Wild Arms 2 FAQ/Walkthrough

by Syonyx

Updated to v1.21 on Nov 26, 2007



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9g) Experience/level
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- 9h) Duplicator Locations
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IN-DEPTH WALKTHROUGH CONTENTS

The easy way to find what you're looking for! Press Ctrl+f and enter the search code to jump to the relevant section in the guide.

Location	Search Code	Location	Search Code
(Disc 1)		(Disc 2)	
Withered Ruins	Dungeon WR	Memory Maze	Dungeon MM
Millennium Puzzle	Dungeon MP	Millenium Puzzle (2)	Dungeon MZ
Brad's Intro	Dungeon BI	Sacrificial Altar	Dungeon SA
Town of Meria	Town MR	Grotto of Lourdes	Dungeon GL
Sword Cathedral	Dungeon SC	Lost Garden	Dungeon LG
Valeria Chateau	Town VC	Sleeping Volcano	Dungeon SV
Illsveil Prison	Dungeon IP	Palace Village	Town PV
Under Traffic	Dungeon UT	Raypoint Flam	Dungeon RF
Damzen City	Town DZ	Raypoint Geo	Dungeon RG
Telepath Tower	Dungeon TT	Raypoint Wing	Dungeon RW
Mt. Chug-Chug	Dungeon CC	Raypoint Muse	Dungeon RM
Live Reflector	Dungeon LR	Trapezohedron	Dungeon TZ
Golgotha Prison	Dungeon GP	Fiery Wreckage	Dungeon FW
Sylvaland Castle	Town SD	Spiral Tower	Dungeon ST
Halmetz	Town HM	Glaive Le Gable	Dungeon GG
Holst	Town HL		
Aguel Mine Shaft	Dungeon AM	Optional areas	
Raline Observatory	Dungeon RO		
Baskar Village	Town BV	Odd Headquarters	Town OD
Hidden Trial Arena	Dungeon HT	Wind Tiger's Den	Dungeon WT
Warwing Varukisas	Dungeon WV	Thunder Lion Cage	Dungeon TL
Tunnel to Sielje Region	Dungeon TS	Island Outpost	Quest IO
Sielje Region	Town SR	Dark Reason	Dungeon DR
Gate Bridge	Dungeon GB	Abandoned Icebox	Dungeon AI
Greenhell	Dungeon GH	Shining Garden	Dungeon SG
T'Bok Village	Town TB	Meteorite Crater	Dungeon MC
Quartly	Town QT	Werewolf's Den	Dungeon WD
Slayheim Castle	Dungeon SY	Crimson Castle	Dungeon CS
Alchemic Plant	Dungeon AP	Promised Catacombs	Dungeon PC
Emulator Zone	Dungeon EZ	The Guardian Lords	Quest GL
Guild Galad	Town GG	Good Luck Zone	Dungeon GZ
Closed Mine Shaft	Dungeon CM	Fab Science Lab	Dungeon FL
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Diablo P. Ptolomea	Dungeon DP	Monster Album	Quest MA
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Diablo P. Antenora	Dungeon DA		
Lost City Archeim	Dungeon LC		
Diablo P. Judecca	Dungeon DJ		
Heimdal Gazzo	Dungeon HG		
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1) INTRODUCTION

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Greetings and salutations! Welcome to my Wild Arms 2 guide, by yours truly, Syonyx. I hope you will find it both informative and entertaining. This guide contains pretty much every bit of information you need to get the full experience of the game (I hope!). I have included a complete walkthrough for the main storyline and all of the many side quests, information about every character and their abilities, and lists of virtually everything in the game, from items, equipment and mediums to a complete bestiary for your monsterbashing pleasure. The only thing I have not done is to dictate to you how you must play the game. I generally won't tell you what parties are best to use, what I think the ideal equipment combination might be, how much time to spend leveling up or anything like that (except for some of the most difficult bosses), because I want you to make the game your own. So experiment to find what works best for you, get to know the characters, and have fun with it. And please use the 'find' function on your computer if you're having trouble locating a particular bit of info. Also, please note the in-depth walkthrough contents listed just above, which will help you jump to exactly the point in the guide that you're looking for.

I am always open to comments, questions, or suggestions for future updates of this guide. Please direct all correspondence to: [syonyx_faqs at yahoo dot com].

-- VERSION HISTORY: --

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1.0: Started guide on March 17, 2004, and most of what you see here completed by May 25, 2004.

1.1: Added some missing items sent in by readers (see thanks section at end)
 -monster #64;
 -secret room in Grotto of Lourdes with duplicators;
 -hidden Crest Cap in Guild Galad;
 -strategies for final pyramid bosses;
 -other odds and ends to clarify certain items.
 This version completed March 24, 2005.

- 1.2: Updated my strategy for defeating Angolmois, included a tidbit about Dante's Inferno and other odds and ends, all thanks to reader-submitted contributions. Sorry it took so long for me to update! Also added tips on which Personal Skills to purchase, and proof-read most of the document. This version completed August 17, 2006.
- 1.21: Added a couple of small reader tips and corrections. Completed November 26, 2007.

X: enter location
R1/L1: rotate screen
Start: select lead character
Select: open world map

O: cancel selection R2/L2: scroll down/up menu pages

R1/L1: rotate screen

Piloting vehicles:

Forward/X: go forward L1/R1 / left/right: turn left or right O: disembark (must be in an appropriate place to do so) X: board (when facing the vehicle) R2/L2: rotate screen

Just the essentials.

LOOKING AROUND:

Besides using your own two eyes, you can also rotate the screen 360 degrees by using R2/L2. This lets you scan your environment more thoroughly, and helps when you need to move or act at an awkward angle. To stay oriented, make use of the compass pointer that will always be somewhere around the edge of the screen (unless you turn it off in the options menu). The red half of the pointer always indicates North.

USING THE X BUTTON:

This button does almost everything for you, including talking to others, examining signs and objects, working switches and levers, pushing and pulling boxes, etc. When in doubt, press X. Also see running, below.

FINDING NEW LOCATIONS:

The first thing you need to know is that finding new towns and dungeons is not like in most other RPGs, where they just sit on the world map waiting for you to reach them. You have to work to find new places! Most of the time, three things must happen:

- Someone tells you where it is. The description of the location appears in yellow in the dialogue box. There are some exceptions late in the game, but generally if you're having difficulty finding a location, you need to make sure that you've talked to the right person about it first.
- 2. You follow the directions you were given. This is important. Use the compass to make sure you're going in the right direction.
- 3. You have to SEARCH for it. This means pressing 'square' while in the field, sending out a kind of radar signal in a circle around you. If the location is nearby, it will then pop up on the field, and the name will

appear as you walk close to it.

Press X while facing the location while the name is visible to enter it.

USING TOOLS:

To progress in most dungeons, you frequently need to use your characters' unique tools to your advantage. Select the character and the tool by pressing Start, then press 'square' to actually use the tool. For example, Ashley's Hurl Knife must be used to hit various switches to open locked doors. If you're stuck, experiment with different tools, and look around for a feature of the local environment that you might have missed.

RUNNING:

Hold X to run anywhere. It can be a little tricky at first, though, because you run by revving in place for a moment and then dashing off in a straight line. When you release X, you slide to a stop. You also come to a grinding halt by running into anything (or anyone). Turning requires briefly releasing X, holding the new direction you want to run, and pressing and holding X again. With just a little practice you'll be a pro.

UNDERSTANDING PARAMETERS:

Check the status screen in the game menu to see the list of parameters for each character. Here are the stats and what they mean:

STR: Physical strength. Forms the basis for attack power.

VIT: Physical vitality. Determines HP growth and physical defense power.

SOR: Sorcery power. Determines the strength of magic spells cast.

RES: Responsiveness. Determines the order in which fighters act in battle.

ATP: Physical attack power. Dictates the damage caused by physical attacks.

DFP: Physical defense power. Affects damage received from physical attacks.

MGR: Magic resistance. Reduces damage received from enemy magic.

PRY: Parry rate. Represents the chance of completely dodging enemy attacks.

LCK: Luck. Influences the success rate of many different actions in battle.

Throughout the game, you may come across special stat-increasing apples. Just make sure that any VIT Apples are used right away, because the earlier you use them the greater maximum HP the character you gave it to will gain as he/she levels up from that point onward.

ENCOUNTERS:

One of the unique features of Wild Arms 2 is how it modifies random encounters. When in the field or in a dungeon, basically anywhere that monsters live, any battle will be preceded by a warning, in the form of an exclamation mark '!' that will appear above your lead character's head. You have a short amount of time once this appears during which you may be able to cancel the encounter, letting you continue onward unchallenged, until the next encounter anyway. These exclamation marks come in 3 colors:

- -White: Normal encounter. You can cancel it if you choose. If you fight, there's a chance that you can make a surprise attack, giving you a free round at the start.
- -Red: Surprise encounter. These are forced on you and cannot be cancelled, either because the monsters' level overpowers your own (suggesting that you need to level up to make it through the current area, providing some balance to the difficulty level), or because you are caught in a surprise attack (the monsters get a free turn first), a solo attack (one of your party has to fight alone for a few turns), or a back attack (your rear party has to fight for a few turns).
- -Green: New encounter. This only occurs if you have the monster album in your possession (see the side quests section of this guide). It indicates a monster that you have not yet defeated, so don't cancel it if you're trying to fill the monster album.

To cancel an encounter, you are supposed to press 0, but you can also press 'square' (which will use your equipped tool or use the search system, depending on whether you are in a dungeon or the field), or 'triangle' (which opens the game menu).

COMBAT MENUS: When you join a battle, each round is punctuated with two levels of menus, in the form of icons in the lower left corner of the screen.

At the beginning of each round, you get the party menu:

Change equipment on any party member. ----|Equ-| | ip | Select options to ---- ---have team fight |Auto|Fig-| Run| Try to escape from battle. If automatically. | | ht | | you fail, the enemies get a free ---- ---- round of attacks. You can't run | Re-| from bosses. |form| ----Change the members of the active fighting team, or the order they appear on the screen.

Choosing the center option, which you have to do eventually if you don't plan on just running away, brings you to the character menu for each person in your active team in turn:

 ---- received that turn. |Cus-| | tom|

Use the equipped Medium's Custom Command (see Guardian List in Lists, below the walkthrough).

Once the last character's command has been selected, the battle round proceeds. Characters and monsters will act in order based primarily on their RES values.

STATUS EFFECTS:

Various status effects complicate your efforts in battle. These are inflicted by enemy attacks. Any status effect has only a certain percentage chance of succeeding, and that chance can be modified by your equipment, or by using Personal Skills to increase your resistance (see Lists section, below). All statuses can be removed by using the items War Respite or Ambrosia, or by the spell Refresh, by resting at an inn, by summoning Odoryuk, or by dying and reviving. Other cures are discussed for each status here:

-Poison: Character will lose some HP at the end of each battle round. Remains after the battle is ended, and will keep damaging you for each step you take in the field. Remove with Antidote.

-Vile Poison: Same as above, but the damage received each turn is greatly increased. Remove with Antidote as well.

- -Disease: Character cannot be healed or gain HP by any means. Effect remains after the battle is ended. Remove with Medicine.
- -Confusion: Character is out of your control and will attack a random target each turn. Effect may vanish at start of each round. Vanishes at end of battle. Remove with Pinwheel.
- -Paralysis: Character is unable to move. Effect may vanish at start of each round. Vanishes at end of battle. Remove with Pixie Dust.
- -Petrification: Character is turned to stone and cannot move. If all living characters are petrified, the game is over. Remove with Softener.
- -Forgetfulness: Character gains no experience points after battles. Effect remains after end of battle. Remove with Toy Hammer.
- -Downhearted: Character can only gain 1 FP at a time. Effect remains after end of battle. Remove with Peppy Acorn.
- -Ability Block: Character is unable to use force powers or original powers. Effect remains after end of battle. Remove with Violet Rose.

In addition to these types of statuses, you can also be affected by parameter increases or decreases (e.g. raise ATP [attack power] or decrease DFP [defense power]). These effects remain until the end of battle unless dispelled by magic, or if the character is killed.

ELEMENTAL EFFECTS:

There are 8 elements in Wild Arms 2. These are Fire, Water, Wind, Earth, Ice, Lightning, Light, and Dark. Different monsters respond differently to attacks based in these elements. For any element, a monster could have the following modifiers:

-Normal. Does normal damage. Damage indicator numbers are white.

-Halves. Does half damage. Damage indicator numbers are grey.
-Resists. Does no damage. Damage indicator is a grey 0.
-Absorbs. Heals monster. Damage indicator numbers are green.
-Weakness. Susceptible to that element. Damage indicator is red.

Use the elements that a monster is weak against to your advantage. You can cause elemental damage by using magic spells, Guardians, or by equipping an elemental ring and attacking normally.

Note that your characters do not have elemental weaknesses or resistance inherently, but they might be able to gain protection from certain equipment.

DAMAGE:

Basically, the amount of damage that you do or receive depends on the ATP of the attacker and the DFP of the defender for physical attacks, and the SOR of the attacker and the MGR of the defender for magical attacks. Note the color of the numbers that appear over each character or target, too. White indicates normal damage, green indicates healing, red indicates double damage, and grey indicates half damage.

END OF BATTLE:

After the battle, the party receives a certain amount of experience and gella (currency in Wild Arms 2) based on the number and type of monsters defeated. The experience points are divided equally between the number of people in your team. So if you fight a 1000 exp monster with just 2 people in your entire party, they each get 500 exp, but if you have 5 people, they each get only 200 exp, regardless of whether they were in the main fighting party or not. Gella is shared by the entire party. If the monsters defeated carried any items, there is a chance that you may receive that item. If any of your characters were killed in battle, they are revived with 1 HP after the experience is given out.

And lastly, if you killed a particular type of monster for the first time, it gets inscribed into the monster album (see the Side Quests section below the main walkthrough for information on locating the monster album).

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To begin a new game, select one of the three characters shown on the cards. It makes no difference what order you do them in. I'll start off with "A young man ready for action" - Ashley Winchester, ostensibly the main character of the game. You begin with 10 Heal Berries and 3 Gimel Coins, so if you reach game over anytime soon, you might want to rethink the whole RPG thing.

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WITHERED RUINS	Dungeon WR
-=	=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
ITEMS: Gimel Coin, Mini Carrot,	
Heal Berry X 4, Bullet Load,	ENEMIES: Stirge

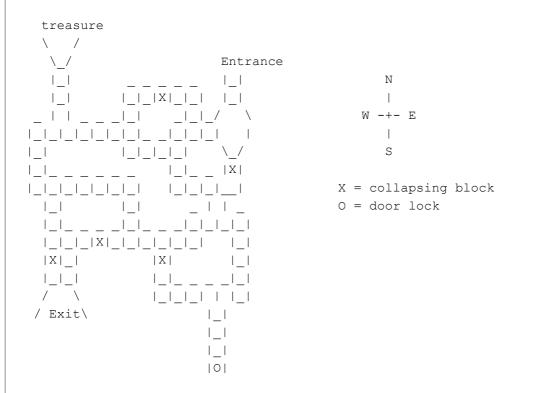
STR Apple			Kobold
TOOLS: Hurl Knife	(Ashley)	1	Gagison

You start in the central room, with S as the forward direction. Get used to the basic controls for moving around and rotating the screen. This area is free of monsters. The man by the door to the S will heal you whenever you talk to him. Enter the door to the E to find your first treasure chest. Exit from there to the E and follow the path around the upper level of the main room to reach another treasure chest, then return and enter the central door from the main room.

Talk to the musketeer in the center, and he'll move out of the way for you to walk off the edge by him. Speak to the fallen man below to receive the Hurl Knife, and walk to the edge to learn about falling down. On the ground, go through the newly-opened door for a chest, then go W and back up to the top of the pit. Throw a knife at the blue door lock up there, and enter the door it opens on the E side.

Climb the stairs and take the door on the E side. Walk around the top of the room. Do not take the bridge directly between the two chests, because the middle block collapses, dropping you down to the other poor sap below (you can get back up here easily, though). Instead, walk around the perimeter of the room. Leave by the N door.

The next room is a maze-like walkway with several collapsing blocks. You can avoid them by walking slowly, stopping at the edge of each block to make sure the next one won't falll. Here's a map of the room:



Throw a knife at the door lock and leave through the exit that it opens.

Drop off the edge and talk to the 'Health Official' to be fully healed. Go N to find your first Amazing Stone. Go N again and cross the bridge. Follow the path. When you reach the room with the big pit in the middle, go up the stairs (going the other way reveals a crumbling block which prevents further access). Circle around so that you're directly E of the door lock, and throw a knife so that it drops onto the lock. Go through the door. Be sure to fall down onto the descending ledges, so that you can reach the chest, since you can't climb back up. Continue onward to locate the kidnappers, Gangal, Zook & Gerg, who

are holding Tony hostage. From this point on, all you can do is wait for the boss to appear.

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S	Seale	ed Mo	onste	er We	eapon	ı							HP		EXP		GEL:	LA
			Kal	ivos	5				Kal	ivos			400		50		250	
						-+			Left	t Cla	w		200		25		150	
									Rigł	ht Cl	aw		200		25		150	

ATTACKS	EFFECT
Blade Claw L	Strike foe with left claw. L claw must be intact.
Blade Claw R	Strike foe with right claw. R claw must be intact.
Cross Blade Claw	Heavy strike with both claws. Both must be intact.
Laser Breath	Beam attack originating from head.

There's not much to this fight. Watch your health, and how much damage the current attacks are doing. Use Heal Berries when the next attack might kill you. Your ShotWeapon will do about twice as much damage as regular attacks.

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Next, "A sorceress just getting started" - Lilka Eleniak.

-=-=-=-=-=-=-=-=-=-=-=-=-==============	
MILLENNIUM PUZZLE	Dungeon MP

TOOLS: Fire Rod (Lilka) - at start ------

	ENEMIES:	Blue Book
1		Gohm
I		Bogey

Anytime you need to, touch the large door at the N of the central area to be fully healed. If you need any combat tips in this area, since Lilka is physically weak, remember that the books are weak to flame, and the gohms are weak to ice.

Touch the green gem at the S tip to teleport to the first puzzle area. Teleport again at the S end of the new area. Next, stand on the blue block amidst all of the gold blocks on the E side, and shoot the Fire Rod at the switchblock in the middle. Go S and stand on the block between the two side switchblock, and shoot the E one, then the W one when you rise up. Now go to either the E or S teleport gem and follow the path around, collecting some healing gems. Take the W gem when you return here. Stand in front of the gold blocks and shoot the switchblock to rise up, and go to the teleport gem. Next, stand beside the switchblock and shoot it, then shoot it again from the gold block it takes you to. Finally, stand on the far moving block and shoot diagonally at the switchblock. Next, drop off the gold blocks and shoot the switchblock underneath them to progress. In the final section of this part of the puzzle, stand beside the tall column and shoot the switchblock to rise to the top. When you teleport, shoot the switchblock directly ahead of you in the main area.

Take the W teleport gem that just appeared. Cross the lowered bridge, shoot

the first switchblock, then the second to complete the bridge. Follow the path until you drop into a small pit with a swithblock, and shoot it while standing on the opposite side to go up. When you reach a square surrounding a column with a bridge overhead, you can either continue on the other side to reach some healing gems, or drop to the walkway below to continue in the puzzle. Shoot the switchblock from the end and take the next teleport gem. Again, ride the block up the tall column. Teleport and shoot the next switchblock in the main room.

Take the E teleport gem directly across from you next. There are 4 side platforms. Stand on the blocks leading up to one and shoot the central switchblock diagonally, then take the teleport gem it brings you to. Follow the path to a raised colored block. Note the color and how many blocks high it is. Go back and shoot the central switchblock to lower the blocks again, then repeat with another of the 4 sides. Once you've done all 4, stand at the E end and shoot the other switchblock to rise up, then teleport out of here. You discover 4 colored blocks on the ground. Stand on each to make it go up, and jump off when it's approaching the height corresponding to the blocks you found earlier. The right combination is: Red - 1, Blue - 3, Gold - 2, Green - 3. This opens the wall that lets you progress on the far side. Ride up the column, teleport, and shoot the last switchblock in main area.

In Palace Village

Go outside and talk to three men, one in the S, one in the E, and one in the W. If it doesn't trigger Lilka's monologue, try talking to them again, but I think the order listed does the trick.

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			C	livi	er				Oliv	vier		3	300	(60		250	
							-+		Leg			2	225	4	40		250	

ATTACKSEFFECTOlivier JuiceSpit acid bubbles from head.Bufoooooooooooh!Blow damaging gas from head.Horse Field KickHeavy kick. Leg must be intact.

Watch your health, and use your Heal spell as necessary. For a fast fight, use ice on the legs, and fire on the main body.

"A former war hero, now war criminal" - Brad Evans.

BRAD'S INTRO Dungeon BI

ITEMS:	Heal Berry	X 6, STR A	pple,	-			
	VIT Apple,	Big Berry,	Bullet Load		ENEMIES:	Barghest	
TOOLS:	Kick Boots	(Brad)				Spawn	
						Daphne	

Take the N path once you gain control. The way S is blocked. In the clearing with the trees, there's a chest on either side. Continue out the far side. When the path splits, take the W side to get another chest, then go E and drop down. Break open the crates if you like, there's a heal berry in one of them. Jump down to cliff to land by the chest. Once you pick up a furry friend, take the E branch of the path to reach an abandoned shack. Enter it, and go past the Amazing Stone to the back room to find Brad's first Tool. Use it to kick the gate by the shack, and enter the side room for another chest. Keep circling around the back of the house to reach a chest on the far side, then return to the last fork in the path and go W. The last crate contains a Heal Berry. At the gondola, kick the support beam to ride the lift down. Advance a bit from there to encounter the area boss.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Paras	ite	Cold	ony 1	lonst	ler]	ΗP		EXP		GEL	LA
			Gre	emall	kin				Gre	malki	n		650		60		250	
-							+		Bel	ly			500		40		250	

ATTACKS	EFFECT
Chest Buster	Body slam. Weakest attack.
Parasite Batalion	Bees break off and attack. Belly must be intact.
Roaring Burst	Energy wave fired along ground. Strongest attack.

As in earlier fights, just watch your health and how much the worst attacks damage you, then use Heal Berries whenever you might get killed the next attack. Your Bazooka will do over 3 times as much damage as regular attacks. Use Lock-On as often as possible to ensure that you don't waste any moves.

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On route to T'Bok Village

FIELD SEARCH: RES Apple - in forest along S edge.

| ENEMIES: Balloon |

Read the signpost and head N. Just S of the small lake, there's another signpost (you have to use search to find it) that tells you the village is to the NW from there. Go past the forest and search to find it.

In T'Bok Village

Brad is rescued by a young girl named Merrill. You can then name your dog (the default is Rassyu). Remember the name!

Now that the single adventures are over with, on to the rest of the game.

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ITEMS: Crest MEDIUM: Grudi	-			
HIDDEN ITEMS:		Ashley's aker's wi akery, ma old man's house of p house of p	room fe's room in floor house man explaining girl beside cat	encounter system s' house
Items/Weapon Shop:	Antidote Medicine Rhino Shot Hammer Fist Flumrella Hard Jumper Ti Plate Mage Robe Teleport Gem	110 120 90 90 100 80	Other shops:	ARMS, Magic, Personal Skills

Go outside and talk to the boys to receive your first mission: catch that cat! Climb to the roof via the ladder on the second floor of the bakery, then chase the cat around the rim of the town, always staying on the roofs. Chase him past the man repairing the roof of the inn until he jumps across the lamp post, then talk to the innkeeper on the roof. Ask him to help you catch the cat, then jump down and climb up from the bakery again. Chase the cat again until he falls into the inn, then go after him. Touch him to return to the boys and receive your reward of Grudiev and a Crest Cap. Alternately, if you're in a no-fun mood, you can simply refuse to help the kids catch the cat, and Tony will just give you Grudiev but no Crest Cap (thanks to DarkMage Stelladeus for pointing out this option).

You receive directions to the Sword Cathedral: 'at the foot of a mountain far to the northwest'.

Meria Boule Castle

ITEMS: Full Revive - in troop carrier hangar

HIDDEN ITEMS: Big Berry - in storage basement, in rear of castle

You can get these items while you're here now, or wait until later.

On route to Sword Cathedral

TOWN OF MERIA

| ENEMIES: Balloon | | Pill Bug |

Town MR

Head west along the coast from the town, then north, still along the coast, to reach the mountains. Search to reveal the cathedral.

SWORD CATHEDRAL Dungeon SC

After the New Knight Squad Ceremony... the game begins?? Anyway, walk around and talk to your comrades in A.R.M.S. Talk to the commmander at the head table to start off a bizarre chain of events. When you gain control, make your way through the cathedral. You can avoid some of the monsters, but you have to fight the ones blocking the doors. Head N to reach the final room and touch Argetlahm.

Back in Town of Meria

Leave the bakery to make a new acquaintance. Before leaving town, speak to the woman by the town gate, who will tell you that the Valeria Chateau is at the 'top of a cliff'. It's not much to go on, but...

On route to Valeria Chateau

| ENEMIES: Balloon | | Pill Bug |

Look S and you'll see (gasp!) a big cliff. Head SW up the hillside, then to the tip of the cliff, and search to find the castle.

MEDIUMS: Schturdark - in 2nd floor guest room Moor Gault - in 2nd floor quarters

20 Quartermaster : Antidote Other shops: Bullet load Medicine 20 Violet Rose 20 Pixie Dust 20 Pinwheel 20 Toy Hammer 20 Softener 20 Peppy Acorn 20 Teleport Gem 100

Here's where you can go: 3rd floor: Parlor, Irving and Altaecia's rooms. 2nd floor: Nurses' station, Kitchen, Guest room, Castle quarters. 1st floor: Quartermaster, Exit, Bullet load guy, Restricted area. You can receive healing in the nurses' station if you like. Be sure to grab both mediums on the second floor. Go to the first floor and take the corridor straight out from the elevator to enter the restricted area, talk to the girls there, then go back up to the top and into Irving's room. Tell him that you're ready for your first mission, and the game takes over from there for a while.

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ILLSVEIL PRISON ISLAND	Dungeon IP
-=-=-=-=-=-=-=-=-=-=-=-================	=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
ITEMS: Heal Berry X 5, Jail Card,	
SOR Apple, Mini Carrot, Crest	ENEMIES: Beast Pillar
ARMOR: Cute Ribbon	Empusa

Head N to the computer terminal and kill the security system. Enter the door at the end of the hall. Don't walk in front of the security drone, or it'll riddle you with bullets. You can blow it up diagonally with your Fire Rod, or just avoid it. Check all of the lockers for treasure. Leave the room and go down the stairs. Follow the walkway, shooting the sentries diagonally with your rod. Enter the next room and go up and down the ramp, ignoring the door at the top for now. On the other side, cross the walkway again and go up to the prison cells. Head S to the computer terminal and turn off the No. 2 system. Enter the door it opens. Shoot the sentries and turn off the security system again. Search the lockers until you find the Jail Card. Now retrace your steps to return to Ashley. Use the Jail Card on the door to free him (you actually have to use it from the item menu). Talk to him, then run away together.

Return to the area between the two walkways and enter the door at the top of the slope. Climb the stair and enter the next room, where you can see a guard standing by a door below. Have Ashley throw a knife over the guard's head, so that it falls on him and knocks him out. Go down and through the door he was guarding. In the wide hallway, watch for sentries in the alcoves. Blast them to get by (Ashley's knives work too). Keep going and go up and down another ramp. Drop a hurl knife from above onto the sentry at the bottom on the other side. Cross the walkway, again blowing up the sentries along the way, and climb the stairs on the far side. Go N along the cells to find Brad, open his door and talk to him.

With Brad in tow, kick the busted computer terminal and enter the door it opens. Shoot the sentry and search the lockers, then go out and down the stairs. Return across the walkway and go to the top of the slope, then kick open the rusted door. Before walking down the two steps to the warden, take the W door to search the last of the lockers. Step near the warden to trigger the next fight (if you trigger the fight before getting the stuff through that side door, no worries. You can come back here and get it later).

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Escape	ee	Captu	ire	Robot	I						HP		ΕX	P		GELLA	ł
			GAON	IIM				G	GAONI	М		20	00	30	0		600	
-						+		F	aight	Cla	W	10	00	15	0		300	

ATTACKSEFFECTHammer SwingWallop with large right claw.Chew UpAttack with mechanical jaw in chest.

This boss has a lot more HP than previous ones, but you've got 3 guys to hack away at him, so that's fair. Try and keep your HP over 70 or so and

use Spark if you've got it.

After the fight, you all return to Valeria Chateau, where you receive your next mission. You have to re-open an important trade route called Under Traffic, a pass through the mountains to the S of the castle. Irving gives you the portable communicator, which you can now use anytime to try and speak with your home base, by selecting 'Call' from the in-game menu.

On route to Under Traffic

Pretty easy to find. Just go S from the castle, like the man said, and it'll show up upon searching along the W wall of the cliff.

UNDER TRAFFIC Dungeon UT

ITEMS: Crest ------ARMS: MultiBlast (Ashley) | ENEMIES: Gob | GEAR: Moonstone | Dryad | | Tatzelwurm |

In this area, if you examine one of the large crates with the skull-andcrossbones emblazoned on them, you learn that they contain 'fire medicine'. Use Brad's Kick Boots to move them around, and use Lilka's Fire Rod to blow 'em up, along with any nearby rocks that might be blocking your path. Blow up the first crate where it stands, and kick the second one forward a couple of times first. In the larger room, skip the first crate and boulders, and blow up the next pair using the crate that's already there. Then, kick the first crate W around the boulder (but not all the way to the wall, so you can kick it back E again), S a bit, then up to the boulder blocking the path, then blow it up. When you reach the next boulder, take the door beside it.

In the water room, Brad's boots come in handy again. Stand on one of the wooden rafts and kick against the wall to push off. From the center island, take the E raft to reach the treasure chest (remember to use it from the item menu to gain access to it in battle), then return and take the other one. Return to the previous room, but on the other side of the boulder.

Blow the boulder and follow the healing gems around the bend. In the next room, climb the slope and kick the crate over the edge. You might be tempted to then push it S, but don't do it! Instead, kick it N a few times to the boulder recessed in the wall (turn the camera angle if you can't see it), and blow that up instead to reveal a hidden room. When you come back out, the crate will have regenerated, so you can then continue on your merry way.

In the next area, kick the crate closest to the edge over first, then the second one. Push one forward to blow the first rock, then the second crate to the second rock, and grab the Map Scope from the chest (see earlier in the FAQ for the Map Scope's functions). Leave this room and come back in, then use the chests to cross to the far side and go S to the exit. Locate the downed

peddler and use the communicator from the game menu. _____ On route to Damzen City -----_____ | ENEMIES: Gob Kelaeno Dakleit 1 Trilobite _____ Go SE from the Under Traffic exit through the pass. As soon as the path kind of splits, the E branch will reveal the city on a small greenish patch. DAMZEN CITY Town DZ HIDDEN ITEMS: Mystic Word - S of ARMS shop Heal Berry - S of Gunner's Heaven Heal Berry - by weapon shop Mittens - in corner inside Gunner's Heaven Item shop: Antidote 20 Weapon shop: Riot Ram 500 Medicine 20 Flak Jacket 450 Violet Rose 20 PixyParasol 400 20 Pixie Dust Mist Blazer 300 Pinwheel 20 Punch Drunk 600 Toy Hammer 20 Travel Vest 500 Softener 20 Peppy Acorn 20 Other shops: Magic, Personal Skills, ARMS Teleport Gem 100 The clinic is at the very end of the main street, but before you go in, check along the E side for a very strange girl. Enter the clinic and talk to the doctor. On Lilka's prompting, phone Irving. Next, check the last house on the W (closest to the clinic) and talk to everyone, downstairs and up. On returning downstairs, talk to the man again, then go outside to speak with Irving via the communicator again. Go back in the house and talk to grandpa upstairs to learn that Telepath Tower is S of Damzen City. So what are you waiting for? *** SIDE QUEST: Odd Headquarters *** In Gunner's Heaven, talk to the bartender. Have Brad order a couple of drinks to loosen up the bartender's tongue, and he'll tell you about a strange building NE of town. See the side quests section of this FAQ for more info. MISSION THREE: INVESTIGATE THE MYSTERIOUS SABOTEURS -----On route to Telepath Tower _____ _____

Dakleit _____ Head directly S past the rocks. Search in the SE corner of this area, by a small green patch on the ground, to locate the tower. TELEPATH TOWER Dungeon TT ITEMS: TeleportGem, Crest, Mini Carrot, -----ReviveFruit X 2 | ENEMIES: Critter _____ TOOLS: Booty Call (Ashley) Dakleit ARMS: Pineapple (Brad) 1 Rat Monkey _____

Kelaeno

Inside, notice the 3 glowing blue cubes, one in the pit in the middle, and 3 behind the pillars on the sides. There are also several crates around. So... pick up the crates and throw them at the blue cubes. To hit the ones on the pillars, you have to be standing fairly close, about 2 crate-spaces out from the pillar. Hit the center cube by throwing from the side. If you run out of crates, go outside and back in to regenerate them. The center door will open when you do it right. The side door is for an elevator that you will activate later.

Follow the path up the tower, past the computer terminal that tells you nothing useful. On the next level, there's a big switch, but you can't reach it now, so just keep going. You reach the top layer of the same level. Walk to the raised drawbridge and fall off either N or S to reach the lever. Pull it, then go back up and cross the bridge. After leaving the room with the Amazing Stone, head N to get the treasure chest, then go S past the door and pull the lever in the wall to start up the elevator. Return to the elevator and take it down to 3F to get the chest you couldn't reach earlier. Now, ride it to 5F. Take the W door for some more treasure, then the S door by the elevator to continue upward.

Ah, a switch puzzle. It's a big pain in the arse too. Here you go:

Exit	
Λ	
^	
A 8 4	# = switches
++	C = chest
10 7 3	A = ARMS chest
+	
9 6 2	From where you enter, push switch 1, then 5, then get the
++	chest. Now, push the switches in the following order:
C 5 1	9, 6, 5, 2, 7, 4, 2, 6, 2, then exit the room. You still
+ ^ -	have that other white chest to deal with, though, so re-
^	enter the room from the exit, and pull switches 8, 3, 6,
Entrance	then have Brad kick the chest to get a new ARM. When
	you're done, pull switch 10 to lower all walls for good.

*

*

Continue your assent to the top of the tower, where your party will examine the Empathite unprompted. Sit back for a little cinema, then face the tower's guardian.

Mysterious Phantom Being |

GELLA

Vagesta		Vagesta Right Claw			600 300
		Left Claw			300
ATTACKS Distortion Poison Bubble	Cause v	nim impossible vile poison in	single ta		f turn.
Disease Cloud Life Returner	Heal se		ire party.		
That distortion is a rea turn. Oh well, you'll I ARM in the same turn so difficult battle, just k * * * * * * *	ive. Ju that you ceep pili * *	ast don't have don't waste ng it on. * * * * *	Ashley and 2 shots. 3	d Brad bo It's not	oth use an a terribly
Back in Damzen City					
Talk to the family in the l talk to the strange woman a heading E of town.	automatic	cally. She te			
On route to Mt. Chug-C	Chug				
FIELD SEARCH: Lucky Ca	ırd - jus	st N of beach	E of Damzer	n City.	
		1	ENEMIES:	Gob	 I
				Kelaeno	I I
		I		Dakleit	
Head E of town and climb th mountain and search to loca	ate your	target.			
MT. CHUG-CHUG				I	Dungeon CC
-=-=-=-=-=-=-=-=-=-=-	-=-=-=-	-=-=-=	-=-=-=-=-	-=-=-=-	-=-=-
ITEMS: Crest					
ARMOR: Head Gear		1	ENEMIES:		
				Spudhead Shrieker	
		I			
In the entrance, you'll not	cice a co	ouple of thing	s. In the	S wall,	there's a

In the entrance, you'll notice a couple of things. In the S wall, there's a door that you can't open without the 'Boss Symbol', so leave that for now. There's also a spinning pyramid with runes, which if you examine tells you that you feel a monster's howl. Again, leave this for now, but remember that it's here. Take the N door and climb the ramp. At the top, take the E doorway for now. There's a chest at the N end of this large room, and a couple lifts, which don't work right now. Enter the door in the E wall and climb until you reach an old mine cart. Have Brad kick it over into the hole and jump in after it.

Kick the cart again and you'll jump in as it starts a little ride. At the power terminal, pull out the crystal wedged in the machine (I didn't list it under items found, because it doesn't show up in your inventory, and you can't do anything with it) and push the lever to start up the lifts. Ride the nearest lift up and run back to the previous large room. Enter the E door again and climb up, pass the big hole and enter the door beside it. Get the chest on the ledge in this room and go out the far side. Collect the health crystals and fall into the square hole at the S end. Ride this lift you land near up and you'll find an Amazing Stone. Climb the rest of the way to the top of the mountain.

ATTACKSEFFECTIron SabreHeavy attack with weapon arm on single target.Ptolomea DynamiteExplosion damages all opponents.

After the fight, the bad guys get away, but at least you learn a little more about them.

Back in Valeria Chateau

Ashley decides to head back to the Town of Meria for a while. When you leave the boardroom, talk to the guy outside. He calls his boss 'Arving' - hah!

Back in Town of Meria

Have your little moment with Marina, then try to leave town. Your compadres will join you and you will return to the castle for your next mission. Irving directs you to the Live Reflector SW of the castle.

On route to Live Reflector

| ENEMIES: Balloon | | Pill Bug | | Daphne |

and search.

LIVE REFLECTOR Dungeon LR Take the door along the E wall before entering the reflector room. You have to turn on the generator first. Go down to the bottom room once you see who else is here. Examine the computer panel and a monster will emerge. * * * * * * * * * * * * * * * * * * HP Thunderbolt Battle Monster | EXP GELLA Elebart | Elebart 2500 1400 1400 -----+ Right Claw 1250 700 700 Left Claw 1250 700 700 ATTACKS EFFECT Stun Gun Blow Smash with both claws at once. Elebalt Corrida Lightning strike on single with either claw If you decide to take out the claws, watch out after you destroy the first but not yet the second, because the Elebalt Corrida attack does a fair bit of damage, at least to Lilka. * * * * * * * * * * * * * * * * * * After the battle, you enter the reflector room. Examine the panel on the wall reading "Sylvaland" to activate it, then step on the central pad to teleport there. Note: you can skip the teleportation animation by pressing Start. _____ On route to Sylvaland Castle _____ _____ | ENEMIES: Man Trap Dwergar _____ Head SE from this end of the live reflector and search inside the large forest. Enter the castle and you'll automatically enter a conversation that takes you to your next task. On route to Halmetz _____ FIELD SEARCH: Bullet Load - E of castle, grassy patch in soil Duplicator - S of castle, in alcove in rock wall _____ | ENEMIES: Man Trap 1 Dwergar Peryton -----

Talk to the second pair of guards on the way out of the castle. One will tell you that Hametz is E of the castle. Take one of the side paths to find your way out of the castle (there's more to explore here, but I'll go into it shortly. Right now, your priority, in the flow of the game, is to get to Halmetz as soon as possible.

Head E all the way to the water's edge. The town is located just off the point where a forested hill connects with the land mass. Enter the town and the party automatically searches it, then encounters a fight.

* * * * * *	* * *	* *	*	* *	* *	* *	*
Poisonous Armored Drag	onoid			HP	EXP	GELL	A
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	+	Crys	tal	1800	750	0	
ATTACKS Biomissile	EFFECT		لم ام]. £		1
	Spikes fly	-			ngle, Iron	1 crysta	L
Poison Breath	Cause pois	son to a	ill ta	argets			
Until you destroy the cr	watal koo	0.0170.7170	mole		~ 300 . v i	Etor the	+
don't worry about it so							
* * * * * * *	* * *	* *	*	* *	* *	* *	*
After the fight, you are ca	ptured and	placed	in Go	olgotha	Prison		
	pourou ana	Pracea		,	1110011		
-=-=-=-=-=-=-=-=-=-=-		=-=-=-			-=-=-=-=		-=-=-
GOLGOTHA PRISON						Dungeon	GP
-=-=-=-=-=-=-=-=-=-=-	=-=-=-=-=	=-=-=-		=-=-=-=-	-=-=-=-=	=-=-=-	
ITEMS: Lucky Card, Hea	l Berry,						
Crest				ENEMIES	S: Ghoul		I
					Bonedra	ake	I
					Wight		I

Examine the N block along the back wall. Kick it into place, then drag it out of its space. Exit through the tunnel it reveals. Push the block at the far end of the tunnel and jump down into the room below. On the narrow path, notice the squares with 4 holes in them. When you step on them, spikes pop up and damage you. You have enough time to walk past the square, however, so either run over them or just don't dwindle at all over them. At the T-junction, go E to open a chest, then go W. Walk swiftly over the spikes at the corner without falling off the edge. At the locked door, go down the stairs and walk around to the non-spiked square in front of the lever, pull it, and go back up and through the door.

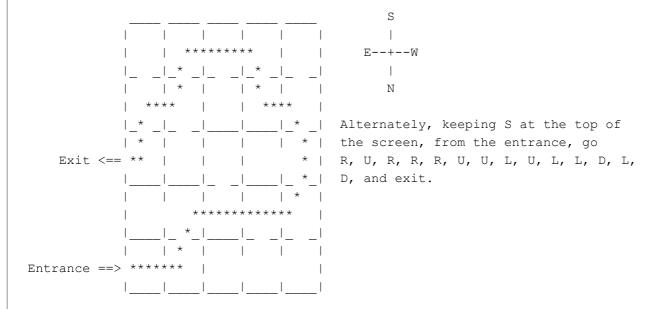
Next, you encounter spear traps. Run past them, or, if the hall is very wide (such as by the treasure chest), you can just cross out of reach of the spear. Spin the camera to see all of the spear traps as you progress. In the next room, you can run diagonally to get through where there are spears on both sides. Next, run along the narrow path. You have to go all the way to the end, but remember to stop in time so that you don't fall off the edge. Throw a knife at the door lock, then run back and go through the door.

Examine the door. Sucker! Well, a lesson learned is well worth it. In the next room, there are many such doors. You need to open them to find the exit, and the treasure. For the latter, the Booty Call will reveal its location. You can open the doors and dodge out of the way before the spear comes out, too. Search them all, and you'll find that the exit is behind the second-last door.

Next, read the blue stone, then go down the stairs and kick the wooden lever back and forth 3 times. This opens the door to let you advance. Next, the

stone tells you about the 'candlestick light'. You have to light the fire on the pedestal past the spears. Using Lilka's Fire Rod, time your shot to go past all of the spears. It might take a while, so be patient.

Now, you find the villagers imprisoned. Press X several times at the lever to push it all the way down. Talk to the villagers and Ashley will head out alone. Ahead, you find a room with spike panels throughout. These, once raised, don't retract. If you run past one, you can make it to the other side, but you can't get back. It's best to just take the safe path. The exit can be found in the middle of the W wall near where you came in, but you have to go along way around to get there. Here's a map of the room and the path through it:



Enter the door in the opposite wall to listen in on Odessa troops a bit, then head up the stairs, quickly to avoid the guillotines.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Poiso	nous	Arm	ored	Dra	gono	id					HP		ΕX	P		GELLA	ł
			Tr	ask					1	ſrask		36	00	15	00		1500	
-							+		C	Cryst	al	18	00	75	0		750	

ATTACKS	EFFECT
Biomissile	Spikes from crystal attack, can paralyze
Poison Breath	Cause poison to all targets

Your only problem is if you get paralyzed while your health is low, in case you don't recover before he kills you. Otherwise, just keep hacking away and try out your new powers. At the end of the fight, Ashley receives the 'Access' force power.

* * * * * * * * * * * * * * * * *

After the fight, you return to Sylvaland Now is as good a time as any to explore it.

SYLVALAND CASTLE Town SD

ITEMS: Crest X 2, Scapegoat ARMOR: Red Cap (Ashley) GEAR: Hazel Sprig, Silver Harp, Clear Chime, Blue Anklet

First stop, S of the throne room, you can enter the library. One book in the

rear is sticking out from the shelf. Push it in to trigger a secret elevator, the table in the middle. Step on that to go down to find some treasure. After that, check out the E side of the castle to find a sleeping guard. Examine him, then go to the W side and pull the rope that rings the bell. The guard should come running in. Now go get the chest that was behind his original position. But don't stop there! The S wall by that chest is colored differently. Examine it to reveal another secret room.

Once you've done all this, head S down the middle of the castle to see who is waiting for you. From here, the game takes over for a little while, until you receive your next mission.

Back in Valeria Chateau

Talk to the guy near the elevator on the second floor. He'll give you the clearest idea of where to go next. You need to use the live reflector to reach the next two locations, in any order. I'll provide directions to find the Aguelite first, then the Germatron. But before that, why don't you visit Halmetz, now that it's repopulated, and see what's what there?

	-=-=-=	
HALMETZ	Town	HM
	-=-=-=	=-=-=-

HIDDEN ITEMS: Memo Pen - in first house W of bell tower Lucky Card - in second house W of bell tower

Item shop: Antidote 20 Weapon shop: Greyhound 1450 1200 Sunshade Medicine 20 Violet Rose 20 Knuckle Arm 1600 Pixie Dust 20 20 Pinwheel Toy Hammer 20 Other shops: Personal Skills, Magic, Softener 20 ARMS Peppy Acorn 20 Teleport Gem 100

Talk to the good folks around here, and note the pyramid in the NE corner. The man next to it gives you a hint of what to do with these things, but you can't do anything about it for quite some time yet. So when you're done, head off to the live reflector and activate the panel for the Ruins Mine.

On route to Ruins Mine

FIELD SEARCH: STR Apple - E coast of island, by black rocks.

| ENEMIES: Berserker | | Assassin Bug | | Cockatrice | Circle around the center mound on the S side. Search near the black rock on the W side to find Holst. HOLST Town HL TOOLS: Bombs (Brad) HIDDEN ITEMS: Gaze Mirror - in house in SE corner Item shop: Antidote 20 Armor shop: Ti Jacket 1300 Medicine 20 Purple Vest 1000 Violet Rose 20 Camo Vest 1400 Pixie Dust 2.0 Pinwheel 20 Toy Hammer 20 Other shops: Personal Skills, Magic, 20 Softener ARMS Peppy Acorn 20 Teleport Gem 100 Talk to some folks around town and you might learn about some other folks who stayed here recently, and who used explosives in the inn. Go to the inn (it's the first building on the E side) and go upstairs, then search the last bed to find the Bomb tool. Once you're ready, head into the mine shaft at the N end of town.

AGUEL MINE SHAFT Dungeon AM ITEMS: Crest, Heal Berry X 3 _____ ARMS: AM Cluster (Brad) | ENEMIES: Giant Crab Galeion Water Leaper | Leprechaun _____

In this area, there are 2 particular monsters to watch out for. First, leprechauns. You can't use ARMS against them, they have high HP, they confuse you a lot, and their physical attack packs a wallop. Second, those pesky galeions. They're not likely to actually hurt you, but they keep committing suicide before you can take them out yourself, denying you the whopping 2500 experience points they provide. Have fun!

Go through the mine until you reach some small round rocks blocking the path. Use Brad's Bombs to blow them up. When the path forks, take the W branch to a treasure chest, then return and take the E path, which brings you to an Amazing Stone eventually. Cross the bridge from there.

Before opening the gates, take the E tunnel and follow it to the end, to find an ARMS chest containing Brad's AM Cluster. Return, clear the crates by the lever to pull it, and continue N through the main tunnel. You'll reach the large rock excavator. Place a bomb in front of its piledriver to thrust it forward, breaking the large boulder in the way. Ahead, a large, tough block again prevents progress. You'll need a whole whack of bombs right in front of it to blow this baby up. Next, you'll have to put a bomb on each of the 4 pedestals, so that they all end up raised together. In the next room, just walk down to the chest and open it to find the Aguelite. Leave the town and return to the live reflector, then choose the Dragon's Vein icon, so that you can now hunt down the Germatron.

_____ On route to Dragon's Vein _____ FIELD SEARCH: Lucky Card - follow peninsula SW of live reflector to tip. Scapegoat - at tip of N peninsula. _____ ENEMIES: Berserker Assassin Bug Myconid -----Search past the N dark mound in the center of this region to locate the Raline Observatory. RALINE OBSERVATORY Dungeon RO ITEMS: TeleportGem _____ ARMOR: Barrette | ENEMIES: Lilly Pad _____ ARMS: BoltAction (Ashley) Jelly Blob _____ Pas de Chat _____ _____ Go N into the first room to find a boss (already?) and a couple of goons... * * * * * * * * * * * * * * HP EXP Elemental Spirit | GELLA Undines Undines | 4000 1800 4.5.0 2000 900 -----+ Belly 900 ATTACKS EFFECT Reject All Fools Cause party's magic to miss more frequently Damage single target Intifada Hooky Bust Throws rocks, heavy damage to single target Nothing really special to note. That hooky bust hurts quite a bit, especially on Lilka, so keep everyone's HP up. But then, that's just general good advice, now isn't it? Don't die, and hit him hard. It goes for pretty much every boss fight so far. Why change now? Thanks to DarkMage Stelladeus for correcting me on the effect of the Reject All Fools attack. * * * * * * * * * * * * * * *

With Liz and Ard in tow, head into the building. When you encounter an obstacle, your pals will solve it, but then you have to get them out of it. when Liz pulls the lever, pull the next one to let him rejoin you. When the walls close, touch the blue panel on the wall and try again. On the other side, pull out the statue without arms in the air, drag it to the side and push it between the walls to hold them open. Take the W doorway from there to the treasure chest, then jump down and continue W. Liz jumps down somewhere again. Leave him there and continue past the Amazing Stone. Go down into the pit and pull out the single movable block, pushing it into either slot on the side, then use it to cross to the door at the far end. Go down the stairs in the

corridor you emerge into.

In the next room, stay on the ground and push the two blocks to make a bridge so you can cross above. For the S block, pull it S, then push it to the wall and down to the other block. Go through the door and pull the lever so Liz can rejoin you. Go back up the stairs and continue down the hall. Next, examine the big rock face. Have Brad kick the back of it to free Ard when he gets stuck. Keep going down the road. After Liz drops off again, just keep going. Climb the stairs and follow around the room, then drop down to the chest, then to the ground, then climb back up again and go through the door. Go down the stairs to locate Liz again, and shoot him either with fire or with a knife to make him sensible again. Well, more sensible anyway. Go up the stairs to find the Germatron in a chest. Then, you have a little fight over it.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Lead	Scie	ntif	ic F	Resea	rche	er (S	Self-	-Styl	.ed)				HP	ΕX	P	GEI	LA
		I	iz								I	Liz		2000	75	0	0	
	And	his	Assi	star	nt							Ard		3000	75	0	0	
				P	ard													
											-+							

	ATTACKS		EFFECT						
(Liz)	Blue Bug	Liquid	Poisons	Ard,	triggers	his	Bomb	Punch	attack
	Homemade	Bomb	Damages	every	yone in bo	oth p	parti	es	

(Ard) Bomb Punch Heavy explosive punch to single target
Dump Truck Tackle Body slam on single target

Liz will always start off the battle with his blue bug liquid attack on Ard, who counters with a bomb punch to someone in your party. After that, it's a free-for-all. Liz's stupid bomb hurts his own party too. It doesn't hurt too bad, but as Liz says afterwards, he didn't get to complete his Bulgokidon yet. You'll see later. Concentrate on taking one of the pair out, then the other. It doesn't matter much which you do first, but Liz goes down easier due to his lower HP.

After the battle, return to Valeria Chateau, assuming that you've already completed the Ruins Mine quest for the Aguelite too (which, if you're following this quide closely, you have).

Back in Valeria Chateau

Enter the castle to trigger the next mission: Contact the Guardians! But first, Ashley is supposed to get some rest, so return to the Town of Meria to see your sweetie. The game takes over for a while from there. Take in the sights until you face...

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Proge	enito	or Bi	rd v	vith	Wing	rs of	Lic	ght					HP		EXP	GE	ELLA
			Alph	nael							Alpha	el		5000		2700	27	700
-										+	Right	Leo	3	2500		1350	13	350
											Left	Leg		2500		1350	13	350

ATTACKS EFFECT Leg Claw Strike single target with either leg RF Blade Laser beam from head hits all targets It's not a terribly difficult fight, but it can be long if you take the time to take out the legs first. But, in that time it's easy to get Ashley up to Condition Green and use his Access force power, to make the rest of the fight go even easier. * * * * * * * * * * * * * * * * Flying the Valeria Chateau: _____ Fly forward: press up or X Turn: L or R, or L1 or R1 Disembark: at landing pad, press O Embark: at landing pad, press X When not over landing pad, press 0 to either enter the Chateau, or auto-pilot to the designated location. _____ Now that you've got the flying Valeria Chateau _____ You now have more of the castle available to you. Here's what you can find on each floor: 4th floor: Bridge/command centre, Strategic planning room, Quartermaster, Memory service. 3rd floor: Parlor, Irving's room, Altaecia's room. 2nd floor: Nurses' station, Kitchen, Crew's quarters. 1st floor: Memory service, Bullet load guy, Off-limits sector. Basement 1: Ring shop (see below), Prison Cell. Basement 2: Launch catapult, Engine room. Ye Secret Ring Shoppe: Earth Ring 12000 Water Ring 12000 Fire Ring 12000 Wind Ring 12000 Thor Ring 12000 Light Ring 12000 Dark Ring 12000 Ice Ring 12000 *** SIDE QUEST: Wind Tiger's Den *** Talk to Altaecia in the kitchen and she'll tell you about a remote landing pad far to the NW, near a windswept cave. You can head there now, before you go to Baskar Village, or any time later. See the side quests section of this guide for more details. _____ On route to Baskar Village _____ | ENEMIES: Tabanga Owlbear

Balloon

From the home landing point, fly SW for a good while, until you find a land mass that's pretty much all forest. If you're in the right place, you'll see the light beacon pretty easily. If you're having trouble, just press O and choose the auto-pilot feature.

Once you land, you get a call that tells you that the village is 'hidden in the forest'. Great help, thanks. Head into the woods and search near the far tip of the plateau you're on to locate the village.

-----BASKAR VILLAGE Town BK

ARMOR: Hard Gear - in chest behind elder's house

Item shop: Antidote 20 20 Medicine Violet Rose 20 Pixie Dust 20 Pinwheel 20 Toy Hammer 20 Softener 20 20 Peppy Acorn Teleport Gem 100

Look around a bit, and enter the house on the E side when you're done. Examine the flashy thing on the table to trigger a sequence of conversations. When you can, head to the village gates to meet Colette, who tells you that the Hidden Trial Arena is S of the village, which is very helpful, since there is no other direction you can go. Go S past the rocky peak on the E side and search to locate it.

HIDDEN TRIAL ARENA Dungeon HT

ITEMS:	Crest	х З, М:	ni Cai	rrot X	2	-				
TOOLS:	Pooka	(Tim)					ENEMIES:	Fairy	Light	
GEAR: H	Heart 1	Leaf						Squirm	ı	
						Ι		Raffle	esia	
						_				

Head N to find Pooka, who will join your quest. In the next room, you need to press both levers at once, so press one, then activate Pooka and have him press the other. This drops the wall to let you progress. In the next, large room, go N, stand on the moving platform and make Pooka press the lever. Step off after it moves and enter the door. Repeat the two-levers-at-once trick to drop the wall and get the treasure chest. Return to the large room, and ride the moving platform on the S side. At the top of the ramp, cross the room via the tops of the pillars, using Pooka to get the treasure chests on either side.

Ahead, you reach a room where the switch raises a couple of floors, and you have to run to cross them in time. Stand near the bottom of the first ramp and have Pooka pull the lever, then run across the first level of the raised platforms, up the ramp at the end and across the second raised floor. Use the same approach to cross the last raised floor along the back wall. When crossing the room with the large pillars ahead, don't miss the side door that leads you to a pair of treasure chests.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Compo	und	Plan	t Mo	nste	r						HP		EΣ	KΡ	(GELLA	
			Reg	uleu	S	I		F	Regul	eus		50	00	20	000		2000	
_						+												

ATTACKS	EFFECT
Wormyweed Extract	Damage and poison single target
Elcweed Extract	Damage and confuse all targets with gas

Since there's only one target in this fight, it should be pretty straightforward. I just hope that you've stocked up a bit on curative items by this point.

* * * * * * * * * * * * * * * * *

As Tim states, the trial is not over yet. Just ahead, however, you reach the 'Wall', and Tim has to go on alone. When you reach a break in the floor, use Pooka to hit the switch on the wall. While the floors are moving in, just hold X so that you'll start running right away. You have to clear 3 sets of moving floors. Remember to stop before you fall into the next gap! Repeat this strategy. In the next room, you cross one moving floor, a long stretch of normal space, then another moving floor, and the space to stop in is relatively short. Do this again to reach the exit.

In the more widely-spaced room, go ahead through the next door, then pass over the moving floor in the next room without pulling the switch for now. Go up the ramp and follow the path to the chest, then return. Now, when Pooka pulls the switch, you have to quickly run up and across the moving floor before it retracts so far that you can't reach the door any more. If you're having trouble, line Tim up diagonally, so he only has to run in one line to make it across.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Trans	form	ning	Ninj	ja Mo	onste	er						HP		EXP		GELL	A
			Gehe	enna	Ner	os	I	(Geher	nna 1	lero	S	300	00	2000)	2000	
-							+		*	Note	e: yo	ou ge	t 20	000	exp a	and	gella	for
										each	n one	e you	des	stro	у*			
	ATI	TACKS	5			ΕI	FFECI	-										
	Rep	olica	ate			С	reate	e duj	plica	ate d	of se	elf						
	Pil	1				He	eal s	self	a 1:	ittle	9							
	Lul	llaby	7			Ca	ause	sle	ep ir	n tai	get							

Between his replicating ability and his potential to put Tim to sleep, this could be a problematic fight, if it weren't for the fact that he's weak to absolutely every element. So whatever medium Tim is equipped with (except Odoryuk), he can wipe this guy out with one Combine. You do have to take both copies out at once, so you are obligated to use Combine at some point, but if you want more exp and gella, go ahead and kill off single copies using any magic attacks that Tim has learned at this point.

Tim acquires the 'Combine' Force Ability. You rejoin the rest of the party, and they acquire the ability as well. Then Tim goes off with Colette while she shows him her, uh, flower patch. She's never shown it to anyone else, either. Metaphor, anyone? Anyway, watch a scene in Baskar Village, which then shifts to Valeria Chateau



Leave the parlor, and use the Memory Service that is waiting outside. Enter the elevator to trigger a series of battles. * * * * * * * * * * * HP EXP GELLA Special Cocytus Squad Member | 0 Antenora 6000 1500 Antenora ----+ ATTACKS EFFECT Ephemeron Crystal beam damages + causes status abnormalities Crystal beam hits and damages all targets Shockwave No big whoop. Keep yourself well-healed, especially whomever she hits with ephemeron. Those status effects could be a pain later on, but you can handle her easily with some high-damage ARMS attacks. * HP EXP GELLA Special Cocytus Squad Member | Judecca | Judecca 3600 1500 0 ______ EFFECT ATTACKS 2-gun shot from hip Firework trick shot Miriam Sidewinder Powerful shotgun shot Douglas This guy's supposed to be tough, but I think the game takes it easy on you since Tim is fighting alone. 2 of his attacks tend not to do much damage at all. If you want to, you can just defend until you build your FP up enough to use a Combine attack. Do a couple of those, and a couple other hits, and the fight will end. * * But it's not over yet! * * * * * * * * * * * * * * * * * HP EXP Explosive Red Thunder Toad | GELLA Blastodon 6000 2500 | Blastodon 2500 -----+ Right Pouch 3000 1000 1000 Left Pouch 3000 1000 1000 EFFECT ATTACKS Gas from left pouch paralyzes single target Gas from right pouch causes explosion on single Head causes dark elemental damage to all Paralyzer Terrible Shade Evil Quasar Poison Bubble Head bubble causes damage and vile poison to single Don't worry about the whole explosion thing, just treat it as a regular fight. Now that you've got 4 people in your team, you can switch people out at the start of every round, if you wish. * * * * * * * * * * * * * * * * After your victory, enjoy a few scenes before Irving gives you your next mission...

WARWING VARUKISAS

Dungeon WV

| ENEMIES: Odessa Man |

Head through the N door and check the computer terminal. You'll see that there are 3 power plants, A, B, and C, aboard that you will need to deactivate to put the ship out of commission. Have Brad kick the cylindrical thing blocking the hall to continue. Past the Amazing Stone, you reach a crossroads with a raised platform in the middle. You have to go in each of the three directions and deal with the puzzles there.

WEST PATH: Enter the first door along the N wall. Pull out the crate and push it into the other slot beside it. Don't kick the cylinder, because you need it to cross to the computer terminal. Turn the barrier off, and the terminal switch on. Continue down the hall past the barrier. Along the S side, climb to the computer terminal and raise the bridge. Use the bridge to get to the next terminal, where you can get the code for power plant A: TA2360, and turn on the terminal switch (it operates a terminal on the E path). Go down the other side of the bridge and arrange the crates in a line so that you can cross to the far side of the pit. Drop to the ground, then run back up the ramp and cross your crates, then go through the door at the far side. In the final room, go up the ramp to the first terminal, operate the crane, then cross to the power plant command centre. Input the code from earlier (TA2360) and return to the crossroads.

NORTH PATH: Go up the narrow ramp to the crates. Move the 5 crates along the wall into the spaces on the side platform to make it collapse. Cross the fallen platform to the door beyond. In the next room, you have to make your way along a raised walkway with collapsing parts. Here's a diagram, so you know which parts to avoid:

Exit		Ν
^^		 ₩+E
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_ _	XX	S
_ _	_ _	
_ _X X _	_ _ _ _	
X _ _ _ _	_ _	
X _	_ _	X = collapsing panel
_ _		
_ _ _ _ _		
_ _ X X _	_ _ _ _	
	_ _	
	_ _	
Ramp >>> _		
up >>> _		
	_ _	
	_ X	
	_ X	
	_ _	
	_ _	
	_ _	

And, in the next room, you have the same problem:

_ _ _ _ _ _ _

 $|X X| _ | _ | _ | _ | _ | _ | _ |$ |_|_|_|_|X X|_| |_|_| |_|_|_|_|X|_|computer |_|_|_|_|X|_|terminal |_|_| | |X | |X |_|_| |_|_| ~ ^ Entrance

Once you reach the terminal up top, use it to turn the barrier off. Go back to the first room in this section, where you collapsed the large platform by pushing crates onto it. Take the W door from that room past the nowdeactivated barrier, and examine the computer to learn the code for power plant B (TB8180). Now, go back to the last room in this section and step off the walkway to land on the row of cylinders below (it's from the third square on the walkway), then cross to the power plant terminal and input your code to shut it down.

EAST PATH: Again, take the first door in the N wall. Kick past some cylinders to reach the computer terminal. If it doesn't have power, go back to the W path and turn on the terminal switch from the computer in the NW corner of the room at the end of the long hall. Turn off the barrier and get the power code (TC6503). Go down the hall and kick you way past the cylinders. Go up the ramp and pull the switch on the wall, then go down and through the lowered bridge. Climb up on this end, and use Pooka to raise the bridge back up by pressing the same switch. Enter the power code at the terminal to shut the last power plant down.

Head back to the central room and try to go back to the anchor.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Speci	al	Cocyt	us	Squad	Mei	mber	I				HP)	EΣ	ΚP		GELLA	7
			Ptol	ome	a				Ptol	omea		75	00	30	000		0	
-								+										

ATTACKSEFFECTIron SabreHeavy attack with weapon arm on single target.Ptolomea DynamiteExplosion damages all opponents.

He uses the same attacks as last time, they're just a bit more potent this time around. Still, none of them do terribly heavy damage, so don't worry about getting killed easily. Keep hacking away with powerful attacks and you'll bring him down in fair time.

Step onto the elevator Ptolomea came down to reach the cockpit. Examine the control at the very front of the cockpit to try and land the damn thing.

In Meria Boule Castle

ITEMS: Full Revive - in troop carrier hangar

HIDDEN ITEMS: Big Berry - in storage basement, in rear of castle

You can only get these items listed here if you haven't gotten them already earlier, since you could have explored the castle any time you were in the Town of Meria. Talk to the folks around the throne room to get some tips on searching for the data tablets. Head out of town and go to the west coast (near the Sword Cathedral) to find the hovercraft waiting for you on the beach.

*** NOW THAT YOU HAVE POOKA: Golgotha Prison ***

If you return to the prison, either by teleporting to Halmetz and walking down or taking the hovercraft through Likikis River (see below), you'll find a doorway on the E side of the execution arena. Inside, use Pooka to reach 2 treasure chests, containing a Scapegoat and a Gimel Coin. There's also a Big Berry by the lever that opens your original jail cell.

Piloting the Hovercraft:

Sail forward: press up or X Turn: L or R, or L1 or R1 Disembark: at beach, press O Embark: press X

PILOTING THE INNER SEA

I	ENEMIES:	Cuttlefish	I
		Bower	I
		Kelpie	I
		Aughisky	I
		Axe Beak	I

Tablet 1 is by the beach of the island in the center of the inner sea. Tablet 2 is along the N coast, W of center, by a long thin strip of beach. Tablet 3 is by a steep beach along the W middle coast of the inner sea.

Once you've collected all 3 tablets, phone Irving on your communicator (yes, you have to, or the game won't let you get off the hovercraft), then return to Meria Boule Castle in the Town of Meria.

Other points of interest:

1. Likikis River. In the SW corner of the inner sea, near Baskar Village (which you can see up in a high forest), there is a very small landing with a beach built into the mountainside. Disembark here and search to reveal a signpost telling you that you're at the mouth of the Likikis River. You can take the river to Golgotha Prison, to the Quartly desert (which doesn't do you much good yet), to the forest below Baskar Village, and to a lovely waterfall, presumably the source of the river.

2. At the tip of the peninsula jutting into the center of the inner sea, there is an island with a beach. Many very strong monsters live there, but be careful, since some can cause instant death to the whole party. You'll come here later in the game as part of the story, but for now it's a chance to fill up your monster album a bit and test your mettle.

*** SIDE QUEST: Thunder Lion Cage *** On the W side of the inner sea, there's a large beach leading to a flat orange waste from which you can see a large snow field. Search around there to find the Thunder Lion Cage. See the side quests section of this guide for more details.

Back in Meria Boule Castle

A conversation with the king and Irving sends you off to a new location...

You could walk or sail there, but the easiest way to get to Damzen city is to use a Teleport Gem at this point.

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In Damzen City
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In the 'Gunner's Heaven' pub, talk to the lone guy in the corner by the barrel. He'll hand over the Boss Symbol, which will let you access the tunnel to Sielje region in Mt. Chug-Chug.

-=	-=
TUNNEL TO SIELJE REGION	Dungeon TS
	-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
ITEMS: Heal Berry, Duplicator	
ARMS: DeadOrAlive (Ashley)	ENEMIES: Spudhead
TOOLS: Freeze Rod (Lilka)	Shrieker
ARMOR: Migrant Hat	Kelaeno
	Cave Torus
	Vacuumon

Use the Boss Symbol from your item inventory in front of the right door in entrance to Mt. Chug-Chug to gain entry. Inside, take the door in the E wall to get Ashley's new bayonet cartridge, then take the high road to the SW corner to get Lilka's Freeze Rod. Use it to extinguish the three torches around the main room. They will disappear, letting you go reach the door low in the S wall.

In the next room, jump to the ground, and pull out the crate behind the large wooden pillar. Place it underneath the door in the wall. Now, go up the ramp to the wooden platform again and throw a knife at the lock recessed in the wall. This drops the second crate on top of the one you just placed, letting you step onto them and through the door. Ahead, the upper walkway has several very visible blocks that collapse as you pass near them. Two of them, however, let you drop onto treasure chests, so get those and go back up the ramp. Exit on the ground at the S end of the room.

In the next room there's a little puzzle. Pull the W crate onto the E floor panel to lower the second crate, then pull that crate into the space in the

middle of the raised walkway. Then, pull the first crate over to the W floor panel to complete the bridge. Go up the ramp and cross. Climb the path to reach the outdoors once more.

On route to Sielje Region

FIELD SEARCH: SOR Apple - behind dark rocks at W end of snow field.

| ENEMIES: Fleurety | | Wendigo | | White Fear |

Head over to the snow and stay on the N side of the line of mountains that divides this area. In the middle of the snow field, search to locate a small mound, the entrance to Sielje Region.

ARMOR: Serenade (Lilka), Eagle Quill (Tim) - behind N building

Item shop:	Antidote	20	Weapon/Armor	shop:	Raid Blast	3100
	Medicine	20			Chain Mail	3000
	Violet Rose	20			Gay Parasol	2500
	Pixie Dust	20			Silky Robe	2100
	Pinwheel	20			Crisis Arm	3500
	Toy Hammer	20			Metal Plate	3200
	Softener	20			Dream Wand	2300
	Peppy Acorn	20			Sand Poncho	2000
	Teleport Gem	100				

Other shops: Personal Skills, Magic, ARMS.

Explore the town a bit. Go to the N building, and walk along the narrow path outside it on the E side. Open the first chest behind it, and use Pooka to get the second one. When you're done looking around, talk to the professor in the W room off the upper level of the north-most building. After a while, you get sent to the Gate Bridge, and the professor gives you the Bridge Key to let you through. As you leave town, you also get the Eat My Dust bomb.

On route to Gate Bridge

-			
	ENEMIES:	Fleurety	
		Wendigo	
		White Fear	
_			

Head around the strip of mountains and up the other side, all the way to the visible bridge (you don't have to search for it). Use the Bridge Key from your item menu to unlock it, then go on in.

ITEMS: None for now, but there's a chest	
behind a fence for later	ENEMIES: Ninja Hound
	Clay Puppet
	Iron Maiden

I	ENEMIES:	Ninja Hound	
		Clay Puppet	
		Iron Maiden	

You get 5 minutes to cross the bridge, which shouldn't be a problem at all, since the timer stops during fights, and there's really only one path to take. You an easily avoid the security orbs, but if you do run into them, none of the fights that ensue will cause you much trouble. After the first outdoor area, you come to a water-filled room. Throw a knife at the door lock by the entrance, then carefully walk to the open door. There are panel on the floor which, if stepped on, slam the door shut again. Avoid them. Here is how they are arranged (you can see them if you look closely at the floor):

Exit door	
_ _ _ _ _	Each square corresponds to one tile on the floor.
_ _ _ _ _	This is only the portion of the path nearest the
_ _ X X X X	exit, since the rest of the path is normal.
_ _ _ _ _	
_ _ _ _ _	W
X X X X _ _	
_ _ _ _ _	S+N
_ _ _ _ _	
	E

In the next similar room, after crossing outdoors again, the floor panel that closes the door runs across the whole path, so you can't cross it after opening the door. Stand by the closed door and throw a knife NE to the door lock to overcome this obstacle. Continue past the last of the security orbs and run across the bridge. Inside on the other side, you encounter some familiar faces.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Lead	Scie	entif	ic F	lesea	irche	r (\$	Self-	Styl	.ed)				HP	EΣ	ΥP	GE1	LLA
		I	Liz								1	Liz		3500	17	50	0	
	And	his	Assi	star	ıt						1	Ard		4000	17	50	0	
				A	ard						1							
											-+							

ATTACKS (Liz) Red Bug Liquid Strange Bomb

EFFECT Diseases Ard, triggers his Antitank Punch Damages everyone in both parties

(Ard) Antitank Punch Very heavy hit on single target Dump Truck Tackle Body slam on single target

Again, Liz starts off the fight by using bug juice on Ard, who then lets out with his massive antitank punch. I hope you had everyone well healed before you started the battle! After that, I would suggest piling it onto Liz to take him out first, for the sole reason that his attack damages everyone, and makes you spend more time healing everyone to withstand Ard's attacks as well. * * * * * * * * *

After the fight, Liz unleashes a little surprise...

*

Biogenic Dragonoid		HP	EXP	GELLA
Trask 2.0	Trask	5000	3500	3500
+	Crystal	3500	1750	1750

ATTACKS	EFFECT
Biomissile	Spike from crystal damages and paralyzes single
Sonic Howl	Sound waves damage entire party
Blink Around	Powerful slash with claws on single target

Now you'll really wish that you kept your HP up towards the end of the last fight. You might want both Lilka and Tim in your party once he starts using blink around, so that you have double the healing power. Other than that, just keep wailing away. *

* * * * * * * * * * * * * * *

Leave the chest behind the fence alone for now, since you can't get to it. Go outside to receive a call on your communicator.

On route to Greenhell -----

FIELD SEARCH: SOR Apple - along W edge of clearing.

-----| ENEMIES: Urchin Bug 1 Melchom ------

Head W until the field widens out and then N to the pair of posts along the forest. You don't have to search to find it.

GREENHELL Dungeon GH

_____ | ENEMIES: Stolas | Spawn Triffid _____ Barghest _____

As Brad advises, just keep heading N through this area, jumping down where you have to, until you reach the sky lift. Kick the post as before and ride it down, then continue on your merry northern way until you leave the forest.

_____ On route to T'Bok Village _____

> _____ | ENEMIES: Blue Snail Triffid _____

Head to the village (remember where it is?). As it turns out, it's been quite a few years since Brad's last visit here, which at least explains why there are new monsters in these areas.

T'BOK VILLAGE

Town TB

ITEMS: TeleportOrb ARMS: Lawnmower (Brad) HIDDEN ITEMS: Crest - in village elder's house Shops: Bullet Load

Head into town and talk to the dog standing outside one of the houses. Can you remember his name? Unless you changed it from the default, it's 'Rassyu'. Getting it right doesn't net you anything, though, so don't worry if you forgot. After the conversations end, go talk to Rassyu again and he'll bring you a couple of items. Talk to everyone in town to get the clues needed to open the next location. Also remember to go into the shed in the SW corner of the village, via the small door, not the large one that leads to where Brad hid all those years ago. In there, kick open the ARMS chest to get a new weapon for Brad.

*** SIDE QUEST: Island Outpost *** Make Lilka your lead character and try to teleport from any point here on in (I think you have to get the TeleportOrb and hear her talk about having trouble with those things). She'll screw it up and end up on a tiny remote island, and from there she may be able to learn advanced magic. See the side quests section of this guide for more details.

On route to Quartly

> | ENEMIES: Sand Crab | | Ant Lion | | Twin Tail |

Teleport back to the hovercraft, then head to the SW corner of the inner sea and go down Likikis River, keeping to the right whenever the river branches. Get off at the desert beach and search for the signpost nearby. Read it, then head NW to the gorge, then W a little further, until you see a brighter orange patch along the edge, and the terrain on both sides of the gorge look wellsuited for a bridge to be going across. Search there. If the town doesn't appear, make sure that you talked to everyone in T'Bok Village (not with Brad) to get directions (I think you specifically need to talk to the main outside from the village elder's house), read the signpost near the desert's beach, and call Irving on the communicator, then try again.

OUARTLY Town OT Item shop: Antidote 20 Weapon/Armor shop: Dual Shot 4200 Medicine Full Metal 4000 20 Violet Rose 20 Elf Parasol 3900 20 Shield Cape 3500 Pixie Dust Pinwheel 20 Mirage Hand 4600 Toy Hammer Ferdinand 4500 2.0 Softener 20 Rune Staff 3600 Peppy Acorn 20 Cute Bolero 3300 Teleport Gem 100 Other shops: Magic, Personal Skills, ARMS. Head N along the main (and only) road, past the Memory Service and you'll trigger a meeting with a new character. _____ On route to Slayheim Castle _____ FIELD SEARCH: VIT Apple - in SW corner of salt flats, on rocky ground. Ambrosia - along edge of gorge, E of Quartly -----| ENEMIES: Macabre Necrosaurus Remnant | Head N and E from Quartly. When you locate the beach on the N shore, search in the salt near it on the E side to locate the castle. SLAYHEIM CASTLE Dungeon SY _____ ITEMS: Duplicator GEAR: Secret Sign, Elven Boots | ENEMIES: Blood Ruby _____ ARMOR: Lone Wolf (Ashley), NachtGeist Plus Band (Brad) HelterSkelter _____ You have two pathways open to you, on either side of the main room. The center door is locked for now. EAST PATH Head N after you go in the door and straighten the picture on the wall in the

Head N after you go in the door and straighten the picture on the wall in the room you come into. Go through the door this opens, watch a little scene from Brad's past, and open the treasure chest. Go back to where you first came in from the main entrance and head E. Go up to the room with blocks and holes blocking your way. Place a bomb on the greenish floor under a stack of boxes to collapse that section of the floor, letting you advance. Go down the stairs and press the blue switch on the wall to let you in to the Amazing Stone.

WEST PATH Head N to the library. There's a purple book on top of one of the bookshelves.

Kick the shelf to knock the book off and pick it up. Along the next wall, examine the bookshelves to find the one that is missing a volume. Place the Adult Mag in this slot to move the bookshelf, revealing a hidden room with another chest. Now go W from where the corridor branched and up the stairs. In the room with the giant swinging fork, kick it from behind to get launched to the other side of the pit. Get the chest and head out the back door.

Enter the double doors from the Amazing Stone after doing completing either of the two paths. Open the chest and return to the main room, where the center door is now open. If you go down the stairs, you can read a plaque that gives you hint on how to reach the switch. Go back to the top of the stairs and kick the column on the E side. The columns will fall and hit the switch, opening the door for you. Open this last chest and head back to the entrance.

* * * * * * * * * * * * * Kanon Kano	* •n	* * HP 5500	* * EXP 3700	* * * GELLA O
ATTACKS EFFECT Left Edge Rising spin cut c	on si	ngle targ	et.	
This lady packs a wallop. Keep your folks relatively low, so this should be a short * * * * * * * * * * * * *	figh	nt.	aled. He	er HP is * * *
After the battle, return to Quartly to plan y that the castle was just a distraction from y the desert side to find your next target.				
On route to Alchemic Plant				
Search N of the signpost by the beach where you left your hovercraft. At a brighter	-		Sand Cra	
orange patch in the sand, you'll locate the	I		Ant Lio	n
Alchemic Plant, the source of the energy readings that Irving's team picked up while you were gallavanting about.	 		Twin Ta:	il
-=-=-=-=-=============================	·=-=-	·=-=-=============	-=-=-=- [_=-=-=-=-	-=-=-=- Dungeon AP -=-=-=-
	- 	ENEMIES:	Shanzen Blackou	

Head E along the walkway, and go down the stairs after entering the door. Don't bother taking the first door along that hall, it doesn't lead anywhere. Take the next door instead. Follow the walkway, and jump N off the raised tip. Jump E off the next one. Go up the stairs and cross the walkway, then enter the door with the red lines around it. Cross the bridge, and say your goodbyes to Brad while he operates the computer terminal.

Head on into the next room and jump down to the solid path. Go S and enter the room there. If you examine the closed door inside, you learn that a guard is transmitting a message. Hmm, how can you intercept electronic communications? Ah ha! Use your communicator while standing in front of the door (the first time I played, this took me way too long to figure out, so kudos to you if you did it yourself) to listen in secretly. This guard reveals that the guard robot, the one at the other end of the walkway, is susceptible to sudden temperature changes. Go to the robot. Using Lilka's rods, you have to either freeze then flame it, or flame then freeze it. Either way, it goes kaboom, and you can continue on your merry way.

Head into the complex and listen in with your communicator at the next door. So someone left their codebook somewhere, eh? Take the next door in the S wall and enter the locker room. Search them to read the codes:

Ζ	S	U	G	Η	Ι	0	Q	В	L	F	Т	U
А	J	K	Ρ	R	S	Ν	0	А	С	Ε	G	Q
М	V	W	Х	I	Κ	М	W	Y	D	Е	Y	С

Go back outside and up the stairs, then cross over the water to the far side and enter the doorway. Inside, you can listen into another conversation with your communicator in front of the door. You find out that the current password is ONM, and the previous one was QOW. Looking at the list of codes above, you can see that the 7th column down reads ONM, and the 8th reads QOW. So following the pattern, after QOW and ONM comes... ISK! Go to the door under the stairs in the main room and input this code to unlock it.

Past the Amazing Stone, the N door requires voice print verification to get by. Where the heck are you going to get that? Head E and listen at the doors with your communicator. Go back and forth between the first two doors you encounter, where the Commander and Radio Operator F are talking, until operator F goes on patrol. At that point, enter the room he was in and search the lockers to locate the Recorder. Back at the Amazing Stone, try using the recorder from your item menu at the voice-locked door. After that, go W to the second closed room, and use the recorder again at that door to get a sample of Antenora's voice. Now return to the central door and use the recorder again to play it back. Enter the door for another showdown with Odessa's leading lady.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Speci	al	Cocyt	us S	Squad	Меі	mber					HP		EΣ	ΥP	(GELLA	
Antenora									Ant	enor	a	70	00	37	00	()	
_								+										

ATTACKS	EFFECT	
Ephemeron	Crystal beam damages + causes	status abnormalities
Shockwave	Crystal beam hits and damages	all targets

Okay, those attacks hurt a little bit more than last time around, especially since you've got 2 magic users in your party by necessity, with low DFP. I say, hammer it on early, before she wears down your party beyond easy healing capacity. Either that, or take it slow while keeping your party up to max HP as a priority. Either way, you know the boss fights from here on in are cranked up a notch in challenge.

After the battle, a 'traitor' is revealed, and a heart-wrenching scene ensues.

| ENEMIES: Macabre | | Necrosaurus | | Remnant |

Head N and slightly W from Quartly (which you can get to easily by teleporting), to the part of land that sticks out and ends in a mountain wall. Search there to uncover the train station. Enter and hop aboard for a magic train ride...

-=-=-=-=-=-=-=-=-=-=-=-=-=	
EMULATOR ZONE	Dungeon EZ
-=-=-=-=-=-=-=-=-=-=-=-=-=	
TOOLS: Air Ballet (Tim)	ENEMIES: Odessa Man 2

Head N, pull out the center block, and push it onto the pink square to activate the portal. Walk through it to enter a little puzzle area. Enter the portals in the following order: East, South, East, then either S to reach a red panel to read (which doesn't tell you anything useful), or North to reach a new room with an inactive dark red portal. From there, go South again, the way you came in, to find a new location. Go down the stairs and have Pooka open the chest, which contains Tim's Air Ballet tool. Use it to push the block down and over the pink square. Go N again to find out how you came to be in this place.

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
	Speci	ial (Cocyt	tus :	Squad	Me	mber					HP		EΣ	P	(GELLA	7
			Cair	na						Cain	a	68	00	37	00	(С	
_																		

ATTACKSEFFECT4D Hypo BlastDazzling light attack on one target for damageGate of IsoldeDamage and multiple status effects on all targets

So it seems you need to deactivate the generator that's keeping you here. Head through the E portal and step on the purple diamond to flip the room over. Go up then down to the opposite block and jump down to the new exit in the E. You now enter a puzzle room where stepping on the diamonds switches the platforms around. Basically, keep hitting buttons until you get a portal in each of the three directions N, S, and E. Go in each portal and shoot the block ahead of you with the Air Ballet. Do all three and the generator crystal goes splat. Then, another battle! What the heck is she doing here?

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
		Kano	on			- 1						HP		EXI	2		GELLA	ł
	 					+			Ka	anon		700	00	400	00		0	

ATTACKS

EFFECT

Left EdgeRising spin cut on single targetDrive CutSlash + explosion for major damage on one targetPike KickDriving drill kick to single target

This lady packs a wallop. Keep your folks very well healed if you can, but that shouldn't be your only priority. If it was, that's all you'd do, so make an effort to get some powerful hits in wherever possible. Use Odoryuk to revive fallen comrades and heal the others at the same time.

You've got 5 minutes to get out now, which is way more than enough time. Flip the puzzle to get the portal to appear on the W side and go through. In the room where you first flipped the platforms, flip them again to get back out. Finally, head N, then back S to return to the exit.

In the train station

ARMOR: Lucky Comb (Tim)

Head ${\tt E}$ to the front of the train and use Pooka to reach the chest across the tracks.

On route to Guild Galad

FIELD SEARCH: Bullet Load - in SW corner of region, in center of 4 rocks. Lucky Card - NE-most portion of accessible area.

> | ENEMIES: Death Tiles | | Zabat | | Uraenus |

Head N and E along the road, and head out to the bulb of land sticking out into the middle of the bay on the N side. Search in the middle of it to locate the town.

ITEMS: Crest X 4, Crest Cap

Weapons Shop:	SniperShark	5500		Items	Shop:	Antidote	20
	Bounty Gard	5300				Medicine	20
	Geranium	4800				Violet Rose	20
	Maygas Robe	4200				Pixie Dust	20
	Magic Wand	4500				Pinwheel	20
	Sun Poncho	4300				Toy Hammer	20
						Softener	20
Other shops:	ARMS, Magic,	Personal	Skills			Peppy Acorn	20
						Teleport Gem	100

After getting a nice view of the town, chat with the charming Guild Galad Master, then take a self-guided tour of the town. It looks complicated with all the walkways and stuff, but it's really quite straightforward. S of the throne room is the fossil room, and S of that, the courtyard with the shops around it. If you go around the edge of town to the back of the throne room, to the Northernmost point, you'll find a door you can only open with a duplicator, behind which you'll receive 4 Crest graphs.

For another good find, start in front of Guild Galad Master's throne and run directly S until you hit a wall. Examine the wall and that point to discover a switch and press it to open a door somewhere else. That somewhere else is up the stairs to your E, S a little bit and through the door up there, then S a little more. The door is along the E wall, marked by yellow crosshatches. Open the chest inside to receive a Crest Cap. ** Thanks to Cyclone and cloud4905 for sending me this little secret that I missed. **

When you're done in town, head outside and go W to the beach, where your new, upgraded hovercraft awaits. Now, whenever you teleport somewhere, your hovercraft will teleport to the nearest beach as well! Isn't that great? Oh, and you've now got access to the outer sea.

Explore all you want, but when you're done, call the twins on the communicator to learn where to go next.

Piloting the Outer Sea

FIELD SEARCH: Bullet Load - in front of Illsveil Prison on NE small isle. Coin Purse - area S of Sylvaland Castle

_				
1	ENEMIES:	Olvader	Rahab	
		Coral Eater	Deep One	
1		Gryphon	Hrimthurs	
1		Muspell	Oannes	
		Vaget	Vepar	
		Brokel		
_				

I'll repeat: when you're done looking around, use the Call feature to talk to the twins in Valeria Chateau and get an indication of what your next destination is. Actually, you get a choice of two. If you go to Damzen and talk to people there, you'll learn that nothing suspicious is going on. So instead go to Holst, and from there to the Closed Mine Shaft.

*** SIDE QUEST: Abandoned Icebox ***

Now that the hovercraft follows you around, if you teleport to Halmetz, the hovercraft will show up at the nearby beach of an enclosed lake. Sail across it to the far beach and search to find a hidden temple. See the side quests section of this guide for more details.

*** SIDE QUEST: Shining Garden ***

Sleep in the Guild Galad inn a few times and talk to the woman outside. When she reveals the location of a rumored dungeon, take the hovercraft in the inner sea to the N shore, where there's a thin strip of an island with a beach. Search there to reveal the Shining Garden. See the side quests section of this guide for more details.

*** South of Sylvaland ***

Take the hovercraft to the curve of land S of Sylvaland region, along the bottom edge of the main continent on the world map. Search near the beach to find a signpost, then search somewhere towards the W edge of this area to

locate the Coin Purse. There are also many monsters here unique to this area.

On route to Closed Mine Shaft

FIELD SEARCH: Duplicator - S end of sandy area (from N beach)

-		
	ENEMIES:	Rick Gob
		Earth Figure
		Lindwurm
		Cockatrice
		Basilisk
		Assassin Bug
		Berserker
-		

First off, teleport to the town of Holst and speak to the man in front of the mine entrance, who tells you about another mine shaft NE of town. Go back out of town and look S to see your hovercraft on the beach. Walk down, or just teleport to the hovercraft. Drive around to the N side of the land mass, and disembark at the beach there. In the SE corner by the cliff, you can find a signpost telling you that the closed mine shaft is to the N. Search directly north of that point to locate the opening.

*** SIDE-QUEST: Dark Reason *** If you search in the forest on this half of the island, you can locate a temple, Dark Reason. See the side quests section of this guide for more details.

-=-=-=-=-=-=-=-=-=-=-=-=-==============	-=-=-=-=	=-=-=-	=======================================	-=-=-
CLOSED MINE SHAFT	Dungeo	n CM		
	-=-=-=-=	=-=-=-	================	-=-=-
ITEMS: Crest				
ARMOR: Blue Ribbon (Lilka)	I	ENEMIES:	Basilisk	I
ARMS: ShockSlide (Ashley)	I		Captor	I
			Manticore	I

Head north into the mine. In the second room, watch out for those bats! They start flying as you approach, so as to hit you if you just maintain your current course and speed. You can evade them by running through, or by stopping for a moment when they start flying down, then walking past before they recover. Continue north and press down on the detonator to blow up the boulders blocking your path. Continue on, throwing crates out of the way where necessary, and blow up the next boulder in the same manner. Cross the ricketylooking wooden bridge. In the next room, cross the crooked bridge carefully. Up ahead, more bats await, this time in pairs, so run by quickly.

Now you come to a room with a long fuse attached to the detonator, which would be fine, except that there are several water leaks in the pipes around the room which will extinguish your burning fuse. Turning the wheel on each pipe turns off the water flow for just 5 seconds. So, start the fuse going, then follow it along and turn the wheels on the pipes before the spark reaches the water, but don't turn the wheel too early, either. Get it past 4 water spouts and kaboom!

In the room with the many holes in the floor, the bats will try to knock you into them. Advance carefully and let each bat go by before crossing it's path.

After the save point, you reach a room with 3 visible treasure chests. Use Pooka to reach the two side ones from afar, because the statues will collapse after the chest is opened, damaging you if you're in there. The exit is beside the W chest.

* * * * * * * * * * * * * * * HP EXP Kanon 9000 4200 Kanon GELLA 0 -----+ ATTACKS EFFECT Rising spin cut on single target Left Edge Slash + explosion for major damage on one target Drive Cut Pike Kick Driving drill kick to single target

You'll have a hell of a time keeping all of your characters alive. Heal frequently, throwing Odoryuk into the mix sometimes, and don't be afraid to use Big Berries.

* * * * * * * * * * * * * * *

After the battle, the team returns automatically to Holst. The party takes care of Kanon, while another threat emerges.

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| - | | | | | | | | + | | | | | | | | | | |

ATTACKSEFFECTMiriam2-gun shot from hipSidewinderFirework trick shotDouglasPowerful shotgun shot

Again, not too tough a fight, since this serves mainly to introduce Kanon as a playable character. Try out her different moves, and maybe heal when her HP drops below 800 or so.

After this fight, the party returns to Valeria Chateau.

You now have access to the Sonar! Another screen will appear when on the world map. Field search items will appear as yellow dots, and destinations will appear as green dots. Only locations that can be opened at this point will show up, however.

On route to Coffin of 100 Eyes

Teleport to Quartly and walk S and slightly E, halfway down the desert, to locate it. Now that you've got the sonar, it should be a breeze to locate new areas and field search items.

| ITEMS: Duplicator, Big Berry X 2 | |
|----------------------------------|------------------|
| TOOLS: Wire Hook (Kanon) | ENEMIES: Gremlin |
| WEAPONS: D Bison (Ashley), | Mushussu |
| Dumbrella (Lilka), | Buckbaird |
| Crest Wand (Tim) | |
| ARMOR: Trench Coat (Ashley) | |

Go forward and step onto the elevator. Below, walk forward through a corridor with ledges on either side. In the next room, go up the ramp and back south to reach the chest above in the previous room. Kanon now gets the Wire Hook! Use it to cross to the other side here, and enter the N doorway along the W ledge. Hook your way to the chest, then back and N. In the next room, Hook across to the E from the N edge, then exit and go back to where you first found the Wire Hook. Cross to the other ledge again, and this time take the S door.

Hook your way across to the W. To reach the chest, do an almost blind shot from either side of the closest hook to the chest. Doing it from directly S just drops you into the void. Continue W from the far edge of this room. Examine the blue computer terminal along the wall to open the doors. Hook your way across the next room. Have Ash toss a Hurl Knife between hook posts in the NW corner to activate the door.

Next, Hook E to the pair of posts, then use Pooka to get the chest before you jump to the ground. Hook back over using the lower post and enter the door by the health crystals. Pass the Amazing Stone. Hook across the room, then use Ashley's knives in the next room to activate the machinery. In the next room, go W up the ramp, then fire your Hook diagonally to reach the post by the chests. From there, there's only one other place to go: N. Go W in the room with the small platforms and use Pooka to reach the pair of chests. Continue W along the S wall, and exit to reach a room almost identical to a recent earlier one. Get to the chest in the same way, and get back into this room somehow (you can fall into a pit if you like, it's probably the easiest way). Go out via the door in the NW corner. Examine the blue computer terminal in the next room to open the door, and go on in.

Use Ashley's knives to activate the blocks. When they move, it frees the way for Kanon to Hook the party across to the far end. Do this twice, then exit out the other door to face a pair of boss battles.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | And | his | Assi | star | nt | | | | | | | Ard | | 5000 | 22 | 250 | 450 | 0 C |
| | | | | I | Ard | | | | | | 1 | | | | | | | |
| _ | | | | | | | | | | | -+ | | | | | | | |

| | ATTACKS | EFFECT |
|-------|--------------------|--|
| (Liz) | Mixed Bug Liquids | Poisons + diseases Ard, triggers Alter Ego Punch |
| | Chef's Whimsy Bomb | Damages everyone in both parties |

(Ard) Alter Ego Punch Heavy explosive punch to single target
Dump Truck Tackle Body slam on single target

This battle goes the same as every other with this duo, just cranked up a little notch again. Take out Liz quickly, as his bomb attack can be a big pain in the neck.

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| | | Lef | t Cl | aw | 30 | 00 | 25 | 500 | | 2500 | |
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 Arms Killer 80
+ Right Claw 30 | h HP
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| ATTACKS | EFFECT |
|----------------|---|
| Repulser Blast | Heavy damage on single target |
| Biolaser | Moderate damage on single target |
| Black Heart | Dark explosion on single target |
| Rayxander | Massive explosion damages entire party |
| Capillary Ray | Laser from claw hits each target, causes poison |
| Coldray Gimlet | Claw uses ice attack on all targets |
| Fire Crystal | Claw uses fire attack on all targets |

This guy's got some heavy, but not devastating, attacks in his arsenal. I recommend having 2 healers in your party to keep eveyone's HP high enough. He has a wide variety of attacks, but the repulser blast is the most painful. You get a whole lot of exp and gella for taking out the claws too.

Go up to the large computer terminal and examine it, then when you try to leave, you have to use your communicator. This triggers a pulse-pounding series of events, including a brief fight:

FakeBrad HP: ~2750 Exp: 5000 Gella: 0 Drops: Uppercut

Afterwards, it'll be a while before you have control of the game again.

Enter the Valeria Chateau and talk to Amy on the bridge. She'll tell you that one pillar is in "the southeast sea, in the Devil's Triangle, where the water is dark in color. We found another in an area southwest of Guild Galad separated by a mountain range. And Numero Tres! In the woods southeast of Baskar! Energy in the forest? How weird! Lastly, number four is on a big island far north of here. Can't get there by sea or land, though."

Let's do them in that order, shall we?

On route to Diablo Pillar Ptolomea

Head SE along the coast from the Town of Meria in the hovercraft (teleport to the town to bring the hovercraft there). On the map, there's a triangle-shaped mass that's darker than the rest, as though it's a sunken continent. Sail over the middle of that area and search to open up the first pillar.

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| DIABLO 1 | PILLAR | PTOLOMEA | | | | Dungeon | DP |
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| | | | | |
 | | |

ENEMIES: Okypete | Land Lamprey |

Decarabia | Virsago | Mimic |

Climb the stairs and circle the edge of the room, and touch the crystal to teleport to another section. This is how you'll get around in here. The second crystal warps you to a psychedelic platform. Follow it along and jump off the ends. To deal with the giant blocks, use Brad's bombs. Place several underneath the blocks as they roll toward you, and hopefully you can blow them up before they squash you. If not, you just take some damage and move on. Ahead, however, you have to blow up the three blocks rolling around the square to make the bridge appear that will let you continue. Ahead, a strange gas ball blocks your path. Approach it to trigger a boss fight.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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|] | Explo | sive | e Emp | eror | Mor | nster | <u>-</u> | | | | | HI | þ | E | XP | | GELL | A |
| | | | Bell | ecla | ire | | | Η | Belle | eclai | re | 10 | 0000 | 5 | 000 | | 5000 | |
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| | | | | | | | | (| Chest | t | | 50 | 000 | 2 | 500 | | 2500 | |

| ATTACKS | EFFECT |
|-----------------|---|
| Drill Drager | Spear single target with drill for heavy damage |
| Resonance Quake | Earthquake damages all targets |
| Megaton Attack | Heavy slam for massive damage on single target |
| Weakness | Decrease DFP and MGR of entire party |

Ahead, you face a wide row of giant blocks that will roll over you. Only one of them can be destroyed, and you can tell which one because it flashes when you bomb it. In the first row, it's the second from the right, then the leftmost one in the second row, and finally, the block in the very middle of the last row. It only takes a couple of hits. It might just be easier to let the things roll over you, though. After that, climb the circular pillar, keeping pressed against the wall at all times to avoid falling off and having to restart your climb. At the top, the big man who lent his name to the pillar awaits for a final showdown.

| * | * * | * * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|---------|--------|-------|-------|-----|------|---|------|------|---|----|-----|----|----|---|------|---|
| | Special | L Cocy | tus S | Squad | Men | nber | | | | | HP | | ΕX | Ρ | G | ELLA | |
| | | Pto | lomea | a | | | | Ptol | omea | | 20 | 000 | 70 | 00 | 7 | 000 | |
| | | | | | | | 1 | | | | | | | | | | |

| ATTACKS | EFFECT |
|-------------------|---|
| Iron Sabre | Heavy attack with weapon arm on single target |
| Ptolomea Dynamite | Explosion damages all opponents |

His attacks are pretty heavy duty, and he can take it even more than he can dish it out. Put Odoryuk in Tim's hands and make healing a high priority. It's worth it to save up FP for some massive damage attacks, like Kanon's Gat lvl 2 + arc kick, or Brad's Rail Gun, if you've got 'em. Switch characters out if you're having a lot of trouble. Fortunately, there are no surprises beyond the strength of his attacks.

* * * * * * * * * * * * * * * * *

Touch the gem on the platform here to exit back to your hovercraft.

On route to Diablo Pillar Caina

| | ENEMIES: | Jakol | lantern | |
|--|----------|-------|---------|--|
| | | Rock | Buster | |
| | | | | |

Return to the Valeria Chateau, since this next location can only be reached via a landing pad. Fly toward Guild Galad, and look on the S side of the mountain range that's near the train station closest to that town. You'll see the landing pad clearly. Disembark and head toward the E edge of the little shelf of land that you're on and search to reveal the next pillar.

------DIABLO PILLAR CAINA Dungeon DC

| | ENEMIES: | Sibylla | |
|---|----------|----------|--|
| | | Tiny Gem | |
| | | Furfur | |
| | | Mimic | |
| | | Okypete | |
| _ | | | |

This tower works pretty much the same as the last one, and the next ones too. Climb the tower and touch the gems to teleport ahead. In the first warp space here, you get some target practice. Hit the spinning monolith by throwing a knife, or using your fire or ice rods, or the air ballet, shooting between the star-shaped blocks. Hit it 3 times to make the path that takes you to the next teleport gem appear. In the next warp space, walk along the path until it disappears on either side of you. Hit the circling blocks 3 times (hit each one once) to make them all disappear. In the third warp space, a boss battle awaits.

| * * * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|----------|-------|------|-------|----|---|---|-------|-------|----|----|-----|----|-----|---|-------|---|
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| | Dı | awdo | 0 | I | |] | Drawo | do | | 96 | 500 | 5(| 000 | | 5000 | |
| | | | | + | - | | Left | Неас | ł | 48 | 300 | 25 | 500 | | 2500 | |
| | | | | | |] | Right | : Hea | ad | 48 | 300 | 25 | 500 | | 2500 | |

ATTACKSEFFECTOptochemical BombExplosion causes damage, confuses and poisons allMercury CadmiumDamage, sleep and forgetfulness on all targetsGas PressureGas explosion damages all targets

This fight isn't anything to write home about. The only tricky part might be the status effects, but you've got enough tools to deal with that by now, like gear to prevent it, or using Odoryuk to cure them (is there anything that guy can't do?).

After the Amazing Stone ahead, you end up in a warp room where the lights only come on when you step on the glowing squares. Stand on these to figure out your next move, which usually involves walking to the next lighting square. Go

through the middle of the maze, not the outer edge, going basically up and to the right until you can reach the teleport gem at the far end. Keep going up the pillar until you encounter the final boss and her magic key. * * * * * * * * * * * HP EXP Special Cocytus Squad Member | GELLA Caina | Caina 17500 7000 7000 -----+ ATTACKS EFFECT Dazzling light attack on one target for damage 4D Hypo Blast Gate of Isolde Damage and multiple status effects on all targets She poses a little less of a threat than Ptolomea did, and hopefully you've got your battle strategy well laid-out by now. Just watch out for those status effects again. * * * * * * * * * * * * * * Touch the teleport gem that appears after the battle to return outside. _____ On route to Diablo Pillar Antenora _____ FIELD SEARCH ITEMS: VIT Apple - in forest below Baskar Village, E of Hidden Trial Arena _____ | ENEMIES: Balloon _____ Hop into your hovercraft and head up the Lilkikis river, located in the SW corner of the inner sea (you can teleport to Valeria Chateau to bring your hovercraft to the beach along the inner sea, or to Quartly). Get off at the first beach on your left and head into the forest. Search in the middle of the lighter green patch to open up the tower. DIABLO PILLAR ANTENORA Dungeon DA _____ I ENEMIES: Harvestman Balphon L Necromancer Okypete Mimic _____ Again, climb the tower and touch the gems to move along. In the first warp space, you get a little puzzle. Each of the brightly-lit corner blocks rises when you walk on it. You have to raise all of them and end up in the middle of the West row, where the walkway to the exit will appear. Here is one possible order to do them in: exit ~ ~ Walk on the blocks F--G--B--A W in the order numbered, | | |

S--+--N

from 1-9, then A-G. E--D--C--9

3--4--5--8 2--1--6--7 ~ ~

E

Start here In the next warp space, you have to repeat the pattern you are shown, by stepping on the squares in the same order. On the first try, the pattern is as

| 4 | _ | 9 | _ | 1 | W |
|---|---|---|---|---|-----|
| Ι | | | | Ι | |
| 8 | _ | 2 | _ | 7 | S+N |
| Ι | | | | | |
| 3 | _ | 5 | _ | 6 | E |

follows:

If you miss the first time, then the pattern changes, so you just have to try and memorize it, or draw the pattern as it lights up, then walk on the squares in the same order. Keep on going to reach this pillar's mid-boss. **Thanks to Michael L. for catching a typo in the puzzle solution just above, where I originally had the number 5 appearing twice.**

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-----|-------|-------|---|---|---|---|-------|----|---|----|----|----|-----|---|-------|---|
| Η | Human | oid | Mira | ige | | | | | | | | HP | | EΣ | KΡ | | GELLA | 7 |
| | | Pri | lsnum | 1 | | | | I | Prisn | um | | 95 | 00 | 50 | 000 | | 5000 | |
| | | | | •===+ | ÷ | | | C | Chest | | | 95 | 00 | 25 | 500 | | 2500 | |

ATTACKS EFFECT Giant water wave hits entire party for damage Tidal Wave Kirlian Buster Dark explosion damages all targets Coldray Gimlet Ice attack hits all targets

For a change, the secondary body part has as much HP as the main part, so don't get worried if it's taking you a long time to take out even just the chest. If you want a really fast fight, use Leitea Salk a couple of times, and just sit back and laugh. * * * * * * * * * * * * * * * * *

In the next warp zone, you have to hit all of the correct switches, and none of the wrong ones. The ones to hit are: From the S side, both top and bottom From the E side, both top and bottom From the N side, just the bottom From the W side, both top and bottom Now, these might change sometimes, so if this doesn't work, then you're on your own, sorry. Just keep trying. Head out on the W side if you get it right.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | | | Ante | enora | ì | | | I | Ant | cenor | a | 16 | 000 | 70 | 000 | | 7000 | |
| _ | | | | | | | | -+ | | | | | | | | | | |

| ATTACKS | EFFECT | | | | | | | |
|-----------|---------|------|---------|-----|---------|------|-----|---------------|
| Ephemeron | Crystal | beam | damages | з + | causes | stat | us | abnormalities |
| Shockwave | Crystal | beam | hits an | nd | damages | all | tar | gets |

No big whoop, yet again. Maybe I'm listing these pillars in the wrong order, because the fights seem to be getting easier and easier. Anyway it's useful to have Tim doing frequent First Aid's and use Odoryuk when necessary, while another couple of characters keep piling on the pain. * * * * * * * * * * * * * *

After the fight, you'll learn a bit more about Antenora's motivations. Man, she's pretty screwed up.

On route to Diablo Pillar Judecca

Actually, you have to make a little pit stop before reaching the final pillar. Head to Quartly and talk to some folks there. They'll tell you about a ghost town in the Slayheim salt flats. Head out there and search amidst the salt pillars, using the sonar to guide you, and you'll find the Lost City Archeim.

LOST CITY ARCHEIM Dungeon LC

| MEDIUM: Ge Ramtos | |
|------------------------------------|-------------------|
| ITEMS: Mini Carrot, Conductor X 2, | ENEMIES: Dust Man |
| Big Berry X 2 | Evil Dead |
| ARMOR: Silver Circ (Kanon) | Re-Animator |
| | |

First of all, check the house in the SW corner. The door on the N side is salted over, but there's a weak wall on the W side that you can destroy with Brad's bombs. Go in and pick up the Guardian of Death. In the house on the W side, break open the crates to get a conductor. You can get another in the N house, in the W room, by using Pooka to open the chest past the debris blocking your way. In the middle of this house, use a conductor from your item menu while standing on the pedestal to activate a lift. Go down, pull both levers to raise the gate below, and go back upstairs.

In the NE house, you need a duplicator to open the back room on the lower floor. Inside, you can get treasure from breaking open the crates, and you need Tim's Mist Cloak tool to reach the chests behind the fence. Also, in the NW house, there are some crates that you can't reach. Return here later once you get Brad's final tool to be able to reach the treasure inside them. Upstairs in the NW house, bomb the back wall to go onto the roof. Wire Hook to the W roof, then S, and jump into the hole in the NW corner of the middle house's roof. Pull the lever to open the front door, and insert the other conductor into the slot here and go down the lift to face the boss of the dead city.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-------|-------|-------|------------|----|---|---|-------|---------|---|-----|--------|----|-----|---|-------|---|
| Z | Aggre | essiv | ve Po | olter | geis | st | | | | | | HE |) | EΣ | ΚP | | GELLA | ł |
| | | | Jasc | oul | | | | | Jasoı | ıl | | 90 | 00 | 50 | 000 | | 5000 | |
| + | | | | | Right Claw | | | | | 4500 25 | | 500 | 0 2500 | | | | | |
| | | | | | | | | | Left | Claw | T | 45 | 00 | 25 | 500 | | 2500 | |

| ATTACKS | EFFECT |
|----------------|---|
| Life Force | Suck HP from 1 target to raise own HP up to max |
| Spark | Lightning magic on single target |
| Armor Down | Decrease all targets' DFP |
| Kirlian Buster | Dark explosion damages all targets |
| Caloric Nova | Big explosion on all targets for heavy damage |

This is a tricky fight, mostly due to his life force attack. He can suck away every last one of a character's HP if he needs it to heal himself. But the good news here is, he can't use that attack once you blow both of his arms off, so make that a priority. Magic isn't too useful since he halves most elements, so get your physical powerhouses out for this fight. There is a way to defeat just the head, despite his HP sucking tendencies. Power up all character's force meters, and have Ashley transform to Knightblazer. Also bring in Brad with a rail gun shot available, and have Kanon ready to use her most powerful attack. Now, lay it all down in one round. You might also want to have your characters' HP below 2000 so he can't suck too much if he survives. Any characters that are killed can be switched out.

Stephane Lantin wrote to me to say that Jasoul actually can still use Life Force with both his arms destroyed, so another strategy (sent in by Chilly) would be to just have Tim summon Stare Roe to finish him off in a single strike.

* * * * * * * * * * * * * * * * *

After the fight, head into the tunnel to find yourself in a Live Reflector.

Using the Live Reflector

GEAR: Missanga, Holy Grail

In the side room from the entrance, there's a chest requiring a duplicator that will give you the Missanga. Enter the reflector room and touch the wall panel to activate it, then step onto the platform. On the other side, there's another side room with another duplicator-requiring chest, this time with the valuable Holy Grail inside.

On route to Diablo Pillar Judecca

| ENEMIES: Fafnir | | Shambler |

Head along the snake road (so named because of it's shape, I guess) and you'll locate the pillar by searching at the very end of the path, all the way around the island.

------DIABLO PILLAR JUDECCA Dungeon DJ

| ENEMIES: Grimlok | | Catoblepas | | Girtabryl | | Mimic | | Okypete |

You may want to equip the Holy Grail and the Gaze Mirror on people in your battle party so that you don't all get wiped out by the monster's status attacks. In the first warp space, you have to walk to different parts of the platform as it moves to avoid the spiky balls. If one hits you, you get knocked off and have to restart the room.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | | | Magn | naliz | zer | | | 1 | lagma | alize | er | 95 | 00 | 50 | 000 | | 5000 |) |

| ATTACKS | EFFECT | | | | | | |
|--|--|--|--|--|--|--|--|
| Mirror Coat | Sets up reflect on main body part only | | | | | | |
| Fire Crystal | Flame attack on entire party | | | | | | |
| Maglash | Giant fireball hits single target | | | | | | |
| | | | | | | | |
| Use water, ice, and wind | , and avoid fire and earth, and this will be one | | | | | | |
| easy fight. His attacks | are not very damaging, either. When he uses | | | | | | |
| reflect, you can still t | reflect, you can still take advantage of the elemental weaknesses by using | | | | | | |
| rings, if you bought them from the Valeria Chateau basement. All in all, | | | | | | | |
| an easy fight. | | | | | | | |

Head

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9500 2500

2500

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Keep climbing that pillar. You get another, longer ride on a platform. Just keep on dodging, and make sure you're completely off the appropriate half of the platform. In the next warp room, walk along the path and run past each rotating spiky ball after it passes. It makes it easier if you turn the camera so that you're moving right-left.

| ATTACKS | EFFECT |
|------------|--|
| Miriam | 2-gun shot from hip |
| Sidewinder | Firework trick shot hits all opponents |
| Douglas | Shotgun shot on single with paralysis |

Co outside and would automatically reasing a call on your communicator. Has

Go outside and you'll automatically receive a call on your communicator. Head back to the Valeria Chateau and take the helm.

On route to Heimdal Gazzo

It's located over the ocean far south of Sielje Region. I suggest going over the exit from the Mt. Chug-Chug tunnel to Sielje Region and heading due S from there, though even then it's still very slightly E a bit. Your best bet is to watch the water's surface for the Gazzo's shadow, since it flies pretty high up.

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| HEIMDAL | GAZZO | | | Dungeon HG |
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| ENEMIES: Odessa Man 3 |

Head N through the first couple of doors. You have to press X at the doors to open them. When you get a selection of doors, enter the blue one and switch the terminal inside, so that the red ones are unlocked too. Enter the left red door and head W from inside there. You find yourself in a maze. First, keep heading W until you hit the W wall, then go to the terminal just S of your position to turn on the light. That's better now, isn't it? Now head up to the N wall and step on the glowing green teleporter. Enter the door it takes you to and switch the door lock mode to blue. Now retrace your steps to the central room and enter the middle, red door. You can now enter the green door on the far side, and then the red door on the side of the next room.

This next part can get a bit confusing. From where you enter the room, you have to teleport pads you can step on. Step on the N pad, then the E pad where you end up, then jump down to the wide raised area around the wall you show up on. Jump into the pit on the E side and take the N pad in there. Take the N pad in the box you end up in, and activate the switch at the computer terminal. Jump down. Step on the teleport pad in the NW corner of the room, then the pad in the SE corner of the box you're in, then on the pad on the little wall you end up on. This takes you to the door that exits this area, also leading you to an Amazing Stone (in the pit on the E side of the other room, if you take the S pad after activating the door switch, you can reach a bunch of strong healing gems, too).

If you take the teleport pad here, you'll return to the entrance. Otherwise, head on in to the belly of the beast.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | | Vins | sfiel | d | | | | 7 | /inst | field | 1 | 23 | 3500 | 10 | 0000 | (| C | |
| | | | | | -+ | | | | | | | | | | | | | |

| ATTACKS | EFFECT |
|----------------|---|
| 4D Hypo Blast | Dazzling light attack on single target |
| Incur My Wrath | Dark golems attack all, chance of instant death |

His attacks are all pretty straightforward. You can handle things with a single healer as long as you stay on top of things. Keep the pain coming and it'll be over all too quickly.

Now, you have to figure out how to get out of this place. Head forward in the cockpit and go out the green door on the side. From here, you all split up. It can get kind of complicated switching back and forth, so I'll lay it out as clearly as I can.

 Start with Lilka. Head E and push the crate onto the blue diamond floor panel. Cross to the S side of the room and go through the door. You can enter the blue door and pick up some healing crystals, or just switch the security mode to blue at the computer terminal. Head through the red door and stop at the wall beyond it.
 Tim is next. Go through the red door, then stand on the blue diamond and

run over the wall when it lowers. In the next room, ignore the blocks and head through the green door. Go up the stairs at the crossroads and through the green door. Stand on the diamond and shoot the block ahead of you twice with the Air Ballet.

3. As Lilka, step forward onto the wall that Tim just lowered.

4. As Tim again, shoot the block one more time to bring Lilka up. Go back to the crossroads and wait by the E raised wall.

5. Lilka now advances and goes through the N green door to stand on the blue diamond above Tim. 6. Kanon now goes through her first door and stands on the first blue diamond. 7. Brad does the same on his side. 8. Kanon now continues through the next red door. Stand on the diamond on the narrow walkway, then run past the wall before it rises again. In the next room, enter the red door and stand on the blue diamond opposite Lilka. 9. Tim can now use Pooka to reach the green computer terminal and switch it on. Go down the stairs at the crossroads behind him and enter the blue door. Cross under the bridge, go through the next door and wait there. 10. Brad can now go through his blue door, pull the block S, then push it E and N onto the blue diamond. Go through the far door, step on the diamond, step onto the wall, and jump down on the other side and enter the door there. He now needs to cross the bridge/wall, pulling the crate behind him, and leave the crate in the middle of that wall. Stand on the blue diamond to lower it to Tim's level. 11. Tim now shoots the block with the Air Ballet once. 12. Brad walks to the next blue diamond and stands on it. 13. Tim enters his door and stands next to the high computer terminal. 14. Kanon can now return to the previous room and enter the blue door on this side of the bridge. She must now take the narrow walkway and pull the block one space to the N, then walk around behind it, stand on the diamond, and push it further N until it falls into the gap. She can then cross and stand on the blue diamond. 15. Tim can now reach the red terminal and switch the security system. He may now enter the final green door to reach his escape pod. 16. Lilka can now go through the green, then the blue door to reach her escape pod. 17. Brad can now enter his green door to reach his escape pod. 18. Kanon's escape pod is just through the green door beside her. But it's not over yet! * * * * * * * * * * * * * * * * * * HP EXP Leader of Odessa | GELLA Vinsfield 12000 10000 Vinsfield | 0 ----+ ATTACKS EFFECT Dazzling light attack on single target 4D Hypo Blast "The effect was completely neutralized" - ??? Void Effect Life Returner Heal self He is appreciably weaker, which fits with the story at least. You probably won't need to heal the entire fight. It's easy to build up enough HP to use Access and then Banisher for a quick fight. * * * * * * * * * * * * * After a tearful finish, you can save your game before starting the next disc. \setminus / } 6) WALKTHROUGH - DISC 2 { MEMORY MAZE Dungeon MM

| _ | | | |
|---|----------|-------|--|
| | ENEMIES: | Imp | |
| | | Ettin | |
| | | Buer | |
| _ | | | |

Keep heading N with your new friends until you hit an invisible wall, then toss a knife at the lock just ahead. Keep going, circling around when you hit invisible walls. Touch the large crystal on the pedestal to learn a bit more about Ashley's powers. When the room has both a high and low road, take the high road and throw a knife at the lock, and also talk to the girl along the E wall. Touch the next crystal. Take the left side when the room splits, shoot the lock, then cross to the other side on the narrow bridge and continue N. Ahead, when you see the lock, look for the girl walking above. When she steps on the checkered part of the walkway, shoot the lock to bring her down and talk to her.

Ahead, shoot the lock, then the second lock that comes down. Go up the W side to exit. Touch the next crystal. Shoot the far lock diagonally, and the other one however you like, then go up the center of the room in here and the next room, shooting locks as you go. Talk to the girl at the end. Keep on going until you reach the final crystal.

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|-------------|--------|-------------|--------|-------------|--------|-------|
| MILLENIUM | PUZZLE | (2) | | | Dungeo | n MZ |
| | | | |
 | | |

| ENEMIES: Targum | | Grabsk | | Primevals |

There are 5 sections to go through, via 5 teleport gems around the rim of the main room. By the way, the monsters in here are good to steal Mega Berries from.

EAST TELEPORT GEM

Shoot the switchblocks diagonally to lower the first two walls. While the second wall is down, freeze one of the moving blocks on the side, then shoot the second switchblock again while standing of the wall to rise up. Now, you can walk onto the moving blocks when they come by. On the other end, the N gem gets you stuck for now, and the W gem takes you along a path that leads to a rising ring around a blue column only 1 block tall. Teleport at the top to reach the spot where you can shoot the W switchblock in the main room. Shoot it, then return to the first room via the E teleport gem from the main room.

Shoot the switchblock to lower the second wall again, then shoot the same block from the other side of the wall to lower the third. Go up the ramp and touch the first gem. Now, on the short, thin walkways, shoot the blocks while standing on the moving blocks (they have purple sides) to get up and around to the next gem. Go down the ramp with the heal gems and teleport at the other end. Go up the middle and shoot the switchblock to lower the S wall. The teleport gem on that side just brings you to more heal gems. From the other side of the wall, shoot the center block to raise it again, then shoot the S switchblock to travel to the next platform, then repeat with the next switchblock to reach the W end. Go back down the other side and touch the NE teleport gem. Circle around the yellow column, which you will note is 4 blocks high, and teleport at the top.

SOUTHEAST TELEPORT GEM

You can either cross the moving blocks in turn, or freeze them in place from the lower path with Lilka's Freeze Rod. Either way, teleport at the other end. Jump down from ring to ring (turn the camera to make sure you'll land on something) to reach the S green ring. Follow the path through a couple more warps, past the heal gems, and up around the green pillar, which you will note is 2 blocks high, to reach the central SE switchblock. Shoot it.

SOUTHWEST TELEPORT GEM

In the room you get taken to, shoot the switchblock while standing on the NE moving block to reach the SW switchblock in the main room. Other paths from this room lead to dead ends unless you approach them from other pathways. So taking the NE block up, freeze one of the moving blocks in the next room so that they'll line up enough for you to cross on them. Follow the path until you reach the red pillar, which you will note is 3 blocks tall, and teleport at the top. Shoot the main switchblock to finish this path.

WEST TELEPORT GEM (optional path to SW switchblock in main room) Go along the path and walk onto the moving blocks as each one slides into position to reach the other teleport gem. Ahead, get the heal gems and jump down to the next teleport gem. Cross the bridge and shoot both switchblocks, then jump down to the main platform. Take the N side and shoot the switchblock repeatedly to get to the far teleport gem. Jump down where it takes you. From here, the S block takes you to the SW teleport gem in the main room. Ride the NE moving block up by shooting the switchblock and the path will take you to shoot the SW switchblock in the main room. Meanwhile, the E upper teleport gem takes you to a dead end.

SOUTH TELEPORT GEM Use the Amazing Stone if you wish, then use the other teleport gem. Now, remember how tall each colored column was? If not: Blue: 1 block Red: 3 blocks

Yellow: 4 blocks Green: 2 blocks Stand on each color to make it rise and jump off at the appropriate height. You may now reach the S teleport gem. Climb up to the next gem, then shoot the

Head towards the main door to complete the puzzle, sort of.

Back in Valeria Chateau

last switchblock in the main room.

In conversation with Irving, you receive your next mission: figure out what the heck is going on! You have two destinations from here, and you can do them in any order. You have to go to Baskar Village, and find the Grotto of Lourdes.

*** SIDE QUEST: Island Outpost revisited ***

If you return to the island outpost (see the side quests section of this guide for more details) at this point and have Lilka talk to John Day there, he will unlock her third force ability: Extend. And now, high-level magic has been spread all over the world, so you can inscribe level 2 spells at any magic shop. *** Extra Big Berry *** Talk to the doctor in Damzen City to receive this little gift. There's really no point in doing so, but hey, free Big Berry.

In Baskar Village

After talking with the village elder, talk to the lady by the N house. She'll tell you about the Sealed Sanctuary being in the Urartu Mountains.

On route to Sacrificial Altar

Stone God

| ENEMIES: Shambler |

In the outer sea, head down the E coast of Guild Galad and follow the coast S for a while. Get off at the second beach you reach, tucked away in a little alcove (it's just W of the Island Outpost). Search in the small area here to open up the Sacrificial Altar.

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|---|----------------|--|--|--|--|--|
| SACRIFICIAL ALTAR | Dungeon SA | | | | | |
| -=-=-=-=-=-=-=-=-=-=-=-=-=-=-========== | | | | | | |
| | | | | | | |
| ARMOR: Sunbird Hat (Ashley), | | | | | | |
| Hyper Gear (Brad), | ENEMIES: Roper | | | | | |
| Mir Feather (Tim) | Gespenst | | | | | |
| ITEMS: Stone Drago, Stone Lion, | Hydra | | | | | |

Head N into the building. When you reach a gap in the ground, throw a knife at the small button on a post on the W side. At the end, notice the round emblem on the last E column is lower than the rest. Have Brad kick it off from the side, and toss a knife at the button it reveals. Head N into the next room.

Now, there's a secret that's very easy to miss. Before you reach the dragon statue at the corner, jump down immediately in front of the first column on the W side. There's a doorway tucked underneath the main walkway. Go up the stairs (which seem to defy physics, given the architecture of the room you just entered from), and read the panel on the E wall of the large room you emerge into. Note the zodiac symbols on the ground. '4 eyes' refers to two people, the twins of Gemini. Opposite that is the symbol of the bow and arrow (I don't remember what sign it is) for a few seconds without moving to open the far door. Inside, you'll receive the Stone Drago from a chest. The ring of light teleports you back by the dragon statue. Continue on your journey.

Open the chest and pull the lever. Pull out the block on either side of the pit ahead and push it in to make a bridge. Push the other block over it and into the missing corner of the staircase. Pull the lever up top and cross to the exit.

In the room with two sets of stairs, go under the S platform supported by a column, and enter the door underneath it, leading back into the stairs. Go up the stairs to the large room. The panel on the wall in here talks about shooting flame against the flow of time. Climb the stairs at either end of the room, and jump from the middle of the W wall onto the head at the 9 o'clock position. Turn diagonally and shoot the raise head at 6 o'clock from there. This opens the door, which leads to the Stone Lion. Teleport back to the lion statue.

Back in the previous room, you could have had Brad kick the post of the platform on the N side to lower it slightly, allowing you to go up that side, get the chest and leave up top, but since you took the secret route instead, just grab the chest and go. Ahead, step on the red diamonds in the room to move the blocks into place, letting you cross on the side then go up the stairs. Circle around to the high bridge and jump down to the chest, then step on the diamond beside it. Go back S a bit and step on the previous diamond again to go back up the stairs and to the very top of the bridge, then fall onto the last red diamond in the middle of the path.

In the next room, jump into the pit and have Brad kick the blocks between the pair of columns on the E side. Once the path there is clear, head on in and climb the stairs. Read the panel on the wall for a clue. Your job here is to push the stone heads into the water in the corners. It doesn't matter which goes where, but you can't fit more than 2 heads into a single pool. Once the door opens, go open the chest and teleport back out.

Head through the E door up top to speak with the guardians. Now you have to unlock the memories of the Sword Magess...

On route to Grotto of Lourdes

| ENEMIES: Fleurety | | White Fear | | Wendigo |

Teleport to Sielje Region. Talk to Dr. McGregor in the W rear room of the N building, and he'll tell you that you can locate the Grotto on a nearby peninsula, but that you need a retinal scan to get in. Take the hovercraft from the beach by the entrance to this region, and head SW a little bit along the snowy coast to reach another beach. Walk to the SE tip of the island and search on the cracked rocky ground to open up the Grotto.

| | =-=-=-=-=-=-=-=-=-=-=- |
|-------------------|------------------------|
| GROTTO OF LOURDES | Dungeon GL |
| | |

| ITEMS: Mega Berry, Big Berry X 3, | | | | | | | | |
|-----------------------------------|-----------------|--|--|--|--|--|--|--|
| Crest, Lucky Card, Mini Carrot, | ENEMIES: Voidra | | | | | | | |
| Duplicator X 4. | Horn Monster | | | | | | | |
| TOOLS: Rad Blades (Kanon) | Wise Man | | | | | | | |
| WEAPONS: Main Gauche (Kanon) | | | | | | | | |

In the entrance, examine the door to get a retinal scan. But since this place contains information about the Sword Magess, who might have the right retinas? How about a descendant of the Sword Magess? Have Kanon examine the door to get in. Head inside to a room with an Amazing Stone and many locked doors, and one that opens for you in the NE corner. Enter there.

Use Kanon's Wire Hook to move down either side to the N end of the room and drop down to the chest. With Kanon's Rad Blades, skate back to the start, then up the middle across the lava to stop at the lever. Pull it, return to the entrance, then hook back to the N end and go through the now-open door. Step on the pedestal to see a little scene from memory. Return the same way you came, back to the central room, where the NW door now opens.

Skate across the lava patch to the next room. Hook across the next room to reach another pedestal. Return to the main room. One of the SE doors is next.

If you blade straight across the middle, you'll end up in water, so either go along either side, or just skate diagonally across the lava and walk the rest of the way. Ahead, hook across, and get some help from Pooka to reach the treasure chest on the W wall. At the end, skate diagonally to up either ramp to the high hook posts. Jump to the normal ground behind it, and from the W side, skate up to the lever. Go down and into the back room for another little tale from Kanon's past. Coming back, skate across the lava diagonally to reach the water's edge, then hook back across and return to the main room. Your next stop is the SE door.

Skate across the lava. Hook along the S edge of the room until you reach the ramp, then hook to the pair of chests, and use Pooka to get the other pair of chests to the W (you might have to turn the camera diagonally to reach the far one). Hook back to the platform with the ramp, walk across the wooden crate and pull the lever. Have Brad kick off the wall with his Kick Boots (remember Under Traffic?) to move the crate and let you reach the door to the next pedestal. Return to the main room and go through the other SW door that opens.

Now, hook across and go down to the chests. Hook past the water and over to the solitary treasure chest. To get back, hook diagonally to the post NW of your position. Now, before you head into the next room, stand in the SE corner of this room and hook straight up to the post by the chest you just opened. You'll drop down onto a little ledge in front of a door. Walk up the stairs, and at the very top the ground will crumble, dropping you into a secret room with 4 chests, all of which contain Duplicators. Jump into the glowing pit in the center once you've collected them, and you'll be magically returned to the previous room. *** Thanks to Joseph Knight and Larry for sending me this secret.***

Head through the S door and up to the pedestal to complete the memories.

Once you complete these tasks

You'll receive a call on your communicator and automatically return to the Valeria Chateau. Now, how the hell does Irving surmise "frozen lake of hell, first round" means Caina? Well, thanks to several literate readers, I now know the answer. The names of each of the members of Cocytus are named after the circles of hell from Dante's Inferno (in which hell is named Cocytus). There are four concentric circles, with the outer most being Caina, followed by Ptolomea, Antenora, and Judecca. Several readers passed this info on to me since my last update, namely Brian James Lee, Filipp Durkos, and Jaeger Konig. It's nice to see that gaming and literacy are not mutually exclusive pursuits. Anyway, your next task is before you.

MISSION SEVENTEEN: RESCUE MARINA

On route to Lost Garden

Get your hovercraft to the inner sea (teleport to Valeria Chateau or Damzen City) and head to the island in the middle of the sea, just off the tip of the large peninsula that juts into the sea from the S. Search on it to locate the garden.

| -=-=-=- | =- | =-=-=-= | |
|---------|--|---------|----|
| LOST | GARDEN | Dungeon | LG |

| ARMS: FantomFang (Ashley) | |
|----------------------------|----------------|
| ITEMS: Crest S, Mega Berry | ENEMIES: Gizmo |
| | Eurynome |
| | Chimera |
| | |

Head around the corridor. At the end, the doorway is on the inner wall. Inside, climb the first ramp and walk over the red square. This lowers the other one so you can reach it and ride the block up to the exit. In the next room, there's a block with a face (it's useless to you unless you complete the Crimson Castle and Promised Catacombs side quests. See the side quests section of this guide for more details). The far long hall leads to a chest that requires a duplicator to open. The close hall leads to a room with a magic crest on the ground. You have to leave a character there to negate the magic that holds the door closed (hint: don't leave Ashley!). Do so and head through the door.

Follow the path to reach a room with red and blue squares to step on. Go up the ramp and jump onto the red square below to rise up and continue. Jump down to the first blue square on the E side, then continue along the walkway and across the other blue squares. Ahead, you have to leave someone else behind to continue. (Also, if you jump in the hole in this room, you'll land by whoever you left behind last time.)

Step on the first red square up the E ramp, then back away and step on the same one again. Continue along the red squares only to reach the exit in the back of the room. Follow the path to the next puzzle room. Look in the small hole at the base of the ramp, and jump onto the red square inside. Climb the ramp and walk onto the N blue square to reach the treasure chest. Go back down and up the other blue square. You must leave another character behind again just ahead on another magic crest.

After the Amazing Stone, circle around the building and move inside again. Step on the moving block when it comes to you and step on the blue square. Move onto one of the pairs of blue blocks on the W side, and step on the adjacent blue block before you jump off of the pair, so that both blocks are lowered and you're not stuck on the platform. Trigger the red square, then get back onto the moving platform. When you move onto the long row of red blocks, lower them again before stepping onto the second moving platform. Ride this one to the W side of its path and step off to find a door with a treasure chest inside it (thanks to Ahju van Drakwen and Thomas Chipman for finding this one), then back on the last moving platform and exiting on the S side. You have to leave one last character behind, leaving only Ashley in your party, to continue. If you were foolish enough to leave him behind earlier, jump through the holes to return to him. (C'mon, it is his girlfriend who's the hostage, why would you leave him?)

In the room with the challenge on the stone, step onto the red square by the entrance first, then cross the red-blue-blue-red line and end on green. Basically, start crossing that line when red is up and blue is down, go straight across and back, and you'll be fine. Throw a knife to land on the lock at the S end while standing on the green square in front of it and climb up the path it creates.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| 2 | Speci | al (| Cocyt | us S | Squad | Mer | nber | I | | | | HE | • | EΣ | ΥP | (| GELLA | 7 |
| | | | Cair | na | | | | | | Cain | a | 16 | 000 | 75 | 00 | | 7500 | |
| | | | | | | | | -+ | | | | | | | | | | |

| ATTACKS | EFFECT |
|----------------|--|
| 4D Hypo Blast | Dazzling light attack on one target for damage |
| Gate of Isolde | Damage and multiple status effects |

Since you're on your own, those status effects can really be a pain. Use War Respites as needed, and maybe even an Ambrosia if your HP is really low and you still need to remove vital effects. Try out your new abilities, but don't use Last Burst unless you're 100% positive it'll finish her off, because if she attacks you afterwards, you're dead, unless you also have a Scapegoat equipped.

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Back in Valeria Chateau

*

The team makes ready to tackle Grauswein, the nuclear dragon that Vinsfield released before dying. Refill your ammo, buy some items, whatever, then save the game and talk to the pilot on the bridge to go to Guild Galad.

| * * * * * | * * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|----------------|-----|---|---|---|-------|------|---|----|-----|----|------|---|-------|---|
| Nuclear Dragon | 1 | | | | | | | HI | 2 | ΕΣ | КР | | GELLA | Ą |
| Grauswein | | | | C | Graus | weir | ı | 80 | 000 | 1(| 0000 | | 0 | |
| | -+ | | | E | Belly | , | | 80 | 000 | 5(| 000 | | 0 | |

ATTACKS Nuclear Sphere Killer Maser

* * * * *

EFFECT Explosion emanating from body slams all fighters Laser beam hits all for damage

And now for round 2:

| Grauswein | Grauswein
Belly | | | |
|---|---|---|--------------------------------------|---|
| ATTACKS
Nuclear Sphere
Killer Maser
Meltdown | | for damage | | fighters |
| This fight should go even
be down for the count.
* * * * * * * | n quicker. Two Gun E
* * * * * * * | | | and he'll |
| After the fight, Ashley face
receives its next mission. | es a personal struggl | e. Eventu | ally, the | team |
| *** SIDE QUEST: Ashley's fin
Just go to Guild Galad and N
He'll teach him the Full Cl: | nave Ashley talk to t | he Guild M | aster's so | n, Noah. |
| <><><><><><><><><><><><><><><><><><><><> | MI | SSION NINE | TEEN: FIND | LOMBARDIA |
| On route to Sleeping Vo | | | | |
| | | ENEMIES: | Assassin
Berserker
Myconid | - |
| Fly around in the Chateau anyou where it is. You can on
land mass as the Raline Obse
or Meria Boule region, choose
up a narrow trail that leads
the mountain wall to locate | nly reach it via Live
ervatory. Take the r
sing the Dragon's Vei
s to a large, dark mo | e Reflector
reflector f
.n teleport | , as it's
rom Sylval
. From th | on the same
and, Holst,
ere, head N |
| -=-=-=-=============================== | | | Du | ngeon SV |

| ARMS: Mini Scud (Brad) | |
|--------------------------------|---------------------|
| ARMOR: Moon Pin (Lilka) | ENEMIES: Dendrobium |
| | Geag Mantis |
| ITEMS: Full Revive, Mega Berry | Salamandra |
| | |

The path is windy and has dead ends, so stay oriented. Head N and take the E branch, jumping down, and keep heading roughly N. In the next room, the sign reads 'Flammable gas', so flame it with Lilka's rod. Head into the volcano. You can use the Rad Blades to cross the hot zone. As soon as you do, skate N along the hot trail to reach an arms chest for Brad, which he has to kick open. Skate back, and you have two paths to choose from: leave from the W wall, or the S end of the hot road.

Taking the E door first, fire the gas spout on the ground, then return to the

previous room and head to the S exit. Head to the second teardrop-shaped mound with a chest on it, then to the N wall and exit there. Save if you want to at the Amazing Stone, and head down the E path along the wall and exit at the S end. There are a couple of exits from this room. Head N up the middle, skating just W of the healing crystals on the ground, to go up a ramp and over a bridge. Exit up top here on the E side to reach an overlook, from where you have to flame a gas spout, then return. Jump down, then exit along the S end of this room. Follow the path W and N, then jump to the doorway in the N wall. Follow the path roughly northward, going under some rock rings, and getting 2 chests along the way (the second is just S of the exit). In the NE corner, you can return to that central room that had multiple gas spouts. Shoot the last one and cross the path you made for yourself to reach a stone monolith that says the power of destruction is needed. Bombs! Bomb the stone and fire the spout that appears, then head into the center of the volcano.

* * * * * * * * * * * * * * * * * * HP EXP Dragon Caliber | GELLA 8000 10000 Lombardia 10000 Lombardia | 8000 5000 5000 ----+ Belly ATTACKS EFFECT Dragonic Blaster Jet form fires sparks that hit all targets You'd think you'd have had a challenging fight by now. Sigh. Oh well, at least you get some story progression out of this one. * * * * * * * * * * * * * * Sit back and listen to his tale, then the action picks up again. MISSION TWENTY: TRAP THE KUIPER BELT Flying Lombardia: Go forward: X Turn: L or R, or L1 or R1 Land: O, only on normal ground (not rocky or forested) Embark: X Note: he teleports with you As instructed, you can go to various towns and speak to the inhabitants, and some will give you clues where to find the various Raypoints. However, they

are all immediately unlocked, so you can find them without help from the locals, by flying around and watching the Sonar. Still, it's nice to chat with people, so do it however you like.

Now that you have Lombardia

Now it's time to go pick up all of those field search items you saw on the radar, but could never reach due to the Valeria Chateau's landing limitations.

Bullet Load - island within strip forming N of inner sea. Duplicator - across mountain range from S Urartu Station. Elven Boots - along E edge of area S of Guild Galad. STR Apple - tiny island SE of Guild Galad. Viper Fang - mid-way along peninsula into Inner Sea. *** SIDE QUEST: Crimson Castle *** Highly recommended! Search in the middle of the area S of Guild Galad that's surrounded by mountains to reveal the large castle. See the side quests section of this guide for further details. *** SIDE QUEST: Werewolf's Den *** Search on a small landing with a beach on the W side of the inner sea to reveal this cave. See the side quests section of this guide for more details. -----On route to Palace Village _____ This is totally optional, but they have some new equipment that you might want to buy. Talk to the lady walking around the entrance to Town of Meria, and she'll reveal the village's location, on the large island in the NE of the world map. Head there and search in the grass at the S end, but not on the upper shelf, to locate this peaceful place. PALACE VILLAGE Town PV Item shop: Antidote 20 Weapons/armor shop: Sonic Burst 6800 7200 Medicine 20 Cloth Coat Violet Rose 20 Bow Parasol 6200 Pixie Dust 20 Shiny Cape 6800 100 Knuckle 6300 Pinwheel 20 Toy Hammer 20 Breastplate 7200 7500 Softener 20 Holy Staff 20 Safe Bolero 6800 Peppy Acorn Teleport Gem 100 Bright Edge 8000 White Chest 6500 Other shops: ARMS, Magic, Personal Skills Talk to the elder upstairs in the large house at the N end, or the guy upstairs in the next house to the W, to learn of a raypoint N of the village. Not that you needed that tip, thanks to Kanon's sonar, but still, it's nice to talk to the villagers again as Lilka. _____ On route to Raypoint Flam FIELD SEARCH: Duplicator - NW tip of island. Scapegoat - grassy patch at S end of island, on rise. _____ | ENEMIES: Fafnir 1 _____

Head to the large island in the NE quadrant of the map. Search along the NE coast, about half-way along the length of the island, to locate the Raypoint.

RAYPOINT FLAM

Dungeon RF

| TOOLS: Change Rod (Lilka) | |
|---|------------------|
| ITEMS: STR Apple, SOR Apple, VIT Apple, | ENEMIES: Haborym |
| RES Apple, Gimel Coin, Crest | Gigaflame |
| GEAR: Holy Tablet, Gauntlets | Devonova |
| ARMOR: Blue Blazer (Lilka) | Efreet |
| WEAPONS: Pulbo Calbo (Lilka) | |

Head up the stairs to the platform on the S side and jump down to the chest. With Lilka's new rod, shoot the gold blocks (apparently, these are gem blocks). You can collect the healing gems, because you don't need them to cross. Use Kanon's hook to get across to the door. Use the Change Rod ahead to clear the path. When you reach a locked door, light only the orange torches beside it with the flame wand to open the path. In the next room, get the 4 chests at the back, then use the Change Rod to cross along the wall where the blocks and gems are, leaving the row along the pit intact. From the other side of the pit, change the middle gem into a block, then throw a knife at it so that it falls onto the door lock. Go up the stairs at the W end and through the door that you just opened. It leads you to the high chest you left behind a moment ago.

Return to the previous room and go out the S door. Descend the stairs, and light only the orange torches by firing diagonally, or by lighting everything then using the Freeze Rod to put the grey torches out. In the next room, change the crystals into blocks, and cross on them to the treasure chest. Ahead, light the purple torches all within a short time (start at the top, then jump down and do the other pair in a row) to open the door. Next, go down the stairs and shoot the gems to make blocks which will form a bridge again, to reach the chest. Continue onward through the building.

In the round room, you have to light all of the torches within a period of time again. Stand in the middle and shoot in 4 directions, then swivel the camera slightly and shoot the rest. Stairs appear in the middle, so go down them.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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Ld | ght | HE | > | EΣ | ΥP | (| GELLA | A |
| | | | | | | | | | | | | | | | | | | |

| Mirror Coat Sets up reflect on main body | |
|---|--|
| Hi-Barrier Increase single part's DFP and MGR | |
| Blade Arm Strong physical attack on single target | |
| Caloric Nova Massive fire damage on all targets | |

Well, the fight goes on for a while, not looking very tough. Okay, so no magic, since the body reflects and the shield absorbs. Okay, so the shield is toast... holy crap! Watch out for that Caloric Nova! Use the Flame Ring to protect your weakest, and keep on healing as much as you can. Luckily, with a few strong ARMS or Kanon's moves, and he'll fall down. Reader 'Killer Shadow' suggest have Tim summon Schturdark for mega damage, bypassing the magic immunity to cause elemental damage. I figured this strategy out by the third Raypoint, but forgot to come back and update it here.

Save if you want to and keep moving in. Watch out for the fireballs that jump

over the paths. Just wait for them to go by and walk past, since they aren't frequent. At the torches, light them all with fire, and then ice the two grey ones by standing back a bit and shooting diagonally. Use Pooka to get the chest at the W end, and head through the E door. In the next room, pick up some healing gems and continue. Go S and fire the first orange torch, then go N to the second, then do the third on the E side from a long diagonal shot. Pooka can get another chest in the SE corner. Head up to the NE corner to exit.

Go up and down the stairs and flame the single orange torch, but don't forget to go back and get the chest before heading through the door. Ahead, use Kanon's Rad Blades to skate across the lava and up to the chest, then back again. On the bridge, flame the torches starting at one end and doing three in a row, then running up and getting the rest, with the last 3 in a row again. Through the door, Lilka has a personal moment, and gains her level 4 force power: DualCast!

On route to Raypoint Geo

| ENEMIES: Graboid | | Cactus Man |

If you talk to the man in the house in Holst, he'll tell you about a raypoint on a spiral island far NE of there, past the Urartu mountains (though again, you don't need anyone to tell you where it is to unlock the location). Head to the round island just N of the inner sea, slightly to the W of the middle of the world map, by hovercraft and land on the beach on the S side. Climb the spiral to the peak and search to reveal the raypoint.

RAYPOINT GEO Dungeon RG

| TOOLS: Earthquake (Brad) | |
|------------------------------------|----------------------|
| ARMS: Sky Eye (Brad) | ENEMIES: Alligatiger |
| ITEMS: War Respite X 4, STR Apple, | Atlas |
| VIT Apple, SOR Apple, RES Apple, | Devonova |
| Crest | Gigapoison |
| ARMOR: Cromwell (Brad) | |
| WEAPONS: Giant Fist (Brad) | |

Head N into the raypoint. At the first barrier, examine the block with the brown top to learn that it's a 'special switch'. Turn it on with a bomb to lower the walls ahead. Make sure you reach the next switch before the walls rise again, which takes a few moments. Bomb your way to the end of the room. In the next room, climb the stairs and jump down toward the N wall, but not so that you get stuck in the pit in the very NW corner. Climb up the second stairs from near the exit doors and jump to the chest, then from there back to the first staircase and back around again. Take the E door. Use the Earthquake you just picked up to start the swings moving, and step onto them at the first opportunity. At the middle block, shake the room again to give the swings another boost and continue crossing them to the end.

Head S in the room with the statues to reach an ARMS chest for Brad to kick open. Head N to the next room. There, go N to the far row of impassable blocks and set a bomb near them to blow the crates underneath them and all the

way down the line. Cross to the end and go through the door on the W side. Collect the treasure chests in the corners and continue. Walk up to the middle large floating block and use the Earthquake. Quickly run across the middle block as soon as it lowers enough to do so, so that you run across it to the next blocks on the S side before the middle block lowers too far for you to step onto it. Jump off at the far side and climb the stairs. Take the S path for some stat-boosting apples in chests, and continue S. Bomb the switch and quickly cross the lowered walls to reach the chest in the far corner. You can then jump in the pit to return to the entrance to the room and head N, or, if you have time, cross the last lowered wall to return to where the path first split and retrace your steps for a while (if you do the latter, when you reach the room where you bombed all the crates, you can cross the first section by carefully walking diagonally to the blocks at the same level as the bridge). In the room where you crossed the lowering large blocks after earthquaking them, take the N door next.

Climb the stairs and jump down E twice to reach the treasure chest. From there, you have to jump into the pit. Climb the stairs again to the N wall and go down to the exit.

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| | Sprig | ggan | | I | | | | | | | | HI | 2 | ΕZ | ХP | | GELLA | |
| | Ge | ∋o Kr | night | t | | | | | Geo | Knigł | nt | 90 | 000 | 12 | 2000 | | 12000 | |
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| | | | | | | | | | | | | | | | | | | |
| | ATTACKS | | | | | | EFFECT | | | | | | | | | | | |
| | Mirror Coat | | | | | | Sets up reflect on main body | | | | | | | | | | | |
| | Hi-Barrier | | | | | Ir | Increase single part's DFP and MGR | | | | | | | | | | | |
| | Blade Arm | | | | | St | Strong physical attack on single target | | | | | | | | | | | |
| | Gaia Crash | | | | | | Massive earth damage on all targets | | | | | | | | | | | |

This fight is almost identical to the last spriggan knight fight, and I suspect that the others will be as well. Only the main body's elemental qualities and the element of their most powerful attack differ, in this case that last element being earth, of course. You can avoid feeling this attack by either leaving the shield intact, or by weakening the main body to a point near death, taking out the shield and then immediately finishing off the boss. 'Killer Shadow' reminded me to have Tim summon Fengalon to cause massive Earth damage while bypassing the knight's magic immunity.

Head N after the fight and head E through the door half-way through the room with the healing gems. Walk along the N edge of the floating blocks to reach the middle one, use the Earthquake, and quickly move along the N-most blocks to reach the far side. Go up the stairs and pass through a couple of rooms, until you reach a tall column by a pit. Kick the column over, then retrace your steps past the room with the floating large blocks. Cross back over on the S side this time. Go down the N side of the room with healing gem and out the door. Use a bomb to trigger the switches, and stand on the moving block by the second switch to ride it up to the chest. Jump down on the side of the switch, activate it, and cross the rest of the way. Ahead, cross over the top of the column you previously kicked over to reach the door at the N end. Brad will have his time with the raypoint crystal and receive his level 4 force ability: Boost!

On route to Raypoint Wing

In Sylvaland castle, the guard in the middle where the path splits tells you of

a raypoint in the sky W of Sylvaland, and that you have to just spot it visually. If you fly Lombardia directly W from the castle, you'll spot it. You have to fly into it at the right altitude to get the name to appear, then press X to enter it.

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|-------------|--|--------|------------|--------------|--------|
| RAYPOINT | WING | | | Dunge | on RW |
| -=-=-=-=-=- | =- | =-=-=- | =-=-=-=-=- | -=-=-=-=-=-= | =-=-=- |
| TOOLS: | Mist Cloak (Tim) | _ | | | |
| ITEMS: | Crest | 1 | ENEMIES: | Briareos | |
| ARMOR: | Shellwind (Tim) | 1 | | Gigacloud | |
| WEAPON | S: Fate Staff (Tim) | 1 | | Gorbash | 1 |
| | | | | Typhon | |
| | | - | | | |

ARMOR: Shellwind (Tim)

WEAPONS: Fate Staff (Tim)

Enter the raypoint, which obviously will have a wind theme. Use Tim's Air Ballet to shoot the vertical plank up the stairs to spin it into position. Do the same with the plank next to the stairs in the following room. Stand on it and use Pooka to get the treasure chest. Use the newly-acquired Mist Cloak to reach the ledge with the healing gems, then spin the planks again and mist your way to the second plank, then again to the W side. Outside, use Pooka to reach the chest and take the N door. Inside, use the Mist Cloak while standing in the stream of wind to reach the exit door.

Ride the wind stream E and read the panel on the wall there (if you haven't figured it out by now, you need to stand right on the edge of the platform to make it across). Go back via Wire Hook and go out in the NW corner. Use the Air Ballet to spin the weathervane. The way the rooster's tail points is the direction that the wind flow will be blowing back inside. Ride the wind S then use the Mist Cloak again to get through the fence to the chest. Do the same on the W, then spin the weathervane one last time to go N from the wind generator.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | Win | ıg Kr | night | . | | | | W | ing H | Knigł | nt | 90 | 00 | 12 | 2000 | | 12000 | C |
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| ATTACKS | EFFECT |
|----------------|---|
| Mirror Coat | Sets up reflect on main body |
| Hi-Barrier | Increase single part's DFP and MGR |
| Blade Arm | Strong physical attack on single target |
| Spiral Typhoon | Wind tunnel hits all for heavy damage |
| | |

Nothing new except the wind. I'll reiterate, though, keep high-HP characters out once you get rid of the shield, because that elemental attack hurts a lot. Remember, too, that magic is ineffective on the main body, so use ARMS for heavy damage. Though now that I think about it, guardian summoning can't be reflected, so Grudiev would be pretty painful to the main body here. * * * * * * * * * * * * *

Head N, stand on the wind generator and use the Mist Cloak to go straight up. In this outdoor area, there are 4 side paths to take:

Going SE, go up the side of the building at the end, shoot the grey block with the Air Ballet, and get the chest with Pooka.

On the NE path, shoot the plank from the ground, then climb the stairs and

cross it. The diamond on the floor resets it, though, so mist over it, then again to the far exit.

The SW past is the trickiest of them all. First, hook to the red diamond and step on it to make the plank vertical. Now, go out the second door and spin the weathervane so the rooster faces E. Now, inside, stand at the N edge of the wind stream and use the Mist Cloak while facing N, to end up traveling diagonally to the center platform. Mist to the edge of the plank, then again to the fence, and again through the fence to the chest. Go back to the plank and hook to the post to get back out again.

In the NW corner, spin both planks, then cross them along their N edges to get past the high walls. After getting the chest outside, you can mist back to the ground without taking the planks again.

Now enter the center door for this area. You need to place the 4 pieces you collected in the proper order in the pedestals to open the door. Reading the sign at the end, you learn that you must place them in the order you would encounter them traveling to the stars. From N to S, place the cloud piece, the moon piece, the sun piece, then the star piece by selecting them from your inventory while standing by the pedestals. This brings you to the end of the Raypoint, and in releasing it, Tim learns his level 4 force skill, Hi-Combo!

On route to Raypoint Muse

ARMS: Blast 'Em (Ashley)

Now that you have the Mist Cloak, head to the Gate Bridge near Sielje Region, and run all the away to the W side of the bridge. Use the cloak to pass through the fence, get the chest and use the computer terminal to raise the bridge. Now, take the hovercraft from a beach in the outer sea and sail to the S side of the bridge, which is the S end of the main land mass on the world map. Sail through the open gate on the W end.

Piloting the Gated Sea

FIELD SEARCH: Full Carrot - larger island N of gate bridge.

_____ In the water: | ENEMIES: Neptul Hrsvelgr Gill Serpent Simurgh Xelas -----------On the Raypoint landing: | ENEMIES: Elephantine Graboid -----

When you've done whatever fighting you want (note: the tough monsters are on the small island - watch out for Bad News and Murdoch!), head to the small beach on the N side, and search toward the cliffs to unveil the final raypoint.

RAYPOINT MUSE

Dungeon RM

| ITEMS: Bullet Load X 3, Crest, | |
|--------------------------------|---------------------|
| Mega Berry X 2, Ambrosia | ENEMIES: Electigger |
| ARMOR: Cuirass (Kanon) | Gigafrost |
| WEAPONS: Quick Knife (Kanon) | Gorbash |
| TOOLS: Jump Shoes (Kanon) | Leviathan |
| GEAR: Reflex | |

Going down the stairs at the entrance, the second-last column on the E side has a blue switch on its N face (the statues by the door hint at it), which opens the door ahead. Use the Mist Cloak to cross through the next room. To get the chest on the far ledge ahead, use Pooka while standing on the second step from the bottom of the stairs. In the room with the grid of blocks, push the first one to the side, then pull the one on the opposite side back, and push it the rest of the way to the stairs you came down. Push the other middle blocks to the same side as the first, and pull the blocks on the other side back to let you pass. Once you reach the far side, they all disappear. Get the chest up top and go through the next door, then turn the valve on the wall. Go back to the room with the floating cross of planks. Using the Mist Cloak again, you can now reach the E path.

Get the chest in the same way, using Pooka. For the block puzzle ahead, push either side block up twice, push the middle block to the side, then pull the side block back again. Go up and push the other middle blocks out of the way to reach the end. Get the chest, go in the side room and turn the valve, then back out again to reach the water room, where you can now get to the W door.

At the next block puzzle, push forward two non-adjacent blocks from the first row. Push the block that was between them to the side, then pull one of the first blocks back and push it all the way to the stairs. Go ahead, pull back a middle block and push it to the side, then again to reach the end. Go through the side door and close the final valve, then return to the water room yet again. Jump to the ground and walk through the large door.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | Hi- | Barr | ier | | | Ir | ncrea | se : | sing | le pa | art's | B DF1 | P and | d MGE | ર | | | |
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Just to remind you, if you want to hit the main body hard, either use ARMS or Moor Gault.

Water Catastrophe

Tidal wave does big water damage on all targets

After the fight, you can take the high road or the low road ahead. Take the bottom door first. Jump down into the pit and open the chest to receive the Jump Shoes. Use them while standing on the symbol on the ground to launch back to the top. Exit and go through the upper door now. Read the two statues to learn about the Virgin Muse (tee-hee!), and that healing her loneliness involves taking "5 steps to the cold wind (North), 3 steps to the sinking sun (West)". Now, remember the statues in the rooms with the block-pushing puzzles? The first one you saw was alone, while the others were in pairs. Go back to the room that was previously full of water, and use the Jump Shoes from the S symbol to get up to the N door. Go to the single statue, and from standing in front of it, walk 5 blocks N and 3 blocks W, to end on a slightly darker floor panel than the others. Jump with the Jump Shoes in this spot twice to crash through to the next room below.

Go out through the N door, then the E one. Jump up the series of steps using the ground symbols. Up top, you have to jump on the wooden boards to make them collapse, but only some will be useful below. Jump on the second board from the entrance, then take the path it lets you reach below to the W. Use the upper symbol to jump over the water to the chest and back again, then jump from the lower symbol to reach the high door. Up top, jumping on the second wooden plank gets you to the exit, but the other three bring you down to the chests.

Read the pair of statues facing each other (that's a hint, by the way) and go through the door to the room with the many muse statues. The trick is to turn them so that they're all in pairs facing each other (that way, none of them have to be lonely virgins). The fact that some of the statues don't have switches to rotate them dictates the directions that the other must face. Ultimately, they have to be facing as outlined here:

| Legend: | N: | facing | North |
 | -Ex: | it | | _ | |
|---------|----|--------|-------|--------|------|-------|---|---|-----|
| | Е: | facing | East | | | | | | Ν |
| | S: | facing | South | S | E | W | S | | |
| | W: | facing | West | | | | | | W+E |
| | | | | Ν | E | W | Ν | | |
| | | | | | | | | | S |
| | | | | E | -W | S | S | | |
| | | | | | | | | | |
| | | | | E | -W | Ν | Ν | | |
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| | | | |
E1 | ntra | ance- | | _ | |

Enter the door, and Kanon has her turn doing some soul-searching to unlock both the raypoint and her level 4 Gat force ability.

Try to leave the room and you'll get a ring on the communicator. Call Irving up to find out what the next step is. It'll require no effort on your part, until things don't go exactly as planned.

*** NOW THAT YOU HAVE THE MIST CLOAK AND EARTHQUAKE *** Return to the Lost City Archeim. In the house in the NE corner, the lower door leads to a fence that you can now pass through. Do so to collect the Life Orb and a Scapegoat. In the middle N house, in the W room, use the earthquake to break open the crates, then send Pooka in to collect the Full Revive, War Respite, and Ambrosia.

On route to Trapezohedron

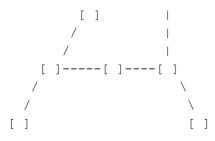
| ENEMIES: Macabre | | Necrosaurus | | Remnant |

Talk to folks in Valeria Chateau, and they'll hint at some interesting things about Irving. This isn't necessary to the game, but it foreshadows events in the near future. So back to the Trapezowhatzis: Like the man said, it's in the

Slayheim salt flats, so go there and search where the sonar shows a green dot. When you try to enter it, you get a call from Irving telling you to make sure that you're prepared, because you only get one shot at it. TRAPEZOHEDRON Dungeon TZ _____ | ENEMIES: Land Anemone | Asmodeus _____ This one's a toughie to describe, since it's such a maze. What do you expect from a location based on geometry? Anyway, I'll do my best to give you an easy-to-follow description, with pictures to boot. They're not 100% to scale, but bear with me here. Most importantly, read the text mixed in with the diagrams, since it'll tell you where to actually go. Key: UPPER CASE LETTERS = Teleport pads (always have healing gems in front) lower case letters = Teleport destinations *** the letters will correspond to each other, i.e. 'A' takes you to 'a'. [] = platforms ----- = paths between platforms (some only appear when you step on the right platform) # = starting point Start: Green platforms: Rust-colored platforms: [b] [D] \backslash \ []----[c] [A] [] [G] $\land \mid \land$ [F] | | / $\setminus | /$ \setminus []----[e] [d]----[]----[#]-----[]-----[f] / |[B] | $/ | \setminus$ [C] [] [E] []----[a] [] From the start, take the NE branch to point G, ending up on point g below, on the blue platforms.

Blue platforms: Red platforms: [Q]-----[]-----[] []----[k] []----[] [p]----[]----[J] / [H]----[]----[i] [h] []----[I]

[]----[K] / | | [j]----[]----[] | [g] []----[L] | From the blue platforms, teleport from point H or J to end up on the red [m] platforms, then make your way to point L. []----[M] Yellow-green platforms: []----[N] []----[R] From point 1, head N to reach point R. This takes you to the Amazing Stone below on the smaller of the purple platform portions of the maze. Since I'm running out of letters, I'm only going to mark [] [] the platforms you need to take to reach the end from | / | | / | now on. []----[]----[]-----[P] []----[]---[] [] | | / / [1] [q] [n] [M] Purple platforms (both parts): [] [/ / [T] \ [S] []----[] | []----[] $| \setminus | / |$ []<-Amazing Stone []----[] | []----[] 1 \ / [] [s] [] [r] After the Amazing Stone, take point S, then go straight up to point T. This takes you to a grey-blue platform area. Grey-blue platforms: Aqua (greenish blue) platforms: [t] [] [] []----[]----[] []----[]----[u] | []-----[]-----[] | [U] | []----[]----[V] $\backslash | | / | \backslash | | / | \rangle$ $\backslash \ | \ / \ | \ \land \ | \ \land \ | \ \land$

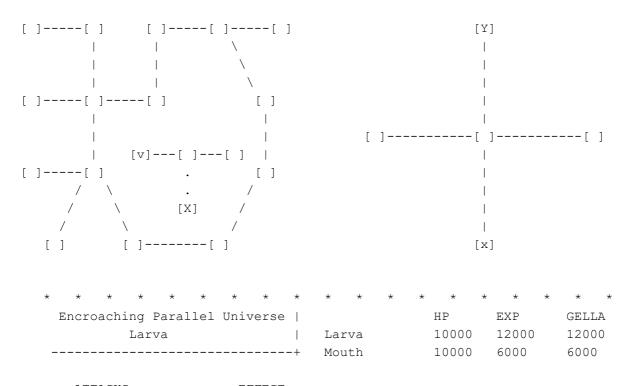


On the grey-blue platforms, from point t where you start, go S to point U, and from there, on the aqua-colored platforms, go to the middle, then down and E to point V. This takes you to a small section within a larger brown puzzle, pictured just below. From the middle platform, jump down, following the line of healing gems, to land on teleporter X. This takes you to the final, bluish-purple platform area, where you need to head straight North to reach the final teleporter, Y, which takes you to the area boss.

Brownish platforms:

Bluish-purple platforms:

[]



ATTACKSEFFECTArc en CielMultiple status effects on all targetsMega CrusherHeavy physical attack on one opponentAbility BlockDamage and cause ability block in all targets

This fight usually starts right off with an Arc en Ciel, and the status effects can be a bit of a pain. If you equip Lilka with the Silver Harp, she'll likely be able to restore the rest of the characters. Just keep attacking and curing alternately, without letting your HP get too low, though that last isn't a high priority. Cassidy Shafer suggests using Marivel's Status Lok ability (if you've acquired it by this point) to make this fight much easier.

* * * * * * * * * * * * * * * * * *

After the fight, you automatically return to the Valeria Chateau to plan your next more. After a pretty creepy scene between Irving and Altaecia, the former sends you on what seems like a paltry mission, given the stakes that Filgaia is currently facing.

*** SIDE QUEST: Guardian Lords *** Assuming that you got the stone idols in Sacrificial Altar, you can now unlock

their secrets. See the side quests section of this guide for more details. *** SIDE QUEST: Good Luck Zone *** Go to T'Bok Village and have Brad talk to Merrill to learn of its location. See the side quests section of this guide for more details. MISSION TWENTY-ONE: FIND ANOTHER WAY _____ On route to Fiery Wreckage _____ -----| ENEMIES: Melchom Urchin Bug 1 _____ Head to Halmetz and look to the E. There's a reasonably large beach within sight. On the small piece of land above it, search to reveal the cavern. FIERY WRECKAGE Dungeon FW ARMOR: Red Jacket (Ashley) _____ | ENEMIES: Sabertooth WEAPONS: Obelisk Gun (Ashley) _____ Gel Gob _____

First of all, upon entering this area, unleash the Earthquake to bust open a number of caved-in doors. Use the Mist Cloak to enter the first of these on the W side, opposite the first yellow piece of wreckage. Inside there, turn on the computer terminal and read the fragmented display. Go S to find a chest and return outside.

Climb the second, wider piece of wreckage and jump off at the top. Mist across the gap to the N and enter the wide door. Jump down to the chest on the W side, jump down again and go back outside, then make your way around to the wide door again and re-enter. This time, go into each side door and turn on the computer, then enter the middle door. Turn on each of the side computers, then the large central one. Doing this triggers a series of events and automatically returns you to Valeria Chateau.

However, there is one other place to go here. After climbing the large yellow debris outside, you can hook over to the far E. Enter the door there and examine the sword in the ground to start a (potentially) horribly difficult boss fight.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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ATTACKSEFFECTIncur My WrathGolems attack all, chance of instant death4D Hypo BlastDazzling light attack on single targetGate of IsoldeDamage and cause multiple status effects to all

Void Effect Removes any stat bonuses on your party This could be one of the toughest battles possible. His opening attack tends to wipe out everyone right away, and his other attacks aren't much better. You must defend, and/or use Raftina's Invincible ability (if you have it - see side quests) to survive the initial onslaught, and the rest of the time will be spent desperately trying to stay alive. Lilka's Hi-Revive comes in handy. If you get tired of killing yourself trying to defeat him, though, just use the trick: he's weak against light, and, being a ghost, he can be killed instantly using Turn Undead by Tim. Believe me, you're doing him a favour. * * * * * * * * * * * * * * * *** SIDE QUEST: Fab Science Lab *** Go to Damzen city and have Marivel talk to the girl by the entrance inside the bar, Gunner's Heaven. She'll tell you about this strange dungeon, located SW of Sylvaland Castle, accessible only by Lombardia. See the side quests section, below, for full details. _____ On route to Spiral Tower -----FIELD SEARCH: Viper Fang - beside large brown rock outcrop in middle of path to tip of peninsula. You could have gotten it earlier with Lombardia. -----| ENEMIES: A Bao A Qu Pantagruel Agawogdent Necromicon Wojanoid Agion Agion Black Wisglover | Agion Blue Gasnoid 1st | Agion Blue Gasnoid 1st Agion Red Grendel 1 Agion White M. Therion Agion Yellow Aello Ose _____ This place is located on the tip of the peninsula jutting into the middle of the Inner Sea. To get there, take Lombardia and land at the the only place you can, the area W over the mountains from Damzen City. Walk from there to the tip. To get up the mound at the end, there's a small ramp on the S side. Search on top to open up the tower.

SPIRAL TOWER Dungeon ST ITEMS: Mega Berry X 3, Ambrosia X 2 -----TOOLS: Flare Gun (Ashley) ENEMIES: Aello ARMS: EZ Missile (Brad) Pabilsag RisingNova (Ashley) Leprechaun Mercurius Balor Elbucky Coatl Sun Flayer | _____

Head on into the tower, and watch out for those curving stairs. Readjust your camera frequently to make sure that you don't fall off. In the room at the bottom of the first stairs, the blocks ahead of you have an awful tendency to collapse. The only way to get across is to use the Mist Cloak to bypass the 3rd and 5th blocks while going up the W side. Before leaving at the far end, go up the stairs and along the W path back to the chest by the entrance.

Down the stairs and in the next room, there's a puzzle in which you must press the plates on the walls in the right order based on the clue on the black stone in the center. The correct order is: Moon, Tiu, Wotan, Thor, Frigg, Saturn, Sun. Now, I couldn't figure out why this was the correct order, but came up with a couple of cockamamie ideas about how it forms a spiral, or involves the past, present and future. The truth, though, as pointed out to me by first Raiu and later Matthew Crumpler, is that these plates are named after the gods from which the days of the week are derived: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday. Now, why didn't I see that?

Further below, where the strange purple domes are, you must bomb the domes while standing on the corresponding red diamond to trigger the walls to lower (this is deduced only through trial and error, but also think back to the domed switches that you had to bomb back in Raypoint Geo). Cross toward the exit, and use the Mist Cloak to reach the exit platform, and again from there to the chest, then go back to the exit. Repeat the bomb-stand trick in the next room down, but you have to be reasonably quick and precise to get onto the right diamond in time. Try using multiple bombs to give yourself a little more time. Mist across the gap, go up the stairs, and run to the diamond once you set the bomb by the dome.

Further down, use the Mist Cloak (you're getting a lot of mileage out of this thing, aren't you? Sure it more useful than the Change Rod, anyway) to reach the rectagular blocks with blue arrows. Step on the first arrow, step on it again, then cross to the next one, the use your cloak to get off on the far end. Cross using the cloak again to the middle floor, then go up the stairs and through the door at the W end. Open the chest to receive Ashley's final tool (finally!). Go back and go across the blocks with the red triangles, then stand in front of the locked door and use the Flare Gun to hit the switch above you.

*** SIDE QUEST: Pirate's Warren ***

Talk to the right man in the bar in Damzen City, and he'll say something about seeing a building on an island E of Mt. Chug-Chug. Fly E of there, to the small island on the E point of the dark water area. Search to reveal the warren (you don't need the man's clue to open it up, you can find it just with the sonar). With the Flare Gun, you can now get past the entrance of this dungeon. See the side quests section of this guide for more details.

(Continuing in Spiral Tower)

In the room below, mist to the first red triangle block and cross to the far end of that pair. From the second block, mist and drop to the second, lower pair of red triangles. Cross them to the E edge of the room, then mist to the pair of blue triangle blocks. From the second block, mist back to the lower red triangles, then go up the stairs on the N side and mist back to the upper red triangles. Jump down to the W end of the blue triangle block from there, then to the W wall. You may now reach the exit.

In the next room down, there's an enclosed arrangement of torches and pillars. Note that only the middle torches in each row are lit. Go down one more room and recreate this picture. Use the Flare Gun to light up the rooms, by the way. In the second room, use Lilka's Fire Rod to light the torches, then use the Ice Rod to put out the corner ones by firing at them diagonally. A word of advice, though: make sure that you're standing on or outside the ring of blocks when you snuff the last corner torch, or you'll be trapped inside. If that happens, just light an incorrect torch and the ring will lower again. Exit, now that you can, and descend further to face a boss.

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| | Sauce | er Or | gani | .sm | | | | | | | | HP | | EΣ | ΥP | | GELLA | 7 |
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| - | | | | + | ÷ | | | I | Left | Claw | r | 10 | 000 | 60 | 000 | | 6000 | |
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| | ATT | ACKS | 3 | | | EFF | FECT | | | | | | | | | | | |

| 111 1110110 | |
|----------------|--------------------------------------|
| Giant Scissors | Heavy attack with left claw |
| Bubble Cluster | Water bubbles damage and disease all |

At this point, you should be a pro at these things. There's really nothing special about this particular fight, so just go at it. Use lightning for a fast finish.

* * * * * * * * * * * * * * * * * *

An Amazing Stone appears and you get to continue your descent. Below, examine the black walls to trigger monster battles. Do both, leave the room on the far side, then come back in, go up the stairs to the NW corner, go S, and cross over the top of the S wall, which has reappeared, letting you get to the chest in the NE corner of the room. Jump down again by the exit and continue downward.

Below, there are 4 dome-diamond pairs to bomb/stand on to lower the black walls, the fourth of which is past the first center wall, and requires walking across one of the lowered side walls and jumping into the pit. Once you do this, do not examine the S center wall. Instead, examine the N center wall, then go back up the stairs and cross either side wall. Standing on top of the S center wall, use the Mist Cloak to reach the exit.

Now, climb the side stairs and cross the top of the first black wall. Go back S on the far side and go up the E edge of the room to reach a chest. Return to the top of the first black wall and use the Mist Cloak to go from wall to wall. On the second to last black wall, mist to the W ledge, then from there to the last wall and to the E ledge (make sure you're on the N edge so you don't get blocked by the torch). From there, mist and drop to the exit platform, but don't leave until you mist W and go up the stairs, then use Pooka to open the chest.

Further down yet, you have to go through a row of black walls, fighting the monsters within, to get to the end. The E row has the least walls, so it's a little quicker to take that routes. However, there is a chest past the first black wall on the W side, so go through that one first. More importantly, though, is the electric symbol on the wall in the NE corner. Shoot it with the Electel to open a door past the exit from this room, containing Brad's EZ Missile in a chest that he has to kick open.

Below, there are barriers behind some of the black walls, so choose your path carefully. Start down the W side until you reach a break in the side wall, then do the next door in the adjacent row, then the wall behind you in the third row, and finally move to the last row and battle your way to the front. Now, go up the stairs and use the tops of the remaining black walls to reach the exit (you have the use the Mist Cloak once to cross a gap on the permanent walls). It's a good thing you didn't destroy any unnecessary walls, eh?

Continuing your descent, I guess the level designers ran out of ideas, because there are a couple of plain straight hallways. Below, though, there's a wide room with black walls along both sides. Fighting them is optional, but the second black wall from the NE corner hides an electric symbol. Hit it with the Electel (see the Crimson Castle side quest), from the nearby stairs since the symbol's a little high, and enter the room it opens in the opposite corner to receive Ashley's ultimate ARM. When done, leave the room on the S side. Go down to face the second boss of this dungeon.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
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| | Terri | ble | Guar | diar | . Mon | ster | · | | | | | HP | | ΕX | ΓP | | GELI | A |
| | | | | Manu | fest | u | | Ν | lanuf | lestu | | 10 | 000 | 12 | 000 | | 1200 | 0 |
| - | | | | | | | -+ | F | Right | : Kne | е | 50 | 00 | 60 | 00 | | 6000 |) |
| | | | | | | | | I | left | Knee | | 50 | 00 | 60 | 00 | | 6000 | 1 |
| | | | | | | | | | | | | | | | | | | |

ATTACKSEFFECTBlastFiery explosion on entire partyDeath ParasiteInstant death to single target

Walk forward a bit to enter the final area.

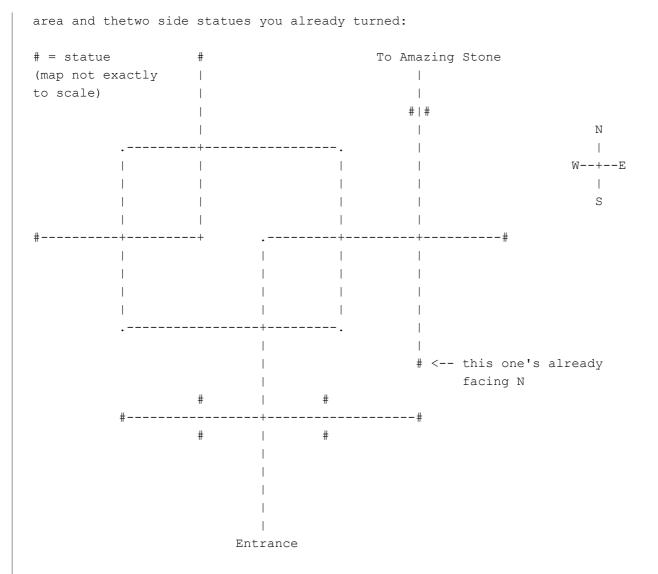
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|-----------------|--------------------------|
| GLAIVE LE GABLE | Dungeon GG |

GEAR: Full Libra ARMOR: Coiste Bua (Kanon), Nine Lives (Ashley), Labyrinthos (Tim), Bridal Gown (Lilka), Braver Vest (Brad)

| | ENEMIES: | Choronzon | |
|--|----------|--------------|--|
| | | Prometheus | |
| | | Doomsday | |
| | | Will-o'-Wisp | |
| | | Morlock | |
| | | Argoth | |
| | | Cyclops | |
| | | Orgon Energy | |
| | | Hyperion | |
| | | Zohak | |
| | | | |

Your first task in this area is to turn a number of solitary statues at the end of paths so that they face N. This isn't necessary to progress through the level, but it nets you a bunch of nice equipment. Pass through the entrance and you'll come to a crossroads. Start with the W path. Go on down the road. When you reach a pair of statues on either side of the path, press the switches on them until the purple sides both face the door to the W. This can be done by pressing the S statue switch once, then the N switch 3 times (each one turns it's own statue 1/4 and the other statue 1/2 turns, the top one turning them clockwise, the bottom one the reverse). Continue through the door they open and turn the statue until it faces N and rumbles into place (you can't move it anymore after this). Go back to the first crossroads.

Going E from the entrance crossroads, turn the statues flanking the path again so they both face E, then go through the door they open. There's another single statue in here. Turn it N as well. Now, all that's left is the N path from the entrance crossroads. This is slightly more complex, and can get confusing if you're not tracing your path carefully. So to help you along now that you're oh-so-close to the end, here's a handy map, including the entrance



Again, where there's a single statue at the end of a path, turn it so that it faces N. The spots where two statues flank the path are where you have to make them both face the door ahead to open it. When you encounter such a pair while heading N, press the E switch twice, then the W switch twice to proceed.

After turning all the statues, head to the Amazing Stone. In this room, there are 6 doors which opened when you oriented the statues properly, each one leading to a single treasure chest with some choice goodies inside. Save your game and continue inward.

*** Note: This is your last chance to turn back! After continuing past the save point, you are carried through until the end of the game. So before you move on, make sure that you've done everything that you want to. This might include:

-Obtaining all of the Mediums -Learning all 4 force abilities for each character -Fighting the sealed pyramid monsters -Filling the monster album -Finding the optional character and learning all of her powers Feel free to check the side-quests section below for more details on anything you're missing. ***

Next, your team has to split up, with three single-person units taking individual paths to destroy the Kuiper Belt's roots, and the remainder then taking on the main body. In choosing who goes solo, don't worry too much, because they can all likely handle the fights coming up. Just make sure you have some Mega Berries on hand for the non-magic users. It's more important to consider who you want to stay with Ashley in the final fight. If you have Marivel, you'll want her Status Lok ability in the final fight, and if not, you'll probably want Lilka with you.

* * * *

For each solitary path, you cross a moving walkway. You can walk across each pretty easily by just walking forward. You'll get the 'oops' motion before you fall off the edge anywhere. If you do happen to fall into the damaging goo, just run to the nearest end. After all 3 characters cross, they each fight their respective root.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-------|-------|-------|-----|------|-------|---|-----|------|------|---|-------|---|-----|---|------|----|
| | Encro | bachi | ing E | aral | lel | Univ | verse | e | | | |] | HP |] | EXP | | GELI | ĹΑ |
| | | | Firs | st Rc | ot | | | | Fir | st F | loot | | 14000 | | C | | 0 | |
| _ | | | | | | | | + | | | | | | | | | | |

ATTACKSEFFECTAtmosphere ReentryComets crash down on targetDark Star BowSwirling laser attack plus multiple status effectsBlue RiotLaser damages targetGalactic ExplosionCosmic energy damages opponentHyperion InfernoLine of explosions hits foe

Well, there isn't much to say, really. You'll gain a lot of FP from its attacks, so use this to make powerful attacks yourself. Heal when needed, blah, blah. There's nothing to steal or drop, so just work on fighting. If you get hit with statuses, one option is to just wait until you reach condition green, rather than taking a turn to cure yourself.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-------|-------|-------|-----|------|-------|----|------|-------|------|---|------|---|-----|---|------|---|
| | Encro | bachi | .ng I | Paral | lel | Univ | verse | e | | | | F | IP | | EXP | | GELI | A |
| | | 5 | Secor | nd Ro | ot | | | | Seco | ond F | Root | 1 | 4000 | | 0 | | 0 | |
| | | | | | | | | -+ | | | | | | | | | | |

| ATTACKS | EFFECT |
|--------------------|--|
| Atmosphere Reentry | Comets crash down on target |
| Dark Star Bow | Swirling laser attack plus multiple status effects |
| Blue Riot | Laser damages target |
| Galactic Explosion | Cosmic energy damages opponent |
| Hyperion Inferno | Line of explosions hits foe |

Pretty much the same as above. They seem to have different elemental resistances, so it's best not to use any if you're not sure what they might be.

| ATTACKS | EFFECT | | | | | |
|--------------------|--|--|--|--|--|--|
| Atmosphere Reentry | Comets crash down on target | | | | | |
| Dark Star Bow | Swirling laser attack plus multiple status effects | | | | | |
| Blue Riot | Laser damages target | | | | | |
| Galactic Explosion | Cosmic energy damages opponent | | | | | |
| Hyperion Inferno | Line of explosions hits foe | | | | | |

With Ashley and whoever else is left, head N to reach a group of 6 statues.

You need to turn them so that they all face N. One easy way to do this is to go around pressing each switch once, then circling around pressing each switch again. Head N to the door to begin the penultimate encounter.

| * | * | * | * | * | * | * | * | * | * | * | | * | * | * | * | * | * | * | * |
|---|-------|------|------|-------|------|------|-------|----|----|------|-----|-----|---|----|---|-------|---|------|----|
| | Encro | achi | ng l | Paral | lel | Univ | verse | | | | | | H | ΙP | I | EXP | | GELI | LA |
| | | | Kuip | per (| Core | | | | Ku | iper | Сс | ore | 5 | ? | - | 15000 | 0 | ? | |
| - | | | | | | | | -+ | R. | Sho | ulc | ler | | | | | | | |
| | | | | | | | | | L. | Sho | ulc | ler | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |

| ATTACKS | EFFECT |
|--------------------|--|
| Atmosphere Reentry | Comets crash down on target |
| Dark Star Bow | Swirling laser attack plus multiple status effects |
| Blue Riot | Laser damages target |
| Galactic Explosion | Cosmic energy damages opponent |
| Hyperion Inferno | Line of explosions hits foe |

These attacks have all been seen before, just cranked up a little notch and used against your entire party, now. Use Status Lok on everyone if you took Marivel with you like I advised, and then just keep laying on the pain. Ashley as KnightBlazer will do some pretty decent damage, and Kuiper Core is weak against a lot of elements.

After that lacklustre battle, the team leaves a little disheartened. But don't worry, it's not over yet!

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-----|------|------|----|---|---|-----|------|-------|---|------|------|----|----|---|-------|---|
| | Blaze | of | Disa | ster | | | | | | | | HP | | EΣ | ΚP | (| GELLA | |
| | L | ord | Blaz | er | | | | Lor | d Bl | lazer | | 1500 |)00+ | 0 | | (|) | |
| - | | | | | -+ | | | | | | | | | | | | | |

| ATTACKS | EFFECT |
|--------------------|--|
| Vermilion Disaster | Blaze of disaster flares on Ashley |
| Negative Flare | Cause damage and dispel effects of magic |

Ooh, look at Ashley, all spiffed up. Can I get the number for your hair stylist? Anyway, taking a look at the abilities menu, you'll see that Ashley will be using the same Argetlahm powers and force abilities that Anastasia had. Using Providence, Air Guard, or Salvation are kind of pointless, since Blazer will just cancel their effects with Negative Flare. Refresh doesn't heal enough, so use Mega Berries or BladeHeal instead. The key, though, is using Impulse. Try it a few times to really pull the story all together. You only need to use normal attacks if you need to boost your FP, but you can also use any remaining carrots in your inventory to do this even quicker. You need to use Impulse 7 times to finish it. * * * * * * * * * * * *

All I can say now is, congratulations, sit back, and enjoy the moment. You've earned it.

At the end of the game you can create a final save file that, when loaded, lets you look at your character's status, your monster album, and all of the in-game movies.

All of these are optional areas and are not necessary to complete the game. They are, however, highly recommended to experience all that Wild Arms 2 has to offer.

| -=-=- | -= | -=-=-=-=-=-=-=-=- |
|-------|--|-------------------|
| ODD | HEADQUARTERS | Town OD |
| -=-=- | | -=-=-=-=-=-=-=-=- |

GEAR: Odd Sandals, Scapegoat, Teddy Bear

LOCATION: Directly NE of Damzen City, along cliff wall.

Enter the 'Kaiju Card' store, since it's the only thing here. Inside, you have a couple of options. Up top, you can look at the monster book by talking to the woman behind the counter. This books includes photos and some stats of every monster that you've defeated so far. If you locate the Album Coupon in Thunder Lion Cage, return here and talk to the lady again to be allowed to take the book with you. From then on, you can access it any time from your game menu, and you'll see a green '!' over your head whenever you encounter a new monster in the field.

Beside the top counter, there is a set of stairs leading down. Below, you can change any character's name by speaking to the man in green behind the counter with the desired character in the lead. Do this often as you like. There are also two chests that require Duplicators to open, and a little robot blocking another set of stairs. If you return here in disc 2 with Marivel in your party, you can shoot the robot with the Electel to charge it up, and it will move out of your way (try zapping the dog statue upstairs while you're at it). Downstairs, you can shop at the Black Market.

| Black | Market: | Heal Berry | 20 |
|-------|---------|-------------|------|
| | | Big Berry | 200 |
| | | ReviveFruit | 2000 |
| | | War Respite | 5000 |
| | | Mini Carrot | 50 |

There's also a puzzle area that requires Lilka and Tim to have their final tools. Shoot the gems with the Change Rod to make them into blocks, then cross them and use the Mist Cloak to get through the fence. Mist across the gap to the other side, then pull out each crate from the wall, and push the W crate to the edge of the pit. Go back to the other side, jump to the ground, and hurl a knife at the crate, so that it falls onto the door lock. Go back through the fence, up and back around to the door that opened. Press the button behind it, then get the chest that dropped to receive the Teddy Bear.

| -=-=-=-=-=-=-=-=-=-=-=-=-============== | =- |
|---|--|
| WIND TIGER'S DEN | Dungeon WT |
| | =- |
| MEDIUM: Fengalon | |
| | ENEMIES: Gargoyle |

FIRST ACCESSIBLE: Once you get the flying Valeria Chateau.

LOCATION: From the Valeria Chateau's home landing pad, head NW until you reach a round volcano, then W a little bit until you see the landing pad's beacon. Land there and go E past the center hill and S a bit, then search to locate the entrance.

In here, Lilka's Fire Wand does the trick. In each room, you have to light all of the torches (small blocks) between blasts of wind. If you get them, the torches disappear and the door opens to let you advance. In the first room, there are 2 torches to light. In the next room, you have 3. Light the first two, then run up to the last one far on the E side and shoot it. In the lastroom, there are 5. Start on the W side, and shoot the 2 west-most torches by firing from the E side, so that your flame hits both torches on its way by. Quickly shoot the other two near you, then move E a bit and fire on the last one. It will likely take a few tries, just keep at it. Enter the final room and touch the runestone to receive the Guardian of the Wind.

```
THUNDER LION CAGE Dungeon TL
ITEMS: AlbumCoupon, Crest, Crest Cap,
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ITEMS: AlbumCoupon, Crest, Crest Cap, Mecha Boost ARMOR: Bloody Cape MEDIUM: Nova Shax

| ENEMIES: Thunderdrake |

FIRST ACCESSIBLE: Once you get the hovercraft.

LOCATION: Along the W side of the inner sea, there is a steep beach leading to a flat orange waste, from which you can see a large snow field. Search on the S side of that area to locate the dungeon.

As soon as you enter, note the chest on a ledge on the E side. Go up the stairs near it, and send Pooka from the top of the stairs to get the chest (so that you're at the right level). There are 4 doors from here. The left door takes you up some stairs to a lever. Pull it and return. The second, highest door takes you to a pair of chests, but you need a Duplicator to open one of them. The third door holds some healing crystals. The final, right-most door leads to another lever. Once both levers are pulled, jump into the pit and throw a knife at the door lock. Enter the door it opens to receive the Guardian of Lightning. Leave via the opposite doorway, climb the path and jump off the end, then continue N back to the entrance.

Much later in the game, return here once you get the Electel, and shoot the very-hard-to-see electric symbol straight ahead in the entrance. This opens a secret room containing the Mecha Boost and Bloody Cape.

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|---|------------|-----------|-------|------------|-----------|----------|------|
| ISLAND OUTPOST (OBTAINING | ADVANCED | MAGIC) | | | | Quest IC | C |
| -=-=-=-=-=-============================ | -=-=-=-= | =-=-=-=- | =-=-: | =-=-=-=-=- | -=-=-= | -=-=-= | =-=- |
| GEAR: Weathervane | | | _ | | | | _ |
| | | | I | ENEMIES: | Saracenia | n | |
| | | | 1 | | (in field |) | |
| | | | _ | | | | - |

FIRST ACCESSIBLE: After visiting T'Bok Village with the entire party.

LOCATION: NW of Inner Sea

The first requirement for completing this quest is that you speak to Karayan in the library in Sielje Region, and read the books in the library there that relate to the teleport orb and advanced magic (specifically the titles 'Teleport Orbs', 'Lost Magic of the Ancients', and 'Research on Combined Spells'), or just go ahead and read all of the books just to be certain. This step is the one most commonly missed by those having difficulty reaching the island outpost.

After the scene in T'Bok Village, talk to the dog again to get the Teleport Orb. Put Lilka as your main character and use either the orb or a gem to teleport anywhere, and you will accidentally end up here. Search the island to locate the outpost, then go inside. You'll receive a book. Go outside and teleport to Sielje Region, go to the library and give the book to Karayan, the guy in the corner. Go back to the island outpost, which is on your teleport list now that you've visited it, and Dr. Day will inscribe advanced magic on your Crest Graphs from now on.

Outside of the island outpost, go around the left side of the house sticking right against the fence until you reach the back, then walk out to the treasure chest to get the Weathervane.

Return to the island outpost on disc 2 and have Lilka talk to Mr. Day to unlock her level 3 force ability: Extend. Also, at this point, he no longer inscribes high-level magic, but this ability has been spread to all of the magic shops throughout the world.

------DARK REASON Dungeon DR

MEDIUM: Leitea Salk

FIRST ACCESSIBLE: After getting the upgraded Hovercraft in Guild Galad.

LOCATION: NW land mass, in forest by the Closed Mine Shaft.

The following rooms are darkened, so you can only see in a circle around your character. There are also many collapsing blocks joining the main columns of these rooms. Along the south walls are multiple doors, but only one in each lets you progress. The others close off, forming an impassable brick wall, when you approach, leaving you no choice but to jump into the pit and retry the room. In addition, the red collapsing blocks, when crossed, each shrink the size of the spotlight around you, making it ever harder to navigate around. This resets when you restart a room, so no big worries.

For the first two rooms, the true doorway is the rightmost (W) one. In the third room, you want the second doorway from the left/E. In the fourth room, walk across the large expanse of collapsing blocks up the middle, then branch to either side at the end and up to the single doorway. This brings you to the end of the dungeon. Touch the floating stone to receive the Guardian of Darkness. Go back out the way you came in.

| ITEMS: SOR Apple, STR Apple, | |
|------------------------------|-----------------------|
| Lucky Card X 2 | ENEMIES: Mystical Pot |
| | Kerberos |
| MEDIUM: Aru Sularto | |

FIRST ACCESSIBLE: After getting the upgraded Hovercraft in Guild Galad.

LOCATION: Teleport to Halmetz, then use the Hovercraft to cross the lake to the other small beach. Search the area to locate the cave entrance.

Read the stone at the entrance and go on in. There's a plaque along the W wall of the corridor with the chests up above. In the next room, go W and up the ramps, then through the door. You are now on the left side of the corridor you just went up. Use Pooka while standing along the edge to open the chests on the other side, then go back to the previous room and go E to the far door. Pass through the corridor, reading the plaque again, and continue to the next straight corridor. Read the final plaque, and repeat the same trick to get the chests here, using the ramps in the next room. Now you're in a room with several colored buttons on the ground. Think back to the plaques that you read:

"Today is the beginning. The endless blue sky and spreading deep forest, essence of a tranquil golden era."

"On the 2nd day of battle, roaring flames burn the earth. A dark era of overflowing grief visits."

"On the last day, a rough, wild snow blows covering the world in white as if returning it to nothing."

Going by these hints, step on the buttons in the following order: blue (sky), green (forest), yellow (gold), red (flames), grey/black (dark), white (snow). If you did it correctly, the large doors ahead will open. Enter and touch the runestone to receive the Guardian of Snow. Retrace your steps to return to the entrance.

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|--|--|-----|
| SHINING GARDEN | Dungeon SG | |
| | =-=-=-=-=-=-=-=-=-=-=-=-=============== | = — |
| MEDIUM: Stare Roe | | |
| | ENEMIES: Brandt | |
| | Sadas | |
| | | |
| | | |

FIRST ACCESSIBLE: After sleeping in the Guild Galad inn at least 4 times, then speaking to the woman outside of it.

LOCATION: Along the N edge of the inner sea.

The yellow floating spheres are teleport orbs. Touch the first one, then read the stone where you end up. Following the instructions, head through the E door, then the W door in the next room, and then go back through the single door you just came through. Read the plaque on the side of the staircase. Following this hint, go up the stairs and look at the far wall, where you might note that the orange squares spell the word "RAY". Go into the next room and input this word at the rock in the middle, and it'll open the way to the Guardian of Light.

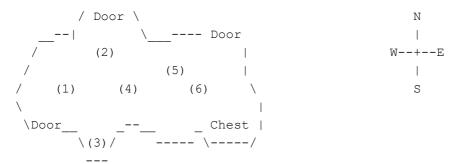
| -= | =-=-=-=-=-=-=-=-=-=-=-=-=-=-=- |
|--|----------------------------------|
| METEORITE CRATER | Dungeon MC |
| | =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=- |
| MEDIUM: Rigdobrite | |
| ITEMS: Snowflake, Thunderclap, | ENEMIES: Mold Gnome |
| Pitch Dark, Earth Groan, | Troll |
| Water Drip, Light Flash, | |
| Zephyr Claw, Fire Rage | |

FIRST ACCESSIBLE: On Disc 2.

LOCATION: One of the scientists in the Sielje Region observatory tells you about it. It's on the large island in the S of the world map, in the middle of the giant crater.

Head down to the blue ground (it's not water, so you won't drown) and up the other side. Go through the door on the N wall, it can be hard to see but it's there. Go up the slope and jump into the hole. Now, walk along the E wall, jumping down where you need to, then use the Mist Cloak to reach the chest to the N (if you don't have the Mist Cloak yet, a reader named Joe says that you can use Pooka to open the chest by standing at just the right height. Jump to the ground and head through the door on the W side. In the next room, climb the ramp and jump down to the chest, then to the ground again. Enter the S low door, open the chest there and jump to the blue ground. Climb the short ramp on the other side, collect the chest and make your way up to the high door along the W wall.

You are now in a room with many holes in the floor. They are arranged something like this:



Get the chest, then jump through hole #3. Jump to the ground and come back up to this room again. Jump into hole #4 to land on the high ledge with a chest below. From this ledge, head out the E door. Open the chest here and climb the ramp to receive the Guardian of Stars. To get the last chest, go back through the first door you entered on the N, fall through the hole, and jump down on the W side, then follow the door to the chest on the next ledge ahead. Go back around to the exit.

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|--|------|----------|--------------|-------|
| WEREWOLF'S DEN | | | Dungeo | n WD |
| -= | =-=- | -=-=-= | -=-=-=-=-= | -=-=- |
| | | | | |
| | - | | | |
| | | ENEMIES: | Amon | |
| | I | | BlackSabbath | |
| | - | | | |

LOCATION: Along W coast of area NW of Inner Sea, on small landing with a beach, N of the Sacrificial Altar.

Enter the dark area and stick to the wall on your right. There's a doorway on the N, but it's hard to see, but since there's nothing inside it, ignore it, and take the hard-to-see door along the S wall instead. Go around the raised platform and use a bomb along the N wall to reveal a door. Inside, bomb the W wall to create another opening. Climb the ramp and jump onto the graph on the ground. The Guardian of Desire speaks. Remember his name? Enter 'Lucied' to receive his power, in the form of a new attack for Ashley while in KnightBlazer form.

| -=-=-=-=-=-=-=-=-=-=-================== | -=-=-=- | | -=-=-=- | |
|---|---------|----------|--------------|----|
| CRIMSON CASTLE | | | Dungeon | CS |
| | -=-=-=- | =-=-=-=- | -=-=-=-=- | |
| ITEMS: War Respite X 6 | _ | | | |
| | | ENEMIES: | Bodysnatcher | I |
| | | | Red Barney | I |
| | | | Vermilion | I |
| | | | Mystere | |
| | | | | |

FIRST ACCESSIBLE: After getting Lombardia.

LOCATION: In the middle of the region S of Guild Galad surrounded by mountains.

This castle is a bit of a maze, so keep track of where you are and try to keep the camera in the same position to help yourself out. First, go up the W stairs and through the W door at the top. Stay on the top level and go through the next door. Jump off the bridge to get either chest below, then head S to return to the entrance room. Retrace your steps to get the other chest, then go the same way again and go out the other side of the bridge. Follow the path for a couple of rooms until you can jump down to a pair of chests, then keep heading S until you return to the entrance again. Follow the same path again, but where you jumped down just now, enter the N door instead to find another pair of chests. Return to the entrance room.

Go through the middle door and up the stairs at the end of the next room. The two levers control the walls below. There are 4 possible combinations of lever positions, and they each have a different effect:

| W lever | E lever | Effect |
|---------|-------------|--------------|
| | =========== | ======== |
| Left | Left | All walls up |
| Left | Right | E wall down |
| Right | Left | W wall down |
| Right | Right | N wall down |
| | | |

Lower the W wall, then go back down the stairs and through the lower door. Pass the lowered wall and enter the rear door. Take the E-most door in the N wall and go up the stairs. The first door on the left leads to a lever which lowers part of a barrier. Pull it. The right door leads to an Amazing Stone. The rear left door leads over a bridge. On the other side, take the E door to lower another part of the barrier, then the S door. Follow the path to the lever that lowers the last piece, then backtrack to the point where you had 2 doors in the N wall, and enter the other one. Follow the path, read the stones and ignore them as you go down the stairs. At the bottom, climb to the coffin to have Marivel join your party!

With Marivel, you can go back into the castle and read all of the books that were previously illegible to you (just make sure she's your lead character), if you care about that sort of thing. More importantly, though, if you head through the upper E doorway from the main room and stay on the ground floor when you have the option of taking stairs up, you'll be in the NE library. Look at the wall by the only door in or out of this room, and you'll see a little lightning bolt inscribed on the wall. Shoot it with Marivel's Electel and it'll open up another path that leads to her level 2 force power: Asgard!

*** Now that you have the Electel *** Return to Thunder Lion Cage and shoot the electric symbol straight ahead as soon as you enter to get a couple of goodies, and to read a very mysterious plaque.

| -=-=-=-=-=-=-=-=-=-=-=-=-============== | =-=- | -=-=-=-=-=-=-=-=-=-= | -=-=- |
|---|------|-------------------------|-------|
| PROMISED CATACOMBS | | Dungeon | PC |
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| | | | |
| TOOLS: Windup Key (Marivel) | - | | |
| ARMOR: Ebony Shade (Marivel) | | ENEMIES: Jacklizard | I |
| ITEMS: Mecha Boost, Crest | | Potatohead | Ι |
| MEDIUM: Dan Dairam | | (in surrounding forest) | I |
| | - | | |
| | | | |
| | - | | |
| | | ENEMIES: Mycale | |
| | | Hope Diamond | |
| | | Scarecrow | |
| | | Agawogdent | Ι |
| | - | | |

FIRST ACCESSIBLE: After completing the Crimson Castle side quest, and after Marivel reads the foreign book in Meria Boule Castle. Oh, and you need Tim's last tool, too.

LOCATION: Island in SW of world map, covered in forest.

Remember, you have to read the book I just mentioned to unlock the location. Fly Lombardia to this island and land him in the only bare patch, near the NW edge of the island. Walk all the way to the E edge and search to reveal the catacombs.

Inside, use the Mist Cloak to cross the gap dead ahead, then climb the stairs and look for the electric symbol in the NW corner. Shoot it with the Electel. Go around and down the stairs behind the wall, then go past the creepy smiling block and open the chest behind it. Use your new tool on the funny block, then get the other chest and exit the room on the E side. Here, you have to use the key on the block, then it'll travel a short distance along a path in total darkness. You have to watch where it goes and then follow its course exactly, or you'll fall into the pit. If you do fall, you restart only at the last point that you wound the block up, and not right at the beginning of the room. At the end of the path, the block hops over a gap, and you need to use the Mist Cloak again to cross it (if N is up on the screen, then you can see the edge of the path against the background of the wall ahead). Pick up the chests on the side then go through the door. In the room with the coffins, there's a door on the E wall that needs a Duplicator to open. Inside, you'll find the Guardian of Spacetime. Now, from the room with the coffins again, go N for Marivel to have a little alone time. You end up outside automatically after this. Go back in and down to the last room if you want to read the books in there.

*** And now... Tim's Space-Time trick! ***

With Dan Dairam, Tim becomes a force to be reckoned with, as long as you have a supply of Full Carrots. Here's how it works: Using Hi-Combo with Dan Dairam freezes time for everyone except Tim for 3 turns, letting him get in free attacks, peek up Lilka's skirt, etc. Once he uses this ability, he can then use a Full Carrot to bring his FP back to 100, then use a powerful non-force attack, then use Hi-Combo again on the third turn to keep time frozen. In this way, he can decimate any enemy at his leisure, and yes, it is effective on bosses. Unfortunately, Full Carrots are pretty rare; there are only 4 in the game, so reserve this trick for your most dire moments only.

*** NOW THAT YOU HAVE THE WINDUP KEY: LOST GARDEN *** Return to the Lost Garden, on the island in the middle of the Inner Sea, only reachable via hovercraft.

Back in the Lost Garden

ITEMS: Duplicator, Crest, Mecha Boost, Full Revive TOOLS: My Mike (Marivel)

Enter the first room after stepping on the red squares, and use the Windup Key on the funny block to unlock a side door. Go in and open the many chests, including the one containing Marivel's last tool.

------THE GUARDIAN LORDS Ouest GL

MEDIUMS: Raftina, Justine, Zephyr

FIRST ACCESSIBLE: After completing Trapezohedron.

LOCATION: Various. See below.

First of all, you need to have completed the hidden areas within the Sacrificial Altars to find the idols (see walkthrough above, section 'Dungeon SA'). You have three stone idols, and three tasks to unlock their powers:

1. Have Tim talk to Collette in Baskar Village.

2. Have Brad talk to the wheelchair-bound Billy in T'Bok Village.

3. Have Ashley talk to Marina on the 2nd floor of Valeria Chateau.

Each of these conversations will unlock one of the gold mediums held within the stone idols. These can be summoned in battle using Tim's Hi-Combo force ability.

MEDIUM: Chapapanga ------ITEMS: Crest | ENEMIES: Golpa | ARMOR: Texas No. (Ashley) ------GEAR: Amulet

FIRST ACCESSIBLE: After completing Trapezohedron. Have Brad speak to Merrill in T'Bok Village to unlock it on the world map.

LOCATION: SE edge of T'Bok Village area.

Examine the doors and learn that you need a special key. Duplicators, however, do not work. What to do? Run around in the entrance to trigger a fight, and then steal the Secret Key from the Golpa (bet you wish you did the Wind Tiger's Den quest now, eh?). Use it from the inventory menu in front of the doors (you can use one key indefinitely). Open the N door first to get a chest, then the S door. In the next room do the opposite, and in the third room switch back again. Go through to the final room and read the stone. Only a character with their luck at 'Best' will be able to open it. Check your status screen, and equip someone with the Amulet if need be, using Tiny Flowers as a last resort. Enter the last room to receive the Guardian of Luck.

| -=-=- | -=-=-=- | -=-=-=-=-=-= | =-=-=-= | -=-=-=-= | -=-=-=-= | -=-=-=-=-=-=-== | =-=-=- |
|---------|---------|--------------|---------|----------|----------|-----------------|--------|
| FAB | SCIENCE | LAB | | | | Dungeon | FL |
| -=-=-=- | -=-=-=- | -=-=-=-=-=-= | =-=-=-= | -=-=-=-= | -=-=-=-= | -=-=-=-=-=-= | |

- FIRST ACCESSIBLE: After getting Marivel and after completing the Fiery Wreckage. Talk to the woman in the Damzen City Saloon as Marivel to open up the location on the map.
- LOCATION: S and slightly W of Sylvaland Castle, on a landing surrounded by mountains and ocean.

Man, not these two again. Sigh. Anyway, climb the platform on either side and shoot the generator behind the 'Keep Out' sign with the Electel. Head on in past the spaceship and out the far side. When you come to the next security system, you have to answer a series of questions at the computer panels. As you answer each question, correctly or incorrectly, the light above the terminal will turn blue. After you answer each question, try the door. If you get through, then you got them right. If not, you didn't, and you need to try again with some new questions. There are two such rooms in succession. Here are all of the questions I've encountered and the correct responses:

- Between Tim and Kanon, which one needs less EXP to become Level 99?
 A: They're both the same (all characters except Lilka and Brad need the same
 experience points for each level).
- Which is the youngest among these charcters?
 A: Tim Rhymeless (even though Lilka's only 14, look at the orphan company Tim
 was part of in Town of Meria).
- How much does a Heal Berry cost in "Bell Ringing Halmetz?"
 A: Isn't for sale (you can't buy Heal Berries anywhere except the secret shop
 in Odd Headquarters).
- What did you finally get after suffering for 3 years?
 A: Holy Grail (any idea why? Is it a Monty Python reference? There was that
 little *-) after the question, possibly an emoticon?).

What parameter is changed by increasing RES (response value)? A: Evasion Percentage (First attacks refers to surprising your opponents, which depends on luck and gear, and successful escapes also depends on luck, not RES). What is the total number of Crest Sorcery spells that can be cast by Lilka? A: 40 (16 in each of level 1 and level 2, plus 8 special Hi-Combo spells. See Lilka in the character section for the full details). What is the average time for Lombardia to circle Filgaia? A: About 40 seconds (you just have to try and time it for yourself). The player character gender ratio is one to one in this title. So, what's Lucied's gender? A: Man (male) (the regular playable characters balance out, and since the Sword Magess is female, that makes Lucied male). In the hidden settings, what is the length of "Hyulkonton" in meters? A: If an alien, 3 meters (There seems to be translation issues with this question, but if you fought it, you can gauge the monster's size). If Ashley + Tim is "31," then what is Brad + Lilka? A: 46 (the question is referring to their ages. Check the manual to see that Brad is 32 and Lilka is 14). What item can be pickpocketed from the Monster "Lindwurm?" A: Big Berry (see the monster list in this guide). What is the origin of the name of the Boss Monster "Kalivos" who appears in "The Withered Ruins?" A: At first, a temporary Boss (don't ask why, but the other answers make no sense either; chalk it up to a lousy translation). What is the origin of the name of the "EMMA Motor" that powers the Valeria Chateau? A: EMA is for electromagnetics (you were told specifically that it was NOT named for someone called Emma when you first learned of it, and the emu answer is just ridiculous). What percentage of the characters' HP is restored by the Gems, large and small, respectively? A: 10% and 1% (if you want to verify it for yourself, there are easy-to-reach small gems in the beginning of the Aguel Mine Shaft in Holst, and large gems in the second basement of the Odd Headquarters). Which combination of monsters appears in the Millennium Puzzle? A: Bogey, Gohm, Blue Book (check this guide, it's all true). Who uses the Original Power called "Bayonet?" A: Ashley Winchester (if you don't know this one, you really haven't been paying attention). What is the total HP of the Boss Monster Vagesta? A: 4500 (2500 main body, 1000 each claw. Bosses pretty much always have HP in multiples of 500).

Continue inward until you reach Liz's ultimate creation...

* * * * * * * * * * * * * * * * * *

| Rampaging Monster Robot | | HP | EXP | GELLA |
|-------------------------|------------|--------|-------|-------|
| Bulkogidon | Bulkogidon | 100000 | 20000 | 30000 |
| + | Belly | 50000 | 10000 | 15000 |
| | Drill | 50000 | 10000 | 15000 |

| ATTACKS | EFFECT |
|--------------------|---|
| Schwartz Stahl | Dark elemental explosion on single target |
| Whole-Body Attack | Heavy attack on single target |
| Runaway Oppression | Shoot all from belly for damage + paralysis |
| Drill Drager | Physical attack with drill on single |
| Life Animation | Heals self for 7500 HP when low on HP |

This one's a toughie! Not like some of the sealed monsters, but still quite challenging. His attacks can possibly wipe out your lower-HP characters in one go, which is too bad because magic is the way to go against this robot. He's weak against all elements! So do your darnedest to always have someone up front who can withstand an attack or two, while pelting him with strong magic when you can and trying to keep your characters fully healed. Sounds easy, I know. Remember, the more live characters in your battle party, the less likely he'll attack the one you most want him to stay away from, given that most of his attacks are single-target. A plus is that many of your characters will act before he does in a given turn, so use those folks for healing to make sure the rest will survive the next attack. One decent system, if your characters are at least around lvl 50, is to use Lilka, Brad, and Tim. Lilka heals and revives (put Hi-Revive on the Crest E to facilitate this), Brad attacks while wearing a Dark Ring (to add the element to his attack, and protect against Schwartz Stahl), using ARMS whenever, and Tim stores up FP to use Hi-Combo with Zephyr, for 20000+ damage to each part. Equip all with Dark Rings to help them survive, and keep HP at full. It only gets problematic when he uses Whole-Body Attack on Lilka, and another character has to revive her and restore her FP. Thanks to tofallon for pointing out Bulkogidon's healing Life Animation ability. * * * * * * * * * * * * * *

After the fight, look at the two side computer terminals in this room. Look familiar? Anyway, head to the next room, and after the drama unfolds, have Marivel examine the cylinder by the clowns to receive not 1, but 2 new force powers!

| -= | =-=- | =-=-=-=- | -=-=-=-=-=-=-= | =-=-=- |
|--|------|----------|----------------|--------|
| PIRATE'S WARREN | | | Dunge | on PW |
| -=-=-=-=-=-=-=-=-=-=-=-=-=-============ | =-=- | =-=-=-=- | -=-=-=-=-=-= | =-=-=- |
| | | | | |
| ITEMS: Crest E, Ambrosia | - | | | |
| GEAR: Elven Boots, Elven Cloak, | | ENEMIES: | Nybbas | |
| Talisman, Kid Gloves, Power Boost | | | Shambler | |
| | | | (outside) | |

FIRST ACCESSIBLE: After getting Lombardia, but you can't reach the end until you get Ashley's last tool.

LOCATION: Small island at E tip of dark water triangle in E outer sea.

First of all, you need 6 Duplicators to open the chests in here. It's likely that you won't have that many just lying around unless you've been hoarding them up to this point, so you can go to the meteorite crater on the large island in the very S of the world map and run around the crater (on the world map, not in the dungeon) and fight Babalous, from whom you can steal

Duplicators, then return and open the chests on either side of the entrance.

Next, go up the middle and stand under the dragon head, then hit it with the Flare Gun. Go through the door it opens, approach the chest to trigger a boss fight.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|------|-------|------|---|---|---|---|-------|-----|---|----|-----|----|-----|---|-------|---|
| | Monst | er H | Battl | eshi | p | | | | | | | HP | | EΣ | ΥP | | GELLA | ł |
| | | | Gatl | org | | | | (| Gatlo | org | | 75 | 000 | 50 | 000 | | 75000 |) |
| _ | | | | | + | | | | | | | | | | | | | |

| ATTACKS | EFFECT |
|--------------------|--|
| Bubble Cluster | Water damage and disease all targets |
| Poison bubble | Damage single and chance of causing vile poison |
| Whole-Body Attack | Heavy attack on single using anchors |
| Deadly Poison | Damage and vile poison all targets |
| Big Strength Thief | Suck HP from one to either his max or your full HP |

Due to his bubble cluster attack, you might want some high-HP characters who can take another hit or two while you're trying to restore and heal them. His high HP can make this a long fight, further complicated by the fact that he is practically impossible to hit with physical attacks, unless you use Lock-On, or Nova Shax's Aiming ability with someone with really high ATP. And to top it all off, after you do about 40000 points of damage, he starts letting loose with the Big Strength Thief, healing himself and instantly killing someone. At this point, I suggest trying to have fighters with medium HP, enough to survive an attack, but not so much so that he'll heal a lot if he sucks your life away. One strategy is to save up some big attacks (e.g. Dual Cast fire or lightning elements, Boost + Rail Gun, etc) and use them once he starts sucking HP, to overwhelm him quickly. You can also throw in a Lucky Card at some point for a major exp and gella boost.

After all that, I sure hope you have another Duplicator!

| -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= | -=-=-=-=-=-=-=-=-=-=-=-=- |
|--|---------------------------|
| FILLING THE MONSTER ALBUM | Quest MA |
| | -=-=-=-=-=-=-=-=-=-=-=-=- |

This is a completely optional task, one that in reality nets you very little other than bragging rights, and possible filling Marivel's list of Red Powers. There are many optional areas in the game, places that you have no business going to in pursuit of the game's objectives or even the various side-quests, but which contain monsters that cannot be found anywhere else. Of these locations, some contain an incredible number of different monsters, far more than the usual 3-4 found in most enclosed game areas. So if you want to fill your monster album, this is the place to look (in addition to the actual monster list, further down in this guide).

One tip: the best start toward achieving this goal is to trade in the Album Coupon (found in Thunder Lion Cage) for the portable monster album at Odd Headquarters. Once you do this, then the encounter warning "!" over your head turns green whenever you encounter a new monster, i.e. one that you have not yet defeated and added to your album. This brings me to another point: if you want it in your album, you have to actually kill it, not just encounter it. So if it runs away, or you have Tim Divide it before you kill one, then it doesn't get added to the book. Anyway, when you're searching for those last few monsters, just skip any fight that doesn't produce a green "!", and your search will go much faster.

The following are the locations and names of extra monsters. If you want more details on the precise location for those you're still having trouble with, check the monster's listing in the bestiary to find out more. This will be especially useful for monsters in the seas, which often only reside in certain areas within the sea as a whole.

| "SEA OF MUD"
(Lost Garden/Spiral Tower area)
First accessible: after getting
the hovercraft (go to island in
middle of Inner Sea), but foes
will be high-level compared to
you at that point. | ENEMIES:

 | A Bao A Qu
Agawogdent
Agion
Agion Black
Agion Blue
Agion Red
Agion White
Agion Yellow
Aello | | |
|---|--|---|---------------------------------|----------------------|
| INNER SEA
First accessible: after getting
the hovercraft. | ENEMIES:

 | Bower
Kelpie
Axe Beak
Trifindrake (Di | Cuttlefish
Aughisky
sc 2) |

 |
| OUTER SEA
First accessible: after getting
the upgraded hovercraft in Guild
Galad | | Olvader
Coral Eater
Gryphon
Muspell
Vaget
Forneus (Disc 2)
Bemzuu (Disc 2) | Vepar
) Brokel | |
| GATED SEA
(inside gate bridge)
First accessible: after Raypoint
Wind | | Gill Serpent
Hresvelgr | |

- |
| SMALL ISLAND IN GATED SEA
First accessible: after Raypoint
Wing | | Bad News
Murdock
Arioch
Beowulf | Yulunger
Balam |

 |
| ISLAND W OF WIND TIGER'S DEN
First accessible: after Lombardia | | Jabberwock | |
 |

-----ISLAND BY RAYPOINT WING | ENEMIES: Armordrake Myrmecoleo First accessible: after Lombardia -----_____ Crash Bunny FAB SCIENCE LAB/COIN PURSE AREA | ENEMIES: Humpty Dimholnos Dumpty _____ Cactus Gela Imitator | First accessible: after getting | Item Carrier ShapeShifter | access to outer sea (area S of | Melchom Lich N.U.E. Sylvaland) Negalord Shambler _____ ------_____ ILLSVEIL PRISON ISLAND | ENEMIES: Bearcat First accessible: after getting -----access to outer sea (small isle NE of Meria Boule) _____ URARTU MOUNTAIN REGION | ENEMIES: Aaman Agunlaguda (NW of Slayheim) Albion Bamulvris Baphomet Belpheqor Bockle Chrysalis First accessible: after getting | Lombardia Dalawa Bunny Eldersing Geldam Justa Nosferatu Pumpkinhead _____ Zazan Bronzo _____ -----Use Divide (Tim's ability) on either a Balam or a Gagison | ENEMIES: Hyulkonton -----SEALED MONSTERS Ouest SM ARMOR: Mad Goggles (Marivel) WEAPONS: Shootn Star (Ashley), Black Queen (Lilka), Omega Crush (Brad), Dist Dims (Tim), Violator (Kanon) GEAR: SheriffStar, Force Unit FIRST ACCESSIBLE: After getting Marivel's My Mike tool in the Lost Garden. LOCATION: Various. See below. Throughout the game, you probably noticed a number of floating blue pyramids in various locations, and if you talked to the man by the pyramid in Halmetz, you probably figured out that noise can unleash the monsters within. So, to fight the boss trapped in each pyramid, use My Mike beside each one. I strongly suggest that you have your party at around level 50 before starting to take on these beasts, though you can get away with lower than that for some of the weaker ones.

The pyramid locations are: -Closed Mine Shaft -Wind Tiger's Den -Meteorite Crater -Mt. Chuq-Chuq -Halmetz -Slayheim Castle -Aguel Mine Shaft -Golgotha Prison execution grounds

And for general good advice, save your game before taking on any of these horrible creatures! You'll be glad you did. It's a good idea to use Lucky Cards in any of these fights to maximize the already massive experience and gella that you will earn. If you're having trouble, especially with Angolmois and Ragu O Ragula, then you might want to invest in some more personal skills that could be useful, like Restore HP. Of course, also make sure that you're using your very best equipment (and that could mean waiting until you get the stuff in Glaive Le Gable to take on the worst of these monsters), and you enter each battle fully healed.

Closed Mine Shaft:

ATTACKSEFFECTBuried Alive!Throw earth at all opponentsPrepare to AttackStore power for next turnCriticalHeavy attackTactlessVery heavy physical attack on single target

Between this guy and Zolinge in the Wind Tiger's Den, I don't know who's easier. Anyway, the only threat is his Tactless attack, which can easily kill a single character, but then you can just revive them, so no big deal. And to make things even easier, reader Dalton of Zeal points out that Kobold King is susceptible to sleep status. Enjoy the little break. It won't last, if you're fighting all the sealed monsters. You pick up the Omega Crush after the fight.

* * * * * * * * * * * * * * *

Wind Tiger's Den:

Play your tune while standing below the pyramid.

| ATTACKS | EFFECT |
|-------------------|--|
| Ripper Boomerang | Chance of instant kill on single target |
| Blade Arm | Heavy physical attack on single |
| Prepare to Attack | Store power for next turn |
| RF Blade | Crystal beam of random element attacks all |
| Endocrine Boost | Raise own stats |

This might be the easiest fight of all of the sealed monsters. It sure felt like it at the time, anyway. Even your lower-HP magic users can withstand his attacks easily enough, and earth element spells will make short work of this monster. Ripper Boomerang can cause instant death, but fortunately it misses more often than not. It never worked whenever I played the game, so thankfully Charflare and T.M. wrote and told me what it does. T.M. also suggest using MageWeapon on Brad and Ashley for massive damage, and Quick on everyone else. You receive the Dist Dims after defeating this foe.

Meteorite Crater:

The pyramid is right inside the entrance.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|------|------|-----|----|---|---|----|------|---|---|-----|-----|-----|-----|---|------|---|
| | Giant | Armo | ored | Bug | 1 | | | | | | | HP | | EXI | 2 | G | ELLA | |
| | | Zav | vorg | | 1 | | | Za | avor | 1 | | 750 | 000 | 500 | 000 | 7 | 5000 | |
| - | | | | | -+ | | | Be | elly | | | 500 | 000 | 250 | 000 | 5 | 0000 | |

| ATTACKS | EFFECT |
|--------------------|--|
| Barrier | Increase own DFP and MGR by 100 each |
| Schwartz Strahl | Powerful dark explosion on single target |
| Whole-Body Attack | Body slam on single target |
| Unmodified Spell?? | Magic spheres attack all foes |
| Power Up | Raise ATP a lot after belly is destroyed |

First of all, note that all attack magic misses! So don't use it, 'kay? This fight usually starts out with Zavorg using Barrier a few times, so this gives you time to store up some FP. If using normal attacks, arm your strongest character with the Dark Ring for more damage, since that's his weakness. His single-target attacks will kill all but your highest-HP characters, so you'll be doing a fair amount of reviving. For that reason, I suggest keeping Lilka in your main party to use Hi-Revive, and have her use Invincible (Raftina) or Hide in Shadows (Ge Ramtos) on turns when she doesn't need to revive or heal anyone. Alternately, equip her with the Reflex so she'll reflect Schwartz Strahl. If she does get killed, bring Tim in and use Odoryuk to bring her back, then switch him back out again to save him for later. Brad will be your main damage-inflicter until you get Ashley up to KnightBlazer mode. This is actually one of the easier sealed boss fights. Just remember to use a Lucky Card at some point, as always. You get the Black Queen, a new umbrella for Lilka, for your trouble. * * * * * * * * * * * * * * * *

Mt. Chug Chug:

| * * | * | * * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---------|---|------------------|-------|---|---|------|--|----------------|------|----|------|-----|--------|-----|-------|---|
| Vorte | Vortex Monster Brothers | | | | | | | | | | | | HP EXP | | | |
| | Zycl | us & Z | etrin | n | | Ζ | yclu | S | | 60 | 000 | 50 | 000 | | 75000 | |
| | | | | + | | Ζ | etri | m | | 50 | 000 | 50 | 000 | | 75000 | |
| (Zyclus | ATTACKS
clus) Red Gilas
40,000 Tons
Blood Brothers | | | | | | EFFECT
Giant red explosion damages all
Heavy body slam on single target
Fully heal Zetrim | | | | | | | | | |
| (Zetrim | | ck Gil
000 To | | | | | | k exp
y sla | - | | | 2 | | | | |
| (Both) | Gila | as Spi | n | | S | ummo | n ti | dal | wave | to | wash | ove | r pa | rty | | |

Whitewater Slash Water funnel attacks single target

This fight wouldn't be so bad, if there weren't two of them, meaning that you receive two attacks each turn. The worst is when they both use red and black gilas at the same time. They often get the first move, too, so that causes heavy damage before you can heal it. For that reason, I suggest inputting a healing command (e.g. First Aid) even if you don't need it yet, because there's a good chance that you will that turn. Most of your characters should be able to withstand a couple of attacks without dying, but your weaker characters probably can't take a third. Concentrate your attacks on Zyclus, the red one, until you kill him, making the fight a lot easier from then on. I chose him because he uses Blood Brothers to heal Zetrim, so attacks on Zetrim could be futile. It's possible that Zetrim can use Blood Brothers too, but I've never seen it. Anyway, use lightning elemental attacks whenever you can, since that's both brothers' weakness. Also remember to use a Lucky Card during the fight for a massive influx of experience and gella. You get the Mad Goggles for your troubles, too. * * * * * * * * * * * * * * *

Halmetz:

In Halmetz, the pyramid is in the NE corner, and there's a man standing next to it who will tell you about it. Conveniently, there's a save point right in town.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|------|------|-------|------|------|----|-----|-------|----|-----|------|---|------|---|------|----|-----|----|
| | Drag | on o | f the | Bow | rels | of | the | Earth | | | | | HP | | EXP | | GEL | LA |
| | | | Tita | nius | | | | | Ι | Tit | aniu | S | 7500 | 0 | 5000 | 00 | 750 | 00 |
| | | | | | | | | | -+ | | | | | | | | | |

| EFFECT |
|--|
| Heal self fully - used every third turn |
| Raise own DFP and MGR by 200 - only works once |
| Heavy physical hit on single target |
| Non-elemental magic on all for heavy damage |
| Lightning magic attack on all for heavy damage |
| |

Fight him a bit, and you'll figure out that he heals himself completely every third turn. So that means that you only have 3 rounds to do 75000 points of damage, which is no easy task. Fortunately, his other attacks, though heavy, are not killers, so you can survive pretty easily. It's just killing him that's more difficult. Here's a way to do it: First, get everyone's FP up to 100, including Ashley's while in KnightBlazer form, and HP at or near full. Now, starting on the turn that he will use Begin Regeneration (the third turn after the last time he used it), start the assault. He will heal himself before your characters start taking their actions, so they won't be wasted. Here's what to do with each of your folks, taking advantage of Titanius' wind weakness too:

- Lilka armed with the best SOR-enhancing equipment (Dan Dairam, Necromicon) she can use Hi-Vortex (put it on your Crest S, too) in the first 2 rounds, then Dual Cast Vortex + Hi-Vortex in the final round.
- Brad he is only useful once, using Boost with the Rail Gun (unless you've massively boosted the ATP on another of his ARMS), again with statboosting equipment on.

Kanon- again, only useful once, using Gat Lv. 4 with Eagle Claw.

Tim - if you boost his SOR with equipment/mediums, his Tempest isn't too bad, but you want to use his Hi-Combo with Zephyr in the last round. Ashley - Gun Blaze in the first 2 rounds works well, and in the last round, you must use his Last Burst. Marivel - not particularly useful. If you can't do in within the three rounds even using your bona fide most powerful attacks, then you need to go level up or you're missing the primo equipment listed here, so go get it.

There is an easier way, and it involves using Marivel's Power Seal ability to prevent him from using his special attacks, especially regeneration (it works, too!) But that would just be boring, now, wouldn't it?

Ascon Darkcross sent me this tip for defeating him more easily, too. Equip Brad with Aru Sularto and power-boosting gear. Ideally, he will have also maxed his 'Up P Attack' personal skill. Basically, just keep using Power Charge each round for many turns, while the others just keep the party healed, and then unleash a boosted physical attack to do up to 99,999 HP damage in one hit, wiping this sucker out.

And finally, in keeping with Titanius' status effect weakness, he is actually vulnerable to instant kill attacks, so try Ashley's DeadOrAlive, Tim's Arcanal3 or summon Raftina. Thanks to Dalton of Zeal and Dragon Reaper for this tip.

So as it turns out, after my massive 3-turn-kill strategy, there are immensely easier ways to deal with this boss. Go figure. In addition to the experience and gella, you also get Ashley's Shootn Star for defeating him.

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Slayheim Castle:

The pyramid is in the entrance room on the E side. I suggest you buy several Light Rings at Valeria Chateau before engaging this beast. I only had one my first times fighting him, and I had a hell of a time before I realized that I could just buy more.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-----|------|------|------|---|---|---|------|---|---|----|-----|----|-----|---|-------|---|
| | Giant | Mon | ster | of | Ligh | t | | | | | | HP | | ΕX | P | C | GELLA | |
| | | | X | enon | | I | | Х | enon | | | 75 | 000 | 50 | 000 | 7 | 5000 | |
| - | | | | | | + | | В | elly | | | 50 | 000 | 25 | 000 | 5 | 50000 | |

| ATTACKS | EFFECT |
|-----------------|--|
| Barrier | Raise own DFP and MGR |
| Xenon Ray Force | Powerful light rain on all for very heavy damage |
| Knockdown | Heavy attack on single with paralysis |
| Horn Spike | Massive physical assault on one target |
| Life Returner | Heal self for 8500 HP |

So he starts off with Barrier, which has no effect, meaning that his stats are already maxed out. Scary. Anyway, he uses Xenon Ray Force on his next turn, and that's what you need to prepare for. Equip your party with the invaluable Light Rings, and also defend if you want your characters to live. After this, he could use this attack again at any time, so remain prepared with someone who can revive the others. Hit him with Dark attacks. Summoning Leitea Salk is particularly effective. In face, a couple of those right at the start makes it quite easy to finish off the belly and then the head with a couple more powerhouse attacks. This doesn't mean that it'll be a breeze, though, because once he starts killing you off it's a struggle to recover. Use Defencer, Invincible, and a lot of switching characters out and rearranging equipment to make it happen. When he's getting weak, Xenon will start to heal himself, so start using some seriously powerful attacks to push him over the edge. It'll take a bit of luck, too, to see that he doesn't rain on you too often. When he does, if you survive because you defended, it gives you a nice boost to your FP to help you lay it on him next turn. He drops the Violator when he finally falls.

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Aguel Mine Shaft:

Your party should be at least level 60 before taking on this clown, and Brad should have a max HP of at least 7000 or so. Head to Holst and enter the mine in the back of town. You have to head in a ways to reach the pyramid. When the path first branches, go E, then, once you cross the bridge and reach the railroad gates, go E again. Enter the hole in the N wall to the room that had a heavy ARMS chest in it, and there you'll find the pyramid. Play My Mike and... Aaaaarrrgh!

| ATTACKS | EFFECT |
|--------------------|--|
| 1 Trillion Degrees | Massive fire explosion on all |
| Black Nova | Massive dark-element explosion on all |
| Smitereens | Massive physical assault on single target |
| Impact Bomber | Large non-elemental explosion on whole party |
| Void Effect | Removes any positive status effects on party |

Aaaaarrrggh! First of all, give everyone Fire Rings for the first turn, then Dark Rings for the next turn. After that, the best way to ensure your survival and eventual victory is the following strategy: Equip Brad with the Talisman and Raftina, then use Invincible whenever you need to heal him at all (He'll be invulnerable to any damage from the very start of the round, but he'll still heal at the end of it). Once he's at max HP, then you can attack with him however you want. As for the rest of the party, whatever they can do is pretty much gravy. Stay focused on the strategy with Brad, which will keep him alive through any single attack (as long as you use Invincible whenever he gets hurt, until he's at full HP again), letting him attack whenever he's at full health. Try summoning some guardians, using normal attacks to gain FP, however you want to approach it, but you'll have to use Boost with some powerful ARMs if you don't want the fight to last forever. Reader Dalton of Zeal told me that Ragu is actually vulnerable to sleep status, so give that a try to give yourself a few turns without receiving any damage. You receive the SheriffStar, but no experience or gella, when he falls.

* * * * * * * * * * * * * * * * * *

Golgotha Prison:

When you re-enter this area from the execution grounds side, the pyramid is on the ground to the side. If you didn't do it earlier, also go through the side door here and use Pooka to collect the chests, and go through to your old prison cell for another chest outside of it.

| * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
|---|-------|-------|------|----|---|---|---|----|-------|------|---|-----|------|---|-----|---|-------|---|
| | Demon | King | 9 | | | | | | | | | HP | | | EXP | | GELLA | |
| | A | ngolr | nois | | | | | Ar | ngolm | nois | | 100 | 0000 | | 0 | | 0 | |
| _ | | | | -+ | | | | | | | | | | | | | | |

| ATTACKS | EFFECT |
|----------------|--|
| Great Disaster | Explosion of fire damages and confuses all targets |
| The 7th Moon | Cosmic power massively harms all targets |
| Aura Bomber | Explosion hits all opponents |
| Regeneration | Heal self up to 15000 HP |
| Smithereens | Devastating physical attack on one |
| Void Effect | Removes positive status enhancements on party |

Wow, what a monster! Angolmois is by far the toughest monster in the game, and will require some special strategies to defeat. I must humbly admit that I was unable to do it on my own, so I turned to Kilgamesh's pyramid boss FAQ (also on GameFAQs) for inspiration. My strategy here, which indeed works though it may take a few tries, is slightly adapted from his.

You will want to keep close track of exactly how much total damage you've done to Angolmois throughout the fight, so grab a calculator or at least a pen and paper. You'll see why momentarily. You will also need to make sure that you've collected the Life Orb (from Lost City Archeim), Clear Chime (from Sylvaland Castle), Full Libra (from Glaive Le Gable), and the one and only Viper Fang (found outside the Spiral Tower, use Kanon's radar to locate it), for use with Stare Roe's 'Shoot Item' ability.

Your party will be Ashley, Lilka and Kanon. Equip Ashley with the SheriffStar (which requires first defeating Ragu o Ragula), Lilka with the Full Libra and Kanon with the Clear Chime, all to avoid getting confused by Angolmois' Great Disaster attack. Also equip them with mediums that will nicely boost their stats, and of course with the best weapons and armor you've got. In the first round of the battle, have Ashley use a Big Berry on Lilka (to heal her from the attack she's about to receive), have Lilka cast Quick on herself (so that from this point she'll act before Angolmois does in a given round), and have Kanon defend. For the second round, everyone needs to defend to have any hope of surviving The 7th Moon (you can also equip Lilka with Raftina and use Invincible if you're concerned about her not surviving). Now, everyone's force gauges will be nicely filled up, and Lilka at least is able to act before Angolmois does.

On the third round, have Ashley use Access to transform into Knightblazer, have Lilka use Mystic with the Life Orb to fully heal the entire party, and have Kanon use Eagle Claw. Next, Ashley attacks or uses a carrot to get his force gauge up to the first level, while Lilka again uses Mystic with the Life Orb and Kanon uses Eagle Claw. For the next several rounds, Ashley will use Mad Lucied, Lilka uses Mystic with the Life Orb, and Kanon uses Eagle Claw. All the while, keep track of how much damage you're doing to Angolmois, and keep repeating these actions until you've caused almost 50000 damage.

On occasion, Angolmois will use Void Effect and Lilka will lose her Quick status, meaning that she will no longer act before Angolmois in a round. This doesn't affect things much, though, since the party will still be fully healed at the end of that round (as Void Effect causes no damage), so you can afford to have Lilka act later from that point on. Of course, since you start the next round fully healed, Lilka can again cast Quick on herself to restore the previous status quo. Angolmois will also sometimes just use a basic punch attack, which will likely be dodged by the target. This gives you another free round where you don't need to heal, so Lilka can, say, cast Quick on Kanon or something like that to give you a little boost. His use of Regeneration also gives you a free turn in this manner, but it also offsets a lot of your hard work by restoring 15000 HP to himself.

Now, once you've caused 50000 damage, Angolmois starts using The 7th Moon frequently, and this attack will kill Lilka and Kanon if they aren't defending. If you've followed the damage you've caused closely, you can avoid seeing this attack entirely (except for the second round of the fight, of course), though this also requires a bit of luck because sometimes Angolmois will start using The 7th Moon earlier, which can be quite frustrating. Just before the 50000 damage mark, you now need to have Ashley use Last Burst, and have Kanon equip Stare Roe and use the ability 'Shoot Item' with the Viper Fang. These two attacks should cause over 50000 damage on their own, finishing off Angolmois swiftly. If you don't pull this off before Angolmois unleashes a 7th Moon, then as long as Ashley survived (which he should have enough HP for), he can still use Last Burst (in Knightblazer mode, he is faster than Angolmois) and you can switch in Brad to throw the Viper Fang in Kanon's place in the next round (I chose Brad since he can survive a second 7th Moon if necessary).

If after using these two attacks Angolmois isn't quite finished off, then just lay it on him with whoever and whatever you've got left to try and push him over the edge. If you're unsuccessful, just try again, paying close attention again to how much damage you're causing and at exactly what point The 7th Moon comes out to play. It may take a few tries (it took me two tries the first time I attempted it, and more the second time since Angolmois kept starting with the 7th Moons earlier for some reason), but it will work soon enough. Thanks, Kilgamesh!

Another possible way to deal with this monster revolves around the same basic strategy as for Ragu above, but please note that I haven't been able to use this one successfully yet, due to some bad luck, slip-ups and lack of patience to keep retrying it, since it eats up a lot of time: Use Brad equipped most of the time with Raftina, using her special ability 'Invincible' to avoid any damage or effects, and also equipped with the Talisman gear to recover damage at the end of each turn. Once he's at full or nearly-full HP, then switch to equipping the Full Libra or Clear Chime (in case Angolmois uses Great Disaster), and Aru Sularto, then use the Power Charge ability. Switch back to Raftina and the Talisman and use Invincible until your health is restored again, then repeat the Power Charge. You can't just attack and then re-heal, because he sometimes uses Regeneration, and will heal HP faster than you can take it away. So, saving up Power Charge to stack your hits, you can create a situation where you can finish him off with a little help. You'll need to do Power Charge at least 50 (!) times, which takes about an hour and a half, to do this successfully. You have to make sure not to take any other active actions (like using any items) in between power charges, or the counter will reset and you'll have wasted all of your work up to that point.

As for the other characters, I suggest having Ashley around for the first turn and have him use Zephyr's Force Charge ability, which with being hit by Great Disaster (also equip him with the Clear Chime or Full Libra to avoid getting confused), should bring his , then switch him out for the second turn to avoid the 7th Moon, then bring him back in on the third and use Access to transform to KnightBlazer. Let Tim and Lilka be with Brad the rest of the time, and just let them die. Before powering Brad up, you can use his turns that he can act (once he has full health) to use a Full Carrot or Mega Berry on Ashley, who you rotate in only for that round. Once he's at full health and full FP, switch him out again to wait for the big finale.

Now, once you've Brad powered up 50 times, you can attack for over 50000 HP damage. At the same time, have Ashley use Final Burst, and bring in Kanon, who you've saved at full health for this moment, to shoot the Viper Fang using Stare Roe's special ability. With just a little luck, this will take down the big guy. If not, hurry up and launch whatever attacks you might have left to tip him over the edge.

The noble young hero that is the staple of the RPG genre. A native of the Town of Meria, he joins a local musketeer brigade to satisfy his sense of righteousness and need to help make Filgaia a better place.

- TOOLS: 1. Hurl Knife: Throws unlimited supply of knives directly ahead of him, activating switches and cylindrical door locking devices. Will fall straight down upon hitting a wall or obstacle, triggering devices below. Acquired in Withered Ruins.
 - 2. Booty Call: Radar detects treasure chests and hidden items in the room. If any is detected, it will flash green and emit an audible beep momentarily. Acquired in Telepath Tower.
 - 3. Flare Gun: Fires light flare straight up, illuminating darkened rooms (those in which only a circle around you is visible) and triggering switches directly overhead. Acquired in Spiral Tower.
- FORCE POWERS: 1. Accelerate Ashley will make the first move this round in battle, regardless of others' RES. Input the desired command after choosing this option. Available at start of game.
 - 2. Combine Equipped Medium takes form and unleashes a powerful Guardian attack. Only useable when Tim is in the battle party. First available after Hidden Trial Arena.
 - 3. Full Clip Fires all ammo in the selected ARM at once, causing increased damage. Available after talking to Guild Galad Master's son as Ashley after defeating Grauswein.

4. Access

Draw on hidden power to transform into KnightBlazer. First available after Golgotha Prison.

ORIGINAL POWERS: ARMS - BAYONET ATTACKS

Ashley acquires new attacks through finding new bayonet cartridges in treasure chests. You have to use them from the item menu before the attacks become available. They can be upgraded by spending gella at any ARMS shop, but remember that each attack can only be upgraded a total of nine times, split how you choose between attack power (ATP), hit percentage (HIT%), and bullet capacity (BLT). Ammo is consumed and must be replenished at an ARMS shop, bullet load shop, or using the Bullet Load item.

+----+

| ShotV
+ | Neapon E
+ | | s a spe
?: 6 | cial explos
Found: Init | | | at single target.
ment |
|-------------|-----------------|---|-----------------|----------------------------|--|--------|---------------------------|
| ATP | Cost | | HIT% | Cost | | BLT | Cost |
| 10 | Start | | 83 | Start | | 7 | Start |
| 15 | 500 | | 85 | 100 | | 8 | 200 |
| 20 | 1000 | | 87 | 300 | | 9 | 500 |
| 25 | 2000 | | 89 | 500 | | 10 | 1000 |
| 30 | 5000 | | 91 | 700 | | 11 | 1500 |
| 35 | 10000 | | 93 | 1200 | | 12 | 2000 |
| 40 | 20000 | | 95 | 1500 | | 13 | 3000 |
| 45 | 30000 | | 97 | 2000 | | 14 | 4000 |
| 50 | 40000 | I | 99 | 3000 | | 15 | 5000 |
| 55
===== | 50000 | | 101 | 5000 | | 16
 | 8000 |

+----+

| MultiBlast | Shoots into the air and rains down on a group of enemies. +----- FP: 10 Found: Under Traffic

| ATP | Cost | HIT% | Cost | I | BLT | Cost |
|--------|-------|------|-------|------|-----|---------|
| ====== | |
 | | ===: | | ======= |
| 7 | Start | 79 | Start | I | 5 | Start |
| 12 | 1500 | 81 | 100 | | 6 | 200 |
| 17 | 2500 | 83 | 300 | | 7 | 500 |
| 22 | 3500 | 85 | 500 | | 8 | 1000 |
| 27 | 7000 | 87 | 700 | | 9 | 1500 |
| 32 | 15000 | 89 | 1200 | | 10 | 3000 |
| 37 | 25000 | 91 | 2000 | Ι | 11 | 5000 |
| 47 | 35000 | 93 | 5000 | | 12 | 8000 |
| 57 | 45000 | 95 | 8000 | | 13 | 12000 |
| 67 | 55000 | 97 | 12000 | | 14 | 18000 |
| | |
 | | ===: | | |

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| BoltAction | Slice with bayonet's blade, then follow up with a bullet. +----- FP: 16 Found: Raline Observatory

| ATP | Cost | I | HIT% | Cost | | BLT | Cost |
|--------|-----------|------|---------|-----------|------|-----|---------|
| ====== | -======== | -=== | -====== | ========= | ===: | | ======= |
| 20 | Start | | 80 | Start | | 5 | Start |
| 25 | 500 | | 82 | 300 | | 6 | 500 |
| 30 | 1000 | | 84 | 500 | | 7 | 1000 |

| 35 | 2000 | I | 86 | 700 | Ι | 8 | 1500 |
|--------|-------|---|----|-------|------|----|-------|
| 45 | 5500 | | 88 | 1200 | Ι | 9 | 3000 |
| 50 | 11000 | | 90 | 2000 | I | 10 | 5000 |
| 55 | 22000 | | 92 | 5000 | I | 11 | 8000 |
| 65 | 33000 | | 94 | 8000 | I | 12 | 12000 |
| 70 | 44000 | | 96 | 12000 | Ι | 13 | 16000 |
| 80 | 55000 | | 98 | 16000 | Ι | 14 | 20000 |
| ====== | | | | | ==== | | |

| DeadOrAlive | Shot and slash may cause instant death to non-bosses. +----+ FP: 20 Found: Mt. Chug-Chug, tunnel to Sielje Region

| ATP | Cost | Ι | HIT% | Cost | | BLT | Cost |
|--------------|------------|-------|--------------|---|------|-------------|---------|
| ======
30 | Start | -==== | - 79 | Start | | ======
5 | Start |
| 35 | 500 | I | 81 | 300 | I | 6 | 500 |
| 40 | 1000 | | 83 | 500 | | 7 | 1000 |
| 45 | 2000 | | 85 | 700 | | 8 | 1500 |
| 50 | 5000 | | 87 | 1200 | | 9 | 3000 |
| 55 | 10000 | | 89 | 2000 | | 10 | 5000 |
| 65 | 22000 | | 91 | 5000 | | 11 | 8000 |
| 75 | 33000 | | 93 | 8000 | | 12 | 12000 |
| 95 | 50000 | | 95 | 12000 | | 13 | 16000 |
| 105 | 75000 | | 97 | 16000 | | 14 | 20000 |
| ====== | ========== | ==== | -====== | ======================================= | ===: | ====== | ======= |

+----+

| ShockSlide | Shot fired into the ground erupts beneath a group of enemies. +----+ FP: 24 Found:

| ATP | Cost | | HIT% | Cost | | BLT | Cost |
|--------|--------|--|--------------|-------|------|-------------|-------|
| 15 | start. | | ======
78 | C+ | ===: | ======
3 | Start |
| 15 | Start | | / 0 | Start | I | 3 | Slarl |
| 20 | 1500 | | 80 | 500 | I | 4 | 1000 |
| 25 | 2500 | | 82 | 1000 | | 5 | 3000 |
| 30 | 3500 | | 84 | 3000 | | 6 | 7000 |
| 35 | 7000 | | 86 | 6000 | | 7 | 10000 |
| 40 | 15000 | | 88 | 9000 | | 8 | 15000 |
| 45 | 25000 | | 90 | 15000 | | 9 | 20000 |
| 55 | 35000 | | 92 | 20000 | | 10 | 30000 |
| 65 | 45000 | | 94 | 25000 | | 11 | 40000 |
| 75 | 55000 | | 96 | 30000 | | 12 | 50000 |
| ====== | | | | | ===: | | |

+----+

| FantomFang | Missile attack on single enemy. +----+ FP: 30 Found: Lost Garden

| ATP | Cost | Ι | HIT% | Cost | | BLT | Cost |
|----------|-------------|-----|----------|-------------|--|--------|--------------|
| 40 | Start | | 77 | Start | | 3 | Start |
| 45
50 | 500
1000 | | 79
81 | 500
1000 | | 4
5 | 1000
3000 |
| 55 | 2000 | | 83 | 3000 | | 6 | 7000 |
| 60 | 5000 | | 85 | 6000 | | 7 | 10000 |
| 65 | 10000 | - 1 | 87 | 9000 | | 8 | 15000 |
| 75 | 22000 | | 89 | 15000 | | 9 | 20000 |
| 85 | 33000 | | 91 | 20000 | | 10 | 30000 |
| 105 | 50000 | | 93 | 25000 | | 11 | 40000 |

| 115 | 75000 | I | 95 | 30000 | Ι | 12 | 50000 | |
|---------------|-------|-----------|----------------|-----------------|---------|--------------|-----------------------------------|-----|
| Blast
+ | + | F | P: 40 | Found: Ga | te | Bridge | all opponents.
(with Mist Cloa | ak) |
| ATP
====== | Cost |
===== | HIT%
====== | Cost
======= |
=== | BLT
===== | Cost
======= | |
| 25 | Start | | 77 | Start | Ι | 3 | Start | |
| 30 | 3000 | | 79 | 1000 | Ι | 4 | 5000 | |
| 35 | 4000 | | 81 | 3000 | Ι | 5 | 7000 | |
| 40 | 5000 | | 83 | 5000 | | 6 | 10000 | |
| 45 | 8500 | | 85 | 7000 | | 7 | 15000 | |
| 50 | 20000 | | 87 | 12000 | | 8 | 20000 | |
| 55 | 30000 | | 89 | 20000 | | 9 | 30000 | |
| 65 | 40000 | | 91 | 30000 | | 10 | 45000 | |
| 75 | 50000 | | 93 | 40000 | | 11 | 60000 | |
| 85
====== | 60000 | | 95
====== | 50000 | | 12 | 65000 | |

| RisingNova | Explosive slash and missile shot at one foe. +----+ FP: 50 Found: Spiral Tower (with Electel)

| ATP | Cost | | HIT% | Cost | | BLT | Cost |
|--------|-------|--|--------|-------|------|-----|-------|
| 60 | Start | |
75 | Start | | 2 | Start |
| 65 | 500 | | 77 | 1000 | | 3 | 5000 |
| 70 | 1000 | | 79 | 3000 | | 4 | 7000 |
| 75 | 2000 | | 81 | 5000 | | 5 | 10000 |
| 80 | 5000 | | 83 | 7000 | | 6 | 15000 |
| 90 | 15000 | | 85 | 12000 | | 7 | 20000 |
| 100 | 30000 | | 87 | 20000 | | 8 | 30000 |
| 110 | 45000 | | 89 | 30000 | | 9 | 45000 |
| 135 | 75000 | | 91 | 30000 | | 10 | 45000 |
| 160 | 99990 | | 93 | 30000 | | 11 | 45000 |
| ====== | | | | | ===: | | |

ORIGINAL POWERS AS KNIGHTBLAZER:

| | ======= | | | | | | | |
|--------------------|----------|---|--|--|--|--|--|--|
| Attack | FP | Description | | | | | | |
| Hot Fencer (1) | 4 | Energy lance strike on single target. Available at start. | | | | | | |
| Gun Blaze | 25
 | Fiery burst is shot at single target. Causes fire damage. Available at start. | | | | | | |
| Banisher | 50
 | Energy burst damages all foes and returns Ashley to normal form. Available at start. | | | | | | |
| Hot Fencer (2) | 4
 | Double-lance attack on one target. Available after
Lost Garden, replaces first Hot Fencer attack. | | | | | | |
| Last Burst | 99
 | Ultimate attack on all enemies, returns Ashley to normal
form and reduces his HP to 1. Available after Lost
Garden. | | | | | | |
| Mad Lucied | | Supreme double-lance strike on single target. Replaces
Hot Fencer after completing the Werewolf's Den side
quest. | | | | | | |
| ================== | ======= | | | | | | | |

BRAD EVANS

Once a soldier in the Slayheim Liberation Army, he now finds himself a prisoner due to alleged war crimes. Physically bulky and powerful, but inside he is quiet, gentle and honorable.

- TOOLS: 1. Kick Boots: Deliver a solid boot to objects directly in front of you, smashing open rusted doors, heavy ARMS chests, pushing or knocking over unstable objects. Acquired in Brad's intro (Greenhell).
 - 2. Bombs: Time-delay bombs break open crates and weak walls, and the explosions can trigger certain switches. You can place up to 5 or 6 at a time. Acquired in Holst.
 - 3. Earthquake: Hammer creates shockwaves that break open all crates in the room and break open walls that are otherwise out of reach. Acquired in Raypoint Geo.
- FORCE POWERS: 1. Lock-On The ARM selected after this command will hit it's target with 100% accuracy and cause extra damage. Available at start of game.
 - 2. Combine Equipped Medium takes form and unleashes a powerful Guardian attack. Only useable when Tim is in the battle party. First available after Hidden Trial Arena.
 - 3. ARM X 2 Use 2 heavy ARMS in one turn. First available after Coffin of 100 Eyes.
 - 4. Boost This ultimate heavy ARM attack locks on and hits enemies with 3X the normal attack power of the selected ARM. Available after completing Raypoint Geo.

ORIGINAL POWERS: ARMS - HEAVY ARMS

+----+

Brad uses heavy artillery to inflict massive damage on his enemies. New ARMS are generally located in special heavy ARMS chests that Brad has to open using his Kick Boots. These weapons can be upgraded at any ARMS shop, but you can only upgrade each ARM a total of 9 times, split how you like between attack power (ATP), hit percentage (HIT%), and bullet capacity (BLT), with each upgrade costing gella. Using these ARMS consumes ammo, which can be replenished at any ARMS shop, bullet load shop, or by using the Bullet Load item. Use Brad's ARMS in combination with his force powers for maximum effectiveness.

| Bazooka | Over-the-shoulder cannon fires missile at single target. +----- FP: 6 Found: Initial equipment

ATP Cost | HIT% Cost | BLT Cost

| 15 | Start | I | 83 | Start | | 6 | Start |
|----|-------|---|-----|-------|-----|----|-------|
| 25 | 500 | 1 | 85 | 100 | | 7 | 200 |
| 30 | 1000 | 1 | 87 | 300 | | 8 | 500 |
| 35 | 2000 | I | 89 | 500 | | 9 | 1000 |
| 40 | 5000 | I | 91 | 700 | | 10 | 1500 |
| 45 | 10000 | Ι | 93 | 1200 | | 11 | 2000 |
| 50 | 20000 | 1 | 95 | 1500 | | 12 | 3000 |
| 55 | 30000 | 1 | 97 | 2000 | | 13 | 4000 |
| 60 | 40000 | I | 99 | 3000 | | 14 | 6000 |
| 65 | 50000 | Ι | 101 | 5000 | | 15 | 8000 |
| | | | | : | === | | |

| Pineapple | Grenade explodes and rains shrapnel on a group of enemies. +----+ FP: 11 Found: Telepath Tower

| ATP | Cost | I | HIT% | Cost | | BLT | Cost |
|--------|-------|---|-----------------|-------|----------|-------------|-------|
|
10 | Start | | -
79 | Start | ===:
 | ======
5 | Start |
| 15 | 1500 | | 81 | 100 | | 6 | 200 |
| 20 | 2500 | | 83 | 300 | | 7 | 500 |
| 25 | 3500 | | 85 | 500 | | 8 | 1000 |
| 30 | 7000 | | 87 | 700 | | 9 | 1500 |
| 35 | 15000 | | 89 | 1200 | | 10 | 3000 |
| 40 | 25000 | | 91 | 2000 | | 11 | 5000 |
| 50 | 35000 | | 93 | 5000 | | 12 | 8000 |
| 60 | 45000 | | 95 | 8000 | | 13 | 12000 |
| 70 | 55000 | | 97 | 12000 | | 14 | 18000 |
| ====== | | | | | ===: | | |

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| AM Cluster | Missile barrage hits all opponents randomly. +----+ FP: 17 Found: Aguel Mine Shaft

| ATP | Cost | | HIT% | Cost | | BLT | Cost |
|-----|-------|-------|-----------|-------|---|-----|-------|
| 8 | Start | -==== | - | Start | | 4 | Start |
| 13 | 1500 | | 77 | 300 | | 5 | 500 |
| 18 | 2500 | | 79 | 500 | Ι | 6 | 1000 |
| 23 | 3500 | | 81 | 700 | Ι | 7 | 1500 |
| 28 | 7000 | | 83 | 1200 | Ι | 8 | 3000 |
| 33 | 15000 | | 85 | 2000 | Ι | 9 | 5000 |
| 38 | 25000 | | 87 | 5000 | Ι | 10 | 8000 |
| 48 | 35000 | | 89 | 8000 | Ι | 11 | 12000 |
| 58 | 45000 | | 91 | 12000 | Ι | 12 | 16000 |
| 68 | 55000 | | 93 | 16000 | | 13 | 20000 |

+----+

| Lawnmower | Concussion grenade knocks down all opponents. +----+ FP: 21 Found: T'Bok Village

| ATP | Cost | HIT% | Cost | I | BLT | Cost |
|---------|----------|------|----------|------|-----|---------|
| ======= | ======== |
 | ======== | ==== | | ======= |
| 8 | Start | 79 | Start | | 5 | Start |
| 13 | 3000 | 81 | 300 | | 6 | 500 |
| 18 | 4000 | 83 | 500 | | 7 | 1000 |
| 23 | 5000 | 85 | 700 | | 8 | 1500 |
| 28 | 8500 | 87 | 1200 | | 9 | 3000 |
| 33 | 20000 | 89 | 2000 | | 10 | 5000 |

| 38 | 30000 | | 91 | 5000 | Ι | 11 | 8000 |
|--------|-------------|-----|----|-------|-----|--------|-------|
| 48 | 40000 | | 93 | 8000 | Ι | 12 | 12000 |
| 58 | 50000 | | 95 | 12000 | Ι | 13 | 16000 |
| 68 | 60000 | | 97 | 16000 | Ι | 14 | 20000 |
| ====== | =========== | === | | | === | ====== | |

| Rail Gun | Mega light beam pounds on single target. +----+ FP: 99 Found: after Coffin of 100 Eyes

| ATP | Cost | I | HIT% | Cost | | BLT | Cost |
|--------|------------|---|---------|-------------|------|-----|---------|
| ====== | ========== | | ======= | =========== | ===: | | ======= |
| 100 | Start | | 50 | Start | Ι | 1 | Start |
| 105 | 500 | | 52 | 1000 | Ι | 2 | 5000 |
| 110 | 1000 | | 54 | 3000 | | 3 | 7000 |
| 115 | 2000 | | 56 | 5000 | | 4 | 10000 |
| 120 | 5000 | | 58 | 7000 | | 5 | 15000 |
| 130 | 15000 | | 60 | 12000 | | 6 | 20000 |
| 140 | 30000 | | 62 | 20000 | | 7 | 30000 |
| 150 | 45000 | | 64 | 30000 | Ι | 8 | 45000 |
| 175 | 75000 | | 66 | 40000 | | 9 | 60000 |
| 200 | 99990 | | 68 | 50000 | | 10 | 65000 |
| ====== | | | | | | | ======= |

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| Mini Scud | Single missile hits a single enemy. +----+ FP: 25 Found: Sleeping Volcano

| ATP | Cost | Ι | HIT% | Cost | | BLT | Cost |
|-----|-------|-------|------|-------|------|--------|-------|
| | | | | | ===: | | |
| 30 | Start | I | 70 | Start | | 4 | Start |
| 35 | 500 | | 72 | 500 | | 5 | 1000 |
| 40 | 1000 | | 74 | 1000 | | 6 | 3000 |
| 45 | 2000 | | 76 | 3000 | | 7 | 7000 |
| 50 | 5000 | | 78 | 6000 | | 8 | 10000 |
| 55 | 10000 | | 80 | 9000 | | 9 | 15000 |
| 65 | 22000 | | 82 | 15000 | | 10 | 20000 |
| 75 | 33000 | | 84 | 20000 | | 11 | 30000 |
| 95 | 50000 | | 86 | 25000 | | 12 | 40000 |
| 105 | 75000 | Ι | 88 | 30000 | | 13 | 50000 |
| | | ===== | | | ===: | ====== | |

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| Sky Eye | Satellite beam fries a group of opponents. +----+ FP: 31 Found: Raypoint Geo

| ATP | Cost | I | HIT% | Cost | | BLT | Cost |
|--------|-------|------|---------|-------|------|-----|---------|
| | | | ======= | | | | |
| 20 | Start | | 73 | Start | I | 3 | Start |
| 25 | 1500 | | 75 | 500 | | 4 | 1000 |
| 30 | 2500 | | 77 | 1000 | | 5 | 3000 |
| 35 | 3500 | | 79 | 3000 | | 6 | 7000 |
| 40 | 7000 | | 81 | 6000 | | 7 | 10000 |
| 45 | 15000 | | 83 | 9000 | | 8 | 15000 |
| 50 | 25000 | | 85 | 15000 | | 9 | 20000 |
| 60 | 35000 | | 87 | 20000 | | 10 | 30000 |
| 70 | 45000 | | 89 | 25000 | | 11 | 40000 |
| 80 | 55000 | | 91 | 30000 | Ι | 12 | 50000 |
| ====== | | -=== | | | ===: | | ======= |

+----+

| EZ Missile | Missile produces shockwaves that damage all foes. FP: 55 Found: Spiral Tower (with Electel)

| ATP | Cost | | HIT% | Cost | | BLT | Cost |
|--------|-------|-------|------|-------|------|-----|-------|
| ====== | | -=== | | | ===: | | |
| 40 | Start | | 79 | Start | | 2 | Start |
| 45 | 3000 | | 81 | 1000 | | 3 | 5000 |
| 50 | 4000 | | 83 | 3000 | | 4 | 7000 |
| 55 | 5000 | | 85 | 5000 | | 5 | 10000 |
| 60 | 8500 | | 87 | 7000 | | 6 | 15000 |
| 65 | 20000 | | 89 | 12000 | | 7 | 20000 |
| 70 | 30000 | | 91 | 20000 | | 8 | 30000 |
| 80 | 40000 | | 93 | 30000 | | 9 | 45000 |
| 90 | 50000 | | 95 | 30000 | | 10 | 45000 |
| 100 | 60000 | | 97 | 30000 | | 11 | 45000 |
| | | ===== | | | ===: | | |

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LITIKA ELENTAK

A young sorceress as yet lacking confidence in her abilities, which is offset by her spunky personality. The youngest member of ARMS and the heart of the team.

- TOOLS: 1. Fire Rod: Shoots a ball of flame away from Lilka in a straight line, triggering switches and lighting torches. Available at start of game.
 - 2. Ice Rod: Shoots a freezing magic stream in a straight line. Extinguishes torches and hits switches. Acquired in Mt. Chug-Chug's tunnel to Sielje Region.
 - 3. Change Rod: Magic converts large healing gems to blocks, and viceversa. Blocks are strong enough to walk on. Acquired in Raypoint Flam.

FORCE POWERS: 1. Mystic Enhances use of items from inventory. Most commonly, will allow you to apply the effect of a single-person item to all allies in battle. See below for other special effects. Available at start of game.

- 2. Combine Equipped Medium takes form and unleashes a powerful Guardian attack. Only useable when Tim is in the battle party. First available after Hidden Trial Arena.
- 3. Extend Makes a magic spell 50% more powerful, and increases the number of targets it would normally affect. Available after speaking to the magic researcher on the Island Outpost on disc 2 (you must complete the Level 2 Magic side-quest first). Make sure you've spoken to Karayan in Sielje after talking to Mr. Day the first time.

4. DualCast Lets you cast any two spells in the same turn. Also, some combinations create new spells (see below for a list of those). Acquired in Raypoint Flam.

Special Mystic Abilities:

| Item/equipment | Effect |
|----------------|--------------------------------------|
| | |
| Fire Ring | Casts Flame on group of enemies |
| Water Ring | Casts Aqua on group of enemies |
| Wind Ring | Casts Vortex on group of enemies |
| Earth Ring | Casts Break on group of enemies |
| Ice Ring | Casts Freeze on group of enemies |
| Thor Ring | Casts Spark on group of enemies |
| Dark Ring | Casts Black Gate on group of enemies |
| Light Ring | Casts Nova Rain on group of enemies |
| Holy Grail | Casts Thanatos X on entire party |
| Talisman | Casts Heal on entire party |
| Life Orb | Casts Hi-Heal on entire party |
| Full Libra | Casts Restore on entire party |

Dual cast combo Spell produced Effect

| Heal + Hi-Heal | Critical Heal | Fully heal entire party |
|--------------------|-------------------|-----------------------------|
| Flame + Hi-Flame | Caloric Nova | Flame explosion on all foes |
| Aqua + Hi-Aqua | Water Catastrophe | Tidal wave drowns all foes |
| Freeze + Hi-Freeze | Snow White | Blizzard freezes all foes |
| Vortex + Hi-Vortex | Spiral Typhoon | Tornado slams everyone |
| Break + Hi-Break | Gaia Crash | Meteors rain down on foes |
| Spark + Hi-Spark | Thunder Break | Massive lightning storm |
| Saber + Saber | Acacic Rewriter | Non-elemental explosion |

ORIGINAL POWERS: CREST MAGIC

Lilka is a crest sorceress, and can use spells inscribed on magic Crests through a combination of basic elements. Once a crest is obtained, the spell written on it can be erased and replaced with a different spell at any time by visiting any magic shop. Level 1 spells are all available from the start of the game. Level 2 spells may or may not become available, depending on whether you locate the secret magic researcher (see the Side Quests section for full details on obtaining advanced magic, specifically section 'Quest IO' for the Island Outpost).

| LEVEL 1 MAGIC |

| ========== | | |
|------------|----|----------------------------------|
| Name | FP | Description |
| Heal | 5 | Heal some HP in single target |
| Revive | 10 | Return ally to life with some HP |
| Flame | 12 | Fire magic on single target |
| Aqua | 12 | Water magic on single target |
| Vortex | 12 | Wind magic on single target |
| Break | 12 | Earth magic on single target |
| Freeze | 12 | Ice magic on single target |
| Spark | 12 | Lightning magic on single target |
| Protect | 8 | Raise ally's MGR for battle |

| Shield | 8 | Raise ally's DFP for battle |
|--------------|----|--------------------------------------|
| MageWeapon | 25 | Raise ally's ATP for battle |
| Air Screen | 8 | Raise ally's PRY for battle |
| Quick | 15 | Raise ally's RES for battle |
| Rise&Shine | 10 | Cure or prevent sleep status |
| Reflect | 65 | Target's magic damage goes to caster |
| Dispel | 12 | Remove magic effects, stat bonuses |
| ============ | | |

| LEVEL 2 MAGIC |

| Name | FP | Description |
|------------|----|---|
| Hi-Heal | 55 | Heal a lot of HP in single target |
| Hi-Revive | 50 | Bring ally back to life with full HP |
| Hi-Flame | 50 | Strong fire magic on single target |
| Hi-Aqua | 50 | Strong water magic on single target |
| Hi-Vortex | 50 | Strong wind magic on single target |
| Hi-Break | 50 | Strong earth magic on single target |
| Hi-Freeze | 50 | Strong ice magic on single target |
| Hi-Spark | 50 | Strong lightning magic on one target |
| Saber | 40 | Non-elemental magic damage on single target |
| Restore | 9 | Cure all abnormal statuses |
| Irresist | 70 | Reduce enemy group's MGR |
| Might Body | 5 | Ups stats in target, makes target auto-battle |
| HypeWeapon | 70 | Greatly increase ATP for one ally |
| Armor Down | 70 | Drop enemy group's DFP |
| Slowdown | 70 | Drop enemy group's RES |
| Field | 10 | Make one ally resist 1/2 of element damage |

TIM RHYMELESS

A young orphan living in Baskar Village, he was gifted early on with the ability to communicate with the Guardians, though this gift may be setting him up for tragedy.

- TOOLS: 1. Pooka: This sub-spirit floats at the same level as the party and can move about independently within the current screen. Can open chests and press switches that are otherwise unreachable. Acquired in Hidden Trial Arena.
 - 2. Air Ballet: Magic wand shoots a burst of air in a straight line, pushing crates and other objects, and triggering some switches. Acquired in Emulator Zone.
 - 3. Mist Cloak: Makes Tim intangible and floats him forward two steps. Can pass through chain-link fences and float across small gaps. Acquired in Raypoint Wing.
- FORCE POWERS: 1. Shift FP Adds one force level (25 FP) to the two other party members during battle. Available at start of game.
 - 2. Combine Equipped Medium takes form and unleashes a

powerful Guardian attack. First available after Hidden Trial Arena.

3. Divide A.k.a. 'Power Divider'. If input when facing multiple enemies, it will cut their HP in half. If input when fighting a single enemy, it will transform it into a monster with a level equal to 1/2 of the original's, rounded up to the nearest whole number. Available after completing Sacrificial Altar.

ORIGINAL POWERS: GUARDIAN MAGIC

Tim can use energy from defeated monsters to extract magic abilities from Mediums in the party's possession. Check pg. 3 under Tim's status in the menu to see his list of abilities. To learn abilities, equip Tim with the appropriate Medium, and have him kill the listed number of enemies in battles. Other party members can wound the monsters, but Tim has to deal the finishing blow, either through physical attacks or with magic.

| Medium | FP | Ability | Effect | Kills |
|-------------|----|------------|---------------------------------------|-------|
| Odoryuk | 24 | First Aid | Heal entire party a little | 5 |
| | 4 | TurnUndead | Light magic to banish undead monsters | 15 |
| Grudiev | 12 | Rock Bolt | Earth magic hits single target | 3 |
| | 50 | Graviton | Earth magic hits group of targets | 15 |
| Schturdark | 12 | Water Gun | Water magic douses single target | 3 |
| | 50 | Submerge | Water magic drowns group of targets | 15 |
| Moor Gault | 12 | Red Beaut | Fire magic fries single target | 3 |
| | 50 | Napalm Hit | Fire magic burns group of targets | 15 |
| Fengalon | 12 | Sonic Claw | Wind magic slices single target | 3 |
| | 50 | Tempest | Wind magic blows group of targets | 15 |
| Nova Shax | 12 | Lightnin' | Lightning magic zaps single target | 10 |
| | 50 | Plasma Tap | Lightning magic shocks group of foes | 20 |
| Aru Sularto | 12 | Ice Beam | Ice magic freezes single target | 10 |
| | 50 | Arctic | Ice magic chills group of targets | 20 |
| Leitea Salk | 12 | Black Gate | Dark magic hits single target | 10 |
| | 50 | Dark Star | Dark magic slams group of foes | 20 |
| Ge Ramtos | 20 | Arcana 13 | Chance of instant death to one foe | 30 |
| | 12 | Thanatos X | Protect party from instant death | 50 |
| Stare Roe | 12 | Arrow Shot | Light magic pierces single target | 10 |
| | 50 | Nova Rain | Light magic falls on group of foes | 20 |
| Rigdobrite | 50 | Valkyrie | Non-elemental magic on all foes | 10 |
| | 75 | Cosmic Ray | Stronger non-elemental magic on all | 20 |
| Chapapanga | 77 | Goldhammer | ??? | 50 |
| | 7 | Lucky Word | Raise allies' luck by 1 in battle | 77 |
| Dan Dairam | 70 | Speed Down | Decrease group of foes' RES & PRY | 15 |
| Raftina | 50 | Full Heal | Restore one ally's HP completely | 50 |
| Justine | 80 | Bold Lance | Laser non-elemental strike on one foe | 99 |
| Zephyr | 99 | Apocalypse | All-elemental attack on all foes | 99 |

^{4.} Hi-Combo Special Combine-type attack useable only with golden-colored mediums. Available after completing Raypoint Wing.

She has replaced much of her body with Victor-Series bionic implants, in order to fulfill what she believes is her destiny as a descendent of the Sword Magess of legend. Her real name is Aisha Bernadette, but she has long given up that identity. She wanders the land as a Merc, a ruthless bounty hunter.

- TOOLS: 1. Wire Hook: Shoots a grapple on a wire straight ahead. When it hits a hook post, Kanon will be pulled across the intervening space to arrive at the post. Acquired in Coffin of 100 Eyes.
 - 2. Rad Blades: Rocket skates that propel Kanon forward until an obstacle is encountered. Allows you to travel safely over hazardous terrain. Acquired in Grotto of Lourdes.
 - 3. Jump Shoes: When used while standing on special symbols, will propel Kanon to new heights. Acquired in Raypoint Muse.
- FORCE POWERS: 1. Gat Lv. 1 Combo attack with bionic left foot, combined with any level 1 original power. Available at start of game.
 - 2. Gat Lv. 2 Combo attack using bionic arm, followed by any level 2 original power. Available as soon as any level 2 powers are sparked.
 - 3. Gat Lv. 3 Quick attack using bionic parts, followed by any level 3 original power. First accessible after Grotto of Lourdes.
 - 4. Gat Lv. 4 Multi-hit combo with all bionic parts, followed by any level 4 original power. First accessible after Raypoint Muse.

ORIGINAL POWERS: BIONICS

Kanon has replaced much of her body with bionic implants. These can deliver powerful superhuman attacks on her opponents. To learn new moves, simply use the current ones. Each time, there is a chance that the bionic governor keeping the other parts in check will be overridden, and a new ability will be added to her repertoire. The higher-level abilities are more difficult to learn, so be patient and persistent (there are set percentage chances of learning the new skills using the appropriate lower-level skill, and it takes either a lot of luck or a lot of patience and persistence to learn the more powerful abilities). All abilities hit only single targets.

| Ability | FP Description | Learned from Difficulty |
|-----------|---------------------------------|---------------------------|
| ========= | | |
| (Level 1) | | |
| Left Edge | 20 Rising spiral cut | Start |
| Pike Kick | 40 Driving flying kick | Start |
| Drive Cut | 45 Slash plus explosion | Start |
| | | |
| (Level 2) | | |
| Wire Fist | 50 Punch with detachable fist | Left Edge Easy |
| Arc Kick | 70 Double somersault kick | Pike Kick Easy |
| | | or Left Edge Easy |
| (Level 3) | | |

 Phalanx
 90 | Shockwave thrust forward
 | Drive Cut
 | Hard

 Vortex Cut
 75 | Forward stab with shockwave
 | Phalanx
 | Easy

 |
 |
 | or Pike Kick | Medium

 (Level 4)
 |
 |
 | or Drive Cut

 Eagle Claw
 99 | Ultimate full-body drive
 | Phalanx
 | Very Hard

A mysterious figure who seems to know Ashley, though he has no memory of her. She appears to shun sunlight...

- TOOLS: 1. Electel: Electric charge fires straight ahead. Charge ignites fuses and other electrical devices. Available at start.
 - 2. Windup Key: Winds up springs in special blocks to make them move. Acquired in Promised Catacombs.
 - 3. My Mike: Musical microphone summons monsters if there are any in the room and automatically initiates battle. Acquired in Lost Garden using Windup Key. Needed to release pyramid bosses.
- FORCE POWERS: 1. Qubeley Drill golem burrows out from underground and explodes, damaging all enemies with non-elemental power. Available at start.
 - 2. Asgard Summons level 3 heavy armor golem, assaults all enemies with ground punch. Found in Crimson Castle secret room.
 - 3. Lucifer Type '0' long-range air attack from transforming golem on all foes. Found in Fab Science Lab.
 - 4. Asgard 2 Level 3 heavy armor golem with jetpack slams ground and sends all enemies flying. Found in Fab Science Lab.

ORIGINAL POWERS: RED POWER

Marivel acquires her personal abilities by absorbing them from certain monsters. This is accomplished by using her Skill Drain ability, which she can use from the start, on the appropriate monsters. This attack will miss if the creature doesn't have any absorbable abilities, but even when they do, there is a chance that Marivel will still miss absorbing it. Keeping her luck high will minimize this possibility. The attacks she can learn are all unique to the monster that uses it too. Even if the animation and effect is the same as another attack, as long as the name is unique, then Marivel might be able to learn it. Please see the monster album in this guide and the walkthrough for more details on the locations of these monsters if necessary.

| Ability | FP | Description | Monster | Location |
|-------------|-------|-----------------------------|----------|----------|
| =========== | ===== | | | |
| Skil Drain | 4 | Absorb new ability from foe | At start | |
| Life Drain | 5 | Suck HP from single target | At start | |

| Firebolt 12 Fire magic o | n single target | Urchin Bug | by Greenhell |
|--------------------------------|--------------------|--------------|---------------|
| Cremation 55 Fire magic o | n all targets | Efreet | Raypoint Flam |
| Geyser 12 Water magic | on single target | Cuttlefish | Inner Sea |
| Maelstrom 55 Water magic | on all targets | Vepar | N Outer Sea |
| Rock Gazer 12 Earth magic | on single target | Alligatiger | Raypoint Geo |
| Tera Break 55 Earth magic | on all targets | Myrmecoleo | island in W |
| Air Slash 12 Air magic on | single target | Briareos | Raypoint Wing |
| Twister 55 Air magic on | all targets | Gargoyle | Wind Tiger's |
| Frigid 12 Ice magic on | single target | Fleurety | Sielje area |
| Absolute 0 55 Ice magic on | all targets | Gigafrost | Raypoint Muse |
| Inspire 12 Thunder magi | c on single target | Furfur | DiabloP Caina |
| Thunderbolt 55 Thunder magi | c on all targets | Thunderdrake | Thund Lion's |
| Shadowbolt 12 Dark magic o | n single target | Twin Tail | Quartly area |
| Armageddon 55 Dark magic o | n all targets | Dumpty | by Sylvaland |
| Aport 12 Non-elementa | l hit on single | Bockle | near Slayheim |
| Megaton 55 Non-elementa | l hit on all | Nybbas | island in E |
| Erg Phasor 90 Strong non-e | lemental on one | Buckbaird | Coffin of 100 |
| GellaCrazy 99 Throw your g | ella to damage all | Melchom | by Greenhell |
| Guillotine 4 Chance of in | stant death on one | Hope Diamond | Prmsd Catcmbs |
| Demonangle 60 Chance of in | stant death on all | BlackSabbath | Werewolf's Dn |
| Status Lok 30 Prevent stat | us effects in ally | Skid Lancer | Outer Sea |
| Booster 70 Boost stats | and auto-battle | Agion | Sea of Mud |
| Def Down 85 Decrease DFP | & MGR of group | Elbucky | Spiral Tower |
| Esc Down 80 Drop group's | PRY to 0 | Potatohead | island in SW |
| Sleep 8 Put group of | enemies to sleep | Man Trap | Sylvaland |
| Power Seal 8 Cause abilit | y block in single | Earth Figure | Holst area |
| Anti-Magic 25 All magic mi | sses on that turn | Humpty | by Sylvaland |
| Canceller 25 Try to cance | l target's command | Aaman | by Sylvaland |
| Wildcard 4 Randomly cas | t a learned power | Balloon | Meria Boule |
| Sacrifice 4 Kill an ally | to slam all foes | Will-o'-Wisp | G. Le Gable |
| | | | |
| | | | |

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ANASTASIA

The Sword Magess, a member of the family Valeria and hero of legend.

| FORCE POWERS: | 1. Impulse | Use sword's power of light to attack single |
|---------------|--------------|--|
| | | target for heavy damage. Available at start. |
| | | |
| | 2. BladeHeal | Heal entire party's HP fully and remove |
| | | abnormal statuses. Available at start. |

ORIGINAL POWERS: ARGETLAHM

Anastasia's powers are derived from her legendary sword.

| Providence | 50 | Increase all allies' DFP and MGR for the rest of the fight |
|------------|----|--|
| Air Guard | 50 | Increase all allies' RES and PRY for the rest of the fight |
| Salvation | 80 | Give each ally one chance to revive automatically upon dying |

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-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
The Guardian of Desire, in the form of a sentient wolf.
FORCE POWERS: 1. Blackdash
                   Lightspeed attack on single target.
                   Available at start.
         2. Rage Moon
                   Howl at the moon triggers heavy damage on all
                   opponents. Available at start.
ORIGINAL POWERS: RUINATION
  Lucied's abilities are part and parcel of being a Guardian.
      FP Description
Abilitv
50 Quick fang attack on single enemy
Wolf Fang
Last Fang 70 Powerful dash attack on single enemy
\backslash
}
                    9) LISTS
                                           {
/
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
 9a) GUARDIANS / MEDIUMS
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
 | Grudiev | Earth Guardian Found: Town of Meria, for catching cat |
 +-----
      | COMBINE: Magnetron Bomb
                       Massive earth damage on all foes
                       Pulls foes into gravity well
      _____
      | CUSTOM COMMAND: Defencer Protect allies from attacks, take |
                       their damage while defending
      - I
      _____
      | STAT BONUSES: VIT +10%
                                           _____
 | Schturdark | Water Guardian Found: Valeria Chateau, 2nd floor
                                         _____
 +-----
      | COMBINE: Assault Tide
                       Massive water damage on all foes
                       Scoops up enemies in water vortex |
      _____
      | CUSTOM COMMAND: Analyze
                       Reveal one opponent's level, HP, |
                       and weaknesses (no good on bosses)
      _____
      | STAT BONUSES: SOR +10%
                                           _____
 +-----
 | Moor Gault | Fire Guardian Found: Valeria Chateau, 2nd floor
                                          _____
      | COMBINE: Vapor Blast
                       Massive fire damage on all foes
                                          Burst of flame from sky
                                           - I
```

_____ | CUSTOM COMMAND: Smash Hit Special critical physical attack on one opponent _____ | STAT BONUSES: STR +10% _____ | Fengalon | Wind Guardian Found: Wind Tiger's Den _____+___+______ | COMBINE: Molecular Break Extreme wind damage on all foes Tornado tears up terrain _____ | CUSTOM COMMAND: Pickpocket Chance of stealing an item from | an enemy. _____ | STAT BONUSES: RES +10% _____ Odoryuk | Life Guardian Found: Equipped on Tim at start | COMBINE: Live Horn Unicorn magic revives the fallen | and heals and cures all statuses -----| CUSTOM COMMAND: Dig Out Find a random item from the battlefield _____ | STAT BONUSES: VIT +10%, SOR +10% _____ _____ | Nova Shax | Lightning Guardian Found: Thunder Lion Cage +-----| COMBINE: Dash Corrida Massive lightning damage on all Thunderstorm pounds terrain _____ | CUSTOM COMMAND: Aiming Improve HIT% on physical attack _____ | STAT BONUSES: RES +20% _____ ______ | Aru Sularto | Snow Guardian Found: Abandoned Icebox | COMBINE: Ice Coffin Massive ice damage on all Shards of ice rise up from ground | _____ | CUSTOM COMMAND: Power Charge Boost attack power for normal | physical attack next turn _____ | STAT BONUSES: STR + 20% +-----| Leitea Salk | Darkness Guardian Found: Dark Reason _____+ | COMBINE: Negative Zone Massive dark damage on all foes Crush in dark dimension

```
_____
    | CUSTOM COMMAND: Counterattack For that turn, enemies get the |
                   damage from normal hits on you |
    _____
    | STAT BONUSES: SOR +10%, RES +10%
    _____
| Ge Ramtos | Death Guardian
               Found: Lost City Archeim
                                  +------
    | COMBINE: Ge Maximum
                 Chance of instant death on all foes |
                 Deadly rain from heavens
    1
                                  _____
    | CUSTOM COMMAND: Hide in Shadows Make yourself invisible to |
                    enemies for that turn
    _____
    | STAT BONUSES: SOR +20%
    _____
______+
| Stare Roe | Light Guardian
               Found: Shining Garden
                                  +-----
                 Massive light attack on all foes |
    | COMBINE: Soul Deleter
                  Supernova in other dimension
                                  _____
    | CUSTOM COMMAND: Shoot Item Use special items from inventory |
                  to cause damage to targets
                                  1
    _____
    | STAT BONUSES: VIT + 10%
    _____
| Rigdobrite | Star Guardian Found: Meteorite Crater
                                   1
+-----
    | COMBINE: Operation Meteo
                  Massive non-elemental damage to all
                  Meteor from space crashes down
    _____
    | CUSTOM COMMAND: Artifact Elemental attacks using Artifacts |
                  found in Meteorite Crater
    1
    _____
    | STAT BONUSES: STR +10%, RES +10%
    _____
| Chapapanga | Luck Guardian Found: Good Luck Zone
                                  | HI-COMBO: Lucky Shot
                  Damage random single target and
                                 |
    make it drop its item, if any
    _____
    | CUSTOM COMMAND: Randomizer Use random original power learned |
                  regardless of FP required
                                  _____
    | STAT BONUSES: STR +15%, VIT +15%, SOR +15%, RES +15%
                                  _____
| Dan Dairam | Spacetime Guardian Found: Promised Catacombs
    ____+
    | HI-COMBO: System Chronos
                  Freezes time for all but Tim for
                                  three turns with spacetime magic
```

| CUSTOM COMMAND: Move Canceller Chance of canceling target's | action for that turn _____ | STAT BONUSES: SOR + 50% _____ | Love Guardian Found: Sacrificial Altar/see side quests | | Raftina | HI-COMBO: Seraphim Goat Chance of instant death to all and | heals party unless fight is over | _____ | CUSTOM COMMAND: Invincible Render character immune to all attacks and effects that turn _____ | STAT BONUSES: STR +5%, VIT +20%, SOR +30%, RES +5% _____ | Courage Guardian Found: Sacrificial Altar/see side quests | | Justine | HI-COMBO: Justine Attack Non-elemental assault on all foes | Voltron-style robot attack _____ | CUSTOM COMMAND: Branch Zap Normal attack hits all targets in same turn, dividing damage _____ | STAT BONUSES: STR +20%, VIT +10%, RES +30% _____ | Zephyr | Hope Guardian Found: Sacrificial Altar/see side quests | +-----| HI-COMBO: Terra Faust All-element cosmic supernova Exploits any elemental weakness _____ | CUSTOM COMMAND: Force Charge Increase force meter by one level (i.e. 25 FP) _____ | STAT BONUSES: STR +20%, VIT +20%, SOR +10% _____ 9b) ITEMS =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= Sale Effect Name Price Location found | -- | Any shop TeleportGem | Travel instantly to known town TeleportOrb | Same as above but permanent inventory | -- | T'Bok Village | 15 | Various Heal Berry | Restore up to 500HP in one Big Berry | Restore up to 2000HP in one | 150 | Various Mega Berry | Restore HP fully in one | 750 | Various ReviveFruit | Bring dead character back to life | 1500 | Various Full Revive | Revive with full HP | 3750 | Various Mini Carrot | Add 25 FP to single character | 37 | Various Full Carrot | Raise FP to 100 in single character | 75 | Various Bullet Load | Refill ammo of one ARM | 15 | Various

| Antidote | L Cure neicon/wile neicon | 15 | Various |
|---------------------------|--|------------|--------------------|
| Medicine | Cure poison/vile poison
 Cure disease in one | 15
 15 | Various |
| | | 15
 15 | Various |
| Toy Hammer
Violet Rose | Cure forgetfulness in one | 15
 15 | Various |
| | Cure ability block in one
 Cure downhearted in one | 15
 15 | Various |
| Peppy Acorn | | - | |
| Pinwheel | Cure confusion in one | 15 | Various |
| Pixie Dust | Cure paralysis in one | 15 | Various |
| Softener | Cure petrification in one | 15 | Various |
| War Respite | Cure all statuses in one | 3750 | Various |
| Ambrosia | Cure all and fully heal one | 7500 | Various |
| Tiny Flower | Raise LCK by one level | | Various |
| Lucky Card | Double EXP and gella from fight | 15 | Various |
| STR Apple | Increase STR permanently by 2 | | Various |
| VIT Apple | Increase VIT permanently by 2 | | Various |
| SOR Apple | Increase SOR permanently by 2 | | Various |
| RES Apple | Increase RES permanently by 2 | | Various |
| Duplicator | Open magical locks on chest and doors | | Various |
| Secret Key | Open doors in Good Luck Zone | 1500 | Steal from Golpa |
| Stone | Use with Stare Roe's Shoot, lvl 1 | 1 | Dropped by various |
| Boomerang | Use with Stare Roe's Shoot, lvl 2 | 150 | Dropped by various |
| Chakram | Use with Stare Roe's Shoot, lvl 3 | 450 | Dropped by various |
| Bust | Use with Stare Roe's Shoot, lvl 4 | 900 | Dropped by various |
| Spoon | Use with Stare Roe's Shoot, lvl 5 | 1875 | Dropped by various |
| Grenade | Use with Stare Roe's Shoot, lvl 6 | 3750 | Dropped by various |
| Shuriken | Use with Stare Roe's Shoot, lvl 7 | 6000 | Bad News/Murdoch |
| Viper Fang | Use with Stare Roe's Shoot, lvl 8 | 9999 | Spiral Tower area |
| Earth Groan | Use with Rigdobrite's Artifact, earth | | Meteorite Crater |
| Water Drip | Use with Rigdobrite's Artifact, water | | Meteorite Crater |
| Fire Rage | Use with Rigdobrite's Artifact, fire | | Meteorite Crater |
| Zephyr Claw | Use with Rigdobrite's Artifact, wind | | Meteorite Crater |
| Snowflake | Use with Rigdobrite's Artifact, ice | | Meteorite Crater |
| - | Use with Rigdobrite's Artifact, spark | | Meteorite Crater |
| | Use with Rigdobrite's Artifact, light | | Meteorite Crater |
| | Use with Rigdobrite's Artifact, dark | | Meteorite Crater |
| Crest Cap | Holds a spell for one use by anyone | | Various |
| Crest | For inscribing a spell | | Various |
| Crest E | Inscribed spell uses 1/2 the FP | | Pirate's Warren |
| Crest S | Inscribed spell is 50% stronger | | Lost Garden |
| | Raise Hob&Nob's ATP by 5% | | Various |
| Gimel Coin | Lets you restart a battle when dead | | Various |
| Jail Card | Opens doors in Illsveil Prison | | Illsveil Prison |
| Map Scope | Shows map of your area | | Under Traffic |
| Data Tablet | Odessa data device | | Inner Sea |
| Recorder | Records and plays back voices | | Alchemic Plant |
| Conductor | Powers elevators in Lost City Archeim | | Lost City Archeim |
| Stone Drago | Contains Zephyr | | Sacrificial Altar |
| Stone Lion | Contains Justine | | Sacrificial Altar |
| Stone God | Contains Raftina | | Sacrificial Altar |
| ================ | | ======= | |

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9c) EQUIPMENT - WEAPONS

In case you can't figure it out for some reason: Gun Warrior = Ashley Prisoner 666 = Brad Crest Sorceress = Lilka Zoa Priest = Tim Bounty Hunter = Kanon

Crimson Noble = Marivel Sword Saint = Anastasia

Weapons for a Gun Warrior (Bayonets)

| Name | | ATP | | Buy | | Sell | | Location |
|-------------|--|------|---|------|---|------|---|---------------------|
| Longhorn | | 0 | | | | 7 | | Initial equipment |
| Rhino Shot | | +3 | | 110 | Ι | 82 | | Town of Meria shop |
| Riot Ram | | +8 | | 500 | Ι | 375 | Ι | Damzen City shop |
| Greyhound | | +15 | | 1450 | Ι | 1087 | | Halmetz shop |
| Raid Blast | | +24 | I | 3100 | Ι | 2325 | Ι | Sielje Region shop |
| Dual Shot | | +35 | I | 4200 | Ι | 3150 | Ι | Quartly shop |
| SniperShark | | +48 | I | 5500 | Ι | 4125 | Ι | Guild Galad shop |
| D Bison | | +63 | I | | Ι | 4650 | Ι | Coffin of 100 Eyes |
| Sonic Burst | | +80 | I | 6800 | Ι | 5100 | Ι | Palace Village shop |
| Obelisk Gun | | +120 | I | | Ι | 6600 | Ι | Fiery Wreckage |
| Shootn Star | | +250 | I | | Ι | 9000 | Ι | Defeat Titanius |
| | | | | | | | | |

Weapons for Prisoner 666 (Might Gloves)

| Name | | ATP | Buy | | Sell | | Location |
|---|-----|------|-----------|-----|--------|-----|----------------------|
| ======================================= | === | |
===== | -=- | ====== | -== | |
| Iron Fist | | 0 | | Ι | 7 | Ι | Initial equipment |
| Hammer Fist | | +3 | 120 | Ι | 90 | Ι | Town of Meria shop |
| Punch Drunk | | +9 | 600 | Ι | 450 | Ι | Damzen City shop |
| Knuckle Arm | | +16 | 1600 | Ι | 1200 | Ι | Halmetz shop |
| Crisis Arm | | +28 | 3500 | Ι | 2625 | Ι | Sielje Region shop |
| Mirage Hand | | +42 | 4600 | Ι | 3450 | Ι | Quartly shop |
| Uppercut | | +96 | | Ι | 3900 | Ι | Battle with FakeBrad |
| 100 Knuckle | | +118 | 6300 | Ι | 4725 | Ι | Palace Village shop |
| Giant Fist | | +144 | | Ι | 6750 | Ι | Raypoint Geo |
| | | |
 | | | | |

Weapons for a Crest Sorceress (Umbrellas)

| Name | | ATP | | Buy | | Sell | | Location |
|-------------|---|------|---|------|---|------|---|---------------------|
| Mumbrella | | 0 | | | | 7 | | Initial equipment |
| Flumrella | I | +2 | | 90 | | 67 | Ι | Town of Meria shop |
| PixyParasol | Ι | +5 | | 400 | I | 300 | I | Damzen City shop |
| Sunshade | Ι | +10 | | 1200 | | 900 | Ι | Halmetz shop |
| Gay Parasol | Ι | +16 | | 2500 | | 1875 | Ι | Sielje Region shop |
| Elf Parasol | Ι | +25 | | 3900 | | 2925 | Ι | Quartly shop |
| Geranium | | +33 | | 4800 | | 3600 | Ι | Guild Galad shop |
| Dumbrella | | +44 | | | | 4050 | Ι | Coffin of 100 Eyes |
| Bow Parasol | | +56 | | 6200 | | 4650 | Ι | Palace Village shop |
| Pulbo Calbo | | +84 | | | | 6600 | Ι | Raypoint Flam |
| Black Queen | Ι | +182 | I | | Ι | 8625 | | Defeat Zavorg |
| | | | | | | | | |

Weapons for a Zoa priest (Staffs)

| Name | Ι | ATP | Buy | Se | 11 | Location |
|-------------------|-----|--------|------|-------|-------|-------------------|
| ================= | === | ====== | ==== | ===== | ===== | |
| Magic Staff | Ι | 0 | | | 7 | Initial equipment |

| Dream Wand | +5 | 2300 | Ι | 1725 | Sielje Region shop |
|------------|------|------|---|------|---------------------|
| Rune Staff | +13 | 3600 | Ι | 2700 | Quartly shop |
| Magic Wand | +22 | 4500 | Ι | 3375 | Guild Galad shop |
| Crest Wand | +34 | | Ι | 3825 | Coffin of 100 Eyes |
| Holy Staff | +45 | 7500 | Ι | 5625 | Palace Village shop |
| Fate Staff | +73 | | Ι | 6750 | Raypoint Wing |
| Dist Dims | +171 | | Ι | 9000 | Defeat Zolinge |
| |
 |
 | | | |

Weapons for a Bounty Hunter (Blades)

| Name | Ι | ATP | Buy | Ι | Sell | Location |
|------------------|-----|------|-------|-----|---------|--------------------------------|
| ================ | === | | ===== | ==: | ======= | ============================== |
| Baserade | | 0 | | | 7 | Initial equipment |
| Main Gauche | | +23 | | | 5250 | Grotto of Lourdes |
| Bright Edge | | +37 | 8000 | | 6000 | Palace Village shop |
| Quick Knife | | +52 | | | 6750 | Raypoint Muse |
| Violator | | +150 | | | 7500 | Defeat Xenon |
| | | | | | | |

Weapon for a Crimson Noble (Telepathic attack robots)

| Name | | ATP | Buy | Ι | Sell | Ι | Location |
|--|--|-----|-----|--------------|------|---|-------------------|
| ====================================== | | 0 | | ===

 | | | Initial equipment |

Weapon for a Sword Saint

| Name | Ι | ATP | Buy | | Sell | Ι | Location |
|---------------------|-----|--------|-------|-----|-------|-----|-------------------|
| =================== | === | ====== | ====: | === | ===== | === | |
| Argetlahm | Ι | 0 | | | | | Initial equipment |
| | | | | | | | |

9d) EQUIPMENT - ARMOR

Protective Gear for a Gun Warrior

| Name | | DFP | I | Buy | Ι | Sell | | Location |
|--|----|------|-----|------|-----|------|-----|---------------------|
| ====================================== | | | -=- | | ==: | | === | |
| Jean Jacket | | 0 | | | | 7 | | Initial equipment |
| Hard Jumper | Ι | +2 | Ι | 90 | Ι | 67 | Ι | Town of Meria shop |
| Flak Jacket | Ι | +6 | | 450 | Ι | 337 | Ι | Damzen City shop |
| Ti Jacket | | +12 | I | 1300 | Ι | 975 | Ι | Holst shop |
| Chain Mail | | +19 | I | 3000 | Ι | 2250 | Ι | Sielje Region shop |
| Full Metal | | +27 | I | 4000 | Ι | 3000 | Ι | Quartly shop |
| Bounty Gard | | +36 | I | 5300 | Ι | 3975 | Ι | Guild Galad shop |
| Trench Coat | | +46 | | | Ι | ? | Ι | Coffin of 100 Eyes |
| Cloth Coat | | +57 | | 7200 | Ι | 5400 | Ι | Palace Village shop |
| Red Jacket | | +82 | | | Ι | 6750 | Ι | Fiery Wreckage |
| Nine Lives | | +180 | | | Ι | 9750 | Ι | Glaive Le Gable |
| (also MGR+100 |)) | | | | | | | |
| | - | - | - | _ | | | | |

| (head) | | | | |
|-------------|--|-----|------------|-------------------|
| Cowboy Hat | | 0 |
 7 | Initial equipment |
| 10-Gal Hat | | +5 |
 450 | Town of Meria |
| Red Cap | | +11 |
 900 | Sylvaland Castle |
| Migrant Hat | | +18 |
 1425 | Tunnel to Sielje |
| Lone Wolf | | +27 |
 2100 | Slayheim Castle |
| Sunbird Hat | | +37 |
 2850 | Sacrificial Altar |
| Texas No. | | +59 |
 4500 | Good Luck Zone |
| | | |
 | |

Protective Gear for Prisoner 666

| Name | | DFP | Buy | | Sell | | Location |
|--------------|----|------|------|-----------------------------------|------|--------------|---------------------|
| (body) | | | | | | | |
| Army Vest | Ι | 0 | | | 7 | | Initial equipment |
| Ti Plate | I | +3 | 100 | | 75 | | Town of Meria shop |
| Travel Vest | | +7 | 500 | | 375 | | Damzen City shop |
| Camo Vest | | +15 | 1400 | | 1050 | | Holst shop |
| Metal Plate | | +23 | 3200 | | 2400 | | Sielje Region shop |
| Ferdinand | | +33 | 4500 | | 3375 | | Quartly shop |
| Best Vest | | +69 | | 4575 Defeat Belleclaire | | | |
| Breastplate | | +83 | 7200 | 7200 5400 Palace Village shop | | | Palace Village shop |
| Cromwell | | +99 | | 6675 Raypoint Geo | | Raypoint Geo | |
| Braver Vest | | +216 | | | 8250 | | Glaive Le Gable |
| (also MGR+10 | 0) | | | | | | |
| | - | | | | | | |
| (head) | | | | | | | |
| Bandanna | | 0 | | | 7 | | Initial equipment |
| Head Gear | | +6 | | | 375 | | Mt. Chug-Chug |
| Hard Gear | | +13 | | | 750 | | Baskar Village |
| Plus Band | | +22 | | | 1200 | | Slayheim Castle |
| Hyper Gear | | +45 | | | 1725 | | Sacrificial Altar |
| Dead Heat | | +71 | | | 3000 | | Defeat Geo Knight |
| | | | | | | | |

Protective Gear for a Crest Sorceress

| Name | I | DFP | I | MGR | Ι | Buy Sell | | Sell | Location |
|--|---|------|-----|------|-----|------------|-----|------|---------------------|
| ====================================== | | | -== | | ==: | | ==: | | |
| Breeze Cape | | 0 | | 0 | | | | 7 | Initial equipment |
| Mage Robe | | +1 | | +3 | Ι | 80 | | 60 | Town of Meria shop |
| Mist Blazer | | +4 | | +5 | Ι | 300 | | 225 | Damzen City Shop |
| Purple Vest | | +8 | | +8 | Ι | 1000 | | 750 | Holst shop |
| Silky Robe | | +13 | | +11 | Ι | 2100 | | 1575 | Sielje Region shop |
| Shield Cape | | +19 | | +12 | Ι | 3500 | | 2625 | Quartly shop |
| Maygas Robe | | +25 | | +14 | Ι | 4200 | | 3150 | Guild Galad shop |
| Azure Vest | | +32 | | +18 | Ι | | | 4275 | Defeat Prismus |
| Shiny Cape | | +40 | | +21 | Ι | 6800 | | 5100 | Palace Village shop |
| Blue Blazer | | +57 | | +29 | Ι | | | 6750 | Raypoint Flam |
| Bridal Gown | | +126 | | +200 | Ι | | | 9000 | Glaive Le Gable |
| | - | - | - | - | | | | | |
| (head) | | | | | | | | | |
| Hairband | | 0 | | | Ι | | | 7 | Initial equipment |
| Cute Ribbon | | +3 | | | Ι | | | 300 | Illsveil Prison |
| Barrette | | +7 | | | Ι | | | 600 | Raline Observatory |
| Serenade | I | +12 | | | I | | I | 975 | Sielje Region |

| Blue Ribbon | +19 | |
 1425 | Closed Mine Shaft |
|-------------|------|-------|------------|--------------------|
| Moon Pin | +26 |
Ι |
 1950 | Sleeping Volcano |
| Tiara | +41 |
Ι |
 3375 | Defeat Flam Knight |
| |
 |
 |
 | |

Protective Gear for a Zoa Priest

| Name | I | DFP | I | MGR | I | Buy | | Sell | I | Location |
|--|----|------|---|-------|-----|------|-----|-------|----|-------------------------------|
| ====================================== | == | | | ===== | ==: | | ==: | ===== | == | |
| Chic Poncho | | 0 | | 0 | | | | 7 | | Initial equipment |
| Sand Poncho | | +5 | | +4 | | 2000 | | 1500 | | Sielje Region shop |
| Cute Bolero | | +11 | | +7 | | 3300 | | 2475 | | Quartly shop |
| Sun Poncho | | +17 | | +11 | | 4300 | | 3225 | | Guild Galad shop |
| Blue Wind | | +24 | | +18 | | | | 4125 | | Defeat Drawdo |
| Safe Bolero | | +32 | | +25 | | 6800 | | 5100 | | Palace Village shop |
| Shellwind | | +49 | | +41 | | | | 6675 | | Raypoint Wing |
| Labyrinthos | | +118 | | +121 | | | | 7875 | | Glaive Le Gable |
| | - | - | - | - | | | | | | |
| (head) | | | | | | | | | | |
| White Plume | | 0 | | | | | | 7 | | Initial equipment |
| Eagle Quill | | +5 | | | | | | 825 | | Sielje Region, behind library |
| Lucky Comb | | +12 | | | | | | 1275 | | Guild Galad train station |
| Mir Feather | | +19 | | | | | | 1875 | | Sacrificial Altar |
| Nisaba Wing | | +34 | | | | | I | 3225 | | Defeat Wing Knight |
| | | | | | | | | | | |

Protective Gear for a Bounty Hunter

| Name | Ι | DFP | | Buy | | Sell | | Location |
|---------------|-----|-------|-----|-------|-----|-------|-----|---------------------|
| | === | -==== | === | ===== | === | ===== | -== | |
| (body) | | | | | | | | |
| Breast Mail | - | 0 | | | | 7 | 1 | Initial equipment |
| Lamellar | | +19 | | | Ι | 4125 | Ι | Defeat Magmalizer |
| White Crest | Ι | +30 | | 6500 | | 4875 | Ι | Palace Village shop |
| Cuirass | Ι | +42 | | | | 6000 | Ι | Raypoint Muse |
| Coiste Bua | Ι | +130 | I | | Ι | 7125 | Ι | Glaive Le Gable |
| (also MGR+90) | | | | | | | | |
| | _ | - | - | - | - | | | |
| (head) | | | | | | | | |
| Circlet | Ι | 0 | I | | Ι | 7 | Ι | Initial equipment |
| Silver Circ | Ι | +9 | | | | 2250 | Ι | Lost City Archeim |
| Shamir | | +29 | Ι | | | 3600 | Ι | Defeat Muse Knight |
| | | | | | | | | |

Protective Gear for a Crimson Noble

| Name | I | DFP | MGR | Buy Se | 11 | Location |
|--|---|-----|--------|----------|-------|--------------------|
| ====================================== | | | ====== | | ===== | |
| Black Cape | Ι | 0 | 0 | | 7 | Initial equipment |
| Ebony Shade | | +12 | +4 | | 7 | Promised Catacombs |
| Bloody Cape | | +47 | +20 | | 7 | Thunder Lion Cage |
| | - | | | | - | |
| (head) | | | | | | |
| Goggles | | 0 | | | 7 | Initial equipment |
| Mad Goggles | | +26 | | | 7 | Defeat Zyclus |

Protective Gear for a Sword Saint | DFP | Buy | Sell | Location Name (body) | 0 | -- | -- | Initial equipment Ankh Cross _ (head) SilverTiara | 0 | -- | -- | Initial equipment _____ 9e) EQUIPMENT - GEAR (ACCESSORIES) =-=-=-=-=-=-=-=-=-=-=-=-=-=-= Name | Effect | Found _____ | Prevent forgetfulness status completely | Halmetz Memo Pen Blue Anklet| Prevent paralysis status completelyClear Chime| Prevent confusion status completelyHeart Leaf| Prevent downhearted status completely | Sylvaland Castle | Sylvaland Castle | Hidden Trial Arena Gaze Mirror | Prevent petrified status completely | Holst Gaze Millor | Frevent perified status completely | Hoist Hazel Sprig | Prevent diseased status completely | Sylvalnd Castle Silver Harp | Prevent ability block status completely | Sylvaland Castle Moonstone | Prevent poison and wile poison | Under Traffic Moonstone | Prevent poison and vile poison | Under Traffic Holy Grail | Prevent instant death completely | Slayheim Reflector Full Libra | Prevent all status abnormalities | Glaive Le Gable Power Boost| Increase base STR and ATP by 20%Mystic Word| Increase base SOR and MGR by 10%Secret Sign| Increase base SOR and MGR by 20% | Pirate's Warren | Damzen City | Slayheim Castle Holy Tablet | Increase base SOR and MGR by 30% | Raypoint Flam Necromicon | Increase base SOR and MGR by 50% | Necromicon drops | Increase base DFP by 10% Mittens | Damzen City Kid Gloves | Increase base DFP by 20% | Pirate's Warren Gauntlets | Increase base DFP by 30% | Raypoint Flam | Increase base DFP by 50% and cast Reflect| Raypoint Muse Reflex Missanga | Raise Luck by 1 level | Slayheim Reflector | Raise Luck by 2 levels | Good Luck Zone Amulet Teddy Bear | Stop Luck from dropping during inn stay | Odd Headquarters Talisman | Restore 10% of max HP after each turn | Pirate's Warren Life Orb | Fully restore HP at end of battle | Lost City Archeim Odd Sandals | Odd Headquarters | Increase monster encounter rate | Prevents all surprise-type encounters | Island Outpost Weathervane | Gain surprise on a 1/3 probability | Slayheim Castle Elven Boots Elven Cloak | Increases the time to cancel a battle | Pirate's Warren Scapegoat | Takes killing blow in place of wearer | Various | Increase base STR+20%, SOR+50%, & LCK+2 | Defeat Raqu SheriffStar | and prevent all negative statuses _____ | FP charges twice as quickly in battle | Defeat Angolmois Force Unit Fire Ring Ice Ring | All rings add their element to | All rings found | normal attacks by the wearer, and Water Ring | in flying | divide elemental damage received Wind Ring | Valeria Chateau | of that type by half Earth Ring | ring shop Thor Ring Dark Ring

9f) PERSONAL SKILLS

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

| Name | Description | #levels | Points/Lvl |
|-------------|--|---------|------------|
| Cut FP use | Reduce FP cost of attacks by 1 | 3 | 2 |
| Restore HP | Heal 15% of max HP when force level rises | 3 | 4 |
| Critical | Increase chance of making critical hits | 3 | 2 |
| Counter | Increase chance of making counterattacks | 3 | 2 |
| Convert HP | After battle, change remaining FP into HP | 3 | 3 |
| FP Up | Increase FP when near death | 2 | 2 |
| Down Guard | Increases protection against instant death | 2 | 2 |
| Up M Attack | Increases magic attack power | 3 | 3 |
| Up M Defend | Decreases damage received from magic | 3 | 3 |
| Up HP | Max HP increases more when leveling up | 3 | 3 |
| Up Param. | Increases all stats when force level rises | 3 | 4 |
| Adv. Guard | Repel normal attacks before they hit | 3 | 2 |
| Restore HP2 | Heals character when level increases | 2 | 1 |
| RES Up | Increases physical defense when near death | 3 | 2 |
| Auto Guard | Automatically defends when near death | 2 | 1 |
| Up P Attack | Increases physical attack power | 3 | 4 |
| Up P Defend | Increases physical defense | 3 | 4 |
| Poison | Increases resistance to poison status | 3 | 1 |
| Disease | Increases resistance to disease status | 3 | 1 |
| Forgetful | Increases resistance to forgetful status | 3 | 1 |
| Blocking | Increases resistance to ability blocking | 3 | 1 |
| Downhearted | Increases resistance to downhearted status | 3 | 1 |
| Confusion | Increases resistance to confused status | 3 | 1 |
| Sleep | Increases resistance to falling asleep | 3 | 1 |
| Paralysis | Increases resistance to paralyzed status | 3 | 1 |
| Petrify | Increases resistance to petrification | 3 | 1 |

** NOTES ON PERSONAL SKILLS: **

First of all, all of the following is my opinion, which may or may not be shared by others. Ultimately, it's your decision how to spend your PS points. I'll list the most useful ones first, and the essentially useless ones last. In most cases, you want to increase the useful skills to their highest level at some point, but it's up to you if you raise one skill in one go or spread your points out to increase many skills gradually.

-== USEFUL SKILLS ==-

Up HP: This should be the first skill that each character invests in, as early in the game as possible (and when a new character joins the party, get to a town and buy it at the first opportunity). This provides greater Max HP increases when you level up. Doing this early will significantly enhance your Max HP when you've reached higher levels, and could be essential to surviving attacks by the most powerful bosses. Unfortunately, the lower-HP characters (Lilka and Tim) will still never be HP powerhouses, but it will still help to keep them alive so that they have the chance to heal themselves and others in battle.

Up Param.: Also highly useful, especially against the later powerful bosses.

All of your stats increase as your Force meter increases. You can wait to buy it until late in the game, though.

- Restore HP: You gain HP with every force level increase during battle. This is a great counter to strong enemy attacks, the damage from which will boost your force meter and thus heal a good chunk of the damage, largely negating the effect of the attack.
- Up M/P Attack: There's never harm in being able to do more damage to your enemies. In order to not waste PS point, however, only buy Up P Attack for your physical fighters, and Up M Attack for your magic users.
- Up M/P Defend: These are especially useful when applied to characters whose strength is in the opposite realm, i.e. buy Up P Defend for the physically weak (e.g. Lilka, Tim), and Up M Defend for the magically deficient (e.g. Ashley, Brad), in order to make them a bit better able to withstand all types of attacks.
- Adv. Guard: This gives your characters a surprisingly effective parry move to block physical attacks. When an attack is successfully avoided in this way, you also receive quite a bit of an FP boost, often more than the attack would have provided had it connected. Use in conjunction with the Counter skill to lay waste with your fist fighters.
- Critical: A critical hit, on top of an already powerful blow, increases the damage caused by 50%.
- Counter: Allows a free attack after receiving a physical hit, even if it was blocked or dodged. Most useful on Brad, still useful on Kanon or Ashley as well. Be careful, though, about using a character with this ability in your battle party when you're trying to let Tim get kills to learn his Guardina Magic, have Marivel learn Red Skills, or have Kanon learn her upper level Bionic attacks, because a countering character can remove your target from the battle before you accomplish your intended task.

-== USELESS SKILLS ==-

- FP Up: Most of the time, if you're near death you've already taken a good amount of damage, which should boost your FP on its own, and there aren't many particular high-FP cost actions that will miraculously get you out of a jam on their own. By the time your next turn comes around, if you're still alive you should just go ahead and use a healing item.
- Restore HP2: Healing a character when he/she levels up? This happens infrequently enough to make this skill a waste of points.
- Down Guard: Actually, this one is borderline useful, defending against instant death attacks as it does. However, those types of attacks frequently miss on their own, and there is almost never a risk of one wiping out your entire party at once, so you will have the opportunity to revive fallen members. And equipping the Holy Grail is the only thing that will grant you 100% protection.
- Auto Guard: If you're near death, then whatever you're fighting is likely powerful enough to kill you off with another attack regardless of whether you're defending or not.

Convert HP: Healing after a battle can be easily accomplished using healing items, or at the start of the next fight with a spell. Besides, if you have FP in a fight, you should use it effectively rather than just save it to provide you with a little bit of healing afterwards.

Cut FP use: Narrowly decreases the FP cost of actions, but not enough to make any significant difference.

Poison \
Disease \
Forgetful \
Blocking \
Downhearted }: Even at their highest level, these skills will still not give
Confusion / you 100% protection against the respective status ailments.
Sleep / If a monster's (or more commonly, a boss's) attack is truly
Paralysis / meant to cause a status ailment, it will do so regardless of
Petrify / your degree of resistance. The only absolute protection from
status changes is to equip the appropriate gear.

RES up: Same as above.

Here are the number of points each character must gain to reach each next level. The number refers to the points needed since reaching the previous level. So for example, to go from level 10 to level 11, each character must gain an additional 1650 points.

| Lvl | Exp | Lvl | Exp | Lvl | Exp | Lvl | Exp |
|-------|---------|-------|---------|-------|----------------|---------|-----------------|
| ===== | | ===== | | ===== | | ===== | |
| 11 | +1650 | 12 | +1800 | 13 | +1800 | 14 | +2000 |
| 15 | +2500 | 16 | +3000 | 17 | +4000 | 18 | +5000 |
| 19 | +6000 | 20 | +6500 | 21 | +6500 | 22 | +9500 |
| 23 | +10000 | 24 | +12000 | 25 | +14000 | 26 | +17000 |
| 27 | +17000 | 28 | +17000 | 29 | +18000 | 30 | +19000 |
| 31 | +23000 | 32 | +24000 | 33 | +26000 | 34 | +26000 |
| 35 | +26000 | 36 | +26000 | 37 | +27000 | 38 | +27000 |
| 39 | +29000 | 40 | +29000 | 41 | +38000 | 42 | +38000 |
| 43 | +38000 | 44 | +44000 | 45 | +45000 | 46 | +54000 |
| 47 | +61000 | 48 | +62000 | 49 | +62000 | 50 | +62000 |
| 51 | +70000 | 52 | +76000 | 53 | +82000 | 54 | +88000 |
| 55 | +94000 | 56 | +100000 | 57 | +100000 | 58 | +100000 |
| 59 | +100000 | 60 | +100000 | 61 | +100000 | 62 | +100000 |
| 63 | +100000 | 64 | +100000 | I | could keep go | oing, k | out you get the |
| | | | | po | oint from here | e on ir | 1. |

9h) DUPLICATOR LOCATIONS

This list was specially requested, as these are difficult to locate in the game, but are invaluable for opening all of those magically-sealed chests and doors. Most of them found using the field search function, and these are much easier to locate once you have Kanon with her radar ability in your party.

| # found | Location | | | | | | |
|--|---|--|--|-----------|--|--|--|
| 1 | ================================= | etween Sylvalan | d Castle and Halmetz | | | | |
| 1 | Tunnel to Si | ielje Region, i | n chest | | | | |
| 1 | In field in | Quartly Desert | | | | | |
| 1 | 1 Slayheim Castle, in chest | | | | | | |
| 1 | 1 In field, en route to Closed Mine Shaft | | | | | | |
| 1 | Coffin of 10 | 00 Eyes, in che | st | | | | |
| 4 | Grotto of La | ourdes, in ches | ts in secret room | | | | |
| 1 | In field, ad | cross mountain : | range from S Urartu Station | | | | |
| 1 | In field, or | n NW tip of isl | and with Raypoint Flam | | | | |
| 1 | Lost Garden | in chest | | | | | |
| | Steal from Babalous near Meteorite Crater in S of world map
 Dropped by Hyulkontons (see Monster Album for location) | | | | | | |
| s listing is | %-%-%-%-%-%-%-
s filled not o
monster albur | only with all o
n if you defeat | NSTER ALBUM
%-%-%-%-%-%-%-%-%-%-%-%-%-%-
f the information that you would
ed every monster in the game, bu | fir | | | |
| ster in game
ained from o
rel 3 force a
his excelle | e to provide y
defeating ther
ability), and
ent monster F7 | you with their
n, Boss's HP, wi
the location f | have painstakingly sought out ea
special attacks, the experience
hat they divide into (using Tim'
or finding them. Thanks to Djam
me locate that last half-dozen
o elude me. | s | | | |
| ster in game
ained from o
rel 3 force a
his excelle
sters in the
. A Bao A Qu | e to provide y
defeating ther
ability), and
ent monster FA
e outer sea th | you with their win, Boss's HP, wind
the location for
AQ that helped with
that continued to | special attacks, the experience
hat they divide into (using Tim'
or finding them. Thanks to Djam
me locate that last half-dozen
o elude me. | s | | | |
| ster in game
ained from o
el 3 force a
his excelle
sters in the
. A Bao A Qu
Lv: 42 | e to provide y
defeating ther
ability), and
ent monster F7
e outer sea th
 | you with their ,
n, Boss's HP, wi
the location for
AQ that helped n
hat continued to
Weak: Ear | special attacks, the experience
hat they divide into (using Tim'
or finding them. Thanks to Djam
me locate that last half-dozen
o elude me. | s | | | |
| ster in game
ained from o
el 3 force a
his excelle
sters in the
. A Bao A Qu
Lv: 42
Exp: 3 | e to provide y
defeating ther
ability), and
ent monster FZ
e outer sea th
 | you with their
n, Boss's HP, wi
the location for
AQ that helped n
hat continued to
Weak: Ear
Half: | special attacks, the experience
hat they divide into (using Tim'
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Location: Area NW of Slayheim Effect Name Special attacks: Canceller Cancel all targets' remaining actions Resonance Quake Vibrations damage entire party Combination Form Heavy attack on single Divides into: Fleurety _____ 003. Aello Lv: 40 HP: 700 Weak: Earth Exp: 750 Half: Gella: 2000 Resist: Wind Absorb: Drop: Mini Carrot Steal: Mega Berry Location: Lost Garden island Name Effect Pelitt Special attacks: Damage single target Pickpocket Steal item from your inventory Divides into: Fleurety _____ 004. Agawogdent Lv: 43 HP: 2000 Weak: Ice Exp: 750 Half: Gella: 3000 Resist: Absorb: Water Drop: Antidote Steal: Big Berry Location: Lost Garden island, Promised Catacombs Effect Name Special attacks: Contaminate Crust Damage all targets with earth Capillary Ray Poison all targets via laser beam Divides into: Blue Snail _____ 005. Agion Lv: 40 HP: 700 Weak: Exp: 750 Half: Gella: 500 Resist: All elements Absorb: Drop: Steal: Heal Berry Location: Lost Garden Island Name Effect Booster Special attacks: Raise ally's stats & cast reflect Summon Hero Call a colored Agion to the fray Divides into: Agion [of whatever color it summons] *Note: only appears by surprise. A particular Agion will always summon

```
the same colored Agion. Summon Hero is only used when an Agion
          is fighting alone (i.e. his partner is dead).
_____
006. Agion Black
      Lv: 42 HP: 2000 Weak: Light
      Exp: 750
                      Half:
      Gella: 2500
                      Resist:
                      Absorb: Dark
      Drop:
      Steal: Heal Berry
     Location: Spiral Tower/Lost Garden area
                    Name Effect
                   Black Heart Dark explosion on single target
     Special attacks:
     Divides into: HelterSkelter
     * Note: summoned by Agion *
 007. Agion Blue
      Lv: 42 HP: 2000 Weak: Lightning
      Exp: 750
                      Half:
      Gella: 2500
                      Resist:
                      Absorb: Water
      Drop:
      Steal: Heal Berry
     Location: Spiral Tower/Lost Garden area
     NameEffectSpecial attacks:VogeTidal wave drowns all targets
     Divides into: HelterSkelter
     * Note: summoned by Agion *
_____
008. Agion Red
      Lv: 42 HP: 2000 Weak: Ice
      Exp: 750
                       Half:
      Gella: 2500
                      Resist:
                      Absorb: Fire
      Drop:
      Steal: Heal Berry
     Location: Spiral Tower/Lost Garden area
                          Effect
                    Name
     Special attacks: Fire Breath Fire-element gas blown at single
     Divides into: HelterSkelter
     * Note: summoned by Agion *
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Lv: 42 HP: 2000 Weak: Fire
      Exp: 750
                       Half:
      Gella: 2500
                       Resist:
                       Absorb: Water
      Drop:
      Steal: Heal Berry
     Location: Spiral Tower/Lost Garden area
                                 Effect
                   Name
     Special attacks: Anti-Ground Laser Light rain on all targets
     Divides into: HelterSkelter
     * Note: summoned by Agion *
_____
010. Agion Yellow
      Lv: 42 HP: 2000 Weak: Water
                       Half:
      Exp: 750
      Gella: 2500
                       Resist:
                       Absorb: Lightning
      Drop:
      Steal: Heal Berry
     Location: Spiral Tower/Lost Garden area
                      Name
                           Effect
     Special attacks: Thunder Break Lightning assault on all
     Divides into: HelterSkelter
     * Note: summoned by Agion *
_____
011. Agungaluda
      Lv: 41 HP: 800 Weak: Earth
      Exp: 500
                       Half:
      Gella: 1000
                       Resist:
                       Absorb: Wind
      Drop: Full Revive
      Steal: Heal Berry
     Location: Area NW of Slayheim
                     Name
                                 Effect
     Special attacks: Wind Ripper Air blade hits one target
Chew Up Heavy attack on single
     Divides into: Fleurety
_____
012. Albion
      Lv: 39 HP: 750 Weak: Wind
      Exp: 500
                       Half:
      Gella: 1000
                       Resist:
                       Absorb:
      Drop: War Respite
      Steal: Heal Berry
```

Location: Area NW of Slayheim Name Effect AquaWater magic on single targetPickpocketSteal random item from youStatue FormInvulnerable for rest of turn Special attacks: Divides into: Stolas _____ 013. Alligatiger Lv: 35 HP: 680 Weak: Wind Exp: 600 Half: Earth Gella: 1200 Resist: Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Raypoint Geo Name Effect Gas petrifies single target Earth erupts under one foe Special attacks: Petro Touch Rock Gazer Combination Form Heavy attack Divides into: Carbuncle _____ 014. Alphael - BOSS Lv: 18 HP: 5000 Weak: Earth Exp: 2700 Half: Gella: 2700 Resist: Absorb: Wind Drop: Steal: Location: Town of Meria Air Battle NameEffectLeg ClawStrike target with either leg Special attacks: Leg Claw RF Blade Laser from head hits all targets Other parts: HP EXP GELLA Other effects
 2500
 1350
 Both are Weak: Earth Half: Wind

 2500
 1350
 1350
 Both drop RES Apples
 Right Leg Left Leg _____ 015. Amon Lv: 41 HP: 560 Weak: Exp: 500 Half: All elements Gella: 1000 Resist: Absorb: Drop: Steal: Mega Berry Location: Werewolf's Den Effect Name Special attacks:White DaggerIce spear pierces single targetFrost BombIce explosion hits all targets

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Divides into: Fleurety
_____
016. Angolmois - BOSS
      Lv: 87 HP: 100000
                      Weak:
                      Half: All elements
      Exp: 0
      Gella: 0
                      Resist:
                       Absorb:
      Drop: Force Unit
      Steal:
    Location: Golgotha Prison (sealed monster)
                 Name
                             Effect
    The 7th Moon Cosmic power destroys all targets
                           Explosion hits all opponents
                 Aura Bomber
                 Regeneration
                           Heal self fully
                Smithereens
Void Effect
                            Devastating physical attack on one
                            Remove positive effects from party
  _____
017. Ant Lion
      Lv: 20 HP: 240 Weak: Water, Ice
      Exp: 195
                      Half:
      Gella: 390
                      Resist: Earth
                      Absorb:
      Drop: Mini Carrot
      Steal: Heal Berry
    Location: Quartly desert
                    Name
                               Effect
    Special attacks: Buried Alive! Wave of earth hits all targets
    Divides into: Jelly Blob
_____
018. Antenora (1) - BOSS
      Lv: 20 HP: 6000 Weak:
      Exp: 1500
                      Half:
      Gella: 0
                      Resist:
                      Absorb:
      Drop:
      Steal: Mini Carrot
    Location: Valeria Chateau assault
                  Name
                            Effect
    Special attacks: Ephemeron
                           Crystal beam damages + various statuses
                  Shockwave Crystal beam damages all targets
  _____
019. Antenora (2) - BOSS
      Lv: 27 HP: 7000 Weak:
      Exp: 3700
                      Half:
      Gella: 0
                      Resist:
                       Absorb:
      Drop:
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Steal: War Respite
     Location: Alchemic Plant
                            Effect
                     Name
     Special attacks: Ephemeron Crystal beam damages + various statuses
                  Shockwave
                            Crystal beam damages all targets
_____
020. Antenora (3) - BOSS
      Lv: 36 HP: 16000 Weak:
      Exp: 7000
                       Half:
      Gella: 7000
                       Resist:
                       Absorb:
      Drop: War Respite
      Steal: Tiny Flower
     Location: Diablo Pillar Antenora
                             Effect
                     Name
     Special attacks:EphemeronCrystal beam damages + various statusesShockwaveCrystal beam damages all targets
_____
021. Ard (1) - BOSS
      Lv:17 HP: 3000
                      Weak:
      Exp: 750
                       Half:
      Gella: 0
                       Resist:
                       Absorb:
      Drop:
      Steal: Antidote
     Location: Raline Observatory
                                 Effect
                  Name
     Special attacks: Bomb Punch Heavy explosive punch to single
                  Dump Truck Tackle Body slam single target
_____
022. Ard (2) - BOSS
      Lv: 23 HP: 4000 Weak:
      Exp: 1750
                       Half:
      Gella: O
                       Resist:
                       Absorb:
      Drop:
      Steal: Medicine
     Location: Gate Bridge
                                Effect
                 Name
     Special attacks: Antitank Punch Very heavy hit on single target
                 Dump Truck Tackle Body slam on single target
_____
023. Ard (3) - BOSS
      Lv: 32 HP:5000 Weak:
      Exp: 2250
                       Half:
                       Resist:
      Gella: 4500
                       Absorb:
      Drop: Tiny Flower
```

Steal: War Respite Location: Coffin of 100 Eyes Effect Name Special attacks: Alter Ego Punch Heavy explosive punch to single Dump Truck Tackle Body slam single target _____ 024. Argoth Lv: 45 HP: 1200 Weak: Lightning Exp: 800 Half: Gella: 2000 Resist: Absorb: Drop: Antidote Steal: Medicine Location: Glaive Le Gable Effect Name NameEffectSpecial attacks:Ozom PulseConfuse all targets with beam Capillary Ray Poison all targets with laser Divides into: Blackou _____ 025. Arioch Lv: 2 HP: 3000 Weak: Earth Exp: 1500 Half: Gella: 5000 Resist: Absorb: All elements except Earth Drop: Antidote Steal: Medicine Location: Gated Sea small island Effect Name Special attacks:Disease CloudCause disease in all targetsToxic BreathPoison single target with gasHurricane BoltWind storm hits all opponents Divides into: Kobold _____ 026. Armordrake Lv: 25 HP: 1000 Weak: Exp: 230 Half: All elements Gella: 460 Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: small island on W of world map, near Raypoint Wing Name Effect Special attacks: Hi-Barrier Raise own DFP and MGR Critical Heavy physical attack Divides into: Bonedrake

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027. Arms Killer - BOSS
       Lv: 32 HP: 8000 Weak: Dark
       Exp: 5000
                            Half:
       Gella: 5000
                           Resist: Light
                            Absorb:
       Drop:
       Steal: Mini Carrot
      Location: Coffin of 100 Eyes
                                    Effect
                     Name
      Special attacks: Repulser Blast Heavy damage on single target
                    BiolaserModerate damage on single targetBlack HeartDark explosion on single targetRayxanderMassive explosion damages entire party
                     Capillary Ray Laser from claw poisions each target
                     Coldray Gimlet Claw uses ice attack on all targets
                     Fire Crystal Claw uses fire attack on all targets
      Other parts:
                       HP EXP GELLA Other effects

        3000
        2500
        2500
        Drops Bullet Load

        3000
        2500
        2500
        Drops Bullet Load

         Right Claw
         Left Claw
 028. Asmodeus
       Lv: 36 HP: 6000 Weak: Light
       Exp: 1000
                           Half: All elements except Light and Dark
       Gella: 2000
                           Resist:
                            Absorb: Dark
       Drop: Mega Berry
       Steal: Full Revive
      Location: Trapezohedron, Monster Island
                      Name
                                        Effect
      Special attacks: Prohibited Spell?? Explosion damages all targets
                                       Heavy physical attack
                     Tactless
      Divides into: Rock Buster
_____
029. Assassin Bug
       Lv: 13 HP: 170 Weak: Ice
       Exp: 70
                            Half:
       Gella: 210
                            Resist:
                            Absorb:
       Drop: ReviveFruit
       Steal: ReviveFruit
      Location: Holst region, Raline Observatory region
                         Name
                                       Effect
      Special attacks: Dead End Cause instant death in single
      Divides into: Dryad
_____
030. Atlas
       Lv: 36 HP: 3500 Weak: Wind
```

```
Exp: 1000
                       Half: All elements except Wind and Earth
      Gella: 1500
                       Resist:
                       Absorb: Earth
      Drop: Mega Berry
      Steal: Heal Berry
     Location: Raypoint Geo
                     Name
                                 Effect
     Special attacks: Planet Dust Meteors rain down on all targets
     Divides into: Rock Buster
_____
031. Aughisky
      Lv: 35 HP: 900 Weak: Lightning
      Exp: 425
                       Half:
      Gella: 850
                       Resist:
                       Absorb: Water
      Drop: Pinwheel
      Steal: Mega Berry
     Location: Inner Sea/Likikis River (disc 2)
                   Name
                                 Effect
     Special attacks: Eleweed Extract Damage and confuse all targets
     Divides into: Carbuncle
_____
032. Axe Beak
      Lv: 18 HP: 200 Weak: Earth
      Exp: 150
                       Half: Wind
      Gella: 300
                       Resist:
                       Absorb:
      Drop: Big Berry
      Steal: Heal Berry
     Location: Inner Sea, SE corner
                     Name
                                 Effect
     Special attacks:
     Divides into: Shrieker
_____
033. Babalou
      Lv: 25 HP: 320 Weak: Earth
      Exp: 230
                       Half:
      Gella: 460
                       Resist:
                       Absorb:
      Drop: Antidote
      Steal: Duplicator
     Location: Meteorite Crater island
                                  Effect
                   Name
     Special attacks: Contaminate Crust Earth + poison attack on all
     Divides into: Lilly Pad
```

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034. Bad News
       Lv: 14 HP: 15000 Weak:
       Exp: 0
                          Half:
       Gella: O
                          Resist:
                           Absorb:
       Drop: Shuriken
       Steal: Tiny Flower
     Location: Gated Sea small island
                     Name
                                      Effect
     Special attacks: Bombilla
                                    Greatly increase one ally's ATP
                     Power Lord Mount Shake earth to damage one target
                     No Stinkin' Rules Very heavy physical attack on one
                     Sniper in Darkness Spheres hit all for damage
                     Pro Wrestling Star Heal one ally
                     Knuckle Part Damage and confuse single target
     Divides into: cannot be divided
     *Note: always appears with Murdoch
 _____
035. Balam
       Lv: 2 HP: 3000
                          Weak:
       Exp: 1500
                          Half:
       Gella: 5000
                          Resist: Fire, Lightning, Ice
                          Absorb:
       Drop: Antidote
       Steal: Heal Berry
     Location: Gated Sea small island
                                     Effect
                        Name
                       Snow WhiteSnowstorm causes heavy ice damageCold SleepIce coffins damage and cause sleep
     Special attacks:
     Divides into: Hyulkonton
_____
036. Balloon
       Lv: 1 HP: 60 Weak: Light
       Exp: 6
                          Half: Dark
       Gella: 12
                          Resist:
                          Absorb:
       Drop: Stone
       Steal: Heal Berry
     Location: Meria Boule region, Baskar Village region, Area NW of Slayheim
                      Name
                                     Effect
     Special attacks: Ominous Inquiry No visible effect. Scan, maybe?
                      Asexual Repro Summon a new Balloon to fight
     Divides into: Kobold
```

Lv: 45 HP: 1000 Weak: Dark Exp: 750 Half: Gella: 2000 Resist: Absorb: Drop: Full Revive Steal: Pixie Dust Location: Spiral Tower NameEffectSpecial attacks:Evil EyeInstant death on all targets Effect Paralysis Gaze Paralyze all targets with beam Divides into: Shanzen _____ 038. Balphon Lv: 30 HP: 500 Weak: Half: Exp: 375 Gella: 750 Resist: Absorb: Drop: Antidote Steal: Heal Berry Location: Diablo Pillar Antenora Effect Name Special attacks: Poison Injection Cause poison in single target Divides into: Pas de Chat _____ 039. Bamulvris Lv: 41 HP: 560 Weak: Exp: 500 Half: Gella: 1000 Resist: Absorb: Fire, Ice Drop: Mini Carrot Steal: Heal Berry Location: Area NW of Slayheim Effect Name Special attacks: Hi-Flame Strong fire magic on one target Hi-Freeze Strong ice magic on one target Strong fire magic on one target Divides into: Fleurety _____ 040. Baphomet Lv: 41 HP: 560 Weak: Exp: 500 Half: Light Gella: 1000 Resist: Absorb: Dark Drop: Mega Berry Steal: Heal Berry Location: Area NW of Slayheim Name Effect Special attacks: Hi-Freeze Strong ice magic on single

Hi-Spark Strong lightning magic on single Divides into: Fleurety _____ 041. Barghest Lv: 2 HP: 65 Weak: Earth Exp: 4 Half: Lightning Gella: 16 Resist: Absorb: Drop: Heal Berry Steal: Big Berry Location: Brad's intro/Greenhell, Illsveil Prison Name Effect Hunting Time Heavy attack Special attacks: Howl Summon another Barghest Killer Bite Decrease target's DFP Defensive Posture Raise own DFP Divides into: Kobold _____ 042. Basilisk Lv: 26 HP: 350 Weak: Exp: 240 Half: Earth Gella: 460 Resist: Absorb: Drop: Softener Steal: Softener Location: Closed Mine Shaft, Holst region after hovercraft Effect Name Petrification Gas petrifies single target Special attacks: Divides into: Assassin Bug _____ 043. Bearcat Lv: 25 HP: 700 Weak: Exp: 230 Half: Gella: 460 Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Illsveil Prison island Effect Name Special attacks: Blade Arm Heavy attack on one Whole-Body Attack Body slam one target Divides into: Lilly Pad _____ 044. Beast Pillar Lv: 4 HP: 40 Weak: Lightning

Half: Exp: 10 Gella: 40 Resist: Absorb: Drop: Heal Berry Steal: Heal Berry Location: Illsveil Prison Effect Name Special attacks: Vortex Wind magic Slowdown Reduce RES & PRY, single target Taunting No effect Divides into: Blue Book _____ 045. Belleclaire - BOSS Lv: 36 HP: 10000 Weak: Wind Half: Exp: 5000 Gella: 5000 Resist: Absorb: Earth Drop: Best Vest Steal: Mega Berry Location: Diablo Pillar Ptolomea Effect Name Special attacks: Resonance Quake Earthquake damages all Drill Drager Spear single with drill Megaton attack Massive damage on single target Decrease all targets' DFP and MGR Weakness Other parts: HP EXP GELLA Other effects Drill 5000 2500 2500 5000 2500 2500 Chest _____ 046. Belphegor Lv: 41 HP: 1500 Weak: All elements Exp: 500 Half: Gella: 1000 Resist: Absorb: Drop: Full Revive Steal: Heal Berry Location: Area NW of Slayheim Effect Name Special attacks: Weakness Drop all targets' DFP and MGR Divides into: Fleurety _____ 047. Bemzuu Lv: 40 HP: 560 Weak: Exp: 550 Half: Gella: 1100 Resist: Absorb: Drop: Antidote Steal: Mega Berry

```
Location: Outer sea (disc 2)
                               Effect
                   Name
    Special attacks: Poison Breath Poison all targets
    Divides into: Fleurety
_____
048. Beowulf
      Lv: 2 HP: 5000
                     Weak:
      Exp: 1500
                     Half:
      Gella: 5000
                     Resist:
                      Absorb:
      Drop:
      Steal: Heal Berry
    Location: Gated sea small island
                               Effect
                 Name
    Special attacks: Critical Very heavy physical attack
                Endocrine Boost Raise own RES and PRY
    Divides into: Bogey
_____
049. Berserker
      Lv: 14 HP: 180 Weak: Water, Ice
                      Half: Earth
      Exp: 70
      Gella: 210
                     Resist:
                      Absorb:
      Drop: Heal Berry
      Steal: Heal Berry
    Location: Holst region, Raline Observatory region
                    Name
                               Effect
    Special attacks: I Hate You! Heavy attack
    Divides into: Critter
_____
050. Big Critter
      Lv: 14 HP: 8000 Weak: All elements
      Exp: 1500
                     Half:
      Gella: 5000
                     Resist:
                     Absorb:
      Drop: Spoon
      Steal: Heal Berry
    Location: Gated sea small island
                    Name
                               Effect
    Special attacks: Body Press Rolls onto target for heavy damage
                   16t
                              Squash single target for damage
    Divides into: Critter
_____
```

Lv: 40 HP: 560 Weak: Light Exp: 500 Half: Gella: 1000 Resist: Absorb: Drop: Antidote Steal: Big Berry Location: Werewolf's Den Effect Name Special attacks: Poison Breath Poisons all targets with gas Petrification Petrifies one target Divides into: Fleurety _____ 052. Blackou Lv: 22 HP: 260 Weak: Light Exp: 200 Half: Everything other than Light or Dark Gella: 400 Resist: Absorb: Dark Drop: Boomerang Steal: Heal Berry Location: Alchemic Plant, Monster Island Name Effect Special attacks: Governor Off Raise own stats and cast reflect Divides into: Ghoul _____ 053. Blastodon - BOSS Lv: 20 HP: 6000 Weak: Fire, Ice Exp: 2500 Half: Water Gella: 2500 Resist: Absorb: Drop: Steal: War Respite Location: Valeria Chateau assault Effect Name Special attacks: Paralyzer Gas from left pouch paralyzes single Terrible Shade Gas from right pouch causes explosion Evil Quasar Head causes dark damage to all Poison Bubble Damage and vile poison to single Other parts: HP EXP GELLA Right Pouch 3000 1000 1000 Other effects Both drop VIT apple, same Left Pouch 3000 1000 1000 elemental effects as body _____ 054. Blood Ruby Lv: 21 HP: 150 Weak: Light Exp: 200 Half: Gella: 400 Resist: All elements except Light or Dark Absorb: Dark Drop: Lucky Card Steal: Heal Berry

Location: Slayheim Castle Effect Name NameEffectSpecial attacks:Life EaterVery heavy physical assaultDead EndCause instant death in one target Divides into: Jelly Blob _____ 055. Blue Book Lv: 2 HP: 100 Weak: Fire Exp: 5 Half: Gella: 30 Resist: Absorb: Drop: Heal Berry Steal: Location: Millennium Puzzle Effect Name Special attacks: Lightning magic, single Spark Freeze Ice magic, single Ice magic, single Aqua Break Earth magic, single Divides into: Kobold 056. Blue Snail Lv: 21 HP: 1200 Weak: Ice Exp: 190 Half: Gella: 380 Resist: Absorb: Water Drop: Antidote Steal: ReviveFruit Location: T'Bok Village region, islands inside Gate bridge Name Effect Name Effect Biolaser Laser damages single target Special attacks: Toxic Breath Poison single target Divides into: Jelly Blob _____ 057. Bockle Lv: 38 HP: 560 Weak: Exp: 500 Half: Gella: 1000 Resist: Absorb: Drop: Big Berry Steal: Mega Berry Location: Area NW of Slayheim Effect Name Special attacks: Drop a pan on one's head Aport Impact Bomber Non-elemental explosion on all

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_____
058. Bodysnatcher
      Lv: 41 HP: 750 Weak: Light
      Exp: 500
                     Half: Dark
      Gella: 1000
                     Resist:
                     Absorb:
      Drop:
      Steal: Tiny Flower
    Location: Crimson Castle
                Name
                              Effect
    Special attacks: Big Strength Thief Suck HP from one to return to max
                Paralysis Bite Paralyze single target
    Divides into: Fleurety
_____
059. Bogey
      Lv: 1 HP: 45 Weak:
      Exp: 3
                     Half: Wind
      Gella: 12
                     Resist:
                     Absorb:
      Drop:
      Steal:
    Location: Millennium Puzzle, Monster Island
                   Name Effect
    Special attacks: Drift
                             Do nothing that turn
    Divides into: Kobold
_____
060. Bonedrake
      Lv: 12 HP: 160 Weak: Light
      Exp: 60
                     Half: Dark
      Gella: 180
                     Resist:
                     Absorb:
      Drop: Heal Berry
      Steal: Big Berry
    Location: Golgotha Prison
                              Effect
                   Name
    Special attacks: Rhodon Breath Damage all targets a little
    Divides into: Dryad
_____
061. Bower
      Lv: 16 HP: 190 Weak: Lightning
      Exp: 150
                     Half:
      Gella: 300
                     Resist:
                     Absorb: Water
      Drop: Heal Berry
      Steal: Heal Berry
```

Location: Inner Sea Name Effect Special attacks: Divides into: Dakleit _____ 062. Brandt Lv: 25 HP: 320 Weak: Dark Exp: 230 Half: Gella: 460 Resist: Absorb: Drop: Peppy Acorn Steal: Heal Berry Location: Shining Garden Effect Name Special attacks: Don't Forget Me! Suicide explosion near single Divides into: Lilly Pad _____ 063. Briareos Lv: 36 HP: 700 Weak: Earth Exp: 600 Half: Gella: 1200 Resist: All elements except Earth Absorb: Drop: Steal: Tiny Flower Location: Raypoint Wing Effect Name Name Special attacks: Air slash Wind rips up single target Wind Ripper Air blade slashes one foe Divides into: Carbuncle _____ 064. Brokel Lv: 24 HP: 1550 Weak: Lightning Half: Fire Exp: 230 Gella: 460 Resist: Absorb: Water Drop: Big Berry Steal: Heal Berry Location: Outer sea, strip of water between island that Holst is on and main continent Effect Name Aqua Water magic on single target Special attacks: Hi-Aqua Powerful water magic on single Divides into: Bonedrake ** Thanks to Cyclone for helping me find this last monster for my album **

Lv: 26 HP: 1480 Weak: Lightning Exp: 300 Half: Resist: Gella: 600 Absorb: Drop: Pinwheel Steal: Big Berry Location: Coffin of 100 Eyes Name Effect Ozom Pulse Confuse all targets with beam Special attacks: Pure Literature Bore all targets to sleep Erg Phasor Non-elemental attack on single Divides into: Assassin Bug _____ 066. Buer Lv: 32 HP: 470 Weak: Exp: 410 Half: All elements Gella: 820 Resist: Absorb: Drop: Mini Carrot Steal: Mega Berry Location: Memory Maze, Monster Island Effect Name Spark Lightning magic on single target Special attacks: Divides into: Fairy Light _____ 067. Bulkogidon - BOSS Lv: 87 HP: 100000 Weak: All elements Exp: 20000 Half: Gella: 30000 Resist: Absorb: Drop: Steal: Tiny Flower Location: Fab Science Lab Effect Name Special attacks: Schwartz Stahl Dark elemental explosion on single Whole-Body Attack Heavy attack on single target Runaway Oppression Belly hits all and paralyzes Drill Drager Drill attacks single target Other parts: HP EXP GELLA Other effects 50000 10000 15000 Both weak to all elements, Both Belly Drill 50000 10000 15000 drop Coin Purse, Steal Stone from Drill, Steal Heal Berry from Belly _____ 068. Cactus Man

065. Buckbaird

Exp: 230 Half: Gella: 460 Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Raypoint Geo island Name Effect Special attacks: Hi-Break Strong earth magic on one target Hi-Aqua Strong water magic on one target Hi-Flame Strong fire magic on single target Wind Edge Blade of wind hits all opponents Divides into: Lilly Pad _____ 069. Caina - BOSS Lv: 28 HP: 6750 Weak: Exp: 3700 Half: Gella: O Resist: Absorb: Drop: Steal: War Respite Location: Emulator Zone Name Effect Special attacks: 4D Hypo Blast Dazzling light attack on single Gate of Isolde Damage + multiple statuses on all _____ 070. Caina (2) - BOSS Lv: 36 HP: 17500 Weak: Exp: 7000 Half: Gella: 7000 Resist: Absorb: Drop: Steal: Full Revive Location: Diablo Pillar Caina Effect Name Special attacks: 4D Hypo Blast Dazzling light attack on single Gate of Isolde Damage + multiple statuses on all _____ 071. Caina (3) - BOSS Lv: 42 HP: 16000 Weak: Exp: 7500 Half: Gella: 7500 Resist: Absorb: Drop: War Respite Steal: Tiny Flower Location: Lost Garden Effect Name 4D Hypo Blast Dazzling light attack on single Special attacks: Gate of Isolde Damage + multiple statuses on all

```
_____
072. Captor
      Lv: 24 HP: 340 Weak:
      Exp: 240
Gella: 500
                      Half: Ice
                      Resist:
                      Absorb: Water
      Drop: Big Berry
      Steal: Heal Berry
    Location: Closed Mine Shaft
                 Name
                              Effect
    Special attacks: Human Experiment Damage and multiple statuses to one
    Divides into: Lilly Pad
 073. Carbuncle
      Lv: 18 HP: 200 Weak: Light
      Exp: 150
                      Half: Dark
      Gella: 300
                      Resist:
                      Absorb:
      Drop: Pixie Dust
      Steal: Big Berry
    Location: Shining Garden region
                  Name Effect
Caloric Nova Explosion on all targets
Biolaser Beam damages single opponent
    Special attacks:
    Divides into: Dakleit
_____
074. Catoblepas
      Lv: 30 HP: 600 Weak: Dark
      Exp: 375
                      Half:
      Gella: 750
                      Resist:
                      Absorb:
      Drop: Softener
      Steal: Pinwheel
    Location: Diablo Pillar Judecca
                    Name
                                Effect
                   Petro Gaze Petrify all targets
    Special attacks:
                    Paralysis Gaze Paralyze all targets with beam
    Divides into: Pas de Chat
_____
075. Cave Torus
      Lv: 18 HP: 220 Weak:
      Exp: 155
                      Half:
      Gella: 310
                      Resist:
                      Absorb:
      Drop:
      Steal:
```

Location: Tunnel to Sielje Region Effect Name Special attacks: Whole-Body Attack Powerful body slam Buried Alive Wave of earth hits all targets Divides into: Shrieker _____ 076. Chimera Lv: 32 HP: 3000 Weak: Exp: 1000 Half: Gella: 200 Resist: Absorb: Drop: Mega Berry Steal: Heal Berry Location: Lost Garden Name Effect Special attacks: Tail Smash Heavy attack Tactless Heavy attack Divides into: Owlbear _____ 077. Choronzon Lv: 45 HP: 3550 Weak: Half: Exp: 1000 Gella: 1000 Resist: All elements Absorb: Drop: Big Berry Steal: Heal Berry Location: Glaive Le Gable Jaure Name Effect Heal self a lot Special attacks: Hi-Heal Non-elemental magic on single Saber Armor Down Reduce all opponents' DFP Acacic Rewriter Strong non-elemental magic on all Divides into: Blackou _____ 078. Chrysalis Lv: 40 HP: 560 Weak: Exp: 500 Half: Gella: 1000 Resist: Absorb: All elements Drop: Steal: Heal Berry Location: Area NW of Slayheim Name Effect Special attacks: Defensive Posture Raise own DFP Divides into: Fleurety _____

079. Clay Puppet Lv: 20 HP: 220 Weak: Water Exp: 175 Half: Resist: Fire Gella: 350 Absorb: Earth Drop: Lucky Card Steal: Heal Berry Location: Gate Bridge, Monster Island Name Effect Heat Beam Fire laser on one target Critical Heavy attack Special attacks: Divides into: Jelly Blob 080. Coatl Lv: 44 HP: 4200 Weak: Earth Exp: 1000 Half: Gella: 2500 Resist: Absorb: Drop: Mega Berry Steal: Heal Berry Location: Spiral Tower Effect NameEffectSpecial attacks:Wind EdgeAir blades hit all targetsHurricane BoltTwister slams all targets Name Prepare to Attack Store power for next turn Divides into: Shanzen _____ 081. Cockatrice Lv: 14 HP: 210 Weak: Half: Exp: 80 Gella: 240 Resist: Absorb: Drop: Antidote Steal: Pixie Dust Location: Holst region Effect Name Special attacks: Poison Breath Poison all with gas Divides into: Rat Monkey _____ 082. Coral Eater Lv: 23 HP: 320 Weak: Exp: 230 Half: Gella: 460 Resist: Absorb: Drop: Lucky Card Steal: Heal Berry

Location: N Outer Sea in bright blue waters NameEffectSpecial attacks:Statue FormAvoid all remaining attacks that turnTidal WaveWater damages all targets Divides into: Ghoul _____ 083. Crab Bubbler Lv: 23 HP: 320 Weak: Lightning Exp: 230 Half: Gella: 460 Resist: Absorb: Water Drop: Antidote Steal: Medicine Location: Outer Sea Effect Name Special attacks: Bubble Cluster Water damage and disease all Divides into: Ghoul 084. Crash Bunny Lv: 39 HP: 600 Weak: Dark Exp: 700 Half: All elements except Dark Gella: 2000 Resist: Absorb: Drop: Bullet Load Steal: Heal Berry Location: Fab Science Lab/Coin Purse area
 Name
 Effect

 Special attacks:
 Hi-Quick
 Raise ally group's RES

 Slimy Bind
 Lower all targets' RES and PRY
 Divides into: Stolas _____ 085. Critter Lv: 7 HP: 110 Weak: Exp: 20 Half: Gella: 80 Resist: Absorb: Drop: Heal Berry Steal: Big Berry Location: Telepath Tower Effect Name Special attacks: 16t Drop on target from above Divides into: Pill Bug _____ 086. Cuttlefish Lv: 20 HP: 220 Weak: Lightning

Exp: 150 Half: Ice Gella: 300 Resist: Absorb: Water Drop: ReviveFruit Steal: Heal Berry Location: Inner Sea NameEffectSpecial attacks:GeyserWater attack on single targetAquaWater magic on single target Divides into: Jelly Blob _____ 087. Cyclops Lv: 42 HP: 4200 Weak: Dark Exp: 1200 Half: Gella: 5000 Resist: Absorb: Drop: Full Revive Steal: Pixie Dust Location: Glaive Le Gable Effect Name Name Effect Dead End Instant death on single target Special attacks: Monster Beam Laser shoots each opponent Divides into: Necrosaurus _____ 088. Dakleit Lv: 8 HP: 200 Weak: Exp: 20 Gella: 80 Half: All elements Gella: 80 Resist: Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Damzen City region, Telepath Tower Name Effect Water Catastrophe Tidal wave hits entire party Special attacks: Break Earth magic, single Hi-Aqua Powerful water magic, single Powerful ice magic, single Hi-Freeze Hi-Flame Powerful fire magic, single Divides into: Beast Pillar _____ 089. Dalawa Bunny Lv: 41 HP: 560 Weak: Dark Exp: 500 Half: All elements except Dark Gella: 1000 Resist: Absorb: Drop: Big Berry Steal: Heal Berry

```
Location: Area NW of Slayheim
                      Name
                                  Effect
     Special attacks: Weakness Decrease all targets' DFP and MGR
     Divides into: Fleurety
 _____
090. Daphne
      Lv: 1 HP: 300 Weak: Fire
      Exp: 16
                        Half: Water
      Gella: 100
                        Resist:
                        Absorb:
      Drop: Big Berry
      Steal: Lucky Card
     Location: Meria Boule Forest (Live Reflector area)
                      Name Effect
     Special attacks: Short of Breath No apparent effect
     Divides into: Another Daphne
 _____
091. Death Tiles
      Lv: 25 HP: 300 Weak:
      Exp: 230
                       Half: All elements
      Gella: 460
                        Resist:
                        Absorb:
      Drop: Boomerang
      Steal: Heal Berry
     Location: Guild Galad region
                    Name
                                   Effect
     Special attacks: Flame
                                  Fire magic on single target
                                  Strong fire magic on single
                   Hi-Flame
                              Strong lightning magic on single
                   Hi-Spark
                   Water Catastrophe Tidal wave hits all targets
                   Hi-Heal/Extend Heal all members of own group
                   Shield
                                  Increase own or ally's DFP
     Divides into: Lilly Pad
092. Decarabia
      Lv: 31 HP: 1200 Weak:
      Exp: 375
                       Half:
      Gella: 750
                        Resist: All elements
                        Absorb:
      Drop: Big Berry
      Steal: Big Berry
     Location: Diablo Pillar Ptolomea
                      Name
                                  Effect
                     Thunder Break Lightning rains down on all
     Special attacks:
                     Blast
                                 Fiery explosion damages all
                      Vortex Wind magic on single target
                      Critical Heal Completely heal self + all allies
```

```
Divides into: Pas de Chat
_____
093. Deep One
      Lv: 25 HP: 320 Weak: Lightning
      Exp: 230
Gella: 460
                     Half: Ice
                     Resist:
                     Absorb: Water
      Drop: Big Berry
      Steal: Heal Berry
    Location: Outer sea, W of Sylvaland region
                    Name
                         Effect
    Special attacks:
    Divides into: Lilly Pad
 _____
094. Dendrobium
      Lv: 33 HP: 2800 Weak: Fire
      Exp: 450
                     Half: Water
      Gella: 900
                     Resist:
                     Absorb:
      Drop: War Respite
      Steal: Heal Berry
    Location: Sleeping Volcano
                              Effect
                    Name
                  Bug Poison Poison and disease single target
    Special attacks:
                   Monster Beam Laser attack on all opponents
    Divides into: Owlbear
 _____
095. Devonova
      Lv: 33 HP: 3000 Weak: Earth
      Exp: 1000
                     Half:
      Gella: 2000
                     Resist: Wind
                     Absorb:
      Drop: Full Revive
      Steal: War Respite
    Location: Raypoint Flam, Raypoint Geo
                              Effect
                    Name
                   Arc en Ciel Multiple status effects on all
    Special attacks:
                   Disintegrate Damage on all with dark power
                    Critical
                              Heavy attack
    Divides into: Owlbear
096. Dimholnos
      Lv: 42 HP: 2000 Weak: All elements
      Exp: 700
                     Half:
      Gella: 2000
                     Resist:
```

Absorb:

```
Drop: War Respite
       Steal: Heal Berry
     Location: Fab Science Lab/Coin Purse area
                        Name
                              Effect
     Special attacks:
     Divides into: HelterSkelter
 _____
097. Doomsday
       Lv: 36 HP: 8000 Weak:
                          Half: All elements
       Exp: 500
                         Resist:
       Gella: 10000
                          Absorb:
       Drop: Full Revive
       Steal: Mega Berry
     Location: Glaive Le Gable
                                     Effect
                     Name
     Special attacks: Schwartz Strahl Heavy damage on single target
Shockwave Crystal beam hits all for damage
Elixir Fully heal self
     Divides into: Rock Buster
 _____
098. Doppelganger
       Lv: 31 HP: 460 Weak:
       Exp: 400
                          Half:
       Gella: 800
                          Resist:
                          Absorb:
       Drop: Big Berry
       Steal: Heal Berry
     Location: Heimdal Gazzo
                                     Effect
                        Name
     Special attacks:
                       Data Install
                                    Take a party member's form
     Divides into: the Fake it would have changed into
     * note: fakes of your characters can use any of your original powers *
_____
099. Drawdo - BOSS
       Lv: 36 HP: 9600 Weak: Earth, Fire
       Exp: 5000
                          Half:
       Gella: 5000
                          Resist: Dark
                          Absorb: Water
       Drop: Blue Wind
       Steal: Mega Berry
     Location: Diablo Pillar Caina
                                    Effect
                        Name
     Special attacks: Optochemical Bomb Damages, confuses and poisons all
                   Mercury Cadmium Damage, sleep and forget on all
                   Gas Pressure
                                   Gas explosion damages all targets
```

HP EXP GELLA Other effects Other parts: er parts: Left Head 4800 2500 2500 Same elemental effects as Right Head 4800 2500 2500 main head _____ 100. Dryad Lv: 6 HP: 100 Weak: Fire Exp: 15 Half: Water Gella: 60 Resist: Absorb: Drop: Antidote Steal: Heal Berry Location: Under Traffic Effect NameEffectSpecial attacks:Gas CloudAttempt to cause poison in targetTauntingNo effect Name Divides into: Pill Bug _____ 101. Dumpty Lv: 43 HP: 650 Weak: Exp: 700 Half: Gella: 2000 Resist: Absorb: Drop: Mini Carrot Steal: Heal Berry Location: Fab Science Lab/Coin Purse area Name Effect Special attacks: Kirlian Buster Dark explosion on all targets Planet Dust Meteor rocks rain on all Armageddon Dark magic hits all targe Armageddon Dark magic hits all targets Thunder Break Lightning storm on all targets Divides into: HelterSkelter _____ 102. Dust Man Lv: 28 HP: 380 Weak: Light Exp: 325 Half: Gella: 650 Resist: Absorb: Earth Drop: Peppy Acorn Steal: Heal Berry Location: Lost City Archeim Effect Name NameEffectSpecial attacks:Don't Forget Me!Self-destruct near single target Divides into: Jackolantern _____

Lv: 9 HP: 130 Weak: Wind Exp: 50 Half: Gella: 150 Resist: Absorb: Earth Drop: Heal Berry Steal: Heal Berry Location: Sylvaland region Effect Name Special attacks: Buried Alive! Throws earth at all target Divides into: Beast Pillar _____ 104. Earth Figure Lv: 25 HP: 320 Weak: Water Exp: 230 Half: Gella: 460 Resist: Fire Absorb: Earth Drop: Bust Steal: Heal Berry Location: Holst region after getting hovercraft Name Effect Power Seal Cause ability block in one target Special attacks: Divides into: Lilly Pad _____ 105. Efreet Lv: 36 HP: 2800 Weak: Water Half: All elements except Water and Fire Exp: 1000 Gella: 1500 Resist: Absorb: Fire Drop: Mega Berry Steal: Heal Berry Location: Raypoint Flam NameEffectFirestormStream of fire at all targetsFire BreathFiery gas spewed at one targetCremationFire explosion hits all targets Special attacks: Divides into: Rock Buster _____ 106. Elbucky Lv: 43 HP: 700 Weak: Exp: 750 Half: Gella: 2000 Resist: Absorb: Drop: Peppy Acorn Steal: Big Berry Location: Spiral Tower Effect Name Special attacks: No Way, Meow! Cause downhearted status in all

Heal/Extend Heal self Hi-BarrierIncrease own group's DFP and MGRMight BodyIncrease own statsDef DownLower your party's DFP and MGR Divides into: HelterSkelter _____ 107. Eldersing Lv: 41 HP: 560 Weak: Exp: 500 Half: Gella: 1000 Resist: Absorb: All elements Drop: Antidote Steal: Big Berry Location: Area NW of Slayheim NameEffectSpecial attacks:Sweet SmellPut all targets to sleep Euthanasia Gas Sleep and poison for all Divides into: Fleurety _____ 108. Elebart - BOSS Lv: 13 HP: Weak: Earth Half: Wind Exp: Gella: 1400 Resist: Absorb: Lightning Drop: Steal: Location: Live Reflector Effect Name Special attacks: Stun Gun Blow Heavy shock, needs both claws Elebalt Corrida Lightning strike with either claw Other parts: HP EXP GELLA Other effects 1250700700Both claws resist lightning,1250700700halve wind, weak to earth, Right Claw Left Claw drop STR apples _____ 109. Electrigger Lv: 35 HP: 690 Weak: Fire Exp: 600 Half: Earth, Wind, Ice, Light, Dark Gella: 1200 Resist: Absorb: Water, Lightning Drop: Pixie Dust Steal: Heal Berry Location: Raypoint Muse Name Effect Special attacks: Tidal wave hits all targets Voge Bioelectricity Lightning attack on single foe Divides into: Carbuncle

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_____
110. Elephantine
      Lv: 38 HP: 650 Weak: Light
      Exp: 500
                     Half:
      Gella: 1000
                     Resist:
                     Absorb: Dark
      Drop: Full Revive
      Steal: Heal Berry
    Location: Raypoint Muse region
                   Name
                                 Effect
    Special attacks: Big Strength Thief Suck HP from one character
    Divides into: Stolas
_____
111. Empusa
      Lv: 4 HP: 40 Weak: Lightning
      Exp: 10
                     Half:
      Gella: 40
                     Resist:
                     Absorb:
      Drop: ReviveFruit
      Steal: ReviveFruit
    Location: Illsveil Prison
                    Name
                               Effect
    Special attacks: Strength Thief Suck HP from target
                   Gimlet
                              Heavy drill attack
    Divides into: Blue Book
_____
112. Ettin
      Lv: 32 HP: 600 Weak:
      Exp: 410
                     Half:
      Gella: 820
                     Resist:
                     Absorb:
      Drop: Mega Berry
      Steal: Heal Berry
    Location: Memory Maze
                   Name
                              Effect
    Special attacks: Blink Around Heavy attack
    Divides into:
_____
113. Eurynome
      Lv: 32 HP: 1500 Weak: All elements
      Exp: 450
                     Half:
      Gella: 900
                     Resist:
                     Absorb:
      Drop:
      Steal: Mega Berry
```

```
Location: Lost Garden
                                  Effect
                  Name
     Special attacks: Irresist
                                 Lowers all targets' MGR
                  Unmodified Spell?? Spheres attack all targets
                  Hi-Barrier
                                 Raise group's DFP and MGR
                  Saber
                                 Non-elemental magic on one target
     Divides into: Fairy Light
  _____
114. Evil Dead
      Lv: 27 HP: 350 Weak:
      Exp: 325
                        Half:
                        Resist:
      Gella: 650
                        Absorb:
      Drop: ReviveFruit
      Steal: ReviveFruit
     Location: Lost City Archeim
                                     Effect
                      Name
     Special attacks:
                     Defensive Posture Raise own DFP
     Divides into: Assassin Bug
_____
115. Fafnir
      Lv: 25 HP: 320 Weak: Wind
      Exp: 230
                        Half:
      Gella: 460
                        Resist:
                        Absorb: Earth
      Drop: Antidote
      Steal: Big Berry
     Location: Large island in NE, including Snake Road
                      Name
                                  Effect
     Special attacks: Gas Cloud Poison single target with gas
     Divides into: Lilly Pad
_____
116. Fairy Light
      Lv: 16 HP: 170 Weak: Dark
      Exp: 100
                        Half:
      Gella: 300
                        Resist:
                        Absorb: Light
      Drop: Big Berry
      Steal: Big Berry
     Location: Hidden Trial Arena
                      Name
                                  Effect
                    Gravv
                                 Dark element explosion engulfs one
     Special attacks:
                     Rayxander Lightning explosion hits all
                     Life Returner Heal self
     Divides into: Dakleit
```

117. First Root - BOSS Lv: 52 HP: 15000 Weak: Exp: 0 Half: Fire Resist: Water Gella: 0 Absorb: Drop: Steal: Location: Glaive Le Gable Effect Name Special attacks: Atmosphere Reentry Comets crash down on target Dark Star BowLaser attack + multiple statusesBlue RiotLaser damages target Galactic Explosion Cosmic energy damages opponent Hyperion Inferno Line of explosions hits foe _____ 118. Flam Knight - BOSS Lv: 46 HP: 9000 Weak: Water Exp: 12000 Half: Ice Gella: 12000 Resist: Absorb: Fire Drop: Tiara Steal: Mega Berry Location: Raypoint Flam Effect Name Mirror Coat Special attacks: Cast reflect on main body Hi-BarrierIncrease own DFP and MGRBlade ArmHeavy physical attack on single Caloric Nova Powerful flame explosion on all Other parts: HP EXP GELLA Other effects 9000 6000 6000 Drops Mega Berry, steal Full Shield Revive, absorbs all elements _____ 119. Flauros Lv: 25 HP: 320 Weak: Exp: 230 Half: Gella: 460 Resist: Absorb: Dark Drop: Big Berry Steal: Heal Berry Location: Meteorite Crater island Name Effect Aura NovaDamage all with laser pulseMagic BallLight attack on single target Special attacks: Divides into: Lilly Pad _____ 120. Fleurety Lv: 20 HP: 220 Weak: Fire Exp: 165 Half:

```
Gella: 330
                        Resist:
                       Absorb: Ice
      Drop: Chakram
      Steal: Heal Berry
     Location: Sielje Region area
                                   Effect
                      Name
                    Blizzard Breath Ice damage to all targets
     Special attacks:
                     Frigid Powerful ice magic on single
     Divides into: Jelly Blob
_____
121. Forneus
      Lv: 36 HP: 750 Weak: Lightning
      Exp: 425
                       Half: Ice
      Gella: 850
                       Resist:
                       Absorb: Water
      Drop: Mega Berry
      Steal: Heal Berry
     Location: Outer Sea (disc 2)
                                  Effect
                      Name
     Special attacks:
                    White Dagger Ice shard pierces single target
                     Frost Bomb Ice explosion on all targets
     Divides into: Carbuncle
_____
122. Furfur
      Lv: 30 HP: 1000 Weak: Earth
                        Half: Wind
      Exp: 375
      Gella: 750
                       Resist:
                        Absorb: Lightning
      Drop: ReviveFruit
      Steal: Heal Berry
     Location: Diablo Pillar Caina
                      Name
                                  Effect
     Special attacks:
                    Thor's Hammer Lightning strike on everyone
                     Inspire Lighting attack on single target
     Divides into: Pas de Chat
_____
123. Gagison
      Lv: 2 HP: 85 Weak: Wind
      Exp: 10
                        Half:
      Gella: 50
                       Resist:
                        Absorb:
      Drop: Medicine
      Steal: Medicine
     Location: Withered Ruins
                                 Effect
                      Name
     NameEffectSpecial attacks:DiseaseCause disease, single
```

```
Divides into: Hyulkonton
_____
124. Galeion
      Lv: 15 HP: 700
                      Weak: Ice
      Exp: 2500
                      Half: Fire
      Gella: 0
                      Resist:
                      Absorb:
      Drop:
      Steal:
     Location: Aquel Mine Shaft
                     Name
                               Effect
    Special attacks: Suicide
                               Kills self, you get 0 experience
     Divides into: Critter
_____
125. GAONIM - BOSS
      Lv: 8 HP: 2000 Weak: Lightning
      Exp: 300
                      Half:
      Gella: 600
                      Resist:
                      Absorb:
      Drop:
      Steal:
     Location: Illsveil Prison
                              Effect
                    Name
    Special attacks: Hammer Swing Strike with huge right claw
                   Chew Up Bite with teeth in belly
    Other parts: HP EXP GELLA Other effects
Right Claw 1000 150 300
_____
126. Gargoyle
      Lv: 15 HP: 250 Weak: Wind
      Exp: 90
                      Half:
      Gella: 270
                      Resist:
                      Absorb:
      Drop: Mini Carrot
      Steal: Heal Berry
     Location: Wind Tiger's Den
                    Name
                                Effect
                   NameEffectTwisterTornado hits all opponentsStatue FormInvulnerable for rest of turn
     Special attacks:
    Divides into: Critter
_____
127. Gasnoid 1st
      Lv: 42 HP: 650 Weak:
                      Half:
      Exp: 750
      Gella: 2000
                      Resist: All elements
                      Absorb:
```

```
Drop: Antidote
       Steal: Full Revive
     Location: Lost Garden island
                                    Effect
                    Name
     Special attacks: Ominously Inquire Scan party
                   Gas CloudPoison single targetEuthanasia GasPut all to sleep and poisonDeadly PoisonInstant death or vile poison to all
     Divides into: HelterSkelter
-----
128. Gatlorg - BOSS
       Lv: 44 HP: 75000 Weak: Fire, Lighting
       Exp: 50000
                          Half:
       Gella: 75000
                          Resist:
                          Absorb: Water
       Drop:
       Steal: Mini Carrot
     Location: Pirate's Warren
                                     Effect
                        Name
     Special attacks: Bubble Cluster
Poison bubble
                                    Water damage and disease all
                                    Damage single and vile poison
                    Whole-Body Attack Heavy anchor attack on single
                    Deadly Poison Damage and vile poison all targets
                    Big Strength Thief Suck HP from one to fully heal
  _____
129. Geag Mantis
       Lv: 31 HP: 900 Weak: Water, Ice
       Exp: 450
                          Half:
       Gella: 900
                          Resist:
                          Absorb: Fire
       Drop: Lucky Card
       Steal: Mega Berry
     Location: Sleeping Volcano
                                     Effect
                        Name
                      Mantis Fu Very heavy physical attack
     Special attacks:
     Divides into: Pas de Chat
_____
130. Gehenna Neros - BOSS
       Lv: 19 HP: 3000 Weak: All elements
                          Half:
       Exp: 2000
       Gella: 2000
                          Resist:
                          Absorb:
       Drop:
       Steal: Big Berry
     Location: Hidden Trial Arena
                                     Effect
                        Name
                                   Create a double of self
     Special attacks:
                      Replicate
                       Pill
                                    Heal self up to 410 HP
```

Lullaby Put one target to sleep _____ 131. Gel Gob Lv: 40 HP: 630 Weak: Exp: 700 Half: Gella: 2000 Resist: Absorb: Drop: Mega Berry Steal: Heal Berry Location: Fiery Wreckage Effect Name Special attacks: Anti-Ground Laser Rain of light hits entire party Gob Soul in a Bug Chance on instant death on single Divides into: Fleurety _____ 132. Gela Cactus Lv: 41 HP: 630 Weak: Half: Exp: 700 Gella: 2000 Resist: Absorb: Drop: Grenade Steal: Heal Berry Location: Fab Science Lab/Coin Purse area Name Effect Special attacks: Stone Javelin Earth magic on single target Aqua BreathWater bubbles hit single targetWind RipperBlade of air hits one personElara BombEuplecien of fire on one target Flare Bomb Explosion of fire on one target Divides into: Fleurety *Note: only appears by surprise. _____ 133. Geldam Lv: 39 HP: 1000 Weak: Earth, Fire Exp: 500 Half: Ice Gella: 1000 Resist: Absorb: Water Drop: Antidote Steal: Big Berry Location: Area NW of Slayheim Effect Name Special attacks: Sweet Smell Put entire party to sleep Poison Injection Poison single target Toxic Breath Gas causes vile poison to single Divides into: Stolas

Lv: 46 HP: 9000 Weak: Wind Exp: 12000 Half: Lightning Gella: 12000 Resist: Absorb: Earth Drop: Dead Heat Steal: Mega Berry Location: Raypoint Geo Name Effect Mirror CoatCast reflect on main bodyHi-BarrierIncrease own DFP and MGRBlade ArmHeavy physical attack on single Special attacks: Gaia Crash Massive earth barrage on all HP Other parts: HP EXP GELLA Other effects 9000 6000 6000 Drops Mega Berry, steal Full Shield Revive, absorbs all elements _____ 135. Gespenst Lv: 32 HP: 480 Weak: Half: Exp: 425 Gella: 850 Resist: Absorb: Drop: Steal: Mega Berry Location: Sacrificial Altar Effect Name Special attacks: Hi-Break Strong earth magic on one target Hi-BreakStrong earth magic on one targetHi-VortexStrong wind magic on one target Water Catastrophe Tidal wave drowns all targets Divides into: Fairy Light _____ 136. Ghost - BOSS Lv: 49 HP: ? Weak: Light Exp: 12000 Half: Gella: 12000 Resist: Absorb: Dark Drop: Full Carrot Steal: Tiny Flower Location: Fiery Wreckage Effect Name Special attacks: Incur My Wrath Damages all, chance of instant death 4D Hypo Blast Dazzling light attack on single target Gate of Isolde Damage and multiple statuses to all Void Effect Removes any stat bonuses on your party _____ 137. Ghoul Lv: 11 HP: 150 Weak: Light Half: Dark Exp: 60 Gella: 180 Resist:

Absorb: Drop: Pixie Dust Steal: Heal Berry Location: Golgotha Prison Effect Name Special attacks: Stun Cloud Cause paralysis to single target Divides into: Gob _____ 138. Giant Crab Lv: 15 HP: 190 Weak: Lightning Exp: 90 Half: Gella: 270 Resist: Absorb: Water Drop: Antidote Steal: Big Berry Location: Aguel Mine Shaft Name Effect NameEffectSpecial attacks:Gas CloudDamage and poison single targetCrab BrainsCause vile poison in target Divides into: Rat Monkey _____ 139. Gigacloud Lv: 36 HP: 1400 Weak: Earth Exp: 600 Half: Gella: 1200 Resist: Absorb: Lightning Drop: Pixie Dust Steal: Heal Berry Location: Raypoint Wing Effect Name Special attacks: Bioelectricity Lightning shocks single target Plasma Leader Lightning bolts hit all Thunder Pulse Lightning power hits all Divides into: Carbuncle _____ 140. Gigaflame Lv: 36 HP: 1400 Weak: Water Exp: 600 Half: Gella: 1200 Resist: Absorb: Fire Drop: Steal: Heal Berry Location: Raypoint Flam Effect Name Special attacks:Fire BreathFiery gas spewed at single targetSmithereensVery heavy physical assault on one

```
Divides into: Carbuncle
_____
141. Gigafrost
      Lv: 36 HP: 1400 Weak: Fire
      Exp: 600
                      Half: Water
      Gella: 1200
                      Resist:
                       Absorb: Ice
      Drop:
      Steal: Heal Berry
     Location: Raypoint Muse
     NameEffectSpecial attacks:Cold SleepCause ice damage and sleep in one
                    Absolute 0 Snowstorm causes ice damage to all
     Divides into: Carbuncle
_____
142. Gigapoison
      Lv: 36 HP: 1400 Weak: Wind
                       Half:
      Exp: 600
      Gella: 1200
                      Resist:
                       Absorb:
      Drop: Antidote
      Steal: Heal Berry
     Location: Raypoint Geo
                                Effect
                     Name
     Special attacks:
                    Planet Dust Meteors rain down on all targets
                    Toxic Breath Poisons single target
                    Poison Breath Poisons all targets with gas
     Divides into: Carbuncle
_____
143. Gila Monster
      Lv: 15 HP: 180 Weak:
      Exp: 90
                      Half: Fire
      Gella: 270
                      Resist:
                      Absorb:
      Drop: Antidote
      Steal: Heal Berry
     Location: Wind Tiger's Den region, various islands in outer sea
                     Name
                                Effect
     Special attacks:
                    Flame Tongue Spits fire at single target
                    Gas Cloud Cause poison in single target
     Divides into: Rat Monkey
_____
144. Gill Serpent
      Lv: 39 HP: 650 Weak: Lightning
      Exp: 500
                       Half: Ice
      Gella: 1000
                      Resist:
```

Absorb: Water Drop: Pixie Dust Steal: Mega Berry Location: Gated Sea Effect Name Special attacks: Knockdown Damage and paralyze single Divides into: Stolas _____ 145. Girtabryl Lv: 30 HP: 900 Weak: Ice Exp: 375 Gella: 750 Half: Resist: Absorb: Drop: War Respite Steal: Big Berry Location: Diablo Pillar Judecca Effect NameEffectSpecial attacks:BarrierRaise own/ally's DFP and MGRBug PoisonPoison and disease single target Name Divides into: Pas de Chat _____ 146. Gizmo Lv: 31 HP: 510 Weak: Exp: 450 Half: Gella: 900 Resist: Absorb: All elements Drop: ReviveFruit Steal: Mega Berry Location: Lost Garden Name Special attacks: Taunting Effect No effect Divides into: Pas de Chat _____ 147. Gob Lv: 7 HP: 110 Weak: Exp: 15 Half: Gella: 60 Resist: Absorb: Drop: Heal Berry Steal: Big Berry Location: Under Traffic, Damzen City region Name Effect Special attacks: Gobs & Gobs! Changes target's HP to 110 Critical Heavy attack

Divides into: Pill Bug

```
_____
148. Gohm
      Lv: 1 HP: 65 Weak: Ice
      Exp: 4
Gella: 16
                     Half: Fire
                     Resist:
                      Absorb:
      Drop: Heal Berry
      Steal:
    Location: Millennium Puzzle
                   Name
                              Effect
    Special attacks: Shock Beam Laser attack, single
    Divides into: another Gohm
 149. Golpa
      Lv: 38 HP: 560 Weak:
      Exp: 500
                     Half:
                     Resist:
      Gella: 1000
                     Absorb:
      Drop:
      Steal: Secret Key
    Location: Good Luck Zone
                              Effect
                 Name
    Special attacks: Contaminate Crust Earth damage + poison all targets
                 Resonance Quake Vibrations damage all opponents
    Divides into: Stolas
_____
150. GomorrahToad
      Lv: 3 HP: 100 Weak: Ice
      Exp: 15
                     Half:
      Gella: 60
                     Resist:
                     Absorb: Water
      Drop: Heal Berry
      Steal: Big Berry
    Location: Sword Cathedral region
                   Name
                              Effect
    Special attacks:
    Divides into: Kobold
_____
151. Gorbash
      Lv: 33 HP: 3000 Weak: Wind
      Exp: 900
                      Half:
      Gella: 1800
                     Resist: Earth
                     Absorb:
      Drop: Mega Berry
      Steal: Heal Berry
    Location: Raypoint Wing, Raypoint Muse
```

```
Name
                                Effect
     Special attacks: Flare Stream Fire hits single target
                 Resonance Quake Earthquake damages all foes
     Divides into: Owlbear
 _____
152. Graboid
      Lv: 25 HP: 320 Weak: Wind, Ice
                      Half:
      Exp:
      Gella: 460
                      Resist: Earth
                      Absorb:
      Drop: Pixie Dust
      Steal: Heal Berry
     Location: Shining Garden region and others
                    Name
                                Effect
     Special attacks: Paralysis Gaze Paralyze all targets with beam
     Divides into: Lilly Pad
_____
153. Grabsk
      Lv: 31 HP: 400 Weak:
      Exp: 410
                      Half: Ice
      Gella: 820
                      Resist:
                      Absorb: Water
      Drop: Spoon
      Steal: Mega Berry
     Location: Millennium Puzzle (2), Monster Island
                     Name
                                Effect
     Special attacks: Giant Knuckle Heavy attack on single target
     Divides into: Pas de Chat
_____
154. Grauswein (1) - BOSS
      Lv: 43 HP: 8000
                     Weak:
      Exp: 10000
                      Half:
      Gella: O
                      Resist:
                      Absorb:
      Drop:
      Steal: Bullet Load
     Location: Guild Galad (automatic on disc 2)
                    Name
                          Effect
     Special attacks:
                   Nuclear Sphere Nuclear explosion hits everyone
                    Killer Maser Laser beam damages all targets
     Other parts:
                 HP EXP GELLA Other effects
       Belly
                   8000 5000 0
 _____
155. Grauswein (2) - BOSS
      Lv: 43 HP: 8000 Weak:
```

Exp: 10000 Half: Gella: 10000 Resist: Absorb: Drop: Steal: Bullet Load Location: Guild Galad (automatic on disc 2) Name Effect Special attacks: Nuclear Sphere Nuclear explosion hits everyone Killer Maser Laser beam damages all targets Meltdown Fiery explosion on single target Other parts: HP EXP GELLA Other effects 8000 5000 5000 Drops Full Carrot Belly _____ 156. Gremalkin - BOSS Lv: 5 HP: 650 Weak: Exp: 60 Half: Gella: 250 Resist: Absorb: Drop: Steal: Location: Brad's intro Name Effect Special attacks: Parasite Battalion Bees swarm from belly Body slam Chest Buster Roaring Burst Energy wave along ground Other parts: HP EXP GELLA Other effects Belly 500 40 250 _____ 157. Gremlin Lv: 25 HP: 360 Weak: All elements except Lightning Half: Exp: 300 Gella: 600 Resist: Absorb: Lightning Drop: Bullet Load Steal: Heal Berry Location: Coffin of 100 Eyes Effect Name Special attacks: Taunting No effect Divides into: Lilly Pad _____ 158. Grendel Lv: 37 HP: 2000 Weak: Wind Exp: 1000 Half: Gella: 5000 Resist: Absorb: Earth Drop: Mini Carrot Steal: Heal Berry

Location: Lost Garden island Name Effect Special attacks: Spiral Typhoon Wind tunnel hits all targets Divides into: Rock Buster _____ 159. Grimlok Lv: 29 HP: 410 Weak: Exp: 375 Half: Gella: 750 Resist: Absorb: Drop: ReviveFruit Steal: ReviveFruit Location: Diablo Pillar Judecca Name Effect Special attacks: Die in Agony! Instant death on all targets Space Emperor Heavy attack Divides into: Jackolantern _____ 160. Grodine - BOSS Lv: 50 HP: 10000 Weak: Lightning Exp: 12000 Half: Ice Resist: Gella: 12000 Absorb: Water Drop: Steal: Full Revive Location: Spiral Tower Name Effect Special attacks: Giant Scissors Heavy attack with left claw Bubble Cluster Water damage and disease to all Other parts: HP EXP Gella Other effects Left Claw 10000 6000 6000 Drops Ambrosia, Steal Tiny Flower, same elemental effects as main body _____ 161. Gryphon Lv: 25 HP: 320 Weak: Earth Exp: 423 Half: Resist: Wind Gella: 460 Absorb: Drop: Big Berry Steal: Heal Berry Location: Outer sea, NE corner of world map Name Effect Special attacks: Divides into: Lilly Pad

162. Haborym Lv: 35 HP: 720 Weak: Ice, Water Exp: 600 Half: Gella: 1200 Resist: Absorb: Fire Drop: Big Berry Steal: Heal Berry Location: Raypoint Flam Effect Name Special attacks: Flame Tongue Stream of fire at single target Divides into: Carbuncle _____ 163. Harvestman Lv: 28 HP: 410 Weak: Light Exp: 375 Gella: 750 Half: Dark Resist: Absorb: Drop: Bust Steal: Heal Berry Location: Diablo Pillar Antenora Name Effect Special attacks: Ominously Inquire Scan party Divides into: Jackolantern _____ 164. HelterSkelter Lv: 21 HP: 250 Weak: Light Exp: 200 Half: Gella: 400 Resist: Absorb: Dark Drop: ReviveFruit Steal: Heal Berry Location: Slayheim Castle Name Effect Special attacks: Cross Bone Heavy attack Divides into: Jelly Blob _____ 165. Hope Diamond Lv: 40 HP: 600 Weak: Light Exp: 500 Half: Resist: All elements except Light and Dark Gella: 1000 Absorb: Dark Drop: Softener Steal: Heal Berry Location: Promised Catacombs Effect Name Special attacks: Guillotine Instant death on one target

```
Petro Touch Gas petrifies single target
     Divides into: Fleurety
 _____
166. Horn Monster
      Lv: 32 HP: 600 Weak: Wind
      Exp: 425
                      Half:
      Gella: 850
                      Resist: Earth
                      Absorb:
      Drop: Mega Berry
      Steal: Heal Berry
     Location: Grotto of Lourdes
                    Name
                               Effect
    Special attacks: Tactless Very strong physical attack
Horn Spike Heavy attack
     Divides into: Fairy Light
 _____
167. Hresvelgr
      Lv: 39 HP: 560 Weak: Earth
      Exp: 500
                      Half: Wind
      Gella: 1000
                      Resist:
                      Absorb:
      Drop: Antidote
      Steal: Heal Berry
    Location: Gated Sea
                    Name
                               Effect
    Special attacks: Chew Up Heavy attack
                   Poison Breath Poison all targets
     Divides into: Stolas
_____
168. Hrimthurs
      Lv: 25 HP: 320 Weak: Fire
      Exp: 230
                      Half:
      Gella: 460
                      Resist: Water
                      Absorb: Ice
      Drop:
      Steal: Big Berry
     Location: Outer Sea, SE corner of map
                 Name
                               Effect
    Special attacks: Blizzard Breath Ice gas on all targets
                 Thermionic Blast Suicide explosion damages all foes
     Divides into: Lilly Pad
_____
169. Humpty
      Lv: 43 HP: 650 Weak:
      Exp:
                      Half:
```

Gella: 2000 Resist: Absorb: Drop: Mini Carrot Steal: Heal Berry Location: Fab Science Lab/Coin Purse area NameEffectSpecial attacks:Snow WhiteSnowstorm damages allAnti-MagicRemoves effect of previous spellsHi-ShieldRaise own DFP Critical Heal Fully heal own party Divides into: HelterSkelter _____ 170. Hydra Lv: 32 HP: 2800 Weak: Half: Exp: 900 Gella: 500 Resist: Absorb: Drop: Big Berry Steal: Lucky Card Location: Sacrificial Altar NameEffectSpecial attacks:VogeWater explosion on all targets Divides into: Owlbear _____ 171. Hyperion Lv: 45 HP: 700 Weak: Exp: 800 Gella: 2000 Half: All elements except Earth Resist: Absorb: Earth Drop: War Respite Steal: Heal Berry Location: Glaive Le Gable Effect Name Special attacks: Smithereens Very heavy single physical assault Divides into: Blackou _____ 172. Hyulkonton Lv: 1 HP: ~65000 Weak: Exp: 30000 Half: Gella: 50000 Resist: Absorb: Drop: Duplicator Steal: Gimel Coin Location: divide a Gagison, Balam Name Effect Special attacks: Arc en Ciel Multiple status effects on all

Human Experiment Multiple status + damage on one Divides into: cannot be divided _____ 173. Imitator Lv: 40 HP: 450 Weak: Exp: 700 Half: All elements Gella: 2000 Resist: Absorb: Drop: Lucky Card Steal: Heal Berry Location: Fab Science Lab/Coin Purse area Name Effect Try to steal item from inventory Special attacks: Kappagu Critical Heavy attack Divides into: Fleurety _____ 174. Imp Lv: 30 HP: 470 Weak: Exp: 410 Half: Gella: 820 Resist: Absorb: Drop: Pinwheel Steal: Heal Berry Location: Memory Maze, Monster Island Name Effect Poison Beam Poison single target with laser Wind Edge Blade of wind hits all targets Special attacks: Divides into: Pas de Chat _____ 175. Iron Maiden Lv: 21 HP: 250 Weak: Lightning Exp: 175 Half: Gella: 350 Resist: Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Gate Bridge, Monster Island Name Effect Special attacks: Defensive Posture Raise own DFP Strength Thief Suck HP from one target Divides into: Jelly Blob _____ 176. Item Carrier Lv: 41 HP: 630 Weak: Exp: 700 Half:

```
Gella: 2000
                        Resist:
                        Absorb:
      Drop:
      Steal: Heal Berry
     Location: Fab Science Lab/Coin Purse area
     NameEffectSpecial attacks:FleeEscape from battle
     Divides into: Fleurety
 _____
177. Jabberwock
      Lv: 38 HP: 550 Weak: Dark
      Exp: 500
                       Half: All elements except Dark
      Gella: 1000
                       Resist:
                        Absorb:
      Drop: Mega Berry
      Steal: Big Berry
     Location: small island W of Wind Tiger's Den island
                   Name Effect
     Special attacks: Poison Injection Poison single target
     Divides into: Stolas
 _____
178. Jacklizard
      Lv: 25 HP: 320 Weak: Dark
      Exp: 230
                       Half:
      Gella: 460
                       Resist:
                        Absorb:
      Drop: Big Berry
      Steal: Big Berry
     Location: Promised Catacombs island
                                 Effect
                      Name
     Special attacks: Toxic Breath Poison single target with gas
     Divides into: Lilly Pad
_____
179. Jackolantern
      Lv: 14 HP: 220 Weak: Water
      Exp: 90
                        Half: Ice
      Gella: 270
                       Resist:
                       Absorb: Fire
      Drop: Stone
      Steal: Tiny Flower
     Location: Diablo Pillar Caina region
                      Name
                                 Effect
                     Pyromania Fire attack on single target
     Special attacks:
                     I Hate You! Heavy attack with chainsaw
     Divides into: Critter
```

```
_____
180. Jasoul - BOSS
      Lv: 33 HP: 9000 Weak: Light
       Exp: 5000
                        Half: All elements except Light and Dark
       Gella: 5000
                        Resist:
                        Absorb: Dark
       Drop:
       Steal: Mini Carrot
     Location: Lost City Archeim
                      Name
                              Effect
     Special attacks: Life Force Suck HP from 1 target to raise own HP
                              Lightning magic on single target
                  Spark
                  SparkLightning magic on singleArmor DownDecrease all targets' DFP
                  Kirlian Buster Dark explosion damages all targets
                  Caloric Nova
                              Big explosion on all for heavy damage
                    HPEXPGellaOther effects450025002500Both drop SOR Apple
     Other parts:
        Right Claw
                                     Same elements as above
        Left Claw
                    4500 2500 2500
_____
181. Jelly Blob
       Lv: 10 HP: 100
                       Weak: Earth, Fire
       Exp: 75
                        Half: Ice
       Gella: 225
                        Resist:
                        Absorb: Water
      Drop: Medicine
       Steal: Heal Berry
     Location: Raline Observatory
                                  Effect
                      Name
     Special attacks:
                     Disease Cloud Gas causes disease in all targets
     Divides into: Gob
     *** Note: Has very high PRY, difficult to hit physically. ***
_____
182. Judecca (1) - BOSS
       Lv: 20 HP: 3600 Weak:
      Exp: 1500
                        Half:
      Gella: 0
                         Resist:
                        Absorb:
      Drop:
       Steal: Bullet Load
     Location: Valeria Chateau assault
                                  Effect
                      Name
     Special attacks: Miriam
Sidewinder
                                 2-gun shot from hip at single
                                 Firework trick shot
                      Douglas
                                 Powerful shotgun shot
_____
183. Judecca (2) - BOSS
      Lv: 32 HP: 5000 Weak:
```

Exp: 4200 Half: Gella: 0 Resist: Absorb: Drop: Steal: Tiny Flower Location: after Closed Mine Shaft NameEffectSpecial attacks:Miriam2-gun shot from hip at singleSidewinderFirework trick shot Name Effect Douglas Powerful shotgun shot _____ 184. Judecca (3) - BOSS Lv: 36 HP: 18000 Weak: Exp: 7000 Half: Gella: 7000 Resist: Absorb: Drop: War Respite Steal: Bullet Load Location: Diablo Pillar Judecca Effect Name Miriam Special attacks: 2-gun shot from hip at single SidewinderFirework trick shot on all targetsDouglasShotgun shot on single + paralysis _____ 185. Justa Lv: 38 HP: 700 Weak: Ice Exp: 500 Half: Gella: 1000 Resist: Absorb: Drop: Steal: Heal Berry Location: Area NW of Slayheim Name Effect Escape from battle Special attacks: Flee Divides into: Stolas _____ 186. Kalivos - BOSS Lv: 5 HP: 400 Weak: Exp: 50 Half: Gella: 250 Resist: Absorb: Drop: Steal: Location: Withered Ruins Effect Name Blade Claw LSlash with left clawBlade Claw RSlash with right claw Special attacks: Cross Blade Claw Heavy strike with both claws Laser Breath Beam shot from head

Other parts: HP EXP GELLA Other effects Right Claw 200 25 150 Drops Big Berry Left Claw 200 25 150 _____ _____ 187. Kelaeno Lv: 7 HP: 90 Weak: Earth Exp: 15 Half: Wind Gella: 30 Resist: Absorb: Drop: Heal Berry Steal: Stone Location: Damzen City region NameEffectPickpocketSteal random item from partyEndocrine BoostIncrease own RES & PRY Effect Special attacks: Withdraw Escape from battle Divides into: GomorrahToad _____ 188. Kelpie Lv: 18 HP: 200 Weak: Lightning Exp: 150 Half: Gella: 300 Resist: Absorb: Water Drop: Pinwheel Steal: Heal Berry Location: Inner Sea Name Effect Special attacks: Ozom Pulse Beam confuses all targets Divides into: Shrieker _____ 189. Kerberos Lv: 32 HP: 480 Weak: Half: Fire, Lightning, Ice Exp: 425 Gella: 850 Resist: Absorb: Drop: Full Revive Steal: War Respite Location: Abandoned Icebox Effect Name Special attacks: Reaper's Lullaby Damage and put one to sleep Firestorm Waves of fire hit all targets Divides into: Fairy Light _____ 190. Kobold

```
Half: Earth
       Exp: 4
       Gella: 16
                         Resist:
                         Absorb:
      Drop: Stone
      Steal: Heal Berry
     Location: Withered Ruins
                      Name
                                  Effect
     Special attacks: Flee Escape from battle
     Divides into: another Kobold
_____
191. Kobold King - BOSS
       Lv: 45 HP: 85000
                        Weak:
       Exp: 50000
                        Half:
       Gella: 75000
                        Resist:
                         Absorb:
       Drop: Omega Crush
       Steal: Mini Carrot
     Location: Closed Mine Shaft (sealed monster)
                    Name
                                   Effect
     Special attacks: Buried Alive! Earth attack on all targets
                   Prepare to Attack Store power for next turn
                   Critical
                                 Heavy attack
                   Tactless
                                  Very heavy attack on single
_____
192. Kuiper Core - BOSS
      Lv: 52 HP:
                        Weak:
                        Half:
       Exp:
       Gella: 0
                        Resist:
                        Absorb: All elements
       Drop:
       Steal:
     Location: Glaive Le Gable
                                  Effect
                      Name
     Special attacks: Atmosphere Reentry Comets crash down on all targets
                  Dark Star Bow Damage + multiple statuses to all
                  Blue Riot
                                  Laser damages each opponent
                  Galactic Explosion Cosmic energy damages all
    Other parts:
                  HP EXP GELLA Other effects
        R. Shoulder
        L. Shoulder
_____
193. Land Anemone
      Lv: 38 HP: 400 Weak:
       Exp: 600
                        Half:
                         Resist: All elements
       Gella: 1200
                        Absorb:
       Drop: Antidote
       Steal: ReviveFruit
```

Location: Trapezohedron, Monster Island Effect Name Special attacks: Euthanasia Gas Cause poison and sleep in all Rayxander Lightning strikes all targets Defensive Posture Raise own DFP Divides into: Stolas _____ 194. Land Lamprey Lv: 29 HP: 600 Weak: Lightning Exp: 375 Half: Gella: 750 Resist: Absorb: Water Drop: Pinwheel Steal: Heal Berry Location: Diablo Pillar Ptolomea Name Effect Bioelectricity Lightning attack on one foe Special attacks: Stun Cloud Gas paralyzes single target Divides into: Jackolantern _____ 195. Larva - BOSS Lv: 48 HP: 10000 Weak: Exp: 12000 Half: Gella: 12000 Resist: Absorb: Drop: Steal: Mini Carrot Location: Trapezohedron Name Effect Special attacks: Arc en Ciel Multiple status effects on all Mega Crusher Heavy physical assault Ability Block Damage and block abilities in all HP EXP GELLA Other effects Other parts: 10000 6000 6000 Steal War Respite Mouth _____ 196. Leprechaun Lv: 44 HP: 2200 Weak: All elements except Lightning Exp: 750 Half: Gella: 2000 Resist: Absorb: Lightning Drop: Pinwheel Steal: Heal Berry Location: Aguel Mine Shaft, Spiral Tower Name Effect Bioelectricity Lightning attack on single target Special attacks: Ozom Pulse Beam causes confusion to all Divides into: Shanzen

*** Note: this monster's presence blocks use of any ARMS *** _____ 197. Leviathan Lv: 36 HP: 3000 Weak: Fire Exp: 1000 Half: All elements except Fire and Water Gella: 1500 Resist: Absorb: Water Drop: Mega Berry Steal: Heal Berry Location: Raypoint Muse Effect Name Tidal wave hits all targets Special attacks: Voge Aqua Breath Water bubbles damage single target Divides into: Rock Buster _____ 198. Lilly Pad Lv: 13 HP: 190 Weak: Exp: 75 Gella: 225 Half: Resist: Absorb: Drop: Heal Berry Steal: Heal Berry Location: Raline Observatory Effect Name Special attacks: Meteor Kick Heavy attack Divides into: Dryad _____ 199. Lindwurm Lv: 25 HP: 1600 Weak: Earth Exp: 230 Half: Gella: 460 Resist: Absorb: Drop: Steal: Big Berry Location: Holst region after hovercraft NameEffectPin DownPulse beam paralyzes singleWind EdgeAir blades hit all targets Special attacks: Divides into: Bonedrake _____ 200. Liz (1) - BOSS Lv: 17 HP: 2000 Weak: Exp: 750 Half: Gella: 0 Resist: Absorb:

Drop: Steal: Antidote Location: Raline Observatory Effect Name Special attacks: Blue Bug Liquid Poison Ard, trigger his Bomb Punch Homemade Bomb Damage everyone in both parties _____ 201. Liz (2) - BOSS Lv: 23 HP: 3500 Weak: Exp: 4000 Half: Resist: Gella: 0 Absorb: Drop: Steal: Medicine Location: Gate Bridge Name Effect Special attacks: Red Bug LiquidDisease Ard, he uses Antitank PunchStrange BombDamages everyone in both parties ______ 202. Liz (3) - BOSS Lv: 32 HP: 4500 Weak: Exp: 2250 Half: Gella: 2250 Resist: Absorb: Drop: Tiny Flower Steal: War Respite Location: Coffin of 100 Eyes Effect Name Special attacks: Mixed Bug Liquids Poison + disease Ard, triggers his Alter Ego Punch Chef's Whimsy Bomb Damages everyone in both parties _____ 203. Lombardia - BOSS Lv: 43 HP: 8000 Weak: Exp: 10000 Half: Gella: 10000 Resist: Absorb: Drop: Steal: Bullet Load Location: Sleeping Volcano Effect Name Special attacks: Dragonic Blaster Jet fireworks hit all for damage Other Parts: HP EXP GELLA Other effects Belly 8000 5000 5000 Drops Full Carrot _____ 204. Lord Blazer - BOSS Lv: 52 HP: 150000+ Weak:

```
Exp: 0
                        Half: All elements except Fire
       Gella: 0
                         Resist:
                         Absorb: Fire
      Drop:
      Steal:
     Location: Final
                  Name
                                   Effect
     Special attacks: Vermilion Disaster Blaze of disaster burns Ashley
                  Negative Flare Damages and removes spell effects
_____
205. Lycanthrope
       Lv: 18 HP: 180 Weak:
       Exp: 150
                        Half:
       Gella: 300
                        Resist:
                        Absorb:
       Drop: Medicine
       Steal: Big Berry
     Location: Thunder Lion Cage region
                      Name Effect
     Special attacks: Disease Cloud Gas causes disease in all targets
     Divides into: Shrieker
 _____
206. M. Therion
       Lv: 42 HP: 3500 Weak:
       Exp: 2000
                        Half: All elements
       Gella: 1000
                        Resist:
                        Absorb:
      Drop: Grenade
       Steal: Heal Berry
     Location: Spiral Tower/Lost Garden region
                      Name
                                   Effect
     Special attacks:
                     Megaton Attack Heavy physical attack on one
                      Kirlian Buster Dark explosion hits all
     Divides into: Necrosaurus
_____
207. Macabre
       Lv: 21 HP: 250 Weak: Light
       Exp: 195
                        Half: Dark
       Gella: 390
                        Resist:
                        Absorb:
      Drop: Chakram
      Steal: Heal Berry
     Location: Slayheim salt flats
                                  Effect
                    Name
     Special attacks: Reaper's Lullaby Damage and cause sleep in one foe
     Divides into: Jelly Blob
```

_____ 208. Magmalizer - BOSS Lv: 36 HP: 9500 Weak: Wind, Water, Ice Exp: 5000 Half: Gella: 5000 Resist: Absorb: Earth, Fire Drop: Lamellar Steal: Full Revive Location: Diablo Pillar Judecca Name Effect NameEffectSpecial attacks:Mirror CoatSet up reflect on main bodyFire CrystalFlame attack on all targetsMaglashFireball slams single target Other parts: HP EXP GELLA Other effects Head 9500 2500 2500 Same elements as above _____ 209. Man Trap Lv: 9 HP: 120 Weak: Fire Half: Water Exp: 50 Gella: 150 Resist: Absorb: Drop: Toy Hammer Steal: Heal Berry Location: Sylvaland region Effect Name Special attacks:AmnesiaCause forgetfullness in singleSleepGas puts all targets to sleep Divides into: Beast Pillar -----210. Manticore Lv: 24 HP: 340 Weak: Exp: 240 Half: Gella: 500 Resist: Absorb: Drop: Antidote Steal: Heal Berry Location: Closed Mine Shaft Name Effect Special attacks: Tail Smash Heavy attack Divides into: Lilly Pad _____ 211. Manufestu - BOSS Lv: 50 HP: 10000 Weak: Exp: 12000 Half: Resist: Gella: 12000 Absorb: Fire, Light Drop:

```
Steal: Mini Carrot
     Location: Spiral Tower
                                   Effect
                      Name
                    Blast
     Special attacks:
                                  Fiery explosion hits all targets
                     Death Parasite Chance of instant death on one
                    HP EXP GELLA Other effects
     Other parts:
                   hrLAL500060006000Steal Full Revive from500060006000both drop Mega Berries
        Right Knee
                                      Steal Full Revive from each,
        Left Knee
  _____
212. Melchom
       Lv: 23 HP: 230 Weak:
       Exp: 180
                         Half:
       Gella: 500
                         Resist:
                         Absorb:
       Drop:
       Steal: Lucky Card
     Location: Greenhell region
                                 Effect
                       Name
     Special attacks: GellaCrazy Throws last 4 digits of own party's
                                 gella, causing an equal number of
                                 damage to all targets. You receive
                                 O gella at end of battle if thrown.
     Divides into: Ghoul
 _____
213. Melchom Lich
       Lv: 43 HP: 630 Weak:
       Exp: 700
                         Half:
       Gella: 3000
                         Resist:
                         Absorb:
       Drop:
       Steal: Lucky Card
     Location: Fab Science Lab/Coin Purse area
                      Name
                                   Effect
     Special attacks: GellaCrazy Throws last 4 digits of own party's
                                   gella, causing an equal number of
                                   damage to all targets. You receive
                                   0 gella at end of battle if thrown.
     Divides into: HelterSkelter
_____
214. Melusine
       Lv: 25 HP: 320 Weak: Ice
                         Half: Water
       Exp: 230
       Gella: 460
                         Resist:
                         Absorb:
       Drop: Antidote
       Steal: Pinwheel
     Location: Outer sea, NE corner of world map
```

Name Effect Special attacks: Poison Breath Poison all targets Divides into: Lilly Pad _____ 215. Mercurius Lv: 45 HP: 850 Weak: Lightning ------- /50 Gella: 2000 Half: Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Spiral Tower Effect Name Heavy attack Special attacks: Gimlet Big Strength Thief Suck HP from one character Divides into: Shanzen *Note: this monster only appears by surprise _____ 216. Mimic Lv: 30 HP: 410 Weak: Half: All elements Exp: 375 Gella: 750 Resist: Absorb: Drop: Big Berry Steal: Big Berry Location: Diablo Pillars Effect Name Special attacks: Mega Crusher Smack single target with arms Divides into: Pas de Chat *Note: only appears by surprise _____ 217. Mold Gnome Lv: 31 HP: 720 Weak: Fire Exp: 425 Half: Water Gella: 850 Resist: Absorb: Lightning Drop: Pinwheel Steal: Heal Berry Location: Meteorite Crater Effect Name Special attacks: Spoiled Brat Heavy attack Stone Javelin Earth magic on single target Spores Confuse all opponents Divides into: Pas de Chat

_____ 218. Morlock Lv: 42 HP: 1000 Weak: Ice Half: Exp: 800 Gella: 2000 Resist: Absorb: Drop: Peppy Acorn Steal: Heal Berry Location: Glaive Le Gable Name Effect Special attacks: Don't Forget Me! Suicide explosion on single target Critical Heavy attack Divides into: HelterSkelter _____ 219. Murdoch Lv: 14 HP: 15000 Weak: Exp: 0 Half: Gella: 0 Resist: Absorb: Drop: Shukiken Steal: Tiny Flower Location: Gated Sea small island Effect Name Special attacks: Global Warbird Greatly raise one ally's DFP & MGR Power Lord MountShake ground to damage one targetBrutal FightMassive physical damage to singleDesert TornadoWind tunnel hits all for damagePoison NeedlePoisons and damages single target Pro Wrestling Star Heal one ally Divides into: cannot be divided *Note: always appears with Bad News _____ 220. Muse Knight - BOSS Lv: 46 HP: 9000 Weak: Fire Exp: 12000 Half: Gella: 12000 Resist: Absorb: Water Drop: Shamir Steal: Mega Berry Location: Raypoint Muse Effect Name Special attacks: Mirror Coat Cast reflect on main body Hi-Barrier Increase own DFP and MGR Blade Arm Heavy physical attack on single Water Catastrophe Tidal wave hurts all with water HP EXP GELLA Other parts: Other effects Shield 9000 6000 6000 Drops Mega Berry, steal Full

Revive, absorbs all elements

```
_____
221. Mushussu
      Lv: 25 HP: 400 Weak:
      Exp: 300
                      Half:
      Gella: 600
                      Resist:
                      Absorb:
      Drop: Big Berry
      Steal: Heal Berry
     Location: Coffin of 100 Eyes
                     Name
                                Effect
                  Tail SmashHeavy attackBody PressHeavy attack
     Special attacks:
     Divides into: Lilly Pad
_____
222. Muspell
      Lv: 23 HP: 320 Weak: Water, Ice
      Exp: 230
                      Half:
      Gella: 460
                      Resist:
                      Absorb: Fire
      Drop: ReviveFruit
      Steal: Heal Berry
     Location: Outer Sea, SW of large island in NE of world map
                 Name
                               Effect
     Special attacks: Thermionic Blast Suicide explosion damages all foes
                 Fire Breath Fiery gas blown at single target
     Divides into: Ghoul
_____
223. Mycale (Male)
      Lv: 39 HP: 550 Weak:
      Exp: 500
                      Half: All elements
      Gella: 1000
                       Resist:
                       Absorb:
      Drop: Lucky Card
      Steal: Mega Berry
     Location: Promised Catacombs
                                Effect
                    Name
                              Earth magic on single target
     Special attacks: Break
                               Water magic on single target
                    Aqua
                     Flame
                               Fire magic on one target
                     Transform
                               Change self into Mycale (female)
     Divides into: Mycale (female)
_____
224. Mycale (Female)
      Lv: 41 HP: 1500 Weak:
      Exp: 1500
                       Half:
                    Resist: All elements
      Gella: 3000
```

Absorb: Drop: Mini Carrot Steal: Mega Berry Location: Promised Catacombs (only produced from Mycale (male)) Name Effect Special attacks: Tidal Wave Water drowns all opponents Divides into: Fleurety _____ 225. Myconid Lv: 13 HP: 220 Weak: Fire Exp: 70 Cella: 210 Half: Water Resist: Gella: 210 Absorb: Lightning Drop: Pinwheel Steal: Big Berry Location: Raline Observatory region Name Effect Special attacks: Divides into: Dryad _____ 226. Myrmecoleo Lv: 25 HP: 320 Weak: Ice, Water Exp: 230 Half: Earth Gella: 460 Resist: Absorb: Drop: Mini Carrot Steal: Heal Berry Location: small island in W of world map, near Raypoint Wing Name Effect Special attacks: Resonance Quake Earthquake damages all targets Tera Break Rain of meteors on all foes Divides into: Lilly Pad _____ 227. Mystere Lv: 40 HP: 560 Weak: Exp: 500 Half: Resist: Gella: 1000 Absorb: All elements Drop: Pinwheel Steal: War Respite Location: Crimson Castle Name Effect Poison Beam Laser pulse poisons single foe Bug Poison Cause poison and disease to single Special attacks: Divides into: Fleurety

_____ 228. Mystical Pot Lv: 25 HP: 320 Weak: Exp: 230 Gella: 460 Half: Gella: 460 Resist: Absorb: Drop: Lucky Card Steal: Heal Berry Location: Abandoned Icebox Name Effect Special attacks: Space Emperor Heavy attack Ominously Inquire not sure - maybe scans you Divides into: Lilly Pad _____ 229. N.U.E. Lv: 41 HP: 800 Weak: Lightning Exp: 700 Half: Gella: 2000 Resist: Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Fab Science Lab/Coin Purse area Name Effect Special attacks: Bioelectricity Lightning strike on single Bio Laser Damage single target Divides into: Fleurety _____ 230. Nachtgeist Lv: 21 HP: 260 Weak: Light Half: All elements except Light or Dark Exp: 200 Gella: 400 Resist: Absorb: Dark Drop: Big Berry Steal: Heal Berry Location: Slayheim Castle Effect Name BreakEarth magic on single targetAquaWater magic on single targetArmor DownDecrease all target's DFP Special attacks: Break Divides into: Jelly Blob _____ 231. Necromancer Lv: 31 HP: 1200 Weak: Exp: 375 Half: Gella: 750 Resist: Absorb: Drop: Big Berry

```
Steal: Big Berry
     Location: Diablo Pillar Antenora
                                     Effect
                    Name
     Special attacks: Unclean Ones, Obey! Unknown
                   Hi-Break
                                   Strong earth magic on single
                   Spiral Typhoon Wind tunnel damages all targets
     Divides into: Harvestman
  _____
232. Necromicon
       Lv: 39 HP: 700 Weak:
       Exp: 750
                         Half:
       Gella: 2000
                        Resist:
                         Absorb: All elements
       Drop: Necromicon
       Steal: Heal Berry
     Location: Lost Garden island
                                   Effect
                   Name
     Special attacks: Great Disaster Explosion damages and confuses all
                   Prohibited Spell?? Damage all with explosion
                  Unmodified Spell ?? Damage all with spheres
                                 Put all targets to sleep
                  Pure Literature
     Divides into: Stolas
_____
233. Necrosaurus
       Lv: 21 HP: 300 Weak: Light
                         Half: Dark
       Exp: 195
       Gella: 390
                        Resist:
                         Absorb:
       Drop: Big Berry
       Steal: Heal Berry
     Location: Slayheim salt flats
                                   Effect
                       Name
     Special attacks: Rhodon Breath Damage to all targets
     Divides into: Jelly Blob
_____
234. Negalord
       Lv: 41 HP: 1600 Weak: Light
       Exp: 500
                        Half:
       Gella: 1000
                        Resist: Earth, Fire, Water, Lightning, Ice
                        Absorb: Dark
       Drop: Mega Berry
       Steal: Mega Berry
     Location: Fab Science Lab/Coin Purse area
                                    Effect
                       Name
     Special attacks: Kirlian Buster Dark explosion on all targets
                      Summon Undead Call a Pabilsag to the fight
```

Divides into: Pabilsag _____ 235. Neptul Lv: 38 HP: 800 Weak: Lightning Exp: 500 Half: Gella: 1000 Resist: Absorb: Water Drop: Lucky Card Steal: Heal Berry Location: Gated Sea Effect Name Special attacks: Combination Form Heavy attack Divides into: Ghoul _____ 236. Ninja Hound Lv: 19 HP: 210 Weak: Exp: 175 Half: Gella: 350 Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Gate Bridge Effect Name Special attacks: Defensive Posture Raise own DFP Combination Form Heavy attack on single target Howl Summon another ninja hound Divides into: _____ 237. Nosferatu Lv: 40 HP: 1600 Weak: Light Half: All elements except Light or Dark Resist: Dark Exp: 500 Gella: 1000 Absorb: Drop: Steal: Heal Berry Location: Area NW of Slayheim Name Effect Special attacks: Summon Undead Call a Bodysnatcher to fight Unclean Ones, Obey! Order undead monsters Divides into: Bodysnatcher _____ 238. Nybbas Lv: 25 HP: 320 Weak: Dark Half: Exp: 230 Resist: Gella: 460 Absorb:

```
Drop:
       Steal: Big Berry
     Location: Pirate's Warren island
                      Name
                                  Effect
     Special attacks:
                     Megaton Non-elemental attack on all
     Divides into: Lilly Pad
 _____
239. Oannes
      Lv: 25 HP: 320 Weak: Lightning
       Exp: 230
                        Half: Ice
      Gella: 460
                        Resist:
                        Absorb: Water
      Drop:
       Steal: Big Berry
     Location: Outer Sea, SW of large island in NE of world map
                      Name
                                   Effect
     Special attacks: Aqua
                                  Water magic on single target
     Divides into: Lilly Pad
_____
240. Odessa Man
      Lv: 17 HP: 210 Weak:
      Exp: 150
Gella: 500
                        Half:
      Gella: 500
                        Resist:
                        Absorb:
       Drop: Big Berry
       Steal: Big Berry
     Location: Warwing Varukisas
                   Name
                                    Effect
     Special attack: Tranquilizer Dart Cause sleep in all targets
Hah! Dance! Dance! Heavy attack
                  S.O.S.
                                   Summon another Odessa Man
                  Regroup - No Retreat Escape from battle
     Divides into:
_____
241. Odessa Man 2
      Lv: 23 HP: 300 Weak:
       Exp: 225
                        Half:
       Gella: 450
                        Resist:
                        Absorb:
      Drop: Antidote
       Steal: Big Berry
     Location: Emulator Zone
                    Name
                                   Effect
     Special attacks: Tranquilizer Dart Put all targets to sleep
                                  Summon another Odessa Man 2
                    S.O.S.
     Divides into:
```

```
_____
242. Odessa Man 3
      Lv: 31 HP: 500 Weak:
      Exp: 400
                      Half:
      Gella: 800
                      Resist:
                      Absorb:
      Drop: Antidote
      Steal: Big Berry
     Location: Heimdal Gazzo
                 Name
                                Effect
     Special attacks: Hah! Dance! Dance! Heavy gunshot on single target
                 Tranquilizer Dart Put all to sleep
                 Bioweapon
                               Poison all targets with gas
                 S.O.S.
                                Summon another Odessa Man 3
    Divides into:
_____
243. Okypete
      Lv: 29 HP: 900 Weak: Earth
      Exp: 375
                      Half: Wind
      Gella: 750
                      Resist:
                      Absorb:
      Drop: ReviveFruit
      Steal: Heal Berry
     Location: Diablo Pillar Ptolomea, Caina, Antenora
                     Name
                                Effect
     Special attacks: Kappagu Damage and try to steal item
                    Hurricane Bolt Tornado slams all opponents
     Divides into: Jackolantern
_____
244. Olivier - BOSS
      Lv: 4 HP: 300 Weak: Fire
      Exp: 60
                      Half: Ice
      Gella: 250
                      Resist:
                      Absorb:
      Drop:
      Steal:
     Location: Palace Village (Lilka's Intro)
                                  Effect
                    Name
     Special attacks:
                   Olivier Juice Spit damaging juice
                    Bufoooooooh! Spit damaging gas
                    Horse Field Kick Attack with leg
     Other parts:
                 HP EXP GELLA Other effects
      Leg
                   225 40 250 Weak: Ice Half: Fire
_____
245. Olvader
```

```
Exp: 230
                       Half:
      Gella: 460
                       Resist:
                       Absorb: Water
      Drop: Big Berry
      Steal: Heal Berry
     Location: Outer Sea
                   Name
                                 Effect
     Special attacks: Combination Form Heavy attack
     Divides into: Ghoul
_____
246. Orgon Energy
      Lv: 41 HP: 650 Weak: Light
      Exp: 800
                       Half:
      Gella: 2000
                       Resist: Dark
                       Absorb: All elements except Light and Dark
      Drop:
      Steal: Heal Berry
     Location: Glaive Le Gable
                                    Effect
                      Name
     Special attacks: Defensive Posture Defend that turn
     Divides into: Fleurety
_____
247. Ose
      Lv: 40 HP: 700 Weak:
      Exp: 750
                       Half: Light
      Gella: 2000
                       Resist:
                       Absorb: Dark
      Drop:
      Steal: Tiny Flower
     Location: Lost Garden Island
                     Name
                                 Effect
     Special attacks:Hi-QuickRaise own group's RESEvil EyeChance of instant death on all
     Divides into: Fleurety
_____
248. Owlbear
      Lv: 16 HP: 210 Weak:
      Exp: 90
                       Half:
      Gella: 270
                        Resist:
                       Absorb:
      Drop: Pixie Dust
      Steal: Heal Berry
     Location: Baskar Village region
                                 Effect
                      Name
                    Chew Up
                                Heavy attack
     Special attacks:
                     Bear Hug
                                Damage and paralyze single target
```

```
Divides into: Dakleit
_____
249. Pabilsag
      Lv: 45 HP: 1000 Weak: Ice
      Exp: 750
                     Half:
      Gella: 2000
                     Resist:
                      Absorb:
      Drop: War Respite
      Steal: Big Berry
    Location: Spiral Tower
                         Effect
                    Name
    Special attacks: Deadly Poison Chance of instant death on all
    Divides into: Shanzen
250. Pantagruel
      Lv: 41 HP: 1500 Weak: Lightning
      Exp: 750
                     Half:
      Gella: 2000
                     Resist:
                     Absorb:
      Drop: Mini Carrot
      Steal: Heal Berry
    Location: Lost Garden island
                              Effect
                   Name
                   Barrier Raise own DFP and MGR
Life Force Suck HP from one target
                  Barrier
    Special attacks:
    Divides into: Fleurety
 _____
251. Pas de Chat
      Lv: 15 HP: 190 Weak: Light
      Exp: 75
                     Half: Dark
      Gella: 225
                     Resist:
                     Absorb:
      Drop: ReviveFruit
      Steal: ReviveFruit
    Location: Raline Observatory
                              Effect
                    Name
    Special attacks: Masquerade Heavy attack
                   Death Bringer Heavy attack
    Divides into: Critter
_____
252. Peryton
      Lv: 10 HP: 190 Weak: Earth
      Exp: 100
                     Half: Wind
      Gella: 150
                     Resist:
                     Absorb:
      Drop: Pixie Dust
```

```
Steal: ReviveFruit
    Location: Sylvaland region
                               Effect
                    Name
    Special attacks: Horn Spike
                              Heavy attack
                   Stun Cloud
                              Paralyze single target with gas
    Divides into:
 _____
253. Pill Bug
      Lv: 3 HP: 150 Weak: Ice
      Exp: 8
                      Half: Fire
      Gella: 32
                      Resist:
                      Absorb:
      Drop: Heal Berry
      Steal: Big Berry
    Location: Meria Boule region
                               Effect
                    Name
    Special attacks: Heavy Armor Raise own DFP
    Divides into: Kobold
_____
254. Potatohead
      Lv: 25 HP: 320 Weak: Wind, Light
      Exp: 230
Gella: 460
                      Half:
                      Resist:
                      Absorb: Earth
      Drop: Bust
      Steal: Heal Berry
    Location: Promised Catacombs island
                   Name
                               Effect
    Special attacks: Esc Down Reduce all targets' PRY to 0
                  Resonance Quake Vibrations damage all targets
    Divides into: Lilly Pad
  _____
255. Primevals
      Lv: 33 HP: 1300 Weak:
      Exp: 410
                      Half:
      Gella: 820
                      Resist:
                      Absorb:
      Drop: Big Berry
      Steal: Heal Berry
    Location: Millennium Puzzle (2), Monster Island
                                Effect
                    Name
    Special attacks: Megaton attack Very heavy physical assault
    Divides into: Owlbear
_____
```

Lv: 36 HP: 9500 Weak: Dark Exp: 5000 Half: Gella: 5000 Resist: Absorb: Light Drop: Azure Vest Steal: Location: Diablo Pillar Antenora Name Effect Special attacks: Tidal Wave Giant water wave hits entire party Kirlian Buster Dark explosion damages all targets Coldray Gimlet Ice attack hits all targets Other parts: HP EXP GELLA Other effects Chest 9500 2500 2500 Same elements as above _____ 257. Prometheus Lv: 45 HP: 2800 Weak: Exp: 800 Half: Gella: 2000 Resist: All elements Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Glaive Le Gable Effect Name Special attacks: Firestorm Flames hit all opponents Voge Tidal wave drowns all targets Anti-Ground Laser Rain of light on all targets Resonance Quake Earth shakes all for damage Divides into: Blackou _____ 258. Protoblazer Lv: 4 HP: 70 Weak: Half: Exp: 30 Gella: 0 Resist: Absorb: Drop: Heal Berry Steal: Location: Sword Cathedral Name Effect Uncontrollable Doesn't seem to do anything Special attacks: Rejection Ditto Critical attack Critical Divides into: _____ 259. Ptolomea (1) - BOSS Lv: 12 HP: 3000 Weak: Exp: 750 Half: Gella: 0 Resist:

```
Absorb:
      Drop:
      Steal:
    Location: Mt. Chug-Chug
                                 Effect
                   Name
    Special attacks: Iron Saber Heavy weapon arm attack
                  Ptolomea Dynamite Explosion damages all
  _____
260. Ptolomea (2) - BOSS
      Lv: 21 HP: 7500 Weak:
      Exp: 3000
                      Half:
      Gella: 0
                      Resist:
                      Absorb:
      Drop:
      Steal: War Respite
    Location: Warwing Varukisas
                               Effect
                    Name
    Special attacks: Iron Saber
                               Heavy weapon arm attack
                  Ptolomea Dynamite Explosion damages all
_____
261. Ptolomea (3) - BOSS
      Lv:36 HP: 20000 Weak:
      Exp: 7000
                      Half:
      Gella: 7000
                     Resist:
                      Absorb:
      Drop: War Respite
      Steal: Tiny Flower
    Location: Diablo Pillar Ptolomea
                    Name
                               Effect
    Special attacks: Iron Saber Heavy weapon arm attack
                  Ptolomea Dynamite Explosion damages all
_____
262. Pumpkinhead
      Lv: 38 HP: 700 Weak: Water
      Exp: 500
                      Half: Ice
      Gella: 1000
                     Resist:
                      Absorb: Fire
      Drop: ReviveFruit
      Steal: Heal Berry
    Location: Area NW of Slayheim
                               Effect
                    Name
                            Flame attack on all opponents
    Special attacks:
                   Pyromania
                    Critical
                              Heavy attack
                    Taunting No effect
    Divides into: Stolas
```

```
Lv: 16 HP: 950
                             Weak: Fire
        Exp: 100
                             Half: Water
        Gella: 300
                             Resist:
                              Absorb:
        Drop: Antidote
        Steal: Pinwheel
      Location: Hidden Trial Arena
                                          Effect
                        Name
      Special attacks: Spores
                                        Confuse all targets
                       Wormyweed Extract Damage and poison one target
      Divides into: Simurgh
_____
264. Ragu O Ragula - BOSS
        Lv: 99 HP: 100000 Weak:
                             Half: All elements except fire
        Exp: 0
                             Resist:
        Gella: 0
                             Absorb: Fire
        Drop: SheriffStar
        Steal:
      Location: Aguel Mine Shaft (sealed monster)
                       Name
                                            Effect

      Special attacks:
      1 Trillion Degrees
      Massive fire explosion on all

      Black Nova
      Incredible dark explosion on all

      Smithereens
      Heave physical assault on one

      Impact Bomber
      Non-elemental explosion on all

                       Void Effect
                                          Remove any good effects from all
265. Rahab
        Lv: 25 HP: 320 Weak: Lightning
        Exp: 230
                             Half: Ice
        Gella: 460
                             Resist:
                             Absorb: Water
        Drop: War Respite
        Steal: Heal Berry
      Location: Outer Sea
                                          Effect
                           Name
      Special attacks:
                         Serpent Attack Damage and paralyze single
      Divides into: Lilly Pad
_____
266. Rat Monkey
        Lv: 7 HP: 100 Weak: Light
        Exp: 20
                             Half:
                             Resist:
        Gella: 50
                             Absorb:
        Drop: Heal Berry
        Steal: Tiny Flower
      Location: Telepath Tower
                            Name
                                         Effect
```

Special attacks: I Hate You! Heavy attack Divides into: Pill Bug _____ 267. Re-Animator Lv: 28 HP: 450 Weak: Exp: 325 Half: Gella: 650 Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Lost City Archeim Name Effect Special attacks: Reaper's Lullaby Damage and put single to sleep Paralysis Bite Paralyze single target Divides into: Jackolantern _____ 268. Red Barney Lv: 41 HP: 600 Weak: Exp: 500 Half: Resist: Gella: 1000 Absorb: Drop: Gimel Coin Steal: Lucky Card Location: Crimson Castle Name Effect Gella Eater Permanently take 10% of your gella Special attacks: Flee Escape from battle Divides into: Fleurety _____ 269. Reguleus - BOSS Lv: 19 HP: Weak: Fire Half: Ice Exp: 2000 Gella: 2000 Resist: Absorb: Water Drop: Steal: Big Berry Location: Hidden Trial Arena Name Effect Special attacks: Wormyweed Extract Damage and cause poison to single Elcweed Extract Gas damages and confuses all _____ 270. Remnant Lv: 20 HP: 250 Weak: Light Exp: 195 Half: Dark Gella: 390 Resist:

Absorb:

Drop: Steal: Heal Berry Location: Slayheim salt flats Name Effect Chew Up Heavy attack Special attacks: Life Returner Heal self Divides into: Jelly Blob _____ 271. Rick Gob Lv: 27 HP: 320 Weak: Exp: 230 Gella: 460 Half: Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Holst region after getting upgraded hovercraft Name Effect Heavy attack Special attacks: Gob Slash Dark explosion on single target Gash Combination Form Heavy attack Divides into: Assassin Bug _____ 272. Rock Buster Lv: 18 HP: 300 Weak: Water Exp: 90 Half: Wind Gella: 270 Resist: Absorb: Earth Drop: Heal Berry Steal: Heal Berry Location: Diablo Pillar Caina region Name Effect Tail SmashHeavy attackCriticalHeavy attack Special attacks: Divides into: Man Trap _____ 273. Roper Lv: 31 HP: 480 Weak: Exp: 425 Half: Gella: 850 Resist: Absorb: Earth, Fire, Wind, Water Drop: Antidote Steal: Big Berry Location: Sacrificial Altar Effect Name
 Special attacks:
 Power Up
 Increase own ATP

 Euthanasia Gas
 Cause sleep and poison in all

Divides into: Pas de Chat _____ 274. Sabertooth Lv: 40 HP: 630 Weak: Exp: 700 Half: Gella: 2000 Resist: Absorb: Drop: Mini Carrot Steal: Heal Berry Location: Fiery Wreckage Effect Name Special attacks: Buried Alive! Earth thrown at all targets Tail Smash Heavy physical attack Divides into: Fleurety _____ 275. Sadas Lv: 25 HP: 320 Weak: Dark Half: Exp: 230 Gella: 460 Resist: Absorb: Drop: Peppy Acorn Steal: Heal Berry Location: Shining Garden Effect Name Special attacks: Don't Forget Me! Suicide explosion near single Divides into: Lilly Pad _____ 276. Salamandra Lv: 32 HP: 1000 Weak: Water, Ice Exp: 450 Half: Gella: 900 Resist: Absorb: Fire Drop: Mega Berry Steal: Mega Berry Location: Sleeping Volcano Effect Name Special attacks:Fire StormFlame explosion on all targetsThermionic BlastSuicidal explosion hits all Divides into: Fairy Light _____ 277. Sand Crab Lv: 21 HP: 240 Weak: Water Exp: 195 Half: Wind Gella: 390 Resist: Absorb: Earth Drop: ReviveFruit

```
Steal: Heal Berry
     Location: Quartly desert
                                Effect
                     Name
     Special attacks: Body Press Heavy physical attack
                    Kill-Shred Cause instant death in one target
     Divides into: Jelly Blob
  _____
278. Saracenian
      Lv: 20 HP: 230 Weak:
      Exp: 190
                      Half:
      Gella: 380
                      Resist:
                      Absorb:
      Drop: Big Berry
      Steal: Heal Berry
     Location: Island Outpost island
                               Effect
                    Name
     Special attacks:
     Divides into: Jelly Blob
 _____
279. Scarecrow
      Lv: 41 HP: 600 Weak: Light
      Exp: 500
                      Half:
      Gella: 1000
                      Resist: Dark
                      Absorb:
      Drop:
      Steal: Mega Berry
     Location: Promised Catacombs
                    Name
                                Effect
    Special attacks: Kill-Shred Instant kill of single target
     Divides into: Fleurety
_____
280. Scylla
      Lv: 25 HP: 1600 Weak: Lightning
      Exp: 230
                      Half: Fire
      Gella: 460
                      Resist:
                      Absorb: Water
      Drop: Big Berry
      Steal: Tiny Flower
     Location: Outer Sea, Diablo Pillar Ptolomea area
                    Name
                               Effect
                   Aqua
                               Water magic on single target
     Special attacks:
                    Hi-Aqua
                              Strong water magic on one target
     Divides into: Bonedrake
_____
```

Lv: 52 HP: 15000 Weak: Exp: 0 Half: Ice Gella: 0 Resist: Wind Absorb: Drop: Steal: Location: Glaive Le Gable Effect Name Special attacks: Atmosphere Reentry Comets crash down on target Dark Star Bow Laser attack + multiple statuses Blue Riot Laser damages target Galactic Explosion Cosmic energy damages opponent Hyperion Inferno Line of explosions hits foe _____ 282. Sekmet Lv: 2 HP: 3000 Weak: Ice Exp: 1500 Half: Gella: 5000 Resist: Absorb: Drop: Peppy Acorn Steal: Heal Berry Location: Gated Sea small island Name Effect Special attacks: Stone Javelin Earth magic on single target Smithereens Extremely heavy physical attack Divides into: _____ 283. Shambler Lv: 24 HP: 320 Weak: Fire Exp: 230 Half: Water Gella: 460 Resist: Absorb: Lightning Drop: Pinwheel Steal: Big Berry Location: Snake Road (to Diablo P. Judecca), Sacrificial Altar area, many places in Outer Sea, Fab Science Lab/Coin Purse area Name Effect Special attacks: Lightburn Confuse single target with gas Divides into: Lilly Pad _____ 284. Shanzen Lv: 22 HP: 260 Weak: Dark Exp: 200 Half: All elements except Light and Dark Gella: 400 Resist: Absorb: Light Drop: Big Berry Steal: Heal Berry

```
Location: Alchemic Plant, Monster Island
                     Name
                                 Effect
     Special attacks: Monster Beam Laser hits each character in turn
     Divides into: Ghoul
 285. ShapeShifter
      Lv: 40 HP: 630 Weak:
      Exp: 700
                       Half:
      Gella: 1000
                       Resist:
                       Absorb:
      Drop: Mega Berry
      Steal: Heal Berry
     Location: Fab Science Lab/Coin Purse area
                     Name
                                 Effect
     Special attacks: Data Install Transform into fake of one of your
                                characters, can use any original
                                 power learned, has 650HP
     Divides into: Fake [whichever character it would copy]
_____
286. Shrieker
      Lv: 9 HP: 110 Weak: Fire
                       Half: Water
      Exp: 30
      Gella: 90
                       Resist:
                       Absorb: Lightning
      Drop: Violet Rose
      Steal: Pixie Dust
     Location: Mt. Chug-Chug
                              Effect
                    Name
                          Cause multiple status effects to all
     Special attacks: Shriek
                   Spoiled Brat Heavy attack on single
     Divides into: Beast Pillar
_____
287. Sibylla
      Lv: 30 HP: 410 Weak:
      Exp: 375
                       Half: All elements
      Gella: 750
                       Resist:
                       Absorb:
      Drop: Big Berry
      Steal: Tiny Flower
     Location: Diablo Pillar Caina
                  Name
                                 Effect
     Special attacks: Unmodified Spell?? Spheres attack all targets
                  Magic Ball Non-elemental spell on one target
     Divides into: Pas de Chat
_____
```

Lv: 8 HP: 4000 Weak: Earth Exp: 1500 Half: Gella: 5000 Resist: Wind Absorb: Drop: Steal: Heal Berry Location: Gated Sea small island NameEffectChew UpHeavy attackWind RipperAir blades hit one target Special attacks: Petrification Gas petrifies single target Divides into: Empusa _____ 289. Skid Lancer Lv: 25 HP: 320 Weak: Lightning Exp: 230 Half: Ice Gella: 460 Resist: Absorb: Water Drop: Big Berry Steal: Heal Berry Location: Outer sea, disc 2 in darkest patches NameEffectHi-AquaStrong water magic on one targetStatus LokPrevent status effects in one ally Special attacks: Divides into: Lilly Pad _____ 290. Spawn Lv: 1 HP: 120 Weak: Light Exp: 5 Half: Dark Gella: 20 Resist: Absorb: Drop: ReviveFruit Steal: ReviveFruit Location: Brad's intro, Monster Island Name Effect Special attacks: Undead Howl Raise attack power for next turn Divides into: another Spawn _____ 291. Spudhead Lv: 9 HP: 120 Weak: Wind, Light Exp: 30 Half: Gella: 90 Resist: Earth Absorb: Drop: Heal Berry Steal: Heal Berry Location: Mt. Chug-Chug

Name Effect Special attacks: Buried Alive! Sprays earth at everyone Divides into: Beast Pillar _____ 292. Squirm Lv: 16 HP: 190 Weak: Wind, Ice Exp: 100 Half: Earth Gella: 300 Resist: Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Hidden Trial Arena Name Effect Special attacks: Buried Alive! Wave of earth hits all in party Divides into: Dakleit _____ 293. Stirge Lv: 1 HP: 58 Weak: Ice Exp: 4 Half: Gella: 16 Resist: Absorb: Drop: Heal Berry Steal: Big Berry Location: Withered Ruins Name Effect Special attacks: Strength Thief Suck HP from one opponent Divides into: another Stirge _____ 294. Stolas Lv: 20 HP: 230 Weak: Exp: 185 Half: All elements Gella: 370 Resist: Absorb: Drop: Big Berry Steal: Heal Berry Location: Greenhell Name Effect Special attacks: Spark Lightning magic on single target Freeze Ice magic on single target Hi-Vortex Strong wind magic on single target Divides into: Shrieker _____ 295. Sun Flayer Lv: 45 HP: 680 Weak: Exp: 750 Half: All elements

Gella: 2000 Resist: Absorb: Drop: ReviveFruit Steal: Heal Berry Location: Spiral Tower NameEffectBlastFiery explosion damages allHi-FreezeStrong ice magic on single targetSnow WhiteSnowstorm damages all with ice Effect Special attacks: Divides into: Blackou _____ 296. Tabanga Lv: 16 HP: 230 Weak: Fire Exp: 90 Half: Water Gella: 270 Resist: Absorb: Drop: Big Berry Steal: Big Berry Location: Baskar Village region Effect Name Special attacks: You Will Fall Topple onto character and damage both you and him an equal amount Divides into: Dakleit _____ 297. Tarqum Lv: 32 HP: 800 Weak: Fire Exp: 410 Gella: 820 Half: Gella: 820 Resist: Absorb: Drop: Full Revive Steal: Mega Berry Location: Millennium Puzzle (2), Monster Island Effect Name Special attacks: Hi-Freeze Strong ice magic on single target Break Earth magic on single target Aqua Water magic on single target Spark Lightning magic on single target Spiral Typhoon Wind tunnel hits all targets Divides into: _____ 298. Tatzelwurm Lv: 6 HP: 95 Weak: Water Exp: 15 Half: Ice Gella: 60 Resist: Absorb: Fire Drop: ReviveFruit Steal: Heal Berry

```
Location: Under Traffic
                      Name
                                 Effect
     Special attacks: Flame Tongue Spit stream of fire along ground
     Divides into: GomorrahToad
 _____
299. Third Root - BOSS
      Lv: 52 HP: 15000 Weak:
      Exp: 0
                       Half: Lightning
      Gella: O
                       Resist: Earth
                       Absorb:
      Drop:
      Steal:
     Location: Glaive Le Gable
                  Name
                                 Effect
     Special attacks: Atmosphere Reentry Comets crash down on target
                 Dark Star Bow Laser attack + multiple statuses
                                Laser damages target
                 Blue Riot
                  Galactic Explosion Cosmic energy damages opponent
                  Hyperion Inferno Line of explosions hits foe
  _____
300. Thunderdrake
      Lv: 17 HP: 900 Weak: Water
                       Half: All elements except Water and Lightning
      Exp: 150
      Gella: 300
                       Resist:
                       Absorb: Lightning
      Drop: Boomerang
      Steal: Heal Berry
     Location: Thunder Lion Cage
                                 Effect
                     Name
                    ThunderboltLightning rains on all targetsCriticalHeavy attack
     Special attacks:
     Divides into: Simurgh
_____
301. Tiny Gem
      Lv: 28 HP: 410 Weak:
      Exp: 375
                       Half:
      Gella: 750
                       Resist:
                       Absorb:
      Drop: Big Berry
      Steal: Heal Berry
     Location: Diablo Pillar Caina
                     Name
                                 Effect
     Special attacks: Biolaser Laser damages single target
     Divides into: Jackolantern
_____
```

Lv: 45 HP: 75000 Weak: Wind Exp: 50000 Half: Gella: 75000 Resist: Absorb: Earth Drop: Shootn Star Steal: Mini Carrot Location: Halmetz sealed pyramid Name Effect Special attacks: Begin Regeneration Heal self fully Barrier Raise own DFP and MGR by 200 Mega CrusherHeavy physical hit on one targetKirlian BusterNon-elemental magic on allPlasma LeaderLightning magic attack on all _____ 303. Trask (1) - BOSS Lv: 14 HP: 3600 Weak: Ice Exp: 1500 Half: Water Gella: 0 Resist: Absorb: Drop: Steal: Location: Halmetz (first visit) Effect Name Special attacks: Biomissile Spikes from crystal attack single Poison Breath Cause poison to all HP EXP GELLA Other effects Other parts: Crystal 1800 750 0 Weak: ice. Half: water. _____ 304. Trask (2) - BOSS Lv: 15 HP: Weak: Ice Exp: 1500 Half: Water Gella: 1500 Resist: Absorb: Drop: Steal: Location: Golgotha Prison Effect Name Special attacks: Biomissile Spikes from crystal attack single Poison Breath Cause poison to all HP EXP GELLA Other effects Other parts: Body part 1800 750 750 Same as above + drops Mini-Carrot _____ 305. Trask 2.0 - BOSS Lv: 23 HP: Weak: Half: Exp: Gella: 3500 Resist: Absorb: Drop:

```
Steal: Bullet Load
    Location:
                    Name Effect
    Special attacks:
    Other parts: HP EXP GELLA Other effects
       Body part
  _____
306. Triffid
      Lv: 21 HP: 230 Weak: Fire
      Exp: 185
                      Half: Water
      Gella: 370
                     Resist:
                      Absorb:
      Drop:
      Steal: Heal Berry
    Location: Greenhell, T'Bok Village region, Gated Sea large island
                               Effect
                  Name
    Special attacks: Sweet Smell Put all targets to sleep with gas
                 Human Experiment Damage + multiple statuses on one
    Divides into: Jelly Blob
  _____
307. Trifindrake
      Lv: 35 HP: 800 Weak:
      Exp: 425
                      Half:
                      Resist:
      Gella: 850
                      Absorb:
      Drop: War Respite
      Steal: Heal Berry
    Location: Inner Sea, SE corner on disc 2
                Name Effect
    Special attacks: Serpent Attack Heavy attack + poison and paralyze one
    Divides into: Carbuncle
  _____
308. Trilobite
      Lv: 6 HP: 110 Weak: Ice
      Exp: 15
                      Half:
      Gella: 60
                      Resist:
                     Absorb:
      Drop: Heal Berry
      Steal: Heal Berry
    Location: Damzen City region
                   Name
                          Effect
    Special attacks:
    Divides into: Pill Bug
_____
```

Lv: 32 HP: 750 Weak: Fire, Light Exp: 425 Half: Wind, Water, Lightning, Ice Gella: 850 Resist: Dark Absorb: Earth Drop: Big Berry Steal: Mega Berry Location: Meteorite Crater Name Effect Special attacks: Prepare to Attack Store power for next turn Whole-Body Attack Heavy physical attack Regeneration Heal self Divides into: Fairy Light _____ 310. Twin Tail Lv: 20 HP: 240 Weak: Water Exp: 195 Half: Gella: 390 Resist: Absorb: Drop: Chakram Steal: Heal Berry Location: Quartly desert Name Effect Name Effect Shadowbolt Dark magic on single target MageWeapon Boost own ATP Special attacks: Hi-Quick Raises own RES Divides into: Jelly Blob _____ 311. Typhon Lv: 36 HP: 2400 Weak: Earth Exp: 1000 Half: All elements except Earth and Wind Gella: 1500 Resist: Absorb: Wind Drop: Mega Berry Steal: Heal Berry Location: Raypoint Wing Effect Name Wind Ripper Air blade slashes single target Special attacks: Hurricane Bolt Wind tunnel hits all opponents Divides into: Rock Buster _____ 312. Undines - BOSS Lv: 17 HP: Weak: Fire, Lightning Exp: 4000 Half: Ice Gella: 450 Resist: Absorb: Water Drop: Steal:

```
Location: Raline Observatory
                                  Effect
                    Name
     Special attacks: Reject All Fools Cancel party's actions
                   Intifada Damage single target
                   Hooky Bust
                                 Heavy damage on single target
     Other parts: HP EXP GELLA Other effects
Belly 2000 900 900 Drops Gimel Coin
  _____
313. Uraenus
      Lv: 25 HP: 1000 Weak:
      Exp: 230
Gella: 460
                        Half:
                        Resist:
                        Absorb: Earth
      Drop: Mini Carrot
      Steal: Big Berry
     Location: Guild Galad region
Name Effect
     Special attacks:
     Divides into: Bonedrake
     * Note: only appears by surprise *
_____
314. Urchin Bug
      Lv: 18 HP: 230 Weak: Ice
      Exp: 180
                        Half:
      Gella: 360
                        Resist:
                        Absorb:
      Drop:
      Steal: ReviveFruit
     Location: Greenhell region, Gated Sea large island
                     NameEffectFireboltSpit stream of fire at one targetFleeEscape from battle
     Special attacks:
     Divides into: Shrieker
_____
315. Vacuumon
      Lv: 18 HP: 220 Weak: All elements
      Exp: 155
                        Half:
      Gella: 310
                        Resist:
                        Absorb:
      Drop: ReviveFruit
      Steal: ReviveFruit
     Location: Tunnel to Sielje Region
                      Name Effect
     Special attacks:
     Divides into: Shrieker
```

_____ 316. Vagesta - BOSS Lv: 11 HP: 2500 Weak: Wind Exp: 600 Half: Gella: 600 Resist: Absorb: Drop: Steal: Location: Telepath Tower Name Effect Special attacks: er parts:HPEXPGELLAOther effectsRight Claw1000300300Drops Lucky CardLeft Claw1000300300Drops Lucky Card Other parts: _____ 317. Vaget Lv: 24 HP: 320 Weak: Ice Half: Water Exp: 230 Gella: 460 Resist: Absorb: Drop: Antidotee Steal: Heal Berry Location: Outer sea, E side of main continent Name Effect Special attacks: Capillary Ray Poison all targets Desperation Raise own ATP and poison self Divides into: Lilly Pad _____ 318. Vepar Lv: 25 HP: 320 Weak: Lightning Exp: 230 Half: Ice Gella: 460 Resist: Absorb: Water Drop: Mini Carrot Steal: Heal Berry Location: Outer Sea N of Slayheim Effect Name Special attacks Maelstrom Tidal wave hits all enemies Blizzard Breath Icy gas blown on all targets Divides into: Lilly Pad _____ 319. Vermilion Lv: 39 HP: 1200 Weak: Ice, Water Exp: 500 Half: Resist: Gella: 1000 Absorb: Fire

```
Drop: Pixie Dust
      Steal: Heal Berry
     Location: Crimson Castle
                                  Effect
                      Name
                     Fire BreathFlame gas shot at single targetParalyzerParalyzes single target
     Special attacks:
     Divides into: Stolas
 _____
320. Vinsfield (1) - BOSS
      Lv: 38 HP: 23500 Weak:
      Exp: 10000
                        Half:
      Gella: O
                        Resist:
                        Absorb:
      Drop:
      Steal: Full Revive
     Location: Heimdal Gazzo
                    Name
                                  Effect
     Special attacks:4D Hypo BlastDazzling light attack on singleIncur My WrathDark golems attack all targets
_____
321. Vinsfield (2) - BOSS
      Lv: 38 HP: 12000 Weak:
      Exp: 10000
                        Half:
      Gella: O
                        Resist:
                        Absorb:
      Drop:
      Steal: War Respite
     Location: Heimdal Gazzo
                      Name
                                  Effect
     Special attacks: 4D Hypo Blast Dazzling light attack on single
                   Void Effect
                                  ???
                   Life Returner
                                 Heal self
_____
322. Virsago
      Lv: 30 HP: 800 Weak: Lightning
      Exp: 375
                        Half:
      Gella: 750
                        Resist:
                        Absorb:
      Drop: Pinwheel
      Steal: Heal Berry
     Location: Diablo Pillar Ptolomea
                  Name
                                 Effect
     Special attacks: Paralyzing Stench Gas damages and paralyzes all
                  Critical
                                Heavy attack
     Divides into: Pas de Chat
_____
```

323. Voidra

Lv: 31 HP: 1200 Weak: All elements Exp: 425 Half: Gella: 850 Resist: Absorb: Drop: Mini Carrot Steal: Mega Berry Location: Grotto of Lourdes Name Effect Special attacks: Divides into: Pas de Chat _____ 324. Water Leaper Lv: 15 HP: 230 Weak: Ice Half: Exp: 90 Gella: 270 Resist: Absorb: Water Drop: Heal Berry Steal: Heal Berry Location: Aguel Mine Shaft Effect Name Special attacks: Defensive Posture Raise own DFP Steam Explosion Blast single target Divides into: Rat Monkey _____ 325. Wendigo Lv: 21 HP: 240 Weak: Fire, Light Exp: 165 Half: Water Gella: 330 Resist: Dark Absorb: Ice Drop: Steal: Heal Berry Location: Sielje Region area Name Effect Special attacks: Cold Sleep Ice damage and cause sleep to all Divides into: Jelly Blob _____ 326. White Fear Lv: 17 HP: 250 Weak: Fire Exp: 165 Half: Gella: 330 Resist: Ice Absorb: Drop: Big Berry Steal: Heal Berry Location: Sielje Region area Name Effect Special attacks: Ice Avalanche Ice punch to one opponent

Divides into: Simurgh _____ 327. Wight Lv: 11 HP: 200 Weak: Light Exp: 60 Half: Dark Gella: 180 Resist: Absorb: Drop: Pinwheel Steal: Heal Berry Location: Golgotha Prison Name Effect Special attacks: Lightburn Cause confusion in single target Divides into: Gob _____ 328. Will-o'-Wisp Lv: 43 HP: 700 Weak: Dark Half: Exp: 800 Gella: 2000 Resist: Absorb: Light Drop: Lucky Card Steal: Tiny Flower Location: Glaive Le Gable Effect Name Special attacks: Abu Shock Light Light-element attack on single Sacrifice Kill ally to damage all foes Divides into: HelterSkelter _____ 329. Wing Knight - BOSS Lv: 46 HP: 9000 Weak: Earth Half: Exp: 12000 Gella: 12000 Resist: Absorb: Wind Drop: Nisaba Wing Steal: Mega Berry Location: Raypoint Wing Name Effect Mirror Coat Cast reflect on main body Special attacks: Hi-Barrier Increase own DFP and MGR Heavy physical attack on single Blade Arm Spiral Typhoon Major damage on all with wind Other parts: HP EXP GELLA Other effects Shield 9000 6000 6000 Drops Mega Berry, steal Full Revive, absorbs all elements

330. Wise Man

Lv: 32 HP: 600 Weak: Lightning Exp: 425 Half: All elements except Lightning Gella: 850 Resist: Absorb: Drop: Spoon Steal: Mega Berry Location: Grotto of Lourdes Effect Name Hi-Quick Increase all of own party's RES Special attacks: Hi-Vortex Strong wind magic on single target HypeWeapon Increase an ally's ATP Divides into: Fairy Light _____ 331. Wisqlover Lv: 42 HP: 660 Weak: Exp: 750 Gella: 2000 Half: Resist: Absorb: All elements Drop: Mini Carrot Steal: Heal Berry Location: Lost Garden island Name Effect Special attacks: Whole-Body Attack Heavy attack Day Crest All magic misses that turn Prohibited Spell?? Explosion damages all targets Light beam hits all targets Aura Nova Divides into: HelterSkelter _____ 332. Wojanoid Lv: 41 HP: 800 Weak: Half: Ice Exp: 750 Gella: 2000 Resist: Absorb: Water Drop: Lucky Card Steal: Heal Berry Location: Lost Garden island Effect Name Special attacks: Whole-Body Attack Heavy attack Steam Explosion Explosion damages single target Water Gun Water damage on single target Hi-Aqua Strong water magic on one target Escape from battle Flee Divides into: Fleurety _____ 333. Xelas Lv: 40 HP: 3000 Weak: Exp: 1500 Half: Gella: 5000 Resist:

Absorb: Drop: Mega Berry Steal: Heal Berry Location: Gated Sea Effect Name Voge Special attacks: Tidal wave hits all opponents Divides into: Cuttlefish _____ 334. Xenon - BOSS Lv: 87 HP: 75000 Weak: Dark Exp: 50000 Half: All elements except Light and Dark Resist: Gella: 75000 Absorb: Light Drop: Violator Steal: Mini Carrot Location: Slayheim Castle (sealed monster) Name Effect Raise own DFP and MGR Special attacks: Barrier Xenon Ray Force Powerful light rain on all Knockdown Heavy attack on single with paralysis Horn Spike Massive physical assault on one Heal self for 8500 HP Life Returner Other parts: HP EXP GELLA Other effects Belly 50000 25000 50000 Same elemental effects as head, Steal War Respite, Drop Ambrosia _____ 335. Yulunger Lv: 16 HP: 5500 Weak: Light Exp: 1500 Half: Gella: 5000 Resist: Absorb: Earth, Dark Drop: Full Revive Steal: War Respite Location: Gated Sea small island Effect Name Special attacks: Disintegrate Damage all with dark power Very heavy physical attack on one Tactless Deadly Poison Damage and vile poison all targets Paralysis Bite Paralyze single target Divides into: Simurgh _____ 336. Zabat Lv: 23 HP: 300 Weak: Dark Exp: 230 Half: Gella: 460 Resist: Absorb: Drop: Peppy Acorn Steal: Heal Berry

Location: Guild Galad region Effect Name Special attacks: Desperation Increase own ATP and poison self Spoiled Brat Heavy physical attack Divides into: Ghoul _____ 337. Zavorg - BOSS Lv: 47 HP: 75000 Weak: Dark Exp: 50000 Half: Gella: 75000 Resist: Absorb: Light Drop: Black Queen Steal: Mini Carrot Location: Meteorite Crater (sealed monster) Effect Increase Name Increase own DFP and MGR by 100 Special attacks: Barrier Schwartz Strahl Powerful dark explosion on single Whole-Body Attack Body slam on single target Unmodified Spell?? Magic spheres attack all foes Power Up Raise ATP a lot Other parts: HP EXP GELLA Other effects Belly 50000 25000 50000 Weak to Dark, Steal War Respite, Drops Ambrosia _____ 338. Zazan Bronzo Lv: 41 HP: 750 Weak: Ice Exp: 500 Half: Gella: 1000 Resist: Absorb: Drop: Pixie Dust Steal: Heal Berry Location: Area NW of Slayheim Effect Name Special attacks: Big Strength Thief Suck HP to fill own health to max Divides into: Fleurety _____ 339. Zetrim - BOSS Lv: 43 HP: 50000 Weak: Lightning Exp: 50000 Half: Gella: 75000 Resist: Absorb: Drop: Steal: Mini Carrot Location: Mt. Chug-Chug (sealed monster) Name Effect Special attacks: Black Gilas Dark explosion on all targets 39,000 Tons Heavy body slam on single

Whitewater Slash Water funnel hits one target Gilas Spin Summon tidal wave to drown all * Note: paired with Zyclus * _____ 340. Zohak Lv: 42 HP: 5000 Weak: Light Exp: 1000 Half: Gella: 3000 Resist: Absorb: Dark Drop: Antidote Steal: War Respite Location: Glaive Le Gable Effect Name Special attacks:Capillary RayPoison each opponent with beamPetrificationGas petrifies single target Ozom Pulse Confuse all targets Powerful physical attack Tactless Divides into: Blue Snail _____ 341. Zolinge - BOSS Lv: 46 HP: 75000 Weak: Earth Half: Light, Ice Exp: 50000 Gella: 75000 Resist: Absorb: Wind Drop: Dist Dims Steal: Mini Carrot Location: Wind Tiger's Den (sealed monster) Name Effect Special attacks: Ripper BoomerangChance of instant death on single targetBlade ArmHeavy physical attack on single opponent Prepare to AttackStore power for next turnRF BladeCrystal beam of random element attacks all foes Endocrine Boost Raise own stats Other parts: HP EXP GELLA Other effects Belly 50000 25000 50000 Weak to Earth, absorbs Wind, Steal War Respite, Drop Ambrosia _____ 342. Zyclus - BOSS Lv: 43 HP: 60000 Weak: Lightning Exp: 50000 Half: Gella: 75000 Resist: Absorb: Drop: Mad Goggles Steal: Mini Carrot Location: Mt. Chug-Chug (sealed monster) Name Effect Special attacks: Red Gilas Red explosion damages all targets

| | 40,000 Tons
Whitewater Slash
Gilas Spin
Blood Brothers | Heavy body slam on single target
Water funnel hits single
Summon tidal wave to drown all
Fully heal Zetrim | |
|--|---|---|--|
| * Note: appears | with Zetrim * | | |
| | | | |
| 8-8-8-8-8-8-8-8-8-8-8-8-8-8-8-8-8-8-8- | 11) ENCYCL | -%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-% | |
| 8- | | -%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-% | |
| 11a) NON-PLAYER CHAI | RACTERS | | |
| Her | devotion to her bro | ember of the royal Valeria bloodline.
other is absolute, and her gentle
ll-loved in the Valeria household. | |
| | | power the ARMS communicator, and crew
teau. She's the spazzy one. | |
| | | . He is inseparable from his partner, aid the latter in his experiments. | |
| Becky - A merc who wand inn. | ders Filgaia alone. | Generally stays in the Damzen City | |
| the key | members of the res | Slayheim Liberation Army, and one of
istance. Brad never knew what
illingly went on a suicide mission. | |
| | | Randolph the Magic Key, who grants her
key figure in the Demon Summoning | |
| Colette - Native girl of Baskar Village. She has the ability to communicate with the Guardians, making her an alternate Pillar to Tim. | | | |
| Dokyun - Power-mad ward | den of Illsveil Pri: | son. | |
| Ebecho - Engineer aboard Valeria Chateau. Gubacho's son. | | | |
| Erwin - Chief pilot of | the Valeria Chateau | u. | |
| | | au. Formerly ran a butcher shop,
son. Joined ARMS to feel useful. | |
| Guild Galad Master - Leader of the Guild Galad nation. He is extremely protective of his nation and is willing to go to extremes to defend it. Yes, that is his actual name. | | | |
| Irving Vold Valeria - 3 | Lord of the House o: | f Valeria and head of the Chateau. | |

He uses his vast resources to lead ARMS.

- John Day Researcher from Sielje Region who went to a remote island outpost to study crest magic. The isolation has made him a little eccentric.
- Judecca Member of Cocytus and an expert in torture and firearms. Has a heavy sadistic streak.
- Kate Lindbergh One of two telepaths powering the ARMS communicator, and crew of the flying Valeria Chateau. She's the calm one.
- Liz Vocal Lizardian and self-styled scientific researcher. He forms the brains of his partnership with Ard.
- Luka Girl in Gunner's heaven and brother of the bartender there. Their family is traditionally responsible for maintaining Telepath Tower.
- Merrill Young female resident of T'Bok Village. She has a gentle soul and quickly forms a crush on Brad.
- Marina Resident of the Town of Meria and daughter of the town baker. She and Ashley have been sweethearts since childhood.
- McGregor professor and researcher in Sielje Region. Expert in deciphering encrypted data, among other specializations.

Noel Anaheim Guild Galad - Guild Galad Master's son, and a reasonable man who tries to keep his father's militaristic tendencies in check.

- Ptolomea Member of Cocytus and expert engineer. He is charismatic and wellliked by his followers.
- Rassyu a stray dog befriended by Brad, then raised by Merrill in T'Bok Village.
- Sabrina Tim's mother, and a rare Guardian Sorceress. A native of Baskar Village, she fell in love with a Merc and bore a son, Tim. When the Merc died, she left her village and travelled the world, eventually dying in the Town of Meria.

Scott - An orphan residing in the Town of Meria, friend of Tim and Tony.

Tamagomeski - Legendary ARMS mechanic. It is uncertain if he really exists.

Terry - Star pupil of Sielje magic academy and rival to Lilka.

Tony - An orphan residing in the Town of Meria, and friend to Tim and Scott.

Vinsfield Rhadamanthus - Leader of Odessa. Former leader of the Slayheim Liberation Army, until he mysteriously disappeared.

11b) BOOK LIST

Palace Village

"Trail of the Comet" Cleaving through the stars is a comet with its long tail. But do you know the difference between a comet and a meteor? A meteor is a meteoroid that is drawn by gravity into the atmosphere. A comet, unlike a star, travels in a fixed orbit and appears at regular intervals. Steeped in mystery, comets have inspired many folk tales. Some superstitions clam comets to be bad omens, but no one knows why. _____ Town of Meria _____ "They Who are Known as Mercs" In Filgaia, there are may young adventurers who call themselves "Mercs." Mercs can be broadly divided into two types. On type hunts for treasures in the ruins. The other does freelance work, fighting monsters or acting as bodyguards for money. Remember that the public considers both types to be scoundrels. That means our behavior affects our reputation. That is a heavy responsibility. "Diary of a Nameless Merc" This is for young adventurers who hope to become Mercs. 1. Ask around for information! 2. Always reload your items! 3. Never underestimate the enemy! Remember: Cowards live longer. Don't confuse bravery with recklessness. Lastly, never work for free! "ARM Modifications" ARM performance is affected by how and what part of your ARM you choose to modify. You can enhance your attack power, your hit probablility, or your ammo count. Decide what kind of ARM you want, then modify efficiently. Trying to enhance every aspect can result in an ARM that is awkward to use. You can't undo an upgrade, so upgrade according to a plan. "What the Heck is PS? - Part 1" PS stands for Personal Skills, which are set independently for each character. These skills used in battle are acquired by spending PS points. Remember: Personal Skills cannot be changed once they are earned. "What the Heck is PS? - Part 2" Each time you go up a level you earn 1 PS point to raise your personal skill level. The highest character level is 99, so the upper limit for PS points is

level. The highest character level is 99, so the upper limit for PS points is also 99. However, acquiring all Personal Skills takes more than 99 points. You must strive for the ideal form for your character within the given boundaries.

"What the Heck is PS? - Part 3"

Acquiring a personal skill requires at least 1 PS point. Some skills require more than 1 PS point. You can acquire many simple Personal Skills, or save up to acquire a single powerful one. Which strategy you use is entirely up to you.

Meria Boule Castle

"Tale of Slayheim's Liberation"

Slayheim's military seized power, but a resistance movement took form. Weak at first, the rebels were united into a powerful resistance by a "hero." Driven by a fierce desire for peace, they overthrew the king and won a stunning victory. But the "hero" in war became unwanted in peacetime. The "hero" was charged as a war criminal, and erased from the annals of history.

"The 4 Protector States"

Meria Boule, in the eastern part of broad Filgaia, protects the trade routes. Sylvaland, in the south, is blessed with fertile soil, and protects agriculture. Guild Galad, in the north, uses "fossils" to protect its unique industrial technology. To the west is Slayheim, protector of military might. But power that grows too strong leads a nation down the path to its own destruction.

"The Sword Cathedral"

This sacred ground is where the <Sword Magess> first head the voice of "Argetlahm." A cathedral was built here to preserve Mother Filgaia so the great deeds of the <Sword Magess> wouldn't be forgotten. The "Sword Cathedral" is the pride of Meria Boule and the guiding light of Filgaia.

"Guardian Blade"

Named "Argetlahm," the sword called the Guardian Blade was wielded by the <Sword Magess>. Wielded to vanquish countless demons, this sword is our last ray of hope in a dark time. Argetlahm... The name means... (The rest is illegible.)

"The Heroine of Salvation"

A nameless maiden is led to a hilltop by a sword's voice. On the hilltop, she receives the sword, and a name. She is now the <Sword Magess>, with sword in hand, and a werewolf by her side. The people call out and she is drawn to a bloody battlefield. The blood-drenched battlefield is where she belongs: at the graves of life extinguished.

"The Filgaia Theory" This theory holds that Filgaia itself is a single, living organism. In this view, the world is a living mass, and the planet is its vessel.

Foreign book - you can't read it.

Sword Cathedral

"<Sword Magess> Blood Relatives"

<Sword Magess> was an ordinary girl who, with a Wolf beside her and Argetlahm in hand, saved the world. Since then, the lineage of the <Sword Magess> is seen as the lineage of a "hero." But no one on the planet is directly descended from the <Sword Magess>. The family line was carried on, but the blood got diluted and the "hero's" ancestors spread. How much value is placed on "blood?" The <Sword Magess> herself said blood doesn't make a "hero."

"Heroes and Calamities"

A "hero" needs a disaster to fight in order to become a "hero." The reverse is also true. When a "hero" appears, "disaster" follows. They are 2 sides of the same coin. A "hero" isn't born. It's something you know as a result of actions.

"The Pedestal of Argetlahm"

Spent by trapping the Demon behind the event horizon, the <Magess> thrust Argetlahm into stone. Many knights and heroes have vied for the Argetlahm, but all have failed. Even blood relatives of the <Sword Magess> couldn't retake the sword. The Argetlahm thrust into stone acts as if it rejects all but the <Sword Magess>. The cathedral of the <Sword Magess> had the pedestal enshrined. Even the stone itself was removed.

"Demon Trapped in the Event Horizon"

There's something one must never forget about the Blazing Demon. He wasn't "destroyed" but was only "contained." The seal will eventually be broken. The Blazing Demon will crush the <Sword Magess>, then Filgaia. No one knows when the seal will be broken. Whether it will be 100 years or 1000 years or tomorrow, we have no magic to resist.

"Origin of the Disaster"

"Disasters" use volumes of negativity to bring on "Disasters." The spreading negativity knows no limits. "Disasters" continue to spread without end. When a ray of light doesn't shine, beyond negativity is only a road to "destruction." Know that what strangles you in the end is your negativity.

"The Chosen One"

Before the <Sword Magess> was chosen by Argetlahm, she was only a girl who had never held a sword. She wasn't a prominent soldier, nor a knight who'd sworn loyalty to her country. She was just a girl. That the Argetlahm couldn't be retrieved only deepens the mystery. When someone who can hold the Argetlahm appears again, the mystery will be solved.

"The Red World"

The "blaze" is the power of ruin. After the Demon wraps itself in the blaze, only destruction remains. Nothing lives in the dying earth. The earth is colored red by blood. Flames of the red lotus will burn everything into a world dyed red. Not one ray of hope left in the world. What waits is "death," the journey to the other side. Without "hope," it is a dark world. People's cries echo, dark clouds circle. Souls are locked in grief.

"The <Sword Magess>' Power"

The <Sword Magess>' power is the Guardian Blade Argetlahm and the Black Wolf Lucied. The Argetlahm diverts all possible disasters. The Black Wolf Lucied shields the <Sword Magess> from all possible disasters. To watch the <Sword Magess> fight is to watch the queen of war. She gives the people a glimmer of hope.

"Pilgrimage to the Sanctuary"

The Sword Cathedral is located in the <Sword Magess>' Sanctuary. This is land the <Sword Magess> acquired under the direction of Argetlahm. To exorcise the disasters covering the earth, a ray of hope was directed toward us. Many worshippers visit here, where the hero who saved Earth was born. The Argetlahm is publicly displayed a few times a year for worshippers.

"Spirit of Sacrifice"

Into a world plagued with "Despair," light shined. That's the <Sword Magess>. Alone, the <Sword Magess> confronted the Demon. She alone shouldered the burden. But the <Sword Magess> wasn't able to destroy the Blazing Demon, only contain it. In exchange for world peace, the <Sword Magess> was offered as a "sacrifice."

"Blazing Demon & the <Sword Magess>"

Before her appearance, many knights and heroes were destroyed by the Blazing Demon. Even the weapons developed with the lost technology were a cool breeze on the Blazing Demon. The <Sword Magess>, armed with the Argetlahm, was the

entire resistance. It is still a mystery why only the <Sword Magess> was able to battle the Blazing Demon on equal footing.

Chateau Valeria - Irving's room

"The Coming Threat"

The threat of the Blazing Demon is past, but who knows when another threat may appear? The next disaster to strike could be a monter - or it could be a natural disaster. We are not prepared to deal with such disasters. A threat global in scale could overwhelm us. We must unite! But can we? Are our beliefs and ideas too different?

"The Road to World Unity"

What can unite the world so that all the nations can live as one? Absolute terror? Overpowering force? Common ideals? Everyone has different ideas and opinions. Will the world ever unite? In the past, others strove for unity, only to see their achievements vanish like a dream. Is it even possible for one ruler to unify the world? Perhaps the world will unite only when all the people of the world desire unity.

"The Filgaia Summit"

The Filgaia Summit is a conference of the nations' highest-ranking leaders. The Summit is held every two years and during a crisis. During Slayheim's collapse, an emergency summit was held to discuss the world situation. The Treaty of Iscariot, a peace treaty, was also discussed again at this time. At the Summit, nations meet to discuss world peace, not their own national interests.

"Irving's Diary" You can't read it. It's locked.

Chateau Valeria - Altaecia's room

"Be Ever Prepared"

Disaster and misfortune may strike at any time. To survive, you must assume the worst possible scenario and plan accordingly. Unpreparedness allows a bad situation to grow worse, overwhelming the unprepared. Precaution and prevention stop disaster from spreading and help minimize the damage.

"Borders are Barriers"

Human settlements grow until they reach the point where a nation is born. Figaia's nations and people are divided by invisible walls called borders. The people are further divided by a longing for security and suspicion of foreign nations. Will Filgaians ever learn to live together as one people sharing the same planet?

Illsveil Prison

"Liberation War Postscript" Account of the 1st class war criminal, the supposed leader of Slayheim's People's Coup: Liberation Army Leader Vinsfield Rhadamanthus. Using evil knosledge and bold tactics, the Liberation Army's power increased. His charisma unified the Army into a powerful force, and they then began guerilla activities. In the last moments of the coup, this hero-like person unexpectedly vanished. After Brad Evans took over... In two years, the Liberation Army won all their battles.

"Prison Island Summary"

Meria Boule, Sylvaland, Slayheim, and Guild Galad all controlled the huge prison. The "Illsveil Prison" was known to convicts as the second most fearsome place. The history of the convicts built up and it eventually developed independent rule. It boasts the harshest penal life and has a system of convict rule. It's a "hell" passed off as "paradise." Even the prison's warden can't stand it.

Telepath Tower

"Telepath Tower's Use"

The Telepath Tower was designed to broadcast worldwide, so it's got the world's largest Empathite. Communication Empathite at the broadcast location amplifies the power of the transmission. Now it's possible to use the Empathite to transmit long distance or to regions not reached before. Also, Empathite that used to be discarded can be reused, due to more efficient use of resources.

"Mining Empathite"

There aren't many mines where one can mine Empathite. The most famous is Mt. Ketepekio Siltolingelon, alias Mt. Chug-Chug. It's said that the name comes from the "Chug Chug" sound of the mining machinery. While the amount mined is low, the best and purest Empathite is found here and sent all over Filgaia. The Empathite's power is determined by its size and purity. If size doubles, so does power. If purity doubles, power triples. So large, pure Empathite is best. Currently, the most powerful Empathite ever discovered is being used in the Telepath Tower.

"Technical Communication Know-How"

Communications technology began when a "Telepath Mage" appeared who specialized in "Telepathy." Then, due to its peculiar nature, the Telepath Mage dwindled until he was replaced by the Empathite. The Empathite amplifies people's houghts and has the ability to transform individual pulses. Some Empathite resonating with another piece far away can be used to transmit information.

Sylvaland Castle

"The Two Seas"

Two seas exist in Filgaia, the inland sea and the outer sea. This is because Filgaia is circular in shape. The inland sea is enclosed by land, joined to the outer sea by a shoal. As its name implies, the outer sea encircles the land. Part of the great sea is rendered impassable by the Gate Bridge. This results in the creation of a second inland sea.

"Cosmological Concerns"

The world we see about us is not the only one that exists. It is but one dimension of many. The world is not singular. There are other worlds which exist parallel to our own.

"Golgotha Prison"

At present, Illsveil Prison is in operation, so Golgotha, the Sylvaland prison, is closed. Since it is no longer being used, Golgotha Prison is now in effect left abandoned. Since the prison is still rife with dangerous traps, some say that it should be used to train troops. Those for and those opposed to the plan have as yet come to no conclusions.

"The Fall of Slayheim"

After the Slayheim Liberation War, the country itself perished. Since militarism caused Slayheim's fall, people thought the danger of war perished along with Slayheim. In its place, though, Guild Galad began to manufacture weapons of mass destructive capability. It was only natural for other nations to become weary of Guild Galad and its activities. Fearing that the new weapons would be turned on them, other nations watched Guild Galad very closely.

"The Kingdom Ruled by a Queen"

The Kingdom of Sylvaland has long been ruled by its Queen, with the King only lending assistance. This is because Sylvaland boasts a history of utilizing its natural heritage for bountiful food. They call the earth "Mother," so it is only natural for their ruler to be female as well. Therefore, Sylvaland's system of government evolved into a matriarchy.

"The Districts of Sylvaland"

The Kingdom of Sylvaland is divided into three districts. The first is the home district, where Sylvaland Castle is located, and contains farmland. The other two are far away, so Live Reflectors serve as transport. One of these is the large island of Holst, which contains productive mines. The other is located in a volcanic region, so it remains unpopulated - part of Sylvaland in name only.

"The Days of Peace"

The people of Sylvaland possess an abiding desire for peace, so peace has long been maintained. Because of this, most knights in the military have never seen actual combat. Since they believe so strongly in peace, many Sylvalanders question the necessity of the knights. Even if the knights are symbolic only, that itself is a testament to sylvaland's abiding peace.

"Live Reflectors"

Live Reflectors are transporters built with lost technology. Although they are used regularly, the principles on which they operate are not understood today. Therefore, no more Live Reflectors can be built. Since there is a toll taken on the body of the user, first-time users often experience some discomfort. At present, much research into this problem, and into the underlying technology, is being conducted.

"Excavation Country: Desert Region"

Northwest of Sylvaland lies a huge desert where the Kingdom of Slayheim used to be. A civilization possessing highly advanced technology used to exist there, the legends say. Supporting this legend are many weapons excavated from the area utilizing lost technology. However, international agreement now forbids further excavation, and regulates already excavated items.

"The Southern Country, Sylvaland"

Sylvaland Castle is a beautiful castle surrounded by bountiful nature. The country is blessed with fertile farmland, and has a productive agricultural industry. It is also known as "Filgaia's Kitchen" for its food exports. Its people are known for their deep connection to the earth and their warm hearts.

By analyzing fossilized remains, Guild Galad has developed many industrial goods for export. These industrial goods have gone a long way toward improving people's lifestyles. But these technologies have also been used for weapons of war. The technologies can be used for more efficient killing, or for improving people's lives. Which occurs is entirely dependent on the user's will.

Halmetz

"The Sound of the Ringing Bell"

The Bell of Halmetz was crafted by the same artisans who crafted the Bell of Sylvaland Castle. The clear sound of that bell reverberates in the hearts of all who hear it. The bell is the hallmark of Halmetz, and it draws people from every land to hear it. The bell rings once a day at high noon, uniting activity throughout the town.

Holst

"Ruins Called 'Mine'"

At present, many ruins are being discovered in the mountains that are being mined. The old civilization was adept at extracting and refining crystals. They're all under the ruins now. Thus, we are rapidly approaching the point where the ruins won't yield any crystals to the miners. However, since these crystals are already refined, they are up to 100 X purer than the natural kind. Many mines have closed recently, and more face the same fate, so new mines need to be developed.

Baskar Village

"The Endless Sea of Mud" At the heart of Filgaia, deep within the earth, lies a luminescent sea of mud called Glaive Le Gable. The Guardian of this sea of mud, "Glaive Le Gable," is the source and foundation of all life. Glaive Le Gable is the primogenitor of every form of life on Filgaia: The Guardians, the ancient race of Elws, mankind, and the animals. The lives that live on Filgaia then live acdording to their own fates and natures.

"Wedge"

Unlike his fellow Guardians, Glaive Le Gable does not possess the power of cognition. Unaware of anything, Glaive Le Gable fills Filgaia with life, without plan or purpose. The legendary ancient race of Elws have erected a shrine to Glaive Le Gable to celebrate his existence. But this shrine, called "Wedge," that pierces Glaive Le Gable, also controls his creation of life.

Sielje Region

"Gate Bridge Operation" How to operate the drawbridge: East side of Gate Bridge: Lower

West side of Gate Bridge: Raise

The west side of Gate Bridge is off-limits and is enclosed in a chain-link fence. This bridge controls maritime traffic into Sielje Inland Sea.

"How to Release Force"

All humans possess a special ability called Force. It is a form of psychic power. Once your Force has accumulated to a certain level, you can channel it to create special powers. After using Force, you will be fatigued, and your remaining FP level may be low. Take heed, because you may end up with insufficient Force to use your spells or your ARM. Force can be a powerful weapon when used at the right time and at the right place.

"The Attributes of Magic"

Spells commonly known as "Attack Spells" often have attributes. The major elemental attributes are Earth, Water, Fire, Wind, and Lightning. Many monsters also have attributes. Some attributes can be a weakness. To maximize the damage you inflict on a monster, use a spell with the same attribute as its weakness. But matching attributes may also make a spell attack less effective. A true Crest Sorceress must master attributes and always consider them when using spells.

"Teleport Orbs"

A Teleport Orb lasts indefinitely, unlike a Teleport Gem. It instantly takes the user to the place that the user visualizes. But it is not perfect, and can only transport the user to certain places, as a town or castle. Another problem with this item is that it sometimes transports the user to the wrong location.

"Lost Magic of the Ancients"

The ancients are said to have used advanced magic far more powerful than those used today. Using ancient texts, some sorcerers are attempting to revive this ancient magic. These texts can teach us the full profundity of ancient magic. Ancient magic is considered Level 2, a higher level that modern magic, which is Level 1. If revived, this High Level Magic would lead to leaps in research on the power of spells.

"Rare Crests"

A Crest is used by a Crest Sorcerer during the casting of spells. A Crest eliminates the need for troublesome rituals, such as the drawing of magic symbols. Occasionally, one will encounter a highly powerful form of Crest Graph: the Rare Crest Graph. This item supercharges a spell by boosting its impact or making it work on a larger number of targets. If you acquire a Rare Crest Graph, think carefully about what type of spell to create.

"Ancient Race of Crimson Nobles"

Long ago there lived a race of beings who shunned the sun to live in the world of darkness. Named Crimson Nobles, these beings were virtually immortal, and so were also called "The Immortals." The Immortals are also said to have ruled the world in their day. As with most long-lived species, there are few recorded sightings of the Immortals. Hence, many today believe the Immortals to be a mere legend.

"All About Monster Dragons"

Much of Guild Galad's technology was gleaned from the fossils of monster Dragons. Monster Dragons are one of Filgaia's most unusual creatures, for they are a fusion of machine and living, breathing flesh. The Dragons' living component is unlike any other being known to modern science. We have no way of knowing if they are a species native to Filgaia, or chimera created by sorcery. Ancient texts say the Dragons possess a strength comparable to that of the Guardians.

"Research on Combined Spells"

Research is under way to find ways to make existing spells even more powerful, such as the back-to-back use of spells of the same or opposite attributes. But such techniques are unproven. Combined Spells are created by every Crest Sorcerer, but their effectiveness has not been proven. If discovered, the law governing Combined Spells would be a major milestone in sorcery history. Every combination of Level 1 spell has been tried. The only hope is to revive the ancient Level 2 spells and test new combinations with them.

"About the 'Mystic Effect'"

Crest Sorcerers possess a Force Ability known as "Mystic." This is the ability to bring out the hidden power in an item to make that item more effective. Mystic can be used for healing, such as using a Heal Berry to heal an entire party. There are also many other items with hidden powers in them. Many consumable items have this "mystic effect," as do some types of equipment.

"SOR and Spell Effectiveness"

The effectiveness of a spell is determined by the SOR level of the person casting that spell. Thus, a given spell will be more effective when it is cast by someone with a high SOR level. To make a spell more effective, you can temporarily boost SOR with equipment or a Medium. But remember: Equipment and Mediums when used to boost magic power, confer only "borrowed" abilities. Neglect your training in magic, and it will all come back on you.

Island Outpost

"Peaceful Use of Attack Magic"

Magic with fire and ice attributes, now called "Attack Magic," was used originally for peaceful purposes. Fire magic was for heating and ice magic was for preserving. It's how magic should be used. Now, it's used more frequently as a method to destroy the monsters than for its original use. In addition, the circumstances which require more powerful magic are full of serious dangers. Seeking more powerful magic is like seeking more powerful weapons. The next generation Crest Sorcerers strongly advocate the peaceful use of magic.

Quartly

"So You Want to be an Expert"

The saying "A jack-of-all-trades is a master of none" also applies to Personal Skills. A Personal Skill becomes more and more powerful as you increase in level. Try to acquire too many skills, and you will end up without a single, powerful skill. It is important to select a specific skill on which to spend the points you acquire.

"Map Scope Techniques"

A "Map Scope" can help guide you through this wide, confusing world. It displays only certain areas and towns, but is good for learning the terrain or your current position. When used with a Teleport Orb, this item lets you search the world to discover new surprises. The world still contains many ruins that have yet to be explored.

"Bridgetown Quartly"

Built on a bridge spanning a deep valley in southern Slayheim is the town of Quartly. The bridge was first built so that relics unearthed in the desert could be transported to Slayheim. The town later prospered from trade with Guild Galad in the north and Sylvaland in the south. Today, many tourists visit Quartly to marvel at its unique scenery.

Slayheim Castle

"Story of a Superpower"

The desert ruins south of Slayheim have yielded many relics and are of great scholarly interest worldwide. These relics include several Super Weapons created with lost technology. The Super Weapons accelerated Slayheim's transformation into a military superpower. Although never used against another nation, the Super Weapons were a more-than-adequate threat. Newly acquired strength often leads a person astray. the same applied to nations, as well. It was the excessive strength it acquired that led the nation of Slayheim down the road to ruin.

"A Well-Organized Liberation Army."

What began as scattered pockets of resistance eventually grew into a nationwide liberation movement. The movement's momentum took the government forces by surprise. Amazingly, this huge movement was piloted by only 2 men: the leader and a hero. Together, they led a liberation army whose military might was formidable. The two sides were evenly matched. Only the Goddess of Victory could have foreseen the outcome.

"Treaty of Iscariot"

As Slayheim's military might grew, the other nations felt threatened. Distressed at this turn of events, a nobleman in Slayheim, Sir Iscariot, proposed a treaty. Known as the Treaty of Iscariot, this agreement restricted the use of Super Weapons. In Sir Iscariot's territory, the treaty was ratified and made permanent. By restricting the use of weapons that threatened world peace, this arms reduction treaty sought to curb the arms race and preserve world peace above all else.

"Angel Halo"

The "Angel Halo" is an "Angel Weapon" unearthed during the desert excavation mentioned above. This was the most powerful type of ancient weapon. Its blast would lay waste to all of Slayheim, turning it into a lifeless salt flat. The King of Slayheim is prepared to use the Angel Halo if cornered militarily. All who live in Slayheim should pray that the Angal Halo is never used. Whether it is depends on how the war with the Liberation Army goes.

Guild Galad

"Dragon Fossil Relic"

To create the technology on which its industry is founded, Guild Galad used many types of fossils. One is Dragon fossils. Fossils of these organomechanical beasts are unlike even Lost Technology. The special qualities of Dragon fossils have fascinated countless engineers and scientists. They used the technology in such fossils to create products for export to other nations. This technology will give rise to new technologies that will make people's lives even better. "An Architect's Mutterings" What is on a dragon's back?

Lost City Archeim

"The Menacing Lost Technology" The Super Weapons created by the lost technology, the Angel Weapons, had immense destructive power. Data analysis reveals they can, in a split second turn an entire continent to scorched earth. In the past, this power was used not as a weapon, but as a military bargaining tool.

"Snake Road" Be lured from this land into the Dimension Interval and follow the "Snake Road." Snakestail is 'tween dimensions... Snakeshead is the Diablo Tower... --Aachen Grish, historian

Crimson Castle

"Negative Emotions" The "negative emotions" of humans are frightful indeed. Their hate, anger, envy, and impiety eroded the Guardians' power and drive human to kill human. In their mad rush down the path to destruction, they reveal their foolish, inferior nature.

"The Guardians"

The Guardians are godlike beings who have protected Filgaia since ancient times. They are perhaps beyond the strength and abilities even of us Crimson Nobles. They abandoned physical form to become pure consciousness. Their powers should have lasted forever. Yet at some point, the Guardians grew weak, and they ceased to interfere in events on Filgaia. The power of the Guardians was the source of the consciousness and vigor of all who lived on Filgaia. Perhaps it was the humans' negative emotions that eroded and weakened the Guardians' powers.

"Excessive Power"

Foolish are the humans. They seek excessive power that will lead them down the path of destruction. They ignore the knowledge we have bequeathed them, and instead pursue errant ways. They murder each other. They think only of destruction. Why? Why do they not realize their foolishness? Are they inferior creatures after all? Humans! Cease your destructive ways before it is too late!

"Human Potential"

How amazing humans are. Despite their short lives and weak bodies, they surpass us in imagination. Lacking both sharp claws and fangs, humans are the weakest of creatures in their natural state. Yet, indomitable in spirit, they master flight and magic. The most amazing of them all is <Sword Magess>, who wields the Guardian Blade, Argetlahm. This one fought the demon who ate our brethren. She compels a reassessment of human potential.

"The Insolent Ones"

Humans are indeed insolent beings. They desecrate the ruins left by our

brethren. Such sacrilege is deserving of death! We must deal the humans a crushing blow to punish them and demonstrate our strength.

"My Mike"

"My Mike" is like a dog whistle. But instead of dogs, this item summons demons. The many demons summoned by this evil tool then attack the person who uses it. There is one who will show himself only when summoned with this tool. He is of unrivaled strength, and can destroy anyone.

"Manual for the Model P"

"Hob & Nob" are telepathically controlled attack devices. This prototype was created by Meister Anastasia. Attack power can be boosted by inserting a Mecha Boost into the expansion slot. Applications include everything from disciplining children to Operation Genocide.

"The Encroaching Parallel Universe"

The universe of the Dragons is said to have been completely devoured by another universe. Could one universe truly devour another universe, and reduce it to nothingness? How could we resist this peril if it attacked our universe? Even the mighty Dragons fled when the Peril attacked their world. Not even the once-powerful Guardians could assure our safety. For how can one fight -- to say nothing of defeat -- a universe?

"The Organo-Mechanical Beings"

On Filgaia there is a unique species that differs from all others on this planet. They are the Dragons, a fusion of machine and living flesh. They defy traditional definitions of life. The Dragons are dissimilar to the Golems we created. They must be the product of some unknown technology. These intelligent beings claim to have come from a dimension beyond Filgaia. Such a feat is beyond even our own powers. No one knows the full extent of their powers. But the Dragons, unable to adapt to Filgaia's environment, eventually disappeared.

"Beyond Life and Death"

The Crimson Nobles are immortal. Our bodies may be destroyed, but rebirth will eventually come. An offering of blood brings silence and darkness. We return to the vessels of our souls. We come from the distant past and will live into the distant future. We are of time immemorial.

"When Death Comes"

Who ever though that Death would come to the Crimson Nobles? But come it has, for our brethren have been killed... Killed by the Devourer of Souls, killed by... Lord Blazer.

"The Species Without Rival"

The supreme species is, by definition, the one without rival anywhere in the world. We, the Crimson Nobles, are that species, for nowhere is there another species that rivals us. Pathetic humans! You may cover the planet, but you are not its ruler! Know we are your enemy!

"Golem"

The Golem are our faithful servants. When summoned, they destroy our enemies. With magic, we have endowed their inorganic bodies with pseudo life. They have been our constant companions through time.

"As the Supreme Species"

We Crimson Nobles are Filgaia's supreme species and the planet's rightful rulers. Humans have spread over the world as if it is theirs, but they are inferior to us. As the supreme species, it is only a matter of time before we rule the world.

"Sunlight: Rays of Death"

The greatest enemy of us Crimson Nobles is without a doubt the light of the sun. The sun's rays can burn our skin and consume our very flesh. Such is the fate of night-dwellers. If only we could protect ourselves from the sun's rays. Then we could rule the day as well as the night!

"Absolute Population Size"

Of all species of life on Filgaia, we Crimson Noble have one of the smallest population sizes. This reflects our position at the top of the food chain. The weak species, preyed on by the Strong, must reproduce in great number to assure their survival. We know not death, and so need not reproduce in large numbers. This is proof that we are the Strong.

"Raypoints"

In Filgaia are locations where the planet's life energy collects. These are called Raypoints. Raypoints are comprised of the four major elements: Earth, Water, Fire, and Wind. Each Raypoint contains massive amounts of Filgaia's powerful energy. This energy is the blood that flows through Filgaia's veins.

"The Guardian with Physical Form"

Although the Guardians became incorporeal beings, one retained physical form: Lucied, the Guardian of Desire. Lucied stayed by the side of the <Sword Magess>, giving her great strength. The source of Lucied's strength was the lust for life that the <Sword Magess> possessed. This fervent desire, strong enough to give a Guardian physical form, would never falter.

And back in Meria Boule Castle with Marivel

"Crimson Noble Sanctuary"

Crimson Noble Sanctuary. The promised land of the Crimson Nobles is now forsaken. We Crimson Nobles were torn asunder by the Blaze of Disaster. And now, I am the only one left. I must preserve the Crimson Nobles' honor and protect this masterless place. We'll meet at our promised land, an island south of masterless castle.

-- by Isabel Graceland --

Promised Catacombs

"Sealed Hell"

At one time, a threat swept across Filgaia, bringing its destruction. Dust storms covered the lands. If the threat is not eradicated, it will destroy everything. Their power is strong enough to beat a Guardian. It is "destruction" itself. They consume the flesh and blood of the Guardians, gaining their power. The name of this one is Ragu...

"The Land of Origin"

Filgaia has a region called "the navel." This is the land of origin, from which all life was born there by filling Filgaia. This is the source, the motherland for many lifeforms. Even us the Crimson Nobles are no exception.

"Hidden Fortress"

To prepare for intensified battles, several evacuation shelters have been set-up here in our Sanctuary. But knowing the force of his power, it could simply be mere consolation for us. But he won't eradicate our tribe's blood so easily. Children who are our future light and the proud Crimson Noble seed, must be protected at all cost. <Sword Magess>, people of her kind must wholeheartedly hope for this.

"Marivel's Diary" The inside pages are blank. Looks like they haven't written in the diary.

- Argetlahm Sword that banished the Blaze of Disaster, wielded by the Sword Magess.
- Alchemic Plant Energy-producing facility run by Ptolomea to supply energy for Odessa's operations.
- ARMS Agile Remote Mission Squad. Trans-national team formed to combat any and all threats to peace on Filgaia.
- ARMs Highly destructive personal weapons made from the fossils of dragons.

Baskars - Ancient people who traditionally worship the Guardians.

- Blaze of Disaster Refers to both the apocalyptic event of legend that was averted by the Sword Magess, and the demon, Lord Blazer, who caused it.
- Cocytus Special elite squad of high-ranking Odessa officers. Each member has their own area of expertise and reasons for working with Odessa.
- De Le Metalica A special metal alloy, used in the construction of the hull of the Valeria Chateau.
- Dianbai Guang An express freight train running under the Urartu Mountains between Guild Galad and Slayheim.
- Diablo Pillars 4 ancient monoliths that generate and amplify each others' energy. They are fully functional until all 4 are destroyed. Used as the power source for the Heimdal Gazzo.

Eleniak Witch-Girl - Legendary sorceress of Sielje Region, and Lilka's sister.

Empathite - Special crystal that enables telepathy.

- Gias A bomb implanted in Brad's neck to guarantee his cooperation with ARMS. Irving activates it with the words, 'Kanda Roestra Amanthos'.
- Gull Wing A class of flying ship last seen in the Slayheim Liberation War. Odessa is using one for its purposes, named the Varukisas.
- Guild Galad One of the four nations of Filgaia. Focuses on technological advancement to improve quality of life for its citizens.
- Guardians Elemental spirits whose existence binds the world of Filgaia together. They can communicate with certain individuals, and their power may be called on by a Pillar.

Grauswein - Giant nuclear dragon and one of the most destructive forces ever discovered or created on Filgaia. A techno-organic being.

Heimdal Gazzo - Aerial fortress and ultimate base for Odessa

- KnightBlazer the Black Knight, who Ashley can transform into in times of great need.
- Kuiper Belt The 'other world', the world of death. It is encroaching on Filgaia and threatening to destroy it.
- Lombardia The Last Dragon, the Dragon Caliber, the Wing of Heaven. Once a refugee from his own dying dimension, he is the only one of his kind to survive on Filgaia.

Mad Mountains - Vinsfield's power sword.

Mana - The life energy of Filgaia, carried through the Raline.

Mercs - Adventurers-for-hire, these free-roaming individuals are called on to do many jobs that others won't touch.

Meria Boule - One of the four nations of Filgaia, occupying the East side of the main continent.

Mt. Keltepekio Siltolingelon - Better known as Mt. Chug-Chug. The best remaining source of Empathite crystals.

- Odessa A terrorist organization led by Vinsfield Rhadamanthus, ostensibly dedicated to tearing down current national lines and establishing a single world order.
- Pillar An individual who embodies the power of the Guardians, and with whom the Guardians can communicate.
- Raline The network of the planet's life-energy, seen as mystic rivers of Mana encircling the planet.
- Raypoints Terminals of Ralines, where the life-lines intersect, and areas where great quantities of Mana accumulate over eons.
- Slayheim One of the four nations of Filgaia. It was dedicated to developing military might. 5 years ago, the ruling class was overthrown, but not before they used weapons of mass destruction to decimate the land in an act of desperation.
- Slayheim Liberation Army The organized culmination of Slayheim's rebel uprising. Initially led by Vinsfield.
- Sword Magess Legendary woman who banished the Blaze of Disaster that threatened to destroy Filgaia. Armed with Argetlahm and accompanied by Lucied, the Guardian of Desire.
- Sylvaland One of the four nations of Filgaia, occupying the South portion of the main continent. It focuses on agriculture and peace for its people.
- Treaty of Iscariot After the disastrous Slayheim war, the three remaining nations of Filgaia agreed to limit their development of military strength via this treaty.

Valeria - Family line of minor nobility, based in Meria Boule.

Varukisas - Gull Wing class ship used by Odessa for its operations.

Zoa Priest - Descendants of Baskar Village with the ability to use energy from defeated monsters to extract power from Mediums, learning Guardian magic in the process.

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That's it! I hope you were able to make positive use of this guide. It's my tenth guide produced for GameFAQS, and my biggest one by far at the time that I wrote it (though it has since been surpassed). If you like, please check out my entire body of work at:

http://www.gamefaqs.com/features/recognition/35729.html

And once again, if you would like to make any comments, questions or suggestions for future updates, please direct correspondence to: [syonyx faqs at yahoo dot com].

Thanks for your time. Now eat some vegetables and go play outside.

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