

Breath of Fire FAQ/Walkthrough

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Updated to v1.0 on Sep 29, 2007

This walkthrough was originally written for Breath of Fire on the SNES, but the walkthrough is still applicable to the GBA version of the game.

Breath of Fire Walkthrough V 1.0

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Finished: 5-16-01

Revised: 11-09-05

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Now that I can say that I've fully completed my Final Fantasy 2 walkthrough I've decided to write this walkthrough for another of my favorite Snes RPGs Breath of Fire. While this game lacks the graphics of such RPGs of the time like Final Fantasy 3 or Secret of Mana, and even Final Fantasy 2, its a nice change from the traditional RPG that was set with the Snes and FF2. While Square didn't originally make Breath of Fire (Capcom did that), they did do the English translation of it over here in the US. After playing Breath of Fire II, I'm glad that Capcom didn't do the BOF translation. In BOF there are only a few minor typos in the translation which is good compared to the many done in BOF2. Now I don't mean any disrespect to Capcom, while they did make a totally original RPG system with the use of icon menus, this does make the game easier to learn and play unlike the Final Fantasy games, I do believe that they should stick to their main strength which would be the fighting games, or perhaps the MegaMan games which they have done well with. Their experience with RPGs was non-existent, and that's why I believe the translations were so rough and hard to keep up with. None the less, I enjoy playing both Breath of Fire and Breath of Fire II, and my thanks go out to Capcom for making these two games. Another thing I found rather weak about the first BOF game anyway, was that a lot of the monsters didn't look so tough and mean, and some look like they couldn't even hurt a fly. I don't know if that was done on purpose, but the game turned out OK.

One a side note about this walkthrough, since you can have up to eight party members at any given time, you can only have four in your group at once. This can make for some rather radically changes in the way that the game can be done in. While the game is linear (can only be completed by doing things in order), having a different party set-up makes for more options, more notable while in a battle with the bosses. I'll try to do the walkthrough with every member in the party at a different time, and hopefully it won't take me that long to do it. Like my Final Fantasy 2 walkthrough, I'll be playing through the game with a trusty notebook full of paper and a pen close at hand to write it all down. If you notice that this looks similar to the format of the FF2 walkthrough, it is because I used the same layout, because its easier to go with one I can use for reference, rather than creating a whole new one for another game.

Just a curious note, while finishing up this Walkthrough I was in Obelisk getting ready to fight Jade and Tyr. For some reason or another I was fighting a PincherX, and Nina was hit with Zombie. Now that usually lowers your Attack and Defense, but for some reason before Zombie her Attack was 141 and Defense was 317. After Zombie,

her Attack was 282, and her Defense was 10. Has anyone else out there ever seen that happen or is it just a bug in the game? Oh BTW if you ever had a strange happening in the game and don't know the cause of it, please send me an E-Mail, because I'd like to see if I can't get a section going someday in this walkthrough about strange bugs or something like that.

As usual if you have questions or comments feel free to email me at Cal_96@hotmail.com. My access to the net has been rather short the past few months, so please allow me a little longer in getting back to you about your questions or what not. I can also be reached online at AIM SN: Caldor2k2 so if you can catch me there, I can answer your questions faster.

Now its time for the good old copyright notice again. You are free to use this walkthrough for help on the game, and please feel free to post it on a web site, as long as the walkthrough remains in tact and is unaltered. I would hate to see my hard work go to a waste by someone trying to reword it and change the format and call it their own. If you do use this on a web site, please send me an Email letting me know that you want to use it.

Revision History:

Version 1.0 Updated (9-29-07)

This version is pretty much the same as the one I updated back in '05. I fixed a couple stupid spelling errors, and hopefully fixed that ascii map of Prima. Not mentioned that I started in the last update was Gobi's shop items, along with adding into the Monster list where each monster could be found, along with elemental weaknesses. There is also a start to the Weapon list, indicating what spell if any it uses. The updating process stalled because of the Flea Market stuff and trying to level to 99 to create an EXP chart, but you can still use this walkthrough to play the game start to finish.

Version 1.0 (11-09-05)

I redid the format a bit to make it look cleaner and with any luck not harder to read through. I also added in some cheesy ascii art showing off the menus sort of and gave a brief rundown on what they all mean to help those who never played the game before. The fact that I am even working on this anymore I can't even explain after someone took it upon themselves to add some stuff to this walkthrough and then managed to get it uploaded at GameFaqs.com. Well anyway that is all in the past and a dead issue as far as I'm concerned but I filtered out this bogus stuff and got the guide back to only what I added to it. I am also adding in some stuff which I happened to have forgotten the first time around.

Version .10 (5-16-01)

This is the initial release of the walkthrough, and it was a completed walkthrough when first uploaded so there is nothing special to talk about here.

I'll try to divide this walkthrough into sections which will hopefully look like this once I'm finished:

Section I: Basic Functions

Section II: Characters
 Section III: Walkthrough
 Section IV: Item List
 Section V: Weapon List*
 Section VI: Armor List
 Section VII: Ect. List*
 Section VIII: Magic List
 Section IX: Monster List**
 Section X: Quick Level Points
 Section XI: Gobi's Shop List***
 Section XII: Credits

*: I am trying to update the affects that these give should they have any that can be easily determined. Like the two notes below this one, this section is a work in progress and will take time to get it completely finished.

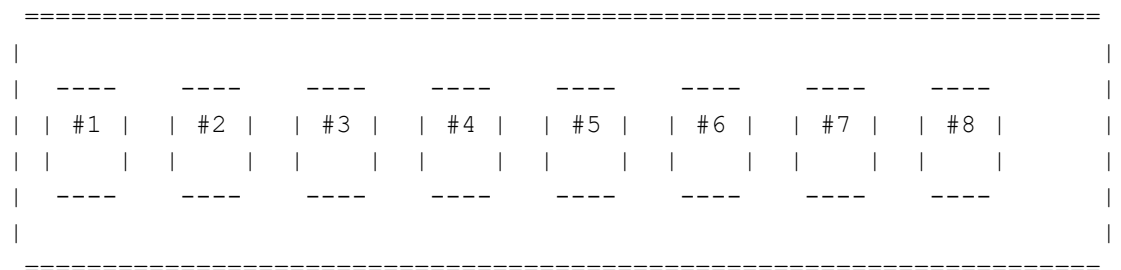
**: Just a small note on this. While the walkthrough is 100% finished so you can use it to go from through the game. I am in the process of playing through the game again right now to try to finish getting the information on the monsters so I can have a complete list when finished.

***: Just like the monster list, I am trying to make this section as complete as possible. However this part remains the same until certain points are reached in the game. Thus spending an hour after every event in the story to ensure that I get the earliest and latest you can get items here is a bit time consuming and may take longer to update.

Once I'm done with the better portion of the walkthrough, I'll see if I can't find anything else that I might have missed and will need to put in.

Section I: Basic Functions

Breath of Fire offers you the chance to configure the controls to which your controls to which you would find easier to use. The default setting is A used for confirm, and B used for cancel. This leaves you able to set Y, X, L, and R for whatever you want, which includes shortcuts to the menu, magic screen, equipment, etc. The other two preset buttons is start, which brings up the menu, which will show your current party and their stats, along with how much gold you have earned. The select button will bring up the map (once you have the map item) and it only shows which the world where you have explored. Well I think that just about covers the configuration of the game. Next comes menu explanation. Breath of Fire unlike most other RPGs of the time, uses icons for the menus instead of text. Most of these are pretty self explanatory, but I'll see what I can do about it. First up comes the menu while on the world. You'll see several boxes at the top which looks something like this:



Now since the text wouldn't all fit, I'll just break down what each one stands for.

#1-This icon looks like a bag and it is where you can use your items, and you can also rearrange them.

#2-This icon looks like a helmet, and this is where you go to equip your weapons and armors which you have bought or found through your adventure. Only the items highlighted can be used, and there are no other menus for you to mess with here.

#3-This icon looks like a magic staff, and it is where you go to cast magics. The only types of magics which work outside of battle are curative spells and Karn's morph spells, and will appear in a bright white color if they can be used.

#4-This icon has the letters ST on it. This is where you can go to view the status of your characters, as well as what he or she is currently equipped with. Hitting confirm (I shall call this A from now on), will bring up a listing of that characters spells.

#5-This icon has two arrows pointing up and down. This will allow you to move your characters to either the front or the back row. When going here, if the picture of the character is at the top of the screen, they are in the front row, and if they are at the bottom of the screen, they are in the back row.

#6-This icon has two arrows pointing left and right. This is the switch command, and it will allow you to change the order of your characters, or replace them all together with someone else. Hit A on the character you wish to change, and then select the character you wish to replace them with, and hit A again to make the switch.

#7-This icon has the letters OP on it. This is the options menu, where you can reconfigure your controls among a couple other things if you didn't do so at the start of the game.

#8-This icon has the word End on it. If you select this one, it will kick you out of the main menu completely. Hitting start at any time will also kick you out of the menu as well.

Now lets get to the couple of the sub menus. The first one up is the item menu. When you go to your item menu, you'll see a screen like this one:

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|  ---  |  ---  ---  ---  ---  | | | | | | | | | | |
| | #1 | | | #2 | | #3 | | #4 | | #5 | |
| |    | | |    | |    | |    | |    | |
|  ---  |  ---  ---  ---  ---  |
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Now this is what each of these new icons stand for.

#1-This is just the bag icon from the main menu, to show you that you are currently in the item menu.

#2-This icon looks like a hand above a little red dot. This is the use item icon, and when you confirm on it, you will be brought down below to your list of items. Select the item which you want to use, and if

its a curative item, the party screen will come up. Simply select the character you wish to use it on and hit A, and the item will be used. If the item is grayed out, it cannot be used.

#3-This icon looks like a question mark. This is what I like to call the help option. Simply choose it, then find which item you want more information about, and hit A on it, and a detailed screen will come up and tell something about the item.

#4-This icon has two arrows on it pointing left and right. This is the rearrange option for items. Much like changing party members, find the first item which you want to move, and hit A on it, then highlight the next item you wish to replace it with, and then hit A again to confirm the move. Useful for keeping items that you can use in battle such as the E.Key in an easy to reach place, and other items such as the Icicle which you can never use but need to have at all times down at the bottom of the list.

#5-This icon looks like a trashcan. As you have probably guessed, this is the discard item icon. If you are running out of space and don't want to run back to town to sell some stuff, simply throw it out. Select the item you wish to discard and hit A, and you will be asked whether you want to throw the item away or not. If you change your mind select no, otherwise select yes to confirm the discard.

Now that is all to do with menus and the sub menus which have icons to deal with on the map, so next I'll explain what you can find in the shops. When you enter a shop this is what you'll see:

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|  ----  ----  ----  ----  ----  |
| | #1 | | #2 | | #3 | | #4 | | #5 | |
| |   | |   | |   | |   | |   | |
|  ----  ----  ----  ----  ----  |
|                                     | xxxxxxG |
|                                     |         |
|                                     |         | | |
|---|---|---|---|
| | Item 1 | |                                     |
| ----- |
|                                     | Party   |
|                                     | Members | | |
|---|---|---|---|
| | Item 2 | |                                     |
| ----- |
|                                     |         | | |
|---|---|---|---|
| | Item 3 | |                                     |
| ----- |
|
|
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Now just a quick break down of what these mean. First I'll start with the regular ones. The amount of gold your party currently has is in the upper right corner marked as xxxxxxG or if you have 100, it would show as 100G there. Item 1, Item 2, and Item 3 just shows the current goods the shop has to sell, as well as how much they cost. The party members face pics are shown to the right of the screen. If you are dealing with weapons and armor, if their icon is dark, then he or she cannot equip the selected item. Ok now on the explanation of what the icons stand for.

#1-This icon has the word Buy on it. This is where you buy the selected item, weapon, or armor. It will place it in your inventory, so you must go there to use it, and if its a weapon or armor, go to the equip menu to equip it. Remember buying new weapons and armor is pointless if you don't equip them after.

#2-This icon looks like I don't know a pair of weights or something. This is the switch equipment or trade in menu (weapon and armor only), where you can sell what you currently have equipped and to buy and automatically equip the selected piece of equipment. The main part you want to pay attention to is this XX(current stats)->XX(new stats). This is how your stats will change after you trade in your equipment. Say you had a BronzSD, and wanted to trade in for a Sabre, then it could look something like (well mine does as I write this), 44->40. This means that after the trade in my attack power will be less than it is now.

#3-This icon looks like a dollar sign. This is the sell menu where you can sell off all the old items which you don't need anymore, or if you have too many which are taking up your inventory room. Be sure that what you are selling isn't needed anymore as some items you cannot buy again once you sell them. Do note that some items which are important to the game cannot be sold.

#4-This icon looks like a question mark. It works just like the help menu in the main menu. Simply select the item you want more information about, and it will bring it up, and tell what it does, or give its stats if its a piece of equipment. This could provide what you are looking for when trying to decide what to buy when upgrading your weapons and armor.

#5-This icon has the word End wrote on it. When you are done buying what you need to buy, simple go here to get out of the shop.

Another place where you can run into some menus is the bank. Now there are only two of them and they are nearly identical, so I'll not waste more space drawing up what you'll see but when you first talk to the person at the bank, you'll see two icons, one with the item bag icon, the other with GP on it. The bag icon will let you store items, and the GP will allow you to store GP. The max amount of GP you can carry, and store at the bank is 999999. Now if you are wiped out in battle, you will lose half your GP. So it may be a wise idea to keep it stored in the bank if you travel around a lot to test the water so to speak. If you are wiped out, then you have lost nothing and can simply take the gold out when you need to upgrade. Both icons are the same in the sub menu. The one with the treasure box closed and a down arrow is where you go to deposit items or gold, and the treasure box open with the up arrow is where you go to withdraw items or gold. That about covers all there is on banks.

Next up comes the group of menus that appear while fighting. When you get attacked you'll find a menu that looks something like this:

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|           |           |           |           |           |           | | | | | | | | | | | | | | | |
|  ----   |  ----   ----   ----   ----   ----   ----   |
| | #1 | | | #2 | | | #3 | | | #4 | | | #5 | | | #6 | | | #7 | |
| |     | | |     | |     | |     | |     | |     | |     | |
|  ----   |  ----   ----   ----   ----   ----   ----   |
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And now just a quick breakdown on the icons.

#1-This is just the stats of the character who you are currently selecting an action for. Since Breath of Fire is turned based, you can take as much time as needed to select a course of action for each character to take.

#2-This icon looks like a sword. This is the main attack menu, and it has a couple sub menus within it. I will explain them in a moment after going through all the other menu icons first.

#3-This icon has the letters AB on it. This stands for Auto Battle, in which case the battles will run automatically. Great for killing off groups of enemies which you know you can win against. A word of caution about AB. The AI which controls auto battle isn't what I would call smart, and thus the entire fight will be fought with weapons only. Your party will not heal at any time, so be sure you know what you are facing before engaging in auto battle. If you need to stop the battle, simply press B at any time, and it will end after all party members and monsters have made their attacks.

#4-This icon has the word Run on it. This is what you would use if the battle is going badly and you want to try to flee before things get too bad. You can only flee from the start, and if your one attempt fails, you will have to wait until your next turn to try again. For 100% success with flee, use the flee magic spell, Mogu's dig spell, or the smoke items. You cannot flee from bosses so don't even waste a turn trying.

#5-This icon has the letters ST on it. All this does is shows the current status of the selected character much as it would in the main menu area.

#6-This is the row change menu, as indicated by the two arrows pointing up and down. Here you can change whether or not your character will be fighting in the front or back row. I'm not sure on this, but I believe that front row is maximum damage to the enemy, while taking full damage from physical attacks as well. Back row means less damage to the enemy from your physical attacks, while taking less damage in return.

#7-This is the character switch icon. You can only use this if you have more than 4 characters in your party. To use it simply select which character you want taken out of your party, and choose the one you wish to put in their place. Do try to use caution when switching, as once you have confirmed the switch, you will not be able to make another switch until the next turn of the battle starts, and sometimes this can make all the difference.

Next up comes a couple of quick explanations on the sub menus. When you choose fight, you will have a couple new icons to use. The first one is the standard attack, and it looks like a sword in a sheath. Select this and then chose which enemy to target, or in the case of the rang weapons, all enemies will be targeted. Next to that comes defend, which is indicated by a shield. This will place you in the back row of the battle for the turn. You will lose your attack for that turn, but the damage you take will be reduced. The next icon on the list is magic. Here you can cast spells to harm your enemies or heal your allies. This will not be available to all characters until certain conditions

are met. Some spells cannot be cast in battle, and they will be grayed out if they cannot be used. Finally comes the item icon. Here you can use items to heal, or in some cases attack the enemy. You can also sort them out, or throw them away if needed. Please look above for the explanation on how the item menu works if you need more help.

Now I believe that is all there is on how the basics of the game work, so lets get onto more important details of the game.

Section II: Characters

In Breath of Fire, there are eight main characters you can use once you proceed far enough into the game. Each character has their own strengths and weaknesses, which makes it important to use each character enough to learn what they can or can't do. You will need to use every character at least one time, well at least on the map leading the party for them to use their special abilities, eg Karn picking a lock, or Ox hitting the trees on the map etc. Here is a basic rundown on each character.

Hero: The hero like most other RPGs has the highest offense and defensive abilities in the game. He can equip the best weapons and armor in the game, while his strength and vigor are what makes him so strong. There are other characters that gain more HP per level than the Hero, but his high HP means he can withstand most of the physical attacks from the front. Later in the game when he gains the dragon spells, this is when the hero can really do his damage. The first three spells only hit one monster at a time, and would best be used against bosses. The later dragons hit all monsters, and do more damage, but again should only be used on bosses unless your party is being routed badly. The Hero's disadvantage is that he often gains his levels the slowest, thus hampering his abilities from growing later in the game when it starts taking him forever to level. The Hero is best suited to be first or second in the party, and should be there at all times.

Starting Stats:

Level: 1 HP: 20 AP: 0 Strength: 10 Vigor: 10 Agility: 8 Wisdom: 12

Luck: 12

Weapon: Dirk

Shield: WoodSH

Armor: Robe

Helmet: StrawHT

Spells: None

Map Ability: Fishing

Here the Hero can fish for Fish, you can see them swimming in small pools on the map, sometimes it takes a good eye to see them. This is a vital ability, for you have to fish for all the Dragon equipment later in the game, but you need the Rod5 for that. Fishing for fish can also be semi-beneficial, because some of the fish can sell for good gold.

Nina: Is it just me or are the magic users in all RPGs weak?? To call Nina weak is an understatement. Nina's physical attacks are next to nothing, so it would be best to find someone else to replace her with, when the battles require a lot of physical combat. Nina is best suited using items in combat like F. Stones or C. Stones, or the E. Key while you have it at the start of the game. Nina's strength lies in her wide selection of spells. She has all the healing magics in the game, and it would take quite a few items to equal what she can do for you. Nina

has a few attack magics, Zom1 and Zom2, but these only affect zombies. She also has enhancement magics like ATK-UP which can help early on. While you have to keep Nina in your party until you get enough members to switch with, she can prove to be extremely useful, despite her weak physical attacks. She is best suited to be at the back of the party at all times.

Starting Stats:

Level: 5 HP: 36 AP: 45 Strength: 10 Vigor: 24 Agility: 35 Wisdom: 38
Luck: 30

Weapon: ShortRP

Shield: None

Armor: Dress

Helmet: None

Spells: Cura, Fort, Heal

Map Ability: Flying

Nina can't use this ability until the very end of the game, but then again the end of the game is in areas not accessible by walking.

Flying also enables you to get the rest of the Dragon equipment, and saves time going from one place to the next.

Bo: Bo is an all round character that usually has a place in any party formation. His attacks aren't quite as good as the Hero's but the long range bows allow him to attack from behind the front lines but not take the damage. This is a good advantage, since Bo's defense isn't quite the best, due to the fact that all but two of his bows require two hands to use, eliminating the use of a shield. Bow has a few minor spells at his disposal, the most powerful of which is Fry, capable of doing 80 points of damage to a single monster, (probably 120 or so to a monster weak to a lightning attack) but his low AP will keep him from using it very often unless you stuff him full of acorns. This will help out in boss fights where physical attacks cause very little damage. Bo is a good member to have around, and while he leads in the field, he can shoot arrows at animals plus he is also able to walk through woods on the map, allowing for access to areas that weren't reachable before.

Starting Stats:

Level: 9 HP: 68 AP: 21 Strength: 40 Vigor: 40 Agility: 42 Wisdom: 33
Luck: 9

Weapon: BronzBW

Shield: None

Armor: Armpad

Helmet: SuedeHT

Spells: Flare, Spark, Cold, Fry, Flame, Frost, Cura

Map Ability: Hunting

Bo can hunt creatures that you see walking around the map after battles. All of them leave items such as Meats, that heal your party. Hunting can be a good way to earn money if you can kill a white deer and sell its antler for 1500 GP.

Karn: Karn is the typical thief type character, with a medium attack rating, high agility and a bad defense rating. Karn will gain the Fusion spells later in the game, which allows him to join with two or three other party members, changing his appearance, and greatly increasing his HP, Attack and Defense. This ability makes Karn a must have in your party once he gains these spells, but if you need to have a party member for a field ability, you'll have to unmorph Karn, then

use the specific party members abilities, and then remorph, costing valuable AP in the process. Unmorphed Karn is of little use, except for the ability to pick locks and disarm traps on chests. All and all Karn isn't a bad character to have, just keep him back in the line until he learns how to Morph.

Starting Stats:

Level: 12 HP: 116 AP: 53 Strength: 38 Vigor: 34 Agility: 69 Wisdom: 42
Luck: 51
Weapon: ThrowDR
Shield: None
Armor: SuedeGN
Helmet: NiceHT
Spells: None

Map Ability: Lock Picking/Hunting/Howling

Karn can pick locks on doors while he leads the party, and if you come across a hole in the floor he will stop your party from falling in, (but you can still fall in if you walk to it again) and he can disarm traps on chests, some of which can be nasty later on. When he is morphed into Shin, he can hunt much like Bo, only the arrows travel much faster. Doof can move large dresser like objects around, and Puka can how can I say this other than howling, which will open the stone walls that look like there is a dragon symbol on it. I don't use Debo much so I don't know what it does if anything.

Gobi: Gobi isn't personally one of my favorite characters, but you have to use him after your ship sinks from Auria. All of his stats are medium at best, with a slightly better attack. His spells can only be used underwater, but they pack a punch for a cheap amount of AP as compared to some of the other high AP using spells. Gobi isn't much use on land, so its probably best to use him while you are underwater to get the most out of him. His slamming attacks can be nasty, but he only gets them rarely, unless you use a Mrbl1 to induce a critical hit, so you can use him later if you get them. In Prima and Tunlan, there is an empty shop that Gobi can use, to sell items and buy rare items from the people who visit his shop. It can take a long time to get anything good, but the wait can be worth it.

Starting Stats:

Level: 15 HP: 90 AP: 48 Strength: 35 Vigor: 40 Agility: 32 Wisdom: 49
Luck: 69
Weapon: Pole
Shield: None
Armor: BronzAR
Helmet: BronzHT
Spells: Ebb, EbbX

Map Ability: Big Fish

After you save Prima from the Dark Dragons, Gobi will get the sphere, which allows a member of the Fish clan to turn into a big fish. You need the sphere to advance any further into the game. It can't be missed, unless you walk out of the building without getting it.

Ox: Ox is another typical RPG character, a big mean character with a high attack and good defense but slower than a snail. **This just might be my imagination, but while Ox has good weapons to use and a high STR rating, his attacks don't do as much damage as the numbers would indicate.** Ox has no agility at all, (he'll have some only if you want to spend the time getting him to level 50 or so) making him

the last to attack all the time. His attacks are quite strong, and he gets the highest HP of all the characters. He only has the use of two spells Cura3 and heal, but I guess its better than nothing, after all a little self preservation spells never hurt anyone. Ox is strong enough to be placed first or second in the formation, but this is something I have only heard, I don't know if its true or not, but if Ox is in the lead, his slow speed can make monsters attack you more often than not. Can anyone verify this for me or know if its even true or not??

Starting Stats:

Level: 16 HP: 168 AP: 30 Strength: 73 Vigor: 71 Agility: 14 Wisdom: 40
Luck: 21
Weapon: Club
Shield: SuedeSH
Armor: BronzAR
Helmet: None
Spells: Cura3, Heal

Map Ability: Punching

With this ability, Ox can break down walls in dungeons and punch items like Coconuts down from certain trees. You will need to use this ability often, and while not all that useful, it can get you items like the B. Rang and save you time through certain dungeons.

Bleu: Bleu is the well I guess I could say wizard of the group. She has all the attack spells, and most of them can make short work of a group of enemies in no time at all. Later in the game she gains levels like wildfire, being at about level 40 before anyone else ever hits the 30s. This allows for her to gain all her spells, and an large amount of AP with which to use her deadly spells. Bleu's attack power is very low, and her defense isn't much better, along with her HP. She should be placed last in your party, or third if you have Nina with you. Bleu's agility is high, meaning that she can get her spells of very fast in battle.

Starting Stats:

Level: 19 HP: 119 AP: 159 Strength: 28 Vigor: 38 Agility: 59 Wisdom: 75
Luck: 41
Weapon: Stick
Shield: SuedeSH
Armor: Gown
Helmet: None
Spells: Exit, Flare, Spark, Cold, 3.5, Para, Bomb, Sap, Warp, Rub, Flame, Fry, Frost, 5.5, Boom

Map Ability: None

As far as I know or have tried, Bleu doesn't have any abilities that can be used on the map or in dungeons.

Mogu: Mogu is a small character, after all he is a mole, and that could explain his lack of HP, attack and defense. After a few levels his HP can jump to incredible amounts, yet his defense and attack remain low. He levels up rather quickly, and that will jump up his attack and defense more than a weapon and armor changes will. His only spell is Dig with which he digs a hole in the ground and allows your party to flee without any problem. Will not work with bosses or when the party is indoors.

Starting Stats:

Level: 22 HP: 91 AP: 54 Strength: 80 Vigor: 52 Agility: 76 Wisdom: 45

Luck: 22
Weapon: DigCW
Shield: None
Armor: BronzAR
Helmet: None
Spells: Dig

Map Ability: Dig

Mogu will attempt to dig up items from the ground. Only works in sandy areas, and the chances of finding an item is random. Items he digs up aren't very good, but this is required to dig up the Root a key item for advancing in the game.

Section III: Walkthrough

Ok here's a complete walkthrough for Breath of Fire, and hopefully I can make it as accurate as possible. (I intentionally didn't include step by step directions as to which way leads to the next location in the game. I feel that if I list the exact way to head through the game, it would take away the fun for those of you who read this, of exploring the game which is about 80% of the fun. I did the same with my FF2 walkthrough and so far haven't received any complaints about it as of yet.)

Here is a list of events that I listed in numbered order in which they should or have to be done in. Some events like the extras can be done at any time after you have the required party member to access it.

-
1. Drogen
 2. Camlon
 3. Nanai
 4. Below Nanai
 5. Windia
 6. Windia Castle
 7. Aura Cave
 8. Romero
 9. Karma Forest
 10. Karma Tower
 11. Tantar and Tuntar
 12. Forest of Despair
 13. Fortress
 14. Return to Tuntar
 15. Return to Romero
 16. Cave of the Cleansing Water
 17. Agua
 18. Giant Stone Robot
 19. The Ring Cave
 20. Auria Cave
 21. Auria
 22. Bleak Cave
 23. Village of Bleak
 24. Arad
 25. The Krypt
 26. Extra Things to do Part I
 27. Darkness Tower
 28. Back to Auria
 29. Enemy Camp
 30. Prima
 31. Gant
 32. Extra Things to do Part II

33. Fortress
34. Nabal Forest
35. Nabal Castle
36. Wisdon
37. Ocean Volcano
38. Tunlan
39. Gust
40. Northern Fortress
41. Frog Cave
42. Gramor
43. Tunlan Again
44. Dream World
45. Extra Things to do Part III
46. Spring
47. Spyre Tower
48. Second Dream World
49. Carmen
50. Tock Tower
51. Carmen W/ Time Restored
52. Extra Things to do Part IV
53. Scande
54. Top Floors of Agua
55. Pagoda
56. Extra Things to do Part V
57. Obelisk

1. Drogen

Items: V. Potion, 300 GP

Inn-Free

Item Shop:

[Mrbl3	9GP]
[Herb	9GP]
[Herbx9	9GP]
[Antdt	13GP]
[T.Drop	18GP]
[Apple	90GP]
[Life	450GP]
[Cure	1800GP]

Weapon Shop:

[Dirk	50GP]
[Sabre	400GP]
[Cloth	10GP]
[SuedeCP	240GP]
[ArmPad	300GP]
[WoodSH	300GP]
[Hairband	1000GP]
[SilkGN	2800GP]

Monsters: Slime, Flea, Bulla

The game starts out in a rather strange fashion, but I think its cool. The Hero wakes up to find that his village is engulfed in flames. An old woman from his village wakes him up and urges him to follow. Make sure you get the V. Potion out of the dresser because you won't have another chance to do so. After you are finished, follow the old woman to the left and go downstairs. Once you are downstairs, talk to

everyone to get some info on what is happening. You will need to talk to the woman blocking the door to proceed, and two more characters enter the room. It seems that the Dark Dragons are causing the problems, opposite of the Hero's group the Light Dragons. Everyone wants to fight the Dark Dragons, but Sara refuses to let them do so, and changes everyone to stone. She then proceeds out to face them alone. All you can do now is just sit back and watch the fighting that happens. Sara is captured, and then it returns to the villagers and the stone wears off them. They all flee the scene, and the old man and woman tell you about the Legend of the Dragon and give you a chest with 300 GP in it. You are now free to explore what's left of the village. There are two shops, an item shop and a weapon shop, and the dragon shrine. You have 300 GP to use, and I would recommend buying the ArmPad before heading out. Once outside, I usually stay near the town until about level 3. Once obtaining level 3, you should return to Drogen, buy as many herbs and antidotes you can afford, and you might as well rest at the inn since it's free. Once you are finished, follow the path to Camlon.

2. Camlon

Items: 70 GPx2, Herbx5, BronzSD, Gauntlet, SuedeCP, Visor, Antdtx2, 150 GP (There are more items to be found after the town is rebuilt.)

Inn: Must return later

Shops: Must return later

Monsters: Creep, P.Bug, Beak, Gloom, Frog

Upon first entering Camlon, you'll find that the town is in ruins. It appears that the Dark Dragons have already been here, and left nothing behind. There are a few town people remaining, but most have already left. The only building that can be entered is the dragon shrine. It might be a wise idea to save your game now. When you are ready, head to the castle and enter it. The castle isn't that hard to explore, but it does require a lot of side trips due to large stones blocking the straight forward path. There are two healing springs in the castle, so now it might be a good time to build up to level 5 or 6 while these free healing springs are available. The only monster that might prove to be more annoying than harmful is the P.Bug. They often attack in groups of two or three, and the only attack they use is a poison attack, which always hits. If you're near the springs, poison shouldn't be too hard to deal with, but if you're far away, you'll need to use an antidote to continue. The Gloom's thunder spell can be painful with such low HP, and the Beaks do quite a bit of damage at times. When you feel you are a high enough level, follow the path through the castle, obtaining and equipping the BronzSD, Gauntlet, and Visor as soon as you find them. Right near the boss, there are two treasure chests, one to the left and the other to the right. The left chest is trapped with "DarkMist" which drains all of your AP, and inside the chest is an antidote. The right chest has a Spring trap (*wonders if that was meant to be Spring*) which fully heals your HP/AP and it too contains an antidote. You should use the Spring trap last, so you'll be at full strength without having to use herbs to heal before you fight the frog.

Boss: Frog

The Frog isn't too hard to kill if you're at least level 5. If you have your newly found items equipped the Frog shouldn't cause over 15 points of damage. He gets the first attack, so you'll need to watch

your HP and heal before you get too low. Just keep hitting him with your weapon, and once his hp runs out, he'll get his 'second wind'. Most monsters get this, but it usually doesn't take that many hits after to defeat them. It should only take one or two more hits to finish off the Frog. Once he's defeated, make sure you get the two chests behind him, and walk out. Now that the clear air has come into the castle, there are no more monsters to fight so you are free to walk out.

After walking out, the King will acknowledge you as a true Hero, and then the ground suddenly begins shaking. The villagers mention that the earthquake machine in Nanai must be under control from the Dark Dragons. They also mention that it must be retaken but only at night. Follow the small path to the west of Camlon, and you'll come to a beach (nothing can be done at beaches at this time) and continue following the path left. You'll come to a bridge to the north, and cross that, and start heading east. There will be trees to the north, but again nothing can be done yet. There will be a large sandy area to the south, and follow that path. If done correctly, you should arrive at Nanai at night. If not just walk around until night comes, then enter Nanai.

3. Nanai

Items: S. Potion, 150 GPx2, Herbx2

The item shop in Nanai cannot be entered because of the guard near it.

The Inn cannot be used in Nanai either.

Weapon Shop:

[IronRP	1800GP]
[LongSD	2250GP]
[Cloth	9GP]
[SuedeSH	135GP]
[SuedeCP	216GP]
[WoodSH	270GP]
[Hairband	900GP]
[SilkGN	2520GP]

Monsters: Gloom, P.Bug, Beak, Creep, Knight

There isn't a lot to do in Nanai except navigate through the town while avoiding the guards. They won't bother you unless you get within two or three steps away from them. The Inn is empty but the dresser there has the S.Potion. In the row of houses in the upper portion of town, there is one with two chests in it, each containing 150 GP. In the weapon shop, there are good items but it is doubtful that you will be able to afford it yet. You can find these items later in the game, but if you want them, head down below and kill off some monsters for GP. In the houses above the weapon shop, there is one that contains 2 herbs in it. Head down below the town when are you finished.

4. Below Nanai

Items: 650 GP, B. Stn, Antdt, F. Stn, Cure, 70 GP, Armpad, E. Key

This is a pretty small area to explore, with a few combat stones to be found within. Save these stones for the boss, you'll need them. It might be a good idea to spend a little bit of time down here to level, I'd say to about level 9 or so, that way you'll have a chance to buy

some of the weapons above. After working your way through two different floors you'll come to a large room with a Knight in it. Upon entering the room, he will attack you.

Boss: Knight

This boss isn't hard to defeat. Your character should be faster than he is, allowing for the first hit, and you can use your Herbs before he can hit you. Start off the battle by using your B. Stone and F. Stone to inflict 120 points of damage on him. Then just work on him with your weapon. When he starts to get low on HP, he'll constantly use Recover, and it can restore his HP more than you can damage him. This can really make the battle annoying, as you get him almost dead, and then he ends up healing his HP for two or three more hits to get back to where you were. All you really need to do, is keep your HP above 20 since his Spark spell can inflict an even 20 points damage to you. After he gets his second wind, he hits harder, so you'll need to be careful here as well. After he dies, pick up the E. Key from the machine, and then enter the portal. Nanai will be destroyed, and you will end up at Camlon again. You will now have access to Windia, but you'll need to walk back to Nanai, and walk through the destroyed ruins, and follow the path to Windia.

5. Windia

Items: V. Potion

Inn-80 GP

Item Shop:

[Mrbl3	10GP]
[Herb	10GP]
[Antdt	15GP]
[T.Drop	20GP]
[Acorn	30GP]
[Charm	150GP]
[Life	500GP]
[Cure	2000GP]

Weapon Shop:

[Sabre	400GP]
[BronzSD	700GP]
[BronzRP	800GP]
[SuedeHT	200GP]
[WoodSH	300GP]
[SuedeGN	500GP]
[Visor	800GP]
[ChainML	2000GP]

This town is pretty dull, and there is only one item to be found in it. The V. Potion is in the red colored house near the broken bridge. The main goal here in Windia at this time, is to head to the Castle. There you'll find that the King is ill, so it is decided that your character will spend some time till the King returns, yes everyone is hiding the fact that the King is ill. You will now take control of Nina for a short time while you search for the Remedy.

6. Windia Castle

Items: Herbx4, SuedeSH, SuedeHT, Antdtx2

You must now take Nina to the cave that can be seen to the left of Windia. You should first buy Nina some new equipment. If you didn't buy the Silk Gown in Nanai, buy the Suede Gown in Windia. Both offer better defense, and they weigh a lot less (A dress that weighs 25, I just can't see that happening) allowing for Nina to use the E. Key faster in battle. When you are set, head to the Aura Cave, to the left of Windia.

7. Aura Cave

Items: Cure, SuedeGN, 150 GP, I.Ore, 70 GP, Herbx2, B.Stone, C.Stone

Monsters: Beak, Gloom, Creep

This is a short cave which leads to Romero. There are a few good items in here, but make sure you don't forget the I.Ore which is a story item, and you won't be able to advance unless you pick it up. It might be a wise idea to earn some levels here, or at least some gold. After you work your way through the cave, you'll be outside of Romero. There is also some stones to pick up and some money, so make sure you don't leave them behind.

8. Romero

Items: L. Potion, ProtnB, Map

Inn-60 GP

Item Shop:

[Herb	10GP]
[Herb x9	90GP]
[Antdt	15GP]
[Antd x9	135GP]
[Acorn	30GP]
[Acrn x9	270GP]
[Life	500GP]
[Cure	2000GP]

Weapon Shop:

[Sabre	400GP]
[ShortRP	400GP]
[BronzRP	800GP]
[BronzSH	500GP]
[BronzHT	1200GP]
[Gown	2000GP]
[ChainML	2000GP]
[SilkGN	2800GP]

Monsters (Outside): Flea, Slime, Creep

There isn't a lot happening in Romero yet. Most of the problems here at the moment, is that the evil wizard has taken all the girls of the village away for his experiments. This might be a good time to upgrade your equipment, and buy some more herbs if you start running low. There are a few items in town, so should look around, and learn some background info if you'd like to. You should also grab the map while you're in Romero. There is a building with a hole in the floor. Fall through the hole and you'll come to a place with four jars in a pattern, where you have to push them in a certain order to advance.

The four jars look like this:

Legend:

|: Wall
1-4: Jars

```
 1 2|  
|3  |  
|  4
```

First push jar 4 to the right, and the jars should look like this now:

```
 1 2|  
|3  |  
|  4
```

Next push jar 2 up, and the jars will look like this:

```
| 2|  
 1 |  
|3 |  
| 4
```

Finally push jar 1 to the left and behind the wall and it will look like this:

```
| 2|  
1  |  
|3 |  
| 4
```

You can push the barrel at the top of the room in any direction, and then search it to find the map. (With the map you can push start while on the overworld to view the map. Note it only shows what you have discovered by walking around.)

On the left side of town there is an exit out of town, and it leads you to the forest area outside Romero.

9. Karma Forest

Items: Herbx2, 150 GP, Bandage

Monsters: P.Bug, Spider, Creep

This is a small maze with a few annoying enemies in it. The P.Bugs and Spiders can poison in here, so take some Antidotes with you so you won't have to use all of Nina's AP on healing the poison. If you start to run low on HP and don't want to use herbs or Nina's Cura magic, look in the forest for the red mushrooms. The red ones will heal whoever is in the front of you party, so if the soldiers need healed, be sure to change them to the front to eat them. Don't eat the yellow mushrooms, they are poison and cause HP damage. You might want to spend a little time here and gain two or three levels until Nina learns ATK-UP. After learning that spell, head out of the forest and head toward Karma Tower.

10. Karma Tower

Items: Herbx3, M.Dropx2, Charmx2, Life2, Curex2

Monsters: Spider, P.Bug, Beak, Gloom, Creep, Morte, Mortea, Zard, Wizard

This tower is large, with a lot of treasures to find. There is a pool right near the entrance, so you can spend almost a limitless time in here if needed. Downstairs you'll find two herbs, and the first boss of the tower, Morte is guarding the passage farther into the tower.

Boss: Morte

Morte isn't too hard to handle. Just have Nina, use the E.Key and everyone else attack. After a few rounds Morte should die, if not just keep your party healed up and follow the same pattern till he goes down. Return to the pool and drink after defeating him.

After defeating Morte, head upstairs and finish collecting the treasures. After getting all the treasure, you'll have to walk around a little bit to find Mortea. Since most bosses won't attack you until you actually go up and talk to them, you should heal before going up to Mortea.

Boss: Mortea

Mortea is quite a bit harder than Morte was. You might want to have Nina use Fort on everyone, while having one of the Soldiers use the E.Key and the other using any stones you might have. If you start getting low on HP, just have Nina heal. After using Fort, have Nina start using the E.Key and the Soldiers attack. Mortea should go down quickly after his second wind, but he's fast, so you need to keep an eye on your HP and heal before its too late.

After defeating Mortea, head upstairs and step on the switch to form a bridge to the opposite tower. There you'll find the girls that the wizard has captured. Open the door, and step on the switch inside it and a bridge leading back east will be formed, and the girls will go across it allowing for passage below. It would be a good idea to drink from the pool, and take advantage of the save point here.

10. The Wizard's Tower

Items: Rang, Remedy

Upon entering this tower with Nina's Party, you'll encounter the Wizard right off. He uses Xeon gas to disable Nina and the others, and then he attacks them. *You cannot win this battle, so don't waste all your items trying to fight back.* After a few rounds, one of the soldiers decides to leave and go get some help. The battle resumes, but this time around, the wizard will attack, but don't use any items. After he defeats you, the remaining soldier will fly back to Windia, and they enlist the Hero to help them because the gas will not work on him. You may want to upgrade his armor here if you haven't done so already. You might want to buy some more herbs if you need them. After you are finished, head outside, and talk to the soldier and he will fly you to the tower, and then join you shortly. After heading back down to where the Wizard is, make sure you pick up the Rang. While its weaker than a sword, make sure you keep it handy since it will attack all the enemies at once in battle. Make you're way through this small area and confront the Wizard.

Boss: Wizard

The Wizard isn't too tough to handle, but he does get the first attack. Just keep using the E.Key for an easy 30 points damage per round. If you're lucky, he'll keep using Fort, and thus not get any attacks for that round. He can use Thunder which hits you for 10, and Freeze which hits for 15. Just keep your HP above this and you can't go wrong.

After defeating the Wizard, Nina will collapse from the gas, and the Hero will take her upstairs and you'll get a free ride back to Windia. Nina gives the remedy to the king who recovers and allows you passage through the basement of Windia, which leads to the next towns, Tantar and Tuntar. Nina also joins your party for good now.

11. Tantar and Tuntar

Items (Tantar): Charm, Saw (I.Ore is required), W.Potion, Key, Herb

Items (Tuntar): Cure, Herb

Inn (Tantar): 60 GP

Inn (Tuntar): 59 GP *Doesn't make any sense does it?*

Item Shop: (Tantar): None

Item Shop: (Tuntar):

[Herb	10GP]
[Herb x9	90GP]
[Antdt	15GP]
[Acorn	30GP]
[Cure	2000GP]
[Life	500GP]
[T.Drop x9	180GP]
[T.Drop	20GP]

Weapon Shop (Tantar):

[Sabre	400GP]
[BronzRP	800GP]
[ShortBW	1000GP]
[Scythe	1200GP]
[Bandana	400GP]
[BronzSH	500GP]
[SuedeAR	750GP]
[Visor	800GP]

Weapon Shop (Tuntar): None

Monsters (Outside): Blurb, Creep, Gloom, Zombie, Stool, WarHog

After crossing the bridge from Windia, and following the road, you'll come across some woods which you cannot enter. Keep this location in mind, you'll be back there soon enough. Now would be a good time to equip the Rang that you found earlier. The combination of the multi-hitting Rang plus the damage from the E.Key is more than enough to wipe out the small monsters here, and can earn you some quick exp and gold. Head south from the woods, and you'll come to a town on the western side of what looks like a dry riverbed. That town is Tantar, and sure enough, the Dark Dragons are behind the water shortage. They demand the Ring of the village, and will not restore the water until they get

the Ring. Tantar doesn't want to give in, but the problem is hurting the neighboring village as well. You might want to upgrade your equipment here, and head over to Tuntar and see what is happening over there. Before leaving Tantar, visit the blacksmith, and he'll turn your useless I.Ore into a Saw that you can use to get into that forest. It seems that over in Tuntar, the chief has been seen near the northern woods, and now he's back in the village and is acting strange. You might want to buy some acorns here, so you can give them to Bo to restore 20 of his AP, so he can use his semi-decent attack spells on the future bosses till you become stronger. Head back up to where that forest was, and use the saw to cut the trees down and enter.

12. Forest of Despair

Items: Herb, T.Dropx2, Life, Wrist

Monsters: Stool, Zombie, S.Rider, G.Knight

The forest here isn't too bad, but there are a few tougher monsters in here. Make sure you bring some T.Drops with you to cancel the Zombie affect that some of the monsters can put on you. The place you are looking for is in the upper-right-hand corner of the forest. Be sure to pick up the items in the forest, and it might be a good idea to try to gain a level or two while here.

13. Fortress

Items: T.Dropx3, Lifex2, LongSD, WolfHT, Life2, Acorn, Herbx5

Monsters: Bowman, Lancer, Midget, WarHog, S.Rider, Zard, Pog*, General

This area while short, takes quite a bit of walking around to avoid the various traps in the floor that are set. You can only get some items by doing this, so it might be a good idea to fall through the holes at least once to get them. There are various guards here, and yet while the boss battle music plays, I don't consider them bosses and I won't count them as such. On the first floor, head to the upper left part of the screen, while avoiding the holes, I'll leave the location up to you to find, but I do believe there is only 3 places where you can fall through. Head down the stairs when you find them. On the second floor, head downstairs and pick up the treasures. Beware of the treasure box that has the WolfHT, it's a fire trap and will cause 50 points damage to whom ever opens it. Your goal in this room, is to head to the upper part of the screen, and defeat the 3 guards, holding the chief hostage. After they are defeated, the chief suggests that you go and take their weapons. You have to answer 'Yes' to proceed. At the end of the hallway, the chief locks you in a cell, and you'll have to fight Pog. You can also choose 'No' a couple of times and you'll learn that the chief is an imposter. Bo will come out with the real chief and the imposter will reveal himself, and you'll bypass fighting Pog.

Boss: Pog*

*: Only if you answered 'Yes' to the fake chief.

Pog isn't too hard to defeat. Since Pog is but one enemy, be sure to equip the LongSD you found down here, before fighting those 3 guards. The LongSD is stronger than the Rang and hits harder versus one monster. At the start of the fight, have Nina use Fort on the Hero and

herself, then ATK-UP on the Hero. The Hero should attack or use the E.Key while Nina is performing the spell ups. After she's finished, have the Hero go back to attacking, and Nina should start using the E.Key. Just keep your HP above 20 and you should be fine. I didn't notice this at first, but after Pog gets his second wind, he can attack with both heads. I don't know if he can do this before the second wind, so make sure you keep your HP up if he decides to attack the same member with both heads.

After Pog is defeated, Bo will come in and open the cell by shooting an arrow into the switch. Then Bo will explain that he rescued the real chief while the Hero and Nina were fighting with Pog. The fake chief then turns into a monster and attacks you.

Boss: General

The General isn't too hard, but he is faster than your party. Have Nina use Fort on Bo right away because his defense isn't too good, and the General can come close to killing him in one hit. Have the Hero use the E.Key for 30 points of damage, and Bo should use Fry to inflict 80 points damage per round. Nina should then use ATK-UP on the Hero, and the Hero for the second round should use the E.Key again, and Bo should use Fry again. On the third round, have the Hero attack, Bo should attack as well, he'll be out of AP by this time, and Nina should use the E.Key or heal anyone that needs it. If she is required to heal, have Bo use the E.Key instead. After a few rounds he'll be out of the way, and you're then free to head back to Tantar and Tuntar.

Be sure to equip Bo, with the WolfHT and the ShortBW if you bought it back in Tantar. If you didn't don't worry too much about it, just buy one when you get back there. Now walk out of the fortress and return to Tantar. You might want to earn some levels till Nina can get to level 14 so she can learn Warp, and that'll save you some walking time.

14. Return to Tuntar

There isn't a lot of to do here in Tantar, but you do need to talk to the Chief and learn about the Stone Robot. He then points you in the direction of Agua which is the tower next to Romero. Now with Bo in your party, head back to the bridge leading back to Windia, but keep heading north and just walk through the forest near Romero and enter the town.

15. Return to Romero

Items: WtrJr, Herb

It seems that there has been some trouble in Romero since you were here the last time. The Wizard's experimenting seems to have caused Zombies to raise from their graves and start causing problems in the town. You must talk to everyone in town, and learn about the Cleansing Water, and talk to the Chief, and he'll make you an offer, remove the Zombies from town, and he'll talk about Agua. Now you need to exit the town, and re-enter at night and talk to the old woman in the graveyard. Her zombie husband will open a secret underneath the tombstone, and fall down the hole, and get the WtrJr. Your next stop is to the cave with the Cleansing Water in it, to the southwest of Romero.

Now I have received a lot of email about this part of the game in the past, and I had a problem here when I first played through, but if the zombie husband isn't around, then you need to return to Tantar and Tuntar and speak with everyone then come back and that should fix the problem.

16. Cave of the Cleansing Water

Items: Herbx3, NiceHT, F.Stone, T.Drop, BronzHT, Apple, Cleansing Water

Monsters: G.Knight, Blurb, Ameblob, Mage

This cave is a short one, with only one real importance to it, at this time, to get the Cleansing Water, to remove the Zombies from Romero. There are a few new enemies down here, but none are really tough except for the Ameblobs. They use a Flare spell which causes 20 damage, and constantly use Recover, which raises the number of rounds it will take to eliminate them. If you want to defeat them quickly have Bo use Fry for 120 damage to them. There are a few new pieces of equipment to be found in here, so you'll want to equip those after you acquire them. On the third floor heading down, you'll come to the Cleansing Water spring. After filling the Jar, you'll get a free ride back to Romero. Remember this place, because you can refill the jar and it will become the WtrJr', which holds the water. When used on the Menu screen, it will act as a one time inn, restoring everyone's status, HP and AP. You can return to the spring as many times as you need and keep refilling the jar after it is used up. Upon your return to Romero, the water will be used up automatically, and it will eliminate the Zombies in town. The party then ends up with the Chief and he'll thank you and leaves the Tablet for you to enter Agua with along with a Herb, and Antidote, a Cure and 900 GP. Your next stop should be first the Inn and then head out of Romero and head to Agua.

17. Agua

Items: Herbx2, Apple, Acornx2, Life2, SunHT, IronSH, ThiefCL, Hairband, Bracelet, SteelBW, KngKey

Monsters: Zombie, G.Knight, S.Rider, WarHog, Wisp

This tower has a lot of treasures to offer, but there are many that cannot be reached yet, but fear not, you'll be able to come back for them soon. Do be sure to search the walls on the right side of the room on the same floor with Wisp, and you'll find a treasure box hidden in a rather good spot. The tower is pretty straight forward, with an occasion riding of moving platforms to get from one area to the next. Along the way there are some armors to find and equip if they are better. At the top of the tower you'll find Wisp, guarding a key, which he won't hand over until you've proven yourself to him. You have no choice but to fight him.

Boss: Wisp

The first thing you should do while fighting Wisp, is the have Nina use Fort on the party, while having Bo use Fry, and the Hero using the E.Key. Wisp's attacks don't really hurt anyone except for Bo, so you'll have to watch his HP. After Nina uses Fort on everyone, use ATK-Up on Bo and the Hero. If Bo runs out of AP, give him some Acorns, and keep using Fry on Wisp. After everyone has received Fort and ATK-

Up, have Bo and the Hero attack and Nina use the E.Key and heal when needed. Wisp doesn't have a second wind, and will be defeated when his HP is gone. Your reward for defeating him is the KngKey which will activate the Giant Stone Robot.

After defeating Wisp, walk out of the tower, and head back to Tantar. You'll have to find the Stone Robot, and it's northeast of Tantar and Tuntar. Just follow the path from Tuntar northward and you should find the Robot. Enter the robot and work your way up in it, and you'll find the place to use the KngKey to start it soon.

18. Giant Stone Robot

Items: Herb, BronzHT, Life2, Mrbl1, Acorn

Monsters: Blurb, G.Knight, Zombie, Midget, Fungus, General, Lancer, Gremlin*

*Only after getting the Ring.

The first part of the Robot is pretty easy. Just work your way up into it and follow the path that is in front of you. You'll soon come to a few guards inside the Robot and that you give them the key, and attack you.

Boss: General w/ 2 Lancers

This battle isn't too tough. Just work on the Lancers first, while they aren't the main target, one less attack per round for the enemies will help. Have Nina use Fort on the party, and have Bo use Fry on the Lancers, and the Hero should use the E.Key. After Nina uses Fort on everyone, have her use ATK-UP on Bo and the Hero, who should continue to use Fry and the E.Key. If Bo runs out of AP, just feed him an Acorn, and then start again using Fry. The battle should be much easier after the two Lancers are out of there. The General has the first attack against the party, so make sure you heal while your HP is above what he can cause. The Lancers attacks inflict between 10-20 depending on who they hit, and the General is about 20-40 per hit. Again, just watch your HP and you should be fine during the fight.

After you defeat the General and his little henchman, put the Key into the slot behind where the General was, and the Robot will come to life. Now just follow the path of teleports to the Robot's control room. The first teleport to take is the one next to the stairs that you entered the room from. Avoid taking the second portal up from where you exit, it will lead back to the beginning. Instead, follow the path around, and you'll come to another portal at the end. Next, take the closest portal to an item box. You'll be back at the beginning again, but just retrace your steps and you'll be back in no time at all. Take the portal to the furthest right, and enter that portal. Again, enter the nearest portal here, for two more treasure boxes. Thankfully, re-entering this portal, will lead back to the one you just entered. Follow the path again to the furthest portal and enter that one. The final portal is pretty easy to find, it's right in front of you. Enter that portal, and the Robot will activate, and destroy the rock blocking the water from Tantar and Tuntar. Now you need to return to Tantar and Tuntar again. Upon entering Tantar, go talk to the village chief, and he'll tell you to search for the Ring, and he'll move his chair, and you can go down and find the Key to enter the cave with the Ring in it. You'll also find an herb below.

19. The Ring Cave

Items: W.Potion, Life, Life2, 2000 GP, Herb, Acorn, SkySH, Ring

Monsters: Ameblob, Blurp, Zard

You must now head back to where the Robot was left at. There is a short cave to travel through, with only a W.Potion of any interest in it. After you find your way through it, you'll come to the cave which houses the Ring. The cave is a small maze, which requires you to fall down waterfalls, and to travel both above and below ground. You'll find a new shield for Nina, along with some other items. At the end of the cave, you'll find the Ring and a portal which will take you back to the beginning of the cave. You should equip the Hero with the Ring as soon as you find it, as it will add +10 to his attack power. Enter the portal and walk back to Tantar or you can warp back. You'll find that the ceremony for the wedding is underway. Now would be a good time to head back to the Inn and rest. You should also head back to the Dragon Shrine and save your game. When you are ready, head to the chief's house, and watch the ceremony. While all of this is happening, the General takes control of the Giant Robot and destroys, Tuntar. He then tries to turn the Robot onto Tantar, but the Robot can sense that this is an evil act, and will not do it. Now its your chance to get into the Robot and retake control of it. Work your way up the Robot, and get ready for perhaps the toughest boss battle in the game.

Boss: Gremlin

When this battle begins, have Nina use Fort on everyone, starting with herself, then Bo and the Hero. Then use ATK-UP on the Hero, and have Bo use Acorns on himself when he runs out of AP from using Fry. Have the Hero use the E.Key for the first few rounds, until Nina finishes spelling everyone up, then have him just attack. The Gremlin isn't too mean except when he hits Bo, until he reaches his second wind. He then has attacks which can harm all your party members at once, and he will always get the first attack. This is the perfect time to stop Bo from using Fry, and save his AP for healing himself when Nina needs to heal herself or the Hero. If you went back to the Cleansing Water Spring to fill your Jar, you may need to save it just for a place like this, if you need a major heal right away. Just keep hitting on the Gremlin and use the E.Key and Bo's Fry when you feel you'll be able to recover from his attacks, and just hope for the best. If he overkills you with extreme damage, it might be a wise idea to upgrade your armor and try to gain a few more levels and try again. On this game practice doesn't make perfect, but time and a higher level will.

After defeating the Gremlin, the Robot will move on its own and will take your party to the volcano south of what remains of Tuntar. It will then plunge itself into the volcano, thus sacrificing itself, but it can never again be used as a weapon to destroy towns and innocent people. The Robot going into the volcano will cause it to erupt, and the lava will solidify, forming a bridge in a sense that you can cross, allowing for passage to the south. Before heading south to Auria, there are a few places of interest that you should take a few moments to look at them before continuing. The first is a Dragon Training Shrine, in which the Hero can learn to Morph into his first three dragon forms if he can pass the test the Dragon Elders have for him. This is a one-on-one battle, but its not too hard to handle.

Boss: Talon

While this is a one-on-one battle its not as hard it would seem. First, you should set the Hero to the back row, reducing the damage done to him. After the battle starts, just keep using the E.Key every round. Talon will get the first attack, but he only inflicts between 10-15 damage per hit, so just make sure your herb supply is good, and use them before your hp gets this low. The battle may take a few rounds, but the end result will be well worth it. Talon doesn't have a second wind, and that means he's done after he runs out of HP.

After defeating Talon, the Hero will gain the ability to Morph into three different types of dragons, The Snow Dragon, The Flame Dragon, and the Thunder Dragon. Each dragon uses a different amount of AP, and it takes a one round wait before he can start attacking as a dragon. The damage each dragon does is as follows:

Snow Dragon: 100 damage/200 on slam, 150 damage on enemy weak to ice/300 on slam

Flame Dragon: 115 damage/230 on slam, 172 damage on enemy weak to fire/344 on slam

Thunder Dragon: 130 damage/260 on slam, 195 damage on enemy weak to thunder/390 on slam

As you can see, it pays to watch the type of enemies to determine their weaknesses. Some of them are dead give aways, like a monster that is made of fire or uses fire is going to be weak to ice (usually), a monster made of or uses ice is weak to fire. Monsters that live underwater are weak to thunder, and undead monsters are going to be weak to fire, plus the Zom spells. Not all things work like this, so it takes some experimentation to figure it all out. The next stop on your way to Auria should be in the area with the Faeries. You will be able to tell where they live at, is that the ground in the area is a different color. You'll find out that the Faeries are upset about a person cutting down the trees and have trapped him there. If you explore further, you'll find him running in circles as the result of the Faeries' spell. Now that you've seen this all and won the battle for the dragon spells, head to the cave to the left and proceed to Auria.

20. Auria Cave

Monsters: Shadow, Ameblob, Midget, Fly

This is a short cave, with nothing exciting happening here for the time being. If you explore a little, you'll find a place with rocks blocking the way. You'll have to return here later, so keep it in the back of your mind for now. Once you get out of the cave, head south and you'll soon find the town of Auria.

21. Auria

Items: Life x3, Life2, S.Potion, W.Antler, Cure x3, V.Potion, Mrbl1, 2000 GP, L.Potion, Mrbl3, Acorn, SmartRG, Antdt, G.Tiara, 2000 GP, PrsnCL

Monsters (Outside): Slime, Bulla, Flea

Inn: 200 GP

Item Shop (Gobi's Shop):

[Herb 13GP]
[Worm 65GP]
[Life 650GP]
[Vtmn 650GP]
[Mrbl1 1300GP]
[Pouch 1300GP]
[Rod1 1300GP]
[G.Bar* 65000GP]

Weapon Shop:

[Rapier 1650GP]
[Dagger 2200GP]
[LongSD 2750GP]
[LongBW 2860GP]
[BroadSD 5500GP]
[Tiara 1650GP]
[SunHT 2750GP]
[SageML 3300GP]

Right upon entering Auria, you are thrown in jail for no apparent reason. While in jail, talk to the man in the bed (who is Karn and will join you later). He'll let you out and now you can explore the town. You need to watch out for the guard that's still in town, by the Dragon Shrine and the Inn. If you get too close to him, you'll end up in jail again. If so, just talk to Karn again, and he'll let you back out. You need to head over to the docks on the west side of town, and see if you can use a boat. The captain tells you that the rich man, Ross, owns the ship that is there at the moment. You must now work your way back across town, and head north, while avoiding the guard. Ross' house is the big one at the very top of the screen. You might want to explore the other houses and get the items from the boxes and treasures inside. Be careful, in one of the houses, if you try to take the box downstairs, you'll be back in jail again. You should also take the treasures from Ross' house and then talk to him. He'll ask you to help him and if you do he'll lend you his ship. It seems that his daughter has locked herself in the safe downstairs, and she needs to be let out. Your next trip should be to travel to the town of Bleak where all the thieves hang out, and maybe one of them can unlock the safe. *Now comes the part of getting the 65000 GP for the G.Bar which you need to buy so you can trade that for the Icicle in Bleak to eventually get Karn. There are a few places to earn some quick cash in Auria. The first for an easy 20000 GP is in one of the houses, have Nina give the old man upstairs a massage, and he'll fork up the 20000 GP for that. Ok, that leaves only 45000 GP left to gain. The second is to go to the item shop and buy a vitamin. Upstairs from that shop is a man who is complaining of having hiccups. Give him the vitamin, and he'll be thankful that his hiccups are gone, and give you 5000 GP. Ok only 40650 GP to go from here. You can also sell the G.Tiara from Ross' house for 13000 GP. Be sure to sell it to the other shop in Auria and not Gobi's shop otherwise you'll only get 11000 GP for it. The final way in Auria to get a quick some of money is to save the man from the Faeries that you saw earlier. You will have needed to talk to both him and the Faeries earlier, and if not this won't work until you do. His mother lives in a house below Ross, and she says that he's been gone for a while and hasn't been back. Then she asks you to save him from the Faeries. Now you must return back to where the Faeries were at. The Faeries say they will let him go if you can make him stop logging. You have to say 'Yes' to do so. Go back to the east and talk to him, and then warp or walk back to Auria and talk to his mother

again and you'll get another 20000 GP. That makes 57350 GP earned with 7650 GP left to gain. You're pretty much done with Auria now, its time to head to Bleak. Head to the cave east of Auria and begin your journey there.

22. Bleak Cave

Items: ShellHT, Cure

Monsters: Fly, Midget, Bully

This cave is well I wouldn't say long, but it requires a lot of side tracking through it because of locked doors and the works. Upon first entering the cave, there are two men blocking the passage. If you didn't talk to Ross they won't let you through. If you had, they'll move and tell you to watch yourself in Bleak since its full of thieves. Now you're ready for the long walk through the cave. After heading down the stairs if Karn was with you, you could easily go through that door, but things weren't meant to be that easily done. Just follow the path to the left, and stick to it, and things should be fine. Battle wise, you need to watch out for the Bully. They can use Fry causing 80 damage to a single party member, and they also have a Thunder spell which does about 70+ points of damage to the whole team. While continuing through the cave, you'll find a broken down wall, and two treasure boxes. Collect the items and continue through the cave. You'll find a staircase leading up on the other side of the door, so take that one up. On the second floor of the cave, if you follow the path to the north, you'll come across a locked door, and a wall that can be broken, both of these have to be done later. If you continue to follow the path, you'll come up to a switch. Push the switch, and you can open a shortcut by opening the gate, which leads back to the entrance of the cave, right outside of Auria. You need to follow the path back the way you just came, and continue following it south till you are outside.

23. Village of Bleak

Items: Herbx4, Life2, Life, W-Ant, Icicle

Monsters (Outside): Fly, G.Slime, Mage, G.Knight

Cave to Arad: Shadow, Midget, Ameblob, Fly

Inn: Free (Make sure you have a pouch while using it for the first time)

Item Shop:

[Herb	12GP]
[Herb x9	108GP]
[Antdt	18GP]
[T.Drop	24GP]
[Acorn	36GP]
[Charm	180GP]
[Life	600GP]
[Cure	2400GP]

Weapon Shop:

[Dagger	2000GP]
[LongBW	2600GP]
[BroadSD	5000GP]
[MetalSH	1400GP]

[HuntCL 1500GP]
[IronSL 2000GP]
[BronzAR 3600GP]
[WoolRB 5000GP]

There isn't much to do in this town, except trade your G.Bar for the Icicle. Make sure you have a pouch, which can be bought in Auria. If you try to sleep at the inn, the innkeeper will let you stay for free, but he tries to rob you at night. The pouch will come in useful here, and he'll give you 5000 GP if you keep your mouth shut. You should have enough for that G.Bar now, so you can warp back to Auria and buy one. If not, you can hunt outside of Bleak, and hope for G.Slimes. These little guys are worth big gold, over 1000 GP for 3 of them, and are worth over 1000 exp each, so you might gain a few quick levels here as well. Once you have the G.Bar go talk to the guy in the house at the top of the town, and trade for an Icicle. You can now hit up some gold and levels, or travel towards the desert through the cave south of Bleak. It may be a good idea to kill some monsters around here, so you can upgrade your weapons and armor. In the cave south of Bleak, just follow the one-way path through the cave, and you'll end up at the desert. Head south and you'll find the small town of Arad, and to the south of it is the Krypt. You may also see the small town of Wisdon moving about nearby. However there is nothing to be done with this town yet. Just head into Arad for now.

24. Arad

Item: Only the Fife is to be found here after defeating the boss.

Monsters: Prickle, Cactus, Scorp, SandClod, Sandworm*, G.Slime,

Inn: Free

It seems that Arad has a problem. There is a huge Sandworm that is eating their goats at night, and they need someone to put a stop to it. The leader of Arad will trade you the Fife which is needed to enter the Krypt if you will kill the Sandworm that is plaguing his town. If you say yes, you'll have to wait till night to fight it, which the game passes for you automatically. If you are ready, go and fight the Sandworm.

Boss: Sandworm

This fight is going to be a little easier now that the Hero can use his dragon powers. Have him change into the Thunder Dragon, while having Bo use Fry, and Nina using Fort on the party. The dragon will inflict 130 damage a hit unless its a slam which will be 260. After Nina spells everyone up, have her use the E.Key or use Acorns on Bo to help him keep up with his Fry attack. The Sandworm shouldn't last but a few rounds, and if he does, just heal up as needed.

After you defeat the Sandworm, head back to the Elder's house, and he'll give you the Fife, and you can now enter the Krypt. Head back to the Inn and heal up and save before heading to the Krypt.

25. The Krypt

Items: Herbx3, DreamRG, Lifex2, IronSH, Dagger, Headgear, SkullHTx2, Cure, IcyHT, Antdt, Book, HuntCL

Monsters: E.Chest, Scorp, Mage, Fly, EyeSpy, G.Slime, WarHog,

This is a fairly amusing place to be in. There are a lot of pitfall traps, throwing your party to a large empty room below, and then you have to climb out and try again without falling down another hole. Next all of the treasure boxes have traps on them, so it would be best to leave them until you can have Karn join your party. Overall the monsters in the Krypt aren't any harder than the ones you have faced already, so work your way down and begin your search for Karn. In the area with all the treasures, you'll have to watch for the traps on the floor. They are in set locations and fill up an intersection something like this:

```
  |  |
  |  |
---|  |---
  =  =
  =  =
---|  |---
  |  |
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You'll have to forgive the poor drawing of this example, I'm not that great at drawing with symbols like this but I'm sure you'll get the idea on what it is. The ---| shows a part of the intersection where a treasure box is on, while the == show where the pits are at. Knowing this, if you walk along the walls, you should be able to get where you're going without any problems. On the third floor of the basement, you'll find another lone treasure box, but its trapped so just leave that one for now. You'll also see a boomerang in some stone, but you can't do anything with that either. Continue to head up, and you'll fight the boss of the Krypt, the EyeSpy.

Boss: EyeSpy

You should start off with the EyeSpy by first having the Hero use the Thunder Dragon spell, have Bo, use Fry, and Nina should use Fort on Bo and herself, then ATK-UP on Bo. After that continue hitting him with the Hero, Bo should attack when he runs out of AP, and Nina should use the E.Key and heal when it is needed. After all the small eyes surrounding the EyeSpy disappear due to damage caused, it will then start casting T.Bolt every round, inflicting 25 damage on everyone, so you may need to heal more often between rounds. Other than that, the EyeSpy shouldn't give you too much trouble, and if does, try to gain another level or two, or upgrade your equipment in Bleak after that G.Bar set you back so much gold.

After defeating the EyeSpy head down the stairs, and follow the path. You'll find several treasure boxes, along with a blue one. These are the only boxes that aren't trapped in the Krypt so go ahead and open them without fear, and enjoy your new items. When you open the Blue chest, the area will begin to flood. Just when it looks like you're going to drown, Karn will come and disarm the trap. He wants you to find the book for him, while he waits. The party then convinces him to help you. He'll head downstairs and you must follow him. After Karn joins you, see if you have any left over equipment to hook him up with, cause he'll need it. Then your party order should be 1)Karn so he can disarm the traps, 2)The Hero since he's strong enough to be there, 3)Bo while he's capable of fighting, he doesn't have the defense to stand up to it, and 4)Nina since she needs to be back there, but has

the magic to support your party. Now just follow the path, and find the stairs that lead down. You'll soon come to a room which has several caskets in it. This is where the book is, but you need to open all the caskets, the order doesn't matter, the final one that you open will be the one with the book inside it. Well the book actually doesn't exist in a treasure box, its just a quote on the bottom of the casket. Now that you have everything done here, walk out of the Krypt and pick up all the items you missed, and head back to Bleak. You'll need to have Karn to enter the Dark Tower, but first you might want to upgrade his equipment in Bleak. When you're ready, head towards the Dark Tower, northwest of Bleak.

26. Extra Things to Do Part I

Now that you have Karn and are able to pick locks there are a few things that you should now take advantage of doing. First head back to Windia and pick that lock in the basement and take the Flame Rapier, Turban, Cure, Life2, Life, and the BrokenSD. You may want to equip Nina with the FlameRP, but it has a battle use, which causes 90 points of damage/use in battle. You can also return to Camlon which has been rebuilt and has some items to collect including: a Mrbl1, ProtnA, W.Potion, A.Potion, and a DkKiss. The Inn only costs 1 GP/night and the item shop is:

Camlon Item Shop:

[Herb	8GP]
[Herb x9	72GP]
[Antdt	12GP]
[T.Drop	16GP]
[Acorn	24GP]
[Apple	80GP]
[Life	400GP]
[Cure	1600GP]

Now back to the extra things to do. Since you're in the area, you should stop by and refill your water jar if you need to. This is well I wouldn't call it a cheat, but now that you have Karn, you can go back to Agua, pick the locks there, and get the LifeAR which is the best armor in the game, along with some other powerful items. Return to Agua to obtain the following items: FlameSH, LifeAR*, and an IcyDR*. *Be sure to search the statues on the outside.* Just a little example of how good this equipment is, I had the Hero using an IronSH and when I equipped the FlameSH, his defense went up from 117 to 157 and I was using the ThiefCL and then after equipping the LifeAR, my defense went up from 157 to 242. Agua might be a little out of the way, but after seeing this, I'm sure you'll agree with me. The final thing to do now that you have Karn, is go back through the Cave to Bleak, and open the doors that are locked in there. You'll need another G.Bar to buy the GunPowder from Gobi, and it would take forever to earn up another 65000 GP, but fortunately, there is one in that cave, so it'll be worth your time to go through it. After all that is finished, head back to the Darkness Tower.

I had several emails and I have seen some questions about that stupid HeroAR typo of mine at the GameFaqs message boards and while I was tempted to fix this guide a long time ago, as I said in the revision history that someone altered it without my consent so that kinda killed that idea back then but its all fixed now.

27. Darkness Tower

Items: B.Stone, 2000 GP, Lifex2, Herb, Cure, HornHT, Turban, 2000 GP, DkKey, Mirror*

*Available only after you beat the boss

Monsters: Slime, Fungus, Shadow, Chopper, Cloud

This tower isn't so bad, with only one enemy that can be a pain and that being a group of Choppers. These are worse than the Midgets, (how they can lift those axes is beyond me) and can drain your party's HP rapidly. There is quite a few items in this tower, but most take a long trip of walking to get there. The HornHT is probably the best along with the gold, and the DkKey and the Mirror are story items. At the top of the tower, you'll fight the Cloud.

Boss: Cloud

The Cloud is an interesting enemy to fight. I think he's the only boss monster in the game that only attacks with spells. His spells aren't too damaging except for maybe his Devistate spell since its an earthquake that hurts the whole party at once. You should start by changing the Hero into the Thunder Dragon, have Karn use the E.Key while Nina uses ATK-UP and perhaps Agil-UP on everyone. Everyone should just keep attacking and when Bo runs out of AP, he should start attacking as well. Nina should use the E.Key or the FlameRP if you didn't equip it. She should concentrate her efforts to healing the party since the Cloud's spells can rapidly drain the HP of the whole party. He doesn't have a second wind, so he won't get any harder after he gets low on HP.

28. Back to Auria

Items: Herbx5, B.Stone, Dart, MetalSH, F.Stone, LtKey, GnPwder

Monsters: Knight, Archer

After you defeat the Cloud, you will win the DkKey. Head back down through the tower, and talk to the Old Man, and grab the Mirror. Now with the Mirror in hand, head back over to Auria. Once there, head back to Ross' house, and head down to the basement and talk to his daughter, and tell you a little about her father and the LtKey. Now that you have the Mirror, head back upstairs again, and talk to Ross. This is where the Mirror comes into play. It will show Ross' wife's spirit, and she'll tell him that giving up the Key won't help their daughter. He then realizes that he was wrong, and tell you to go tell his daughter he was wrong. Head back downstairs again, and talk to his daughter again. She'll tell you that the Dark Dragons are coming for the Key, and she asks you if you'll help drive them away. Say 'Yes' and head upstairs after you collect the treasures and grab the LtKey. Now you must head out to the port, and kill off the Dark Dragons that block your path.

Boss: Knight w/Archer

With this battle, you should use Thunder Dragon with the Hero, have Karn attack, Nina use Fort on the party, and Bo should use Fry on the Archer to reduce the enemies attacks per round by one. After the Archer falls, just attack with your strongest attacks on the Knight, and he'll go down after a few more rounds. Have Nina heal the party as needed during the fight. The Knight nor the Archer have second winds,

so this battle should end rather quickly with the use of the Dragon attack and Bo's Fry spell.

After defeating those two, the Knight and his buddy will motion for the other Dark Dragons to sink the Ship. They'll then leave (die perhaps??) and then the Captain and Gobi will come to what remains of the ship. Gobi then makes a mention of the Peninsula and about getting to the enemy camp. He offers to trade you the GnPowder for another G.Bar. If you haven't done so, travel back to the cave that leads to Bleak, and have Karn pick the lock there, and get the G.Bar from there. With the GnPowder in hand, head back to the cave north of Auria, and blow up the rocks there and follow the other path to the enemy camp.

29. Enemy Camp

Items: Herbx2, V.Potion, Acornx2

Monsters: Spearman, Archer, Squid

There isn't much to do here, except clean the ship out of enemies. There are a couple of fights with Spearmen and Archers, and a boss fight with the Squid.

Boss: Squid

This is one of the first battles where the Hero can take full advantage of his Dragon Powers. Turn into the Thunder Dragon, since the Squid is weak to Lightning the dragon will cause 195 damage per hit and 390 damage on a slam. Bo's Fry spell will also increase to 120 damage per hit. Have Karn attack or use the E.Key, and have Nina use Fort on everyone, and keep them healed up. The Squid gets first attack, and he has two types of attacks, one that hurts one member, and another that hurts everyone at once. You'll mostly have to worry about Karn and Bo getting hit because of their bad defense ratings. Nina also takes a beating, but being farther back, keeps her a little healthier for at least one attack. If you want to cheat the Squid, use any Mrbl1's if you have any to cause 390 damage to him per attack with the Dragon. Just keep attacking him with the Hero and Bo using Fry, and with the increased damage he shouldn't take very long to kill at all. Just be sure to watch out for him during his second wind since he'll be able to attack the entire party at once.

Stolen Ship

Monsters: Spearman, Archer, Octo

After defeating the Squid, head down into the ship to pick up the items because you won't have another chance to do so. Then you'll have to head back to Auria again. Once there, walk to the docks, and you'll be able to sail with the boat. You'll have to take Gobi with you, and this can cause problems in your party formation. If Gobi is put in, switch him out with Karn. Gobi doesn't do that well above water just yet. A short time later, you'll be attacked by the Dark Dragons again, and you'll slowly retreat to the bottom of the ship, and after a few more fights with the Archers and Spearmen, you'll fight the Squids' brother, Octo.

Boss: Octo

This fight should be handled in exactly the same way the last one was with the Squid. Octo has a little more HP, so the fight may take a little while longer, plus he can hit harder. Unlike the Squid, Octo at least for me always attacked last, so this could work to your advantage as well. If you have any Mrbl1's left over, use them here as well. Make sure you keep Bo's AP up so he can cause the second most damage per round, while Karn uses the E.Key and Nina uses Fort on everyone, and keeps the party in good health. As long as Bo and the Hero stay healthy, victory is almost a given.

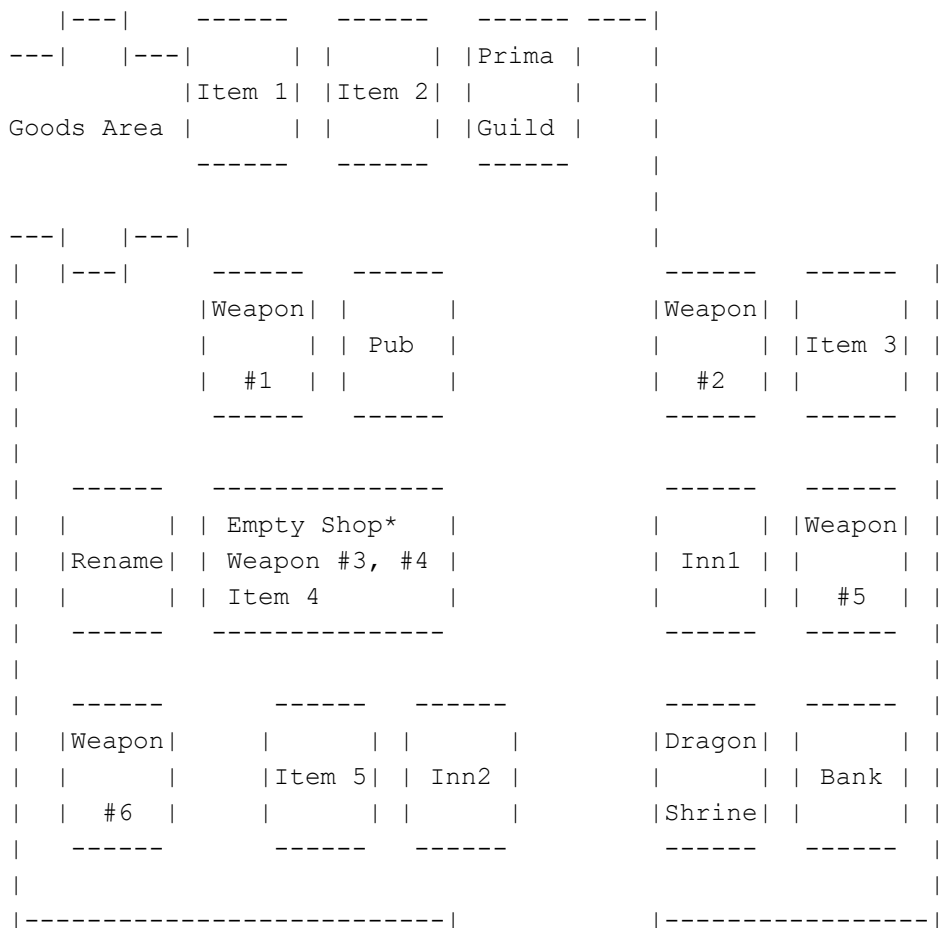
 After defeating Octo, he'll set fire to the GunPowder below the ship, and it will explode, but it also takes the three Dragon ships with it. When you come to again, you're on a small island near Prima which under the ocean. You'll have to say 'No' to Gobi when he offers to sell you the Gills for 1000000GP, which you can't have, the max GP is 1 short. Then answer 'Yes' to Gobi when he says he'll take all of your gold and lend you the rest. You'll now have control of only Gobi, and do some questing underwater at Prima and Gant.

30. Prima

Items: TideHT

Monsters (Outside): CactusX, CrawlerX, Fishy, Tentacle, CreonX, Dogfish, Morteo*

The first thing you'll notice about Prima after finding it, is that its the largest town in Breath of Fire. There are multiple item and weapon shops, there are two inns, and the only place in town where you can rename your characters. As I said before I'm not great at drawing with symbols, but I'll try to make a small map of what Prima looks like so you will be able to see what item shop or weapon shop I'm talking about. Well here goes:



Well this map isn't perfect, but its pretty good if I do say so myself. Now its time for the boring party of listing what each shop sales. For the item shops and weapon shops, refer to the map above the for number of each shop.

Inn1: 200 GP

Inn2: 300 GP

Item Shop (1):	Item Shop (2):	Item Shop (3):
[Herb x9 117GP]	[B.Stn 22GP]	[Worm 50GP]
[Antdt x9 175GP]	[F.Stn 22GP]	[Srdine 50GP]
[Life 650GP]	[Acorn 33GP]	[Worm2 100GP]
[Vtmn 650GP]	[Acrn x9 297GP]	[Markr1 100GP]
[Mrbl1 1300GP]	[C.Stn 44GP]	[Sole 250GP]
[Pouch 1300GP]	[Drop x9 198GP]	[Trout 500GP]
[Chrm x9 1755GP]	[Life 550GP]	[Rod1 1000GP]
[G. Bar 65000GP]	[Chrm x9 1485GP]	[Rod2 2000GP]

Item Shop (4):	Item Shop (5):	Weapon Shop (1):
[Mrbl3 10GP]	[Herb 9GP]	[Pike 2750GP]
[Herb 10GP]	[Herb x9 81GP]	[Javelin 4400GP]
[Antdt 15GP]	[Antdt 13GP]	[RustCW 7700GP]
[T.Drop 20GP]	[Antdt x9 121GP]	[IronCW 11000GP]
[Acorn 30GP]	[Charm 135GP]	[DivingHT 4400GP]
[Charm 150GP]	[Chrm x9 1215GP]	[LightSH 4400GP]
[Mrbl1 1000GP]	[Life 450GP]	[SuedeRB 6600GP]
[Cure 2000GP]	[Cure 1800GP]	[SpineCL 8800GP]

Weapon Shop (2):	Weapon Shop (3):	Weapon Shop(4):
[Dart 3300GP]	[Dart 3000GP]	[Dart 3000GP]
[PoisonRP 3300GP]	[SteelBW 4000GP]	[SteelBW 4000GP]
[Tri-DR 4400GP]	[BroadSD 5000GP]	[BroadSD 5000GP]
[Cane 6600GP]	[Sickle 6500GP]	[Sickle 6500GP]
[Visor 880GP]	[EvilRP 20000GP]	[EvilRP 20000GP]
[MetalsL 3300GP]	[Bandana 400GP]	[Bandana 400GP]
[BronzAR 3960GP]	[NiceHT 600GP]	[NiceHT 600GP]
[IronML 5500GP]	[WoolRB 5000GP]	[WoolRB 5000GP]

Weapon Shop (5):	Weapon Shop (6):
[LongBW 2860GP]	[Club 3250GP]
[SteelBW 4400GP]	[IronHR 4550GP]
[PoisonBW 5500GP]	[PowerSD 10400GP]
[ChainHT 2750GP]	[Glove 3900GP]
[PlateAR 3740GP]	[IcySH 5200GP]
[IronMask 4400GP]	[HornHT 6500GP]
[RangerVT 5500GP]	[FaceMask 7800GP]
[G.Tiara 22000GP]	[GoldHT 26000GP]

Phew thankfully that part is done with now. You may have noticed that there is a * in the large shop. This is the shop which Gobi may act as a vendor (there is one in Tunlan as well). Just have him in front of your party, and press 'A' at the desk. Customers will come to him and buy items from your inventory, or attempt to sell you something. These customers buy and sell random items, and some of the weapons and armors they sell are great for the time, so it might be worthwhile to spend a little time with Gobi trying to obtain these items, but do be warned, it gets boring really quick. I have added a section to the

bottom of the walkthrough for here and Tunlan at various parts of the game and hopefully I get it right when they start changing goods. With any luck you'll be able to use this so you can get the limited items out of the shop that they'll sell for a short period of time and once you advance too far in the game they stop selling them. Now back on with the walkthrough.

You have two main goals in Prima to start with. The first is to get the Gills, so the rest of your party can travel down here, but to do this, secondly, you'll have to deliver the goods from Gant to Prima. You'll receive the goods from the Guild master in the Gant Guild, and then you have to bring them back to the town of Prima. Before heading out of town, you'll really need to upgrade Gobi's equipment if you can afford it. If not, its going to be tough going from here on out. It may be wise to have some Mrbl3's with you so you can avoid fighting with Gobi until you can get the rest of your party down here. While I usually don't include the directions to the next area, look for Gant south of Prima. You should find a small beach to the and that leads above water to Gant. Just follow the small path, and you'll come across weak enemies, and you'll end up at Gant.

31. Gant

Items: HrGlas, A.Potion, L.Potion, Goods

Monsters (Outside): Flea, Slime, Creep

Inn: 50 GP

Item Shop:

[Herb	8GP]
[Herb x9	72GP]
[Antdt	12GP]
[F.Stn	16GP]
[B.Stn	16GP]
[C.Stn	32GP]
[Charm	120GP]
[Cure	1600GP]

Weapon Shop:

[IronHR	3150GP]
[GiantHR	4050GP]
[HeroSP	6750GP]
[SpineHR	27000GP]
[IronSL	1800GP]
[MetalSL	2700GP]
[IronHT	6300GP]
[MetalAR	8100GP]

Upon entering Gant, you may want to explore the town and grab the items that are in town. After picking up your items, you need to head to the Guildmaster's house, and he'll ask you if you'll deliver the Goods back to Prima. Just walk back from Gant to the beach, and reenter the water and head back north. Use Mrbl3's if needed. Brings the Goods back to the Prima Guild, and you'll receive the Gills. You'll then hear explosions coming from above, and it will appear that the Dark Dragons has attack someone from Gant. You'll end up at Inn2, and a Ghost will try to take Ox to the Nether World. Gobi then makes the suggestion that since they can't let the Ghost have Ox, he knows someone who can chase the Ghost away, but tries to charge the Guild

Owner 10000GP for it. The owner offers 5000GP for it. Say 'No' twice and make it 6000GP, and then head out of Prima back to the island. After the rest of your party joins Gobi, head back to Prima and upgrade your equipment, and you may want to head to Gant as well and do some upgrading there too. You'll want to rearrange your party here. I don't really like Gobi since he sucks period, I'll use the Hero, Bo, Nina, and Karn. If you like or want to use Gobi, I suggest leaving out Karn, since Gobi's spells underwater can sting more than Karn's speed and low offense. If you're going to use Gobi, I suggest walking around outside Prima for a little while and level him up a few times. Since a lot of the equipment in Prima and Gant is expensive it might be good to spend some time down there. When you're ready, head back to Inn2 and fight the Ghost.

Boss: Morteo

I don't know if this guy is related to Morte and Mortea or not, but the name sure suggests otherwise. Here is the first boss where you have five party members, yet can only choose from four of them. I typically use the Hero, Bo, Nina and Gobi for this battle. All four of them have spells that work against Morteo, and while Karn is fast, he can't really pack much of a punch for now. Since Morteo is undead, have the Hero use the Flame Dragon, Bo should use Fry, Gobi should use his highest spell that is learned, and Nina should use Fort on everyone, and then concentrate on using Zom1 on him if you have that spell learned. This should inflict an even 522 damage per round. If the Hero gets a slam, then it will be slightly higher. I also used EcoX so if Gobi doesn't have that, it'll be slightly lower. If you don't want to use Gobi, and decide to use Karn, it might be a good idea to buy a Cane in town. Use this Cane in battle, to produce an attack similar to Zom1, but it will only cause 80 damage instead of 120, but this is well more damage than what Karn can do straight attacking. If you have the FlameRP from Windia, you can use that for 90 damage a hit to him. Morteo shouldn't last more then 5 or 6 rounds, and if he does, just make sure you keep your attacks up, and have Nina heal you when it is needed.

After Morteo is defeated, Ox will come around. The Guild Owner asks him why the Dark Dragons were chasing him, and he'll explain to you. It appears that the residents of Gant are skilled in making weapons, so the Dark Dragons acting like cowards took their families hostage to force them to make a secret weapon. Everyone decides to help Ox out, and he will join your party. You might want to setup Ox with some new equipment, and try to gain him a few levels. Your next destination is the Dark Dragon fortress, which can be reached from the beach to the left of Prima. Before heading there, check out the section below on extra things to do before heading to the fortress.

32. Extra Things to do Part II:

Now that you have Ox in your party and can smash down walls and break rocks in towns and dungeons, it may be a good time to revisit some previous locations. Your first stop should be Agua, where there are a few walls, that can be smashed for some items. Head there, and break down the walls to receive the following items: 3000GP, Life, SilverBR, and a Life2. Your next stop should be back to Gant, and head back to the top house. Push the shelf out of the way and use Ox, to break down the rocks. Switch Karn to the lead, and you'll learn his first Morph Spell, Shin. Shin combines Karn with Bo and Gobi, and allows him to become the strongest character in the party at this point. Shin can

walk through the forests like Bo, plus he can hunt though I'd estimate his arrows travel two or three times faster. Now with Shin, you can solve Karn's offensive powers, it now cuts your party size back down to four again. Now warp back to Auria and revisit the Cave to Bleak and break down the wall in that cave. You'll get an A.Potion and a L.Potion. Now this is the only required part to do, but you *must* have to go back to the Krypt where the EyeSpy was, and break the rock and get the B.Rang. After picking up these items, warp back to Gant, and then walk back to Prima. Head out towards the beach to the left of Prima, and head towards the Dark Dragon Fortress.

33. Fortress

Items: Herbx2, GiantHR, EchoHT, MetalSH

Monsters: Spearman, LancerX, Sorcerer, Archer, Toad

This fortress is rather short despite the ominous looks from the outside of it. There are a few walls to have Ox break down here, but only one needs to be broken to obtain some items. The other walls can be broken down to save some time while walking to the back of the fortress. There are a few fights with LancerX's down here. They aren't too bad to deal with, but they can be annoying. Keep heading towards the back of the fortress, and you'll soon come to where the prisoners are kept, and you'll have to fight the Toad.

Boss: Toad

This fight may require a lot of healing, but that's ok since you should have Cura3 by now, and if not, Cura2 will do fine. Have the Hero turn into the Thunder Dragon, and have Ox attack, while using Nina use Fort on the party, then ATK-Up on both Karn and Ox, and after that using the FlameRP as an item to do 90 damage per hit, while healing as needed. The Toad has a higher agility than everyone except Karn. You'll need to plan ahead when healing, except healing with spells, because you're characters will get the heal spells off first, before the monster can attack. Just keep attacking him, and his HP will go down rather fast. All you need to watch out for during his second wind, is that his damage is increased by quite a bit. Just heal before you get too low, and you should be fine.

After defeating the Toad, you have a short conversation with the prisoners in the fortress. They tell you that the weapon has been taken to Nabal Castle to the north, which is known for its defense. It seems that you will need some other way to sneak in. They then mention that the old man who lives in a tent near Gant was once in the Dragon Army and perhaps could offer some help. Head out of the fortress and Warp back to Gant, and head back to the beach leading to Prima but keep heading to the right instead of entering the water. *This is why you must have the B.Rang or I don't think you can proceed*. Upon first talking to the old man, he'll notice that you have a B.Rang but its broken, and that there is someone in Gant who might be able to fix it. You now have to either Warp or walk back to Gant, and talk to the guy in the uppermost house who gave you the Goods earlier, and he'll fix the B.Rang for you. After its fixed, head back to the old man again. He'll then tell you about a bird called a GrimFowl, which is tame unless its Egg is taken, then it goes mad. He then mentions about something that could be used as a weapon. For now head, back to the Fortress, and head out the back exit of it. You'll notice there are a few paths to take from here. If you go left, you'll come to the

second Dragon Training Shrine, but you don't have the DragonSD yet, so you can't undertake the training. You should head north into the forest for the time being.

34. Nabal Forest

Monsters: Grimfowl

Items: Egg*

There is nothing to do in this forest except grab the GrimFowl Egg, and to defeat the GrimFowl boss. Just head north, and you'll soon come to the Egg. As soon as you examine it, you'll get attacked by a GrimFowl.

Boss: GrimFowl

You should start off the fight with the GrimFowl by having the Hero change into the Snow Dragon because the GrimFowl is weak to Ice attacks. Have Karn and Ox attack, and Nina should use Fort and ATK-Up on everyone, while healing as needed. If you have some Mrbl1's to use here, use them with the Hero to inflict 300 damage to the GrimFowl. The GrimFowl uses some Fire based spells, so you'll have to keep your HP up a little higher than normal to avoid being defeated by a spell with too little HP to withstand it. The GrimFowl gets a little meaner during its second wind, but it shouldn't take too long to defeat. If you have the Shield spell, have Nina use that to help reduce the damage done to you by the spells of the GrimFowl.

After the GrimFowl is defeated, pick up its egg and slowly walk to the north towards the exit, one step at a time. All of the GrimFowl in the area should line up behind you, so move one step at a time towards the exit. The GrimFowl should still be behind you after exiting the forest, so keep moving slowly to the north, towards Nabal Castle. When you're close enough to the castle, the game will automatically make you throw the egg into the castle, and then the GrimFowl will cause some major chaos with the guards, allowing for you to enter the castle. Now enter the castle and stop that weapon.

35. Nabal Castle

Monsters: M.Scorp, SpearMan, Archer, Chopper

Items: SkullRG, Life2, MagicRG*, Cure*

*: You'll have to return here once the SlimeX is defeated to get these items.

The main thing to do in this castle is to stop the weapon, and to rescue the rest of Gant's prisoners. You need to find the path down into the basement, and if you're in the area, push the switch to create a bridge from the upper part to the lower part. In the basement you'll have to fight the SlimeX.

Boss: SlimeX

This boss has two phases to it, first it is three separate slimes, which means that it gets three attacks per round, and once all three are defeated, it becomes one large slime. Since it doesn't get a second wind, I would assume the large slime is its second wind. Have the Hero attack with the Flame Dragon, while having Karn and Ox

attack. The small slimes don't hit that hard, so have Nina use ATK-Up on Karn and Ox first, then start using Fort on the rest of the team healing as needed. After all three of the slimes are dropped, the huge slime appears. Just attack with your strongest attack while healing in between, and this troublesome boss will be wasted in a few rounds.

After the Slime is defeated, you'll rescue the rest of the prisoner's including Ox's wife who tells you what the secret weapon really is, a torpedo set to destroy Prima. After a brief conversation, you'll end up in Prima again. The Guild Owner there will tell you that you'll need Wisdon's sorceresses' help (Wisdon=Wisdom maybe??) to defeat the Dark Dragons. He'll then give you the statue which allows for you to enter Wisdon. Remember that small moving town near Arad and the Krypt? That's Wisdon, so warp back to Arad, and start your search for this sorceress.

36. Wisdon

Monsters: Chopper, M.Scorp, R.Slime,

Items: Herbx2, ProSHx2, Lifex2, Life2, OldSP, SilverBR, RageHR, ChainML, OldEgg

Upon first entering this town, it would be a good idea to save your game because before you can talk to Bleu, you have to fight three bosses in a row without a chance to rest or heal before the next fight starts. Even though it looks like an ordinary town, you cannot enter any of the buildings except the dragon shrine. Head downstairs and pick up the items along the way, equipping any that are better than what you currently have. After navigating your way through the lower areas, you'll find a healing spring. Drink up here, and you'll soon find three spirits which are protecting the sorceress. They say she cannot be awakened until a true hero appears, and then they challenge you. You'll have to fight all three without a rest in between fights.

Boss: Wisp

This first battle with the Wisp shouldn't be too hard. I think his HP is the same as when you fought him in Agua, but now that you have much better weapons and armor he won't be much of a challenge even though he can hit everyone at once. You should be able to win this battle without having to use any spells.

Boss: Cloud

After defeating the Wisp, you'll be challenged by the Cloud. He's a bit easier now than he was before. You'll want to change into the Thunder Dragon here, and perhaps use ATK-Up on Bo and Karn. Since he attacks with only spells, using Shield on everyone might be a good idea too, but it all depends on how long the battle lasts. If its short, its more in your favor, if its long its more to the Cloud's favor. All you'll need to do is hope he uses spells on individual members instead of the 3.5 spell which hurts everyone. After defeating the Cloud, the final and hardest spirit will attack you.

Boss: Myst

The Myst is the worst of the three spirits by far. He is much like the Cloud attacking only with spells, and most of them hurt the entire party. The Hero should use the Thunder Dragon, while Karn and Ox

attack. Nina should concentrate on using Shield on the party, reducing the damage done to you by spells. After that, use ATK-Up on Ox and Karn, and then use either the FlameRP or the RageHR as items in battle to inflict more damage on the Myst than the E.Key alone. Just keep your HP up and use multi-healing items such as Meat or WMeat to heal your whole party. You'll also need to use the WtrJr if you have it filled. If not, just keep each member healed enough to withstand a spell or two before they can be healed. *If you revert Karn and the Hero from their morphed forms, their HP will be low, but you can remorph, and they'll receive a free heal for doing so. All you need to do is keep after the Myst, and he'll be defeated.

After you defeat the three spirits they'll wake up Bleu for you, in a rather interesting way if I do say so myself. She'll then give you the OldEgg, and tells you to drop it in a very warm place. She then goes back to sleep for now at least. Now head back to Prima, and then head north to the underwater volcano.

37. Ocean Volcano

Monsters: Dogfish, AmeblobX, CrawlerX, Tentacle,

Items: Herb, M.Drop, SharpBW, 3000 GP, 2000 GP, PowerDR

There isn't a whole lot to do down here, except collect the treasure boxes. One of them has the SharpBW in it, one of two one handed bows in the game, allowing for Bo to use a shield. This will help his defense, but since he'll be fused with Karn, I don't know if the extra defense will help him or not. At any rate, you must head down into the volcano, where you'll find a large crack in the ground and lava below. Drop the OldEgg down in there, and you'll automatically end up in Wisdon, with Bleu. She'll then join your party. Now you'll end up back in Prima, and wait for the Dark Dragons to attack. You'll then get a ride on one of the big fish, and you'll surface to see what's going on, only to be surrounded by the Dark Dragons ships. Then the egg you dropped into the volcano turns into a typhoon bug and eliminates three of the six ships. They'll then retreat, and take the fight below. Here you'll regain the control of your party, and you'll need to set up again. I typically take the Hero, Karn, Nina and Bleu for the boss fight, but if you feel really confident, you can change Nina with Ox. Remember you can change one member per round while fighting, so just switch if things aren't going as planned. After you set up your party, head north and talk to the Knight looking guy. He'll change into a boss and attack you.

Boss: Pincher

This is another boss who is weak to Thunder attacks, so knowing this set your party up with those that can use these attacks, which will mostly be the Hero and Bleu. I always use Shin, which eliminates Bo from attacking, but I think its worth the trade. Have the Hero use Thunder Dragon, Karn should attack, and have Nina use Fort and Shield on everyone then ATK-Up on Karn, while having Bleu use Fry. He has spells that can hit the whole party, so it might be best to use Shield first. If you have any Mrbll's use them here. Just keep using the Fry spell and keep the rest of your party in good health, and he'll be gone in a few rounds of fighting. If he defeats you, you may want to try to go into the fight without Karn morphed as Shin, and take Bo just to add an extra 120 damage with his Fry spell. If you took Ox instead of Nina, just have him attack, and if you don't have Shin, and

take Gobi, have him use the highest spell he has, and if you take Karn unmorphed, use any Stones you might have, or have him use the RageHR or FlameRP if you have them still.

After he's defeated, he'll threaten to take you all down with him. The fish members seem to think he's bluffing, but in the end he's not. Maybe its a good thing they pushed him around a little because it moves him a little ways away from Prima. After he's wasted, you'll end up back in Prima again. The Guild Owner thanks you for your help, and after another pointless conversation about Gobi wanting his money again. Then you'll be back outside of Prima and Gobi will make a comment about forgetting something. For once he's actually right, so head back to Prima, and visit the Prima Guild again. You'll get the sphere, which will allow for Gobi to change into a big fish too. Now with this ability, you'll first need to find Tunlan, for a very big reason, and then you'll need to find Gust. I won't give away the exact locations, but you'll have to swim across that big chasm with Gobi, and you won't get attacked so that's why I'm not telling. All you need to look for are the bottoms of the beaches to get out of the water from, and both the paths to Tunlan and Gust are pretty straight forward. A little hint about finding Gust, you'll know you're on the right path when you come across one of the closed doors with the Dragon-looking Symbol on it, and the enemies suddenly become stronger. And a small hint for finding Tunlan, look for a small island to dismount to, and you'll be right under it.

38. Tunlan

Items: Melon, Rod5, Herb

Inn: 300 GP

Item Shop (1): (The shop with the Item symbol above it)

[Herb	13GP]
[Antdt	19GP]
[T.Drop	26GP]
[Acorn	39GP]
[Acrn x9	351GP]
[Charm	195GP]
[Mrbl1	1300GP]
[Cure	2600GP]

Item Shop (2): (Inside the building that Gobi can be the shopkeeper)

[Herb	10GP]
[Antdt	15GP]
[T.Drop	20GP]
[Acorn	30GP]
[Charm	150GP]
[Acrn x9	270GP]
[Mrbl1	1000GP]
[Cure	2000GP]

Weapon Shop (1): (Normal Shop with weapon symbol)

[BoneCN	2412GP]
[PoisonRP	2700GP]
[Cane	5400GP]
[EvilRP	18000GP]
[Dress	900GP]
[Gown	1800GP]
[MystRB	5400GP]

[GuruCT 18000GP]

Weapon Shop (2): (Left of Item Shop 2)

[Dagger 2200GP]
[LongBW 2860GP]
[PoisonRP 3300GP]
[Tri-DR 4400GP]
[Gauntlet 880GP]
[HuntCL 1650GP]
[ThiefCL 2750GP]
[RangerVT 5500GP]

Weapon Shop (3): (Right of Item Shop 3)

[Dagger 2200GP]
[LongBW 2860GP]
[PoisonRP 3300GP]
[Tri-DR 4400GP]
[Gauntlet 880GP]
[HuntCL 1650GP]
[ThiefCL 2750GP]
[RangerVT 5500GP]

Since this is your first time in Tunlan, there is nothing to do in this town because you can't understand anyone here. They use music for their language, and therefore you have no musical instruments, and can't talk to or understand them. For now head up to the castle, and go upstairs, and you should come to a locked door. Nothing will open this door at this time, so walk to the left of it and try to get the box. Then one of the statues will come to life and push you down the hole. You should then be in a room with two people running around in it. Talk to the old man, and he'll tell you about getting the big catch, take what's under the box. Move the box closest to the bed, and get the Rod5. You will need this item to fish up the DragonSD, and DragonAR, both of which are needed for future dragon trainings. You'll need to push another box in the lower left part of the screen to find a hole to get out. This is rather funny, but the first time I played BOF, I thought he was talking about the big catch being able to get out of the room. It took me forever to figure out it was the Rod5 he was talking about. You can't catch the Dragon items without the Rod5, so you'll need to have this item. Remember that left path from the Dark Dragon fortress? Warp Back to Romero, and have Bo, or Shin lead, and head all west. Make sure you have some fishing bait when you do, but keep heading that direction, and you'll end up at a well. Equip the Rod5 with your Hero and equip some bait, and set him to the lead, and fish in the well. You should pull out the DragonSD. If you don't just try again. Now you can head to the Dragon Training Shrine to the left of the Dark Dragon fortress, and undertake the second training. Again this is one on one, but you have the dragon attacks to use on the boss this time.

Boss: Bain

Start off this fight by turning into the Thunder Dragon. Use the Mrbl2 you just found in the box, to cause 260 damage to him. You may need to use herbs or cures to heal in this fight, but its not a big deal if you have to. Or as I mentioned above, you can simply sacrifice a turn when your hp is getting low but enough to survive an attack, return to the Hero's normal form, then use Thunder Dragon again, and you'll be fully healed. Bain doesn't have a second wind, so you just need to bring his HP down the first time. He gets the first attack, so just

make sure you heal before hand.

After defeating Bain, you'll gain the use of four new dragons which cause the following damage:

Ice Dragon: 190 damage on all enemies/380 on slam, 285 on enemy weak vs ice, 570 on slam

Fire Dragon: 210 damage on all enemies/420 on slam, 315 on enemy weak vs fire, 630 on slam

Bolt Dragon: 225 damage on all enemies/450 on slam, 337 on enemy weak vs thunder, 674 on slam

Gold Dragon: 375 damage on all zombies, 750 on slam, 0 damage on non-zombie creatures

Now you should get back to undertake the quest to find the town of Gust and what lies in wait for you.

39. Gust

Monsters (Outside): M.Scorp, Chimera, Warlock, Zombie

Items: Sash

Inn: 80GP

Item Shop:

[Herb	10GP]
[Antdt	15GP]
[T.Drop	20GP]
[Acorn	30GP]
[Acrn x9	270GP]
[Charm	150GP]
[Mrbl1	1000GP]
[Cure	2000GP]

Weapon Shop:

[Tri-DR	4000GP]
[OldSP	6000GP]
[WindRP	7000GP]
[MoonBW	8000GP]
[WingSD	10000GP]
[GaiaMask	8000GP]
[FlameSH	12000GP]
[WorldML	22000GP]

Upon first entering Gust, you'll notice that everyone is acting very strange indeed. A person in town mentions that everyone acts even stranger when the wind blows in from the north, meaning that the cause of all these problems might be coming from that direction. Before heading in that direction, be sure to rest at the Inn and perhaps upgrade your equipment as needed and save your game. Also in one of houses, there is a box that you can push to fall through a hole. This leads to another one of Karn's morph spells. After falling through, you'll find six barrels set up like this:

```
|---(1) (2) (3)---|  
|   (4)   (5)   |  
|         (6)   |
```

Well anyway here's the idea. You should push barrel 6 either to the

left or right like this:

```
|---(1)(2)(3)--|
|  (4)   (5)  |
|           (6) |
```

Now push barrel 5 right and barrel 4 left like this:

```
|---(1)(2)(3)--|
| (4)           (5)|
|           (6)  |
```

Now push barrels 1 and 3 up and then push barrel 2 either left or right like this:

```
      (1)  (3)
|---(2)   --|
| (4)     (5)|
|           (6)
```

Now just head up through the open path, and make sure Karn is unmorphed. Have him talk to the wise man, and he'll learn the morph spell Debo. I don't know if this spell is any good, since it can only be used underwater, but you're done with the underwater parts and won't need to go back down there again. Perhaps someone goofed while programming the game, making you get this spell later rather than earlier??

After you're finished, head up the stairs, and it will take you out of town completely. Now head back into town, and head out the northern exit and keep heading north.

40. Northern Fortress

Monsters: Rogue, Blaze, Mimic, Buzzer, LancerX, Roach, K.Roach, Warlock D.Knight, RugaX

Items: Herbx2, L.Potion, Cure2, Rod4, M.Cura

The first part of the fortress is pretty easy, but some annoying Rogues guard all of the treasure boxes. Just kill them off using your weapons since they get hurt pretty good from weapons, and they aren't bad for exp. You can use Ox to break down the walls if you'd like but all it does is saves you a little time from walking all the way around just to get to the back of the fortress. After reaching the back of the first area, Cort will appear and test out a new formula of his one you. It shrinks you to a small size, and now you have to find a small hole in the upper right part of the room and head there. The hole is actually a mouse hole, and it seems that the mice down there are fighting the roaches for food. You need to talk to all the mice, and the one blocking the path to the north will move. Head to the north, then fight the roaches near the food supply.

Boss: K.Roach x3

These three aren't too tough to handle. Just attack them individually, and they can be hurt by weapons, and the Hero might be able to do more damage to one with his weapon over his dragon spells. Have Nina just use ATK-Up on everyone, since all the characters will inflict over 100 damage. They do get the first attacks, but don't hit very hard alone,

but can quickly drop one characters HP if they all attack at once. Just have Nina keep the party healed up, and you should come out a winner. Karn if he's morphed can do 999 to a single roach, causing it to enter its second wind after one hit. No matter what party you use here, all members should just attack, and put in Nina if you haven't already, just switch her in with someone, and heal as needed.

After defeating the roaches, head back to where the mice were at. They'll thank you for helping them, and give you the Mouse Cura. After picking that up, you'll automatically head back to the room where Cort shrunk you, and the M.Cura will reverse the affects of his potion, returning you to your normal size. Proceed down the stairs and continue through the Fortress. Down below, just move along the floating platforms until you reach the end where Cort is. He'll then put you against RugaX.

Boss: RugaX

Unfortunately, RugaX isn't as weak to weapons as the regular Rogues were that you fought earlier. You should have the Hero morph into the Bolt Dragon. If you have Karn as Shin, just have him attack. If you have Gobi or Ox, have those two attack, and if you are using Bo, use Fry on him. Have Bleu use her highest attack spell (highest doesn't always mean the most damage so you may have to experiment) and have Nina use Fort on the party and heal. ATK-Up probably wouldn't be a bad idea either, but make sure you get your defense set up before you go to offense. Ruga doesn't have a second wind, so just keep at him till he goes down.

Cort will tell you that his flower will do you all in after you defeat RugaX, and then it appears that the RugaX was actually a person who was changed into a monster. Then a rather funny scene between Bleu and Nina happens while the Hero and Ox take Nicholie back to the village. Back in the village, Bleu attempts to heal Nicholie, but she needs the Oil to do so. Your next quest is to find some oil.

41. Frog Cave

Items: G.Fly, Oil, Maestro

After Bleu chases you out of Gust, head back in. There is a small cave on the left side of town and there is a fly inside it. Before fighting the G.Fly, head back to the Inn to rest, then it might be a good idea to save your game too. Then head back to the cave and fight the fly.

Boss: G.Fly

The G.Fly can be a little bit tough, he attacks fast, and when I fought him, I was slammed at least four times. If you have Karn morphed, you'll once again have only four party members to use here again. Have the Hero use Bolt Dragon, Karn and Ox attack, and have Nina use ATK-Up and Fort on the rest of the party. She should also heal when needed. If you choose to have Karn unmorphed which is a bad idea here, but IF you use Gobi he can't use his spells so just have him attack, and have Bo attack and if he does less than 80 points of damage, have him use Fry. Just keep hitting the G.Fly with your best attacks, and then he'll be defeated, and you can take it as an item.

After taking the G.Fly, you need to head back underwater, and find the Frog Cave, which could be seen from the Nabal Fortress. The Cave is

located where a small beach is blocked off from walking by large underwater rocks, so you'll have to use the Big Fish to swim over them. Once you're at the cave, give the King Frog the G.Fly and he'll give you the Oil. Now head back to Gust and give the Oil to Bleu. After giving the Oil to Bleu she uses it on Nicholie, and tells you to get rid of that flower. Now head to the north and dispose of the madness flower.

Boss: FlowerX

The FlowerX isn't as tough as it looks. To defeat it, have the Hero use Bolt Dragon, Karn and Ox should attack, and Nina should use Fort and ATK-Up on everyone. The FlowerX attacks mostly but will occasionally use a Poison spell, which is nothing more than annoying. Its rather slow giving you a chance to heal later than earlier. You should still watch your HP, since a boss can get a slam just like your characters, just not as often though. If you didn't have Karn morphed into Shin, then all Gobi can do is attack, and Bo like on the G.Fly if he causes less than 80 damage, have him use Fry. The FlowerX isn't much harder during its second wind, and just repeat the process over until it dies, healing as needed.

After defeating the FlowerX, head back to Gust, and it seems that everyone has returned to normal, almost. Now would be a good time to get the Maestro from the old man who makes the flutes before you leave Gust and forget it. Talk to him twice, then he says that the flute is under his bed. Head into his bed and look to the north, and search, and you'll find the flute. Now it seems that Nicholie has turned into RugaX again, and is running amuck in the house instead of healing. You have no choice but to defeat him again.

Boss: RugaX Second Fight

This fight is almost the same as before. Just have the Hero use Bolt Dragon, have Karn and Ox attack and have Nina aide them with the same spells she did before and then heal as required by the party. If you have Gobi, his only use is to attack, and have Bo attack RugaX and if he can't do much damage, just have him use Fry or any combat items you have that can be used. Just keep working on him, and he'll go down without much of a fight at all. The only thing you really have to worry about while fighting him is the way that the party is arranged to being the fight. I had it like this, Hero, Nina, Gobi, Karn. I don't know if its like that all the time or if its random, but just switch Gobi with Ox, and have Karn Morph on the first round.

After defeating RugaX again, Bleu will attempt to return Nicholie to himself again. At first it doesn't seem to be working but then it finally works. He thanks you for saving him, and offers to repair the bridge leading west from Gust. After the automatic resting from the game, head back up towards the bridge, and you'll find that its fixed, but Nicholie is down yet again. Now Cort will appear and it seems that he's not too happy with you for messing up his plans. He then changes into a monster and attacks you.

Boss: HornToad

Now this is the type of boss I like but hate at the same time. The part I like is that he's the first boss in a long while, maybe since the Gremlin that actually puts up a good fight. The part that I hate is that sometimes he puts up too good of a fight and gets a lot of slams

and can make quick work of your team. To start this fight, have the Hero use Bolt Dragon while having Karn attack. I also have Nina here, so have her use Fort on everyone because this boss can slam a lot, and the damage reduction is nice indeed. If you have Gobi and just normal Karn, have them attack or use any combat stones or items that you have. Have Ox attack since that's basically the only thing that he can do. If you have, Bleu use the most damaging spell that she has learned to this point. The HornToad isn't too tough until he gets his second wind, and can start hitting the whole party at once. Just watch the amount of damage that he causes, and heal any members that get below that amount first before healing those who are above it. You may need to use your WtrJr here, but with Bleu and her exit spell, going there and getting out shouldn't be too much of a problem. Just keep healing your party, and use any multi-healing items you may have such as Meat or WMeat, and you should come out a winner.

After defeating Cort, cross the bridge and head off to the west towards your next stop Gramor.

42. Gramor

Items: Cowl

Gramor is a town below the surface, but then again its the home to the mole tribe. It seems that Mogu is having a very bad dream and can't awaken from it. The moles there ask you for help. If you agree to help them, you'll receive the Cowl. With this and the Maestro from Gust, you'll be able to understand the people in Tunlan, and you should return there, now that you can understand them, and get the item from there that the mole people asked you to retrieve.

43. Tunlan Again

Items: Bolster, M.Drop, Melonx2

If you weren't here before and want to view the shops status and such, please refer to #38.

Upon arriving at Tunlan, it seems that this place has a problem of its own, (gee isn't this getting repetitive already??) and that problem is that the Princess of Tunlan wants to give that country's treasure the TmKey to the Dark Dragons so that she can remain young forever. First head to the castle and talk to the old woman in green. She'll tell you about the problem, and if you can help her, she'll give you the Bolster, which allows you to enter people's dreams. Talk to the Princess, and she refuses to give you the TmKey. Now head back downstairs, and talk to the old woman again. She then says she has to get the key back before the Princess gives it away, and will do it by force if needed. She then tells you about how to open that safe. She mentions that the Princess has some strange marks on her back, and they show how to open the safe. She then tells you she likes to swim at night, and we should sneak in at night, and have a look for ourselves. Head out of Tunlan, and use the DkKey or HrGlas or just wait until nightfall. Now head back into the castle, and go up to where the Princess' room is at. You need to be back where those trees are, and there you can have a look. After seeing the marks, head back down to the safe. There you'll need to open the left side first, then the right, but since you saw them in the pool, it was a reflection and it was backwards. The Princess then comes along and a big fight breaks out. After that Cerl comes and takes the TmKey away. Now with all the

walls down, you can now go back to the safe room, get the rest of the items along with the Bolster, and return to Gramor.

44. Dream World

This is one messed up place to say the least, with a few things to do while you're here. The first to do, is head to the north tower, but first you may want to talk to everyone in the town to find out what's happening here. After you're finished, head to the tower in the northern part of the world. In the tower, there are blue and red switches all around on the floor. If you step on a blue one, all the backgrounds will disappear, and you can't tell where you're going. To restore the background, you need to find a red switch. You'll just need to feel through the walls, and what I mean by this is walk in one direction, say north, but try to go east/west each time you take a step to the north, to find passages when the background is gone. You'll have to fight Mothro but until you get Mogu to join you, Mothro can't be touched. To find Mothro on the first floor, first head to the north, stepping on the blue switch, killing off the background. Then head three steps to the right, and step on the red switch and restore the background. From there head along the path, following it all east, then north, to just below the blue switch and head left at the intersection. Then head all south, and follow the path, and you'll soon hit a blue switch. From here walk about 19 steps to the left, and then you should be able to walk north. From here, walk 5 steps to the north, then you should be able to walk to the east again. From here, just follow the one way path, and you'll soon come to Mothro. He'll challenge you, but no matter what you do, you can't touch him. After the fight starts flee and then exit out of the tower. Head back to the town where you started, and it will appear that someone found out where Mogu's courage is at. That place is in a cave to the south which can now be reached now that the bridge is fixed. Rest at the inn and save your game, and once you're ready, head to that cave.

Gas Field:

Items: HeadGear, Life, LightSH

Before reaching the cave, you'll come to a small area with columns of poison gas blowing out of the ground here. If you make a wrong step, you'll get hit with a gas column that you can't see as a way for the game keeping this a one way only to get through it. You'll know if you come to a dead end if you get hit three times, one for each direction you want to go. At the beginning if you stick close to edges of the screen you should be ok. This technique soon becomes obsolete when you reach the bigger areas. After working your way through the Gas Field, you'll come to the South Cave, where Mogu's Courage is. His other attributes will join you in here, and they will make Mogu complete, and then he'll join your party. Now you must head back through the Gas Field, and go back to the North Tower.

North Tower:

Follow the path I mentioned above to where Mothro is at, and he sees that you have courage and retreats further up into the tower. Follow him up there, and you'll find more of the same with the blue and red switches. Just follow the directions here, and you should be able to reach Mothro without much trouble. On the second floor to start out with, there isn't much of a path to follow, just keep going till you reach the first blue switch. From here head, all north, then all west

and simply follow the one way path till you reach a red switch. From there, head south till there is a small intersection leading to the east, and then follow that path until there is an intersection leading to the west, and you should follow that one till it leads you to the stairs leading to the third floor. On the third floor, follow the path until you hit a blue switch that can't been seen because of the background. From that switch follow the path until you can see three blue switches with a red one below hit. If you want to see where you stand, go down and step on the red switch. Be careful about heading too far down, or you'll fall out of the tower and you'll have to start over. From the red switch, head 5 north, then you can head to the east. Head to the east about 4 steps, then start heading north again for about 3 steps, then head east again, this time about 3 steps. You'll need to head north from here about 3 steps, then head off to the east into a passage you can't see. Now all you'll need to do is follow this passage, and you'll soon come to the stairs to the fourth floor. The fourth floor is easy, just follow the path across the blue and red switches, and you'll soon fight Mothro.

Boss: Mothro

Mothro is already way down on his HP, but don't let this fact lead you to believe that he'll go down easily. He has a very high evade rate, and he can even avoid your dragon attacks and just about everything else. To start off, have the Hero use Bolt Dragon, while having Karn and Ox if you're using him attack, while having Bleu use her highest level spells on him. Nina should have FortX by now, and if not, just use Fort on everyone individually, then use ATK-Up on Karn, and Ox if you have him in your party. If you're using Gobi, have him attack and if you have Bo, use Fry with him. Now that you're set, you just need to pray that Mothro doesn't avoid all your attacks round in and round out. If you need to, have Nina heal you as it is required, otherwise have her attack and use any combat items that you have. With any luck, Mothro shouldn't last more than a few rounds. I didn't notice Mothro using any physical attacks, but he did use some weak spells like Stop and Poison, with an occasional attempt at Rub here and there.

After you defeat Mothro, you'll be teleported out of the Dream World, and you'll be back in Gramor. Mogu will now awaken, and he'll rejoin your party again. Now that you have him, it might be a good idea to revisit some areas that you can now access with Mogu before you proceed any father.

45. Extra Things to do Part III

Now that you have Mogu and he can dig, you should return to some older areas where there are marks on the ground that only Mogu can enter. Your first stop should be back in Camlon. You'll have to walk along the path towards where Nanai was, but head to the north after crossing the bridge. You'll find a dig spot, and have Mogu dig and you'll fall through to a room below. In that room, have Karn lead your party, and he'll learn the Doof spell, which allows for you to move those large dressers. After learning the spell, head to Tantar. From Tantar, head north to the area where the Giant Robot was at. In an area off to the right, you'll see another digging spot. Have Mogu dig and fall through the hole, and then switch to Karn to disarm the traps on all of the treasure boxes. Pick up the A.Potion, V.Potion, Clog, and the L.Potion and then head back to Bleak. In one of the houses in Bleak, there is a large dresser, and two jars with stairs heading down. Have Karn use Doof, and he can move those large dressers. Move it so you can head

downstairs. Downstairs, move the two barrels and then head up and move the large dresser and search under it for the ClearCL. You might want to equip Nina or Bleu with this, they're the only ones that can equip it, and an item with 100 defense is rare. Now head back upstairs and move the other large dresser in the upper portion of the room. Move that, then have Karn revert back to normal and talk to the old man there, and you'll learn his fourth and final transformation, Puka. Now head back to Auria. With Karn leading, have him morph into Puka. At the Dragon Emblem on the mountain outside Auria, stand right in front of it with Karn leading and use the 'A' button. The seal will move, and then enter the cave for a Dark Bracelet. It took me quite a while to figure out how to do this, and you can miss out on some good items inside it. Now head back to Gust again. From Gust, walk back down towards the beach that you first arrived on in that area, and you'll come to another seal to be moved. Inside you'll find a Love Bracelet which restores 1 HP for every step the wearer takes. Your final stop should be back at Gramor, since you need to head in that direction anyway. You'll see some strange trees or something growing out of the ground. Have Mogu dig there, and you'll come away with the Root, a key item that you'll need for later. Its best just to dig it up now because its along the way to your next stop. With all of this done, you can continue your journey to Spring.

46. Spring

Items: Herb, Clog

Inn: 100 GP

Item Shop:

[Herb	10GP]
[Antdt	15GP]
[T.Drop	20GP]
[Drop x9	180GP]
[Acorn	30GP]
[Acrn x9	270GP]
[Charm	150GP]
[Cure	2000GP]

Weapon Shop:

[PowerDR	5500GP]
[RustCW	7000GP]
[IronCW	10000GP]
[WingSD	10000GP]
[IronML	5000GP]
[SpineCL	8000GP]
[GaiaMask	8000GP]
[QuartzAR	10000GP]

There isn't much to do in Spring while the town is frozen over. Make sure you pick up the Herb and Clog in town, and upgrade your equipment if you have the money and if its better than what you already have. You're main goal now is to head to Spyre Tower where the weather control machine is located. Spyre is located to the southwest of Spring. Head to the tower and have Mogu dig and you'll enter the lower levels of the tower.

47. Spyre Tower

Items: Cure2, FlameAR, Shell, WorldAR, A.Potion

The bottom floors of the tower are pretty straight forward. Just follow the path on the first floor and collect all the items along the way. The next part of the tower is what I like to call the floors of nature. On the first floor, the room is covered in grass, and the exit is in the upper right part of the screen. The weather on the next floor is nothing but rain, and the exit to the next floor is in the lower left part of the screen. The next floor is nothing but desert while the exit to the floor above is located in the lower right part of the screen. The floor above is covered in snow just like Spring, and the exit is located in the upper right hand corner of the room. The next floor is almost like walking on the sky itself, and the exit to the final floor is off in the lower left corner of that room. On the final floor the place you need to head to is in the upper right corner of the screen. Just search the pillar, and Mote will appear and throw you into another Dream World.

48. Second Dream World

Items: Cure, L.Potion, JadeBW, Trident, CursedHT, Smoke, FaceMask

After arriving here, you'll be in a small village with nothing to do in it except buy some items, stay at the Inn, and save your game. Your first goal should be to head to a cave to the north of this town, and it may take a little bit of walking to reach. You'll need to head south and then follow the path from there, and back track to the north. You'll reach a small cave right below the tower and then enter this cave. The first floor is fairly easy, but you could end up at a dead end if you explore a little. If that's the case, just head back up, and then just walk back the way you came from. On the second floor, you'll find a small room with four treasure boxes in it. After getting the boxes, a gate will close behind you forcing you to fall into the hole to get out. If you wandered here to the dead end from the first floor, you'll know right where you're at. Just follow the path back to the second floor again. Don't go back to where the boxes were this time, and just keep going. On the third floor, you'll find three treasure boxes, and just follow the short path, and you'll come across Mote's Conscience, and he'll break down the wall allowing for passage to the north. Beyond that point, you'll be in what I think is the worse maze in the game. It doesn't look so bad at first, but once the room starts spinning, you'll think otherwise. Its not hard to keep your eye on what direction you want to go, but there isn't much viewing room, and what you can see, the screen just extends far enough so every direction looks the same, making it hard to decide which way to go. Hopefully I've marked this correctly, and it will allow for a quick passage through here. From the first switch, head to the left, and follow the path to the next switch. Now follow the path to the south, and you'll soon come to another switch. From this switch head to the north, and you should come upon the fourth switch. Step on that switch, and after the room stops spinning follow the path to the east, and take the first south, and then continue to the east, and follow that path till it branches south again, and then head south and you'll come to yet another switch. Step on that switch and make the room spin again, then head to the left. Keep going left and then you'll come to another switch. After the room is done spinning, head to the left again. Keep going left until you come to the second north. Follow that path, and you should come to the final teleport. Follow the path to the left, then you'll find the teleport out of this maze. In the next room, it looks rather complicated, but it really isn't. Just follow the path, and take the middle staircase. From there you'll be in a

room with a lot of damage tiles in it. Walk across the tiles, and then look in the lower right hand corner of the room for a pit to fall in. Fall down the holes, and then follow the path and take the stairs leading up. On the fourth floor, you'll be in a room with a lot of purple damage tiles, and stairs leading up in the lower left hand corner of the room. Have Karn lead your party, so if you happen to come across one of the holes, you won't fall down right away. Make your way to the stairs and go up them. You should now be in a room with 5 different staircases in it. Take the rightmost and lowest staircase and then you'll fight Mote. He can't be defeated until his Conscience shows up, so try not to avoid burning too much AP fighting him till then.

Boss: Mote

Mote isn't really tough, but he can be hard to take down. At times he is only hurt by magic, and then he can only be hurt by weapons. How he looks determines what he will be hurt by. Have the Hero use the Bolt Dragon, have Karn attack, and have Nina use FortX and ATK-Up on your party and you'll need to have Bleu to use magic to make Mote weak to weapons again. If he's hit with a weapon, he'll gain resistances to weapons and weakness to magic. If he's hit with magic, he'll gain resistance to magic, and weakness to weapons. Your Dragon attack goes as magic, so if you use this party, things should work find. Have Karn attack, making him weak to magic, then Bleu should use a spell making Mote weak to weapons again. The Hero should then get in an attack, and Mote should be weak enough to get a full damage affect out of it. Nina should attack with her weapon, and heal as needed. Just watch Mote's pattern, and you should be able to defeat him. If not, just try again, and/or try to gain some levels. If you don't have Karn Morphed, have Gobi, Karn and Ox attack, while having Bo use magic to mess up Mote's weapon defense. While Mote's form is blurred, he is weak to weapons, and when his form becomes recognizable, he is going to be weak to magic attacks, so you can keep track of what is he weak to or strong to.

After defeating Mote, you'll be teleported back to the Spyre Tower, where Mote teleported you into the Dream World. Now you can search the pillar and get the SkyKey. Now take the SkyKey to the machine to the left, and use it. Now the weather in Spring will be normal, and now head back there. There is a hidden cave in the waterfall, which was frozen and you couldn't enter it but now the water is flowing again, and now you can continue your journey through here to Carmen. Before leaving, you should go fishing where the ducks are swimming at, and you can catch the DragonAR there, which is required for your next dragon training session, which will be able to so shortly.

49. Carmen

Items: RubyBR, W-Ant

When you first arrive at Carmen, time itself is stopped. There is only one person here who can move, and he mentions that there is a tower off to the southeast named Tock, and perhaps something has happened there. Now head off in the direction of Tock. Before arriving at Tock, there are a few items that you should take this chance to pick up. The first is the HeroBW, which is Bo's best weapon. To find it, walk past the Tock Tower, and then follow the path to the north. You'll soon come to a dig spot. Have Mogu dig, and then go down the hole. I don't recall if the box is trapped, but put Karn in the lead just to make

sure. After picking up the HeroBW, head back south a little, and you'll find a Dragon Emblem room, that you'll have to open with Karn using Puka. Go inside, and pick up the Wind Bracelet inside. Now head back to Tock and proceed with the game.

50. Tock Tower

Items: Cure, G.Tiara, EvilCN, GuardSH, WolfSkin, Life2, AgileHT, Life, IcyAR

This tower isn't too long, except there are teleporting arrows everywhere, making for some slow navigation up to the top of the tower. There are quite a few items to be found here, so you might want to see if you can't collect them all. On the third floor, there is nothing but a room full of arrows. You'll just need to watch where the arrows point and if the arrows overlap say something like this:

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You need to forget this crude size of this example, but its all that I had to work with. If you step on the arrow heading down you'll bypass the arrow pointing left. You'll need to take advantage of this while trying to get to the final set of stairs leading up. At the top of the tower you'll find Cerl who shows off the power of the TmKey, and it causes some problems with time and space, and then it kicks your party out of the tower. Your Hero will then be by himself which can be good and bad at the same time. He can gain loads of exp. but he has no one to help him fight. If you're defeated, you'll automatically end up back in Carmen. Your goal here is to head back to Carmen. It appears that Alan and Cerl know each other, and Alan tells you that she won't help the Dark Dragons, and then he takes off to Tock. You must head there once again. At the top of the tower again, Alan will try to talk to Cerl, but she injures him and then attacks your party. This really isn't a boss fight because you can't defeat her, and after a while the battle will end, and then she'll use the TmKey and kick you all out of the tower. This time the Hero and Nina will be all along outside. Just have Nina use Warp and go back to Carmen. After more talking, Alan will tell you about why he thinks that Cerl turned out the way that she did, and he takes some of the blame for that. He'll tell you about the fruit, and she might remember that. You must now head to the big tree that can be seen on the route to Tock. Head down that way, and have Ox punch the tree to get the fruit. With the Fruit in hand, head off to the fortress beyond the path running to the east. Cerl will then let her guard down and you can enter the fortress. She'll tell you that she hurt Alan and he'll never forgive her, and says that if you want to defeat her, she won't resist this time. It is then that Goda appears and tries to take the TmKey. Cerl will then tell you to take the key and leave. You'll then be outside the fortress, and Alan will then get into the fortress, just as the time begins to distort again. With the TmKey in hand, you'll automatically be at the final

stairway leading up in Tock. Head up to the machine where the key goes, and Nina will try to put it in, and then things will mess up once again there. Nina is pulled into the void I guess I could call it, and then you're party will be outside Tunlan. Head inside and you'll find someone who looks like Nina but she's wearing blue instead of pink. It appears that she is suffering from amnesia, and then near the exit, there's a strange cloaked person who tells you there is a famous doctor in Carmen who can help Nina. Now head back to Carmen and see this doctor. You'll need a C.Nut for the Tonic, and you might as well have Ox punch one of the trees outside Tunlan before warping to Carmen to see the doctor.

51. Carmen w/ Time Restored

Items: Tonic (Look above to see if you missed the others.)

Inn: 80 GP

Item Shop: None

Weapon Shop:

[Tri-BW	12000GP]
[IcyCW	15000GP]
[FlameSD	20000GP]
[LoyalRP	25000GP]
[WorldAR	12000GP]
[PowerHT	20000GP]
[MystSH	20000GP]
[LightCL	30000GP]

Now that time has been restored in Carmen, it might be a wise idea to do your final weapon and armor upgrades that can be bought. Don't spare a dime while upgrading here, its the best equipment that you'll be able to use for a while till you find some of the better stuff near the end of the game. Now you'll have to find this doctor so he can help Nina. He tells you its easy to do, he just needs some ingredients. The Root, C.Nut and W.Ant you should already have if you read the walkthrough. If not the Root is found by the plant outside Gramor, a W.Ant is probably the rarest item, and if you have used all of them found throughout the game, go buy some Mrbl3's and go to a place where the enemies are weak and kill them until a white deer shows up. Use your Mrbl3 and have Shin shoot arrows at it till you kill it then get your W.Ant from it. The C.Nut can be found at Tunlan, just have Ox punch the trees. The P.Fish is the one that takes the longest to get. You'll need to go back to the fortress where Cerl and Alan were last at, and witness the scenes there, and then continue with the game. You just need to follow the path, but stay on the path or you'll take damage from the poison on the ground. Just keep walking and you'll come to a broken bridge. Fish with the Hero here, and pull out the P.Fish. Now that you have all four items needed for the Tonic, head back to Carmen and talk to the doctor. He'll give you the Tonic, and now you should warp back to Tunlan and give the Tonic to Nina. After using the Tonic on her, she'll regain her memory. While she's older now, she still remembers you and your party like nothing has happened. She now has the ability to fly, and it would be a good idea to use her new ability to get retrieve some items and fly to the next place where the hero can receive his dragon training.

52. Extra Things to do Part IV

This is the final part for the extras that can be done, but the last wait is always the best. Now that Nina can fly there are several places to visit that you couldn't before. Your first stop should be to the well way south of Arad. Have the Hero fish here, and you'll pull out the Dragon Helmet. Now warp to Gramor, and then fly west. You should soon find a well in the middle of the mountains. Have the Hero fish here, and you'll get the Dragon Shield out. Now fly to the castle in the middle of the lake that can be seen from Gust. This is the final dragon training shrine. Again its a one on one fight alone with the Hero, but if you have all the Dragon equipment the Avian shouldn't be too tough to kill.

Boss: Avian

This boss shouldn't be too hard to kill. Just change into the Bolt Dragon, and use Mrbl1's the whole fight, and he'll go down fast. If you need to, just use a Cure to heal up, and you should be fine. Just be aware, that he will get the first attack, and can slam often. If he over whelms you and defeats you, it might be a good idea to try to earn a few more levels. Just keep after him and you should win with a few tries.

After defeating him, you'll gain the ability to change into Rudra which can inflict 320 damage on all enemies and 640 damage on a slam while inflicting 480 damage normally and 960 damage on enemies weak to lightning. The effort was well worth it. Next head to the cave where the Cleansing Water was. Head down to where the water is and you'll find a building below the water. Here if the Hero has all the Dragon equipment, and all three training sessions completed he'll learn the ultimate Dragon spell Agni, which will inflict 999 damage per hit regardless of the enemy and whether its a slam or not. Next you should warp back to Romero. Fly a little to the north, and you'll see what looks like a tower that is underground. Search behind that building, and pick up the Tri-Rang which is better and lighter than the Dragon Sword. Next you should head south of Scande and you'll find a place for Mogu to dig at. Inside this place, you'll find a LoveHT, MystCW, StarSH, S.Potion, A.Potion, L.Potion, Life2 and AgileHT. Next head to Romero, and you'll find a digging spot on an island to the northeast of Romero. Inside you'll find three treasure boxes which have a S.Potion, V.Potion and a Sash. It would be best to have Karn with you and have him disarm the traps. Now that you have all the items, that can be obtained on the world map, head back to Carmen. You'll find that strange cloaked guy again, and he'll tell you to search where he's at. Do this and obtain the Pass. Now head towards Scande, which lies to the south of Carmen.

53. Scande

Items: Glove, PowerHT, IcyCN, Mrbl1, Cure

It seems that you can't enter Scande Tower yet. The elevator in Scande is broken, and a man near it says that someone from Spring has climbed the tower. Now Warp back to Spring, and talk to him in one of the houses, and get the B.Part. Now Warp back to Gant, and have the man there fix the B.Part. He'll fix the parts and then you'll get the Parts. Now head back to Scande and put the parts in the elevator and take it up. At the top, you'll find the cloaked man again. He'll tell you that you need a powerful weapon to defeat Zog called the D.Hrt. Now head back to Tunlan. In one of the houses there, someone will use the D.Hrt and then put it in a bottle for you. Now head back to Scande

again. Now head back up the elevator, and the cloaked man will be gone now. Walk through the palace, picking up the treasure boxes you'll find along the way. The maze can be confusing at times, but you'll know when you're almost done, when you find a healing spring. Continue from the spring, and you'll soon run into Zog.

Boss: Zog

Zog for being a big character in the game isn't the final boss believe it or not. As not to blow it, I'll just get down on how to kill him. The easiest but not the fastest way is to have the Hero use Agni. This will do 999 damage each round, but it fuses the whole party into one dragon, allowing for just the one hit a round. If you want to do more damage to him, have the Hero use Rudra, Karn should be morphed as Puka, Nina should be there for healing support, and Bleu should use BoltX. If you don't use Puka, Karn, Ox, and Gobi should all attack, and Bo should attack or use Fry. Nina should use FortX, and Shield or Dispel and ATK-Up on the whole party if you decide to fight Zog without Agni. Don't use your D.Hrt here, there's a much better and dirtier place to use it. Zog may take a long time to defeat, but just keep at him, and after about 16 or 17 rounds of Agni (about 16-17k hp) he'll be defeated.

After defeating Zog, the floor will fall away and you'll be in a large room. Inside the room with you will be Sara. She thanks everyone for helping the Hero, and then she says that you'll have to destroy the Goddess Keys. She tells the Hero to hand his keys over, and then the cloaked man comes in and reveals himself as Jade. He thanks you for riding him of Zog and handing over the keys, and mentions that Sara is under his spell, and he has total control over her. They'll leave and now try to leave the room, and then the mole people will dig through the floor. Head down the hole, and then talk to the mole who's the highest in the room. He'll then dig out of that room, now jump down that hole. You'll be at the beginning of Scande again. Head out and then head back to Agua. If you need to, you'll have to get the Tablet from the bank again. Now head to Agua and head all the way up.

54. Top Floors of Agua

Items: FlameSH, IcyDR, LifeAR if you didn't get them earlier.

To head to where Jade and Sara went, you'll just need to walk up Agua and then have Karn pick the locked doors. Near the top, where the Wisp was, pick that door and then head up further into Agua. At the shrine looking room, search the statues one for the IcyDR, the other for the LifeAR. At the Top you'll run into Jade and Sara again. Jade will then say that Tyr has been released and steps into a teleport. Follow him through the portal. You'll now be inside the large tower, where you found the Tri-Rang. I think this place is called Pagoda. Work your way through that tower now.

55. Pagoda

Items: PowerAR, Domino, TrapGrd, StoneHT, AgileAR, FlameDR

This place isn't very much fun trying to navigate through it to say the least. All I can really say is just to keep heading up, higher into the tower. There are some great items in here, so try to collect them all if possible. You might want to keep your Water Jar full here, or just cast Exit and return to Romero to heal and try again, because

with all the dead ends here, and constant attacks, it can make climbing this tower hard. Farther up in the Tower, you'll run across Sara again. She wants to help you, but then your party will walk into a force field and will be left with 1 hp left on everyone. Sara then tells you she can't let you interfere with Jade's work, and attacks you.

Boss: Sara

There are two different approaches in defeating Sara. The first and easiest way is to use your D.Hrt on her if you still have it. Both she and the Hero will be left with 1 HP, and the next hit will kill her. If you used the D.Hrt on Zog, you'll have to fight it out with her. From here there are two different approaches in attacking. First you can have the Hero use Agni, and then just outlast her, or you can have him use Rudra. If you choose to use Rudra, have Karn if morphed use Mrbl1's if you have them, and have Bleu use BoltX, while Nina uses FortX and Dispel or Wall on the party, while healing them as needed. If Karn is unmorphed, have him, Bo, Ox, and Gobi just straight attack because that's all they be able to do. Mogu if used, can only attack as well. Just keep repeating this process, and you should win.

After defeating Sara, she isn't really down on being defeated, but at least now she can't be used by Jade to act evil when she really isn't. Now head down the stairs that Sara was guarding and continue. You'll come across a health spring, and if you follow the path, you'll come to a room with those annoying blue and red switches again. On the first floor, avoid the red switch and just follow the path south. Keep following this path, and you should soon come to a floating platform that leads to the left. Step on that one, then continue following the path south again. You should come to the stairs leading up if you follow the path, and you shouldn't come across one blue switch. On the second floor, you should come across Jade, and then he'll blow up the tower. The Hero will be knocked unconscious, and he'll wake up back in Drogen. Its said that Jade has resurrected the Obelisk, and he's there now. You are very near the end of the game now, you just need to make one last trip around the world, and then head to Obelisk.

56. Extra Things to do Part V

This is the final extra things that you will need to do, but these aren't extra, I figured I'd even this section out at five things to do. First head to the house that's north of Auria, with a beach but is blocked off by mountains. Talk to the old woman there, and she'll tell you that she likes to collect weapons herself, and asks if you know anyone else who does. Now head back to the weapons collector near Gant. He then asks you to bring a List to her, and then moves out of the way so you can enter his tent. Enter it, and grab the List plus the 2 herbs, and now head back to the old woman again. She takes the List, and wonders if the old man will recognize her weapon. Enter her place, and take it from the treasure box, and then go back to Gant again. The old man takes the weapon, but doesn't think its a weapon, and wants more time to study it, but gives you a note to bring back. Head back to see the old woman again, and get her note and bring it back again. The letter says that the weapon is a tool called the I.Claw for the mole people, and that your party can have it. After getting the I.Claw, Warp or fly back to Gramor. Once there, head to the upper right room, and then have Mogu in the lead and talk to the Great Digger. He'll show Mogu how to use the I.Claw and then you can enter Obelisk by digging through the solid rock floor. Next proceed

through the Obelisk.

57. Obelisk

Items: FlameHR, StarHR, EmporSD

Upon entering Obelisk near Scande, it might be a good idea to check up on your inventory, and see if you have plenty of Mrbl1s and Mrbl3s along with Cures and Life potions. These will be very useful in here, and it pays to have a lot of these, after all you don't need money anymore now do you? It should be spent on these items. Once inside, head to the north, and then have Mogu dig through the ground, and you'll be down inside the Obelisk. Again this isn't one of my favorite places, but unfortunately it has to be done. Your first step down here, is to follow the path to the south, and then take the right floating platform and then follow the path there, and then take the next platform that is up there. On the next floor (going down of course), take the platform heading up. On the path above, there are two more floating platforms. The top one will lead you into a loop, but you will get the FlameHR out of it. The lower one will take you to where you need to go, but I would recommend getting the FlameHR and looping around, then continuing. You'll then run into Goda, and after his little trash talking, follow him in the direction that he left, and then go downstairs. Now take the floating platform up, and you'll have to fight Goda.

Boss: Goda

Goda isn't too hard to beat, but he does have a lot of HP so it may take a little while. The easiest way to beat him is to have the Hero use Agni, and then just use Auto Battle, and cancel it when you need to heal, and he'll be gone in a few rounds. Another way, while not as easy is to have the Hero use Rudra, have Karn attack, Bleu should use BoltX, and Nina should use FortX and CuraX if you have it otherwise use Cura4 to heal. If Karn is unmorphed, have him, Bo, Gobi, Ox, and Mogu all attack, and use the Mrbl1's if you have them. Goda usually hits last, but even after FortX on the party is cast, he can still hit fairly hard. Just keep after him, and heal when needed, and Goda should be defeated in about 10-15 rounds (this varies on what team you use, and if you used the Mrbl1's for every attack or not.)

After defeating Goda, head north into the hole he left in the wall, and then proceed down the stairs. In the next room, you'll find yourself on a small platform, with four floating platforms around you, one heading in each direction. No matter which direction you choose, they all lead to the same area. In the next room, just walk through the room, using the ladders and the floating platforms as needed, to work your way to the stairs going down. Once you go down the stairs, you'll encounter Jade again, and this time you get to fight him.

Boss: Jade

Jade is one of the tougher bosses to defeat in the game, but then again he's the second to last boss of the game. You can use Agni to kill him, just using Auto Battle until you need to heal then just cancel it and then use a Cure, and repeat. Or you can have the Hero use Rudra, Karn should be morphed as Puka and have him attack in that form or any of his other forms, or if he's not morphed, attack anyway. If you are using Bo, Ox, Gobi, or Mogu, just have them attack with Mrbl1's if you have them. Karn if morphed, should use Mrbl1's too as should anyone

else who does the attacking. Nina should use FortX and Wall/Dispel if you have it, and then have Bleu use BoltX. Jade will take a very long time to defeat, but if you just use this process, he should be taken care of soon.

After defeating Jade, he claims that it was his destiny to loose, after releasing the Goddess, Tyr. Personally, I think he just didn't want to admit that he was such a loser to begin with. Anyway, search to the left of his throne where he was to receive the EmporSD, the Hero's best weapon. Search the back of the right pillar to receive the StarHR. If you are ready, take the lift down, and confront Tyr. After heading up to see Tyr, it seems that she is nothing but a young girl who doesn't pose a threat to anyone. She asks you if you want a wish granted. Saying 'Yes' will result in Tyr healing you, which isn't half bad after that fight with Jade. If you are ready now, talk to her again, and tell her you won't want to have a wish granted. You'll then end fighting her. The first time, she won't fight back and you'll be kicked out of the battle in a few rounds. She'll ask you why you're attacking her, and that she hasn't done anything. Sara now a spirit, will appear, and tell the Hero to use Agni and then she'll reveal her true self. You'll then be engaged in battle once again.

Final Boss: Goddess

Now depending upon how you defeat the Goddess will determine on which ending you will receive. I know there are two endings to Breath of Fire, but its been a long time since I last played, so I'll leave that to you to discover on your own. Its really easy if you use an emulator, just save state before this fight, and then defeat her one way, then go back and do it the other way. To receive the bad ending, on the second fight don't use Agni. Have the Hero use Rudra, and Karn should be morphed and have him use Mrlbl's or just fight, and if he's unmorphed, have him, Bo, Ox, Gobi, or Mogu if you have any of them, use the StarHR for a comet affect inflicting 400 damage to her, while Nina should use all the defensive spells she has, and Bleu should attack with BoltX. If you run out of AP to attack and use spells with, use your Water Jar if its full, or just hope for the best. The Goddess has an even larger amount of HP than Jade, so she can take a long time to beat. If you've taken the long way to killing her, I pity you because you're going to see the bad ending. To receive the good ending, have the Hero attack with Agni, and after the first use, you're kicked out of the battle again. Tyr then throws some words at you, and attacks again, this time in her real form. Now you can use Agni, and heal when needed, or you can use your other methods, like Karn attacking or using Mrbl1's Nina using her spells on the party, and Bleu attacking with BoltX, while Karn unmorphed, Gobi, Bo, Ox, or Mogu should be using the StarHR, or any other attacking items you may have. Tyr takes a long time to defeat, but just keep after her, and then she'll be wasted, and you can sit back and enjoy the good ending.

Now that Tyr is defeated, you can sit back and watch the ending to Breath of Fire, but while the bad ending is rather dull, the good ending isn't much better, but I have seen games with worse endings. Now you can give yourself a pat on the back for going through a rather interesting RPG to say the least.

=====
Section IV: Item List

I've tried to find every possible item in Breath of Fire, and I've

listed them all below on the ones that I have found. If there are any more, I'm sure I can hack into it with my hex editor and Zsnes save states just to make sure I've gotten all the items. Here goes the first attempt without resorting to a hex editor for now:

This is a part of the walkthrough that was redone and shouldn't take up lots of room as it did before at least horizontally, though vertically it will be longer. And it will look something like this:

```
=====
Name: The name of the item.
Expanded name: My guess as to what the abbreviated name stands for.
Affect: What affect the item will have when used.
=====
```

```
=====
Name: C.Nut
Expanded name: Coconut
Affect: Heals 20 HP. One is required for the Tonic.
=====
```

```
=====
Name: Herb
Expanded name: Herb
Affect: Heals 50 HP. Should be carried at the start of the game.
=====
```

```
=====
Name: Srdine
Expanded name: Sardine
Affect: A fish that heals 50 HP.
=====
```

```
=====
Name: Apple
Expanded name: Apple
Affect: Eat this to heal 60 HP.
=====
```

```
=====
Name: Meat
Expanded name: Meat
Affect: Heals 70 HP for all party members.
=====
```

```
=====
Name: Sole
Expanded name: Sole
Affect: A fish that heals 100 HP.
=====
```

```
=====
Name: Trout
Expanded name: Trout
Affect: A fish which removes poison and heals 150 HP.
=====
```

```
=====
Name: WMeat
Expanded name: White Meat?
=====
```

Affect: A meat that restores full HP to everyone.

Name: Antdt

Expanded name: Antidote

Affect: An herb that removes the poison status.

Name: Antler

Expanded name: Antler

Affect: Use this to heal poison (don't ask me how, it just does).

Name: Mackrl

Expanded name: Mackerel

Affect: Eat this fish to remove the affects of poison.

Name: T.Drop

Expanded name: Tear Drop

Affect: Reverses the affects of Zombie on you.

Name: Vitamn

Expanded name: Vitamin

Affect: This heals poison, and maybe perhaps all the others like Heal.

Name: Charm

Expanded name: Charm

Affect: Removes the affects of a Curse.

Name: M.Drop

Expanded name: Magic Drop?

Affect: Fully heals HP and status of all members.

Name: Life

Expanded name: Life Potion

Affect: Restores member to fighting status with 1 HP.

Name: Life2

Expanded name: Life Potion 2

Affect: Restores member to fighting status with full HP.

Name: Melon

Expanded name: Melon

Affect: Heals full HP to one member.

Name: Cure

Expanded name: Cure Potion

Affect: Fully heals one member.

Name: Cure2

Expanded name: Cure Potion 2

Affect: Restores HP to the whole party.

Name: Acorn

Expanded name: Acorn

Affect: Heals 20 AP to a single member.

Name: W.Ant

Expanded name: White Antler

Affect: Heals 100 AP. Is also required to make the Tonic.

Name: Mrbl1

Expanded name: Marble 1

Affect: Forces one slam. Works with the dragon attacks.

Name: Mrbl2

Expanded name: Marble 2

Affect: Forces one slam. Will not work with dragon attacks.

Name: Mrbl3

Expanded name: Marble 3

Affect: Avoid any and all monsters while its in effect.

Name: P.Fish

Expanded name: Poison Fish

Affect: A poisoned fish. Required item for the Tonic.

Name: Smoke

Expanded name: Smoke ball?

Affect: Party can flee from battle 100%, but not from bosses.

Name: F.Stn

Expanded name: Fire Stone

Affect: Same affect as Flare. Does not get the 50% weakness bonus.

Name: B.Stn

Expanded name: Bolt Stone

Affect: Same affect as Fry. Will not get the 50% weakness bonus.

Name: C.Stn

Expanded name: Cold Stone

Affect: Same affect as Frost. Will not get the 50% weakness bonus.

Name: DkKiss

Expanded name: Dark Kiss

Affect: Same affect as the Rub spell.

Name: S.Ptn

Expanded name: Strength Potion

Affect: Raises targets Str by 1 permanently.

Name: V.Ptn

Expanded name: Vigor Potion

Affect: Raises targets Vig by 1 permanently.

Name: W.Ptn

Expanded name: Wisdom Potion

Affect: Raises targets Wis by 1 permanently.

Name: A.Ptn

Expanded name: Agility Potion

Affect: Raises targets Agi by 1 permanently.

Name: L.Ptn

Expanded name: Luck Potion

Affect: Raises targets Lck by 1 permanently.

Name: ProtnA

Expanded name: Potion A?

Affect: Increases ATK during battle.

Name: ProtnB

Expanded name: Potion B?

Affect: A higher increase in ATK than ProtnA.

Name: HrGlas

Expanded name: Hourglass

Affect: Turns day to night, night to day.

Name: D.Hrt

Expanded name: Dragon Heart

Affect: A song which fatally injures any dragon, including the Hero.

Special/Story Items:

Name: E.Key

Expanded name: Earth Key

Affect: One of the Goddess Keys. Use in battle for a 3.5 spell.

Name: I.Ore

Expanded name: Iron Ore

Affect: Used to make the Saw.

Name: Map

Expanded name: Map

Affect: On the World, press Start to see the map, expands as you explore.

Name: Remedy

Expanded name: Remedy

Affect: Used to heal the King of Windia.

Name: Saw

Expanded name: Saw

Affect: Use this to enter the Forest of Despair. Made from the I.Ore.

Name: WtrJr

Expanded name: Water Jar

Affect: Use this Jar to get the Cleansing Water to rid Romero of Zombies.

Name: Tablet

Expanded name: Tablet

Affect: You can enter Agua with this tablet.

=====
Name: KngKey
Expanded name: King Key
Affect: Another Goddess Key?, but this one operates the Giant Stone
Robot.
=====

=====
Name: Key
Expanded name: Key
Affect: This is an ordinary key which opens the door in the Ring Cave.
=====

=====
Name: Pouch
Expanded name: Pouch
Affect: Wear* this pouch at the Inn in Bleak, so you won't get robbed.
*Just be sure to have it in your inventory to 'wear' it.
=====

=====
Name: G.Bar
Expanded name: Gold Bar
Affect: Buy this in Auria, and trade it for the Icicle.
=====

=====
Name: Icicle
Expanded name: Icicle
Affect: With this in hand, you can cross the desert.
=====

=====
Name: Fife
Expanded name: Fife
Affect: Use this item to enter the Krypt.
=====

=====
Name: Book
Expanded name: Book
Affect: This book holds the secrets of how to be a great thief.
=====

=====
Name: DkKey
Expanded name: Dark Key
Affect: Another Goddess Key. Will make day into night at any time.
=====

=====
Name: Mirror
Expanded name: Mirror
Affect: Use this mirror to show spirits from the other side.
=====

=====
Name: LtKey
Expanded name: Light Key
=====

Affect: Another Goddess Key. The opposite of the Dark Key.

Name: GnPowder

Expanded name: Gunpowder

Affect: Use this to blow up the rocks in the cave north of Auria.

Name: Goods

Expanded name: Goods

Affect: Deliver these to Prima, and receive the Gills in exchange.

Name: Gills

Expanded name: Gills

Affect: These allow for the other party members to breathe underwater.

Name: Egg

Expanded name: Egg

Affect: The egg of the GrimFowl. Take it to enter Nabal Castle.

Name: Statue

Expanded name: Statue

Affect: This allows you to enter the town of Wisdon.

Name: OldEgg

Expanded name: OldEgg

Affect: Throw this into the underwater volcano to create the typhoon bug.

Name: Sphere

Expanded name: Sphere

Affect: This allows Gobi to change into the Big Fish while underwater.

Name: Slab

Expanded name: Slab

Affect: This just gives you a clue where to find the final dragon spell.

Name: M.Cura

Expanded name: Mouse Cura

Affect: Use this potion to reverse Cort's shrinking formula on you.

Name: G.Fly
Expanded name: Gold Fly
Affect: Catch this fly and exchange it for the Oil.

Name: Oil
Expanded name: Oil
Affect: Bring this to Bleu in Gust to heal Nicholie.

Name: Cowl
Expanded name: Cowl
Affect: You can talk to the people in Tunlan, but won't understand them.

Name: Maestro
Expanded name: Maestro
Affect: You will be able to understand the people in Tunlan with this.

Name: Bolster
Expanded name: Bolster
Affect: You'll be able to enter other people's dreams.

Name: SkyKey
Expanded name: SkyKey
Affect: Another of the Goddess Keys. Controls the weather of Spring.

Name: Fruit
Expanded name: Fruit
Affect: A fruit which Alan tells you that Cerl would remember.

Name: TmKey
Expanded name: Time Key
Affect: The Goddess Key which controls time from Tock Tower.

Name: Root
Expanded name: Root
Affect: An ingredient for the Tonic, found near Gramor.

Name: Tonic
Expanded name: Tonic
Affect: The medicine to cure Nina's amnesia.

=====
Name: Pass
Expanded name: Pass
Affect: The pass to get past the guards in Scande Tower.
=====

=====
Name: B.Part
Expanded name: Broken Part
Affect: The part of the Scande elevator which is broken.
=====

=====
Name: Parts
Expanded name: Fixed Parts
Affect: The parts of the Scande elevator which will make it work.
=====

=====
Name: List
Expanded name: List
Affect: A list of various items that a collector gives to you.
=====

=====
Name: Wtzit
Expanded name: Guesses anyone??
Affect: A strange item that no one seems to know what it is.
=====

=====
Name: Note 1
Expanded name: Note 1
Affect: A note from the old man who lives in the middle of nowhere.
=====

=====
Name: Note 2
Expanded name: Note 2
Affect: A note from the old woman who lives on the isolated island.
=====

=====
Name: I.Claw
Expanded name: Iron Claw
Affect: A claw that allows Mogu to dig through the hardened ground.
=====

Section V: Weapon List

Here is the complete weapon list for Breath of Fire. The chart will have the in-game name for the weapon, and I'll try to give the full name of it, it shouldn't be too hard to figure that out, and I'll also include the attack power and the weight and who can use it. I know some of the items have special effects in battle, but I'll worry about those in a future revision of the walkthrough. The format will look something like this:

=====
Weapon name: The name of the weapon

Expanded name: My guess as to what the abbreviated name stands for.
Attack: The attack power of the weapon.
Weight: How much the weapon weighs.
Handed: Shows if the weapon requires one or two hands to equip.
Who can equip it: This just shows what character(s) can equip it.
Affect: The affect if any when used in battle.

=====
=====
Weapon name: B.Rang
Expanded name: Boomerang
Attack: 60
Weight: 2
Handed:
Who can equip it: Hero
Affect: No special but it strikes all enemies at once.

=====
=====
Weapon name: BoneCN
Expanded name: Bone Cane
Attack: 14
Weight: 4
Handed:
Who can equip it: Bleu
Affect:

=====
=====
Weapon name: BroadSD
Expanded name: Broad Sword
Attack: 34
Weight: 5
Handed:
Who can equip it: Hero
Affect: None

=====
=====
Weapon name: BrokenSD
Expanded name: Broken Sword
Attack: 42
Weight: 15
Handed:
Who can equip it: Hero
Affect: None

=====
=====
Weapon name: BronzBW
Expanded name: Bronze Rapier
Attack: 14
Weight: 2
Handed: Two handed
Who can equip it: Bo
Affect: None

=====
=====
Weapon name: BronzRP

Expanded name: Bronze Rapier
Attack: 7
Weight: 2
Handed: One handed
Who can equip it: Nina
Affect: None

=====
=====
Weapon name: BronzSD
Expanded name: Bronze Sword
Attack: 12
Weight: 3
Handed: One handed
Who can equip it: Hero
Affect: None

=====
=====
Weapon name: Cane
Expanded name: Cane
Attack: 8
Weight: 2
Handed: One handed
Who can equip it: Bleu
Affect: Uses Zom1 in battle (80 damage to Undead)

=====
=====
Weapon name: Club
Expanded name: Club
Attack: 30
Weight: 6
Handed:
Who can equip it: Ox
Affect: None

=====
=====
Weapon name: Dagger
Expanded name: Dagger
Attack: 32
Weight: 2
Handed:
Who can equip it: Karn
Affect:

=====
=====
Weapon name: DarkDR
Expanded name: Dark Dagger
Attack: 140
Weight: 1
Handed: One handed
Who can equip it: Hero, Karn
Affect: None

=====
=====
Weapon name: Dart

Expanded name: Dart
Attack: 46
Weight: 2
Handed: One handed
Who can equip it: Karn
Affect: None

=====
=====
Weapon name: DigCW
Expanded name: Dig Claw
Attack: 42
Weight: 2
Handed:
Who can equip it: Mogu
Affect:

=====
=====
Weapon name: Dirk
Expanded name: Dirk
Attack: 5
Weight: 1
Handed: One handed
Who can equip it: Hero
Affect: None

=====
=====
Weapon name: DragonSD
Expanded name: Dragon Sword
Attack: 110
Weight: 20
Handed:
Who can equip it: Hero
Affect:

=====
=====
Weapon name: DwarfBW
Expanded name: Dwarf Bow
Attack: 150
Weight: 1
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: EmporSD
Expanded name: Emperor Sword
Attack: 255
Weight: 1
Handed:
Who can equip it: Hero
Affect: Uses Char in battle

=====
=====
Weapon name: EvilCN

Expanded name: Evil Cane
Attack: 20
Weight: 6
Handed:
Who can equip it: Bleu
Affect:

=====
=====
Weapon name: EvilRP
Expanded name: Evil Rapier
Attack: 55
Weight: 7
Handed: One handed
Who can equip it: Nina
Affect: None

=====
=====
Weapon name: FlameDR
Expanded name: Flame Dagger
Attack: 74
Weight: 7
Handed:
Who can equip it: Karn
Affect:

=====
=====
Weapon name: FlameHR
Expanded name: Flame Hammer
Attack: 120
Weight: 8
Handed:
Who can equip it: Ox
Affect:

=====
=====
Weapon name: FlameSD
Expanded name: Flame Sword
Attack: 122
Weight: 10
Handed:
Who can equip it: Hero
Affect:

=====
=====
Weapon name: FlameRP
Expanded name: Flame Rapier
Attack: 25
Weight: 5
Handed: One handed
Who can equip it: Nina
Affect: Uses F.Ball in battle (90 damage)

=====
=====
Weapon name: GiantHR

Expanded name: Giant Hammer
Attack: 60
Weight: 12
Handed:
Who can equip it: Ox
Affect:

=====
=====
Weapon name: GlowCN
Expanded name: Glow Cane
Attack: 100
Weight: 8
Handed:
Who can equip it: Bleu
Affect:

=====
=====
Weapon name: HeroBW
Expanded name: Hero Bow
Attack: 220
Weight: 8
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: HeroSP
Expanded name: Hero Spear
Attack: 56
Weight: 4
Handed:
Who can equip it: Gobi
Affect:

=====
=====
Weapon name: IcyCN
Expanded name: Icy Cane
Attack: 30
Weight: 10
Handed:
Who can equip it: Bleu
Affect:

=====
=====
Weapon name: IcyCW
Expanded name: Icy Claw
Attack: 88
Weight: 3
Handed:
Who can equip it: Mogu
Affect:

=====
=====
Weapon name: IronCW

Expanded name: Iron Claw
Attack: 74
Weight: 3
Handed: Two handed
Who can equip it: Mogu
Affect: None

=====
=====
Weapon name: IronHR
Expanded name: Iron Hammer
Attack: 45
Weight: 8
Handed: One handed
Who can equip it: Ox
Affect: None

=====
=====
Weapon name: IronRP
Expanded name: Iron Rapier
Attack: 14
Weight: 5
Handed: One handed
Who can equip it: Nina
Affect:

=====
=====
Weapon name: JadeBW
Expanded name: Jade Bow
Attack: 80
Weight: 8
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: Javelin
Expanded name: Javelin
Attack: 34
Weight: 3
Handed: One handed
Who can equip it: Gobi
Affect: None

=====
=====
Weapon name: LightRP
Expanded name: Light Rapier
Attack: 10
Weight: 2
Handed:
Who can equip it: Nina
Affect: None

=====
=====
Weapon name: LongBW

Expanded name: Long Bow
Attack: 28
Weight: 5
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: LongSD
Expanded name: Long Sword
Attack: 26
Weight: 4
Handed: One handed
Who can equip it: Hero
Affect:

=====
=====
Weapon name: LoyalRP
Expanded name: Loyal Rapier
Attack: 64
Weight: 6
Handed:
Who can equip it: Nina
Affect:

=====
=====
Weapon name: Mallet
Expanded name: Mallet
Attack: 255
Weight: 1
Handed:
Who can equip it: Ox
Affect:

=====
=====
Weapon name: MoonBW
Expanded name: Moon Bow
Attack: 66
Weight: 1
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: MystCW
Expanded name: Mystic Claw
Attack: 120
Weight: 1
Handed:
Who can equip it: Mogu
Affect:

=====
=====
Weapon name: MystSD

Expanded name: Mystic Sword
Attack: 100
Weight: 3
Handed:
Who can equip it: Hero
Affect:

=====
=====
Weapon name: OldSP
Expanded name: Old Spear
Attack: 42
Weight: 5
Handed:
Who can equip it: Gobi
Affect:

=====
=====
Weapon name: Pike
Expanded name: Pike
Attack: 24
Weight: 4
Handed: Gobi
Who can equip it: Gobi
Affect: None

=====
=====
Weapon name: PoisonBW
Expanded name: Poison Bow
Attack: 42
Weight: 6
Handed: Two handed
Who can equip it: Bo
Affect: None

=====
=====
Weapon name: PoisonRP
Expanded name: Poison Rapier
Attack: 20
Weight: 5
Handed: One handed
Who can equip it: Hero, Nina
Affect: None

=====
=====
Weapon name: Pole
Expanded name: Polearm?
Attack: 12
Weight: 2
Handed: One handed
Who can equip it: Gobi
Affect: None

=====
=====
Weapon name: PowerDR

Expanded name: Power Dagger

Attack: 66

Weight: 7

Handed:

Who can equip it: Karn

Affect:

=====

=====

Weapon name: PowerRP

Expanded name: Power Rapier

Attack: 82

Weight: 0

Handed:

Who can equip it: Hero, Nina

Affect:

=====

=====

Weapon name: PowerSD

Expanded name: Power Sword

Attack: 62

Weight: 8

Handed: One handed

Who can equip it: Hero

Affect: None

=====

=====

Weapon name: RageHR

Expanded name: Rage Hammer

Attack: 75

Weight: 8

Handed:

Who can equip it: Ox

Affect:

=====

=====

Weapon name: Rang

Expanded name: Rang

Attack: 18

Weight: 2

Handed:

Who can equip it: Hero

Affect: No special but it strikes all enemies at once.

=====

=====

Weapon name: Rapier

Expanded name: Rapier

Attack: 10

Weight: 4

Handed:

Who can equip it: Nina

Affect:

=====

=====

Weapon name: RustCW

Expanded name: Rust Claw
Attack: 60
Weight: 4
Handed: Two handed
Who can equip it: Mogu
Affect: None

=====
=====
Weapon name: Sabre
Expanded name: Sabre
Attack: 8
Weight: 2
Handed: One handed
Who can equip it: Hero
Affect: None

=====
=====
Weapon name: Scythe
Expanded name: Scythe
Attack: 20
Weight: 3
Handed: One handed
Who can equip it: Hero
Affect: None

=====
=====
Weapon name: SharpBW
Expanded name: Sharp Bow
Attack: 54
Weight: 7
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: ShortBW
Expanded name: Short Bow
Attack: 20
Weight: 4
Handed: Two handed
Who can equip it: Bo
Affect: None

=====
=====
Weapon name: ShortRP
Expanded name: Short Rapier
Attack: 5
Weight: 1
Handed: One handed
Who can equip it: Nina
Affect: None

=====
=====
Weapon name: Sickle

Expanded name: Sickle
Attack: 50
Weight: 6
Handed:
Who can equip it: Hero
Affect:

=====
=====
Weapon name: SilverDR
Expanded name: Silver Dagger
Attack: 10
Weight: 6
Handed:
Who can equip it: Karn
Affect: None

=====
=====
Weapon name: Sleeper
Expanded name: Sleeper
Attack: 100
Weight: 8
Handed: One handed
Who can equip it: Gobi
Affect:

=====
=====
Weapon name: SpineHR
Expanded name: Spine Hammer
Attack: 120
Weight: 15
Handed:
Who can equip it: Ox
Affect:

=====
=====
Weapon name: StarHR
Expanded name: Star Hammer
Attack: 210
Weight: 8
Handed:
Who can equip it: Ox
Affect:

=====
=====
Weapon name: SteelBW
Expanded name: Steel Bow
Attack: 35
Weight: 5
Handed: Two handed
Who can equip it: Bo
Affect: None

=====
=====
Weapon name: Stick

Expanded name: Stick
Attack: 5
Weight: 1
Handed:
Who can equip it: Bleu
Affect:

=====
=====
Weapon name: ThrowDR
Expanded name: Throwing Dagger
Attack: 20
Weight: 1
Handed:
Who can equip it: Karn
Affect:

=====
=====
Weapon name: ThundrRP
Expanded name: Thunder Rapier
Attack: 46
Weight: 6
Handed: One handed
Who can equip it: Nina
Affect: Uses Fry in battle (80 damage)

=====
=====
Weapon name: Tri-BW
Expanded name: Tri-Bow
Attack: 95
Weight: 12
Handed:
Who can equip it: Bo
Affect:

=====
=====
Weapon name: Tri-DR
Expanded name: Triple Dagger
Attack: 54
Weight: 6
Handed: One handed
Who can equip it: Karn
Affect: Karn

=====
=====
Weapon name: Tri-rang
Expanded name: Triple Boomerang
Attack: 150
Weight: 2
Handed:
Who can equip it: Hero
Affect: No special but it strikes all enemies at once.

=====
=====
Weapon name: Trident

Expanded name: Trident
Attack: 74
Weight: 6
Handed:
Who can equip it: Gobi
Affect:

=====
=====
Weapon name: WingRP
Expanded name: Wing Rapier
Attack: 34
Weight: 2
Handed:
Who can equip it: Nina
Affect:

=====
=====
Weapon name: WingSD
Expanded name: Wing Sword
Attack: 96
Weight: 8
Handed:
Who can equip it: Hero
Affect:

=====
=====
Section VI: Armor List

This is a hopefully complete list of all the armors in Breath of Fire. I had a little card that came with my original SNES game, but I couldn't find some of the armors and decided to hack a BOF save state and give myself all the armors in the game, and hopefully I didn't miss anything. There is too many armors to list in one group so I'll list it off according to their type whether it be an armor or shield etc. On the subject of hacking my save state, it will appear that there are numerous Dummy items in BOF in which case there is something there but it is blank. It kind of upsets me because there are some killer armors of all kinds for weaker characters like Karn and Nina, I think I saw a shield for Karn and it had a defense of 120 or maybe it was 140. Needless to say, I think Square left out those better items to balance out all the characters. Again like the weapon chart I have redone this section and armors are much harder to tell if they have any special affects or not but I will try to list any that I can find, or if anyone knows of any armor and what it does feel free to shoot me an email at Cal_96@hotmail.com. Anyhow the format for the new armor chart will look like this:

=====
=====
Armor name: The name of the armor.
Expanded name: My guess as to what the abbreviated name stands for.
Defense: The defense power the armor will add.
Weight: How much the armor weighs.
Who can equip it: This will show who can equip this armor.

=====
=====
Armor name: AngleAR
Expanded name: Angle Armor

Defense: 76
Weight: 3
Who can equip it: Nina, Bleu

Armor name: AgileAR
Expanded name: Agile Armor
Defense: 92
Weight: 0
Who can equip it: Nina, Bleu

Armor name: ArmPad
Expanded name: ArmPad
Defense: 8
Weight: 2
Who can equip it: Hero, Bo, Gobi

Armor name: BronzAR
Expanded name: Bronze Armor
Defense: 25
Weight: 9
Who can equip it: All but Nina

Armor name: ChainML
Expanded name: Chain Mail
Defense: 20
Weight: 2
Who can equip it: Hero, Bo, Ox

Armor name: ClearCL
Expanded name: Clear Cloak
Defense: 100
Weight: 0
Who can equip it: Nina, Bleu

Armor name: Cloth
Expanded name: Cloth
Defense: 1
Weight: 1
Who can equip it: All

Armor name: DragonAR
Expanded name: Dragon Armor
Defense: 110
Weight: 0
Who can equip it: Hero

=====
Armor name: Dress
Expanded name: Dress
Defense: 8
Weight: 25
Who can equip it: Nina, Bleu
=====

=====
Armor name: FlameAR
Expanded name: Flame Armor
Defense: 82
Weight: 10
Who can equip it: Hero, Mogu
=====

=====
Armor name: Gown
Expanded name: Gown
Defense: 18
Weight: 1
Who can equip it: Nina, Bleu
=====

=====
Armor name: GuruCT
Expanded name: Guru Coat?
Defense: 70
Weight: 0
Who can equip it: Bleu
=====

=====
Armor name: HuntCL
Expanded name: Hunt Cloak
Defense: 16
Weight: 4
Who can equip it: Hero, Bo, Karn
=====

=====
Armor name: IcyAR
Expanded name: Icy Armor
Defense: 80
Weight: 10
Who can equip it: Hero, Bo, Ox
=====

=====
Armor name: IronMask
Expanded name: IronMask
Defense: 30
Weight: 7
Who can equip it: Ox
=====

=====
Armor name: IronML
Expanded name: Iron Mail
=====

Defense: 27
Weight: 9
Who can equip it: Hero, Bo, Ox

=====
Armor name: LifeAR*
Expanded name: Life Armor
Defense: 115
Weight: 8
Who can equip it: Hero
*Will restore 1 hp for each step the Hero takes while wearing it.

=====
Armor name: LightCL
Expanded name: Light Cloak
Defense: 68
Weight: 1
Who can equip it: Bleu

=====
Armor name: MetalAR
Expanded name: Metal Armor
Defense: 39
Weight: 10
Who can equip it: Hero, Bo, Ox

=====
Armor name: MystRB
Expanded name: Mystic Robe
Defense: 60
Weight: 8
Who can equip it: Hero, Nina, Bleu

=====
Armor name: PlateAR
Expanded name: Plate Armor
Defense: 24
Weight: 4
Who can equip it: All but Nina and Bleu

=====
Armor name: PowerAR
Expanded name: Power Armor
Defense: 84
Weight: 8
Who can equip it: Nina, Bleu

=====
Armor name: QuartzAR
Expanded name: Quartz Armor
Defense: 50
Weight: 9
Who can equip it: All

=====
=====
Armor name: RangerVT
Expanded name: Ranger Vest
Defense: 40
Weight: 8
Who can equip it: Hero, Bo, Gobi
=====

=====
=====
Armor name: Robe
Expanded name: Robe
Defense: 2
Weight: 1
Who can equip it: Hero, Bleu
=====

=====
=====
Armor name: SageML
Expanded name: Sage Mail
Defense: 25
Weight: 14
Who can equip it: Hero, Bo, Karn, Gobi, Ox
=====

=====
=====
Armor name: SuedeAR
Expanded name: Suede Armor
Defense: 14
Weight: 7
Who can equip it: All but Nina and Bleu
=====

=====
=====
Armor name: SuedeCP
Expanded name: Suede Cape
Defense: 5
Weight: 4
Who can equip it: Hero, Bleu
=====

=====
=====
Armor name: SuedeGN
Expanded name: Suede Gown
Defense: 10
Weight: 6
Who can equip it: All
=====

=====
=====
Armor name: SuedeRB
Expanded name: Suede Robe
Defense: 35
Weight: 2
Who can equip it: Nina, Bleu
=====

=====
=====
Armor name: SilkGN
=====

Expanded name: Silk Gown
Defense: 15
Weight: 4
Who can equip it: Nina, Bleu

Armor name: SpineCL
Expanded name: Spine Cloak
Defense: 60
Weight: 10
Who can equip it: Gobi

Armor name: ThiefCL
Expanded name: Thief Cloak
Defense: 30
Weight: 6
Who can equip it: Hero, Karn

Armor name: WolfSkin
Expanded name: WolfSkin
Defense: 80
Weight: 11
Who can equip it: Bo

Armor name: WoolRB
Expanded name: Wool Robe
Defense: 25
Weight: 2
Who can equip it: Nina, Bleu

Armor name: WorldAR
Expanded name: World Armor
Defense: 80
Weight: 9
Who can equip it: Ox, Mogu

Armor name: WorldML
Expanded name: World Mail
Defense: 75
Weight: 11
Who can equip it: Hero, Bo, Ox, Mogu

Armor name: Bandage
Expanded name: Bandage
Defense: 5
Weight: 1
Who can equip it: All

=====
=====
Armor name: Bracelet
Expanded name: Bracelet
Defense: 12
Weight: 3
Who can equip it: Nina, Bleu
=====

=====
=====
Armor name: BronzSH
Expanded name: Bronze Shield
Defense: 8
Weight: 3
Who can equip it: All but Bleu
=====

=====
=====
Armor name: DragonSH
Expanded name: Dragon Shield
Defense: 128
Weight: 5
Who can equip it: Hero
=====

=====
=====
Armor name: Domino
Expanded name: Domino
Defense: 42
Weight: 7
Who can equip it: Nina, Bleu
=====

=====
=====
Armor name: FlameSH
Expanded name: Flame Shield
Defense: 38
Weight: 8
Who can equip it: All but Nina and Bleu
=====

=====
=====
Armor name: Gauntlet
Expanded name: Gauntlet
Defense: 8
Weight: 1
Who can equip it: All
=====

=====
=====
Armor name: GuardSH
Expanded name: Guard Shield
Defense: 32
Weight: 10
Who can equip it: All but Bleu
=====

=====
=====
Armor name: Glove
=====

Expanded name: Glove
Defense: 20
Weight: 6
Who can equip it: Bo

Armor name: HuntGL
Expanded name: Hunt Glove
Defense: 30
Weight: 8
Who can equip it: Bo

Armor name: IcySH
Expanded name: Icy Shield
Defense: 30
Weight: 5
Who can equip it: All

Armor name: IronSH
Expanded name: Iron Shield
Defense: 12
Weight: 4
Who can equip it: All but Nina and Bleu

Armor name: IronSL
Expanded name: Iron Scale
Defense: 22
Weight: 5
Who can equip it: Gobi

Armor name: LightSH
Expanded name: Light Shield
Defense: 36
Weight: 10
Who can equip it: Nina, Bleu

Armor name: MaskSH
Expanded name: Mask Shield
Defense: 65
Weight: 8
Who can equip it: All

Armor name: MetalSH
Expanded name: Metal Shield
Defense: 16
Weight: 5
Who can equip it: All but Nina and Bleu

=====
=====
Armor name: MetalSL
Expanded name: Metal Scale
Defense: 25
Weight: 5
Who can equip it: Gobi
=====

=====
=====
Armor name: MystSH
Expanded name: Mystic Shield
Defense: 48
Weight: 5
Who can equip it: Hero, Bo, Ox, Mogu
=====

=====
=====
Armor name: ProSH
Expanded name: Protection Shield
Defense: 32
Weight: 5
Who can equip it: All but Nina and Bleu
=====

=====
=====
Armor name: SkySH
Expanded name: Sky Shield
Defense: 15
Weight: 1
Who can equip it: Nina
=====

=====
=====
Armor name: StarSH
Expanded name: Star Shield
Defense: 70
Weight: 2
Who can equip it: All but Nina and Bleu
=====

=====
=====
Armor name: SuedeSH
Expanded name: Suede Shield
Defense: 2
Weight: 1
Who can equip it: All
=====

=====
=====
Armor name: TrapGrd
Expanded name: Trap Guard
Defense: 40
Weight: 4
Who can equip it: Karn
=====

=====
=====
Armor name: WoodSH

Expanded name: Wood Shield
Defense: 5
Weight: 2
Who can equip it: Hero, Bo, Karn

Armor name: Wrist
Expanded name: Wrist Band
Defense: 10
Weight: 2
Who can equip it: All

Armor name: AgileHT
Expanded name: Agile Helmet
Defense: 42
Weight: 1
Who can equip it: All

Armor name: Bandana
Expanded name: Bandana
Defense: 5
Weight: 1
Who can equip it: All

Armor name: BronzHT
Expanded name: Bronze Helmet
Defense: 10
Weight: 4
Who can equip it: All but Nina and Bleu

Armor name: ChainHT
Expanded name: Chain Helmet
Defense: 25
Weight: 8
Who can equip it: All

Armor name: CursedHT
Expanded name: Cursed Helmet
Defense: 62
Weight: 20
Who can equip it: All

Armor name: DivingHT
Expanded name: Diving Helmet
Defense: 32
Weight: 6
Who can equip it: Gobi

=====
=====
Armor name: DragonHT
Expanded name: Dragon Helmet
Defense: 80
Weight: 1
Who can equip it: Hero
=====

=====
=====
Armor name: EchoHT
Expanded name: Echo Helmet
Defense: 28
Weight: 3
Who can equip it: All but Bleu and Mogu
=====

=====
=====
Armor name: FaceMask
Expanded name: FaceMask
Defense: 35
Weight: 5
Who can equip it: Hero, Karn, Mogu
=====

=====
=====
Armor name: G-Tiara
Expanded name: Golden Tiara
Defense: 2
Weight: 5
Who can equip it: Nina, Bleu
=====

=====
=====
Armor name: GaiaMask
Expanded name: GaiaMask
Defense: 36
Weight: 4
Who can equip it: Hero, Bo, Ox, Mogu
=====

=====
=====
Armor name: GoldHT
Expanded name: Gold Helmet
Defense: 14
Weight: 6
Who can equip it: All
=====

=====
=====
Armor name: HairBand
Expanded name: HairBand
Defense: 8
Weight: 2
Who can equip it: Nina, Bleu
=====

=====
=====
Armor name: HeadGear
=====

Expanded name: HeadGear

Defense: 16

Weight: 5

Who can equip it: All

=====

Armor name: HornHT

Expanded name: Horn Helmet

Defense: 37

Weight: 6

Who can equip it: All but Nina and Bleu

=====

Armor name: IcyHT

Expanded name: Icy Helmet

Defense: 16

Weight: 6

Who can equip it: Hero, Bo

=====

Armor name: IronHT

Expanded name: Iron Helmet

Defense: 32

Weight: 6

Who can equip it: All but Nina, Bleu, and Mogu

=====

Armor name: LoveHT

Expanded name: Love Helmet

Defense: 64

Weight: 10

Who can equip it: Nina

=====

Armor name: NiceHT

Expanded name: Nice Helmet

Defense: 6

Weight: 3

Who can equip it: All

=====

Armor name: PowerHT

Expanded name: Power Helmet

Defense: 44

Weight: 3

Who can equip it: Karn, Gobi

=====

Armor name: ShellHT

Expanded name: Shell Helmet

Defense: 25

Weight: 1

Who can equip it: Gobi

=====
=====
Armor name: SkullHT
Expanded name: Skull Helmet
Defense: 25
Weight: 10
Who can equip it: All
=====

=====
=====
Armor name: StoneHT
Expanded name: Stone Helmet
Defense: 48
Weight: 16
Who can equip it: Mogu
=====

=====
=====
Armor name: StrawHT
Expanded name: Straw Helmet
Defense: 2
Weight: 1
Who can equip it: All
=====

=====
=====
Armor name: SuedeHT
Expanded name: Suede Helmet
Defense: 3
Weight: 6
Who can equip it: All
=====

=====
=====
Armor name: SunHT
Expanded name: Sun Helmet
Defense: 12
Weight: 8
Who can equip it: All but Nina and Bleu
=====

=====
=====
Armor name: Tiara
Expanded name: Tiara
Defense: 10
Weight: 2
Who can equip it: Nina, Bleu
=====

=====
=====
Armor name: TideHT*
Expanded name: Tide Helmet
Defense: 0
Weight: 0
Who can equip it: All
*Those wearing the TideHT will automatically counter magic with the
same magic when hit with offensive spells.
=====

```
=====
Armor name: Turban
Expanded name: Turban
Defense: 11
Weight: 1
Who can equip it: All
=====
```

```
=====
Armor name: Visor
Expanded name: Visor
Defense: 6
Weight: 2
Who can equip it: All but Nina and Bleu
=====
```

```
=====
Armor name: WolfHT
Expanded name: Wolf Helmet
Defense: 12
Weight: 4
Who can equip it: Bo
=====
```

Section VII: Ect. List

There isn't a lot of Ect. items that provide much use but there are a few, and I had to list them to make this walkthrough complete. Some of these items I haven't quite figured out what they do, but here's the list anyway. And like the previous charts, this one will follow a similar format which will look like this:

```
=====
Etc name: The name of the extra item.
Expanded name: My guess as to what the abbreviated name stands for.
Defense: How much defense the item provides.
Weight: How much the item weighs.
Who can equip it: This shows who can equip the item.
Affect: This is the special affect if any the item gives.
=====
```

```
=====
Etc name: Ring
Expanded name: Ring
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Atk + 10
=====
```

```
=====
Etc name: SmartRG
Expanded name: Smart Ring
Defense: 0
Weight: 0
Who can equip it: All
Affect: Mag + 6, Int + 8
=====
```

Etc name: Rod1
Expanded name: Fishing Rod1
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Allows fishing on the world map

=====
Etc name: Rod2
Expanded name: Fishing Rod2
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Allows fishing on the world map

=====
Etc name: Rod3
Expanded name: Fishing Rod3
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Allows fishing on the world map

=====
Etc name: Rod4
Expanded name: Fishing Rod4
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Allows fishing on the world map

=====
Etc name: Rod5
Expanded name: Fishing Rod5
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Allows fishing on the world map and allows catching big stuff

=====
Etc name: Worm
Expanded name: Worm
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Used as fishing bait

=====
Etc name: Worm2
Expanded name: Worm2
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Used as fishing bait

=====
=====
Etc name: Urchin
Expanded name: Urchin
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Used as fishing bait
=====

=====
=====
Etc name: DreamRG
Expanded name: Dream Ring
Defense: 0
Weight: 0
Who can equip it: All
Affect: Stops sleep spells?
=====

=====
=====
Etc name: SilverBR
Expanded name: Silver Bracelet
Defense: 0
Weight: 0
Who can equip it: All
Affect: Unknown
=====

=====
=====
Etc name: SkullRG
Expanded name: Skull Ring
Defense: 10
Weight: 0
Who can equip it: All
Affect: Unknown
=====

=====
=====
Etc name: MystSF
Expanded name: Mystic Scarf?
Defense: 0
Weight: 0
Who can equip it: Nina, Bleu
Affect: Unknown
=====

=====
=====
Etc name: Sash
Expanded name: Sash
Defense: 0
Weight: 0
Who can equip it: All
Affect: Atk + 10
=====

=====
=====
Etc name: Clog
Expanded name: Clog
Defense: 0
=====

Weight: 0
Who can equip it: All
Affect: Act + 10, Mag + 3

=====
Etc name: Shell
Expanded name: Shell
Defense: 0
Weight: 0
Who can equip it: Hero
Affect: Used as fishing bait

=====
Etc name: RubyBR
Expanded name: Ruby Bracelet
Defense: 0
Weight: 0
Who can equip it: Nina, Bleu, Mogu
Affect: Unknown

=====
Etc name: DarkBR
Expanded name: Dark Bracelet
Defense: 0
Weight: 0
Who can equip it: Karn
Affect: Act + 20, Mag + 5, Fate + 20

=====
Etc name: LoveBR
Expanded name: Love Bracelet
Defense: 0
Weight: 0
Who can equip it: Nina, Bleu
Affect: Regenerate 1 hp for each step taken

=====
Etc name: WindBR
Expanded name: Wind Bracelet
Defense: 0
Weight: 0
Who can equip it: Nina, Bleu
Affect: Act + 20, Mag + 5

=====
Etc name: MagicRG
Expanded name: Magic Ring
Defense: 0
Weight: 0
Who can equip it: Nina, Bleu
Affect: Mag + 5, Int + 5

=====
Section VIII: Magic List

In Breath of Fire, each spell has its own unique effect, while the Cura spells and all the attack spells each heal or cause a certain amount of damage. On the offense, attack spells will cause 50% more damage on a creature weak to that spell. Nina, Gobi and Bleu are the only ones who actually learn their spells through levels, but others like the Hero and Karn require training to learn their spells, and Bo, Ox and Mogu already start out with all their spells. Before I go any farther, I'll list off the levels in which Nina, Gobi, and Bleu will learn all their spells, then I'll list off the AP and affect of each spell and where needed, I'll list the damage done to an enemy.

Nina's spell levels:

Spell:	Level Learned:
Cura	N/A
Fort	N/A
Heal	N/A
Lk-Up	6
ATK-Up	7
Cura2	9
Hold	11
Ag-Up	12
Warp	13
Zom1	14
Cura3	15
Renew	17
Idle	19
Shield	21
Cura4	23
Zom2	24
FortX	26
Hush	28
Dispel	30
RenewX	34
CuraX	37
Wall	41
ZomX	46

Gobi's spell levels:

Spell:	Level Learned:
Ebb	N/A
EbbX	N/A
Eco	16
EcoX	17

Bleu's spell levels:

Spell:	Level Learned:
Exit	N/A
Flare	N/A
Spark	N/A
Cold	N/A
3.5	N/A
Para	N/A
Bomb	N/A

Sap	N/A
Warp	N/A
Rub	N/A
Flame	N/A
Fry	N/A
Frost	N/A
5.5	N/A
Boom	N/A
F.Ball	20
LStorm	21
Chill	22
Flee	23
9.5	24
Blast	25
Gale	26
Ice	28
Char	29
Nova	30
IceX	31
FireX	32
Drain	33
BoltX	35
NovaX	37
Comet	40

Now with this part I will break the spells down into charts just as I did with the items and weapons and the rest, and with any luck make it easier to find everything. The format for the magic spells will look like this:

```
=====
Spell: The name of the spell.
AP: The minimum amount of AP needed to cast the spell.
Affect: A brief explanation of the spell.
Target: The number of targets which the spell will affect.
Damage: The amount of damage the spell will cause, or the amount of HP it will heal. If it is listed as +50, this means it will heal 50 HP.
Weakness: The amount of damage caused if target is weak to element.
=====
```

Curative Spells

```
=====
Spell: Cura
AP: 3
Affect: Heals minor damage.
Target: One ally
Damage: +30
Weakness: N/A
=====
```

```
=====
Spell: Fort
AP: 6
Affect: Increases DEF rating
Target: One ally
Damage: N/A
Weakness: N/A
=====
```

=====
Spell: Heal
AP: 5
Affect: Heals all status ailments except Death
Target: One ally
Damage: N/A
Weakness: N/A
=====

=====
Spell: Lk-up
AP: 6
Affect: Increases LUK rating
Target: One ally
Damage: N/A
Weakness: N/A
=====

=====
Spell: ATK-UP
AP: 15
Affect: Raises ATK rating
Target: One ally
Damage: N/A
Weakness: N/A
=====

=====
Spell: Cura2
AP: 6
Affect: Heals wounds better than Cura.
Target: One ally
Damage: +100
Weakness: N/A
=====

=====
Spell: Hold
AP: 8
Affect: Inflicts Stop status on target.
Target: One enemy
Damage: N/A
Weakness: N/A
=====

=====
Spell: Ag-Up
AP: 8
Affect: Raises ACT rating
Target: One ally
Damage: N/A
Weakness: N/A
=====

=====
Spell: Warp
AP: 2
Affect: Return to a town which you have been to at least once before.
Target: All
Damage: N/A
=====

Weakness: N/A

=====
=====
Spell: Zom1

AP: 5

Affect: Inflicts damage to Undead

Target: One enemy

Damage: 120 (0 if target is not undead)

Weakness: No bonus (non elemental damage)

=====
=====
Spell: Cura3

AP: 15

Affect: Heals much more HP than Cura2.

Target: One ally

Damage: +250

Weakness: N/A

=====
=====
Spell: Renew

AP: 10

Affect: Removes Death status with 1 HP

Target: One ally

Damage: N/A

Weakness: N/A

=====
=====
Spell: Idle

AP: 5

Affect: Decreases ACT rating

Target: One enemy

Damage: N/A

Weakness: N/A

=====
=====
Spell: Shield

AP: 8

Affect: Reduces damage from magic

Target: One ally

Damage: N/A

Weakness: N/A

=====
=====
Spell: Cura4

AP: 20

Affect: Fully restores HP

Target: One ally

Damage: +MaxHP

Weakness: N/A

=====
=====
Spell: Zom2

AP: 15

Affect: Inflicts more damage to Undead than Zom1

Target: One enemy

Damage: 180 (0 if target is not undead)

Weakness: No bonus (non elemental damage)

=====

Spell: FortX

AP: 14

Affect: Increases DEF rating to all

Target: All allies

Damage: N/A

Weakness: N/A

=====

Spell: Hush

AP: 8

Affect: Disables magic attacks of target

Target: One enemy

Damage: N/A

Weakness: N/A

=====

Spell: Dispel

AP: 14

Affect: Reflects back magic

Target: One ally

Damage: N/A

Weakness: N/A

=====

Spell: RenewX

AP: 30

Affect: Removes Death status with full HP

Target: One ally

Damage: N/A

Weakness: N/A

=====

Spell: CuraX

AP: 20

Affect: Restores HP to entire party

Target: All party (battle) or all (outside battle)

Damage: +250

Weakness: N/A

=====

Spell: Wall

AP: 15

Affect: Reduces damage from spells to 0

Target: One ally

Damage: N/A

Weakness: N/A

=====

=====
Spell: ZomX
AP: 35
Affect: Inflict heavy damage to all Undead
Target: All enemies
Damage: 300 (0 if target is not undead)
Weakness: No bonus (non elemental damage)
=====

Underwater Spells*

*These spells can only be used while fighting underwater near Prima.

=====
Spell: Ebb
AP: 3
Affect: School of small fish attack.
Target: All enemies
Damage: 30
Weakness: no bonus
=====

=====
Spell: EbbX
AP: 5
Affect: School of large fish attack.
Target: All enemies
Damage: 50
Weakness: No bonus
=====

=====
Spell: Eco
AP: 8
Affect: Dolphin attack
Target: All enemies
Damage: 70
Weakness: No bonus
=====

=====
Spell: EcoX
AP: 10
Affect: Dolphin attack
Target: All enemies
Damage: 100
Weakness: No bonus
=====

Offensive Spells

=====
Spell: Exit
AP: 20
Affect: Quickly exit a dungeon
Target: All
Damage: N/A
Weakness: N/A
=====

Spell: Flare
AP: 3
Affect: A small flame attack
Target: One enemy
Damage: 20
Weakness: 30

Spell: Spark
AP: 4
Affect: A small lightning strike
Target: One enemy
Damage: 25
Weakness: 37

Spell: Cold
AP: 5
Affect: A small stone of ice attack
Target: One enemy
Damage: 30
Weakness: 45

Spell: 3.5
AP: 3
Affect: Causes a small earthquake
Target: All enemies
Damage: 30
Weakness: 45*

Spell: Para
AP: 10
Affect: Paralyzes the target
Target: One enemy
Damage: N/A
Weakness: N/A

Spell: Bomb
AP: 5
Affect: A small explosion attack
Target: One enemy
Damage: 35
Weakness: 52*

Spell: Sap
AP: 1
Affect: Drains HP from the target
Target: One enemy
Damage: Random**
Weakness: N/A

=====
=====
Spell: Rub
AP: 20
Affect: Chance for death in a single strike
Target: One enemy
Damage: All HP
Weakness: N/A
=====

=====
=====
Spell: Flame
AP: 6
Affect: A stronger fire attack than Flare
Target: One enemy
Damage: 40
Weakness: 60
=====

=====
=====
Spell: Fry
AP: 10
Affect: A larger lightning strike than Spark
Target: One enemy
Damage: 80
Weakness: 120
=====

=====
=====
Spell: Frost
AP: 9
Affect: A bigger stone of ice hits the target
Target: One enemy
Damage: 60
Weakness: 90
=====

=====
=====
Spell: 5.5
AP: 8
Affect: Causes a stronger earthquake than 3.5
Target: All enemies
Damage: 50
Weakness: 75*
=====

=====
=====
Spell: Boom
AP: 11
Affect: A larger explosion than Bomb
Target: One enemy
Damage: 70
Weakness: 105*
=====

=====
=====
Spell: F.Ball
AP: 9
Affect: A stronger flame attack than Flame
=====

Target: One enemy
Damage: 90
Weakness: 135

=====
=====
Spell: LStorm
AP: 11
Affect: A strong lightning storm that hits all targets
Target: All enemies
Damage: 95
Weakness: 142

=====
=====
Spell: Chill
AP: 12
Affect: A blizzard that strikes all targets
Target: All enemies
Damage: 100
Weakness: 150

=====
=====
Spell: Flee
AP: 20
Affect: Allows for 100% success in fleeing. Won't work on bosses
Target: All allies
Damage: N/A
Weakness: N/A

=====
=====
Spell: 9.5
AP: 15
Affect: Causes an extremely powerful earthquake
Target: All enemies
Damage: 80
Weakness: 120*

=====
=====
Spell: Blast
AP: 20
Affect: Causes a massive explosion to hit one target
Target: One enemy
Damage: 110
Weakness: 165

=====
=====
Spell: Gale
AP: 24
Affect: Causes a stronger storm to hit than LStorm
Target: All enemies
Damage: 130
Weakness: 195

=====
=====

Spell: Ice

AP: 30

Affect: Causes a severe ice storm to engulf the targets

Target: All enemies

Damage: 150

Weakness: 225

=====

Spell: Char

AP: 36

Affect: Summons a flaming dragon to burn all targets

Target: All enemies

Damage: 180

Weakness: 270

=====

Spell: Nova

AP: 40

Affect: Causes an explosion which envelopes the targets

Target: All enemies

Damage: 200

Weakness: 300*

=====

Spell: IceX

AP: 48

Affect: Causes a huge ice attack which freezes the target

Target: One enemy

Damage: 250

Weakness: 375

=====

Spell: FireX

AP: 30

Affect: Causes the target to be engulfed in flames

Target: One enemy

Damage: 350

Weakness: 525

=====

Spell: Drain

AP: 2

Affect: Drains away AP from the target

Target: One enemy

Damage: Random**

Weakness: N/A

=====

Spell: BoltX

AP: 30

Affect: Causes the target to be hit by a massive bolt of lightning

Target: One enemy

Damage: 400

Weakness: 600

=====
=====
Spell: NovaX
AP: 54
Affect: Creates a very large explosion which envelops all targets
Target: All enemies
Damage: 300
Weakness: 450
=====

=====
=====
Spell: Comet
AP: 70
Affect: Strikes all targets with meteors
Target: All enemies
Damage: 400
Weakness: 600*
=====

*I don't know if these spells have an elemental attribute to them, but I added the +50% damage factor into them just incase they are an elemental attack.

**I believe that the HP/AP taken from these two spells is based upon the Max HP or Max AP that these creatures have, and might be about 1/15 of that total. A flea has 15 HP and I was using Sap on him, and was only stealing 1 HP from him.

Dragon Spells*

*There is a small change done to the dragon spells. They are almost considered physical damage since you can get critical hits on them so, I have added the Damage2 field after weakness. The first number is the damage caused by the slam, while the second number will be if the monster is weak and slammed, so 100/200 will indicate that 100 damage is caused by a slam, while the 200 will show that the monster was slammed and weak to the attack.

=====
=====
Spell: SnoDr
AP: 7
Affect: Dragon breathes a weak blast of frost
Target: One enemy
Damage: 100
Weakness: 200
Damage2: 150/300
=====

=====
=====
Spell: FlmDr
AP: 10
Affect: Dragon breathes a weak blast of flame
Target: One enemy
Damage: 115
Weakness: 230
Damage2: 130/260
=====

=====
=====
Spell: ThnDr
AP: 13
=====

Affect: Dragon breathes a weak blast of lightning

Target: One enemy

Damage: 130

Weakness: 260

Damage2: 190/380

=====
=====
Spell: IceDgn

AP: 20

Affect: Dragon breathes powerful blizzard against all targets

Target: All enemies

Damage: 190

Weakness: 380

Damage2: 285/570

=====
=====
Spell: FirDgn

AP: 27

Affect: Dragon breathes powerful flames against all targets

Target: All enemies

Damage: 210

Weakness: 420

Damage2: 315/630

=====
=====
Spell: BltDgn

AP: 30

Affect: Dragon breathes powerful bolts of lightning onto all targets

Target: All enemies

Damage: 230

Weakness: 460

Damage2: 345/690

=====
=====
Spell: GldDgn

AP: 40

Affect: Dragon breathes powerful holy attack striking down the Undead

Target: All enemies

Damage: 375 (0 if target is not undead)

Weakness: no bonus (non elemental damage)

Damage2: 750 (0 if target is not undead)/no bonus (non elemental)

=====
=====
Spell: Rudra*

AP: 50

Affect: Summons smaller dragons to attack targets

Target: All enemies

Damage: 320

Weakness: 640

Damage2: 480/960

=====
=====
Spell: Agni**

AP: 60

Affect: Powerful magic attack against all targets

Target: All enemies

Damage: 999

Weakness: 999

Damage2: 999/999

=====
*Rudra is a lightning based element I believe. I forgot to grab Agni before fighting Zog, and BoltX obviously lightning was doing 600 damage to him, and Rudra was doing 960 on a slam, so that leads me to believe it is lightning attack, but may have one or more others mixed in with it.

**Agni is much like a fusion spell which Karn uses. In order to use Agni, you need to have all 4 members of your current party alive. If you are using Karn, he must be in his normal state, and cannot be fused with anyone else, or you will not be able to use Agni until you unmorph him and/or revive everyone else.

Fusion Spells

I have altered the magic charts again a slight bit as Karn's spells are much different than the others, but are still spells. The format of his chart looks like this:

=====
Spell: The name of the spell.

AP: The minimum amount of AP to cast the spell.

Joins with: Who Karn must join with to enable the fusion.

Description: What this fusion is able to do.
=====

=====
Spell: Shin

AP: 10

Joins with: Bo, Gobi

Description: Shin can walk through woods and hunt like Bo, only better.
=====

=====
Spell: Debo

AP: 15

Joins with: Gobi, Ox

Description: Debo is a strong fighter underwater, but not of much use.
=====

=====
Spell: Doof

AP: 25

Joins with: Bo, Ox

Description: Doof is the strongest character, used to move heavy things.
=====

=====
Spell: Puka

AP: 40

Joins with: Bo, Gobi, Ox

Description: Puka is the best fusion spell, and second only to Agni.
=====

Mogu's spell

And finally we come to the lone spell that Mogu has, and I'll make it just like the curative magic listed above and without any further delay here it is.

=====
Spell: Dig

AP: 5

Affect: Flees the battle by digging out of it with 100% success. Cannot be used indoors or against bosses.

Target: All

Damage: N/A

Weakness: N/A
=====

Section IX: Monster List

This is a hopefully complete list of the monsters to be found and fought with in Breath of Fire. I have only included their name and HP because I just used Rub on them and it takes away all their HP so that made it easy to figure out. I think the longer it takes you to kill them, say defeat one group in one round and fight them again and defeat them in two rounds, the gold and exp will be different. I've tried to get this list in alphabetical order, but if not don't worry about it too much. I didn't include the bosses, since they can't be Rubed and it would only be a guess as to how much HP they have. I've tried to include a location on where to find these and I've also found stats such as gold, and exp that I had written down from somewhere, can't recall if it was from the official Prima strategy guide or from the map or other that came with the game, but with any luck it will give you an idea on what to kill and what to avoid wasting your time with. The format for the bestiary will look like this:

=====
Name: The name of the monster.

HP: How much damage the monster can take before being defeated.

ATK: This is the attack power of the monster. Higher numbers mean more damage.

EXP*: This is a rough estimate of how much exp the monster is worth.

GP*: This is how much gold the monster is worth when defeated.

Weak**: This is what element if any the monster is vulnerable to.

Found: This is a rough location as to where the monster can be found.
=====

*: As I have mentioned previously, the gold and exp earned by killing monsters doesn't seem to be set. One time you can kill one group of monsters, and then kill the same exact group again, and you'll get a different amount of exp and gold from before. I'm not really sure why its like that, so I can only hope that the numbers that I found provided through the game charts or the Prima guide are pretty accurate so you can use them.

** : This is pretty much a guess on my part from the beginning as I have listed before, items such as the E.Key or B.Stone do not get the weakness bonus that spells will. If it is listed as Unknown on the weakness, that is because there is no party member capable of casting any spells to see if the monster is weak to. (This mostly applies to bosses as you can only fight them once). Also if I have it listed as None, it doesn't take into account spells such as 3.5 or Nova and again this mostly takes to bosses as you don't get those spells till

late in the game as well.

=====
Name: Ameblob
HP: 75
ATK: 48
EXP: 60
GP: 45
Weak: Lightning
Found: Cleansing Water cave
=====

=====
Name: AmeblobX
HP: 400
ATK: 75
EXP: 640
GP: 240
Weak: Lightning
Found: Underwater Volcano
=====

=====
Name: Archer
HP: 180
ATK: 92
EXP: 560
GP: 180
Weak:
Found:
=====

=====
Name: Avian
HP: 3000
ATK: 270
EXP: 1400
GP: 1800
Weak:
Found:
=====

=====
Name: Bain
HP: 1800
ATK: 100
EXP: 1020
GP: 360
Weak:
Found:
=====

=====
Name: Beak
HP: 14
ATK: 18
EXP: 8
GP: 8
Weak:
Found: Camlon, Nanai, World map
=====

=====
=====
Name: Blaze
HP: 400
ATK: 100
EXP: 860
GP: 360
Weak: Ice
Found:
=====

=====
=====
Name: BlazeX
HP: 2500
ATK: 120
EXP: 840
GP: 200
Weak:
Found:
=====

=====
=====
Name: Blurb
HP: 50
ATK: 46
EXP: 40
GP: 20
Weak:
Found:
=====

=====
=====
Name: Bowman
HP: 112
ATK: 64
EXP: 140
GP: 100
Weak:
Found:
=====

=====
=====
Name: BowManX
HP: 110
ATK: 30
EXP: 280
GP: 90
Weak:
Found:
=====

=====
=====
Name: Bulla
HP: 20
ATK: 8
EXP: 3
GP: 4
Weak:
Found: World map to Windia

=====
=====
Name: Bully

HP: 45

ATK: 100

EXP: 120

GP: 60

Weak:

Found:
=====

=====
=====
Name: Buzzer

HP: 100

ATK: 100

EXP: 130

GP: 50

Weak:

Found:
=====

=====
=====
Name: Cactus

HP: 54

ATK: 90

EXP: 130

GP: 50

Weak:

Found:
=====

=====
=====
Name: CactusX

HP: 70

ATK: 60

EXP: 390

GP: 270

Weak: Lightning

Found: Underwater near Prima
=====

=====
=====
Name: Cerl

HP: 3500

ATK: 225

EXP: 8000

GP: 9000

Weak:

Found:
=====

=====
=====
Name: Chimera

HP: 180

ATK: 78

EXP: 560

GP: 180

Weak:

Found:

=====
=====
Name: Chopper

HP: 100

ATK: 130

EXP: 480

GP: 300

Weak:

Found:
=====

=====
=====
Name: Claw

HP: 2500

ATK: 168

EXP: 1200

GP: 400

Weak:

Found:
=====

=====
=====
Name: Cloud

HP: 1400

ATK: 4800

EXP: 1200

GP: 1200

Weak: Unknown

Found: Darkness Tower (Boss)
=====

=====
=====
Name: Crab

HP: 300

ATK: 180

EXP: 1020

GP: 360

Weak:

Found:
=====

=====
=====
Name: CrawlerX

HP: 80

ATK: 80

EXP: 250

GP: 150

Weak: None

Found: Underwater near Prima
=====

=====
=====
Name: Creep

HP: 25

ATK: 8

EXP: 8

GP: 8

Weak:

Found: World map up to Windia, Camlon, Nanai

=====
=====
Name: Creon

HP: 100

ATK: 80

EXP: 220

GP: 120

Weak:

Found:
=====

=====
=====
Name: CreonX

HP: 120

ATK: 100

EXP: 600

GP: 400

Weak: Lightning

Found: Underwater near Prima
=====

=====
=====
Name: D.Flea

HP: 200

ATK: 100

EXP: 280

GP: 90

Weak:

Found:
=====

=====
=====
Name: D.Knight

HP: 180

ATK: 148

EXP: 780

GP: 300

Weak:

Found:
=====

=====
=====
Name: D.Rider

HP: 44

ATK: 65

EXP: 50

GP: 30

Weak:

Found:
=====

=====
=====
Name: DogFish

HP: 140

ATK: 55

EXP: 560

GP: 180

Weak: Lightning

Found: Underwater near Prima

=====
=====
Name: DogFishX

HP: 300

ATK: 120

EXP: 560

GP: 180

Weak:

Found:
=====

=====
=====
Name: E.Chest

HP: 45

ATK: 65

EXP: 860

GP: 360

Weak:

Found:
=====

=====
=====
Name: Entity

HP: 700

ATK: 120

EXP: 1680

GP: 800

Weak:

Found:
=====

=====
=====
Name: EyeSpy

HP: 1600

ATK: 100

EXP: 2800

GP: 2800

Weak:

Found:
=====

=====
=====
Name: FireHead

HP: 240

ATK: 140

EXP: 1400

GP: 1000

Weak:

Found:
=====

=====
=====
Name: Fishy

HP: 65

ATK: 60

EXP: 360

GP: 300

Weak: Lightning

Found: Underwater near Prima

=====
=====
Name: Flea

HP: 15

ATK: 5

EXP: 3

GP: 4

Weak:

Found: World map from Drogan to Windia.
=====

=====
Name: Flower

HP: 700

ATK: 140

EXP: 1800

GP: 600

Weak:

Found:
=====

=====
Name: FlowerX

HP: 2900

ATK: 250

EXP: 3200

GP: 3000

Weak: None

Found: North of Gust
=====

=====
Name: Fly

HP: 45

ATK: 92

EXP: 40

GP: 20

Weak:

Found:
=====

=====
Name: Frog

HP: 180

ATK: 20

EXP: 500

GP: 350

Weak: Unknown

Found: Camlon (Boss)
=====

=====
Name: Fungus

HP: 80

ATK: 62

EXP: 240

GP: 120

Weak:

Found:

=====
=====
Name: G.Knight

HP: 50

ATK: 75

EXP: 100

GP: 200

Weak:

Found:
=====

=====
=====
Name: G.Slime

HP: 120

ATK: 120

EXP: 800

GP: 300

Weak:

Found:
=====

=====
=====
Name: Gargoyle

HP: 2200

ATK: 84

EXP: 1200

GP: 400

Weak:

Found:
=====

=====
=====
Name: General

HP: 250

ATK: 110

EXP: 1120

GP: 300

Weak: None

Found: Forest of Despair Fortress (Boss)
=====

=====
=====
Name: Ghoul

HP: 280

ATK: 130

EXP: 700

GP: 300

Weak:

Found:
=====

=====
=====
Name: Gloom

HP: 12

ATK: 18

EXP: 5

GP: 12

Weak:

Found: Camlon, Nanai, world map

=====
=====
Name: Goda
HP: 11000
ATK: 235
EXP: 6000
GP: 6000
Weak:
Found:
=====

=====
=====
Name: Golem
HP: 3000
ATK: 160
EXP: 1290
GP: 540
Weak:
Found:
=====

=====
=====
Name: Gremlin
HP: 1200
ATK: 140
EXP: 1400
GP: 800
Weak: None
Found: Stone Robot (Boss)
=====

=====
=====
Name: GrimFowl
HP: 2000
ATK: 170
EXP: 4200
GP: 4800
Weak: Ice
Found: Nabal Forest (Boss)
=====

=====
=====
Name: G.Fly
HP: 1000
ATK: 170
EXP: 5600
GP: 6400
Weak: None
Found: Gust (Boss) Only after beating RugaX and needing to obtain the
oil from the Frogs I think.
=====

=====
=====
Name: Horntoad
HP: 4000
ATK: 195
EXP: 6800
GP: 7000
Weak: None

Found: Bridge north of Gust

=====
=====
Name: ICU
HP: 2500
ATK: 120
EXP: 1290
GP: 540
Weak:
Found:

=====
=====
Name: Jade
HP: 25000
ATK: 280
EXP: 8000
GP: 8000
Weak:
Found:

=====
=====
Name: K.Roach
HP: 2800
ATK: 100
EXP: 460
GP: 200
Weak:
Found: Fortress north of Gust (Boss)

=====
=====
Name: Knight*
HP: 390
ATK: 45
EXP: 700
GP: 240
Weak: Unknown
Found: Nanai (Boss)

=====
=====
Name: Knight**
HP: 450
ATK: 115
EXP: 2800
GP: 2000
Weak:
Found:

=====
=====
Name: Lancer
HP: 150
ATK: 58
EXP: 120
GP: 100
Weak:

Found:

=====
=====
Name: LancerX

HP: 300

ATK: 100

EXP: 500

GP: 340

Weak:

Found:
=====

=====
Name: M.Flea

HP: 100

ATK: 120

EXP: 1680

GP: 400

Weak:

Found:
=====

=====
Name: M.Scorp

HP: 65

ATK: 54

EXP: 640

GP: 240

Weak:

Found:
=====

=====
Name: M.Slime

HP: 2000

ATK: 510

EXP: 9999

GP: 9999

Weak:

Found:
=====

=====
Name: Mage

HP: 85

ATK: 40

EXP: 140

GP: 70

Weak:

Found:
=====

=====
Name: Midget

HP: 55

ATK: 88

EXP: 80

GP: 40

Weak:

Found:

=====
Name: Mimic

HP: 300

ATK: 140

EXP: 800

GP: 3000

Weak:

Found:
=====

=====
Name: Morte

HP: 120

ATK: 65

EXP: 280

GP: 200

Weak: Unknown

Found: Karma Tower
=====

=====
Name: Mortea

HP: 230

ATK: 90

EXP: 280

GP: 200

Weak: Unknown

Found: Karma Tower
=====

=====
Name: Morteo

HP: 1500

ATK: 180

EXP: 3200

GP: 3000

Weak: Fire, Zom spells

Found: Prima (Boss)
=====

=====
Name: Mote

HP: 3500

ATK: 210

EXP: 5400

GP: 6000

Weak:

Found:
=====

=====
Name: Mothro

HP: 3500

ATK: 210

EXP: 6000

GP: 8000

Weak:

Found:

=====
=====
Name: Myst

HP: 1100

ATK: 80

EXP: 4000

GP: 3600

Weak:

Found:
=====

=====
Name: Natlius

HP: 200

ATK: 128

EXP: 700

GP: 300

Weak:

Found:
=====

=====
Name: Octo

HP: 1000

ATK: 160

EXP: 6000

GP: 1500

Weak:

Found:
=====

=====
Name: P.Bug

HP: 8

ATK: 5

EXP: 5

GP: 12

Weak:

Found: Camlon, Nanai
=====

=====
Name: Peril

HP: 250

ATK: 100

EXP: 460

GP: 200

Weak:

Found:
=====

=====
Name: Phoenix

HP: 240

ATK: 128

EXP: 700

GP: 360

Weak:

Found:

=====
=====
Name: Pincher
HP: 1000
ATK: 190
EXP: 4800
GP: 4800
Weak: Lightning
Found: Near Prima (Boss)
=====

=====
Name: PincherX
HP: 2500
ATK: 155
EXP: 1800
GP: 600
Weak:
Found:
=====

=====
Name: Pog
HP: 280
ATK: 80
EXP: 1400
GP: 800
Weak: Unknown
Found: Forest of Despair Fortress (Boss)
=====

=====
Name: Prickler
HP: 90
ATK: 65
EXP: 40
GP: 20
Weak:
Found:
=====

=====
Name: R.Slime
HP: 66
ATK: 84
EXP: 240
GP: 150
Weak:
Found:
=====

=====
Name: Roach
HP: 180
ATK: 78
EXP: 460
GP: 200
Weak: None

Found: Fortress north of Gust

Name: Rogue

HP: 2000

ATK: 100

EXP: 6520

GP: 1200

Weak:

Found:

Name: Ruga

HP: 3500

ATK: 200

EXP: 2520

GP: 1200

Weak:

Found:

Name: RugaX

HP: 1400

ATK: 170

EXP: 3200

GP: 2400

Weak: None

Found: Fortress north of Gust (Boss)

Name: S.Rider

HP: 25

ATK: 60

EXP: 120

GP: 90

Weak:

Found:

Name: SandClod

HP: 100

ATK: 90

EXP: 340

GP: 120

Weak:

Found:

Name: Sandworm

HP: 1600

ATK: 180

EXP: 1200

GP: 1200

Weak: None

Found: Arad (Boss)

Name: Sara

HP: 15000

ATK: 320

EXP: 8000

GP: 8000

Weak:

Found:

Name: Scorp

HP: 70

ATK: 70

EXP: 120

GP: 60

Weak:

Found:

Name: Shadow

HP: 100

ATK: 30

EXP: 120

GP: 60

Weak:

Found:

Name: Slime

HP: 12

ATK: 2

EXP: 1

GP: 3

Weak:

Found: World map from Drogran to Windia.

Name: SlimeX

HP: 2000

ATK: 100

EXP: 5400

GP: 6000

Weak:

Found:

Name: Soldier

HP: 600

ATK: 160

EXP: 1320

GP: 720

Weak:

Found:

=====
=====
Name: Sorcerer

HP: 200

ATK: 40

EXP: 600

GP: 200

Weak:

Found:
=====

=====
Name: SpearMan

HP: 150

ATK: 84

EXP: 500

GP: 340

Weak:

Found:
=====

=====
Name: Spider

HP: 40

ATK: 40

EXP: 20

GP: 40

Weak:

Found: Karma Forest, Karma Tower
=====

=====
Name: Squid

HP: 1000

ATK: 155

EXP: 6000

GP: 4200

Weak:

Found:
=====

=====
Name: Stool

HP: 25

ATK: 20

EXP: 40

GP: 20

Weak:

Found:
=====

=====
Name: Talon

HP: 700

ATK: 70

EXP: 400

GP: 190

Weak:

Found:

=====
Name: Tentacle

HP: 60

ATK: 60

EXP: 240

GP: 150

Weak: Lightning

Found: Underwater near Prima
=====

=====
Name: Toad

HP: 2300

ATK: 330

EXP: 6000

GP: 1500

Weak: None

Found: Dark Dragon Fortress (Boss)
=====

=====
Name: Tronk

HP: 40

ATK: 26

EXP: 140

GP: 72

Weak:

Found:
=====

=====
Name: WarHog

HP: 50

ATK: 60

EXP: 160

GP: 80

Weak:

Found:
=====

=====
Name: WarHogX

HP: 280

ATK: 140

EXP: 1360

GP: 480

Weak:

Found:
=====

=====
Name: Warlock

HP: 250

ATK: 80

EXP: 1020

GP: 360

Weak:

Found:

=====
=====
Name: Widow

HP: 300

ATK: 164

EXP: 1400

GP: 450

Weak:

Found:
=====

=====
Name: Wisp

HP: 730

ATK: 90

EXP: 1200

GP: 300

Weak:

Found:
=====

=====
Name: Wizard

HP: 180

ATK: 40

EXP: 1000

GP: 700

Weak: Unknown

Found: Karma Tower (Boss)
=====

=====
Name: Wraith

HP: 220

ATK: 118

EXP: 600

GP: 300

Weak:

Found:
=====

=====
Name: WraithX

HP: 362

ATK: 95

EXP: 480

GP: 240

Weak:

Found:
=====

=====
Name: Zard

HP: 35

ATK: 55

EXP: 60

GP: 45

Weak:

Found:

=====
=====
Name: Zog
HP: 16000
ATK: 240
EXP: 7000
GP: 7000
Weak:
Found:
=====

=====
Name: Zombie
HP: 25
ATK: 42
EXP: 70
GP: 36
Weak:
Found:
=====

=====
Name: Zoom
HP: 300
ATK: 80
EXP: 800
GP: 200
Weak:
Found:
=====

Section X: Quick Exp Locations

This is something that I have imported into this walkthrough from my Final Fantasy II walkthrough, and I think it works pretty good. Listed below are places that I have noticed where levels are increased, and aren't too hard to win battles at. As I said in the FF2 walkthrough, any place can be a good place to level, it just depends on your current level, and how much time and effort you're willing to put into it.

1. Camlon: In Camlon the first time, the Hero is fighting alone, and there are two healing springs there, so take your time to reach at least level 5 and if you want to get some good gold take about an extra 15 minutes or so and shoot for level 6.
2. Karma Tower: In the tower, your exp will be divided by 3 I think, I haven't paid that much attention. Even so, just have Nina use the E.Key and have the soldiers with her attack, and you should be able to blow all the enemies away in one round. Keep this up for a while and with the healing spring nearby, and you should earn at least to level 10 in no time at all.
3. Tantar and Tuntar: Here you'll come across some easy enemies that you should attack with both the Rang and E.Key. Most of the enemies should die in the first round, and since its only the Hero and Nina to begin with the exp shouldn't be too bad. If you can fight the WarHogs you'll get about 240 exp each or so from them, making them the enemies

of choice around here.

4. Bleak: After a long time without any really good exp/kill along comes the G.Slimes of Bleak. These can amount to over 1000 exp/kill and you should really spend a lot of time with these. The Hero, Bo, and Nina should level quickly, and after you pick up Karn, you should return here to help him gain some levels too. You can also run into them in the Krypt, but its safer to fight them near Bleak.

5. Prima: This is one of the better places to get exp at first, but rather dangerous. You'll first be alone with Gobi, but you can use this to level him rapidly, but he can easily be mauled by the monsters down there, because his HP isn't the best, and he is beyond slow. Just use his spells on the monsters down there, and upgrade his equipment, and leveling here shouldn't be too hard. Its also a good place to spend a little time after the rest of the party gets down there.

6. Fortress: The game now becomes a little better paced and you'll now have more characters but leveling shouldn't be hard yet. Inside the fortress just keep going for the soldiers in there, and if you get hurt, just walk out and then warp back to Gant, heal up, and go for it again. They also give good gold, so you may want to upgrade your equipment as well.

7. Ocean Volcano: There are a few good monsters to defeat down in the volcano, and most give some decent gold. Just fight down here until you can win easily, then head on with the game. The next few areas shouldn't be too hard if you earned enough levels down here.

8. Gust: Outside of Gust there are some good monsters to kill for exp. They do have spells that can hurt the whole party, but just keep healed up, and when your AP or heal items start to run low, head back into Gust and heal.

9. Both Dream Worlds: These are very good places to earn exp, especially on the outside. Kill the WarHogXs and the Zooms and you'll gain a load of exp. The other monsters are also good, and just stay near the towns and heal when needed.

10. Pagoda: I think that's the name of it. There is a massive golden slime here called the M.Slime and killing this will net 9999 exp and 9999 gold. Its a rare one to find, so spending time here might not be so great. If you want some other exp, head back to Scande and hunt around there for a while.

Section XI: Gobi's Shop List

This here is a list of the things that you can buy when using Gobi's shop ability in either Prima or Tunlan. The format on for the list will look something like this:

Timeframe:

```
=====
Item:                Starting Cost:    Second Offer:    Final Offer:
=====
```

Now just a small explanation about this. Timeframe is when I went in with Gobi. So since I first get him the timeframe might be before getting the Gills, or after getting Ox, etc. Item is pretty obvious, it is what they are selling. The starting cost is what they ask for it at

first. Second offer is when you tell them no, and final if you can get that far is what they'll ask for it before leaving. The second and final offers will most likely vary quite a bit so I'll just list it as it comes to me. Not everyone will go for second and final offers, so if you come across an item I have marked as a must by with a *, I wouldn't suggest you trying to haggle with them since they can take quite a long time to show back up again.

Timeframe: First visit to Prima after defeating Octo. This also includes defeating the SlimeX and getting the Statue to get into Wisdon. This is before you go to Tunlan after defeating Pincher.

```
=====
```

Antd x9	80GP	60GP	46GP
Rod2	1200GP	1100GP	1000GP
Smoke	60GP	45GP	35GP
MetalAR	5400GP	4050GP	3150GP
F.Stn	12GP	11GP	10GP
LightRP	48GP	36GP	28GP
ProtnB	180GP	165GP	150GP
HuntGL	2700GP	2475GP	2025GP
SteelBW	2400GP	2200GP	
ThundrRP*	5400GP	4050GP	3150GP
AngleAR*	18000GP	16500GP	
SilverDR	6000GP	5500GP	5000GP
Cure2	1950GP		

```
=====
```

Timeframe: First visit to Tunlan after defeating Pincher, and getting the big fish ability.

```
=====
```

Antd x9	80GP	60GP	46GP
DarkDR*	24000GP	18000GP	14000GP
EvilRP	12000GP		
Mackrl	60GP		
F.Stn	12GP	11GP	
ProtnB	180GP	165GP	
Smoke	60GP	45GP	
B.Stn	12GP	11GP	
G.Tiara+	12000GP	11000GP	9000GP
AgileHT*	3300GP	3025GP	2475GP
Cure2	1950GP	1787GP	
AngleAR*	18000GP	13500GP	10500GP
Sleeper*	2400GP	2200GP	

+: If you can haggle this down to 9000GP, you can take it back to Auria and sell it for 13000GP.

Section XII: Credits

There aren't too many credits to list here, except to myself for taking the time to make this walkthrough, and to Capcom for originally doing the game, and to Square for doing a good translation on BOF. I'll be back again in the walkthrough business again, after I find a new game to go through, and till then I hope you enjoyed this walkthrough, as well as my Final Fantasy and Final Fantasy 2 walkthroughs.

I'd also like to thank CJayC for allowing me to post this walkthrough as well as my Final Fantasy and Final Fantasy 2 walkthroughs at GameFaqs.com for the past couple of years.

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