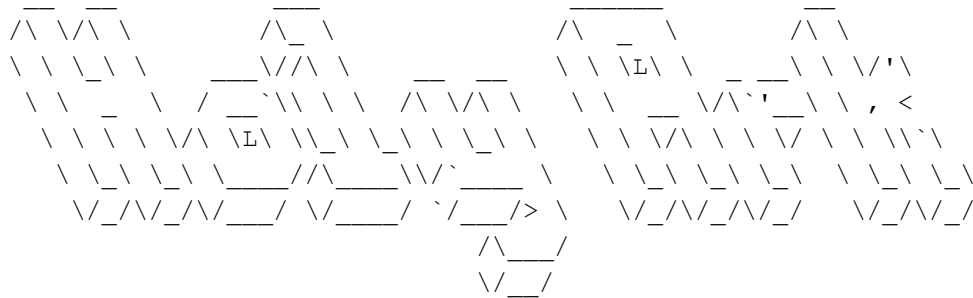
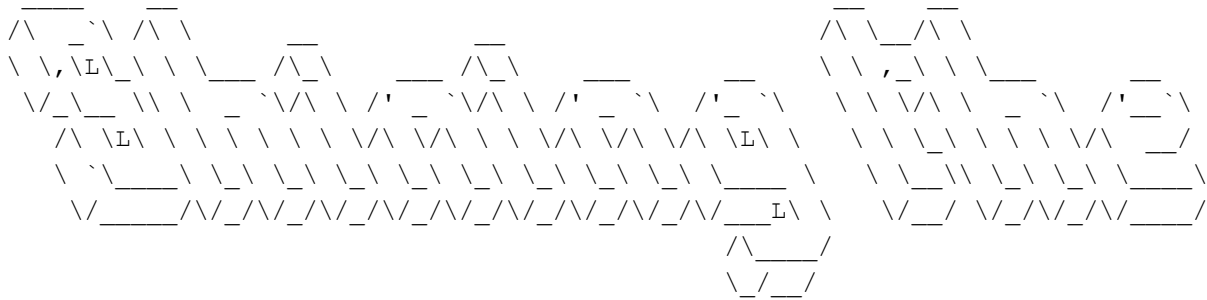


Shining The Holy Ark FAQ/Walkthrough

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FAQ/Walkthrough

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~~~~=Table of Contents=~~~~

I-----Introduction----- (INTD)

II-----Full Walkthrough----- (FUWA)

i-----Desire Mine----- (DSMN)

ii-----Desire Village----- (DSVI)

iii-----Forest of Confusion----- (FRCN)

iv-----Forest Cave----- (FRCV)

v-----Town of Enrich/Well----- (TOEN)

vi-----Enrich Dungeon----- (ENDN)

vii-----Aborigine Forest----- (ABFO)

viii-----Aborigine Mansion----- (ABMN)

ix-----Graveyard Catacombs----- (CTCM)

x-----Mountain Cave----- (MTCV)

xi-----Far East Village----- (FEVI)

xii-----South Shrine----- (SOSH)  
xiii----Enrich Dungeon Revisited---- (EDRE)  
xiv-----Desire Village Revisited---- (DVRE)  
xv-----West Shrine----- (WESH)  
xvi-----East Shrine----- (EASH)  
xvii----Mirage Village----- (MRVI)  
xviii---Tower of Illusion----- (TWIL)  
xix-----Desire Mine Revisited----- (DMRE)  
xx-----Godspeak----- (GDPK)

III-----Faerie Locations----- (FALO)

IV-----Blacksmithing----- (BLSM)

V-----Shop Specials----- (SHSP)

VI-----Magic Levels----- (MGIC)

VII-----Bestiary----- (BSTY)

VIII---Tips/Tricks/Cheats----- (TTCE)

IX-----Final Comments----- (FNCO)

X-----Credits----- (CRDT)

~~~~~=Introduction=~~~~~  
(INTD)

Hey, Xhoysl here. This is my first attempt at a Walkthrough. I am an avid fan of Shining the Holy Ark and thought the only FAQs of it at Gamefaqs were not worthy of this great game. Here is me trying to do better. Hope you enjoy it.

A word of caution to those who may be new to this game, it is not easy by any means. The only save locations are the churches inside of towns, there are no dungeon save points. Personally I think it adds a degree of difficulty I quite enjoy, but many may think otherwise. Most dungeons will also require multiple forays to complete, so make sure to always have at least one Angel Feather at all times, even if you have the spell Return, you may run out of MP and not notice. If however against all odds you do die, do not fret, you will simply lose half of your gold, but retain all your EXP and items. The gold toll does get hefty at later stages of the game, but by then you'll have enough party members that everyone dying is not very likely. If you are wondering, this walkthrough is in fact completely (99%) spoiler free, I will show the boss names however, but in this game it's never an issue. Also be aware that I am very wordy, so if you are inattentive enough, simply refer to the item and fairy lists before each section and find them yourself why don't you.

~~~~~=Full Walkthrough=~~~~~  
(FUWA)

i---Desire Mine--- (DSMN)

20 Gold Coins  
40 Gold Coins X2  
60 Gold Coins  
Leather Glove  
Iron Circlet

(1) Succubus 1 - Muran  
(2) Leprechaun 1 - Dana

Bat (Drops: Herb)  
Ghost (Drops: Herb)  
Hind Beetle (Drops: Herb)  
Zombie (Drops: They all drop Herbs okay!?)

You begin at the start screen, press start of course. Though if you wait you'll be treated to a secret menu song, so maybe not so quickly. You will be given the option to name the main character, I'll call him by his default name of Arthur, so just be aware of that. Now the game really begins. People talking and stuff (pick either yes or no, doesn't matter), and you eventually end up in control. No enemies or items for now, and the path is very straight forward, so just keep chugging along. You eventually come face to face with a guard, talk to him so he moves his arse out of the way, then just keep going. You finally get into the room you were looking for and meet Rodie, choose yes or no, once again doesn't really matter. Either way it's time to FIGHT!

-----  
BOSS - Rodi  
HP: 60  
MP: 10  
ATT: 27  
DEF: 10  
MD: 3  
AGI: 7  
EXP: 12  
Gold: 0  
Drops: None  
Special Attacks: None  
Magic: Brutal Fire L1, Ayakashi L1  
-----

The first boss. Don't be fooled though. He's no pushover, at least as far as first bosses go. He can and likely will kill one of you before the fight is over. Best strategy is pretty simple. Have Arthur always attack, and Forte should always use Blaze. Melody is the only person who's actions should differ depending on if anyone needs healing. If not have her smack Rodie with her rod, not much damage, but better than nothing. Don't worry, eventually she will get some damaging magic, so this won't be a common occurrence.

His attacks include Brutal Fire, which does good damage to you, thus the reason for the possible dying mentioned earlier. He will also mesmerize you with Ayakashi, which will lower you characters attack rate. And then of course he can just attack. He is very fast though, and more often than not will go before your guys. So an attack after a Brutal Fire from last turn usually means that you get to eat sweet death, since Melody isn't fast enough to save you. Anyway, he will go down at some point.

After Rodi's defeat the game takes over for a while. Lots of story goes on,

you lose a party member but gain another. Finally you will be in control again. Thanks to your new friends, if any of you die, after battle you will come back with 1 HP, which is nice when you haven't even had a chance to save yet. You start out in a largish room with some boulders. Take note that my directions are so that you will obtain every item and every faerie as soon as possible. My North, West, South, and East directions are also based upon the map you open with the Start button, which you should consult often. Also, a little tip, use the C button to search, if there's anything there, it will instantly be found. Otherwise it'll bring up the normal menu.

#### DESIRE MINE BASEMENT 1

Go North, then up the stairs. It's a dead end, but search the boulder for an HERB, free stuff never hurts. Go back downstairs and take the east hallway, which then goes South for a while. You will reach an intersection, don't go West yet, it's just a dead end, unless you're an obsessive map completer such as myself. When you reach the end of the hallway obviously go West, and follow the path to another intersection. North is the way to go, if you want free goodies, as you should. Be weary, this hallway has many indents, which Zombies love to spring out of. They can paralyze you, so kill them fast. Rodi's Brutal Fire only does a little more than his attack right now, so I Wouldn't waste the MP unless you're desperate. At the 4th indent on the left side, check the wall for an HERB. Continue to the end of the passage for an IRON CIRCLET, equip it on Melody right away.

Backtrack to the previous split and be on your merry way. You'll arrive at a small room, take the North East exit for 40 COINS. Now take the North West exit and go North (pot's empty). But up up up, through the useless round room and go West as soon as possible for another 40 COINS. Go back then keep going East, take a tiny detour to the North for an HERB, then just continue East, ignoring the North path for now. At the end of this path is a nifty 60 COINS. That's all the items for this floor. Now go back to the ignored North path and go up the stairs.

#### DESIRE MINE FLOOR 1

The second you arrive at the next floor go into the next seemingly useless indent you come across. It yields the game's first faerie, a Succubus named MURAN. Faeries are an interesting aspect of this game. You use them to preemptively attack enemies for extra damage as well as extra EXP and Gold. It's pretty much win win. Now this particular one attacks enemies from the left, and is activated by pressing the C or A button right as enemies show up. Zombie's for example come from either the left or right, so pressing C as one shows up from the left and BAM, more damage, EXP, and Gold for you. You should also know they make item drops much more likely, so try not to miss. You will acquire more faeries as you progress, In fact you'll get another just after this dungeon. You can switch between them with the L and R buttons. I'll explain which direction they attack from as you get the first of each kind.

Now that you have a faerie I'll share a little tip for those playing on the Saturn and on some emulators if they indicate loading. Listen to it. When you hear (or see) a loading sound, like a small swish, monsters are about to show up. It works about 90% of the time. This way you can plan accordingly and be able to more easily use the appropriate faeries for the situation. Anyway, time to move on. Go down the straight path until you can go East, do so for 20 COINS. Back on the path continue to go forward, even when you see other ways to go, until you go into a large chasm room that looks like it's empty. It's not though, so search for a LEATHER GLOVE, equip it on Rodi.

Now back at the four way go North then West for another HERB. With that you have acquired all of the items in this dungeon, now to just get out of here. Also a good suggestion is for everyone to at least get to level 3 before leaving this place. Go South until you can't anymore, then just keep going West, it's that simple. Now you're out, but you're still not done. After going down the incline, go left and follow the small path, search at the end. You will get your first Leprechaun. His name is DANA (I know, not a very manly name). They attack from the ground, which in the next dungeon will be the main place enemies come from, so keep him handy. Now you can finally leave this place for the world map. Go to Desire Village first, the forest should wait for now.

ii---Desire Village---(DSVI)

Quick Chicken (AGI 3-5)

Arcane Garlic (MD 3-5)

1 Gold

(3)Incubus 1 - Lantano

(6)Pixie 2 - Cherry (not accessible yet)

Specials

Item shop

Elixir - 1000

STOP. Do not do ANYTHING but go straight to the church. NOTHING. ESPECIALLY DO NOT ENTER THE INN. The next segment has the capability to RUIN your game. You definitely want to have a save after all you've done, and one you can actually continue no doubt. After making sure that you have in fact created a save, we can safely move forward. In front of the church is a little boy, talk to him and answer yes, his dog is in the forest you'll be visiting very soon. And his prize is something to not be missed. Now go back to the main town. There is a shop house, a Blacksmith (more on that later when we have some mithril), and the aforementioned INN OF DEATH. We'll deal with it in a sec.

First go to the house to the left of the shops. Search the right side of the house where there's a plank of wood. Say hello to your first Incubus, LANTANO. They attack from the right, keep note of that. Now search the side of the inn with crates, you will find a QUICK CHICKEN. DO NOT USE IT YET. I'll explain the reason later. Now enter the Blacksmiths, search the right barrel for an ARCANE GARLIC. Do not use it either for the same reason. These are stat boosting items, and when used increase a certain stat permanently, but it's random. So you want to make sure to save before using them to get their max increase. The max is dependant on the item. I suggest using them on Arthur as you will pretty much always be using him, but it's your call. Anyhow, when you do want to use them, the range's of the increases are as follows.

Energy Bread(HP): 6-8

Magic Nectar(MP): 4-6

Power Juice(Attack): 3-5

Protect Milk(Defense): 4-6

Arcane Garlic(Magic Defense): 3-5

Stamina Onion(Breath Defense): 3-5

Quick Chicken(Agility): 3-5

Lucky Cookie(Luck): 3-5

Critical Juice(Critical): 3-5

Brave Apple(Level): Always 1 (save these until end game)

You can also enter the house without a purpose to the right of the Village, searching the bed nets you a whopping 1 GOLD. And then you get scolded for taking it. Such a waste of time, but I just can't play this game without doing it. Anyway, at this point I suggest we get the Inn over with. Okay, so go in, and make sure you talk to the wolf looking guy in the corner, if you leave the Inn without talking to him your game is screwed, because he will be gone FOREVER. And talking to him is required to continue. So after talking to him and saying Yes, talk to the dragon warrior and his partner. Also talk to the innkeeper/bartender. You can't rent a room just yet, so don't bother. Now leave the Inn, and walk a few steps forward, the game will take over again for a little. After the scene, go back into the Inn, and ring the bell to rent a room. After talking that night (answer yes or once again your screwed) you are finally past the point where you can mess up your game...WOO. Now, save your game again if you're super paranoid like me, or just continue to our next destination, the shops.

Side Note: It has come to my attention that the above may very well be a LIE. Or just wrong I guess. I've been told that even if you do not talk to Doyle, you can still find him at your room at night when you can finally rest. I have not tested this, but I have no reason to believe it is incorrect. However, simply for the sake of safety, it may be best to heed my suggestions and be extra careful anyway. You have been warned. ...Again.

Now, if you got to level 3 before leaving the mine as I suggested earlier, then you should have just enough to purchase everything you need before visiting the forest. Purchase all 3 weapons and equip them of course. And Buy all the armor for everyone EXCEPT the Bronze Shell and Middle Shield, Also forgo the Iron Circlet and Leather Glove since you already found free ones. The reason for this is because you will find those two things in the forest, so it's best to save your money and not buy them. An Angel Feather is a must buy as well. If you ever don't have one on you, GET ONE. I just assume you sold your old stuff while buying the new, which is almost always the way to go, at least until you start getting items you can use for free spells. Worst case however it ends up in specials sections and you can buy it back. Now after all that, if you didn't save earlier after the Inn, save now. If you did, save again anyway. It is now time to take on the Forest.

iii---Forest of Confusion---(FRCN)

Herb X2

Wooden Staff

Bronze Shell

Energy Bread (HP 6-8)

Angel Feather X2

Lucky Cookie (LCK 3-5)

Middle Shield

(4) Fairy 1 - Daisy

(5) Pixie 1 - Maple

Repeats: Bat, Hind Beetle

Bone Slave (Drops: Angel Feather)  
Mantago (Drops: Antidote)  
Skeleton (Drops: Shoto)  
Wild Hound (Drops: Feather Robe)  
Trent (Drops: Leather Glove)

Here we are. Hope you can bear with me, this is much less linear than the last dungeon, so I'll try to help with general directions and references to the map. Be thankful that this is nothing compared to later locations. The way I usually go about this place is in two trips. I will collect all the items and find the puppy, then Angel Feather my butt out of there to rest/save/collect the kid's reward. There's also a boss at the end, so the resting/saving is quite recommended before attempting him.

Enter the forest and begin going South East, you'll see two lone trees in the middle of the path as you go East, right most one has an HERB. Continue South, even as the path branches East until you find a chest, open it for a BRONZE SHELL, equip it on Arthur now if you have any sense. Continue as North East as you can go, the tree nearby has a WOODEN STAFF, clearly useless to equip, but you can always sell it later. Now carefully make your way South East, if you go all the way East to a small bend, a Trent will appear, it's a set battle. You'll want to fight it since he's guarding a fairy, but it's up to you whether you want to fight him now or later, I usually prefer later, Trents are tough cookies. Having Arthur at at least Level 4 does wonders though. Anywho, if you do beat him go North then West one square and search for Fairy DAISY, these attack up creatures, which we don't have any as of yet. But we will next dungeon.

Now go South again for a while, you'll come to a circular split, go North West and search for an HERB. Almost straight South from here you will run into a bush, search it for an ENERGY BREAD. Past this bush South and East nets you another Trent if you wish, but this time it's guarding a much less needed ANGEL FEATHER (I only got it because I have to collect everything forever) West is the order of the day now, continue going that way even as you go a little North to hit a small lake. The obelisk is not useful yet, and won't be for a very very long time, so ignore it. Venture to the North side of the lake, and search for the Pixie MAPLE, Pixie's attack straight ahead, my favorite to say the least. Head around the lake and grab the dog, don't worry he doesn't take up inventory space. Now go West to a small detour for a chest with a LUCKY COOKIE. Yum. Back to North side of lake, continue North into the cemetery. Instantly turn left and search the first tombstone you come across for a sweet MIDDLE SHIELD for Arthur. Equip...no, I shouldn't even have to say it. Northmost section of the cemetery should have a solitary patch of gravestones, search for another ANGEL FEATHER. Now at this point I highly suggest using one of your possibly many Angel Feathers to escape the dungeon and doing the previously mentioned resting/saving. Don't forget to return the dog for the Pixie CHERRY.

...Done? Good. Suggested level at this point is 5 for Arther, and 4 for the others. Now make your way back to the cemetery (the map is your friend. A dear, dear friend). Loop around the North side and South West to come to a tomb much fancier than the previous tombstones. Healing is suggested, since the boss will appear as soon as you step forward...  
TOO LATE.

-----  
Wraith  
HP: 225  
MP: 10

ATT: 42  
DEF: 17  
MD: 12  
AGI: 12  
EXP: 39  
Gold: 88  
Drops: Energy Bread (HP 6-8)  
Special Attacks: LingerinG Ghosts  
Magic: Freeze L1  
-----

If you tried to use fairies you should be aware by now you couldn't. Yeah...They're no good on bosses I'm afraid. Suck it up. After his flashy appearance the music should cue you in that it's time to kick some ass. Really, the music is awesome, but that may be just me. Anyway, don't be too intimidated, he's a pansy in comparison to next one. At this point there's not much choice for strategy, Arthur attacks (yawn) Rodi uses Brutal Fire L1, and Melody uses Hell Blast when no one needs healing. Remember when he attacks and how much he does on average. If he goes before Melody, and an attack next turn has the potential for killing someone, have a faster person use an Herb. Freeze hurts, but it's only single target at this level, so meh. LingerinG Ghosts is more annoying in my opinion, slowing your people down so he may even go first, not a good thing. He is quite the Hit Point sponge though, so just keep it up and he'll scream that wonderful death scream eventually. CUTSCENE. Now you have a choice. Personally I just bite the bullet and continue right now. But if you're super paranoid, leave and rest/save again. I don't advise it however, waste of time. Open the tomb and descend into the darkness...

iv---Forest Cave---(FRCV)

Herb X2  
Antidote X2  
Bronze Staff  
Feather Robe  
Bronze Brace  
Magic Nectar (MP 4-6)  
Mithril Ore  
Scale Suit  
Angel Feather

(7) Fairy 2 - Iris  
(8) Leprechaun 2 - Tak  
(9) Incubus 2 - Enjewel  
(10) Pixie 3 - Willow

Repeats: Bat, Ghost, Bone Slave, Zombie,  
Hind Beetle, Matango, Skeleton, Wild Hound

Blue Worm (Drops: Bronze Staff)  
Durango (Drops: Antidote)  
Jelly Beast (Drops: Potion)  
Cobra Pot (Drops: Iron Staff)

Oh Forest Cave, how I remember thee. The difficulty is upped a small amount here, but not enough that you can't handle a straight spelunking through right after the boss. While there are only four new enemies, they show up



quite often, and punch hard, so heal a lot. Don't worry, as soon as you all start gaining levels they'll be fodder just like the others.

#### FOREST CAVE BASEMENT 1 NORTH

Go South until you hit a crossroads, the hole to your right has an HERB if you fancy. Ultimately you'll want to go East though, do so then go South. At the end search for the Fairy IRIS. No, not a fairies eyeball coloring, and no not the song (though that would be sweet) that's her name. Moving on, go back to the split and go South. Doesn't matter which way, they all end up in the same place. When you reach yet another split very soon (like 3 steps soon) go East again for a BRONZE STAFF at the end. Back at the split, go South, then Southeast past all the rocks until you can go Northeast, do so for an ANTIDOTE from a rock or stalagmite (sorry, I forgot, it's a small room anyway). That's all the items for this floor. Go back to previous rock infested room and then venture Southeast into a similar hovel. Work your way around those rocks to the stairs at the Northeast.

#### FOREST CAVE BASEMENT 2

Go straight South until you smack your head into a wall, no really do it. Hehe, got ya. \*ahem\* The hole to your right has a present for you. Search it for the Leprechaun TAK. Now those many ground enemies will eat delicious Leprechaun death. THAT'S RIGHT, WHO'S YOUR DADDY GROUND MONSTERS. I AM. Go East then North for a FEATHER ROBE. South and a little West leads you to another rock room. Walk (or run, what do I care) South until you hit your head again, then go East and search for the Incubus ENJEWEL. Now make your way Northeast around the rocks to the room exit and just keep going forward, ignoring the path South. (By the way, if you didn't already know, you can tap forward twice to run, it's nice for long hallways, and it just might lessen monster encounters. Though I'm not sure, it just seems that way with me, so don't quote me on that). Now go South until you pass a mass (not even going to bother mentioning what it is anymore, if it gets in your way, it's a mass.) The mass one square West of that one can be searched for an HERB. WE'RE JUST ROLLING IN RICHES NOW. More South if you please, then go a few steps East and search the 2nd of two masses for a MAGIC NECTAR. Scrumptious. Exit East out of the room, and ignore the South path for now and take North one. At the end is a BRONZE BRACE. Final item of the floor. Back at South path, take the stairs at the end up.

#### FOREST CAVE BASEMENT 1 SOUTH

Last leg of the race ladies and gents. South and follow the path, ignore first South path but take second one (pot you passed is empty, from now on just assume if I don't mention an object it's a cheapskate that offers nothing for your valuable time) and follow the path East for a little bit until you see a waist high hole. Crawl into that sucker. Go all the way West ignoring all paths and go North, then West into another hole. At North end is a MITHRIL ORE.

Okay, I know I promised to talk about Blacksmithing once you finally found some Mithril, I lied :P Here's the skinny. The cost to make this something useful is not only steep right now, but requires going all the way back to Desire Village. My advice is to wait until you have more of the stuff and more party members to use it on, and quite possibly when the quick path between Enrich and the village is open. Besides, Mithril Ore stuff isn't THAT great (at least not yet, better stuff is smithable from Ore at a later time). It's when we start getting Mithril Ingot we'll want to start smithing those babies.

Get back to that first hole you crawled into (path we passed South contains a Cobra Pot if you wish for a good fight. I advise against it unless Melody has Antidote L1. They poison like nobodies business.) Go South past the hole and search mass at the end for ANGEL FEATHER. Behind mass is another Cobra Pot if you want. Anyway, take East path and ignore first South if you don't wish for a brawl and take the next little hole you see. Search mass for SCALE SUIT. Last dungeon item. Out the hole take path East then South (hole has yet another Cobra Pot) and take the hole to the East. Inside is the Pixie WILLOW. South then West will lead you out of this place for good.

v---Town of Enrich/Well---(TOEN)

Stamina Onion (BD 3-5)

Herb

Fairy Powder

Crystal Key

(11)Incubus 3 - Masakari

(12)Succubus 2 - Dahlia

(13)Succubus 3 - Roberia

(14)Pixie 4 - Cedar

Specials

Item Shop

Royal Crest - 1000

(Disclaimer: You find a Royal Crest in Aborigine Mansion.)

Finally made it to a town. I'd get to know the place, it'll be the main town you use for much of the game. Turn right as soon as you enter and take two steps forward and turn right. Enter the door. Search the Fireplace for the Incubus MASAKARI. Now exit and make your way towards the shop in the middle of town, but don't enter it yet. Instead go into the little alley a man stands to the left of and search the first window on the right for the Succubus DAHLIA. If you want yet another faerie it's time to do some well diving. You heard what I said. From the entrance the well is gotten to from the exit on the West side of town, it'll have a little icon that looks like well... a well. In you go. No, I'm pretty sure this is perfectly legal. Now wade through the towns people's only water source with your dirty dirty boots towards the East and follow the path to the end. Search for the Succubus ROBERIA. That's it for now, rest of the well will be accessible soon enough. Now back to the town, you probably want to sleep/save now. Good idea, go to the Pub and try to sleep. CUTSCENE. after that go save if you wish. Now it's time to buy us some stuff. The stores will have some nice new things to buy. My suggestion is buy all new weapons, and then buy whatever armor you can afford. You won't be able to get everything, trust me. You'll need a dungeon or two under your belt before the higher tier armor is affordable. Once you've bought all you can we'll want to go to the castle, it'll be at the exit with the castle icon next to it.

Talk to a guard once or twice until they open the gate. Keep going until you go up some stairs then make a left until you hit The Suspicious Looking Wall. No, it's actually called The Suspicious Looking Wall. Don't ask me why, it's one of the games great mysteries. Search it anyway for a STAMINA ONION. Maybe it was just for the item? Or maybe the developers had a dark secret in store...

Onward to the throne room, very straight forward. Once you make it there's a CUTSCENE. You'll be in the Enrich dungeon's. Search the wall behind you for an HERB.

Update: I received a tip from a generous benefactor about two items I have missed in the jail cells. One being a FAIRY POWDER that's in "...the only other unlocked cell that should be nearest the well and on your right while looking at the well." And the other pops up much later after returning to the castle for... reasons. Of plot related significance. That item is a LIGHT OF HOPE and should at that time be in a newly unlocked cell. I will remind you of the second one when we come to it.

Now get out of the cell and get to the well, down you go.

We're now in the other well, you'll see a crystal looking object nearby, grab it for CRYSTAL KEY. You'll need it. Go South towards a dead end.

Now usually you search the ends of tunnels and whatnot for items/faerie's. But not this time, take a step back, then search for the Pixie CEDAR. It's a dirty trick I know, but it's the only time it does it thankfully. With that Crystal Key in tow we can now get back to town, get another faerie, and continue into the next dungeon. Let's go get that faerie first. Take the Southeast path out of this room and follow it to a door with crystal's on it. Use the key we just got to open it. Continue down the path and into a portion of the dungeon we'll be visiting soon.

vi---Enrich Dungeon---(ENDN)

Slash Dagger

Iron Brace

Critical Juice (CRT 3-5)

Potion

Antidote

Snake Crest

Goat Crest

Eagle Crest

Gold Key

(15)Leprechaun 3 - Morgan

(16)Fairy 3 - Camelia

Repeats: Jelly Beast, Cobra Pot

Hell Slave (Drops: Steel Circlet)

Ice Siren (Drops: Potion)

Jelly Polyp (Drops: Herb)

Striker Pod (Drops: Fairy Powder)

Reaper (Drops: Steel Helmet)

Scissor Crab (Drops: Iron Shell)

There's no enemies in this little section so just walk the tiny path and open the chest for the Leprechaun MORGAN. Now go back to the well. This time taking the Northeast path out of the main well room. you'll meet a certain someone, CUTSCENE. He functions like a normal bishop (or whatever the save guys are called) except he allows you to rest for FREE. Pretty sweet. Make absolutely sure you save, for reasons I'll mention once you step into the dungeon itself. Take the Southeast exit out of this room.

Okay, we're here. Word of warning, this is where the game takes a large step up in difficulty. If you thought the game was pretty easy up until

this point (as I did my first time) you're about to be taught a studious lesson in pain and anguish. Be ready with those faeries, I would think by now you'd have the hang of using them mostly. Got to be quick on the draw for the majority of monsters here, but that's pretty much the way it'll be for the rest of the game, so get used to it.

So your first foray in here should be primarily concerned with gaining levels, if you want to try to continue at the same time, more power to you. But believe me when I say that monsters will chew you up and spit you out here at your current levels. And you CANNOT TELEPORT OUT. No Angel Feather or Escape magic use for you. No, I'm not kidding. So you have to trek back out of the place when you're done, which will yield more monsters. So do not take this place for granted and gain some friggin levels. The monsters of particular nastiness include the Ice Sirens, Scissors Crabs, and Reapers. All three will be your bane for quite a while. Ice Sirens come from those blue puddles you see everywhere, so avoid them when possible, and have Leprechauns at the ready. the Crabs come from any left or right corners, so they're much harder to avoid. Reapers are even worse, coming from the ground of pretty much any location. Be afraid, be very afraid. Thankfully the one saving grace of this dungeon is the lack of a boss, so don't worry about that. Erring on the side of caution, let's make our way through this death trap.

The first object were looking for is the Snake Crest, it's one of three we need to progress. After entering the dungeon, the South path will lead you out into town through the other well you entered, so just know that. Without much reason to do so yet, just go North then East across the bridge. Go South past the dead end and the first path East, take the second East path to a dead end, search for the Fairy CAMELIA. Go back and take the first East path. Go South when you can. Continue going South, ignore all stairs (they're dead ends right now). Take a small detour to the East and South a little for an ANTIDOTE in the pot. Or not. Go back and continue Southwest. Once you're near the water you can go North if you wish to fight a Cobra Pot, they should be easy by this point. But ultimately we need to keep going South. Ignore East and West paths and go into the small tunnel, on the other side make your way Southeast to the bridge. Once again you can go East for a Cobra Pot, but eventually you need to cross the bridge. Go East until you can't anymore, ignore everything else, then do the same again, but North this time. (There's a Cobra Pot on the way). MORE NORTH. NO ASKING QUESTIONS. Finally we'll reach a chest, open for the SNAKE CREST. One Third of the dungeon is now complete, be happy for that. Now get out of there if you want to live. Nothing important or anything. After hopefully making it back alive and sleeping/saving we can move on. You may also now be able to afford the more expensive equipment at the shop, so go there if you want.

If not, or if you just prefer to wait, let's move onward. The next crest is actually pretty easy, but having the Snake Crest when you get it will make our trek here a little faster. Go back to the East path past the first bridge. This time keep going East instead of taking first South exit. Take next South way at the end, then go through another small tunnel. Go West a bit until you see an indent on the wall, use your Snake Crest here, it'll help later. Go back East and up the stairs. Ignore West way and go North. I know the walkway stops, JUST KEEP GOING. YOU HEARD ME. Plop. Now you're right by a chest with the GOAT CREST. Get it of course, it's what chests are for. Now we have a bit of a decision, you can go East for some goodies (okay one, but it's pretty nice) or go up the stairs and plop back over to the other side. I suggest the item, but do as you will. For said item go East, then South, Then East all the way (North path has...you guessed it, another Cobra Pot) search the pot for a SLASH DAGGER. Equip it

on Arthur already. Woo. More criticals. We haven't done a huge amount this foray, so I suggest we do one more, but by all means go back and save if you want. Anyway, we want to go back to that first tunnel we went through Southwest on the map. You there yet? Good. Use your Goat Crest on the indent nearby, stuff moves. Behind the now moved wall is a POTION. Now I suggest you sleep/save again, because the path to the final Crest is a long one fraught with many Reapers.

Okay, after that we now want to get back to that tunnel at the Northwest area of the map near where we dropped and got the Goat Crest. Go up the stairs before where you dropped, but go West this time, the path should be complete now because of previous Crest usages. Follow the linear path until we reach a split. Go West for a chest with an IRON BRACE. Back at main path we'll reach a 3 way intersection. Go East for CRITICAL JUICE. Then West for our precious EAGLE CREST at the end. Since leaving the place gets us so close to the place we use the Eagle Crest we might as well get it over with. After getting back to that tunnel down the stairs, this time go West then South down a hallway, another indent should be seen. Use the Eagle Crest. Into the now open passage, speak to mister skeleton. Don't worry, like I said there's no boss fight here. He'll give you a clue for the next dungeon (Not that you need it with me) then you can grab the GOLD KEY behind him in the chest. We're done here. For now. We won't be back for a long time though. Hightail it out of there.

Back at your free sleep station the guy will tell you to use the key. Once you leave you can't use him anymore. So say goodbye. Back in town you should most likely be able to afford better equipment, perhaps even all of them. Fret not if you can't, the next dungeon will give you the money you so desire. Ha, get it...desire... \*cough\* Anyway. After saving in town, it's time to make a trip to the Aborigine Forest and beyond.

vii---Aborigine Forest---(ABFO)

Steel Sword  
Chain Mail  
Power Shield  
Angel Feather

(17) Fairy 4 - Peony  
(18) Leprechaun 4 - Kokus  
(19) Incubus 4 - Krupis

Repeats: Hell Slave, Reaper

Vampire Bat (Drops: Herb)  
Man Eater (Drops: Antidote)  
Twin Head (Drops: Steel Glove)  
Ghoul (Drops: Leather Robe)

I know we're SUPPOSED to go to the mansion, but the forest has some nice goodies to loot that will help quite a bit in the mansion (Which DOES have a boss this time, and he's a doozy). So I suggest we clean this place out first. If you disagree, continue to the next section by going to the West to reach the Mansion, then come back here later. For the rest, follow me.

Being very similiar to the last forest we went to, directions are difficult. So once again use your map a lot (although you should be anyway). Also, be

wary of Twin Head's, they are annoying as crap. Have Melody cast support on herself to speed up, so she can go fast enough to heal anyone who needs it. Usually after it breathes fire from both heads, and it WILL do it. Man Eater's are also a little bothersome, but at least they don't have any group attacks. Oh, and kill Vampires Bat's as soon as possible, they can temporarily incapacitate party members, multiple ones. Fun stuff.

After entering the forest just go North until you reach the actual cemetery part of it, if you can't tell when you are, you need help my friend. Nothing more I can do for you. Anywho, first tree you see has an ANGEL FEATHER. From here go West past a tomb, it's empty don't bother. Then North and a tiny bit East. Facing the tomb here, turn right and search for the Fairy PEONY. Then search the tomb for a POWER SHIELD. That's Arthur bling. Make your way back to the first tree, and continue Northeast. From now on most tomb's contain Ghoul's unless I state otherwise, so either fight or ignore them, your choice. The thing's aren't too hard really. Just open the tomb's with the C button and have your Pixie's ready to pound them.

Now it's kind of difficult to say where this is without many landmarks in this place, but I'll try. After passing a tomb to the South and going North turn to the West, you'll see another Tomb, go North again and East. You probably think this a dead end, and you'd be right. But if you search the tombstones here you'll get the Leprechaun KOKUS. No, you CAN'T search and get him from the other side, don't ask me why. Now get back to that South tomb and go Northeast this time. When you see a tomb to your East go North when you can and search the first tomb you come across for the Incubus KRUPIS. Then go Northeast to another tomb, this one's got a shiny STEEL SWORD so Arthur can start killing everything within a mile radius. SLASH. EXPLODE. It sends nukes in the direction you slash at. Neat huh? ...I'm kidding. \*sigh\* If only. Back to reality (or technically not, this being a game). Get back to that East tomb from earlier (such poor landmarks). Then go West and North when you can. Follow the linear path until you can go either West or North, go North. Search first tomb for a CHAIN MAIL. That's all the items for the forest. For later reference, that West path is where we go after we finish the Mansion, remember that. So get out of here, either with that Angel Feather or Arthur's Return magic. Rest/Save, and meet me back here. Now go West until you see some lights that kind of look like eyes. Creepy. Go towards them anyway.

viii---Aborigine Mansion---(ABMN)

Party Member: Basso

Potion  
Fairy Powder  
Iron Shell  
Broad Sword  
Druid's Robe  
Royal Crest  
Mithril Ore  
Steel Suit  
Power Staff  
Silver Tiara  
Old Key  
Holy Water  
Arcane Book  
Clock Key

(20)Leprechaun 5 - Zircon

(21) Incubus 5 - Liknis

(22) Succubus 4 - Orlea

Repeats: Twin Head

Mirage (Drops: Silver Tiara)

Poison Moth (Drops: Fairy Powder)

Skull Warrior (Drops: Battle Armor)

Chest Ghost (Drops: Bronze Armor)

AHHHH, BATS!!!

What's that you say? I spoiled Basso joining for you? TOO BAD. Just kidding. It's not a big deal as far as the story is concerned, It's not like he DIES OR ANYTHING. BECAUSE SPOILING THAT SHOULD BE AN OFFENSE PUNISHABLE BY DEATH AND SEVERE NOOGIES, PREFERABLY IN THE OPPOSITE ORDER.

I'M LOOKING AT YOU FF7 FAQ MAKERS. I'M LOOKING AT YOU.

...Anyway, get to the door and use that Gold Key, it is now useless, so sell it when you can. Open the doors and go inside.

ABORIGINE MANSION FLOOR 1

Okay we're supposed to go upstairs and to the left, but we rarely do what we're supposed to now do we? Take the right door and go straight North into a large room with a clock. Search the top middle of the room for the Leprechaun ZIRCON. Alright, now go back to the main room and go up those stairs.

ABORIGINE MANSION FLOOR 2

East door is locked, take West one. Keep going West. First North path leads to naught but a Chest Ghost. They are essentially this games mimic's, taking the form of chests for unwitting adventurer's. Oh, and they can cast Soul Steal L1. Scratch that. They WILL. They always cast it. ALWAYS. So best be prepared to take a gamble if you fight one, someone can easily end up dead. Instantly. If you still insist on fighting them, good luck. If you have a wit of sense about you, just keep going West. Then go North. STOP. There's the Incubus LIKNIS in this hallway. His exact placement elludes me at the moment. just search the walls, I think he's higher up the hall. Now go East. Door is locked, we'll be back. Go North. East path is for later, Go East, North, then East again so we can go down some stairs (door may be stuck shut, just ram it down with a good running start).

ABORIGINE MANSION FLOOR 1

Finally back downstairs. East, North, West finds us down another hallway. Search the South side around the middle for the Succubus ORLEA. Back to the stairs, South then West leads to a small room. Which is locked. Come back later to search the boxes in there for an IRON SHELL. The chest has a Chest Ghost. Knock yourself out if you want (Get it? Because he can kill you ...HA). Go East then South when you can. West room has a BROAD SWORD in the chest. Equip it on Rodie, he will thank you. Then go East. CUTSCENE. Now you finally have a fourth party member. It really helps. Let's go get the Old Key so we can start going everywhere. Continue down the hallway to the East, then South, then West past a locked door, then past another locked door. Enter the non locked room. We have to solve a little puzzle here. And by that I mean read a wall poster and do what it says. Really, if you can't solve this, this game may be beyond your abilities. I'm terribly sorry. Absolute worst case, if you mess up you can leave the

room, and after one or two steps the room will reset. so after arranging the tables and beds like the poster says, a passage will open to the North. Search the chest for the OLD KEY. Go back to the last locked door we passed. Open it with the Old Key, search the Southwest section of the room for a ROYAL CREST for Basso to equip, and only Basso. Go East and unlock this door for kicks. It leads back to the entrance. One last thing before we leave to rest/save/buy basso some better equipment. Go back to the locked door at the bottom of the stairs this floor to grab the aforementioned Iron Shell. Now you should leave, use the door you unlocked, unless you're REALLY lazy and use Return. Then leave the Mansion and go back into the Forest before using Return again. Shop has a better axe for Basso, so get it. May also be able to improve his armor. Okay, I assumed you did the usual already. Back we go. Alright, with the Old Key in tow we can start doing what we need to do here. Go up the stairs in the entrance.

#### ABORIGINE MANSION FLOOR 2

Now we can open the East door. Do so. Remember, green door's may need to be broken down with a run, while red will need the Old Key. I won't be mentioning it again. Go all the way East past North path to a medium sized room. Search Northwest corner for a SILVER TIARA. Leave room and go North. Continue to the West. North path leads to another Chest Ghost. You know the drill. But more to the West is another room, go inside and search the West side, say yes, then you'll obtain the HOLY WATER. Big whoop you say? We'll need it later, so lay off. Exit the room, go East all the way, then North. East, then South when you can gets you to another room. Search table for POWER STAFF. It's a nice attack boost for Melody. For the sake of simplicity (and less walking) use Return to get back to the entrance.

#### ABORIGINE MANSION FLOOR 1

Okay, go into the right door like before, but instead of going North, go East. Ignore other North path too. The next one however, take into a small room. Stuff will float around. OOOH, SPOOKY. Use the Holy Water to make it go away, then grab the ARCANE BOOK. Exit the room, go East then South for yet another room. Another puzzle here, chest is a Chest Ghost. Push the table to the West for another secret passage. At the end is the DRUID's ROBE. Melody can wear it. I know she's not a Druid, details details. Back to the long hallway, take the second North path all the way up. You'll see stairs. West path leads to POTION, East to FAIRY POWDER. (A Fairy Powder? Really? That's almost as bad an Herb.) Take the Stairs now.

#### ABORIGINE MANSION FLOOR 2

North, West, South, West, we're now in the clock room again. This is where the boss will be fought. Not yet, but soon. Very soon. Take Northwest door out of here. West, North, West, South (ignore East path to stairs) East all the way. We're back at the room we ignored before. Search table for MITHRIL ORE. Then use Arcane Book on empty book slot at the Northeast of the room. Open the chest for CLOCK KEY. One more item and we'll have everything. That one room we passed earlier on our first time up here? Go there now. Inside will be a STEEL SUIT. That's everything. Alright, we can use the Clock Key to fight the boss right now. But that would be stupid. So instead leave this place and do the usual. Now get back to the clock room on the second floor. Use the Clock Key at the Northeast end of the room. Lots of sounds. Walk towards the center...



HP: 760  
MP: 20  
ATT: 135  
DEF: 40  
MD: 30  
AGI: 2  
EXP: 108  
Gold: 660  
Drops: Steel Sword  
Special Attacks: Aims Attack  
Magic: Lightning L1  
-----

Oh boy. Get ready for a real boss. Sorry, but last one was a sissy. This guy means business. He hits hard, really hard. Start casting Support L1 on everyone, beginning with Melody and then work your way up. He has an aim attack, which means at some point next turn he'll probably hit someone friggin hard with an Ultimate Attack. It's not pretty. So best have said person defend if you can. He also casts Lightning L1, don't have to tell you that it hurts. Melody will be on full time healing duty this fight, if she isn't someone will probably die. You might even need Arthur to chip in for healing every once in a while, as little as Heal L1 does, it's better than nothing if someone might die next turn. Basso should attack of course, not much else he can do. Have Arthur attack too, though Rodi might be better served to do his Lightning L1, since his attack isn't the best. He's got a lot of HP as you can see, so you'll be at this for a while. But eventually he will go down, so take heart.

When he finally does, you'll be able to go behind where he was guarding. Pull the switch here. You can now access the Catacombs. Refer to previous section on how to get to it.

ix---Graveyard Catacombs--- (CTCM)

Quick Ring  
Protect Milk (DEF 4-6)  
Fairy Powder  
Quick Chicken (AGI 3-5)  
Lucky Cookie (LCK 3-5)  
Potion  
Gravity Stone

(23) Succubus 5 - Lacey

Repeats: Mirage, Vampire Bat, Reaper, Ghoul

This place is puny, and its boss is...underwhelming to say the least. But we need to do it anyway. Upon entering the place, go South then West for a little, then South again. Around a corner go Southeast, it should look like a dead end with a statue, search it for a LUCKY COOKIE. Then face to the East and push the wall. You heard me. It'll move out of the way revealing a passage. Follow it to the end for a POTION. Go back to the statue and go South then West as far as you can. Turn South and push the wall. Once again follow the passage to the end, but this time there is more than one thing to obtain. First get the QUICK CHICKEN at the end for reference. The Succubus LACEY is along the walls in this

hallway. I think it's on the left side higher up, but just keep looking, you'll find her eventually. Anyway, afterwards make you way back to where you pushed the South way to get here. Keep going North and a little East (West path has nothing) until you hit a door, since you pulled that switch behind the Time Warrior it should be open. Pass through it.

Take the West way until you hit another dead end, push the wall again. Follow passage for a QUICK RING. Equip it on whoever, but it works well for Basso with his low speed. Back at just North of the door, continue East this time. Southeast at the intersection and you can search a statue for a FAIRY POWDER. Now go Northeast. Push Northeast wall here for yet another passage. At the end is a PROTECT MILK. That's everything here. Now to get to the boss. Don't worry about going back to rest or save. It's a waste of time. So go Northwest from that entrance to the passage you just opened to find stairs. Take them. Walk along the short hallway until this guy pops up.

-----  
Vampire  
HP: 470  
MP: 0  
ATT: 125  
DEF: 32  
MD: 56  
AGI: 42  
EXP: 115  
Gold: 780  
Drops: Life Candle  
Special Attacks: Blood Feast, Drain, Entrance  
Magic: None  
-----

Meh. Compared to Time Warrior this guy needs to think about a new career outside of Game Boss. Honestly, why does he have half the HP? At the very least he could have TAKEN longer. But no, he's apparently quite alright with his puny 470 HP. Just...just kill him okay, I can't stand to see his disappointing mug anymore. ...Well, if you insist, I'll provide a strategy. Hit him until he dies. There you go. You can see his attacks right up there okay? Stop bothering me. After hitting him enough (not much at all) He'll...die I guess? Thought he was a vampire, so I don't know, he unundied then. Good riddance either way. CUTSCENE. Basso leaves. No biggie, we'll get him again very soon. Open the chest for the GRAVITY STONE. Get back into the Catacombs and then use Return. Go back to the Forest and use it once more, you're out of here. Rest and save only because our next area is quite a pain, not because we really needed it.

Side Note: It has come to my attention that for some people the vampire can be, I don't know how to say this, actually difficult. Apparently he can use some laser eyes move to cause someone to stop moving and slowly sap their HP. which I guess is pretty bad. If he ever used it on me, it was very rarely, and he died too quickly for me to notice. Sorry, I still hate his guts.

x---Mountain Cave--- (MTCV)

Party Member: Basso... again.

Life Ring  
Lucky Cookie (LCK 3-5)  
Power Brace  
Potion  
Magic Nectar (MP 4-6)  
Mithril Ore

(24) Fairy 5 - Lily  
(25) Leprechaun 6 - Mangus  
(26) Succubus 6 - Ripanos  
(27) Pixie 5 - Palm

Repeats: Chest Ghost, Vampire Bat

Air Polyp (!!!) (Drops: Herb)  
Fire Worm (Drops: Steel Glove)  
Magic Mush (Drops: Fairy Powder)  
Venom Zombie (Drops: Antidote)  
Viking Ant (Drops: Shinobi Glove)

#### MOUNTAIN CAVE FLOOR 1

More caves... Haven't been any extremely original locations yet have there? I'm kidding. Just go South then East, CUTSCENE. Basso joins again. Now go back, it's for an item okay. Near the entrance are stairs going down. Take them.

#### MOUNTAIN CAVE BASEMENT

Path's straight forward, just follow it until a split North and West, take tiny North path for a POTION. Now hightail it back upstairs.

#### MOUNTAIN CAVE FLOOR 1

Get back to where we got Basso again, now go South until you pass through a curved hallway. East has a LUCKY COOKIE. Going West as far as you can produces an odd surprise. A giant snake just blocked your path didn't it? As I thought. Just take a detour to the North.

#### Icy Patch 1

\*Sigh\* I HATE these. Not really because of the puzzle you have to solve to get everything and progress in them. No. What I hate so much is the Air Polyps. They will pop out of holes at anytime on these ice patches. And they are nasty. Nasty, nasty, nasty. Why? I'll tell you why. Each one has two abilities that will be the bane of your existence. One, they can cast Lightning L1. Okay, that's bad, but they can only cast it once right? I can hear you saying. This is true, but I haven't told you their other ability. They can summon others. Oh, and it about works 90% of the time. Having fun yet? So basically they have the potential to KILL YOUR ENTIRE PARTY IF THEY FEEL LIKE IT. Namely by there being 3 or more of them that decide to all use Lightning L1. It's not unlikely either. So just be very very careful, if that's even possible. Mainly just be very very lucky is more like it.

...Alright, I feel a little better after that rant, let's continue.  
My directions for these ice patches are very precise, so follow them exactly or you will probably have to start over. And always be ready to use faeries

if near a hole. Air Polyps will eat your soul otherwise. From entering the room take one step up (for simplicity I will just use up, down, left, right instead of directions here, simply replace North with up, and so forth). Now you're on the ice, take another step up. It'll move you two from now on. Now go right, then up twice. We'll get the chest in a second. Go left twice so you're right by a hole. Then go up twice, you'll hit the end. Left once, down once, right twice, down once. Right once then down once to open the chest for a POWER BRACE. Equip on Melody or Basso. Now go back to the entrance, we need to reset our position. Now again take one step onto the ice resulting in two. Then right, up twice, left twice, up once, left once, down twice. Now you can leave.

#### MOUNTAIN CAVE FLOOR 1

Back on good old solid ground. Go South then East, then South a tiny bit for one of three Mini Bosses. You can use faeries on these by the way, Pixie's to be precise.

-----  
Viper Tail 1

HP: 520

MP: 0

ATT: 130

DEF: 36

MD: 14

AGI: 55

EXP: 140

Gold: 540

Drops: Antidote

Special Attacks: Poison Fangs, Flame Breath

Magic: None  
-----

The name's a bit confusing, seeing as he has three heads right now. But that's what he's called, so I'm going with that. Once again, easy stuff. He can poison, and the flame breath does moderate damage, but really he's not bad at all. Support L2 for good measure, as Melody should have it by now. If not, it's not a huge deal. Other than that, high attackers should attack (Arthur and Basso). While the rest use most their powerful magic, whatever that may be. After besting him he'll lose one of his heads and slink away like the chicken he is.

Now we can explore more of the cave. Good for us? From your current position, head South until you can go West, do so. After going as far West as possible, go North until you hit a wall, now push against it. Follow a small passage for the Fairy LILY. Now go West along the curved hallway, then West again when you can. Going South will yield yet another snake blockage. We'll just have to do something about that. Go down the stairs to the Northwest.

#### MOUNTAIN CAVE BASEMENT

Head West, South, West, then South two steps. Push the wall to the West.

Behind it should be a MAGIC NECTAR. Now get back to the stairs.

Begin going East, following the linear path until a split. Take Southeast path, then go South, West, South and search for the Succubus RIPANOS. Now just go Northeast until you hit the stairs, take them.

#### ICY PATCH 2

Great. Another one. Alright, you know the drill, once on the ice we'll be going two steps for every one. Take one step up, still on normal ground. Now take another step up, we're on the ice now. Go up one, left one, up one, we'll hit a wall. Now go back down once, then left one. We can reach the chest now, open it for a MITHRIL ORE. Right, up, right, down, right three times, down two times to hit a wall. Left once, down once, left once, up twice, and right twice to get another chest, it contains the Leprechaun MANGUS. Down twice to hit a wall, left, down, left twice and we're out of here.

#### MOUNTAIN CAVE FLOOR 1

Get ready for another mini boss. Go North then West for him to show up. Remember to use your Pixies.

-----  
Viper Tail 2

HP: 540

MP: 0

ATT: 132

DEF: 36

MD: 14

AGI: 56

EXP: 145

Gold: 560

Drops: Antidote

Special Attacks: Poison Fangs, Flame Breath

Magic: None

-----  
...He's exactly the same essentially. His stats are a little different, but it's negligible. Do the same thing as you did last time, no new strategies needed here. He'll lose yet another head and run away.

Okay, so now we want to go exactly where he ran away, straight West, then up a little curvy path until we reach the last snake blockage, then take the stairs nearby.

#### MOUNTAIN CAVE BASEMENT

Okay this is a long path, but it's extremely straight forward. There is only one thing to get here, so I'll let you get there yourself. So just keep in mind that what we're looking for is in the second pond. You there? Now search the South side of that pond for the Pixie PALM. That was the final thing this floor. (It is my suggestion that you now leave and rest/save because we'll soon reach the final bosses of this area) Now just continue along the very easy to follow path until you hit the stairs (chest is fake, just a ghost).

#### MOUNTAIN CAVE FLOOR 1

Alrighty, go North then East and be ready to Pixie the final mini boss.

-----  
Viper Tail 3  
HP: 550

MP: 0  
ATT: 134  
DEF: 36  
MD: 14  
AGI: 57  
EXP: 150  
Gold: 570  
Drops: Antidote  
Special Attacks: Poison Fangs, Flame Breath  
Magic: None  
-----

Do I have to say it? HE'S EXACTLY THE SAME. Really, I just have words here to remain consistent, that's really it. Kill him in the face. Final head will then die, now it's time for the real boss of this place.

-----  
Head Viper  
HP: 980  
MP: 0  
ATT: 140  
DEF: 38  
MD: 16  
AGI: 52  
EXP: 254  
Gold: 1300  
Drops: Level Apple  
Special Attacks: Poison Fangs, Flame Breath  
Magic: None  
-----

Hmm. He's no Time Warrior. But he's certainly a step up from the last "boss". (I used those quotations in a mocking manner if you didn't notice). Really, he's mostly a harder version of our three mini bosses, but don't take him for granted, his fire breath does hurt everyone, and he can pack a punch. And he will almost always make sure someone's poisoned, every time I cured it he just poisoned them again, so it may be wise to not bother. So Melody should Support L2 of course, then have everyone else... do damage. There's not a huge amount of variety available as far as attacks go yet, so use what you got. But mostly Arthur and Basso should attack while Rodi and Melody use magic. Pretty simple. After wading through his Hit Points he'll go down once and for all.

Now, we have one more item to get before we get out of here. After fighting the snake you're basically in a giant oval, so follow that oval to the Southwest, then North, Northeast, Southeast and finally West for a LIFE RING. It's a pretty nice ring, heals the wearer every turn and can be used for free healing, equip it on whomever you like. Now let's blow this popsicle stand. Get to Southwest part of the giant oval and take West, then South path. Keep going South and you'll finally get out.

Xi---Far East Village---(FEVI)

Party Member: Akane (After South Shrine)

Turbo Boots (Also after South Shrine)

- (28)Pixie 6 - Apple
- (29)Fairy 6 - Azalea

### Specials

Armor Shop  
Spike Shield - 5400

Item Shop  
Life Candle - 5000  
Elixir - 1000  
Goddess Tears - 300  
Courage Suit - 8

Okay, so do the obvious. Then it's time for some shopping. They have quite a few nice things here. Buy all of it, you should have the money. At least I did. If not you can always come back during South Shrine. This is also the first set of shops I should mention that contain "secret" wares we actually want. The item's I am referring to are the SPIKE SHIELD, and COURAGE SUIT. The shield is gotten from the armor shop obviously, and the suit from the item shop. A trick to get them is to just go into the shop, then exit right after. Keep doing this and at some point they will stop you as you leave and mention the item's in question. The Item shop also has a few other things, but most are too expensive and potent for us right now. Oh, almost forgot, we have two faeries to obtain. Search the barrel to the right of the shop entrance for the Pixie APPLE. Then search a tree near the church for the Fairy AZALEA. Go to the one large building that isn't the shop, inn, or church and go into the back for a CUTSCENE. We're done here for now. Save again if you want and leave for the world map. Enter the South Shrine.

xii---South Shrine---(SOSH)

Elixir  
Shield Tiara  
Protect Milk (DEF 4-6)  
Potion X2  
Angel Feather X2  
Magic Nectar (MP 4-6)  
Mithril Ore  
Quick Chicken (AGI 3-5)  
Power Juice (ATT 3-5)  
Dragon Orb  
Energy Bread (HP 6-8)  
Arcane Garlic (MD 3-5)  
Critical Juice (CRT 3-5)  
Magic Mattock  
Stone Key  
Sacred Sword

- (30)Incubus 6 - Cypress
- (31)Succubus 7 - Kathorea
- (32)Leprechaun 7 - Darbie

Repeats: Venom Zombie, Viking Ant

Balloon Cobra (Drops: Steel Helmet)

Coin Beast Green (Drops: Golden Tiara)  
Coin Beast Orange (Drops: Shield Tiara)  
Cube Ghoul (Drops: Breast Plate)  
Goblins (Drops: Potion, Angel Wing, Fairy Powder, Herb, Antidote)  
Mummy (Drops: Gauntlet)  
Shell Mantis (Drops: Broad Sword)  
Sphinx (Drops: Elixir)  
Turtle Dragon (Drops: Knight Shield)  
Wall Beast (Drops: Shinobi Glove)

Alright! Now THIS is a dungeon! We have entered the first of the last major dungeons in this game. Be warned right now that the pathways will be confusing, and the monsters downright evil, but that's what I'm here for isn't it? With that Gravity Stone in tow, let us begin.

Just thought I'd mention the music here is pretty awesome (though a certain later dungeon's music is even better in my opinion, I'll mention it then) You really got to appreciate this games soundtrack.

#### SOUTH SHRINE FLOOR 1

So anyway, walk North a few steps and turn to the East and search the first statue you come across for a POTION. Continue North, then turn West when possible. You'll come across a crypt. These often contain mummies, so be warned. A good rule of thumb is that if you can move backward from the crypt, it probably has a mummy. This one fortunately does not, so open it and descend the stairs.

#### SOUTH SHRINE BASEMENT 1

Nothing to see here folks. Go North then East, open the crypt to find a mummy. Fight it and proceed down the now accessible stairway.

(Since I got you anyway, here's a side note. Around corners you are very likely to encounter Coin Beasts. They may look strange, but do not be fooled. Any and all physical attacks will be useless against them. So if you really want to kill them, be prepared to spam magic like it's going out of style. And sometimes, just to be jerks, they'll run away anyway after you use your previous MP. But if you do manage it, they give good money, as you might expect. So give them a try if you want. Otherwise feel free to save yourself the hassle and just run away.)

#### SOUTH SHRINE BASEMENT 2

Go North and read the plaque if you so desire. Quite honestly, it sounds like gibberish to me. But what do I know? Anyway, go East then South into a large confusing room. The order of the day here is walls that come out of nowhere to block your path. Quite literally from nowhere, just right up out of the floor. No manners at all those walls. Explaining the path here would be more effort than it's worth really, just use trial and error. Ever hear of that? In this case, it means going where you can go, and not going where you can't. It's not rocket science people. You'll eventually (I hope) find your way through the maze of ill mannered walls to the Southeast and happen upon a chest with the MAGIC MATTOCK. This handy device will allow you to smash those pesty walls, or at least the ones with the purple symbols on them. Do so whenever possible. TAKE THAT WALL. GET IN MY WAY WILL YOU. SMASH. Anyway, make your way to the north end of the room to find another crypt. Open it for an ENERGY BREAD.



Now make your way back to the Northwest, probably by smashing as many bloody walls as you can get your pick on. Now go back up the stairs.

#### SOUTH SHRINE BASEMENT 1

Once again, nothing here. Don't know why I even bothered to place a floor marker. Just go upstairs already.

#### SOUTH SHRINE FLOOR 1

With your magic pick in tow, you can now access more of the shrine. Go West until you hit a wall and then hit it. Instead of continuing that way, go South a little then East to another wall. Hit it, and then grab the Incubus CYPRESS in the crypt. Go back West, then South and East to a small hallway with several indents. First one is a statue that spits out Goblins. So ignore it if you want. Second one has an ANGEL FEATHER. Whatever. And last one is currently empty, but we'll be back this way later...

Now go to the wall, then South, then West, then South, to find another crypt and a statue to its left. Search it if you want, but it's a Sphinx, so yeah. Use your Pixies, etc etc, kill it until it dies. He is annoying though, so you might want to avoid him for now. Oh, and the stairs in the crypt are just a dead end, just in case you fall in one of the holes up North. So ignore it. Go north and navigate around the holes until you stop. SCENE. Despite your better judgement, go into the dark spiral hallway. HOLY CRAP WE'RE ON THE CEILING. THE MAP IS BACKWARDS, AHHHHHHH!!! Okay... calming down. So, some good news and bad news. Good news, there are no enemies on the ceiling. Bad news, the map is going to be hard to follow because you will be going backwards. Also, there will be a lot more of those pesky walls getting in your way again, except you cannot smash most of them. Blast. Keep in mind that the map arrow is correct, so pay attention to where it says you're facing and consult the map even more often than you should already be.

Before we continue, let's get ourselves some bling. Yes, there are items on ceilings, dare you even ask? Make your way East, South, then East (on the map of course) then go all the way South, then East into a hallway with three little branches. The farthest one East has a crypt. Yes, it's a crypt on the ceiling. Don't ask me why the lid doesn't just fall off. It's magic or something. Anyway, open it for a MAGIC NECTAR. OM NOM NOM NOM. Wait, um, don't eat it actually. Do as I say, not as I do.

Now go all the way East, then North until you find a hole in the wall. Yes I know I'm being vague, there's no enemies anyway, just deal with it. Now just go North, then West when you can, and keep going that way until you hit a curved hallway. Follow it and go East, then South for another ceiling crypt. Open it for a SHIELD TIARA. Now Melody should feel like a pretty princess.

Go back to the curved hallway and follow it to a semi long hallway with three south branches. Take the middle one, and go around the...well round hallway. Now, there's another spiral hallway, but make sure you go into it from the West side, otherwise you'll just come face to face with another hole in the ground. It sends you back a long way too, so I wouldn't even taunt it if I were you. Alright, now we're back on solid, monster infested ground. Good for us? Statue north of the spiral hallways has a team of colored Goblins to fight, if you feel up to it. Now go back to the East until you almost hit a hole. Go North from it for an ELIXIR.

Okay, now go all the way West again, just like when we were on the ceiling. Except this time we meet up with another purple wall, and it's not going down without a fight. Actually, first things first, search the empty alcove to the South for Succubus KATHOREA. Missed that my first go for SOME reason. Don't ask me how.

Anyway, use the Mattock, for a battle with a Wall Beast. They're fairly difficult, and they're required, so just consider them mini bosses.

Anyway, he'll die...eventually. Then go East and South to find yet another crypt with stairs in them. Go down.

#### SOUTH SHRINE BASEMENT 1 NORTH SIDE

Straight ahead is another spiral hallway. It may seem like a dead end, but with enough exploring and avoiding of those pesky rising walls, we'll soon have our precious prize. There's also another item, so let's go get that too.

Alrighty, so after going through the spiral, head South and only South, no detours, capiche? Then go West and South for another ceiling tomb with a POWER JUICE inside. I still don't get why the lid doesn't fall off...

Logic aside, (who am I kidding, you're walking on the ceiling) it's time to get what we came here for. Go back North and East, and keep going until you hit a wall, then head North all the way through the curved hallway and follow the path to a darkened doorway. Go through.

#### SOUTH SHRINE BASEMENT 1 SOUTH SIDE

Here it gets a little annoying. We have to deal with some more walls getting in the way, and unfortunately we can't smash these ones either. >=(

Go South until you can go West, then go South again, East, and North until you can turn East. Ignore the south passage, it's a dead end right now, and go East, North, then East again, once again ignoring the north passage. Go South until you can turn East, and then go North, South will only lead to yet another wall. Now follow the passage all the way to a tomb. Open it for the STONE KEY. Well, we're done here. Now go alllllll the way back to the spiral hallway and onto normal ground. I trust you can reverse your steps.

#### SOUTH SHRINE BASEMENT 1 NORTH SIDE

Alright, we're back where we started on this floor. No worries though, with the stone key, we have the means to succeed.

Go North from the staircase until you come to an intersection. To the West are two sphinx statues, one is a trap and contains a Goblin mob. The other has a POTION. The Western most one to be specific. North path is just a way back if you do something stupid later. Otherwise, this way is just another dead end.

Back at the intersection go East this time. You'll come across another Sphinx statue (this time it's an actual sphinx battle) and another spiral hallway to the south. Do not, I repeat, DO NOT go that way yet. If you feel so inclined to ignore me, you will be met with a giant bowling ball in the face, knocking you down a floor. Serves you right.

Continuing East, go South at the end and go through another darkened doorway.

#### SOUTH SHRINE BASEMENT 1 SOUTH SIDE

Go North and Magic Mattock any purple walls in your way, don't worry, none of them are wall beasts. You'll spiral around to a tomb with a MITHRIL ORE. Now go back already. This time go South, once again smashing walls. Still no beasts. Not yet anyway. Just keep going South until you go through another curved hallways. This dungeon just loves 'em.

First intersection, and by now you might recognize this place. Except now it's not upside down. Go East for now, then South, and East again. Now north through a curved hallway and search the southern indent for LEPRECHAUN DARBIE. North indent is another sphinx battle, if you care.

Now back to the intersection, and go West this time. This time go down the south path we ignored on the ceiling (there's a wall to break) for a DRAGON ORB and, you guessed it, another Sphinx battle. Not go back North and keep going West.

You'll come to another wall, destroy it and go North, you'll pass by another sphinx statue, but this time it gives you a QUICK CHICKEN. How nice of it.

Go North into the darkened doorway.

#### SOUTH SHRINE BASEMENT 1 NORTH SIDE

To the East is another crypt with a mummy and some stairs, but if you want to avoid the mummy and still go down for the goodies, follow me.

To the West are two holes. Drop down one. Go on. I know we normally avoid them at all costs, but this time it will save you some trouble instead of causing it. JUST DO IT OKAY.

#### SOUTH SHRINE BASEMENT 2

There, that wasn't so bad was it? Alright, so now you're in a very symmetrical room. You have to go all four ways though, so tackle them in any order. Two of the walls are Wall Beasts though, I'll let you find out which one's on your own. Why? Well why the crap not.

The items to be found are as follows: chest in south east alcove by a wall has an ANGEL WING. Not a quick chicken as some maps will have you believe. LIES. BOLDFACED LIES.

North Passage just has another Sphinx fight, so I guess you can avoid that one.

West has an ARCANE GARLIC. YUM YUM YUM. GOES IN MY TUM.

And Finally, East is the exit, so you kinda need that. Go that way I guess.

#### SOUTH SHRINE BASEMENT 1 NORTH SIDE

Alright, now you're back upstairs, just outside of the crypt that I'm 80% positive had a mummy. Hooray for our laziness.

Now go West, this time avoiding the pits, and back your way North.

You'll see the spiral hallways, but ignore it, it just leads to another one of those very rude walls. Instead, go North some more, West, then South to a locked thingamabob. I don't know, it doesn't look like much of anything to me. Call it what you want. Just use the Stone Key on it. Alakazam, it is open. Now follow the path to yet another spiral hallway. Go on through.

Final time on the ceiling, I promise (for this dungeon anyway...). Now just go East East East, until you get to the spiral hallways with the giant bowling ball of doom from before. This time it can't get you, because gravity doesn't work that way. Usually.

On you go.

#### SOUTH SHRINE BASEMENT 1 CENTER

Oooooooh. Ominous. Read the plaque if you wish, but I'll just write it down here. Because I feel like it.

"Offer seven stones equally to two gods."

What madness is this? As you venture around the chamber you will find more plaques and some gemstones just lying around. YOINK.

So basically we got ourselves a number puzzle. I'll write down the clues from the plaques, once again, because it tickles me.

"Aquamarine is worth half as much as the black onyx."

"Opal and sapphire together are worth as much as the black onyx and emerald put together."

"The diamond is worth as much as the aquamarine and emerald put together."

"The emerald is worth twice as much as the aquamarine, black onyx, and opal put together."

"The sapphire is worth as much as the black onyx and opal put together."

"The ruby is worth twice as much as the black onyx."

Figure it out yet? No? You fool. Just make it into an algebra equation. Like so.

A is Aquamarine, B is Black Onyx, etc, etc.

$$2A = B$$

$$O + S = B + E$$

$$D = A + E$$

$$S = B + O$$

$$2E = A + B + O$$

$$2R = B$$

Math is fun!

No? Just substitute them where applicable, so for B, put 2A instead, and so forth until you can solve for a single variable. For the sake of ease, just make one of them equal to one. Like...say...Aquamarine. The rest solves itself.

Still haven't figured it out? Fine, I'll spoil it for you if you REALLY want me to.

...Are you sure though?

Absolutely, positively sure?

Seriously, just do the math. It's not that hard.

Really? You're gonna make me do it anyway aren't you?

I'm not kidding, here it comes.



It's totally on the way.

Serious this time.

.....

FINE. BE LIKE THAT WHY DON'T YOU.

Aquamarine = 1  
Black Onyx = 2  
Opal = 3  
Ruby = 4  
Sapphire =5  
Emerald = 6  
Diamond = 7

Total is 28, make sure each statue gets 14 points worth of gems.

HOPE YOU CHOKE ON IT.

After solving (HA!) that puzzle, you can now attempt to pry the sword from its stoney prison.

Of course you knew it couldn't be this easy didn't you?

Time for a FIGHT!

-----  
Witch  
HP: 1450  
MP: 38  
ATT: 150  
DEF: 38  
MD: 110  
AGI: 66  
EXP: 480  
Gold: 2550  
Drops: Goddess Tear  
Special Attacks: Summons Mummy  
Magic: Hell Blast L3, Freeze L2  
-----

She's a keeper. So, um, yeah. Her attacks are up there. Personally, I would just ignore the mummies she summons, because she just brings them right back. But if they really give you that much trouble, then it might buy you a little time. But not very much.

Sorry if I'm not as "thorough" as my previous bosses, at this point I kinda just phoned it in and hacked my save so I could just finish the stinking walkthrough already. I'm sure you understand. :)

So yeah, good luck I guess. If it helps, I don't remember her being

particularly difficult. You're welcome.

Okay, so I assume she's dead now. Take the SACRED SWORD from her mangled corpse and Egress out of that business. Back to town we goooooo.

(Oh, and have Arthur equip it if you haven't already. It's a pretty sweet sword.)

Walk to one of the houses in back (the one that isn't a church) and go inside the room for a CUTSCENE.

Akane joins the party!

Also, now check the bush outside of the Inn, which now inexplicably has TURBO BOOTS. And no, you couldn't have gotten them before. Apparently someone got drunk and left them there AFTER you went to the South Shrine. Go figure.

Anywho, I'd say gear her up, but she already has the best of what the shops currently have to offer. Good deal. Time to go back to the Enrich Dungeon.

There? Okay, now do as the woman says and go to the Northeast Peer. She can beat yo @\$\$.

Once there, a "secret" boat will take you away to a previously inaccessible segment of this dungeon.

xiii---Enrich Dungeon Revisited---(ENRE)

Party Member: Forte

Life Candle  
Brave Apple  
Potion  
Mithril Ore  
Light of Hope

(33)Incubus 7 - Aster

(34)Pixie 7 - Lime

Repeats: Balloon Cobra, Chest Ghost, Cube Ghoul, Coin Beasts

ENRICH DUNGEON BASEMENT 2

This is a fairly small area, and most the enemies are repeats, so no worries there. What you should be worried about is the boss awaiting you once you've finished said dungeon. She is not a happy camper. My advice? Power level. Power level like a crazy person.

Oh, and once you're here, there is no way to leave. Not physically anyway. You'll wish you listened to me about the angel wings now won't you?

Anyway, go East, Then South and take the northern branch. Yes, I'm aware it's an empty hallway, go down it anyway. Push against the wall. It's an evil trick, I know. But I'm just the guide maker, not a

designer. Check the jar for INCUBUS ASTER. Now go back to the start and go North this time, then East, then North again past two side paths which have absolutely nothing in them, except for the northwest one which has a small doorway, go through it.

Now go West, North, East, North, and through another small doorway, opening the chest for a LIFE CANDLE. No, not a Pixie, that's coming up. Once again, the map is full of deceptions. Ignore the path West of here unless you want to fight a Chest Ghost. And if you do, please seek some help.

Now go back to the first doorway, and this time go South to some stairs.

#### ENRICH DUNGEON BASEMENT 1

South, East, North, West, West again and South for a chest with a LIFE APPLE. I'd save them if I were you. Now just go all the way north until you hit a chest. However, it is a trap with another Chest Ghost. The real prize is to the left of it, Turn West, then push the wall. Seriously, who would find this on their own? Unless everyone just goes around pushing against walls all the time. Is it just me? Anyway, check the jar for PIXIE LIME. It's making me thirsty...

Alright, so South from the chest and go East to find some more stairs.

#### ENRICH DUNGEON FLOOR 1

Not much to see here folks. Once you're in the only room, check the Northwest chest for a POTION. Then check the southeast wall for a MITHRIL ORE. Great job hiding that one guys. Now that is officially all the items in the dungeon, and for the love of all that is holy, teleport out and SAVE YOUR GAME. I wasn't kidding about this boss. She will eat you, THEN kill you.

After getting back (or not, if you're a brave fool) go East through the room and take the stairs up again.

#### ENRICH DUNGEON FLOOR 2

There is nothing here but the platform up and the stairs you just took. Worst. Floor. Ever.

Now take the platform if you dare.

-----  
Evil Spirit  
HP: 460  
MP: 8  
ATT: 180  
DEF: 64  
MD: 14  
AGI: 66  
EXP: 186  
Gold: 1350  
Drops: None  
Special Attacks: None  
Magic: Freeze L3

Rilix

HP: 860  
MP: 25  
ATT: 200  
DEF: 70  
MD: 60  
AGI: 85  
EXP: 560  
Gold: 1540  
Drops: None  
Special Attacks: Poison Claws  
Magic: Lighting L2, Barrier L2, Attack L1  
-----

First up on our boss-a-athon are two Evil Spirits. They got Freeze Level 3 and they aint afraid to use it. Not much else to say, just stay alive, and hope you don't have too hard a time yet. Because if you do...

Heeeeeere's Rilix. Yeah, she hurts. She hurts bad. Oh, and she brought some friends. The Evil Spirits you JUST DEFEATED. They're back. Fun time is over ladies and gentlemen.

She'll barrier them and herself with L2, making your physical attacks much less useful, and then use Attack on herself to make her attacks hurt even more. And if she's feeling generous, she might Lightning Level 2 you until you die. Oh, and the evil spirits will sometimes use Freeze at the same time.

Yeah, good luck with that.

Hopefully you kill her, so it's time for another CUTSCENE.

Forte joins the party!

Town of Enrich now has upgraded special wares. And maybe normal wares, I don't friggin remember guys. I'm adding this in after the fact. Deal with it. Anywho, here's the list ya lazy bums.

Weapon Merchant  
Saint Ankh - 9800

Armor Merchant  
Spike Shell - 12500

Item Merchant  
Elixir - 1000  
Goddess Tears - 300  
Squeak Sandals - 5 (Useless garbage. For collectors only.)  
Holy Rain - 10000

Also, you may now return to the jail cells through the well and obtain a LIGHT OF HOPE in a newly opened cell. Or so I have been told. I will confirm this myself someday. Probably. Maybe. If I feel like it.

Okay, now I know what you're thinking, time to go to the West Shrine right? WRONG. IT IS NOT THAT TIME YET. Instead, go back to the far east village. You heard me right. Yes you have to go through the mountain cave again.

Don't dawdle.

There? Good, now go back to that room you went for Akane earlier and whatnot. Village elder will talk about Doyle and his desire to join your party. But he isn't there. Now where could he be?...

xiv---Desire Village Revisited---(DVRE)

Party Member: Doyle

Smithing Items

Here, that's where. Get back to Desire Village through the now accessible gate from Enrich. But still no Doyle. What a conundrum this is. Here's a hint. He's hiding. And he's really good at it.

One more hint, what wasn't here last time? It's like one of those picture games where you look for what's different. Except you can't see the previous picture and you have to recall it from memory. Give up?

He's a tree. Yup, a friggin tree. How you were ever supposed to know he's here and a TREE, I don't know. Anyway, I don't feel like telling you which one it is, so just check them all. There's like, what, five of them? It's not a huge deal.

Doyle joins the party!

Okay, I'm sure by this time you're wondering what all those shiny metal things you keep getting are for. Unless I already told you. I forget these things sometimes. Anyway, you can use them to make sweet items at the blacksmith here. Be aware that the thing in question is randomly chosen from a list of preset items for whomever you decide to make it for.

Here is said list because people don't like doing things themselves.

Note: If it has a name like Demon or Dark or EVIL, IT'S FRIGGIN CURSED GUYS. GOSH.

Arthur

Mithril Ore

Shield Ring (6/16)  
Power Ring (5/16)  
Mars Chain (4/16)  
Attack Ring (1/16)

Mithril Ingot

Mithril Mail (6/16)  
Force Shell (5/16)  
Dragon Shell (4/16)  
Dark Sword (1/16)

Melody

Mithril Ore

Shield Ring (6/16)  
Magic Ring (5/16)  
Artemis Ring (4/16)  
Wisdom Ring (1/16)

Mithril Ingot

Mithril Tiara (6/16)  
Mystery Ankh (5/16)  
Rage Wand (4/16)  
Demon Crown (1/16)

Rodi

Mithril Ore

Magic Ring (6/16)  
Power Ring (5/16)  
Mars Chain (4/16)  
Master Ring (1/16)

Mithril Ingot

Fuma's Helmet (6/16)  
Masamune (5/16)  
Dragon Suit (4/16)  
Murasame (1/16)

Basso

Mithril Ore

Shield Ring (6/16)  
Power Ring (5/16)  
Mars Chain (4/16)  
Attack Ring (1/16)

Mithril Ingot

Dragon Shell (6/16)  
Strike Sleeve (5/16)  
Mithril Mail (4/16)  
Demon Axe (1/16)

Akane

Mithril Ore

Magic Ring (6/16)  
Power Ring (5/16)  
Artemis Ring (4/16)  
Master Ring (1/16)

Mithril Ingot

Fuma's Helmet (6/16)



Masamune (5/16)  
Dragon Suit (4/16)  
Murasame (1/16)

Forte

Mithril Ore

Shield Ring (6/16)  
Magic Ring (5/16)  
Mars Chain (4/16)  
Wisdom Ring (1/16)

Mithril Ingot

Mystery Ankh (6/16)  
Mithril Tiara (5/16)  
Rage Wand (4/16)  
Demon's Robe (1/16)

Doyle

Mithril Ore

Shield Ring (6/16)  
Power Ring (5/16)  
Mars Chain (4/16)  
Attack Ring (1/16)

Mithril Ingot

Dragon Suit (6/16)  
Mithril Claw (5/16) (!!!)  
Fuma's Helmet (4/16)  
Demon Mask (1/16)

Lisa

Mithril Ore

Shield Ring (6/16)  
Magic Ring (5/16)  
Artemis Ring (4/16)  
Attack Ring (1/16)

Mithril Ingot

Dragon Shell (6/16)  
Strike Sleeve (5/16)  
Mithril Mail (4/16)  
Dark Sword (1/16)

But, that's not what I wanted to talk about. Now, you're probably wondering why this Doyle dude is so special. He's got like no magic. And if you level like I do, he's underleveled. Well, blacksmithing is where we fix that.

See, what we need is actually gotten from the West Shrine however, thus you will need to go there first and come back. So just go to the next segment and come back here when you get a Mithril Ingot okay?

Got it? Good, now SAVE first. I can't stress this enough. When I said the item made is random, I wasn't saying it for kicks and giggles. And it's determined at the time you give it to him, so saving afterward will lead to swift and utter disappointment on your part. And make sure the ingot is for Doyle, not anyone else, because then all you will get is sadness. Now, go to sleep. No, not in real life, go to an inn you silly chipmunk.

Back at the blacksmith, if you're lucky (about a 5/16 chance to be exact) you will get the MITHRIL CLAW. Now you got yourself a real killing machine. Why? Because for whatever reason, with this thing equipped, Doyle will easily critical about 50% of the time. No, I am not making that up. You now have one of the best damage dealers in the game, congratulations.

Okay, NOW it's time to go to the West Shrine for good. Just continue where you left off I guess. ...Or start, if you just read ahead anyway.

\*disapproving glare\*

xv---West Shrine---(WESH)

Party Member: Lisa

Turtle Snacks X5

Mithril Ingot

Heat Axe

Battle Armor

Mithril Ore

Goddess Tear

Elixir

Potion X2

Evil Ring

Eyes of Truth

Sacred Mirror

(35) Fairy 7 - Sisal

(36) Pixie 8 - Pear

(37) Incubus 8 - Adonis

Repeats: Air Polyp

Big Mouth (Drops: Scale Suit)

Evil Wheel (Drops: Potion)

Hell Spiral (Drops: Spike Glove)

King Claw (Drops: War Brace)

Siren Beast (Drops: Elixir)

Tentacle (Drops: Potion)

Ahh yes, the West Shrine. Quite possibly my favorite dungeon. Maybe of all time. You hear that music? Perfect atmosphere. And probably my favorite track in the entire game. It's a little thing called immersion folks. More developers should take a crack at it me thinks.

WEST SHRINE FLOOR 1 EAST SIDE

The turtle to the West is currently unusable, so just ignore him. He doesn't like you anyway. Something about insulting his mother.

Okay, so first things first. South, there's this giant barrier in your way, which if you came here earlier, you would have noticed prevents any entry in any form. No matter how many times you smack your head against it.

It's got a symbol that looks like a sword on it. HMMMMM... I really hope I don't need to spell it out.

Just use the Sacred Sword already. Geez.

Okay, so just keep chugging South, ignoring the obviously useless subpaths. When you hit a wall, go West then north to a short pier, and search the end in the water for the PIXIE PEAR. And now I'm hungry again.

Now go South, then West, ignoring the south path for now, until you get to an intersection. Go North to find yourself at an oddly empty pier. Turns out, this is another one of those sneaky items. Search the West side of the pier. No, not the water, the pier itself. So you'll be in the middle east side, facing West. You'll find yourself a MITHRIL ORE.

Back at the intersection, go South this time for TURTLE SNACKS. Interesting. Perhaps this will persuade that turtle to let bygones be bygones.

Return to the turtle and give him the snacks. MUNCH MUNCH MUNCH. He looks happy now. You know what they say, the fastest way to a turtles... lack of being angry is to give him food. Or something.

Take a ride on his shell, because apparently that's a thing. Now grab the two chests for a BATTLE ARMOR and more TURTLE SNACKS. Realize this was completely optional, and is in fact missable if you use all your turtle snacks in the dungeon before this. That's why there's an extra set.

Now go back to the south path we ignored earlier to ride a platform. Yes I trust the floating rock supported only by water, why do you ask?

#### WEST SHRINE FLOOR 2

Go West until you see some water, then North to another turtle. Give him him some snacks and ride that sucker. Now go West, then South to what seems like an empty hallway. It sort of is, but just for kicks get a running start and bash yourself into the wall. Ouchies. Well, that created a semi shortcut of sorts, but it was mostly to teach you a lesson. One, never hurt yourself just because someone tells you to. And second, when you see those grayish, sickly looking walls, they can be destroyed by running into them. Just like those doors from the Aborigine Mansion. If you even remember that.

Anywho, go back to where the turtle brought you and go North this time, then West to another rock OHMYGOODNESS.

#### WEST SHRINE FLOOR 1 EAST SIDE

Well that smarts. Despite your obvious mental and physical injuries, go North, then West. You'll see a chest, but only try to get it if you dare, because if you do you'll just come face to face with a Tentacle. It's the first mini boss of sorts, and it will most definitely not be your last. Kill him 'till he dies from it.

In his dying rage he smashes up the platform, so no chest for you. Just kidding, go South, West, and North and just get it from the other side. It contains a POTION. How exciting and totally worth our time.

Go West through the door.

#### WEST SHRINE FLOOR 1 WEST SIDE

South is the order of the day, then go West past some giant spool looking things. Search the South one for yet another POTION. \*sigh\*

North, West, North for a three pronged dead end. Take the West one and search the end in the water for FAIRY SISAL. Welcome, welcome to our humble party of fools.

Go back south and go West this time, then South, West, until you reach a series of piers.

Side Note: King crabs are the hurt. They come from the left or right side of corners, so keep those faeries ready. Personally, I would either run away, or prepare for a long, agonizing time learning your lesson. Least 'till you're a higher level. You have been thusly informed.

Okay, we have entered the maze of tentacles. Most of the paths here will lead to a fight with one. But if you know the way you can avoid having to fight any of them. If you wish to know that path, then follow me. Otherwise, have fun.

So first there's two bridges, a West and an East one. Take the West. Then the East bridge. Then the bridge North of that. Then West, West, North, and you're homefree. Don't go East yet, we need more snacks first. So go West instead.

You'll find yourself at a rather odd puzzle. These stones, when stepped on, will alternate their order. So, if you want both items, one of which is the snacks we require, I suggest you do as I say.

First, go East (the West, and North paths lead to nowhere). Then go West as soon as you are able and keep going West until you get the chest with the TURTLE SNACKS. Now go back East, and North this time. At another interesction, take the East path until you reach the chest with a MITHRIL INGOT.

Side Note: It as at this point that I suggest you leave and go back to Desire Village so you can make Doyle his Mithril Claw. Go along now.

Okay, now let's go back to the tentacle maze, this time going East instead of West to another Turtle. Feed him his snacks already. He aint got all day.

He'll take you East of here. Go South to another elevator rock.

#### WEST SHRINE FLOOR 2

East, North, East, North until you hit a chest. It has an EVIL RING. I strongly suggest that you do NOT equip it. It is quite cursed. But go ahead if you like pain. And misery. And equipping items you can't remove.

The west spool looking thing in the same room has INCUBUS ADONIS.

So at least we get something nice in here.

Alright, so go back South until there's a West indent. It seems completely useless, but step into it, turn to the East, and run to the East to destroy yet another wall. Go East, ignoring the south path completely and forever (it leads back a long way with no way back, so I'd ignore it if I were you.) And just go East. Ignore this South branch as well for the same reason and take the north one. Slam against the wall for some more TURTLE SNACKS. Now go back to where the last turtle took us.

WEST SHRINE FLOOR 1 WEST SIDE

Go North this time. Open chest for an ELIXIR. Could have gotten it earlier, but...meh. Now take East elevator rock.

WEST SHRINE FLOOR 2

Just go North and take another rock back down.

WEST SHRINE FLOOR 1 WEST SIDE

Follow the long, but otherwise straight forward path to yet another elevator rock.

WEST SHRINE FLOOR 2

Just follow the path North until you see a plaque. I forget what it says, something about smashing walls. A little late for that advice guys.

Okay, so a little to the North is a West wall with a very slight blemish. It's not as obvious as previous smashy walls. Once you find it, you guessed it. SMASH. The EYES OF TRUTH are yours. Now follow North path back down to...

WEST SHRINE FLOOR 1 WEST SIDE

Not much here, just feed the turtle and be on your way.

At this point, the turtles will stop using automatic paths and instead give you the option of choosing your way. This might seem confusing at first, but it's not too bad. Especially since I have it all figured out.

Go Right. All the time. Never, ever, ever go left. Got that? Right. Not Left. Right. Right? Right. So...do that. Three rights and you'll find yourself at...

WEST SHRINE FLOOR 1 EAST SIDE

Open the chest for a GODDESS TEAR. Now ride the turtle again, and... Right three times yet again. I'm not even kidding. Now you're at yet another seemingly useless location, but read the plaque to find this is not the case. Now use the EYES OF TRUTH at the end of the North path.

Some nifty rocks appear to lead you North. Leave and Save/Heal if you wish. Otherwise it's time to... FIGHT!

-----  
Left Tentacle Arm

HP: 880  
MP: 0  
ATT: 208  
DEF: 30  
MD: 48  
AGI: 77  
EXP: 215  
Gold: 1180  
Drops: None

Right Tentacle Arm

HP: 920  
MP: 0  
ATT: 214  
DEF: 30  
MD: 48  
AGI: 78  
EXP: 215  
Gold: 1180  
Drops: None

King Snail

HP: 2050  
MP: 0  
ATT: 219  
DEF: 60  
MD: 31  
AGI: 75  
EXP: 580  
Gold: 1460  
Drops: Holy Rain  
Special Attacks: Scorching Air, Ultrasonic Waves, Wave Attack  
Magic: None

-----

I've said it once, I'll say it again. Boss strategies are not my strongsuit. Particularly because for whatever reason I'm stuck using the data from the Hard version, and I'm too lazy to fix it. So any strategies I could come up with would be useless to you anyway. Go figure.

So yeah, he's big, he's mean, and he has two friends. Or appendages I suppose. Whatever. At the start, using some multi hit magic might be nice, but just keep Doyle hitting the main guy if you want to be dealing the real damage. I'm serious, I checked the critical rate for him myself, and it is so close to 50% it's amazing. Granted it wasn't a massive amount of recorded instances, but after 50 or so, you start to get the point.

Anywho, he's dead now. CUTSCENE.

Lisa joins the party!

Well, we finally have all the party members. Took long enough. Step North for the SACRED MIRROR (it's a shield btw, so equip it already) and to the West is more TURTLE SNACKS. Leave South, then East for the final turtle. I'm gonna miss those guys. Go Right when prompted for a HEAT AXE. Give it to Basso, even if you don't use him much anymore. Now back on the turtle, go Right yet again, and you're back at the entrance. Huzzah.

Now go do your business and meet me at the East Shrine. What kind of business? You know full well. No, I don't wanna hear it.

\*Puts fingers in ears\*

NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH NAH

xvi---East Shrine---(EASH)

Holy Rain  
Fairy Powder  
Goddess Tear X2  
Mithril Ingot X2  
Mithril Ore  
Life Candle  
Lucky Cookie (LCK 3-5)  
Holy Crest  
Power Juice (ATT 3-5)  
Elixir X2  
Crystal Scales  
Crystal Guard  
Crystal Staff  
Crystal Eye  
Crystal Jug  
Holy Pendant

(38) Fairy 8 - Mimosa

(39) Pixie 9 - Plum

(40) Leprechaun 8 - Solo

Repeats: Big Mouth, Hell Spiral

Arch Trent (Drops: Kasumi Attire)  
Chest Head (Drops: Gold Helmet)  
Demon Mail (Drops: Steel Armor)  
Gargoyle (Drops: Turbo Boots (!!!))  
Hattari (!!!) (Drops: Dragon Orb)  
Mad Muscle (Drops: Power Claw)  
Mandragon (Drops: Fairy Powder)  
Merger (Drops: Iron Claw)  
Taros (Drops: Great Sword)

I dislike this place. It's kind of like corn muffins. They're supposed to be sweet, but all they do is make my mouth dry. Unpleasant.

Plus this has one of the first puzzles to confound me. The first time I played this, I was stuck here for literally days. Good thing you got me. Right? RIIIIIIIGHT?!

Also, the music is upbeat and catchy, but it's not my favorite. Some people like it though.

EAST SHRINE FLOOR 1

Alright, let's get this over with. Use the sacred mirror on the barrier.

Go immediately West and search the giant tree trunk for FAIRY MIMOSA.

Now go North through a door, then North through yet another door, then just to the East is a puddle. Search it for PIXIE PLUM.

Which just goes to show. You can't trust anything to not have an item in this game. Not even puddles of water.

Side Note: The room just to the south is what people refer to as the Hattari Room. For the uninitiated, Hattari are these games equivalent of metal slimes, or in other words, they give a crapton of XP. The catch being that they 1: like to run away. A lot. And 2: Even in this room, they don't like to show up as often as one would like. But if you can't kill them fast enough, I wouldn't even bother trying. My advice? Come back after finishing the Tower of Illusion, you should be able to handle them by then. Probably.

Anyway, go up the stairs.

#### EAST SHRINE FLOOR 2

Just follow the path (ignoring the obvious dead end to the South) while also avoiding the hole in the square shaped room and keep going South until you see a statue in an indent to the West. Search it for GODDESS TEARS. What a nice fellow. Go South just a tiny bit more for another indent to the West. This one is empty. Search it anyway for a LUCKY COOKIE.

Alrighty, to the East is a door which leads to a room. Once you enter this room you will be accosted by two Gargoyles. And yes, you can use Pixie's, so have at them. These guys can drop Turbo Boots rarely, so if you REALLY want to, you can go back, save, and come back and refight/load every time you don't get any, but that just seems like a huge waste of time to me. Turbo Boots are nice though, and pretty much required on everyone if you ever want to fight Hattari's, so it's your call.

You could go South, but the chest is just a Chesthead. The newest version of the troublesome mimic. So yeah. Now go North and West to a hole in the ground. Jump. JUMP I SAY.

#### EAST SHRINE FLOOR 1

Back on the first floor, you'll find the door out of here is quite locked. No matter. Open the chest for CRYSTAL SCALES. One of several such items we need to progress in this place. Now, how do we leave this room you ask? Look at the spot you dropped earlier. There's a flower bud poking out of the ground. Search it. A Mandragora pops up real angry like, I trust you know what to do. Oh, and you can use Leprechauns on them, but you probably knew that. After slaying it, it will become a ladder, so take it back up.

#### EAST SHRINE FLOOR 2

Go back to the room with the statue and just go South until you find some stairs. Go down.

#### EAST SHRINE FLOOR 1

Exit the room to the North, then go East to another door. But before you go through, search the statue to the South for a FAIRY POWDER. Or... maybe not. Because that's a stupid, useless item. Go through the door.

Search the chest for a CRYSTAL STAFF. Go back through the door,



and continue to the West. You'll hit a strange wall with a carving of a lady with nice... assets. Anyway, these are asking for particular items, the crystal ones we're picking up to be exact, this one says...

"There's no right rule for learning, you just need to keep learning."

A little ambiguous, but we can work with that. Give it the Crystal Staff. Why the staff? I dunno, I was hoping you knew. I guess magic represents learning or some crap. Don't look at me like that. Wasn't my idea. Go South through the door.

Inside is what seems like a dead end, but you can see a bulb on the South East side. Slay that sucker and up you go.

#### EAST SHRINE FLOOR 2

Chest to the North is another Chesthead. Just thought you should know. Instead, go West and down the stairs.

#### EAST SHRINE FLOOR 1

Man, there is a lot of floor switching in this place. Makes me dizzy. Exit through the door to the North.

Chest to the West is an actual chest if you can believe it. Open it for GODDESS TEARS. To the East is another Gargoyle ambush. Wipe the floor with them. Go North a little, until there's a giant tree to the East of you, then go West to two more lady walls. Their inscriptions are as follows.

"Judgements should be fair." For the North.

"Art requires a good eye, rather than good tools." For the South.

These ones make a lot more sense, so put the Crystal Scales in the north wall. But we don't have South one's item yet, so we'll be back.

Go West into another room. Take the North path for a CRYSTAL SHIELD. Exit back to the East for now and go back to the tree.

Go North past the tree. Take the first West, and go inside the door.

Nothing but a chest in here. Open it for a HOLY RAIN. Them's good healing items. Exit the room.

Go East then North and West to another door. Enter it. Nothing here but another Mandragora, send it back to its maker and climb its twisted corpse to freedom.

#### EAST SHRINE FLOOR 2

Go South. Just...go South. You'll see two chests as you reach the bottom, and a turn table thingy will turn you West once you step forward to open the South one up. Tricky little devil. Especially considering the West chest is a Chesthead. So turn to the South and open the real chest for a HOLY CREST.

Go back North but take the East path this time when you can. You'll be staring down a statue that is quite clearly in your way. His name is Taros, and he does not like your shenanigans. He's pretty

much a mini boss, so beef up and take him down Holy Ark style.

Now nab the chest for a CRYSTAL EYE. The item we were missing from earlier. Don't go back just yet though, we have a few more things to pick up.

Go back North where you climbed up the hole, but go East this time. Then south into a room with only a hole in the ground. Jump.  
NO TIME FOR THINKING!

EAST SHRINE FLOOR 1

Go forward (there might be a scripted gargoyle fight here, I'm not sure.) for another lady wall. It says...

"Don't try to win, try not to lose."

If that's not a shield, I don't know what is. So stick your Crystal Shield all up in that lady wall. Yes I know what I said, shut up.

One more to go. Now take the mandragora back up.

EAST SHRINE FLOOR 2

Go North and drop down yet another hole. That can't be healthy.

EAST SHRINE FLOOR 1

A very small room with only two options. A mandragora, or ANOTHER mandragora. Decisions, decisions. You'll need to fight both of them anyway, so just do it already. Take the North one up.

EAST SHRINE FLOOR 2

Open the chest for a MITHRIL INGOT. Seems almost worth it. Drop again.

EAST SHRINE FLOOR 1

...And go back up again to the West.

EAST SHRINE FLOOR 2

That's gotta be a record or something. Anyway, now is the time to go back down to floor 1 the way you came here. Just go South, then West and drop AGAIN.

EAST SHRINE FLOOR 1

Go back to the lady walls. Insert the CRYSTAL EYE into the south one. You will now hear the sound of water flowing apparently. Really guys? Now that's what I call subtlety.

Just go West now, back into the room from earlier. Now take the South West path to yet another mandragora. This is the last one. I promise. Up you go.

EAST SHRINE FLOOR 2

Only one chest here, but it has actual stuff, so raid it already. It contains a MITHRIL ORE. You can take that to the bank. Or the blacksmith. Whatever floats your boat. Go East up the stairs to finally reach...

## EAST SHRINE FLOOR 3

This place is evil by the way. If I don't tell you to go somewhere, or especially if I tell you not to, DON'T DO IT. Unlike before, none of the holes here are good. So avoid them at all costs. OR DIE.

Well, not really. But you will have to backtrack, sometimes a lot. So just don't do it.

Two chests in this initial room. Northmost one is good and contains a POWER JUICE. Other one is bad and has a Chesthead.

Leave the room, then go South until you find another statue blocking you. This one is optional, but I advise killing him anyway, cuz the chest has nice stuff. Homicide is fine if you do it to get nice stuff.

It's like... in the bible or something. Right?

Whatever, he's made out of metal anyway. Screw that guy.

Open the chest for a MITHRIL INGOT. Murder doesn't feel so bad anymore does it?

Ignore the path to the East because it's stupid and I hate it. Instead go North all the way for yet another Gargoyle encounter. Those guys don't know when to give up.

Oh, I assume you've figured it out by now, but you need to step on those buttons to open the doors, and then run before they close. That first one was easy. They get worse. Search the West spool looking thing for LEPRECHAUN SOLO. He's a jolly fellow. And he likes to eat his jello. It makes him really mell...okay I'll stop now.

Go East. North path is blocked, so take South one. There is a button, and then another button, AND THEN ANOTHER. Sweet mercy, we have to run don't we? However, doing that will also prove bad if you're not careful. For you see, at the end of this button marathon is a hole. One square after. So you have to not only run, but then STOP on a dime. Have fun.

After that madness (it has only begun) go South, then West to find yourself back at the tree trunk again. Go East to a chest with an ELIXIR.

Back at the trunk, go South this time. Ignore the chest. It's, you guessed it, another Chesthead.

Ahh yes. Here we are. The moment we've all been waiting for. See, this little "puzzle" is what I talked about earlier. There's a button. And you press the button to open the door for a limited time. A very limited time.

But here's the rub. The tile just in front of the door is a turn tile.

So the second you run onto it, it will turn you to the left, thus causing you to fall down a very, very unfortunate hole. Where does it take you?

To the East side of the second floor. Basically the beginning of the dungeon.

So take my advice and listen to what I tell you word for word.

1: Start on the button

2: Face SOUTH. You heard me. Do not face the door like a normal human being would. That's stupid.

3: Profit. Sorry, couldn't help myself.

3 for real: Okay, so practice this little move if you know what's good for you. Hold B while still facing South to keep your direction, then move left, if you did it right, you should now be facing the door. Of course it's probably gone and closed by now. That's why you need to practice it.

So, do this a few times until you think you can do it quickly enough. Then when you're facing the door, go forward into the room really fast. Glorious.

With that over with, the rest of the dungeon is pretty much a breeze. Congratulations. Now loot the place. Grab the first chest for an ELIXIR, and the second for the CRYSTAL JUG. All this work for a jug? You'll see.

Okay, so leave the room, taking into account the turn tile, and go all the way to the West past the door I told you to ignore earlier. It has a similiar setup to the tile we just conquered, except it's impossible to actually do.

Anyway, you know how I told you all the holes here were bad? I lied. Silly me. Well, not entirely, this one is useful only AFTER you have the jug. So yeah, drop.

#### EAST SHRINE FLOOR 2

Go West out of the room. And we're back here. But now, the well has something in it. And we have a jug with its name on it. First drink from it yourself though, it heals you all fully for free. Pretty snazzy. Now use the jug on it to fill it up. The jug, when used in battle, will also bestow the same healing. But I advise against that for now. Because we need this water for a very special purpose. After that though, feel free to come back and refill it as you wish.

Okay, so we need to get back to the third floor. I assume you can find your way. Especially if you failed that turn tile at least once.

#### EAST SHRINE FLOOR 3

Now make your way past the button hallway, but this time, go East, then South to find...another statue. This one is not optional though, so slay him and slay him good.

Go up the stairs.

#### EAST SHRINE FLOOR 4

Well, we're here. If you need healing and/or wish to save, this is the time. Alright, so use the jug of water on the plant. What, it's just an ordinaryOHMYGOODNESS.

-----  
Spit Seed  
HP: 820  
MP: 0  
ATT: 210  
DEF: 52  
MD: 28  
AGI: 90  
EXP: 195  
Gold: 280  
Drops: None  
Special Attacks: Spits Seeds  
Magic: None

Mad Blossom  
HP: 2450  
MP: 0  
ATT: 220  
DEF: 58  
MD: 28  
AGI: 85  
EXP: 780  
Gold: 1780  
Drops: Level Apple  
Special Attacks: Poisonous Spores, Awful Shriek  
Magic: None  
-----

He's mean. He's green. and he's a seed spitting machine. He's...  
THE MAD BLOSSOM. As mentioned, right now I'm not super useful  
for bosses, but what I do recall is his spit seeds are not  
worth attacking individually. Instead, if you have good area  
magics, use them. They work wonders. Other than just, just attack  
the main guy and cure poison if you want. But he does it so often  
it may not be worth the trouble. Oh, and his shriek can paralyze  
So that's something. Once again though, Doyle comes to  
the rescue with his 400 HP criticals. I could kiss the guy.  
But I won't. Because I don't swing that way.

So now he's dead. Floating in the air will be your prize.  
The HOLY PENDANT. Take it you fool. Good shiny, nice shiny...

\*Ahem\*. Let's get out of this dump. Enrich Castle away!

You there? Good. I'm not gonna make a new section because you're  
only here for like ten seconds and I don't feel like it.

So go to the throne room and talk to the king and Sabato. They'll  
tell you the mural room is now open. So leave back to the room before  
the throne room and go to the right side. Go in.

Okay, so there's this giant gateway, and it has a symbol of a sword,  
a shield, and a pendant. Hmmmmmmmm.

Well, I'm stumped. What? You mean you...OHHHHHHHHH.  
Okay, do that then. You obviously don't need my help.  
Though a note, you can still use the item even if it's equipped.  
Like the Sacred Sword, you SHOULD have that still equipped  
because you're not an idiot. HEY, WHERE ARE WE GOING? WHAT ARE YOU...

xvii---Mirage Village---(MRVI)

Stamina Onion (BD 3-5)  
Protect Milk (DEF 4-6)  
Elixir

(41)Leprechaun 9 - Stilt  
(42)Succubus 8 - Viola

Specials

Weapon Shop  
Dragon Axe - 26000

Armor Shop  
Merlin's Robe - 24000  
Dragon Suit - 24000

Item Shop  
Brave Apple - 1000  
Elixir - 1000  
Light of Hope - 10000  
Goddess Tears - 300  
Vigor Scarf - 18

We have arrived. Okay, take 4-5 steps forward and search the ground. Leprechaun STILT is yours. Not exactly an easy hiding place guy. You'd think people just searched the ground randomly all the damn time.

Okay, ignore the tower for now and instead turn around and go alllllll the way to town. Now search the windmill for the Succubus VIOLA. These things are all over the place.

Search the crates in front of the Inn for a PROTECT MILK. Drink up, you'll need those strong bones. No. Seriously. You will.

Then search the crate to the left of the shop for a STAMINA ONION.

Go inside the house on the rightmost side of town (there's no map okay). And search inside her chest (?!?) for the woman's only possession and steal it. You get an ELIXIR. Hope you're happy with yourself.

That's all the free stuff in town I think, so do the usual. Now, the shop has some nice stuff. Some really nice stuff. Like premium, end game type stuff. But of course you have to sell your family into slavery to afford it. So you're definitely going to have to come back later. But buy what you can (weapons preferably, because you don't need defense if things die quickly enough.)

Ready now? Okay, if you dare, step out of town and run all the way to the Tower of Illusion. Wait, something fishy is going on here...

Yeah, you can't go inside because the tower doesn't even exist. What a pity. So I guess that's it then, better go back and OUCH. What's this tablet doing here...

"When the chosen are lead by the four words, the Tower of Illusion will awaken from its deep sleep."

Deep sleep eh, and I thought it was dead. \*rimshot\*

...

Let's move on.

I'm not even gonna mince words this time. Here's the solution. Because I care just that little for this puzzle.

Tower of Illusion Puzzle Solution

Stand on the lowest panel closed to the village. Face the tower, we will

assume that is North. Turn to the left (West) and walk towards the Southwest corner. Stay facing the same direction (hold B button) and move right 4 times. You will hear a confirmation sound. Now all the while continuing to face West and go right 4 more spaces, then go backwards 8 spaces, then left 4. Confirmation sound. Now turn around and face East. Go backwards 4 spaces. Confirmation sound. Now finally face the tower and walk forward 4 spaces to the last tablet. The tower will appear before you.

Now go inside.

xviii---Tower of Illusion---(TWIL)

Mithril Ingot  
Elixir X2  
Force Blade  
Elemental Orb  
Shining Mail  
Protect Milk (DEF 4-6)  
Light of Hope  
Dragon Mail  
Power Juice (ATT 3-5)  
Potion  
Angel's Robe  
Holy Rain  
Energy Bread (HP 6-8)  
Lunar Shard  
Solar Shard

(43) Succubus 9 - Lunaria  
(44) Incubus 9 - Croton  
(45) Fairy 9 - Primrose  
(46) Leprechaun 10 - Eric

Repeats: Chest Head, Gargoyle, Hattari, Mad Muscle, Merger

Guilt Spirit (Drops: Demon's Robe)  
Hammer Ghoul (Drops: Dragon Sleeve)  
Naga (Drops: Demon Crown)  
Prester (Drops: Iga Glove)  
Revenant (Drops: Runic Brace)

Hehe. Ahahaha. AAAAAHAHAHAHAHAHA!!!

I hate this place. I hate this place with a deep, hot, red, burning, itching passion and I wish it didn't exist. Yes, I know the music here is a throwback to Shining in the Darkness, which I played, and I enjoyed. But this place... this is just unholy. It is the Hell to which people in Hell are sent when they are deemed to be too evil...TO BE IN HELL.

\*sigh\*

Let's just... do this. I don't... I... I don't...

TOWER OF ILLUSION FLOOR 1

First few steps inside and there's already a plaque telling us what to do.

"When the sun and the moon shine again, the fountain will run dry, and heaven, and earth will change places."

What the crap is that supposed to mean?! ...Let's just keep going.

Okay, path to the West is pointless, it's just a demonstration of the type of levers we're gonna need to pull to get around this floor. They change the direction of the...water?...treadmill? Whatever those pushing tiles are. And whichever direction they "flow" is the way you're gonna go, whether you like it or not.

So go East, then North a little to a statue on the West side. Search it for an ELIXIR. By default (unless you pulled the first lever I told you to ignore) the path to the north should be flowing North, but there is a lever just to the East of here if you need to switch it back.

In fact, do that right now. Yeah, you heard me. Pull it. Now the water is flowing backwards. How does this help us? You shall see soon my young apprentice.

Go South, and then go Northeast up the long hallway, at the end of which you shall be confronted by a Prester. He's basically a meaner version of the Wall Beasts of old. Anyway, you can use your fairies on it, the up ones, so do that.

You really chipped his... block. ...Writing funny's hard guys.

Go North past the water that should be flowing North. Go West and then take the Northern path, but make sure to stop and pull the lever. If you ever want to leave that is. Then go back East and instead go down the Southern path for a chest with a MITHRIL INGOT. Delicious. Now go around the little path clockwise and go back where you came from. Meet me back by that statue we robbed earlier.

Water should be flowing North like before, so go that way. Then West a little to another lever, but this one is different. It brings down the stairs to the next floor, not the REAL next floor mind you, just a small little room with an item we'll need for later. So go up it already.

#### TOWER OF ILLUSION FLOOR 2

Go East and North around the little bend and search the mysterious symbol on the ground for the LUNAR SHARD. Back down we go.

#### TOWER OF ILLUSION FLOOR 1

Go West, then South around the bend and search the South statue for INCUBUS CROTON. That's a stellar name you got there. Your parents must be proud.

Continue West around the bend, making sure to flip the switch on the way. Then go East past another water flowy... thing.

Side Note: Guilt Spirits can show up here. And they SUUUUUUCK. They can cast instant death attacks, and they work FAR more often than they should. So either kill 'em fast or run like hell, cuz they can pick you off if you're having a bad day.

Okay, so go North and BAM, time for another Prester.



After the fight, go West at the branch and pull the lever. Now go back and keep going East (ignore the chest, it's another Chesthead. Good rule of thumb, if a chest seems too easy? It is.) and then go Northwest up a long passage like earlier. Straight forward stuff.

So, there are two water paths, but you can only use one of them. Ignore it. Instead go South, then West to a fork. Take the North way and search the indent to the North for a SUCCUBUS LUNARIA.

Alright, now go Southwest then South, ignoring both the West and East water paths, and finally taking the next one South. Then West and Southeast down another huge corridor and we got ourselves a chest with the FORCE BLADE. Sick. Equip it on Arthur, making him one bad mother (SHUTYOMOUTH).

Now go back to the statue that had a fairy, and this time go West at the branch without a water path. Go North, then Northeast until you see a switch. Pull it. No, pull it like you MEAN IT. THAT'S IT.

Stairs to the next floor proper are now to the South, cross the water path and up you go.

#### TOWER OF ILLUSION FLOOR 2

Thankfully, those water paths are now gone. Unthankfully, the pain and misery of this place has only just begun. However, this floor is pretty tame, so it actually requires little in the way of directions. At least until the water is gone.

Anyway, go South, then West, then South some more and a little East, South, West, Southeast, East, to another thing of water.

Now just a little more East, then North, go West and HOLYCRAPWHATSTHAT.

I... I think need to go change my pants. Seriously, I know that was supposed to be some kind of spirit guide, but geez, that guy creeps me the FRICK OUT. I mean, how often does something that's NOT a monster pop out at you? NEVER. IT DOESN'T HAPPEN EVER.

Anyway, despite your better judgement, follow where the guy came from and pull the lever. The stairs to the next floor are now available. Go West, then up.

#### TOWER OF ILLUSION FLOOR 3

Okay. I can take the water tiles. I can even take walking on the friggin ceiling. But this? This is just stupid. This floor's gimmick is basically to confuse the crap out of you, except you can easily remedy it by checking your map. Again. And again. And again. And again. You see where I'm going with this? Where I'm going is that this place needs to die.

What looks like and should be straight forward paths will be interrupted by spinning tiles that point you in a random direction, and of course, they all look alike. So every time you spin, check your map. That's all I'm gonna say on the matter.

Go straight West and search the statue for a POWER JUICE. Go North two branches (you'll be by a wall), and then go straight East all the way to a chest with a DRAGON MAIL. Sweet duds. Give them to Arthur to make him even MORE Bad @\$\$\$. As if that was possible.

Now go West two forks, and then South all the way to another statue for a POTION.

Go North to the first fork, then West three more forks, and then go North until you see a statue to the West of you, search it for a PROTECT MILK. That's all we can get on this floor for now.

So go South one fork, then West for another lever, pull it for more stairs. How did you know? A wonderous gift this is.

Now go South, then West, then South again and up the stairs.

#### TOWER OF ILLUSION FLOOR 4

This floors gimmick involves me punching you and you liking it. Oh, no, that's just the developers idea of "fun" in this dungeon. Sorry for the mix up. So what it really is are these damn buttons again. And now you can only open the doors here by stepping on them, but that usually requires some scrambling around. Oh, and there's also a lot of holes here, so be careful not to slip.

Okay, first to Southeast, then South and to the West should be a chest, open it for an ELIXIR. Head back to where you came up the stairs, and go West and Northeast up another long hallway (ignoring the button for now). Grab the chest for an ANGEL'S ROBE. Melody thanks you for your patronage.

Go back to the button, and then run through the door before it closes. You know the schtick. Then go East and North, avoiding the hole and ignoring the button/doors they open cuz they just go where we've already been.

Then go East, ignoring the South path because it just leads to another Prester (unless you want to fight it for some reason) and go Southeast. You'll see another lever. Pull it for more stairs, but we can't reach them just yet.

Go just a little more Southeast (avoiding, but keeping the hole in mind). Search the statue for the Fairy PRIMROSE.

Now, a decision must be made. Do you continue, or do you go back a good deal for a Light of Hope? Keep in mind the item completely restores ALL MP for your entire party. If you want it, drop down that hole I was just talking about. If not? Skip this next little blurb. WEEEEEEEEEE!

#### TOWER OF ILLUSION FLOOR 3

Open the chest for a LIGHT OF HOPE. I certainly \*hope\* that was worth it. ONE PUN DEMERIT RECEIVED. I apologize. Now, you have to drop down ANOTHER hole in order to get back, so do that.

#### TOWER OF ILLUSION FLOOR 2

Aaaaand we're back here. Lovely. Make your way back to the stairs by following the map, it's not rocket science. Meet me at floor 4 at the hole you dropped into. Be quick about it.

#### TOWER OF ILLUSION FLOOR 4

If you ignored the hole, congratulations, you saved yourself a good 20 minutes, if not, well, welcome back. Sucker. I forget if you have to pull the stairs lever again or not, so try it anyway just in case.

Now go back to the North side and go down the hallway with the Prester in it now. Yeah, you had to fight it anyway, so what?

Now you're in the center of the map, so go East, then South to another button door combo. You know the drill. Be careful though, there's another hole at the end just to be a jerk about it.

Now go East and Southwest down yet another long hallway to yet another button/door deal. And yes, there is YET ANOTHER HOLE BEHIND IT. \*sigh\*

Turn the corner and go East to-HOLYCRAPNUGGETS. NOT HIM AGAIN.

...After that ordeal, go up the stairs.

#### TOWER OF ILLUSION FLOOR 5

No gimmick here. Not yet anyway. Just go Northeast, then West until you see a statue and go South, then West and to the South is another statue. Search it for an ENERGY BREAD. Haven't gotten one of these in a while.

Now go Northwest a tiny bit and then North and West to one of those iconic long hallways and follow it Northeast. Open the chest for a HOLY RAIN.

Go back along the hallway Southwest and go East to a larger than normal room (for this place anyway). What's this? A symbol on the floor that's missing a shard? What to do...

AHHHHHHHHHHH!!!! THE ROOM IS TRYING TO CRUSH ME!

Oh, it stopped. Good. Okay, so... now we can continue I guess.

Go back to the stairs you came from and this time go Northeast and Southwest down a hallway until you pass an empty indent to the North. Search it anyway for the LEPRECHAUN ERIC. A hardy fellow he is.

Now just go West and North, pulling the lever to the East for some wonderful stairs. Ooooooh, that's why the ceiling lowered. Pretty sneaky.

Anywho, go up.

#### TOWER OF ILLUSION FLOOR 6

Man this place is high. So, this floor is a little strange in that there is basically nothing you can do but fall to your doom. Except get the one and only item which is required to continue. Then let's do that.

Go Northwest and North and West to a hallway, go Northeast up it, then East, then Southeast to a chest with the SOLAR SHARD.

Alright, that's all we can do for now. So cast Return or use an Angel Feather. Either way. Yeah, that's right, we have to go back to the very beginning. Was that all for naught? Mostly. But not entirely.

Go back to that strange symbol where we got the Lunar Shard before. You know, you pull the lever and the stairs come down near the start of the first floor. Just do it.

#### TOWER OF ILLUSION FLOOR 2

Now, stick the Solar Shard in the missing spot. SHINY SHINY SHINY.  
The water has now been drained. Why is this significant? Remember those little stairs on the second floor we couldn't go down because of the water? Well, we can now. And there is the key to our destiny.

At this point you might want to go back and rest/save. In fact, you might have to. See, if you sold your Gravity Stone way back, we need that again. So go back to the item shop and buy it back in the specials section like a good little boy or girl. I'll wait.

Back? Now get back to the second floor. The real way.

#### TOWER OF ILLUSION FLOOR 2

Make your way to the Southmost pool of water. The ones on the way have nothing, but search them if you like.

Take the stairs down into the now empty canal and then go up the ones to the Northeast. Open the chest for the SHINING MAIL. This is an even MORE awesome upgrade for Arthur. So pimp him out and give the ratty dragon one to Lisa or something. I don't even care.

Okay, exit the canal and go East this time, but go South when you can for yet another overly long hallway. You'll have to fight the final Prester after going North. Then go West, back down into the canal and back up for a chest with an ELEMENTAL ORB.

Go East again, and North this time and Northwest down the hallway. Down the stairs into the canal for the final time and prepare for another CEILING ADVENTURE. Go South and "drop" into the hole.

#### TOWER OF ILLUSION FLOOR 3

#### TOWER OF ILLUSION FLOOR 4

#### TOWER OF ILLUSION FLOOR 5

#### TOWER OF ILLUSION FLOOR 6

Ouchies. Go into the gravity hallway to right yourself. Now go Northwest along the final "way too long for its own good"...hallway. Be warned. The boss coming up is-WHATAREYOU DOING?

-----  
Blader  
HP: 3100  
MP: 24  
ATT: 290  
DEF: 80  
MD: 48  
AGI: 102  
EXP: 1480  
Gold: 2850  
Drops: Holy Plate  
Special Attacks: Laser Slash  
Magic: Attack L1, Anti Spell L1, Barrier L1  
-----

Or you could just run up ahead anyway. Fine. See if I care.  
So, this guy is a beast. Probably THE hardest boss in the game  
in my opinion. Not only does he have some nasty attacks, but he can  
do them TWICE PER TURN. Yeah, you heard me. TWICE. Have Melody or  
someone of equal healing ability do a multi heal every single turn or  
you will probably die. And maybe even if you do. If you don't already  
have at least Aura 2, you're probably screwed. Like injured duck  
in shark infested waters screwed. ... That's pretty friggin screwed.  
Oh, and if he silences your healer? Yup, you guessed it. Screwed.

If you manage to survive, continue to the North then West (avoiding  
the hole because you don't have brain trauma) and-AGGGGG. DANG IT.  
STOP DOING THAT.

Just... step on the symbol.

Go forward as he tells you for a CUTSCENE.

Arthur, Melody, and Rodi are now Innovators!

No they haven't invented a new kind of toilet paper, they have special  
powers now. Arthur can use a super powerful attack called Inferno  
that eats his MP like a starving hobo eats a burrito. It also destroys  
a special wall at the Desire Mine, so we can continue further into there.

Melody's power is called Restore, and is basically a regen for a single  
party members HP. Nifty.

And finally Rodie gets Negate, which lets him cancel the magical  
effects of enemies, just like every major boss does to you. Jerks.  
EAT THIS. HOW YOU LIKE ME NOW.

...Anyway, we're done here. Leave the tower and make your way back  
to town to find the portal has returned. Step through it.

Once again, not making a new section. Too lazy.

Talk to the King for a bonus CUTSCENE if you want. But it's  
not required.

My advice is to go to Desire Village, do the usual, make some Mithril crap,  
especially with all those ingots we just picked up (consult my Mithril  
segment for what's good), and then meet me at the mine.  
Don't keep me waiting.

xix---Desire Mine Revisited---(DMRE)

Mithril Ingot X3  
Potion  
Royal Circlet  
Demon Claw  
Elixir X3  
Shining Sword  
Demon Staff  
Goddess Tear

(48)Incubus 10 - Boris  
(49)Succubus 10 - Natasha  
(50)Pixie 10 - Baldric

Repeats: Guilt Spirit, Hattari, Mad Muscle, Naga

Barstroke (Drops: Goddess Tears)  
Blood Born (Drops: Potion)  
Cart Ghost (Drops: Great Shield)  
Dragill (Drops: Red Dagger (Red Dagger is best dagger))  
Evil Spirit (Drops: Magical Robe)  
Evil Vampire (Drops: Haunted Mail)  
Ifrit (Drops: Heat Axe)  
Skull Worm (Drops: Battle Claw)  
Spike Dragon (Drops: Kusanagi (!!!!!!!))  
Stone Ghoul (Drops: Elixir)

DESIRE MINE FLOOR 1

This place brings back memories. I liked the old music, but this new one is good too. Always gotta have new final dungeon music. It's like, the law or something.

Anyway, go inside the mine (the left one) and go North as far as you can go. Up, up, up, up, up, ignoring all the signs that say otherwise until you reach a square room with a danger sign to the North. Ignore it as well and go North then West to a strange looking barrier.

EAT INFERNO SUCKAAAAAA! AAAAAHAHAHAHAHAHA!!!!

So West a few steps until there's a pot to your South. Search it for a POTION. A little underwhelming. No worries, go two steps farther and search the NEXT pot to your South for a MITHRIL INGOT. Some level designer got lazy. I aint complaining.

If you want you can turn around and search the North pot to fight an Ifrit. They're like really angry genies that want to eat your face. Whatever floats your boat, pal.

Now just go West, all the way. NO STOPPING OR YOU DIE.

Just kidding. NO I'M NOT. STOP AND YOUR FAMILY WILL EXPLODE.

Seriously, it is just too easy.

Go South when you can and keep doing so until you can go East. Go into the light. Go north in this room, then East, South, and go East when you can to enter another light room. Grab the chest for a ROYAL CIRCLET. That shiz heals MP's every turn yo. Stick it on Melody. You know you want to.

Side Note: Leave the room to the West and you are now in what I like to call Dragill country. The little spot in the middle of this horizontal path will spawn Dragill's like Christmas if you go North to South down it. Why would you want to? Because they drop Red Daggers, that's why. Like, the Arthur exclusive item that raises his critical and that you haven't had an upgrade for since like the South Shrine? Yeah, I thought so. Grab one if you have any sense about you.

Now go back to the circle room and go South this time. Follow the very straightforward path and get in the minecart. Oh right, have to fight a Cart Ghost. Forgot about that. They can insta-kill like Guilt Spirits. Have fun.

That mine cart laughs in the face of physics.

Go West and up the stairs.

DESIRE MINE FLOOR 2

Go South, then East, then North when you can for a chest with a DEMON CLAW. Don't equip it. I mean, come on, it has DEMON IN ITS NAME. Equipping it is not gonna be lollypops and rainbows. Instead Doyle'll have a DEMON CLAW GRAFTED TO HIS ARM. MADE BY FRIGGIN DEMONS. I KNOW THAT SOUNDS COOL BUT IN THIS GAME IT'S NOT.

Just keep going South, only stopping when you pass an obvious dead end to the West and further South find yourself in another great spawning spot for...

Side Note: Spike Dragons. It works the same way as the previous spawn area except with these instead. Just keep going North and South and you will encounter one sooner or later. If it helps, the spot kind of looks like an H on its side. The slash in the middle being the spot you want to go up and down past. Oh, they drop the Kusanagi. The best weapon in the ENTIRE GAME. Yeah, only Rodi and Akane can equip it, but it is worth it. Have at least one of these at your disposal, and your grinding days are over. Well, maybe not quite, but they'll be made a lot easier. See, that sword has a special ability unique to it alone. It can instant kill. And you'll know when it's doing it because it's a unique critical move. AND IT ALWAYS WORKS. IF IT ACTIVATES ON A MONSTER THAT MONSTER WILL DIE. And it activates more often than you think it would. So yeah. Get you one.

Anywho, keep going South and take the next fork West and search the dead end for the SUCCUBUS NATASHA. FOR THE MOTHER LAND.

Go back and just keep going South and follow the obvious path until you reach another mine cart.

Fight the Cart Ghost if you want, but we can't use the mine cart yet anyway. Procrastination is awesome.

Instead go Northeast down some stairs and East when you can and follow another obvious path until you pass a circle room. At that point go West, hit the wall, and take one step South. Now search the wall for the INCUBIS BORIS. What is this, a Russian convention? \*rimshot\*

Also that was a dumb spot to put a faerie blah blah blah. I'm tired.

Now take the South path when you can and continue to follow the painfully obvious path until you pass some boulders and see a pot in an indent to the East. Search it for an ELIXIR.

Now just go North and up some stairs to find a lever. Yes you pull it why would you come all this way and... \*sigh\*.

RPG rule number 1: If there is a lever, you pull it.  
THERE IS NO RULE NUMBER 2.

Alright, now go alllll the way back to the mine cart. Backtracking, padding out RPG's since some guy decided he was too tired to make another dungeon.

Now get in the cart you pansy.

If you did everything right (aka, pulled the lever) you should be somewhere other than where you just were. The usual purpose of travel. If you did not and somehow FORGOT to pull the lever, then you will just go in a circle and now you get to cry.

Otherwise, go East and search the first pot you see for another ELIXIR. Then go South and East when you can and get in.. .another mine cart.

Yes there's a ghost, THERE IS ALWAYS A GHOST. WHY WON'T YOU LEARN THINGS?

Get in the cart. Get out of the cart. Go North and search the second seemingly useless indent for the FAIRY CLYDE. That's not a girls name. WHY IS THAT A GIRLS NAME? WHY AM I YELLING AT A FICTIONAL CHARACTER?

Just... go South. No funny business, fight stuff, don't die, the usual. Oh, and the Southern indent on the way has a MITHRIL INGOT. Because I say so that's why.

Go up the stairs.

DESIRE MINE FLOOR 3

Go North. Go East. Go North again and search a pot for the PIXIE BALDRIC. Not a girls... don't care. Because I'm done. If you (or indeed, I) have been following this FAQ then you should have ALL THE FAERIES IN THE GAME. EVERY SINGLE ONE. Does this mean anything though? Have I just lost it?

Yes. But that's beside the point. We can now obtain The Fairy Bell.

It's a magical little item that makes all your dreams come true and brings everyone who you ever lost back to you and this is a really long sentence so I'll stop now. Okay, you use it and it does a ton of damage. But every time you do it, there's a chance it can crack. And if you use it after it cracks, it goes away forever. So don't do that. Instead repair it at a shop with money. You know, that shiny stuff you find after every fight but have almost no use for anymore because Desire Village refuses to update its inventory for end game content.

I'll tell you where to get it later though, first let's just clean up the rest of the items so I can go to slee-I mean, because it's convenient. Yes. That.

>\_>

<\_<

Where was I? Oh, right. Go South and then East when you can.

Path North leads to a mine cart and another bloody ghost, but we need to pull another lever so just ignore it.

Instead go East and North and more North and then West and more West and more North and then come to a room with some holes.



Avoid them because they will make you sad.

When you've reached the Northwest end of the map, go West and North a little more for a chest with a MITHRIL INGOT. Because you can never ever have enough of those. No, I am not being sarcastic.

Now go East, ignoring the South path for now and instead continuing East until you find another mine cart. Get in the cart.  
What ghost? What are you talking about? GET IN THE CART.

It leads you to a mostly empty room, search the pot for a DEMON STAFF.  
Do we need to go through this again? DEMON. NO. BAD.

Go back and take that South path from earlier.

Take the West path when you can and open the chest inside the room for the SHINING SWORD. Now, the word Shining in this game is good.  
Very, very good. Equip it on Arthur and watch him ATTAIN GODHOOD.  
Give the other one to what's her face.

Go back and take the East path which goes South a long time. When you finally reach the Southeast of the map you'll see a chest on your way West, open it for some GODDESS TEARS.

Continue more West and when you can take a small path West and South for a chest with an ELIXIR. Now go North and then West until you finally find the lever. Please pull it.

Wait, can you DROP off here? That's... INGENIOUS. Give that designer a medal. Oops, I'm all out. I ATE THEM ALL. AHAHAHAHAHAHA!!!!

Now go back to the first mine cart of this area.

RIDE THE MINE CART. RIDE IT TO FREEDOM. AND TO GLORY!

xx---Godspeak--- (GDPK)

Goddess Tear  
Evil Orb  
Force Shield  
Elixir  
Mithril Ingot

Sentinel (Drops: Demon Axe)

Technically this is still part of Desire Mines, but I made it a separate section because it gives me an even 20 areas and I HAVE O.C.D. OKAY SO JUST LEAVE ME ALONE GEEZ.

Also, if you have been using or have used maps in the past and wondered why I made a FAQ for a game you can mostly navigate with them, this area is one reason why.

The map COMPLETELY leaves out two entire rooms here. Rooms that I found and wrote in with little yellow markers in MS Paint because I can't afford a better program. One room of which has A MITHRIL INGOT SO TAKE THAT MAPS.  
SUCK IT. SUCK IT AND DIE.

There are no random enemies here, so rest easy in your looting.  
If you get beaten to a pulp, at least you'll be WARNED first.

So yeah, go North up the stairs until you reach the middle of the large room.  
Go West until you smack into another statue. You know where this is going  
don't you? He's in the way, he looks angry, and he forgot to put in his  
eye drops this morning. He's... a SENTINEL. Give him the smack down and  
use everything you got, since I assume you'll be leaving to rest/save  
after getting all the items anyway. In fact, I demand it. For we have still  
not claimed our prize...

Anywho, go South and search the North pillar for an ELIXIR.

Back at the middle room, go East this time. Another Sentinel.  
Another beatdown.

Go East and open the chest for the FORCE SHIELD. Get it? Shining Sword,  
Force Shield... Oh boy. Anyway, equip it on Arthur and now he is awesome  
and stuff.

Go back to the middle room and go North now to another room with some  
fancy carpet. Go West for another Sentinel and open the chest for an  
EVIL ORB. NO. DON'T EVEN MAKE ME SAY IT. I WILL SLAY YOU.

Go back again and go East this time for MORE SENTINEL. Search the pot  
for some GODDESS TEARS.

Now this is where I stray from conventional methods. See, there's a magical  
thing called LOOKING, and doing that shows you that to the right and  
left side of the huge staircase are EVEN MORE ROOMS. INSANE RIGHT?

Both have sentinels of course, but only one actually has an item.  
The East one. And it has a MITHRIL INGOT. BOOYAH.

And that my friends, is it. You have obtained every single item in the  
game. That can be found by looking anyway. With that, I suggest you leave  
via the usual methods. But before you go to rest/save, follow me to the  
Forest of Confusion...

You know that little obelisk at the lake from a LONG time ago?  
Well, now you can search it. Out pops the Queen of all faeries or  
some junk. Anyway, she gives you the coveted FAIRY BELL.  
Treat it with care. With that in tow, do the usual and meet me back at  
Godspeak. With the levers pulled it shouldn't be too bad.

And we're back! So, as you might imagine, following that carpet up that  
massive staircase leads to the games final bosses. After you.

I insist.

-----  
Rilix 2  
HP: 3600  
MP: Infinite (90)  
ATT: 320  
DEF: 108  
MD: 78  
AGI: 120

EXP: 1200  
Gold: 3250  
Drops: None  
Special Attacks: Poison Claws, Energy Drain, Crystal Ball Laser/Explosion  
Magic: Freeze L4, Anti Spell L1, Attack L1  
-----

Well she's a sight for sore eyes. BECAUSE SHE MAKES MY EYES SORE.  
HAHAHAHAHA!!! Shut up. Anyway, Elise will summon two cronies for her,  
so despite their stat exclusion she is not alone. But they're just beefed up  
enemies from the dungeon (actually they might have the same stats, hell  
if I know). So they shouldn't be a problem. She however, is a problem.  
She's does bad things that hurt and crush and stab and... you get it.  
All her attacks from before are present, but she has annoying new skills  
like Crystal Ball Explosion that wipes out your enchantments.  
Also, she goes twice per turn, though that's just standard issue boss  
stuff now. But whatever, she's not the final boss so just deal with it.  
Moving on.

CUTSCENE.

-----  
Evil Body  
HP: 2450  
MP: 80  
ATT: 335  
DEF: 100  
MD: 60  
AGI: 122  
EXP: 780  
Gold: 1780  
Drops: Brave Apple  
Special Attacks: Whole Party Attack  
Magic: Freeze L4, Barrier L2

Panzer  
HP: 5200  
MP: Infinite (80)  
ATT: 350  
DEF: 106  
MD: 60  
AGI: 122  
EXP: 0  
Gold: 0  
Drops: None  
Special Attacks: Scorching Air, Chaotic Blizzard  
Magic: Soul Steal L2  
-----

And here we are. The creme de la creme. The big burrito. The muchos grandos.  
The... big... bad... man. And I am officially out of corny phrases.  
Just plum out. Anyway, hit him 'till he dies. THE END.



What, that's not good enough for you? Picky, picky.

Actually, to be honest, that IS the strategy. See, if you can manage to kill him with nothing but single target attacks, both him AND his minions will die together. It's an old trick. So I'm not even kidding. HIT HIM UNTIL HE DIES. None of that magic funny business. Or at least none of the ones that attack everything. Buffing is okay, but he'll probably dispell it. He's a jerk like that.

And with that, he is defeated. You win the game! I am so happy for you.

I know it took me forever to finish it, but I finally did it. Thanks to all the people who kept believing in me even when it looked like I might never do it. And those of you who DIDN'T believe? Um... you were wrong?

OH YEAH. TASTES BITTER DOESN'T IT? LIKE CAR BATTERIES AND LIME BUILD UP.

But anyway, thanks a lot and I hope I can write more FAQ's in the future.

Hehe. Hahahaha. AAAAAAAHAAAAAAAAAAAAAAAAAAAAHA!!!!!!!!!!

RIGHT, LIKE THAT'S GONNA HAPPEN.

#### End Game Statistics

Here are my game completion stats for kicks. And no, you do not need to be this high level to beat the final boss. I am simply a leveling madman. By the way, that 96% item collection ratio bothers me more than you can possibly imagine. Just thought you should know.

#### Levels

|        |   |    |
|--------|---|----|
| Arthur | - | 33 |
| Melody | - | 29 |
| Rodi   | - | 28 |
| Basso  | - | 27 |
| Akane  | - | 27 |
| Forte  | - | 28 |
| Doyle  | - | 24 |

Lisa - 28

Gold

454,247

Item Collection Ratio

96%

Playtime

52:56

~~~~=End of Walkthrough=~~~~

~~~~=Faerie Locations=~~~~  
(FALO)

Here is a list of all the faeries. I have two sorting methods for ease of use.

Sorted By Location

Desire Mine

- (1) Succubus 1 - Muran
- (2) Leprechaun 1 - Dana

Desire Village

- (3) Incubus 1 - Lantano
- (6) Pixie 2 - Cherry

Forest of Confusion

- (4) Fairy 1 - Daisy
- (5) Pixie 1 - Maple

Forest Cave

- (7) Fairy 2 - Iris
- (8) Leprechaun 2 - Tak
- (9) Incubus 2 - Enjewel
- (10) Pixie 3 - Willow

Town of Enrich/Well

- (11) Incubus 3 - Masakari
- (12) Succubus 2 - Dahlia
- (13) Succubus 3 - Roberia
- (14) Pixie 4 - Cedar

Enrich Dungeon

- (15) Leprechaun 3 - Morgan
- (16) Fairy 3 - Camelia

#### Aborigine Forest

- (17) Fairy 4 - Peony
- (18) Leprechaun 4 - Kokus
- (19) Incubus 4 - Krupis

#### Aborigine Mansion

- (20) Leprechaun 5 - Zircon
- (21) Incubus 5 - Liknis
- (22) Succubus 4 - Orlea

#### Catacombs

- (23) Succubus 5 - Lacey

#### Mountain Cave

- (24) Fairy 5 - Lily
- (25) Leprechaun 6 - Mangus
- (26) Succubus 6 - Ripanos
- (27) Pixie 5 - Palm

#### Far East Village

- (28) Pixie 6 - Apple
- (29) Fairy 6 - Azalea

#### South Shrine

- (30) Incubus 6 - Cypress
- (31) Succubus 7 - Kathorea
- (32) Leprechaun 7 - Darbie

#### Enrich Dungeon Revisited

- (33) Incubus 7 - Aster
- (34) Pixie 7 - Lime

#### West Shrine

- (35) Fairy 7 - Sisal
- (36) Pixie 8 - Pear
- (37) Incubus 8 - Adonis

#### East Shrine

- (38) Fairy 8 - Mimosa
- (39) Pixie 9 - Plum
- (40) Leprechaun 8 - Solo

#### Mirage Village

- (41) Leprechaun 9 - Stilt
- (42) Succubus 8 - Viola

Tower of Illusion

- (43) Succubus 9 - Lunaria
- (44) Incubus 9 - Croton
- (45) Fairy 9 - Primrose
- (46) Leprechaun 10 - Eric

Desire Mine Revisited

- (47) Fairy 10 - Clyde
- (48) Incubus 10 - Boris
- (49) Succubus 10 - Natasha
- (50) Pixie 10 - Baldric

Sorted by Type

Pixie

- 1: Maple - Forest of Confusion
- 2: Cherry - Desire Village
- 3: Maple - Forest Cave
- 4: Cedar - Enrich Well
- 5: Palm - Mountain Cave
- 6: Apple - Far East Village
- 7: Lime - Enrich Dungeon Revisited
- 8: Pear - West Shrine
- 9: Plum - East Shrine
- 10: Baldric - Desire Mine Revisited

Fairy

- 1: Daisy - Forest of Confusion
- 2: Iris - Forest Cave
- 3: Camelia - Enrich Dungeon
- 4: Peony - Aborigine Forest
- 5: Lily - Mountain Cave
- 6: Azalea - Far East Village
- 7: Sisal - West Shrine
- 8: Mimosa - East Shrine
- 9: Primrose - Tower of Illusion
- 10: Clyde - Desire Mine Revisited

Succubus

- 1: Muran - Desire Mine
- 2: Dahlia - Town of Enrich
- 3: Roberia - Enrich Well
- 4: Orlea - Aborigine Mansion
- 5: Lecey - Catacombs
- 6: Ripanos - Mountain Cave
- 7: Kathorea - South Shrine
- 8: Viola - Mirage Village
- 9: Lunaria - Tower of Illusion
- 10: Natasha - Desire Mine Revisited

Incubus

- 1: Lantano - Desire Village
- 2: Enjewel - Forest Cave



- 3: Masakari - Town of Enrich
- 4: Krupis - Aborigine Forest
- 5: Liknis - Aborigine Mansion
- 6: Cypress - South Shrine
- 7: Aster - Enrich Dungeon Revisited
- 8: Adonis - West Shrine
- 9: Croton - Tower of Illusion
- 10: Boris - Desire Mine Revisited

Leprechaun

- 1: Dana - Desire Mine
- 2: Tak - Forest Cave
- 3: Morgan - Enrich Dungeon
- 4: Kokus - Aborigine Forest
- 5: Zircon - Aborigine Mansion
- 6: Mangus - Mountain Cave
- 7: Darbie - South Shrine
- 8: Solo - East Shrine
- 9: Stilt - Mirage Village
- 10: Eric - Tower of Illusion

~~~~=Blacksmithing=~~~~  
(BLSM)

A list of all the items that can be made for each person and the odds of making them.

Arthur

Mithril Ore

- Shield Ring (6/16)
- Power Ring (5/16)
- Mars Chain (4/16)
- Attack Ring (1/16)

Mithril Ingot

- Mithril Mail (6/16)
- Force Shell (5/16)
- Dragon Shell (4/16)
- Dark Sword (1/16)

Melody

Mithril Ore

- Shield Ring (6/16)
- Magic Ring (5/16)
- Artemis Ring (4/16)
- Wisdom Ring (1/16)

Mithril Ingot

- Mithril Tiara (6/16)

Mystery Ankh (5/16)
Rage Wand (4/16)
Demon Crown (1/16)

Rodi

Mithril Ore

Magic Ring (6/16)
Power Ring (5/16)
Mars Chain (4/16)
Master Ring (1/16)

Mithril Ingot

Fuma's Helmet (6/16)
Masamune (5/16)
Dragon Suit (4/16)
Murasame (1/16)

Basso

Mithril Ore

Shield Ring (6/16)
Power Ring (5/16)
Mars Chain (4/16)
Attack Ring (1/16)

Mithril Ingot

Dragon Shell (6/16)
Strike Sleeve (5/16)
Mithril Mail (4/16)
Demon Axe (1/16)

Akane

Mithril Ore

Magic Ring (6/16)
Power Ring (5/16)
Artemis Ring (4/16)
Master Ring (1/16)

Mithril Ingot

Fuma's Helmet (6/16)
Masamune (5/16)
Dragon Suit (4/16)
Murasame (1/16)

Forte

Mithril Ore

Shield Ring (6/16)
Magic Ring (5/16)
Mars Chain (4/16)
Wisdom Ring (1/16)

Mithril Ingot

Mystery Ankh (6/16)
Mithril Tiara (5/16)
Rage Wand (4/16)
Demon's Robe (1/16)

Doyle

Mithril Ore

Shield Ring (6/16)
Power Ring (5/16)
Mars Chain (4/16)
Attack Ring (1/16)

Mithril Ingot

Dragon Suit (6/16)
Mithril Claw (5/16)
Fuma's Helmet (4/16)
Demon Mask (1/16)

Lisa

Mithril Ore

Shield Ring (6/16)
Magic Ring (5/16)
Artemis Ring (4/16)
Attack Ring (1/16)

Mithril Ingot

Dragon Shell (6/16)
Strike Sleeve (5/16)
Mithril Mail (4/16)
Dark Sword (1/16)

~~~~=Shop Specials=~~~~  
(SHSP)

A list of all the items that do not initially appear in shops.

Desire Village

Item shop  
Elixir - 1000

Town of Enrich

Item Shop

Royal Crest - 1000

Far East Village

Armor Shop

Spike Shield - 5400

Item Shop

Life Candle - 5000

Elixir - 1000

Goddess Tears - 300

Courage Suit - 8

Town of Enrich (revisit after defeating Rilix)

Weapon Merchant

Saint Ankh - 9800

Armor Merchant

Spike Shell - 12500

Item Merchant

Elixir - 1000

Goddess Tears - 300

Squeak Sandals - 5

Holy Rain - 10000

Mirage Village

Weapon Shop

Dragon Axe - 26000

Armor Shop

Merlin's Robe - 24000

Dragon Suit - 24000

Item Shop

Brave Apple - 1000

Elixir - 1000

Light of Hope - 10000

Goddess Tears - 300

Vigor Scarf - 18

~~~~=Magic Levels=~~~~  
(MGIC)

A list of the levels each person gains what magic.

Arthur

Unpromoted

Heal L1 - Level 5
Return - Level 10
Spark L1 - Level 15
Suppress - Level 19
Spark L2 - Level 26
Heal L2 - Level 31
Heal L3 - Level 37

Promoted

Inferno L1 - After Evolution
Slow L1 - Level 3
Spark L2 - Level 6
Heal L2 - Level 11
Spark L3 - Level 14
Slow L2 - Level 16
Heal L3 - Level 17/21 (will test later)
Attack L1 - Level 19
Inferno L2 - Level 20
Raise L1 - Level 23
Heal L4 - Level 26
Raise L2 - Level 28

Melody

Unpromoted

Heal L1 - Default
Hell Blast L1 - Level 3
Heal L2 - Level 6
Antidote L1 - Level 7
Hell Blast L2 - Level 8
Support L1 - Level 11
Elemental L1 - Level 12
Antidote L2 - Level 14
Hell Blast L3 - Level 16
Support L2 - Level 18
Elemental L2 - Level 20
Heal L3 - Level 24
Hell Blast L4 - Level 28
Heal L4 - Level 31
Elemental L3 - Level 34

Promoted

Restore L1 - After Evolution
Raise L1 - Level 2
Heal L3 - Level 3
Hell Blast L4 - Level 6
Heal L4 - Level 9
Elemental L3 - Level 11
Raise L2 - Level 14
Aura L1 - Level 15
Elemental L4 - Level 16
Aura L2 - Level 19
Restore L2 - Level 21
Aura L3 - Level 23

Aura L4 - Level 27

Rodie

Unpromoted

Brutal Fire L1 - Default
Sleep L1 - Level 4
Ayakashi L1 - Level 6
Brutal Fire L2 - Level 8
Spider Thread L1 - Level 10
Lightning L1 - Level 14
Spider Thread L2 - Level 16
Brutal Fire L3 - Level 18
Sleep L2 - Level 20
Lightning L3 - Level 25
Brutal Fire L4 - Level 30
Lightning L3 - Level 36

Promoted

Negate L1 - After Promotion
Lightning L2 - Level 4
Madness L1 - Level 6
Brutal Fire L4 - Level 8
Lightning L3 - Level 13
Lightning L4 - Level 17
Ferocity L1 - Level 20

Basso

Basso doesn't know any magic!

Akane

Unpromoted

Healing L1 - Level 2
Weasel Slash L1 - Level 5
Healing L2 - Level 8
Antidote L1 - Level 9
Weasel Slash L2 - Level 11
Antidote L2 - Level 16
Weasel Slash L3 - Level 18
Healing L3 - Level 26
Weasel Slash L4 - Level 29
God's Wind L1 - Level 30
Spiritual L1 - Level 34
Healing L4 - Level 36

Promoted

Praying L1 - Level 3
Healing L3 - Level 5
Weasel Slash L4 - Level 7
God's Wind L1 - Level 8
Praying L2 - Level 9

Spiritual L1 - Level 11
Healing L4 - Level 13
Praying L3 - Level 14
Swift Wind L1 - Level 15
God's Wind L2 - Level 16
Spiritual L2 - Level 18
Praying L4 - Level 19
Revival L1 - Level 21
Swift Wind L2 - Level 24
Revival L2 - Level 27

Forte

Unpromoted

Blaze L1 - Default
Freeze L1 - Level 6
Blaze L2 - Level 8
Shield L1 - Level 10
Freeze L2 - Level 13
Spark L1 - Level 15
Blaze L3 - Level 18
Anti-Spell L1 - Level 20
Freeze L3 - Level 23
Soul Steal L1 - Level 25
Spark L2 - Level 26
Shield L2 - Level 28
Blaze L4 - Level 30
Freeze L4 - Level 34
Soul Steal L2 - Level 35
Spark L3 - Level 37

Promoted

Freeze L3 - Level 2
Attack L1 - Level 3
Soul Steal L1 - Level 4
Spark L2 - Level 5
Shield L2 - Level 6
Blaze L4 - Level 8
Freeze L4 - Level 10
Soul Steal L2 - Level 12
Spark L3 - Level 13
Sleep L1 - Level 15
Spark L4 - Level 16
Sleep L2 - Level 20

Doyle

Doyle doesn't know any magic!

Lisa

Unpromoted

Heal L1 - Default
Heal L2 - Default

Antidote L1 - Default
Antidote L2 - Default
Support L1 - Default
Barrier L1 - Default
Return L1 - Default

Promoted

Support L2 - Level 2
Heal L3 - Level 4
Anti-Spell L1 - Level 6
Barrier L2 - Level 7
Heal L4 - Level 10
Aura L1 - Level 12
Aura L2 - Level 16
Shield L1 - Level 19
Aura L3 - Level 22
Shield L2 - Level 25
Aura L4 - Level 27

~~~~=Bestiary=~~~~

(BSTY)

A list of all the monsters and bosses and their stats.

Desire Mine

-----  
BOSS - Rodi  
HP: 60  
MP: 10  
ATT: 27  
DEF: 10  
MD: 3  
AGI: 7  
EXP: 12  
Gold: 0  
Drops: None  
Special Attacks: None  
Magic: Brutal Fire L1, Ayakashi L1  
-----

Bat  
HP: 18  
MP: 0  
ATT: 20  
DEF: 4  
MD: 1  
AGI: 9  
EXP: 2  
Gold: 12  
Drops: Herb

Ghost  
HP: 31



MP: 0  
ATT: 22  
DEF: 7  
MD: 11  
AGI: 6  
EXP: 3  
Gold: 19  
Drops: Herb

Hind Beetle  
HP: 13  
MP: 0  
ATT: 21  
DEF: 8  
MD: 1  
AGI: 11  
EXP: 1  
Gold: 9  
Drops: Herb

Zombie  
HP: 52  
MP: 0  
ATT: 25  
DEF: 5  
MD: 6  
AGI: 5  
EXP: 4  
Gold: 27  
Drops: Herb

Forest of Confusion

Repeats: Bat, Hind Beetle

Bone Slave  
HP: 55  
MP: 4  
ATT: 42  
DEF: 16  
MD: 8  
AGI: 8  
EXP: 9  
Gold: 39  
Drops: Angel Feather

Matango  
HP: 25  
MP: 0  
ATT: 24  
DEF: 10  
MD: 2  
AGI: 7  
EXP: 3  
Gold: 11  
Drops: Antidote

Skeleton  
HP: 50

MP: 2  
ATT: 40  
DEF: 7  
MD: 7  
AGI: 11  
EXP: 8  
Gold: 36  
Drops: Shoto

Trent  
HP: 84  
MP: 0  
ATT: 44  
DEF: 16  
MD: 6  
AGI: 10  
EXP: 17  
Gold: 46  
Drops: Leather Glove

Wild Hound  
HP: 56  
MP: 0  
ATT: 36  
DEF: 14  
MD: 2  
AGI: 12  
EXP: 7  
Gold: 32  
Drops: Feather Robe

-----  
Wraith  
HP: 225  
MP: 10  
ATT: 42  
DEF: 17  
MD: 12  
AGI: 12  
EXP: 39  
Gold: 88  
Drops: Energy Bread  
Special Attacks: Lingering Ghosts  
Magic: Freeze L1  
-----

Forest Cave

Repeats: Bat, Ghost, Bone Slave, Zombie, Hind Beetle,  
Matango, Skeleton, Wild Hound

Blue Worm  
HP: 54  
MP: 0  
ATT: 49  
DEF: 17  
MD: 3  
AGI: 16

EXP: 14  
Gold: 34  
Drops: Bronze Staff

Durango  
HP: 38  
MP: 0  
ATT: 42  
DEF: 20  
MD: 4  
AGI: 17  
EXP: 11  
Gold: 28  
Drops: Antidote

Jelly Beast  
HP: 66  
MP: 0  
ATT: 53  
DEF: 16  
MD: 4  
AGI: 18  
EXP: 18  
Gold: 35  
Drops: Potion

Cobra Pot  
HP: 95  
MP: 0  
ATT: 55  
DEF: 22  
MD: 6  
AGI: 19  
EXP: 24  
Gold: 55  
Drops: Iron Staff

Enrich Dungeon

Repeats: Jelly Beast, Cobra Pot

Hell Slave  
HP: 140  
MP: 4  
ATT: 62  
DEF: 24  
MD: 9  
AGI: 26  
EXP: 32  
Gold: 102  
Drops: Steel Circlet

Ice Siren  
HP: 210  
MP: 0  
ATT: 70  
DEF: 27  
MD: 54  
AGI: 29

EXP: 48  
Gold: 135  
Drops: Potion

Jelly Polyp

HP: 52  
MP: 0  
ATT: 54  
DEF: 16  
MD: 6  
AGI: 23  
EXP: 21  
Gold: 45  
Drops: Herb

Striker Pod

HP: 65  
MP: 0  
ATT: 52  
DEF: 18  
MD: 5  
AGI: 28  
EXP: 20  
Gold: 40  
Drops: Fairy Powder

Reaper

HP: 152  
MP: 8  
ATT: 65  
DEF: 29  
MD: 12  
AGI: 27  
EXP: 34  
Gold: 108  
Drops: Steel Helmet

Scissor Crab

HP: 125 (Body) 70 (Pincers)  
MP: 0  
ATT: 82, 78  
DEF: 38, 9  
MD: 9, 40  
AGI: 25, 23/30  
EXP: 66  
Gold: 152  
Drops: Iron Shell

Aborigine Forest

Repeats: Hell Slave, Reaper

Vampire Bat

HP: 68  
MP: 0  
ATT: 60  
DEF: 23  
MD: 8  
AGI: 40

EXP: 25  
Gold: 81  
Drops: Herb

Man-Eater

HP: 215  
MP: 0  
ATT: 78  
DEF: 33  
MD: 9  
AGI: 37  
EXP: 39  
Gold: 133  
Drops: Antidote

Twin Head

HP: 265  
MP: 19  
ATT: 67  
DEF: 25  
MD: 46  
AGI: 44  
EXP: 66  
Gold: 174  
Drops: Steel Glove

Ghoul

HP: 145  
MP: 0  
ATT: 84  
DEF: 27  
MD: 7  
AGI: 32  
EXP: 45  
Gold: 139  
Drops: Leather Robe

Aborigine Mansion

Repeats: Twin Head

Mirage

HP: 155  
MP: 0  
ATT: 76  
DEF: 31  
MD: 12  
AGI: 40  
EXP: 33  
Gold: 104  
Drops: Silver Tiara

Poison Moth

HP: 65  
MP: 0  
ATT: 58  
DEF: 23  
MD: 10  
AGI: 34

EXP: 26  
Gold: 78  
Drops: Fairy Powder

Skull Warrior

HP: 205  
MP: 0  
ATT: 97  
DEF: 34  
MD: 8  
AGI: 45  
EXP: 48  
Gold: 155  
Drops: Battle Armor

Chest Ghost

HP: 285  
MP: 14  
ATT: 89  
DEF: 30  
MD: 13  
AGI: 43  
EXP: 78  
Gold: 460  
Drops: Bronze Armor

-----  
Time Warrior

HP: 760  
MP: 20  
ATT: 135  
DEF: 40  
MD: 30  
AGI: 2  
EXP: 108  
Gold: 660  
Drops: Steel Sword  
Special Attacks: Aims Attack  
Magic: Lightning L1  
-----

Graveyard Catacombs

Repeats: Mirage, Vampire Bat, Reaper, Ghoul

-----  
Vampire

HP: 470  
MP: 0  
ATT: 125  
DEF: 32  
MD: 56  
AGI: 42  
EXP: 115  
Gold: 780  
Drops: Life Candle  
Special Attacks: Blood Feast, Drain, Entrance  
Magic: None  
-----

Mountain Cave

Repeats: Chest Ghost, Vampire Bat

Air Polyp

HP: 190

MP: 5

ATT: 138

DEF: 34

MD: 26

AGI: 74

EXP: 72

Gold: 440

Drops: Herb

Fire Worm

HP: 170

MP: 0

ATT: 125

DEF: 34

MD: 16

AGI: 51

EXP: 68

Gold: 320

Drops: Steel Glove

Magical Mush

HP: 98

MP: 0

ATT: 96

DEF: 28

MD: 14

AGI: 49

EXP: 56

Gold: 170

Drops: Fairy Powder

Venom Zombie

HP: 165

MP: 0

ATT: 104

DEF: 27

MD: 6

AGI: 46

EXP: 61

Gold: 260

Drops: Antidote

Viking Ant

HP: 105

MP: 4

ATT: 98

DEF: 42

MD: 17

AGI: 58

EXP: 59

Gold: 210

Drops: Shinobi Glove

-----

Viper Tails 1-3

HP: 520, 540, 550

MP: 0

ATT: 130, 132, 134

DEF: 36

MD: 14

AGI: 55, 56, 57

EXP: 140, 145, 150

Gold: 540, 560, 570

Drops: Antidote

Special Attacks: Poison Fangs, Flame Breath

Magic: None

Head Viper

HP: 980

MP: 0

ATT: 140

DEF: 38

MD: 16

AGI: 52

EXP: 254

Gold: 1300

Drops: Level Apple

Special Attacks: Poison Fangs, Flame Breath

Magic: None

-----

south shrine

Repeats: Venom Zombie, Viking Ant

Balloon Cobra

HP: 280

MP: 0

ATT: 148

DEF: 36

MD: 15

AGI: 62

EXP: 83

Gold: 620

Drops: Steel Helmet

Coin Beast (Green)

HP: 200

MP: 10

ATT: 170

DEF: 250

MD: 90

AGI: 95

EXP: 210

Gold: 4200

Drops: Golden Tiara

Coin Beast (Orange)

HP: 200

MP: 10

ATT: 185



DEF: 250  
MD: 90  
AGI: 95  
EXP: 170  
Gold: 1000  
Drops: Shield Tiara

Cube Ghoul  
HP: 545  
MP: 0  
ATT: 184  
DEF: 65  
MD: 5  
AGI: 60  
EXP: 164  
Gold: 1240  
Drops: Breast Plate

Blue Goblin  
HP: 104  
MP: 0  
ATT: 146  
DEF: 38  
MD: 17  
AGI: 56  
EXP: 78  
Gold: 290  
Drops: Potion

Green Goblin  
HP: 108  
MP: 0  
ATT: 147  
DEF: 40  
MD: 14  
AGI: 52  
EXP: 70  
Gold: 290  
Drops: Angel Wing

Pink Goblin  
HP: 100  
MP: 0  
ATT: 144  
DEF: 40  
MD: 19  
AGI: 54  
EXP: 74  
Gold: 300  
Drops: Fairy Powder

Red Goblin  
HP: 112  
MP: 0  
ATT: 148  
DEF: 42  
MD: 15  
AGI: 58  
EXP: 76  
Gold: 320

Drops: Herb

Yellow Goblin

HP: 116

MP: 0

ATT: 145

DEF: 44

MD: 11

AGI: 48

EXP: 72

Gold: 295

Drops: Antidote

Mummy

HP: 360

MP: 0

ATT: 168

DEF: 46

MD: 7

AGI: 57

EXP: 126

Gold: 970

Drops: Gauntlet

Shell Mantis

HP: 330

MP: 8

ATT: 162

DEF: 49

MD: 47

AGI: 55

EXP: 132

Gold: 1080

Drops: Broad Sword

Sphinx

HP: 430

MP: 16

ATT: 178

DEF: 60

MD: 0

AGI: 52

EXP: 138

Gold: 1160

Drops: Elixir

Turtle Dragon

HP: 580

MP: 0

ATT: 188

DEF: 63

MD: 46

AGI: 58

EXP: 188

Gold: 1330

Drops: Knight Shield

Wall Beast

HP: 620

MP: 16

ATT: 182  
DEF: 55  
MD: 27  
AGI: 55  
EXP: 146  
Gold: 1280  
Drops: Shinobi Glove

-----  
Witch  
HP: 1450  
MP: 38  
ATT: 150  
DEF: 38  
MD: 110  
AGI: 66  
EXP: 480  
Gold: 2550  
Drops: Goddess Tear  
Special Attacks: Summons Mummy  
Magic: Hell Blast L3, Freeze L2  
-----

Enrich Dungeon Revisited

Repeats: Balloon Cobra, Chest Ghost, Cube Ghoul, Coin Beasts

-----  
Evil Spirit  
HP: 460  
MP: 8  
ATT: 180  
DEF: 64  
MD: 14  
AGI: 66  
EXP: 186  
Gold: 1350  
Drops: None  
Special Attacks: None  
Magic: Freeze L3

Rilix  
HP: 860  
MP: 25  
ATT: 200  
DEF: 70  
MD: 60  
AGI: 85  
EXP: 560  
Gold: 1540  
Drops: None  
Special Attacks: Poison Claws  
Magic: Lighting L2, Barrier L2, Attack L1  
-----

West Shrine

Repeats: Air Polyp

Big Mouth

HP: 340

MP: 0

ATT: 177

DEF: 50

MD: 23

AGI: 70

EXP: 96

Gold: 660

Drops: Scale Suit

Evil Wheel

HP: 215

MP: 0

ATT: 158

DEF: 37

MD: 24

AGI: 78

EXP: 78

Gold: 580

Drops: Potion

Hell Spiral

HP: 810

MP: 0

ATT: 210

DEF: 44

MD: 57

AGI: 80

EXP: 185

Gold: 1230

Drops: Spike Glove

King Claw

HP: 620 (body), 350 (left), 350 (right)

MP: 0

ATT: 210, 200, 200

DEF: 58, 62, 62

MD: 24

AGI: 68, 70, 75

EXP: 198

Gold: 1320

Drops: War Brace

Siren Beast

HP: 728

MP: 18

ATT: 194

DEF: 42

MD: 56

AGI: 76

EXP: 192

Gold: 1290

Drops: Elixir

Tentacle

HP: 540

MP: 0

ATT: 180

DEF: 48  
MD: 30  
AGI: 76  
EXP: 205  
Gold: 1180  
Drops: Potion

-----  
Left Tentacle Arm  
HP: 880  
MP: 0  
ATT: 208  
DEF: 30  
MD: 48  
AGI: 77  
EXP: 215  
Gold: 1180  
Drops: None

Right Tentacle Arm  
HP: 920  
MP: 0  
ATT: 214  
DEF: 30  
MD: 48  
AGI: 78  
EXP: 215  
Gold: 1180  
Drops: None

King Snail  
HP: 2050  
MP: 0  
ATT: 219  
DEF: 60  
MD: 31  
AGI: 75  
EXP: 580  
Gold: 1460  
Drops: Holy Rain  
Special Attacks: Scorching Air, Ultrasonic Waves, Wave Attack  
Magic: None

-----  
East Shrine

Repeats: Big Mouth, Hell Spiral

Arch Trent  
HP: 620  
MP: 14  
ATT: 210  
DEF: 48  
MD: 28  
AGI: 84  
EXP: 197  
Gold: 1020  
Drops: Kasumi Attire

Chest Head

HP: 770

MP: 0

ATT: 225

DEF: 62

MD: 32

AGI: 88

EXP: 242

Gold: 2250

Drops: Gold Helmet

Demon Mail

HP: 790

MP: 12

ATT: 230

DEF: 76

MD: 3

AGI: 84

EXP: 252

Gold: 1420

Drops: Steel Armor

Gargoyle

HP: 430

MP: 4

ATT: 186

DEF: 56

MD: 1

AGI: 72

EXP: 155

Gold: 980

Drops: Turbo Boots

Hattari

HP: 680

MP: 16

ATT: 175

DEF: 44

MD: 160

AGI: 200

EXP: 3333

Gold: 950

Drops: Dragon Orb

Mad Muscle

HP: 780

MP: 0

ATT: 220

DEF: 52

MD: 7

AGI: 80

EXP: 203

Gold: 580

Drops: Power Claw

Mandragon

HP: 590

MP: 0

ATT: 205

DEF: 42

MD: 27  
AGI: 82  
EXP: 186  
Gold: 186  
Drops: Fairy Powder

Merger  
HP: 700  
MP: 0  
ATT: 190  
DEF: 65  
MD: 30  
AGI: 90  
EXP: 218  
Gold: 780  
Drops: Iron Claw

Taros  
HP: 1250  
MP: 20  
ATT: 240  
DEF: 70  
MD: 2  
AGI: 80  
EXP: 283  
Gold: 1380  
Drops: Great Sword

-----  
Spit Seed  
HP: 820  
MP: 0  
ATT: 210  
DEF: 52  
MD: 28  
AGI: 90  
EXP: 195  
Gold: 280  
Drops: None  
Special Attacks: Spits Seeds  
Magic: None

Mad Blossom  
HP: 2450  
MP: 0  
ATT: 220  
DEF: 58  
MD: 28  
AGI: 85  
EXP: 780  
Gold: 1780  
Drops: Level Apple  
Special Attacks: Poisonous Spores, Awful Shriek  
Magic: None

-----  
Tower of Illusion

Repeats: Chest Head, Gargoyle, Hattari, Mad Muscle, Merger

Guilt Spirit

HP: 810

MP: 13

ATT: 261

DEF: 67

MD: 13

AGI: 97

EXP: 432

Gold: 1250

Drops: Demon's Robe

Hammer Ghoul

HP: 1230

MP: 0

ATT: 270

DEF: 77

MD: 4

AGI: 98

EXP: 523

Gold: 1350

Drops: Dragon Sleeve

Naga

HP: 1080

MP: 46

ATT: 230

DEF: 56

MD: 130

AGI: 115

EXP: 495

Gold: 1550

Drops: Demon Crown

Prester

HP: 1120

MP: 12

ATT: 265

DEF: 74

MD: 36

AGI: 86

EXP: 475

Gold: 1200

Drops: Iga Glove

Revenant

HP: 460

MP: 6

ATT: 255

DEF: 64

MD: 8

AGI: 92

EXP: 246

Gold: 1200

Drops: Runic Brace

-----  
Blader

HP: 3100



MP: 24  
ATT: 290  
DEF: 80  
MD: 48  
AGI: 102  
EXP: 1480  
Gold: 2850  
Drops: Holy Plate  
Special Attacks: Laser Slash  
Magic: Attack L1, Anti Spell L1, Barrier L1  
-----

Desire Mine Revisited

Repeats: Guilt Spirit, Hattari, Mad Muscle, Naga

Barstroke

HP: 1120  
MP: 0  
ATT: 268  
DEF: 77  
MD: 34  
AGI: 130  
EXP: 461  
Gold: 280  
Drops: Goddess Tears

Blood Born

HP: 880  
MP: 0  
ATT: 300  
DEF: 68  
MD: 9  
AGI: 124  
EXP: 486  
Gold: 1150  
Drops: Potion

Cart Ghost

HP: 1320  
MP: 20  
ATT: 248  
DEF: 60  
MD: 15  
AGI: 116  
EXP: 696  
Gold: 1150  
Drops: Great Shield

Dragill

HP: 1120  
MP: 0  
ATT: 270  
DEF: 70  
MD: 42  
AGI: 120  
EXP: 526  
Gold: 1650  
Drops: Red Dagger

Evil Spirit

HP: 970

MP: 12

ATT: 260

DEF: 64

MD: 14

AGI: 114

EXP: 631

Gold: 1350

Drops: Magical Robe

Evil Vampire

HP: 1690

MP: 24

ATT: 320

DEF: 120

MD: 28

AGI: 116

EXP: 955

Gold: 2100

Drops: Haunted Mail

Ifrit

HP: 1560

MP: 14

ATT: 300

DEF: 84

MD: 58

AGI: 118

EXP: 793

Gold: 1720

Drops: Heat Axe

Skull Worm

HP: 1180

MP: 0

ATT: 280

DEF: 72

MD: 9

AGI: 106

EXP: 640

Gold: 1275

Drops: Battle Claw

Spike Dragon

HP: 1950

MP: 0

ATT: 310

DEF: 108

MD: 46

AGI: 115

EXP: 1012

Gold: 2025

Drops: Kusanagi

Stone Ghoul

HP: 1830

MP: 0

ATT: 309

DEF: 92  
MD: 4  
AGI: 95  
EXP: 745  
Gold: 1350  
Drops: Elixir

Godspeak

Sentinel  
HP: 1720  
MP: 30  
ATT: 330  
DEF: 110  
MD: 2  
AGI: 110  
EXP: 963  
Gold: 1800  
Drops: Demon Axe

-----  
Rilix 2  
HP: 3600  
MP: Infinite (90)  
ATT: 320  
DEF: 108  
MD: 78  
AGI: 120  
EXP: 1200  
Gold: 3250  
Drops: None  
Special Attacks: Poison Claws, Energy Drain, Crystal Ball Laser/Explosion  
Magic: Freeze L4, Anti Spell L1, Attack L1  
-----

-----  
Evil Body  
HP: 2450  
MP: 80  
ATT: 335  
DEF: 100  
MD: 60  
AGI: 122  
EXP: 780  
Gold: 1780  
Drops: Brave Apple  
Special Attacks: Whole Party Attack  
Magic: Freeze L4, Barrier L2

Panzer  
HP: 5200  
MP: Infinite (80)  
ATT: 350  
DEF: 106  
MD: 60  
AGI: 122  
EXP: 0

Gold: 0  
Drops: None  
Special Attacks: Scorching Air, Chaotic Blizzard  
Magic: Soul Steal L2  
-----

~~~~=Tips/Trick/Cheats=~~~~  
(TTCE)

No tips or tricks up yet. But here are the Gameshark codes I have.
Some do not quite work by the way. Be warned.

Master Code

F6000924 FFFF

Infinite Money

16021882 FFFF

Arthur Codes

| | | |
|-----------------|----------|------|
| Infinite Magic | 160207B2 | 03E7 |
| Infinite Energy | 160207B0 | 03E7 |
| Max ATT | 160207B4 | 03E7 |
| Max DEF | 160207B6 | 03E7 |
| Max AGI | 160207B8 | 03E7 |
| Max CRT | 160207BA | 03E7 |
| Max TEQ | 160207BC | 03E7 |
| Max LCK | 160207BE | 03E7 |
| Max MD | 160207C0 | 03E7 |
| Max BD | 160207C2 | 03E7 |

160207D2 0064 (100 XP until next level, only one level per battle)
1602073C xxxx (arthur max hp modifier //xxxx=the max HP you want)
1602073E xxxx (arthur max mp modifier //xxxx=the max MP you want)
16020758 00xx (arthur AI modifier //xx=00 for manual, xx=01 for auto)
16020780 00xx (arthur 1st slot //xx=the item type)
16020782 00xx (arthur 2nd slot)
16020784 00xx (arthur 3rd slot)
16020786 00xx (arthur 4th slot)
16020788 00xx (arthur 5th slot)
1602078A 00xx (arthur 6th slot)
1602078C 00xx (arthur 7th slot)
1602078E 00xx (arthur 8th slot)
16020790 00xx (arthur 9th slot)
16020792 00xx (arthur 10th slot)
16020794 00xx (arthur 11th slot)
16020796 00xx (arthur 12th slot)
16020798 00xx (arthur 13th slot)
1602079A 00xx (arthur 14th slot)
1602079C 00xx (arthur 15th slot)
1602079E 00xx (arthur 16th slot)
160207A0 xxxy (1,2 spell modifier //xx=1st spell type, yy=2nd spell type)
160207A2 xxxy (3,4 spell modifier //xx=3rd spell type, yy=4th spell type)
160207A4 xxxy (5,6 spell modifier //xx=5th spell type, yy=6th spell type)
160207A6 xxxy (7,8 spell modifier //xx=7th spell type, yy=8th spell type)
160207A8 xxxy (1,2 spell lvl modifier //xx=1st spell lvl, yy=2nd spell lvl)
160207AA xxxy (3,4 spell lvl modifier //xx=3rd spell lvl, yy=4th spell lvl)

160207AC xxyy (5,6 spell lvl modifier //xx=5th spell lvl, yy=6th spell lvl)
160207AE xxyy (7,8 spell lvl modifier //xx=7th spell lvl, yy=8th spell lvl)
160207C4 00xx (arthur number of attacks modifier // xx=number of attacks)
160207CA 00xx (arthur lvl modifier // lvl)
160207CC 00xx (arthur class modifier //xx=class)

Melody Codes

Infinite Magic 1602087E 03E7
Infinite Energy 1602087C 03E7
Max ATT 16020880 03E7
Max DEF 16020882 03E7
Max AGI 16020884 03E7
Max CRT 16020886 03E7
Max TEQ 16020888 03E7
Max LCK 1602088A 03E7
Max MD 1602088C 03E7
Max BD 1602088E 03E7
Quick Level Gain 1602089C FFFF

Rodie Codes

Infinite Magic 1602094A 03E7
Infinite Energy 16020948 03E7
Max ATT 1602094C 03E7
Max DEF 1602094E 03E7
Max AGI 16020950 03E7
Max CRT 16020952 03E7
Max TEQ 16020954 03E7
Max LCK 16020956 03E7
Max MD 16020958 03E7
Max BD 1602095A 03E7
Quick Level Gain 16020968 FFFF

Basso Codes

Infinite Magic 16020A1A 03E7
Infinite Energy 16020A18 03E7
Max ATT 16020A1C 03E7
Max DEF 16020A1E 03E7
Max AGI 16020A20 03E7
Max CRT 16020A22 03E7
Max TEQ 16020A24 03E7
Max LCK 16020A26 03E7
Max MD 16020A28 03E7
Max BD 16020A2A 03E7
Quick Level Gain 16020A38 FFFF

Akane Codes

Infinite Magic 16020AE2 03E7
Infinite Energy 16020AE0 03E7
Max ATT 16020AE4 03E7
Max DEF 16020AE6 03E7
Max AGI 16020AE8 03E7
Max CRT 16020AEA 03E7
Max TEQ 16020AEC 03E7
Max LCK 16020AEE 03E7
Max MD 16020AF0 03E7
Max BD 16020AF2 03E7

Quick Level Gain 16020B00 FFFF

Forte Codes

Infinite Magic 16020BAE 03E7
Infinite Energy 16020BAC 03E7
Max ATT 16020BB0 03E7
Max DEF 16020BB2 03E7
Max AGI 16020BB4 03E7
Max CRT 16020BB6 03E7
Max TEQ 16020BB8 03E7
Max LCK 16020BBA 03E7
Max MD 16020BBC 03E7
Max BD 16020BBE 03E7
Quick Level Gain 16020BCC FFFF

Doyle Codes

Infinite Magic 16020B7E 03E7
Infinite Energy 16020B7C 03E7
Max ATT 16020B80 03E7
Max DEF 16020B82 03E7
Max AGI 16020B84 03E7
Max CRT 16020B86 03E7
Max TEQ 16020B88 03E7
Max LCK 16020B8A 03E7
Max MD 16020B8C 03E7
Max BD 16020B8E 03E7
Quick Level Gain 16020B9C FFFF

Lisa Codes

Infinite Magic 16020BC6 03E7
Infinite Energy 16020BC4 03E7
Max ATT 16020BC8 03E7
Max DEF 16020BCA 03E7
Max AGI 16020BCC 03E7
Max CRT 16020BCE 03E7
Max TEQ 16020BD0 03E7
Max LCK 16020BD2 03E7
Max MD 16020BD4 03E7
Max BD 16020BD6 03E7
Quick Level Gain 16020BE4 FFFF

Item types

(PNR = Promotion Not Required)

(NSA = Non Standard Accessory (can be equipped with other ones))

(++ = Ultimate item)

Blades

00 - Dagger

01 - Shoto

02 - Daito

03 - Broadsword

04 - Kotetsu

05 - Kiuichimonji (Best PNR)

06 - Masamune

07 - Kusanagi (++Non-Cursed)

08 - Murmasa (++)Cursed)

****Swords****

09 - Short Sword

0A - Middle Sword

0B - Long Sword

0C - Steel Sword

0D - Broad Sword (Best PNR)

0E - Buster Sword

0F - Sacred Sword (Quest Related)

10 - Great Sword

11 - Force Blade (+Non-Cursed, *Holy Cyclone TEQ (2.5x)*)

12 - Shining Sword (++)Non-Cursed, Arthur Only *Shining Slasher TEQ (2.75x)*)

13 - Dark Sword (++) Cursed)

****Axes****

14 - Middle Axe

15 - Power Axe

16 - Battle Axe (Best PNR)

17 - Great Axe

18 - Heat Axe

19 - Runic Axe

1A - Dragon Axe (++)Non-Cursed)

1B - Demon Axe (++)Cursed)

****Staves****

1C - Wooden Staff

1D - Bronze Staff

1E - Iron Staff

1F - Power Staff

20 - Magic Wand

21 - Amulet Staff (Best PNR)

22 - Saint Ankh

23 - Rage Wand

24 - Mystery Ankh (++)Non-Cursed)

25 - Demon Staff (++)Cursed)

****Claws****

26 - Iron Claw

27 - Power Claw

28 - Battle Claw

29 - Mithril Claw (++)Doyle, Non-Cursed, *TEQ Hell Blast*)

2A - Demon Claw (++)Doyle, Cursed)

****Mail****

2B - Ring Mail

2C - Scale Mail

2D - Chain Mail

2E - Bronze Armor

2F - Iron Armor (Best PNR)

30 - Steel Armor

31 - Battle Armor

32 - Mithril Mail

33 - Dragon Mail

34 - Shining Mail (++)Non-Cursed)

35 - Haunted Mail (++)Cursed)

****Robes****

36 - Silk Robe

37 - Feather Robe

38 - Leather Robe
39 - Druid's Robe
3A - Fairy's Robe
3B - Magical Robe (Best PNR)
3C - Hermit's Robe
3D - Saint's Robe
3E - Merlin's Robe
3F - Angel's Robe (++Non-Cursed)
40 - Demon's Robe (++Cursed)

****Suits/Attire****

41 - Leather Suit
42 - Scale Suit
43 - Chain Suit
44 - Steel Suit
45 - Disguise
46 - Kasumi Attire (Best PNR)
47 - Hayate Attire
48 - Dragon Suit (++)

****Shells****

49 - Leather Shell
4A - Bronze Shell
4B - Iron Shell
4C - Battle Armor
4D - Breast Plate (Best PNR)
4E - Mirror Plate
4F - Spike Shell
50 - Holy Plate
51 - Dragon Shell (++Other)
52 - Force Shell (++Arthur Only)

****Braces****

53 - Leather Brace
54 - Bronze Brace
55 - Iron Brace
56 - Power Brace
57 - Battle Brace
58 - Gauntlet
59 - Shield Brace (Best PNR)
5A - War Brace
5B - Runic Brace (++)
5C - Strike Sleeve (++)
5D - Dragon Sleeve (++)

****Shields****

5E - Small Shield
5F - Middle Shield
60 - Large Shield
61 - Power Shield
62 - Knight Shield
63 - Sacred Mirror (Quest)
<Reference> # D1 - Spike Shield (Arthur Only) (Best PNR)
64 - Great Shield
65 - Force Shield (++)

****Gloves****

66 - Mesh Glove
67 - Ninja Greaves
68 - Chain Glove

69 - Steel Glove
6A - Shinobi Glove
6B - Onmitsu Glove (Best PNR)
6C - Spike Glove (+)
6D - Iga Glove (++)

****Circlets****

6E - Holy Circlet
6F - Iron Circlet
70 - Steel Circlet
71 - Silva Tiara
72 - Shield Tiara
73 - Golden Tiara (Best PNR)
74 - Magic Circlet
75 - Mithril Circlet (+)
76 - Royal Circlet (++Non-Cursed)
77 - Demon Crown (++ Cursed)

****Ninja Helmets****

78 - Iron Helmet
79 - Iron Mask
7A - Steel Helmet
7B - Shinobi Helmet
7C - Gold Helmet (Best PNR)
7D - Goblin Helmet
7E - Fuma's Helmet (++ Non-Cursed)
7F - Demon's Mask (++Cursed)

*****Accessories*****

80 - Power Ring
81 - Shield Ring
82 - Magic Ring
83 - Artemis Ring (Female) (PNR) (NSA)
84 - Mars Chain (Male) (PNR) (NSA)
85 - Attack Ring
86 - Master Ring (++)
87 - Wisdom Ring (++)

****Knives****

88 - Warrior Knife (NSA)
89 - Slash Dagger (Best PNR) (NSA)
<Reference> # C6 - Red Dagger (NSA)

****Accessories Continued****

8A - Haste Ring (PNR)
8B - Royal Crest (PNR) (NSA)
8C - Life Ring (PNR)
8D - Dragon Orb (PNR)
8E - Evil Ring (Cursed) (PNR)
8F - Holy Crest (PNR) (NSA)
90 - Holy Pendant (++)
91 - Elemental Orb (++)
92 - Evil Orb (Cursed)
93 - Turbo Boots (++) (PNR) (NSA)
<Reference># CF - Courage Suit (PNR) (NSA)
<Reference># D0 - Vigor Scarf (PNR) (NSA)

****Stat Boosters****

94 - Energy Bread
95 - Magic Nectar

96 - Power Juice
97 - Protect Milk
98 - Quick Chicken
99 - Critical Juice
9A - Lucky Cookie
9B - Arcane Garlic
9C - Stamina Onion
9D - Brave Apple (++) Level up)

****Healing Items****

9E - Herb
9F - Potion
A0 - Elixir
A1 - Holy Rain (++)
A2 - Goddess Tears
A3 - Light of Hope (++)
A4 - Antidote Herb
A5 - Fairy Powder
A6 - Angel Wing
A7 - Life Candle

****Blacksmithing****

A8 - Mithril Ore
A9 - Mithril Ingot

****Quest Items****

AA - Snake Crest
AB - Goat Crest
AC - Eagle Crest
AD - Mansion Key
AE - Crystal Key
AF - Turtle Snacks
B0 - Old Key
B1 - Holy Water
B2 - Arcane Book
B3 - Clock Key
B4 - Magic Mattock
B5 - Gravity Stone
B6 - Stone Key
B7 - Aquamarine
B8 - Black Oynx
B9 - Opal
BA - Ruby
BB - Sapphire
BC - Emerald
BD - Diamond
BE - Eyes of Truth
BF - Crystal Scale
C0 - Crystal Eyes
C1 - Crystal Guard
C2 - Crystal Staff
C3 - Crystal Jug
C4 - Lunar Shard
C5 - Solar Shard
C6 - Red Dagger
C7 - Aladdin Lamp
C8 - Crystal Jug

****Misc / Other****

C9 - Squeaksandals (Awesome)

CA - Pixie Bell
CB - Cygnus Mallet (Pixie Bell animation, instant kill? Perhaps tool)
CC - Giant Bomb (Pixie Bell animation, instant kill? Perhaps tool)
CD - Shark Fins (Pixie Bell animation, instant kill? Perhaps tool)
CE - Treasure Box (???Not sure, perhaps redundant tool)
CF - Courage Suit
D0 - Vigor Scarf
D1 - Spike Shield (Arthur Only)
D2 - Blaze (???)
D3+- Crash
FF - No Item

Spell list:

00=blaze
01=freeze
02=spark
03=hell blast
04=inferno
05=elemental
06=brutal fire
07=lightning
08=weasal slash
09=support
0A=slow
0B=attack
0C=elude
0D=confuse
0E=sleep
0F=sould steal
10=anti-spell
11=sheild
12=barrier
13=negate
14=swift wind
15=spider thread
16=ferocity
17=ayakashi
18=madness
19=sleep
1A=Spiritual
1B=Talisman
1C=god's wind
1D=heal
1E=aura
1F=restore
20=raise
21=antidote
22=healing
23=praying
24=revival
25=antidote (akane)
26=return
27=suppress
FF=no spell

Item equipped:

00=not equipped
40=broken

80=equipped
C0=broken and equipped

Classes:

00=Swordsman
01=Shaman
02=Ninja
03=Dragon Warrior
04=Kunoichi
05=Magician
06=Halfling //Doyle unpromoted?
07=Knight //Lisa unpromoted?
08=Chamion
09=Summoner
0A=Master Ninja
0B=Dragon Knight
0C=Chief Kunoichi
0D=Sorcerer
0E=Beserker
0F=Paladin
10=none? //hud gone temporarily

Misc

11=Lead team
12=Reserve team
13=Who do you want to move to the reserve?
14=Who do you want to return to the action
15=Arthur can't be moved to the reserve
16=There are no reserved members
17>manual
18=Auto
19=Command
1A=HP0
1B=MP0
1C=Yes
1D=No
1E=Yes
1F=No
20=Japanese-Hiragana characters //in yellow
21=Japanese-Hiragana characters //in yellow
22=English letters and symbols //in yellow
23=Backspace one letter //in yellow
24=End of name //in yellow
25=Whom do you want to replace with who
26=(Stop)
27=1:File select
28=2:Movement on Map
29=3A:Dungeon A
2A=3B:Dungeon B
2B=3C:Dungeon C
2C=3D:Dungeon D
2D=3E:Dungeon E
2E=4A:Battle A
2F=4B:Battle B
30=4C:Battle C
31=4D:Battle D
32=5A:Village A
33=5B:Village B

34=6:Town
35=7:Church
36=8:Pub
37=9:Blacksmith
38=10:Castle
39=11:Prologue
3A=12:Main title
3B=13:Ending
3C=14:Silence
3D=15:Destruction
3E=16:Energetic
3F=17:Enemy's secret moves
40=18:Great mystery
41=19:High speed
42=20A:Darkness 1
43=20B:Darkness 2
44=21:Entrance
45=22:Tension
46=23:Trio
47=24:Old man
48=25; Visiting the East
49=26: Priest
4A=27: Tower of Illusion
4B=13B: Ending logo
4C=Became a ally
4D=Became an ally (sad)
4E=Victory
4F=Item found
50=Congratulations
51=Save
52=Recovery
53=Class change
54=Revive
55=Level-up
56=Inn
57=Cursed
58=Picopin
59=ATT
5A=DEF
5B=AGI
5C=STA //hidden stat?
5D=CRT
5E=TEQ
5F=LCK
60=MD
61=BD
62=EXP
63=Name
64=Class
65=Points till level-up
66=Maximum HP
67=Maximum MP
68=Total gold coins
69=Allied Pixies
6A=Play time
6B=Cursed //in dark blue
6C=Poisoned //in green
6D=Fatally Ill //in green
6E=Healthy
6F=Dead //in dark pink

70=Dying //in yellow
71=Items not worn
72=Weapons
73=Head armor
74=Arm armor
75=Body armor
76=Reinforced armor
77=Accessories
78=Items in possession
79=Items are used
7A=Items are transferred
7B=Items are discarded
7C=Items are worn and removed
7D=Exchangeable items
7E=Sellable items
7F=Broken items
80=Magic
81=Magic
82=Items not in possession
83=Doesn't know any magic
84=Falling apart
85=Equipped
86=Far East Village
87=Town of Enrich
88=Enrich Castle
89=Desire Village
8A=Mirage Village
8B=Forest of Confusion
8C=Desire Mine
8D=Forest Cave
8E=Enrich Dungeon
8F=Forest of Aborigine
90=Agorigine Mansion
91=Mountain Cave
92=South Shrine
93=West Shrine
94=East Shrine
95=Tower of Illusion
96=Godspeak
97=Dungeon
98=Duneon Well
99=Town Well
9A=Graveyard Catacombs
9B=1F
9C=2F
9D=3F
9E=4F
9F=5F
A0=6F
A1=7F
A2=B1
A3=B2
A4=B3
A5=B1 North side
A6=B1 South side
A7=B1 Center
A8=B2 East side
A9=B2 West side
AA=1F North side
AB=1F South side

AC=1F East side
AD=1F West side

Pixie names

AE=Maple
AF=Cherry
B0=Willow
B1=Cedar
B2=Palm
B3
DE
DF=Eric
E0=Pixie
E1=Fairy
E2=Succubus
E3=Incubus
E4=Leprechaun
E5=Allied Pixies
E6=A Pixie named Maple joined the group //coundn't make it out
E7=A Pixie named Maple joined the group //coundn't make it out
E8=reserve
E9=reserve
EA=System information
EB=Current time
EC=Play time
ED=Save frequency //?
EE=Message speed
EF=Window type
F0=Background color
F1=Frame color
F2=Sound mode
F3=Slow
F4=Normal
F5=Fast
F6=Turbo
F7=Stereo
F8=Monaural
F9=Katana //displays weapon?
FA=Katana //displays weapon?
FB=Katana //displays weapon?
FC=Katana //displays weapon?
FE=Katana/critical
FF=Katana/Tool

~~~~=Final Comments=~~~~  
(FNCO)

First and foremost, this FAQ is MINE. Anyone besides Gamefaqs and its affiliates who use my FAQ without obtaining my permission for any reason will be punished. The possible ramifications are world shattering and epic in scale. So please do us all a favor and keep such cataclysmic events from transpiring. Thanks a bunch.

So, what is the significance of the Suspicious Looking Wall? THERE IS NONE. It was either meant to be something at some point and then abandoned, or

put there to mess with gamer's heads, developer's do it all the time. I would personally love to do it in my own games. But if it still bothers you, you can keep thinking there's some secret we haven't yet discovered after all these years. I don't deny that if that were the case it would be awesome. But alas.

Also to all those who may be wondering, Gozer is a myth. Someone made him up one day and decided to post up a "strategy" to get him on every game site he could get his hands on, and it spread from there. Let me repeat myself. Gozer does not exist. Pressing the correct buttons when you've just killed the Wraith will NOT spawn him. Nothing will. I was quite disappointed myself upon learning this, in more ways than one. So let's just let it go shall we?

If anyone likes my FAQ, you may like my writing as well. I have several stories up on fictionpress, here's a link to my account.

<http://www.fictionpress.com/~xhoyl>

My latest story up is Bitter Toast, but feel free to read any of them if you wish, I am more than happy to accept anonymous reviews. Keep in mind, some of them are fairly old, like Pravos, and are not indicative of my current writing abilities. But I leave them on anyway, just in case I ever decide to do another draft.

I also have a blog now, which can be found here.

<http://deathbypencil.wordpress.com/>

It has most of those stories I have up on Fictionpress, but I also do a daily writing thing where I basically talk about whatever I feel like. You know, like a blog. So follow if you want. I won't mind.

One final link, I promise. If you are interested in a video "walkthrough", perhaps as a supplement to this, I have a series of videos for STHA on my youtube account. While they are mostly entertainment related, they do show the locations of most items. So watch/comment/subscribe if like.

<https://www.youtube.com/user/xhoyl?feature=watch>

Oh, and if you REALLY want to send me some money because you love my FAQ... My email is briansdunn1989@gmail.com, you can just sent it via paypal as a "gift". Just thought I'd throw that out there, being an extremely broke college student barely living off loans and handouts, any amount no matter how small is much appreciated. Seriously.

~~~~~Credits~~~~~  
(CRDT)

Thanks to <http://www.network-science.de/ascii/> for the ASCII art I used as the title.

Thanks to my former neighbor Mr. Lowe for letting me play his Sega Saturn and thus igniting a lifelong passion for RPG's and video games in general. Which has fueled me to this day to become a writer, so I can someday break into the games industry and become a game designer and/or writer.

Thanks to Alorica (as much as I hate to say it) for allowing me to work for you and eventually purchase my own Saturn and copy of Shining the Holy Ark so I could finally complete this awesome game.

Thanks to Sonic Software Planning of course for making the game (Camelot Software Planning as they are called now) kinda hard to do much if the game wasn't made.

Thanks to <http://rpg-home.lunar-net.com/stha-web/index.html> and <http://www.angelfire.com/games2/shiningforceIII/shiningthehollyark/shiningthehollyarkmain.html> for little bits of info I was missing or too lazy to get myself.

Thanks to Sovvy on Shining Force Central forums for the item code list.

Thanks to stha guy for helping a whole bunch.

Thanks to SonataPSU (or RikaPSO on SFC) for providing new gameshark codes and stats I was missing, as well as being just plain awesome. Oh, and for that hard mode version of the game. It's only for STHA vets or the most foolhardy of gamers, mind you. But here's a link if you want to give it a go anyway. Be warned, I was not kidding, it is very, very hard. <http://forums.shiningforcecentral.com/viewtopic.php?f=9&t=16679>

Thanks to BoneIdol for Luck and Drop Rates of enemies.

Thanks to codetwink.com for hosting the gameshark cheats.

Thanks to AbhorrentDeity who providing some additional items in the jail cells that I never knew about.

Thanks to anyone I might have missed. If that's you, I'm sorry. Let me know and I will add you, I swear.

Thanks to CJayC for Gamefaqs, or no one would see this.