggested Level: 19

Suggested Party: Dart, Shana, Haschel

Ugh, just ugh. This is definitely the worst part of Disc 2, and you'll be glad when this trip into hell on the Phantom Ship is over, let me guarantee you. This place is full of dark, undead enemies, so Shana's magic and light powers are weapons of mass destruction here, and at least this place isn't Iraq, so to speak. ;)

One note: you're going to find a lot of blue souls floating around this place, so try to avoid them. Whenever you touch them, you'll enter a battle. If you

avoid them, you'll have no random battles. All the battles you'll fight here are the ones against the Magician Bogies and the one against the boss here. It still might be a good idea fighting a few battles here, since the enemies do give a rather nice amount of EXP.

Another note is of the enemies. Some of them have a lot of strength, so I strongly recommend that you have the strongest physical attackers, but a bit of speed too. Don't put Kongol in here, since he'll rarely get the EXP. Don't use Meru either, because she'll die quickly and she doesn't have Dragoon form yet... Rose, Haschel, and Albert are good choices for this place, however. Shana is also great here for her awesome light powers. If you are strong enough, you shouldn't really have any problems. Anyway, let's stop the notes and get on with this all expense-paid trip to hell called the Phantom Ship.

Head down to go forward, and then head to the door at the top of this room, and a dead person will try to awaken the Captain inside to get in, but no matter what, you can't get in. Don't bother heading forward, because this room is full of blue souls. Just return to the last room, and proceed to go downstairs, and a pink creature will appear. Before Dart can kill it, it floats downstairs. Follow it down, and you'll be in a room that's just full of blue souls. Avoid them by side-stepping around if you want, but either way, head into the nearest room.

Examine the treasure chest right ahead of you, and the pink creature flies out of it. The bones on the floor then form to become skeletons, and the pink creatures goes away, leaving us to fight these three skeletons. They're pushovers, and if Shana uses Star Children or light-elemental magic, they should die in just a few hits. Anyway, this is just a little that's over. Get out of here and go to the room just north, and then examine this treasure chest. Now the pink creature fights you, together with two of its skeleton friends.

This isn't exactly a boss battle, but the Magician Bogy is a very annoying enemy. It can bewitch and confuse your characters, so try and avoid this happening, especially if it's on Dart or Haschel. Focus everything that you have (Summon 4 Gods and Crush Dance) on it, while using Shana's very strongest magic, and it'll die. The skeletons, while left alone, should be absolutely no threat at all. After beating them, you may possibly wish to switch Shana in for Albert, but if you're ready, go to the next room. Examine the treasure chest, and it'll start dancing. Follow it, and we have to fight three of these guys!

Unlike that last fight, this may actually be quite a tough fight, and my first way through I unfortunately lost. =( If you switched Albert in, then immediately turn him into a Dragoon and use Wing Blaster. Magic is pretty good in this fight, so this would be a great time to use Special Transformation. Dart's Final Burst should do close to 300 damage on a single Magician Bogy, and if you have Shana, Star Children works very well. Wing Blaster and Thunder Kid are also great for this, so eventually they'll all die. But use Mind Purifiers IMMEDIATELY if you are bewitched and/or confused!

After that damn fight is over, a soul from the chest will tell you to go to the Captain's cabin. Now, you may want to go to the northeast part of this room and examine the switch there. If you do that, four dead people appear and give you numbers. Anyway, if you really want to, you can go back to the entrance and you'll find a treasure chest there. To open it, you need a number, and you only have 10 tries to open it. What's in it strongly depends on how many tries it takes you to open it. Here is the list:

```
+-----+-----+
|10 chances | Stun Guard |
```

|           |                 |  |
|-----------|-----------------|--|
| 8 chances | Panic Guard     |  |
| 6 chances | Magic Ego Bell  |  |
| 4 chances | Talisman        |  |
| 2 chances | Ultimate Wargod |  |
| 0 chances | 100G            |  |

+-----+-----+

I don't wish to go further in detail, so there you go. Three out of the four numbers are needed for this, so you'll just have to guess. When ready, go to the Captain's Cabin. I think you should know the location of it by now, because I directed you to it once already. Inside, you'll find a very messy room. The soul of the Captain gives you information about the Black Monster. Dart gets very angry hearing this, because he doesn't know just how much the Black Monster needs to kill until it is satisfied. Oh well, you'll know more about it later.

Get some money and a Key in this room, and then exit the cabin. Go to the left and you'll find a locked door. This is where you'll need to use the key. There are cabins in here. The first one leads to the chest with the code. Some skeletons are in there, along with a Bravery Amulet. After getting that, go to the second cabin, and ghosts will come to Rose, saying that she is the Black Monster. When Dart speaks to them, they threaten Dart and Rose for using human language to try and fool them (thinking that Rose is the Black Monster, which isn't entire rubbish, I won't spoil anymore), and then we have to fight them.

-----  
Boss: Ghost Commander  
HP: 1300  
Element: Dark

Boss: Ghost Knight  
HP: 300  
Element: Dark

Party: Dart, Shana, Albert  
Difficulty: Medium

This battle has more targets than any battle you have yet faced. There are SIX Ghost Knights, and one Ghost Commander. Obviously, this can be a bit overwhelming. I do, however, recommend that you start with Shana ready to transform into a Dragoon, because this is mainly a magical battle. All things magical here are very powerful, especially Shana's Star Children. Use this, and you'll perhaps kill all the Ghost Knights.

Don't get too cocky yet, because after three turns, the Ghost Knights get up, and they will not stop doing this until you kill the Ghost Commander, but you'll definitely want to knock out the Ghost Knights first, because getting six attacks on your party is never a very nice thing. Shana's Star Children is the very thing to do this. After you've done that, you'll want to have Dart use Additions, Albert use magical attacks, and have Shana use any light-elemental item. It works.

If the Knights get up, have Shana use Star Children again. You may need to restore her MP at times, and also, some physical attacks from her couldn't hurt if you need the SP. If you have any Spirit Potions, they'd be great too. But you really shouldn't have much trouble in knocking them out. After they're dead, show the Ghost Commander no mercy, and the fight will be over in short time.

In case you don't have Shana and you have Meru, this isn't that bad. If you

don't have Shana then immediately use any attack item that hits all targets, because that'll instantly kill the Ghost Knights, at the very least, especially if it's Light elemental. Don't bother having Kongol do this if you have him though, because he's quite weak with magic. Kongol's a pretty bad choice for this anyway, due to how he's slower than a rock. If you've got Haschel, you should focus on physical attacks, and if you've got Rose, do magical attacks.

This shouldn't be a hard battle, as long as you don't let yourself have low enough HP to have the Ghost Commander kill you in one hit, and as long as the Ghost Knights don't overwhelm you, and you knock them out quickly enough. Not the toughest of fights.

-----

After the fight, you'll see Princess Louvia, and learn a bit of history about the Black Monster. Dart gets angry yet again at the Black Monster, wondering how much more he has to kill. After Louvia disappears, the ship starts sinking. But now the Queen Fury has been fully repaired, so everyone runs back to it. Everyone except Meru, Rose, and Dart start jumping on. Meru stands by to let everyone pass, but then passes herself, making Rose wait. She manages to barely get off, but Dart doesn't make the jump. Then she and Dart fall... into the sea. Lost.

=====  
LIDIERA  
=====

Suggested Level: 21  
Suggested Party: Dart, Rose

Somehow, Dart and Rose end up in a cave. Dart is then left unconscious, lying down on the ground. As Rose looks at him remembering the past, you then see a flashback. There is then a long FMV with a ship, and then Rose remembers a man she loved named Zieg... who also just happens to be Dart's father, and the original bearer of the Red-Eyed Dragoon Spirit and the pendant that Dart wears on his neck right now. After the scenes and the flashback, Rose goes to sleep, and then in the morning a dog comes in and finds Rose and Dart in the cave, followed by a boy named Pete.

You will then be taken to a house, where Pete's mother currently is. She is sick, and can't get out of bed. The next destination is Fueno, past the Undersea Cavern, but there's said to be a large monster there, and Pete's mother is too weak to go there, although there's a good hospital there. So leave this small house, and then take the boat to the pier. Collect a treasure chest there, and then go back to the boat and take it out to the right. Proceed to head down, but then Pete comes. He changed his mind and he's coming. He then brings his mother. Leave the town and just go west to the Undersea Cavern.

=====  
UNDERSEA CAVERN  
=====

Suggested Level: 21  
Suggested Party: Dart, Rose

The Undersea Cavern is without a doubt, the single smallest dungeon in the game. It's a single screen, walking from the right to the left on a small path. Hell, it's shorter than the Barrens. About halfway through, you'll find very strange looking water, in which Pete will explain about the monster here. Unfortunately, we can't fight the monster yet, so don't even try. The regular enemies here are all water elemental, which will make Dart's Dragoon form and

heavy powered physical attacks quite useful. Anyway, get to the end of the path and then just go south to Fueno.

=====  
FUENO  
=====

Suggested Level: 21

Suggested Party: Dart, Rose

Pete and his mother will immediately run into the hospital at the entrance. Now go to the northern side of this place until you see a brown structure to your left. Little may you possibly know that this is the Queen Fury? Enter and talk to Commodore Puler, and then talk to Kayla. He then says that your friends are in the city. This is very good news to hear. Head back, and then you'll bump into Meru. She then shows you to the hotel, planning to play a good joke on Dart and Rose when they get inside it.

Enter, and Meru sneaks up on you. Anyway, downstairs you'll find Albert, Haschel, Kongol, and of course Meru. Shana isn't here, because she's been sad ever since Dart left. Now just go to the room at the back and you'll find Shana. Dart and Shana then have a romantic scene, and Meru sneaks up on them yet again and jokes them. Downstairs, Meru asks Dart and Rose if they had a good time together, but then Haschel tells her to stop being silly, but then he himself asks if they higgled with love there. One of the best, funniest scenes in the game! :)

Anyway, make up your party of Dart, Rose, and Albert. Then go outside and you'll find a drunk man telling everyone about a Sea Dragon at Prison Island. The only place to get there is the Undersea Cavern, so we'll have to return there. Talk to Commodore Puler for this information, and he'll also tell you that Lenus is at Prison Island, so now we'll also have to kill her. Now after that, just get out of here and head to Prison Island so we can get back to Lidiera.

=====  
UNDERSEA CAVERN  
=====

Suggested Level: 21

Suggested Party: Dart, Rose, Albert

Just get to the middle of this place (enemies should be no problem whatsoever now that you have three party members), and where you saw the water. You'll see Prison Island at the other side, and also the monster making sounds... Meru also gets rather scared here. Anyway, our next destination is Lidiera to find a way to cross this place, so just head east to the world map, and then just go on to Lidiera.

=====  
LIDIERA  
=====

Suggested Level: 21

Suggested Party: Dart, Rose, Albert

As we probably know, Lidiera is a TINY town. It's about as small as my thumb, literally. So the location of the Mayor here is obvious. Head to the pier, and you'll find him with two other men. Dart tells them that he has to get to Prison Island. They'll then talk some crap with him and ask him why he wants to



go there. You have the options, "Danger attracts me", "Danger is my middle name", and "We need to see the monster". If you choose the danger attracts me or danger is my middle name options, they'll laugh at you and call you crazy. So select the third option.

The Mayor believes you and sees everyone as fine warriors, so he orders a worker to open a gate at the beach. So get back on the boat and return to the beach, and then head up and through the gate. At the end of this path here, you'll find a Valve Handle. In treasure chests, you'll pick up Healing Fog and Healing Rain. These items are invaluable, so save them up for a boss fight that's soon to come. Make sure that you are at full HP, but don't use the Healing Fog and Healing Rain to make sure of that. Use Healing Breeze and Healing Potion. When ready, just go to Undersea Cavern.

=====

## UNDERSEA CAVERN

=====

Suggested Level: 21

Suggested Party: Dart, Rose, Albert

This is our final trip here. Now that odd water that was foaming before has become a bridge. Cross it, and get the Burn Out on the right. Anyway, the next path is quite straightforward. It's just up a few stairs. This is Prison Island. Anyway, at the top you'll find a save point. Make sure to save and heal up if needed with any remaining item (don't use Healing Fog or Healing Rain though), and after you're done with that, just head a little higher and you'll be in a dark area.

Just a little bit forward, Lloyd and Lenus will be talking to each other. So this was who Lenus's love was - Lloyd! Dart gets ready to kill Lloyd, but then Lenus gives him the Moon Dagger, and Lloyd flies away, telling Dart that he killed his parents, and asking if he loathes him. Dart seriously loses it, but now we have to deal with Lenus. She then transforms into the Blue Sea Dragoon and calls the monster: the dragon Regole. And now worst of all, we'll have to fight the toughest boss of Disc 2.

-----

Boss: Dragoon Lenus

HP: 3000

Element: Water

Boss: Regole

HP: 3200

Element: Water

Difficulty: Hard

Party: Dart, Rose, Albert

Ugh. This is one difficult fight, and to prepare for it, I recommend everyone to be at totally full HP and MP. Have as much SP as possible for this, so Dart can use Final Burst on Lenus constantly, and also equip Dart with the Heat Blade. Rose is here for Astral Drain, and Albert for Rose Storm. These will be necessities for this fight.

Lenus's physical attacks are actually a little weaker. They'll do about 200 damage, which isn't really that bad, although she can attack everyone. She has a sort of dance attack where she creates huge waves of water, and she can do a strange attack with Regole too. Regole himself isn't as dangerous, but he still has some bad stuff. He uses a big Tidal Wave, which can do over 600 damage to

Dart. His physical attacks are pretty strong, and he also has a similar attack, although not as powerful as the Tidal Wave.

To begin this fight, use Final Burst on either Lenus or Regole, with Dart. Dart should be at Dragoon LV. 4 or 5 by now, so he'll have 80 MP. This is easily enough for two Final Bursts. Final Burst can do over 1200+ damage to Regole, and about 700 damage to Lenus. With such powerful stuff, you shouldn't have any trouble defeating one of them. But since Final Burst only hits one enemy at a time, you have to choose between Lenus or Regole. Lenus is stronger, but it'll take four hits for her. It could take two for Regole.

If Dart isn't a Dragoon, then his powerful Heat Blade will do immense damage. Also, any Fire magic will be great from Rose if she isn't a Dragoon. If she is, then the best way to heal would be to have her use Astral Drain constantly. This should do about 400 damage, which is quite nice. Albert doesn't really have much to offer in Dragoon form except Rose Storm. Make sure to use this, and Regole's Tidal Waves will be dropped from around 600 damage on Dart to close to only 300.

There really isn't much more to this fight than that. You'll want to be purely vigorous, but you'll also have to choose whom you want to attack, since most of your attacks only hit a single enemy. I recommend focusing on Lenus at all times, since she's a lot stronger than Regole is. Once she's gone, just hammer away at Regole, who should die in a few hits. But keep your HP above 600 at all times, and when necessary, use the Healing Rain and the Healing Fog, since they restore all HP.

-----

Lenus falls to the ground and gives up all her life for Lloyd and dies at last. As she dies, the Blue Sea Dragoon Spirit goes to Meru. As Dart and Rose talk, Meru then dances all over the place in happiness. Congratulations, Meru is now a Dragoon, and the second or third best character in the whole game, due to her awesome magic, incredible speed, decent attack power, and magnificent abilities. Now we just have to make our way out of this place and get back to Fueno, and the Queen Fury.

By all means take the trip downstairs as an opportunity to get Meru as much SP as possible. I definitely recommend that you get her to at the VERY LEAST Dragoon LV. 2, especially so she can get Rainbow Breath, which will totally save you in lots of cases. Her Freezing Ring ability is very useful too, so we're in good hands. Now head down to the bottom of this area, and then head all the way back to Fueno and to the Grand Fury so we can have a party at Fletz. :)

=====  
FUENO  
=====

Suggested Level: 22-24  
Suggested Party: Dart, Meru, Haschel

Just head right on to where the Queen Fury was and talk to Commodore Puler. He'll then give you some crap about the sea and how good Dart would be if he were a man of the sea. Damn, that just wastes our time. Anyway, choose either option that you want, and then get on the Queen Fury, and it'll take you to Donau.

=====  
DONAU  
=====

Suggested Level: 22-24

Suggested Party: Dart, Meru, Haschel

Bah. Just go from the dock to the bottom of this place, and then take the road down to... the place that begins with B, ends with s, has seven letters, has a double r, and is plural for barren, I'm disgusted to mention the name right out ;)

=====  
BARRENS  
=====

Suggested Level: 22-24

Suggested Party: Dart, Meru, Haschel

Don't worry, after this you will never, EVER have to come back to this place unless you want to, in which you obviously probably don't. Just go to the bottom all the way, while still fighting a bit to get Meru's SP built up. Make sure she uses her additions as much as possible, as she'll get SP quickly enough. Anyway, then go down to Fletz.

=====  
FLETZ  
=====

Suggested Level: 22-24

Suggested Party: Dart, Meru, Haschel

Head right inside the castle, and the guards will tell you that you need to see King Zior now. Inside, Meru starts misbehaving and Shana scolds her. Some very hilarious stuff. :) Anyway, Zior gives you a party even though you couldn't get the Moon Dagger. Outside, everyone disappears and we'll have to find them later. But right now, Shana and Dart want to be together. In another room, they have a romantic scene, although Fester and the maid Libria interrupt. After that, Shana disappears but we need to find Albert, Kongol, Haschel, Meru, and Rose. I'm quite sure that you know where most of them are.

Albert is in Princess Emille's room, talking to her. Just go upstairs on the right to her (no bandits here!) and you'll hear Albert telling her stories. Go to the bottom of the castle and through the door to the training room to find Kongol practicing with his axe, although he almost cuts through Dart. Kongol is then happy that he has friends. Rose is in the empty bedroom near the entrance, you shouldn't have problems finding her. Haschel and Meru are together in the kitchen, tasting the food. But you then need to go to the training room where Kongol was. The ladies are forced to wear dresses.

Rose feels naked without her sword (LOL), Meru can't dance in a dress, but Shana agrees. After that, she disappears and the party begins. At it, talk to everyone, but they don't see Shana. Libria comes in and tells you that Rose wants to see you though. Go to the balcony on the right and then they'll talk a bit. This stuff is just major fun. Dart then sees Shana in her beautiful dress, which ends Chapter 2: Platinum Shadow and begins the dark Chapter 3: Fate & Soul.

This part of the walkthrough was done by Cyril.

After a wonderful night of party'n and love, Dart and co are off to the new land. This chapter can be somewhat annoying, because of some VERY evil bosses that are lurking. It is probably the shortest chapter in the game, though.

=====  
Furni: The Water City  
=====

Suggested Level: Probably around level 22-24

My Level: Dart: 28, Meru: 23, Haschel: 24

Shops: Item, Weapon, Inn, Clinic

Stardust:

1: Inside Teo's house. Slide down the slide, and check the mental basin.

2: House on the right of the first screen

Shop Inventory:

Item:

|               |    |
|---------------|----|
| Healing Fog   | 30 |
| Sun Rhapsody  | 50 |
| Angels Prayer | 30 |
| Depetrifier   | 30 |
| Thunderbolt   | 20 |

Weapon:

|                |       |
|----------------|-------|
| Dancing Dagger | 300   |
| Giganto Helm   | 200   |
| Combat Shoes   | 150   |
| Destone Amulet | 400   |
| Attack Badge   | 1,000 |
| Elude Cloak    | 300   |

Well, this is interesting. To start, you weren't healed since you were at that party...(and they say fun revitalizes you...grrrrr) so you may need to heal at the inn, if you didn't heal back in Fletz. And please take note, that at this point, I have ALL my characters with 5 Dragoon levels, (yes, even Meru and Kongol).

Lastly, before you go on in the game, if you haven't gotten Kongol's Dragoon Spirit from the Merchant in Lohan yet, now is a good time to do it. You need 1,000 G, and Kongol, which you already have the latter.

And one last note....You DO NOT have to play with my party. You may notice a rapid change of party suggestion for here on, but this is what my party is, and I tend to play with characters other people don't like. And people, you HAVE to try Meru with a Legend Casque! She just kicks ass. Meru with a Legend Casque and a Armored Legend...She is indestructible.

But anyways, back to the story. You arrive in Furni, and watch a scene. You start off right next to the Queen Fury. Rose's comment may have made you wary, in fact, you should take heed of that when exploring the town. When you gain control of Dart, head up the stairs to the right, and enter the first house you see (also on the right...). In here, head right, and examine the barrels and the storage area. Search around for a second, and you will eventually find Chapter 3's first Stardust. Exit the house the same way you entered, and

head up onto the next screen. Watch a scene that describes a bit of the town's problem. When you regain control, head left at the intersection, and enter the Inn. Head up, staying near the left side of the area, until you get to a save point. Save, if you want, and head down the stairs on the left. Continue down the sets, and talk to the Innkeeper. You can choose any answer you want, but choosing "No" gets you a better response. He then gives you the "Boat License" needed to use boats in Furni. Now you can go anywhere you want in town. Examine the boat below you, and you will begin your little journey around town.

When you have the choice of direction, choose to go to the Upper Right. Then, on the next screen, choose to go to the Mayor's house. You can't leave town yet, so it doesn't matter. When there, head left, and onto the living room area of the house. Watch a scene, choose "OK" when needed, and then circle the table and talk to the mayor again. Choose yes, when you are ready. Watch a long set of scenes, and you are revealed a stunning secret about Haschel. In the morning, when you can control Dart, head back down to the boat, and jump in. When you choose directions, Go to the right. This is near the exit of town. But before you exit, enter the house on the top of the screen. In here, head to the top, and climb up the ladder. Head over to the right, and when you can press "X" (when you see the Action icon) do so, and open up the wall barring the way to the end of the slide. Now, you can slide down the slide. Do that by walking into the area where the little green arrow is. When you are at the bottom of the screen, you have to search the silver metal basin near the right side of the area. It is somewhat hard to find, but when you do, you get another Stardust. Now, head over to the left side of the bottom area, and press X when the action button comes up. Now climb up the ladder and exit the house the same way you entered. Exit town by going to the right.

Your goal is the Evergreen forest.

=====  
Evergreen Forest  
=====

Suggested Level: 22-24  
My Level: Dart: 28, Meru: 23, Haschel: 24  
Enemies: Forest Runner, Wounded Bear, Moss Dresser, Flying Rat, Dark Elf  
Boss: Kamuy  
Items: Darkness Stone, Destone Amulet, Body Purifier, Depetrifier

The enemies have gotten surprisingly strong in the single disk change. Stronger enemies, like the Wounded bear, can do upwards 300 damage with a single attack. Their HP has also taken a leap. None of the enemies here have below 300 HP. And you were lucky, for a few dungeons past, the enemies didn't counter you. Well they do, and WILL here. So remember to keep your finger back on the "O" as well as "X".

When you enter, head right at the first intersection. Follow the path to the next screen, and continue right. Head up the small hill, and below the tree, open the chest, and you will get a Destone Amulet useful in this forest. Head back to the last screen, and go back to that first intersection. There, go left, and follow the path to the second intersection. Head right on this one, and go to the next screen. You are faced with yet another intersection here. (NOTE: The Kamuy chase is OPTIONAL! You don't HAVE to do it!) Head down the path on the right, and at the top, go down, but go up the small "stairs" on the right. Circle around the little dirt mound, and approach the figure running around. Soon, a scene will begin. After the scene, you need to head

back to the entrance of the screen. Go up, and then down when you get to the top of the screen. At the intersection, head up the left path. On the next screen, ignore the small path to the bottom of the screen, and go left. Head up the path to the top of the screen. Head up here, and watch a scene. Choose to advance, and you will automatically start a boss fight.

```
=====
Kamuy
HP: 3,000
Element: Non-Elemental
EXP: 8,000
G: 0
Item: Darkness Stone
```

Alright, first off, Kamuy is the first non-elemental boss in the game. That means he has no elemental weaknesses. This is a good and bad thing. That also means he can't attack characters with the opposite element and do more damage. It's bad because you can't use any of your attacks and do more damage to him, either. To start off, Kamuy is a LOT stronger than he looks. Unfortunately, he is rather fast (at least to my party, which is one of the fastest in the game), making it a lot harder to deal with. His normal attacks do around 200 or 300 damage, so keep your HP decently high. He has some attack all spells, and they do about the same amount of damage as his single person attacks. The best way to go about defeating Kamuy is with strong attacks. Whatever characters are your strongest, use. Rose with a mastered Demon's Dance can work wonders here. So can a Kongol with a mastered Bone Crush. Shana is best in this battle when she has an Anulet equipped, so she can go and cast the White Silver Dragon more than once. That alone would do over 1,000 damage. More like around 2,000, especially if she has a Legend Casque. Albert is best with Rose Storm, and then using strong Dragoon additions. Meru is best with her lowest level Dragoon Spell. It does quite a bit of damage. Haschel is extremely good with a strong 5-Ring Shattering, but if you can't manage that, use Flurry of Styx. Dart is best sticking with Crush Dance, unless you are even more obsessive than me and have a high powered Moon Strike. (sob...I only had mine at 200%). Anything at all really goes in this battle. Kamuy is strong, but not someone who would normally wipe you out.

```
=====
```

After the battle, watch a scene, and head back down onto the last screen. From here, head right, and exit through the right path on this screen. On the twisting path screen, head down, and exit through the bottom of the screen. On this original screen, head left, and down at the intersection. Continue going down until you exit the Evergreen Forest. Head back to Furni.

```
=====
Furni
=====
```

Suggested Level: 24  
My Level: Dart: 29, Haschel: 25, Meru: 24  
Shops: Item, Weapon, Inn, Clinic  
For Shop Inventory, see Furni for the first time

In Furni once again, I suggest you restock your inventory, but your real goal is a nice prize. Head left, and down the stairs. Get onto the boat once again, and this time choose to go to the Front. On the next screen, go into the Inn, and inside the Inn, sleep if needed, and then head up the few sets of stairs. From the save point, head down, and exit the Inn. On the town screen again, head right, and enter the house at the very top of the screen. In

here, head down over the water, and up the stairs on the left. At the top, head right and talk to the man. Since you saved the town, you will get your pay: 500 G. Quite good, actually.

Now, exit Furni the same way you always do, and head back into the Evergreen Forest.

=====  
Evergreen Forest  
=====

Suggested Level: 24  
My Level: Dart: 29, Meru: 24, Haschel: 25  
Enemies: Forest Runner, Wounded Bear, Moss Dresser, Flying Rat, Dark Elf  
Items: Body Purifier, Depetrifier

Back once again. Take note of one fact: The Evergreen Forest is the Equivalent of the Barrens in Tiberoa. You will go here a hell of a lot in this chapter, so get used to it. \*mumbles about Grandia and the Valley of the Flying Dragon\*

Anyways, from where you start, take the left hand path at the intersection, and when you reach the next intersection, take a left once again. Exit the screen, and on the next screen, head left, and go up the small path. Open the chest, and you will find a Body Purifier. Head back down and right, and go back to the last screen. Head right, and continue right past the save point. On the next screen, head down the right path, and at the top, head all the way down the screen. At the bottom, head right. Follow the path up, and you will find a chest containing a Depetrifier. Head down, back left, up, and down once again. At the original intersection, head down the path on the left. On the next screen, head left a tiny bit, and go down the path right below you. Follow this path left, and go to the next screen. This screen has a single path, so head down, and a scene will automatically play. At this point, both Meru and Rose leave your party. Exit the forest through the path on the bottom of the screen. On the world map, your goal is the Crystal Palace in Deningrad.

=====  
Crystal Palace in Deningrad  
=====

Suggested Level: 24  
My Level: Dart: 29, Haschel: 25, Shana: 23  
Shops: Inn, Item, Weapon  
Items: Holy Ankh  
Stardust: See Note

Shop Inventory:

Item:

|               |    |
|---------------|----|
| Healing Fog   | 30 |
| Sun Rhapsody  | 50 |
| Angels Prayer | 30 |
| Depetrifier   | 30 |
| Mind Purifier | 20 |
| Body Purifier | 10 |
| Spark Net     | 10 |

Thunderbolt 20  
Charm Potion 4

Weapon:

|                 |        |
|-----------------|--------|
| Tomahawk        | 300    |
| Spear of Terror | 300    |
| Diamond Claw    | 300    |
| Breast Plate    | 250    |
| Masters Vest    | 250    |
| Soul Headband   | 200    |
| Jeweled Crown   | 200    |
| Stardust Boots  | 150    |
| Protector       | 200    |
| Destone Amulet  | 400    |
| Armor of Legend | 10,000 |

Alright, a few notes before I begin:

First off, there are 5 (Five) Stardust in Deningrad. BUT you won't be able to get them until later, so don't try. And that brat Martel...well she will be in Deningrad by the time you will be able to get them, so you don't have to travel all the way back to the fucking bar in Fletz to see her.

A second note, one of the Armors here, the Armor of Legend, is one of the best armors in the game. While expensive, it is also invaluable. Basically, it is the equivalent of the Legend Casque. Except this one lowers the damage done by physical attacks. And when I mean lowers, I mean from 300 to around 30 damage. If you have 10,000 G to spare, BUY it. Buy it now! But make sure you have something to up your magic defense with. A character equipped with an Armor of Legend and a Legend Casque will not die for the rest of the game.

Last note (I promise!): There isn't a Clinic here...yet. So you will have to rely on items to clear your status.

Now, onto the walkthrough!

When you begin in Deningrad, you are at the bottom right. The first building on your right is the Weapons/Armor and Items shop. Now is a really good time to go stock up on Armor and Weapons. There are some great upgrades. When you are done with that, head up the screen, and go up the huge set of stairs on the right (damn, they are probably tired as hell after walking up all of those! I know my finger was.) In the church, watch some scene, and head up. Talk to the preacher, and say "Yes". Watch a scene and a movie, and then go to the top of the church. here you will meet an annoyingly haughty man, but he is your key to progressing. Albert is a little obsessive here, but don't mind him, hes just...wacked. Exit the church the same way you entered. Once back in the main town of Deningrad, head up, and exit the screen through the top. On this next, smaller screen, there are a lot of doors. The door you want to enter is the second door on the left (farther from you). When you enter, watch a short scene, and now your goal is to talk to all of your party members. Each time you talk to a member, you learn something that builds on the story, so pay attention! After talking to them all, Ute will find something. Now head over to Ute, and talk to him. He will reveal some more of his immense ego-er knowledge. After watching a long scene, head down, and talk to Ute once again, select "Yes" and watch a scene about Neet.

==--



Neet

===-

Suggested Level: 23-24

My Level: Rose: 26

Stardust: Light Pole (Not yet collectors!)

This is just a short interlude of the story. You are once again in control of Rose at this point. Just head up onto the next screen. Here, you will watch a scene, and learn an interesting story.

Meanwhile...

=====

Evergreen Forest: Home of Meru

=====

Suggested Level: 21

My level: Meru: 24

Stardust: Find them later

This is basically the same as the Rose scenario. You are just in control of Meru for a few short minutes. But Meru's scenario is a LOT more revealing than Rose's was. When you start, head up, and when you see the Action Icon thing, press the "X" button, and you will be teleported where you need to go.

Note: This is a VERY important note. From now until the end of the game, there will be a lot, and I mean a LOT of the teleporters in dungeons and towns. You just need to approach one, and when the icon says press "X", press it, and you will teleport to a new area. It isn't that hard. Just be prepared to use them quite a bit.

Exit to the next screen, and watch a scene.

=====

Deningrad

=====

Suggested Level: 24

My Level: Dart: 29, Haschel: 25, Shana: 23

Shops: Inn, Item, Weapon

Items: Holy Ankh

For Shop Inventory see the original visit.

Back in Deningrad, you are in control of Dart. After your lesson in the Library of Deningrad, you are back outside cold and alone in the street. Exit this screen through the bottom, and once back in the main town, head down like you are about to exit the town. Here, watch some scenes, and both Meru and Rose will rejoin you. From where you begin, head up the screen, and enter the Crystal Palace. Once inside, head up either of the stairs, and go up the second set. Exit the screen at the top. On the next screen, take a left at the intersection, and go to the side screen. In here, go right, and open the box for a rare Holy Ankh. Exit the room the same way you entered, and head up. ignore the next side path, and continue going up the screen. At the very top, enter the Throne Room. Watch a long scene, and once you regain control, head back up the two screens to the Queens Chamber. In the chamber itself, go to the top right corner, and exit into the Chamber of the Seal. Here, watch a

scene. And Miranda, the First Sacred Sister of Mille Seasu becomes the White Silver Dragoon. She can equip heavier armors than Shana can, but she inherits all of Shana's stats. From where you begin, head down two screens and exit the Crystal Palace. Head down 2 more screens, and prepare your party. Exit Denningrad and head back, once again, to the Evergreen Forest.

-----  
Evergreen Forest  
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Suggested Level: 22-24  
My Level: Dart: 28, Meru: 24, Haschel: 25  
Enemies: Forest Runner, Wounded Bear, Moss Dresser, Flying Rat, Dark Elf

Bah, you probably know this place by now, but I will guide you where you need to go anyway. Head up the first screen, and on the second, head to the right. Head up, and exit the screen to the right. Head down, and at the intersection, head up the right path. At the top, head down all the way to the bottom. Exit the screen through the bottom. Follow the path on the next screen, and exit the forest. Head into Neet.

-----  
Tragic Village of Neet  
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Suggested Level: 22-24  
My Level: Dart: 28, Meru: 24, Haschel: 25  
Stardust: Light Pole  
Shops: None

Alright, your single goal here is the Stardust. This is actually one of the most annoying in the game to find, as you have to do it perfectly. Just head a bit up, and see that Light pole in the pre-rendered background? Search slightly above that and you will find the Stardust. Just don't get impatient, as it IS there, just hard to get. When you are done, exit Neet and head back to Evergreen Forest...again.

-----  
Evergreen Forest  
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Suggested Level: 22-24  
My Level: Dart: 28, Meru: 24, Haschel: 25  
Enemies: Forest Runner, Wounded Bear, Moss Dresser, Flying Rat, Dark Elf

From where you start, head back to the twisting path screen. Here, take the left (on the right, there was that chest containing the Depetrifier), and when you see the first little set of stairs, go up those. Circle that little mountain of dirt, and exit the screen at the top. Here, watch a scene. Now head up into the portal.

-----  
Wingly Forest  
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Suggested Level: 22-24

My Level: Dart: 28, Meru: 24, Haschel: 25

Shops: Item, Weapon, Recovery Magic

Stardust:

1: Guaraha's Room, in the top right corner

2: The area below the Recovery Magic room. Right pillar.

Shop Inventory:

Item:

Healing Fog 30  
Sun Rhapsody 50  
Angels Prayer 30  
Depetrifier 30  
Mind Purifier 20  
Body Purifier 10  
Dark Mist 10  
Black Rain 20

Weapons:

War Hammmer 300  
Magical Ring 600  
Spiritual Ring 600  
Spirit Cloak 300

When you enter, watch a scene, and head up. Press "X" at the teleporter, and head up onto the next screen. On the sceond screen, head up, and talk to the lone Wingly near the end. Tell him "Yes" and he will fly you up to the next level of the town. Head left up here, and onto the next screen. This screen is a residential area. Head up, talking to who you wish, and at the intersection, go left. Head into the top little living area, and a scene will play with mery and her parents. Head back to the intersection, and head left, all the way to the end. There are two Portals here, one on top, and one on bottom. Go through the one on the top first. On this next screen, there are two telepoters, as well as both the Item and Weapon shops. Stock up, if needed, and go up the teleporter on the left of the screen. Head left, and enter the next screen. Here, you will witness a surprising scene. After the scene, head up to the top right corner of the room, and check the shelves. On these shelves is a Stardust. After getting it, exit the room. Head back down the teleporter, HEad back down the center teleporter (you can go up the right one and see a short scene pertaining to the Winglyes' beliefs.) Back on the lower level, head down the lower Teleporter. This is the "bar" area, or as the Winglyes say "the place to heal the soul". Head right, and examine the right pillar beside the path to the next screen. It contains the second Stardust. Now head up that path, and soon, you will see a scene. (Note that that last room is called the Healing Room, and that you can be healed for free.) You are automatically brought to the next screen. From here, talk to the andering Wingly, and say "Yes" to him. He will take you up to the last level of the town. Head right, and into the building. In here, a scene automatically plays. Your parties status ailments will be healed. After the scene, the Ancestor will give you a choice. When ready, choose yes, and you will be sent to your goal.

=====  
Royal Capital Kadessa: The Forbidden Land  
=====

Suggested Level: 22-24

My Level: Dart: 28, Meru: 24, Haschel: 25

Enemies: Toad Stool, Puck, Fairy, Gnome, Spinning Head

Boss: S Virage, Grand Jewel

Items: Mind Purifier, Dancers Shoes, Healing Rain, Power Up, Mind Crush

The Forbidden land is a dry, desolate, and full of decently strong enemies. The enemies here tend to attack with status effects, so keep some items with you. Also, don't worry about your Dragoon level or SP...seriously, its fine. You won't be able to use it on the boss anyways, so it doesn't really matter. Use it as much as you want.

When you start, head up the path and follow it left. Exit the screen at the top. On this next screen, head up, and head down the first path you see. Head right, and open the chest for a Mind Purifier. Head back up, and follow the path right. Head down, and at the end head up onto the next screen. On this screen, examine the green teleporter, and take it to the other areas of the screen. On the new level, head up, right, and down, going into the next teleporter. From where you land, head straight, and onto the next screen. In here, head up, and enter the teleporter on the left. From where you land, head right and enter the second teleporter. After once again landing, head right and open the chest for some awesome Dancers Shoes for Meru. Head back up the teleporters until you get back onto the top platform of the screen. Head right all the way, and go down the screen. Exit through the lower right door. Back on the screen before, head down the first teleporter, and from your starting location, head up, and left all the way across the screen. Head down, and use the teleporter over here. Head up, and onto the next screen.

On this screen, head down the first teleporter, and then the second. Head right, and go up the third. Head right, and exit this screen (finally...). On this next screen, watch a disturbing scene, and head down the small platform on the left. Head up this screen, and into the first teleporter. From where you land, head all the way right, and enter the second teleporter. Head all the way right once again, and enter the third. Head all the way right yet again...and enter the fourth. Head all the way right for the last time (I promise...damn this screen) and enter the last teleporter to leave the screen.

This is the last main screen of this dungeon. Head right, and enter that first purple teleporter you see. Apparently, this isn't a teleporter, but a "Uber Healing Device!" (Trademark). Sadly, it doesn't heal your status effects. But, because its there, you might want to level up a bit. Anyways, at this point of the dungeon, you have a choice of two paths. Both paths lead to the same place, but each have different prizes. You can do both, and I suggest doing both, but its really your choice. The path on the top leads to a hard boss battle, with great spoils, and the path on the right leads to the Seal, which is the longer, more eventful path.

If you want to take the Path to the Seal, look below the area after the S Virage battle.

The Path to Virage:

The path to Virage is the shorter, and easier path. But the boss itself can be hell if you arent careful. To get to the Virage, head up the path near the save point. Exit onto the next screen, which is a puzzle screen. Here, there are 6 portals, and the goal is to get them in order. From the left to the right, I number them 1 through 6.

The solution to the puzzle is: 6, 1, 3, 4, 5, 2

After doing this, an elevator will come down. Go into the elevator, and you will be on an incredibly weird screen. Head down the first teleporter. Heal, and head down the second teleporter. Head a bit forward, watch a scene, and a battle is initiated.

=====

S (Super) Virage  
Elemental: Non-Elemental  
HP: 6,500  
EXP: 4,000  
G: 200  
Item: Healing Rain

Alrighty. Well here's a "different" boss. First off, he has high HP, obviously, AND he has 3 targets, the head, the body, and the arm, each with their own separate attacks. You don't actually have to kill him, if you don't want to. He will last 10 rounds (AKA one or two attacks from him, and all three party members going is one round). Normally that wouldn't be much of a problem, but his attacks can be very strong, especially without good defense. If you decide not to kill him, and allow him to self-destruct after 10 rounds (he will still give EXP, etc), then keep your HP up there, as he can take it off rather quickly. Personally, I never wait until he is completely dead. At my level, I was able to take him out in 2 rounds (he had 8 lives left), so give it a try. BUT if you don't take him out, he will die with a horrible blast of an attack that does 500 + to all members. For attacking, magical attacks tend to work better than physical. But MAKE SURE TO USE ALL OF YOUR SP! Well actually that's preparation for the next battle, so don't worry about levelling the SP back up after the battle, or the like. Alright, now for the strategy. If you like Albert/Rose Storm, use it, as it is very useful here. Miranda with a White Silver Dragon paired with an Amulet is awesome, damaging all parts at once, as well as healing your party. Kongol should stay in his normal form, especially if Bone Crush is built up well. Dart works best using a normal Final Burst. Actually, for me, this battle went amazingly fast for one reason: Haschel. Usually Haschel sucks ass at magic, but during this battle...Thunder God did around 1,500 damage! Meru is best on healing duty here, as Rose is stronger with a mastered Demons Dance than in her Dragoon form. But if Rose hasn't mastered Demons Dance yet, have her do Astral Drain. If you are using Meru/Miranda and Rose, have Rose use the continual Astral Drain while Meru and Miranda attack with Dragoon and Item magic.

To kill the Virage fastest, you should attack the BODY and the body only. Ignore both the head, and the arm, and go on an all out attack with the body. Even if you decide to go for the head, I suggest ignoring the arm completely, as it doesn't do much. If you go for the body alone, you will be able to kill him...Fairly quickly. This boss is child's play compared to what is coming up next.

=====

After the battle, I suggest going back to the Save point, saving, and healing at the Recovery Point. You can also go down the other path, if you haven't already.

Anyways, from where you left the Virages dying corpse, head down the left path onto the next screen. head down the twisting path, heading right, down, left, up, right, down...etc, until you get to the door. Make sure you are absolutely ready, and enter that door.

Meet you after the "Path to the Seal"!

## The Path to the Seal:

This is the longer, and most likely harder path you can take to the center of the Forbidden land. To take this path, go down the right teleporter across from the Save point. From the bottom of the area, head all the way up the screen, and onto the next one.

This screen is the "Seal" screen. Basically, there are quite a few little red buttons. Enemies will come out of those little red buttons until you destroy them. As you notice, the enemies will run around and chase you, so you need to destroy all the buttons as fast as possible. There are buttons in all 4 corners of the room, as well as some in more random places. Start with the ones closest to you, and work with one side of the room first. Take note that after killing one of the Seals, a scene will play, showing you what to do (and I just had to explain it damnit:()). But also, after breaking the seal, one of the many enemies flying around the room will disappear and not regenerate. It is possible to finish this room with no encounters, I know, I have done it. Take note, that if you do run into an enemy, and kill him, he will just regenerate until you break his crystal seal.

After breaking all the Seals, head through the newly opened door into the next area.

This room may remind you of the Valley of Corrupted Gravity. Basically, the steps move up and down, bringing you to the different levels of the room. Step onto the first one, and let it bring you up. Don't get off at the first level, but wait until it brings you to the top. Exit here, and open the Chest for a Power Up item. Get back on the stone, and then jump onto the second stone on the middle layer. Once back on dry land again, head over to the right. Head down the first stone you see, and you will go down one level. Head down the next stone on the right, and head down. Head over to the next 2 stones in a row, and press X. Make sure you press it again quickly, or you will fall off the stones. You don't want this to happen. Anyways, when you get to the other side, open the Chest for a nice new sword for Dart, the Mind Crush. Now, jump back onto one of those rocks, but don't press X this time. Let the rock fall, and head all the way right. Head up, and use the next rock here. On the other side, head straight onto the next screen. In here, head up, right, down left, and enter the teleporter in the center. HEAL BEFORE.

## Paths Merge:

BIG NOTE: Before going up that teleporter, try and get all your characters' Dragoon levels to 1 or 0. It will help immensely in this next battle if you do.

At this point, the paths merge. Make sure to heal before stepping into the center of the room. When you are positive you are ready (take a deep breath...) Enter the center of the room. Watch a scene, and you are forced into a boss fight that will be hell, no matter how good of player you are.

=====  
Grand Jewel  
Element: Earth  
HP: 4,500  
EXP: 9,000  
G: 300  
Items: Spectral Flash

Ugh...just ugh. I hope you read my BIG NOTE earlier, and took its advice of bringing your SP down to level 1. This will help, but of course you may only be able to use it once anyways. Another thing you may want to do before the battle is set the more powerful Additions, instead of the SP ones. Moon Strike (or Crush Dance...) Demon's Dance/Hard Blade, Gust of Wind Dance, Bone Crush also works, but anything along those lines. This is a battle where you have to rely almost totally on physical attacks, so it can be difficult. Grand Jewel doesn't take too much damage from magical attacks, so the Items won't work.

Alright, now you are probably wondering why I said to get your SP down to one level..heres the dig: Grand Jewel obviously contains the Dragon Block Staff, and that means he can totally fuck up your Dragoon form. When he casts Dragon Block Staff, then all of your Dragoons stats will be lowered. And not just lowered a bit, but lowered to like 50% less then normal, or more! Basically, if he hits you with Spectral Flash when you are in a Blocked Dragoon form, you are dead. Simple as that. Bleh, you will slo not be able to do too much damage to him that way. But if you stay in Dragoon form for a single turn, you won't have to deal with that. This is where Miranda comes in, and Albert. Miranda (or Meru...I prefer the latter) can go and heal your party in a single turn, and then go back, being ready to do it after another turn. Albert is good for Rose Storm, as always.

But now to the strategy. Remember, keep out of Dragoon form for more then a turn at a time, and if you are accidently in it for 2 levels, use the transform on the first round. But anyways, Grand Jewel has 2 attacks to watch out for: The Spectral Flash (does about 500 + to all) and his "Level goes down". The latter basically makes your entire party take more damage, and do less to him. Otherwise, his attacks do around 300 damage. But still...that Level goes down is annoying as hell, and there is NO WAY to cure it, don't try. For attacks, until he casts Dragon Block, any stronger (like 75% and above) Dragoon spells do around 600+ damage, so they work rather well, but physical attacks still work better. Just attack with whatever charactersd you have.

Alright, now once you think you have won, another problems comes up. if you don't kill him once he gets down into the red (you have to kill him in like...one round), he will HEAL HIMSELF FOR 1,300 HP! So that brings you back to the Yellow HP...sadly. He can do this many, many times in a row, and he will do it just to tick you off. Remember to try and keep your entire parties' HP above 800 at all times, or he can kill you in one hit.

This is a long, and hard battle, but it is winnable. Just don't feel bad if you game over, it's easily one of the harder battles in the game.

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After the battle, you recieve the Dragon Block Staff. And remmeber to give yourself a pat on the back, and to start breathing again. Head out the door on the right side of the room, its a sortcut back to the area near the entrance.

From where you land, head down, and and onto the next screen. On here, head down, and left when needed. Ignore the middle path, and head all the way left. Head down, and right before you exit this screen, watch a scene. On the next screen, follow the screen as it goes down, and exit the Forbidden Land.

=====  
Wingly Forest

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Suggested Level: 26

My Level: Dart: 30, Haschel: 27, Meru: 27

Shops: Item, Weapon, Recovery Magic

Stardust:

1: Guaraha's Room, in the top right corner

2: The area below the Recovery Magic room. Right pillar.

For Shop Inventory see Original Visit

You are only here for a second. Watch a rather heartwarming scene, and you are automatically transported back to Deningrad.

=====

Deningrad

=====

Suggested Level: 26

My Level: Dart: 30, Haschel: 27, Meru: 27

Shops: Item, Weapon, Inn, Clinic

Stardust:

1: Weapon Shop Sheet

2: Item Shop Sheet

3: Clinic (Second floor of the Inn)

4: Crystal on the second screen of Crystal Palace

5: Near the entrance to the Chamber of the Seal

For those of you who care, now is the time you can collect the Stardust in Deningrad. I will guide you to them, just like I do everywhere else.

When you begin, examine the two sheets that hold Weapons to the right of the entrance, near the location of the old Item and Weapon shop. Each of the two holds an easy Stardust. Now, head straight up and onto the next screen. Here, head into the first door on the right, the Inn. Once inside, head all the way right, and notice that the once blocked stairs are unblocked. Head up the stairs, and you will now find a Clinic. Examine the pulleys on the top of the screen, and you will find Deningrad's third Stardust. Head back downstairs, go left, and exit the Inn. Enter the Crystal Palace.

Once inside, watch a scene, and head up to the second screen. On the second screen, head up the left path, and watch another scene. When you regain control, head down the path on the left, that is slightly below you. Examine the crystal where the path to Shanas room used to be, and you will find the Fourth Stardust. Head into the Queens Chamber and watch a scene, where your destination is laid out before you.

To get Deningrad's last Stardust, head back into the the Queens Chamber, and examine the path to where the Chamber of the Seal used to be. here you will find it. Also, near the exit to Deningrad, Martel is helping the wounded. Talk to her and you will be able to give her Stardust once again. You should be able to get a Rainbow Earring at this point.

Head into the Evergreen forest once again...

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Evergreen Forest

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Suggested Level: 26

My Level: Dart: 30, Haschel: 27, Meru: 27

Enemies: Forest Runner, Wounded Bear, Moss Dresser, Flying Rat, Dark Elf

Item: Mind Purifier

Alright, this place is getting overdone. But this is one of the last times you have to go here, I promise. Head up the first screen, and exit. Here, head right, and up when needed. This time, head left all the way, and talk to the guard. He will allow you to pass. Enter the tent behind him, and pick up the chest, a Mind Purifier. Now, head left and exit the Evergreen Forest.

=====  
Mountain of the Mortal Dragon  
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Suggested Level: 26

My Level: Dart: 30, Haschel: 27, Meru: 27

Enemies: Mega Sea Dragon, Baby Dragon, Beatie Dragon, Wyvern, Deadly Spider

Bosses: D (Divine) Dragon, D (Divine) Ball, D (Divine) Cannon

Items: Attack Ball, Mind Purifier, Healing Breeze, Dragon Helm, Body Purifier, Total Vanishing

Note: This area contains what some people consider the hardest boss in the game. That means you need a LOT of healing items. A load of healing Breezes (around 5 or more) will be good, as will a few Angel's Prayers and Healing Fogs. The more the better.

When you enter, you can examine the carcass to your right, and watch a small, yet interestingly disgusting scene. After, follow the path straight, and enter the second screen of the mountain. Here, head to the left, and open the partially concealed box for an Attack Ball. Continue following the path, until you reach the third screen. Here is your first intersection. Head right, and go onto the next screen. Head directly right, and open the item box for the treasure that may not be worth it: a Mind Purifier. Go back to the last screen, and head down to the intersection. Take the left path up onto the next screen. Follow the path here into the center of the mountain.

This rather confusing screen has 4 pathways on it. First, head up a bit, and take the door on the right. Head down this path, and open the box at the end for a Healing Breeze. Head back up the last screen, and onto the center room once again. In the center room head left, and go down the stairs below you. Go through the door on the right. Head down this screen, and open a box containing one of the best treasures on the mountain: the Giganto Armor. Now, head back to the center room once again. Head back up those stairs on the left, and head through the last path you haven't taken, this leads you to the top of the mountain. Once outside again, open the chest below you for the Dragon Helm. Equip this immediately, as it will be useful for the rest of the game. Now, go right, and up to the next screen. When you begin this screen, watch a scene, and head up onto the next. On this screen, there is a Total Vanishing to your left, and a save point above you. SAVE NOW!!! Its very important that you save here, as you could make a huge mistake and die. Head up onto one of the last screens on the mountain.

Big Huge Note: In this next battle you can't use Dragoon form. Other than for healing purposes, and Rose Storm. So it doesn't really matter if you use it. BUT if you are going to use Albert, Meru, or Miranda (for Rose Storm, Rainbow Breath, or Gates of Heaven respectively), get their SP down to 100 or less before going on. You don't want needless dying. Rose's Astral Drain will be worthless for healing in this battle.

Anyways, MAKE SURE YOU READ THAT LAST NOTE IF YOU DIDN'T! Anyways, for those of you who did, you need a pat on the back. You need a candy bar if you listened to me, as well. Now, back to the walkthrough. On this screen, head up, and near the top, watch a scene. Open the box next to you for a Body Purifier. Now, take a VERY deep breath, and head up and exit this screen. You will be at the the summit of the mountain. Watch a long scene, and that bastard Lloyd will leave you to die.

=====

Divine Dragon  
HP: 5,000  
EXP: 10,000  
G: 300  
Items: Gravity Grabber, Flash Hall

Okies. Remember the Grand Jewel (you should, it was only a dungeon ago)? This is basically a tougher version of that battle. First off, NO Dragoon form. At all. Unless it is for one turn, and for healing purposes. Your attacks will barely damage the Divine Dragon in Dragoon form here. The only things that you can use (like I said in that all important note) are Gates of Heaven, Rose Storm, and Rainbow Breath. If you are using Miranda or Meru for healing, use their spells liberally, as you won't be needed to restore any of your other characters' MP. take note that if you are hit by an attack while in Dragoon turn (for more then one turn) you will most likely die, no matter what.

Okay, first things first. Divine Dragon is very fast. He also has a very wide variety of attacks, and three targets. The three targets are the Divine Dragon himself, the Divine Ball, and the Divine Cannon. Each of those targets has different attacks, but they do not attack seperately. Each time you eliminate one of the parts (Cannon and Ball) you eliminate a powerful attack he can use on a single character or your entire party. The Divine Dragon has a somewhat set attack patter. he usually does two physical attack (for about 150-300 to ALL members) and then he starts with the spells. The spells are the harder parts of the battle. Depending on the character, the spells can wipe them out in a single hit. I have seen an unprotected (AKA no Legend Casque) Kongol take over 1,000 damage from a Wind elemental attack. Normally it does between 400-800 damage. All of the spells the Divine Dragon uses are those that are the most powerfull item spells. Try and keep your parties HP over 800 or he can take you out in a single blow. Now, the Divine dragon also has his Cannon and his ball. The cannon attacks all members for around 300-400 damage, and the ball is a stronger attack towards a single member.

The best and easiest way to go about this battle, suprisingly (and unlike about every other battle in the game with a boss with multiple targets) is to kill off the Ball and Cannon. You can use Magic items (only the stronger ones, not the Multi ones), and that will damage him, and all of his targets extremely well. If you don't have a strong magic user in your party, or just want to do it the old fashioned way, I suggest going for the Ball first, as it is stronger against your party, and has less HP. Dart with a strong Moon Strike, or Crush Dance will do around 300 damage, and a powered up (good, strong additions) Kongol, Albert, or Haschel with Bone Crush/Inferno, Gust of Wind Dance/Flower Storm, and Five Ring Shattering/Flurry of Styx can do over 500 damage with their attacks. Rose will do around the same amount of damage as Dart in this battle. Meru is stronger then Miranda, but her greatest assest is her speed. Miranda will be a lifesaver, if you choose to use her. Her variety of healing Spells (minus White-Silver Dragon, sadly) will save your ass. After killing off the Ball, go for the Cannon. This will take a bit longer to kill, as by this time your party may have been attacked quite a

bit, and need healing often. But it will also lower the damage you take. After killing the Ball and the Cannon, go for the Divine Dragon himself. HE doesn't take a whole lot of damage, so this battle will almost always take a long time.

Alright, now that we have gotten the basics down, here is some more strategy. Rose Storm is great in this battle. But it won't save you. To make it work, you have to have a lot of Healing Breezes and Healing Fogs to survive. A party of Miranda and Albert will be practically undefeatable, especially with a lot of Moon Rhapsodies. Characters like Meru, Miranda, and Rose are all good in this battle. They take less damage from the stronger magical attacks. Meru is good because of her awesome speed, and Rainbow Breath, making her a great healer. Any characters with only attack spells won't be very useful here, unless they are strong physically. And PS: Don't have Albert Use Flower Storm completely. That will give him 200 SP (if mastered...) and you don't want him on more then one level of Dragoon form. If you accidently do, physically attack with him on the next turn. Don't waste MP.

=====

After the battle, watch a rather cool movie, and when you have control of Dart again, head down three screens (you may want to save your game, you DON'T want to fight that battle again) and go left on the fourth. Head back into the heart of the mountain, and watch a scene. When you can control Dart again, head up the stairs, go right, and go through the second door, closer to the bottom. Follow the path out of the Mountain and be glad you don't have to go here again.

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Evergreen Forest

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Suggested Level: 27

My Level: Dart: 31, Meru: 28, Haschel: 28

Enemies: Forest Runner, Wounded Bear, Moss Dresser, Flying Rat, Dark Elf

Alright, this is the LAST time you have to go here! Yay. So annoying, and repetitive. When you enter, you will watch a rather interesting scene. Head right, go past the guard, and head all the way to the right. Head down, and left onto the last screen. Here, head down, and exit the forest. Deningrad is your only option.

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Deningrad

=====

Suggested Level: 27

My Level: Dart: 31, Meru: 29, Haschel: 29

Shops: Item, Weapon, Inn, Clinic

For Shop Inventory see original visit

Note: I went levelling in Kadessa (AKA: Forbidden Land), by that healing teleporter. Its quite a good place to level, if you need to.

This is also the last time you are required to visit Deningrad. You probably knowe the place like the back of your hand now, but I still have to guide you. When you enter, head up through the town, and exit to the second screen. From here, enter the Crystal palace. Inside, head directly into the

Queens Chamber, and watch a scene. After the scenes, exit both the Crystal Palace and Deningrad for the last time. Head to the newly opened path to Kashua Glacier.

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Kashua Glacier  
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Suggested Level: 27

My Level: Dart: 31, Meru: 29, Haschel: 29

Enemies: Freeze Knight, Land Skater, Rocky Turtle, Icicle Ball

Bosses: Wendigo, Snow Cannon, Lloyd

Items: Thunderbolt, Heat Blade, Heavy Mace, Gushing Magma, Dancing Ray, Phoenix Plume, Black Rain, Rave Twister

Shops: Item, Weapon

Shop Inventory:

Item:

|                |    |
|----------------|----|
| Healing Fog    | 30 |
| Healing Breeze | 50 |
| Sun Rhapsody   | 50 |
| Angels Prayer  | 30 |
| Body Purifier  | 10 |
| Charm Potion   | 4  |

Weapon:

|                |       |
|----------------|-------|
| Mind Crush     | 350   |
| Battle Axe     | 350   |
| Flamberge      | 350   |
| Virulent Arrow | 350   |
| Saint Armor    | 300   |
| Robe           | 300   |
| Guard Blade    | 1,000 |

Kashua Glacier is full of water elemental monsters. The enemies aren't that strong, but the bosses are, so don't really worry about normal encounters. Anyways, you didn't need to stock up at Deningrad because there is a shop here. In the middle of fucking nowhere? What were they thinking...well, you'll see. Also, a minor note, Dart will slip sometimes. When you have him run and then stop, he will slip. It doesn't really effect you, but it can bring you into a new area or onto a new screen when you don't mean to.

When you enter, watch a scene. From where you gain control, head up, and open the chest on the left. This contains a Thunderbolt. Head back down, and go left. Head up when needed, and follow the path rightm up and left. At the intersection, go right, and open the chest at the end for a Heat Blade that is useful in this area. Head back to the intersection, and continue up and left onto the next screen. On this second screen, head up, then down. At the intersection, head down, and follow the path to the box below you. It contains a Heavy Mace for Meru. Head back up to the intersection, go right, head up, and right onto the next screen. In here, head down, and take the left path tp the merchants. Talk to them, and you will be abel to buy from them. I suggest stocking up now, there are some nasty bosses coming up. Buy loads of Healing Breezes, and maybe a Healing Fog or two.

After stocking up, head up, and go down the right path. Open the box for a Gushing Magma. Continue down the screen, and exit at the bottom. On this next screen, head down and to the left. Slide down the icicle by pressing "X". On this lower level slide down the icicle on the left. Now slide down two more icicles. On the bottom, open the box, and you will receive a Dancing Ray. Head back up 3 icicles, and go down the icicle on the right. After doing this, climb up two, go right, and climb down another. Climb down the second, and you will have another intersection of icicles. Climb down the icicle on the right this time, and then go down the second to find a box containing an all important Phoenix Plume. Head back up the two icicles, and go down the icicle on the left. Slide down two more icicles, and you will be at the bottom of the screen. Use the save point on the left, if needed, and head down off the screen. On this next screen, head up, ignoring the path to the side. Head all the way to the right, and go below the path. Open the chest here for a Fatal Blizzard. Head back left, below the path, and down. Head up that side path, and go left when needed. Soon, a scene will play.

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Boss: Wendigo  
Element: Water  
HP: 10,000  
EXP: 11,000  
G: 250  
Item: Brass Knuckle

This battle can be a bit odd. To start off, Wendigo obviously has more HP than any boss you have faced thus far, so he will take a while to kill. 10,000 is a lot, especially if your party is weak, or you don't know a simple trick. Wendigo's strategy is to outlast your party. Since it will take a lot of pounding to kill him, make sure he doesn't kill you first. His normal, physical attacks do 200-300 damage to a single character. Luckily, Wendigo doesn't have ANYTHING on the Divine Dragon, so don't think that this battle will be nearly as hard as that battle.

This battle starts out slowly. Mainly, he will just attack with physical attacks. He has two main ones, and one of them doesn't hit 90% of the time, so no need to worry about that one. After a few rounds, the Wendigo changes his attack pattern. At this point, he will take one of your party members into his cage near his heart, and they will be unusable for now. At this same time, he will create 2 Ice cannon enemies. These ice cannons do about 100 damage with each attack, and are quite fast. To get the character out of the cage in Wendigo, you need to kill the Ice cannons. Do so, and your character will be freed. Then, for a moment, the Wendigo's heart will be vulnerable. **ATTACK IT!** If you attack the heart at this point, you can take a different course to finish the battle. You will only do one damage to the heart, but it has a LOT less HP than the Wendigo itself.

Now that you know the two different ways to kill the Wendigo, you have to choose one. You can kill off the Wendigo by going for all of his 10,000 HP, or you can patiently wait the battle out, and kill his heart. If you go the heart direction, he will capture a character every 4-5 turns, so be patient. If you are going for the 10,000 damage direction, you are in for a rather long battle. It is mainly long because he will STILL capture your characters in the meantime. The good news, Dart with Moon Strike, or maybe even Blazing Dynamo can do some excellent damage to him. And Final Burst does well over 1,000 damage each time it is used. Just make sure to have some Sun Rhapsodies on hand so you can heal his MP. For normal attacks, Water magic doesn't work too well, so you probably don't want to use that. Strong, single target attacks work best. You probably won't need Rose Storm in this battle, as

Wendigo isn't THAT strong. All of your characters should use thier strongest additions, or build up any additions they are currently working on. Miranda is best in this battle with the White Silver Dragon, as always, Rose is great with a mastered Demon's Dance, if you don't have that (you really need it, it's awesome!) use Astral Drain. Haschel with Five Ring Shattering, or a stronger Hex Hammer works. Your normal attacks do more damage to Wendigo then they would to a normal enemy.

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Aftyer the battle, head to the left, and go down. Open the box for a Black Rain. Head back up and to the right. Head up the path when you can, and go right. Follow the path right and onto the next screen. Here, head left, and watch a scene. You will find that you are right outside your destination. Head up, following the path left, and go down the small path on the left when you can. Open the box here, and you will get a Rave Twister. Head a bit right, and enter the tower.

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Tower of Flanvel

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Suggested Level: 28-29

My Level: Dart: 33, Meru: 30, Haschel: 30

Enemies: None

Boss: Lloyd

Items: Spirit Ring, Mage Ring

This area is weird. There are no random encounters, luckily. It is just a bunch of teleporters you take to different "circles". Take note, before you really start this area, get your parties dragoon level 9the SP) to 100. You arent fighting another grand Jewel or a Divine Dragon, you are fighting something all together worse.

Anyways, from where you start, head up, and open the box on the right for another very useful Spirit Ring. Now head left, go up the plank, and enter the Teleporter. Here, you have to use the directional buttons to navigate. First, you need to press right once, and then press X. On the second globe, press right twice, and then press X. This will lead you out of the first globe area. From where you land, hea up, pick up an extremely useful Mage Ring, and head through the teleporter on the left. Once on the second Globe screen, press right once, and then X. On this next one, press Left once, and then X. This is the last screen on the tower. Here, watch a scene, and you will have a short time to control your party. Save your game, and prepare your party.

The best thing for preparation is a Talisman. Put this on a character who excells at physical attacks. Dart or Albert Work best. Meru, Rose, or Miranda are just wasting the Talisman. If you have two, give one to Dart and another to the weaker of your physical attackers. Your character who has the Talisman equipped can have his Sp up to max. Whn you are sure you are ready and prepared, head up into the tower and prepare for a very difficult boss.

=====

Lloyd

Element: Non-Elemental

HP: 7,000

EXP: 12,000

G: 300

Item: None

Lloyd is seriously nasty. He is very fast, attacks often, and dodges about 50% or more of your attacks. This means you have to keep your party healed, while at the same time defending against Lloyd's constant magical and physical attacks.

Sadly, like the Divine Dragon, you can't use Dragoon for while fighting Lloyd. This is not because he has a Dragon Blocker, but it is because he has the Dragon Buster. No, your characters won't die permanently, like Lavitz, but they will be instantly slain. The only way to prevent being instantly slain is to have a character equip a Talisman. If you payed any attention to me, or my notes, you will know that I told you to equip one before the battle began. Since Lloyd will use this skill often, you can only turn into a Dragoon for more than one turn with the character that has the Talisman equipped. If you have 2 (that second from the Ghost Ship), then you can get two characters. But there is a big, evil trick you can do with this. If your character is a Dragoon, Lloyd will, most of the time, ignore his other attacks and continually try and kill that Dragoon. The attack, of course, will have no affect, and he will have wasted one of his own turns. You can continually pound, or heal with your other characters while he goes and wastes his turns with worthless attacks.

That is the easy way to do the battle. The hard way is without any characters in Dragoon form. If this happens, you may die quite fast. Lloyd has a big magical attack that, if your characters are weak vs magic, can do upward 700 damage to all. I have seen it do around 1,500 damage to Kongol. Lloyd's physical attack does 400 or more damage to a single character. This means you need to keep your parties' HP up at all costs, or else you can be slaughtered. Any strong spells from your party, such as gaspless, Thunder God, and Final Burst, do around 700-900 damage to Lloyd. Lloyd is far weaker against physical attacks than he is at magical attacks, so any type of strong additions, Moon Strike, Crush Dance, Hard Blade/Demons Dance, Flower Storm/Gust of Wind Dance, Bone Crush, Five Ring Shattering/Hex Hammer, and just about any other type of attack you want. Kongol and Albert do quite a bit of damage in this battle. Albert is best used for Rose Storm, and Dart should have the Talisman. Dart should attack with Final Burst constantly, while one of your characters heals. Don't let your parties' HP go down below 600.

While I haven't made this battle seem like a big deal, it can be incredibly hard. Don't let my strategy fool you. I personally was overpowered, and he still took me a hell of a long time to beat. The most annoying fact about him is his frequent attacks, so make sure going into this battle, you have a load of Healing Breezes and Healing Fogs. You may even need to use some Healing Rains if he gets enough attacks off on you.

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After the battle, watch an awesome scene. When you regain control, head down, and exit the Tower of Flanel.

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Kashua Glacier  
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Suggested Level: 27

My Level: Dart: 34, Meru: 30, Haschel: 31

Enemies: Freeze Knight, Land Skater, Rocky Turtle, Icicle Ball

Shops: Item, Weapon

For Shop Inventory, see original visit

From where you start, head down, and go to the next screen. here, head left, down, and right whe you can. Go back down onto the lower level, and exit the screen on the bottom. Here, head up the first and second icicles, go up 3 more, and then down 2. Then, go up one, and go up that last, larger icicle. Exit the screen at the top. Head up this next screen, talking to the merchants, and restocking if needed, and head up onto the next screen. On this next screen, head down, and left at the next intersection. Here, head up, and exit the screen on the left, the exit you werent originally allowed to go through.

Head to the Snowfield.

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Snowfield
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Suggested Level: 27

My Level: Dart: 34, Meru: 31, Haschel: 31

Enemies: Windy Weasel, Bowling, Wildman, Mr Bone, White Ape

Items: Burn Out, Dancers Ring, Burning Wave, Guching Magma, Magic Shield,

Midnight Terror, Stunning Hammer, Smoke Bomb, Soul Eater, Poison Needle

Shops: Inn

This is yet another dungeon that is moderately large. Sadly, it can also be quite annoying. There are some strong enemies here, namely the White Apes, wich I have seen do over 700 damage to Dart with their Snowball attack. The Weasels attack with wind magic, and the Bowlings tend to power themselves up, making them stronger then the normal enemies.

Anyway now for the walkthrough. I tend to rant the FAQ away like this, sorry. To begin, head down, and follow the screen left. When you start heading directly left, go up, and open the box for a Burn Out. Head back down, and continue left. Near the far side of the screen, a scene will play. After the scene, head down, and exit the screen on the left. Take note that you can sleep in that room for free. On this next screen, there is a sign on the far left side of the screen. Go to the left side (the side closer to where you entered) of the sign, and slide down the snow path. Here, press the "X" button at the second and fourth command, and you will be able to open the right chest, which contains a Dancer's Ring. Head to the side, and continue going down the slope. Here, watch a scene, and head up to the right path. Go onto the next screen. Head up, left, and open the first chest you come to, it contains a Burning Wave. Head right and up, open the second chest for a Gushing Magma. Head right, up, and left. Exit this screen at the very top. Here, head down, and jump down off this upper level. Here, go to the far side of the screen, the right side of the sign, and jump off. Press "X" the first, third, and fourth times. You will get the chest on the left. It contains a Magic Shield. Go down to the bottom. Back at the bottom, head down the path on the left, and enter Fort Magrad.

This is Fort Magrad, an optional area of the game. But here, you can get some very nice prizes, but you have to fight a tough boss to win them. here, you will watch a scene, and you need to head up the screen. Head left at the top, and go down. Open the chest on the far side of a door, and you will recieve a Midnight Terror. Exit the screen at the top. On the next screen, watch a scene, and head down the slope. Open the chest on the right, and you will get a Stunning Hammer. Head right, and go down the stairs. Open the chest on the right for a Poison needle. Save now, and exit this screen. On this last screen, walk into the center, and watch a rather interesting scene.



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Polter Armor  
Polter Sword  
Polter Helm  
Element: All: Dark  
HP: Helm: 2,500  
Sword: 3,500  
Armor: 3,400  
EXP: 6,000  
G: 200  
Items: Soul Eater, Smoke Bomb

This battle can be a pain in the ass. First off, there are three targets. Each target has quite a large amount of HP. Remember, you do not have to fight this boss now, but the earlier you get the weapon, the easier the game will be. Basically, each target has an attack, meaning the enemy has just as many attacks as your party does each round. The most annoying attacks are the swords instant death spell, and the Helms block.

Both the sword and the helm can make this battle hell. The Sword has very strong attacks, and does over 300 damage each time. The helm is even worse. The Helm not only casts some strong spells (300 damage to all) but he can block your commands. AKA, no attacking, no defending, no Dragoon, no nothing. Of course, he can only block them once a turn. But he can still easily incapacitate a character. A character like, say, Kongol, without the ability to attack and use Dragoon form is utterly useless. Meaning the Helm is also a serious threat. Also, the effects of the block won't go away until the helm is dead.

Start with attacking the sword. He is the biggest threat, and should be disposed of first. Don't transform into a Dragoon until at least the sword is dead. A strong Spectral Flash from a magic user (if using Dart, Albert and Kongol, use Dart to use the item) and it will do about 1,200-1,600 damage to all the enemies. Normal, not Light elemental magic does around 500-600 damage to all of them, so it is rather useful as well. After using the main Light attack spells, use strong, single person attacks against the sword. Strong additions, such as Gust of Wind Dance, Flower Storm, Moon Strike (powered up) or maybe even a Blazing Dynamo. Hammer Spin, Cats Cradle, Five Ring shattering, Omni-Sweep, Hex Hammer, Bone Crush, Inferno, Demons Dance, Hard Blade...Any of those attacks work well for killing off the Sword. After the killing blow on the sword, he will cast an instant death spell, and one character, unless, he has a Talisman equipped.

After going for the Sword, go for the helm. He is a huge threat because he can block commands with no way to heal the block. Attack him the same way, as he seems to be weaker vs physical than magical attacks. Once he is gone, all the blocks on your characters will be broken. Attack the Armor itself last. The armor attacks mainly with attack all magic, but of the multi type, so it is weaker. The attacks normally do around 400 to each character (around 1,000 is the character is weak vs magic), but they can do more, depending on the element. Any damage taken in normal form at this point will be severely reduced by Dragoon form, so feel free to transform now. The Armor doesn't have anything too annoying.

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After the battle, you receive the Soul Eater. This is one of the most powerful weapons in the game, but, sadly it takes away 1/10 of Darts max HP each turn. So if Dart had 1,000 HP max, it would take 100 away each turn. The way to counter it, is to equip a Therapy ring. This way you win both

ways.

Anyways, after the battle, head down and open the chest below you for an Armor of Yore. Head up, and open the secon chest for a Panic Bell. Exit the screen on the bottom (how you entered).Head down, right, left up the slope, and right. Exit the screen. On the first screen, head right, and down. Go left, and exit Fort Margrad.

Back in the Snowfield, head down, and go up the right path. Go up to the top, and re-enter the main area of Snowfield. Here, head up, and exit on the top of the screen. Head to the last dungeon in Chapter 3: Vellweb

=====  
Vellweb  
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Suggested Level: 27

My Level: Dart: 35, Meru: 32, Haschel: 33

Enemies: Spring Hitter, Terminator, Witch, Succubus, Maximum Volt

Items: Attack Ball, Roses Headband, Spirit Potion

Shops: Item, Weapon

As you begin, watch a scene. Head down, and continue until the path turns into a "U". Here, go right, and onto the next screen. On this screen, head up and left, then up the stairs to reach the next screen. In this area, head left all the way. Head into the door, open the chest for an Attack Ball. Head back up onto the next screen. Here, head a bit left and watch a scene. Head down, and follow the path downwards onto the lower right of the screen. Watch a scene here, and you will be able to buy weapons and items.

Note: Stock up now! You wont have a chance for quite a while after this, so now is the time to do it. Of course, you may not need to, but if you do, go right ahead, you need it.

After you are done stocking up, head back left onto the previous screen. Here, continue left, and then up going onto another screen. Head left, and watch another scene. Now, go up the screen towads the save point, the last on Chapter 3! Head left onto another screen. Up here, go left, and up the first set of stairs you see. Continue right, and enter the center tower. Go up, and examine the rock for the Stardust.

Exit the seven towers area, and head down to the bottom of the screen where you saw Shirley. After you are healed, head left off this screen. Continue left until you are one a large set of stairs. Go down the stairs and (ignoring the first door) go into the second door. Here, head left, and onto the third screen. Here, you will find a great helmet (Rose only) Roses hairband. Go back to the staircase, and continue going down. Ignore the third door, and go into the last (fourth) door. Open the box in here for a Spirit Postion. Re-enter the stairs, and go into the third door (the second one you ignored). Outside again, head left down the stairs, and enter the door on the right. Head left, and a stunning set of scenes will play.

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|-----|  
| 12. Walkthrough: Chapter 4 |  
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Death Frontier

=====

Suggested Level: 27

My Level: Dart: 35, Meru: 32, Haschel: 33

Enemies: Cactus, Canbria Dayfly, Sandworm, Scorpion, Spiky Beetle

Items: Healing Rain, Moon Serenade, Healing Fog, Power Down, Sun Rhapsody, Gladius, Recovery Ball, Bandits Shoes

Note that this is probably one of the largest dungeons in the game. Before you begin, you should pick a party and make sure its your strongest. If you have played with all of your characters at this point, you wont have a problem. Though, because of the sheer length of the dungeon, low level parties can go through hell.

As you begin, watch a scene. When you can control Dart, ignore the stairs to the side, and take the path on the right to the next screen. Here, head down and exit the screen to the left. You are now at the very top left corner of the desert.

Note: There are no random encounters in this area. Any encounters you get into are touched based, much like Kazas. Keep moving at all times and you will remain encounter-free.

From this screen, head down on this screen, and then down through the second screen. On this third screen, fall down intomthe sand pit on the very bottom of the screen. You will land on a mound with a chest. Open this chest and you will recieve a Healing Rain item. Jump down off the mound, and head up to exit this screen.

\*sigh\* Back at the beginning. Well, this will happen a lot in the dungeon if you want to get all of the items. Once in the main area, head back to the left, and go down the top left of the screen. On this next screen, go right, and fall down the sand pit. Here, Open the chest and you will recieve a Moon Serenade. Head up, and back into the main area.

At the main area once again, head right. At the top right corner of the desert (you will know you are there when you cant go up or right anymore) head down. Continue down three screens, and then exit to the left. You should be in a center screen. Now, head down, and on the next screen, open the chest for a Healing Fog item. Head back to the previous screen, and exit at the top. You will be in the very center of this part of the desert now. From here, exit on the right. once on the right edge of the desert, head down until you can not go down any further. There should be a path to the lower right. Go through this path, and follow the short path to the next area of the desert.

In this area, you start at the lower left hand corner. Exit this screen off to the right, and watch a scene. Exit the screen to the top. Once in the desert areas again, exit to the left. On the left wall of this area, head up. Head up through another screen, and open the chest. You will get a Power Down item that you will find quite useful. Fall down the sand pit on the right side of the screen, and you will be able to reach a Sun Rhapsody item. Jump off the mound, and exit this underground area to the lower left.

Back on the Oasis screen, exit at the top once again. Back in the desert, head right. There will be a four way intersection. Here, exit to the right, and then at the right wall, go down two screens, and you will be at the bottom. At the bottom right corner of the second desert area, you will find the Gladius, an excellent weapon for Rose. Also, once you get the weapon, fall down the sand. Once underground, open the chest, and you will get a Recovery Ball. Go back onto the Oasis. Once on the Oasis, exit at the top.

Back in the desert yet again, head right once screen, up twice, left once, and then up once more. You are now at the SECOND Oasis. Be happy, you are almost done. Exit this Oasis at the top of the screen, and once in the desert, head right. Fall down the sand here, and pick up some Bandits Shoes for the males of the party. Exit the underground area, and head back to the second Oasis (from the first desert go right, up, up left, and up). Once back at the second Oasis, head through the left path. Go up on this screen, and up two more screens. Then go left, and continue going up. Soon, you will be at a smaller screen once again.

FINALLY done. You did it. Now, give yourself a pat on the back, and take a few loooooong, deep breaths.

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Spring Breath Town Ulara  
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Suggested Level: 28  
My Level: Dart: 36, Meru: 33, Haschel: 33  
Shops: Item, Weapon, Inn  
Items: Sun Rhapsody, Moon Serenade  
Stardust:  
1: In the roses  
2: In the Weapon Shop  
3: In the man eating plants

Shop Inventory:

Item:

|                 |     |
|-----------------|-----|
| Healing Fog     | 30  |
| Healing Brreze  | 50  |
| Sun Rhapsody    | 50  |
| Angels Prayer   | 30  |
| Charm Potion    | 4   |
| Panic Bell      | 20  |
| Stunning Hammer | 20  |
| Poison Needle   | 20  |
| Midnight Terror | 20  |
| Attack Ball     | 100 |
| Recovery Ball   | 100 |

Weapon:

|                 |     |
|-----------------|-----|
| Fairy Sword     | 400 |
| Arrow of Force  | 500 |
| Thunder Fist    | 450 |
| Magical Greaves | 300 |
| Magical Ring    | 600 |
| Spiritual Ring  | 600 |
| Elude Cloak     | 300 |
| Spirit Cloak    | 300 |
| Sages Cloak     | 600 |

Wehn you enter, watch a scene. Open the chest below you, and you will get a Sun Rhapsody. Take the green teleporter into town. Watch another scene, and head right into the main town. Here, head up, ignoring the intersection, and head onto the next screen. Watch another scene here. Examine the roses for a

Stardust.

Head through the path on the left, and go down the teleporter. You are now at the weapon shop. This is a great time to stock up, so I suggest doing so. Examine the walls here, and you will get another Stardust. Head back into the rose garden.

Exit the rose garden by going down, and continue down until you reach the previously ignored intersection. Heading up this right path, and onto the next screen. Here, watch a scene. Examine the...man eating flowers...and you will get the third Stardust in the area. Exit this screen to the left. Continue left, and go through the teleporter onto the next screen. Watch a long scene, and you will have the ability to ask questions. To go farther into the game, you need to have asked each of them.

When you regain control, head right, and up the first teleporter. Upstairs, go left, and open the chest, and you will get the ever rare and useful Moon Serenade. Head right, and go back down the teleporter, continue right, and exit Charles house. Head back into the main town, and into the Man eating plant screen. Watch a scene here. Now, you need to find your fellow party members.

Exit this screen through the bottom left. On the next screen, head all the way down (ignoring the intersection), and take the teleporter. Watch a scene, Haschel and Miranda rejoin you. Exit the bar through the teleporter, and once back on the main town screen, head up and go left at the intersection. At the next intersection, go down. On the next screen, talk to Meru. She wont join you now, so head up and back onto the main town screen. Head straight up, ignoring the intersection once again. On the rose bed screen, head through the left exit, and then take the next teleporter down into the weapon shop. Here, Albert and Kongol will rejoin you now. Head all the way back to the city entrance. Talk to Meru once again, and this time she will rejoin you. Watch a scene, and you will automatically sleep. Once you awake, choose your party.

When you regain control, head out of Charles house. Go all the way back to the entrance of town again, and watch another heartwarming scene. Enter Home of Giganto.

=====  
Home of Gigantos  
=====

Suggested Level: 28  
My Level: Dart: 36, Meru: 33, Haschel: 33  
Enemies: Piggy, Crafty Thieves, Gangster, Berseker  
Items: None

Now that you are on familiar ground, you should be quite a bit happier. You start by watching a scene. Use the Rock Fireflies if needed, and head down the stairs at the exit. Head down the next screen, and down another set of long stairs. Exit to the bottom right, and exit the Home. Head into the Valley of Corrupted Gravity.

=====  
Valley of Corrupted Gravity  
=====

Suggested Level: 28  
My Level: Dart: 36, Meru: 33, Haschel: 33  
Enemies: Dragonfly, Killer Bird, Spider Urchin, Roc, Erupting Chick  
Items: None

Not this annoying area again...Well, at least this is the last time you have to come through here. Head down the first screen, and onto the second. Continue down, and jump onto the first rock. Head left, and then jump onto the second rock. Go down again, and jump onto the third rock. Head down and to the exit of this screen. On the next screen, head left, and then jump all the rocks until you get to the bottom of this screen. Head down two more screens (using the FireFlies if you want) and exit the valley. Now for the Barrens.

=====  
Barrens  
=====

Suggested Level: 28  
My Level: Dart: 36, Meru: 33, Haschel: 33  
Enemies: Frilled Lizard, Stinger, Arrow Shooter, Earth Shaker, Scissorhands  
Items: None

BAAAAH. I am pretty sure you know this area by heart now. Well, as with the Valley, this is the last time you are required to come here, so be happy about that. Head right, and then down, exiting the screen. Continue down, then go right. Go across the 'bridge' to the left. Continue down, and finally be done with this annoying place. Enter the Twin Castle.

=====  
Twin Castle in Fletz  
=====

Suggested Level: 28  
My Level: Dart: 36, Meru: 33, Haschel: 33  
Shops: Item, Weapon, Inn, Clinic

For Shop Inventories, see original visit

As you enter, your goal is the castle. Instead of going directly there, why not stop by your own friends, first? Go to the lower left hand corner of the screen and talk to an elated Nello. You can talk to anyone else you want to, as well. Once you finally head into the castle, want a scene. Head through the now (FINALLY!) open brown doors in the main hall, and you will get to the lowest level of the castle. Once down here, watch a scene, and you are reunited with even more old friends. Head down the path on the right, and once you are sure you are ready, talk to Kayla, and tell her 'Yes'. Head to Rogue on the ship.

=====  
Rogue  
=====

Suggested Level: 28  
My Level: Dart: 36, Meru: 33, Haschel: 33  
Shops: Item, Weapon, Inn  
Items: 100 G, Vanishing Stone, Wargod Calling, Satori Vest  
Stardust:  
1: Past Martels room, near the 100 G box

Shop Inventories:

Item:

|                |    |
|----------------|----|
| Healing Fog    | 30 |
| Healing Brreze | 50 |
| Sun Rhapsody   | 50 |
| Angels Prayer  | 30 |
| Mind Purifier  | 20 |
| Body Purifier  | 10 |
| Panic Bell     | 20 |

Weapon:

|              |       |
|--------------|-------|
| Atack Badge  | 1,000 |
| Guard Badge  | 1,000 |
| Giganto Ring | 1,000 |

Note: Before going on in the game, make sure you have plenty of healing items, as in your next dungeon you cant get out once you go in.

As you enter, watch a scene. Head right and up the small set of stairs. Head up any of the ladders in the room, and you will go onto the next screen. On the second floor, dodge the junk, and exit to the top right. Here, you will find Martel. Watch a scene, and then exit at the top of the screen. Here, go left, and down into the house. Open the chest and you get 100 G. Now, search the area, and you will get the FINAL STARDUST. Once you have it, go back up, and then right. Enter Martel's house again. Watch another scene, and you will autmoatically exit.

Once you exit, head right back in, and then talk to Martel. This time you will get the Vanishing Stone (only if you have given her all 50 Stardust). Exit through the door on the left. Head down, and near the bottom, on the right wall is a path to another screen. On this side screen, go left, and open the chest for a Wargods Calling.

Head back into the Mayors house. Once inside, head up the screen, and go down the ladder on the right wall. Here, go down another ladder and down the screen some more. On the third screen, go down, and then right. Head up the ladder, and you will get a Satori vest. Head back up the Mayors house. Once inside the Mayors house, talk to him, and watch a scene.

After the scene, head down the ladder on the left wall. Back on the lower level, head down the stairs in front of you. Head directly down, and through the door a man was once guarding. On this 'tropical' screen, head down, and go left onto the next screen. Once here, go left and up, then left at the next intersection. Go up the ladder at the end, and watch a scene.

During this short part, select what you want to learn about. It is quite interesting, so I suggest choosing all of them, though you dont have to to continue with the game. When you are done, choose "Quit". After you regain control, head down, and then down at the intersection, and right to exit the tropical screen. Watch a scene. Now, head back to the boat.

Note: Be absolutely sure you are prepared for this dungeon, as you wont be able to come out...

When you are ready, choose "We are going to". Then choose "Go to Aglis, the Magical City."

=====  
Magical City Aglis

=====

Suggested Level: 28

My Level: Dart: 36, Meru: 33, Haschel: 33

Enemies: Skud Shark, Aqua King, Jelly, Minotaur, Stern Fish

Boss: Last Kraken, Cleone

Items: Burn Out, Gushing Magma, Magical Hat, Moon Serenade, Angels Prayer, Sun Rhapsody, Healing Rain, 200 G, Healing Breeze

When you gain control of Dart examine the door. Watch a scene. Head through the teleporter to your right. Continue right, and into the second teleporter. On the next screen, head right, and watch another scene.

Head right onto the next screen. Go through the first teleporter on the right. Head up, and open the chest for a Burn Out. Go through the teleporter on the far right of this platform. From where you begin, head up and open the chest for a Gushing Magma. Head down, and enter the next teleporter. Continue down, and take yet another teleporter. Go right, and exit the screen.

Take the first teleporter, and head right. At the bottom, take the second teleporter, and then open the two chests for a Magical Hat (which will go wonderfully on Meru or Miranda...) and a Moon Serenade. Head back through three teleporters, and head back to the previous screen. Go down, and go through the teleporter. Head up, and go through another teleporter. Continue through a third teleporter, and go right onto the next screen.

On this screen, go through the first teleporter. Head up, and enter the next teleporter. From where you land, head up and onto the next screen. Here, watch a scene with some more of those odd creatures. Head left, and open the chest for an Angels Prayer. Head up to the top of the screen, and exit into the next area of Aglis.

Once back on the teleporters screen, head up and left. Take the first teleporter. Head down, and open the chest for a Sun Rhapsody. Now, head back left and through the teleporter you came from again. Head left, go up, and enter the far teleporter. From where you land, head left, and enter yet another teleporter. At the last teleporter, watch a scene. Head up, and enter the next screen.

Here, dodge the 'Mirror' and continue on through the path to the third area of Aglis. Once there, head down the first teleporter, go up, right, and then down. Open the chest and you will receive a Healing Fog. Head up, and go left. Go all the way left, and enter the teleporter. Head up, left and down to enter the next teleporter. From where you land, head up and exit onto the next screen.

On this screen, head into the first teleporter. Now, you will have three ways to go; up left, or right. Start by going right up the teleporter. From where you land, hop into the next teleporter. Go down, and exit the screen. Continue down, and take the teleporter, go left, and open the chest for a Healing Rain. Head back through two teleporters, and go back to the previous screen. Here, go back through two more teleporters, and you will be back at that intersection. Head up, and go right at the intersection. Ignore the first teleporter, and make a sharp right turn. Go through the final teleporter.

Go left and enter the next screen. Her, watch a scene. When you are ready, say so. SAVE NOW. You only have once chance to make the right answers. Talk to Savan again, and then choose "Okay".

Now, you have tests for each character. You just have to choose the right



answer in on each question. I will supply the answers for you here.

The game starts you off as Kongol. Watch a scene, and when given a choice, choose "Take Doels sword". This will allow you to pass this test of courage. When you gain control of Dart, talk to Savan again (you will have to do this after each test. You may want to save, in case you make a mistake)

Miranda has the next test. When you arer given a choice, choose "For the world". Then, choose "I can not die now". She will then pass this test.

Albert will be faced with impending crisis. When given the choice, choose "I...can not do that."

Meru is next. When given the choice, choose "I still can not die!". She will pass hers.

Haschel has a somewhat interseting test. When given the choice, choose "I couldn't stop her." This will allow him to pass.

Rose does not need a test, so just watch a scene.

Lastly, Dart. In this, he wont be able to contreolk his body. When given the ability, choose "I will save Shana no matter what!"

When you have given the appropriate answers to each question, watch a scene. Your party is now reuinted. Exit to the left of the screen. Take the first teleporter, and go down, ignoring the first teleporter. Take the one on the far left. Here, continue left, and take the lower teleporter. On the last platform head down and take the teleporter. Continue left and onto the next screen. Watch a scene here about the psychodelic bomb. Exit this room into yet ANOTHER area of Aglis.

Here, head down the first teleporter, and ignore the second, opening the chest for 200 G. Go down the teleporter on the left, and open this chest for a Healing Breeze. Head right, and down, taking the bottom teleporter. Continue right, and exit the screen. Head right, save, and then go up onto the next screen. Watch a scene.

Note: You will now have the PsychBomb. You will eaither have a normal version, or an X version depending on how well you did in those courage tests. if you answered all of the questions correctly, you will have gotten a PsychBomb X. This item is reusable and can be used as many times as you want, but only pnce per battle. The normal one can only be used once, like a normal attack item.

=====

Last Kraken  
Element: Water  
HP: 10,000  
EXP: 12,000  
G: 300  
Item: Pretty Hammer

Been a whilke since the last boss, huh? Well, luckily, if your level is high enough this one should not be too much of a problem. Just make absolutely sure that your party has met the suggested level, even if you have to level for a while. Aglis is an excellent place to level as it is, so if you need to, feel free.

Kraken attacks with water attacks, and physical attacks. His physical attacks

do about 150 damage to a high defense character, and 500 to a low defense character. Not too extreme, especially compared to some of the previous bosses (\*cough\* Lloyd \*cough\*).

If you got the PsychBomb X, use it in this battle and boost it as high as it can go. This non-elemental attack will do well over 1,000 damage, especially used in the hands of a strong magic user. This is an excellent way to damage the Kraken, but, unfortunately, you can only use it once per battle. If you did not get the 'X' version of the bomb, I suggest waiting until the final boss to use it.

Of course, Fire attacks are your best bet in this battle. And lucky for you, Dart should be extremely strong against the boss. His additions (if you have his final by now maxed out, that is going to do well over 1,000 damage) do a LOT of damage. But, its Final Bursts that truly rules this battle. Final Burst does well over 1,500 damage, and even more as Darts level goes up. A few Final Bursts paired with Dragoon and Normal additions from Dart can wipe the floor with this boss.

Of course, Dart is easily the strongest in the battle, but lets not forget other characters. Since the Karaken's attacks are not the strongest, Rose Storm unless your level is too low. I dont suggest using that Wargod Calling you got from Rogue, as it will not let you get full SP, and you need all the SP you can get. Since physical attacks work rather well in this battle, you can do plenty of damage without it. Of course, magical attacks work extremely well. Kraken doesnt have the highest defense in any form, but in my experience, either work well. Physical attacks are usually stronger then magical, unless you are using Miranda. Even though Meru is the best magic user, she wont be able to damage this boss well.

After you cut down the bosses HP a lot, he will begin summoning little sub-bosses. These enemies are not really strong, but at low levels, they can pound you pretty hard. Kill one off first, and continue pounding on the Kraken. Keep your HP over 700 at all times, else the damage from the Cleones and Kraken can overwhelm you. If that happens, ouch. Especially if you dont have a person to revive.

=====

After the battle, watch a scene. Head down, and exit on the left. Go back through ALL the teleporters to the previous areas. Go past the Phych Bomb Preparation area, more teleporters, into the courage testing area. There, watch a scene. Exit that screen on the right, and continue through even more teleporters. Back in the Mirror room, watch a scene. Continue back through more teleporters onto the lab screen. Continue through two more screens of teleporters, and on the third screen, go down the path on the left instead of taking the teleporter. Watch a scene. Examine this larger teleporter and you will warp to the next area.

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Law City Zenebatos

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Suggested Level: 30

My Level: Dart: 37, Meru: 35, Rose: 32

Enemies: Professor, Sky Chaser, Harpy, Death Purger, Guillotine

Bosses: Kubila, Selebus, Vector

Shops: Item, Weapon

Items: Flash Hall, 200 G, Gravity Grabber, Spirit Cloak, Down Burst, Frozen

Jet, Spetral Flash, Night Raid, Rainbow Dress

Shop Inventories:

Item:

|                |    |
|----------------|----|
| Healing Fog    | 30 |
| Healing Breeze | 50 |
| Sun Rhapsody   | 50 |
| Angels Prayer  | 30 |
| Depetrifier    | 30 |
| Mind Purifier  | 20 |
| Body Purifier  | 10 |
| Charm Potion   | 4  |

Weapon:

|                |     |
|----------------|-----|
| Great Axe      | 400 |
| Gladius        | 400 |
| Red DG Armor   | 800 |
| Jade DG Armor  | 800 |
| Dark DG Armor  | 800 |
| Blue DG Armor  | 800 |
| Panic Guard    | 300 |
| Bravery Amulet | 300 |
| Destone Amulet | 400 |

Note: Wow, just...wow. Look at these inventories. I suggest buying, first and foremost, the DG armors for your characters. At the very least, get Dart's. These are very important in some boss battles in the future, and especially some of the optional battles in which you may fight. You may also want to get a Destone Amulet because a boss battle coming up soon casts Petrify.

As you enter, you come from a teleporter from Aglis. You can re-enter Aglis at any time by pressing X at this teleporter and choosing to go there. Exit this screen to the left, and you will enter the Law City. The enemies here can be rather rough at low levels, but give plenty of EXP. This is a great place to level. Here, you will find Coolon. This is, basically, your 'airship'. With this, you can go any place previously visited. You will probably have to change disks though a lot of the time. Namely, for everything in Serdio and Mille Seseau.

Note: I am not going to give you the strategy for Zenebatos JUST yet. First, I aim going to go through all of the side-quests. Well, mainly two of them. But after I do the side quests, then you can find the strategy for Zenebatos. if you want to skip the side quests, just head to the Zenebatos section after them.

Hope onto Coolon, and choose to go to Vellweb. We have a promise to Shirley to fulfill.

=====  
Vellweb  
=====

Suggested Level: 30

My Level: Dart: 37, Meru: 35, Rose: 32

Enemies: Spring Hitter, Terminator, Witch, Succubus, Maximum Volt

Bosses: Syuveil, Damia, Belzac, Kansas

Items: Purple Stone, Blue Sea Stone, Gold Stone, Jade Stone

Shops: Item, Weapon

Your goal in Vellweb is to head to where Shirley saw you. This screen is easy to find if you just follow the path. On the screen where you got healed, save your game, and exit at the very top. Here, there are seven Dragoon Towers. There are colors on the bottom of the towers, and that is how you know which strategy I am talking about. Go to the tower with the greenish (more like grey) stone on the bottom, and enter. Watch a scene, and you are forced into a battle.

=====

Syuveil  
Element: Wind  
EXP: 6,000  
G: 300  
Item: Jade Stone

Syuveil is basically Albert, with a few perks. Because he is like Albert, he has the same basic statistics. He is average-strong against physical attacks, has strong physical attacks, and weak against, and using magical attacks. This makes characters like Rose veru useful in this battle. Meru and Miranda will take quite a bit of damage, but do more to Syuveil then physical attacking characters.

He is Wind elemental, obviously. This makes Kongol strong against him. Of course, since Syuveil uses mainly physical; attacks, Kongol may actually be your ideal character because of his high physical defense. Dart is also pretty good, but will not be ale to damage Syuveil as well as Kongol does.

Syuveil has a few main attacks. He has a normal, perfect (It is ALWAYS perfect) Addition which does 700-1,000 damage to a single member. This is probably one of his strongest attacks, luckily. Gaspless, one of his magics, does 600+ damage, depending onn the character. Wing Blaster is his weakest attack, which does around 100-200 to all three party members. Jade Dragon is about twice as powerful, doing 400-600 to your entire party. Thats quite a bit of damage, especially piled up. Luckily, as I said before, Syuveil is quite slow. Also, he does not cast Rose or Blossom Storm, so you can constantly damage him normally.

Magic attacks and items work best. A strong Boosted PBomb X (on a magic using character) does well over 2,000 damage to Syuveil. This alone can cut his HP down by 1/4, minimum. Sadly, you can only use it once per battle. If you use Attack Items, use them now, as they work well. Dont use ALL of them since there is a battle coming up that they will be even more useful in.

Also, to reduce damage, you may want to have Albert in your party. if you equipped him with the Jade Dragon Armor, then he will be completely immune to the Magical attacks of Syuveil. Of course, you can just have someone with a Legend Casque be basically the same. Whatever you want, you need a way to lower the damage from some sort of attacks. Perhaps Phantom Shields. If worst comes to worst, you can just use Material Shields and Magic Shields to stop him from damaging you.

=====

After the Syuveil battle, watch a scene. You can now go fight any of the other thee Dragoons. I suggest going after the Blue Sea Dragoon next. After each battle, you may want to return to the screen with Shirley, so that you can get your HP/MP back. Search around the towers until you find the Blueish stone tower. Enter this tower, and you will face off against Damia.

=====

Damia  
Element: Water  
EXP: 6,000  
G: 300  
Items: Blue Sea Stone

Damia is basically the same as Meru. Weak (well, at least in Dragoon Form) physical attacks, extremely strong magical attacks and magical defense. Weak physical defense, and VERY high speed. Also like Meru, Damia will probably go two turns for the rest of your party's one turn.

Lucky for your party, Damia does not use Rainbow Breath at all. If she did, the battle would be a severe pain, but since she doesn't, it is much easier. Many consider this battle the easiest of the Dead Dragoon battles. Well, it is, and isn't. Damia has weak physical attacks, 300-600 damage with each. Though, the damage can pile up if she has multiple attacks per round. She uses Diamond Dust quite often, which does 300-500 damage to the entire party. This is far more of a threat than her other attacks, since it hits the entire party. She has single person attacks, though those are just about as strong as Diamond Dust.

This battle will actually be a lot like Kraken. Dart will be your key player here, as he is Fire elemental. Final Burst will do over 1,000 damage to Damia, and a Powered Up Perfect Dragoon Addition by Dart does over 2,000 damage to her. So obviously, the additions are better than magical attacks.

Since she has high magical defense, any character with a strong physical attack works well. Mainly Dart. Kongol shouldn't be too useful in this battle, as he has too low of magical defense. That low magical defense will cause him to take more damage than the other characters in this battle. Rose works well for a character, because of her all-around good defense and stronger physical attacks, as does Haschel. Meru will take little or no damage in this battle, especially if you equipped her with the Blue DG Armor, which you get at Zenebatos.

Use the Phych Bomb X for some decent damage, and work almost exclusively with physical attacks. Damia attacks frequently, so just hope she uses more physical attacks than magical attacks. Just keep your HP up, and she shouldn't be too much of a threat.

=====

The third battle is with the Goldedn Dragoon. Go heal yourself with Shirley's power, and search for the Goldish (bronze) stone on the tower marking the tower where you need to go. Enter this tower, watch a scene, and you will face off against Belzac.

=====

Belzac  
HP: 16,000  
Element: Earth  
EXP: 6,000  
G: 300  
Item: Gold Stone

Belzac is the strongest of the Dead Dragoons, but not the hardest. He has low magical attack power and magical defense, though he has high physical attack and defensive power. He is basically the opposite of Meru, and much like Kongol. He is also just as slow as Kongol, making it easy to take him down. Well, not easy, but easier than it would be if he was Damia's speed.

His physical attacks do 1,000-1,500 damage to a single member. They are the strongest of Blazac's attacks, and you need to take the most caution with them.

Even in Dragoon form they do quite a large amount of damage. Keep your HP over 1,700 at all times, to keep yourself from being slaughtered by the physical attacks alone. His Grand Stream attack does 100-200 damage to all members, which is easily the weakest of his attacks. Meteor Strike does 200+ to all, which is only slightly more powerful than Grand Stream. His Golden Dragon attack does 300 damage to all, still not too much more.

To kill Balzac quickly, you need to use magical attacks. A strong Physch Bomb X does over 2,000 damage to Belzac. Normal magic attacks (50%) do 1,000-1,500 damage to him, and strong magic attacks (75% and up) do over 2,000. Physical attacks aren't that strong, so don't use them here. They are worthless compared to the damage that magic does. Attack items also work well.

Even though magic does amazing damage to Belzac, don't put Miranda and Meru both in your party (if you use them). That will make you take more damage than necessary. It's best to only have one of them, if you are going to use them. While I suggest Meru (she will take about three turns to Belzac's one), Miranda may be useful if you have White Silver Dragon. But anyway, you need someone to heal your party, and Rose's Astral Drain may not be enough.

With a strong barrage of magic, you should be able to defeat Belzac quickly. Of course, keep your party in good health, else you may find yourself losing a battle which should have been easy to win. And by good health, over 1,500 HP.

=====  
Now for the last battle. Head back to the Shirley screen and save, and head into the final tower, which should look somewhat purplish. Here, watch a scene, and start the final dragoon battle.

=====  
Kanzas  
Element: Thunder  
EXP: 6,000  
G: 200  
Item: Violet Stone

Well then. In my opinion, this is the hardest of the Dead Dragons. The reason? He is just so damn balanced! He has average magic attacks, and strong physical attacks. His defense is average too, as well as having high evasion, making damaging him more difficult than the previous bosses. The worst fact? His speed. Sometimes he just has these huge boosts of speed. And normally, he will attack once a character's turn (NOT round). This can lead to party decimation.

And even worse, is his attacks. They are not the strongest, but because he is faster than Damia, and stronger, he can kill you pretty fast. Thunder God does 300 damage to a single character. He does 500-700 with his physical attacks, which is his second (yes second) most deadly attacks. Atomic Mind is his weakest, doing 100 or so damage. His worst attack, without a doubt, is Thunder Dragon. This attack does 1,000+ damage to a single character. That, added with the frequency of attacks, can easily KO your party members.

You will need your strongest party to win this battle. If you have any Phantom Shields, use them. Someone who can heal in Dragoon Mode is almost required, unless you want to risk Albert which will take more damage from magical attacks than necessary. While I suggest Meru to counter Kanzas' speed, Miranda is good because she can revive with her magic. The other member can be who you wish, just make sure you can heal.

Both magical attacks and physical attacks work well, though physical attacks do more damage. Even so, the damage from the physical attacks is only slightly more than average. That's odd, especially if you know the Haschel character. Use the Psych Bomb X, as always, and any attack items. But even then, physical attacks work best. Strong Dragoon attacks work well, especially after Power Up has been used on them. I don't suggest using special unless you have a healer. Even with Albert's Rose Storm, Kansas will lap you on turns doing more damage in the long run. Hell, he laps you even with the fastest characters in the game.

Even though physical attacks work well, Kansas's high evasion makes him hard to hit. This battle just doesn't have anything going your way. The cure? To attack with whatever is your members' specialty. And also, if you have mastered the last additions, those will probably do more damage than Dragoon additions, so use them instead.

=====

After all four battles, you can head out of Vellweb. You have one more side quest. But this next one won't be quite so easy...Once outside Vellweb, choose to go to Kashua Glacier. At Kashua Glacier, head back to Flanvel Tower (where you fought Lloyd).

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Tower of Flanvel

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Suggested Level: 32 (MINIMUM)

My Level: Dart: 39, Meru: 36, Rose: 34

Enemies: Dragon Soldier, Metal Fang, Madman, Basilisk

Boss: Faust

Items: Therapy Ring, Dragon Helm, Holy Ankh, Dancers Ring, Maical Hat

Note: You can ONLY do this quest if you have all 50 Stardust. If you don't, go back, find them all, and when you are ready, come back.

Once you get to the Tower itself, head to the area with the save point. Save here. Now, before you go any further, you need a bit of preparation. Make sure that for at least 2 of the members in your party, you have their DG Armor.

Legend Casques can save your ass, so try and get a few of those, too. This will save you in the upcoming battle. This battle is what some consider the hardest in the game, and it will be, if you don't know what to do. Make sure to have a load of Healing Breezes, Sun (Moon) Rhapsodies, and Angel Prayers. If you have that, then you should be okay to go. Oh, and make sure you have a lot of HP, too.

From the save point, go down the teleporter on the bottom right of the screen. Here, go left and watch a scene. If you have the Vanishing Stone (which you get from 50 Stardust given to Martel) then you will be able to pass. Open the chest above you, and you will get an ever-useful Therapy Ring. Go down the next teleporter and you will go into a new area.

Note that this area is a great place to level, so if you need (or want) to level, have some fun here. Of course, the enemies are pretty tough, so be careful. Now you are in one of those annoying clock spheres. Press Right once, and then press X to go to the next circle. Here, press right and then X (make sure you are at 5:00). On the next area, press left (7:00) and then X. Go through the last teleporter onto the next screen.

On this screen, press left, X, left, and X. You should be brought to the next screen. Once there, will be at your destination. Open the chest below you for a Dragon Helm. Go up, and SAVE (this is the best place to level).

There are more teleporters here. Head down the bottom left teleporter, and go through the teleporters that are working. When you have a choice again, go through the teleporter on the top right. Continue through the globes until you reach the center. There, watch a scene.

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=====
Faust
HP: 30,000
Element: Non Elemental
EXP: 20,000
G: 10,000
Item: Phantom Shield
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There are a few things to note about Faust. He is a mainly counter boss. So if you find yourself defending a lot, then he wont atack you often. But if you attack him a lot, then more damage will come unto your party. Faust always has two counter attacks, as well as his normal magical attacks. Faust always counters with one spell the element of the character that attacked him. So if you attacked him with Dart, the first counter would be a strong Burn Out spell.

THIS is why you need the DG Armors on your characters. If you dont, you will take far too much damage and likely be slaughtered. The second attack is an attack-all spell. This one varies, and can sometimes be incredibly strong, or just normal powered.

IF he counters, he can get up to four turns in a row. If he does, at least one of your characters will be dead. This is why having characters strong against magic (or at least with Legend Casques on) is imperative to winning this battle. Also, you should guard often, not only to restore HP, but to lower the number of his attacks, as well as take less damage.

Now for the horrifying part. The damage. Faust's attack-all (they are special attacks, not ones you can cast) do 1,500-3,000 damage. They come in four elements: Water, Fire, Earth, and Wind. Even with the Legend Casque, the attacks hit often and do a LOT of damage. He sometimes uses these in the second counter attack too, making the damage go even higher. His normal magic (the ones that are attack items for you) do 400-800 to the entire party. Lastly, he has a physical attack, which does around 800 damage to a single member. You will fear, you will fear greatly.

Now, after all this there are three keys to survival: DG Armors, Characters with high Magic defense, and guarding. Now, I am not going to tell you to guard a lot, but if you run out of healing items, you should do it often. If you dont want him to counter, then guard. Now, I have said about te usefulness of the DG Armors, and you can see the use of a high magical defense characters.

Make sure you have and utilliaze at least two of those going into this battle.

Now, do not use magical attacks on Faust. They will work, but they are what he is strong against. If anything, use Rose Storm or a healing skill (which are the ONLY reasons you need to use magic against him). What you really want to attack him with is physical attacks. They are his weakness, and you can severly damage him. I have seen a mastered Blazing Dynamo attack do over 5,000 damage to Faust. But remember, keep your HP over 2,000 at all times, and make sure someone is constantly healing. You need one member attacking, one healing, and the third for attacks AND healing. For mine, I used Rose, Meru and Dart, Meru healing, Rose healing and attacking, and Dart on offense. Of course, you dont have to have that party, but that is one lets you reduce



damage, and heal quickly.

Once you have set your priorities and start attacking, you need to heal a lot. Even not attacking for a round or two. The key is to stay healed, and attack physically only. If you attack too often, you are going to die. If you attack too little, you are going to die (if the battle drags out, you will eventually die). You need a mix, and that is why you have to keep all of your party healed not only with items, but magic.

With a strong set of healing abilities, and strong physical attacks, you can get through this battle...hopefully. Just remember, Faust counters, and if you need him to attack less, then defend more.

=====

After the battle, take a deep breath, and open all three chests here. You will get a Holy Ankh, a Dancers Ring, and a Magical Hat. That should be worth coming all the way down here, alone. But you also got the massive EXP amounts, and G. As well as an ever useful Phantom Shield. Congrats. Anyways, time to head back to Zenebatos. Head up the final teleporter, and exit Flanel tower. Call Coolon, and go back to the Law City.

=====

Law City Zenebatos

=====

Suggested Level: 30

My Level: Dart: 37, Meru: 35, Rose: 32

Enemies: Professor, Sky Chaser, Harpy, Death Purger, Guillotine

Bosses: Kubila, Selebus, Vector

Shops: Item, Weapon

Items: Flash Hall, 200 G, Gravity Grabber, Spirit Cloak, Down Burst, Frozen Jet, Spetral Flash, Night Raid, Rainbow Dress

For Shop Inventories, see original visit

Now you can finally finish this area. As you enter, go through that teleporter you see on the first screen. Up here, examine that odd blue object at the top of the screen. This is Guide Lapto 00. Watch a short scene, and you find that you are safe...for now. Head back down that tekeporter, and exit the screen to the far right.

Here, you will find another weird creature. This one is Guide Lapto 04. Choose to go to the legislation center (note that if you want to buy items, go to the factory). Once there, go to the next screen.

Note: You now have to dodge those little moving things. They are guards. If you are caught by them, you will be sent to jail (its not called the Law City for nothing!). If this happens, you have to start over. You will keep whatever 'Permits' you have, though, so you only start over at the beginning of the teleporter area. Note that you should ignore all the chests the first few times you go through. I will give you a strategy on how to get the chests once we pass the first law. There are times when you want to purposely be caught, but try to avoid it for now.

\*\*\* Legislation Center \*\*\* Here, go right, and down the first teleporter. This is the first of the guards encounters. In this area you will notice black doors. These doors lead to other areas in the same level. They work very well, so when I say 'go through the door near you' that means going through those little black doors. Walk up into the first door, and you appear on the

other side of the screen. When the guard is far away from you, time it, and run to the teleporter over here.

At the second level, there is a treasure chest. Ignore it for now. Instead, wait until the guard passes by you, and run into the next teleporter. On the next level, head up into the shadows, and when you reappear, go through the next teleporter (making sure to time your appearance). Now, you just have to outrun the guard. Go up, and outrun (making sure NOT to stop) and into the next teleporter. This is the hardest guard at the legislation center.

Once you have gone up the final teleporter, you are brought to the next screen.

There is a lot of activity here, so make sure you note what to do carefully. You first need to get in line. You note that line near the somewhat back of the screen. When one of the Laptos gets in line, fall into it after (cutting will not work). Soon, the next lapto will be called. Stay in the same place, if done correctly, then the laptos will line up behind you. Soon, you will be in the front. Once there, head forward and into the center circle.

Note: The council will not allow you to speak to them unless you have waited in line like all of the other recipients.

They will not begin their questioning. To the first question, choose 'No'. And at the second question, choose 'Yes'. Now, you will have to choose which law to revise. There is a few choices here. You can go on with the game, or you can do a short side quest to make going on with the game easier. I will write for the easier way, but if you want to follow the other path, look into the area with the next pset of numbers.

When given a choice (its kinda hard to see which number you are highlighting, so you may need to look at a different angle) choose the number '659'. After getting the Liscence, head back through the teleporter to the left. This time, make yourself get caught.

In jail, watch a short scene. Once you are free, open the chests here for a Flash Hall and 200 G. Go up the lift at the top of the screen, and you are brought back to the original screen. Now, once here, talk to the Lapto, and choose to go to the "Law Factory". Once there, head onto the next screen.

\*\*\* Law Factory \*\*\* This is another set of Teleporters. Once you have taken the first teleporter, go through the shadow door to the other side of the level. Now, you need to taunt the guard. To do this, you need to run out of the shadows, and cause the guard to run at you. After you have done thing, run quickly back through the shadowy door so he doesnt catch you. he should remain on that side of the level now. Once this has been done correctly, you will be safe to run into the next teleporter. On the next level, head straight across (which is easy) into the next teleporter. On the next level, run through the shadowy door near you, and once the guard is on the FAR side SPRINT to the next teleporter. This one brings you onto the next screen.

Here, you dont need to wait in any lines (luckily). Just talk to Lapto, and you will get the 'Law Launching Liscence'. After doing this, head back through the teleporter. Once again, et yourself be caught. Get out of the jail screen, and head back to the main screen. Once there, choose to go to the Law Launcher.

\*\*\* Law Launcher \*\*\* Once at the Law Launcher screen, go through the first teleporter. Here, taunt the guard to run towards you, and then hop into the shadowy doorway. Run right and onto the next teleporter. Here, taunt the guard once again, and enter the next shadowy doorway. Run all the way left, and onto the next teleporter. Here, taunt the guard a third time, and run into

the leftmost shadowy doorway. and then sprint onto the next teleporter. After going through, you will be at the next screen.

You somewhat have to wait in line here. Just hop onto the platform, and when you are called, you will finally submit the launching liscence. Once you have done this Law (695) The guards wont take you to jail anymore! This is very useful if you want to get every item possible in Zenebatos. Head out of the Law Factory.

NOW I will give you directions on how to get every item. From where you start in the law factory, go down and open the chest to the right for a Gravity Grabber. Go left and through the teleporter. Here, go right and open the chest for a Spirit Cloak. Continue down the next teleporter, and open the chest here for a Down Burst. Continue through the teleporters onto the main screen. Once on the main screen Its time to go on with the game. Choose the Legistlation Center.

\*\*\* Legislation Center \*\*\* NOTE: if you skipped Making law 659 apply, then you will have to dodge guards. That part wasnt required. THIS part is. You have to work with this law in order to proceed with the game.

Once you enter the Legislation center, head through the first two teleporters. On the third level, open the chest and you will recieve Frozen Jet. Continue through the next teleporter, and open this chest for a Burning Wave. Go through two more teleporters, and onto the next screen.

Here, you need to wait in line. Remember, dont cut, else the council will ignore you. Get in line after the farthest Lapto. When you are called, go up, and choose "Yes" when they ask if it is a revision of the law again. This time, choose the law numbers '703'. Once you have your Liscence, head down the teleporter to the left. Head back through all the teleporters, and back onto the main screen of Zenebatos. Once there, choose to go to the 'Law Factory'.

\*\*\* Law Factory \*\*\* Once here, head to the next screen. Go down the first teleporter, and open the chest for a Spectral Flash. Go through two more teleporters, and open the chest here for a Night Raid. GO through the next teleporter and open the chest for the useful Rainbow Dress. Continue through the teleporter onto the next screen.

Here, talk to the Lapto, and get the "Law Launching Liscence". Now you can finally get it launched! Head back through all of the teleporters to the main screen of Zenebatos. Choose to goto the 'Law Launcher'.

\*\*\* Law Launcher \*\*\* Here, head back up all of the teleporters (you should have gotten the items already) and enter the Law Launching station. Hop onto the platform, and your law revision will be sent out. Now you can FINALLY get on with the game! Head back through the Law Launcher, and when on Zenebatos's main screen, choose to go the 'Teleporting Device, etc.'.

\*\*\* Teleporting Device, etc \*\*\*

Here, you may want to save your game. Also, buy any items that you may not have gotten before. Head back onto the original screen, and head up the teleporter. Talk to Guide Lapto 00, and watch a scene. Head onto the the platform onto the next screen. MAKE SURE YOU SAVE NOW! Head right, and up onto the next screen. Here, watch a scene, and you are forced into a boss fight.

=====

Vector

HP: 3,500

Element: Darkness

EXP: 4,000

G: 100

Items: None

-----  
Kubila

HP: 4,500

Element: Darkness

EXP: 4,000

G: 100

Items: None

-----  
Selebus

HP: 3,000

EXP: 4,000

G: 100

Items: None

(Total EXP and G is 12,000 and 300)

Well then. First things first: This battle can be a serious pain in the ass, taking multiple tiomes to beat, or it can be simple. This depends on your party structure, items, and skills. Also, unlike many battles, there are a LOT of ways to do this battle. Of course, each of them deals with a lot of healing.

If you are a player who likes to use Dragoon Powers, you MUST have Miranda in your party in tis battle. In my opinion, fghting this battle as Dragoons is a lot harder then fighting the battle normally. What you need is to be able to revive characters often. Without Miranda, you will find yourself slaughtered. Besides, with Miranda, you will be able to damage the enemies better, as well.

Why, you ask, must you have Miranda if you go into Dragoon form? The word is Vector. He has an instant death attack (so you may wanna equip a tailsman). He does this attack every one turn or so. Because he uses it so often, he can easily slaughter your party. And thats not the worst of it, either.

Selebus is another huge problem. She heals her other party members for over 1000 HP. She is the easiest to kill luckily. She has the lowest HP of the bunch, and is weak versus physical attacks. She has high magical defense though, so phycal attacks only against her. She should be your first target, even if Vector is an annoying ass. You dont want to do all this damage to Vector, just having Selebus heal it away.

And with those two, LUCKILY, Kubila is pathetic. he mainly physically attacks, but they almost never do more then 500 damage, even to a low defense character.

He is the least of your worries, and should be killed last. He doesnt have anything major like Selebus and Vector.

Now, for the strategy. Selebus goes first. She is not the strommges,t but her healing skill is annoying as hell. Also, she can sometimes cast Petrify on your characters. This is a rare status effect, so you probably dont have too many depetrifyers. Vector is the main threat, though. Ignore Kubila. Hes just as strong as a normal enemy.

Now, as I said before, there are quite a few ways to go about this battle. The best way is to not go into Dragoon Form at all. Or, if you must, one character ONLY! You need someone to be able to revive instantly. So if you are going to do Dragoon, use a Power Up on your strongest character, and then transform them. They should put all their effort onto one enemy, while the other members attack (when they can) and revive/heal the other members. This is the easiest

way to stay alive.

But if you want Dragoon, as I said, mae sure to have Miranda. She can revive members. She can also do well over 2,000 damage to each of the enemies and heal your party with the White Silver Dragon. Other then the White Silver Dragon and healing, Star Children can do some decent damage. Make sure that she has a Magical Hat (at LEAST) or the Amulet equipped so she can continue casting while your other members attack. This is probably the only way you can safely use a Special in this battle and not be slaughtered by Vectors instant death attack constantly.

=====

After the battle, watch a scene. Head up, and onto the next screen. Watch another scene here, and you will know your next goal. Sadly, you wont be able to leave Zenebatos just yet. The teleporter you need can't travel to Mayfil. Now you have to edit another law to get there.

Head down two screens, and then left. Talk to the lapto, and choose to go back up. Once on the Coolon screen, head down the first teleporter, and off the screen to the right. Here, you need to choose to go to the Legislation Center for the the final time. Go through all the teleporters. Once at the busy screen, wait in line, and when given a choice, say "yes" that it is a revision of the law again. This time, choose article 410. You will now get the liscence. Go back through all the teleporters and onto the main screen of Zenebatos.

Once at the main screen, choose to go to the Law Factory. Go through all the teleporters, and onto the literal factory screen. Talk to the Lapto here, and get the Law launching liscence. Head back through all of the teleporters and onto the main screen.

On the main screen once again, head to the Law Launcher. Go through all the teleporters, and on the law launcher screen, hop onto the platform. Watch the scene, and the law will FINALLY be launched. head back through the teleporters again, and head back to the original screen, saving your game in the process you need to be at 'Teleporting Device, etc'). Once there, enter the Teleporting device, and choose to go to Mayfil. You will autmatically enter the city.

=====

Death City Mayfil

=====

Suggested Level: 33 (or 35 with the side quests done)

My Level: Dart: 41, Meru: 38, Rose: 37

Enemies: Specter, Loner Knight, Hyper Skeleton, Undead, Human Hunter

Bosses: Dragon Spirit-Deyrbrand, Dragon Spirit-Regole, Dragon Spirit-Divine Dragon, Lavitz's Spirit, Zackwell

Items: Poison Guard, Panic Guard, Protector, Stunguard, Active Ring, Destone Amulet, Magic Ego Bell, Healing Rain, Spectral Flash

Note: This is what I like to call 'the dungeon before the final dungeon'. In other words, before finishing this dungeon (maybe even entering) you want to finish all the side quests off, and visit any places you want to visit. Just a small warning.

As you enter Mayfil, watch a scene. Exit through the door to the right, and onto the next screen. Watch another scene here. Continue right, through the teleporter. In here, go right, and onto the next screen. Watch a scene here,

and you have a chance to fight an optional battle. I suggest doing it, since it gives some good EXP. Approach the spirit to engage in the battle.

=====  
Dragon Spirit-Feyrbrand  
HP: 8,000  
Element: Wind  
EXP: 4,000  
G: 200  
Items: Down Burst

This battle is just like facing a slightly stronger normal enemy. Because of this, you should not have to use Dragoon form. Even so, make sure you have a pretty big stock of healing items in your inventory. For this battle, you will need more Purifiers than a normal battle, both Body and Mind.

Take note that this battle with Feyrbrand is much like the original. He doesn't have many magical attacks, though he does have a few normal physical attacks. Most of his physical attacks do cause statuses, which can make this battle drag out. Lucky for you though, the attacks that cause statuses are weaker than his normal physical attacks.

His normal physical attacks shouldn't be too much to worry about, averaging from 200 damage and up. The most annoying of his average attacks is the ability to stun a member. While nowhere near fatal, it can make the battle drag out, and piss you off more often than not. And anytime he does that attack it has a high chance of hitting. \*sigh\*. Well, the easiest way to cure that is by using a Dragoon special. Of course, only use Dragoon form if you are absolutely desperate.

The battle should be normal. Attack him with any sort of attacks. Magical attacks work well, and physical attacks do slightly less damage than normal. He has average defense, so he won't last too long against a complete onslaught of attacks, especially at this level. If you are still worried, remember your strategies from the original Feyrbrand battle, and use those as well.

=====  
After the battle, continue right, and onto the next screen. Here, take the first teleporter down, and take a look around. You will notice a few things. There are a lot of chests, of which you seemingly can not get because they are on different platforms. Also, on the second circular platform, there are some weird...sticks...coming out from the side.

Head onto the center circular platform, and then walk in the direction those...sticks...are pointing (make sure you walk between them). You will find that it is actually a hidden road. I will call these roads from here on 'invisible paths'. Walk up the path, and open the chest for a Poison Guard. Now, head right and through the teleporters. This brings you to the next screen.

Here, go down through the invisible path, and open the chest for a Panic Guard. Go right up the second path, and open the chest. You will get a Protector. Go back down the path, and use the teleporter at the end to return to the previous screen.

Once here, go left through two invisible paths, and go through the teleporter on the far left of this screen. This teleporter also brings you to another screen. Here, go right down the invisible path. Open the chest at the end, and you will get a Stun Guard. Go back up through the teleporter to the previous screen. Here, go right down the invisible path. At the intersection, go down

the second invisible path, and continue right. Go through the teleporter, and onto the next screen.

Here, you will find another Dragon Spirit. Like the previous, this one is optional. Again, I suggest fighting it, if only for the EXP.

=====  
Dragon Spirit-Regole  
HP: 12,000  
Element: Water  
EXP:6,000  
G: 300  
Items: Frozen Jet

This battle is a lot harder then the battle with Feybrand. This one is more like a boss then a normal enemy. Actually, this one will probably remind you of the battle with the Kraken. Except, I would say Regole is a lot stronger then Kraken.

If you remember the battle from Disk 2, well you should know that Regole's attacks have not really changed since then. They have gotten stronger, but they still have the same sorts of attacks. Of course, Regole is stronger magically then physically, much like his Dragoon counterpart. Also like his Dragoon counterpart, he can be quite fast. In fact, if you have a slow party, he will seem VERY fast.

He has a few attacks. His physical attacks hits all three party members. he does this most often, and luckily, it is the weakest, doing little over 200 damage to each member. His second, rarer physical attack does 300+ damage to a single member, but its up to you to decide which is more of a threat. His last attack is one that you may remember. This one hasnt really strengthened much since the last battle with Regole. When you see Regole start jumping around on screen, he is going to start using his strongest magical attack. This attack hits all members, and does over 300 damage to each. Still not too bad, but it can be if your party members have weak magical defense.

Dart will do the most damage to Regole. Regole has weak physical defense, so attackers will be able to damage him easier then some other enemies. of course, you will want a more blanaced party, since his magical attacks will do more damage to a physical attacking character. You may want to have Meru in this battle. With her DG Armor, she will be immune to Regoles magical attacks, as well as take less damage from his physical attacks. She is also the only character who can keep up with Regoles speed.

With Dart constantly atacking, you will only need one healer. If you must, have a character use a Power Up on Dart, and then have him (no Specials, not yet) and then have him do Dragoon Additions. Magic works too, but physical attacks are stronger. Use the P. Bomb for some decent damage, as well. The only magic you should use is healing magic or defensive magic, as physical attacks ALWAYS work better.

With Regole's high speed, your party will need to be healed. Always make sure you have a few items ready to use. And dont slouch on it either. The enemies in Mayfil may have tired your party out a bit, but lets hope not. They still have a long way to go...

=====  
After the battle, head right and onto the next screen. Head down the first teleporter, and go up the invivisible path. Continue through on the path to the

next screen. Here, follow the path down and left. Open the chest for an Active Ring. Go back right and onto the previous screen.

Once here, head down onto the normal path, and down onto the teleporters. Continue right, and through the teleporter. Go right some more, and onto the next screen. This is the third and Final Dragon Spirit. It is, without a doubt, the hardest of the three. Once again, I suggest fighting it. Approach it, and prepare for war.

=====

Dragon Spirit-Divine Dragon  
HP: 16,000  
Element: Non-Elemental  
EXP: 8,000  
G: 400  
Items: Flash Hall

This is easily the strongest of the Dragon Spirits. The Divine Dragon pairs Regoles Speed with strength that neither of the other two could match. This match will be war, and you need some pretty good preparation to have a chance at beating him. I suggest having fought both of the other Dragons, at least finished the Dead Dragoon quest, and have at the very least, your last additions at level 3. As for equipment, you can only have the best. Have each character at least equipped with their DG Armors. If you can afford it, get at least one Legend Casque (if you dont have them already). You will need more magical then physical defense here, though any extra physical defense you can get will be fine as well.

The Divine Dragon is extremely fast, which can cause the power of his attacks rise by large amounts. The Divine Dragon attacks with attack-all magic attacks of the strongest types. These attacks do 400+ to the entire party. He does these quite often, so the damage can pile up. Even worse are his physical attacks, which he does often more then one turn in a row. These attack the entire party for 400+ damage as well, though he does them more often then he does his magic. He also has his Divine Dragon Ball attack, which also does over 400 damage to the entire party. So this damage alone, can do over 1,200 in a single round to your entire party. This can cause a problem.

First, you need someone who can heal while in Dragoon form. Albert probably wont work, since eventually, the damage will wear you down, even with Rose Storm. And he will run out of MP, because of the sheer amount of HP that the Dragon has. Even Rose with an Astral Drain works better then nothing, so if that is all you are willing to give, do it. After you have set a healer, you can attack.

Magical attacks work better then physical. Even the strongest additions (final, maxed at level 5) do less then 1,000 damage to the Divine Dragon. This makes someone who can attack magically almost imperative to damaging the dragon well. This person may want to be your healer. The P. Bomb X does over 2,400 damage in the hands of a strong magic user. Any other strong magical users can do over 1,200 damage with their Dragoon Magic, and over 1,000 with attack items.

I suggest a party of Meru, Dart, and whatever member you wish. The last member may be whoever you wish, but with Meru and Dart, you have your magic user/healer, and your physical attacker in two members, instead of three. The last member should be somewhat balanced. The Divine Dragon tends to do a lot of wind elemental magic, so Albert with his DG Armor can help reduce damage done to your party. You need to be able to heal, but other then that, this battle doesnt have anything too difficult. Especially compared to some of



those optional bosses...

=====

After the battle, open the chest in which the Divine Dragon was guarding. You will get a Destone Amulet. Now, you have beaten all the Dragons, and only a few puzzles are in your path! Continue right, and onto the next screen.

Go down the first teleporter, and save your game. Go up the invisible path onto the next screen. Here, you will need to walk over some GLASS OF DOOM! (...uh huh...) The path is invivable, but you can tell where to walk by those little specks of light. If those little specks of light make the glass turn red when it hits, then you can walk over that piece of glass. But, with this strategy, you wont need to know which to step on, I'll lead you. If you fall down, you will have to start over.

Go over to the small outcrop, and walk up one block. Walk up one more, go right two times go up once, right once, up twice, and right twice. Go through the right door and onto the next screen. On this next screen, open the chest and you will get a "Magic Ego Bell". Examine the light in the center of the room, and watch a scene. After the scene, examine the light again, and your party will be fully healed. This is an EXCELLENT place to level, because you can heal as many times as you want, and the enemies give decent EXP and G. After you are ready, continue through the left door and onto the next screen.

Yet another glass section awaits you. Walk onto the glass, and go up two times, left twice, up once, and left twice more. Head up and through the door onto the next screen. Watch a scene here, and continue left onto the next screen.

This is part three of the glass screen. Walk onto the glass, and go down once, left once, down three times, left three times, and up twice. Hop onto the solid ground, and go down to enter the teleporter.

Watch another scene here. Head back left, and open the chest for a Healing Rain. Go down, and save your game. Then, go right and through the teleporter.

Watch a scene, and a battle automatically starts. Note that before watching this scene, you may want to put Miranda in your party (but ONLY if she has the White Silver Dragon Spell)

=====

Lavitz's Spirit

Element: Wind

HP: 5,000

EXP: 0

G: 0

Items: None

This battle is pretty much story, but there is still some you have to fight. Lavitz's spirit will counter attacks more often then he attacks normally, so the less you attack, the less damage you recieve. To make it even easier, for a few rounds, Lavitz will be immune to attacks, so you wont have to take much damage at all, but can heal it through defending.

Even though he counters, he still attacks normally. These are basically perfect Flower Storm additions. They do over 500 damage to a single member. this isnt too severe, but this is only the beginning of a long and annoying enemy set.

This battle, as I said, is more story driven. After three rounds of attacking and/or defending, Dart is given a choice. You must now "Talk to Lavitz". This

wilkl make Lavitz turn aroun. Now, you can damage him. Attack him normally, though be warned. After a round or two, the enemy will cast an attack-all confusion spell. For this reason, you may want to have at least one of your members (probably the weakest physical attacker) defend so that you will not be confused. If you have a Phoenix Plume equipped, this, obviously, will not present much of a problem. But if you dont, you will probably watch your party slaughter itself if not healed quickly.

After the Attack-All confusion spell is cast, Lavitz will turn around. You then have a few turns to heal your party, and then Dart is given the 'Talk to him' option again. The same occurs as last time, but if you got a few attacks in previously, you should go all out this time, so you can slaughter him as quickly as possible.

If he isnt dead by now, continue with the pattern and he will die shortly.

PS: DO NOT Waste Dragoon form on this battle. this is just a preliminary to the real battle, which happens next. Use this battle for building up SP, if needed.

After you will this battle, watch a scene, and you are immediately brought into a second battle, without any chance to rest or save.

=====

=====

Zachwell  
Element: Darkness  
HP: 8,000  
EXP: 12,000  
G: 300  
Items: Halberd, Healing Rain

The main problem with this battle is that it comes immediately after the Lavitz battle. This normally would not be a problem, but if Lavitz has your party Confused, then you will still have that confusion state on the member(s).

Zachwell isn't exactly strong, but he isnt exactly weak, either. He is slow, and attacks rather infrequently, well, if you have a fast party that is. His normal attacks, which he does most often, 200+ damage. Zach also has some attacks which cause status effects, though they are nothing major.

Physical attacks do more damage then magical attacks to Zachwell, but that shouldnt stop you from using Light elemental magic. The P.Bomb does 1,500+ damage to Zachwell, which is lower then normal. The very best member to have in this battle is Miranda (we seem to be using her more in boss battles lately, don't we?). If she has an Amulet and the White Silver Dragon spell, then use it immediately. This attack alone will do over 2,000 damage, even if Miranda is at a low level. Even her physical attacks will be decently strong here.

Other then light attacks, work with physical attacks more then magical attacks.

To make the battle go faster, you may want to use a Dragoon Special, since Zach doesnt have...exactly the highest amount of skills yo use on you. This will especially be good if you have Miranda in your party as a Dragoon because she can revive any member who (somehow) falls unconscious.

Other then that, you may want a high speed character to pound. Characters like Meru and Haschel will have two or three turns to Zachwell's one, and they will end up doing more damage then the normal, slower party members. But, if you want the slower ones, its your choice. Its physical attacks, however you wish to play it.

=====  
After the battle, watch a scene and the door to the final Signent Sphere opens.

NOTE: Do NOT Enter the Signent Sphere unless you are ready to go to the final dungeon. Once at the final dungeon, you will be unable to leave, and therefore do any sidequests or buy any of the special equipment. This is VERY important to note, as if you enter unprepared you may find yourself slaughtered. Make sure every character has at least one mastered addition (even better if every character has all additions mastered) and that they have the best equipment for them possible.

Now, head back to the save point if you want, and enter the teleporter (by choosing 'yes' when asked). Once there, open the chest for a Spectral Flash, and go through the door at the top. Here, watch a set of exciting scenes, and you automatically enter the next dungeon.

=====  
The Divine Tree  
=====

Suggested Level: 37  
My Level: Dart: 42, Meru: 40, Rose: 38  
Enemies: Potbelly, Manticore, Cute Cat, Mountain Ape, Slug  
Bosses: Caterpillar, Pupa, Imago  
Items: Phoenix Plume, White Silver Dragon's Armor

The divine tree is a simple, straight path. Which is lucky for you. This is not the final dungeon, but pretend like it is...and take caution as if it were so. At the beginning, watch a scene, and Coolon will be unable to fly. This means you could not leave even if you wanted to (I DID warn you!) Save if you need (or want) to, and then head up onto the next screen.

Head up, and about halfway up the screen, you will notice a little sparkling object on the left. Go behind a root, and examine the object. You will get a Phoenix Plume that will serve you well. Continue up and onto the next screen. Here, you will immediately notice a shining object to the right. Examine it, and you will learn an interesting fact. Continue up the path to another fruit, and then head onto the next screen. Continue up the twisting path until a scene occurs at the end. Hop into the stream without looking back.

Watch another short scene, and you will be healed automatically. Examine the light slightly above you, and you will get Miranda's White Silver DG Armor. Head right, and examine the water. This will heal you, but there are no encounters on this screen. If you need to level, head to the next screen, and then back here whenever you need to be healed. Head up, and onto the next screen.

Continue past another fruit, and onto another screen. Here, there is an intersection. To the right is a save point, if you need to save. Go left, when you wish to continue. On this next screen, go up, and watch a scene.

=====  
Caterpillar  
Element: Non-Elemental  
HP: 6,000  
EXP: 0  
G: 0

Items: None

-----  
Pupa

Element: Non-Elemental

HP: 2,500

EXP: 0

G: 0

Items: None

-----  
Imago

Element: Non-Elemental

HP: 12,000

EXP: 13,000

G: 300

Items: Moon Serenade, Sun Rhapsody, Healing Rain

This is a one of a kind boss. While there are three targets, you only encounter one target at a time. The enemy is, exactly what it looks like. It starts as a caterpillar (hence the name), then changes into its Cocoon (Pupa) and then becomes born as the extremely large butterfly (Imago). Since the battle is in three stages, I will put a line break in-between each stage. Note that between each stage, there is no end of the battle, much like the Lavitz/Zachwell battles.

Even though this is the first battle in the set, the Caterpillar still can cause some grief if you are not prepared. Actually, the best thing to do is treat this battle as a SP builder. Do not use Dragoon form unless absolutely needed, wait until the last part of the battle for that.

The Caterpillar has two main attacks. They both do a good amount of damage, but it shouldn't kill you at this point. The first is a normal physical attack which 250-500 damage. His second attack is MUCH more of a problem. This attack does that much damage, AND casts poison. This can be annoying, especially because you have a long battle still, and should conserve items.

The best way to go about this is to attack and completely ignore the Poison status effect. Unless, of course, your entire party is inflicted with it. Then you need someone to heal through Dragoon transformation (but NOT a special). If you keep constantly attacking, the battle will end before the Poison can too seriously wound your party. Hopefully.

You dont want to use Magic (other then attack items) at this stage of the battle, since you cant waste MP. This is the easy part, dont waste all your effort on something that can easily be dispatched by physical attacks. So in other words: Only physically attack this for of the boss.

-----  
The Pupa is the easiest for of the boss. Mainly because of the fact that he has low HP, and does not attack. Yes, you heard (read?) me correctly, he does not attack. He is mainly resting, and so this is what you should do, too. If any of your party members are poisoned, rush through this part of the battle, but if not, take this time to defend and heal up your party. Even so, it is a great time to restore the HP and whatever other effects you need unto your party.

Other then that, just do two or three physical attacks, and this form will be slaughtered quite fast.

-----  
The third form of the battle is without a doubt the hardest. Of course, it can

also be very easy if you followed my advice earlier in the battle. Imago himself casts mainly status effects, and rarely attacks in any form. Of course, status effects can kill your party, if you are not cautious. The few attacks he does have do 100+ damage, which isn't too bad compared to some of the previous bosses.

If you listened to me, you should have a Dragoon Special ready. And, if you are an avid level builder, you should have 5 levels with every member of your party. But, even without five levels, it is quite easy to work with. I was able to win this battle with 2 levels used from two members and 3 levels used of the third. So you don't HAVE to be perfect, but you just have to have decent levels.

Before using the special though, use a Power Up on the strongest attacker, and then use a Special (it doesn't matter which member, you need to get out of human form quickly). It doesn't really matter which attacks you use, since Imago doesn't have any specific strengths or weaknesses. A strong magic user can do over 1,500 damage with their weakest dragoon magic attacks, and much more with their strongest attacks. Weaker magic users do about 1,000 damage with their magical attacks. A strong (and powered up) physical attacker can do well over 1,500 damage with a Dragoon perfect. So whichever style of play works, you can work with. Dragoon mode also makes you immune to Imago's many status effecting types of attacks.

If you run out of Dragoon mode, attack as quickly as you can. Build up to level 2 before transforming again, and make sure that you have some healing items. If you can finish off the battle quickly after getting out of Dragoon mode, it shouldn't be too much of a problem. But if you can't, the battle, and the status effects, can cause more problems than you could imagine. Use whatever means necessary to defeat Imago before chaos insues.

=====

After the battle, head up and onto the next screen. Watch a scene here, and enter the teleporter. This time you are REALLY entering the final dungeon.

-----  
The Moon that Never Sets  
-----

Suggested Level: 38

My Levels: Dart: 43, Rose: 39, Meru: 41

Enemies: Unicorn, Swift Dragon, Lucky Jar, Psych Druid, Roulette Face, Trap Plant, Triceratops

Bosses: Death Rose, Claire, Indora, Michael, Light Sword, Shadow Blade, Dark Doel, Archangel, Super Virage (Arm), Super Virage Zeig Feld, [Final Boss]

Items: Frozen Jet, Down Burts, 200 G, Spectral Flash, Flash Hall, Golden Dragon Armor, Night Raid, Burning Wave, Gravity Grabber, Detonate Arrow, Dragon Buster

Shops: Inn, Clinic, Weapon, Item

Shop Inventories:

Item Shop Inventory:

|                |    |
|----------------|----|
| Healing Fog    | 30 |
| Healing Breeze | 50 |
| Sun Rhapsody   | 50 |
| Angels Prayer  | 30 |
| Depetrifier    | 30 |
| Mind Purifier  | 20 |

Body Purifier 10  
Panic Bell 20  
Poison Needle 20

Weapon Shop Inventory:

Claymore 500  
Halberd 500  
Basher 500  
Destroyer Mace 500  
Red DG Armor 800  
Jade DG Armor 800  
Gold DG Armor 800  
Silver DG Armor 800  
Dark DD Armor 800  
Blue DG Armor 800  
Magical Ring 600  
Spiritual Ring 600  
Attack Badge 1,000  
Guard Badge 1,000  
Giganto Ring 1,000

Judging from above, you are probably going...wtf. Yes, this final dungeon DOES have shops in it. Yeah, its weird, but wait til you see the dungeon. It's even wierder! Watch a scene as you enter..and just...go.

Head right from your starting position, and onto the next screen. Watch a scene. Hree, go immediately right over the log bridge and open the chest for a Frozen Jet. Cirtcle around the tree, and head up onto the next screen. Here, continue right, and Dart will make a short comment. Continue right onto the next screen. Go even farther right, and watch a longer scene, which leads to the first boss on the Moon.

=====  
Death Rose  
Element: Non-Elemental  
HP: 2,000  
EXP: 6,000  
G: 0  
Items: None

This battle is fought with Miranda alone. It is mainly story-based, but you will still need to survive. Most battles on the moon (except random ones) are much like this one. You attack, and watch scenes as the battle plays out. You will not be able to run, nor use Dragoon transformation in any of these battles. You can also not beat the boss unless you watch all the scenes, or answer the final question correctly. Not all of the bosses has a question you must answer.

The Death Rose has a few attacks. Her speed is average, which means that it is slow compared to Miranda, who is quite fast. Miranda will usually (though not always) get 2 attacks off for one of the Death Rose's own. Death Rose's attacks do about 150 damage. The most annoying attack is a HP drain attack which hits Miranda, and heals the Death Rose. Most of the time, the Death Rose will heal more damage then Miranda can do with one attack.

The best way to counteract the damage that the Death Rose heals, and to make the battle run along much faster is by using an attack item (or two). Obviously, P. Bomb will do quite a bit of damage, maybe even more then 2,000. But that 2,000 wont kill the Death Rose, especially if you havent answered the

question to finish the battle. it will just speed things along.

After a few rounds of attacking with physical attacks or attack items, the scenes will begin. Watch them, and each time, continue attacking over and over again. Soon, Miranda will start becoming more and more emotional. And when (Finally) given a choice, choose to answer

"I'll forgive you"

This will automatically end the battle, whether you have killed off the Death Rose's HP or not.

=====

After the battle, go down, and off the screen. Continue down, ignoring the path to the left. Open the chest for a Down Burst. Continue onto the next screen. Continue, and after Darts comment, go onto yet another screen.

After another scene...Welcome to Serdio. Kinda. Save your game, and you will notice that this area has all the functions of a town. At the weapon shop, DO NOT buy the Golden Dragon Armor. You will be able to get it for free later on.

Talk to everyone, but note that you cant get out the front exit. When you are ready, head through the teleporter and follow Claire.

In this odd screen, head to the bottom left, and enter the house. Open the chest in here, and you will get 200 G. Head out, and go right and off the screen. Here, open the chest to the right for a Spectral Flash. Go down, and at the intersection, continue down. Go right and onto the next screen. Continue right here, and watch a scene. A battle automatically begins.

=====

Claire

Element: Thunder

HP: 2,500

EXP: 6,000

G: 0

Items: None

This battle will be much like the Miranda battle with the Death Rose. Except in this battle, Haschel is your only character. I suggest, before fighting this battle, that you have at least 2 Healing Fogs, else you might get slaughtered. Remember that you can not beat Claire until all of the scenes are watched and the questions are answered.

This battle is much harder then Miranda's confrontation. Claire attacks with physical attacks mainly, but each do 200 damage. Even worse is that she attacks quite often, and is very fast. To counter this trait, you may want to equip Haschel with the Thief Ring or Bandit's Shoes. Haschel's best attack against her (thatis not his final addition) would probably be Five Ring Shattering. Claire tends to counter, and counters with Haschels final addition can become a pain, so yo may not want to use it. Five Ring Shattering (if mastered) will do well over 700 damage as it is.

After attacking Claire for a few rounds, watch the first scene, and you will find out why this battle is truly deadly. Claire has an attack which will reduce Haschel's HP to 1, and there is no way to avoid it. This is the reason you need those Healing Fog's. After each time she does the attack, you will need to heal. And at the very least, heal half your HP, even if it must be with a Healing Breeze instead of a single target item.

Continue the battle normally attacking and healing when needed, until a few more scenes play out. Claire will use the special move at least twice in the battle, just through the story. When you are FINALLY given a choice, choose the answer:

"Mind's Eye Awaken!"

And then watch a scene. The battle will end, with Haschel victorious.

=====

With the battle over, all you can do is head back to Serdio. But before you do, go down, and exit the screen on the bottom left. Here, wind your way up the path, and open the chest at the end for a Flash Hall.

Note: There is an enemy here, called the Lucky Jar. This is the last of the Special enemies, so if you wanna beat him, give it a try and, good luck!

Head back down the path, and exit at the bottom onto the previous screen. Head up here, and exit at the top left. Continue left and up through the screens until you get back to the Minito's screen. Here, head up and then right into Serdio again.

Once back in Serdio, talk to everyone you want, rest, buy items, etc, and head down the stairs. The door in which was guarded when you came here originally will now be open. Head through it. In town, explore a bit, and head left into the teleporter on the left side of the screen. Here, watch a scene. You are now in what I like to call the 'sky' screen. Head up, ignoring the side path. Head onto the next screen, and here, continue up until a scene plays.

Here, you will gain control of Albert. There will be no random encounters, so dont worry about that. Before going anywhere though, equip Kongol with the best equipment you have. When you are readt, head up and onto the next screen.

Watch a scene here. Continue up, and onto another, more familiar screen. Watch another scene here, an a battle automatically starts.

=====

Indora

Element: Earth

HP: 2,500

EXP: 6,000

G: 0

Item: Indora's Axe

This battle is much like fighting Kongol with Kongol. if you remember the battles early in the game where you fought Kongol, you should approach this battle almost exactly the same way. This is the only battle that doesnt have scenes all the way through it, like the previous ones that have been fought on the Moon.

Indora attacks strickly with physical attacks. He also has little or no magical defense, so that is without a doubt the best way to attack him. Remember that you should ALWAYS finish your additions in this battle. if you do not, Indora will counter attack Kongol for 200+ damage. if you dont know know the addition well enough to risk this, pick one you do know. Yeah, 200 isnt much with Kongol's HP, but it can pile up if you dont take caution.

If you equip Kongol with the Bandit's shoes or the Thief Ring before the battle, he will be faster then Indora. But if you do not, then Indora will be about the same speed as Kongol. This can present a problem if you are not that fast and dont have many healing items.



Even if Kongol is slow, the very best way to attack Indora is through magic attack items. The P. Bomb X boosted can do over 2,000 damage to Indora, making it only a few more physical attacks until he is dead. Use this immediately, or any other attack items you may have. You should have quite a bit, since the dungeon itself gives them to you. Just two or three items will kill Indora. Other than that...well, attack. Indora isn't that strong, especially if Kongol is at a higher level.

=====

After the battle, you will get Kongol's Dragoon Spirit if you did not have it already. Albert and the rest rejoin you now. Head down the stairs into the treasure room. Here, examine the left wall, and eventually the action icon appears. Press X, and a compartment (which should be familiar to you) will open. Open the chest in here, and you will get the Golden DG Armor. Head back up the stairs into the throne room. here, head down and exit. Once out on the familiar screen, head down, and then when possible, go all the way left. There is a teleporter over here. Take it. When you arrive, you should be on a familiar screen. Go left, and continue up to another screen. Head up and right and enter Serdio again. Now, you change parties to Rose and Dart.

When you start, watch a scene. Head right, and up onto the next screen. Here, open the chest to the right and you will get Night Raid.

Note: This is an EXCELLENT time to level. In the beginning of this screen (near the treasure chest) there is an enemy you encounter called a triceratops. if you fight him with two members in your party, you will get 1,000 EXP for each member. This is the quickest way to level up for quite a while. Just remember to keep your HP up, since they are quite powerful.

Continue up the path, until you get to the next screen. here, ignore the first side path to the right, Rose won't let you go up it. instead, keep going up until you reach the second path. Head down this path and onto the previous screen. Hop down the levels, and open the chest here for a Burning Wave. Jump down to the bottom, and head back onto the next screen. Here, head all the way up, ignoring both intersections, and exit the screen through the top left.

Here, watch a scene, and you will be brought into another story driven battle.

=====

Michael  
Element: Darkness  
HP: 1,000  
EXP: 12,000  
G: 0  
Items: None

This battle is deliberately long and painful. Unlike the normal story battles, Rose has Dart as a partner, hence the higher EXP that this battle gives. Like all of the other battles, you can not beat the enemy until after the story event. That fact is accentuated a lot in this battle.

Michael is immune to attacks. Nothing will damage him. This will lead to quite the problem. You have to attack him, too for the story to go on. The best strategy is to have one character attack and the other defend. you don't need to attack often, though you should do your best. Michael has a wide variety of attacks, ranging from 100-300 damage. His single target attack normally does 100 damage, and his multi-target magical attack does 100 to both Rose and Dart. His ultimate attack is a beam attack which you saw in the

Dragon Campaign movie at the end of Disk 2. This attack does 300 damage. luckily, he rarely uses this attack. Well, lucky for your HP, unlucky for the battle.

As you attack and defend on and off, the story will very slowly go on. And it is very slowly. It can last over 20 rounds. When, FINALLY, Rose has to answer a question, choose the answer"

"Tell Dart the blind spot"

Now, unlike the other battles, this does not end the battle. Now you have to be VERY patient. You have to wait for the AI now, and nothing you do will make it go any faster (This is why the battle is annoying...). Just defend and attack to your leisure. you are waiting for Michael to do an attack which attacks both members by throwing them into the air and beaming them with a black beam. Once you see this, start attacking. You only get one round to attack, so make good use of it. Make sure the addition you do is complete. If you have strong members, this attack should kill off Michael, but if it doesnt...well, prepare to be waiting for the next beam attack. Attacking the Heart is the ONLY way to damage Michael.

=====

After the battle, watch a scene and head down onto the previous screen. Here, continue down past the first intersection, and head into the second one. This path was the one Rose would previously not allow you into. Exit the screen through this path. Here, you encounter an intersection. Go down, and you will re-enter Serdio. Watch a scene, and the party is reunited.

Now that the party is reunited, is the perfect time to heal and buy items. Equip Albert with the best weapons and armor if he is not already, and save your game (you do NOT want to face Michael again). Head out of the inn. Here, head up, and talk to the guards near the gate to the palace. They will let you in. Head up, and watch a scene. A battle automatically starts.

=====

Dark Doel  
Element: Thunder  
HP: 1,500  
EXP: 6,000  
G: 0  
Items: None

-----

Shadow Blade  
Element: Thunder  
HP: 1,000  
EXP: 0  
G: 0  
Items: None

-----

Light Sword  
Element: Thunder  
HP: 1,000  
EXP: 0  
G: 0  
Items: None

Dont let Doel fool you. This will not be a battle like the previous at the end of Disk 1. Even so, if Albert isnt equipped with the best equipment, this battle can present something of a problem to him.

There are three targets. the Shadow Blade, the Light Sword, and Dark Doel. You can not reach Doel until both the Shadow and Light weapons are gone. Lucky for you, he does not get an attack with each weapon a round. He gets one attack per round, no matter how many weapons he holds in his hands. His physical attacks are the best part, doing only slightly more then 100 damage. the magical attacks are the harder part, especially since Albert has lower magical defense. They do 300+ damage. Doel attacks at about the same speed Albert does (without a thief ring, of course).

Start attacking one weapon at a time. The battle will be much easier if you have an addition you know equipped, instead of your most powerful one. not that Doel counters a lot, its just that you have to attack only with Albert and you will do more damage that way. You may want to use the P.Bomb X at the start. If Albert is strong enough, that will wipe the floor with the swords, and you can start with Doel. Other then that, it doesnt matter which sword goes first, but you should only target one at a time, in order to get rid of them faster.

After the Swords are destroyed, Albert and Doel face off. Once again, you can not defeat Doel without the scenes all playing out, so dont try. Even so, you will still want to attack him in order to get the scenes to play. There is no question to answer this time, which makes the battle easier. The hardest part about the second part of the battle is tring to figure out who says what.

Actually, in the second part of the battle, Doel becomes more dangerous then before. He attacks ONLY with magical attacks. This means he does 300+ damage a round. be more cautious at this point, and heal when you get under 800 HP.

=====

After the battle, watch a scene, and pick your party. Exit the castle. This is the last time you will get to stock up. I suggest selling off all of your multi-use items like the Smoke Bomb, Material Shield, and Speed Ups. You wont be needing them. Fill the inventory up with Healing Breezes, Fogs, and Mind Purifiers (Mind Purifiers are more important then Body Purifers).

When you are ready, head left and through the teleporter in which separated your party originally. On the sky screen, head directly up, and onto the next screen. Here, continue up, and then go right onto the next screen. Here, there is an immediate intersection. Go up the stairs to the left, ignoring the ones on the right. Continue down this path as it curves right, and then watch a scene. A battle automatically starts.

=====

Archangel  
HP: 3,000  
EXP: 6,000  
G: 0  
Items: None

This is easily one of the harder of the special story battles. Like all of the rest, you can not use Dragoon form in this, and nor can you run. I suggest, that before the battle, you equip a Therapy Ring. This will allow Meru to take less damage all around. Also, you may want to sue a Phantom Shield if you dont want to waste a Therapy Ring on her.

The Archangels attacks do 100+ damage to Meru. This can either be nothing, or it can be horrible. Since, at this point, Meru should only have between 1,200 and 2,000 HP, she can be killed rather easily. This is the reason for the Theray Ring. Luckily, the Archangel has low magical and physical defense, allowing Meru's weaker physical attacks to damage him well, and her stronger

magical attacks to be catastroaiphic.

After attacking (magically or physically, both work fine) the Archangel will begin to reprimand Meru. At this point, he starts using his ever annoying ultimate attack. This attack will bring Meru down to 1 HP, no matter how high it was before. This is much like the attack that Claire used on Haschel. What makes it worse though, is that the Archangel uses it every few rounds. You probably won't have enough healing Fogs to keep yourself completely healthy. Another reason for the Therapy Ring.

After the 1 HP attack, either defend or use a Healing Fog. Continue attacking (after one or two magical attacks, use physical attacks) and the Archangel will keep pummeling at you. Keep your HP over 500 at all times, else Meru can easily fall into KO. Luckily, if Meru has the Dancers Shoes equipped, she will go 2 rounds for every one the Archangel goes.

Note that, as you fight, sometimes the Archangel does the 1 HP attack through the story, so there is no way to avoid it, even if you tried. There is no question to be answered in this battle.

=====

After the battle, watch a scene. The path to the final area is now open. Examine the mysterious shining light (of Hope!) and you will automatically be brought to the next screen. This next screen is awesome. Watch a scene, and then head up onto the next screen. At the immediate intersection on the next screen, go up and open the chest here for a Gravity Grabber. Then head left and down onto the next screen. Here, go down and save your game. Head up and onto the next screen. Here, head up, and watch a scene. A battle starts.

=====

Super Virage (Body)  
Element: Non-Elemental  
HP: 15,000  
EXP: 15,000  
G: 300  
Items: None

-----

Super Virage (Head)  
Element: Non-Elemental  
HP: 12,000  
EXP: 0  
G: 0  
Items: None

-----

Super Virage (Arm)  
Element: Non-Elemental  
HP: 3,000  
EXP: 0  
G: 0  
Items: None

This is the ultimate Virage battle. If you fought the Super Virage in Kadessa (Forbidden Lands) then you will know something of what this battle is like. Except for a few changes. This is a full Super Virage, and there is no turn limit. He attacks more powerfully than the previous Super Virage, and has three targets.

Lucky for you, the Super Virage is VERY slow. I suggest for the first few movies, you use the P. Bomb X and any other magical attack items that you may have acquired over the course of the moon. After two or three magical attacks,

the Virage's arm will die off, making less targets to attack, and less damage for the party as a whole.

The Virage, being as slow as he is, has one main attack. The head and body team up and do the strong attack that they used in the Dragon Campaign movie. This attack is also the final attack that the other Super Virage used against you. At this point it isn't nearly as strong, doing 300+ to the entire party. The real threat is not that main attack, but another magical attack. The second magical attack calls pieces of earth down onto the entire party, doing 400 or more damage to it.

While the enemy is slow, both have very high magical and physical defense. You want to attack the Body, first. Killing off the Body will kill the entire Virage, and though it is slower than taking out the head, it will end the battle. The damage will usually be less than 1,000, unless you are very strong and have the ultimate additions. Even then damaging the Super Virage can be a pain. Only characters like Meru and Miranda should use Magical attacks, since they are the only ones with a high enough magic to do much damage. Of course, if Dart has a Legend Casque on, that may work well, also. Final Burst will then do suitable damage. Of course at this point, strong additions will most likely do more damage than even a Dragoon perfect. So it's really your own choice.

After killing off the arm with the attack items, I suggest going directly for the body. This will take a while to kill, even with an extremely overpowered party. His high defense makes him hard to damage. But hell, the head has high defense tool, so why not go the quick route and attack the body to finish him off quickly?

=====

After the battle, watch a scene. Head up, and onto the next screen. Save your game here, and open the chest for a Detonate Arrow. Once again, I saw Save your Game! This is very important. Now it's time to prepare. First, Dart should have his Red DG Armor. If anyone can have room, equip them with the Red Eye Stone, to reduce fire magic damage. This should be on the character with the lowest magical defense. When you are ready, head up onto the next screen and watch a scene.

=====

Zieg Feld  
Element: Fire  
HP: 12,000  
EXP: 20,000  
G: 400  
Items: None

Well, if you paid attention to the scene before this battle, you would know that Dart does not have his Red eye Dragon Spirit any longer. So in this battle, you are incapable of doing specials. Dart is also forced to rely on weaker physical attacks throughout the battle. Luckily, if you equipped him with the Red DG Armor, he will be completely immune to Zieg's magical attacks, which are easily his most devastating effects.

Like the battles with the Dead Dragoons, all of Zieg's physical attacks are perfects. Also, you will notice a large increase in power from this boss and the rest of the bosses in the game. Zieg's physical attacks do a minimum of 700 damage to a character, even to high defensive characters. His magical attacks are even stronger, especially if you use a party with low magical defense. He mainly uses Final Burst and Flame Shot, but he has access to all of Dart's other spells. Final Burst does 700, while Flame Shot does 500 to one

member.

On the first round, no matter what, have Dart attack. A short scene then plays, and Dart will not be able to damage his father. Hereafter, though, Darts attacks will do damage, this scene is the only one in which doesn't damage him (unless you miss, of course).

Now is the main time to attack. Dart, since his attacks will be rather weak against Zieg, should be the healer of the party when needed. Don't worry too much about wasting items, but save at least 3 of each Healing Rains and Moon Rhapsody's. Heal whenever someones HP gets under 1,000, as if you dont, Zieg can take them out. You may actually want to make it 1,500, if yourparty is taking more damage or is at low levels.

Meru is devastating against Zieg. If you give her the Armor of Legend, or a Phantom Shield, she will slaughter him. Her magical attacks will do over 1,500 damage, and if you have her use the P. Bomb X, she will do over 2,000. She is the best damage dealer you can find here. Of course, she also takes more damage from Fire attacks, so if you equip her with the Red Eye Stone, that would help. Other then Meru, any other character goes. You may want to sue Albert because of his Rose Storm and high physical defense. of course, high physical defense usually means low magical defense...In other words, you need a balanced character here. Rose is great because she will take minimum damage from both magical and physical attacks which Zieg employs.

Because Zieg is so much like Dart, you will not have any real weaknesses to exploit. Magic and physical defense is average, so your attacks cant really do much more damage. The main weakness you can exploit is his Fire Element. Meru's magical attacks will do more damage then anything else, so thats the best you can do, do it!

=====

After the battle, Dart permanently loses the Red Eye Dragoon Spirit. Before you go monaing in agony, he does gain the Divine Dragon Dragoon Spirit, which is MUCH more powerful. He also regains 500 of his SP, so you dont have to go building in battle. Now, this is the location of the final battle. before approaching it, you should definitely go and SAVE YOUR GAME. I suggest not having any character equipped with a Dragon Helm, but rather, a Phoenix Plume. If you have a Legend Casque or two, equip them with that as well, since most of the final bosses attacks are magical.

Also note: You get Rose's final weapon, the Dragon Buster, automatically at this point. This is the most powerful weapon in the game, and can make Rose stronger then most any character if you have Demon's Dance mastered. If you want a damage dealer, she is better then most others at this point.

If you need items, head back to Serdio and buy them. Have a full inventory going into the final battle, as you will need it. Have at least five Angel's Prayers, Healing Fogs, Mind Purifiers, Healing Rains, and Moon Rhapsodies. Also, keep the P. Bomb X in your inventory, it will be useful.

For equipment, I suggest your magic user (Meru, Miranda) if you use one equip the Magical hat. They should also have either a Phantom Shield or something to block status effects. Your physical attackers (Kongol, Albert) need items to reduce magical damage. More balanced characters just need items to reduce damage and raise the effectiveness of their attacks. Dart should not need to equip a Dragon Helm, as he should have over 3,500 HP at this point. Over 4,000 would be even better, but it is survivable at 3,500.

Lastly: It IS possible to beat the final battle without a character dying,

including Meru. Some say that it is impossible to beat it without Meru/Miranda dying, but I have done it, so dont be discouraged. If you lose the battle the first time, thats pefectly fine...it IS the final boss battle after all.

When you are ready, approach Melbu for the final battle to begin.

=====

Melbu Frahma

Element: Non-Elemental

HP: 42,000

EXP: 0

G: 0

Items: None

The battle with melbu comes in four forms, much like the battle with Imago back in the Divine Tree. These are easily some of the hardest bosses in the game, and dont be discouraged if you fail the first time. Normally, even with a very strong party, this battle will take over a half hour. To make Melbu change forms, you must damage him.

The First form is fought on the moon screen. This form has four tenticle sidekicks. These tentacles get their own attacks, just as well as Melbu's own attacks. This equals 5 attacks a round, and even some of the strongest parties may find that overwhelming. The key is to have the P.Bomb in your inventory. Even if you only had the original P Bomb (not in X state) then you will still want to use it here. This will do about 3,000 damage to the entire enemy party, and will kill off all four tentacles. The tentacles do not revive after you destroy them. Note: Only AFTER the tentacles are gone, should you use a Dragoon Special, not until then.

Melbu is fast, and attacks frequently. His attacks mainly hit the entire party. His Virage summon attack does a minimum of 200 damage to the entire party, and more if you have low magical defense. He sometimes uses elemental magic, which is less damaging, so you can always hope.

The first rule of the entire battle: Dart is easily the most powerful character in Dragoon form. The Divine Dragon Spirit wich he now holds will be your main offense. Use ONLY the single target attack on Melbu (do not use it to kill off the tentacles) and that alone will do ovrwr 1,600 damage. This is one of the strongest attacks against him at this point. Through all the forms, a Perfect with the Divine Dragoon does 1,500 which is another good attack against Melbu.

As I said, only use a Dragoon Special AFTER the tentacles are gone. This will help your party do more dmaage to melbu in the long run. Use two of Drats Divine Dragon Cannons, and then start with attacks. Magic users should use magical attacks (1,000+ damage with a strong magic user) and physical attackers should use physical attacks (also 1,000+, though many characters do more damage with their additions out of Dragoon form at this point). Continue attacking, and when under 1,000 HP, heal.

At 10,000 HP damage (32,000 HP) melbu transforms into his second form.

-----

The First Generation

This part of the battle is much more difficult then the first part. From now on, Melbu will have high magical and physical defense, making it hard for even the strongest characters to do over 1,000 damage with magical and physical attacks both.

Note that, at the start of this part of the battle, if you were in the Dragoon

special, it will end. Your party will still be in Dragoon form, but the member who initiated the special will still have to press X, instead of getting automatic perfects.

Melbu's first move in this battle shows off one of his newfound skills. He will absorb one (it is randomized) character into himself. This character is not dead, and you will get him back later, though you can not do anything with that member, and it is almost as if they didnt exist.

You can attacks melbu in whichever manner you like, asmlong as you find your attacks Damaging. he is much stonger in this battle, doing up to 500 damage with his normal physical attacks. He also has a version of the Divine Dragon Cannon (it looks exactly like it) which does over 700 damage to a single member, making that the worst threat in the battle. Even worse, Melbu sometimes gets two attacks in a row, making him even stronger then before.

After doing enough damage to him, Melbu will 'spit' out a party member. this party member hits another of your party members, and will do damage to two characters. This attack can do over 1,000 to both members that are hit by it. Continue attacking and healing if you get under 1,200 HP, and soon he will absorb another party member. Continue attacking, and eventually he will spit this one out, as well. Continue this pattern, and you will eventually take down this form.

Note that it is possible to beat this form with him only absorbing one character and not having enough time to absorb another. This akes a strong party, but it is possible. Also, you want to do as much damage as you can to him in this form, and try to go over the mark of 20,000 in which he transforms again.

-----  
The Fourth Generation

In this form, Melbu is the strongest. He has the potential to do over 2,000 damage to the entire party a round, which can cause more then a little problem for your party. If you were able to do a lot of damage to melbu in the previous battle, you MAY (it is very rare, but possible) be able beat this form without him getting off more then two attacks on your party. Also, if you finished the previous part of the battle and the original quickly, one of your characters may be still in the original Dragoon Transformation.

In this form, there are a few different patterns of attack. When the background is 'night' (AKA, stars in the sky, etc) then Melbu is in his most dangerous form. He summons small helpers at this point. These little 'helpers' attack you by detonating, destroying themselves. This detonation will do over 1,000 damage to your members, making them far more of a threat then Melbu himself. this, paired with Melbus attack can literally slaughter a party in two or three rounds.

Heal if you get under 1,500 HP, and attack ONLY Melbu. As tempting as it is to attack his sidekicks, you probably wont be able to kill them before they detonate, making the battle even longer and more dragged out. In this part, you just need to survive, and worry less about attacking then healing.

When Melbu finally turns the sky to light (you will be thankful that he does) is when you should attack as best you can. His attacks are much weaker at this point, since those little friends of his do not commit suicide upon your party.

Attack as much as you can at this point, since he will quickly change the time of day back to night, and the struggle once again begins.

As long as you attack only Melbu and keep your party over 1,500 HP, then this



part of the battle is survivable. When you have done 30,000 damage to melbu, he changes forms once again, into his final, most annoying form. Note that before ending this battle, USE ALL OF YOUR SP!

-----  
The Seventh Generation

While the last form was the most powerful, this form is without a doubt the most annoying. This is like a much stronger version of the Grand Jewel Battle...except with more attacks. Keep your HP over 1,800 at all times.

Melbu's single target magical attacks (I like to call it the Mirror attack) does over 800 damage to a single party member, and while in normal form is one of the worst attacks he can employ. He also has an attack which will confuse two out of three of your party members. This attack is why you brought all of those Mind Purifiers into the battle with you. Melbu will just sit back laughing while your party slaughters each other with physical attacks. This must be cured immediately.

Perhaps the most annoying aspect of this battle is the fact that you cant use Dragoon Mode. yeah, it would nullify the Confusion, but you would just find yourself slaughtered. Melbu casts a spell basically the same as the Dragon Block Staff. This limits the damage you use in Dragoon form, as well as about quadruples the damage you take. One attack from him while you are in Dragoon form with your powers blocks, and you are dead.

If you are lucky enough to not have that spell cast immediately, use Dragoon form with Dart and attack for more damage. Melbu still has high defense, but this is the best form of attack there is. Also, if you have more then 100 SP, try and transform at the begginning og the battle in order to make it go down and so you can use Dragoon form to attack later on (after the effect wears off and he does not cast the spell over again).

He has a few spells that Faust did, as well. He has the attack all magical attacks which are very powerful, though they do lack the power of Fausts. these do 500 damage to the entire party. If you have the DG Armors equipped, some members will be immune to some of the attacks. This is probably his weakest attack at this point. You just need to do that remaining 12,000 damage, and victory will be yours...as long as you dont let your party kill itself.

=====

After the battle, the final movie starts. Congrats! Note that after the credits, there is a short scene to watch, and I suggest seeing it.

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---13. Equipment---  
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This is a list of equipment for each character. The Weapons are listed first, then the Body Armor, then Head Armor, and lastly Foot Armor.

Note: There are 2 very special Armors that you can buy that ALL characters can equip, there are called the Armor of Legend (Body Armor) and the Legend Casque (head armor). The Armor of Legend reduces the damage from physical damage to almost zilch, while the Legend Casque does the same to magic, WHILE upping your magical attack power. Both can be bought, and are found no where. You can buy the Armor of Legend from Deningrad, and you can buy the Legend Casque from Lohan.

=====  
Dart's Weapons:  
=====

-----  
Broad Sword  
-----

Location: Dart is initially equipped with this weapon.  
Special Attributes: None.

-----  
Bastard Sword  
-----

Location: LimeStone Cave  
Special Attributes: None

-----  
Heat Blade  
-----

Location: Kazas  
Special Attributes: Fire-Elemental Attack

-----  
Falchion  
-----

Location: Fueno  
Special Attributes: None

-----  
Soul Eater  
-----

Location: Fort Magrad, after defeating Polter Armor.  
Special Attributes: very powerful weapon, but it decays 1/10 of Darts Max HP  
each turn. Counter with a Therapy Ring.

-----  
Mind Crush  
-----

Location: Kashau Glacier  
Special Attributes: Confuses enemy with a given probability.

-----  
Fairy Sword  
-----

Location: Ulara  
Special Attributes: Weak, but gives 50% more SP on each attack.

-----  
Claymore  
-----

Location: Moon  
Special Attributes: None

=====  
Dart's Body Armor:  
=====

-----  
Razor Armor  
-----

Location: Initially equipped  
Special Attributes: None

-----  
Chain Mail  
-----

Location: Nest of Dragon  
Special Attributes: None

-----  
Red Dragon Armor  
-----

Location: Zenebatos  
Special Attributes: Nullifies Fire Damage

-----  
Armor of Yore  
-----

Location: Snowfield  
Special Attributes: Immunity to Poison, Stun, and Arm Block.

-----  
Saint Armor  
-----

Location: Kashau Glacier  
Special Attributes: When physically attacked, SP is accumulated.

=====  
Dart's Head Armor:  
=====

-----  
Armllet  
-----

Location: Various  
Special Attributes: None

-----  
Bandana  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Legend Casque  
-----

Location: Lohan

Special Attributes: Reduces damage from magical attacks to almost nil (AKA at the end of the game 20 damage) And raises magical attack skill.

-----  
Knight Helm  
-----

Location: Fueno

Special Attributes: Plus SP when magically attacked.

-----  
Soul Headband  
-----

Location: Deningrad

Special Attributes: Plus SP when magically attacked.

-----  
Dragon Helm  
-----

Location: Mountain of the Mortal Dragon

Special Attributes: Raises HP by 50%.

-----  
Phoenix Plume  
-----

Location: Moon

Special Attributes: Blocks status effects confuse, bewitch, and dispirit.

=====  
Dart's Foot Armor:  
=====

-----  
Leather Boots  
-----

Location: Initially Equipped

Special Attributes: None

-----  
Bandits Boots  
-----

Location: Various

Special Attributes: Speed Plus 20

-----  
Magical Leaf  
-----

Location: Ulara

Special Attributes: Raises physical and magical evasion by 5%.

-----  
Combat Shoes  
-----

Location: Furni  
Special Attributes: Raises physical evasion by 5%.

=====  
Rose's Weapons:  
=====

-----  
Rapier  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Demon Siletto  
-----

Location: Shirley's Shrine  
Special Attributes: Frighten's enemy with a given probability.

-----  
Shadow Cutter  
-----

Location: Fletz  
Special Attributes: Darkness-Based attack.

-----  
Dancing Dagger  
-----

Location: Phantom Ship  
Special Attributes: None

-----  
Gladius  
-----

Location: Death Frontier/Zenebatos  
Special Attributes: Instantly kills enemy with a given probability

-----  
Flamberge  
-----

Location: Vellweb  
Special Attributes: Stuns enemy with a given probability

-----  
[Spoilers]  
-----

Location: At the very end of the game, right before the final boss, you automatically receive this weapon from someone.

Special Attributes: None

=====

Rose's Body Armor:

=====

-----  
Silver Vest  
-----

Location: Donau

Special Attributes: None

-----  
Dark Dragon Armor  
-----

Location: Zenebatos

Special Attributes: Nullifies Dark Elemental damage.

-----  
Rainbow Dress  
-----

Location: Zenebatos

Special Attributes: Blocks status effects Poison, Stun, and Item Block

=====

Rose's Head Armor:

=====

-----  
Felt Hat  
-----

Location: Hellena Prison

Special Attributes: None

----  
Cape  
----

Location: Lohan

Special Attributes: None

-----  
Legend Casque  
-----

Location: Lohan

Special Attributes: Reduces damage from magical attacks to almost nil (AKA at the end of the game 20 damage) And raises magical attack skill.

-----  
Soul Headband

-----  
Location: Deningrad  
Special Attributes: When magically attacked, Plus SP.

-----  
Tiara  
-----

Location: Donau  
Special Attributes: Increased Hit percentage

-----  
Phoenix Plume  
-----

Location: Moon  
Special Attributes: Blocks statuses Confuse, Bewitch, and Dispirit

-----  
Roses Headband  
-----

Location: Vellweb  
Special Attributes: Rose only. Blocks instant death attacks.

=====  
Rose's Foot Armor:  
=====

-----  
Leather Shoes  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Soft Boots  
-----

Location: Fletz  
Special Attributes: None

-----  
Dancers Shoes  
-----

Location: Various  
Special Attributes: Speed +20

-----  
Star Dust Boots  
-----

Location: Deningrad  
Special Attributes: Ups magical evasion by 5 points

-----  
Magical Leaf  
-----

Location: Ulara  
Special Attributes: Evade all attacks 5% more often

=====  
Lavitz's and Albert's Weapons:  
=====

-----  
Spear  
-----

Location: Initially equipped  
Special Attributes: None

-----  
Lance  
-----

Location: Marshlands, from Mermen, Lohan  
Special Attributes: None

-----  
Twister Glaive  
-----

Location: Kazas  
Special Attributes: Wind Based Attack

-----  
Spear of Terror  
-----

Location: Fueno  
Special Attributes: Frightens enemy with a given probability

-----  
Partisan  
-----

Location: Vellweb  
Special Attributes: None

-----  
Halbeard  
-----

Location: Moon  
Special Attributes: None

=====  
Lavitz's and Albert's Body Armor:  
=====

-----



Scale Armor

-----

Location: Initial Armor  
Special Attributes: None

-----

Chain Mail

-----

Location: Nest of Dragon  
Special Attributes: None

-----

Plate Mail

-----

Location: Fueno  
Special Attributes: None

-----

Armor of Yore

-----

Location: Snowfield  
Special Attributes: Blocks statuses Poison, Stun, and Armblock

-----

Saint Armor

-----

Location: Kashau Glacier  
Special Attributes: Plus SP when physically damaged

-----

Jade Dragon Armor

-----

Location: Zenebatos  
Special Attributes: Nullifies Wind damage

=====  
Lavitz's and Albert's Head Armor:  
=====

-----

Sallet

-----

Location: Initially Equipped  
Special Attributes: Increases hit percentage of physical attacks

-----

Bandana

-----

Location: Various  
Special Attributes: None

-----  
Knight Helm  
-----

Location: Fueno  
Special Attributes: Plus SP when magically attacked

-----  
Legend Casque  
-----

Location: Lohan  
Special Attributes: Reduces damage from magical attacks to almost nil (AKA at the end of the game 20 damage) And raises magical attack skill.

-----  
Soul Headband  
-----

Location: Deningrad  
Special Attributes: Plus SP when magically attacked

-----  
Phoenix Plume  
-----

Location: Moon  
Special Attributes: Blocks status effects Confuse, Bewitch, and Dispirit.

=====  
Lavitz's and Albert's Foot Armor:  
=====

-----  
Leather Boots  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Bandits Shoes  
-----

Location: Various  
Special Attributes: Speed Plus 20

-----  
Magical Leaf  
-----

Location: Ulara  
Special Attributes: Raises physical and magical evasion by 5%.

-----  
Combat Shoes  
-----

Location: Furni

Special Attributes: Raises physical evasion by 5 points

=====  
Shana's and Miranda's Weapons:  
=====

-----  
Short Bow  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Long Bow  
-----

Location: Kazas  
Special Attributes: None

-----  
Sparkle Arrow  
-----

Location: Bale  
Special Attributes: Light-Elemental Attack

-----  
Bemusing Arrow  
-----

Location: Arrow Shooters in The Barrens, Fueno  
Special Attributes: Confuses enemy with a given probability

-----  
Virulent Arrow  
-----

Location: Ulara  
Special Attributes: Poisons enemy with a given probability

-----  
Detonate Arrow  
-----

Location: Moon  
Special Attributes: Attacks all enemies

-----  
Arrow of Force  
-----

Location: Ulara  
Special Attributes: Recieve 50% more SP

=====  
Shana's and Miranda's Body Armor:  
=====

Note: One thing unique about Shana and Miranda is the fact that they can not both equip the exact same armor. Shana can equip completely different armors than Miranda can, but some armors they can equip the same of. Armors that only Shana can equip are marked with a \*\*\*\*\* around the outside. This works for all types of Armor: Body, foot, and head.

\*\*\*\*\*  
Cross  
\*\*\*\*\*

Location: Initially Equipped  
Special Attributes: None

\*\*\*\*\*  
Angel Robe  
\*\*\*\*\*

Location: Lohan  
Special Attributes: Revive from death with a given probability

-----  
Sparkle Dress  
-----

Location: Fueno  
Special Attributes: Plus SP when magically attacked

\*\*\*\*\*  
Leather Jacket  
\*\*\*\*\*

Location: Hellena Prison  
Special Attributes: None

-----  
Silver Vest  
-----

Location: Donau  
Special Attributes: None

-----  
White Silver Dragon Armor  
-----

Location: Moon  
Special Attributes: Nullifies Light-Elemental damage

=====  
Shana's and Miranda's Head Armor:  
=====

-----  
Legend Casque  
-----

Location: Lohan  
Special Attributes: Reduces damage from magical attacks to almost nil (AKA at

the end of the game 20 damage) And raises magical attack skill.

-----  
Soul Headband  
-----

Location: Deningrad  
Special Attributes: Plus SP when magically attacked

\*\*\*\*\*  
Jeweled Crown  
\*\*\*\*\*

Location: Various  
Special Attributes: Plus SP when magically attacked

\*\*\*\*\*  
Tiara  
\*\*\*\*\*

Location: Donau  
Special Attributes: None

\*\*\*\*  
Cape  
\*\*\*\*

Location: Lohan  
Special Attributes: None

\*\*\*\*\*  
Felt Hat  
\*\*\*\*\*

Location: Initially Equipped  
Special Attributes: None

-----  
Phoenix Plume  
-----

Location: Moon  
Special Attributes: Blocks status effects Confuse, Bewitch, and Dispirit

=====  
Shana's and Miranda's Foot Armor:  
=====

-----  
Leather Shoes  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Soft Boots  
-----

Location: Fletz  
Special Attributes: None

-----  
Dancers Shoes  
-----

Location: Various  
Special Attributes: Speed Plus 20

-----  
Star Dust Boots  
-----

Location: Deningrad  
Special Attributes: Ups magical evasion by 5 points

-----  
Magic Leaf  
-----

Location: Ulara  
Special Attributes: Evade all attacks 5% more often

=====  
Haschel's Weapons:  
=====

-----  
Iron Knuckles  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Beast Fang  
-----

Location: Nest of Dragon (From enemies)  
Special Attributes: Stuns enemies with a given probability

-----  
Diamond Claw  
-----

Location: Home of Gigantos  
Special Attributes: None

-----  
Brass Knuckle  
-----

Location: Kashau Glacier  
Special Attributes: Instantly kills enemy with a given probability

-----  
Thunder Fist  
-----

Location: Ulara

Special Attributes: Thunder-Elemental attack

-----  
Destroyer Mace  
-----

Location: Moon

Special Attributes: The lower your HP, the higher this weapons attack power.

=====  
Haschel's Body Armor:  
=====

-----  
Discple Vest  
-----

Location: Initially Equipped

Special Attributes: None

-----  
Masters Vest  
-----

Location: Deningrad

Special Attributes: When physically attacked, plus SP

-----  
Energy Girdle  
-----

Location: Home of Gigantos

Special Attributes: Plus 50% SP

-----  
Satori Vest  
-----

Location: Rogue

Special Attributes: Avoids statuses Poison, Stun, and Arm Block

-----  
Violet Dragon Armor  
-----

Location: Moon

Special Attributes: Nullifies Lightning-Elemental damage

=====  
Haschel's Head Armor:  
=====

-----  
Armlet  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Legend Casque  
-----

Location: Lohan  
Special Attributes: Reduces damage from magical attacks to almost nil (AKA at the end of the game 20 damage) And raises magical attack skill.

-----  
Soul Headband  
-----

Location: Deningrad  
Special Attributes: Plus SP when magically attacked

-----  
Phoenix Plume  
-----

Location: Moon  
Special Attributes: Blocks statuses Confuse, Bewitch, and Dispirit

=====  
Haschel's Foot Armor:  
=====

-----  
Iron Knee Piece  
-----

Location: Initially Equipped  
Special Attributes: None

-----  
Bandits Shoes  
-----

Location: Various  
Special Attributes: Speed up 20

-----  
Magical Leaf  
-----

Location: Ulara  
Special Attributes: Evade all attacks 5% more often

-----  
Combat Shoes  
-----

Location: Furni  
Special Attributes: Raises physical evasion by 5 points

=====



Meru's Weapons:

=====

----

Mace

----

Location: Initially Equipped

Special Attributes: None

-----

Morning Star

-----

Location: Fueno

Special Attributes: None

-----

War Hammer

-----

Location: Wingly Forest

Special Attributes: None

-----

Heavy Mace

-----

Location: Vellweb

Special Attributes: Stuns enemy with a given probability

-----

Pretty Hammer

-----

Location:

Special Attributes: Get twice as much SP, although attack is weaker

-----

Basher

-----

Location: Moon

Special Attributes: None

=====

Kongol's Weapons:

=====

---

Axe

---

Location: Initially Equipped

Special Attributes: None

-----

Tomahawk

-----

Location: Deningrad  
Special Attributes: None

-----  
Combat Axe  
-----

Location:  
Special Attributes: None

-----  
Great Axe  
-----

Location: Zenebatos  
Special Attributes: Stuns enemy with a given probability

-----  
Indoras Axe  
-----

Location: Moon  
Special Attributes: Instantly kills enemy with a given probability

=====  
---14. Enemies---  
=====

Here is a list of all the enemies in the game. Have fun ;) And by the way, most of the HP values are just mere estimates. I couldn't figure the exact ones out, but they should be close enough.

+-----+

Name: Aqua King  
HP: 700  
Element: Water  
Location: Magical City Aglis

Name: Arrow Shooter  
HP: 200  
Element: Earth  
Location: Barrens

Name: Assassin Cock  
HP: 3  
Element: Wind  
Location: Near Seles

Name: Baby Dragon  
HP: 250  
Element: Thunder  
Location: Mountain of Mortal Dragon

Name: Basilisk  
HP: 700  
Element: Wind  
Location: Flanvel Tower

Name: Beastie Dragon

HP: 320  
Element: Wind  
Location: Mountain of Mortal Dragon

Name: Berserker  
HP: 350  
Element: Dark  
Location: Home of Gigantos

Name: Berserk Mouse  
HP: 4  
Element: Dark  
Location: Near Seles

Name: Bowling  
HP: 300  
Element: N/A  
Location: Snowfield

Name: Canbria Dayfly  
HP: 650  
Element: Wind  
Location: Death Frontier

Name: Cactus  
HP: 350  
Element: Earth  
Location: Death Frontier

Name: Crafty Thief  
HP: 300  
Element: Dark  
Location: Home of Gigantos

Name: Crescent Bee  
HP: 10  
Element: Wind  
Location: Prairie

Name: Crocodile  
HP: 30  
Element: Water  
Location: Marshland

Name: Crystal Golem  
HP: 150  
Element: Earth  
Location: Shirley's Shrine

Name: Cute Cat  
HP: 700  
Element: Thunder  
Location: Divine Tree

Name: Dark Elf  
HP: 450  
Element: Dark  
Location: Evergreen Forest

Name: Dragonfly

HP: 250  
Element: Thunder  
Location: Valley of Corrupted Gravity

Name: Deadly Spider  
HP: 300  
Element: Earth  
Location: Mountain of Mortal Dragon

Name: Death  
HP: 250  
Element: Dark  
Location: Phantom Ship

Name: Death Purger  
HP: 500  
Element: Dark  
Location: Law City Zenebatos

Name: Earth Shaker  
HP: 200  
Element: Earth  
Location: Barrens

Name: Erupting Chick  
HP: 100  
Element: Wind  
Location: Valley of Corrupted Gravity

Name: Evil Spider  
HP: 30  
Element: Earth  
Location: Limestone Cave

Name: Fairy  
HP: 300  
Element: Light  
Location: Forbidden Land

Name: Fire Spirit  
HP: 30  
Element: Fire  
Location: Volcano Villude

Name: Flabby Troll  
HP: 550  
Element: Earth  
Location: Undersea Cavern

Name: Flying Rat  
HP: 300  
Element: Wind  
Location: Evergreen Forest

Name: Forest Runner  
HP: 300  
Element: Wind  
Location: Evergreen Forest

Name: Fowl Fighter

HP: 100  
Element: Fire  
Location: Hellena Prison

Name: Freeze Knight  
HP: 350  
Element: Water  
Location: Kashua Glacier

Name: Frilled Lizard  
HP: 150  
Element: Earth  
Location: Barrens

Name: Gangster  
HP: 500  
Element: Earth  
Location: Home of Gigantos

Name: Gargoyle  
HP: 100  
Element: Dark  
Location: Shirley's Shrine

Name: Glare  
HP: 350  
Element: Water  
Location: Undersea Cavern/Queen Fury

Name: Gnome  
HP: 250  
Element: Earth  
Location: Forbidden Land

Name: Goblin  
HP: 6  
Element: Fire  
Location: Near Seles

Name: Guillotine  
HP: 400  
Element: Dark  
Location: Law City Zenebatos

Name: Harpy  
HP: 600  
Element: Wind  
Location: Law City Zenebatos

Name: Hellena Warden  
HP: 10  
Element: Fire  
Location: Hellena Prison

Name: Hellena Warden II  
HP: 12  
Element: Fire  
Location: Hellena Prison

Name: Hellena Warden III

HP: 120  
Element: Fire  
Location: Hellena Prison

Name: Hell Hound  
HP: 150  
Element: Fire  
Location: Black Castle

Name: Human Hunter  
HP: 350  
Element: Dark  
Location: Death City Mayfil

Name: Hyper Skeleton  
HP: 900  
Element: Dark  
Location: Death City Mayfil

Name: Icicle Ball  
HP: 250  
Element: Water  
Location: Kashua Glacier

Name: Jelly  
HP: 650  
Element: Water  
Location: Magical City Aglis

Name: Killer Bird  
HP: 100  
Element: Dark  
Location: Valley of Corrupted Gravity

Name: Knight of Sandora  
HP: 5  
Element: Fire  
Location: Seles

Name: Knight of Sandora II  
HP: 200  
Element: Fire  
Location: Black Castle

Name: Land Skater  
HP: 350  
Element: Water  
Location: Kashua Glacier

Name: Living Statue  
HP: 50  
Element: Earth  
Location: Shirley's Shrine

Name: Lizard Man  
HP: 40  
Element: Earth  
Location: Nest of Dragon

Name: Loner Knight

HP: 800  
Element: Dark  
Location: Death City Mayfil

Name: Madman  
HP: 1000  
Element: Non-Elemental  
Location: Flanvel Tower

Name: Mad Skull  
HP: 1000  
Element: Thunder  
Location: Moon That Never Sets

Name: Magician Bogy  
HP: 600  
Element: Dark  
Location: Phantom Ship

Name: Mammoth  
HP: 1200  
Element: Earth  
Location: Kashua Glacier

Name: Mandrake  
HP: 100  
Element: Water  
Location: Nest of Dragon

Name: Man Eating Bud  
HP: 120  
Element: Dark  
Location: Nest of Dragon

Name: Manticore  
HP: 1000  
Element: Dark  
Location: Divine Tree

Name: Mantis  
HP: 20  
Element: Earth  
Location: Prairie

Name: Maximum Volt  
HP: 550  
Element: Thunder  
Location: Vellweb

Name: Mega Sea Dragon  
HP: 250  
Element: Fire  
Location: Mountain of Mortal Dragon

Name: Mermaid  
HP: 400  
Element: Water  
Location: Undersea Cavern

Name: Merman

HP: 60  
Element: Water  
Location: Marshland

Name: Metal Fang  
HP: 650  
Element: Non-Elemental  
Location: Flanvel Tower

Name: Minotaur  
HP: 1000  
Element: Thunder  
Location: Magical City Aglis

Name: Mole  
HP: 15  
Element: Earth  
Location: Prairie

Name: Moss Dresser  
HP: 300  
Element: Earth  
Location: Evergreen Forest

Name: Mountain Ape  
HP: 1200  
Element: Earth  
Location: Divine Tree

Name: Mr. Bone  
HP: 450  
Element: Dark  
Location: Snowfield, Fort Magrad

Name: Myconido  
HP: 30  
Element: Earth  
Location: Marshland

Name: Orc  
HP: 30  
Element: Dark  
Location: Limestone Cave

Name: Piggy  
HP: 200  
Element: Earth  
Location: Home of Gigantos

Name: Plague Rat  
HP: 50  
Element: Earth  
Location: Shirley's Shrine

Name: Professor  
HP: 800  
Element: Wind  
Location: Law City Zenebatos

Name: Psyche Druid



HP: 2000  
Element: Light  
Location: Moon That Never Sets

Name: Puck  
HP: 300  
Element: Earth  
Location: Forbidden Land

Name: Red Hot  
HP: 40  
Element: Fire  
Location: Volcano Villude, Serdio

Name: Roc  
HP: 200  
Element: Wind  
Location: Valley of Corrupted Gravity

Name: Rocky Turtle  
HP: 500  
Element: Earth  
Location: Kashua Glacier

Name: Roulette Face  
HP: 2200  
Element: Dark  
Location: Moon That Never Sets

Name: Run Fast  
HP: 60  
Element: Thunder  
Location: Nest of Dragon

Name: Salamander  
HP: 45  
Element: Fire  
Location: Volcano Villude

Name: Sandworm  
HP: 1400  
Element: Earth  
Location: Death Frontier

Name: Sandora Soldier  
HP: 40  
Element: Fire  
Location: Hoax

Name: Sandora Soldier II A  
HP: 60  
Element: Fire  
Location: Marshland

Name: Sandora Soldier II B  
HP: 60  
Element: Water  
Location: Marshland

Name: Scissorhands

HP: 80  
Element: Earth  
Location: Barrens

Name: Scorpion  
HP: 300  
Element: Earth  
Location: Death Frontier

Name: Screaming Bat  
HP: 12  
Element: Dark  
Location: Limestone Cave, Serdio

Name: Screw Shell  
HP: 160  
Element: Water  
Location: Undersea Cavern, Queen Fury

Name: Scud Shark  
HP: 400  
Element: Water  
Location: Magical City Aglis

Name: Sea Dragon  
HP: 30  
Element: Fire  
Location: Marshland

Name: Sea Piranha  
HP: 300  
Element: Water  
Location: Undersea Cavern

Name: Senior Warden  
HP: 25  
Element: Fire  
Location: Hellena Prison

Name: Senior Warden II  
HP: 150  
Element: Fire  
Location: Hellena Prison

Name: Skeleton  
HP: 200  
Element: Dark  
Location: Phantom Ship

Name: Sky Chase  
HP: 650  
Element: Wind  
Location: Law City Zenebatos

Name: Slime  
HP: 20  
Element: Earth  
Location: Limestone City, Bales

Name: Slug

HP: 1400  
Element: Earth  
Location: Divine Tree

Name: Spector  
HP: 250  
Element: Dark  
Location: Death City Mayfil

Name: Spider Urchin  
HP: 100  
Element: Thunder  
Location: Valley of Corrupted Gravity

Name: Spinning Head  
HP: 400  
Element: Non-Elemental  
Location: Forbidden Land

Name: Spiky Beetle  
HP: 500  
Element: Earth  
Location: Death Frontier

Name: Spring Hitter  
HP: 450  
Element: Non-Elemental  
Location: Vellweb

Name: Stern Fish  
HP: 750  
Element: Water  
Location: Magical City Aglis

Name: Stinger  
HP: 60  
Element: Wind  
Location: Barrens

Name: Strong Man  
HP: 100  
Element: Earth  
Location: Shirley's Shrine

Name: Succubus  
HP: 400  
Element: Dark  
Location: Vellweb

Name: Swift Dragon  
HP: 900  
Element: Fire  
Location: Moon That Never Sets

Name: Terminator  
HP: 500  
Element: Non-Elemental  
Location: Vellweb

Name: Toad Stool

HP: 150  
Element: Earth  
Location: Forbidden Land

Name: Trap Plant  
HP: 1500  
Element: Water  
Location: Moon That Never Sets

Name: Trent  
HP: 6  
Element: Earth  
Location: Forest

Name: Triceratops  
HP: 3000  
Element: Earth  
Location: Moon That Never Sets

Name: Tricky Bat  
HP: 30  
Element: Wind  
Location: Nest of Dragon

Name: Ugly Balloon  
HP: 35  
Element: Wind  
Location: Limestone Cave, Serdio

Name: Undead  
HP: 600  
Element: Dark  
Location: Death City Mayfil

Name: Unicorn  
HP: 1250  
Element: Light  
Location: Moon That Never Sets

Name: Vampire Kiwi  
HP: 10  
Element: Dark  
Location: Prairie

Name: White Ape  
HP: 500  
Element: Earth  
Location: Snowfield

Name: Wildman  
HP: 800  
Element: Thunder  
Location: Snowfield

Name: Will-o'-Wisp  
HP: 150  
Element: Fire  
Location: Phantom Ship

Name: Windy Weasel

HP: 350  
Element: Wind  
Location: Snowfield, Fort Magrad

Name: Witch  
HP: 400  
Element: Light  
Location: Vellweb

Name: Wounded Bear  
HP: 550  
Element: Earth  
Location: Evergreen Forest

Name: Wyvern  
HP: 550  
Element: Wind  
Location: Mountain of Mortal Dragon

+-----+

=====  
---14. Bosses---  
=====

Here are the bosses. Enjoy ;)

=====  
Chapter 1: The Serdio War  
=====

-----  
Name: Commander  
HP: 20  
Party: Dart  
Element: N/A  
Difficulty: Easy

Well, what do you expect? This is the first boss of the game, so you can hardly expect any ground-breaking difficulty.

The commander is a pushover, even though he does come accompanied with two soldiers. Dart should have 30 HP so he could go down in a few hits. You should really go for the two soldiers helping the commander. Remember, when doing Double Slash, watch the X on the right, not the square. When the X goes down, HIT X QUICKLY. This is a great tip if you aren't into using additions. The soldiers should die in two hits at most. Doing this, you'll make the battle much easier.

The commander's attacks are hardly any stronger than his two boys. After you beat them down, he'll say a little stuff. Nothing of real importance. Anyway, you should have a BurnOut at this point. If you do, use it on the Commander and then mash X like a madman. You should do around 10 damage to the Commander, sweet! After doing that, the Commander should be weakened severely. Just pound on him with some more attacks. If you didn't beat the soldiers with him, they'll just run away.

-----  
-----  
Name: Fruegel  
HP: 90

Element: N/A

Name: Hellena Warden

HP: 12

Element: Fire

Name: Senior Warden

HP: 25

Element: Dark

Party: Dart, Lavitz, Shana

Difficulty: Easy

This is the first fight with Fruegel... and he's pathetic. The wardens guarding him will do a little stuff though. They have some attacks that will hit the entire party. This could be a little bit dangerous around Shana, because she has so little HP, and her attacks are really weak, making her pretty much useless in this fight.

I hope you have a few Healing Potions, because this is what Shana lives to do in this fight. First of all, defeat the wardens. They will heal Fruegel if you go for him first, so it is really not worth trying to fight Fruegel first. They are both very easy, but I suggest defeating the Senior Warden first. He's a little stronger, but neither of them should prove any difficulty. Don't bother having Shana attack if anyone's below half of their HP though, because she does about 5 damage per hit.

After these two guys are beaten, Fruegel should really be no threat. His attacks can be a bit deadly, but that's why you have Healing Potions. First of all, I found attacking items extremely useful in this fight. They should do around 20 damage, so if you use these enough, you should really get Fruegel defeated quickly. Just clobber on him with some attack items, Lavitz's Harpoon, and Dart's Double Slash, and this fight will be over.

-----

-----

Boss: Urobolus

HP: 270

Element: Earth

Party: Dart, Lavitz, Shana

Difficulty: Medium

Urobolus is definitely a step up from Fruegel's or the Commander's difficulty. He has quite powerful attacks, and he can even poison you. Hopefully, you've got some Body Purifiers with you to cleanse the poison. Also, if you have a new sword for Dart, that'd be pretty nice. Anyway, let's fight Urobolus now, shall we?

Hopefully, you have had some good practice on using Additions by now, because Dart's Volcano and Lavitz's Spinning Cane are a step up in difficulty from Double Slash and Harpoon, and both of them will each do 20-30 damage on Urobolus, quickly lowering his HP. Since Shana is so weak, she shouldn't be fighting Urobolus if you don't have any magic items. Instead, just have her use Healing Potions, for now anyway...

When Urobolus loses a great deal of his HP, he will go through a hole on the right and appear at the top of the cave. Now only Shana can hit it, since she's the only one with a projectile weapon. Now have Dart and Lavitz use Body Purifiers and Healing Potions. Right now, all Urobolus will do is spit poison; he won't do physical attacks at all. Anyway, just have Shana attack while Dart

and Lavitz use Healing Potions, attack items, and support.

When Urobolus gets back down, try to defeat it as quickly as possible. You really don't want this mother to get back through that hole, since if it does you'll be well pissed off. Anyway, you should beat it pretty soon if you have a good grip on Additions and attacking items.

-----  
-----  
Boss: Sandora Elite  
HP: 250  
Element: Dark  
Party: Dart, Lavitz  
Difficulty: Easy

Just as Dart said, big talkers are real cowards. The Sandora Elite is, but he's got some nasty tricks up his sleeve. First of all, the Sandora Elite is a dark enemy, as his attacks will show you. This calls for light energy attacks. The elite can summon a ball of green energy and do some damage to the party with it, and he has some projectile attacks, but right now that's all he'll do. Don't be scared yet, hehe. =)

Use your light attacks and other magic spells, as well as Volcano and Spinning Cane, and soon the Sandora Elite will be down to 1/2 of his HP. He'll now be ready for all action. He now summons a dark blue ball of energy and turns into three enemies. This is where things start to get a little tricky, because it's just a random guess. You'll know when you hit the right one, because then they become one again and it actually does damage. If it's on the wrong one, nothing will happen, but it'll do no damage to it or the real Elite.

Unleash all you have when the Sandora Elite becomes one again, because it's really annoying to have to go through all that trouble again. Still, just smack his ass, and then he'll be dead. He's not that hard, just annoying. But time for the real challenge.

-----  
-----  
Boss: Kongol  
HP: 250  
Element: Earth  
Party: Dart, Lavitz  
Difficulty: Semi-Hard

Kongol is much harder than the Sandora Elite. If the Sandora Elite did any bad damage to you, then use a Healing Breeze on both Dart and Lavitz. If not on both, use a regular Healing Potion. Anyway, onto this fight! This fight is one in which we really need to show off our Addition skills. If you don't have good skill in them, you could be doomed in this battle.

If you do a successful Addition on Kongol, it'll be about 25 damage. This is very good, but it's bad if you don't complete it. If you fail to do this, Kongol will end this with very small damage to himself, and he'll pick up the character who attacked and he'll slam him down. Overall, not nice. It's not like Kongol's regular attacks are any better either. Kongol can do about 40 damage when he attacks, and at this point it could be deadly, especially to Lavitz.

Supposing you aren't very skilled in Additions, you'll probably just want to use attacking items in this fight, preferably wind items. Kongol's element is Earth, making Wind especially effective. If you have Spear Frost, this should

also be very useful. If you know Additions well, just pummel away at Kongol with physical attacks, until you reach the point where he throws his axe away and fights with bare hands.

This is the real difficulty point in this battle. Now that Kongol doesn't have his axe, he's much stronger. His physical attacks are stronger, he still slams the characters, and he has a new attack where he picks both characters up and throws them. This attack does about 50 damage to both Dart and Lavitz. The Healing Potions should now be used, because Kongol will really wear you down.

Anyway, just use Spear Frost, and any wind magic that you have, and then Kongol is defeated. A dark, mysterious woman appears (the woman that appeared at the beginning of the game), and then a power awakens from within Dart and his pendant. Dart then transforms into a Dragoon with super power, and then he hits Kongol, severely wounding him and throwing him back. This will end this hard fight.

-----  
-----  
Boss: Commander  
HP: 150  
Element: Dark  
Party: Dart, Lavitz, Rose  
Difficulty: Easy

OH what a joke this fight is. Really, the Commander doesn't have anything even mildly serious, although the Healing Potions could help out in this fight. He comes accompanied with two Sandora soldiers, so just aim for them first. They're more annoying and once they are defeated, this fight has absolutely nothing within it to make it difficult. By now, you should have Dart and Rose at 100 SP.

This should be the first opportunity to use the Dragoon abilities. Transform both Dart and Rose into Dragoons if they are at 100 SP. Rose should use Astral Drain if the party is low on HP, but if it isn't then she should just concentrate on killing the smaller fry if they are still alive. Lavitz should now have Rod Typoon, so he's not entirely useless either. Dart should just some Dragoon fire spells on these enemies and they'll die very quickly.

Overall, you should whoop these punks in a very short amount of time. They're very easy.

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Boss: Virage - Head  
HP: 350  
Element: N/A

Boss: Virage - Body  
HP: 350  
Element: N/A

Boss: Virage - Arm  
HP: 50  
Element: N/A

Party: Dart, Lavitz, Rose  
Difficulty: Medium

The Virage is a little bit harder than Kongol, mainly due to its overwhelming



amount of HP. It is also the first boss comprised of several parts. It has two Arms, a body, and a head. To defeat it, the head and the body must both be defeated. The Arms will just come back to life so it doesn't really matter if you destroy them.

Anyway, you'd better have some healing items like Healing Potions and Body Purifiers. The Virage has a fierce attack that Confuses, Stuns, and causes Fear on a character. This is never good. It can also emit a red light that damages a single character for about 80-100 damage, so that's not really anything to worry about. The Arms can do about 40-50 damage an attack. They're not particularly dangerous, so I definitely recommend that you take out the Body first in this fight.

Lavitz and Rose should concentrate all they have on either the body or the head, although I personally went for the body. As for Dart... I recommend you go for the Arms with him, since their attacks are extremely annoying at times. You should definitely try and get Rose in Dragoon status, so she can use Astral Drain. This awesome attack not only does major damage, but it heals you too! Not bad.

If you used Shana in this fight... then it will be much harder. If you have any Spear Frosts, they will be especially useful against the Virage's Body, since it does 50-60 damage or so. Don't even think about having her attack, because she'll do about 4-5 damage. Instead of having Dart support, she should support instead, while Dart goes ahead and pummels the Virage's Head and Body. Also, you'll definitely know when the Head/Body die off.

As long as you can manage to avoid the status effects, then as soon as you take out the Body and Head, Dart will rush at the Virage and perform the finishing blow.

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Boss: Fire Bird  
HP: 600  
Element: Fire  
Party: Dart, Lavitz, Rose  
Difficulty: Easy

And THIS was something that the party had to avoid at the beginning of Volcano Villude? No matter what you might think, the Fire Bird is a cakewalk. To start out with, sometimes he summons Volcano Balls. These bombs will explode and do quite a bit of damage after three turns, but they only have 50 HP and are easily defeated.

You'll want to get Lavitz with Rod Typhoon, and successfully using it every turn. This will do a good amount of damage. None of the Fire Bird's attacks are that powerful, so don't worry about them. If Rose reaches her Dragoon form though, it'd be nice to just use Astral Drain on the Fire Bird to absorb a good deal of its HP. If Volcano Balls appear, have Rose use Death Dimension, if you have it. If you don't, just have Dart and Lavitz kill them, while Rose attacks the Fire Bird.

If you have Shana, then use Spear Frosts to no end. This will do amazing damage to the Fire Bird. Dart might want to support if Shana is not here, because he is the same element as the Fire Bird. Anyway, you shouldn't really have much trouble.

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Name: Greham  
HP: 350  
Element: Wind

Name: Feybrand  
HP: 450  
Element: Wind

Difficulty: Hard  
Party: Dart, Lavitz, Rose

This is the first boss fight where we'll have to make a huge choice of what we'll want to kill first. Greham and Feybrand are both quite powerful, but you'll likely not have many attacks that can hit both Feybrand and Greham. Greham is very fast and has some annoying attacks/status effects, and Feybrand does about 50-60 damage per hit, he can power himself up, and he can spit poison. He's annoying, but I'd prefer to go for Greham first, mainly because Greham has less HP.

First of all, don't underestimate attacks. Only not attack unless you have Shana here, or you're at the maximum Dragoon level for SP. I really recommend having Dragoon LV. 2 by now for Rose and perhaps Dart, but it's not necessary. Concentrate all power on Greham, since he'll be a slightly bigger threat than Feybrand. When you finally reach the Dragoon, have Dart use Explosion and have Rose use Astral Drain. Astral Drain will be immensely useful in this fight.

But what about Lavitz? I can say that he should be the support character in this fight. Since he, Feybrand, and Greham are all of the Wind Element, he won't be that useful. He can help out by using Spear Frosts or Meteor Falls on Greham, because both of them will be extremely useful. Only do this if you don't have Shana in the party though. If you do, just have Lavitz use Rod Typhoon constantly.

If you do indeed have Shana in the party, this fight will be a lot harder. She'll be the definite one for using Spear Frosts and Meteor Falls. If you have her substituting for Lavitz (which if you use Shana, will be a GOOD idea), then just have Dart and Rose attack nonstop. If you have Dart, Shana, and Lavitz, this fight will be much harder. In fact, I can only recommend it if Lavitz has a great spear and is a heavy physical attack/magic user. If that's the case, have him and Shana use magic on Greham to no end.

After killing Greham, defeating Feybrand should be no problem. He really isn't that tough without his boss. Anyway, as long as you're well equipped and ready, this fight shouldn't be too difficult.

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Boss: Drake the Bandit  
HP: 1150  
Element: Wind  
Party: Dart, Lavitz, Rose  
Difficulty: Medium

Drake the Bandit is a fairly difficult boss. First of all, his attacks are not that strong. He can throw some daggers at you, but that's all for now. First of all, just beat up on him. Don't turn into Dragoons with ANYONE yet though. Make everyone (except maybe Lavitz, who hasn't reached the point yet), get the point LV. 2 Dragoon with 200 SP, but not to transform into it. Then beat up on Drake.

Eventually, Drake tosses out three Bursting Bombs. These are slightly

dangerous. After three turns, they explode on a character for 90-100 damage. This is never nice. Have Rose turn into a Dragoon and use Death Dimension. This should sort out the bombs in little time, and it'll do major damage to Drake. If someone was hit by a bomb in its time, have her use Astral Drain on Drake. Also, if you're sure that a bomb will hit you, be sure to guard. The bombs will always hit the character in front of them, so you can predict it.

When Drake hits about 1/2 of his HP, he tosses out a wire, and to hit him, you have to destroy the wire. Here's where Lavitz should turn into a Dragoon. Have him use physical attacks on the Wire, and try to get the D.Attack to absolute perfection. With that and maybe a couple attacks from Rose, the Wire should be destroyed. Now DON'T turn into a Dragoon with Dart yet. Try and build Rose up to a LV. 2 or at least LV. 1 Dragoon until Drake reaches 1/4 of his HP. Why are we doing this?

If Drake hits 1/4 of his HP, there's a chance he will heal himself for 360 HP. This will have tons of our work wasted, so that's why when Drake is at such low HP, we should deal with him. Dart should use a physical attack (if you're good with them) or just a spell if you're not. Have Rose use Astral Drain on Drake, and if Lavitz is a Dragoon, use Wing Blaster. If not, just have him use Gust of Wind Dance if you have it. Rod Typhoon will work if you don't.

Supposing you don't let Drake cure himself up, you should have little trouble in this fight.

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Boss: Shirley  
HP: Infinite  
Element: Light  
Party: Dart, Lavitz, Rose  
Difficulty: Very Easy

This battle is just a test to see what your party is really like. Don't bother attacking Shirley, because it's just a waste of time. Shirley will transform into Shana, and then Dart will have to talk to Shana. Don't worry about messing up, because then Shirley will reset. Anyway, here is how the conversation should be:

Shirley: Dart, Lavitz, why do you fight?

Dart: To protect those we love.

(Shirley transforms into Shana.)

Shana: Dart, I have been waiting. Why did you leave without saying a word?

Dart: To pursue the Black Monster.

Shana: What are you going to do after you find the Black Monster?

Dart: Of course, get revenge!

Shana: Please, forget about revenge and be with me. The Black Monster or me, Dart?

Dart: Shana.

Shana: Really? Dart, I'm so happy!

(Shirley transforms into Albert.)

Albert: Lavitz! What are you doing here! Forget Shana and go back.

Lavitz: That's not like you.

Albert: Lavitz! Are you disobeying my order! Choosing one over many?

Lavitz: Shana needs me!

(Shirley transforms to herself.)

Shirley: Dart, advancing will bring truth as well as ordeals. And you still want to go?

Dart: No matter what, I will go.

Shirley: Lavitz, I ask you. Who is the most important person for you to protect?

Lavitz: Mother.

Shirley: Lastly Rose, I ask you. What does life mean to you?

Rose: I've never thought about it.

If all these choices are entered correctly, the battle will end and you will get the White Dragoon Spirit. Well, that little battle was quite fun, was it not?

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Boss: Jiango

HP: 1200

Element: Earth

Party: Dart, Lavitz, Haschel

Difficulty: Medium

Jiango is an extremely powerful boss. He's also a huge earth attacker, as he seems to be obsessed with jumping up and down and smashing characters. This can do up to 100 damage on the characters, so this can be quite deadly... but I found magic very effective in this fight. Physical attacks won't really do that much damage. Wind spells will also be extremely effective here. Make sure that Haschel attacks a lot though, because his Double Punch is very powerful.

Anyway, this battle doesn't really have much strategy to it, since Jiango is basically the same throughout the whole fight. If you have Rose instead of one of these two, it really won't be much different. She MUST get into Dragoon form quickly to use Astral Drain though. Lavitz should also get Dragoon form quickly so he can use Wing Blaster. This should do over 150 damage. Shana will make this fight a real torture if you don't have Spear Frosts or any wind spells. So don't even consider her in this fight; she'll die in just a couple hits.

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Boss: Fruegel

HP: 1000

Element: Earth

Boss: Rodriguez

HP: 400

Element: Wind

Boss: Guftas

HP: 400

Element: Dark

Difficulty: Medium

Party: Dart, Lavitz, Haschel

Begin this fight with everyone in Dragoon form, or at least with something that can hit everyone. Haschel, who doesn't have this, should use magic if he's in your party. If Shana is, have her turn into a Dragoon and use Star Children. Very worthwhile. If Rose is, use Death Dimension or Demon's Gate, if you have that. Have Lavitz use Blossom Storm, and Dart absolutely needs to use Explosion or Final Burst if he has it, because these attacks all do splendid damage to these three.

Fruegel himself is not the hard one in this fight. A bird named Rodriguez is on his left, and it can fly in the air, grab a character, and knock him/her down for about 80 damage. Guftas is also a quick attacker, and he does some status effects. Rodriguez is also pretty annoying with status effects. Fruegel himself is strong, but nothing really that nasty. First of all, you want to Rodriguez and Guftas dead before anything. Don't even look at Fruegel, just concentrate all you have on Rodriguez first. Then take on Guftas.

This battle really isn't that much harder if you have Rose or Shana. If the party runs low on HP, Rose always has Astral Drain... not to mention Lavitz has got the extremely powerful Gust of Wind Dance, which together with some other attacks will take Fruegel or Guftas out in just a few hits. After those two are dead, you really shouldn't have any more difficulty killing Fruegel.

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Boss: Kongol

HP: 1000

Element: Earth

Difficulty: Easy

Party: Dart, Haschel, Rose

Believe it or not, Kongol is not any harder than he was in Hoax! He's actually a little easier this time around. He's wearing some gear, and he's a bit stronger. He can smash two characters together, he can slam them, and he can do some regular physical attacks, but other than that he hasn't got much to offer. Try to have Rose attack a lot with More & More (if you have it), so she has the ability to turn into a Dragoon and use Astral Drain if absolutely necessary. That's her part.

Have Dart just use Burning Rush every turn, and Haschel should just use Flurry of Styx (if you have it), or just Double Punch if you don't. Kongol's HP will go down really fast in this fight. If you have Albert in here, he should use Wing Blaster. Don't bother with Rose Storm, because Wing Blaster does huge damage! Shana should just focus on turning into a Dragoon and using Star Children if you have her. This fight shouldn't be very difficult.

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Boss: Emperor Doel

HP: 650/1500

Element: Thunder

Difficulty: Hard

Party: Dart, Albert, Rose

This fight is extremely hard, and definitely the most difficult fight of Disc 1. To start out with, Doel is just in emperor form, and is no real threat. All he has is just a ramming attack that does about 60 damage, so he should be absolutely no problem. If everyone isn't at their maximum Dragoon level, just physically attack Doel and heal up if you might possibly need to, and then just attack him and in a few hits, you'll beat him! Congratulations, you've beaten Doel for good!

Haha, just kidding. Emperor Doel then changes into a Dragoon, and he's now a hundred times as difficult. To start this out, turn Albert into a Dragoon and use Rose Storm immediately. Trust me: you won't regret doing this! Now just have Dart transform and use Explosion. This should do a large amount of hurt. Also, Rose should constantly be using Astral Drain. HP really matters in this fight. Emperor Doel himself has extremely powerful attacks. Flash Hall can do up to 300 damage, his physical attacks do 150-200, and he has some other nasty stuff up his sleeve.

Also, once he reaches about 1/2 of his HP, he'll put up a barrier and now you can't do any damage to him, physical or magical! This really bites, so while he has it up just go around healing. There's really nothing to do during this time. When he puts it down, use all attack items and strong attacks that you have in your possession. Eventually, and especially if you have reached the Dragoon form, you should do quite a lot of damage and defeat him really quickly.

If you have Haschel instead of Rose, this fight will be quite a bit tougher. Just have Haschel beat away at Doel like a madman. Flurry of Styx is really the way to go. If you have Haschel instead of Albert, this will truly be hard. Haschel should just use attack items if this is what you have. If you have Shana in here, then all you should do is focus on healing while the other two characters focus on Additions. End of story.

Anyway, as long as you're paying attention and you fight smart, you should be able to emerge victorious from this fight.

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Chapter 2: Platinum Shadow  
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Boss: Mappy  
HP: 600  
Element: Dark

Boss: Crafty Thief  
HP: 300  
Element: Dark

Difficulty: Easy  
Party: Dart, Shana, Haschel

This fight isn't difficult at all, but it can get quite annoying, since Mappy is incredibly fast. The Crafty Thieves right nearby are much more of a threat, so aim for them first. Why do I recommend Shana here? Her Star Children ability will be incredibly useful here, seeing as Mappy and the Thieves are both of the Dark element. Get Shana to her dragoon form, watch the nice animation, select Star Children, and the bandits will be in some deep trouble. That makes Shana worthwhile!

Have Haschel use Flurry of Styx repeatedly, and perhaps use his additions on Mappy when he reaches Dragoon form. Dart should be using Crush Dance too, and Final Burst in Dragoon form. If you've got Rose here, this fight will be a total pain in the neck. She should just use Additions over and over. Don't waste time with her magic. If you have Albert, Wing Blaster and a successful Gust of Wind Dance are your friends. You'll be able to defeat these punks very quickly.

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Boss: Virage II - Head  
HP: 1500  
Element: N/A

Boss: Virage II - Body  
HP: 800  
Element: N/A

Boss: Virage II - Arm  
HP: 350  
Element: N/A

Party: Dart, Albert, Haschel  
Difficulty: Semi-Hard

This will mainly be a physical battle, so I really recommend taking Dart, Albert, and Haschel with you. If you aren't skilled with Gust of Wind Dance, you can take Rose instead of Albert, because it won't make that much of a difference.

The second Virage is similar to the last one that we fought, with a few attacks that are similar: emitting a light a characters for a lot of damage and smashing the character up and down. This time around though, the Virage can shoot some blue stuff at you, and the arms can instantly kill a character. This is why I strongly recommend having the Talisman with you and on your strongest character (who would probably be Dart in this case) to avoid being killed instantly.

Also, the way to kill the Virage is the same: taking out the Head and Body. To make this fight easier, you'll want to take the Head out first. This means if you have all of your characters to their maximum SP, turn two of them into Dragoons. DO NOT use Special transformation unless you have a character who is under Dragoon LV. 2, or you're going to have a hard time healing your party. Use Final Burst with Dart on the head (should do about 300 damage), perhaps Albert's Rose Storm is you're worried, and otherwise Wing Blaster, which should do a great deal of damage, and Haschel's physical attacks.

Haschel is the most likely to not be Dragoon LV. 2, so if he's not than just use Special Transformation. If you have Rose in here, this won't be much different. Be sure to use Astral Drain, because Death Dimension doesn't do much damage. If Shana is here, just use Star Children, but otherwise use magical items or cure all the time if not in Dragoon form. Meru won't be of much use here, so you can have her just use physical attacks, since she does not have Dragoon form.

After the head is defeated, just go for the Body and occasionally the Arms to end this battle. You shouldn't have much trouble in this fight as long as you don't neglect your healing.

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Boss: Gehrich  
HP: 1700  
Element: Earth

Boss: Mappy  
HP: 1200  
Element: Dark

Party: Dart, Albert, Haschel  
Difficulty: Hard

Ugh... this fight is TOUGH. Make sure you've got a Talisman, because Mappy can disappear and then sneak behind a character, instantly knocking him out. First of all, you'll want to focus on one, and only one enemy. This is what Haschel excels best with in his Violet Dragoon form. Turn him into a Dragoon and then have him use either Thunder Kid or D. Attack on Gehrich, and when he isn't a Dragoon, just use Flurry of Styx/Summon 4 Gods on Gehrich.

With Albert, you'll definitely want to put Rose Storm up. You definitely will not regret it. With Dart, you should just use Crush Dance/Burning Rush every single turn. Gehrich and Mappy are both pretty strong. First of all, they can do a team attack for about 300 damage to a character, and each of them have about 150 damage physical attacks too. Mappy can also turn invisible, and then in three turns knock a character out in one blow. This is where Angel's Prayers come in, as well as a Talisman.

You should definitely go for Gehrich ONLY. His attacks are stronger than Mappy's, and when he's beaten, Mappy doesn't turn himself invisible. After Gehrich is beaten, Mappy won't be nearly as much of a threat as he was before, providing you keep healed. If you have Rose in here, this fight won't really be much different, since More & More is a very powerful attack, but don't rely on Rose to do a lot of damage to Mappy, since Mappy is of the dark element, unfortunately enough.

With Shana or Meru, you're in trouble here. These two should only guard and heal, unless you have Rose Storm up and perhaps Gehrich defeated. Star Children can do a lot of damage to Mappy, and Meru is very fast, allowing for a lot of attacks. Just keep cured in this fight, or you will definitely be sorry after that.

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Boss: Lenus  
HP: 3400  
Element: Water  
Difficulty: Semi-Hard  
Party: Dart, Albert, Haschel

This is a pure physical battle. You'll need the best, but fastest physical attackers here if you want to win this fight. First of all, you're going to need to heal a lot. And pretty fast, because Lenus is incredibly quick. She can sometimes pull off 3 attacks to 1 of yours. This means that Albert should start out in Dragoon form, and use Rose Storm. This is invaluable to the party, as you'll have to cure much less. Since Lenus has very powerful attacks and can sometimes do three of them in a row, HP is what matters here.

Transforming everyone into a Dragoon at the start of the battle is a mistake. Really. If someone is at Dragoon LV. 1 or has 100 SP, you can do so, but if



not, then stay far away from doing that. To make Dart strong in this fight, equip him with the Heat Blade and turn him into a Dragoon. Albert should do it too, and get Rose Storm on the party immediately. Lenus will probably begin the fight with a few minor slashes on a character, which should do around 200 damage, no biggie. But on her second or third turn, she'll use a Darkness elemental magic spell that could do around 500 damage to everyone. She uses this and Spear Frost. When she does 2 or 3 in a row, you know you're in trouble.

Lenus has a huge weakness to Fire, so immediately put Dart in full transformation, hopefully at Dragoon LV. 4 and with Final Burst. When needed, restore his MP, but use Final Burst every turn. This attack will do perhaps 600 damage, and is simply invaluable. When not in Dragoon form, his regular physical attack should do close to 250 damage, which means that Lenus's HP will fall down quickly. Haschel should be the main healer here, by using Sun Rhapsodies on Dart when his MP falls down, and by constantly healing. When Lenus gets to 1/4 of her HP, keep cured.

She will get FAR more aggressive when she gets to the red mark. I have seen her pull off 3 straight Spear Frosts, killing Dart and Albert, in this state. This is why you must be fully cured when she's down to this little HP. Hell, her attacks even get stronger. You'll have to fight smart to win this fight, so just shave off her HP with Final Burst, keep Rose Storm up, have Haschel heal when needed, and when not needed, just attack, and have Albert fight off Lenus with his regular physical attacks.

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Boss: Ghost Commander  
HP: 1300  
Element: Dark

Boss: Ghost Knight  
HP: 300  
Element: Dark

Party: Dart, Shana, Albert  
Difficulty: Medium

This battle has more targets than any battle you have yet faced. There are SIX Ghost Knights, and one Ghost Commander. Obviously, this can be a bit overwhelming. I do, however, recommend that you start with Shana ready to transform into a Dragoon, because this is mainly a magical battle. All things magical here are very powerful, especially Shana's Star Children. Use this, and you'll perhaps kill all the Ghost Knights.

Don't get too cocky yet, because after three turns, the Ghost Knights get up, and they will not stop doing this until you kill the Ghost Commander, but you'll definitely want to knock out the Ghost Knights first, because getting six attacks on your party is never a very nice thing. Shana's Star Children is the very thing to do this. After you've done that, you'll want to have Dart use Additions, Albert use magical attacks, and have Shana use any light-elemental item. It works.

If the Knights get up, have Shana use Star Children again. You may need to restore her MP at times, and also, some physical attacks from her couldn't hurt if you need the SP. If you have any Spirit Potions, they'd be great too. But you really shouldn't have much trouble in knocking them out. After they're dead, show the Ghost Commander no mercy, and the fight will be over in short time.

In case you don't have Shana and you have Meru, this isn't that bad. If you don't have Shana then immediately use any attack item that hits all targets, because that'll instantly kill the Ghost Knights, at the very least, especially if it's Light elemental. Don't bother having Kongol do this if you have him though, because he's quite weak with magic. Kongol's a pretty bad choice for this anyway, due to how he's slower than a rock. If you've got Haschel, you should focus on physical attacks, and if you've got Rose, do magical attacks.

This shouldn't be a hard battle, as long as you don't let yourself have low enough HP to have the Ghost Commander kill you in one hit, and as long as the Ghost Knights don't overwhelm you, and you knock them out quickly enough. Not the toughest of fights.

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Boss: Dragoon Lenus

HP: 3000

Element: Water

Boss: Regole

HP: 3200

Element: Water

Difficulty: Hard

Party: Dart, Rose, Albert

Ugh. This is one difficult fight, and to prepare for it, I recommend everyone to be at totally full HP and MP. Have as much SP as possible for this, so Dart can use Final Burst on Lenus constantly, and also equip Dart with the Heat Blade. Rose is here for Astral Drain, and Albert for Rose Storm. These will be necessities for this fight.

Lenus's physical attacks are actually a little weaker. They'll do about 200 damage, which isn't really that bad, although she can attack everyone. She has a sort of dance attack where she creates huge waves of water, and she can do a strange attack with Regole too. Regole himself isn't as dangerous, but he still has some bad stuff. He uses a big Tidal Wave, which can do over 600 damage to Dart. His physical attacks are pretty strong, and he also has a similar attack, although not as powerful as the Tidal Wave.

To begin this fight, use Final Burst on either Lenus or Regole, with Dart. Dart should be at Dragoon LV. 4 or 5 by now, so he'll have 80 MP. This is easily enough for two Final Bursts. Final Burst can do over 1200+ damage to Regole, and about 700 damage to Lenus. With such powerful stuff, you shouldn't have any trouble defeating one of them. But since Final Burst only hits one enemy at a time, you have to choose between Lenus or Regole. Lenus is stronger, but it'll take four hits for her. It could take two for Regole.

If Dart isn't a Dragoon, then his powerful Heat Blade will do immense damage. Also, any Fire magic will be great from Rose if she isn't a Dragoon. If she is, then the best way to heal would be to have her use Astral Drain constantly. This should do about 400 damage, which is quite nice. Albert doesn't really have much to offer in Dragoon form except Rose Storm. Make sure to use this, and Regole's Tidal Waves will be dropped from around 600 damage on Dart to close to only 300.

There really isn't much more to this fight than that. You'll want to be purely vigorous, but you'll also have to choose whom you want to attack, since most of your attacks only hit a single enemy. I recommend focusing on Lenus at all times, since she's a lot stronger than Regole is. Once she's gone, just hammer

away at Regole, who should die in a few hits. But keep your HP above 600 at all times, and when necessary, use the Healing Rain and the Healing Fog, since they restore all HP.

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Chapter 3: Fate and Soul  
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Kamuy  
HP: 3,000  
Element: Non-Elemental  
EXP: 8,000  
G: 0  
Item: Darkness Stone

Alright, first off, Kamuy is the first non-elemental boss in the game. That means he has no elemental weaknesses. This is a good and bad thing. That also means he can't attack characters with the opposite element and do more damage. It's bad because you can't use any of your attacks and do more damage to him, either.

To start off, Kamuy is a LOT stronger than he looks. Unfortunately, he is rather fast (at least to my party, which is one of the fastest in the game), making it a lot harder to deal with. His normal attacks do around 200 or 300 damage, so keep your HP decently high. He has some attack all spells, and they do about the same amount of damage as his single target attacks.

The best way to go about defeating Kamuy is with strong attacks. Whatever characters are your strongest, use. Rose with a mastered Demons Dance can work wonders here. So can a Kongol with a mastered Bone Crush. Shana is best in this battle when she has an Amulet equipped, so she can go and cast the White Silver Dragon more than once. That alone would do

over 1,000 damage. More like around 2,000, especially if she has a Legend Casque. Albert is best with Rose Storm, and then using strong Dragoon additions. Meru is best with her lowest level Dragoon Spell. It does quite a bit of damage. Haschel is extremely good with a strong 5-Ring Shattering, but if you can't manage that, use Flurry of Styx. Dart is best sticking with Crush Dance, unless you are even more obsessive than me and have a high powered Moon Strike. (sob...I only had mine at 200%). Anything at all really goes in this battle. Kamuy is strong, but not someone who would normally wipe you out.

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S (Super) Virage (Optional)  
Elemental: Non-Elemental  
HP: 6,500  
EXP: 4,000  
G: 200  
Item: Healing Rain

Alrighty. Well here's a "different" boss. First off, he has high HP, obviously, AND he has 3 targets, the head, the body, and the arm, each with their own separate attacks. You don't actually have to kill him, if you don't want to. He will last 10 rounds (AKA one or two attacks from him, and all

three party members going is one round). Normally that wouldnt be much of a problem, but his attacks can be very strong, especially without good defense.

If you decide not to kill him, and allow him to self-destruct after 10 rounds (he will still give EXP, etc), then keep your HP up there, as he can take it off rather quickly. Personally, I never wait until he is completely dead. At my level, I was able to take him out in 2 rounds (he had 8 lives left), so give it a try. BUT if you dont take him out, he will die with a horrible blast of an attack that does 500 + to all members.

For attacking, magical attacks tend to work better then physical. But MAKE SURE TO USE ALL OF YOUR SP! Well actually thats preparation for the next battle, so dont worry about levelling the SP back up after the battle, or the like.

Alright, now for the strategy. If you like Albert/Rose Storm, use it, as it is very useful here. Miranda with a White Silver Dragon paired with an Amulet is awesome, damaging all parts at once, as well as healing your party. Kongol should stay in his normal form, especially if Bone Crush is built up well. Dart works best using a normal Final Burst. Actually, for me, this battle went amazingly fast for one reason: Haschel.

Usually Haschel sucks ass at magic, but during this battle...Thunder God did around 1,500 damage! Meru is best on healing duty here, are Rose is stronger with a mastered Demons Dance then in her Dragoon form. But if Rose hasnt mastered Demons Dance yet, have her do Astral Drain. If you are using meru/Miranda and Rose, have Rose use the continual Astral Drain while Meru and Miranda attack with Dragoon and Item magic.

To kill the Virage fastest, you should attack the BODY and the body only. Ignore both the head, and the arm, and go on an all out attack with the body. Even if you decide to go for the head, I suggest ignoring the arm completely, as it doesnt do much. If you go for the body alone, you will be able to kill him...Fairly quickly. This boss is childs play compared to what is coming up next.

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Grand Jewel  
Element: Earth  
HP:4,500  
EXP: 9,000  
G: 300  
Items: Spectral Flash

Ugh...just ugh. I hope you read my BIG NOTE earlier, and took its advice of bringing your SP down to level 1. This will help, but of course you may onlty be able to use it once anyways. Another thing you may want to do before the battle is set the more powerful Additions, instead of the SP ones. Moon Strike (or Crush Dance...) Demons Dance/Hard Blade, Gust of Wind Dance, Bone Crush also works, but anything along those lines. This is a battle where you have to rely almost totally on physical attacks, so it can be difficult. Grand Jewel doesnt take too much damage from magical attacks, so the Items wont work.

Alright, now you are probably wondering why I said to get your SP down to one level..heres the dig: Grand Jewel obviously contains the Dragon Block Staff, and that means he can totally fuck up your Dragoon form. When he casts Dragon Block Staff, then all of your Dragoons stats will be lowered. And not just lowered a bit, but lowered to like 50% less then normal, or more! Basically,

if he hits you with Spectral Flash when you are in a Blocked Dragoon form, you are dead. Simple as that. Bleh, you will slo not be able to do too much damage to him that way. But if you stay in Dragoon form for a single turn, you wont have to deal with that. This is where Miranda comes in, and Albert. Miranda (or Meru...I prefer the latter) can go and heal your party in a single turn, and then go back, being ready to do it after another turn. Albert is good for Rose Storm, as always.

But now to the strategy. Remember, keep out of Dragoon form for more then a turn at a time, and if you are accidently in it for 2 levels, use the transform on the first round. But anyways, Grand Jewel has 2 attacks to watch out for: The Spectral Flash (does about 500 + to all) and his "Level goes down". The latter basically makes your entire party take more damage, and do less to him. Otherwise, his attacks do around 300 damage. But still...that Level goes down is annoying as hell, and there is NO WAY to cure it, dont try. For attacks, until he casts Dragon Block, any stronger (like 75% and above) Dragoon spells do around 600+ damage, so they work rather well, but physical attacks still work better. Just attack with whatever charactersd you have.

Alright, now once you think you have won, another problems comes up. if you dont kill him once he gets down into the red (you have to kill him in like...one round), he will HEAL HIMSELF FOR 1,300 HP! So that brings you back to the Yellow HP...sadly. He can do this many, many times in a row, and he will do it just to tick you off. Remember to try and keep your entire parties' HP above 800 at all times, or he can kill you in one hit.

This is a long, and hard battle, but it is winnable. Just dont feel bad if you game over, its easily one of the harder battles in the game.

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Divine Dragon  
HP: 5,000  
EXP: 10,000  
G: 300  
Items: Gravity Grabber, Flash Hall

Okies. Remember the Grand Jewel (you should, it was only a dungeon ago)? This is basically a tougher version of that battle. First off, NO Dragoon form. At all. Unless it is for one turn, and for healing purposes. Your attacks will barely damage the Divine Dragon in Dragoon form here. The only things that you can use (like I said in that all important note) are Gates of Heaven, Rose Storm, and Rainbow Breath. If you are using Miranda or Meru for healing, use their spells liberally, as you wont be needed to restore any of your ophther characters' MP. take note that if you are hit by an attack while in Dragoon turn (for more then one turn) you will most likely die, no matter what.

Okay, fist things first. Divine Dragon is very fast. He also has a very wide variety of attacks, and three targets. The three targets are the Divine Dragon himself, the Divine Ball, and the Divine Cannon. Each of those targets has different attacks, but they do not attack seperately. Each time you eliminate one of the parts (Cannon and Ball) you eliminate a powerful attack he can use on a single character or your entire party. The Divine Dragon has a somewhat set attack patter. he usually does two physical attack (for about 150-300 to ALL members) and then he starts with the spells. The spells are the harder parts of the battle. Depending on the character, the spells can wipe them out in a single hit. I have seen an unprotected (AKA no Legend Casque) Kongol take over 1,000 damage from a Wind elemental attack. Normally

it does between 400-800 damage. All of the spells the Divine Dragon uses are those that are the most powerful item spells. Try and keep your parties HP over 800 or he can take you out in a single blow. Now, the Divine dragon also has his Cannon and his ball. The cannon attacks all members for around 300-400 damage, and the ball is a stronger attack towards a single member.

The best and easiest way to go about this battle, surprisingly (and unlike about every other battle in the game with a boss with multiple targets) is to kill off the Ball and Cannon. You can use Magic items (only the stronger ones, not the Multi ones), and that will damage him, and all of his targets extremely well. If you don't have a strong magic user in your party, or just want to do it the old fashioned way, I suggest going for the Ball first, as it is stronger against your party, and has less HP. Dart with a strong Moon Strike, or Crush Dance will do around 300 damage, and a powered up (good, strong additions) Kongol, Albert, or Haschel with Bone Crush/Inferno, Gust of Wind Dance/Flower Storm, and Five Ring Shattering/Flurry of Styx can do over 500 damage with their attacks. Rose will do around the same amount of damage as Dart in this battle. Meru is stronger than Miranda, but her greatest asset is her speed. Miranda will be a lifesaver, if you choose to use her. Her variety of healing Spells (minus White-Silver Dragon, sadly) will save your ass. After killing off the Ball, go for the Cannon. This will take a bit longer to kill, as by this time your party may have been attacked quite a bit, and need healing often. But it will also lower the damage you take. After killing the Ball and the Cannon, go for the Divine Dragon himself. HE doesn't take a whole lot of damage, so this battle will almost always take a long time.

Alright, now that we have gotten the basics down, here is some more strategy. Rose Storm is great in this battle. But it won't save you. To make it work, you have to have a lot of Healing Breezes and Healing Fogs to survive. A party of Miranda and Albert will be practically undefeatable, especially with a lot of Moon Rhapsodies. Characters like Meru, Miranda, and Rose are all good in this battle. They take less damage from the stronger magical attacks. Meru is good because of her awesome speed, and Rainbow Breath, making her a great healer. Any characters with only attack spells won't be very useful here, unless they are strong physically. And PS: Don't have Albert Use Flower Storm completely. That will give him 200 SP (if mastered...) and you don't want him on more than one level of Dragoon form. If you accidentally do, physically attack with him on the next turn. Don't waste MP.

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Boss: Wendigo  
Element: Water  
HP: 10,000  
EXP: 11,000  
G: 250  
Item: Brass Knuckle

This battle can be a bit odd. To start off, Wendigo obviously has more HP than any boss you have faced thus far, so he will take a while to kill. 10,000 is a lot, especially if your party is weak, or you don't know a simple trick. Wendigo's strategy is to outlast your party. Since it will take a lot of pounding to kill him, make sure he doesn't kill you first. His normal, physical attacks do 200-300 damage to a single character. Luckily, Wendigo doesn't have ANYTHING on the Divine Dragon, so don't think that this battle will be nearly as hard as that battle.

This battle starts out slowly. Mainly, he will just attack with physical

attacks. He has two main ones, and one of them doesn't hit 90% of the time, so no need to worry about that one. After a few rounds, the Wendigo changes his attack pattern. At this point, he will take one of your party members into his cage near his heart, and they will be unusable for now. At this same time, he will create 2 Ice cannon enemies. These ice cannons do about 100 damage with each attack, and are quite fast. To get the character out of the cage in Wendigo, you need to kill the Ice cannons. Do so, and your character will be freed. Then, for a moment, the Wendigo's heart will be vulnerable. ATTACK IT! If you attack the heart at this point, you can take a different course to finish the battle. You will only do one damage to the heart, but it has a LOT less HP than the Wendigo itself.

Now that you know the two different ways to kill the Wendigo, you have to choose one. You can kill off the Wendigo by going for all of his 10,000 HP, or you can patiently wait the battle out, and kill his heart. If you go the heart direction, he will capture a character every 4-5 turns, so be patient.

If you are going for the 10,000 damage direction, you are in for a rather long battle. It is mainly long because he will STILL capture your characters in the meantime. The good news, Dart with Moon Strike, or maybe even Blazing Dynamo can do some excellent damage to him. And Final Burst does well over 1,000 damage each time it is used. Just make sure to have some Sun Rhapsodies on hand so you can heal his MP. For normal attacks, Water magic doesn't work too well, so you probably don't want to use that. Strong, single target attacks work best. You probably won't need Rose Storm in this battle, as Wendigo isn't THAT strong. All of your characters should use their strongest additions, or build up any additions they are currently working on. Miranda is best in this battle with the White Silver Dragon, as always, Rose is great with a mastered Demon's Dance, if you don't have that (you really need it, it's awesome!) use Astral Drain. Haschel with Five Ring Shattering, or a stronger Hex Hammer works. Your normal attacks do more damage to Wendigo than they would to a normal enemy.

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Lloyd  
Element: Non-Elemental  
HP: 7,000  
EXP: 12,000  
G: 300  
Item: None

Lloyd is seriously nasty. He is very fast, attacks often, and dodges about 50% or more of your attacks. This means you have to keep your party healed, while at the same time defending against Lloyd's constant magical and physical attacks.

Sadly, like the Divine Dragon, you can't use Dragoon for while fighting Lloyd.

This is not because he has a Dragon Blocker, but it is because he has the Dragon Buster. No, your characters won't die permanently, like Lavitz, but they will be instantly slain. The only way to prevent being instantly slain is to have a character equip a Talisman. If you paid any attention to me, or my notes, you will know that I told you to equip one before the battle began. Since Lloyd will use this skill often, you can only turn into a Dragoon for more than one turn with the character that has the Talisman equipped. If you have 2 (that second from the Ghost Ship), then you can get two characters. But there is a big, evil trick you can do with this. If your character is a Dragoon, Lloyd will, most of the time, ignore his other attacks and

continually try and kill that Dragoon. The attack, of course, will have no affect, and he will have wasted one of his own turns. You can continually pound, or heal with your other characters while he goes and wastes his turns with worthless attacks.

That is the easy way to do the battle. The hard way is without any characters in Dragoon form. If this happens, you may die quite fast. Lloyd has a big magical attack that, if your characters are weak vs magic, can do upward 700 damage to all. I have seen it do around 1,500 damage to Kongol. Lloyds physical attack does 400 or more damage to a single character. This means you need to keep your parties' HP up at all costs, or else you can be slaughtered. Any strong spells from your party, such as gaspless, Thunder God, and Final Burst, do around 700-900 damage to Lloyd. Lloyd is far weaker against physical attacks then he is at magical attacks, so any type of strong additions, Moon Strike, Crush Dance, Hard Blade/Demons Dance, Flower Storm/Gust of Wind Dance, Bone Crush, Five Ring Shattering/Hex Hammer, and just about any other type of attack you want. Kongol and Albert do quite a bit of damage in this battle. Albert is best used for Rose Storm, and Dart should have the Talisman. Dart should attack with Final Busrt constantly, while one of your characters heals. Don't let your parties' HP go down below 600.

While I havent made this battle seem like a big deal, it can be incredibly hard. Dont let my strategy fool you. I personally was overpowered, and he still took me a hella long time to beat. The most annoying fact about him is his frequent attacks, so make sure going into this battle, you have a load of Healing Breezes and Healing Fogs. You may even need to use some Healing Rains if he gets enough attacks off on you.

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Polter Armor  
Polter Sword  
Polter Helm  
Element: All: Dark  
HP: Helm: 2,500  
Sword: 3,500  
Armor: 3,400  
EXP: 6,000  
G: 200  
Items: Soul Eater, Smoke Bomb

This battle can be a pain in the ass. First off, there are three targets. Each target has quite a large amount of HP. Remember, you do not have to fight this boss now, but the earlier you get the weapon,the easier the gane will be. Basically, each target has an attack, meaning the enemy has just as many attacks as your party does each round. The most annoying attacks are the swords instant death spell, and the Helms block.

Both the sword and the helm can make this battle hell. The Sword has very strong attacks, and does over 300 damage each time. The helm is even worse. The Helm not only casts some strong spells (300 damage to all) but he can block your commands. AKA, no attacking, no defending, no Dragoon, no nothing. Of course, he can only block them once a turn. But he can still easily incapacitate a character. A character like, say, Kongol, without the ability to attack and use Dragoon form is utterly useless. Meaning the Helm is also a serious threat. Also, the effects of the block wont go away until the helm is dead.



Start with attacking the sword. He is the biggest threat, and should be disposed of first. Dont transform into a Dragoon until at least the sword is dead. A strong Spectral Flash from a magic user (if using Dart, Albert and Kongol, use Dart to use the item) and it will do about 1,200-1,600 damage to all the enemies. Normal, not Light elemental magic does around 500-600 damage to all of them, so it is rather useful as well. After using the main Light attack spells, use strong, single person attacks against the sword. Stron additions, such as Gust of Wind Dance, Flower Storm, Moon Strike (powered up) or maybe even a Blazing Dynamo. Hammer Spin, Cats Cradle, Five Ring shattering, Omni-Sweep, Hex Hammer, Bone Crush, Inferno, Demons Dance, Hard Blade...Any of those attacks work well for killing off the Sword. After the killing blow on the sword, he will cast an instant death spell, and one character, unless, he has a Talisman equipped.

After going for the Sword, go for the helm. He is a huge threat because he can block commands with no way to heal the block. Attack him the same way, as he seems to be weaker vs physical then magical attacks. Once he is gone, all the blocks on your characters will be broken. Attack the Armor itself last.

The armor attacks mainly with attack all magic, but of the multi type, so it is weaker. the attacks normally do around 400 to each character ( around 1,000 is the character is weak vs magic), but they can do more, depending on the element. Any damage taken in normal form at this point will be severely reduced by Dragoon form, so feel free to trnasform now. The Armor doesnt have

anything too annoying.

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#### Chapter 4: Moon and Fate

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Last Kraken

Element: Water

HP: 10,000

EXP: 12,000

G: 300

Item: Pretty Hammer

Been a whilke since the last boss, huh? Well, luckily, if your level is high enough this one should not be too much of a problem. Just make absolutely sure that your party has met the suggested level, even if you have to level for a while. Aglis is an excellent place to level as it is, so if you need to, feel free.

Kraken attacks with water attacks, and physical attacks. His physical attacks do about 150 damage to a high defense character, and 500 to a low defense character. Not too extreme, especially compared to some of the previous bosses (\*cough\* Lloyd \*cough\*).

If you got the PsychBomb X, use it in this battle and boost it as high as it can go. This non-elemental attack will do well over 1,000 damage, especially used in the hands of a strong magic user. This is an excellent way to damage the Kraken, but, unfortuneatly, you can only use it once per battle. If you did not get the 'X' version of the bomb, I suggest waiting until the final boss to use it.

Of course, Fire attacks are your best bet in this battle. And lucky for you, Dart should be extremely strong against the boss. His additions (if you have

his final by now maxed out, that is going to do well over 1,000 damage) do a LOT of damage. But, its Final Bursts that truly rules this battle. Final Burst does well over 1,500 damage, and even more as Darts level goes up. A few Final Bursts paired with Dragoon and Normal additions from Dart can wipe the floor with this boss.

Of course, Dart is easily the strongest in the battle, but lets not forget other characters. Since the Kraken's attacks are not the strongest, Rose Storm unless your level is too low. I dont suggest using that Wargod Calling you got from Rogue, as it will not let you get full SP, and you need all the SP you can get. Since physical attacks work rather well in this battle, you can do plenty of damage without it. Of course, magical attacks work extremely well. Kraken doesnt have the highest defense in any form, but in my experience, either work well. Physical attacks are usually stronger then magical, unless you are using Miranda. Even though Meru is the best magic user, she wont be able to damage this boss well.

After you cut down the bosses HP a lot, he will begin summoning little sub-bosses. These enemies are not really strong, but at low levels, they can pound you pretty hard. Kill one off first, and continue pounding on the Kraken. Keep your HP over 700 at all times, else the damage from the Cleones and Kraken can overwhelm you. If that happens, ouch. Especially if you dont have a person to revive.

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Syuveil  
Element: Wind  
EXP: 6,000  
G: 300  
Item: Jade Stone

Syuveil is basically Albert, with a few perks. Because he is like Albert, he has the same basic statistics. He is average-strong against physical attacks, has strong physical attacks, and weak against, and using magical attacks. This makes characters like Rose veru useful in this battle. Meru and Miranda will take quite a bit of damage, but do more to Syuveil then physical attacking characters.

He is Wind elemental, obviously. This makes Kongol strong against him. Of course, since Syuveil uses mainly physical; attacks, Kongol may actually be your ideal character because of his high physical defense. Dart is also pretty good, but will not be ale to damage Syuveil as well as Kongol does.

Syuveil has a few main attacks. He has a normal, perfect (It is ALWAYS perfect) Addition which does 700-1,000 damage to a single member. This is probably one of his strongest attacks, luckily. Gaspless, one of his magics, does 600+ damage, depending onn the character. Wing Blaster is his weakest attack, which does around 100-200 to all three party members. Jade Dragon is about twice as powerful, doing 400-600 to your entire party. Thats quite a bit of damage, especially piled up. Luckily, as I said before, Syuveil is quite slow. Also, he does not cast Rose or Blossom Storm, so you can constantly damage him normally.

Magic attacks and items work best. A strong Boosted PBomb X (on a magic using character) does well over 2,000 damage to Syuveil. This alone can cut his HP down by 1/4, minimum. Sadly, you can only use it once per battle. If you use Attack Items, use them now, as they work well. Dont use ALL of them since there is a battle coming up that they will be even more useful in.

Also, to reduce damage, you may want to have Albert in your party. if you equipped him with the Jade Dragon Armor, then he will be completely immune to the Magical attacks of Syuveil. Of course, you can just have someone with a Legend Casque be basically the same. Whatever you want, you need a way to lower the damage from some sort of attacks. Perhaps Phantom Shields. If worst comes to worst, you can just use Material Shields and Magic Shields to stop him from damaging you.

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Damia  
Element: Water  
EXP: 6,000  
G: 300  
Items: Blue Sea Stone

Damia is basically the same as Meru. Weak (well, at least in Dragoon Form) physical attacks, extremely strong magical attacks and magical defense. Weak physical defense, and VERY high speed. Also like Meru, Damia will probably go two turns for the rest of your partys' one turn.

Lucky for yopur party, Damia does not use Rainbow Breath at all. If she did, the battle would be a severe pain, but since she doesnt, it is much easier. many consider this battle the easiest of the Dead Dragoon battles. Well, it is, and isnt. Damia has weak physica attacks, 300-600 damage with each. Though, the damage can pile up if she has multiple attacks per round. She uses Diamond Dust quite often, which does 300-500 damage to the entire party. This is far more of a threat then her other attacks, since it hits the entire party. She has single person attacks, though those are just aboput as strong as Diamond Dust.

This battle will actually be a lot like Kraken. Dart will be your key player here, as he is Fire elemental. Final Burst will do over 1,000 damage to Damia, and a Powered Up Perfect Dragoon Addition by Dart does over 2,000 damage to her. So obviouslyl,the additions are better then magical attacks.

Since she has high magical defense, any character with a strong physical attack works well. Mainly Dart. Kongol shouldnt bee too useful in this battle, as he has too low of magical defense. That low magical defense will cause him to take more damage then the other characters in this battle. Rose works well for a character, because of her all around good defense and stronger physical attacks, as does Haschel. Meru will take little or no damage in this battle, especially if you equipped her with the Blue DG Armor, which you get at Zenebatos.

Use the Phych Bomb X for some decent damage, and work almost exclusively with physical attacks. Damia attacks frequently, so just hope she uses more physical attacks then magical attacks. Just keep your HP up, and she shouldnt be too much of a threat.

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Belzac  
HP: 16,000  
Element: Earth  
EXP: 6,000  
G: 300  
Item: Gold Stone

Belzac is the strongest of the Dead Dragoons, but not the hardest. He has low

magical attack power and magical defense, though he has high physical attack and defensive power. He is basically the opposite of Meru, and much like Kongol. He is also just as slow as Kongol, making it easy to take him down. Well, not easy, but easier then it would be if he was Damia's speed.

His physical attacks do 1,000-1,500 damage to a single member. They are the strongest of Blazac's attacks, and you need to take the most caution with them.

Even in Dragoon form they do quite a large amount of damage. Keep your HP over 1,700 at all times, to keep yourself from being slaughtered by the physical attacks alone. His Grand Stream attack does 100-200 damage to all members, which is easily the weakest of his attacks. Meteor Strike does 200+ to all, which is only slightly more powerful then Grand Stream. His Golden Dragon attack does 300 damage to all, still not too much more.

To kill Balzac quickly, you need to use magical attacks. A strong Physch Bomb X does over 2,000 damage to Belzac. Normal magic attacks (50%) do 1,000-1,500 damage to him, and strong magic attacks (75% and up) do over 2,000. Physical attacks arent that strong, so dont use them here. They are worthless compared to the damage that magic does. Attack items also work well.

Even though magic does amazing damage to Belzac, dont put Miranda and Meru both in your party (if you use them). That will make you take more damage then necessary. Its best to only have one of them, if you are going to use them. While I suggest Meru (she will take about three turns to Belzac's one), Miranda may be useful if you have White Silver Dragon. But any way, you need someone to heal your party, and Rose's Astral Drain may not be enough.

With a strong barrage of magic, you should be able to defeat Belzac quickly. Of course, keep your party in good health, else you may find yourself losing a battle which should have been easy to win. And by good health, over 1,500 HP.

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Kanzas  
Element: Thunder  
EXP: 6,000  
G: 200  
Item: Violet Stone

Well then. In my opinion, this is the hardest of the Dead Dragoons. The reason? He is just so damn balanced! He has average magic attacks, and strong physical attacks. His defense is average too, as well as having high evasion, making damaging him more difficult then the previous bosses. The worst fact? His speed. Sometimes he just has these huge boosts of speed. And normally, he will attack once a characters turn (NOT round). This can lead to party decimation.

And even worse, is his attacks. They are not the stringest, but because he is faster then Damia, and stronger, he can kill you pretty fast. Thunder God does 300 damage to a single character. He does 500-700 with his physical attacks, which is his second (yes second) most deadly attacks. Atomic Mind is his weakest, doing 100 or so damage. His worst attack, without a doubt, is Thunder Dragon. This attack does 1,000+ damage to a single character. That, added with the frequency of attacks, can easily KO your party members.

You will need your strongest party to win this battle. If you have any Phantom Shields, use them. Someone who can heal in Dragoon Mode is almost required, unless you want to risk Albert which will take more damage from magical attacks then nescissary. While I suggest Meru to counter Kanzas' speed, Miranda is good because she can revive with her magic. The other member can be who you

wish, just make sure you can heal.

Both magical attacks and physical attacks work well, though physical attacks do more damage. Even so, the damage from the physical attacks is only slightly more than average. That's odd, especially if you know the Haschel character. Use the Psych Bomb X, as always, and any attack items. But even then, physical attacks work best. Strong Dragoon attacks work well, especially after Power Up has been used on them. I don't suggest using special unless you have a healer. Even with Albert's Rose Storm, Kansas will lap you on turns doing more damage in the long run. Hell, he laps you even with the fastest characters in the game.

Even though physical attacks work well, Kansas's high evasion makes him hard to hit. This battle just doesn't have anything going your way. The cure? To attack with whatever is your members' specialty. And also, if you have mastered the last additions, those will probably do more damage than Dragoon additions, so use them instead.

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Faust  
HP: 30,000  
Element: Non Elemental  
EXP: 20,000  
G: 10,000  
Item: Phantom Shield

There are a few things to note about Faust. He is a mainly counter boss. So if you find yourself defending a lot, then he won't attack you often. But if you attack him a lot, then more damage will come onto your party. Faust always has two counter attacks, as well as his normal magical attacks. Faust always counters with one spell the element of the character that attacked him. So if you attacked him with Dart, the first counter would be a strong Burn Out spell.

THIS is why you need the DG Armors on your characters. If you don't, you will take far too much damage and likely be slaughtered. The second attack is an attack-all spell. This one varies, and can sometimes be incredibly strong, or just normal powered.

If he counters, he can get up to four turns in a row. If he does, at least one of your characters will be dead. This is why having characters strong against magic (or at least with Legend Casques on) is imperative to winning this battle. Also, you should guard often, not only to restore HP, but to lower the number of his attacks, as well as take less damage.

Now for the horrifying part. The damage. Faust's attack-all (they are special attacks, not ones you can cast) do 1,500-3,000 damage. They come in four elements: Water, Fire, Earth, and Wind. Even with the Legend Casque, the attacks hit often and do a LOT of damage. He sometimes uses these in the second counter attack too, making the damage go even higher. His normal magic (the ones that are attack items for you) do 400-800 to the entire party. Lastly, he has a physical attack, which does around 800 damage to a single member. You will fear, you will fear greatly.

Now, after all this there are three keys to survival: DG Armors, Characters with high Magic defense, and guarding. Now, I am not going to tell you to guard a lot, but if you run out of healing items, you should do it often. If you don't want him to counter, then guard. Now, I have said about the usefulness of the DG Armors, and you can see the use of a high magical defense characters.

Make sure you have and utilize at least two of those going into this battle.

Now, do not use magical attacks on Faust. They will work, but they are what he is strong against. If anything, use Rose Storm or a healing skill (which are the ONLY reasons you need to use magic against him). What you really want to attack him with is physical attacks. They are his weakness, and you can severely damage him. I have seen a mastered Blazing Dynamo attack do over 5,000 damage to Faust. But remember, keep your HP over 2,000 at all times, and make sure someone is constantly healing. You need one member attacking, one healing, and the third for attacks AND healing. For mine, I used Rose, Meru and Dart, Meru healing, Rose healing and attacking, and Dart on offense. Of course, you dont have to have that party, but that is one lets you reduce damage, and heal quickly.

Once you have set your priorities and start attacking, you need to heal a lot. Even not attacking for a round or two. The key is to stay healed, and attack physically only. If you attack too often, you are going to die. If you attack too little, you are going to die (if the battle drags out, you will eventually die). You need a mix, and that is why you have to keep all of your party healed not only with items, but magic.

With a strong set of healing abilities, and strong physical attacks, you can get through this battle...hopefully. Just remember, Faust counters, and if you need him to attack less, then defend more.

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Vector

HP: 3,500

Element: Darkness

EXP: 4,000

G: 100

Items: None

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Kubila

HP: 4,500

Element: Darkness

EXP: 4,000

G: 100

Items: None

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Selebus

HP: 3,000

EXP: 4,000

G: 100

Items: None

(Total EXP and G is 12,000 and 300)

Well then. First things first: This battle can be a serious pain in the ass, taking multiple tiomes to beat, or it can be simple. This depends on your party structure, items, and skills. Also, unlike many battles, there are a LOT of ways to do this battle. Of course, each of them deals with a lot of healing.

If you are a player who likes to use Dragoon Powers, you MUST have Miranda in your party in tis battle. In my opinion, fghting this battle as Dragoons is a lot harder then fighting the battle normally. What you need is to be able to revive characters often. Without Miranda, you will find yourself slaughtered. Besides, with Miranda, you will be able to damage the enemies better, as well.

Why, you ask, must you have Miranda if you go into Dragoon form? The word is Vector. He has an instant death attack (so you may wanna equip a tailsman).

He does this attack every one turn or so. Because he uses it so often, he can easily slaughter your party. And thats not the worst of it, either.

Selebus is another huge problem. She heals her other party members for over 1000 HP. She is the easiest to kill luckily. She has the lowest HP of the bunch, and is weak versus physical attacks. She has high magical defense though, so physical attacks only against her. She should be your first target, even if Vector is an annoying ass. You dont want to do all this damage to Vector, just having Selebus heal it away.

And with those two, LUCKILY, Kubila is pathetic. he mainly physically attacks, but they almost never do more then 500 damage, even to a low defense character.

He is the least of your worries, and should be killed last. He doesnt have anything major like Selebus and Vector.

Now, for the strategy. Selebus goes first. She is not the stronmges,t but her healing skill is annoying as hell. Also, she can sometimes cast Petrify on your characters. This is a rare status effect, so you probably dont have too many depetrifyers. Vector is the main threat, though. Ignore Kubila. Hes just as strong as a normal enemy.

Now, as I said before, there are quite a few ways to go about this battle. The best way is to not go into Dragoon Form at all. Or, if you must, one character ONLY! You need someone to be able to revive instantly. So if you are going to do Dragoon, use a Power Up on your strongest character, and then transform them. They should put all their effort onto one enemy, while the other members attack (when they can) and revive/heal the other members. This is the easiest way to stay alive.

But if you want Dragoon, as I said, mae sure to have Miranda. She can revive members. She can also do well over 2,000 damage to each of the enemies and heal your party with the White Silver Dragon. Other then the White Silver Dragon and healing, Star Children can do some decent damage. Make sure that she has a Magical Hat (at LEAST) or the Amulet equipped so she can continue casting while your other members attack. This is probably the only way you can safely use a Special in this battle and not be slaughtered by Vectors instant death attack constantly.

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Dragon Spirit-Feyrbrand

HP: 8,000

Element: Wind

EXP: 4,000

G: 200

Items: Down Burst

This battle is just like facing a slightly stronge rnormal enemy. Because of this, you should not have to use Dragoon form. Even so, make sure you have a pretty big stock of healing items in your inventory. For this battle, you will need more Purifiers then a normal battle, both Body and Mind.

Take note that this battle with Feyrbrand is much like the original. he doesnt have many magical atacks, though he does have a few normal physical attacks. Most of his physical attacks do cause statuses, which can make this battle drag out. lucky for you though, the attacks that cause statuses are weaker then his normal physical attacks.

His normal physical attacks shouldnt be too much to worry about, averaging from 200 damage and up. The most annoying of his asverage attacks is the ability to

stun a member. While no where near fatal, it can make the battle drag out, and piss you off more often then not. And anytime he does that attack it has a high chance of hitting. \*sigh\*. Well, the easiest way to cure that is by using a Dragoon special. of course, only use Dragoon form if you are absolutelt desperate.

The battle should be normal. Attack him with any sort of attacks. Magical attacks work well, and physical attacks do slightly less damage then normal. He has average defense, so he wont last too long against a complete onslaught of attacks, especially at this level. If you are still worried, remember your strategies from the original Feyrbrand battle, and use those as well.

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Dragon Spirit-Regole  
HP: 12,000  
Element: Water  
EXP:6,000  
G: 300  
Items: Frozen Jet

This battle is a lot harder then the battle with Feybrand. This one is more like a boss then a normal enemy. Actually, this one will probably remind you of the battle with the Kraken. Except, I would say Regole is a lot stronger then Kraken.

If you remember the battle from Disk 2, well you should know that Regole's attacks have not really changed since then. They have gotten stronger, but they still have the same sorts of attacks. Of course, Regole is stronger magically then physically, much like his Dragoon counterpart. Also like his Dragoon counterpart, he can be quite fast. In fact, if you have a slow party, he will seem VERY fast.

He has a few attacks. His physical attacks hits all three party members. he does this most often, and luckily, it is the weakest, doing little over 200 damage to each member. His second, rarer physical attack does 300+ damage to a single member, but its up to you to decide which is more of a threat. His last attack is one that you may remember. This one hasnt really strengthened much since the last battle with Regole. When you see Regole start jumping around on screen, he is going to start using his strongest magical attack. This attack hits all members, and does over 300 damage to each. Still not too bad, but it can be if your party members have weak magical defense.

Dart will do the most damage to Regole. Regole has weak physical defense, so attackers will be able to damage him easier then some other enemies. of course, you will want a more blanaced party, since his magical attacks will do more damage to a physical attacking character. You may want to have Meru in this battle. With her DG Armor, she will be immune to Regoles magical attacks, as well as take less damage from his physical attacks. She is also the only character who can keep up with Regoles speed.

With Dart constantly atacking, you will only need one healer. If you must, have a character use a Power Up on Dart, and then have him (no Specials, not yet) and then have him do Dragoon Additions. Magic works too, but physical attacks are stronger. Use the P. Bomb for some decent damage, as well. The only magic you should use is healing magic or defensive magic, as physical attacks ALWAYS work better.

With Regole's high speed, your party will need to be healed. Always make sure you have a few items ready to use. And dont slouch on it either. The enemies



in Mayfil may have tired your party out a bit, but lets hope not. They still have a long way to go...

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Dragon Spirit-Divine Dragon

HP: 16,000

Element: Non-Elemental

EXP: 8,000

G: 400

Items: Flash Hall

This is easily the strongest of the Dragon Spirits. The Divine Dragon pairs Regoles Speed with strength that neither of the other two could match. This match will be war, and you need some pretty good preparation to have a chance at beating him. I suggest having fought both of the other Dragons, at least finished the Dead Dragoon quest, and have at the very least, your last additions at level 3. As for equipment, you can only have the best. Have each character at least equipped with their DG Armors. If you can afford it, get at least one Legend Casque (if you dont have them already). You will need more magical then physical defense here, though any extra physical defense you can get will be fine as well.

The Divine Dragon is extremely fast, which can cause the power of his attacks rise by large amounts. The Divine Dragon attacks with attack-all magic attacks of the strongest types. These attacks do 400+ to the entire party. He does these quite often, so the damage can pile up. Even worse are his physical attacks, which he does often more then one turn in a row. These attack the entire party for 400+ damage as well, though he does them more often then he does his magic. He also has his Divine Dragon Ball attack, which also does over 400 damage to the entire party. So this damage alone, can do over 1,200 in a single round to your entire party. This can cause a problem.

First, you need someone who can heal while in Dragoon form. Albert probably wont work, since eventually, the damage will wear you down, even with Rose Storm. And he will run out of MP, because of the sheer amount of HP that the Dragon has. Even Rose with an Astral Drain works better then nothing, so if that is all you are willing to give, do it. After you have set a healer, you can attack.

Magical attacks work better then physical. Even the strongest additions (final, maxed at level 5) do less then 1,000 damage to the Divine Dragon. This makes someone who can attack magically almost imperative to damaging the dragon well. This person may want to be your healer. The P. Bomb X does over 2,400 damage in the hands of a strong magic user. Any other strong magical users can do over 1,200 damage with their Dragoon Magic, and over 1,000 with attack items.

I suggest a party of Meru, Dart, and whatever member you wish. The last member may be whoever you wish, but with Meru and Dart, you have your magic user/healer, and your physical attacker in two members, instead of three. The last member should be somewhat balanced. The Divine Dragon tends to do a lot of wind elemental magic, so Albert with his DG Armor can help reduce damage done to your party. You need to be able to heal, but other then that, this battle doesnt have anything too difficult. Especially compared to some of those optional bosses...

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Lavitz's Spirit

Element: Wind

HP: 5,000  
EXP: 0  
G: 0  
Items: None

This battle is pretty much story, but there is still some you have to fight. Lavitz's spirit will counter attacks more often than he attacks normally, so the less you attack, the less damage you receive. To make it even easier, for a few rounds, Lavitz will be immune to attacks, so you won't have to take much damage at all, but can heal it through defending.

Even though he counters, he still attacks normally. These are basically perfect Flower Storm additions. They do over 500 damage to a single member. This isn't too severe, but this is only the beginning of a long and annoying enemy set.

This battle, as I said, is more story driven. After three rounds of attacking and/or defending, Dart is given a choice. You must now "Talk to Lavitz". This will make Lavitz turn around. Now, you can damage him. Attack him normally, though be warned. After a round or two, the enemy will cast an attack-all confusion spell. For this reason, you may want to have at least one of your members (probably the weakest physical attacker) defend so that you will not be confused. If you have a Phoenix Plume equipped, this, obviously, will not present much of a problem. But if you don't, you will probably watch your party slaughter itself if not healed quickly.

After the Attack-All confusion spell is cast, Lavitz will turn around. You then have a few turns to heal your party, and then Dart is given the 'Talk to him' option again. The same occurs as last time, but if you got a few attacks in previously, you should go all out this time, so you can slaughter him as quickly as possible.

If he isn't dead by now, continue with the pattern and he will die shortly.

PS: DO NOT Waste Dragoon form on this battle. This is just a preliminary to the real battle, which happens next. Use this battle for building up SP, if needed.

After you will this battle, watch a scene, and you are immediately brought into a second battle, without any chance to rest or save.

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Zachwell  
Element: Darkness  
HP: 8,000  
EXP: 12,000  
G: 300  
Items: Halberd, Healing Rain

The main problem with this battle is that it comes immediately after the Lavitz battle. This normally would not be a problem, but if Lavitz has your party Confused, then you will still have that confusion state on the member(s).

Zachwell isn't exactly strong, but he isn't exactly weak, either. He is slow, and attacks rather infrequently, well, if you have a fast party that is. His normal attacks, which he does most often, 200+ damage. Zach also has some attacks which cause status effects, though they are nothing major.

Physical attacks do more damage than magical attacks to Zachwell, but that

shouldnt stop you from using Light elemental magic. The P.Bomb does 1,500+ damage to Zachwell, which is lower then normal. The very best member to have in this battle is Miranda (we seem to be using her more in boss battles lately, don't we?). If she has an Amulet and the White Silver Dragon spell, then use it immediately. This attack alone will do over 2,000 damage, even if Miranda is at a low level. Even her physical attacks will be decently strong here.

Other then light attacks, work with physical attacks more then magical attacks.

To make the battle go faster, you may want to use a Dragoon Special, since Zach doesnt have...exactly the highest amount of skills yo use on you. This will especially be good if you have Miranda in your party as a Dragoon because she can revive any member who (somehow) falls unconscious.

Other then that, you may want a high speed character to pound. Characters like Meru and Haschel will have two or three turns to Zachwell's one, and they will end up doing more damage then the normal, slower party members. But, if you want the slower ones, its your choice. Its physical attacks, however you wish to play it.

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Caterpillar

Element: Non-Elemental

HP: 6,000

EXP: 0

G: 0

Items: None

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Pupa

Element: Non-Elemental

HP: 2,500

EXP: 0

G: 0

Items: None

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Imago

Element: Non-Elemental

HP: 12,000

EXP: 13,000

G: 300

Items: Moon Serenade, Sun Rhapsody, Healing Rain

This is a one of a kind boss. While there are three targets, you only encounter one target at a time. The enemy is, exactly what it looks like. It starts as a caterpillar (hence the name), then changes into its Caccoon (Pupa) and then becomes born as the extremely large butterfly (Imago). Since the battle is in three stages, I will put a line break in-between each stage. Note that between each stage, there is no end of the battle, much like the Lavitz/Zachwell battles.

Even though this is the first battle in the set, the Caterpillar still can cause some grief if you are not prepared. Actually, the best thing to do is treat this battle as a SP builder. Do not use Dragoon form unless absolutely needed, wait until the last part of the battle for that.

The Caterpillar has two main attacks. They both do a good amount of damage, but it shouldn't kill you at this point. The first is a normal physical attack which 250-500 damage. His second attack is MUCH more of a problem. This attack does that much damage, AND casts poison. This can be annoying, especially because you have a long battle still, and should conserve items.

The best way to go about this is to attack and completely ignore the Poison status effect. Unless, of course, your entire party is inflicted with it. Then you need someone to heal through Dragoon transformation (but NOT a special). If you keep constantly attacking, the battle will end before the Poison can too seriously wound your party. Hopefully.

You dont want to use Magic (other then attack items) at this stage of the battle, since you cant waste MP. T%his is the easy part, dont waste all your effort on something that can easily be dispatched by physical attacks. So in other words: Only physically attack this for of the boss.

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The Pupa is the easiest for of the boss. Mainly because of the fact that he has low HP, and does not attack. Yes, you heard (read?) me correctly, he does not attack. He is mainly resting, and so this is what you should do, too. If any of your party members are poisoned, rush through this part of the battle, but if not, take this time to defend and heal up your party. Even so, it is a great time to restore the HP and whatever other effects you need unto your party.

Other then that, just do two or three physical attacks, and this form will be slaughtered quite fast.

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The third form of the battle is without a doubt the hardest. Of course, it can also be very easy if you followed my advice earlier in the battle. Imago himself casts mainly status effects, and rarely attacks in any form. Of course, status effects can kill your party, if you are not cautious. The few attacks he does have do 100+ damage, which isn't too bad compared to some of the previous bosses.

If you listened to me, you should have a Dragoon Special ready. And, if you are an avid level builder, you should have 5 levels with every member of you party. But, even without five levels, it is quite easy to work with. I was able to win this battle with 2 levels used from two members and 3 levels used of the third. So you dont HAVE to be perfect, but you just have to have decent levels.

Before using the special though, use a Power Up on the strongest attacker, and then use a Special (it doesnt matter which member, you need to get out of human form quickly). it doesnt really matter which attacks you use, since Imago doesnt have any specific strengths or weaknesses. A strong magic user can do over 1,500 damage with their weakest dragoon magic attacks, and much more with their strongest attacks. Weaker magic users do about 1,000 damage with their magical attacks. A strong (and powered up) physical attacker can do well over 1,500 damage with a Dragoon perfect. So whichever style of play works, you can work with. Dragoon mode also makes you immune to Imago's many status effecting types of attacks.

If you run out of Dragoon mode, attack as quickly as you can. Build up to level 2 before transforming again, and make sure that you have some healing items. If you can finish off the battle quickly after getting out of Dragoon mode, it shouldnt be too much of a problem. But if you cant, the battle, and the status effects, can cause more problems then you could imagine. Use whatever means necessary to defeat Imago before chaos insues.

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Element: Non-Elemental  
HP: 2,000  
EXP: 6,000  
G: 0  
Items: None

This battle is fought with Miranda alone. It is mainly story-based, but you will still need to survive. Most battles on the moon (except random ones) are much like this one. You attack, and watch scenes as the battle plays out. You will not be able to run, nor use Dragoon transformation in any of these battles. You can also not beat the boss unless you watch all the scenes, or answer the final question correctly. Not all of the bosses has a question you must answer.

The Death Rose has a few attacks. Her speed is average, which means that it is slow compared to Miranda, who is quite fast. Miranda will usually (though not always) get 2 attacks off for one of the Death Rose's own. Death Rose's attacks do about 150 damage. The most annoying attack is a HP drain attack which hits Miranda, and heals the Death Rose. Most of the time, the Death Rose will heal more damage than Miranda can do with one attack.

The best way to counteract the damage that the Death Rose heals, and to make the battle run along much faster is by using an attack item (or two). Obviously, P. Bomb will do quite a bit of damage, maybe even more than 2,000. But that 2,000 won't kill the Death Rose, especially if you haven't answered the question to finish the battle. It will just speed things along.

After a few rounds of attacking with physical attacks or attack items, the scenes will begin. Watch them, and each time, continue attacking over and over again. Soon, Miranda will start becoming more and more emotional. And when (Finally) given a choice, choose to answer

"I'll forgive you"

This will automatically end the battle, whether you have killed off the Death Rose's HP or not.

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Claire  
Element: Thunder  
HP: 2,500  
EXP: 6,000  
G: 0  
Items: None

This battle will be much like the Miranda battle with the Death Rose. Except in this battle, Haschel is your only character. I suggest, before fighting this battle, that you have at least 2 Healing Fogs, else you might get slaughtered. Remember that you can not beat Claire until all of the scenes are watched and the questions are answered.

This battle is much harder than Miranda's confrontation. Claire attacks with physical attacks mainly, but each do 200 damage. Even worse is that she attacks quite often, and is very fast. To counter this trait, you may want to equip Haschel with the Thief Ring or Bandit's Shoes. Haschel's best attack against her (that is not his final addition) would probably be Five Ring Shattering. Claire tends to counter, and counters with Haschel's final addition can become a pain, so you may not want to use it. Five Ring Shattering (if mastered) will do well over 700 damage as it is.

After attacking Claire for a few rounds, watch the first scene, and you will find out why this battle is truly deadly. Claire has an attack which will reduce Haschel's HP to 1, and there is no way to avoid it. This is the reason you need those Healing Fog's. After each time she does the attack, you will need to heal. And at the very least, heal half your HP, even if it must be with a Healing Breeze instead of a single target item.

Continue the battle normally attacking and healing when needed, until a few more scenes play out. Claire will use the special move at least twice in the battle, just through the story. When you are FINALLY given a choice, choose the answer:

"Mind's Eye Awaken!"

And then watch a scene. The battle will end, with Haschel victorious.

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Indora  
Element: Earth  
HP: 2,500  
EXP: 6,000  
G: 0  
Item: Indora's Axe

This battle is much like fighting Kongol with Kongol. if you remember the battles early in the game where you fought Kongol, you should approach this battle almost exactly the same way. This is the only battle that doesnt have scenes all the way through it, like the previous ones that have been fought on the Moon.

Indora attacks strickly with physical attacks. He also has little or no magical defense, so that is without a doubt the best way to attack him. Remember that you should ALWAYS finish your additions in this battle. if you do not, Indora will counter attack Kongol for 200+ damage. if you dont know know the addition well enough to risk this, pick one you do know. Yeah, 200 isnt much with Kongol's HP, but it can pile up if you dont take caution.

If you equip Kongol with the Bandit's shoes or the Thief Ring before the battle, he will be faster then Indora. But if you do not, then Indora will be about the same speed as Kongol. This can present a problem if you are not that fast and dont have many healing items.

Even if Kongol is slow, the very best way to attack Indora is through magic attack items. The P. Bomb X boosted can do over 2,000 damage to Indora, making it only a few more physical attacks until he is dead. Use this immediately, or any other attack items you may have. You should have quite a bit, since the dungeon itself gives them to you. Just two or three items will kill Indora. Other then that...well, attack. Indora isnt that strong, especially if Kongol is at a higher level.

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Michael  
Element: Darkness  
HP: 1,000  
EXP: 12,000  
G: 0  
Items: None

This battle is deliberately long and painful. Unlike the normal story battles, Rose has Dart as a pratner, hence the higher EXP that this battle gives. Like all of the other battles, you can not beat the enemy until after the story event. That fact is accentuated a lot in this battle.

Michael is immune to attacks. Nothing will damage him. This will lead to quite the problem. You have to attack him, too for the story to go on. The best strategy is to have one character attack and the other defend. you dont need to attack often, though you should do your best. Michael has a wide variatey of attacks, ranging from 100-300 damage. His single target attack normally does 100 damage, and his multi-target magical attack does 100 to both Rose and Dart. His ultimate attack is a beam attack which you saw in the Dragon Campaign movie at the end of Disk 2. This attack does 300 damage. luckily, he rarely uses this attack. Well, lucky for your HP, unlucky for the battle.

As you attack and defend on and off, the story will very slowly go on. And it is very slowly. It can last over 20 rounds. When, FINALLY, Rose has to answer a question, choose the answer"

"Tell Dart the blind spot"

Now, unlike the other battles, this does not end the battle. Now you have to be VERY patient. You have to wait for the AI now, and nothing you do will make it go any faster (This is why the battle is annoying...). Just defend and attack to your leisure. you are waiting for Michael to do an attack which attacks both members by throwing them into the air and beaming them with a black beam. Once you see this, start attacking. You only get one round to attack, so make good use of it. Make sure the addition you do is complete. If you have strong members, this attack should kill off Michael, but if it doesnt...well, prepare to be waiting for the next beam attack. Attacking the Heart is the ONLY way to damage Michael.

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Dark Doel  
Element: Thunder  
HP: 1,500  
EXP: 6,000  
G: 0  
Items: None

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Shadow Blade  
Element: Thunder  
HP: 1,000  
EXP: 0  
G: 0  
Items: None

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Light Sword  
Element: Thunder  
HP: 1,000  
EXP: 0  
G: 0  
Items: None

Dont let Doel fool you. This will not be a battle like the previous at the end of Disk 1. Even so, if Albert isnt equipped with the best equipment, this battle can present something of a problem to him.

There are three targets. the Shadow Blade, the Light Sword, and Dark Doel. You can not reach Doel until both the Shadow and Light weapons are gone. Lucky for you, he does not get an attack with each weapon a round. He gets one attack per round, no matter how many weapons he holds in his hands. His physical attacks are the best part, doing only slightly more then 100 damage. the magical attacks are the harder part, especially since Albert has lower magical defense. They do 300+ damage. Doel attacks at about the same speed Albert does (without a thief ring, of course).

Start attacking one weapon at a time. The battle will be much easier if you have an addition you know equipped, instead of your most powerful one. not that Doel counters a lot, its just that you have to attack only with Albert and you will do more damage that way. You may want to use the P.Bomb X at the start. If Albert is strong enough, that will wipe the floor with the swords, and you can start with Doel. Other then that, it doesnt matter which sword goes first, but you should only target one at a time, in order to get rid of them faster.

After the Swords are destroyed, Albert and Doel face off. Once again, you can not defeat Doel without the scenes all playing out, so dont try. Even so, you will still want to attack him in order to get the scenes to play. There is no question to answer this time, which makes the battle easier. The hardest part about the second part of the battle is tring to figure out who says what.

Actually, in the second part of the battle, Doel becomes more dangerous then before. He attacks ONLY with magical attacks. This means he does 300+ damage a round. be more cautious at this point, and heal when you get under 800 HP.

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Archangel  
HP: 3,000  
EXP: 6,000  
G: 0  
Items: None

This is easily one of the harder of the special story battles. Like all of the rest, you can not use Dragoon form in this, and nor can you run. I suggest, that before the battle, you equip a Therapy Ring. This will allow Meru to take less damage all around. Also, you may want to sue a Phantom Shield if you dont want to waste a Therapy Ring on her.

The Archangels attacks do 100+ damage to Meru. This can either be nothing, or it can be horrible. Since, at this point, Meru should only have between 1,200 and 2,000 HP, she can be killed rather easily. This is the reason for the Theray Ring. Luckily, the Archangel has low magical and physical defense, allowing Meru's weaker physical attacks to damage him well, and her stronger magical attacks to be catastrauphic.

After attacking (magically or physically, both work fine) the Archangel will begin to repremand Meru. At this point, he starts using his ever annoying ultimate attack. This attack will bring Meru down to 1 HP, no matter how high it was before. this is much like the attack that Claire used on Haschel. What makes it worse though, is that the Archangel uses it every few rounds. You probably wont have enough healing Fogs to keep yourself completely healthy. Another reason for the Therapy Ring.

After the 1 HP attack, either defend or use a Healing Fog. Continue attacking (after one or two magical attacks, use physical attacks) and the Archangel will



keep pummeling at you. Keep your Hp over 500 at all times, else Meru can easily fall into KO. Luckily, if Meru has the Dancers Shoes equipped, she will go 2 rounds for every one the Archangel goes.

Note that, as you fight, sometimes the Archangel does the 1 HP attack through the story, so there is no way to avoid it, even if you tried. There is no question to be answered in this battle.

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Super Virage (Body)  
Element: Non-Elemental  
HP: 15,000  
EXP: 15,000  
G: 300  
Items: None

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Super Virage (Head)  
Element: Non-Elemental  
HP: 12,000  
EXP: 0  
G: 0  
Items: None

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Super Virage (Arm)  
Element: Non-Elemental  
HP: 3,000  
EXP: 0  
G: 0  
Items: None

This is the ultimate Virage battle. If you fought the Super Virage in Kadessa (Forbidden Lands) then you will know something of what this battle is like. Except for a few changes. this is a full Super Virage, and there is no turn limit. He attacks more powerfully then the previous Super Virage, and has three targets.

Lucky for tyou, the Super Virage is VERY slow. I suggest for the first few movies, you use ther P. Bomb X and any other magical attack items that you may have aquired over the course of the moon. After two or three magical attacks, the Virage's arm will die off, making less targets to attack, and less damage for the party as a whole.

The Virage, being as slow as he is, has one main attack. The head and body team up and do the strong attack that they used in the Dragon Campaign movie. This attack is also the final attack that the other Super Vuirage used against you. At this point it isnt nearly as strong, doing 300+ to the entire party. The real threat is not that main attack, but another magical attacks. The second magical attack calls pieces of earth down onto the entire party, doing 400 or more damage to it.

While the enemy is slow, both have very high magical and physical defense. You want to attack the Body, first. Killing off the Body will kill the entire Virage, and though it is slower then taking out the head, it will end the battle. The damage will usually be less then 1,000, unless you are very strong and have the ultimate additions. Even then damaging the Super Virage can be a pain. Only characters like Meru and Miranda should use Magical attacks, since they are the only ones with a high enough magic to do much damage. Of course, if Dart has a Legend Casque on, that may work well, also. Final Busrt will then do suitable damage. Of course at this point, strong additions will most likely

do more damage then even a Dragoon perfect. So its really your own choice.

After killing off the arm with the attack items, I suggest going directly for the body. This will take a while to kill, even with an extremely overpowered party. His high defense makes him hard to damage. But hell, the head has high defense tool, so why not go the quick route and attack the body to finish him off quickly?

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Zieg Feld  
Element: Fire  
HP: 12,000  
EXP: 20,000  
G: 400  
Items: None

Well, if you paid attention to the scene before this battle, you would know that Dart does not have his Red eye Dragon Spirit any longer. So in this battle, you are incapable of doing specials. Dart is also forced to rely on weaker physical attacks throughout the battle. Luckily, if you equipped him with the Red DG Armor, he will be completely immune to Zieg's magical attacks, which are easily his most devastating effects.

Like the battles with the Dead Dragoons, all of Zieg's physical attacks are perfects. Also, you will notice a large increase in power from this boss and the rest of the bosses in the game. Zieg's physical attacks do a minimum of 700 damage to a character, even to high defensive characters. His magical attacks are even stronger, especially if you use a party with low magical defense. He mainly uses Final Burst and Flame Shot, but he has access to all of Dart's other spells. Final Burst does 700, while Flame Shot does 500 to one member.

On the first round, no matter what, have Dart attack. A short scene then plays, and Dart will not be able to damage his father. Hereafter, though, Darts attacks will do damage, this scene is the only one in which doesn't damage him (unless you miss, of course).

Now is the main time to attack. Dart, since his attacks will be rather weak against Zieg, should be the healer of the party when needed. Don't worry too much about wasting items, but save at least 3 of each Healing Rains and Moon Rhapsody's. Heal whenever someones HP gets under 1,000, as if you dont, Zieg can take them out. You may actually want to make it 1,500, if yourparty is taking more damage or is at low levels.

Meru is devastating against Zieg. If you give her the Armor of Legend, or a Phantom Shield, she will slaughter him. Her magical attacks will do over 1,500 damage, and if you have her use the P. Bomb X, she will do over 2,000. She is the best damage dealer you can find here. Of course, she also takes more damage from Fire attacks, so if you equip her with the Red Eye Stone, that would help. Other then Meru, any other character goes. You may want to sue Albert because of his Rose Storm and high physical defense. of course, high physical defense usually means low magical defense...In other words, you need a balanced character here. Rose is great because she will take minimum damage from both magical and physical attacks which Zieg employs.

Because Zieg is so much like Dart, you will not have any real weaknesses to exploit. Magic and physical defense is average, so your attacks cant really do much more damage. The main weakness you can exploit is his Fire Element. Meru's magical attacks will do more damage then anything else, so thats the

best you can do, do it!

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Melbu Frahma

Element: Non-Elemental

HP: 42,000

EXP: 0

G: 0

Items: None

The battle with melbu comes in four forms, much like the battle with Imago back in the Divine Tree. These are easily some of the hardest bosses in the game, and dont be discouraged if you fail the first time. Normally, even with a very strong party, this battle will take over a half hour. To make Melbu change forms, you must damage him.

The First form is fought on the moon screen. This form has four tenticle sidekicks. These tenticles get their own attacks, just as well as Melbu's own attacks. This equals 5 attacks a round, and even some of the strongest parties may find that overwhelming. The key is to have the P.Bomb in your inventory. Even if you only had the original P Bomb (not in X state) then you will still want to use it here. This will do about 3,000 damage to the entire enemy party, and will kill off all four tenticles. The tenticles do not revive after you destroy them. Note: Only AFTER the tenticles are gone, should you use a Dragoon Special, not until then.

Melbu is fast, and attacks frequently. His attacks mainly hit the entire party. His Virage summon attack does a minimum of 200 damage to the entire party, and more if you have low magical defense. He sometimes uses elemental magic, which is less damaging, so you can always hope.

The first rule of the entire battle: Dart is easily the most powerful character in Dragoon form. The Divine Dragon Spirit wich he now holds will be your main offense. Use ONLY the single target attack on Melbu (do not use it to kill off the tenticles) and that alone will do ovrwr 1,600 damage. This is one of the strongest attacks against him at this point. Through all the forms, a Perfect with the Divine Dragoon does 1,500 which is another good attack against Melbu.

As I said, only use a Dragoon Special AFTER the tenticles are gone. This will help your party do more dmaage to melbu in the long run. Use two of Drats Divine Dragon Cannons, and then start with attacks. Magic users should use magical attacks (1,000+ damage with a strong magic user) and physical attackers should use physical attacks (also 1,000+, though many characters do more damage with their additions out of Dragoon form at this point). Continue attacking, and when under 1,000 HP, heal.

At 10,000 HP damage (32,000 HP) melbu transforms into his second form.

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The First Generation

This part of the battle is much more difficult then the first part. From now on, Melbu will have high magical and physical defense, making it hard for even the strongest characters to do over 1,000 damage with magical and physical attacks both.

Note that, at the start of this part of the battle, if you were in the Dragoon special, it will end. Your party will still be in Dragoon form, but the member who initiated the special will still have to press X, instead of getting automatic perfects.

Melbu's first move in this battle shows off one of his newfound skills. He will absorb one (it is randomized) character into himself. This character is not dead, and you will get him back later, though you can not do anything with that member, and it is almost as if they didnt exist.

You can attacks melbu in whichever manner you like, asmlong as you find your attacks Damaging. he is much stonger in this battle, doing up to 500 damage with his normal physical attacks. He also has a version of the Divine Dragon Cannon (it looks exactly like it) which does over 700 damage to a single member, making that the worst threat in the battle. Even worse, Melbu sometimes gets two attacks in a row, making him even stronger then before.

After doing enough damage to him, Melbu will 'spit' out a party member. this party member hits another of your party members, and will do damage to two characters. This attack can do over 1,000 to both members that are hit by it. Continue attacking and healing if you get under 1,200 HP, and soon he will absorb another party member. Continue attacking, and eventually he will spit this one out, as well. Continue this pattern, and you will eventually take down this form.

Note that it is possible to beat this form with him only absorbing one character and not having enough time to absorb another. This akes a strong party, but it is possible. Also, you want to do as much damage as you can to him in this form, and try to go over the mark of 20,000 in which he transforms again.

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The Fourth Generation

In this form, Melbu is the strongest. He has the potential to do over 2,000 damage to the entire party a round, which can cause more then a little problem for your party. If you were able to do a lot of damage to melbu in the previous battle, you MAY (it is very rare, but possible) be able beat this form without him getting off more then two attacks on your party. Also, if you finished the previous part of the battle and the original quickly, one of your characters may be still in the original Dragoon Transformation.

In this form, there are a few different patterns of attack. When the background is 'night' (AKA, stars in the sky, etc) then Melbu is in his most dangerous form. He summons small helpers at this point. These little 'helpers' attack you by detonating, destroying themselves. This detonation will do over 1,000 damage to your members, making them far more of a threat then Melbu himself. this, paired with Melbus attack can literally slaughter a party in two or three rounds.

Heal if you get under 1,500 HP, and attack ONLY Melbu. As tempting as it is to attack his sidekicks, you probably wont be able to kill them before they detonate, making the battle even longer and more dragged out. In this part, you just need to survive, and worry less about attacking then healing.

When Melbu finally turns the sky to light (you will be thankful that he does) is when you should attack as best you can. His attacks are much weaker at this point, since those little friends of his do not commit suicide upon your party.

Attack as much as you can at this point, since he will quickly change the time of day back to night, and the struggle once again begins.

As long as you attack only Melbu and keep your party over 1,500 HP, then this part of the battle is survivable. When you have done 30,000 damage to melbu, he changes forms once again, into his final, most annoying form. Note that before ending this battle, USE ALL OF YOUR SP!

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The Seventh Generation

While the last form was the most powerful, this form is without a doubt the most annoying. This is like a much stronger version of the Grand Jewel Battle...except with more attacks. Keep your HP over 1,800 at all times.

Melbu's single target magical attacks (I like to call it the Mirror attack) does over 800 damage to a single party member, and while in normal form is one of the worst attacks he can employ. He also has an attack which will confuse two out of three of your party members. This attack is why you brought all of those Mind Purifiers into the battle with you. Melbu will just sit back laughing while your party slaughters each other with physical attacks. This must be cured immediately.

Perhaps the most annoying aspect of this battle is the fact that you cant use Dragoon Mode. yeah, it would nullify the Confusion, but you would just find yourself slaughtered. Melbu casts a spell basically the same as the Dragon Block Staff. This limits the damage you use in Dragoon form, as well as about quadruples the damage you take. One attack from him while you are in Dragoon form with your powers blocks, and you are dead.

If you are lucky enough to not have that spell cast immediately, use Dragoon form with Dart and attack for more damage. Melbu still has high defense, but this is the best form of attack there is. Also, if you have more then 100 SP, try and transform at the begginning og the battle in order to make it go down and so you can use Dragoon form to attack later on (after the effect wears off and he does not cast the spell over again).

He has a few spells that Faust did, as well. He has the attack all magical attacks which are very powerful, though they do lack the power of Fausts. these do 500 damage to the entire party. If you have the DG Armors equipped, some members will be immune to some of the attacks. This is probably his weakest attack at this point. You just need to do that remaining 12,000 damage, and victory will be yours...as long as you dont let your party kill itself.

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----16. Stardust----  
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Here's all the stardust in the game and where to find it:

1. Located in Seles - around the graveyard. Just search around there and you'll find it.
2. Located in Capital Bales - right near Lavitz's house, around the well.
3. Located in Capital Bales - inside the Weapon Shop. You can't miss it easily.
4. Located in Capital Bales - inside Indel Castle, around the basement. Somewhere near the fireplace, it isn't too hard to find.
5. Located in Capital Bales - inside Indel Castle again on the upper-left part of the second floor.
6. Located in Capital Bales - in Lavitz's house. It's where Shana and Lavitz's mom are cooking.

7. Located in Capital Bales - this is a tough one. You can buy the Good Spirit at the bar, and then give it to a drunk man, then turn the valve inside the castle to open up the path. Take the boat down and take it to the basement and you'll find it there.
8. Located in Hoax - the fireplace of the house on the left.
9. Located in Hoax - after fighting Sandora Elite and Kongol and once Dart gets Dragoon form, look around Kaiser's office.
10. Located in Marshlands - around the fireplace in the stronghold. Hard to miss.
11. Located in Lohan - the left of the entrance.
12. Located in Lohan - look in the room where you can find a large bird, and go downstairs from behind the bookcase and find the Stardust in the room down there.
13. Located in Lohan - just in Dabas's Antique Shop. Not difficult.
14. Located in Lohan - near the animal cages. Not hard to find at all.
15. Located in Kazas - right in the barrels of the first house to the right.
16. Located in Kazas - near the treasure chest in that house.
17. Located in Kazas - around the third house to your right.
18. Located in Kazas - head a bit deeper inside the town, and go to the room on the right and look near the bookcase.
19. & 20. Located in Kazas - head down the ladder around there and search the barrels and you'll find these two somewhere around there.
21. Located in Fletz - Kaffi's bar, and around the right.
22. Located in Fletz - it's just in the church, not hard to find.
23. Located in Fletz - examine the gem in the Weapon Shop.
24. Located in Fletz - examine the gem in the Jewelry Shop.
25. Located in Fletz - examine the gem in the Item Shop.
26. Located in Fletz - inside the castle, go to the main hall and turn to the right to find it.
27. Located in Fletz - the room under Princess Lisa's room, just around there.
28. Located in Donau - just at the water near the left. You absolutely cannot miss this.
29. Located in Donau - right inside the Mayor's house; not difficult either.
30. Located in Home of Gigantos - check the torch on the right to find it there.
31. Located in Queen Fury - find it in the basement, where Kongol is.
32. Located in Queen Fury - north of Shana where she usually is. Not very easy

to miss.

33. Located in Lidiera - up the ladder and down the house.

34. Located in Fueno - right inside the hospital, just mess around there and examine stuff.

35. Located in Fueno - inside the barrels in the inn.

36. Located in Furni - it's the house on the right. Just in the entrance and very easy to find.

37. Located in Furni - mess around in Teo's house and you'll find it.

**\*\*NOTE ABOUT THE FOLLOWING FIVE: YOU CANNOT COLLECT THEM UNTIL DIVINE DRAGON DESTROYS DENINGRAD\*\***

38. & 39. Located in Deningrad - right near the shop on the right, where the sellers are.

40. Located in Deningrad - the hotel, around the top floor.

41. Located in Deningrad - right in the seal room. Not hard.

42. Located in Denigrad - you'll find this one where Shana's room used to be. Easy to find.

43. Located in Neet - around the entrance, and near the pole. This one can be a bit tricky.

44. Located in Wingly Forest - mess around in Guaraha's room to find it.

45. Located in Wingly Forest - in the Ancestor's room. Quite easy to find, in my opinion.

46. Located in Velweb - the tower of the seven Dragoons. The first tower, I believe.

47. Located in Ulara - just the bush of roses. Very easy.

48. Located in Ulara - the biting roses. Again, very easy.

49. Located in Ulara - the shop. Similar to Fletz, I guess.

50. Located in Rogue - around the mess of jars.

The point of collecting Stardust is to give it to Martel. In Disc 2, she's in Fletz, and in Disc 4, she's in Rogue. Here are the items she gives you for them:

10 Stardust: Physical Ring

20 Stardust: Amulet

30 Stardust: Wargod's Sash

40 Stardust: Rainbow Earring

50 Stardust: Vanishing Stone

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----17. Items----  
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This section is for the item lists in Legend of Dragoon. There will be no prices in this section, since the prices for items are set up in the walkthrough. These items are done alphabetically, and there is no Key Items in this section.

Notes:

Multi means that you can boost up the item through rapid pressing of the X button. The percentage goes up by 2% at each press of the button. Only attack items can be Multiplied.

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Angels Prayer

Effect: Revives character from KO, and restores half of their HP.

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Attack Ball

Effect: It creates a random attack item. This attack item can be from a single target weaker attack, to the stronger attack all elemental items.

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B

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Black Rain

Effect: The Multi Dark elemental attack. This damage every enemy.

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Body Purifer

Effect: This items cures physical statuses such as Poison, Stun, and Arm Block. This does not cure the Petfircation status.

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Burn Out

Effect: The Multi Fire elemental attack in which attacks a single monster.

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Charm Potion

Effect: This item allows you to dodge three encounters. basically, it lets you keep your 'Blue' status in the field for longer then you usually would. After what would be three encounters, it goes back to normal.

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D

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Dancing Ray

Effect: this Multi attack item does light damage to the entire enemy party.

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Dark Mist



Effect: This Multi attack item does Dark elemental damage to a single enemy.

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Depetrifier

Effect: This item cures the "petrification" status.

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Detonate Rock

Effect: This attack item does non-elemental damage to the entire enemy party.

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Down Burst

Effect: This attack does a large amount of Wind damage to the entire enemy party.

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Fatal Blizzard

Effect: This Multi item does Water elemental damage to all enemies.

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Flash Hall

Effect: This Multi item does a large amount of Thunder elemental damage to all enemies.

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Gravity Grabber

Effect: this attack item does a large amount of Eart elemental damage to the entire enemy party.

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Gushing Magma

Effect: This Multi attack item does Fire elemental damage to the entire enemy party

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Healing Breeze

Effect: This healing item heals your entire party for half of their max HP

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Healing Fog

Effect: this healing item heals one member of all HP, no matter how low it is

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Healing Potion

Effect: This healing item restores half of a single characters maximum HP

-----

Healing Rain

Effect: This healing items restores the entire party to maximum health, no matter how low each members HP was

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Magic Shield

Effect: Makes one party member immune to magical attacks for three of their turns. It can be used multiple times, but only once per battle

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Magic Stone of Sgment

Effect: This item stops an enemy from acting for three turns of their turns in battle. It can be used more then once, though only one time in a specific battle

-----

Material Shield

Effect: Makes one party member immune to physical attacks for three of their turns. It can be used multiple times, but only once per battle

-----

Meteor Fall

Effect: This Multi attack does Earth damage to all enemies

-----

Midnight Terror

Effect: This item has a chance of effecting Fear upon one enemy when it is used. Will only work on normal enemies

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Mind Purifier

Effect: This items heals effects of the mind, such as confusion, fear and dispirt

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Moon Serenade

Effect: This healing items restores All MP to each member of the party

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Night Raid

Effect: This attack item does a large amount of Dark damage to eaach enemy

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Panic Bell

Effect: This item causes confusion to an enemy. It will only work on normal enemies

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Pellet

Effect: this Multi item will do Earth elemental damage to a single enemy

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Poison Needle

Effect: This item will cause the Poison status effect against an enemy. It only works on normal enemies

-----

Power Up

Effect: Makes one party member have double strength for their physical attacks for three of their turns. It can be used multiple times, but only once per

battle

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Power Down

Effect: This item lowers the physical attack of one enemy by half for three of their turns. It can be used multiple times, but only once per battle.

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Psych Bomb (X)

Effect: This Multi attack item does Non-Elemental damage to every enemy on the screen. The X can be used multiple times, but only once per battle.

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Rave Twister

Effect: This Multi attack does Wind elemental damage to all enemies

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Recovery Ball

Effect: This item generates a healing item. It will restore HP, MP, or SP

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S

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Sachet

Effect: This item makes all enemies fall asleep.

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Smoke Ball

Effect: this item makes the entire party run from battle with a 100% chance of working. it can only work on normal enemies, and can be used multiple times, but only once per battle

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Spark Net

Effect: This Multi attack item does Thunder elemental damage to a single enemy

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Spear Frost

Effect: This Multi attack item does Water Elemental damage to a single enemy

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Spectral Flash

Effect: this attack item does large amounts of Light elemental damage to the entire enemy party.

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Speed Up

Effect: This item doubles the speed of a single member for three of their turns. It can be used more than once, though only once per battle.

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Spinning Gale

Effect: This Multi attack item does Wind Elemental damage to a single enemy.

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Spirit Potion

Effect: This item restores 100 Sp to a single member. This item has the same effect as normal SP, and used on a party member, can help them reach their next Dragoon level faster.

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Stunning Hammer

Effect: This item stuns a single enemy. it only works on normal enemies, and

does not have a 100% probability of hitting.

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Sun Rhapsody

Effect: This item restores all MP to a single character, no matter how low it was previously.

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Thunderbolt

Effect: This Multi attack item does Thunder Elemental damage to all enemies.

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Total Vanishing

Effect: This item instantly kills a normal enemy. It will not work on bosses

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Trans Light

Effect: This Multi attack item does Light elemental damage to a single enemy.

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-----18. Song Lyrics-----  
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This is a section for the lyrics to the main theme of Legend of Dragoon. This is just if you are curious. The main theme is an elongated version of the song in the prologue movie. This song plays during the ending credits of the game.

My heart has dreamed,  
That I can fly.  
I can feel each moment,  
As time goes by.  
We'd never be too far away,  
You would always be here,  
I heard you say.

I never thought...  
Thought, that it would be our last goodbye.  
I still can dream,  
That one day love  
Will out from the sky...

[Chorus]

Do you still remember,  
All the time that has gone by?  
Do you still believe that,  
Love can fall out from the sky?  
If from where you're standing,  
You can see the sky above...  
I'll be waiting for you,  
If you still believe in love.

Find a way,  
To bring back yesterday.  
Find a way,  
In love.



Gbness - Or, Gee Bee. He wrote the other half of my guide. After some...  
co-author problems, Gee Bee was a savior for me. he deserves a big thanks  
on helping me (finally) finish this guide.

Legend of Dragoon official Strategy Guide - Some boss HP totals. Not all  
of them, but some. I hate using official guides :(

My readers - Once again, you get thanks. I wouldnt be here if it were not  
for you. I probably would have given up after my first guide, had you not  
told me that I did a great job. Even if you critised me, I still thank you.  
Anyways, Thanks to everyone who reads this.

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=====END OF FILE=====

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