

The Legend of Dragoon Character Guide

by Meh1

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Version 1.1

Version 1.1(11/24): I made corrections regarding each character's strengths and weaknesses, and re-evaluated them a bit. It seems that I missed some stuff. Also, added more details about each character's stats and equipments. There's also another section filled with miscellaneous stuffs.

Introduction: This FAQ's basically analyzes the characters in the game. Their strengths, weaknesses, and overall ability, in my opinion of course. Since I've played through this game with numerous parties, I think I have a good idea of what I'm talking about. Hopefully, this guide will help you out with how to use different party members. As always, suggestions and questions are welcome.

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* Character Stats *

Here I'll discuss the different stats in the game and what they mean.

AT: Your character's attack power. This stat affect how powerful your Additions is in both human and dragoon form. This stat is affected by which weapon you use and some accesories.

DF: Your charcter's physical defense. This stat affects how much damage you take from a physical attack. This stat is affected most by which armor you wear, although some helmets, shoes and accessories also boosts this stat.

MAT: Your character's magic attack power. This stat affects how much damage you can deal with Dragoon magics and Magic attack items like Gushing Magma. Most Helmets boosts this stat.

MDF: Your character's magic defense power. This determines how much damage one takes from a magical attack. This stat is less important in random encounters, where enemies rarely use magic unless their HP is in yellow or

red. However, it is invaluable in boss battles, where big spells can easily take off a big chunk of HP to characters with low magic defense.

Speed: In my opinion, the most important stat in the game. Speed affects how much time there is in between a character's turns. A character with high speed would get more turns during battles. Unlike other stats, your characters' speeds does NOT increase with levels. Only 5 items in the game can boost this stat, and they tend to be quite rare.

A-HIT: Another stat that doesn't increase with levels. This affects your hit rate. Like Final Fantasy games, for those who play them, you can hit most enemies all the time despite no boost in this category. However, there are rare encounters where a higher number here would help. For the most part, just ignore it.

M-HIT: Pretty much the same as A-HIT, except with magic. Again, fairly useless.

A-AV: Your evasion against physical attacks. This is a pretty useful stat. However, for the first half of the game, only accessories increases it. But your accessory slot should be used for other things. Once you get shoes that raise this, get them.

M-AV: Again, same as A-AV except with magic this time. Not worth an accessory slot.

* Additions *

Additions are the key to the game. If you understand additions, it will make the game much easier. So make sure you read the instruction manual and the in-game tutorial on it. I won't cover the basics here. Also, there are two types of Additions. One in human form and one in Dragoon form.

[Human Additions]

I'll discuss the one in human form first, as it is more important. Each character starts off with one addition. They'll gain more as their level rises. Once you have multiple additions, you can choose which one you use. Your choice of additions affects two things.

One is the damage modifier(listed as DAM% in the menu). This tells you how much extra damage you can do with each attack. For example, let's use Dart's Volcano and his Madness Hero. At level 5, Volcano has a damage modifier of 250%. Madness Hero has 100%. This means that Volcano will deal 2.5 times the damage as Madness Hero.

Note: The damage modifier is accurate only if you 'completed' an addition. You'll know when you've completed on because the character will yell the name out in battle. If you don't complete an Addition, the damage dealt is based on how many times you nailed it. For example, Dart's Volcano adds 3 hits to the initial attack, bringing the total to 4. If you only managed to add 2 hits(missing the last one), you'll deal 3/4 of the damage that you'd deal had you completed all 3 additions.

The other is how much SP you gain. This stat is pointless before your character get his/her Dragoon Spirit. Once a character gains a Dragoon Spirit, s/he will obtain SP from using Additions as well as deal damage. SP does two things. One is to build up your Dragoon level gauge, so you can transform into

Dragoons. Also, as you accumulate SPs, your dragoon level will rise, giving you more Dragoon Magics, more MP, and allows you to stay in Dragoon form more often.

You should also note that there's a level for every Addition in the game. This is because Additions become better as you use them. For every 20 times you complete an addition, it will rise in power. Either you get more SP with each use, or deal more damage, or both. They achieve maximum power at level 5, or 80 completions.

All characters also have a Final Addition. This addition will only become available when you have reached level 5(used 80+ times) for all your other additions. The final additions are VERY powerful, so you should try to get them as soon as possible. This means that you'll be spending a lot of time using Additions which are weaker than others. However, you'll be well rewarded at the end.

Due to the Final Additon and the Dragoon level, your characters should almost always be in human form for regular battles. They should only go into dragoon form during boss battles, where the extra defense and Dragoon Magics make the battles much easier.

[Dragoon Additions]

When you're in Dragoon Mode, there are only two choices. One is to attack using Dragoon Additions and the other is to use Dragoon Magic. Dragoon Additions does not level up as you use them, nor do they contribute SP. Hence, their only point is to deal damage.

If you want to see the damage modifier for your Dragoon Additions, look under the Status or Armed meus. You'll see many percentages under the word 'Dragoon'. The percentage in the AT section corresponds to the Dragoon Addition. This number, however, is kind of deceptive. The actual damage modifier for every character except Shana is twice the number listed. So if you see that Dart has 150% listed by his AT, you actually deal 300% the normal damage. For Shana, the percentage listed is indeed accurate.

Dragoon Additions become more powerful as your Dragoon Level rises. For Shana, it rises 5% for every Dragoon Level. For everyone else, it's 10%. This makes Dragoon Additions very powerful early in the game, when most of your human additions deal much less damage(the lone exception being a high level Gust of Wind Dance). However, towards the end of the game, your final additions will overshadow your Dragoon Additions.

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* Dart - Fire Element *  
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Main character of the game. Since you're forced to have him in your party the whole game, it's kind of pointless to judge him. Overall, pretty average. However, if you like to rotate your other party members, he'll likely be your most powerful character due to his higher levels.

[Stat Rating]

Dart has very balance stats in all areas. The only problem is his speed(50), which is on the low side. Kind of disappointing for a main character, though. Usually you expect the main guy to be really powerful. It's not a bad idea to give him a Legendary Casque(+50 MAT, +127 MDF, + 50% M-AV) when you can afford one. Unfortunately, this can take a while, as it costs 10,000

gold. You can buy it at Lohan.

[Additions]

Dart has the most additions in the game, which is a pain because it takes forever to get his final addition. However, you have a bit more choices regarding which to use in which situation.

1. Double Slash(initial): Standard first addition. Easy to use.
2. Volcano(lv2): Gives little SP but adds quite a bit of damage. You should save this for boss fights early in the game.
3. Burning Rush(lv8): You should switch to this addition immediately after you get it. The damage modifier is pathetic(150% at all levels). But the SP you gain is the best for this stage of the game. By gaining a lot of SP, you can level up your dragoon levels faster. This is because you gain dragoon levels based on how many SPs you gain. Switch to Volcano for all boss fights, when damage becomes more important than SP.
4. Crush Dance(lv15): Now this is a great addition. Good damage and good SP. I suggest you reach lv5 for all previous additions before starting with this one, because the game is easier early on.
5. Madness Hero(lv22): This addition is like Burning Rush, except the damage is worse and SP is better. Definitely should not be used during boss fights, but very nice for random battles for the same reason as Burning Rush. Might be hard to pull off. If so, you could consider getting a Ultimate Wargod.
6. Moon Strike(lv29): Excellent damage, terrible SP. But you shouldn't need SP that much now if you've leveled up Madness Hero.
7. Blazing Dynamo(all other Additions at lv5): Dart's final addition. His best addition, obviously. Excellent damage. Excellent SP. Fairly easy to complete for a final addition.

[Dragoon Magic]

level 1: Flame Shot - Not terribly useful. Flame Shot tends to deal the same(or less) as his dragoon addition. However, if you meet a water enemy early on, this is not bad, since you will deal extra damage. Obviously, do not use it on any fire enemy.

level 2: Explosion - Not good. Dragoon form is much more useful during boss fights, where the extra defense is handy. Yet there are almost no boss fights where mass-hitting spell is useful.

level 3: Final Burst - Now this is a great spell. Even against enemies neutral against fire, it will deal better damage than Dart's Dragoon Addition. Since the game put in a disproportionate amount of water bosses in the game, this magic will be very helpful.

level 5: Red Eyed Dragon - Not too useful. It's usually better to use Final Burst 3 times than Red Eyed Dragon once and Dragoon additions twice. The 175% damage modifier is seriously off. As it doesn't really do much more than Final Burst.

[Final Analysis]

Not much to say here, since he's in your party no matter what. Try using his Additions as much as possible, because he needs to level up more of them than

anyone else in the game. This is especially annoying because he has below average speed. Unless you're using Kongol or Lavitz, he's the best candidate for any speed boosting equipment you get.

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* Lavitz/Albert - Wind Element *  
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I'll just use Albert in this guide for simplicity sake. If this is your first game, don't ask why I have two characters as the same one.

Albert is one of the better characters in the game. He has arguably the most useful Dragoon magic in the game along with some great Additions. What sets Albert apart from most of the other characters is that he's strong through the game. However, his usefulness declines towards the end, when characters like Haschel and Meru surpasses him. Another note about Albert is that his Additions are hard to use. If you have trouble with them, choose another character.

[Stat Rating]

Albert is a heavy duty fighter character. He has the 2nd highest AT, DF, and HP in the game. On the flip side, his MAT, MDF, and Speed(40) are the 2nd worst. This makes him a good candidate for equipping Bandit Ring and/or Bandit Shoes. It's also a good idea for you to buy him a Legendary Casque before you give one to Dart, since Albert definitely needs it more.

[Additions]

Albert's additions have some of the craziest timings in the game. It will definitely take a while to nail his last two Additions, Gust of the Wind Dance and Flower Storm. However, he gets all of his quicker than anyone else in the game. If you're the patient type, you can get his final addition on disk 1 fairly easily.

1. Harpoon(initial): Standard first addition. decent at everything, but not great.
2. Spinning Cane(lv5): The damage bonus is a bit better than Harpoon, but you get less SP.
3. Rod Typhoon(lv7): This is Albert's best addition in terms of SP. Raise this to lv5 before any other Addition.
4. Gust of Wind Dance(lv11): Ouch. Now this is a hard Addition to get right. Keep trying, though. The damage is VERY good. Therefore, you should always use this in boss battles if you can nail it with consistency.
5. Flower Storm(All other Additions at lv5): As with all final additions, Flower Storm gives you good SP and good damage. Unfortunately, the timing for this addition is also quite brutal. Also, it's kind of a disappointment since the damage isn't all that better than Gust of Wind Dance(405 vs. 350).

[Dragoon Magic]

level 1: Wing Blaster - Pointless. If Albert's in Dragoon form, he should be using additions, not magic. This spell will do pretty crappy damage even against enemies weak to wind, as Albert's Magic is very bad.

level 2: Rose Storm - Now this is more like it. Rose Storm halves all damage done to you for three of Albert's turns. VERY, VERY, VERY useful in boss fights.

level 3: Gaspless - Fairly pointless, for the same reason as Wing Blaster. It's possible that this is good against enemies weak against wind. But you should save your MP for Rose Storm.

level 5: Jade Dragon - You should not cast this and instead save your MP for Rose Storm.

[Final Analysis]

Albert is a great character. His Rose Storm is powerful and all of his Additions have great damage modifier. However, skip him if you have trouble with tough additions. He's useless if you can't use Gust of Wind Dance and Flower Storm with regularity. Also skip him if you don't like slow characters.

* Shana - Light Element *

Definitely not one of my favorite characters, battle-wise or story-wise. Shana is a White Mage type character for those who play Final Fantasy games. Unfortunately, a white mage is much less useful in this game than in FFs.

[Stat Rating]

Shana's stats and equipments gear towards magic. Her magic and magic defense are THE BEST in the game by far. Her HP is also quite good, even better than Rose! Her Speed(65) is second only to Meru. As you probably can see by now, she suffers in the other departments, AT and DF. This is made worse by the fact that Shana has no additions. And no, she doesn't get any powerful weapons that balance this out either. In fact, it's not even a bad idea to skip buying one or two of her weapons, because the difference is so small.

To use Shana effectively, you must have lots of attack items. Shana will deal VERY nice damage with them because of her high MAT. She can even take out bosses weak against magic quickly and efficiently. This is more useful in the first two disks, but less useful late in the game.

Shana's a good candidate for the 10,000 gold Armor of Legend(+127 DF, +50% M-AV). Otherwise, her equipment should be geared towards defense and HP. Of course, equipments that boosts her Speed is always useful.

[Additions]

Shana cannot use Additions. This is, in my opinion, her biggest drawback. Unless she's throwing attack items, Shana's practically useless for dealing damage. This makes her terrible in regular battles, but quite decent in boss fights. Another good thing about Shana is that she gains SP faster than anyone else in the game. So her Dragoon Level will rise faster than others towards the end.

[Dragoon Magic]

level 1: Moon Light - Heals/Revives one person fully. Quite useful spell, since healing in Dragoon form is fairly hard. And this is the ONLY way to revive a person in Dragoon form.

level 2: Star Children - Similar to Dart's Explosion except this is light elemental. Fairly worthless. You should save your MP for other things.

level 3: Heaven's Gate - Now here's great spell. Heals everyone fully. If someone's knocked out, this spell will revive him to 1/2 of max HP.

level 5: White Silver Dragon - Excellent spell. Deals damage AND heals everyone. Definitely the most useful dragon in the game. Unfortunately, it cost too much MP for you to keep using it(unless you use MP recovery items).

[Final Analysis]

If you want a 'mage' in your party, I suggest Meru. However, if you like Shana or hate Meru, feel free to use her. It will definitely make the game more tedious, since she's basically a bystander in between boss fights. But if you think you can handle that, you will be rewarded in boss fights, where her Dragoon healing and magic really shines.

* Rose - Dark Element *

Rose is my favorite story character in the game. She's also one of the best in battle. For a bonus, she(not Dart) gets the equip the most powerful weapon in the game. Though you do get it quite late. Still...

[Stat Rating]

Like Dart, Rose has average stats for the most part. Her stats do start off quite well, though. But tapers off a bit towards the end. Rose's big problem is her HP, which is the 2nd lowest in the game. Even lower than Shana's! Her speed is average(55).

Due to her low HP, she's a good candidate for equipments like the Dragon Helm(+50% HP), Physical Ring(+50% HP), or Therapy Ring(recovers 10% HP each turn). I've found that the combinations of Dragon Helm and Phantom Shield(reduces all damages by 1/2) works great on her as a final setup. You can buy Phantom Shields at Lohan or buy beating Magician Faust. I suggest the latter.

[Additions]

One great thing about Rose for first-time players are her Additions. They are very easy to pull off but quite powerful. Even her Final Addition has very friendly timing. Also, Rose has very few Additions. So her final addition is easy to get.

1. Whip Smack(initial): Again, the standard first addition. Moderate damage and SP gain.

2. More & More(lv14): By the time you get this, you should've already reached lv5 with Whip Smack. If not, finish leveling up this Addition first and go back to Whip smack.

3. Hard Blade(lv19): Finish leveling up your other Additions before going with this one.

4. Demon's Dance (Reach lv5 with previous Additions): Yep. That's right. Just three additions before she reaches her final one. And it's quite good. The damage modifier for it is tied for 2nd in the game.

[Dragoon Magic]

level 1: Astral Drain - This is her best Dragoon magic. It will stay useful for the entire game. However, it shines the most early on. Another note is that while the game says it deals 25% damage, the actual damage seems to be 50%. Probably a mistake by Sony. The HP recovery, while not significant, is more helpful than one might think. This is also the only spell that heal your characters by a fighter-type character.

level 2: Death Dimension - Useless. Astral Drain is more useful in boss fights.

level 3: Demon's Gate - Useless. It works on random encounters. But you should be leveling up your additions during that time.

level 5: Dark Dragon - I use this late in the game. Granted, it's just one time per fight. But the alternatives aren't attractive. Overall, Rose's dragoon magics aren't too great.

[Final Analysis]

Rose is a great character for beginners. Also, if you're leaning towards an all-fighters party for big damage, make sure you have Rose. She's the only female fighter in the game. Why have a female character? Because this way you can take advantage of all the speed boosting equipments in the game. Speed boosting equipments are some of the very best gears in the game.

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* Haschel - Thunder Element *  
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Haschel is an excellent character. If you factor in his speed, Hashel can dish out the most damage in the game. However, he does not start out strong, due to some weak Additions. At the end, though, he becomes a powerhouse.

One note about Haschel is that Thunder doesn't have an opposite element. This is both a good and a bad thing. It's good because he'll never take extra damage from a spell. But he'll never dish out extra damage either.

[Stat Rating]

Another Balanced character. Unlike Dart and Rose, though, Haschel has better speed(60) and very good AT, 3rd best in the game. This is also enhanced by his weapons, which are quite strong.

Since Haschel doesn't really have any obvious holes, there's no expensive equipment that really fits him. Legendary Casque is a good option, though. Equip it and keep him as a human. This way he can pummel bosses with Omni-Sweep.

[Additions]

Haschel's additions, for the most part, are pretty easy to use. The exception, unfortunately, is his final addition. You certainly need some practice with this one. Hex Hammer is another annoying addition, because it has a terrible timing if you get counterattacked.

1. Double Punch(initial): Just like all other initial Additions
2. Flurry of Styx(lvl4): Good damage. Terrible SP. Do not use this early in the game(boss fights excluded) unless you've finished leveling up all other Additions available.
3. Summon 4 Gods(lvl18): Terrible damage. Great SP. You get the idea. Level this up asap.
4. 5 Ring Shattering(lvl22): A more powerful version of Double Punch. Pretty useful in boss fights.
5. Hex Hammer(lvl26): Save this one for last. Terrible SP, but great damage. You might consider using an Ultimate Wargod if you have one for this addition. The timing for the counterattack is brutal.
6. Omni-Sweep(All other Additions at lv5): Pretty much just like all other final additions.

[Dragoon Magic]

level 1: Atomic Mind - It usually deals around the same damage as his Dragoon Addition, depending on the situation. Use this on enemies weak against magic. Otherwise pretty useless.

level 2: Thunder Kid - A bit more powerful than Atomic Mind.

level 3: Thunder God - A bit more powerful than Thunder Kid. The developers really should've put some more thoughts into his Dragoon Magics.

level 5: Violet Dragon - I'd use this when I get it. Not too great, but his MPs are wasted otherwise anyway. Overall, Haschel should stay in human form towards the end of the game anyway. He's much more powerful that way.

[Final Analysis]

If you want a fast party, Haschel is perfect for you. His high number of additions are kind of annoying, but once you've leveled up Omni-Sweep, Haschel will be very powerful.

* Meru - Water Element *

Meru is that cheerful, annoying girl which seem to exist in all RPGs. Some people love these characters. Others hate them with a passion. I personally like characters such as her.

[Stat Rating]

If you've just gotten her and checked out her stats, you're likely to come away very unimpressed. Meru has the worst HP in the game. And along with Shana, terrible AT and DF. She does have great MAT and MDF, although not as good as Shana. Her natural 70 Speed is also the highest in the game.

Like Shana, Armor of Legend is good buy for her. But you should spend money on Legendary Casques for other characters before investing 10,000 gold for her. Otherwise, anything that helps with HP is definitely good, like with

Rose.

[Addition]

Meru has a lot of additions(considering when she joins your party), which is suppose to compensate for her incredibly high speed. Most of her additions are pretty terrible, but her final addition is the best in the game. At lv5, it has a 600% attack multiplier, when the 2nd highest is 501%. Granted, her attack power will still be weaker than your fighters. But she can still dish out good damage due to her extremely high speed. In fact, at very high levels, Meru will become a very powerful attacker because the AT she gains are multiplied by her high damage modier.

1. Double Smack(initial): Same old initial addition
2. Hammer Spin(lv21): More powerful version of Double Smack. Pretty good.
3. Cool Boogie(lv26): Her big SP gainer. Use it immediately. It's not like she's going to do much damage with ANY Additions at this point in the game.
4. Cat's Cradle(lv30): The last Addition you should level up. Crap SP. Good for damage. Kind of sucks that you get this at such a high level.
5. Perky Step(All other Additions at lv5): Fairly easy timing for a final addition, at least in my opinion. The counterattack is kind of annoying. Level this one up to lv5 and she can be a decent attacker. Level Meru up a lot and this Addition will make her a great attacker.

[Dragoon Magic]

level 1: Freezing Ring - Definitely better than her normal attack in most situations. However, you may want to save your MPs for Rainbow Breath. It depends on the situation. Also note to not use this(or any of her other attack spells) when facing a water enemy. There are quite a few of them in this game to make Dart seem more important with his fire spells.

level 2: Rainbow Breath - This is why you should use Meru instead of Shana. Rainbow Breath, which recovers 1/2 total HP for everyone, is more than enough for healing most of the time.

level 3: Diamond Dust - I wonder if Square can do anything about Sony ripping off the trademark attack of Shiva in FF games. :) Anyway, Diamond Dust is useless, for the same reason as all other spells which hit all enemies.

level 5: Blue Dragon - While it deals pretty good damage, you might want to save your MP for Rainbow Breath.

[Final Analysis]

She's a very useful character. Her natural high speed and magic defense makes her quite nice in boss fights. She is a liability during regular battles for most of the game, though not as much as Shana. Once Meru gets her final addition to a decent level, that liability is gone. So like Haschel, very powerful at the end.

* Kongol - Earth Element *

Kongol is my least favorite character. If there is an useless character in this game, he would be it. It's also not a good thing that Kongol's part in the story is so limited.

[Stat Rating]

Kongol has by far the highest AT, DF, and HP in the game. Unfortunately, he suffers greatly in arguably the two most important stats in the game, MDF and Speed(30). How bad is Kongol's speed? Even with Bandit Ring and Bandit Shoes, his speed is only tied with Meru's natural speed. If you use him, be prepared to see bosses do a lot things in between his slow turns.

Equipment-wise, he'd definitely benefit from a Legendary Casque. Also equip the best Speed items you have to boost his speed. If you do this, then Kongol's not half bad. But still not as good as the other characters.

[Additions]

Kongol's additions have low damage modifier, which offsets much of his natural high strength. It is kind of nice that Kongol has very few Additions, and the ones he has are very easy to pull off. But considering his low speed, it's not as great as you may think. Also note that his dragoon addition has 2 less hits than everyone else's.

1. Pursuit(initial): Just like all other initial Additions.
2. Inferno(lv23): Terrible SP. Level this one after you're done with Pursuit.
3. Bone Crush(All other Additions at lv5): Like other final additions, except there's only five hits. Definitely one of the easiest to do, but also the lowest damage modifier for all final Additions.

Dragoon Magic:

level 1: Grand Stream - Kongol's Dragoon Additions should hit for much more than this spell. Useless

level 3: Meteor Strike - See above

level 5: Gold Dragon - In certain fights this could be useful. Most of the time, just stick to his Additions. Kongol's magic stat is simply too pitiful unless you have the Legendary Casque.

[Final Analysis]

Kongol is the worst character in the game. Choose Albert if you want a power guy. Never, Never use both Kongol and Albert. That's just trying to make things tough on yourself.

* Party Combinations *

The most important thing, in my opinion, is to have at least one female party member in your party. The speed boosting items in this game are gender specific. So if you have an all-male party, your Dancer equipments will be wasted.

Here's my score(out of 10) of the characters, just for fun.

Dart - 7
Lavitz/Albert - 8
Shana - 5
Rose - 8
Haschel - 8
Meru - 8
Kongol - 4

My party suggestions.

Rose/Albert - I really like this party, especially for first time players. Everyone in your party can dish out good damage. The combination of Astral Drain and Rose Storm provides makes it easy to survive boss fights in Dragoon form for most of the game.

Meru/Haschel - This is a FAST party. You should be running circles around your enemies. The biggest advantage with this party is flexibility, because you have so many turns. The problem is that you don't deal as much damage for about the first 2 1/2 disks of the game. This is somewhat problematic in random encounters, because enemies use more powerful moves when their HP is low.

Actually, most party combinations are fine. However, I would stay away from combinations like Kongol/Albert (way too slow), or Meru/Shana (can't deal damage and makes the game too long).

* General Stuffs *

Ok. Here's a list of things that don't really belong in any particular category, but pretty important.

1. Specials

Once all your characters' Dragoon gauge has been filled, a special command with a Yin/Yang symbol appears. This does a few things. First, it immediately turns everyone into a dragoon. Also, it allows the person who used the command to successfully complete all his dragoon additions until he turns back to a human. There's also an effect on magics. The element of the person who use this command will now be 1.5 times as powerful. For example, if Rose uses the Special, her Astral Drain will now deal 1.5 times as much damage as if she used it by simply use the Dragoon command. On the other hand, the opposite element will now deal half the damage. In the above example, suppose Shana is also in your party. If she uses Star Children, it will deal 0.5 the damage as if she used the dragoon command herself. All other elements are unaffected.

This can be quite useful. For example, if you see a water enemy, then have Dart use the Special. If you see a Dark enemy, let Shana do it. Also don't use the magic of the opposite element. You need to especially watch out with Meru, since she and Dart are of the opposite element

2. Speed.

Ok. I've wrote a lot about Speed in my character analysis. There's a good reason for that, because it's important. Speed gives you more options. If you have a slow guy like Kongol, you're almost forced to attack with him, because

otherwise his turn is 'wasted'. Now on the flip side is someone like Meru. You can do anything you want during her turn. You can use attack items, support items, healing items, or attack. And you won't mind her doing any of those things because she'll have another turn quickly. Hence you have more flexibility.

There are very few speed boosting equipments in the game. The first one you can get is from Drake. He's a boss in mid-disk 1. Occasionally, he'll drop a Bandit Ring when you win. In my opinion, this item is so useful (especially for this part of the game) that you should reset if he doesn't drop it. You'll get your 2nd Bandit Ring at the Home of the Gigantos on disk 2. On disk 3, you can get Dancer's shoes at Kandassa. In the same place, an enemy will VERY rarely drop Dancer's Ring. In my many playthroughs, I've only seen this dropped once. The next place is at the beginning of disk 4 in the desert. You can get Bandit shoes there. It's pretty hard to find, so I suggest you use a walkthrough. Once you reach the first town on disk 4, you can buy magical grieves, which raise your speed by 10 (not 20 like the other items). Still quite useful since there's only one Dancer's Shoes and one Bandit Shoes in the game. So give it to your 3rd character. Later in disk 4, you have a chance to drop down some slopes. Time your jumps right for a Dancer's Ring. Again, use a walkthrough if you have trouble. Finally, you can get a Dancer's Ring after beating Faust. That's it, as far as I know. If anyone knows of any other place where I can get these items, feel free to e-mail me.

3... I can't think of it right now, but I know there's something else I wanted to share. Oh well. There will be something here on my next update. :)

Ok. That's all, folks. Hope you found it helpful. If you have something you wish I can add, feel free to e-mail me.

Credits: Credit goes to the Walkthroughs on Gamefaqs, which helped me get all the items and with the side quests of the game.

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