

Grandia II Walkthrough/FAQ/Translation

by jtkauff

Updated to v0.98 on Sep 11, 2000

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G R A N D I A I I

J a p a n e s e V e r s i o n

a walkthrough/faq/translation
version 0.98

by Ben Judd & J.T.Kauffman
September 11, 2000

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Grandia II is the first high-quality, traditional RPG for Sega's 128-bit Dreamcast system. Developed by Game Arts and released in Japan on August 3, 2000, the game made a large splash into the Japanese market, a splash that is expected to be duplicated when the game is released in the North America late in 2000, and again in Europe in 2001. While not a direct sequel story-wise to the classic Sega Saturn game (later released on the Sony Playstation), Grandia II contains all of the elements that made the first game a classic.

Of course, having all of the elements that made the first a classic are of little use if you don't understand what is going on in the game. That is where this document comes in. The second translation/walkthrough/faq by the team of Ben Judd & J.T.Kauffman, this document should do everything from get you started gameplay-wise to letting you know what the characters are saying.

Be warned that this is a translation faq, and thus contains many unmarked spoilers. While you won't find them in the basics, item, etc. sections, the walkthrough does not attempt to mark any story information, so read at your own risk.

Finally, this faq contains Shift-JIS Japanese encoding, and lots of it. To view this properly, Windows users are suggested to download NJStar Japanese Word Processor from www.njstar.com, or download the Microsoft Japanese IME from www.microsoft.com (the latter being an Internet Explorer/Netscape 6 plugin). Solutions aren't known for users of other operating systems. If you cannot view Japanese characters on your computer, you'll merely see random gibberish characters, so don't worry if you see something of the sort.

Note: This release is somewhat of a beta; it still needs a heavy amount of proofreading, smoothing, and a bit of formatting. Read at your own risk.

Note 2: It seems that the Japanese encoding disappeared from the last release. It should be back now.

Game Basics

--Battle System--

Grandia II, as with the original Grandia, uses a blend of pseudo-real time and turn based systems to create a unique battle system. I can't say whether it is better than the Active Time Battle used in the Final Fantasy series but one thing is for sure, once you see all four of your party members running this way and that trying to attack 6 enemies on the screen at once you are sure to find the Final Fantasy battle system as slightly bland. Let's start with the basics of the system.

While fighting, you have several options to choose from, all of which are on the 'attack wheel'. On the top are your standard, most commonly-used options. The underside holds commands like 'run' and 'dodge' that are rarely used.

Top Side of the Attack Wheel:

Combo

コンボ

This is your basic, run-of-the-mill attack. Your character attacks twice and you usually deal the most straight out damage this way.

Critical

クリティカル

Unlike 'Combo' this is a one-shot deal. It takes longer than Combo and does less damage, but if performed at the right time you can 'Cancel' the enemy's attack, making them lose their turn.

Item

道具

Pretty straight forward. Use an item.

Skill/Magic

技/魔法

This command is for using your magic or skills. After selecting it you can toggle between Skill, Magic Screen 1, Magic Screen 2, and Magic Screen 3 using the L/R triggers. Skills differ from Magic in a couple of key ways. First of all, you use 'skill points' (SP) in order to perform them. On the main screen, your skill points are indicated by the green bar located to the right of your characters portrait on the bottom. The amount of skill points you have is also displayed in number on the attack screen (the screen that appears when it is each individual characters turn to attack) next to the letters SP. The second way that magic and skills differ is that you can regain skill points by either sleeping at inn, choosing heal at a save cone, OR by attacking/blocking an enemy. Magic Points can only be cured by sleeping at an inn or by healing at a save cone. So, basically you can use your skills often but still gain back your skill points just by continuing to fight monsters. Magics are elementally based spells that are broken down into 8 categories: Fire, Water, Earth, Wind, Forest, Lightning, Explosion, and Snowstorm. As per standard RPG fare, if you use a fire spell on an ice-based creature it will take major damage.

Underside of the Attack Wheel:

Retreat

逃走

If you are in a battle that you know you can not win then use this command to attempt to get away. However, Grandia's difficulty level is not too terribly high, so you shouldn't have to rely too much on this option.

Block

防御

Blocking is good for weaker, low HP level characters. If you think they can't take a big hit then have them block. It should reduce the damage to about 1/4. However, blocking is good in one other way. When you block you gain back more SP than you do when you dodge, and therefore if you need just a little bit more to perform a skill but don't want to take any big hits then blocking might be the way to go.

Dodge

回避

Dodging is for moving your characters away from the heat of battle to a safer, more distant location. When you 'dodge' you regain less SP than you do when you block. Also you still might not be able to get far enough away from the enemy that he can't hit you. However, dodging is not without any pluses-while dodging your evade percentage also raises, so you stand a better chance of 'swaying' out of the way. Also, if you do manage to get far enough away from the enemy, the enemy could lose his turn trying to get to you.

Battle Plan

作戦

This is basically like the AI command found in most Game Arts games, allowing you to have the computer automatically control your characters. You can either have the computer try to choose what it thinks is the best plan of battle, or you can choose between one of many set 'battle plans'. Unfortunately, you can't set up your battle plan during battle. You must choose a battle plan on the status screen menu and after choosing it you can use the 'Battle Plan' command to choose either computer AI or the battle plan you selected on the status screen.

Upon first glance, the Grandia battle system doesn't seem like anything special, but turns out to be quite nice once you get used to it. It's based on distance between the enemy and you, and the amount of time it takes to perform the attack you selected.

The Time Bar:

During battles you will notice a large blue bar on the bottom right side of your screen. This is the battle bar and it is used in determining fight order.

On the lower left side of the bar you should see the word 'wait' written in small blue letters. To the right of that you will see the word 'Com' written in slightly larger letters. Finally at the far right of the bar is the word 'Act'. Attached to the bar you will see icons of all your characters as well as all the enemies you are fighting. When a battle begins you should check the initial order. In most cases you will have at least one person going before the enemy. However if you get surprised then all of the enemies will get to attack before you do. If your icon is in the area between the word 'wait' and the word 'com' then you must wait until your character's icon slides over to the 'com' spot. How quickly your character's icon reaches the 'com' spot is largely determined by a character's 'action score'. So even if your character does start behind an enemy on the time bar if his 'action parameter' is high enough he can pass the enemy up and go first.

The next area to note is the 'Com' spot. This is where you enter your command.

There really isn't much to this part. However, you should note that which ever command you choose also plays a big part in determining move order.

The final spot on the time bar is the 'act' spot. Once your characters reach this area then they perform the attack that you selected at the 'com' spot.

The red, flashing area inbetween the 'com' spot and the 'act' spot is where you character gears up to do the command you selected for him at the 'com' spot. How long it takes your character to perform an attack is widely determined by what action you took. In general, 'combo' is the fastest attack in the game. If you choose 'combo' at the 'com' spot then your icon will almost immediately slide all the way over to the 'act' area and perform a combo attack.

'Critical' is slightly slower than attack but since it can cancel, if you time it right then it can be more useful than combo sometimes. Finally, there are 'skills' and 'magics'. These, in general, take the longest amount of time to perform. However, if you power these up using SC and MC then they can become just as fast as a combo attack.

Basically this game is all about timing. For example let's say that you are fighting a 'rock snake' with Ryudo and Elena. The Rock Snake plans on attacking Elena and since it started further down the time bar it will probably get to attack Elena first. However, you can still prevent Elena from getting hit if you time it right and are a little lucky. First you should decide whether to go for the cancel by using the critical attack or you might try to counter using the combo attack. First you must think about the speed. In general if your character and the enemy are just about in the red 'act' area but your character is about half an inch ahead of then enemy then you can probably use a critical to cancel the enemy's turn. If successful then Elena probably will end up getting to go before the enemy and if her kills it then she can probably escape getting hit. However, if the enemy is only about a millimeter from you by the time you get to the 'com' spot then your best bet would be to hope for a counter by using a combo attack. If you do successfully counter then Elena could once again end up going before the monster. As a general rule, canceling an enemy pushes his icon back the most, whereas counter pushes the enemy back a slight bit. Also another strategy that you can use is to look at the enemy attack data that appears when you choose which enemy to attack. First select either combo or critical. Then a target arrow should

appear. Also in the lower left corner a large blue box should appear. It will list the enemies remaining HP as well as what that enemy plans to do for his turn. Basically there are three different words to watch out for. In that box under the word action you will see one of three words:

Wait	待機	This means that the enemy still hasn't decided what to do for his turn.
Attack	攻撃	This means the enemy has opted for to do a standard attack.
Magic Attack	--varies--	Anything besides 'wait' or 'attack' means the computer will use magic.

The computer rarely defends (if ever) so if you don't see either of the chinese characters listed below the 'action' word then it probably means the enemy is cooking up some sort of magic attack. Magic is slower in general than an attack so even if orderwise Elena is behind the Rock Snake, if it uses magic then there is a chance that Elena could pass the Rock Snake while inside the red 'act' area. Also another good thing to note is that at the bottom of the enemy attack data box below the word 'action' will be a picture of which ever character that the monster is currently aiming for. If the monster is targetting someone with dangerously low HP then you might try to use other characters to mainly attack that monster or cancel/counter it. One other note is that everything can be countered. For example, let's say that Ryudo is about half an inch ahead of a Rock snake. You could simply have Ryudo combo the Rock Snake since Ryudo's attack will come first. However, let's say that a simple combo attack won't be enough to kill the Rock Snake. One option you could try is to counter the Rock Snake with a 'skill attack' right as it is charging to attack you. After selecting a skill attack like the 'Heaven's Wrath Slash' (天征剣) then Ryudo will probably be passed up by the Rock Snake since it is merely doing a normal attack and that is much, much faster than Ryudo's Heaven's Wrath Slash. However if you timed it just right then just as the Rock Snake is about attack, you will go into your Heaven's Wrath Slash and do serious damage that could counter the Rock Snake and give you an extra turn. Also it is important to know that while countering can be an effective tool of battle, it's a two way street, and if you miss the timing by just a little then you could be the one getting countered. All characters have different standard attack speeds. In general Tio and Mileenia have the fastest attack speed in general, whereas Malegg and Elena have the slowest standard attack speeds. If you want fight effectively then it wouldn't harm to try to remember the average attack speeds of your characters and the amount of time it takes to pull off their individual special moves.

Now on to defensive strategies. Deciding how to defend is quite simple. You have four choices:

- Attack: Use any of your skills, magics, or attacks to keep the enemy from attacking you. Fight fire with fire.
- Block: Block the enemies attacks. Good for lessening damage and regaining SP quickly.
- Dodge: Run far away from the enemy. If you use the 'attack data window' you can see which monsters are going to attack who. One strategy is to use the dodge command to move a character as far away from whichever monster has targeted them. The monster will give chase but if you have moved the character far enough away then the monster will end up losing it's turn.
- Retreat: For those lacking the fortitude to hang in there 'til the end.

--Field Screens--

In Grandia 2, unlike the Final Fantasy series, you will see your enemies

walking around in the overworld. When you make contact with an enemy the game will automatically switch to battle mode. One of Grandia 2's coolest features is that whether you get surprised or not is dependant on what part of the enemy you touch, and on who touched who first. If you touch the enemy from behind then you get a free shot at the enemy. However, if the enemy touches you from behind then you get surprised, and the enemy will get the first attack. This makes walking around on the overworld a little more fun than most games since you have to always keep on your toes, lest you will take a bad beating in the beginning. As a matter of fact, towards the end of the game at the "special stage," there are some enemies that can defeat you immediately if you don't get the first attack. Some key Japanese phrases to note:

surprises enemy	先制攻撃
is surprised by the enemy	不意を突かれた

If neither of these words appears on the screen then neither you nor the enemy is surprised and your speed and action rating determine which of you gets to go first.

Also, it probably won't come in too handy, but you can use the compass in the upper left hand of your screen to determine which direction you are currently headed in.

(toward the exit/boss)	進む
(go back to where you came from)	戻る

~ ~ ~ ~ ~ Walkthrough ~ ~ ~ ~ ~

N O T E:

THIS WALKTHROUGH DOES CONTAIN AN EXTREME AMOUNT OF UNMARKED SPOILERS.

READ AT YOUR OWN RISK.

YOU HAVE BEEN WARNED.

Part I.

Shurisen Continent ~ Western Side
シュリーセン大陸 西部

--Introduction--

As the game begins, young Elena is saying goodbye to her family. She joins a procession of four other priestesses when suddenly, Skye, Ryudo's pet hawk, flies by. Skye drops three bombs, distracting the lizardmen so that he can easily defeat the single remaining Lizardman so that he can obtain the object that he was requested to find.

Skye "Ryudo, I don't think that I'll be able to make it!"

Ryudo "Quit complaining and just fly, dammit!"

Ryudo "This was that white thing that you wanted me to find, right?"

Man "Yes, this is it, no doubt about it. Here's your cash."

Girl "Father, that's too much!"

Man "Quit being insolent, and let's get going."

Skye "Stop acting like such a stuck up bastard, Ryudo."

Ryudo "Hey, I can't help it - it's work. I wouldn't even be talking to those people if it wasn't for my job."

Skye "Yeah, but actually, that girl was pretty damn cute, wasn't she?"

Ryudo "Yeah, whatever. I don't really even have much of an interest in girls..."

Skye "Well, it looks like another request has just come in..."

Ryudo "Man, we just got done with the last one. We have money to spare..."

Skye (pulls Ryudo's hair)

Ryudo "I got it, I got it... Having work to do is a good thing..."

Ryudo (checks the paper) "The Granas religious sect has requested a bodyguard. Heh - it looks like this time, it's God himself that wants to hire me... Man, this work is getting more and more tedious at the days go on..."

You'll now find yourself in control of Ryudo in the first open area. Explore and get a feel for the game. You'll also find the first of many save/heal spots in the game. Select the first option to heal your party all the way, just as in the first game. The second option lets you save the game. The first enemies, Madra Spiders, are here, though they shouldn't prove to be that much of a challenge. Just as in the first game, you'll be able to see, and avoid, them. Once you've found everything and explored as much as you want, head on into the next area, Cabo Town.

Items to find:

- Antidote
- Healing Potion x2
- Revival Medicine
- Snowstorm Amulet (accessory; level 5 protection vs. snowstorm magic)
- Hand Grenade
- + Save/Heal spot

Enemies:

- Madra Spider

--Cabo Town--

カーボの村

Here, you'll see Elena saying goodbye to Tessa, and wonders why she won't accompany her in her journey. Tessa replies that Elena's mission is too important, and that Tessa must prepare for an important ceremony. Tessa needs to prepare, and excuses herself and suggesting that Elena and her friend get back to work. Tessa mentions that they have prepared a bodyguard for Elena, and the priestesses say so long.

Ryudo begins to talk to one of the townspeople, and enquires about what the priestesses are up to. It turns out that there is a demon on the edge of town that they are going to try to exorcise. At night, all of the monsters come out, but in the day, everything is fine. It is revealed that Elena is the singing priestess of the religious sect. After the work is done, Elena will head to the

tower. The townsperson says that he doesn't recommend leaving town at night. Ryudo isn't quite sure what to make of the fact that they are exorcising spirits, and just knows that he is supposed to protect someone. Skye suggests that they head to the church so that they can take up the job.

Ryudo is now free to explore the town. There is an inn, as well as a general store. The man in this store with the funky hat above his head with the question marks will teach you about the game using a series of tutorials. The first one is about combo, critical, and cancel commands. After talking to you, he gives you a chance to test out your new knowledge. Choose the following commands, in this order: Combo, Critical, Critical, Combo. Talking to the clerk will give you the chance to buy quite a few things, including weapons, armor, accessories, and items.

More exploration of the town reveals that the Granas sect does all sorts of things for the town, and they do it merely because they like it. It also comes up for the first time that Ryudo is a member of the Geohounds, a group of adventurers. Also, the monsters from the Black Forest have been coming closer and closer to town. That happens to be where the priestesses have gone, to boot. Eventually, you'll need to head to the Granas church, where you'll see a cutscene with Elena.

Elena "If I had known that I would have to do exorcisms, I would have studied more."
Ryudo "Why'd you stop singing? Aren't you going to continue?"
Elena "Oh! Who's there?"
Ryudo "I've come here for you."
Elena "Who are you? Who told you to come here?"
Ryudo "You did."
Elena "What are you talking about? If you don't get out of here soon, I'll have someone come and show you out!"
Ryudo "You still don't know who I am, do you? No one has told you yet, right?"
Calius (entering) "You're the man from GeoHound, right?"
Elena "You're from GeoHound?"
Ryudo "Yes, I am. You guys sure rolled out the welcome mat for me..."
Elena "I was just being like that because you were acting all suspicious..."
Calius "That's enough Elena. You have much to do before you leave for your trip. You should be preparing."
Elena "I'm sorry for not acting my place, father..." (leaves)
Calius "We have more to prepare, so you must excuse us. Please wait at the inn."

Afterward, head to the Inn, where you'll have four choices awaiting you. The top choice is to say that "The priest told me to wait here". The second is to heal, the third to quit, and the fourth to save. Choose the first, and continue on.

The priest will come in and ask to talk to the GeoHound member. The innkeeper is a bit surprised that Ryudo is from GeoHound, but points him out anyway. Ryudo wants to know what the Granas church wants with a low-life bounty hunter like him. Calius simply wants what was written on the paper: protection. This is a special night, with a ceremony that can only be performed on this particular day at Garumia Tower on the outskirts of town. Ryudo is supposed to take the priestess to the tower, just the two of them, and right after the ceremony, they must return to town. Ryudo mentions how much the world must be

Upon arriving at the tower, you'll see the five other priestesses. They'll rip on Ryudo some, which you should be used to by now. The priestesses ask you to wait until the ceremony is over, and then escort Elena home. They also warn him not to enter the tower under any circumstances. Once they are away a bit, Tessa asks Elena if Ryudo... tried anything. Elena retorts, saying that Ryudo is a nice man, and wouldn't try anything like that.

You'll now get to enjoy Ryudo's slightly... small fire that he has built. He complains about having to wait, but Skye says that it is just part of his job, and that he should just grin and bear it. Ryudo has a bad feeling about things, and thinks more about why they are having such a holy ceremony at such a strange tower. The carvings on the wall appear to be almost demonic, though Skye says that they are just old relics from the 'Silver Age of the White Light' period. Most people know this, however, as the Holy Magic War. Just then, a scream is heard, and Ryudo jumps into action. Even though he was warned not to, he says that he has to get Elena back safely, as that is part of his job.

Entering the tower, you'll see that there are lots of monsters inside. Ryudo isn't quite sure where they have come from, but knows that he has to hurry and save Elena.

Inside the tower, you'll encounter your first real dungeon. Like the forest, you'll not find much hard here; just play through, killing enemies and exploring for treasure. If you're getting lost or confused here, you might be better off to just stop here, and not continue ;) After heading up to the top (fourth) floor, you'll see a pair of Gargoyles standing in front of a fallen priestess. Approach them, and they will attack.

After defeating them, the priestess on the ground will say that the ritual was a failure, and that Ryudo should go and save Elena. Upon trying the door, you'll find that it is stuck; Skye, however, finds another way in - the window. Walk up to it, and you'll be able to enter as the familiar exclamation point appears over Ryudo's head (familiar if you've played the first game, that is...). Enter the window, and you'll see what has happened to Elena.

Elena is trapped inside some sort of 'darkness'. She warns Ryudo not to come any closer, and that she is free of darkness within herself. Ryudo helps her anyway, and the two escape together as the tower begins to go haywire.

After escaping, Skye examines Elena, and determines that she will be all right, and that they just need to return to town. Surprise of surprises, they do so, with Elena exclaiming that she needs to find Tessa. Ryudo drags her away screaming, saying that he needs to take her back to the town to get his money; he was hired to get her back to town, and that is what he is going to do.

Items to find:

- Healing Potion x2
- Hand Grenade
- Wind Amulet
- 50G
- 150G
- + Save/Heal spot (level 1)
- + Save/Heal spot (level 3)

Enemies:

- Madra Spider
- Gargoyle

After heading back to town, Ryudo will need to deposit Elena at the church. When you get there, Father Calius will be waiting. Elena will start talking about how the ceremony went awry, upset. Father Calius will then offer to take Ryudo inside and make him something warm to drink.

Inside, Ryudo will start to talk about what he saw, and Elena will get upset. Father Calius will tell her to go to bed, and will then start to explain the ceremony to Ryudo. The ceremony was to seal the wings of the evil god, Valmar, to keep the world safe. The wing was the result of a war between Valmar and the good god, Granas. Valmar kept getting stronger, breaking through Granas' seals, but Granas was able to stop the advance. Now, 1000 years later, Valmar is pressing forward once again, and is trying to seal the blessed light of Granas, and destroy this world. The followers of Granas have promised to protect the world, and stop anything that tries to bring evil back into the world. He goes on to say that because the wings did appear on Elena, she was in fact possessed, even if it was only by a piece of Valmar. That part of Valmar that possessed her will continue to eat away at Elena's heart, and it will continue to eat away until all of the seals are broken, and Valmar has risen again. Calius asks Ryudo for one more task: to escort Elena to Granas Temple, so that Cardinal Zera can try to vanquish the evil from Elena's heart. Of course, the followers of Valmar will try to stop them, but they must try anyway. Calius says that he will pay Ryudo, and pay him well: with the golden god statue. At that point, there is a crash outside and the two go to see what the commotion is about.

Millenia "Aaahhh. It feels so good to be free!"

Calius "It's a messenger of the darkness!"

Milln. "Hey! What are you talking about! What part of me is evil?!" (flies down)

Calius "I'm going to blast you with this burst of goodness!"

Ryudo "That wasn't bad - you're pretty cute..."

Milln. "You think that I'm cute? I know that I'm cute."

Ryudo (approaches)

Calius "Be careful Ryudo!" (blasts Millenia)

Ryudo "Hey - are you really a messenger of the darkness?"

Milln. "This pisses me off, seeing all of this; the church, the people living here... " (fires lightning at the town, blows up the church)
"There. I feel muuuuch better now. In fact, I should probably just obliterate the rest of the town while I'm at it..."

Ryudo "What in the hell are you thinking? What are you, all breasts and no brains?"

Milln. "Huh? You're so meeeeeean. Before you said that I was cute, and now you're saying mean stuff like that. I'm gonna make you pay... Prepare to meet your maker!"

(At this point, you'll fight Millenia. This is a fight that you can't win, so just sit back and enjoy the scenery.)

Ryudo "Damn, you're strong!"

Milln. "It sure was nice beating you up! You're a pretty good match."

Ryudo "Don't take me so lightly!"

Milln. "But I like you. My name's Millenia. Next time we meet, I'm going to make you mine. Oh well... Until then..."

Calius "Will you accept the mission?"

Ryudo "Yeah. Now I too want to know what in the hell is going on."

After Ryudo accepts, he and Skye have a short chat. Skye is worried about Ryudo's lack of religion, and how that will affect the mission. Ryudo thinks that the Cardinal might give him a large paying job, so it will all be good. After that, Calius comes in and gives Ryudo the golden god statue, and Elena wants to be off. Ryudo wants to make sure that Elena is up for the trip, since it is her first big one. Elena replies that she has to go, and that she doesn't want her friends' deaths to be in vain. Ryudo just doesn't want her to be a burden; in response, she replies that she can fight too. At this point, the two of them are off to find the temple.

--Ainoool Mountains--

アイノール山地

Nothing too hard here - basic exploration, with quite a bit of items to find. Just make your way through the two levels, and exit out onto the world map.

Items to find:

- "Tengu" Mushroom
- Muscle Mushroom
- Exploding Mushrooms
- Antidote x2
- Resurrection Potion
- Iron Ore Brooch
- Moutaineering Hat
- 50G x5
- 150G x3

Enemies:

- Madra Spider
- Dodo Bird
- Rock Snake

--Agiil Traveler's Town--

宿場町アギール

Ryudo and Elena arrive at Agiil, which until recently was a decent sized, prosperous town. Now the town is quite different, as you'll see. The town is located between two major roads, so it is in a prime location for lots of travelers.

Heading into the 'watchmen's tent', which is actually the weapons/armor store, you'll find your friendly little Mr. Tutorial Hat, this time with some mid-level tips (the middle choice when you first talk to him). The first batch of tips covers special attacks, while the second is regarding magic. If you choose to do these, it shouldn't be too hard; there are fingers pointing to the commands that you need to select.

After you're done shopping, you can talk to the guard near the town entrance, who will reveal that the town was attacked by monsters from the cave within the town. Of course, they had no chance to defend themselves. After you finish your chat with him, head to the inn and talk to the innkeeper, who will present you with four options:

- Offer a greeting to the innkeeper
- Heal
- Quit

Save

Of course, you'll need to choose the top option to continue with the story. It turns out that he is a old friend of Ryudo's named Pikes. He confirms the story that you were told earlier; the monsters came from the cave, and are now living throughout the town. They're trying to get enough people around to fight the monsters and take back the town. After a quick comment about Elena, you'll see a small scuffle in the corner. A small boy has had a keepsake from his mother, a medal, taken away from him by some monsters.

Roan "Isn't there something that we can do about it!?"
Gonzeera "There's no way. Those monsters are just too strong. Your life is the important thing."
Rizetto "I'm an idiot, so I don't really understand, but I think what Gonzeera is saying is right; it's not worth risking your life."
Paeria (giggle, giggle, giggle) "Life's the most important thing!"
Carupaccho "Yeah, what Paeria says. Life is more important than some keepsake."
Roan "But it's so very important to me... Isn't there something that we can do?"
Gonzeera "It's not like we're a band of soldiers or something... If you're really that worried about it, why don't you ask that GeoHound guy over there."
Roan "Ex...excuse me. I was attacked by monsters on the way here, and I lost something precious... um... I lost a keepsake from my mother... and... money really isn't an object... So... please, could you get it back for me?"
Ryudo "Sorry, but right now I'm in the middle of a job, and I can't take on two jobs at the same time."
Elena "I don't really mi..."
Ryudo "Weren't we supposed to be in a big hurry to get to the main temple? Sorry kid, but you're just gonna have to forget about your keepsake."
Roan "Oh... I see... I... I guess you're right..." (goes and sits in the corner)

After talking to Roan, Ryudo begins to tell Elena about this town's speciality - the Kukko nut. Eating a few of them makes you feel rather good, but even though Ryudo tells Elena not to eat too many, she goes a bit overboard. The effect? Elena ends up just a tad tipsy, and does a face-first dive into the bar.

After depositing her in her room, Ryudo realises that this is his chance to clear out all of the monsters without her to get in the way. Just as he is getting ready to go, however, he is greeted by Millenia. She tells him that she has come back as promised, and that this time she's going to finish what she started (ie. making Ryudo hers), along with threatening to make Skye into fried chicken if he doesn't shut up. Just as she is about to have her way with Ryudo, there is a knock at the door. One of the party members that Roan was travelling with says that he has disappeared, and has probably gone off to find his keepsake.

Heading downstairs with Millenia, you'll find the rest of the party around the table talking about Roan. They start to head off to find Roan, but Ryudo says that since he is going anyway to kill off the monsters that he'll find Roan for them. Millenia, after a bit of argument, joins him, and the two go off together.

Agiil Town places:

- Agiil Inn アギール宿屋
- Agiil Watchmen's Tent アギール護衛団テント
(Weapons/Armor Store)

Agiil Watchmen's Tent:

Weapons 武器

Falks	500G	ファルクス	+22 Att.
Shamseal	620G	シャンシール	+26 Att.
Army Sabre	750G	アーミーセーブル	+32 Att.
Iron Rod	720G	アイアンロッド	+30 Att.

Armor 防具

Leather Jacket	650G	レザージャケット	+14 Def.
Quilted Silk	800G	キルテッドシルク	+18 Def.
Leather Armor	750G	レザーアーマー	+17 Def.
Chain Mail	950G	チェーンメイル	+20 Def.
Traveler's Cap	300G	旅人の帽子	+6 Def.
Thick Lthr. Bandanna	350G	厚革のバンダナ	+8 Def.

Accessories 装飾品

Attachable Stone	120G	つけもの石	+5 Def., -5 Move
Insomnia Amulet	250G	睡眠の護符	Protect against sleep

Items 道具

Herb	10G	薬草	Heals 200 HP; 1 ally
Healing Potion	24G	傷ぐすり	Heals 400 HP; 1 ally
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Eyedrops	14G	点眼薬	Cures Blindness
Stablizer	20G	気付け薬	Cures Confusion

Special Items 特産品

Exploding Mushrooms	20G	爆弾キノコ	400 fire dmg; 1 enemy
Hand Grenades	60G	手榴弾	300 damage; range

Quit やめる

--Duram Cave--

デュラムの洞窟

Once you're done arguing with Millenia, you'll be able to head into the abandoned town. At the center of the town, you'll find the entrance to the Duram Cave. Head inside, where you'll get a nice overview of the cave. Immediately after, you'll notice that a few stagtites fall in such a convenient spot...

Continue into the cave, saving at the save/heal spot if necessary, and you'll soon see Kyaro, the oh-so-cute mascot of the game. In order to get him to come near, you'll need to feed him a Poff Nut. Of course, you won't have one yet, so you'll need to keep an eye out for some. You'll actually not find enough to get him the first time through (you need three, but the cave only contains two). A bit deeper into the cave, you'll need to do some typical Grandia things, such as use a boulder to break open a wall of the cave, but again, it's nothing all that difficult. You'll also find that you'll need to throw a switch to continue on in the cave; the switch will raise the water level in part of the cave, allowing you to cross on the planks of wood that rise after you do so. Once you have crossed, you'll need to drop a wedge-shaped rock down to the level below that. Next, head back to the switch and throw it; this allows you to access the other bridge/wood plank, opening up another section of the cave. After exploring a bit more, you'll find the entrance to the second level.

Upon getting to the second level of the cave, you'll find Roan being assaulted by three fish men. Battle them, and you'll get a good deal of experience, gold,

and a new Mana Egg, the Mist Egg, in return. Afterward, you'll talk to Roan a bit, and he'll convince you that he should join. He explains that he can't go home yet, that he has to get his mother's keepsake before he can. Millenia takes quite a liking to Roan, and ends up smothering him in her chest (which I'm sure that little Roan enjoys quite a bit). After that, Roan joins up, though Ryudo threatens to leave him behind if he becomes a burden.

Continuing on in the second level, you'll find some more simple puzzles to do. One requires you to push a block over a button, holding it down. This, along with stepping the switch right next to it, allows you to get to a switch that you need to throw to drain the small lake that is blocking your way.

As you go into the third level of the dungeon, you'll want to prepare; there is a boss coming up in just a bit. You're actually able to walk around the boss, and see him from behind. There isn't much to actually do behind him, so when you're ready to, jump on in and attack.

Boss Fight: Duramataurus

This shouldn't prove to be too hard. First, concentrate on group spells so that you can knock out the two Fishmen that are flanking him. Spells and special moves are the way to go here - with spells like Millenia's Fallen Heaven Wings taking off up to 800 HP each, the Duramataurus' 4200 hit points should go down pretty quickly. Just keep at least one eye on your HP and heal when necessary, and you should be quite fine. After he is no more, you'll receive the Adventurer's Book, a skill book.

After making your way back out of the dungeon, you'll be treated to an odd sequence. Millenia says that she is a bit tired, and that it has been a long day. She then says to 'say goodbye to Elena for her', and after saying that, promptly turns into Elena! As it turns out, the curse that Elena was put under means that she lives as Millenia during the night, and Elena during the day...

Items to find:

- Herb x3
- Resurrection Potion
- Harp of Healing
- Poff Nut x2
- Torte's Grass Whistle
- Insomnia Amulet
- Stone Head
- 100G x2
- 300G
- + Save/Heal spot (level 1)
- + Save/Heal spot (level 2)

Enemies:

- Frost Frogs
- Fish Men
- Rock Snakes

--Agiil Traveler's Town--

宿場町アギール

Back at the Inn at Agiil, the party sits down Elena and tells her what is going on. Some of the other members in Roan's party come up, and a short discussion goes on. Roan knows that Ryudo and company are traversing over the Beik Plains, and asks if he can tag along. Ryudo agrees, and they set off. Before you go, though, you can visit Mr. Tutorial Hat in the weapon shop for the high level tutorial (third selection from the top). This one covers Skills, Counters/Defense/Dodge, and the Treasure Icon. Again, you'll get a couple of

simple fights, but just follow the magic floating hand, and you'll be fine. As you're passing through the ruins of the old town, you'll find a man who will give you the third Poff Nut; save it for now - Kyaro acts as a light, so you'll want to use him when you really need to

--Beik Plains--

ベイク原野

Upon reaching the top of the Beik Plains the "Grana Cliff" comes into view. The Grana Cliff is one of this worlds ancient mysteries. Formed during the "Ancient Magic War of the Gods", this canyon seperates the two main continents of this planet. The only problems is that the Main Grana Church Shrine located in the Saint Heim Holy Land lies on the other side of the canyon. Fortunately, you can use the "Aeroport" to cross to the other side. However, before riding on the airport the party decides to camp out for the night.

Ryudo "Somebody's outside!"

Strange Man "I've finally found you. Evil, feel my wrath."

(At this point, the strange man attacks.)

Boss Fight: Beast Man

Again, there is nothing particularly hard about this fight. Simply pummel him with magic/special attacks, watch out for his special attacks (which can rob you of up to 350 HP), and you should be fine.

Malegg "You are not the man I am seeking."

Ryudo "Why did you attack us? We didn't do anything!"

Malegg "Your scent set me off... It was the same as that man... The man who destroyed my village. When I smell that scent... the scent of Melphis... I go crazy."

Skye "Ryudo!"

Ryudo "Did you say Melphis? That's impossible! He should be dea.."

Malegg "Do you know of Melphis? Do you know of the man who commands enough destructive magic power to destroy an entire city?"

Ryudo "I killed him... at least... I thought I did"

Malegg "Well, it looks as though I attacked an innocent person. For that I am sorry. I have to go now."

Ryudo "Wait! Tell me about Melphis!"

Elena "He left. But who is Melphis, anyways?"

Ryudo "He's my brother..."

After Malegg runs off, you'll have a chance to explore the rest of the plains, grabbing the bits of treasure that are there. Once you're done with that, head off to the area map, and on to the next town.

Items to find:

- Speed Fruit
- Seed of Speed
- Seed of Wisdom
- Seed of Protection
- Seed of Power
- Seed of Magic Power
- Healing Herb
- North Wind Mantle
- Anti-Poison Amulet

- Dash Shoes
- Shell Armor
- Poff Nut
- 200G x5
- 600G x3
- + Save/Heal spot

Enemies:

- Wind-slasher Bugs
- Dodo Birds
- Sandmen

--Rilig Trading Town--

交易都市リリグ

The Rilig Trading Town is one of the most technologically advanced towns in the Grandia world. Home to the "Aeroport the only way to cross the giant canyon that separates the two main continents of Grandia, Ryudo and friends arrive at town hoping to find a quick ride to the other side but instead smacking head-first into another mystery. For some strange reason all of the townspeople say that they are "stuck" eating the awful tasting "stink-potato". Upon digging deeper into the mystery, you find out that the reason the townspeople continue to eat the stink-potato is that it seems they have lost their ability to taste other foods. Therefore the only option is to continue eating the dreaded stink-potato. Some would rather starve than eat so all around town people are passing out from hunger left and right. You soon learn that if people leave the town their taste buds will eventually heal and they can taste again. However, the money that most people are making in Rilig far outweighs their desire to "taste" foods and so they continue to stay. Next the party proceeds to the manager of the town, Gadan's house. Almost pig-like in manner, Gadan is gobbling down on some food when you arrive. For some strange reason, even though others can eat a single bite Gadan says he really can't stop eating. He even suggests that Elena looks mighty tasty and that he wouldn't mind trying a bite or two. Elena, although repulsed by the pigman, asks why no one eats anything besides stink-potatoes. Gadan explains that while a long time ago this town was known as the "Town blessed by Granas", it must have lost Granas's blessing since it is now cursed. Gadan says that the party can use the aeroport to get to the other side of the canyon for the low price of 10000 gold. However, the aeroport is closed for the day and so since they have to wait until tomorrow anyways they should talk to the Granas preacher at the edge of the town. The crew go to the church and make their introductions to the preacher. After a while he takes them upstairs to show them why the town is known as the "Town blessed by Granas". The 2nd floor of the Granas church looks out over the whole town. However the main thing that catches the eye are the large stone pillars sticking out of the ground. The preacher explains that these are ancient ruins from the "Ancient Magic War of the Gods". Elena asks if anyone has ever tried to dig down and see what is inside them. Apparently, one of the towns has been moving slightly from its place in the grounds so there has been a mining expedition to see if they could uncover what was going on but no one has found anything so far. Suddenly, an idea occurs to Ryudo--the shape of the ancient pillar in town is the same shape of Galumia tower. It must be that another part of Valmar's body is trying to escape from its confinement just like how Valmar's wing escaped from Galumia. The party guesses that the tower is the key to the town's problems and so they must explore the ruins and see who or what is behind this. After exiting the town they bump into an old friend - Malegg. Malegg says that he smells evil like before. Ryudo guesses that it might be that Melphis is behind all of this. Perhaps Melphis could be inside the ruins right now as they speak. Malegg, devoted to destroying all evil, joins the party and they head for the

entrance to the ruins. The entrance to the ruins is a grey covered hatch inbetween Gadan's House and townperson #2's house. Head in there, and prepare yourself for the next dungeon.

Rilig Places:

- Rilig General Store	リリグ 雑貨屋
- Rilig Inn	リリグ 宿屋
- Rilig Engineer's House	リリグ 技術者の家
- Gadan's House	ガダンの家
- Rilig House (1-4)	リリグ 民家 (1-4)

Rilig General Store:

Weapons 武器

Army Sabre	750G	アーミーセーブル	+32 Att.
Samurai Blade	900G	サムライブレード	+38 Att.
Iron Rod	720G	アイアンロッド	+30 Att.
Fire Cane	1250G	火炎の杖	+40 Att., Fire
Battle Rod	960G	バトルロッド	+45 Att.
Multiple Knives	650G	マルチプルナイフ	+28 Att.
Hunter's Knife	880G	ハンターナイフ	+36 Att., eff.vs. animals

Armor 防具

Quilted Silk	800G	キルテッドシルク	+18 Def.
Protector's Robe	1200G	看護のローブ	+22 Def., poison no eff.
Chain Mail	950G	チェーンメイル	+20 Def.
Plate Mail	1400G	プレートメイル	+25 Def.
Protector's Hat	450G	監護の帽子	+10 Def., resist sleep
Steel Plated Bandana	480G	鉄板付きバンダナ	+12 Def.
Iron Helm	600G	アイアンヘルム	+15 Def.
Hunter's Boots	400G	ハンターブーツ	+8 Move, +4 Def.

Accessories 装飾品

Gauntlet	800G	ガントレット	+15 Def.
Fire Amulet	400G	火の御符	Lv5 Fire Resist
Wind Amulet	400G	風の御符	Lv5 Wind Resist
Earth Amulet	400G	土の御符	Lv5 Earth Resist
Lightning Amulet	400G	稲妻の御符	Lv5 Lightning Resist
Snowstorm Amulet	400G	吹雪の護符	Lv5 Snowstorm Resist

Items 道具

Herb	10G	薬草	Heals 200 HP; 1 ally
Healing Potion	24G	傷ぐすり	Heals 400 HP; 1 ally
Healing Herb	50G	癒しのハーブ	Heals 250 HP; party
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Eyedrops	14G	点眼薬	Cures Blindness
Stablizer	20G	気付け薬	Cures Confusion
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally

Special Items 特産品

Hand Grenades	60G	手榴弾	300 dmg; range
Debugger Bomb	60G	殺虫弾	650 dmg; fire; eff.vs. bugs; 1 enemy
Fireball Scroll	50G	火の球の巻き物	400 dmg; fire; 1 enemy
Whirlwind Scroll	60G	つむじ風の巻き物	300 dmg; wind; range
Resistance Fruit	20G	忍耐の果実	def.lev. +1; range
Speed Fruit	20G	早駆けの果実	speed +1; range
Kuko Nut	10G	クコの実	Confusion; 1 enemy

Quit やめる

Heading into the cave, you'll find some twisting and turning corridors. You can light torches along the way so that you can keep track of where you've been. After a bit of exploration, you'll come across a platform with green, red, and blue stones on top of pillars. The trick here is to activate the pillars in the correct order, as stated by the sign that is there. It reads: "If you want to open the door, you should open it in the order: red, blue, green." Getting to them should be simple enough; just make sure that you hit them in the right order.

After activating the pillars in the right order, head back to the initial platform where you found the pillars, and activate the middle pillar, which will cause some huge metal doors in front of you to open. Heading inside, you'll find a large beast, who will promptly eat Elena! She emerges as Millenia, and the beast begins to talk to you. It turns out that this is actually Gadam, the piggish character that you met earlier. He has been possessed by Valmar's tongue. He crashes through a wall and into the next room. Before following him, take a look around; you'll be able to grab some treasure, including two items for Millenia. After you've done so, head into the next room, where you'll get to face Valma's Tongue, one on one (or, one on four, more precisely).

Boss Fight: Valmar's Tongue

Though Valmar's Tongue is large, has four parts, and has a extremely high amount of HP, he shouldn't prove to be that hard if you've been spending your SC and MC wisely. Just pummel him with special attacks and magic (fire spells should work the best here) and watch your HP. Concentrate on the main body, though taking out his extreaneous parts will help as well.

Once the fight is over, you'll find your party back in Gadan's house. It is confirmed that Valmar had exploited his weakness, his love of food, and had possessed him. That, of course, was why the town was in turmoil. A combination of Gadan's love of food, and the townspeople's love of money proved to be the undoing of the town.

After talking a bit and doing a bit of exploration of the town, they head to the Aeroport to head across the great gash. The journey goes all right until suddenly, something begins to go awry...

Items to Find:

- Healing Herb
- Sacred Healing Potion
- Purification Herb
- Stablizer
- Moge Bomb x2
- Poff Nut
- Stablizer Amulet
- Flambage
- Burning Bow
- Flare Dress
- Fire Resist Pendant
- Bonds of Trust
- 400G x2
- 1200G x2

Enemies:

- Rock Snake
- Frost Frog
- Wind-slasher Bugs
- Angry Spirits

Part II.
Shurisen Continent ~ Eastern Side
シュリーセン大陸 東部

--Rumial's Forest--

ルミルの森

(as the cords break)

Elena "The darkness is coming. The darkness is coming. The darkness is...
it's calling me..."

Ryudo "Elena!"

Ryudo (as they tumble down) "Shit!"

(the party wakes up, and wonders where Elena is)

(as Elena is lying on the ground)

Voice "Elena. Elena! Wake up!"

Elena "Who... who are you? Where are you?"

Voice "Well... where is really kind of hard to say. Over to your left there
is a big mirror. Go over to it."

Elena (goes to the mirror and looks in it)

Millenia (appearing in the mirror) "Hello. My name is Millenia. Nice to meet
you."

Elena "You're Millenia?! You're Valmar's Wing!"

Milln. "Bingo."

Elena "You're dirty! You... you suck away people's souls!"

Milln. "Now, now... Is that any way to treat someone who saved your life?"

Elena "You saved my life? What?"

Milln. "That's right. So you should really thank me, because I'm part of
you, and you're part of me. We'll always be together.. wherever we
go... forever and ever. Well, I've got to go! See you later!"

Elena "Millenia! Millenia! Wait!"

Milln. (disappears)

It is revealed that whenever Valmar's moon shines red, it is signalling that
Valmar's resurrection is close. Beside that point, it turns out that they have
landed north of their intended destination, so they set out to the St. Heim's
Holy Land.

You'll now need to navigate through the forest, and the connected areas. The
hard part about this section is the fact that there are occasionally small
doors hidden in the sides of the corridors. In order to find these, you'll just
need to rotate the camera a bit more than normal. Most of these simply lead to
treasure, so you shouldn't be missing all that much if you can't find a few.
Past that, there shouldn't be anything all that hard if you just do a bit of
exploring.

After traversing through a few areas, you'll come to a strange place called the
"Dream Flower Garden". There is a young girl there who says that it was her
secret place, and to truly appreciate it your heart must be pure. The little
girl thinks that Elena might be able to see it, but that she should ask the
'black winged girl inside her about it'. Then she tells Elena not to 'eat her'
and when Elena asks what she means she says not to tell anyone about the dream
flower garden, the girl leaves. Explore a bit, and eventually, you'll be put

back out into the snowy woods, wondering if it was a dream or not.

A bit more adventuring will put you out on the area map once more, where you can continue on to the next area.

Items to find:

- Rumial's Flowers x2
- Debugger Bomb x2
- Blueberry
- Poff Nut
- Ice Fang Magic Stone
- Strange Treeshoes
- Cold-Protect Mantle
- Icepick
- Staff of Tales
- 400G x5
- 1200G x4

Enemies:

- Bigfoot
- Giant Snow Crab

--Mirum Town--

ミルムの村

Upon reaching the town, Elena remarks that the town looks rather sad. Two boys overhear her, and fetch the town's chief. He sees that Elena is a priestess and is elated that they have come to save the town. Ryudo explains that they aren't there to save the town, and the chief is a bit disappointed, though tells him to come to his house so that he can explain more...

The chief says that people have been randomly falling asleep as they walk around. At this point, the people have been asleep for five days, and they can't be roused. The chief thinks that it might be some sort of curse, but can't say for sure. He says that everyone in the town has been having the same dream, and that they are all fairly scared. They want the party to stay there for just one night, so that the town can be calm until the priestess from the main temple arrives the next day.

After going to the inn, the innkeeper's mother asks Elena to look at her poor son Nikol. Nikol has apparently been sleeping for 5 days. However, upon examining Nikol it looks as if he is peacefully sleeping. Every now and then Nikol talks in his sleep about a 'beautiful garden full of flowers and fairies'. The adventurers then tell about their run in with a little girl in the mountains. After describing how the girl appeared in a flower field full of flowers and fairies the Nikol's mother begins to get suspicious. When she hears that the little girl had a scar over her right eye and that even though her eye was bad she could still see extremely well, the Nikol's mother realizes that the girl that Ryudo and friends saw was probably the daughter of Sandra. Sandra is the town witch and Nikol's mother says that Sandra's daughter Ira should be blind but she since her eyes are getting better is probably the work of a curse that Sandra cast against the town people. One where the more townspeople fall in the sleeping sickness, the more Ira's eyes will heal. Of course, the next place that you'll need to go is Sandra's house, just over the bridge in town...

Upon arriving at Sandra's house, you'll find Ira playing outside. At first, the party questions Ira about whether the flower garden was a dream or not. Of course, she says that it wasn't. Strangely, next she asks Elena not to eat her. Elena asks what she means by that, and she says that it means just that - not

to eat her. At that point, Sandra comes out of the house and starts to yell at Ryudo and company to get away from Ira. After explaining that they aren't there to hurt her, Sandra calms down and asks them inside.

Inside, Sandra will begin to explain about why she overreacted when she saw the party. Everyone is blaming Ira for the curse that has fallen over the town. Sandra only wants the best for Ira, only wants her to see once more. As the party gets up to leave, Ira begins yelling about the scary people that have just arrived. She can't explain more than that, but just keeps saying that they are scary. Without her saying more, the party can't really do anything but go outside and see what is going on.

Elena "Wh, who...? Oh wow, those are the holy knights..."

Selena "Oh, my, that's really terrible... But don't worry. I have cleansed many a town in the past, and have lots of experience in these sorts of matters. Have no fear, I'll soon be able to purify this town as well. "

Chief "That's very reassuring."

Selena "But this is the work of Valmar. This town has fallen under his curse, and it shall be no easy task..."

Chief "Is it really that bad?"

Selena "I am here from the Granas Main Shrine. I have come to purify all of the evil and all of those who stand against me! No evil can hide from me! I will not stop until I have cleansed everyone of this evil!"

Selena (pauses, turning) "Holy Knights! Unsheath your holy swords and guard the gates. Let no one out!"

Selena (turns once more) "By the way... My name is Selena, head of the Holy Knights and Grand Priestess of Granas."

Ryudo "Hey Elena. Do you know who that person that is pretending to be a god is?"

Elena "Yes, she is the priestess Selena. She is the head of the Royal Knights. She's very strong, and she's also the head of the Grand Inquisition. This town could be in for some deep trouble..."

Ryudo "Really? Is that all she is? She doesn't seem to big to me..."

(the party approaches Selena)

Selena "Hey. You're a Granas Priestess aren't you? I heard that there was no priestess in this town."

Elena "No, i'm just a singing priestess. I've simply come to deliver a message to Pope Zera."

Selena "You plan to talk to Pope Zera? It will no doubt be news that will make him happy, I'm sure. But since you're here anyway, why don't we work together to cleanse this place of its foul evilness."

Elena "Um... OK. Thank you very much."

Once the dialogue is over, you'll find that the Royal Knights have strengthened their guard, and will no longer let you leave the town. Approach Selena once more, and speak with her. She'll say that she simply isn't able to let them leave, even though she wants them to go about their job. She goes on to gloat that she has recieved the blessings of the god Granas, and that she will find those who have been possessed. Of course, Roan spots her for what she really is; she intends not to 'purify' the town, but to kill those who are possessed. Roan has heard that when the Holy Knights come to a town, it is quickly reduced to a pile of burning rubble. She clarifies: they do not kill people, but

instead they cleanse them with holy burning fire. Ryudo yells at her, not understanding the difference between that and killing. She goes on to say that if they don't find the impure aspects of the town, they will simply have to set the entire town aflame with holy fire. She says that those who are without sin do not need to worry about the fire. The chief isn't thrilled about the aspect of his entire town being set on fire. Selena says not to worry, and they go off to start to find the causes of the curse.

Ryudo sees that the gate is fairly securely guarded, and suggests that they spend the night in the inn. Head in, and select the top option to sit down for a meal... As they eat, they discuss the situation, and the fact that so many innocent people are at risk. The figure that there isn't a lot that they can do except for wait...

After dinner, Ryudo approaches Elena, who is staring out at the moons. Ryudo tries to make Elena feel better, tries to cheer her up. Elena has finally lost part of what kept her cheerful. Ryudo finally says that if she can't stay positive about things then he should just slice her open right there and then. Elena drops to the floor, saying that he is right, and that he should just kill her... Ryudo was only saying it to try to shock some sense into her, though, and tells her that they just need to concentrate on getting to the main Granas temple, and that they will just go from there. He tells her to get some sleep, and does the same.

While sleeping, Ryudo has a strange dream. He doesn't want his heart to be looked into during it, and just wants to forget... He wakes up saying these words... After a short conversation with Skye, he thinks that this dream might have been that everyone is having. He gets up and goes to the window, where he sees what he believes to be the source of the problems. The rest of the party shows up, and he fills them in on the fact that the source of the problems is a huge eyeball. They all join up, and go to see if the Ilenia, the mother of the innkeeper Nikol, is all right. As they enter the room, you'll see the floating eyeball, confirming that it is the source of the problems. They decide to follow the eyes, and head outside. Of course, the eyes head into a cave at the edge of town, and the party has no choice but to follow. Before doing so, you might want to take advantage of the save/heal point that is nearby; afterward, head behind Sandra's house and enter the cave.

Mirum Places:

- Mirum General Store	ミルム 雑貨屋
- Mirum Inn	ミルム 宿屋
- Mirum Community Center	ミルム 公民館
- Village Chief's House	村長の家
- Sandra's House	サンドラの家
- Mirum House (1-3)	ミルム 民家 (1-3)
+ Save/Heal spot	

Mirum General Store:

Weapons 武器

Swordfish Blade	2200G	剣魚の刀	+52 Att.
Staff of Tales	1800G	語り部の杖	+50 Att., Cures Confuse
Flying Fish Bow	2400G	飛魚の弓	+55 Att.; eff.vs. birds
Flint Knife	2000G	フリントナイフ	+48 Att.
Hammer Axe	2200G	ハンマーアックス	+52 Att.

Armor 防具

Fairy Robe	2600G	妖精のローブ	+26 Def., Sleep/Confuse resist
Swordfish Armor	2800G	剣魚の鎧	+30 Def.
Seagull Feather Cap	1120G	水鳥の羽根帽子	+18 Def.
Lotus Tree Hairband	1080G	木蓮のヘアバンド	+16 Def.,

			Lv1 Earth resist
Swordfish Helmet	1250G	剣魚の兜	+20 Def.
Snowshoes	420G	かんじき	+4 Move,
			Lv2 Snowstorm resist
Accessories 装飾品			
Cold-Protect Mantle	800G	防寒のマント	+10 Def.,
			Lv3 Snowstorm resist
Earth Amulet	400G	土の御符	Lv5 Earth Resist
Anti-Poison Amulet	250G	毒の護符	Poison Resist
Anti-Paralyze Amulet	250G	麻痺の護符	Paralyze Resist
Items 道具			
Herb	10G	薬草	Heals 200 HP; 1 ally
Healing Potion	24G	傷ぐすり	Heals 400 HP; 1 ally
Healing Herb	50G	癒しのハーブ	Heals 250 HP; party
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Stablizer	20G	気付け薬	Cures Confusion
Special Items 特産品			
Hand Grenades	60G	手榴弾	300 dmg; range
Rumial's Flowers	40G	ルミルの花	Restores 25 MP
Blueberry	40G	ブルーベリー	Restores 25 SP
Moge Bomb	250G	モゲ爆弾	500 dmg; range;
			raise enemy's IP usage
Debugger Bomb	60G	殺虫弾	650 dmg; fire;
			eff.vs. bugs; 1 enemy
Enchanting Sleep Harp	250G	誘眠の豎琴	Sleep;
			breaks after many uses
Quit やめる			

--The Dubious Hole in the Mountain--

怪しき裂け目 地下道

Entering the cave, you'll find a nicely easy dungeon to explore, for a nice change. With only one level and just a handful of items to find, it will be no time at all until you find another sealed part of Valmar: his Eyes. Of course, you'll need to prepare for a battle...

Boss Fight: Eyeball Bats

Like all of the bosses to this point in Grandia II, the Eyeball Bats are nothing incredibly hard, especially if you've been keeping up on magic and special moves. Try to concentrate on single bats, taking them out one at a time. Moves like Hellburner (found in the Chaos Magic Egg, the highest level Flame magic) are great, as they attack a range and do upwards of 1000 damage, which is a full third of what the Eyeball Bats have. Of course, keep an eye on your life level and don't be afraid to take a round out to heal. Overall, you shouldn't have much of a hard time at all, and before you know it they'll be dead, and you'll have recieved the Warrior's Book.

After you've defeated the eyes, Ryudo notices that they didn't feel as strong as the enemy that possessed Gadam, and that there must be a more powerful enemy out there somewhere. Getting back to town, they find out that many more people were attacked and have fallen asleep throughout the night. At that point, a townspeople tells them that Selena wants them to meet at the community center. Going there, you'll find that the amount of victims have actually doubled, and Ryudo informs Selena that she should be looking for flying eyeballs. Selena says that they are just the minions, and that she wants to continue looking for the real threat, and leaves. The party decides to explore the Dubious Hole in

the Mountain again, but before they get there, Ira shows up and says that she wants them to come and play with her in a happy place where there are no painful memories or thoughts. The party, curious, follows her into the shed behind her house (Ed. Note: I knew that there was something in that damn shed... -Ben). As you enter the shed, Ira talks about how hard her mother worked every day to buy her medicine, and how much she appreciates it. She'll then drop down a hole in the shed floor, and you'll find yourself in another familiar place...

You'll find Ira in the center of the room, where she goes on to say that she doesn't like fighting, and she just wants everyone to get along. She then takes them all to the happy flower garden. Ira continues on to say that she was so happy when she was healed, but she also got to see things that she didn't want to see, like lying and fighting. She simply wanted people to be happy, and wants them all to come to the happy flower garden, where they forget all of their pain and all becomes fairies. At this point, Elena comes up and says that she should stop hurting all of the people that she is keeping there. It is at this point that Elena sees Ira's right eye, which Ira calls the "eye that god gave her." She is just trying to help the people, but doesn't realise that she is actually hurting them. She thinks that the party has betrayed her for thinking that way... At that point, she thinks that something has happened to her mother, and runs away, disappearing. You'll now need to make your way back to town as well, heading out through the forest again.

Getting back to town, you'll find that Sandra is being questioned by Selena, that she thinks that Sandra and Ira are the reason that evil has come to town. Selena successfully turns the townspeople against Sandra, and says that she is going to liberate Ira. It is at this point that Ira comes out, saying that she just wants everyone to be friends. Selena sees Ira's eye, and is thus convinced that Ira is in fact using Valmar's power.

You'll now find yourself at the town gate, and will need to go to the front of Sandra's house. Ryudo will ask Roan and Malegg to take care of Sandra, who is lying unconscious in front of the house, and will run off to see what is happening to Ira.

Ryudo comes up and starts to protect Ira, asking them why they are picking on such a small child. Selena tells him to get out of the way unless he intends on defending a minion of pure evil. Ryudo retorts that she doesn't even know what is going on around her, and that this is the time that god should help the most. Selena just wants to purify Ira, and asks Elena to hand her over. Selena says that it is impossible to save her, as anyone that has been possessed by Valmar can never be returned to normal. Ryudo says to Elena that it isn't wrong to want to try to save people, that people who don't want to save people are wrong. Ryudo asks the Holy Knights if they feel any remorse on wanting to hurt a poor little child. At this point, Sandra wakes up and sees Ira's eye, and says that she sees now that it was Ira all along. Ira gets upset and vanishes in a flash of light, and Selena sends the knights off to find Ira.

When Ryudo goes to help Elena up, Millenia appears in another flash of light. Sandra begins talking right after that, and says that it is all her fault, and that she never realised that when Ira said that she would take Nikol to the flower garden that she would do so like that. She never considered other people, she simply wanted to save her own child. Sandra never thought that evil would listen to her prayers. Roan says that it is only natural for a mother to worry about her child, and to pray for her. Malegg adds that he agrees, and that Valmar is the one to blame. Sandra pleads for Ryudo to simply kill Ira, to stop her before she hurts anyone else. Ryudo explodes at this, wanting to know why she is giving up so easily. He says that he will save Ira, that he will do his best to let her live. Millenia gets the idea of trying to extract the eye

from Ira, and says that she can do that herself. Once she does that, though, her heart will break, and she will become like a vegetable. Sandra says that it is all her fault, that all of the pain that Ira feels is her fault. She wants it to be as painless as possible if there is no way to save Ira... Millenia agrees that there really is no other way... Ryudo explodes again, telling Millenia to shut up, that she doesn't care at all about people's hearts. Millenia isn't quite sure why Ryudo cares anyway, as they really don't have anything to do with the situation. The only person that really does matter in the situation, Sandra, has already given up, so there really isn't anything more that they can do. Millenia just wants Ryudo to give up as well. He can't, as he knows that little Ira is suffering all by herself somewhere. He doesn't care about himself, but just wants to help Ira. He knows that Ira just wanted everyone to be friends and to get along. He doesn't know how Sandra can ignore Ira's thoughts and wishes so easily.

Ryudo's train of thought is broken as more eyeballs fly by, showing that Ira is feeling pain. The four set off, trying to find her and see what they can do to help... At this point, you should head back to the flower garden. Ira doesn't seem to be there, but Millenia says otherwise, and opens a portal to where Ira is hiding.

You'll appear back in the place that the part of Valmar was sealed. You'll see a glowing purple portal, which Millenia says is a portal to Ira's own heart. Prepare yourself, and head inside of Ira's heart.

Items to Find:

- Purification Herb
- Raincoat
- Wing Boots
- Bone Harp
- 500G
- 1500G

Enemies:

- Hammerhead
- Twin Ogre
- Giant Snow Crab

--Ira's Heart--

アイラの空間

The party enters into Ira's pained heart. Somewhere deep within the recesses of this strange world lies Ira agonizing at the fact that even her mother has begun to believe that she is a monster. You have the hard job of finding her and then perhaps sealing her all to sad fate...

After making their way through Ira's Heart the party arrives at the core - a giant eyeball. Inside the find Ira hiding. She tells Ryudo that she knows that her mother asked him to kill her. She also tells Ryudo that she thinks Mileena just want so 'eat her'. After that the battle versus Valmar's Eye begins.

Boss Fight: Valmar's Eye

This is by far the most difficult fight that you've had so far. Not only are you facing the Eye of Valmar, but four more Eyeball Bats. Start out with range spells and special attacks, which should help you rid the playfield of the Eyeball Bats and the two Tentacles quickly. Finish them off with regular combo attacks if need be, and then focus on the core with powerful single enemy spells. Again, if you've kept up on your magics and special attacks using SC

and MC, you shouldn't have an incredibly hardtime with this battle...

Following the battle, you'll be transported back to the happy flower field. Ira will be lying on the ground, and Sandra will come up to her and tell her that she never thought that Ira was a monster. Following a small amount of discussion, Millenia goes ahead and takes Valmar's Eye from Ira, leaving her in the previously mentioned vegetable state. Sandra, of course, is upset, and Millenia says that if she really tries, maybe Ira will eventually return to normal. As she is walking away, Ryudo confronts her and asks whether or not she was telling the truth. Millenia doesn't really answer. Ryudo finishes the conversation by saying that they really aren't that different, and show sides of themselves that aren't necessarily what they are really like or thinking...

As you go to leave town, you'll have one last conversation with Selena, where she threatens to keep an eye out on Sandra, then runs off to talk to Pope Zera. Grab any last bits of equipment that you might need, and then it's off to the Saint Heim Mountains.

Items to Find:

- Silver Feather
- Red Shoes
- Resurrection Potion
- 500G x4
- 1500G x2
- Fighter's Manicure
- Mirage Earring
- Bonds of Trust
- Illusion Clothes
- Mebius Ring

Enemies:

- Star Mirage
- Hammerhead
- Twin Ogre
- Giant Potato Bug
- Hellhound

--Saint Heim Mountains--

セントハイム山地

In order to get to the Granus Main Temple, you must first pass through the Saint Heim Mountains. Like so much of the game, nothing is very difficult here, just long. You'll spend not one, but two nights in the mountains, and have the ability to collect quite a bit of treasure if you like. This is also a decent place to work on SC and MC, as well as levels.

Items to Find:

- Resurrection Potion
- Sacred Healing Potion
- Seed of Life
- Guard Mushroom
- Fighter's Manicure
- Seed of Magic
- Mogu Bomb
- Mikeroma Scroll
- Silver Feather
- Lion's Mail
- Mach Boots
- Dragonkiller Axe
- Ring of Godly Speed

- Shrapnel Magic Stone
- 500G x5
- 1500G x3

Enemies:

- Hammerheads
- Bigfoot
- Chameleon
- Twin Ogres
- Giant Snow Crabs

--Saint Heim Holy City--

セントハイム法国

At the gate to the holy city, the party is met by a man at the gate. He enquires about why they are there, and Elena informs them that she is there to talk to Pope Zera. The man says that he will take her to see Zera, but she says that she would rather go by herself. She asks what Ryudo and company are going to do, and he replies that since he is looking for Melphis, he might be able to dig up some clues around the area. Roan wants to stick around with Ryudo, and he agrees, and since Malegg is looking for Melphis as well, he goes along with Ryudo. They also decide that it might be best if Elena gets a good night's sleep before she heads to see Pope Zera. She agrees, and the party sets out to explore the town.

After sitting down at the table at the inn, an assistant to the pope says that he would like to talk to Elena immediately. Everyone says their goodbyes, and she goes off. Ryudo says that he somehow feels empty inside after she goes, and both Roan and Malegg both feel a bit sad as well.

Elena goes to see Pope Zera, and he tells her that he can tell that the darkness is upon us, that it is trying to revive itself. He wants Elena to seek out the Granas Sable, a very powerful weapon. She says that she will try her best...

The scene cuts to the next morning, where the party is sitting around after waking up, talking about how strange it feels to not have Elena there with them. At that point, the same assistant comes into the room, saying that the Pope has asked Ryudo to come to see him immediately, and that he would like his Ryudo's companions to go as well.

Upon reaching the Grand Church and heading for the doors, Ryudo is stopped, saying that the Pope would like to speak with him alone. After a bit of discussion, Roan and Malegg agree to do so, and Ryudo enters the main chamber by himself. When he does, he begins to hear Pope Zera speaking...

Zera "Bring light, peace, and harmony to this world."

Man "Please tell us how to cure this land of the darkness"

Zera "You must make your heart strong. As long as it is strong, the darkness will disappear on its own."

Various People (at the same time) "What should we do? Please save us!"

Zera "Silence! You must think about how to bring peace to your own lives. You must not rely upon others..."

Oro "But if the rumors are true about the resurrection of Valmar, we cannot sit around idly! If we do, the world will surely come to an end! We simply cannot let that happen..."

Zera "Granas always teaches us that the fight against Valmar is up to each

and every one of us; it is not simply up to the church. If we interfere, then people cannot make their own choices, and that goes against our beliefs, and people must decide for themselves."

Oro "But if we do nothing, there will be no world for our church to help. What should we do? Please tell us what we should do!"

Zera "My dear, beautiful Selena, so strong in her belief. So very passionate. Yet, you must realize that to have so much passion, you frighten people, and make them feel uneasy. That is not the road of Granas. And Oro, do not worry. To have faith in Granas... that is all you need. Things will be fine. Now please, return to your rooms, all of you."

Soon after the discussion ends, Ryudo will find himself in Zera's chamber. Just as he told Elena, he would like Ryudo to find the Granas Sable, the God Sword. He says that there will be plenty of reward money upon the completion of the quest, though it will not be an easy task. He would also like Ryudo to take Elena with him; even though she is possessed by Valmar, there is nothing that he can do for her here. The only clue that he can give Ryudo is that it sleeps together with the army of darkness.

As Ryudo leaves the Pope's chamber, Elena comes out and begs him to take the job, then runs back inside, slightly upset. Ryudo kind of shakes her off, and continues out to the main part of the church, where he is met by Oro and the other priests. They are shocked to find that he has been asked to find the god sword, and that Zera didn't ask someone with a more holy lineage.

After leaving the Grand Hall you can have the person standing in front of the doorway guide you to either the Library, your quarters for the night, or the balcony. The balcony is closed for the time being so you should head off to see how Roan and Malegg are making out. You reach the library and explain to your friends about how you have been asked to find the Holy Sword Granas Sable. Seeing as the only clue you have is that it is with the 'army of darkness,' you ask your friends if they have any ideas. Roan suggests that you take a look at the book on the table since it is about the Ancient Magic War of the Gods, The Day of Darkness, and the Holy Sword Grana Sable. Perhaps you might be able to find some clues within...

Following that, the party goes to eat dinner. Elena, though, is not with them. Instead, you'll see Millenia break into Oro's room and attack him. The scene then switches to the dinner table, when one of the priests breaks in, asking if anyone has seen one of Valmar's minions: one possessed by Valmar's wings. The party answers 'no,' but they get up and start to search as well. Your next stop should be the balcony on the left hand side of the lobby; Millenia is there, and happy, since she knows that Ryudo will go looking for the sword. Ryudo reminds her that when they find it, it will mean the end of her, since she will be exorcised. Soon after, the party goes to sleep, and the morning after, they are met by Pope Zera and Elena. After saying that he'll take the job to find the Granas Sable, Zera gives him the Pope's Book. He also warns him that he had a dream last night, and the god Granas spoke to him, saying that throughout the coming journeys Ryudo must fight against his past in order to help solve this conflict between Valmar and Granas. The party then leaves the Great Church, and at the exit they put their heads together and try to figure out what the 'army of darkness' clue means. Roan suggests that they try his home, the Sairam Kingdom. He thinks that someone there might understand what that means.

Places:

- Saint Heim General Store

セントハイム法国 雑貨屋

- Saint Heim Inn	セントハイム	法国	宿屋
- Saint Heim Bakery	セントハイム	法国	パン屋
- Saint Heim Library	セントハイム	法国	図書館
- Saint Heim Houses (1-4)	セントハイム	法国	民家 (1-4)
- Saint Heim Ranch	セントハイム	法国	放牧場

Saint Heim General Store:

Weapons 武器

Claymore	3600G	クレイモア	+60 Att.
Priestess' Rod	3500G	神官の杖	+55 Att., casts Cure
Halberd	4400G	ハルベルト	+68 Att.

Armor 防具

Priestess' Garb	4500G	神官の法衣	+35 Def., Poison resist
Priestess' Cap	1750G	神官の帽子	+20 Def., Paralyze resist
Heavy Boots	800G	ヘビィブーツ	+10 Move, +6 Def., Knockback no effect

Accessories 装飾品

Healing Ring	500G	癒しの指輪	+5 Def., casts Keroma
Anti-Poison Amulet	250G	毒の護符	Poison Resist
Insomnia Amulet	250G	睡眠の護符	Protect against sleep
Stabilizer Amulet	250G	混乱の護符	Protect against confuse
Anti-Paralyze Amulet	250G	麻痺の護符	Paralyze Resist
Anti-Skill Seal Amulet	400G	技封じの護符	Protect agnst. skill seal
Anti-Magic Seal Amulet	400G	魔封じの護符	Protect agnst. magic seal

Items 道具

Healing Potion	24G	傷ぐすり	Heals 400 HP; 1 ally
Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Herb	50G	癒しのハーブ	Heals 250 HP; party
Mikeroma Scroll	120G	ミケロマの巻き物	Heals 500 HP; party
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Stablizer	20G	気付け薬	Cures Confusion
Skill Unsealer	50G	秘技の解呪	Unseals sealed skills
Magic Unsealer	50G	魔法の解呪	Unseals sealed magic
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally

Special Items 特産品

Butter Roll	120G	バターロール	Heals 50 SP; 1 ally
Fresh Sandwich	100G	フレッシュサンド	Heals 600 HP; cures Poison, Para.; 1 ally
Moge Bomb	250G	モゲ爆弾	500 dmg; range; raise enemy's IP usage
Sacred Ash	200G	聖灰	700 dmg; strong against undead
Strength of 10,000 Men Fruit	20G	万人力の果実	+1 Att. level; range
Resistance Fruit	20G	忍耐の果実	def.lev. +1; range
Adrenaline Fruit	20G	感応の果実	act.lev. +1; range
Speed Fruit		早駆けの果実	speed +1

Quit やめる

--Saint Heim Mountain Shrine Path--

セントハイム山地 参道

The Saint Heim Mountain Shrine leads up to the Grand Shrine. It is a pretty straight forward stretch. However there are a few good items that you can only get if you descend down the ladders on the sides of the road. Try going down

and at least pick up the Poison Knife and Seed of Skill.

Items to Find:

- Magic Unsealer
- Sacred Healing Potion
- Seed of Skill
- Poff Nut
- Poison Knife
- 500G x3
- 1500G

Enemies:

- Bigfoots
- Twin Ogres
- Chameleons

--Raul Hills--

ラウル丘陵

Just beyond the Saint Heim Mountain Shrine Path lie the Raul Hills. Here you will fight a few new enemies, as well as, get some pretty good items. As far as the enemies go, the only thing that you really need to worry about it stopping the 'Land Cougar' from using 'Runner' too much. If they use it 3 times then they will have a +5 to Move and be extremely hard to hit. The smart way to do it is to try and cancel which ever Cougar is trying to cast Runner. In the middle of the area there is an ancient ruins. The ruins are shaped like a small maze. If you are looking for the fast way out just follow the 'white bricked road'. However, there are a few good pieces of armor in here so it might be a good idea to explore it carefully before moving on. After you get to section 2 you will begin seeing large pink balloon-like things. Walk over to them and press the action button. When you slash them open an item will sometimes appear. However, if you bump into them you will take some minor damage so be careful. Also, somewhere in the middle of the 2nd area you will see a big treasure chest on top of a huge stone. In order to get to it you must slash the smaller stones next to it to create stairs up to it.

Items to Find:

- Thunder Ring
- Buster Flail
- Earth Breastplate
- Black Crystal Helmet
- Golden Nuts x4
- Quake Magic Stone
- Mikeroma Scroll
- Rage Ring
- Seed of Power
- Revival Stone
- Seed of Protection
- Seed of Wisdom
- Flabby Fruit
- Seed of Life x2
- Seed of Magic Power
- Strength of 10,000 Men Fruit
- Escape Fruit
- Resistance Fruit
- 500G x2
- 1500G x2
- + Save/Heal spot

Enemies:

- Twin Ogre
- Chameleons
- Land Cougar
- Dragonoid

--Sairam Kingdom--

サイラム王国

Upon reaching the town, Elena remarks about how nice the town looks. Roan disagrees; he says that right now they are happy, but when bad times come, they show their true side. The people of the town are known as the Decendants of the People of the Dark. No one remembers their true heritage very often, but Roan and his family have made sure not to forget. They then say that they should go take a rest at the inn before exploring the town more tomorrow.

Once you reach the inn, the innkeeper says that he doesn't have any more rooms. Roan talks the keeper into letting them stay, though he says that it won't be in a proper room. Roan then takes off, saying that he is going to stay at his house for the evening. The rest of the party wonders why he didn't even offer to show them his house, but they figure that it was because they are such a ragtag group of grifters. They sit down and try to figure out what they should do now. As they are discussing it, the innkeeper comes up and lets them know that if they are looking for something, then they should try the bazaar that will be going on tomorrow. The innkeeper makes an off comment about how nice Elena looks, and how Ryudo must be falling in love with her. Elena blows up, saying that she just hired him and that she doesn't love him at all. The scene then changes to Elena in her room, trying to figure out what is going on, and how she feels. After a short scene, she lays down to go to bed, and but she doesn't exactly get the sleep that she would have liked...

After that, the scene changes to the king who is talking to a man shrouded in darkness. The king says that he is very grateful all that the man has done for him because in 2 days the "people of darkness" will finally be able to live without fear and be truly free. And they the best part is that they won't need the damn key that the prince has run off with...

In the morning, Elena wakes up feeling horrible. Ryudo finally drags her out of bed, and they begin to set off for the Bazaar. Before they do, Malegg says that Hemple, the guy that might know something about the holy sword, will only talk to couples, so that Elena and Ryudo should go together. Elena isn't happy about it, but Malegg takes off for the harbour before she can say anything more. The two set off for Hemple's tent, which is very near the fountain. Talking to Hemple reveals that he really won't talk to anyone unless they are a couple, so Ryudo tells Elena to hold his hand so that they look like they are. She says that she can't, since she is a priestess, but Ryudo reminds her that it was the Pope that asked them to find the holy sword, and she agrees to play along. Hemple notices them holding hands, and invites them inside. He then says that he won't tell them anything unless Ryudo proves that he is a real man and arm-wrestles Hemple. If Ryudo wins, then Elena gets to 'keep' him; if not, Hemple gets Ryudo as a lover!

You'll now get to start the arm-wrestling mini-game. Hold R to try to power Hemple down; as you hold R, your energy will go down. Press A repeatedly to fill your energy back up. You can't, however, do both at the same time. Don't worry about losing, though; if you are close to losing, Elena points out a hair that is sticking out of Hemple's nose, and he freaks, allowing Ryudo to win. Even after winning, Hemple says that he doesn't have any information about the sword, so the two heroes take off.

Elena is feeling pretty tired at this point, and wants to sit down. Ryudo

offers to go and get her a drink, but she wants normal juice. In order to do this, you need to go to the orange-roofed drinks stand near the fountain. The owner says that she has four choices, but you'll only see three:

"Fall in Love Juice"

"Burny Ouch Juice"

"Nose Juice"

There is a space for a fourth, though, and you'll find that you'll be able to select it (even though there isn't any writing). Choose this fourth selection, and head back to Elena, where you'll find Millenia waiting for you instead. She says that Elena was boring, and that she wanted to spend some time with Ryudo. He agrees, though not that happily, and the two should now approach the dancers. Millenia watches for a bit, and eventually Malegg and Roan come running up, saying that something big is happening at the castle, and that Roan knows a secret way in: via a boat.

Head to the boat that Roan points out and get on. You'll soon arrive at a section of the castle, and after talking to the Pollack the guard on the left-hand, he'll warn Prince Roan that the passage that he is about to use hasn't been used in a while. Ryudo's jaw drops open at this. "Prince?" Roan says that he'll explain a bit later, and the party heads on into the passage, the Sairam Castle Secret Route.

Polluck (Guard)

Mainori

Places:

- | | |
|------------------------|-----------------|
| - Sairam General Store | サイラム王国 雑貨屋 |
| - Sairam Inn | サイラム王国 宿屋 |
| - Sairam Houses (1-4) | サイラム王国 民家 (1-4) |
| - Sairam Harbor | サイラム王国 港 |

Sairam General Store:

Weapons 武器

Shadow Blade	4000G	シャドウブレード	+44 Att., -4 Move, Death
Red Lotus Cane	4200G	紅蓮の杖	+60 Att., Fire, casts Burnflame
Whirlwind Cane	4200G	旋風の杖	+60 Att., Wind, casts Hueslash
Hard Rock Cane	4200G	土石の杖	+60 Att., Earth, casts Gragin
Arberlest	4500G	アルバレスト	+70 Att.
Man Gorsh	4600G	マン ゴーシュ	+62 Att., +10 Def.
Halberd	4400G	ハルベルト	+68 Att.

Armor 防具

Fushia Robe	4500G	紫紺のローブ	+35 Def., resist para.
Black Crystal Armor	5500G	黒水晶の鎧	+38 Def.
Master Mage's Hat	2000G	魔導師の帽子	+22 Def., resist mag.seal
Black Crystal Helmet		黒水晶の兜	+25 Def.
Magic High Heels	1100G	魔法のハイヒール	+12 Move, +8 Def.

Accessories 装飾品

Magic Armlet	1500G	魔法の腕輪	+20 Def.
Anklet	1000G	アンクレット	+40 Move
Fire Amulet	400G	火の御符	Lv5 Fire Resist
Wind Amulet	400G	風の御符	Lv5 Wind Resist
Earth Amulet	400G	土の御符	Lv5 Earth Resist
Lightning Amulet	400G	稲妻の御符	Lv5 Lightning Resist
Snowstorm Amulet	400G	吹雪の護符	Lv5 Snowstorm Resist

Items 道具

Healing Potion	24G	傷ぐすり	Heals 400 HP; 1 ally
Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Herb	50G	癒しのハーブ	Heals 250 HP; party
Mikeroma Scroll	120G	ミケロマの巻き物	Heals 500 HP; party
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Stablizer	20G	気付け薬	Cures Confusion
Skill Unsealer	50G	秘技の解呪	Unseals sealed skills
Magic Unsealer	50G	魔法の解呪	Unseals sealed magic
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally
Special Items 特産品			
Fire Magic Stone	200G	火炎の魔石	650 dmg; fire; range
Wind Magic Stone	200G	疾風の魔石	700 dmg; wind; 1 line
Quake Magic Stone	200G	地震の魔石	650 dmg; earth; range
Electric Magic Stone	250G	電雷の魔石	750 dmg; lightning; resist para.; range
Ice Fang Magic Stone	150G	氷牙の魔石	1200 dmg; snowstorm; 1 enemy
Weakling Fruit	50G	非力の果実	att.lev. -1; range
Flabby Fruit	50G	な弱の果実	Lowers def. level; range
Escape Fruit	50G	脱力の種	act.lev. -1
Slowpoke Fruit	50G	ドン足の果実	lowers move. level; range
Quit やめる			

--Sairam Castle Secret Passage--

サイラム城 抜け道

As you enter the Secret Passage to the Castle you once again run into Kyaro, the cutsy Pikachu wannabe you met in Duram cave. He will help light the way for his usual fee of 3 Poff nuts. The secret passage consists of moving boxes and pulling levers to make bridges so that you can cross to the other side. Towards the end you will come across two large steel doors that you must open. Inside there is an 'action icon' near the wall. Press it and you can enter the castle through A REVOLVING SECRET DOOR!!!!!!!!!!!!!!!!!!!!!!

After you enter the castle there is a staircase and a passage to the left. first go to the left where you will meet Mainori - a guardian of the darkness seal. Here you finally get to hear about why everyone is calling Roan prince. The fact is that he actually is the prince. You find out that Roan has been handed down the only key that is capable of opening the sacred door which keeps the darkness from getting out. The key is actually Roan's keepsake that he got from his mother, which of course explains why he wanted to get that keepsake back so badly. After talking to Mainori a little while longer you learn some disturbing news... Apparently, Roan's father, the king, says that in 2 days time there will be no need for the key or the door which seals in the darkness. Worried, Roan and the others go to talk to the king and see what he is planning.

Heading into the large double doors in the castle, you'll find a smaller door to the left; head in there, and speak with the king. Roan begins to talk to his father, and queries him as to why he is planning on opening the door that seals the darkness. It appears that one of his servants has told him of the glory and promise that lies behind the door. It turns out that the king no longer needs Roan's medal to open the door, and that everything is ready for the door to be opened.

At this point, the king leaves, and Ryudo finally asks why they are called the people of darkness. Roan walks over to the country's crest, and reveals the

real one: the one that contains the seal of Valmar. It turns out that Roan's countrypeople were on Valmar's side during the Great War. While no one supports or prays to Valmar now, their dark heritage still exists. It is at this point that they hear a rumble, and Roan senses that the door containing the darkness has been opened, though he still has his medal. The party runs off to the same room where Mainori was to investigate.

When they get there, sure enough, the door is standing wide open, with Mainori laying on the ground. Mainori says that the king has been tricked, that the man who was advising the king was not one that could be trusted. While they are talking to Mainori, Malegg says that he smells evil. Ryudo asks if Valmar is around, and Malegg says no... that it is Melphis that he smells! The party enters the room to see what they can do...

Items to Find:

- Skill Unsealer
- Magic Armlet
- Electrolyte Tiara
- Electric Magic Stone
- Silver Feather
- 700G
- 2100G
- + Save/Heal spot

Enemies:

- Dragonoid
- Chameleon
- Skull Snail
- Winged Brain

--Underground Plant--

地下プラント

The door that was holding the darkness turns out to be a large, cavernous area. Large is quite the correct description, too - there are three separate areas, plus the final room, and lots of overlapping pipes that lead to different parts of the dungeon. The entire dungeon is pretty straightforward, though, so you shouldn't have much trouble at all.

Upon reaching the final room of the plant, the party is surprised to find that it is just that - a huge underground plant used to make weapons of destruction. Roan is disgusted at the fact, and gets quite upset that this is what he has been guarding is nothing more than a plant of destruction. The party looks around a bit, and is soon attacked by Valmar's Nail.

Boss Fight: Valmar's Nail

Like all of the boss fights in the game, this is nothing hard. Pummel the Nail with magics and special attacks, and you'll be fine.

After defeating Valmar's Nail, you find out that it was not a human that was possessed by the nail at all, but a sort of doll-looking robot called an AutoMatter. Roan says that the AutoMatters used to work as soldiers during the Great War. Roan never thought that what was being sealed in the door was actually a factory to create weapons of destruction. He becomes very upset, and begins to punch one of the control panels. Suddenly, the place begins to shake, and the party is forced to escape. Before they do so, however, Malegg grabs the doll...

Ryudo "Hey. Why did you take the time to go and rescue a damn doll?"
Malegg "She is a victim of Valmar, just like me. I couldn't stand by and do nothing."
Millenia "She really looks like a doll, doesn't she?"
Ryudo "She moved!"
Tio "Light... It is so... bright."
Malegg "Don't worry. There's no danger. There's nothing holding you prisoner anymore."
Tio "Please tell me what to do."
Malegg "There's no reason to worry about fighting."
Roan "It's alright. She's merely a doll. Unless you give her an order, she can't do anything. I'm just like her. I was just a doll being bound by tradition."
Ryudo "There's no time to sit here and be depressed! The important thing is to figure out the cause of all of this."
Roan "That's right. Why did my father want to do something so stupid? We've got to find out."
Tio "Give me an order... please..."
Malegg "You're free."
Ryudo "Just do whatever you feel like doing."
(the party leaves)
Tio "Free? I do not understand."

(Now that you have control of the party again, run up to where you spoke with the king earlier; you'll overhear a mysterious man talking to the king, and the king asking what he is doing. The party will then barge in, and...)

Melphis "Ha ha ha!"
Malegg "Mage Melphis, I've finally found you!"
Ryudo "Wait a second Malegg. My dear brother Melphis! Are you really the mage Melphis that everyone is talking about? What's happened?"
Melphis "Ah, how touching. I finally get to meet my long lost little brother. What's the matter? Did you miss me? You're always relying on me, aren't you? Or maybe you came..." (throws out the king)
"looking for him?"
Roan "Father!"
Millenia "It's too late - he's already possessed by Valmar."
Malegg "I've searched the land far and wide for you. I will never let you leave here alive!"
Melphis "How amusing. Then I will give to you the most fantastic death one could ever hope for! Come now! Your end is nigh!"

(Melphis attacks. This is a fight that you cannot win, so don't bother trying...)

(after the fight)
Melphis "You plan on interrupting me? Stupid robot!"
Ryudo "Brother! What are you doing?"
Melphis "Why do you fight against me? Why don't you just die... Now you see that your dreams are foolish."
Ryudo "Foolish? You're the one that destroyed all of my dreams! I can't believe that you're actually Melphis!"
Melphis "It is despair that causes us to appreciate true hope. I wanted to show you that. I'll see you back home, at our fated place where we always used to meet."
Tio (approaches) "Master. Are you ok?"
Malegg "Oh, it's you. Thanks for saving us. I appreciate it."
Tio "What should I do?"
Malegg "You're the one that must decide that. You're quite strong - you should be alright wherever you go. Well, you should go now."

(A short discussion ensues about how Roan wanted to bring back pride to the kingdom. He knows that they must live with the fact that they sided with the darkness from now on. He doesn't want them to be the people of darkness any more... Ryudo doesn't know why Roan is talking like this, and talks about how strong he was. Roan is inspired by this, and decides that he will try to go about changing the country, putting the wrong decisions behind him. He says that he is going to stay and try to put the country right, and goes out onto the balcony to tell the people what they have forgotten, or tried to forget, about their past and the past of the city...)

Crowd "What's he saying right now? I can't believe that such a thing happened. What are we going to do?"

Roan "But... we are humans. We're not a part of Valmar's pawns, or his tools. Valmar is trying to revive. But he's not after humans. He's after weak little pawns with no will of their own that he can control. We were embarassed of our past, so we hid it in order to achieve our dreams. But instead, all that it did was create more problems and misunderstandings. We're no longer going to hide our past. Let us forget out ancestors' mistakes. Let us do it together. Once again, I will raise the royal flag. Let us find a new meaning for this flag. Let us find a new path! Let us find a new way to live!"

Ryudo "Wow. He's pretty cool. He's not losing to his past, either. Are you sure that it's all right, Elena? I mean, you are a priestess of Granas after all..."

Elena "I think that I have to acknowledge the darkness. Before, I was afraid of the darkness, and tried to hide. But now, I want to show people the way that the world really is. I want to accept it just as it is, a world of darkness and light."

As the party goes to leave, Roan comes out to bid them goodbye. He can't believe that they are actually going to leave, to go to the Warrior's Island to find Melphis. He offers them troops, but Ryudo says no, that this is his own battle. Roan has, however, prepared a ship for them, though. The party says goodbye, and goes to leave.

On the way out of the castle, they see Tio, standing there slightly confused. After talking to her, they find out that she simply doesn't understand freedom. Malegg suggests that she come along with them, that maybe she will remember what freedom is after being with them a bit. She agrees, and your party is back up to four members once more.

Do any last minute preparations that you might need to do, and head to the harbor, and find the bearded Captain Bakara, who is standing near the ship. He'll ask if you're prepared, since you can't return. If you are ready, choose the second of the two options that he presents you. WHEN you are ready, you'll board the boat Fifty-Fifty (when you get on, there's a 50/50 chance that you'll get back off!), and will be off to the Warrior's Island.

Items to Find:

- Ice Fang Magic Stone
- Anti-Paralyze Potion x2
- Skill Unsealer
- Dynamite
- Mana Harp
- Revival Stone
- Resistance Necklace

- Weaponsmith's Finest
- Fire Magic Stone
- Miracle Revival Potion
- Sacred Healing Potion
- Time Warp Shoes
- 700G x6
- 2100G x4
- + Save/Heal Point
- + Save/Heal Point

Enemies:

- Dragonoid
- Skull Snail
- Warriors from Another Dimension
- Winged Brain

Part III.
Warrior's Island Region
剣士の島周辺

--Cecil Reef--

シシール岩礁

After you leave the dock you begin your long journey to 'Warrior's Island'. During the boat ride you get to make some chit-chat with your friends and to talk with the captain. In the boat's quarters Malegg is pumping some sort of device. The captain tells that crew that it is some gimmick that they will use to get off the ocean version of the Grana Cliff. Apparently there were two large cracks created during the Ancient War of the Gods. The one that you crossed before was separated two continents. However the one you must cross now is a giant ditch that separates two oceans. The captain informs Malegg that it should probably only take 5 more days of pumping the gimmick before it is ready. The captain says that he will gladly take turns pumping but Malegg declines. A few days later as you approach the Ocean Grana Cliff Elena says that she doesn't think she can take another day on board the boat which is furiously rocking back and forth. When you go to tell the captain about this, he tells you that unfortunately the wind has died down too much and it will be impossible to cross the cliff for the day so he doesn't mind docking the boat for the night on some nearby island.

The crew ends up stopping at Cecil Reef—a lush tropical paradise which has huge pearl-shaped rocks on it. Before going to bed the party makes the usual small talk. Ryudo explains that he was orphaned at a very young age when his parents died. Both he and Melphis were raised at the town mayor's house. The rest of the party asks Ryudo if it isn't hard to fight against your only living relative. Ryudo barks that Melphis isn't human much less his brother. To Ryudo Melphis is simply the evil Valmar incarnate. The party then goes to sleep.

(During the night Ryudo goes to see where Elena went. He finds her staring out over the ocean...)

Ryudo "Elena! What's wrong! Do you still not feel well?"

Elena "It's Valmar's moon. It looks like it's watching us all the time. It's

staring down with its cold eyes."

Ryudo "Hey! Why don't I just get rid of that moon for you?" (throws a rock)

Elena "Thank you. Something so little like that... It's like that moon isn't even there anymore"

Ryudo "True... But the real moon doesn't disappear so easily."

Elena "The world seems like such a beautiful wide-open, peaceful place. I never realized that everyone is feeling pain, separated by the great Granas Cliff and feeling so lonely."

Ryudo "Anybody can do that... anyone can not see the pain."

Elena "But I didn't even think of your pain. I didn't understand anything."

Ryudo "You just thought that you didn't understand anything."

Elena "But now, I just want to forget everything. I want to forget about this important mission I'm on. I want to forget about how scary Valmar is... And about my duty as a priestess. I just want to forget, just for a while. Because, when tomorrow comes everything will be back to the way it was before."

Ryudo "Elena, you sure are trying your best, aren't you? I always give up and run away from the things that hurt me. I always thought that forgetting the past was the best."

Elena "Are you talking about Melphis?"

Ryudo "I always thought that forgetting would make me happy. But you can't always run from a painful past. Sometime you simply have to accept it."

Elena "It looks like I never really did understand you, Ryudo..."

Ryudo "But seeing you try so hard changed me. That's right, I understand now. If I never would have been on this trip with you, I never would have understood."

Elena "No, Ryudo, thank you. When I'm with you, I can be myself. I love being here right now. I love being in this place. I love living in this world, where everyone is trying their best to overcome their pain and problems. Thank you for cheering me up, Ryudo."

Ryudo "Heh. How can I describe you, Elena? You're... you're just you. You're Elena. Tomorrow, we're going to get over the Granas Cliff."

The night ends but the party is awakened by a strange noise. The pearl-shaped rocks were not rocks at all: they were the eggs of 6 gigantic 'Crimson Claws'. To make matters worse the tide has risen the party can't escape the way they came. They must find another way out...

Once again, the island shouldn't prove to be very hard in terms of confusing dungeon-ness, and before long, you'll find yourself back at the ship, and soon after that, back on the sea, sailing away.

As the boat approaches the Granas Cliff, the party asks one final time how the captain thinks that he's going to get them across. He tells them that there is an upcurrent coming from the Granas Cliff, and that they will use that, as well as the built up air pressure, to get across. The captain activates it, and ducks inside, suggesting that the party follows him.

Now that they are finally on their way to Warrior's Island, Ryudo and Elena have a talk. It turns out that he is finally going home, but that he doesn't even want to. His town protects something called the Godly Body, and Ryudo and Melphis trained to become the perfect knight, the one that would be able to protect the Godly Body. He then mumbles something about how he can't believe that Melphis went that far, but before he can continue, Skye flies down and tells him that he can finally see it. The ship lands at Warrior's Island, and the party thanks Captain Bakara before setting off.

Items to Find:

- Dragonfly Cutter
- Wind Magic Stone
- Flame Shoes
- Flame Bandanna
- Flame Armor
- Lullaby Cane
- Coral Necklace
- Electric Magic Stone
- Fishman's Harp
- 1000G x3
- 3000G

Enemies:

- Crimson Claw
- Flame Toad
- Scaled Fish Warrior

--Garlan Village--

剣士の村ガーラン

Ryudo receives a very warm homecoming, consisting mainly of "Get the hell out!" The townspeople are still very bitter about what happened between Ryudo and Melphis on 'that fateful day.' Ryudo tells them that he will leave as soon as he finishes his business and defeats Melphis, and the Village Chief agrees, saying that he must leave as soon as he can.

After the welcoming, Ryudo says that they can stay at his house (the boarded up one) for the evening. Head there, and Malegg and Tio will run off to search for Melphis. Ryudo then explains to Elena that Melphis was the best knight in the town, not because he was possessed by Melphis, but because he was so very skilled. Gatta, one of Ryudo's old friends, then approaches, upset that he ran off that one day. He says that if Ryudo would have stayed and fought by his side, then the town would not be as bad as it is now. Ryudo counters with the fact that he doesn't know that, and walks off. Gatta tells Elena that Melphis was the town's ideal knight, and that when he turned evil, he destroyed the town's image of justice. Elena tries to console him, but Gatta just tells her to leave, that Ryudo is waiting for her.

Following that, head back to the village inn, where the party can rest for the night. Choosing the top option will let you try to convince the innkeeper to stay for the evening. The innkeeper tells Ryudo that he is a virus, and that he should just get the hell out. At this point, Malegg and Tio return, and after a short discussion, the innkeeper says that he'll let them stay the night, but that they must leave tomorrow or else. The party retires to their rooms...

Elena "I wonder what happened to Ryudo here. I wonder if this really is his hometown..."

Voice "Princess -do you want to know what really happened to Ryudo?"

Elena "Who's there?"

Voice "It doesn't matter. And don't look outside or I won't tell you a thing. You also must not tell anyone about this... Understand?"

Elena "OK. I understand... What happened?"

Voice "This is the warrior's land - sword practice and becoming a good warrior was very important to the people. Melphis and Ryudo lost their parents, so they lived with the chief of the village. Every day they practiced. Melphis had a great deal of talent, the most

ever seen at this town."

Gatta (jumping at Ryudo) "I'm coming Ryudo!"

Ryudo "You wuss!"

Voice "Ryudo practiced with his best friend Gatta day in and day out, until the sun set on them. But it was Melphis, the sword master, that everyone looked up to." (woman approaches Ryudo and Melphis) "It was not long until Melphis pledged to marry the village chief's daughter, Leena. She was like a sister to Ryudo."

(standing, looking into the sunset)

Melphis "Just like this sword, we will cut, strong and true.

Ryudo "Just like my blade, we will shine pure and true!"

Melphis & Ryudo "We will both become remarkable swordsmen with strong wills and good hearts!"

Voice "But one day, a heavy storm descended on the town, coupled with a sudden rumbling coming from the God's Body. The God's Body was the name of the sword that protects the town, a sword of unmatched power, a symbol for knights to strive for. Leena went to the shrine to calm the god and try to stop the rumblings in the ground. Everyone waited for Leena to come back safely, but she never returned, and the strange rumbling continued. No one knows what happened to her... During that time, though, a great tragedy occurred. The mayor sent all of the young people to follow Melphis to find out what happened to Leena. But the rain and the quakes just got worse and worse..."

Voice "Ryudo went to follow Melphis by himself. But then, he saw it..."

Ryudo "Melphis! Leena!

(sees Melphis) Melphis! What?!"

Melphis (pulling out sword) "Ha ha ha ha ha ha!"

Ryudo "Gah!"

(after the earthquake)

Ryudo "I can't believe it! Why! Why did you do it brother, why?!"

Voice "Ryudo cried next to Leena's side. Leena lay dead, pinned to the ground by Melphis' sword. The villagers searched the entire island for Melphis, but never found him. 'Killer', 'The person who destroyed the God's Body temple' - those were Melphis' new names. So, Ryudo had to leave the town, and became a Geohound to support himself. That was three years ago..."

Elena "Ryudo has been trying to bear the pain of that every day since then"

Voice "Ryudo was the one that believed in Melphis more than anyone else, and was betrayed by his brother, he lost all trust in people."

Elena "It must be so hard to be thrown out of your town, and so hard to live by yourself..."

Voice "As long as you understand that, it will probably be better for him."

The next day, Ryudo wakes up, suddenly knowing where Melphis is. He knows that Melphis is at Grail Mountain, the same mountain where the God's Body altar was located. He knows that the next part of Valmar is sealed there: Valmar's Horn.

Places:

- Garlan General Store

ガーラン 雑貨屋

- Garlan Inn

ガーラン 宿屋

- Garlan Houses (1-4) ガーラン 民家 (1-4)
- Village Chief's House ガーラン 村長の家
- Ryudo's House (no Japanese - boarded up house)

Garlan General Store:

Weapons 武器

Weaponsmith's Finest	4500G	業物の太刀	+70 Att.
Great Sword Mikage	6900G	銘刀 ミカゲ	+77 Att.
Silver Flail	6800G	シルバーフレイル	+82 Att., -5 Move
Wise Man's Bow	7400G	ドキュウ	+85 Att

Armor 防具

Silver Dress	8000G	銀糸のドレス	+40 Def.
Warrior's Mail	8500G	ウォーリアメール	+45 Def.
FeatherFoot Bandanna	3200G	イダテンバンダナ	+26 Def., +10 Move
Battle Helm	3400G	バトルヘルム	+30 Def.
Warrior's Shinguard	1400G	戦士の具足	+10 Def., +10 Def.

Accessories 装飾品

Talisman	1500G	タリスマン	+15 Att., resist poison, para
Bead Ring	1500G	まが玉	+15 Def., resist sleep, conf.

Items 道具

Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Fruit	100G	癒しの果実	Heals 1200 HP; 1 ally
Mikeroma Scroll	120G	ミケロマの巻き物	Heals 500 HP; party
Healing Aroma Herb	400G	癒しの香木	Heals 1000 HP; party
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Stablizer	20G	気付け薬	Cures Confusion
Skill Unsealer	50G	秘技の解呪	Unseals sealed skills
Magic Unsealer	50G	魔法の解呪	Unseals sealed magic
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally

Special Items 特産品

Grail Nut	120G	グレイルの実	Heals 50 MP; 1 ally
Makibishi	150G	マキビシ	600 dmg; -1 move; range
Dynamite	240G	ダイナマイト	1000 dmg; range
Lute of Silence	250G	静寂のリュート	Seals Magic; range; breaks after many uses

Quit やめる

--Grail Mountain--

グレイル山

As the party approaches the base of Grail Mountain, Malegg notes that the area looks exactly like what his town looked like after Melphis destroyed it. Before they get much further, Gatta runs up to the party with a note that was pinned to Ryudo's house. It is from Melphis, reminding Ryudo once more that he will be at their childhood plateau, and to meet him there.

This is one of the more confusing 'dungeons' in the game, but still, it is nothing that you shouldn't be able to handle. There are some excellent items to seek out, so it is suggested that you do so.

After heading through the two areas of the Grail Mountain, you'll reach the third: the ruined temple. Ryudo never thought that he would see this place again. Heading inside, you'll of course find that the temple contains one of Granas' Seal, broken. Ryudo didn't really understand what happened, but he

knows that Melphis wanted power so badly that he killed Leena, the woman that he loved. Elena doesn't understand how someone could do that...

With nothing else to do inside the chamber, the party will go outside. Melphis will be waiting there, wanting to teach Ryudo a lesson. He runs off, telling Ryudo to follow him...

Ryudo and party find that they have one more area to go through before they reach Melphis. When they do, though, he is definitely waiting for them...

Melphis "So you've come. I've waited a long time, Ryudo."

Ryudo "Melphis! Let's settle this!"

Malegg "The time has finally come. I'm going to use my life to take care of you!"

Melphis "Ah, your parting words. I'll show you how powerful the God Body is. This power... This is the power that the villagers believed in, the power of justice."

Ryudo "What is justice? True justice and power are in people's hearts. It's not some imposter like yourself!"

Elena "Are you all right Ryudo?"

Ryudo "I'm not going to be tricked by you any more. You're not my brother! You're Valmar!"

Melphis "Ah, I see. Anything that I say... We've come to the point where words are simply useless."

(Melphis attacks. Once again, this is nothing terribly hard - just pummel with magic and specials, and heal when necessary. Melphis does pack quite a punch, though, so be a bit careful...)

Malegg "I'm going to finish you!"

Ryudo "Malegg!"

Melphis "Ryudo... I... I became Valmar... No... I lost to my desire... I was just a weak little boy... Laugh at me..."

Ryudo "Brother! Did you return back to normal?"

Melphis "Why did I want to be so strong? What have I done until now. It's all.... just emptiness... that's all... that I feel..."

Ryudo "Brother! Cheer up! You're back to normal, right?"

Melphis "Ryudo... I'm so glad... that I got to see you again... before I died... I know where the thing that you're looking for is... The Holy Sword... Follow Granas Cliff to the east... What a terrible curse... Thank you for saving me... from.. it..."

Ryudo "Brother! Don't die, brother! Don't die!"

Ryudo (gets possessed by Valmar's Horn... draws sword)

Malegg "Ryudo!"

Ryudo "Gaaaah!" (falls)

Elena "No! Ryudo!"

Ryudo (collapses)

The scene changes to a melancholy one at the village graveyard. The village chief is happy to have put an end to this chapter, and knows that at some point, Melphis did turn back to how he used to be. Gatta speaks up about how much they relied on Melphis, and how they forgot the power to fight and never tried to fight for themselves. He speaks about how it was him that ran away from the fight, not Ryudo. Gatta gets upset that the village has relied on just one warrior, as per the God's Body legend. He says that they need to learn not to rely on a single person, and that they all need to learn to fight.

You next see a scene between Tio and Malegg. It turns out that Ryudo is possessed by Valmar's Horn, and Tio says that if it continues, Ryudo might need to be killed. Malegg says that he cannot do that, since he respects Ryudo, but Melphis, who Malegg did not respect, he wanted dead...

(Ryudo, lying on the bed, possessed by Valmar's Horn)

Elena "Ryudo! Wake up! Please! Even if I am able to take the horn from you, then your heart will die! And if your heart die, then everything that I've believed up to now... Everything I've done up to now... The world... It all means... nothing... I'd do anything to get you back... I'd pray to Valmar if he could save you... no... No! Millenia! Millenia, you can see my heart now. Please, come out and help me!" (pulls out a mirror and talks to Millenia)

Millenia "Ah, Ryudo. He was stupid in the end. He let himself be possessed by Valmar. I guess that was the two brother's fate..."

Elena "Please, just save Ryudo! I don't care what you have to do! You can take my body! I don't care!"

Milln. "You idiot. I am Valmar's Wing! And you're supposed to not let me be complete! If I take this from Ryudo, then I will be one step closer to becoming the complete Valmar." (appears) "Well, it was fun travelling with you Ryudo..." (tries to take the horn) "I can't... I just can't do it. No one else worried about me... No one else but you... If you die, no one would be left to worry about me. You are \ everything. I want you to come back... I want you to be just as you were..." (summons Elena) "Elena! Elena! I'm going to let the horn eat me, but as I am, you have to come in and save Ryudo."

Elena "What should I do?"

Milln. "You idiot! Call for Ryudo! Get him to come back! There's not much time! Hurry!"

Elena "Ryudo! Come back! Come back!"

You'll now be transported into Ryudo's head, which is filled with flashbacks. During these flashbacks, you'll see his 'friends' and 'family' try to trick him into believing that power is the most important thing. Melphis even goes on to say that he had to kill Leena because she was possessed by Valmar, and that the only way to beat her was with raw power. Then, Millenia appears and tells Ryudo that true power comes from having a pure heart. It's about having a reason to fight, not just wanting to be strong. Ryudo agrees, and one by one says no to the dark images that Valmar has created to trick him. Power is for protecting people, he thinks. After this, Elena appears, and Ryudo finally has enough strength to break the lies, along with slashing the dark image of Melphis, freeing him from Valmar's Horn.

Next, the scene changes to the external of Ryudo, where Elena is kneeling beside him, praying. She is apologising for relying on Millenia, and thus Valmar, to help Ryudo. At this point, Ryudo wakes, and in the end, we find that Millenia sealed the power of Valmar's Horn inside of Ryudo. As long as Ryudo doesn't get greedy, or try to become more powerful than he needs, he'll be fine. However, the moment that he begins to lust after power, he'll become possessed once more by Valmar's Horn, just like his brother was.

The next morning, before leaving, Gatta and Ryudo have a discussion by Melphis' grave. Gatta vows to Ryudo that he will become stronger, but with a pure heart and not just for the sake of being strong. He hands Ryudo a Friendship Necklace, and tells Ryudo to come back after everything is finished so that he

can show Ryudo how strong he has become. After finishing their discussion, Ryudo and his party head back to the Fifty Fifty, which is still docked at the island.

Upon arriving at the boat, Ryudo tells the captain that he wants to go east, just like Melphis said. The captain is a bit surprised, and says that it is a decent ways away, but also says that he isn't one to complain about distance. He said that he would take Ryudo wherever he wanted, and he is a man of his word (and a MAN... of the SEA!). Before getting on the boat, though, Elena looks a bit down. She doesn't want to tell the captain what is wrong, though he says that any problems of love are ones that he could help her with. After all, he's left many a heartstricken woman behind at port...

On the boat, it turns out that Elena is upset because she relied on Millenia, and Valmar, to save Ryudo. She is confused about what exactly Millenia is, and why she wants to help save Ryudo. If she is really Valmar, then she shouldn't be saving him...

Ryudo interrupts her thoughts, though, and talks to her a bit. He thanks her for helping save him. Elena wonders, though, why Millenia stopped at just sealing the power, and didn't banish it totally from his body. Ryudo remembers that he should be thanking Millenia as well. Ryudo comments that with a night as beautiful as this, he wouldn't even mind if Millenia comes out. Elena gets upset at this, since Millenia is Valmar, and runs off, very confused...

Items to Find:

- Makibishi
- Grail Nut x2
- Healing Fruit
- Blueish-Green Secret Concoction
- Facepaint
- War God's Protection
- Twin Moons
- Dynamite
- Dark Armor
- Skill Unsealer
- Bonds of Trust
- Earth Axe
- 1000G x3
- 3000G x2
- + Save/Heal spot

Items to Find (after seeing Melphis):

- Fairy Ribbon
- Grail Nut
- Gold Feather
- 1000G
- + Save/Heal spot

Enemies:

- Crimson Claw
- Flame Toads
- Clay Birds
- Vampire Trees
- Magic Stun Snake

アラクナ大裂島

--West Gorse Forest--

ゴースの森 西

The captain drops you off on the far off, exotic land of the Arachna Islands. When you arrive you must first venture through the jungle. There are many strange plants there, and you should especially be careful of the flowers that shoot out white mist; if you get hit by this mist, the entire party will be poisoned.

Before long, you'll come to an area with large black rocks. These are some of the remnants of when Melphis destroyed Malegg's village. A short conversation will ensue where Malegg will describe a bit more about the attack, and then the party will move on, the next destination being Malegg's village.

Items to Find:

- Healing Aroma Herb
- Earthquake Magic Stone
- Super Moge Bomb
- Paopabu Nut
- Sylph Wing Clothes
- Aroma Tree Root Cane
- 1000G
- 3000G

Enemies:

- Flame Toads
- Scaled Fish Warriors

--Na-Nan Village--

ナナンの村

When you arrive at Na-nah village you are greeted by one of the townspeople. Malegg tells the man that the Magic Mage of Destruction is no more. He then introduces you as his friends. The townspeople says that any friend of Malegg is a friend of the entire town. After you should go and see the village elder.

His house is almost a straight shot from the entrance. After telling the village elder of all that has happened, the elder tells Malegg to continue traveling with you so that he can help stop the evil. The elder then requests Ryudo and Elena's help in setting up the town for a banquet they will have in honor of Malegg's return home. After talking to the village elder you will find yourself in the Na-nan training shed. There is a small, quite easy mini-game in which you must gather as many 'light nuts' for the Kyaro that live in the shed. After doing so you will get the 'Sacred Light Nut'-a very, very useful item. However, on the way out of the shed you fall in some stinky, slime-like stuff. Upon exiting the shed, you find out that the chief sent you into the shed to get some of that stinky slime ooze stuff. Apparently, most of the Na-nah people love it so much that if they ever go into the shed to get some they never want to come out. After that the banquet begins.

The elder tells Ryudo and Elena that since it's a banquet the two should at least contribute something. Elena, being as she is a singing priestess for the Granas church, decides to sing a song for her contribution to the night's activities. After that the Na-nah tribe will sing a song as well.

Elena then says that she wants to see the spring at night with Ryudo. Ryudo and Elena go to the spring where Ryudo tries to confess his feelings for Elena.

However, the embarrassed Elena runs away to the spring saying that she is thirsty and wants some water. When she gets to the spring Mileena appears again, this time saying that she deserves Ryudo not Elena. The two argue over who deserves Ryudo, but in the end Mileena pops out again. After that you will have very brief control over Ryudo. Go look around the spring for Elena. You won't find her but as you leave Mileena will appear and confess her love for you. Ryudo says that he cares deeply for both Mileena and Elena so he can't decide. Mileena being the out-going, go-getter sort of female that she is grabs Ryudo and kisses him. However, that makes Elena pop out again. She sees that Ryudo has kissed Mileena, although not of his own accord, and runs off in a jealous fit. Elena then comes to the conclusion that she never should have focused so much of her energy on her feelings for Ryudo. She has a mission and she must focus on that, not silly feelings of love. After that the party will leave town heading for 'purple tower' where they believe the Holy Sword is.

Places:

- Na-Nan General Store	ナナン 雑貨屋
- Na-Nan Inn	ナナン 宿屋
- Na-Nan Houses (1-3)	ナナン 民家 (1-3)
- Wise Man's House	ナナン 長老の家
- Malegg's House	ナナン マレッグの家
- Knitting Shack	ナナン 機織り小屋
- Training Shed	試練の小屋

Nah-Nahn General Store:

Weapons 武器

Silence Sword	8500G	サイレンスソード	+85 Att., magic sealer
Gold Flail	8200G	ゴールドフレイル	+92 Att., -5 Move
Parudish	8000G	パルディッシュ	+86 Att.

Armor 防具

Flying Dragon Vest	9500G	飛竜のベスト	+48 Def., +5 Move
Red Fur Coat	9200G	赤いファーコート	+46 Def., Lv2 Snowstorm resist
Dragon Scale Armor	9800G	竜鱗の鎧	+50 Def.
Lapis Lazuli Baret	3400G	瑠璃のバレッタ	+30 Def.
Dragonbone Helmet	4000G	竜骨の兜	+36 Def.
Battle Boots	1800G	バトルブーツ	+12 Move, +12 Def.

Accessories 装飾品

Vaccination Amulet	600G	病気の護符	Resist sickness
Titan Ring	1800G	タイタンリング	+20 Att.

Items 道具

Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Fruit	100G	癒しの果実	Heals 1200 HP; 1 ally
Mikeroma Scroll	120G	ミケロマの巻き物	Heals 500 HP; party
Healing Aroma Herb	400G	癒しの香木	Heals 1000 HP; party
Antidote	14G	毒消し草	Cures Poison
Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Stablizer	20G	気付け薬	Cures Confusion
Skill/Magic Unsealer	150G	解呪の巻き物	Heals Magic & Skill Seal
Vaccine	100G	ワクチン	Cures Sickness
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally

Special Items 特産品

Paopabu Nut	360G	パオパフの実	Heals 100 SP
Dynamite	240G	ダイナマイト	1000 dmg; range
Red "Tengu" Mushroom	120G	ベニテングタケ	900 dmg; poison; 1 enemy
Muscle Mushroom	50G	マッスルキノコ	+2 Att. level; range
Guard Mushroom	50G	ガードキノコ	def.lev. +2; range
Speed Mushroom	50G	スピードキノコ	act.lev. +2; range

Runner Mushroom
Quit やめる

50G ランナーキノコ

move lev. +2; range

--East Gorse Forest--

ゴースの森 東

This is nothing more than another 'dungeon', though a very long and confusing one. Watch out for the short, squat palm trees - occasionally enemies will rush out of them, so be prepared. You'll also find many good items in the forest (some of them hidden in mushrooms), so you'll find that it will be a good thing to explore thouroughly.

After passing through both areas, you'll find yourself on the area map again. It might be a decent idea to grab a bunch of SC and MC here if you are lacking - this is a good place to do so, and you'll find that you'll probably need them in the coming areas...

Items to Find:

- Resurrection Magic Stone
- Stablizer
- Paopabu Nut
- Seed of Magic Power
- Red "Tengu" Mushroom
- God Dragon Scale
- Seed of Speed
- Speed Mushroom
- Runner Mushroom
- Black Belt
- Resurrection Potion
- Wolf Boots
- Vaccine
- 1000G x3
- 3000G

Enemies:

- Fenni Bird
- Giga Mantis
- Magic Stun Snake
- Vampire Trees

--Valley of Earth--

大地の狭間

The Valley of Earth dungeon is almost a straight climb down a windy mountain road. Quite a few good items lie here and there so take your time. Also while walking down the path it's best to stick to the inside because the rock beneath you sometimes breaks away causing some minor damage. Before long you arrive at the huge 'wind wall'. The Holy Sword is on the other side but when Ryudo tried to get in he was knocked back by the strength of the wind. Tio notices the broken remains of some of her compatriots near the wall. They appearantly began charged straight at the wall even though they knew they would die, but as Tio puts "an order is an order". After that you will wind to the left a little bit and come across a robot base dug into the cliff wall...

Items to Find:

- Healing Fruit
- Seed of Skill
- Energy Ring

- Magic Unsealer
- Vaccine
- Seed of Attack Speed
- Skill/Magic Unsealer
- Fire Bomb Arrow
- Demon's Tear
- Healing Aroma Herb x2
- 'Man' Steel Geta Shoes
- Discus
- The 'MAN' Headband
- 1200G x3
- 3600G x2

Enemies:

- Giga Mantis
- Fenni Bird
- Desert Divers

--Demon's Row--

デモンズロウ

When you arrive at Demon's Row, Tio tells you that if you are able to destory the core reactor then the wind wall will disappear. There is not much to this dungeon. Matter of fact, it consists merely of 3 bosses. As per usual, they aren't very difficult to defeat. The final boss is one of the robot commanders. It attempts to shut down Tio manually, but by now she was traveled with the party so long that she resists the manual override and challenges the commander saying that "I am my own master".

WreckGuarder

Naga Queen

Tio Commander

After destroying the generator the crew heads outside. To their amazement the Holy Sword lies right in front of them. All 100 feet of it. Nobody ever expected the Holy Sword to have been built to god scale but nonetheless they go to check it out. As they approach the sword, Selena approaches from behind accompanied by a holy knight.

Selena "Elena. Good job!"

Elena "Selena! Why are you here?"

Selena "You did a really good job. I'm sure that Pope Zera will be very happy. I came to help you. Wake up Valmar! (cuts wrist) I give my very blood to you so that you may have life! The time for you to rise again is now!"

Elena "What? What's going on!?"

Elena "Selena! What are you doing?"

Selena "This is Valmar's body! I give this to you, great Valmar!" (knight falls in) "Please accomplish your mission with flying colors."

Malegg "That crazy bitch. Oh no... That smell..."

Ryudo "Is she crazy or something? Oh no! Look out!"

Ryudo "Oh shit! We have to stop that thing somehow!"
Malegg "How should we get near it?"
Elena "This is my duty. I understand now."
Ryudo "Elena? What's the matter?"
Elena "Millenia! You're free to do what you will!"

Millenia (after coming out) "It's just like they planned all along. Oh well.
Let's do it."

Ryudo "Millenia? What in the hell is going on?"

Milln. "I'll tell you about it later. Right now we have to stop this
bastard. I'll help you do it. Let's go!"

The party hitches a right with Millenia piggy-back style. She takes them into the center of Valmar's body. From there you start another dungeon. This dungeon is choc full of buttons to press and blocks to push. Also, while traversing the arteries, about midway you will come across a revolving chamber.

Press the button in the center and the floors will flip. On the way to the chamber you should have seen several treasure chests under the floor. You will now be able to get those. Also there is a switch in a room right before the revolving chamber. You may have to go back and press the switch before going into the revolving chamber or else the door you need to go through my be sealed.

Items to Find:

- Phoenix Hat
- Hero Revival Potion
- Red Sparrow Magic Stone
- Exorcism Bow
- Cure All
- 3600G
- + Save/Heal spot

--Valmar's Body--

ヴァルマーの体

After defeating the core of Valmar's body, the remains will begin to crumble and fall apart. The party will soon find themselves on the ground, back outside, watching as Millenia takes Valmar's Body into her as well. Once the party fully wakes up, Ryudo will ask what is to become of Elena. Millenia falls to her knees, confused, having simply wanted her own body. She then disappears in the usual ball of light, Elena sitting in her place when it dims.

The party then takes a look at the huge Granas Sable, now toppled and lying on the ground. Of course, Ryudo still has no clue how he is going to transport it... Tio walks up to Ryudo and says that she will deal with it, promptly transporting them inside the Sable, to what turns out to be the central control center. Tio walks over to part of the control center and activates it, causing the Sable to begin to move. You'll next be treated to a nice FMV as the Sable takes off.

The party pauses for a moment, enjoying the view from the Sable. Tio then comes over, telling them that she has set the Sable to land at Saint Heim. Ryudo congratulates the party on a job well done, but Elena isn't so sure. Ryudo pauses for a moment, trying to figure out why Selena did what she did with Valmar's Body. As Elena obviously has not heard from Zera, they decide that they will just have to wait and talk to the Pope when they get to Saint Heim. It is at this point that Elena says that she is tired, and Tio shows her to a

place that she can rest.

As she stands in her room on the Sable, Elena ponders quietly about taking Ryudo to see the Pope because of Valmar's Horn still being inside him. Before she can get much further, though, a mirror pops up bearing Millenia's reflection. She is upset, having just wanted a body when Zera does nothing but imprison her. The two get into an argument about what they really want, and why they are doing the things that they are. Elena begins to tell Millenia to disappear, that she never wants to see her again.

The scene changes once more to the main control room, where Ryudo is wondering why Elena isn't happy. Suddenly, the room darkens, and the camera shifts to Elena, who begins to babble about the Day of Darkness, and how it cannot really be happening.

Items to Find:

- Resist Dress
- Blueish-Green Secret Concoction
- Golden Secret Concoction
- Cure-All
- God Lightning Stone
- Pretty Armlet x3
- Ninja Clothes
- Lute of Silence
- Pretty Necklace
- Thick Gold Helmet
- Fire Amulet
- Seed of Magic Power
- Gold Feather
- Rainbow High Heels
- Bonds of Trust
- 1500G x2
- 4500G
- + Save/Heal spot
- + Save/Heal spot
- + Save/Heal spot

Enemies:

- Venomous Rapper
- Immune Cell
- Brain Bat
- Tarantula
- Dino Freezer

Part V.
The Endgame.

--Saint Heim Holy City--

セントハイム法国

You'll now see a scene with some very bothered Saint Heim townspeople. They run to Pope Zera to see what he can do. They wonder, though, how this actually happened, and why the priests appeared to have lied.

It is now that the party lands. Townspeople run up them, telling Ryudo and his friends that the Granas Knights are on a rampage, killing any and all that try

to approach the temple. Ryudo cannot believe this, and heads to the temple to check it out (though taking a quick time-out at the inn to heal and save, as well as shopping for new weapons at the general store).

Heading through the gates, you'll see the marauding Granas Knights. They attack almost immediately. Compared to the bosses that you have been fighting, they prove to be a piece of cake. After defeating them (which can be done in a single spell), you'll find that they are not actually people, but something more along the lines of what Tio is, a sort of robot or marionette.

At this point there is no time to lose; quickly head to the temple, there you'll find more knights, along with Selena...

Selena "Ha ha ha ha. Wait a second. Stop being so stupid."

(knights stop, and retreat)

Ryudo "Selena! Why did you order them to kill the townspeople?"

Selena "Unfortunately, I'm sorry, but I didn't order them to do that."

Ryudo "Is this what the teachings of Granas are all about? Why do you do such things? When you reviewed Valmar's body, what were you thinking?"

Elena "Selena..."

Selena "You don't understand, right? You don't understand anything... Ignorance is such bliss..."

Ryudo "What do you mean?"

Selena "Don't you think that this world is strange? Why is it so painful, so ugly? Everything is caused by the sin in people's hearts. Weak people have no power, and only rely on the Gods. Yet when the darkness comes, they say that they cannot believe the Gods..."

Ryudo "So you would decide to kill everyone?"

Selena "Stupid humans... the only true salvation for them is death. I was merely saving them. "

Elena "But why do you have to go this far?"

Selena "Elena... Elena, you aren't forgetting your duty, are you?"

Ryudo "Elena... what is she talking about?"

Selena "What do you believe in right now? Do you believe that boy? I'm different. I will accomplish Pope Zera's wishes. That is my only dream." (knights assemble) "Why did you make me suffer so much? Why didn't you wrap me with your love? Watch me! Watch my true feelings, Pope Zera!"

At this point, you'll be attacked by yet another body part... Granas' Heart. You'll find that the fight is another simple one. After it, Elena will do something surprising - she herself will suck in Valmar's Heart, not Millenia. It turns out that she was told by the Pope to absorb all of Valmar's parts, and then kill herself to seal off Valmar forever. However, she is still missing one part: the Horn that is sealed in Ryudo. She runs off, thinking that she needs to sacrifice herself to save Ryudo. Ryudo follows her, knowing that he needs to save her.

Inside the church you'll find Oro laying on the ground, dying, and babbling about Zera and a holy door. He dies before saying much more, and the party heads up the stairs into the holy door...

The scene now changes to Zera and Elena, speaking at the top of the church. Ryudo runs up, asking what Zera plans on doing with Elena. Elena gets upset, as she told him not to follow her. She then begs Zera to kill Valmar, and he says

that the preparations have already been made. The Pope pauses, saying that he never paid Ryudo for his work, and offers to show him the true form of this world instead if he merely follows him. The party heads into the nearby room...

Zera "Light and darkness are eternal opposites. If there is darkness in people's hearts, there is also light. It gives birth to both good and bad. But this world is shrouded in darkness... And soon it will be destroyed."

Elena "What are you saying? Why did you make us find the Granas Sable? Haven't you already prepared to seal Valmar? If that is so, all we need to do is pray to Granas."

Zera "You would think that. But the darkness is strong, and the light is weak. Why do you think that is?" (pauses) "On a faraway star, darkness and light had continually fought a grueling battle. There are people that believe in the light, as well as those that believe in the dark. That is why the Great War occurred. The war showed which was actually stronger. Look, and see the truth..."

(FMV starts)

Zera "On a faraway star, there was a world of light and happiness blessed by Granas. The people were happy under the light of Granas. But then Valmar came. He ruined all the light and darkened people down to their very hearts. Thus, darkness and light must fight; that is their destiny. The fight continued over and over again without reaching a real end. But then, the time finally came. The darkness and the light clashed, and..."

Ryudo "What? Is this the truth?"

Zeda "Yes. The true ending was that Granas died, a long time ago. The fight ended with darkness winning."

(end FMV)

Elena "Granas... died?"

Zera "Yes. That's why there is no reason to believe that people have light in their hearts. There is no way to protect against the darkness. The world will soon be destroyed."

Malegg "Then why did you make us look for the Granas Sable?"

Zera "There's no reason to think that you can destroy Valmar with the sword of a dead god. Don't you agree?"

Elena "What are you talking about?"

Zera "That idiot Melphis... If he had just found the Granas Sable sooner, I wouldn't have had to use you. I needed to find Valmar's Body and since it lie sleeping with Granas Sable, I needed to find that sword."

Ryudo "What are you saying?"

Zera "That's right. Selena accomplished her final mission. I put the heart of Valmar in her. My goal... is the revival of Valmar! Darkness is strong, and light is weak..."

Ryudo "If you revive the evil dark god, do you think that he'll just let you live?"

Zera "Perhaps not. But the only way to save this planet is to use Valmar's dark power..."

(glyphs change)

Elena "Why are the dark glyphs here?"

Zera "Granas' singing priestess. In you is the evil power of Valmar, and I shall call it out of you! The time has come, Elena."

Elena "NO!"

Zera "I will do of what you have always wanted - I will rid you of Millenia. Come this way, my child..."

Elena "Ryudo!"

Zera "Ha ha ha ha ha! Valmar will soon be revived! Watch the dark moon in awe!"

(Zera and Elena disappear)

After Elena and Zera disappear, on their way to the moon, Tio remarks that they can use the Granas Sable to get to the moon. However, there is a chance that they will not have the energy to get back, as well as the possibility that Valmar's Horn may revive. Ryudo is determined to get Elena back, though, and heads back to the hill near the Granas Sable to try to do so...

Ryudo "So that's Valmar's moon."

Malegg "It really is a frightening sight. That's the source of all the destruction..."

Ryudo "Tio! Full speed ahead!"

Tio "Ok!"

Places:

- Saint Heim General Store セントハイム法国 雑貨屋
- Saint Heim Inn セントハイム法国 宿屋
- Saint Heim Bakery セントハイム法国 パン屋
- Saint Heim Library セントハイム法国 図書館
- Saint Heim Houses (1-4) セントハイム法国 民家 (1-4)
- Saint Heim Ranch セントハイム法国 放牧場

Saint Heim General Store:

Weapons 武器

Holy Sword Soulblade	14000G	聖剣ソルブレード	+112 Att., lowers opp. def.lev. with attack
Priest's Mace	12000G	司祭のしゃく杖	+99 Att., casts Harbell
Rune Axe	13500G	ルーナックス	+107 Att., lowers IP

Armor 防具

Priest's Holy Garb	16000G	司祭の法衣	+54 Def., resist poison, para, sickness
Priest's Cap	5800G	司祭の帽子	+36 Def., resist magic & skill seal

Accessories 装飾品

Herakles Belt	6200G	ヘラクレスの帯	+40 Att.
General's Armlet	5000G	将軍の腕輪	+40 Def.
Savior's Token	4000G	救護の礼	Slowly refills HP
Healing Ring	500G	癒しの指輪	+5 Def., casts Keroma
Anti-Poison Amulet	250G	毒の護符	Poison Resist
Insomnia Amulet	250G	睡眠の護符	Protect against sleep
Anti-Paralyze Amulet	250G	麻痺の護符	Paralyze Resist
Anti-Skill Seal Amulet	400G	技封じの護符	Protect agnst. skill seal
Anti-Magic Seal Amulet	400G	魔封じの護符	Protect agnst. magic seal

Items 道具

Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Fruit	100G	癒しの果実	Heals 1200 HP; 1 ally
Redrum	250G	真紅の秘薬	Heals 1600 HP; 1 ally
Healing Aroma Herb	400G	癒しの香木	Heals 1000 HP; party
Blueish-Green	750G	紺碧の秘薬	Heals 1500 HP; party
Secret Concoction			
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep

Stablizer	20G	気付け薬	Cures Confusion
Skill/Magic Unsealer	150G	解呪の巻き物	Heals Magic & Skill Seal
Vaccine	100G	ワクチン	Cures Sickness
Cure-All	500G	万能薬	Heals all status
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally
Special Items 特産品			
Butter Roll	120G	バターロール	Heals 50 SP; 1 ally
Fresh Sandwich	100G	フレッシュサンド	Heals 600 HP; cures Poison, Para.; 1 ally
Super Moge Bomb		スーパーモゲ爆弾	1000 dmg; strong IP dmg.; range
Sacred Ash	200G	聖灰	700 dmg; strong against undead
Holy Electric Mag.St.	750G	電神の秘石	1500 dmg; eff.vs. evil; electricity; all
Strength of 10,000 Men Fruit	20G	万人力の果実	+1 Att. level; range
Resistance Fruit	20G	忍耐の果実	def.lev. +1; range
Adrenaline Fruit	20G	感応の果実	act.lev. +1; range
Speed Fruit	20G	早駆けの果実	speed +1

Quit やめる

--Valmar's Moon--

ヴァルマーの月

Upon arriving on Valmar's moon you'll find yourself directly in front of a dungeon. Being as the "Ancient Magic War of the Gods" was a long, long time ago, there are no cities on the moon. Thus, Valmar's moon isn't too terribly confusing. You will have to press a few buttons and move a few stones in order to reach the inner chamber where Zera has taken Elena captive. Unfortunately, when you finally find Zera he is on the level below where you are. The see-through glass that encases the inner-chamber is impenetrable Ryudo can't get in no matter how hard he beats on the glass. Fortunately, after a boss monster comes up to attack, you are able to sneak down to the level where Zera is, but he is once again encased in an unbreakable see-through shield. Zera throws typical garden variety amount of "you are pathetic" and "I am unstoppable"-type taunts in your way.

Zera (laughs) "The resurrection of Valmar has begun. Who gives a damn about you anymore? I will rid myself of this restrictive body which binds me, and then I shall become Valmar's will and control him in order to make a complete and perfect world. Now the time has finally come!"

Millenia "Whatever! There's no way I could lose to some buster like you! What! I... I can't move. My power is... fading. I'm... I'm being eaten!"

Zera (laughs again) "Everything is for the new world: the world as I will it!"

Milln. "Ryudo, I'm fading!"

Ryudo "Zera! Stop it! Elena... Millenia... Zera, stop saying such things. A perfect world?! That's total bullshit!"

Zera "Yes, a world with one single complete god to rule over it. A world with no life or death. The day of darkness will come and go and after that the only thing remaining will be my will. How utterly perfect!!"

Ryudo "No!! Stop it!! Elena... Millenia... Give them back!!"

Zera "Scream! Louder and louder! Your screams will ring out all over the

world and soon they will become the voice that awakens Valmar!"

(Millenia regains consciousness)

Zera "What!? That's impossible!"

Milln. "Zera, I'll never let you have your way. Ryudo, take Elena and get out of here. Uhhh."

Malegg "Hold on, Millenia!"

Tio "Mileenia..."

Zera (laughs) "Did you really think you could do anything to stop me? Now it's time for you to give me all of your power."

Milln. "I'm glad I met you and got to love you Ryudo. Elena is... me.

Ryudo! No matter what happens you and Elena must live!"

Ryudo "Millenia!!!"

Milln. "I will protect you... so live!" (Mileenia teleports the party away)
"...Ryudo...don't ever forget me."

Zera "How trifling. What!? You say your horn is missing? Where is it?

Well, it doesn't really matter. The resurrection of Valmar has begun. I shall be the controlling will of Valmar."

(Millenia uses her last remaining amount of energy to free Elena and teleport the party to the surface of the moon. While attempting to escape you will fight 3 mid-level battles against some of Valmar's new minions. However, before you get into the first battle you should resurrect Elena or she will start the battles unconscious. After the third battle you'll reach the Granas Sable. However, the group seems to be in a tough spot due to their lack of power. Malegg holds off the enemies while your party thinks of what to do.)

Malegg "Do whatever you have to. Just make sure you escape from here. We don't have a chance of surviving at this rate."

Tio "But there's not enough power left in Granas Sable."

Malegg "Do something...anything...just find a way to get out of here."

Tio "Granas Sable, lend me your power. Please...Fly!"

Ryudo "Malegg, we gotta go now. Come on."

Malegg "Don't move from that spot." (Malegg is impaled by a Valmar fly).
Argghhhh!

All "Malegg!!!"

Malegg "You must not move..." (Malegg takes a massive swing at the enemies clearing them out) "Raaah!! Tio... It'll be all right. I'll come soon."

Tio "I can't leave you here."

Malegg "Go Tio! Don't worry. You already understand. Just don't think about it. Got it?"

(FMV begins)

Malegg "Granas! This is my life's only wish. If there is any power left in this body of mine, use it to make this ship fly!" (Malegg is now overrun by Valmar's minions and his life force merges into the Granas Sable)

Ryudo & Tio "Malegg!"

In the end The Granas Sable has just enough power to outrun the exploding moon in Return of the Jedi fashion, and crash-lands on the main planet near the Kingdom of Sairam.

Items to find:

- Lion's Harp

- Lion Boots
- King of the Jungle War Axe
- Blueish-green Secret Concoction
- God Lightning Magic Stone
- Silver Feather x2
- Demon Ash
- Mysterious Veil
- Miraculous Resurrection Potion
- Cure-All
- Indigo Secret Concoction
- Moonlight Stone Armor
- Reflect Helm
- Crimson Secret Concoction
- Gold Secret Concoction
- Lunar Shadow Tiara
- Meteo Scroll
- Scatter Magic Stone
- 2000G x3
- 6000G x2
- + Save/Heal Spot x3

Enemies:

- Nyarumott
- Evil Manuver
- Salamandail
- Dragon Knight

--The Kingdom of Sairam: South--

サイラム王国-南

When you crash land, you'll find your party surround by rubble. Be sure to search around the rubble for the "Misanga" (ミサンガ) because you use it to add all of Malegg's stored up SC points back to your SC total. As you begin to leave this area you will be treated to another complimentary FMV sequence in which Valmar's minions begin attacking Sairam.

--The Kingdom of Sairam: North--

サイラム王国-北

When you get to Sairam, you'll bump into King Roan just in time to help him fight off some Valmar Wangs. After the battle you'll start back to the Sairam castle where Ryudo and Elena discuss how they weren't able to stop Zera and how they lost a valuable friend. Following that the king calls for you in his executive room. Before arriving Roan has a talk with Tio about "the human heart". Tio says that she finally felt what it is to have a heart when Malegg died. However, she said she never knew having a heart would cause her so much emotional pain. Roan explains how having a heart makes humans "human". When Ryudo and Elena arrive Roan reports the bad news: there isn't any known way to stop Valmar. Ryudo, still angered about losing Malegg and Millenia, says that he wants to use Valmar's Horn to fight back at Valmar since he isn't complete yet. However, Roan tells Ryudo that the best thing for them to do is to run away so that the horn will not fall into Valmar's hands. Ryudo argues for a while, but then realizes that the others are right and that they should run away from Sairam if possible. On the way out of Sairam, Valmar gives you the "evil eye" in full motion glory which symbolizes that he knows where you are and that you cannot run. You'll also have to fight one more battle against the Valmar Yangs before leaving. Following this, Ryudo takes a swing another warp

porthole that a Yang is about to enter. Unfortunately the porthole appears over the body of a child's wounded and presumably dead mother. The child, seeing that Ryudo has sliced her mother, runs off crying. Ryudo then says that he is the same as Melphis. The others tell him it wasn't the same thing and the party leaves Sairam, but one can easily sense that with no way to stop Valmar and Ryudo becoming more and more negative, things look grim for the party. A final note before you leave: be sure and check out the weapon shop as soon as you enter town because you can get some new, albeit expensive, weapons there. Once you're finished there, you have a quick choice to make: either continue on with the plot and head back to Kingdom of Sairam: South, or take a quick side trek to the Bonus Area (which is completely optional), Raul Hills. If you choose to skip the Raul Hills, skip the next section; if not, read on.

Enemies:

- Valmar Yang

Places:

- Sairam General Store サイラム王国 雑貨屋
- Sairam Inn サイラム王国 宿屋
- Sairam Houses (1-4) サイラム王国 民家 (1-4)
- Sairam Harbor サイラム王国 港

Sairam General Store:

Weapons 武器

Red Lotus Sword	17000G	紅蓮の剣	+120 att. Fire
Ice Fang Sword	18000G	氷牙の剣	+122 att. Snowstorm
Thunder Sword	19000G	雷鳴の剣	+125 att. Lightning
Caution Staff	11800G	戒の杖	+108 att. Seals magic/skill
Shrine Staff	15500G	鎮守の杖	+118 att. Earth
Huge Flail	17000G	ヒュージフレイル	+128 att. -5 move
Sword Breaker	14500G	ソードブレイカー	+110 att. Lowers att.lev.
Wind Cutter	18000G	ウィンドカッター	+122 att. Wind
Magic God Shuriken	19800G	魔神手裏剣	+128 att. +5 action

Armor 防具

Aura Armor	19800G	オーラアーマー	+64 def. Skill power dmg. up
Charisma Helm	8000G	カリスマヘルム	+38 def. +5 action
Magic High Heels	1100G	魔法ハイヒール	+12 Move +8 def.
Battle Boots	1800G	バトルブーツ	+12 Move +12 def.

Accessories 装飾品

General's Armlet	5000G		
Godly Speed Ring	2500G		
Anklet	1000G	アンクレット	+40 Move
Fire Amulet	400G	火の御符	Lv5 Fire Resist
Wind Amulet	400G	風の御符	Lv5 Wind Resist
Earth Amulet	400G	土の御符	Lv5 Earth Resist
Lightning Amulet	400G	稲妻の御符	Lv5 Lightning Resist
Snowstorm Amulet	400G	吹雪の護符	Lv5 Snowstorm Resist

Items 道具

Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Fruit	100G		
Crimson Secret Conc.	250G		
Healing Aroma Fruit	400G		
Blueish-Green ScrtCon	750G		
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep

Stablizer	20G	気付け薬	Cures Confusion
Skill & Magic Unsealer			
Vaccine			
Cure-all	500G		
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally
Special Items 特産品			
Biobabu Nut	360G		
Magic Power Potion	360G	魔力の薬	
Silver Feather	500G	シルバーフェザー	
Super Moge Bomb	1000G	スーパーモゲ爆弾	
Fire Magic Stone	200G	火炎の魔石	650 dmg; fire; range
Wind Magic Stone	200G	疾風の魔石	700 dmg; wind; 1 line
Quake Magic Stone	200G	地震の魔石	650 dmg; earth; range
Electric Magic Stone	250G	電雷の魔石	750 dmg; lightning; resist para.; range
Ice Fang Magic Stone	150G	氷牙の魔石	1200 dmg; snowstorm;
God Lightning MgcStn	750G		
Red Sparrow MgcStn	250G	朱雀の秘石	
Fire Bomb Arrow	500G	石火矢	
Quit やめる			

--Bonus Dungeon: Raul Hills--

スペシャルステージラウル丘陵

This stage has absolutely nothing to do with the main plot of the story; it can be totally skipped if the player wishes do so. That said, however, it does have some fantastic items that should not be missed. While the inside of this dungeon haven't changed a fraction since the last time you came here, the enemies that now lurk there are extremely dangerous. As a matter of fact, there is one kind of enemy that is guarding the main treasure of this stage that has a magic so strong it can wipe your whole party out in one shot - that's something not even the last boss can do! Called "Big Devils," they appear in groups of 4, have a good speed rating, and like to cast Dezun, a magic that does about 4500 damage to all party members. When fighting them, the best strategy is to always get the first move. Then check to see which, if any, of them are planning on using Dezun. If any of them are, make sure that you either Cancel or Kill them; if not, you'll find that it will be Game Over. Continue to clean out all of the Big Devil groups one by one until none are left, then go and get all of that good booty. Make sure you get the Fairy Egg, Astral Miracle, and Dead Soldier's Spirit. The Astral Miracle doubles the SC you get for winning a battle (just by merely having the item in your item list, you don't have to equip it) and the Dead Soldier's Spirit doubles the amount of experience points that you receive after a battle (you don't need to equip this one either). After clearing out the dungeon, head back out, take a well deserved rest, and continue on to the Kingdom of Sairam: South knowing that the hardest part of the game is behind you.

Enemies:

- Chameleon
- Nyarumott
- Dragon Knight
- Snow Leopard
- Big Devil

Items to find:

- Golden Nuts
- Energy Charm
- Sonic Belt
- Mage King's Necklace

- Fairy Egg
- Astral Miracle
- Platinum Feather
- Dead Soldier's Spirit
- Magic Technique

--The Birthplace of the Gods--

神々生地

Right as you re-enter the Kingdom of Sairam: South, you'll see yet another FMV cut-scene. Valmar's power is growing, and with it, a black muck-like substance is also advancing across the land.

(during FMV sequence)

Zera "Sinful humans, witness the rebirth of your god... and with it, judgement shall be passed."

After the FMV is over, the party sees the huge mass oozing toward them and realize there is nowhere to run or hide where Valmar won't find them. Ryudo once again suggests facing Valmar instead of running. However, while discussing the best way of handling Valmar, Ryudo says the word "grave" which reminds Roan of something - the tomb of the gods that he visited as a young child. The tomb is located in the "Kingdom of Sairam - South" nearby where you crash landed the Granas Sable. You have one more chance to tackle the bonus dungeon, Raul Hills, or you can procede on to the "Birthplace of the Gods" Tomb.

The party enters the "God's Tomb," but although Roan has the key (his mother's keepsake again), he can't find the lock. Fortunately, seeing as this installation is not all that different from the one Tio was at, she knows right where it is. The party prepares themselves, and enters the dungeon.

This dungeon is probably the most confusing dungeon in the game. When you enter it, if you walk straight you will immediately come to a stone pillar. The inscription says:

Those who pray to the light should struggle to find your way under the blue earth, red sun, and yellow moon. Those who merely pretend to pray to the light but really oppose it should hide the moon and gather at the dark side of it.

This is a pretty decent puzzle and it is fairly easily solved. Those of you wanting a crack at it skip the rest of the paragraph, as it holds the answer. That said, there are three different colored orbs in this dungeon: blue, red, and yellow. You should first activate the blue orb by pressing your action button behind it. Next, you'll need to descend to the third floor where you will activate the yellow orb in the same fashion. After that, head back up to the second floor; you should now be able to activate the red orb. However, this installation is in the land of "the people of the dark," so you'll want to follow the last part of the instructions as well. In order to hide the moon you must de-activate the yellow orb, but only after you have activated every orb. Simply put, this is the correct order: blue on -> yellow on -> red on -> yellow off. Now you should be able to get to the lower level of the third floor by using the elevator.

This dungeon holds some items that you are not going to want to miss, including the Dragon Egg and the Wiseman's Book. Try different combinations of turning of certain orbs and leaving others on. Once again, those of you wanting to find these two items on your own need not read the hints section at the end of this FAQ. Throughout the course of the dungeon you'll have to fight a couple of

mini-bosses that appear on the way to the final part of the dungeon, but there isn't a final boss in the stage so you can use special skill moves or magic attacks without having to worry a larger enemy at the end. Eventually, if you solve the major puzzle of this dungeon, you'll find yourself on the bottom level of the third floor. Upon entering the room you will meet Elmo, the commander of this facility.

Elmo "Granas visited this world a long time ago. His light covered the world and that light gave the people power. People prayed to Granas and those prayers changed into physical energy. The people used prayers to power their world and Granas continued to give power to the people. He never forced anyone to do anything; he let people freely decide and live for themselves. But, before long, the desire for power eventually led the people to make praying a mandatory thing. In search of the ultimate path of god, the people spread limitlessly outward into space, further and further. Eventually the people began to stop thinking for themselves. Perhaps this was Granas' goal all along.

"A few groups of people felt that to worship Granas blindly was too dangerous, so they searched for and found a power with which they \ could stand up against Granas with. The power was called Valmar. Valmar had the power to disrupt the lifeforce of living things. As a result, people eventually came to have the power to destroy their entire planet. The followers of Valmar used the long-wished for power of Valmar against the worshippers of Granas. In the end, Granas was destroyed and Valmar's main, central body was shattered. However, Valmar continued to grow by using man's desire for power and for destroying things. Even now his power continues to expand.

"Valmar's core is powered by the wills of men. The thing which you call a 'seal' is really a device that controls Valmar by using the ideas, dreams, drives, and prayers of men. Those dreams, ideas, drives, and prayers are what are maintaining Valmar's core."

Ryudo "So, if you can control your emotions and not get carried away then Valmar can't steal your soul."

Elmo "Yes. There is good enough reason to believe that to be so."

Tio "Well we cannot be 100% sure, but it seems possible to use the powers of Valmar's horn in some other way motivated that is not motivated by evil, like the Granas Sable does."

Roan "But can we really believe that to be true?"

Elena "If Ryudo isn't able to protect and preserve the pureness and righteousness in his heart then he would become Valmar."

Roan "It would mean the rebirth of a new Valmar! A complete Valmar!"

Ryudo "Elmo, fire up the system."

All "WHAT!!"

Tio "I don't think that man is capable of controlling his emotion, however much you want to save this planet. If you lose to the anger inside yourself then you will meet the same fate as Melphis did."

Roan "Yeah! If that happens then what will you do?"

Elena "No. Don't do it. I don't want to see you become Valmar."

Ryudo "It'll be all right, Elena. I won't lose to him. Whatever happens to me, I will not lose! I think that my want to protect you will be the thing that saves me from becoming Valmar. I believe in that."

Elena "Ryudo..."

Ryudo "Elena, there's no other way. If I don't go, then everyone will die."

Elmo "The system is now active and ready to go."

Ryudo "Tio, there's something I want to apologize about."
Tio "What is it?"
Ryudo "When I saw you struggling to understand what a person's heart is, I remembered how I treated you like some non-living doll or something. I feel very bad about that. I'm sorry."
Tio "Ryudo, don't worry about it. Your trip is probably destined to fail... but... I believe in you. I want to see what will be in store for the future of the human race. I like humans. Ryudo, please make my dream come true."
Ryudo "Roan, whatever happens to me, however terrible, you take shelter with the others as far away from here as possible. Good luck, your Majesty."
Roan "I have been able find something so special while traveling with you. And it's all thanks to you."
Ryudo "No, it's thanks to you Roan."
Roan "Come back safe! No matter what, come back safely!"
(Elena runs to the corner crying)
Elena "Why does it have to be like this? I wanted to save everyone. I did everything that I could but why then can't we be together? Where did I go wrong?"
Ryudo "You didn't do anything wrong. Everything you tried to do until now has been right... and that's why I am able to go - because I know that we are right in doing this. Even if there's the chance that I might die, I want to protect you. I want you to keep on living and sharing your kindness with others."
Elena "Ryudo..."
Ryudo "Live, Elena!"
Elmo "I will now unseal Valmar's horn. Please move to the system's central platform."
(Ryudo gets on the platform and Elena jumps on after him)
Elena "I want to believe in you... but... but... Please give me some of your strength."
(pillar raises)
Elena "Thank you, Ryudo. I don't care whatever shape you change into. Come back safely!"
Ryudo "I promise I will. I will make it out all right."

After hearing the story about what really happened during the Ancient Magic War of the Gods, Ryudo decides to enter the hologram-type chamber and have the Horn unsealed. Basically Ryudo is going within his own soul to battle against the horn...

Enemies:

- Hibagon
- Death Dobberman
- Emerald Haniwa
- Ancient Warrior

Items to find:

- Hero's Breastplate
- Fire Magic Stone
- Quake Magic Stone
- Red Rum
- Wind Magic Stone
- Valkyrie Dress
- Angel Ring
- Indigo Secret Concoction
- Cure all

- Hero Revival Potion
- Hyper Moge bomb x2
- Gold Feather
- Holy Crown
- Sun Dress
- Mysterious Secret Concoction
- Ether Miracle
- Dragon Egg
- Super Moge bomb
- Wild God's amulet
- 2500G
- 7500G
- + Save/heal spot x3

--Inside Ryudo's Soul--

理念開放部

Ryudo will start on several narrow platforms that are surrounded by a lava-like substance. There are three main areas in which he will be asked questions. If you successfully answer a question that path you took to that part will be incinerated by a huge column of lava. Here are the questions:

1. Do you wish to become a god, or hope that some miracle happens to save you?
 - Yes, I want to be a god!
 - No, that's not what I want.

2. Do you want the strength of a god? The power to assert your version of justice onto the people?
 - Yes, I want the power of a god!
 - No.

3. What is love to you? Is it having others help you and depending on them so that you can cure the loneliness in your heart? Do you want to have a warm and happy heart by stealing the hearts of others?
 - Actually I have been quite lonely and sad, lately.
 - No. You're wrong.

It's probably pretty obvious but you will want to choose "no" for all three questions. However, after you do Valmar's voice rings out telling you that if you don't have a need for any power then there is no reason for you to be here. Since you have failed the test the platform you are on breaks away and you fall into the lava.

At this time back outside, the party, after being summoned by one of Roan's men to help fight against the Valmar Yangs, have exited the tomb. After exiting, the group sees Valmar, who is extremely close to the party. The people below run away screaming. Roan tells the people not to be afraid because that will just make Valmar stronger. Elena then begins to sing in order to calm the people.

The scene now switches back to Ryudo. Ryudo has been transformed into a Valmar Yang for his failure. Ryudo begins to falter when he thinks he has failed, but he regains his confidence. He knows that he has not failed. He says that he believes in people and that he wants to save them. Before long Ryudo begins to hear Elena's sing. This gives empowers his conviction and he begins to have even more confidence.

The scene switches back to where the party is, only this time instead of running the people are holding candles and singing. The camera pans over a few

different locations where all the people are getting together and singing against their fears and Valmar. You'll regain control of the party for a moment here, giving you the chance to wander throughout the crowd and talk to the people. As it will turn out, one is a shopkeeper who stocks some very nice items - you'll definitely want to take the time to check him out. Eventually a Ryudo appears next to the party via warp porthole...

Elena "Welcome back, Ryudo!"
 Ryudo "Thanks. I heard your song."
 Roan "Ryudo! You won, right?!"
 Elena "Ryudo can't lose... ever."
 Tio "The power of believing in someone is very strong, isn't it? A human's heart is connected to the hearts of the people that he cares for."
 Roan "Does that sword contain the power to defeat Valmar?"
 Ryudo "Yes, this is our power! Valmar, here I am. This is the power that will destroy you - the power of the human heart!"

He explains that he has conquered his fears and that he has received the Holy Sword - the weapon they can use to defeat Valmar. Ryudo raises the sword above his head and then releases a huge energy blast. The blast destroys all of the black ooze that Valmar had spread across the land. After that, Ryudo and party use the power of the sword to fly into Valmar's body where the final dungeon will begin.

Wandering Salesman:

Weapons 武器

Red Lotus Sword	17000G	紅蓮の剣	+120 att. Fire
Ice Fang Sword	18000G	氷牙の剣	+122 att. Snowstorm
Thunder Sword	19000G	雷鳴の剣	+125 att. Lightning
Caution Staff	11800G	戒の杖	+108 att. Seals magic/skill
Shrine Staff	15500G	鎮守の杖	+118 att. Earth
Huge Flail	17000G	ヒュージフレイル	+128 att. -5 move
Sword Breaker	14500G	ソードブレイカー	+110 att. Lowers att.lev.
Wind Cutter	18000G	ウィンドカッター	+122 att. Wind
Magic God Shuriken	19800G	魔神手裏剣	+128 att. +5 action

Armor 防具

Aura Armor	19800G	オーラアーマー	+64 def. Skill power dmg. up
Charisma Helm	8000G	カリスマヘルム	+38 def. +5 action
Magic High Heels	1100G	魔法ハイヒール	+12 Move +8 def.
Battle Boots	1800G	バトルブーツ	+12 Move +12 def.

Accessories 装飾品

Heavenly Tree's Protection	6000G	神木の護り
Black Belt	2000G	ブラックベルト
Rune Ring	750G	ルーンリング
Lively Energizing Stone	5000G	復活の秘石
Heraclides's Belt	6200G	ヘラクレスの帯
General's Ring	5000G	将軍の指輪
Godly Speed Ring	2500G	神速の指輪
Anklet	1000G	アンクレット

Items 道具

Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Healing Fruit	100G		
Crimson Secret Conc.	250G		
Healing Aroma Fruit	400G		
Blueish-Green ScrtCon	750G		
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Stablizer	20G	気付け薬	Cures Confusion
Skill & Magic Unsealer			
Vaccine			
Cure-all	500G		
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally
Special Items 特産品			
Silver Feather	500G	シルバーフェザー	
Seed of Life	10000G	生命の種	
Seed of Magic	10000G	魔術の種	
Seed of Skill	10000G	秘技の種	
Seed of Strength	10000G	力の種	
Seed of Protection	10000G	守りの種	
Seed of Attack Speed	10000G	速攻の種	
Seed of Speed	10000G	走りの種	
Seed of Magic Power	10000G	魔力の種	
Seed of Wisdom	10000G	精神の種	
Skill Transference	10000G	技の伝承	
Magic Transference	10000G	魔法の伝承	
Quit やめる			

--Inside the Brand New Valmar--

新生ヴァルマー

This is the final dungeon of the game so it goes without saying that it is quite long and slightly confusing. Perhaps the most confusing part is the long purple and red tubes that are near the end of the dungeon, but if you just keep trying different places out, you will eventually come to the end. First you will have to fight Valmar's Core. Valmar's Core has a lot of hit points so it's basically a 'see who can last longer game.' Make sure you have someone who can use Mikeromamu to heal the whole party, and you might also want to equip accessories that either lessen the amount of magic points you have to use or increase the damage that your special skills or magic do.

After beating Valmar's core, Millenia will appear. The party will then be split up. Roan and Tio are stuck on the ground while you and Elena are above on the floating platform. Millenia fires a shot at Ryudo, but he easily blocks it with the holy sword. Elena argues that this is not the real Millenia because the real Millenia IS Elena.

Elena "That was just an illusion made to look like Millenia."

Ryudo "Elena, where is Millenia?"

Elena "I'm not afraid anymore. I don't care even if there is pain because there is something that I believe in. Millenia is me. I am not complete without her. Millenia wake up!"

(Millenia comes out of Elena's body)

Ryudo "Millenia!"

Tio/Roan "Millenia!"

Millenia "You stupid broad. Next time try to get the hint a little sooner."

You should have been able to tell that thing wasn't me just by looking at it. But then again, ah well, who cares..."

Elena (laughs) "Yeah from now on we'll be together."

Milln. "Yep." (walks over to Roan). "Hey kiddo, how ya been?"

Roan "Fine."

Milln. (walking over to Tio) "And you, dollie, you've come a long way haven't ya?"

Tio "Yes, because I believe in People's hearts, just like you."

Zera "Ridiculous! How the hell can you still be alive?! God's will is absolute! A human doesn't have the power to surpass a god!"

Milln. "What do ya mean by absolute?! Are you crazy or something? I'm right in front of your eyes, are't I?"

Elena "If you are strong of heart there is no way you can lose. It's just like you taught me before, Zera."

Ryudo "You finally got it now, Valmar... I mean Zera!"

Zera "Why did the day of darkness come? Why did Granas die?... Because there is darkness in people's hearts. Granas is dead. If Valmar is also destroyed then no one will be around to lead and guide the people. Is that what you want. If you say that you don't need a god then there's no need for people or this world either."

(2 Valmar Yangs appear behind the party next to Tio and Roan)

Ryudo/Elena "What the..."

Elena "Roan. Tio."

Roan "We'll be all right. What is important is that you guys get Zera."

Milln. "Ryudo - Zera plans on destroying the whole planet. We've gotta stop him!"

Tio "I believe in you. Get him for me."

Ryudo "All right. Leave it to me. Just hang in there a little while, guys..."

The fake Millenia says that if she's heard enough and attacks the party. This Millenia really is a cake-walk, and you should be able to beat her without any problems.

Finally, the real final battle begins. You must traverse 5 different platforms while fighting 3 old Valmar body parts before you finally come across Zera. Fortunately, you can go back to the save spot after any one of the battles to save using the "bubble elevators". None of the bosses are especially hard. The hardest one is probably Valmar's eye, simply because there are 7 different parts to attack. Following that, you must face Zera...

Zera "Stupid, pathetic human... Accept your destruction. Accept the mercy of the complete god. Return to the dust from whence you came."

Millenia "You really are dim aren't you? I don't think there's anyone quite as clueless as you, is there?"

Elena "Why don't you try to understand people's hearts? The reason your heart is in so much pain is because you don't understand the hearts of humans."

Zera "I don't want to even try to understand the tiny, insignificant feelings in people's hearts."

Ryudo "You are a human with a heart as well, Zera. I think you're just afraid. There's no way someone like that could ever be a god. I'll show you the real power inside of people's hearts."

Zera "I am not some man named Zera, I am a god! I am the one and only absolute supreme god Valmar! You foolish humans, I'll show you how strong the power of a true god is!"

Zera turns out to be not difficult at all. Though you may be expecting a final boss to appear after him, you can rest easy knowing that he is the last enemy in the games. After teaching Zera that he is not a god the ending will begin.

Roan "Am I dead?"

Tio "No. You are alive and well."

Roan "You saved me."

Tio "Yes."

Roan "Sorry. It hurt didn't it. It hurt a lot, right?"

Tio "No, it doesn't hurt at all. Having my heartache is much worse. I don't want to be lonely anymore. I want to be near humans I care for."

Roan "Uh, Tio... you're squeezing a little too tight."

Tio "Sorry."

Roan "Don't worry. You won't be alone. I'll always be nearby. I have the feeling I've done this before. It feels so warm here. What's the matter?"

Tio "I feel very strange... Is this what "being connected to someone" means? It feels very peaceful. Why am I crying even though I am happy? Tears are only supposed to come out when you are sad, right?"

Roan "Tio, let's go back home... where everyone is."

Tio "Yes. Let's go home... to the place where we were born."

Elena "Ryudo. In order for people to be happy, they need some kind of goal. It's necessary for people to pray, think, and live law-abiding lives. People have too much free time."

Millenia "Quit being such a holy roller! I'm tired of hearing that junk. Saying someone is right or wrong just gives birth to prejudice. People need to live freely just as they feel. You can be so annoying at times, Elena."

Elena "I guess you and I will never see eye to eye, will we? Hey, Ryudo. What do you think?"

Milln. "Yeah Ryudo. Whose side are you on, anyways?"

Ryudo "Thanks, you guys. Well, you already know my answer. I believe in people. Not the light nor the dark. Let's give the world back to the people."

Elena "That's just like you, Ryudo. Oh well, I guess it's 50/50 right?"

Milln. "At least for right now it is. Well, let's get going."

Elena "Hey, Millenia, how am I going to be able to get home?"

Milln. "You already know don't you? Even you can..."

Elena "Oh yeah, that's right." (wings sprout from Elena's back)

Ryudo "Well, let's do it!"

As per usual Game Arts games the world returns back to the way it was. A river begins flowing inbetween the two Granas cliffs. Now the world is no longer separated and humans are once again free to make their own mistakes, this time without having to rely on gods and the like. They are their own gods, masters of their own destiny.

During the ending you will get to take control of prince Roan who wants to see how Ryudo is doing one year after their big adventure. You start in the Kingdom of Sairam. On your way out Tio stops you. She is apparently helping some doctor or teacher near the entrance of town. She says that she is having a

great time living with humans and that she wishes she could go with you but right now she is busy. From there you will go to the Rilig Trading Town. You can talk to the townspeople and see how they are doing but in the end your ultimate goal is the church on the cliff. There you will see Millenia and Skye. Millenia says that she wanted to help teach kids about life and the like. Skye says he's just there to make sure Millenia doesn't do anything bad. Roan asks Millenia where Ryudo is. She tells him Ryudo said he "had to do something." Roan asks Millenia if she isn't worried about Ryudo, but Millenia says that no man would ever leave someone as perfect as she is, so she isn't really worried too much about it.

Next, you'll find yourself in Malegg's hometown. Roan goes to pay his respects to Malegg's grave. When he goes to lay Tio's pendant on Malegg's grave he sees that Ryudo's pendant is already there, meaning that Ryudo has already passed through here. Finally, the last place you will go is to Ira's town. When you begin to cross the bridge that leads to Ira's house you will be greeted by Ira and her mother. Apparently, Ira is doing fine, although she is making mischief with the innkeeper's son. Ira's mother tells you that Elena has become a gypsy and is living inside of a tent near the entrance of town. Speaking with her, you find out that she feels that it is the best way for her to help mankind now that the Granas church is no more. She says that she is making people feel happy through her songs and that brings her joy. Roan asks her the same question that he asked Millenia. Elena says that she trusts Ryudo so she doesn't need to worry about him. She then begins to sing. The scene pans over the town and eventually shows Gatta who is waiting for Ryudo. Gatta says that it's taking Ryudo a long enough damn time. After that the camera goes to Ryudo who is visiting his brother's grave Ryudo says that he hopes his brother is doing all right and he thanks Melphis for always watching over him. Finally the credits roll.

Congratulations.

 Magic & Skills Lists

--Skills 必殺技--

This is a set of lists, translations, and so on of the skills that each character possesses in the game. Characters are presented in the order that you acquire them.

Ryudo

English Name	Japanese Name	Description	SC Cost
Heaven's Wrath Slash	天征剣	1 enemy, cancels action	24 SC
Arial Heaven's Wrath Slash	飛翔天征剣	1 enemy	40 SC
Sword Dance: Violet Lightning	剣舞・紫電	1 enemy	32 SC
Heaven's Gate Magi-Dragon Sword	天魔竜陣剣	all enemies (receives after mysterious man dies)	99 SC

Elena

English Name	Japanese Name	Description	SC Cost
Impact Bomb	インパクトボム	1 enemy, cancels action	25 SC
Nightmare Ball	ナイトメアボール	puts enemies to sleep, range	18 SC

Droplets of Life	生命の雫	heal HP & status, all allies	90 SC
White Revelation	白の黙示録	all enemies	80 SC

Millenia

English Name	Japanese Name	Description	SC Cost
Arrow Shot	アローショット	1 enemy, cancels action	25 SC
Heel Crush	ヒールクラッシュ	1 enemy	20 SC
Wing of Falling Heavens	墮天の翼	all enemies	75 SC
Tongue of Starvation	餓食の舌	all enemies, drain HP	55 SC
Evil Eye	呪縛の瞳	1 enemy, stuns enemy	60 SC
Nail of Hate	怨痕の爪	1 enemy	42 SC

Roan

English Name	Japanese Name	Description	SC Cost
Yellow Hammer Crash	黄金の衝撃	1 enemy, cancels action	22 SC
Rising Dragon Sword	昇竜剣	1 enemy	38 SC
Special Skill: Giant Snowball	必殺! -雪玉弾	range of enemies	40 SC
The Lively Energy March	活力の行進曲	cures all status, all allies	20 SC

Malegg

English Name	Japanese Name	Description	SC Cost
Beast Tooth Slash	獣牙断	1 enemy, cancels action	26 SC
Beast King's Herculean Attack	獣王金剛	1 enemy	44 SC
Beast King's Fiery Explosion Barrier	獣王爆炎陣	all enemies in Malegg's circumference	52 SC
Lion's Heroic War Cry	獅子の雄叫び	raises attack power, all allies	18 SC

Tio

English Name	Japanese Name	Description	SC Cost
Lotus Flower	蓮華	1 enemy, cancels action	28 SC
Wild Dance - Destruction	乱舞・滅	1 enemy	38 SC
Divine Wind	絶風	all enemies	48 SC
Whisper to the Stars	星々へのささやき	raises all battle stats; all allies (receives after death of close friend)	36 SC

Roan (end of game)

English Name	Japanese Name	Description	SC Cost
Yellow Hammer Crash	黄金の衝撃	1 enemy, cancels action	22 SC
True Rising Dragon Sword	真・昇竜剣	1 enemy	42 SC
Ice Crystal Cut	氷翔斬	1 enemy	30 SC
The Lively Energy March	活力の行進曲	cures all status, all allies	20 SC

--Magic List (by egg)--

Magic in Grandia II is contained in eggs that can be equipped onto each character. There are 8 different eggs spread throughout Grandia 2, each with both unique spells and common spells. You can get most eggs by defeating

bosses, though some located in chests and other various places. The following is a list of each of the 8 eggs and what magics are contained within it.

Holy Egg ホーリーエッグ

Page 1

English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Keromamu	12	ケロمام	Heals an ave. amount of HP, 1 ally
Kero Maximum	24	ケロマキシマム	Completely heals all HP, 1 ally
Mikeromamu	18	メケロمام	Heals an ave. amount of HP, party
Gragin	15	グラギン	Earth attack, range
Grand Geo	40	グランジオ	Earth attack, all enemies

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Syakia	16	シャキア	Snow attack, 1 enemy
Syakido	52	シャキド	Snow attack, all enemies
Munya	5	ムーニャ	Casts sleep, all enemies
Shin	10	シン	Seals Magic, 1 enemy
Fiora	12	フィオラ	Seals Skill, 1 enemy
Magneid	8	マグネイド	Draws enemy around target, range

Page 3

Cure	4	クール	Cures poison and stun, 1 ally
Refresh	12	リフレス	Cure magic/skill seal, 1 ally
Wao	5	ワオ	Raise attack level, 1 ally
Deigan	4	ディガン	Raise defense level, whole party
Byune	7	ビューネ	Raise action level, 1 ally
Runner	3	ランナ	Raise movement level, whole party

Chaos Egg カオスエッグ

Page 1

English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Keromamu	12	ケロمام	Heals an ave. amount of HP, 1 ally
Burn	6	ヴァーン	Fire attack, 1 enemy
Burn Flame	16	ヴァーンフレイム	Fire attack, range
Burn Strike	20	ヴァーンストライク	Fire attack, 1 enemy
Hell Burner	42	ヘルヴァーナ	Fire attack, all enemies

Page 2

Huey	9	ヒューイ	Wind attack, range
Hue Slash	14	ヒュースラッシュ	Wind attack, one line of enemies
Huenneloon	45	ヒューネルン	Wind attack, all enemies
Raiga	24	ライガ	Electric attack, range
Raiden	36	ライデン	Electric attack, all enemies
Ryuurai	58	リュウライ	Electric attack, line of enemies

Page 3

Munya	5	ムーニャ	Casts sleep, all enemies
Fiora	12	フィオラ	Seals Skill, 1 enemy
Runner	3	ランナ	Raise movement level, whole party
Stram	6	ストラム	Lower attack level, 1 enemy
Colde	7	コルデ	Lower action level, 1 enemy
Bikin	5	ビキン	Lower movement level, all enemies

Mist Egg ミストエッグ

Page 1

English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Keromamu	12	ケロمام	Heals an ave. amount of HP, 1 ally
Kero Maximum	24	ケロマキシマム	Completely heals all HP, 1 ally
Huey	9	ヒューイ	Wind attack, range
Hue Slash	14	ヒュースラッシュ	Wind attack, one line of enemies
Huenneloon	45	ヒューネルン	Wind attack, all enemies

Syakia	16	シャキア	Snow attack, 1 enemy
Syakido	52	シャキド	Snow attack, all enemies
Pozu	15	ポズ	Cause Poison, range
Shin	10	シン	Seals Magic, 1 enemy
Magneid	8	マグネイド	Draws enemy around target, range
Cure	4	クール	Cures poison and stun, 1 ally

Refresh	12	リフレス	Cure magic/skill seal, 1 ally
Yomi	40	ヨミ	Revives a dead player, 1 ally
Deigan	4	ディガン	Raise defense level, whole party
Byune	7	ビューネ	Raise action level, 1 ally
Runner	3	ランナ	Raise movement level, whole party
Defros	5	デフロス	Lower defense level, all enemy

Gravity Egg グラビティエッグ

English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Mikeromamu	18	メケロمام	Heals an ave. amount of HP, party
Burn	6	ヴァーン	Fire attack, 1 enemy
Burn Flame	16	ヴァーンフレイム	Fire attack, range
Hell Burner	42	ヘルヴァーナ	Fire attack, all enemies
Gragin	15	グラギン	Earth attack, range

Grand Geo	40	グランジオ	Earth attack, all enemies
Zunga	22	ズンガ	Explosion attack, range
Dezun	75	デズン	Explosion attack, all enemies
Munya	5	ムーニャ	Casts sleep, all enemies
Pozu	15	ポズ	Cause Poison, range
Kururu	10	クルル	Cause Confuse, Range

Fiora	12	フィオラ	Seals Skill, 1 enemy
Herbal	24	ハルベール	Cures all status defects, 1 ally
Wao	5	ワオ	Raise attack level, 1 ally
Defros	5	デフロス	Lower defense level, all enemy
Colde	7	コルデ	Lower action level, 1 enemy
Bikin	5	ビキン	Lower movement level, all enemies

Soul Egg ソウルエッグ

English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Keromamu	12	ケロمام	Heals an ave. amount of HP, 1 ally
Mikeromamu	18	メケロمام	Heals an ave. amount of HP, party
Huey	9	ヒューイ	Wind attack, range
Hue Slash	14	ヒュースラッシュ	Wind attack, one line of enemies
Huenneloon	45	ヒューネルン	Wind attack, all enemies

Raiga	24	ライガ	Electric attack, range
Raiden	36	ライデン	Electric attack, all enemies
Tenrai	55	テンライ	Electric attack, 1 enemy
Pozu	15	ポズ	Cause Poison, range
Kururu	10	クルル	Cause Confuse, Range
Shin	10	シン	Seals Magic, 1 enemy

Herbal	24	ハルベール	Cures all status defects, 1 ally
Yomi	40	ヨミ	Revives a dead player, 1 ally
Stram	6	ストラム	Lower attack level, 1 enemy
Defros	5	デフロス	Lower defense level, all enemy

Colde	7	コルデ	Lower action level, 1 enemy
Bikin	5	ビキン	Lower movement level, all enemies

Star Egg スターエッグ

Page 1

English Name	MP	Japanese Name	Description
Burn	6	ヴァーン	Fire attack, 1 enemy
Burn Flame	16	ヴァーンフレイム	Fire attack, range
Burn Strike	20	ヴァーンストライク	Fire attack, 1 enemy
Hell Burner	42	ヘルヴァーナ	Fire attack, all enemies
Gragin	15	グラギン	Earth attack, range
Grand Geo	40	グランジオ	Earth attack, all enemies

Page 2

Zunga	22	ズンガ	Explosion attack, range
Meteo Strike	50	メテオストライク	Explosion attack, 1 enemy
Raiga	24	ライガ	Electric attack, range
Raiden	36	ライデン	Electric attack, all enemies
Munya	5	ムーニャ	Casts sleep, all enemies
Kururu	10	クルル	Cause Confuse, Range

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Cure	4	クール	Cures poison and stun, 1 ally
Yomi	40	ヨミ	Revives a dead player, 1 ally
Wao	5	ワオ	Raise attack level, 1 ally
Deigan	4	ディガン	Raise defense level, whole party
Byune	7	ビューネ	Raise action level, 1 ally
Stram	6	ストラム	Lower attack level, 1 enemy

Fairy Egg

Page 1

English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Keromamu	12	ケロمام	Heals an ave. amount of HP, 1 ally
Kero Maximum	24	ケロマキシマム	Completely heals all HP, 1 ally
Mikeromamu	18	メケロمام	Heals an ave. amount of HP, party
Kururu	10	クルル	Cause Confuse, Range
Magneid	8	マグネイド	Draws enemy around target, range

Page 2

Cure	4	クール	Cures poison and stun, 1 ally
Refresh	12	リフレッシュ	Cure magic/skill seal, 1 ally
Herbal	24	ハーバル	Cures all status defects, 1 ally
Yomi	40	ヨミ	Revives a dead player, 1 ally
Wao	5	ワオ	Raise attack level, 1 ally
Deigan	4	ディガン	Raise defense level, whole party

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Byune	7	ビューネ	Raise action level, 1 ally
Runner	3	ランナ	Raise movement level, whole party
Stram	6	ストラム	Lower attack level, 1 enemy
Defros	5	デフロス	Lower defense level, all enemy
Colde	7	コルデ	Lower action level, 1 enemy
Bikin	5	ビキン	Lower movement level, all enemies

Dragon Egg ドラゴネッグ

Page 1

English Name	MP	Japanese Name	Description
Burn	6	ヴァーン	Fire attack, 1 enemy
Burn Flame	16	ヴァーンフレイム	Fire attack, range
Burn Strike	20	ヴァーンストライク	Fire attack, 1 enemy
Hell Burner	42	ヘルヴァーナ	Fire attack, all enemies
Gragin	15	グラギン	Earth attack, range
Grand Geo	40	グランジオ	Earth attack, all enemies

Huey	9	ヒューイ	Wind attack, range
Hue Slash	14	ヒュースラッシュ	Wind attack, one line of enemies
Huenneloon	45	ヒューネルン	Wind attack, all enemies
Zunga	22	ズンガ	Explosion attack, range
Dezun	75	デズン	Explosion attack, all enemies
Meteo Strike	50	メテオストライク	Explosion attack, 1 enemy

Raiga	24	ライガ	Electric attack, range
Raiden	36	ライデン	Electric attack, all enemies
Tenrai	55	テンライ	Electric attack, 1 enemy
Ryuurai	58	リュウライ	Electric attack, line of enemies
Syakia	16	シャキア	Snow attack, 1 enemy
Syakido	52	シャキド	Snow attack, all enemies

--Magic List (by type)--

As opposed to an egg-by-egg list of magics and their descriptions (see above), the below is a mere list of every type of magic in Grandia II, with both English & Japanese names, as well as cost and descriptions.

Healing Magic			
English Name	MP	Japanese Name	Description
Keroma	6	ケロマ	Heals a little HP, 1 ally
Keromamu	12	ケロمام	Heals an ave. amount of HP, 1 ally
Kero Maximum	24	ケロマキシマム	Completely heals all HP, 1 ally
Mikeromamu	18	メケロمام	Heals an ave. amount of HP, party
Cure	4	クール	Cures poison and stun, 1 ally
Yomi	40	ヨミ	Revives a dead player, 1 ally
Herbal	24	ハルベール	Cures all status defects, 1 ally
Refresh	12	リフレッシュ	Cure magic/skill seal, 1 ally

Support Magic			
English Name	MP	Japanese Name	Description
Munya	5	ムーニャ	Casts sleep, all enemies
Shin	10	シン	Seals Magic, 1 enemy
Fiora	12	フィオラ	Seals Skill, 1 enemy
Magneid	8	マグネイド	Draws enemy around target, range
Wao	5	ワオ	Raise attack level, 1 ally
Deigan	4	ディガン	Raise defense level, whole party
Byune	7	ビューネ	Raise action level, 1 ally
Runner	3	ランナ	Raise movement level, whole party
Stram	6	ストラム	Lower attack level, 1 enemy
Colde	7	コルデ	Lower action level, 1 enemy
Bikin	5	ビキン	Lower movement level, all enemies
Defros	5	デフロス	Lower defense level, all enemy
Kururu	10	クルル	Cause Confuse, Range
Pozu	15	ポズ	Cause Poison, range

Attack Magic			
English Name	MP	Japanese Name	Description
Gragin	15	グラギン	Earth attack, range
Grand Geo	40	グランジオ	Earth attack, all enemies
Syakia	16	シャキア	Snow attack, 1 enemy
Syakido	52	シャキド	Snow attack, all enemies
Huey	9	ヒューイ	Wind attack, range
Hue Slash	14	ヒュースラッシュ	Wind attack, one line of enemies
Huenneloon	45	ヒューネルン	Wind attack, all enemies
Raiga	24	ライガ	Electric attack, range

Raiden	36	ライデン	Electric attack, all enemies
Ryuurai	58	リュウライ	Electric attack, line of enemies
Tenrai	55	テンライ	Electric attack, 1 enemy
Burn	6	ヴァーン	Fire attack, 1 enemy
Burn Flame	16	ヴァーンフレイム	Fire attack, range
Burn Strike	20	ヴァーンストライク	Fire attack, 1 enemy
Hell Burner	42	ヘルヴァーナ	Fire attack, all enemies
Zunga	22	ズンガ	Explosion attack, range
Dezun	75	デズン	Explosion attack, all enemies
Meteo Strike	50	メテオストライク	Explosion attack, 1 enemy

--Skill Books--

Like the Magic Eggs, there are a total of 8 different skill books hidden in various different locations throughout the world. Each contains a different set of equippable skills. Below are the details of each book.

Adventurer's Book 冒険の書

English Name	Japanese Name	Description
Life Up	ライフアップ	HP Max + 50-800
Strength	ストレンクス	Strength + 10-50
Toughness	タフネス	+ 10-50 End up
Dash	ダッシュ	Speed + 10-50
Quick Use	道具使いの腕前	Faster item use time
Feather Fingers	盗賊の指	Raises percentage to receive an item

Magician's Book 魔道の書

English Name	Japanese Name	Description
Magic Power	マジックパワー	MP Max + 10-50
Intelligence	インテリジェンス	Intelligence + 10-50
Electric Fire Chant	電炎の呪法	Raise Fire, Lightning Damage 10%-50%
Exploding Fire Chant	爆炎の呪法	Raise Explosion, Fire Damage 10%-50%
Exploding Earth Chant	裂土の呪法	Raise Explosion, Earth Damage 10%-50%
Magic Recover	魔法リカバー	Recover time after magic use quickened

Warrior's Book 戦士の書

English Name	Japanese Name	Description
Life Up	ライフアップ	HP Max + 50-800
Toughness	タフネス	+ 10-50 End up
Speed	スピード	Speed + 10-50
Dodge	見切り	Increases dodge percentage
Take One For the Team	受身	IP gauge takes longer to decrease
Item Recover	道具リカバー	Recover time after item use quickened

Priest's Book 司祭の書

English Name	Japanese Name	Description
Life Up	ライフアップ	HP Max + 50-800
Mentality	メンタリティ	Mag.Def. + 10-50
Forest Water Chant	葉水の呪法	Raise Forest, Water dmg by 10%-50%
Flowing Ice Chant	氷流の呪法	Raise Snowstorm, Water dmg by 10%-50%
Green Earth Chant	緑土の呪法	Raise Earth, Forest dmg by 10%-50%
Magic Suck	魔力吸収	Absorb MP when hit by a magic attack

Violent Wind Book 疾風の書

English Name	Japanese Name	Description
Dash	ダッシュ	Speed + 10-50
Thunder Cloud	雷雲の呪法	Raise Lightning, Wind dmg by 10%-50%
Icy Wind	冷風の呪法	Raise Wind, Snowstorm dmg by 10%-50%
Sting Like A Bee	反撃ねらい	Sometimes counterattack after a dodge

Bait おとり Enemies mainly target this character

Swordman's Book 剣豪の書

English Name	Japanese Name	Description
Special Power	スペシャルパワー	SP Max + 10-50
Strength	ストレンクス	Strength + 10-50
Dodge	見切り	Increases dodge percentage
Take One For the Team	受身	IP gauge takes longer to decrease
Fighting Spirit	戦魂	Gain more SP back per attack
Skill Recover	技リカバー	Recover time after skill use quickened

Wiseman's Book 賢者の書

English Name	Japanese Name	Description
Magic Power	マジックパワー	MP Max + 10-50
Intelligence	インテリジェンス	Intelligence + 10-50
Mentality	メンタリティ	Mag.Def. + 10-50
Mage's Chant	魔道の呪法	Raises dmg of Fire, Wind, Lightning Explosion Magics
God Skill Chant	神秘の呪法	Raises dmg of Water, Earth, Forest Snowstorm Magics
Ancient Chinese Magic Secret	魔道の奥義	Single target magic attacks now cancel

Fighter's Book 武術の書

English Name	Japanese Name	Description
Life Up	ライフアップ	HP Max + 50-800
Special Power	スペシャルパワー	SP Max + 10-50
Speed	スピード	Speed + 10-50
Sting Like A Bee	反撃ねらい	Sometimes counterattack after a dodge
Fighting Spirit	戦魂	Gain more SP back per attack
One Shot Buster	渾身の一撃	Increases Critical Hit Damage

Weapons, Armor, & Item Lists

--Weapons 武器--

Angel Circle		エンゼルサークル	+116 att., eff.vs.undead
Arberlest	4500G	アルバレスト	+70 Att.
Army Sabre	750G	アーミーセーブル	+32 Att.
Army Smasher		破軍	+108 att., lower SP
Aroma Tree Root Herb		香木の根っこ	+75 Att., casts Refresh
Bardeissh		バルディッシュ	+86 att.
Battle Rod	960G	バトルロッド	+45 Att.
Bladeless Knife		無刃のナイフ	+0 att.
Buster Flail		バスターフレイル	+70 Att., -5 Move
Claymore	3600G	クレイモア	+60 Att.
Crossbow		クロスボウ	+35 Att.
Dark Angel Bow		黒天使の弓	+135 att., MP healed 10% of the dmg. you do
Dimension Knife		次元のナイフ	+55 Att., Warp while att.
Discus		????	????
Dragonfly Cutter		トンボ斬り	+60 Att., eff.vs. bugs
Dragonkiller Axe		竜殺しの斧	+58 Att., eff.vs. reptile
Earth Axe		大地の斧	+78 Att., +10 Def, Earth

Exorcism Bow		破魔の弓	+105 att. Eff.vs.undead
Falks	500G	ファルクス	+22 Att.
Fire Cane	1250G	火炎の杖	+40 Att., Fire
Flint Knife	2000G	フリントナイフ	+48 Att.
Flying Fish Bow	2400G	飛魚の弓	+55 Att., eff.vs. birds
Gold Flail	8200G	ゴールドフレイル	+92 Att., -5 Move
Gradius		グラディウス	+125 att.
Granias Sable		グラナサーベル	+150 att., lower SP consumption 15%
Great Sword Mikage	6900G	銘刀 ミカゲ	+77 Att.
Halberd	4400G	ハルベルト	+68 Att.
Hammer Axe	2200G	ハンマーアックス	+52 Att.
Hard Rock Cane	4200G	土石の杖	+60 Att., Earth, casts Gragin
Holy Spirit Rod		聖霊の杖	+138 att., lower MP consumption 10%
Holy Sword Soulblade	14000G	聖剣ソルブレード	+112 Att., lowers opp. def.lev. with attack
Huge Flail		ヒュージフレイル	+128 att., -5 move
Hunter's Knife	880G	ハンターナイフ	+36 Att., eff.vs. animals
Ice Pick		アイスピック	+44 Att., Snowstorm
Iron Rod	720G	アイアンロッド	+30 Att.
Lullabye Cane		子守歌の杖	+65 Att., Sleep
Magic God Shuriken		魔神手裏剣	+128 att., +5 action usage by 5%
Magic Sword Valbork		魔剣ヴァルボルク	+100 Att., heals HP 10% of damage dealt
Man Gorsh	4600G	マン ゴーシュ	+62 Att., +10 Def.
Multiple Knives	650G	マルチプルナイフ	+28 Att.
Napalm War Axe		爆炎の戦斧	+98 att., casts Burn Strike
Parudish	8000G	パルディッシュ	+86 Att.
Phoenix Rings		鳳凰輪	+142 att., attack recovers SP +1
Poison Knife		ポイズンナイフ	+50 Att.
Prayer Cane		祈りの杖	+22 Att.
Priest's Mace	12000G	司祭のしゃく杖	+99 Att., casts Herbal
Priestess' Rod	3500G	神官の杖	+55 Att., casts Cure
Red Lotus Cane	4200G	紅蓮の杖	+60 Att., Fire, casts Burnflame
Rune Axe	13500G	ルーナックス	+107 Att., lowers IP
Rusted Hoop		錆たフープ	+0 att.
Samurai Blade	900G	サムライブレード	+38 Att.
Shadow Blade	4000G	シャドウブレード	+44 Att., -4 Move, Death
Shamseal	620G	シャンシール	+26 Att.
Silence Sword	8500G	サイレンスソード	+85 Att., magic sealer
Silver Flail	6800G	シルバーフレイル	+82 Att., -5 Move
Staff of Tales	1800G	語り部の杖	+50 Att., Cures Confuse
Sword Breaker		ソードブレイカー	+110 att., lowers enemy att. level
Swordfish Blade	2200G	剣魚の刀	+52 Att.
Thunder Cry Sword		雷鳴の剣	+125 att., lightning
Twin Moons		双月	+77 Att.
Useless Cane		無用の杖	+0 att.
Weaponsmith's Finest	4500G	業物の太刀	+70 Att.
Whirlwind Cane	4200G	旋風の杖	+60 Att., Wind, casts Hueslash
Wise Man's Bow	7400G	ドキュウ	+85 Att
Zero Sword		ゼロの太刀	+0 att.

--Armor 防具--

Adventurer's Clothes		冒険の服	+16 Def.
Ancient Breastplate		古代の胸当て	+32 Def., Low IP usage
Angel Robe		天使のローブ	+62 def., regen HP during battle
Aura Armor		オーラアーマー	+64 def., skill att. damage raises
Auto Matter Suit		古代のスーツ	+40 def.
Black Crystal Armor	5500G	黒水晶の鎧	+38 Def.
Chain Mail	950G	チェインメール	+20 Def.
Dark Armor		ダールアーマー	+52 Def., SP +1 upon dmg.
Deep Crimson Bolero		深紅のボレロ	+22 Def.
Dragon Scale Armor	9800G	竜鱗の鎧	+50 Def.
Earth Breastplate		大地の胸当て	+42 Def., Lv2 Earth resist
Fairy Robe	2600G	妖精のローブ	+26 Def., Sleep/Confuse resist
Flame Armor		フレイムアーマー	+46 Def., Lv2 Fire resist
Flare Dress		フレアドレス	+30 Def. Lv2 Fire resist
Flying Dragon Vest	9500G	飛竜のベスト	+48 Def., +5 Move
Fushia Robe	4500G	紫紺のローブ	+35 Def., resist para.
Illusion Clothes		幻影の服	+32 Def., +5% Evade
Hero Breastplate		英雄の胸甲	+72 def., regen HP during battle
Holy Cross		ホーリークロス	+58 def., resist sick
Holy Knight Armor		聖騎士の鎧	+60 def., resist poison.
Holy Mother's Divine Robe		聖女の法衣	+68 def., resist all
Kensei Armor		剣聖の鎧	+75 def., raise skill att. dmg.
Kilpoaru	500G	キルポアール	+12 Def.
King's Garb		帝王のガーブ	+60 def.
Leather Armor	750G	レザーアーマー	+17 Def.
Leather Jacket	650G	レサージャケット	+14 Def.
Light Ring Armor		光輪の鎧	+55 def., Lv2 Lightning resist
Lion's Mail		獅子の陣羽織	+35 Def., +5 Att.
Magic Angel Dress		天魔のドレス	+72 def., Lv2 resist all stun, & sick
Moonlight Stone Armor		月光石の鎧	+65 def., resist magic seal
Ninja Clothes		忍びの服	+54 def., evade up 10%
Plate Mail	1400G	プレートメール	+25 Def.
Priest's Holy Garb	16000G	司祭の法衣	+54 Def., resist poison, para, sickness
Priestess' Garb	4500G	神官の法衣	+35 Def., Poison resist
Protector's Robe	1200G	看護のローブ	+22 Def., poison no eff.
Raincoat		レインコート	+10 Def., Sleep resist
Red Fur Coat	9200G	赤いファーコート	+46 Def., Lv2 Snowstorm resist
Reflect Mail		リフレクトメール	+68 def., reflect dmg. occasionally
Resist Dress		レジストドレス	+56 def., Lv1 resist all
Shell Armor		シェルアーマー	+26 Def.
Silver Dress	8000G	銀糸のドレス	+40 Def.
Sun Suit		太陽の衣	+70 def., lower IP time
Swordfish Armor	2800G	剣魚の鎧	+30 Def.

Sylph Wing Clothes		シルフの羽衣	+48 Def., Lvl Wind resist
Warrior's Mail	8500G	ウォーリアメール	+45 Def.
Valkyrie Dress		バルキリードレス	+74 def., +5 action

--Headgear 帽子--

Battle Helm	3400G	バトルヘルム	+30 Def.
Beast Leather Turban		獣皮のターバン	+14 Def.
Black Band		ブラックバンド	+24 def., resist sleep
Black Crystal Helmet		黒水晶の兜	+25 Def.
Bravery Bandana		勇気のバンダナ	+22 Def., +5 Act.
Charisma Helm		カリスマヘルム	+38 def., + 5 action
Dragonbone Helmet	4000G	竜骨の兜	+36 Def.
Electrolyte Tiara		雷光のティアラ	+26 Def., Lvl Lightning resist
Fairy Ribbon		フェアリーリボン	+32 Def., resist conf.
FeatherFoot Bandanna	3200G	イダテンバンダナ	+26 Def., +10 Move
Flame Bandanna		フレイムバンダナ	+30 Def., Lvl Fire resist
Hairband		髪結いバンド	+2 Def.
Hercules Helmet		金剛の兜	+42 def., lower IP time
Holy Crown		ホーリークラウン	+48 def., lower IP
Holy Knight Helm		聖騎士の兜	+44 def., resist skill seal
Iron Helm	600G	アイアンヘルム	+15 Def.
Lapis Lazuli Baret	3400G	瑠璃のバレッタ	+30 Def.
Lotus Tree Hairband	1080G	木蓮のヘアバンド	+16 Def., Lvl Earth resist
Lunar Shadow Tiara		月影のティアラ	+42 def., resist confu., Lvl snow resist
Master Mage's Hat	2000G	魔導師の帽子	+22 Def., resist mag.seal
Mercy Ribbon		慈愛のリボン	+46 def., regen HP during battle
Ogre Helm		オーガヘルム	+25 Def., -5 Move
Phoenix Hat		鳳凰の帽子	+34 def., lower IP time
Priest's Cap	5800G	司祭の帽子	+36 Def., resist magic & skill seal
Priestess' Cap	1750G	神官の帽子	+20 Def., Paralyse resist
Protector's Hat	450G	監護の帽子	+10 Def., resist sleep
Quilted Silk	800G	キルテッドシルク	+18 Def.
Red Beaded Hairpin		紅玉の髪飾り	+8 Def., Lvl Fire resist
Reflect Helm		リフレクトヘルム	+34 def., lower IP time
Seagull Feather Cap	1120G	水鳥の羽根帽子	+18 Def.
Starlight Tiara		星光のティアラ	+45 def., lower MP consumption 25%
Steel Plated Bandana	480G	鉄板付きバンダナ	+12 Def.
Stone Head		ストーンヘッド	+11 Def., Def. Knockback
Swordfish Helmet	1250G	剣魚の兜	+20 Def.
The "Man" Bandana		漢のハチマキ	+36 def., +10 att., lower IP time
Thick Gold Helmet		?????	?????
Thick Lthr. Bandanna	350G	厚革のバンダナ	+8 Def.
Traveler's Cap	300G	旅人の帽子	+6 Def.
War God's Helm		武神の兜	+50 def., lower IP
White Silk Hairband		白絹のヘアバンド	+2 Def.

--Shoes クツ--

Battle Boots	1800G	バトルブーツ	+12 Move, +12 Def.
Charm Low Tops		魅惑の厚底靴	+0 move, +25% evade
Children's Shoes		こども靴	+8 Move
Dash Shoes		ダッシュシューズ	+10 Move, +4 Def.
Flame Shoes		フレイムシューズ	+5 Move, +5 Def. Lv2 Fire resist
Giant Shoes		巨漢の靴	+5 Move, +5 Def.
God Mage Shoes		魔神の靴	+50 move, +10 def.
Goddess High Heel		女神のハイヒール	+5 move, +10 def., Lv 1 resist all
Heavy Boots	800G	ヘビィブーツ	+10 Move, +6 Def., Knockback no effect
High Heels		ハイヒール	+2 Move
Hunter's Boots	400G	ハンターブーツ	+8 Move, +4 Def.
Leather Footguards		革のすね当て	+0 Move, +4 Def.
Lion Boots		ライオンブーツ	+20 move, +20 def.
Mach Boots		マッハブーツ	+20 Move, +6 Def.
Magic High Heels	1100G	魔法のハイヒール	+12 Move, +8 Def.
Moutaineer Shoes	200G	登山靴	+6 Move, +2 Def.
Queen Heel		クイーンヒール	+10 move, +10 action, lower IP
Rainbow High Heel		虹のハイヒール	+14 move, +14 def., warp when dodge
Royal Boots		ロイヤルブーツ	+18 move, +18 def.
Shadow Shoes		シャドウシューズ	+15 move, +10 def., +10% evade
Snowshoes	420G	かんじき	+4 Move, Lv2 Snowstorm resist
Spirit King's War Boots		精霊王の戦靴	+5 move, +20 def., Lv2 resist all
Strange Wooden Shoes		奇妙な木靴	+5 move, +5 def., warp when dodging
The "Man" Steel Geta		漢の鉄ゲタ	-5 move, +10 att.
Time Warp Shoes		次元の靴	+0 Move, +10 Def., warp when attacking
War God's Helm		武神の兜	+50 def., lower IP
Warrior's Shinguard	1400G	戦士の具足	+10 Def., +10 Def.
Wing Boots		ウィングブーツ	+15 Move, +5 Def. Lv2 Earth resist
Wolf Boots		ウルフブーツ	+15 move, +15 def., +5% evade

--Accessories アクセサリー--

Angel Ring		天使の指輪	+10 def., Regen during battle
Anger Ring		怒りの指輪	+10 att., raise SP recov during battle 3
Anklet	1000G	アンクレット	+40 Move
Anti-Magic Seal Amulet	400G	魔封じの護符	Protect agnst. magic seal
Anti-Paralyze Amulet	250G	麻痺の護符	Paralyze Resist
Anti-Poison Amulet	250G	毒の護符	Poison Resist
Anti-Skill Seal Amulet	400G	技封じの護符	Protect agnst. skill seal
Attachable Stone	120G	つけもの石	+5 Def., -5 Move
Bead Ring	1500G	まが玉	+15 Def., resist sleep, conf.
Black Belt		ブラックベルト	+15 att., raise skill att.dmg. power
Bonds of Trust		信頼のきずな	+5 Move, Raises IP

Cold-Protect Mantle	800G	防寒のマント	+10 Def., Lv3 Snowstorm resist
Coral Necklace		サンゴの首飾り	+10 Def., resist poison, sleep, confusion
Counter-Attack ring		反射の指輪	+10 def., reflect dmg
Dark Ring		ダークリング	nullifies attacks under 100 dmg
Demon's Tear		鬼神の涙	+1 Combo Attack
Earth Amulet	400G	土の御符	Lv5 Earth Resist
Energy Charm		エナジーチャーム	lowers SP consumption 25%
Energy Ring		エナジーリング	+15 def., raise SP recov during battle 5
Falling Star Earring		流星ピアス	+? move, +25% dodge
Fire Amulet	400G	火の御符	Lv5 Fire Resist
Fire Lizard's Tail		火トカゲのしっぽ	+20 att., Lv10 Fire resist
Fire Resist Pendant		耐火のペンダン	+10 Def., Lv3 Fire Resist
Friendship Necklace		友情のネックレス	+25 Def.
Gauntlet	800G	ガントレット	+15 Def.
General's Armlet	5000G	将軍の腕輪	+40 Def.
Godly Speed Armlet		神速の指輪	+15 action
Healing Ring	500G	癒しの指輪	+5 Def., casts Keroma
Herakles Belt	6200G	ヘラクレスの帯	+40 Att.
Holy Dragon Scale		天竜の鱗	take no dmg. for hits under 200 dmg.
Iron Ore Brooch		鉱石のブローチ	+10 Def., Lv3 Earth Resist
Insomnia Amulet	250G	睡眠の護符	Protect against sleep
Jade Charm		ひすいのチャーム	+2 Def. & Att.
King's Pride		王者のほこり	+25 att., raise skill att.dmg. power
Leather Bracelet		革の腕輪	+4 Def.
Lightning Amulet	400G	稲妻の御符	Lv5 Lightning Resist
Mage King's Necklace		魔王の首飾り	lower MP consumption 25%
Magic Armlet	1500G	魔法の腕輪	+20 Def.
Mana Crest		マナの紋章	lower MP consumption 15%
Mebius Ring		メビウスリング	+2 Att., Def., Action, & Move
Mirage Earring		ミラージュピアス	+10 Move, +15% Evade
Mysterious Veil		神秘のヴェール	resist all
North Wind Mantle		北風のマント	+10 Move, Lv3 Wind Resist
Pretty Armlet		きれいな腕輪	Sell for lots of money
Pretty Necklace		きれいな首飾り	Sell for big bucks
Protect Ring		守りの指輪	???
Rage Ring		怒りの指輪	+10 Att., hit enemy and SP recovers +3
Raincoat		レインコート	+10 def., resist sleep
Resistance Necklace		忍耐のネックレス	+10 Act., Lessens IP
Revival Stone		復活の秘石	+5 Def., auto-revive one time
Ring of Godly Speed		神速の指輪	+15 Act.
Rune Ring		ルーンの指輪	+5 Act., Lessens IP
Savior's Token	4000G	救護の礼	Slowly refills HP
Shura's Soul		修羅の魂	+2 Combo
Silver Bracelet		銀のブレスレット	+8 Def.
Snake Earring		スネークピアス	+10 Def., Poison Resist
Snowstorm Amulet	400G	吹雪の護符	Lv5 Snowstorm Resist
Sonic Belt		ソニックベルト	+40 action

Stabilizer Amulet	250G	混乱の護符	Protect against confuse
Strange Armlet		怪力の腕輪	Att. +5
Talisman	1500G	タリスマン	+15 Att., resist poison, para
Thunder Ring		サンダーリング	+10 Def., Para. Resist Lv3 Lightning Resist
Titan Ring	1800G	タイタンリング	+20 Att.
Tree Spirit's Protection		神木の護り	lowers SP consumption 15%
Vaccination Amulet	600G	病気の護符	Resist sickness
Wild God's Protection		荒神の護り	Lv3 resist all
Wind Amulet	400G	風の御符	Lv5 Wind Resist

--Mana Eggs マナエッグ--

Chaos Egg		カオスエッグ	Fire, Wind, Lightning; for magicians
Dragon Egg		ドラゴンエッグ	all attack magics
Fairy Egg		フェアリーエッグ	Water, Earth, Forest
Gravity Egg		グラビティエッグ	Fire, Earth, Explosion; shaker of continents
Mist Egg		ミストエッグ	Wind, Water, Snowstorm; atmosphere egg
Holy Egg		ホーリーエッグ	Water, Earth, Forest; for priestesses
Soul Egg		ソウルエッグ	Wind, Water, Lightning; power of the wisemen
Star Egg		スターエッグ	Lightning, Explosion

--Healing Items 回復アイテム--

Anti-Paralyze Potion	14G	マヒなんこう	Cures Paralyze
Antidote	14G	毒消し草	Cures Poison
Blueberry	40G	ブルーベリー	Restores 25 SP
Blueish-Green	750G	紺碧の秘薬	Heals 1500 HP; party
Secret Concoction			
Butter Roll	120G	バターロール	Heals 50 SP; 1 ally
Cure-All	500G	万能薬	Heals all status
Eyedrops	14G	点眼薬	Cures Blindness
Fresh Sandwich	100G	フレッシュサンド	Heals 600 HP; cures Poison, Para.; 1 ally
Gold Secret Concoction		黄金の秘薬	heals all SP, 1 ally
Golden God Statue		黄金の神像	Heals 5 MP; 1 ally
Golden Nuts		ゴールドデンナッツ	Heals 72 HP; 1 ally
Grail Nut	120G	グレイルの実	Heals 50 MP; 1 ally
Harp of Healing		やすらぎの豎琴	Heals 200 HP; range; breaks after many uses
Healing Aroma Herb	400G	癒しの香木	Heals 1000 HP; party
Healing Fruit	100G	癒しの果実	Heals 1200 HP; 1 ally
Healing Herb	50G	癒しのハーブ	Heals 250 HP; party
Healing Potion	24G	傷ぐすり	Heals 400 HP; 1 ally
Herb	10G	薬草	Heals 200 HP; 1 ally
Hero's Revival Potion		英雄の薬	revive 1 ally, raise all stats +5
Indigo Secret Concoction		青藍の秘薬	heal all MP, 1 ally
Lion Harp		獅子の豎琴	heals 25 SP; breaks after several uses
Magic Power Potion		魔力の薬	heal 100 MP, 1 ally
Magic Unsealer	50G	魔法の解呪	Unseals sealed magic

Mana Harp		マナの豎琴	Heals 25 MP; 1 ally
Mikeroma Scroll	120G	ミケロマの巻き物	Heals 500 HP; party
Miracle Revive Potion		奇跡の復活薬	revive a person before they die (Araise)
Mysterious Secret Concoction		神秘の秘薬	heals 800 HP, 1 ally
Paopabu Nut	360G	パオポフの実	Heals 100 SP
Potato Bug Fry		イモ虫つくだ煮	heals 1000 HP, range, cures sick
Purification Herb	40G	清めのハーブ	Cures Paralyze, Poison
Red Rum	250G	真紅の秘薬	Heals 1600 HP; 1 ally
Resurrection Potion	500G	ヨミの復活薬	Resurrects 1 ally
Rumial's Flowers	40G	ルミルの花	Restores 25 MP
Sacred Healing Potion	60G	聖なる傷ぐすり	Heals 800 HP; 1 ally
Skill Unsealer	50G	秘技の解呪	Unseals sealed skills
Skill/Magic Unsealer	150G	解呪の巻き物	Heals Magic & Skill Seal
Stablizer	20G	気付け薬	Cures Confusion
The Light Tree Nut		光の木の実	heals all SP, whole party
Toad Oil		がまの油	Heals 300 HP; 1 ally; Def. level +2
Torte's Grass Whistle	30G	トルテの草笛	Cures Sleep
Vaccine	100G	ワクチン	Cures Sickness

--Battle Items 攻撃アイテム--

Adrenaline Fruit	20G	感応の果実	act.lev. +1; range
Bone Harp		骨の豎琴	def.lev. -2; breaks after many uses
Debugger Bomb	60G	殺虫弾	650 dmg; fire; eff.vs. bugs; 1 enemy
Demon Ash		デーモンアッシュ	lowers all stats -1, 1 enemy
Dynamite	240G	ダイナマイト	1000 dmg; range
Electric Magic Stone	150G	電雷の魔石	750 dmg; lightning; resist para.; range
Enchanting Sleep Harp	250G	誘眠の豎琴	Sleep; breaks after many uses
Escape Fruit	50G	脱力の種	act.lev. -1
Exploding Mushrooms	20G	爆弾キノコ	400 fire dmg; 1 enemy
Facepaint		フェイスアップ	act.lev +5; 1 ally
Flabby Fruit	50G	な弱の果実	Lowers def. level; range
Fighter's Manicure		戦いのマニキュア	att.lev. +5
Fire Bomb Arrows		石火弾	1500 dmg., all enemies
Fire Bullet		火炎弾	300 dmg., range, Fire
Fire Magic Stone	200G	火炎の魔石	650 dmg; fire; range
Fireball Scroll	50G	火の球の巻き物	400 dmg; fire; 1 enemy
Fishman's Harp		人魚の豎琴	casts confuse, range
Gold Feather		ゴールドフェザー	Increases IP; range
Guard Mushroom	50G	ガードキノコ	def.lev. +2; range
Hand Grenades	60G	手榴弾	300 dmg; range
Holy Electric Mag.St.	750G	電神の秘石	1500 dmg; eff.vs. evil; electricity; all
Hyper "Moge" Bomb		ハイパーモ爆弾	2000 dmg., all enemies, cancels actions
Ice Fang Magic Stone	150G	氷牙の魔石	1200 dmg; snowstorm; 1 enemy
Kuko Nut	10G	クコの実	Confusion; 1 enemy
Lute of Silence	250G	静寂のリュート	Seals Magic; range; breaks after many uses
Makibishi	150G	マキビシ	600 dmg; -1 move; range

Meteo Scroll		メテオの巻物	2500 dmg., 1 enemy, casts Meteo Stk.
Moge Bomb	250G	モゲ爆弾	500 dmg; range; raise enemy's IP usage
Muscle Mushroom	50G	マッスルキノコ	+2 Att. level; range
Quake Magic Stone	200G	地震の魔石	650 dmg; earth; range
Platinum Feather		プラチナフェザー	heals all, greatly speeds up IP
Red Sparrow Magic Stone		朱雀の秘石	1200 dmg., 1 enemy, Fire
Red "Tengu" Mushroom	120G	ベニテングタケ	900 dmg; poison; 1 enemy
Resistance Fruit	20G	忍耐の果実	def.lev. +1; range
Resurrection Magic Stone		?????	?????
Runner Mushroom	50G	ランナーキノコ	move lev. +2; range
Sacred Ash	200G	聖灰	700 dmg; strong against undead
Sandman's Beard		サンドマンのビゲ	500 dmg; 1 enemy def.lev. -1
Scatter Magic Stone		飛散の秘石	spreads out the party
Shrapnel Magic Stone		飛散の秘石	knocks ally away fm. user
Silence Lute		静寂のリユート	seals magic, range
Silver Feather		シルバーフェザー	increases IP; 1 ally
Slowpoke Fruit	50G	ドン足の果実	lowers move. level; range
Speed Fruit	20G	早駆けの果実	speed +1
Speed Mushroom	50G	スピードキノコ	act.lev. +2; range
Spider Web		クモの糸	1200 dmg, range, -1 action
Strength of 10,000 Men Fruit	20G	万人力の果実	+1 Att. level; range
Super Moge Bomb		スーパーモゲ爆弾	1000 dmg; strong IP dmg.; range
"Tengu" Mushrooms	30G	テングタケ	250 poison dmg; 1 enemy
Tree God's Charm		神木の護り	lowers SP usage 15%
War God's Charm		武神の護り	skill & magic seal resist casts Refresh
Weakling Fruit	50G	非力の果実	att.lev. -1; range
Whirlwind Scroll	60G	つむじ風の巻き物	300 dmg; wind; range
Wind Magic Stone	200G	疾風の魔石	700 dmg; wind; 1 line

--Valuable Items 貴重品--

Adventurer's Book		冒険の書	Skill book
Astral Miracle		アストラルの奇跡	SC are doubled (just by having this item)
Ether Miracle		エーテルの奇跡	MC are doubled (just by having this item)
Fighter's Book		武術の書	Skill book
Hero's Spirit		英霊の御魂	Exp.pts. doubled (just by having this item)
Magic Transference		魔法の伝承	adds 1000 MC to your total
Magician's Book		魔道の書	Skill book
Misanga		ミサンガ	adds all of Malegg's SP back to your total
Poff Nut		ポフの実	Use 3 to acquire Kyaro
Priest's Book		司祭の書	Skill book
Roan's Medal		ロアンのメダル	Keepsake from his mother
Seed of Life		生命の種	Max HP +5
Seed of Magic		魔術の種	Map MP +10
Seed of Magic Power		魔力の種	Magic Power +3

Seed of Power	力の種	Strength +3
Seed of Protection	守りの種	Endurance +3
Seed of Quick Attack	速攻の種	attack speed is raised permanently
Seed of Skill	秘技の種	Max SP +10
Seed of Speed	走りの種	Speed +3
Seed of Wisdom	精神の種	Intelligence +3
Skill Transference	技の伝承	adds 1000 SC to your total
Swordsman's Book	剣豪の書	Skill book
Warrior's Book	戦士の書	Skill book
Whirlwind Book	疾風の書	Skill book
Wiseman's Book	賢者の書	Skill book

Beastiaary

--Normal Enemies--
(alphabetical order)

Ancient Warrior	古代の戦士	
2040 HP	172 SC	14 MC
194 Exp.	196 G	
Special Att.:	Hyper Blaster (1040 dmg, 1 person), Heat Spiral (500 dmg, range)	
Angry Spirits	怨霊	
670 HP	19 SC	30 MC
15 Exp.	34 G	
Special Att.:	Power Drain (~100 dmg), Ice Prickle (~70 dmg; range) Magneid (draws party around target; range)	
Big Devil	大悪魔	
5800 HP	270 SC	320 MC
20 Exp.	240 G	
Special Att.:	Dezun (4500 dmg, all party), Burn Flame, Burn Stroke, Zunga	
Bigfoot	ビッグフット	
780 HP	47 SC	35 MC
29 Exp.	46 G	
Brain Bat	ブレインバット	
1480 HP	32 SC	135 MC
60 Exp.	103 G	
Chameleon	カメレオン	
780 HP	27 SC	13 MC
14 Exp.	50 G	
Clay Birds	ハニワ鳥	
1800 HP	89 SC	127 MC
72 Exp.	119 G	
Special Att.:	Defros (-1 def.; party), Feather Needle (~500 dmg; line)	
Crimson Claw	クリムソクロー	
1230 HP	41 SC	28 MC
31 Exp.	65 G	

Special Att.: Skill Seal Step (~100 dmg., seals skills; 1 char)

Death Doberman デスドールベルマン
1790 HP 26 SC 115 MC
166 Exp. 106 G
Special Att.: Hues Rush, Shin

Desert Diver デザートダイバー
1300 HP 58 SC 44 MC
56 Exp. 126 G
Special Att.: Acid Spray (~160 dmg), Terra Break (~540 dmg)

Dino Freezer ダイノフリーザー
1830 HP 122 SC 48 MC
78 Exp. 134 G

Dodo Bird ドードー
230 HP 10 SC 8 MC
6 Exp. 7 G

Dragon Knight 竜騎士
2130 HP 98 SC 73 MC
92 Exp. 171 G
Special Att.: Stram, Electricity Ball (750 dmg)

Dragonoid ドラゴノイド
960 HP 31 SC 42 MC
32 Exp. 63 G
Special Att.: Flame Shot (~150 dmg)

Emerald "Haniwa" エメラルドハニワ
1860 HP 192 SC 156 MC
216 Exp 271 G
Special Att.: Shakia, Snowflakes (700 dmg, range), Fiora, Colde

Fenni Bird フェニーバード
1570 HP 14 SC 76 MC
49 Exp. 26 G

Fish Man 魚人
980 HP 40 SC 10 MC
24 Exp. 160 G
Special Item: Mist Egg (Duram Cave)

Flame Toad フレイムトード
940 HP 20 SC 32 MC
35 Exp. 18 G

Frost Frog フロストフロッグ
400 HP 26 SC 17 MC
11 Exp. 37 G

Gargoyle ガーゴイル
380 HP 54 SC 21 MC
18 Exp. 12 G
Special Att.: Hues Rush (~125 dmg), Huey (wind dmg; range)

Giant Potato Bug 大芋虫
630 HP 33 SC 36 MC
21 Exp. 5 G

Giant Snow Crab		おおやしがに
560 HP	37 SC	37 MC
36 Exp.	12 G	
Special Item: Earthquake Magic Stone		
Giga Mantis		ギガマンティス
1460 HP	49 SC	16 MC
42 Exp.	53 G	
Hammerhead		ハンマーヘッド
830 HP	48 SC	38 MC
33 Exp.	48 G	
Special Att.: Gigas Blade (~125 dmg)		
Hellhound		ヘルハウンド
580 HP	22 SC	53 MC
19 Exp.	54 G	
Hibagon		ヒバゴン
2130 HP	18 SC	4 MC
148 Exp.	117 G	
Immune Cell		イミューンセル
1540 HP	84 SC	41 MC
64 Exp.	64 G	
Killer Tree		キラーツリー
2310 HP	68 SC	12 MC
234 Exp.	186 G	
Special Att.: Napalm Fruit (810 dmg)		
Land Cougar		ランドクーガー
1000 HP	17 SC	49 MC
25 Exp.	22 G	
Special Att.: Runner (move +2), Hue Slash (~170 dmg)		
Madra Spider		マドラグモ
250 HP	15 SC	5 MC
8 Exp.	1 G	
Magic Stun Snake		シビレマムシ
1080 HP	45 SC	47 MC
52 Exp.	47 G	
Mind Eater		マインドイーター
2200 HP	138 SC	113 MC
361 Exp.	142 G	
Special Att.: Mana Capture (sucks 25 MP from single player), Raiden, Spark Spine (1000 dmg, range).		
Rock Snake		
280 HP	24 SC	20 MC
12 Exp.	27 G	
Sandman		サンドマン
340 HP	16 SC	15 MC
13 Exp.	25 G	
Special Att.: Sand Spray (~50 dmg)		

Scaled Fish Warrior 魚鱗の戦士
1160 HP 51 SC 33 MC
45 Exp. 93 G
Special Att.: Illusion Mist Egg (~65 dmg)

Skull Snail スカルスネイル
920 HP 25 SC 46 MC
30 Exp. 15 G
Special Att.: Fiora (seals magic)

Snow Leopard スノーレパード
4600 HP 175 SC 160 MC
150 Exp. 150 G
Special Att.: Colde, Pikin, Syakia

Star Mirage スターミラージュ
720 HP 39 SC 19 MC
16 Exp. 73 G
Special Att.: Power Press (~110 dmg)
Special Att.: Blood Sucker Pin (~270 dmg)

Tarantula タランテラ
1270 HP 94 SC 43 MC
53 Exp. 45 G
Special Att.: Break Net (~dmg 250, causes Sickness)

Twin Ogre ツインオーガ
680 HP 52 SC 29 MC
27 Exp. 38 G
Special Item: Ogre Helm

Valmar Moth ヴァルマーモス
3200 HP 120 SC 100 MC
200 Exp. 80 G

Vampire Tree 奪命樹
1340 HP 63 SC 51 MC
54 Exp. 70 G
Special Att.: Apple Throw (~675 dmg)

Venomous Rapper ベノマスラーパ
1620 HP 72 SC 52 MC
57 Exp. 56 G

Warriors fm Another Dimension 異次元戦士
850 HP 59 SC 3 MC
28 Exp. 41 G
Special Att.: Power Crush (~300 dmg), Air Slash (~70 dmg)
Special Item: Dark Ring

Wind-slasher Bugs 風きり虫
420 HP 11 SC 18 MC
5 Exp. 23 G

Winged Brain ヴェインブレイン
800 HP 8 SC 65 MC
17 Exp. 72 G
Special Att.: Stram (pow.lev. -2)
Raiga (~100 dmg)

--Bosses--
(in order of appearance)

Millenia

???? HP 0 SC 0 MC
0 Exp. 0 G
Special Att.: Burn, Storm
(cannot be defeated)

Duramataurus デュラムタウロス

4200 HP 720 SC 0 MC
210 Exp. 0 G
Special Item: Adventurer's Book

Beast Man 獣人

4800 HP 100 SC 0 MC
150 Exp. 0 G
Special Att.: Beast Fang Slash (~300 dmg)

Valmar's Tongue 8000 HP ヴァルマーの舌

Head 5000 HP 頭部

Left Hand 4000 HP 左手

Right Hand 4000 HP 右手

1200 SC 800 MC
500 Exp. 800 G

Special Att.: Giant Stomp (~50 dmg), Starving Tongue (~150 dmg; party),
Moonya (sleep; party)

Special Item: Magician's Book

Eyeball Bats 目玉コウモリ

3000 HP 225 SC 225 MC
50 Exp. 195 G

Special Item: Warrior's Book

Valmar's Eye 12000 HP ヴァルマーの目

Right Tentacle 6000 HP 右蔓

Left Tentacle 6000 HP 左蔓

1800 SC 1800 MC
800 Exp. 1200 G

(SC, MC, Exp., G are for the entire battle, including the 4 Eyeball Bats)

Special Att.: Shakia (~500 dmg)

Special Item: Gravity Egg, Dimesion Knife, Demon Tear

Valmar's Nail 14000 HP ヴァルマーの爪

Right Arm 8000 HP 右腕

Left Arm 9000 HP 左腕

2400 SC 1200 MC
1000 Exp. 2100 G

Special Att.: Magneid (draws party around target; range)

Tail Piercer (~450 dmg), Fiora (seals magic),

Nail of Hate (~775 dmg), Hellfire Breath (~200 dmg; range)

Special Item: Whirlwind Book, Mana Crest

Melphis ????? HP メルフィス

Sword ????? HP 剣

Multiplying Area ????? HP 増殖部位

0 SC 0 MC

0 Exp. 0 G

(cannot be damaged/defeated)

Special Att.: Magic Dimensional Sword (~400 dmg)

Crimson Tail クリムゾンテイル

9800 HP 2400 SC 600 MC

500 Exp. 1000 G

Special Att.: Phantom Echo (~470 dmg)

Special Item: Soul Egg

Melphis 19000 HP メルフィス

Magic Sword 11000 HP 魔剣

Multiplying Area 13000 HP 増殖部位

3600 SC 1800 MC

1500 Exp. 0 G

Special Att.: Magic Dimensional Sword (~1200 dmg),
Magneid (draws party around target; range),
Stram (pow.lev. -2), Defros (-1 def.; party),
Buene, Rock Nail Slash (~1000 dmg),
Wow (+1 attack), Shin (seals magic),
Gragin

Special Item: Magic Sword Valbork, Sword Master's Book, Shura's Soul

Note: Ryudo's sword attacks are ineffective against Magic Sword

WreckGuarder 16000 HP レックガーダー

Snow Leopard 4600G スノーレッパード

1600 SC 320 MC

700 Exp. 150 G

Special Att.: Buster Horn (~1000 dmg)

Special Item: Fusion War Axe, Pretty Necklace

Naga Queen ナーガクイーン

12500 HP 0 SC 640 MC

375 Exp. 800 G

Special Att.: Freeze Sight (~800 dmg, -2 speed & move)

Special Item: Star Egg

Tio Commander テイオ

30000 HP 4000 SC 4000 MC

900 Exp. 0 G

Special Att.: Absolute Wind (~800 dmg; party), Silence (seals magic)

Special Item: Army Smasher Ring

Valmar's Body 28,000 HP ヴァルマーの身体

Left Tentacle 14,000 HP 左触手

Right Tentacle 14,000 HP 右触手

6000 SC 6000 MC

1600 Exp. 4000 G

Special Att.: Inhale (draws the party around a target and sucks them
toward boss)

Poosu (~350 dmg, poison)

Special Item: Angel Circle, Savior's Token

Granas Holy Knights グラナス騎士

2430 HP 150 SC 0 MC

90 Exp. 200 G

Valmar's Heart 20000 HP ヴァルマーの心臓

Right Eye 13000 HP 右目

Left Eye 13000 HP 左目

8000 SC 8000 SC

1800 Exp. 4500 G

Special Att.: Defros, Burn (~225 dmg), Korude (move -2),
Blood-Sucking Crazy Smash (~575 dmg)
Special Item: Goddess High Heel, Holy Cross

Egg Guardian 28000 HP 卵のカーディアン
Dead Wasp 4800 HP デッドワズプ
10000 SC 10000 MC
2000 Exp. 3600 G
Special Att.: Runner, Magneid, Huey,
Wasp Creation (creates 4 new Dead Wasps)
Special Item: Angel's Robe

Valmar Fly ヴァルマーフライ
3600 HP 350 SC 0 MC
75 Exp. 125 G
Special Item: Red Rum

Valmar Yang ヴァルマーヤング
7200 HP 700 SC 0 MC
300 Exp. 425 G

Dual Fist デュアルフィスト
19000 HP 3200 SC 0 MC
900 Exp. 1200 G
Special Att.: Blizzard Rise (500 dmg)
Special Item: Spirit King's War Boots

Guardian ガーディアン
16000 HP 0 SC 2000 MC
1000 Exp. 1600 G
Special Att.: Sparks Slice
Special Item: Phoenix Rings

Valmar Magna ヴァルマーマグナ
20000 HP 100 SC 600 MC
1200 Exp. 0 G
Special Att.: Magna Boreing (860 dmg), Magna Ripper (750 dmg)

Valmar's Core 48000 HP ヴァルマーコア
Center Face 41950 HP 中顔
Left Face 34000 HP 左顔
Right Face 28000 HP 右顔
0 SC 0 MC
0 Exp. 0 G

Special Att.:
(Valmar's Core): Judgement Time (1700 dmg, all), Dead Claw (820 dmg),
Hammer Throw (610 dmg), Banish (eliminates all bonus
stats you have added to your characters)
(Center Face): Light of Destruction (1400 dmg)
(Left Face): Huey, Shakia, Nail of Hate (1350 dmg), Burn Strike,
Grand Geo
(Right Face): Mikeromamu, Pozu

Millenia ミレーニア
23000 HP 6000 SC 0 MC
0 Exp. 0 G
Special Att.: All the special attacks that Normal Millenia has.
Special Item: Dark Angel Bow

Valmar's Tongue 27000 HP ヴァルマーの舌

Head Area 9000 HP 頭部
Right Hand 18000 HP 右手
Left Hand 18000 HP 左手

8000 SC 2000 MC

6000 Exp. 0 G

Special Att.:

(Valmar's Tongue): Gobble (1100 dmg), Giant Bound (850 dmg, range)

(Head Area): Air Bite (1000 dmg, 1 person)

(Right Hand): Venom Swipe (450 dmg, poisons)

(Left Hand): Burn Swipe (600 dmg)

Special Item: Starlight Tiara, Indigo Secret Concoction,
Blueish-Green Secret Concoction, Gold Secret Concoction

Valmar's Eye 20000 HP ヴァルマーの目

Left Tentacle 20000 HP 左蔓

Right Tentacle 20000 HP 右蔓

Eyeball Bats 20000 HP 目玉のコウモリ

8000 SC 2000 MC

6000 Exp. 0 G

Special Att.:

(Valmar's Eye): Runner, Pollen Dispersment (700 dmg), Huey

(Left Tentacle): Sweet Sleep Spores (540 dmg, causes sleep)

(Right Tentacle): Poison Mist Spores (560 dmg)

(Eyeball Bats): Delta Burst (1150 dmg)

Special Item: Queen Heel, Red Rum, Bluish-green Secret Concoction,
Indigo Secret Concoction

Valmar's Heart 25000 HP ヴァルマーの心臓

Right Eye 16000 HP 右目

Left Eye 16000 HP 左目

8000 SC 2000 MC

6000 Exp. 0 G

Note: Strong versus Electricity

Special Att.:

(Valmar's Heart): Blood Vessel Crazy Swipe

(Right Eye): Stram, Byune

(Left Eye): Stram, Pikin, Colde, Defros

Special Item: Magic Angel Dress, Bluish-green Secret Concoction,
Mysterious Secret Concoction

Zera Valmar ゼラヴァルマー

36000 HP 0 SC 0 MC

0 Exp. 0 G

Special Att.: Syakia, Dezun, Pozu, Tenrai,
God's Breath (plus 1 to all battle stats)

Misc.

--Common Questions--

1. Where in the hell is the drink that I have to buy Elena?
- Buy from the small orange roofed vendor. There will be a blank selection (no words) at the bottom of the list. Choose it.
2. What happens during the part where you are in Ryudo's mind if you choose the wrong answer?
- Nothing. The game won't let you choose the right answer. Ryudo can't proceed until he chooses no.

3. How many eggs and books are there?
 - There are 8 books and 8 eggs. The 7th book (Fighter's Book) is received by winning the mini-game in Malegg's town (nut collection game). You get it on the 5th time you play if you get 16 or more nuts. The 8th book (Wiseman's Book) is located in the birthplace of the gods. The 7th egg (Fairy Egg) is located in the Special Stage (Raul Hills 2nd time) next to Sairam Kingdom. The 8th egg (Dragon Egg) is located in the birthplace of the gods (same treasure chest as the Wiseman's book).
4. What is the strongest egg in the game?
 - The Dragon Egg has all the attack magics in it, so would be the strongest.
5. Where exactly is the chest with the Dragon Egg and Wiseman's Book?
 - It's in the Birthplace of the Gods dungeon on the first floor. First activate all the orbs (blue, yellow, and red) then go back up to the 1st floor and de-activate the red orb. Now you will be able to go through a door you couldn't before (in the room with the red orb, after you de-activate the orb 2 doors will close and 2 will now be open. You have to go through the door on the left if you were facing away from the entrance). Once inside the room you will see another one of the tiny light-shooting statues. You must position the mirrors so that the shot you fire bounce in to the main red orb. To do this move the mirror stand in the middle of room to it's middle setting. Move the mirror stand on the side wall to it's far position. Now fire and you should get the chest.
6. What is the best way to get SC, XP, and MC?
 - Wait until the end of the game and then go to the special stage. You can find an item that doubles your MC and XP. Get that and then come back and kill all the 'big devils' that you can. You probably don't have to worry about SC since you will get all of Malegg's back. Also you can buy MC and SC at the traveling merchant who is outside of the birthplace of the gods, but only after Ryudo comes out (right before you enter Valmar's body).
7. Do you get anything for playing through the game a second time?
 - According to rumor there are a few new items that appear in certain places. For example, rumor has it that there is a new sword on the 3rd floor of the tower with the gargoyles. There are supposed to be other items as well, but nothing that is really all that great.
8. Is Game Arts planning on releasing a Digital Museum disc like the did for Grandia 1 on the Saturn?
 - I haven't heard of any such plans so far but we can always hope.
9. Is Grandia II coming out on the PlayStation2?
 - While it might be ported over in the future (as was the case with Grandia I), expect Sega to do all that they can to keep it a Dreamcast exclusive for as long as possible

--Songs--

Composed by Tokuyuki Iwadare

Translated from the Japanese translation of the original Portuguese

(Portuguese)	(English)
Cancao do povo	The Song of the People
Louvem! madrugada alma bela danca de terra o sintam ! o vendaval da coragem	Praise! The sunrise, The beautiful spirits, the earth dance. Feel! The valiant courage of the huge wind.
Transbordem! leite da terra beijo do ceu chuva do rejubilo	Overflow! The milk of Mother Earth, Kiss from heaven, joyful rain.

uma semete peguena desejo
grande grande grande...

A tiny seed, that is
a large, large wish...

Cultivem, um caminho novo caminho
Festejem, Ceifem um milhao
de espigas as espigas do destino

Cultivate, the single road, the new road
Celebrate, clear the land,
A million stalks of grain, the wheat of
life

Cantem, a nossa cancao
Transmitam, cancao do povo
forca cordial porta da esperanca...

Sing, our song
Convey, the song of the people
That is the sword of warmth, the door
of hope...

(Portuguese)

(English)

A Deus

God

nascer do sol palavras milagre

Along with the sunrise, words overflow,
miracles occur.

agua pura uma lagrima

That is, the purest of water, a
meaningful tear, peace, light, love.

paz luz amor...

The fruit of the field, inhale the
freedom with each breath.

fruto agreste respiracao liberdade

The world is in harmony, the blessed
wind blows.

harmonia vento da bencao
agradecimento...

Everything is appreciated
And there, before long, the storms, the
doubt, and the darkness...

tempestade inquietacao escuridao

Change to a warm, bright day in which
to celebrate.

luz do sol alegria gracias a deus...

God, thank you. I appreciate all of
your servants.

--Cast--

Ryudo	Shotaro Morikubo	森久保 洋太郎
Skye	Yuki Horino	堀之 紀
Elena	Hiroko Konishi	小西 寛子
Millenia	Miwa Yanagihara	柳原 みわ
Roan	Kyoko Tsuruno	恭子 鶴野
Malegg	Daisuke Kyori	郷里 大輔
Tio	Junko Iwao	岩男 潤子
Melphis	Kazunobu Chiba	千葉 一伸
Zera	Yu Saka	阪 侑
Selene	Misa Watanabe	渡辺 美佐
Karupacho	Tomohisa Aso	麻生 智久
Gatta	Tamotsu Nishiwaki	西脇 保
Elmo	Rika Komatu	小松 里賀

--Melodia Tracklist--

Those who purchased the Limited Edition Grandia II Special Package (Japanese version) got the bonus music CD/art book, Grandia II ~Melodia~. What follows is the tracklist for the audio CD, including the translated names. Note that some of the songs are from the two previous Grandia releases, Grandia (SS/PSX) and Grandia Digital Museum (SS).

Composer: Tokuyuki Iwadare

1. Cancao do povo - Little Shelter MIX 6:55
2. A Deus - Challenge to the Gods MIX 4:52
3. Digital Museum RadioDrama Opening 0:19
4. Gadwin's Technique of Love 1:41
5. Gadwin's PAD 1:17
6. Baal's Diary 2:16
7. Sample the Taste 4:45

--Releases--

Title: Grandia II Special Package
System: Sega Dreamcast
Company: Game Arts
Region: Japan
Release: 08.03.2000
Format: 1 NTSC/J GD-ROM, 1 audio CD
Players: 1 player
Supports: Visual Memory (save; 9 blocks)
Prod.Id#: T-4502M
Includes: Grandia II Game (62 page full color instruction book, warrantee card, point sheet [360 points], game disc, all in an oversized jewel case), Grandia II ~Melodia~ (16 page full color art/lyric book attached to a digipak, audio CD), slipcover
Audio CD: 7 tracks, 22:05

Title: Grandia II
System: Sega Dreamcast
Company: Ubi Soft
Region: Japan
Release: 08.03.2000
Format: 1 NTSC/J GD-ROM
Players: 1 player
Supports: Visual Memory (save; 9 blocks)
Prod.Id#: T-4503M
Includes: 62 page full color instruction book, spine card, warrantee card, point sheet [360 points], game disc, all in an oversized jewel case

Title: Grandia II
System: Sega Dreamcast
Company: Game Arts
Region: North America
Release: Dec. 2000
Format: 1 NTSC/U/C GD-ROM
Players: 1 player
Supports: Visual Memory (save; 9 blocks)

Outro

--Versions--

Weapon, Armor, Headgear, Shoes lists completed. Japanese encoding fixed.
ver.0.97, August 27, 2000:

Walkthrough finished. Format slightly re-arranged. Skill list, skill book,
magic lists completed. Bestiary completed. A great deal of
proofreading/formatting to do yet.

ver.0.90, August 10, 2000:

Initial release. Still needs proofread, format checked. Skill list only
covers Millenia, Magic list is in non-existence. Walkthrough up to the
start of Valmar's Moon.

--Legal--

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reproduced for profit in any form. It can be freely distributed over the
internet as long it is unaltered and is only distributed on free (i.e.
non-subscription) sites. If you do choose to post this document on your site,
please email us to let us know.

--Acknowledgments--

Thanks so much to David Crislip at Toyama University. He saved us an extra 30
hours of back-tracking by writing down key information that we needed at the
time. He also has about 3 or 4 years Japanese experience and could also answer
any Japanese questions that you might have. His e-mail address is:
davidcrislip@hotmail.com

Thanks to Weekly Famitsu and Dreamcast Magazine (Japan) for various info to
check ours against.

Thanks to Game Arts for making such and excellent game.

Thanks to you, the import player for facing adversity and refusing to say "I
can't do it" even when faced with the huge English/Japanese language barrier.

Special Thanks - Ben:

Thanks to my brother Jeff Judd who has offered me the calm, peaceful guidance
that has kept me on the right track.

--Author's Notes--

Ben Judd:

First of all, let me say that I really appreciate all of you that have read
this FAQ. J.T. and I worked very hard on to finish it as quickly as possible,
and it helps to know that there are a couple of people out there who find it
useful. I was responsible for most of the translation for the FAQ so any
suggestions, beefs, or comments about the translation of some names of certain
items should be addressed to me. However, please understand that I am of the
"do not directly translate; translate for meaning" school of thought. Actually,
the desire to play Japanese video games was one of the main reasons I began
studying Japanese. I'm now at my 4th year of studying Japanese and I am so glad
that I put the work and time in that I did. The original Grandia on the Saturn
was the first real import RPG that I played through all the way to the end, so
I was anxiously waiting for Grandia 2 to come out. At the time G1 came out I
understood about 85% of the plot, but with Grandia 2 I got about 99.5%.

Japanese is not an easy language but if you do, then in the end you will not only get to play games faster but you will get to play them in the way that they were meant to be played. I mean after all... I really don't envy the G2 translation team when they have to try their hand at "Hue Hue tte kanji" and "Yuki Yuki Fure Fure". No matter how good they are this game will definitely have a different feeling to it than the original Japanese version does. Thanks again for taking the time to read this FAQ, and if you get a chance e-mail me and let me know what you think about this FAQ.

J.T.Kauffman:

Quite possibly the most intense faq that I've ever worked on, this document represents more hours of work than I'd like to admit ;) While Ben did the majority of the playing, and all of the translation, I wrote a good deal of the actual document itself, as well as serving as the editor/formatter of the entire work. I'm very glad that Ben and I had the chance to work on this together; it really was an absolute blast.

--Contact--

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Stinger:

Millenia (to Skye) "Shut up or I'll make you into fried chicken!"

Since August 3, 2000
Shibata, Miyagi, Japan.
