

Grandia II FAQ/Walkthrough

by Dyse

Updated to v2.0 on Jun 13, 2002

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FAQ/Walkthrough for Grandia II (US Dreamcast Version)

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Date: 06/13/02

Ver. 2.0

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I: Revision History

06/13/02- 2.0 - Got the location of the Holy Ghost Staff from CrystalDragon

04/10/02- 1.75 - Got most of the item lists from Lord God Bahamut and a few missing weapons and armor.

3/19/02- Ver 1.5 -Got the placement of the Book of Sages and Dragon Egg
Thanks BobmanX

2/16/02- Ver 1.0 -Finished Walkthrough
What's New? EVERYTHING!!!

Tuesday 2/12/02 2:08 AM ET- Finished Handwritten portion of guide

II: Introduction

Grandia II is possibly the best DC RPG every created. Even though you can count DC RPG's on one hand I have to say that this is the best one out. It's a great game and it maintains all the greatness of the original and adds a new and interesting story.

This guide will have major plot busting spoilers without a warning. Here's your warning so don't whine to me when you get spoiled.

This guide will delve into every nook and cranny of the game, it has an extensive walkthrough that will help out with all problems big and small. I pretty much explain every aspect of the game I find in my opinion 99% of all items and weapons and such in the game. Because of the lack of a really good complete FAQ I once again come out of retirement to provide the Dyson Effect to a Game. Enjoy!

~Dyson Turner

III: Game Basics

a. Controls

FIELD SCREEN

Analog Thumb Pad	Move the character (walk/run)	
Directional Buttons	Move the character (walk)	
Directional Buttons + B Button	Move the character (run)	
A Button	Investigate, Talk, Do Various Commands	
X Button	NO USE	
Y Button	Change the destination of the compass	
L/R Triggers	Rotate the camera angle	
Start Button	Switch to the Menu Screen	

MENU SCREEN

Analog Thumb Pad	Select Various, characters and items	
Directional Buttons	Same as Analog Thumb Pad	
A Button	Enter buttons for commands etc.	
B Button	Cancel Button For commands etc.	
X Button	NO USE	
Y Button	Switches between pages in the items window.	
L/R Triggers	Switches among types of items	

Millenia
Age: ??
Weapon: Bow
Hometown: ??????

Millenia is a mysterious girl Ryudo will meet on his quest. She's naturally gifted with magic and uses it for her pleasure. She's very bossy loud and obnoxious. She shares Ryudo's view on Church and Granas. Everything has to go her way or else she'll be sad or angry and start torching stuff. However like Ryudo her anger and self-centeredness is only skin-deep.

Ryudo meets Millenia in Carbo Village.

Roan
Age: 13
Weapon: Knife
Hometown: Cyrum Kingdom

Roan is a well-spirited optimistic youth. He talks wise beyond his years and fights the same way. He's more of a wanderer, traveling from place to place just to meet different people and learn more about the Battle of Good and Evil. The anti-Ryudo some would say and personally he reminds me a lot of Justin from Grandia. Roan like Elena can't see people suffer and they both like to drag Ryudo into the problems of the folks around them.

Roan joins Ryudo when he finds him in Durham Cave.

Mareg
Age: Late 30's
Weapon: Axe
Hometown:

Mareg is a large Beast-Man. Mareg wanders around looking for the man who destroyed his village Melfice. Mareg on the outside may look like a large brooding and barbaric character. Inside however he is quite intellectual and deep. He doesn't depend on chance for anything and everything to him is the flow of life.

Mareg joins Ryudo when they meet in Liligue City

Tio (TI0-124)
Age: ??? (appears to be a teenager)
Weapon: Rings
Hometown: Cyrum Kingdom?

Tio is an Automata, a type of robot created to fight in the Battle of Good and Evil. Although she looks human she seems lost without a master, and she doesn't know how to be her own master considering she lacks emotions and feelings. She seems attached to Mareg and is willing to follow him and take his orders.

Tio joins Ryudo when she is found in Cyrum.

NPC's (Non Playable Characters)

Skye
Age: ~40
Hometown: ???????

Skye is Ryudo's best only and closest friend. He started traveling with Ryudo prior to the events of Grandia II. Ryudo trusts Skye with all his personal information and often comes to him with advice on his life. Skye is like Ryudo's father but they talk to each other like an old married couple. Deep down they both need each other as a support crutch and although it would seem a talking bird/ man friendship is strange Skye will get Ryudo through the rough times.

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Zera Innocentius  
Age: 58  
Hometown: St. Heim Papal State

Zera is the all knowing wise and kind Pope of Granas. People come to Zera for aid and guidance in life. He is the world known figure head of Granas Church and people respect him and wouldn't want it any other way. He only asks for people to be kind to each other and worship Lord Granas. He is the first key goal of the game and he may have the answer to certain game events.

Zera meets Ryudo in St. Heim Papal State Granas Cathedral.

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Selene
Age: 23
Hometown: St. Heim Papal State

The High Priestess of Granas Church, she does whatever she can to lift darkness from the earth and help those in need. She travels with a large bunch of knights called the Cathedral Knights. However she seems to shy away from the love all and forgiveness part that Elena is into, and she seems to love the burn those who worship Valmar and anyone around him part. Selene although seemingly has good intentions to help people she doesn't care who she hurts in the process.

Selene meets Ryudo in Mirumu Village.

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Melfice  
Age: 22  
Hometown: Garlan Village

Melfice is a bringer of ruination, one who does not care for human lives or those around him. He has the ability to change to those around him, and to make average men want as much power as he. He seems to wander from place to place destroying all that come near him. His swordsmanship is beyond his years, his reason of being is unknown and no one can figure out what his true intentions are.

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c. The Growth System

The Growth System is what this Grandia is based on which is similar to the Weapon system from the original Grandia. There are 4 ways for your character to grow. Unlike previous games where all you did was level up and it raised everything hear you pick and choose what part of the character needs the most help and or what skills need the most help. It will take some time to learn



then it will take a decent amount of time before you can execute that attack. Here's where the problems lie.

Say you do choose attack and say your character can't get to the enemy you choose, you will never execute the combo or critical and you have to wait normal time to the next turn. If you choose magic or move and only have one turn you are guaranteed if you reach act that this will be carried out. If an enemy uses a move that can "Cancel" your IP Gauge will be reset to about 50% of what it was. You will have to enter the attack again or another one.

If you choose defend or evade or change your equipment. This will be executed immediately and your IP Gauge will fill up twice as fast as normal.

Enemy IP Gauge- Like you all your enemies have an IP Gauge, also like you all the same rules apply. So what you want to do especially when facing bosses is to use a critical attack on the main part of the body once it passes the COM part of the IP Gauge. This way that attack would not be executed. You should always check what attacks the enemies are putting in by entering item critical combo or magic move and see what they are doing. Sometimes it will say stand by and have a face of one of your characters. This tells you they are ready to do something to that character but it's unsure as to what yet. Once it passes COM it will tell you exactly what it's about to do. If you have a character close enough and the attack the enemy can kill or seriously wreck one or more characters the best strategy is hope you can critical and cancel that enemy before it has a chance to do it.

Escape: When a battle looks like a Loss, and there isn't an X over the white flag you can escape battle. Nothing is deducted from escaping except your personal manhood or womanhood. You can escape from pretty much any normal battle, boss battles are non-escapable and the only way out is either him or me.

Millenia's Rage- During Battle over Millenia's portrait you may notice rotating colors. These colors represent Millenia's attitude, when Millenia is attacked or hurt and anyone she grows angry. Also if Millenia can not execute a command like critical and combo or she misses she grows angry as well. It starts out with nothing there, then it's green then light green, yellow, orange, finally red. When she gets hit while red she'll become really angry. The ground will shake and sometimes this is followed by an attack that makes all the enemies flyaway from her. Her IP Gauge will move quite fast and she will unleash her most powerful attacks. She's not invincible like this so you still have to cure her; also she doesn't have infinite SP and MP so you have to handle those to. It's wise to have one character feed her MP and SP items if you have them to help her out. She'll stay like this until the battle is won or 3-5 turns.

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IV: Walkthrough

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### 1a. Witt Forest

When the game starts you'll see a cool intro. After that you'll see people in a forest, several women of Granas and townsfolk. You'll see a bird swoop past them, and then you'll see our hero the Geohound Ryudo hanging from a rope with Lizardmen below. Something will distract most of them and Ryudo will kill the remaining one. The others will return and throw spears at





doesn't understand why the church would hire someone like him. Carius will see this as his cue to start preaching to Ryudo, even though Ryudo doesn't care for the father's knowledge. Seeing this Carius will put Ryudo's reward on the table, Carius will tell Ryudo to return to the church and pick up the sister. Carius will leave the inn, return to the church the Songstress Elena and Father Carius will be waiting. Apparently Elena is dead-set against Ryudo being her bodyguard and would much rather go alone. She doesn't want to be the only Sister who to take a bodyguard, Ryudo doesn't really care but he feels obligated because he was already paid.

Carius will remind Elena of her role in the ceremony and tell her she has to go, reluctantly she will accept the companionship of a Geohound. When "Princess" Elena joins you go out of Carbo to North Silesia. When you're on the world map proceed to THE BLACK FOREST 1.

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1c. The Black Forest  
Character Levels: Ryudo 10

When you enter go east then north and get the 'Medical Herb'. Now go west then north and Elena will stop. Ryudo will ask her if she ever been in the woods before, she'll stammer out yes but never at night. Ryudo will tell her to look left Elena will just stop and stare. Ryudo will insult her and tell her the monsters are quick so she has to be too, Ryudo can sense something is wrong with her, Elena will see a monster Dodo. Ryudo will have to fight it. After the fight Ryudo and Elena will ask if they are alright to each other. Ryudo will want to move on, when you gain control go east then northwest into THE BLACK FOREST 2.

Go north and Ryudo will stop and fight another 2 Dodo's, after the fight continue going north then go east at the fork go around a tree and get the 'Myriad Power Nut'. Return to the fork go west around the trees for 50G, then go north to NORTH SILESIA. When you're on the World Map go to GARMIA TOWERS. When you enter you'll actually see the tower, when you gain control go up (No compass). You'll see the other sisters, they'll all comment on Ryudo and about him being a Geohound. Tessa will quiet the others, and Elena will thank Ryudo. Ryudo will question what's going on there. All they will tell Ryudo is to wait outside until it's over and that the ceremony can not be disturbed.

The sisters will enter the tower the screen will shift to Ryudo waiting outside with Skye. Ryudo will complain about having to wait that long, Skye will shut him up. Ryudo doesn't feel right about the place; he also questions the integrity of the tower and the murals outside. Skye will mention that it's probably been around since the Battle of Good and Evil. Suddenly a light will flash it seems there is a problem, Ryudo wants to check it out since he is suppose to be watching Elena. When you gain control go inside GARMIA TOWER 1ST FLOOR.

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1d. Garmia Tower  
Character Levels: Ryudo 10-11

Once inside Ryudo will notice the monsters when you gain control go east to the SAVE POINT and save. Now go west then north through an archway, go east then north then east down the two stairs. Go south and get the 'wound salve' go back up the stairs and go north. Go through the archway go east then south through another archway, get the treasure a 'Wind Charm'. Go back to near the entrance and go west down a couple of steps and get the treasure





fork continue west until you see a rock on a see saw. Go near the seesaw and the rock will do its thing return to the chest. Receive the 'Poison antidote' 'Yomi's Elixir' and the 'Crystal Brooch'.

Return to the seesaw go south to the first rock go west and get the 150G. Go north to a seesaw the rock will fill the hole. Go across and get the climbing hat. Go east then south down the ladder go east along the path. Ignore the fork and continue along the path until you reach another fork. Go south then east, then south then west. Get the 50G bag then south to the world map. Once you're there head to AGEAR TOWN.

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1g. Agear Town

Character Levels: Ryudo 12; Elena 9

Elena will question the look of the town since it's so run down. Anyway when you gain control go to the Guards' Tent and purchase some things. Then go to the inn and speak to the innkeeper, Ryudo knows him, his name is Vyx. He'll tell Ryudo that monsters have taken over the other half of the town. He'll also say he could take care of the monsters easily if he had a few other experienced men with him. He'll then ask what's with the girl Elena. Ryudo will explain it's his job, Elena will overhear an argument. A boy and some others are arguing, Vyx thinks Ryudo should ask about the boy. The people with the boy seem like they don't want to help him find his Medal.

They complain they don't want to go back there since they are only so lucky. They'll tell him to go ask the Geohound. Ryudo will explain to him he is already on one job and he can't help. Elena will ask Ryudo to help but he won't budge. Ryudo tells the boy he should go on his own. Ryudo will again definitely refuse to help him. Ryudo will offer Elena Kuko Berries, for something to eat. Ryudo will then talk to Vyx about going to fight the monsters. During the conversation Elena will continue to chug the Kuko Berries, she'll become woozy from them and need to rest. Ryudo will be glad to be rid of her for the time being.

Ryudo will go into the other bedroom and decide he will go through the monsters. Skye thinks Ryudo secretly wants to help the boy. Ryudo claims he just wants to go in alone and the boy may be helped in the process. Someone will laugh and Millenia will show up. She will use her Zap paralyzing spell on Ryudo then on Skye. She 'has' Ryudo now, before she can do anything to him someone will come in and say the boy ran off on his own. Millenia will unfreeze Skye & Ryudo she will join Ryudo. Go back to the main room those clowns will be talking about the boy going off on his own. Millenia and Ryudo will show up, Millenia will scold Ryudo for not going after the boy.

One of the carneys will want to help find him, their sentiment towards the boy's actions will change considering his youth. Ryudo will return the boy when he's done fighting off the monsters. The clowns will want to come along but Ryudo tells them not to. Millenia will also want to come along, Ryudo will reluctantly accept. Of course she would have to stay out of Ryudo's way, Millenia will join your party at level 13 [For me Anywise] Leave the Inn and go to the southside of town to DURHAM CAVE 1.

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1h. Durham Cave & Agear Town (2nd visit)

Character Levels: Ryudo 12-15; Millenia 13-16;

When you enter go north, Ryudo will look around and then stagnate rocks

from the ceiling will drop creating pseudo stairs. Go east down then save at the SAVE POINT if you want to. Then go southeast, Ryudo and Millenia will stop a strange little creature will come out from behind some crates. He's Carro and he wants Poff nuts. Forget him for now and go south then northeast up the rock uses the arrow to jump down. Then go to the rock and use the (!) Ryudo will push the rock and break the wall. Go northwest down the rocks and get the 'medical herb'. Continue northwest and use the (!) to move the level, this will allow you to cross a bridge.

Go across the bridge northeast. Go southwest and get the 'medical herb'. Go northwest through the archway and behind the crates. Go east up the rocks and use the (!) to allow Ryudo to push the rock off the ledge creating a ramp. Go down the ramp and go east then south into a room the gates will lock and Grag Snakes will appear. In order for you to continue you must defeat the Grag Snakes. When you do go southwest and get to the lever, return it to its original position. Go back to the room you fought the Grag Snakes in and come out on the other side of the gates. Go west and cross a bridge then go southeast for 100G.

Now go northwest into the gated room that gate will drop you will have to fight 3 separate battles with 2 Frost Frogs in them. When you're done go south and follow the path for a 'Sleep Charm'. Return to the room you fought the Frost Frogs in. Then go north into DURHAM CAVE 2, once inside Ryudo will stop and see the boy surrounded by Troglodytes. Ryudo's impressed the boy made it that far, Millenia and Ryudo will run in and help the boy. You will have to face Troglodytes it's not a boss fight you should win. I'll give you a little tip if you can't, Fallen Wings should be enough to win the fight if you haven't wasted it already.

If you had Tenseiken works good as well. You'll receive a 'Mist Egg' if you do won, I gave it to Ryudo if you're curious. After the battle the boy will thank Ryudo, but Ryudo wants him to go home. He'll then want to know why you came, Millenia tell's him to kill the monsters. He wants to help you do that, Ryudo doesn't want his help. The kid wants his medal back it belonged to his mother who has passed. Ryudo will answer that coldly, he still refuses to lose it and will beat on Ryudo. Millenia thinks it's cute and will hug him, she wants to take him along. Millenia will introduce herself and the kid introduces himself as Roan.

Roan promises not to be a burden but Ryudo thinks otherwise. Ryudo will reluctantly accept Roan coming along and Roan will join your party at level 12. When you gain control go east then north into a room and get the 'Calming Harp' as you move away the gates will close and you'll have to fight Grag Snakes. When you defeat them go north then west and get the 'medical herb'. Go east then north and press the first button and use the (!) to push the box onto the next. Go east into the room and use the lever to drain the water then go west then north into the next room and get the 'Stonehead'. Leave the room go northwest get the 100G go south then west up the rocks and get the 'Poff Nut'.

Go north use the arrow to jump down. You'll automatically have to fight Troglodytes after the fight go east use the lever to raise the water. Cross the bridge go northwest and get the 'Torte's Reedpipe'. Then use the (!) on the rock to push it in the hole to create a bridge. Then go east and use the SAVE POINT to save and recover. Go east then north to DURHAM CAVE DEPTHS. Go north and finally face your first boss!

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Boss Fight I

Durham Minotaur (4200) Troglodyte x2 (980)

Difficulty: Easy  
EXP 258  
G 320  
SC 800  
MC 20  
Items: Adventure Book

Special Attacks:

Sleep Spawn: Puts 1 to sleep

Tornado Horn: Medium Attack; Single; can cause confusion

Come out string I used Golden Hammer with Roan and Flying Tenseiken with Ryudo. I had Millenia follow with Fallen Wings, if you haven't required Flying Tenseiken then use Tenseiken or Purple Lightning if you have that. Continue using Golden Hammer and Flying Tenseiken until you run out of SP. Millenia should use burn or zap if the enemies are bunched. Try to kill the Troglodytes and then attack the Minotaur when it has less than 1500 HP left.

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After the battle Minotaur will still be standing. Suddenly he will burn Millenia did it. She will then call herself the "Wings of Valmar" she let it slip. Millenia will try to ease the tension of the room by changing the subject to the matter at hand, Roan's Medal. Roan will pick Minotaur's carcass for it. Ryudo will still be stuck on the "Wings of Valmar" Reference. But Roan suggests they head back. Then return to AGEAR TOWN. When you leave Durham Millenia says she tired and will leave. She'll crouch down and disappear a light will flash and Elena will be crouching in the same spot.

Roan doesn't want to believe that Millenia is the "Wings of Valmar" Ryudo will then wake up Elena. Elena doesn't know how she got out there, the screen will shift back to the Inn. Ryudo must have told her about Millenia. She doesn't want to believe it, Skye and Roan will back up the story. The Carney's Gonzola and Paella will show up. Gonzola will compliment Ryudo on his women, which will lead to an argument between Gonzola and Paella. Roan doesn't see Millenia as being evil; Ryudo will then tell Elena they have opened the path. Roan will want to accompany Ryudo some more, Elena will agree to him coming along. Elena reentered my party at level 13.

Recover and save at the inn, Go to the southside of town, be sure to speak to the man on your way out for a 'Poff Nut'. Then go to SOUTH SILESIA, when you're on the world map go to the BAKED PLAINS.

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1i. Baked Plains

Character Levels: Ryudo 15-17; Elena 13-15; Roan 14-16

When you enter go south to break the rocks around the SAVE POINT, save and recover if you wish. Go north watch out for the stream and get the 200G continue north and get the 'Seed of Running' from the tree. Go south up the incline and continue south until you reach the wall and get the 600G. Go northeast and break the rocks blocking your path. At the fork go southeast for 600G. Now go north then northeast and get the 'Seed of Psyche' from the tree. Then go north and get the 200G. From there go west break through the rocks then go north for the 'Dash Shoes'. Then go south then east into BAKED PLAINS 2.

When you enter go north then east and get the 'Seed of Power'. Go southwest

and get the 'Seed of Defense' from the tree. Continue going south to the wall and get the 200G. Go north and break the rock in front of the treasure go east and get the 'Healing Herb' 'Northwind Cape' and 'Poison Charm'. Go west then south then go east, go north and get 200G. Go north and get the 'Poff Nut', then go south to a tree near a wall and get a 'Seed of Magic'. Now go north then east to BAKED PLAINS 3. Save and recover at the SAVE POINT. Go east the party will stop because Roan's see something. Ryudo and Elena go and look it's the Granacliffs.

You'll get a cinema of it; Elena is amazed by it. Elena can't believe they are that large, she only real about them in the Scriptures. Ryudo as usual is making his wise cracks towards Elena. Elena doesn't have any idea of how they will cross them; you'll get a cinema of a thing going through the cliffs. Roan explains that's the Skyway and they'll ride that across. It'll be easy once they get to the Skyway. Ryudo decides they should camp where they are for now. The screen will shift to a Meal Segment your first one I believe. Anyway it focuses on their next move (Getting to Granas Cathedral]. Also the Battle of Good and Evil [Elena tells a condensed story about it] and also darkness and Millenia inside of Elena.

You'll be inside the tent, Elena is having a nightmare about a tongue coming after her. Ryudo will hear something outside, Ryudo will wake up Roan. Elena and Roan will look shocked, outside will be a beast man who says he found you!

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Boss Fight II

Beast-Man (4800)

Difficulty: Easy

EXP 150

G 0

SC 100

MC 0

Special Attacks:

Beast Fang Cut: Critical attack single; cancels

Combo: Two consecutive attacks; single

This guy is as strong as an ox but he shouldn't be too hard. Flying Tenseiken and Dragon Rise should rock him hard. Cure whoever takes the Beast Fang Cut Your advantage is he's only one guy, when you run out of SP use magic and items. Have Elena use Impact Bomb when curing is not necessary. Try and cancel him as well, so Golden Hammer should be used if he's near critical or whoever has the most stars on their cancel special. Luckily he will only use Beast Fang Cut maybe twice in the fight and it's usually not in succession.

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After the fight the Beast Man will know Ryudo's not him. He said Ryudo has a similar smell of the man who ruined his village. He will then say the man's name is Melfice. This will alarm Skye and Ryudo, Ryudo knows of Melfice. The Beast-Man can tell Ryudo is different, Ryudo doesn't has the smell of death of him. He'll tell you that Melfice is a Demon-Man a bringer of Ruination. The Beast-Man will apologize for fighting you and will walk off. After he leave Ryudo tells Elena and Roan that Melfice is his brother. After this you'll gain control return to the SAVE POINT for recovery and saving. Then go east then south near the edge and get the 'Swiftess Nut' from the tree. Go west then south along the road to reach the world map. Go to Liligue City.



1j. Liligue City

Character Levels: Ryudo 17; Elena 15; Roan 16

When you enter people will be leaving town, they say that the town is cursed. They also say you shouldn't stay in the town. Then about the Skyway they say they normally don't let people on. They say Gadan is the only person allowed on the Skyway. They are deadset on leaving town, and then they will do so. Elena is tired and wants to go to an inn, Roan knows of a local delicacy they should try. Anyhow go to the Liligue Inn and spend the night. Arum Root is the only thing they have, Ryudo decides they'll eat it. It's the delicacy Roan was talking about it earlier. You'll have another meal segment, this one focuses in on the Arum Root and how horrible it is.

Anyway afterwards save. Leave the Inn go to the General Store if you like then go south. Elena will spot a small boy huddled near a wall. He seems hungry, Elena will pull out a piece of fruit, and the boy will run away. A man will walk up asking Elena not to give any food to him; it's too tempting. The only thing people can eat is Arum Root. Elena doesn't understand why, the man will then walk away. Elena wants to help the towns' people she will walk into a nearby house. Ryudo and Roan will follow her, the family of the boy is complaining about having to eat Arum Root. They will also want to leave town but the Engineer doesn't know if he can make a living anywhere else.

Elena will walk in on the conversation, they advise the party to leave town now. They'll explain that a week ago the family lost their sense of taste. They found out the whole town was suffering the same way. All the food tasted like sand or rocks, the only thing people found edible were the barely edible Arum Root. They also can't get enough food and are always hungry. Roan and Ryudo haven't heard of a disease like that before. Elena wants to help but Ryudo only cares about getting on the Skyway. The Engineer will tell you that Mr. Gadan runs the Skyway but he probably won't help. You'll gain control over the party leave the house go south to you hit a tree.

Go southeast from the tree to reach Gadan's House. When you enter there will be a fat man slopping food down his shoot that's Gadan. Gadan can't let you use the Skyway since it's only for business, then he will realize that you must be taking Elena to the cathedral so it is business. He wants 10,000G to take you across. You probably do not have that much G, Ryudo will claim he does. He'll tell you that you ride it the next morning. Elena is more concerned that he is still able to eat normal food. Gadan feels he's fortunate that he doesn't have it, and everyone else should be fortunate as well. He thinks everyone sinned to Granas and he is special, he also thinks Elena smells good.

Elena is mad she can't believe how he allows others to starve around him while he eats. He'll argue that he pays everyone good and everyone should thank him for being so generous. He says the church might have the answer to the hunger problem, you'll regain control leave Gadan's and everyone will stand outside. Roan can not believe how much he can eat, he also doesn't know what they'll do about the money. Ryudo doesn't have a real plan either, Skye thinks they should just beat Gadan up. But they realize they can't do that with Elena around, Elena is more concerned with the town's people she can't understand how those blessed by Lord Granas can have a thing like this happen to them.

Elena suggest they should go to Church, Ryudo really doesn't care to help Ryudo does not want any trouble. Roan will want to help seeing as they can't go anywhere until the next morning. Ryudo is dead set against going to the

church, Ryudo will finally breakdown and decide to go. Go west and up the road on the mountain keep going and you will find the church. Speak to the Father inside Elena will ask him about the town. The father has also been wondering what's going on with the people. He doesn't understand what's happening he doesn't believe Lord Granas has turned on the people. Ryudo will start his usual god is nothing routine.

Ryudo will mention how Gadan is still fine, the father will say that Gadan use to be a nice man, now all he cares about is G and food. He also mentions when Gadan changed people lost their taste at the same time. Roan can't understand how the two can be connected, He also says if you go upstairs you'll see the truth. The father will leave follow him up stairs, when you get up there speak to the father he will tell you to look out at the town. The party will do so, Elena will want to know about the pillars, the Father says they're from a ruin that was damaged when the town was built. Roan will come to the conclusion that the town was built on a Temple of Granas.

Roan can also tell the pillars are surrounding something. Ryudo thinks it might be underground. The Father will tell you that the underground base was too large to be removed. Ryudo will assume that it may be a Valmar Temple with a piece of him inside. The Father is not sure about that, Elena thinks a Seal may be broke and that's why the people are suffering. Ryudo does not want to investigate it any further. Elena says it's her duty as a Follower of Granas to investigate it, Ryudo complains that he's not being paid to investigate. He says Granas can take care of it and Elena needs to go to the Cathedral, Elena will beg Ryudo to her investigate she has to, Ryudo doesn't want to.

So in a very 'Justin' like move Elena decides she will investigate by herself, Ryudo will now be forced to go since he is her bodyguard. Elena will thank him, and the screen will shift back to downstairs. The father will warn the party that the Ruins maybe dangerous, Elena will pay no mine to the warning she is ready to go. She'll stop and ask The Father about her nightmares. The Father will give her some righteous words. Ryudo wants Elena to get a move on, you'll regain control. Leave the Church start to go down the road and the Beast-Man will be there. The Beast-Man says that the town has an offensive smell, he can smell Melfice in the town.

Ryudo will ask if Melfice is in the town, he does not know. Elena will ask for his help, he want to help you find Melfice. Beast-Man 'Mareg' joined my party at level 18. Go to Gadan's house west of it is a hatch use the (!). Mareg can Melfice down there, Ryudo will use his sword to open it up. Go down the hatch to LILIGUE CAVE.

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1k. Liligue Cave

Character Levels: Ryudo 17-18; Elena 15-17; Roan 16-18; Mareg 18-20

Once inside go east and use the (!) to light the fire. Keep east and save at the SAVE POINT. Continue going east and light the fire on your way, at the fork go north and get the 400G. Go back to the fork and go east, you'll come to another fork. Go southeast follow the path to a 'Mogay Bomb'. Return to the fork and go northeast follow the path until you reach a fork go east and then follow that path to a 'Purifying Herb'. Return to the fork and go west you'll come to another fork go north until you reach that different fork. Go north until you reach 1200G, Return to the fork and go west to LILIGUE CAVE 2. Go north and get the 1200G then go west to LILIGUE CAVE 1.

Go west get the 'Reflection Ring' at the fork go north for a 'Mogay Bomb'. Go

south at the next fork then go west to LILIGUE CAVE 2. Go north then go east and you will reach a platform use the (!) go west and into the south doorway. Go up the stairs then up another few and light the blue candle. The blue candle on the platform will light, go down the stairs and through the doorway on the other side. Go north get the 'Bonds of Trust' and the 'Confusion Charm'. Go down the stairs and light the Green Candle. Go west and out a different doorway, get the treasure a 'Holy Wound Salve' 'Fire Pendant' and 'Flamberge'.

Go north and into the doorway go west then south and up the stairs. Use the (!) to move the crate, go up the other flight of stairs and across the new bridge. Light the red candle start to leave the room so the blocks will reset. Go back and push the block south and get the 'Poff Nut'. Leave the room and jump down and get the 400G. Return to the platform and use the Yellow Candle. The door will open go through it to LILIGUE CAVE 3. You will be outside go south and save at the SAVE POINT. Then go inside the LILIGUE CAVERNS, Mareg will recognize the stench in the room and you will see the broken Seal of Lord Granas.

They will realize whatever was there is gone a huge monster will appear and swallow Elena. A light will shine from its mouth and Millenia will fly out. Millenia will flash her power and the monster will run away. Millenia rejoined my party at level 17. Go south you will find a treasure in the corner that contains 'Smelling Salts' 'Burning Bow' and 'Flare Dress'. Continue going south to LILIGUE CAVE TEMPLE RUINS. Go south it's not Melfice but it's Liligue's problem. The monster wants to eat your party, especially the Wings of Valmar. Gadan is the monster all along! Gadan is also the Tongue of Valmar according to Millenia. You will have to fight it!

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Boss Fight III

Tongue of Valmar (8000)

Head (5000) Left Hand (4000) Right Hand (4000)

Difficulty: Medium

EXP 500

G 800

SC 1200

MC 800

Items: Ancient Cuirass

Revival Gem

Book of Wizards

Special Attacks:

Flamethrower: Fire medium damage; range

Hugeleap: Minor attack; all

Snooze: sleep status effect; all

Spew Venom: minor attack; single; poison

Gluttony: Minor attack; range def -1

This battle won't be easy, start off with your strongest attacks like Beast Fang Cut Flying Tenseiken Fallen Wings and Dragon Rise. Aim for the tongue you can dismantle his parts but it's not necessary nor is it recommended well only if you're feeling froggy. Flamethrower can and will get you so cure often, Snooze is more annoying than anything but he hasn't been able to put more than 2 of my characters to sleep with it. He will use Gluttony when he's

weak, he doesn't seem to be susceptible to a certain form of magic so get him with everything!

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After the battle Millenia will power up and the tongue will disappear and turn into Gadan. Roan and Ryudo will not understand what Millenia did or how she did it. Millenia's not telling either :P She'll turn back into Elena, Mareg doesn't smell evil any more. Elena will realize she must have turned into Millenia again. Elena rejoined my party at level 18.

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#### 1L. Liligue City (2nd visit) & Skyway

Character Levels: Ryudo 18; Elena 18; Roan 18; Mareg 20

You'll be inside Gadan's house, Elena doesn't remember anything after being swallowed. Ryudo will relay to Elena what Millenia did. Elena says Valmar possess souls and devours them, that seems to be what happened to Gadan. Elena will then feel sorry for Gadan, she also says Pieces of Valmar devour each other to gain more power. Ryudo and Roan can't believe Millenia would do something like that, but in-turn Millenia saved the town. Elena thinks it's a coincidence that the Tongue was killed at the same time the town was saved. Mareg will add that the Tongue smelled like Melfice, Ryudo thinks that Melfice may be possessed, Mareg is not certain of this.

Ryudo will want to travel with Mareg once they get Elena to the cathedral Mareg will allow this. Now Elena is sure the Wings of Valmar are in her and are trying to devour her soul. You'll gain control go to the inn to recover and save. Choose to Spend the Night at the Inn for a non-mandatory Meal Segment. It's about having better food and Ryudo lying about Spirits living in the Granacliffs. Leave the inn and head for the Skyway Station go east towards the stairs. You'll see the Engineer and his family from earlier; his family seems to be better like the rest of the town. They will thank you and are on their way.

Elena is happy about the town getting better but is compassionate towards Gadan. Ryudo agrees with some of Gadan's beliefs, Elena will then throw in her usual Granas had all to do with everything spin on the event. Anyway you will gain control over the party go up the stairs, go near the Skyway and the party will walk in. You'll get a scene of the Skyway starting and going across the ropes. You'll be inside the Skyway during a Meal Segment. It's about what happened to the Tongue of Valmar, Elena will remember nothing. Ryudo will tell her a condensed version of the accounts, the meal segment will go away and the screen will shift to a normal conversation.

Roan can tell something is wrong the Skyway will shake, Elena says darkness is calling her. You will get a FMV of Valmar's moon shining through. Then you will see the Skyway being de-rope.

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#### 1m. Lumir Forest

Character Levels: Ryudo 18-20 Elena 18-20; Roan 18-20; Mareg 20-22

You'll get a look at the surroundings then see Ryudo, Roan and Mareg at the crash site. Roan will point out that Valmar's moon was shining and everyone seems fine. Ryudo will then realize Elena is missing, Ryudo will call out for her. Mareg can smell her nearby, he'll run into the direction and Roan and Ryudo will follow. You'll then see Elena lying on the ground, a

voice (which sounds like Millenia) will call out Elena. Elena will ask her where they are but the voice does not know. She'll tell Elena to look to the shiny plate, Elena will walk over to it. Millenia will appear as her reflection, Millenia will introduce herself to Elena.

Elena will think that she is dreaming Elena will want nothing to do with Millenia. Millenia will tell her she saved her life and should be thanking her. She will also tell her that they share the same body, Millenia's reflection will disappear. Millenia will tell Elena she will always be with her. Roan will call out for Elena, the rest of the party will come over. They can tell something is wrong with Elena, Elena will start to mumble about the day of darkness being near, and Ryudo will try and snap her out of her holiness. Elena is all right, Roan and Ryudo talk about where can they be. Ryudo say's they'll go to the St. Heim Mountains then they'll be near the Cathedral.

Elena suggests getting a move on and you'll regain control. Go southwest along the path when you reach a snowdrift go west, follow along the path near the edge of the cliff and get the treasure, a 'Lumir Flower'. Return to the first snow drift and go west when you reach a fork go north and collect the 400G. Continue going east to LUMIR FOREST. Go south and save at the SAVE POINT, then go south until you reach a fork. Go east around the rock and get the treasure an 'Insecticide Bomb'. Continue east into LUMIR FOREST CAVERN 1. Go north use the (!) to slice through the dead vines. Continue north when you come to the fork go east and collect the 1200G.

Then go west stay along the path leading south and collect the 400G in the open area. Then go north an on your left side, then west and collect the 400G. Then go north and get the 'Lumir Flower'. Now go south then east then south into LUMIR FOREST. Go south then west along the path around the big tree and get the 1200G. Now go back east then south and get the 400G. Return to the big tree and on the east side of the trunk is a path to LUMIR FOREST CAVERN 2. Attack the root east of the tree so you can open up the entrance if you choose to go back up top. Go north of the trunk and slash the root to open a path to the 'Oracle's Staff'.

Go west ignore the root and go south and attack that one. Go south you'll come to a fork go west take it and get the 400G. Now go east and you'll come to a fork go southeast and get the 'Insecticide Bomb'. Then go north at the next fork go easy and along the winding path to LUMIR FOREST. Go south get the 'Blueberry' from in-between the trees, go south and southwest around the rock and get the treasure containing 'Icefang Stone' 'Arctic Cape' and 'Icepick'. Go south and through the trees it will get pretty foggy soon, go into the GARDEN OF DREAMS. Go east and the party will stop, Ryudo realizes they must be lost.

They're not sure were they are going or if they're on the road especially with the fog. Mareg can't smell any life in the place; the fog will clear up. Elena will notice the flowers and "spirit" like balls will float around her. A little girl will this is her Garden. She calls it the Garden of Happiness and you lose all your troubles here. She'll ask you if you want to be saved, Elena will then ask about her eyes. She'll tell you that her eyes use to be bad but now they are fine. She will thank Granas for her sight. The rest of the party will come forward, Ryudo says he's not into the flowers the girl tells him he just acts tough.

She also thought Elena would like the Garden, Elena doesn't understand what's going on. The girl tells Elena to ask the Girl with the Black wings, she'll ask them to keep the place a secret then run away. She'll then ask Elena not to eat her and she will disappear behind the tree. Ryudo suggest they get

going. Go west to LUMIR FOREST. The party will know not how they got there and the Garden has disappeared as well. You'll regain control go north along the path to EAST SILESIA Go to MIRUMU VILLAGE.

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### 1n. Mirumu Village

Character Levels: Ryudo 20 Elena 20; Roan 20; Mareg 22

The party will walk inside a couple of villagers' will spot Elena and know she's a Sister of Granas. One will run away and get the chief, and he will beg Elena to save the village. Ryudo tells him he knows not of saving the village, Elena explains they are going to Granas Cathedral. Ryudo wants to know what's going on and the chief will explain inside his house. The screen will shift to inside the chiefs house, the chief says villagers are falling asleep. He adds they sleep for days, he thinks they are not sick but cursed! He also says all the sleeping villagers have the same dream, he says that something is watching them.

Ryudo apparently does not believe in curses. He says they sent for the Cathedral to help, they thought Elena was the help. Ryudo will explain they are just passing through, the Chief wants the party to stay for a day. He thinks Elena's presence may help against the curse. Ryudo will allow Elena to stay so it is settled. Anyway leave his house and go to the Mirumu General Store, then go to the Inn. A woman named Irina will be there, she will run to Elena and ask her to help her son Nicolas to wake up. Elena will tell her that they are just passing through. Irina will feel bad about this, Elena will tell her she has to wait for the Cathedral to help.

You can tell that Elena really wants to help, Irina will ask Elena if she will just look at him. The screen will shift to the bedroom; Nicolas sounds like he's having fun. Roan compares this situation to that of Gadan, Valmar might be behind it. Mareg can't smell it though, Elena says she can't help. Irina mentions that he might be dreaming of the Garden of Dreams. Elena will mention they passed through there, Irinia says the Garden of Dreams is make believe. Ryudo will back up Elena's story of passing through the Garden. Elena will mention a little girl was there, Irina knows the little girl who's named Aira.

Aira is the daughter of Sandra, Irina blames Sandra for the village's problems. Irina will leave, Elena wants to speak to Aira if they are the same person. Roan is curious about Airatoo, Ryudo agrees to find Aira. Leave the room speak to Irina, she blames Sandra for all this she calls Sandra a witch. Ryudo says she has no proof, Irina says that Aira was blind and it could not be cured. Now Aira can suddenly see, she is dead set in believing Sandra did it. Recover and Save at the Inn. Leave the nn go to the south side of town over the bridge, when you start to Ryudo will spot Aira. Ryudo and the others will run over to her.

Elena will ask her what she meant by 'Don't eat her'. Aira meant exactly what she said, Ryudo will then ask about the Garden. Aira says again it's a place that is only of happiness. Aira's mother Sandra will show up. She'll scold Aira, she also thinks the party is out to get Aira. Roan Mareg and Elena will try and calm her down. She will apologize and invite you inside, follow Sandra inside. She says the innkeeper's son started sleeping while playing with Aira. Aira says she took him to the Garden, Sandra will scold Aira again. Aira will ask to see Roan's Medal. Aira will know it was his mother's. Sandra will explain that she prayed to Granas and her prayers were answered, Granas cured Aira's blindness.

Ryudo's sees that as being the reason she is called a witch, Sandra says she got herbs and prayed but the villagers thought it was all witchcraft. She says after Aira was healed the curse came and she got blamed for it. Ryudo says there is nothing they can do, the church will handle it. Ryudo suggest they all head back to the inn, Aira will return Roan's medal. Aira can sense something is wrong. She say's 'Scary People' have come. You'll regain control leave Sandra's and go across the bridge. The villagers will run off towards the entrance. One of the villagers tell Ryudo the Priestess and her party came.

Go towards the entrance, Elena will spot the Cathedral Knights. The Priestess says the knights will save the village. She says the village is full of darkness and it's the work of Valmar. She also says the village is now under her control and her knights. No one can enter or leave it now; if anyone tries they are a minion of Valmar and will be 'purified'. The knights will seal the exit; she will introduce herself as Selene High Priestess of Granas. Ryudo will ask Elena about her, Elena knows of her and her tactics. Walk towards Selene and she will spot Elena, Elena will explain why she is there. She says Zera will be pleased to see her.

Speak to Selene again, she must have told Selene about the Ceremony in Garmia Tower. Selene will recognize she has to report to Zera. Ryudo will stop her from blurting out about the Wings. She'll ask about Ryudo, Ryudo will tell Selene to let the party out of the village. Selene will deny Ryudo's request, Ryudo will ask her again. She'll deny Ryudo again and tells him he will be 'purified' if he tries. The Knights will surround Selene, Selene once again states no one may leave including Elena until they root the Evil. Ryudo will ask her to tell the Pop about them so they may go. Selene tells him it's her duty to help the village, and what she says has to be done.

Ryudo will basically tell her she is powerless against Valmar. She says she can handle Valmar's allies, Ryudo will then want to know what 'purifying' is. Ryudo tells him they do it by burning a village down. Selene says that Granas' purifying fire is done only to those effected by Valmar. Ryudo doesn't buy into her excuse for murdering people. Elena afraid, ask what do they do to people possessed by Valmar. Selene explains that when villages get burned they rid the world of Valmar. The Chief doesn't want that; Selene says only sinners die by the fire. Only the Holy Fire will pardon those who have never sinned.

Selene will want to know more of the situation, The Chief, Selene, and most of the Holy Knights will leave, Ryudo says they have to stay the night in the village. Ryudo isn't too worried about Selene since Elena is with them, but Elena being with them won't keep them safe forever. Return to the inn and opt to Spend the Night there. You will get a Meal Segment. The focus of it is on Selene and the current situation. When its over you will see Elena looking out at Valmar's Moon, Ryudo tells her that it can't hurt them. Then Elena wanders about Valmar being inside her. Ryudo tries to tell her Millenia is not bad, Elena overly religious claims she is darkness.

She seems worried that Millenia will take her over like what happened to Gadan. She also worried that Millenia might just want to restore Valmar. Ryudo says that everything will be figured out once they get to the Cathedral. Elena then quotes a scripture and says Millenia is the darkness inside her. Ryudo will try and lighten the mood, but Elena does not want to hear it, she's serious. Ryudo will apologize Ryudo can't kill Millenia. He'll then draw a knife to Elena to put her out of her misery. He was only string to scare her, so she wouldn't complain about something that can't be helped. Elena will not say anything, Ryudo will want to know what's wrong.





tell you to go to Town Hall for investigation by Selene. Elena says they should go tell her about the eye. When you gain control leave the inn and go south then west to the first building.

When you enter only those sleeping will be there, Selene will walk in and say the purifying will begin soon. Ryudo will tell her about the eyeballs, Selene believes the eyeballs are only minions of Valmar. Elena thinks they should concentrate on the eyeballs, Selene believes the eyeballs are not Valmar and Valmar is what they need to find. She also mentions that Valmar is the heart and not the eye. Ryudo thins that she just wants to burn the village down, Elena wants her to help the villagers. Selene says that one of the villagers is corrupt and that person can not be let go. She'll find the one who wills Valmar in their heart and the rest of the village will be saved.

Elena knows Ryudo has to find the one controlling the eyeballs so they can save the village. None of them will understand why someone would want others to see bad things of there past. Mareg thinks they should go back to the Fissure. Leave the town hall and go back to the Fissure, Aira will stop you. She will ask you if you want to go to a fun place where you can forget life's troubles. Elena will ask if her mother knows she is out. She'll ignore that and run off into a door behind her house. Go back there and speak to Aira she'll talk about her mother's hard time and how praying helped her mother. Aira will jump down into the hole.

Use the (!) to follow Aira, you'll land in the Seal of Granas room. The party will run over to Aira, Aira will explain how no one should suffer and argue she makes everyone happy. She helps everyone she says everyone should go to the Garden of Dreams it's fun and happy. The area will flash and you'll be in the Garden. She explains she was happy when she was able to see she explains that the other villagers hate lie and blame each other for everything. She wants everyone to come to the Garden and be happy. She says everyone who comes here becomes a fairy and they are happy like that. Elena will tell her to stop, but how can you be against a person who wants to make everyone happy?

Aira's scar will open and reveal a 3rd eye, she explains that Granas gave her the Eye so she could see. Elena says she is making people suffer. Aira will answer her with the fact that the people are no longer suffering, everyone is happy people suffer in the real world. She'll tell the whole party to stop coming after her, she'll call her Eye the Eye of Granas and know that Elena is the same. Elena with her Aira but Aira will push Elena away. She'll call for her mother and run off and disappears. Ryudo suggest they head back to the village, leave the Garden head over to the Forest then go back to Mirumu Village.

Selene a couple of Cathedral Knights and villagers are near Sandra. Sandra will explain about Aira. Selene says that Granas will not bless her, and she and her daughter work for Valmar. She'll ask the villagers what should they do with Sandra, and if they side with Sandra they will share her fate. The villagers will side with Selene and shout names at Sandra and ask her to release the curse. Sandra will get on her knees and beg to Selene and say she's done nothing wrong. Selene will slap her away, Aira will call for her and run over. She'll scream to Selene to leave her alone. Selene will spot the eye and know its Valmar.

The screen will shift to the party go over to Sandra's. Sandra will be lying alone the party will run to her. Selene's voice will be heard Elena and Ryudo will run to her. Ryudo tells Selene to leave her alone, Selene tells Ryudo it's not his business. Ryudo tells Selene that Aira doesn't know any better, and Selene should be trying to help Aira. Selene calls Ryudo foolish and



cross the bridge. Go north and across an eyeball bridge, and get the 'Battle Manicure'. Go back south, go east and around the second red pool near the trees to find a Treasure containing 'Illusion Clothes' 'Mirage Earring' and 'Bonds of Trust'. Go south across the eyeball bridge go get the 500G go back across the bridge then go west then south across another bridge then go east across a rock bridge. Now go south and get the 'Moebius Ring' then go south inside the gate, go east across a branch for 1500G. Go west back across and go around a rock, then go south then east across a branch.

Go north then up a ladder; continue north then go down another ladder. Go north across a rock bridge, then go north and get the 500G. Go east inside the gate you'll have to fight 4 HellHounds. After you defeat them the eye pillars will go back down. Use the SAVE POINT to save and recover. Go north and the rocks will form a bridge cross it to AIRA'S SPACE ROOM OF SOLITUDE. Inside will be Aira she asks to be left alone. Ryudo says they'll take her back to her mother, she say's everyone is afraid of her and Millenia wants to eat her. She knows that her mother asked you to kill her. Ryudo tries to tell her different but she doesn't want to hear it. She'll disappear and a monster will show up, it's fight time!

#####

Boss Fight IV

Valmar's Eye (12000)

Right Tendril (6000) Left Tendril (6000) Eyeball Bat x4 (3000) each

Difficulty: Medium

EXP 800

G 1200

SC 1800

MC 1800

Items: Warp Knife

Gravity Egg

Demon's Tears

Special Attacks:

Pollen Spew: Minor Damage; range; cancels

Delta Burst: Medium Damage; single

Crackle: Major ice attack; single

(There's 2 ways to fight this battle and I have been successful with both)

METHOD 1: (CONDITIONS: LEVELS ABOVE MINE OR JUST 1 BELOW OR EQUAL WITH BOTH Life UPS MAXED OUT OR NEAR MAXED OUT AND EQUIPPED)

Go right at Valmar's Eye with you best attacks things like Flying Tenseiken and Dragon Rise, and Fallen Wings. Cure often especially those who do not have the Life Up skill. Delta Burst is what you have to worry about so I advise you to kill one Eyeball Bat early in the match so they can't use Delta. Don't worry about the Tendrils you should be strong enough to take what they have to dish out. They will use Crackle when it's weak so try and keep HP at maximum and near it.

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METHOD 2: (CONDITIONS: LEVELS CONSIDERABLY LOWER THAN MY OWN AND NO LIFE UPS, OR LIFE UP HAS ONLY 1 OR 2 STARS)

Take out 1 eyeball bat then go after the Tendrils. Hammer then Tendrils hard

one at a time, o take out the weaker one then take out the other. After that get rid of the other 3 Eyeball Bats. Finally use your magic and whatever SP you may have left on the Eye. It'll be tough but you'll manage, he's considerably weaker and easier to defeat without help. This method just takes longer but if you're not strong enough, there's no way you would be able to stand up to the barrage of attacks that he dishes out with the help.

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After the battle you'll be in the Garden. Millenia will walk over to the fallen Aira, Ryudo will try to stop her. Millenia explains this is the only way; eat or be eaten. Millenia explains this is the only option they have. Sandra will show up and she is amazed that the place really exists, she'll run to Aira's side and apologize to Aira. Sandra never thought Aira was a monster, Aira tells her that this is the Garden as she was told. Aira will ask Millenia take away her Eye she doesn't need it. Millenia will spread her wings, the rest of the party including Sandra do not want it to happen. Aira explains its for the best she wants it.

Aira will tell her mother she loves her screen will flash and the Garden will change to a Barren in Field. The spirits will leave Sandra will thank Ryudo and she's glad she got to see Aira. Sandra does not know how she will live without Aira, Millenia says something mean >:( then notices the flower. The flower is Aira's heart that didn't go back to her body. Millenia will say if the place fills with flowers then Aira might come back. Sandra will vow to turn the place into a Garden. She'll begin to walk away they'll ask Millenia if its really possible. They will remember back to when she said there was no hope for Aira, Millenia needed the eye so she couldn't tell how Aira would be saved.

Ryudo sees right through her "care-less" attitude. The screen shifts to the party now with Elena in it at Aira's bedside. Elena is upset she couldn't save Aira. But Roan and Mareg know there is hope. Ryudo says they should go on, and Nicolas will run in. He'll ask about Aira, but Sandra will tell him that Aira's still 'Sleeping'. Elena will ask him to be nice and he'll agree. Sandra will thank you again and you will gain control. Elena will re-enter your party at level 24. Leave the house and head towards the entrance you will see Selene. Selene stills wants to deal with Sandra & Aira. Ryudo doesn't see why considering Aira is harmless and everything is back to normal.

Elena will back up Ryudo's claims, Selene still wants to go on with the Purification. Ryudo has had enough, everything is everything no harm done. Selene calls Ryudo a heretic for siding with them, Ryudo will agree to that and admit to his feelings towards Granas and the Church. The chief will side with Ryudo the suffering is over and they want to get back to their normal lives. Selene will reluctantly leave them alone and she'll tell Elena she lacks 'piety' for her position in the Church. Selene and her Knights will leave return to the inn to save and recover. Now leave Mirumu, and go to ST. HEIM MOUNTAINS, HALFWAY UP.

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1r. St. Heim Mountains

Character Levels: Ryudo 24-27; Elena 24-27; Roan 25-27; Mareg 26-28

When you enter go south to the SAVE POINT Save and recover there. Continue south and go east and get the 'Guard Mushroom'. Now go west and get the 500G. Then go east around the rock continue east to ST. HEIM MOUNTAINS CAVERNS. Go west get the 500G and continue west to ST. HEIM MOUNTAINS BASE.



worth 500G and can recover 5HP. Anyway when you enter Elena seems glad they made it. A man will introduce the town to you, Ryudo will ask if this is the Town of the Cathedral. The guard will want to know why you came, Elena will tell him who she is and why she is there. The guard will be willing to take Elena to the cathedral, but Elena seems hesitant and wants to wait to the next day. The man will walk away, Ryudo will compliment Elena on the job she has done to get there. Elena wants to know what the others will do.

Ryudo will want to search for Melfice, Mareg will also want to search for Melfice, and Roan will tag along, however he wants to know more about the Church. Ryudo agrees to all this he will ask Elena if she's sure she doesn't want to see Zera today. She will claim she's not 'presentable'. They decide they will go to the inn for now, before you do that go to the General Store. Then go to the inn to save recover and then spend the night. Elena will thank everyone for all they have done and the rest of the party will do the same towards her. Ryudo will claim it was his job to be helpful, Elena does not want to hear that.

A Granas Priest will interrupt, apparently Zera wants to meet Elena right away. Elena claims she is not ready, the Priest will insist on it. Elena will have to obey authority and will go, she will leave the party and everyone says goodbye to her. Ryudo doesn't feel right about her leaving, the screen will shift to Elena in a room with a holy man. He says the 'Day of Darkness' is upon them and Valmar is trying to revive. He will tell Elena she must seal the power of Valmar and she will need her power, Granas's power, and the 'Divine Sword, Granasaber'. She must find the sword it's her mission, the screen will shift back to the inn with the rest of the party.

Ryudo is a little sad about Elena leaving, Roan is sad he couldn't go inside the cathedral. Roan wanted to know more about the 'Battle of Good & Evil'. Neither Ryudo nor Mareg know much of that. The Priest will return, Ryudo doesn't like interruptions the Priest says the Pope has a Special Request for Ryudo. Ryudo will joke around about it, the Pope also wants to see the others. He will leave Ryudo really doesn't want to see the Pope or hear his 'Special Request'. When you gain control leave the inn go south to Granas Cathedral and go up the stairs. You'll get a full look at the huge beautiful Cathedral.

Roan & Mareg will admire the building, A guard will come up and greet Ryudo. When you gain control go up to the Cathedral Lobby, speak to the Priest in front of the door. He will only allow Ryudo in, Roan will be ok with waiting. The Priest says they can wait in the library, Roan will want to find out some information there. The priest will ask if its ok for them to leave agree if you're ready. The Priest will lead Roan & Mareg away go into the Cathedral Audience Chamber. When you do a Priest says Zera is still giving service, Elena and 2 others will be singing. One of the father's will ask what can they do about darkness, he says keep your soul and your faith in order.

You can't let Valmar control you, the other Priests will start asking questions all at once. Zera will calm them down by saying keep the faith and love for Granas so they can lead people to Salvation. Cardinal Oro will bring up the fact that he's hearing rumors of Valmar's revival. Zera doesn't want the people to be afraid. Oro is afraid of the Day of Darkness, Zera will then speak to Selene. He will tell her not to frighten people away from Granas he will then tell the others not to be afraid and return to their rooms, they will leave. Pope Zera will see Ryudo and greet him and apologize to him for making him wait.

Zera will ask to speak to him in a different room. Ryudo will greet Elena and she will walk away. Go left to Pope Room Corridor, then go to the Pope's

Room. The pope will be ready for the request but Ryudo wants to know more about Elena's condition, Zera tells him he can't do anything. However if you find the Sword of Granas, there might be hope. The Sword of Granas (also called the 'Divine Sword' & Granasaber) slew Valmar long ago, it can restore light to the world. Zera says Ryudo is the only one capable of doing this, as a reward Ryudo can have anything he wants. He also wants Elena to go with him, Ryudo doesn't see the point of Elena tagging along.

Zera will explain to Ryudo that he is better prepared to protect her from Valmar than the church is. He will tell Ryudo that Valmar devours other Pieces of its self until it's whole. Once its whole the Day of Darkness will begin, and since Granas has not recovered from the last battle they need to fight Darkness for him. With the Granasaber they can once again defeat Valmar, Ryudo will ask him where is the Granasaber. All he knows is it lies within "The Legion of Darkness. Ryudo will have to sleep on the decision, he will allow you to stay in the cathedral. Leave the Pope's room and Elena will follow, she will ask Ryudo to go along with it.

Go back out to the Audience Chamber, Oro and a few other holy men will want to know what happened. Ryudo will tell them about the request to find the Sword, Oro will question Ryudo's experience he figures finding the Granasaber should be up to someone with more experience. Ryudo will naturally take offense to that statement, Oro tells Ryudo he better not accept he won't be able to find it. Ryudo will then insult Oro, Oro will get pestered and leave with his followers. Go back to the lobby and go left to the Guest Room Lobby. Go right and save at the SAVE POINT. Go inside the library and speak to Mareg & Roan, they'll notice Ryudo has shown up and want to know everything.

The screen will shift and you will be at the end of the story, Ryudo will want to know if they found out anything here. Roan tells Ryudo he should read the books, Mareg is thinking about food. You'll gain control read the books around the room for more in-depth and a harder to understand version of the Battle of Good and Evil and other old things. Leave the room when you're finished and go left to the GuestRoom. Speak to the Priest inside and he'll tell you have to wait a bit for dinner. The screen will shift to Oro by he worrying about leaving their hope in finding the Granasaber. He'll use some device and during it Valmar's Moon will shine through the windows.

He'll notice it, it's definitely a bad sign. He'll look out of the window Millenia is there, he recognizes her as the 'Wings of Valmar'. Oro will be pretty scared the screen will shift to the party at the dinner table. Ryudo will announce he will look for the Sword. Mareg & Roan will want to come along as well. Roan will start to say something but a Priest will come in. He will announce that Valmar has taken human form and is inside the Cathedral. Ryudo tells him he knows nothing about it, when he leaves Ryudo knows it was Millenia. You'll gain control leave the guestroom and go down to the main lobby.

Go right to the Balcony, Millenia is there looking at her moon shining through. Millenia knows Ryudo is looking for the sword, Ryudo can't believe she would appear in the Granas Cathedral. Millenia just want to 'be around' Ryudo. She doesn't care about Granas, Ryudo doesn't think its a good idea she stays around him since he's hunting for the Granasaber and doesn't want to hurt her. Millenia will misinterpret that statement, after a while the screen will shift back to the guestroom. Leave the guestroom and go to the Audience chamber, Elena & Zera will be waiting. Zera will ask if Ryudo made his decision, Ryudo will want to know how the Sword will be used and who will keep it.

Zera tells him after Valmar is gone no one will keep it. The rest of the





Helm' maybe. Go north to RAUL HILLS 2 stay on the path. Slash the 2 balloons for a 'Weakness Nut' and a 'Golden Nut'. Pop them all some contain nothing others contain 'Revival Gem', 'Seed of Power', 'Myriad Power Nut', 'Seed of Life', 'Golden Nut'(x2), 'Seed of Defense' 'Seed of Psyche'. Anyway follow the road east eventually you'll see 2 rocks leading to a treasure.

Have Ryudo slash both rocks so he can climb them, the treasure contains 'Quake Stone', 'Scroll of Alheal', and 'Rage Ring'. Continue along the path you'll reach a fork save at the SAVE POINT. Continue along the path and you will come to a fork. Go west and save at the SAVE POINT. Go northwest across the bridge go along the road and go west at the fork until you reach RAUL HILLS 1. Go south then west and get the 'Seed of Life;', the 'Golden Nut' and 1500G. Return to RAUL HILLS and go back to the fork and go south. Use the arrow to board the boat after a short ride you'll be at a fork. Go west more bubbles containing 'patience nut', 'Golden Nut'. Now go east to EAST SILESIA. Choose Cyrum Kingdom when you're on the World Map.

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lv. Cyrum Kingdom

Character Levels: Ryudo 28; Elena 28; Roan 28; Mareg 29

When you enter Mareg & Elena will admire the beauty and prosperity of Cyrum. Roan will hang his head in shame. He will confess that Cyrum's Kingdom beauty is only skin deep. Truthfully the people of Cyrum are the descendants of the People of Darkness. Ryudo will ask about the Granasaber and then he will notice the people don't look like descendants of Darkness. Roan will admit to it, and say that people don't have memories of it. He left to find out more about the Battle of Good and Evil. Roan will suggest going to the Inn, hit the General Stores first. Then go to the inn to recover and save then spend the night.

The innkeeper can't allow you to stay because of a Festival. She will recognize Roan, but Roan will cut her off and ask about the Festival. She says the festival is honoring the forming of the town and the king has an announcement. Roan seems worried by that, and Roan will go back to his house Roan will run before anyone can even ask him to come over, Ryudo will think its funny that they didn't get invited to his house. Mareg and Elena will want to respect his privacy. The screen will shift to the party at the table. Ryudo will suggest they check out the town and search for clues on the Granasaber. The innkeeper will come over and tell them about a bazaar, the party thinks it's a good idea to check it out.

The innkeeper will mention a man named Hemble behind the Square. He says he won't talk to you fi he doesn't like you. He'll then say Ryudo has to be seen as 'strong' and Elena & Ryudo has to be seen as a couple. The innkeeper will compliment on Ryudo on Elena, Elena will get offended by it because of her position in the church. Anyway the screen will shift to Elena in her room, she's still thinking about the couple thing the thing the innkeeper said. She'll then think of Ryudo's lowly position and act uppity. She'll decide to go to sleep, Millenia will show up. She has something planned... The screen will shift to the king by the fountain.

The king and his consul are speaking of a speech the king has to make, a strange man out of focus will show up. The king will thank the man and mention how the people will be happier now. The man say's the People's fears are gone now. The screen will shift to Elena in bed. Ryudo will wake her up Elena will walk over to the mirror and a voice probably Millenia's will know of her liking Ryudo. Elena will go downstairs and greet Mareg & Ryudo the innkeeper will remind them about the bazaar. Mareg won't accompany you

because 3 are not a couple. Mareg will leave for the dock, Ryudo and Elena are the party for now.

Leave the inn go to the informant tent and speak to the man in front of it. He's Hemble, Ryudo will ask him about the Granasaber, he won't answer Ryudo. Ryudo will suggest that they act like a couple, Elena can't because of her position in the church. Elena will then reluctantly think about it and agree to it. He will ask if you're a couple Ryudo will confirm this. Hemble will incite you into the tent go inside. Speak to Hemble, Hemble will ask Elena why is she with a boy like Ryudo when she can be with a man like him He claims he's stronger than Ryudo, that statement will anger Ryudo. He will then bicker some more at Elena & Ryudo being together, Elena will stick up for Ryudo.

Hemble wants to challenge him to Arm Wrestling, if Hemble wins he keeps Skye. Elena will cheer Ryudo on and the screen will shift to the arm wrestling scene. The controls are to hold R to increase power tap a to regain endurance. But you can't do both at the same time. It's not really hard the best strategy is to count 2 'Mississippi's while holding R then quickly tap A. This will slowly weaken Hemble until you are at an advantage. Now what you want to do is to increase holding R longer and tapping A less when you have next to no endurance go on a Tapping spree. Eventually you will take him down, however you Elena will distract him and you will win that way as well.

After that Hemble will be upset over the loss, Ryudo wants to know about the Granasaber. Hemble knows nothing about... what a waste of time... The screen will shift to Elena & Ryudo walking and talking about what just happened. Elena gets tired and sits at a bench. Ryudo will offer to get drinks, go south then east around the fountain to reach the drink stand. You can pick the fake drinks for fun, but the real one that you can use is the one that is blank. Return to the bench half way their Millenia has shown up. Ryudo doesn't like that she popped up like that, Millenia don't like how Ryudo and Elena are getting along and is jealous.

Millenia will affectionately grab Ryudo's arm and want some of his drinks, but Ryudo will shrug her off. Millenia wants to be with Ryudo, and she wants to walk along with him. Millenia rejoined my party at level 29. Anyway go over to the tent near the stairs, Millenia will want to go and see the dancing. She likes the dancing it makes her feel good inside, she likes to live as a human. She'll cling to Ryudo's arm again the song will go off and she will tell the boy it was good. He will tell them he makes people happy with the song; Roan & Mareg will show up. Mareg can't see why Millenia showed up, Ryudo will try and make an excuse as you why he didn't get anything meaningful done.

Roan says there's a problem at the castle and they'll take a boat to the rear of it. Roan will then spot a boat go east to the bridge. Roan will point out the boat again no go around the house and down the stairs to the boat. Roan says the Royal Family has a secret. Ryudo will ask about Roan but he ignores the question. When the boat stops speak to the guard in front of the hatch. The guard will address the young adventure as 'Prince'. Ryudo will seem shocked by this Roan won't explain it now. The guard will warn everyone about monsters but Roan will ignore the warning. Go into CYRUM CASTLE SECRET PASSAGE.

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1w. Cyrum Castle Secret Passage & Cyrum Castle

Character Levels: Ryudo 28-29; Millenia 29; Roan 28-29; Mareg 29



## 1x. Underground Plant

Character Levels: Ryudo 29-31; Millenia 29-32; Roan 29-31; Mareg 29-32

When you enter what appears to be a factory the party can tell the place is not natural, you'll regain control go west to find a SAVE POINT save there. Then go south then west then north, then go west you'll reach a fork. Go south get the 700G go around the barrier and continue going north. Then go west then south watch out for the steam jets go west at the fork then north and get the 'Soul Eater'. Go back south then east then south then east ignore the stairs and get the 700G. Go down the stairs then go southeast and get the 2100G. Go back northwest then go south around the border and use the (!) to activate the lever.

Go back up the stairs and go southwest then south across the new bridge. Go south then southeast then east and get the 'Move Blessing'. Go west to the other side and get the 'Mana Harp'. Go back east then down the stairs go east then south to UNDERGROUND PLANT 2. Go south then east across the bar and get the 'Dynamite'. Go back across the bar then go south across a bar. Go east then east across a bar go west to cross a different bar. Then get the treasure containing 'Revival Gem'. Then go south then east across a different bar, get the 2100G go back across the bar. Then go south and then south onto a bar then go east on to the elbow bar.

Go south then go west to cross the bar. Go west and get the 700G. Then go northwest across a different bar, go east recover and save at the SAVE POINT. Go east down the ramp then take the bar south and get the treasure containing 'Forbear Necklace'. Go back across the bar then go northeast and on a bar go north when you get on the platform then north across a small bar continue north ignore the handle and get the 700G. Go back to the handle use it then go east and get the 'Paralysis Salve'. Now go west and across the bar then along it's to a platform. When you're off go south and get the 2100G.

Then go northwest onto a bar follow its path on the platform go east then south and pull the lever. Go west across the newly formed bar once you're on the platform get the 700G. Go south on the bar follow its path to a platform go south ignore the first bar and go west across the second one and get the 'Fine Broadsword'. Go back across the bar and take the other one west once on the platform go south then east across a bar. Once you're off go south and get the 'Flame Stone'. Then go west and down the ramp, go north ignore the bar and go east and get the 'Miracle Elixir'. Return to the bar and go across it when you reach the platform go east to UNDERGROUND PLANT 3.

Once the ride is over go east then north and get the 'Holy Wound Salve'. Then go south then east and get the 700G. Go east then north around the barrier continue north then east and get the 2100G. Go west then north then east around the barrier then go north then south around a barrier to reach a SAVE POINT. Now go north and get the 'Warp Shoes'. Return to the SAVE POINT and go into the door west to UNDERGROUND PLANT CONTROL ROOM. The party will look around and won't see much that looks like "darkness", Roan will scoff at the room. You'll regain control go north to the stairs, Roan will see something it will come down from the ceiling and want to eliminate the intruders.

It's not Melfice Mareg says it smells like him though. Millenia says it's the Claws of Valmar it will land in front of you. It wants to eliminate you, in a flash it will turn into a large monster!

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Boss Fight V

Valmar's Claw (14000)

Right Arm (8000) Left Arm (8000)

Difficulty: Hard  
EXP 1000  
G 2100  
SC 2400  
MC 1200  
Items: Mana Insignia  
Book of Gales

Special Attacks:

Gravity: Draws party close to one member; all

Thunder Bullet: Minor Damage; Range; Can cancel

Ice Bullet: Minor Damage; Range; Can cancel

Healer: Medium Healing; Single

Tail Pacer: Medium Attack; single; can cancel

Avenging Claw: 'Valmar' Attack; Single

This battle will be a true test of your skills for this is a highly annoying and cheap boss. Not only is it powerful it likes to cure himself when he drops below 10,000 HP. Your best bet is to cancel those arms both arms use Healer so cancel them before the can. Fortunately it will only cure itself 4-5 times, but this will negate the damage and the SP and MP you wasted on a good attack. Millenia's Fallen Wings are always useful, feed her Butter Rolls if you have them so she can keep doing it. I prefer Flying Tenseiken & Dragon Rise above all. I had Mareg canceling curing and helping with the P's, The Bullets are annoying when they cancel you and he uses them often.

Space out and he will use Gravity to get everyone back together. When he's weak he has half his HP he will start the Tail Pacer. When he's low he will pull out his spectacular Valmar Attack which does a ton of damage. Cured the character who takes it immediately because sometimes he will use it twice in a row.

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After the battle Millenia will devour the claw leaving behind a girl. Ryudo will get up close and see that she is not human. Roan will recognize her as an Automata, Ryudo will question Mareg's senses, Mareg was sure it was Melfice. Millenia says it may have been controlled by another Piece of Valmar. Roan is disappointed at his surroundings now. He thought the Gate had something deeper inside. Roan feels used and will start attacking the machinery. Ryudo will stop him the machinery will short circuit and the things around them will shake. Ryudo suggest they get going before it blows. Mareg refuses to leave the Automata behind.

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ly. Cyrum Kingdom (2nd visit)  
Character Levels: Ryudo 31; Millenia 32; Roan 31; Mareg 32

The screen will shift to the party outside of the Gate. They will talk about the Automata, she will get up and look around. Mareg will comfort her and say its safe. Roan says she's not dangerous since she is not programmed to attack. Roan will want to question his father about the Automata. She will ask for a command and Mareg will tell her she is free to go. The party will leave the room Save at the SAVE POINT. Go upstairs to the King's Office, Roan's father is in the room next door and he's in an argument. He will gasp

and then there will be a thud. Go inside the room MELFICE!!! Mareg is ready to fight, Ryudo can't believe he's here.

Ryudo will then have some flashbacks, Melfice will mock Ryudo and then ask if they were looking for him or the kin. He will slash at the unconscious king; Ryudo & Mareg are beyond livid at this point. Mareg wants to go and so does Melfice. You will get to fight Melfice it's impossible to beat him and he knocks out Ryudo with a Wailing Soul Slash. When the battles over the Automata will stop Melfice from finishing off the fight. Melfice will mock Ryudo and the fact that he had dreams, Melfice will want Ryudo to meet him back home. Melfice will then leave, Millenia is thinking about the Horn that Melfice possessed.

The automata will ask Mareg what should she do. Mareg will thank her for saving them and she can do whatever she wants, the screen will shift back to the King's Office. The king seems all right he says the people will gain their pride. Roan knows there past but why do they have to bare it. Why do they have to be the People of Darkness. The party can't believe Roan's change of attitude. Ryudo tells him to be what he wants and he can't change the past. Roan knows the outside world he knows there can be more the People of Darkness means nothing. They all had to choose their own role in life. Mareg and Ryudo want to know what will Roan do.

Roan wants to change the kingdom and let the people know they aren't bound to the past. Roan will announce he will stay in Cyrum, the screen will shift to outside of the castle men are lined up out there and Roan will come out on the balcony with a 'kingly' look. He will speak about them being shamed of their True Flag, he will also announce that the gate only held a factory that created weapons of destruction, the factory has been destroyed. Roan thinks that it was there because they are descendants of darkness, the people will ask what can be done.

Roan will tell them the Day of Darkness is upon them; Valmar only want pawns and doesn't care about People. They will no longer live in fear or in shame. The country really has a flag, and no longer will they be ashamed of it or that they are People of Darkness. They will raise the flag and Roan will say they will find a new way. Ryudo & Elena are on the roof; Roan impresses Ryudo. Ryudo doesn't think its right that a Sister of Granas Church is there. Elena will want to be there as a friend. Anyway the screen will shift to the Audience Square Elena rejoined the party at level 31, go back to the lobby then leave the castle. Roan will follow the party out and ask if they are going to Garlan.

Ryudo and Mareg will confirm this they have to face Melfice. Roan will apologize about not telling them about his royal background before they got there. Then they will tell him its no need to, Roan has a ship prepared for them at the harbor. Roan seems sad the party is leaving they will tell him not to cry about it though. When you gain control go down and across the bridge. The automata is there, Mareg tells her again that she is free. She doesn't understand so Ryudo will explain it to her in his own way. She will want to know what to do, Ryudo is exasperated and he ask Mareg to do something. Mareg decides she should come with them, Ryudo can't believe his decision.

Mareg knows she cant' do anything by herself and she has to remember her soul. Mareg will explain that traveling may open her eyes and she may get experienced and find her soul. Mareg will ask her if she would like to join and she will accept. She'll introduce herself as 'Tio'. Tio joined the party at level 31. Go to the port go across the bridge and around the boat and speak to the man near it. He'll introduce himself as Captain Bakala and he

will take you to the Island of Garlan. Once they leave they can not return to Cyrum, if you're ready tell him. Ryudo & Elena will wonder about the numbers on the boat, Bakala will explain that's the name 50/50.

Everyone will then board the ship you will get a scene of the ship leaving and into the ocean.

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1z. The 50/50 and Ceceile Reef

Character Levels: Ryudo 31-33; Elena 31-33; Mareg 32-34; Tio 31-33

Inside the 50/50 Elena will be talking to Ryudo, Elena will wonder about the Island of Garlan. Ryudo tells her where it is, Elena will then want to know about the Granacliffs in the Sea. Ryudo will tell her about that, Elena will want to know how they will cross them. Ryudo tells her to ask Bakala. Bakala will walk in, Mareg will be complaining about using some device, he doesn't know why he has to do it. Bakala says it will get them across the Granacliffs, and they have to pump it for 5 days. Ryudo & Elena will be shocked by this, you'll gain control of Ryudo, go speak to Tio. Ryudo will ask her about the Claws of Valmar.

Tio doesn't remember Melfice doing it, she feels like she just awoken. Speak to her again Ryudo will ask why did he put the Claws in her. She says to protect the facility watch the production of other automata and then destroy the world. She will also mention about the Divine Sword, she knows no more about it though. This confirms the Holy Book, Ryudo will also mention about an 'Idol' not being the Granasaber. Elena will ask what does he mean and Ryudo will not divulge anything else. Tio will ask if she has done anything wrong and Mareg will reassure her; Elena will wonder how much power was in the Plant.

Ryudo believe Melfice thought there was a lot of power in that plant. The screen will shift to Elena in the bedroom, Ryudo will check in on her she is having trouble with the boat rocking. Ryudo will want to talk to Bakala about stopping for now. Leave the room and go to the Deck, go up the stairs to speak to Bakala. Ryudo asks him to stop the boat so Elena can rest. Bakala says they have no choice but to stop because the wind has died down. They will stop at Ceceile Reef. The screen will shift to the boat docking the party will get off. Elena is still feeling a little nauseous, Ryudo will tell Bakala they'll stay a while to help Elena.

Bakala will allow this; Ryudo will try to reassure Elena. When you gain control go north then northeast follow along the path and you'll see weird stones. Mareg doesn't think they're pearls because they don't smell like the sea. Elena will not care what they are she needs to rest. Go southeast and up the cliff more stones are there. Ryudo will decide to camp there you'll have a Meal Segment. It's about Family, Ryudo will admit to him and Melfice being orphaned and the Village Chief raising him. The rest of the party will explain to Tio what a Family is, when its over the screen will shift to the middle of the night.

Ryudo will wake up and Elena is missing. Skye saw where she went, Skye will ask Ryudo who does he like better Millenia or Elena. Ryudo doesn't 'stand either one', you'll gain control over Ryudo go north and you'll see Elena. Ryudo will walk over and ask her what's wrong. She says nothing is wrong but Valmar's Moon got to her. Ryudo will throw a stone at the reflection of it in the water to make it disappear. It will cheer up Elena a bit but she wishes that was permanent. Elena will walk to the edge, Elena is admiring the beauty of the world. She will talk about how she use to think before now back when she was naive.

Ryudo will tell her being naive is better than not knowing at all. Elena's purpose is to save the world from Valmar, Ryudo will admire her hard work for trying to make this happen. He wished he worked as hard instead of always trying to escape the past. Her always wanting to help has change him, he will thank Elena for it. Elena will thank Ryudo she feels better about herself around him, like she can do anything she wants when he is around. Elena loves the world and will work even harder! Ryudo will vow to cross the Granacliffs. The screen will shift to the morning Elena will wake up Ryudo, there seems to be a problem.

Crimson Claws will surround the party. Mareg will realize the polished stones were actually eggs. Elena suggest they run, Tio says they can't. The tide came in blocking their path. Now all they can do is fight! After the battle is over Ryudo realizes they have to find an alternative route before the wind picks up. Go northeast then go north to Ceceile Reef 1. Go north to the SAVE POINT to save. Continue going north then go east around the path leading you west. You'll reach a fork continue west and get the 'Dragonfly Slayer'. Go back east and take the lower east path, continue until you come to a fork.

Go southeast down the ramp then go west and get the 'Gale Stone'. Go east then north and get the 1000G. Continue going north until you reach the arrow for a jump. Go north then west then go north. You will come to a fork go east and get the 'Scroll of Alheal'. Go west until you reach the arrow for jump then go southwest and get the 1000G. Go south get the 'Healing Fruit' keep going south and go west to Ceceile Reef 2. Once there go west then south then north around the wall. Go north and use the arrow to jump go southeast to use another arrow to jump. Go south then west then north, when you hit the edge go east and get the 1000G.

Continue west and use the arrow to jump, go west then south then east and get the 3000G. Now go southeast and use the arrow to jump, go south then west then southwest, and get the treasure containing 'Lullaby Staff'. Now go north then west get the treasure containing 'Coral Necklace'. Go east then south then east then south until you reach water, then go east and get the 'Electrum Stone'. Then go northwest then west across the rocks go south and get the 'Mermaid Harp', go back east across the rocks then go south near the shore. Now go east Save and Recover at the SAVE POINT. Go east then north and you'll see Crimson Tails go north and you will have to fight them!

#####

Boss Fight VI

Crimson Tail (9800) x2

Difficulty: Easy

EXP 500

G 1000

SC 2400

MC 600

Items: Soul Egg

Special Attacks:

Phantom Echo- medium attack; enemy line

Scissors Storm- medium attack; single; can paralyze

Break these guys down with your best attacks take out one at a time and use the occasional White Apocalypse that is if you get a good free turn with a character and can feed Elena enough SP recovery items to get it more than once. Use Flying Tenseiken, Beast King Smash etc the rest of the time.



Phantom Echo isn't much to worry about it's just annoying. Scissors Storm seems to be an attack one does when the other is dead. You should be able to put these guys away without doing too much curing and the like.

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After the battle go north then east to Ceceile Reef Point. Go east use the arrow to jump down then go south. Bakala will be waiting he says the wind has picked up and its time to go. Ryudo is angry that he didn't warn the party about the Eggs. Bakala will plead ignorance, he'll then says its time to go. The party and Bakala will board the 50/50. The screen will shift to the boat near a waterfall, the party is on deck. The Captain will say they will be successful with the wind. He'll explain the sails will catch the wind from the Granacliffs and they'll make it across. Elena will ask what if they don't make it across, he'll then tell them that are why they had to use the pump.

They'll release the air and fly across. The 50/50 will shake and Bakala tells them to hurry inside. The party will do so and you will get a pretty cool FMV of the 50/50 going into the Granacliffs and flying out. The screen will go to Ryudo on the deck; Elena will ask Ryudo how long will it take to reach Garlan. Ryudo will ignore her question because he doesn't want to go home. Elena can not believe Ryudo feels that way about his hometown. Ryudo will explain that in the town they worshipped an 'idol' and the men there trained hard to protect it and they had to cleanse their souls and resisted evil. He says his brother ruined everything, Skye will fly over and startle Elena he will tell them he sees land.

You will see the boat approaching the island. The screen will shift to the party docking and getting out of the 50/50

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##### C H A P T E R 2 #####  
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## 2a. Garlan Village

Character Levels: Ryudo 33; Elena 33; Mareg 34; Tio 33

When you leave the 50/50 Elena & the others with thank Bakala for allowing them to use the boat. Bakala will wait for the party their, go north and Ryudo will look around at his village, he says it looks the same. Elena will note its a sad village, a villager will walk by an insult Ryudo and his presence there. He will run away Tio will note that people hate him at home; Elena will want to know why. Ryudo isn't saying, you'll gain control go to the General Store when you're done leave there and go to the Inn save and recover. Leave the inn and go up the stairs villagers will be waiting.

They will approach Ryudo and tell him to leave the chief will not want Ryudo around either. They want to forget about Ryudo & Melfice; he'll then ask him to leave. Ryudo knows Melfice is there that will make the villagers uneasy. Ryudo will tell them he's leaving as soon as his business there is taking care of. The Chief will allow this, Elena will stick up for Ryudo and Ryudo will quiet her down. The villagers will then leave, Elena does not understand why they're doing this to him. Ryudo will play dumb and not want to talk about it. Mareg will ask where could Melfice be? Ryudo suggest checking his old house. When you gain control go northwest across a bridge, you'll see a house with the door's boarded approach it.

Doesn't look like Melfice is there, Tio & Mareg will wait at the inn. Elena will want to know how did Melfice become possessed. Ryudo will shout at her and say he did it to himself. Ryudo decides they'll go back to the inn, that guy Gatta will show up and ask Ryudo if he will go kill Melfice. Ryudo will



When you enter Elena will be looking at how terrible everything is. Ryudo explains it's a warning from Melfice. Mareg's village looked like this and everything will look like that if they don't stop them. Gatta will show up Gatta has a note for Ryudo that was on his old house's door. "Wait at Plateau of Memories. -Melfice" Gatta tells Ryudo he must kill Melfice and end the madness he must defeat him. Gatta will leave, you'll gain control go north save at the SAVE POINT. Go east then north then west at the end of the path will be 1000G. Go back east then go south then go easy ignore the fork go north that's a dead end.

Continue going east across a pseudo bridge and get the 'Makibishi', keep east when you come to a fork go east and get the 3000G. Go back west then go north get the 'Double Moon' on your way. Seemingly a dead end... NOT! Go to the eastside and use the (!) so Ryudo can push the statue and drain the water. Go north across it continue north then west. Then south then west across a bridge continue west to the edge and get the 'Face Paint'. Go northeast then west up the ramp go west then southwest in the corner is a 'Potion of Azure'. Go northeast until you hit the water then go northwest and push the statue to drain the water. Go east then go across the downed the bridge.

Get the 'Grail Fruit', continue going east get the 'Healing Fruit', and go west up the ramp continue west to the wall and get the 1000G. Go back east then north up the ramp to GRAIL MOUNTAIN ROAD 2. Go west then go north get the 3000G, on the way north then go east then south and get the 'Dark Armor'. Go back north and continue north through the black mud near the crack. Continue north to the wall and get the 'Grail Fruit. Go west and follow the path then go west across the vine with bones on it. Then go north and go across the last one and get the treasure containing 'Move Blessing' 'Bonds of Trust' and 'Earthen Axe'.

Go back across the vine and go southwest collect the 1000G. Go southeast and across the vine then go across the one southwest the vine will fork go south. Then go south and across a vine going west. When you're off west then south then east at the edge is 'Dynamite' now go back north then west then north save and recover at the SAVE POINT. Then go north to GRAIL MOUNTAIN SHRINE SQUARE. Go north the party will stop, Ryudo didn't want to come back here. Go north into GRAIL MOUNTAIN SHRINE. Go down the stairs then east to the hole Ryudo will slowly walk with the party behind him. A Seal of Lord Granas is there. Ryudo will admit to Melfice killing Reena for the power of Valmar.

Anyway you'll gain control go back west and up the stairs and leave the Shrine. Go back south Melfice (obligatory '!' here) Melfice will mock Ryudo, Melfice will jump down and run away. Go southwest to GRAIL MOUNTAIN 3, Go west then north then east get the treasure a 'Fairy Ribbon'. Go west and get the 'Grail Fruit'. Now go south then west when you to a fork go south then west and get the 1000G and the 'Gold Feather'. Go back north then west and save at the SAVE POINT. Go west the party will stop Melfice is there, everyone will approach him. Ryudo and Mareg want to fight to the finish. Melfice will want to show them the power of the 'Sword of Justice'.

The sword is the Justice everyone believed in, Ryudo will tell him true Justice is in the heart in not in an idol. Ryudo will draw his sword and Ryudo knows he's not Melfice and he's truly Valmar. Let's let the battle commence!

#####  
Boss Fight VII  
Melfice (19000)

Sword (11,000) Regenerator (?????)

Difficulty: Very Hard

EXP 1500

G 0

SC 3600

MC 1800

Items: Maken Valborg

Book of Swords

Soul of Asura

Special Attacks:

Demon Horde Slash: Major Attack; Special

\*\*Wailing Soul Slash: Major Attack; Single

Wow!: Raises ATK 1; Single

Gravity: Draws party to one member; all

Poizn: Minor damage; range; poison

Tremor: Earth attack; minor damage; range

Diggin': Raises DEF 1; all

Shhh: Blocks Magic; single

Runner- Raises Move 1; all

Speedy: Raises Act 1; single

\*Evil Horn Attack: Major attack; all

\*Quake: Earth Attack; Major damage; all

(\* - he did it when I killed his sword

\*\* - He didn't do it this play through and battle but I'm sure he can do it)

Don't kill the SWORD! It may sound like a good idea when he hammers you with 2 Demon Horde Slash's in a row. But killing the sword is a waste of SP & MP, Quake & Evil Horn Attack are far stronger than Tremor and Demon Horde Slash. Crackle is a very good spell to use against Melfice. First give him a barrage of Specials, he wants your best shot so that's what you will give him. Don't allow Elena to stay Magic Blocked for too long you will need her for curing if she still has the Holy Egg. When she has little SP she should be the one using Crackle with the aforementioned egg. Ryudo should keep using Flying Tenseiken if he or Mareg gets Move Blocked (Melfice's normal attack can move block you) quickly remedy it.

Tio should help cure and use items especially the ice attack item. Don't even try to remedy Melfice's status enhancing magic just let him be as is. It's hard to defeat him when he's really fast and string so don't let the battle carry on too long. This battle will take more than one try and from personal experience beating him just once is hard! He's not an impossible boss, if you are having troubles then you either don't have your Life UPS or you're levels are too low. Raise your levels, and the ice enhancing skills should be equipped Elena as well and maxed out as well.

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After the battle Mareg is ready to finish off Melfice. Ryudo will approach the knelt Melfice, Melfice admits to giving in to Valmar. He was greedy for more power and he doesn't even know what he has been doing since then. He's glad he saw Ryudo before he dies; Melfice will fall over. Melfice will tell Ryudo the 'Divine Sword' lies to the East. He will thank Ryudo again, Ryudo will beg Melfice not to die. Melfice will die, and Ryudo's arm will have a purple mist around it. Ryudo will scream and unsheathe his sword towards Elena. He will come close to chopping her down but he will stop and fall over.

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2c. Garlan Village (2nd visit)  
Character Levels: Ryudo 36; Elena 36; Mareg 36; Tio 36

The screen will show Melfice's burial, the chief is somber towards Melfice's death. He realizes its wrong to take pleasure in Melfice dying, he will want him to Rest in Peace. The Chief hopes the town can find Peace too. Gatta realizes his death meant nothing, there was danger before Melfice and they were afraid then too. They thought Melfice could protect them from anything, and when he left they became afraid of everything. They trusted Melfice with their lives now they have to trust themselves. The blamed all their problems on Melfice leaving and then put the burden on Ryudo when he ran away.

They've been running from their problems by blaming others for them, the chief will bring up the fact that they were praying and believing in Valmar and the entire idol was a hoax. Now what should they do? Gatta will get angry with him and tell him to live his own life make his own decisions, the screen will shift to Mareg & Tio at the inn. Tio is telling Mareg that Ryudo is dangerous with the Horns of Valmar and he should be killed so he can't do any harm. Mareg will refuse to kill Ryudo, Tio can't understand how Mareg wanted to kill Melfice because of the Horns why doesn't he want to kill Ryudo as well he is dangerous like Melfice was.

Mareg will explain to Ryudo honored his life and others while Melfice wasted his and didn't care about others. He honors Ryudo for this and thus can't kill him. Tio doesn't understand, Mareg will comfort her, the screen will shift to Elena at Ryudo's bedside. Elena will plead with Ryudo to wake up, she will not want the Horns removed because Ryudo's soul will be shattered if they are. All that has been done is wasted if Ryudo remains like this. Elena doesn't want to pray to Valmar or ask Millenia for help but she has to. She will beg for Millenia to show herself, Elena will grab a mirror and Millenia's reflection will show in it.

Millenia doesn't care to help Ryudo she only cares about the Horns inside of him. Millenia will then take over Elena, and she will bid Ryudo farewell. She will begin the process and stop, she will break down and cry Ryudo was the only person who ever cared about her as a person and she can't take his soul. Millenia will use her magic and a foggy Elena will appear on the other side of the bed. Millenia will ask Elena to help her she needs Elena to draw the real Ryudo back while she will maintain the Horns. Elena will call out for Ryudo, the screen will shift to inside of Ryudo's mind where he is fighting Gatta. Gatta will tell Ryudo he won't give up trying to be Idol Guardian.

Gatta tells him Ryudo he has to be strong and have a pure heart and with those he can obtain Justice. Ryudo will tell him its not all about strength, he knows that but its the first step & Melfice is cool and strong. Gatta knows about Justice so he has to be stronger, Melfice will come in and say the strong can show Justice while the weak can just talk about it. The screen will shift to Ryudo chasing after the searchers who went after Reena. You

will see Melfice impale Reena again, Ryudo will ask Melfice why? Melfice claims because Valmar possessed her. Ryudo is the 17-yr. old current Ryudo now, Melfice will tell Ryudo you can only kill Valmar by killing its host.

Someone asks him how can he say that when he wanted the power to. Millenia said it, Millenia know he saw how powerful the Horns were and he wanted that power for himself. Melfice is now the Horned Melfice, he will swipe at Millenia. Millenia will jump down to Ryudo's side, the screen will shift to 14 yr. old Ryudo at the side of Reena. 17 yr. old Ryudo will come over, Reena will tell him that Melfice needed more powers so she sacrificed herself so he could be as strong as a demon. Ryudo will not want to hear Reena's answer, Elena will show up and say there had to be a way besides having her die she's inhuman.

There are more reasons to live even with pain its part of life, Ryudo will draw his sword. Ryudo knows Valmar is trying to fool him the screen will shift to Ryudo & Melfice in mist. Melfice will want to know why he seeks the Divine Sword. Is it for Power? Ryudo wants to protect those he cares about most, Millenia and Elena will show up and lend him power. He will slash through the Horned Melfice and the 19-yr. old Melfice will show up. Melfice says the Horns are now dormant he will thank Ryudo for saving him from the torment. He will tell Ryudo that Valmar can not be defeated by power but from faith and believing.

Valmar is powerful and his heart was weak, he allowed himself to be defeated. Melfice will disappear and the screen will shift to inside the inn. Elena is begging Ryudo to wake up, Elena will pray to Lord Granas to help Ryudo. Ryudo's eyes will open he will notice Elena there, Elena will cry. Elena will thank Millenia for helping. Tio & Mareg will show up, Mareg will ask how he is doing, Ryudo thinks he is ok. Ryudo knows the Horns are inside of him, Elena will explain that Millenia used her powers to save his life. She tells him not to give into the Horns he'll be fine. Ryudo will see Tio stuck around, Tio says she stayed with her family.

The screen will shift to he party Gatta and the chief at Melfice's grave. Ryudo says the idol didn't have the power but a pure heart and spirit does. He learned this now, the chief will realize blaming Melfice was wrong. They caused their own problems and prisoner themselves. Gatta will ask for forgiveness saying he was a coward, Ryudo will confess to running from his problems and not realizing facing them is the key to solving them. Gatta will give Ryudo a 'Friend's Necklace' as a token of appreciation and as a promise that he will become stronger the next time Ryudo returns home. He will tell Ryudo to keep it, Gatta will see the point in what Elena has said.

Ryudo decides they get a move on finally you gain control return to the inn Save & Recover. Leave the inn and go to the Warf and speak to Bakala. Bakala says Ryudo's looks manlier now, and that he's ready to set sail. Ryudo wants to go east along the Granacliffs, Bakala complains that's its far but he is prepared to take you there. Tell Bakala if you're ready the party will board the 50/50 with the exception of Elena. She won't want to tell Bakala why she is sad. Bakala thinks that her and Ryudo had a fight but Elena will deny that. Bakala will tell Elena she can come to him for advice. Eventually Elena will cheer up a bit and board the 50/50.

The screen will shift to the 50/50's deck at nightfall. Elena is out there she is still a little miffed about relying on Millenia to save Ryudo. Although it worked but Valmar made it work. She is sad that Millenia's power not Granas' power broke the Horn's spell. Elena will pray to Lord Granas for guidance, Elena can't believe part of Valmar wanted to help someone. Then she'll wonder what Ryudo & Millenia do when she is not in control. Ryudo will

show up Elena confirms that she is all right now. Ryudo will thank Elena for helping him back in Garlan. Elena will make light of the fact that she saved him for a change.

Elena will ask Ryudo why did Millenia just remove the Horns from him instead of sealing them. Ryudo doesn't know for sure except that Millenia likes him. Ryudo wanted to thank Millenia too; Elena will get jealous that he's talking about Millenia. Elena will then apologize and run off, Ryudo will doubt that the situation there just went well. The screen will shift to the party leaving the 50/50.

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## 2d. Ghoss Forest West

Character Levels: Ryudo 36-37; Elena 36-37; Mareg 36-37; Tio 36-37

Mareg says he knows the area well, the party will thank Bakala for his services. Before the conversation is over Bakala gives Ryudo some advice on women. When you gain control go south and save at the SAVE POINT. Go south the party will stop Mareg says the sword is near if Melfice was correct. Mareg's village is also nearby and he would like to of there. Ryudo will agree to go, Ryudo will ask if he will stay considering his mission if finished. Tio will ask what will she do if he decides to stay. Mareg does not know yet if he will stay. Ryudo says he's leaving as soon as he finds the Granasaber, eventually you will regain control.

Go southeast a large flower will form a bridge. Go east across it and continue east then northwest and check the leaf gate to gain access to 3000G. Go back east and continue north/northwest to a Flower Bridge. Go west and you will reach a fork go north you will come to a plant spewing poison the northwestern path then go west through the leaf gate and get the 'Aromatic Root'. Go back to the poison spewing plant and go northeast then east across a flower bridge. Continue east up the warped branch get the 'Healing Incense'. Follow the branch's path when you reach ground go south and east up another branch.

The branch has a fork in it go south and then get on the ground and get the 'Sylph's Robe'. Go back on the branch and go east follow its path. When you get on the ground go south pass the poison spewing plant and go east to GHOSS FOREST, WEST 2. Go east and up a branch go north at the little fork. Check the plant and it will blossom. Go north on the brown branch, go east across a blossomed flower and get 1000G. Go north and off the branch go north blossom the flower and continue north and get the 'Divine Talisman'. Go back south and on to the branch go north across the blossom flower you may receive a 'Dragon Bone Helm' in a near by fight with the grasshopper looking monsters.

Anyway go east and you'll come to a (!) use it to connect the plant bridge. Now go south and off the branch go north through the leaf gate and get the 'Quake Stone'. Go south and on to the smaller branch, go southwest and off the branch, blossom the flower then return to the branch and go to the flower and get the 'Baobab Fruit'. Get back on the branch and go east then northeast use the (!) to continue the path, take the path all the way out and get off the branch the party will stop. Mareg says this is what Melfice did to his land, he did it to get the Claws of Valmar. Mareg will walk over to the side and tree and ask why does darkness do this.

Elena will say all darkness is wicked. Mareg will differ from her opinion on darkness and compare light and dark to fire and wind respectively. One brings death the other brings life, Elena will refuse to believe that Darkness has a good side. The party will present her with examples like Tio Ryudo and Roan & his kingdom they all had darkness and goodness in them. Mareg will confess





The villagers like the smell of the Moss that was the trial. If anyone of them would of went in they wouldn't of came out. A villager will give you the 'Ring of Guarding' as a reward. Now they will want to begin the feast. The screen will shift to nightfall Ryudo & Elena will be together. Return to the Hut of Trials and get the proper amount of Walnuts 4 times and you will get the following 'Saucer', 'Miracle Scales', 'Platinum Feather' and 'Book of War'. When you're done with that go speak to the Elder, he'll admire the smell then ask if there's a talent you have. It doesn't matter what it is; Ryudo will ask Elena to sing.

Elena will be surprised Ryudo asked her to sing. Ryudo says he likes her singing, Elena will be flattered and embarrassed at the same time. Elena will decide to sing Skye will remind Ryudo about 'not liking women or God' and now he wants a 'woman' to sing about 'God'. Ryudo tries to explain it's different with Elena but Skye will just mock him and tell him to act without thinking. Mareg will seem moved by the song, he tells Tio it makes feel warm inside. Tio says she feels nothing, and Mareg can not believe that. Tio does feel something but she does not understand it. Mareg tells her it's her heart she will ask Mareg about living free.

Mareg explains to her its not to live by the laws its it do and go what and where you want. Similar to how Ryudo lives now he lives under the laws of nature. Tio thinks it means to be you own master. Mareg will command her to do it, Tio then says she her own master and will call Mareg his name instead of 'Master'. Mareg will get up and Tio will call him back to test it out, she says it felt different than calling him master it felt warmer. Mareg says that's her heart but she can't confirm her heart. Mareg tells her she has to feel her heart. The screen will shift to Elena song is over. A couple of villagers will compliment Elena on her singing.

She will sit back down; the villagers will want to song. Elena like their song Elena wants to see the Spring at night she heard it's beautiful then, Ryudo wants to see the spring too. When you gain control go no northeast to Nanan's Spring. Walk and Ryudo and Elena will stop, Elena admits to being nervous it was her first time not saying for Lord Granas. She enjoyed this time more than any time, and the people enjoyed it as well. Elena loves singing it makes her feel good, Ryudo will thank Elena for helping him with the Horns. Ryudo will say he felt her in his heart like they were connected and she is special to him. Elena can't believe he said that, but she is glad that he did.

She will then need a drink of water, Elena will run off it didn't go exactly like Ryudo planned it. The screen ill shift to Elena by the Spring, Elena can't believe Ryudo just blurted that out, she can't respond because of her duties as a Sister. Millenia's reflection will appear in the water, Millenia tells Elena it couldn't work out between them two because she can't love Ryudo because of her God. Elena will deny that, Millenia will scoff at Elena. Elena claims her higher task prevents her from saying differently, Millenia claims she would give everything to Ryudo her entire heart. Millenia then claims Ryudo can't love Elena either and Elena will tell Millenia to stop.

Millenia says Ryudo's is hers she'll take over Elena's body. The screen will shift back to Ryudo waiting by himself he will go and find Elena. Go east then north on to the branch walk along it and then come back down. Ryudo will stop he can't find her, Millenia will show up Ryudo is surprised to see her there as well as disappointed. Millenia will think he does not want to see her, Millenia will mention how beautiful the moon is, and Ryudo will want to know what Millenia wants. Ryudo can't tell her anything because she's so sporadic she's here one second and gone the next. She will put Ryudo on the

spot and want to know what he wants to tell her.

She'll cling to Ryudo's arm and want to hear it. Ryudo will shrug her off and tell her to stop, what is she thinking?! Millenia says she thinks of him, she wants to make Ryudo love her Ryudo says to stop creeping him out but Millenia can't help it she's too in love. Then Millenia will tell Ryudo to forget it, Ryudo will admit to the fact that he might love her, BUT he also feels the same way towards Elena. Millenia thinks she can't win him over because she's not a complete human. Ryudo will deny that he'll tell her he thinks about both of them and can't choose. Millenia says she loves him more he come first for her.

Ryudo tells her it's not fair to either one to choose. Millenia will decide for him by kissing him and then turning back into Elena. Elena won't know what she just did. Ryudo will see Millenia's name and Elena will that the kiss between Ryudo & Millenia was mutual. She'll run off back to the village and think that Ryudo chose Millenia. Elena will think now only of her mission and think it was silly to have feelings for Ryudo. The screen will shift to the party the next morning next to the stair log. Ryudo will thank them and the Elder will do the same. He says go to the Tower of Purple Cloud in The Great Rift. Return if they are having trouble making it through.

Ryudo thinks there won't be any trouble, the party will go down the stairs Elena remarks that there adventure is almost over and they should get a move on. Leave out of Nanani then go to GHOSS FOREST EAST.

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2f. Ghoss Forest East

Character Levels: Ryudo 37-38; Elena 37-38; Mareg 37-38; Tio 37-38

Once you're inside save then go east then south at the fork go southwest and get the treasure 'Revival Gem'. From their go southeast pass the fan flower continue east into the mud then go west. Then go south and east around the plants. Go into the mud and get the 'Wolf Boots' go west in-between the flower fans and get 1000G. Go southeast then go north and on to the branch. Go east and south on the next branch then go south through the mud and get 3000G. Go back north on the branch then get on the north and don't take the fork northeast instead go north and off the branch, go west and then south in the branch and get the 'Smelling Salts.

Go back across the branch and go northeast then east then go south at the fork and get the 'Yomi's Elixir'. Go back north then east to GHOSS FOREST, EAST 2. More mushroom madness! Crack open the mushrooms and you'll get stuff you know the drill. Go south and follow along the path eventually the path will lead to a fork west and get the treasure 'Dragon Scales'. Go back east then go north into an open area go north then east under the branch then go south then go east in the catty corner is a 'Vaccine'. Now go back west then south all the way to the wall then go east then north then east and on to the branch for 3000G.

Go back south on the branch then go east and get 1000G continue going east on the world map and go to THE GREAT RIFT 1.

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2g. The Great Rift

Character Levels: Ryudo 38-39; Elena 38-39; Mareg 38-40; Tio 38-39

When you enter go south the party will be in shocked by the 'Purple Tower', you'll see it Elena will recite the Holy Book scripture The Granasaber must lie there. Go southwest and save at the SAVE POINT. The

camera doesn't rotate fully so I'll just say the directions right left etc. Go right and down the ramp then go left and down the ladder. Go left and down there, go right ignore the ladder and to the wall and up its rock face. Continue right and use the arrow to jump, continue right and into the cave go left get the treasure 'Seed of Moves' 'Man iron Clogs' and 'Man's Headband'. Go back into the face and use the arrow to jump down. Go left jump down again, and then go left and jump down once more.

Go right and up the ladder then go left and get the 3600G. Go back down and go left you will fall down go left and up the ladder go left use the (!) to push the rock into the hole. Go right and back down the ladder go left all the way then down the ramp. Now go right then down the ladder, go right and down another ladder. Now go left and have Ryudo push a rock, go right and up the ladder then go left and into the cave. Keep left and out of the cave, go up the ladder go left and get the 'Magic Blessing'. Go right you'll fall then go right and down the ladder, go right and down the incline. Go up the ladder and push the rock, go back down the ladder continue right and down the ramp.

Go left take the upper left path at the fork and get the 'Vaccine'. Go back to the fork and take the lower left path ignore the fork going down and continue left, then go down into THE GREAT RIFT 2. Go east into an open space go southeast and get the 'Healing Incense'. Go back north then west then southwest and along the path. When you reach a fork go southeast and get the 'Seed of Swift'. Continue north and go east it will wind through tree's and around corners continue west all the way ignore the forks and get the 1200G. Go back north ignore the first east fork and take the second one east, and get the 'Healing Fruit'.

Now go to the first fork southeast you'll be in an open area go north then west into a corner and get the 'Blessing Scroll'. Go back south and then east from the entrance to the open area to get the 'Discus'. Go south save at the SAVE POINT then go east into THE GREAT RIFT 3. Go south then east and get the 1200G. Go south then east and the party will come to the Purple Tower. They'll stare at it, Ryudo will try to charge at it but will be knocked back. The party can't understand how the wind can stop them cold, Tio will then notice something. She'll see her 'Sisters' who died long ago. She say's this must be a Soldier's Graveyard.

Tio will pick up the head of one and a green light will glow around Tio. Tio says they charged the wall even though they knew they would not make it. Ryudo can not understand why they would do that, Tio explains that they did as directed. Tio says they should go to the Demon's Law to make the Wall disappear. You'll regain control go east then north hang close to the west wall and get the 'Energy Ring'. Go east get the 1200G then go south near the scraps and get the 'Serpentine', go north into the DEMON'S LAW.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
 2h. Demon's Law

Character Levels: Ryudo 39-40; Elena 39-40; Mareg 40-41; Tio 39-40

Once you're inside go north then west and get the 3600G. Go east pass the fork through the doorway and get the treasure containing 'Red Bird Stone' 'Panacea' and Phoenix Hat'. Go west back to the fork then go north then west down the stairs go north and up the stairs. Then go east get the 'Hero's Elixir'. Continue east and down the stairs go south then west down the stairs cure yourself and get ready to fight!

#####  
 Boss Fight VIII  
 Leck Guardian (15000)

Snow Leopard (4600) x2

Difficulty: Easy

EXP 700

G 300

SC 1600

MC 320

Items: Inferno Battleax

Special Attacks:

Buster Horn- Medium attack; single; can Move Block

You should have no problem with this battle. Tornado White Apocalypse and Sky Dragon Slash. Cure then member he uses the Buster Horn on, and watch out for his regular attack since it does decent damage. It's not necessary to take out the Snow Leopard's first they will presumably go down with him after all the 'All' hitting specials. You can defeat this guy in 3 rounds tops.

#####

After the battle go north and save and recover at the SAVE POINT. Continue north and through the door use the (!) to make the red pillar lower, go east then north then go north through the doorway. Continue north get the 'Exorcism Bow'. While you're there lower the red pillar, go back south then go west into the first red pillar room. Go west ignore the stairs and get 1200G. Go back to the stairs go through the door and lower the red pillar. Go back to the 1st red pillar room go north through the door be sure you are at top HP SP MP etc and prepare to fight!

#####

Boss Fight IX

Naga Queen (12500) x2

Difficulty: Easy

EXP 750

G 800

SC 0

MC 1280

Items: Star Egg

Special Attacks:

Freezing Eye- Medium Damage; Enemy line; Mov -2

Fiora- Move Block; single

Blizzard Edge- Minor attack; special

This battle shouldn't be too hard, just use Sky Dragon Slash, Beast King Smash Fast Dance-Whirl and White Apocalypse. You can try and put both of them away at once or single one out for the single attacks either method will work well against these 2. It's a good idea to UN-move blocks anyone who takes the Fiora and cure when necessary. You will probably have to cure maybe once during the entire fight if that.

#####

After the battle go north then go west avoid the beams then go south and get the 'Halo Armor'. Go back east all the way and then go south and get the 'Mystic Potion'. Go north then west then go north to DEMON'S LAW, CONTROL ROOM. Tio will say this is the control room another Automata will them to destroy the Divine Sword and Release Valmar. Tio will not obey the command,

the other automata says as the commander she must follow orders unless she is defective. Tio says she is her own master and the other Automata's master is gone so the orders are void. The other automata will try and repair Tio, a lightning bolt will hit Tio and Tio will try and fight it off.

Tio will get up and the other Automata orders Tio to destroy her friends and Tio will be prepared to. Mareg will tell her not to listen and she should follow her own orders, Tio will try and remember and Tio will become back to normal. The other automata tells her she exist only to fight and she will decommission her.

#####

Boss Fight X  
Tio Clone (32500)  
Difficulty: Medium  
EXP 900  
G 0  
SC 4000  
MC 4000  
Items: Balor

Special Attacks:

Lotus Flower: minor damage; range; can cancel

Silence: Magic block; single

Tio's clone isn't super hard but she has a ton of HP to make up for what she lacks. You will need to keep the strong attacks up and do not give up even when it seems she will not go down. Curing will be necessary, UN-magic block anyone she uses silence on especially Elena or Tio. Try to keep your SP high so you can continue to attack, nothing Tio's clone can do will kill you but don't get cocky. This fight will take a while to win, Tio's clone is also very fast and has a good IP Gauge. She also has a high defense to wind so Tio's Tornado doesn't do much damage.

#####

After the fight Tio will feel sorry for the Automata she was only following orders. Tio didn't want to fight her; the Automata will still gasp a few more orders and disappear. Tio says destroy the controller and the Wall of Wind will disappear. You'll regain control go up the stairs and use the (!). Ryudo will slash it and Tio will confirm it's in operative. The Granasaber's wind barrier is gone, you'll regain control leave Demon's Law and return to Great Rift 3. Mareg can tell the wind has stopped the party will run and go look you'll see a freakin' huge sword! The party will be in awe over it. Go south into THE GREAT RIFT 4.

Walk a bit and you'll see the Granasaber up close Selene! Selene will be impressed with Elena she will tell the Body of Valmar to awaken. She will slice her wrist to awaken the body; you'll get a scene of the blood cracking open the Seal of Granas. She'll sacrifice a Cathedral Knight to the Body of Valmar. Mareg & Ryudo can't believe she's doing this. You'll get a scene of the Body of Valmar coming out of the ground. Selene will leave; Elena will allow Millenia to take her body over. Millenia will appear and spread her wings, and want to fight the Body. The screen will shift to Millenia carrying and flying the party into the Body of Valmar. Millenia reentered my party at level 40

#####

## 2i. Valmar's Body

Character Levels: Ryudo 40-42; Millenia 40-43; Mareg 41-43; Tio 40-43

When you are inside Millenia says they have to take out its core to bring it down, Ryudo will agree to that. You'll gain control go left down the ramp then right then go to the SAVE POINT to save & recover. Go up into VALMAR'S BODY TENTACLE PASSAGE. Go east get the treasure containing 'Golden Potion' 'Potion of Azure' & 'Resist Dress'. Go north then west then north and use the (!) at the eyeball to raise the bridge, go north then west and get the 1500G. Go back to the eyeball and go east and get the (!) to push the block. Go north and get the 'Thor Stone'. Go south and push the block go west get the 4500G.

Go back east push the block and go north push a block then go south ignore the first fork east and take the 2nd one east. Get the 'Panacea', now go back to the first fork east go south and use the arrow to jump. Go south into VALMAR'S BODY, VEIN PASSAGE. Go south then west then northwest get the treasure a 'Pretty Bracelet'. Now go back east then south then west ignore the blue thing and continue south then east and get the treasure containing 'Revival Gem'. Go back to the blue thing use it then go northwest then west and use the blue thing, go south use the blue thing go east and get the treasure contain 'Sage's Hat'.

Go back west and press the blue thing continue west then go west at the fork and get the treasure 'Pretty Bracelet'. Go back to the fork and go south then east then south then east use the blue thing then go east and get the 'Ninja Clothes'. Go back to the blue thing press it and go south to VALMAR'S BODY, SPHERICAL ROOM. Go left and use the yellow thing it will rotate the ball. Go right back into the VALMAR'S BODY ARTERY PASSAGE. Save and recover at the SAVE POINT. Go east then north at the fork, go northeast then southeast and get the 'Pretty Bracelet'. Go back to the fork go west along the path go east ignore the blue thing get the treasure 'Adamantine Helm'.

Go back to the blue thing go north ignore the blue thing go west get the 'Pretty Necklace'. Go east and uses the blue things go northeast then east ignore the blue thing continue east then north then northwest then west then northwest. Use the blue thing go west get the 'Fire Charm'. Go back east then north to VALMAR'S BODY TENTACLE PASSAGE. Go north then east continue east then go north ignore the eye pillar continue north then go southwest and get the 'Silence Lute'. Go back to the pillar go west push the block then go north then east at the fork get the 'Medical Medicine'. Go back west then north get the 1500G.

Go all the way south push the block go east get the treasure 'Gold Feather', 'Bond of Trust', and 'Rainbow Hi-heels'. Go west and push the block go south then west and use the arrow to jump continue west and use the arrow to jump. Follow along the path go north then east and use the arrow to jump, go east and save at the SAVE POINT. Go northeast and into VALMAR'S BODY, CORE. Go north Millenia says they have to take out the core to defeat the body. It's go time!

#####

Boss Fight XI

Valmar's Core (24000)

Left Tentacle (14000) Right Tentacle (14000)

Difficulty: Easy

EXP 1600

G 4000

SC 6000

MC 6000

Items: Angel Circle; Relief Tag

Special Attacks:

Zap: Lightning Attack; range; minor damage

Suck in: Draws enemies near; all

This battle is a piece of cake. He uses his ever strong 'Suck in' to unleash his mega spell ZAP!!! bah, hammer him hard with relentless Sky Dragon Slash's and Beast King Smash's and then Fallen Wings. Use Tio's Fast Dance-whirl and keep up the Specials as long as possible. Tornado works ok and so does Howlnado. The Tentacles can cancel you but they will fall off with all the relentless All attacking spells.

#####

After the battle the body will begin shaking and no one will think you will be able to make it out of there before it collapses. Millenia will reassure everyone, the screen will shift to the party outside, and Millenia devouring the Body of Valmar. The party will get up and they seem to be fine. Ryudo will want to know what will happen to Elena now. Millenia does not know what happened to Elena now. Millenia does not know Millenia wanted a body of her own. She will turn back into Elena; Elena reentered my party at level 42. Finally the Granasaber is there but how will they take it? Tio says she can control it, Tio will spread her arms and the party will fly inside the Granasaber.

The party can't believe they are in the Granasaber, Tio will make an orb rise and the room will rotate. A flash a light will occur and you will see a FMV of the Granasaber taking off. The party can't believe they are flying, Tio says it will go to St. Heim Papal State. Ryudo is glad the job is over and Mareg is as well. Ryudo will wonder about Selene back at the site of the Sword. Elena is quiet through all this and needs to rest. Tio and Elena will leave and the screen will shift to Elena by herself. Elena will wonder what Zera will think about Ryudo when he finds out Ryudo has the Horns of Valmar.

Millenia will show up in a mirror, Millenia will tell Elena to not listen to what Zera says, Millenia does not care for Zera, he takes away people's freedom and he made Elena his slave. Elena will take offense to that, Millenia will ask if Elena cares what will happen to Ryudo. Can she be safe and happy? Elena thinks so, Millenia says light does not provide safety but darkness does. Elena will get angry with 'Valmar' and will close her heart to Millenia. Millenia will start to fade but she says she will always be there with Elena. Elena wants Millenia to go away for good; Elena will mock Millenia and not want her around.

Elena will try harder and Millenia will disappear. Elena claims they won't meet again, the screen will shift to the rest of the party. Ryudo can not believe Elena's attitude, Tio thinks that Elena may have more to do. All Ryudo knows is the difficult part is done with. Skye believes Ryudo is upset because Elena didn't thank him. Mareg will agree with Skye and suddenly it will get darker. Elena will show up and claim it's the Day of Darkness. The screen will shift to the people of St. Heim and then a FMV of the Moon eclipsing the Sun. Back to the villagers who are running around like mad. They are afraid it might be the Day of Darkness as well.

They will all want to go to the Cathedral where it's safe and ask Pope Zera what to do. The villagers will run away the screen will shift to the party being teleported out of the Granasaber.

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2j. St. Heim Papal State (2nd visit)

Character Levels: Ryudo 42-43; Elena 42-43; Mareg 43; Tio 43

When you're out the Villagers say the Cathedral Knights are killing people, none of the party can believe this. You'll gain control go east to St. Heim Papal State. Go to the General Store it has new weapons! Go to the inn to save and recover. Leave the inn go south the Cathedral Knights are slaying villagers. They will approach the party and they are intending on killing. When you fight them blow them all away with a Special Attack. Ryudo can see they weren't human Mareg & Tio will confirm they are not. Elena suggests they hurry to see Pope Zera, continue south to Granas Cathedral. Go up the stairs more Cathedral Knights followed by Selene.

Ryudo will claim that Selene ordered this, Selene denies it, she says she doesn't know anything and they don't understand. It's the way of the world people are powerless they pray to Granas but fear the Day of Darkness. They have no faith and only pretend to, Ryudo can't believe Selene killed them for that. Selene says they needed Salvation, they wanted their problems ended so she did so. Elena will ask why does she have to go so far. Selene will ask Elena if she has forgotten her mission or does she push her faith now in Ryudo. She says she devoted her life to Zera, then the Cathedral Knights will form a circle.

She will ask why is this is her test, she shows Zera her faith and love. She starts to keel over the edge and then the party will look mortified. They will run a way and you will see a huge monster where those Knights once stood. It's fight time!

#####

Boss Fight XII

Valmar's Heart (21000)

Left Eye (13000) Right Eye (13000)

Difficulty: Medium

EXP 1800

G 4500

SC 8000

MC 8000

Items: Goddess Hi-Heels

Holy Clothes

Special Attacks:

Freeze! Lowers MOV by 1; all

Black Spew: Minor damage; range

Snooze: Sleep status; all

Tremor: Earth attack; minor damage; range

Burnflame: Fire attack; minor damage; range

Def-Los: Lowers DEF by 1; all

Stram: Lowers Act 1; single

The battle shouldn't give you too much trouble unless you run out of SP and can't recover. If you do it will be much harder. Bash him hard with White Apocalypse, Sky Dragon Slash and Beast King Smash. Tio should use magic like



Dragon Zap if she has that egg. The main attack it does it Black Spew and its not very strong. It's just annoying, it will also screw with your ACT and DEF don't worry about it let it slide. You will have to cure every so often its better to wait until someone is yellow since it doesn't have an attack powerful enough to bring somebody down from that stage.

#####

After the battle Elena will absorb the heart. Selene's circlet is left behind, Elena can't believe High Priestess Selene was possessed by Valmar. Elena says she just completed the task assigned to her by Zera. Elena says she had to collect Valmar Pieces and absorb them to prevent Valmar's Awakening. Then she will be killed with Granasaber and so will Valmar. Ryudo can't believe it, what will happen to Millenia and his Horns? Elena will tell Ryudo to stay and she will run into the Cathedral. Tio suggest that they follow her, Mareg says its up to Ryudo to decide what to do. You'll gain control go into the Cathedral you can go to the GuestRoom Corridor and save if you want.

Go into the Audience Chamber, run to the stairs. Cardinal Oro is there, he says something about a Holy Door before he dies. Go up the stairs there's the door. Zera is inside along with Elena go into the Holy Room. You'll see Pope Zera & Elena, Elena will ask Zera if he knew Selene was possessed by Valmar. He did, the rest of the party will show up. They will run to Elena's side, Zera will commend Ryudo on a job well done. Elena didn't want Ryudo there, Elena will ask him to destroy her quickly. He says the ceremony will start soon. Elena will ask about the Granasaber, Zera says they do not need it. The rest of the party will come over, Zera wants to reward Ryudo but he wants to show you the 'Real World' first.

Zera will walk into a room followed by Elena, follow them to the Forbidden Room. Zera says that light and darkness are intertwined and the world is covered by Darkness. Elena will want to know why they had to get the Granasaber. Zera will say that Darkness is strong light is weak. Long ago Darkness and Light fought in the Battle of Good and Evil. You will then get a scene, he says long ago people basked in Granas' light and love. Everything was good in those times, until Valmar's darkness showed up and changed the people. The People waged war and the battle went on for a long time. Finally it came down to Granas & Valmar the battle was over.

Lord Granas died in the battle; that was an extremely cool scene. Ryudo can not believe it, Elena can't either. That's why light is gone and that's why Valmar is about to be revived. Mareg will ask why did they have to hunt for the Granasaber. Zera will say the Sword of a Dead God couldn't defeat Valmar, Valmar will be reborn, Elena can't believe he is saying these things. Originally he wanted Melfice to find the sword but couldn't, Zera wanted to unleash the Body of Valmar on the world. Ryudo can't believe it, he says that Selene carried out her last duty to perfection. Her duty is helping him Revive Valmar!

Elena can't believe all she has done has been for nothing. Ryudo says Valmar can't be controlled and the world will be in ruins. Zera says the world needs a God and Valmar is the only one who can save it. Tio will notice Valmar's seal. He says Elena needs to awaken Valmar. He says he will drive out Valmar from her. Zera will walk over to her, Elena will call out for Ryudo but he can't get through. Zera says look to the moon and they will teleport out of there. There will be a scene of them teleporting out of there. The screen will shift back to the Forbidden room, Ryudo will want to save Elena, Tio says they can get to the moon on the Granasaber but the energy is sparse and Ryudo's Horns may activate.

Ryudo knows the risks but he has to try. You'll gain control, go right down the stairs and into the Room of Truth. Use the thing to return to the Holy Room. Leave out of the Cathedral and return to ST. HEIM PAPAL STATE. Go to the inn and save if you want to, return to the Pastures and follow the arrow to the hill. Ryudo says they will save the world. You'll be teleported into the Granasaber you will get a FMV of the party on the Granasaber. Mareg can smell the destruction of the moon. Ryudo tells Tio to get it there, you will be teleported on to the moon.

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2k. Valmar's Moon

Character Levels: Ryudo 43-46; Mareg 43-47; Tio 43-46

Tio says Valmar hasn't been revived yet, Ryudo says they need to find Elena quickly. When you gain control go east and strait along the winding path, that never forks to VALMAR MOON 1. The party will jump down a hole, save at the SAVE POINT. Go east then south and have Ryudo slash the elastic. Go southeast when you come to a fork go east and get the treasure containing 'Lion Harp, 'Lion Boots', and 'Leo Rex Battleax'. Go back west then go north, now go east the path will go south, go east at the fork and get the 2000G. Go back and continue south then go east now go north at the fork and get the 'Potion of Azure'.

Go south all the way then go west slash through the thing, continue west then go southwest go north at the fork and get the 6000G. Go back to the fork go west then south cut the thing at the fork, continue south and get the 'Thor Stone'. Go back north then go east then southeast, when you come upon a fork go southeast and use the (!) next to the machine. It will create a half bridge. Go back to the fork and go east go north at the fork and west use the (!) so the machine can create the rest of the bridge. Go back to the fork and go east go and across the bridge. Get the 'Silver Feather'. Continue south to VALMAR'S MOON 2.

Go south cut the elastic continue south and cut another elastic. Go east to the wall and cut the elastic go south get the 2000G. Go north follow along the path that will lead east and get the 'Demon Ash'. Return to the area you got he 2000G from and go south in the middle passage. Continue south then west at the fork get the treasure it contains 'Silver Feather', 'Miracle Elixir', and 'Mystic Veil'. Go back east then south, that path will lead north. Then go east then go north into the tunnel it'll lead east. At the fork go southeast then south and get the 'Indigo Potion'. Go back to the fork go southwest, go south and slice the elastic.

Go east then northeast then go east and into the tunnel. Follow along the path that will lead south then west get the 'Panacea'. Go south cut the elastic go back through the tunnel. Go south and continue south through the newly opened path. Save and recover at the SAVE POINT. Continue south to VALMAR'S MOON 3, go south make sure you press the pink thing get the treasure 'Moonstone Armor'. Go south from there and lower the after one to cross over go west and get the 'Reflect Helm'. Go south then east and get the 'Scarlet Potion', go east then south and get the Mystic Potion. Go north then east under the bridge.

Then south then east into the corner and get the 2000G. Go north use the pink thing and cross the bridge. Continue north go west get the 6000G. Go north then west and get the 'Scarlet Poison'. Go south and use the pink thing to cross the bridge go southeast get the 2000G. Now go south get the treasure containing 'Scattering Stone', 'Meteor Scroll' and 'Moonlight Tiara'. Go east then south use the arrow to jump over the edge. Continue south go west and use the pink thing to raise the rocks go west recover and save at the SAVE

POINT. Go south to VALMAR'S WOMB. When you enter Mareg will see Elena but they can't get to her.

Zera says the world has been warped because it's void of light. The future beholds only Darkness, he says the soul craves darkness more so than the scriptures can teach. Zera says only Valmar's revival can save the world. Elena asks if all she has worked for was for nothing. Zera says all she has done has helped him. Elena just wanted to save people. Zera says her kindness has only made things worst. Elena says she had to lie to Ryudo, Zera says she suffers because of the Age of Miracles is over with there's nothing to pray today. Elena asks is it hopeless Zera says it's painful he knows what it feels like but he will end it.

Elena now has no reason to live Zera says he'll remove the Wings of Valmar. The screen will shift to Ryudo screaming for Zera to get away from Elena. The ground will shake and a monster will show up. Ryudo says he will go through anything you will have to fight!

#####

Boss Fight XIII  
Egg Guardian (28000)  
Bit (4800) x4  
Difficulty: Easy  
EXP 2000  
G 3600  
SC 10000  
MC 10000  
Items: Angel's Robe

Special Attacks:

Desperate Blow- Medium attack; single

Runner- Raises ACT 1; single

Howlnado- Wind attack; medium damage; all

You shouldn't have too many problems with this battle use Sky Dragon Slash, Beast King Smash & Fast Dance-Whirl on the Egg Guardian. Forget the Bits annoying yes, but two Sky Dragon Slashes' will put them away. You're at a disadvantage 5-3, but you should be strong enough to fight off stuff like Howlnado. Cure when necessary, which it probably won't be.

#####

After the battle Ryudo will call out for Elena. Elena will ask him why did he come. Zera says Valmar's revival will commence, Ryudo vows to not let him do it. Ryudo will bang on the forcefield to no avail. Zera will call on Millenia Zera says Elena will be cleansed of her foul soul. Ryudo will demand to get in there. The door will close on Elena, a light will flash and Millenia will be in a bubble. Zera will greet her and tell her its time for her revival she will be made complete. Millenia can't believe Elena is allowing this, she'll admit to wanting to become Valmar but Elena never thought about what's right and what's important only the orders she was giving.

Zera will ask Millenia what's wrong, Millenia can't become Valmar she loves Ryudo too much. She doesn't want the power now, she wanted to become Valmar to be rid of Elena and remain with Ryudo. She doesn't want it now, she doesn't want to destroy the world or kill Ryudo. Zera doesn't care he doesn't see that as a reason to not become a God. Millenia says she doesn't want to and wanted to stay with Ryudo. Zera can't believe her; he blames her attitude

on the souls she has devoured. Ryudo will ask for him to return Elena & Millenia; Zera will now release Valmar. Zera says he shall become Valmar and do his will.

Millenia can't move Zera is devouring her. Ryudo will call for all of them, Zera says he will create the perfect world as God. Ryudo will scream for them to be released. Zera doesn't care what Ryudo wants, Millenia will be fighting to not be devoured. Before she dies she will release Elena and says she loves Ryudo and she is still part of Elena. She wants them to live she will shoot a beam to teleport them out of there. Millenia hopes Ryudo does not forget her. Zera will notice that she did not have the Horns, but he's strong enough without it he will then claim he will become Valmar. The screen will shift to the party on the moon, Ryudo will ask Elena where's Millenia but Elena says nothing. Elena reentered my party at level 46.

Mareg suggest they get going but Ryudo can't leave Millenia behind. Mareg thinks it's not wise and now what Millenia would of wanted. They need to get back to the Granasaber, Ryudo will call for Millenia again in vein and Mareg tells him they have to leave now. The screen will shift to the party on the moon's surface. Tio says Valmar's resurrection is imminent, Mareg says they have to find a way out. Ryudo feels worthless he couldn't save Millenia and he can't save the world. (His 'Justin-fication' is almost complete) Mareg will then say something deep and metaphorical to Ryudo. When you gain control go west and you'll have to fight 4 Valmar Flys.

After the fight continue west then south and you'll have to fight a Valmar Young & 2 Valmar Flys. Next continue west you will have to fight off 2 Valmar Youngs. After the battle Mareg will fight off 2 Valmar Flys. Tio claims the Granasaber is weak. Mareg says they will make it. Tio does not want to leave without Mareg, Mareg tells her not to worry he'll protect them. A Valmar Fly will get Mareg pretty badly, a pool of blood will lie underneath Mareg. Mareg says he's all right this is how it will be. Tio is thinking with her heart now instead of her judgment, Tio still does not want to leave Mareg behind. Mareg tells her she must go.

You'll get a FMV of Mareg praying to Granas for them to get out of there, and they will. All the Valmar offspring will surround him Tio & Ryudo will call out for Mareg while in the Granasaber. The FMV will continue with a scene of the Granasaber hurdling through space and crashing back on the home planet.

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#### 21. Cyrum Kingdom (3rd visit)

Character Levels: Ryudo 46-47; Elena 46-47; Tio 46-47

After the fall the party seems all right. Millenia can't get over the fact that Millenia saved her, she always tried to rid herself of Millenia and she goes ahead and saves her. She wants an answer Ryudo says it doesn't matter since Mareg & Millenia are gone. What can Elena do now? Tio understand that Mareg is dead, and she now knows of her heart. She doesn't like it, it's filled with sorry and she rather not feel it. Tio says that Millenia and Mareg want them to live but how? What should they be doing? Ryudo does not know, Mareg said that Ryudo had a purpose but he has to act and there's something he has to do.

You'll gain control go east get the 'Missanga', go west Ryudo will see something you will see a FMV of Valmar's offspring attacking people. Elena figures that they must have hung on to the Granasaber while they were hurdling through space. Ryudo guarantee's to stop them, go west then north to East Silesia. Then go to Cyrum Kingdom, go to the General Store they have all new stuff. Then go to the Inn to save, go towards the castle Roan is there.

Ryudo will run over Ryudo will help him fight 2 Valmar Youngs. After the battle Roan will ask Ryudo what's going on with Valmar's Moon, Roan will then ask about Mareg.

Ryudo won't say but Roan suggests they go to the castle where it is safe. The screen will shift to the inside of the castle with Elena & Ryudo. Ryudo is admiring how Roan is handling things here. Elena is still miffed by the big secret and Valmar's Revival. Elena doesn't see how every thing she believed in and hoped for is dead and Valmar's revival all these things are getting to her. Ryudo says it's beyond them now, Elena will blame get self she had darkness in her, Ryudo says it was all Zera's fault she was used. She will pray to Lord Granas for forgiveness. This will anger Ryudo; she wanted to help everyone no matter what he knows Elena wants to help everyone and not just Granas Followers.

Ryudo says everyone is the same no matter who they worship. Elena will say she serves everyone the people she loves and everybody else. Ryudo reminds her about how she was upset when Millenia died. She will thank Ryudo for understanding, Ryudo says they have to do something. A knight will show up and say Roan is waiting, leave the room. Go to the King's office, Roan is there chewing out his Consul. The Consul tells him they have to leave Valmar alone, Roan will reluctantly allow this. The consul will leave & Roan will notice Tio, he can tell Tio is different now. Tio confirms it that she now has a heart but she lost something to get it.

Tio doesn't how this is, how it is to be human. Roan will tell her he felt like her when his mother died, Roan says the pain and sadness makes them human. Tio says she doesn't fully understand and she wants her heart to stop. Roan tells her they must fight for loved ones, Tio will ask if he will fight. Ryudo & Elena will enter, Ryudo wants to know what should he do. Roan says he'll seem the screen will shift to after the story has been told. Roan says he knows that Valmar is not complete but they have to run from him. Ryudo can not believe that, but Roan explains that as long as he is incomplete they have hope.

Roan says if Ryudo loses his Horns that all will be lost. Ryudo refuses to run away, Millenia and Mareg wouldn't want that. Roan explains that Mareg & Millenia didn't give up their lives so he could throw his away foolishly. Ryudo says nothing they can do will be a waste. Ryudo will ask why did they die? Elena will relay the sad truth about the Day of Darkness; Valmar's Revival, and no Granasaber and Granas' death. Elena doesn't want Ryudo to die without hope she does not want to lose him. Ryudo says that Valmar will come no matter what he's the only one who can stop him. He has the Horns and as long as he has the Horns Valmar can be stopped.

Mareg & Millenia knew this and they knew he would be the only one who can fight a God. Elena says they died to save his like and not to save a weapon. Ryudo can't honor their death by running, Tio will say Ryudo's use of 'honor' is different that how Mareg used it. Roan says that Ryudo shouldn't waste his power foolishly. Ryudo will have to agree, Ryudo does not know how to use his power or how to be rid of it. Tio says it's unknown right now. You'll regain control go leave there and go back to Cyrum Kingdom. A soldier will call the king, he says they're weak and if Valmar came they wouldn't be able to fight him off.

Roan tells him to save the people and forget about the town. Roan will also tell him not to abandon hope. Go east someone will stop Roan again, a man says there's no escape from the monsters and where should they go? The man will say it's the end of the world and it's hopeless to fight. Go east a man will ask Elena to pray for them. She'll tell him her God is dead and he can't



of Darkness can be useful. Roan says they should get a move on, go south along the path and enter the Mausoleum. Go right Roan will start touching stuff and nothing will happen it didn't work. Tio will walk up the stairs and locates the entrance. Roan will not believe her, she can't open the door but she's sure it's there.

She'll say a control medal will be needed to power it up. Roan will realize it's his Medal, Roan will give his medal to Tio to power up the system. You'll regain control leave the Mausoleum. Go down the stairs and enter BIRTHPLACE OF THE GODS 1. Save when you enter then go north and use the (!) and read the statue. Now go south then east and get the 2500G. Go west and into the other doorway. Continue west then north through the archway go west and into the archway, go north then east through a doorway. Go east then south then east and get the 7500G. Go west then north then east then go north then west along the path.

Now go north then east and down the stairs, at the fork go south and use the (!) near the blue thing. Go east ignore the stairs continue east then go north use the (!) so it can shoot a beam back to the blue thing and lower the pillar. Get the 'Hero's Cuirass'. Go back to the entrance near the save point to the room where you got the 2500G. The east room, go north then go east follow the path to a 'Flame Stone'. Go back south then west then go north to BIRTHPLACE OF THE GODS 2. Go south then west and get the 'Quake Stone', go back east then south then east through the doorway. Go east then north through the doorway go east and follow the path leading south.

Go east through the doorway then go north down the stairs, go up the stairs to save and recover at the SAVE POINT. Go down the stairs to BIRTHPLACE OF THE GODS 3. Go south and up the stairs then go east then west and into the doorway prepare for a boss fight!

#####

Boss Fight XIV  
Dual Fist (19000) x2  
Difficulty: Easy  
EXP 1800  
G 2400  
SC 6400  
MC 0  
Items: Elf King Boots

Special Attacks:

Freeze Down: Medium attack; single; can give sleep status

You should have no trouble with these guys. Single them out or go at both of them take you pick on which strategy to use it really doesn't matter. True Dragon Rise, Tornado Sky Dragon Slash White Apocalypse all of these work well. Keep your SP high and you won't have to worry about much that they do.  
#####

After the battle go west through the doorway and use the (!) to activate the yellow ball. Go west and through the doorway ignore the path north and continue west then go north have Ryudo push the block. Continue north use the (!) so a beam can shoot and open the big yellow door. Go east get the treasures 'Gale Stone' 'Valkyrie Dress' 'Angel's Ring' & Indigo potion. Go back west then south then east through the doorway. Go south then west get the 2500G. Go back east then north then east over the bridge go east then south then east through the doorway go east and get the 'Panacea'. Go back west then north then east through the doorways and follow the path then go

north down the stairs.

Go up the stairs back to 'BIRTHPLACE OF THE GODS 2' Go south and up the stairs then go south through the doorway go west through a door and suddenly you will be in a boss fight!

#####

Boss Fight XV

Guardian (17000) x2

Difficulty: Easy

EXP 2000

G 3200

SC 0

MC 4000

Items: Phoenix Ring

Special Attacks:

Gravity Draws all enemies near one; all

Spark Slice ???? attack; special

Killer Voltage minor damage; enemyline; -1 ACT, -1 ATK

This battle is a lot like the last one the only difference is that they use Killer Voltage a whole lot. Even though one doesn't hurt but having it done 3 times the same characters and you will have to cure. No matter though just keep the top Specials up to negate them from using it. Try to keep the heavy hitters SP high so you won't run into many down the road in the battle. Use canceling specials when they go for those special attacks since those specials come immediately and they do more damage than a critical attack

#####

After the battle go west and use the (!) to activate the red ball. Go west follow the path and use the (!) to activate the beam. Go west get the treasures 'Mystic Potion' 'Sun Robe' Holy Crown' 'Gold Feather'. Go back north then east then go north and follow the path leading east for a 'Hyper Mogay Bomb'. Go back west then south go east then south then west through the archway go south then east then south and follow along the path to a 'Hero's Elixir'. Go back to the red ballroom go north and back to the BIRTHPLACE OF THE GODS 3'. Go south and then west go into the doorway and get the 'Super Mogay Bomb', 'Hyper Mogay Bomb' and 'Kajin Charm'.

Then go the yellow ball deactivate it and return to the BIRTHPLACE OF THE GODS 2' Go back to the first floor and find a huge chest containing Sages Book and Dragon Egg. Go to the large doorway and it will take you to BIRTHPLACE OF THE GODS 3. Go south then either east or west and recover and save at the SAVE POINT. Walk up to the doorway and Elena will notice something. Elena can't figure out what they are, Tio has never seen them before either. Ryudo says they look like coffins, Elena will get up closer then hop back frightened she says that something is inside. Tio says it's a mummy and its from ancient civilization. Ryudo can't figure out why they are here. Roan wants to know what they are used for, Tio doesn't know it's beyond her.

You'll regain control go south to BIRTHPLACE OF THE GODS CONTROL ROOM. When you enter Ryudo will notice Granas's Crest, Roan corrects him and says it's Granas's & Valmar's crest combined. A lightening bolt will strike Tio and a yellow mist will surround her. She's getting a message, she says Elmo wants to speak to them. Tio will explain that Elmo is the caretaker there, Tio says they should go left. Go left to the stairs, Elmo will appear and Elmo



recognizes Tio. Tio will want their questions answered, Roan wants to know more about Valmar. Elmo says Granas & Valmar conducted their research here to create power for themselves.

Elmo says that's how the place got its name since both of them came into power here. Ryudo wants to know how to destroy Valmar, or how can they seal him. Elmo does not know what a Seal is, Elena will explain it to Elmo, and Elmo will explain what a Seal really is. Those Seals are used to collect the pieces and they activate. Tio says that the Seals are there so humans can take the presence of Valmar. Elmo says that Tio is correct, Ryudo ask if Valmar wasn't ever really sealed? Elmo will confirm that, and the 'Seal of Granas' make it so Valmar can take other people's bodies and the Seals adjust the body to fit with the Valmar part.

Elmo says the Horns in Ryudo's body can be removed and given a new form. Roan will claim Ryudo would become Valmar if the Horns were released. Elmo sees that don't understand Valmar, Elmo will want to show them something. A light will flash and she says Granas came when the world was young. The people prayed and they got anything they wanted. Soon people got too much and people no long had any desire left. People were then forced to Pray to Granas all day long so the world could have even more things. Eventually a few people realized this was not right and people needed to do things on their own. The created Valmar out of the power of the living, so they could unmake the world.

People of Valmar fought the people of Granas. Granas was destroyed and Valmar was lost. The darkness inside of people grew deeper. Valmar can absorb the souls and hearts. Those souls and hearts will go into Valmar through use of the Seal. Valmar will change the thoughts and wishes of a person. Ryudo says if he can control his emotions that he might be safe. Elmo will confirm this, The party will worry if Ryudo can not control his emotions and about a New Valmar. Ryudo will want to go and release the Horns. The party will think it's not possible they do not want Ryudo to do it. Ryudo is dead set on going he wants to protect everyone.

He needed to go on for everybody Elmo will start the machine. Ryudo will apologize to Tio for using her as a puppet he likes the way she has struggled to find her heart. Tio says there's no need to apologize she believes in Ryudo even though it seems impossible. She wants to see mankind live on she wants Ryudo to let her dreams live on. Ryudo will ask Roan to evacuate the people no matter what happens. Roan will thank Ryudo for allowing him to rediscover himself through him. Ryudo will guarantee victory, Elena will run off Ryudo will go after her, Elena can't understand why they can't be together she helped everybody why can't she help them.

Ryudo will gladly risk his life to protect hers. Ryudo wants Elena to live, Elmo says it's activated. Go to the middle when you gain control, go to the middle it will start up. Elena wants to believe in Ryudo and she wants to be strong like him. The pillar will rise Elena will thank Ryudo when it stops then kiss him. Elena will jump down; she wants Ryudo to come back when it's over. Ryudo will promise to, Ryudo will begin to fall. He will wonder if he can keep his emotions under control, he will begin to doubt himself. Skye will fly down to where Ryudo is, Skye believes in Ryudo this gives Ryudo some confidence.

Ryudo will continue to fall and land in a strange place. You will be in a cave room go right and onto the platform. The flame will ask Ryudo does he wish to become a God. Choose 'No this I do not desire'. Ryudo will say he does not want to be Valmar he will not give in. The path behind Ryudo will burn, continue right to another platform. The flame will ask if Ryudo wants

to power of a God? Choose 'No that's not it'. Ryudo says he already has power in the strength of his loved ones. The path behind you will burn go down left and on the platform. It will ask if Ryudo wants to be comfortable in love, is that the power? Choose 'No that's not it', Ryudo says Valmar's trying to trick him.

He will not be fooled; the path behind him will burn go left to the spotlight. Ryudo claims to not being tricked, the voice will ask him what does he desire? Ryudo is uncertain, Ryudo will claim to want to protect the world. The voice says that requires power, Ryudo's struggles have been for nothing then. A lightning bolt will hit Ryudo, the voice will tell Ryudo to do. Ryudo realizes he failed, the lava will swallow Ryudo. The rest of the party will be leaving Birthplace of the Gods. Roan sees his kingdom burning down, Elena & Tio do not know what to do. A soldier will approach Roan, Roan says they are defeated, the soldiers says they are surrounded what should they do.

Roan has an idea but needs Tio's & Elena's help. You will get a scene of the Valmar monster engulfing the land. Tio has helped a knight, but Valmar is coming. The people will run in fear, Roan tries to calm them down. Roan and the soldiers will run after the villagers. Elena will run to the door and ask Ryudo to come back. She claims she will keep him safe. You will see a picture of Valmar approaching, Elena decides to sing to lend hope to the people. The screen will shift to Ryudo in a black room. Ryudo can not believe he is still alive, Ryudo can't see or move. The voice will ask Ryudo how does he feel? Ryudo will want to know what happened after the fall.

The voice says he has been brought back from the grave. Ryudo can not believe he died but the voice says he has a new form. Ryudo is a monster! The voice says he died but came back as a God, he has been reborn as Valmar. The voice says his form is a reflection of his heart, what he hid from himself it's his time now. Ryudo says it's not time for him to go. The voice says Ryudo can not do anything else he has any soul and his new form is proof. Ryudo can not believe it, the voice tell Ryudo to discard his heart. The screen will flash and shift back to the black place, Ryudo refuses to believe this. The voice says there's nothing left for him.

Ryudo says that his heart makes him human it doesn't matter what his body looks like. Ryudo realizes he's still human as long as he has a heart. Ryudo vows to protect those who have died for him and those who still live for him and the rest of the world. A dove will fly around the demon, Ryudo will return to his original form. The screen will shift to Elena and the people singing. Lights are shining around the people, a light will shine on the people of Cyrum. The people remember that they are still alive they have to do things on their own. Behind Elena the light will shine Ryudo will appear, Ryudo heard Elena's song.

The party is happy Ryudo made it, Ryudo will brandish a sword and claim it's the power to defeat Valmar. Ryudo will slash the sword and a cool FMV of this happen and most of Valmar's black blood stained land will return to a lush green. Ryudo says the people will not forgive Zera, Elena says light in the human hear can never be lost. Roan will agree and say there is light in their hearts. Tio says she feels the heart filled with light like Mareg wanted. Valmar can't believe it the light is gone. Ryudo claims Valmar doubted him the people will rise against him it are their power. You'll regain control go down the stairs speak to the man east of Risotto for a general store.

When you're ready go up the stairs to the blue thing. Ryudo will ask if you're ready if you are say so and Valmar will mock the strength of the heart. He wants you to test his might. A ball will form and around the party

and take you inside Valmar.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

2n. New Valmar

Character Levels: Ryudo 52-55; Elena 52-55; Roan 52-55; Tio 52-55

Once you're inside save at the SAVE POINT. Go north then go west and use the yellow ball to go under ground. Go east and get the 3000G. Continue east use the Yellow Ball to rise back above ground. Go north follow along the winding path that eventually leads to an archway go north then east use the yellow ball to lower. Go west into the cave then south use the yellow ball to raise. Go east then north and 3 forks are there. Take the east most path to reach a treasure containing 'Scarlet Potion' 'Gold Feather' and 'Loving Ribbon' Go back south and take the west most fork it'll go along a tunnel go south and get the 'All-around Seed'

Go back to the tree forks and go north and the path will lead east. Go north you'll be in a room with yellow balls. Hit them all some leads to monsters some leads to treasures like 'Dirk' & 'Potion of Azure' Take the path west then north and prepare for battle!

#####

Boss Fight XVI

Valmar Magna (20,000)

Valmar Moth (3200) x2

Difficulty: Easy

EXP 1600

G 320

SC 340

MC 400

Items: Mystic Potion

Special Attacks:

Magna Boring- Minor attack; single; Move Block/Magic Block

You should have no troubles with this guy. Basically attack him with your best shots, White Apocalypse should take care of the Moths. You probably won't have to cure or raise your SP and Magna Boring is nothing to worry about. Don't even waste a turn un-move/magic blocking a person it's not worth it.

#####

After the battle go north to NEW VALMAR 2. You will see a scene of Valmar flying into outer space. Once inside go north and save and recover at the SAVE POINT. Go east then northeast into the corner and get the 'Yomi's Elixir'. Go southwest then east more yellow ball madness. Here you can receive 9000 G(Remember this) 'God of War Helm' and 'Indigo Potion' Go back west to the SAVE POINT continue west then south then go west then down the ramp. Go north through the doorway continue north and get the 'Holy Sword Armor'. Go back south then go east then south continue south then west then south go up the ramp and go back to the SAVE POINT.

Go back to the place you got the 9000G from. Go south go south then west down the ramp then go south then east then north then east and get the 'Yomi's Elixir'. Go west then north into the cave go east and use the yellow thing to change the position of the platform. Go west then north and use the yellow thing to lower the stairs. Go to NEW VALMAR 3. Following information submitted to me by CrystalDragon

---

Apparently, when you hit the switch that lowers the stairs to the 'New Valmar 3' area, almost all the other platforms raise as well. From the save point in the 'New Valmar 2' area, if you face the stairs, and then turn left and keep going to the north-west most door (still considering that north is the stairs) you will go into a room that you could previously not reach because the platform was not raised. The room has green walkways, with monsters below, if you walk around there, one of the walkways leads to the 'holy ghost staff' and hitting the switch in the room that you first entered with the monsters below, raises all the other platforms with monsters and items.

---

Go west slash the wall continue west slash the wall go around the corner go north then east then north... damn maze. Go west then north then west continue west inside the regular part. Go west slash the wall and get the 'Meteor Scroll' 'Face Paint' and 'Priestess Robe'.

Go back north then east into the maze. Go north then east then north then east. Then go south then east into the room. Go east down the stairs then go west into the purple tube. Go west then south into the room go east slash the wall go around the corner and get the 'Omni-potent Seed'. Go back around the corner go west then north back into the tube. Go north then west then south then west then north then west into the room. Go west up the stairs go north slash the wall get the 'Golden Potion'. Go south then east into the tube go east then south then east into the room and get the treasures 'Mystic Potion' 'Battle Manicure' and 'Ogre Shoes'. Go back west then north then east go down the stairs and save at the SAVE POINT. Go south into the tube and follow along the path and prepare to fight!

#####

Boss Fight XVII

Valmar Magna (20,000) x2

Difficulty: Easy

EXP 2400

G 6000

SC 200

MC 600

Items: Mystic Potion

Special Attacks:

Boom- minor damage; range

Magna Boring; minor attack; single; move block/magic block

You will probably win this battle easily. Even though it's 2 of them compared to the 1 you fought the last time. True Dragon Rise and Fast-Dance Whirl work wonders along with White Apocalypse and Sky Dragon Slash. Their attacks aren't too dangerous and if your levels are high enough you won't have to cure. Magic Bless anybody who gets 'Bored' so you can keep on fighting. Or you could reserve that person to be an item thrower just in case your SP runs low.

#####

After the battle the door will open go into it to NEW VALMAR CORE. Go around to the bridge Ryudo will call out Zera. A voice will say that they have done well to get there but the earth tires of the weight of humans the Earth craves destruction. It says that they seek their own ruin the human soul can not exist without darkness. It will ask Ryudo how can he be content with his own God? It will ask Elena what does she believe in a Dead God or a Living one? It will ask Roan to serve him like his people did long ago. It will ask

Tio to serve him to become complete. Serving him is the reason she was created.

The voice says all this is pointless give him your heart. Ryudo says they don't need the power of a God. The voice wants to see their power a beam will flash and a monster will appear!

#####

Boss Fight XVIII

Valmar's Core (49,000)

Left Head (35,000) Right Head (27,000?) Middle Head (32,000?)

Difficulty: Very Hard

Special Attacks:

Snooze- sleep status; range

Howl- wind attack; minor damage

Destruction Light- major damage; enemy line

Hammer Claw- minor damage; special

Tremor- earth attack; minor damage; damage

Burn Flame- Fire attack; minor damage; range

Dead Claw- minor attack; single; move block

Alhealer- minor healing; all

Spellbinding Eye- Valmar attack; Magic/Move Block abilities; all

Crackle- ice attack; medium damage; single

Day of Judgement- Valmar attack; All element attack; major damage; all; -1  
ATK

Avenging Claw- Valmar Attack; major damage; single

Burnstrike- Fire attack; single; medium damage

Zap all- lightening attack; medium damage; all

Howlslash- wind attack; enemy line; minor damage

He's a hard one an extremely hard one! Here's 'that challenge' you wanted! Taking out his heads is useless and pointless. He has a command of all elements and it's a 4 on 4 battle. He will hammer you constantly with his claw attacks and destruction light. Answer back with your best attacks and focus on the core. It will cure itself from time to time but it's nothing to worry about. Your attack should be stronger than his ability to cure. You will have to cure often don't wait until someone's HP turns yellow. Anyway revive any dead members and un-Move Block anyone who gets Move Blocked.

#####

After the battle Valmar can not believe their power. Ryudo explains that true hearts are pure and right. Valmar wants to see their heart. Millenia will appear and ask for Ryudo's Horns. She needs them to exist. Millenia will then shoot a beam at Ryudo. Elena can't believe that's Millenia. She says Millenia

is being selfish the real Millenia learned to care for others and she wouldn't attack them. You will have to fight her here!

```
#####  
Boss Fight XIX  
Millenia (23,000)  
Difficulty: Easy  
EXP 0  
G 0  
SC 6000  
MC 0  
Items: Black Angel Bow
```

Special Attacks:

Fallen Wings: Valmar attack; all; medium damage  
Combo: two consecutive attacks; minor damage; single

This battle will be slightly easier :) Cure and raise your HP and SP and MP immediately. Once you're in fighting condition hammer Millenia with your best specials. She's as slow as Ryudo you will have no trouble beating her IP bar. Fallen Wings is her only deadly attack and even that's at the end of the battle. Your HP should be high enough to take it without dying from it.

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#####
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After the battle Elena realizes that Millenia was really an illusion. Elena says Millenia is no where and she and her are still one. She'll release Millenia, Millenia can't believe they fell for the fake. Millenia will praise Roan & Tio for making it this far. Zera can't believe they are still here, Ryudo will tell him it's over they will prevail. Zera goes on a lunacy trip about how man can't exist with Gods and if they don't want Gods then he doesn't want Man. The ground will eventually split & Roan & Tio will be trapped on the other side. They both believe in Ryudo and want him to go on without them. When you gain control go south and on to the colored thing.

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2o. New Valmar Room of Chaos  
Character Levels: Ryudo 55-57; Elena 55-57; Millenia 55-57

Once you're inside equip Millenia and then Save at the SAVE POINT. Then go right to the ball you'll have to fight Valmar's Tongue!

```
#####  
Boss Fight XX  
Valmar's Tongue (27,000)  
Head (9000) Left Hand (18,000) Right hand (18,000)  
Difficulty: Medium  
EXP 6000  
G 0  
SC 8000  
MC 1000  
Items: Golden Potion  
      Potion of Azure  
      Indigo Potion  
      Starlight Tiara
```

Special Attacks:

Burn- Fire attack; minor damage; range

Spew Venom- Poison attack; minor damage; range

Hellburner- Fire attack; medium damage; single

Huge leap- minor attack; all; cancel

Eat em' alive major attack; single; confusion

Flamethrower- fire attack; medium damage; single

Gluttony- major attack; range

This battle is tougher than the first time you fought it. He has more attacks and he hits harder, The worst attack is Gluttony in my opinion, it's harder than Eat em' alive which is also a devastating attack. You'll have to cure often and sense this guy out numbers you, you better hope your all hitting specials knock some of his parts off. The battle gets easier near end especially when the tongue is the only thing left.

#####

Go back to the SAVE POINT to save & recover. Then return to the place you fought Valmar's tongue. Go up right to the ball and then you will have to fight Valmar's Eye!

#####

Boss Fight XXI

Valmar's Eye (20,000)

Left Tendril (20,000) Right Tendril (20,000) Eyeball Bat (20,000) x4

Difficulty: Medium

EXP 6000

G 0

SC 8000

MC 1000

Items: Queen Heels

Potion of Azure

Mystic Potion

Indigo Potion

Special Attacks:

Seed of Sleep- Sleep status; range

Runner- Mov +1; all

Seed of Poison- poison status; range

Delta Burst- medium attack; single

The old strategy doesn't apply here either. So you're stuck 7-3 for most of the battle. It doesn't have any new attacks so that's a plus and this battle is a bit easier. You can't single out an eyeball it's a waste of time since it has the same HP as the Eye itself. Use all Hitting spells to keep it at bay and throw in the immediate cancelers like Tenseiken Slash. You will need to cure often and don't worry about the status they don't do much.

#####

After the battle return to the SAVE POINT to save & recover. Go back to where you fought Valmar's Eye and go right then prepare to fight Valmar's Heart!

#####

Boss Fight XXII

Valmar's Heart (25,000)  
Left Eye (16000) Right Eye (16,000)  
Difficulty: Easy  
EXP 6000  
G 0  
SC 8000  
MC 1000  
Items: Tenma's Dress  
Potion of Azure  
Mystic Potion

Special Attacks:

Speedy- Raise Act +1; single  
Def-Loss- Lowers Defense -1; All

The easiest of the Valmar Pieces, none of his status changing attacks should you worry about. In 3 rounds with your best specials the Eye's will be gone. Continue ruthless attacking and cure the P's if necessary when necessary. You can use the same strategy you did the last time, and this battle seems easier since it's an even 3 on 3.

#####

After the battle return to the SAVE POINT to save & recover. Then return to where you fought Valmar's Heart. Go right and use the ball Zera will be there. He says it's time to accept the fate of a God. Elena says he should try to understand the human heart, Zera cares not about the heart. Ryudo says Zera is still human he has a weak heart he could never be a God. Zera says he's not human he is a God and he will show you the power of one! This is it Final Battle!

#####

Final Fight  
Zera Valmar (36,000)  
Difficulty: Medium  
Special Attacks

Ba-Boom!- Major attack; all  
GadZap- lightening attack; Medium damage; single; can paralyze

This guy's a joke right? You have the advantage here his Ba-Boom! Is a poor man's Ba-Boom! Compared to the Demons. Two of them and you will need to cure though. Waste all your crap for curing your P's there's no reason to hold back. However you might not need to resort to drastic measures in this battle. My top 3 Specials were knocking off about 15,000 HP in succession. Even if the battles takes longer it's pretty impossible to lose unless you're levels are ridiculously low.

#####

That's all folks, enjoy the ending. Be sure to check out the epilogue as well it's pretty cool despite what others think. If you beat the game and start a new one you will get different items in different places!

Game Time Completion for FAQ: 60:19:42  
Game Time Completion for Leisure: 27:48:18

That's a Dy\$e Guarantee.  
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##### E N D O F W A L K T H R O U G H #####  
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V: FAQ

Q1. What's the difference between the Dreamcast ver. and the PS2 ver.?

A1. As far as I know there's few. Certain things aren't as smooth as they are on the Dreamcast version. Slowdowns during certain parts of the game and transparency problems during certain spells and on certain screens plague the PS2 Version. However most of these will go unnoticed by the average player. The gameplay is the same so don't worry, I'm sure this is guide is compatible with the Ps2 version.

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Q2: I don't have all the books or eggs! Where are they!

A2: Here are your 2 semi hidden books and eggs.

Book of War: Go through the Hut of Trials in Nanon 5 times

Fairy Egg: After you gain access to Cyrum Kingdom, South go to Raul Hills. Return to the 'Maze Area' and you will have to fight 'Demon's who are have an incredible magic attack Ba-Boom. Defeat them all and go back to the ladder in the beginning of the Maze area. Climb it and receiver the Fairy Egg.

BobmanX: Its called the book of sages both that and the dragon egg are in a black box in the birth place of the gods

-----

Q3: How do I defeat the Demon's in Raul Hills Special Stage?!?

A3: First, your levels should be high like mine well at least 45 for each character. Second White Apocalypse and Sky Dragon Slash have to be maxed out, Tornado should be maxed out. Anyway DO NOT RUN FROM THEM. If they surprise you, you might as well give it Ba-Boom will kill you. Walk slowly make sure there is nothing behind you and when you see one, rotate the camera to get a good look and run right at it. They are fast you might surprise them or at least it will be an even battle. Make sure you have something that increase your IP, because they have decent IP.

-----

Q4: [Insert Boss here is undefeatable!] what should I do?

A4: No boss is undefeatable, I tried my best to give you a strategy to defeat all the bosses. If you can't defeat then it is because of the following reasons.

1. You don't have the best equipment available to you. This is a key if you decide armor isn't necessary then it's going to come back to haunt you. Armor is important Defense is important, Accessories are important.

2. You don't have sufficient accessories. Why use a charm that makes you immune to sleep and confusion when the boss doesn't use either spell. Check what accessories you do have and make adjustments. It's best to remove accessories that give you extra combo chances in boss fights because you probably won't use to many combo attacks to begin with.

3. Your levels are not high enough. Character levels aren't as important here as in other RPG's but it's good to have somewhat decent levels to fight any boss.

4. You're not utilizing your skill books. The most important skill in the book is Life UP in my opinion. With more HP you can last longer whenever you get a book that has that skill in it, it would be to your advantage to improve that skill immediately.

5. You're not utilizing your Mana Eggs. What's the reason to equip a good egg to a character that has good specials? Save the good eggs for the characters that aren't as strong so they can use the magic. It always hurts when you have your healing spells on someone like Ryudo who you need to do the brunt of damage. You should equip those characters with eggs but the best ones should go to characters like Elena and Tio.

6. If you run from most battles because you just want to get out of the dungeon it will come back and haunt you. By defeating the enemies you get valuable SC MC G and EXP. If you are having a difficult time with the enemies then I suggest you return to the Inn if there is one near Recover and then go in and out of the dungeon fighting enemies with your best spells and specials. Then go back to the inn and recover your SP and MP until you gain a level or 2.

-----

Q5. How come I can't find half the weapons and armor you listed?

A5. Most of the weapons and armor I listed was found in dungeons, you have to explore a dungeon every corner and find all that you can. Most of the time a weapon or armor I find in the dungeon is stronger than ones that I find in the next town.

-----

Q6. Should I stock pile a lot of SC and MC until the end of the game and then use it all?

A6. No that would be VERY stupid! I save SC and MC until I have about 1000 (early in the game) or 2000-3500 (later in the game). There's no reason to save higher than that and use most of it on what you really need to use it on.

-----

Q7. Should I try to learn every spell every move and every skill?

A7. No, there are a lot of skills you will find useless. I made the same mistake playing this game wanting to learn everything; it's a waste of time. Just learn the stuff you think you will need by their description. Most Specials are useless so only learn the ones that sound good to you. Most skills are useless even the hidden skills aren't very good. Magic is different to give really good attack spells you'll have to know preliminary spells. Just use MC on them until something good opens up and then forget about them.

-----

Q8. How come this game is so short?

Q8. It's not short. Granted this game can be blown through in like 27 hours but that's not recommended. Talking to people in town is optional in this game that's why it's shorter. Your experience playing Grandia II will be much more rewarding if you take time out to talk to everyone instead of just going to the key place.

-----



|                    |     |                              |   |
|--------------------|-----|------------------------------|---|
| ' Sister's Staff   | 55  | [Cure]                       | ' |
| Whirlwind Staff    | 60  | Wind-based [Howlsplash]      |   |
| ' Blazing Staff    | 60  | Fire-based [Burnflame]       | ' |
| Quarry Staff       | 60  | Earth-based [Tremor]         |   |
| ' Lullaby Staff    | 65  | Sleep effect                 | ' |
| Buster Flail       | 70  | -5 MOV Very destructive      |   |
| ' Aromatic Root    | 75  | [Refresh] Aromatic tree root | ' |
| Silver Flail       | 82  | -5 MOV                       |   |
| ' Golden Flail     | 92  | -5 MOV WAY too heavy         | ' |
| Priest's Staff     | 99  | [Halvah]                     |   |
| ' Decalogue Staff  | 108 | Magic/move block effect      | ' |
| Dragon Wand        | 111 | Lightning-based [DragonZap]  |   |
| ' Guardian Staff   | 118 | Earth-based [Diggin']        | ' |
| Huge Flail         | 128 | -5 MOV An enormous flail     |   |
| ' Holy Ghost Staff | 138 | Cuts MP consumption by 1-%   | ' |

.....

#### BOWS

|                   |     |                            |   |
|-------------------|-----|----------------------------|---|
| ' Name            | ATK | Description                | ' |
|                   |     |                            |   |
| ' Crossbow        | 35  | A powerful missile weapon  | ' |
| Burning Bow       | 45  | Fire attribute             |   |
| ' Flying Fish Bow | 55  | Good on birds              | ' |
| Arbalest          | 70  | A huge crossbow            |   |
| ' Dread Bow       | 85  |                            | ' |
| Exorcism Bow      | 105 | Effective on the undead    |   |
| ' Black Angel Bow | 135 | Drains MP as 10% of damage | ' |

.....

#### KNIFE

|                  |     |                             |   |
|------------------|-----|-----------------------------|---|
| ' Name           | ATK | Description                 | ' |
|                  |     |                             |   |
| ' Dull Knife     | 0   | Knife that cannot cut       | ' |
| Multiple Knife   | 28  | A multi-function knife      |   |
| ' Hunter's Knife | 36  | Effective against animals   | ' |
| Ice Pick         | 44  | Blizzard effect             |   |
| ' Flint Knife    | 48  | Knife made of Obsidian      | ' |
| Poisoned Knife   | 50  | Poison effect               |   |
| ' Warp Knife     | 55  | Warps during combat         | ' |
| Main Gauche      | 62  | +10 DEF                     |   |
| ' Soul Eater     | 75  | Drains HP as 10% of damage  | ' |
| Sword Breaker    | 110 | Attack drops enemy ATK lvl. |   |
| ' Gladius        | 125 | A royal treasure            | ' |
| Dirk             | 140 | A large dagger [Wow!]       |   |

.....

#### AXE

|                    |     |                               |   |
|--------------------|-----|-------------------------------|---|
| ' Name             | ATK | Description                   | ' |
|                    |     |                               |   |
| ' Battleax         | 42  | A Broadax used in combat      | ' |
| Hammer Axe         | 52  | Huge ax used by strongmen     |   |
| ' Dragonslayer Axe | 58  | Effective on reptiles         | ' |
| Halberd            | 68  | Large Long-shafted axe        |   |
| ' Dragonfly Slayer | 60  | Effective on bugs/crustaceans | ' |
| Earthen Axe        | 78  | 10 DEF Earth-based            |   |

|                  |     |                            |   |
|------------------|-----|----------------------------|---|
| ' Bardiche       | 86  | Battleax with a long blade | ' |
| Inferno Battleax | 98  | Fire-based [Burnstrike]    |   |
| ' Rune Axe       | 107 | Reduces IP slowing         | ' |
| Leo Rex Battleax | 120 | +3 SP recov. during combat |   |

RINGS

| ' Name           | ATK | Description                   | ' |
|------------------|-----|-------------------------------|---|
| Rusty Hoop       | 0   | Rusty iron hoop a child's toy | ' |
| Moon Claw        | 68  | Crescent-shaped blade weapon  |   |
| ' Discus         | 68  | Effective on bugs/crustaceans | ' |
| Double Moon      | 77  | Weapon with 2 bladed discs    |   |
| ' Bloody Saucer  | 90  | Drains HP as 10% of damage    | ' |
| Balor            | 108 | -5 SP consumption             |   |
| ' Angel Circle   | 116 | Effective on the undead       | ' |
| Wind Cutter      | 122 | Wind-based                    |   |
| ' Demon Shuriken | 128 | +5 ACT                        | ' |
| Phoenix Hoop     | 142 | +1 SP recovery                |   |

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ARMOR

ARMOR

| ' Name            | DEF | Description                  | ' |
|-------------------|-----|------------------------------|---|
| Illusion Clothes  | 0   | +32 MOV Up's evasion by 5%   | ' |
| Cuir Bouilli      | 12  | Boiled leather armor         |   |
| ' Leather Jacket  | 14  | A cowhide jacket             | ' |
| Adventure Suit    | 16  | A heavy suit for adventuring |   |
| ' Leather Armor   | 17  | Tanned leather armor         | ' |
| Quilted Silk      | 18  | A magical suit made of silk  |   |
| ' Chainmail       | 20  | Armor made of wovenchains    | ' |
| Crimson Bolero    | 22  | Passionate red jacket        |   |
| ' Guardian Robe   | 22  | Gives poison resistance      | ' |
| Shoulder Guards   | 23  | Huge shoulderpads            |   |
| ' Platemail       | 25  | Full-body steel armor        | ' |
| Pixie's Robe      | 26  | Sleep/Confusion resistance   |   |
| ' Shell Armor     | 26  |                              | ' |
| Flare Dress       | 30  | Level 2 fire resistance      |   |
| ' Swordfish Armor | 30  | Swordfish scalemail          | ' |
| Ancient Cuirass   | 32  | Reduces IP slowing           |   |
| ' Lion Field Garb | 35  | +5 ATK                       | ' |
| Sister's Robe     | 35  | Poison resist                |   |
| ' Purple Robe     | 35  | Gives paralysis resistance   | ' |
| BlackQuartz Mail  | 38  | Block magical armor          |   |
| ' Ancient Suit    | 40  | worn by automata             | ' |
| Mithril Dress     | 40  |                              |   |
| ' Earthen Cuirass | 42  | Level 2 earth resis.         | ' |
| Warrior Mail      | 45  |                              |   |
| ' Red Fur Coat    | 46  | Level 2 blizzard resistance  | ' |
| Dragon Vest       | 48  | +5 MOV                       |   |
| ' Sylph's Robe    | 48  | Level 2 Wind resistance      | ' |
| Dragonscale Mail  | 50  | Made of dragonscale          |   |
| ' Dark Armor      | 52  | +1 SP Recov. when damaged    | ' |
| Ninja Clothes     | 54  | +Evasion by 10%              |   |

|                   |    |                                |   |
|-------------------|----|--------------------------------|---|
| ' Priest's Robe   | 54 | Pois./para./plag. resis.       | ' |
| Halo Armor        | 55 | Level 2 lightening resis.      |   |
| ' Resist Dress    | 56 | Level 1 all attack resis.      | ' |
| Holy Clothes      | 58 | Gives plague resistance        |   |
| ' Imperial Garb   | 60 | Cyrum royal family toga        | ' |
| Angel's Robe      | 62 | Restores soem HP in combat     |   |
| ' Aura Armor      | 64 | Ups power of moves             | ' |
| Moonstone Armor   | 65 | +Magic block resis.            |   |
| ' Priestess' Robe | 68 | All status disorder resistance | ' |
| Resist Mail       | 68 | sometimes reflects damage      |   |
| ' Sun Robe        | 70 | Reduces IP slowing             | ' |
| Hero's Cuirass    | 72 | Restores some HP in combat     |   |
| ' Valkyrie Dress  | 74 | +5 ACT Pure white dress        | ' |
| Holy Sword Armor  | 75 | Raises power of moves          |   |

HEADGEAR

| ' Name             | DEF | Description                     | ' |
|--------------------|-----|---------------------------------|---|
|                    |     |                                 |   |
| ' Red Hair Ribbon  | 0   | Restores some HP in combat      | ' |
| Silk Hairband      | 2   | Elena's Favorite hair band      |   |
| ' Hair Band        | 2   | A band for tying your hair back | ' |
| Climbing Hat       | 4   | A hat for mountain climbing     |   |
| ' Bandana          | 5   | Helps you concentrate           | ' |
| Traveler's Hat     | 6   | Worn by travelers               |   |
| ' Leather Bandana  | 8   | Made of Tanned leather          | ' |
| Ruby Barrette      | 8   | Level 1 Fire Resistance         |   |
| ' Guardian Hat     | 10  | Gives Sleep Resistance          | ' |
| Stone Head         | 11  | Knock-Back                      |   |
| ' Iron Bandana     | 12  | Has iron plates on forehead     | ' |
| Hide Turban        | 14  | Made of demon beast hide        |   |
| ' Iron Helm        | 15  | Helmet made of Ironplate        | ' |
| Magnolia Bandana   | 16  | Level 1 Earth resistance        |   |
| ' Feathered Hat    | 18  | With waterfowl feather          | ' |
| Sister's Hat       | 20  | Paralysis resistance            |   |
| ' Swordfish Helmet | 20  | Swordfish Scale Helmet          | ' |
| Bravery Bandana    | 22  | +5 ACT Banishes fear            |   |
| ' Black Band       | 22  | sleep resistance                | ' |
| Wizard's Hat       | 22  | Magic block resistance          |   |
| ' Ogre Helm        | 25  | -5 MOV A helm with huge horns   | ' |
| BlackQuartz Helm   | 25  | Block magical helmet            |   |
| ' Lightening Tiara | 26  | Level 1 lightening resistance   | ' |
| Mercury Bandana    | 26  | +10 MOV                         |   |
| ' Battle Helm      | 30  | A combat helmet                 | ' |
| Azure Barrette     | 30  | Lapis lazuli hair ornament      |   |
| ' Fairy Ribbon     | 32  | Confusion resistance            | ' |
| Phoenix Hat        | 34  | Reduces IP slowing              |   |
| ' Dragon Bone Helm | 36  | Helm carved of dragon backbone  | ' |
| Man's Headband     | 36  | 10 ATK Suppresses IP slowing    |   |
| ' Priest's Hat     | 36  | Magic/move block resis.         | ' |
| Sage's Hat         | 38  | Cuts MP consumption by 5%       |   |
| ' Charisma Helm    | 38  | +5 Act Cyrums's finest          | ' |
| Adamantine Helm    | 42  | Reduces IP slowing              |   |
| ' Moonlight Tiara  | 42  | Lv 1 conf./blizzard resis.      | ' |
| Reflect Helm       | 45  | Sometimes reflects damage       |   |
| ' Starlight Tiara  | 45  | Cuts MP consumption by 15%      | ' |
| Loving Ribbon      | 46  | Restores some HP in combat      |   |
| ' Holy Crown       | 48  | Suppresses IP slowing           | ' |
| God of War Helm    | 50  | Reduces IP slowing              |   |

Footwear

| Name             | MOV | DEF | Description                 |
|------------------|-----|-----|-----------------------------|
| Man's Iron Clogs | -5  | 0   | +10 ATK Negates knock-back  |
| Leather Leggings | 0   | 4   | Light Leather               |
| Warp Shoes       | 0   | 10  | Warp movement               |
| Hi-heels         | 2   | 0   | Red women's shoes           |
| Pumps            | 4   | 0   |                             |
| Crampons         | 4   | 0   | Level 2 Blizzard resistance |
| Giant's Shoes    | 5   | 5   | Huge shoes                  |
| Goddess Hi-Heels | 5   | 10  | Lv 1 attack resist.         |
| Elf King's Boots | 5   | 20  | Lvl 2 attack resistance     |
| Climbing Boots   | 6   | 2   | Sturdy climbing shoes       |
| Children's Shoes | 8   | 0   | Comfy sneakers              |
| Hunter's Boots   | 8   | 4   | Lace-up Boots               |
| Red Shoes        | 10  | 0   | +5 ACT Bright Red Shoes     |
| Dash Shoes       | 10  | 4   | Give dash power             |
| Heavy Boots      | 10  | 6   | Negates Knock-Back          |
| Warrior Leggings | 10  | 10  |                             |
| Queen Heels      | 10  | 10  | Reduces IP slowing          |
| Magic Hi-heels   | 12  | 8   | Magical shoes               |
| Battle Boots     | 12  | 12  | Warrior's boots             |
| Rainbow Hi-heels | 14  | 14  |                             |
| Wing Boots       | 15  | 5   | Level 2 Earth Resistance    |
| Shadow Shoes     | 15  | 10  | Ups evasion by 10%          |
| Wolf Boots       | 15  | 15  | Ups Evasion by 5%           |
| Royal Boots      | 18  | 18  | The King's boots            |
| Mach Boots       | 20  | 6   | Supersonic speed            |
| Lion Boots       | 20  | 20  | Has a lion insignia         |
| Ogre Shoes       | 50  | 10  | Move like an ogre           |

The items list has been donated to me by: Lord God Bahamut

RECOVERY ITEMS

| Name             | Range       | Description                     |
|------------------|-------------|---------------------------------|
| Mystic Potion    | One Ally    | Restores all HP                 |
| Scarlet Potion   | One Ally    | Restores 1600 HP                |
| Healing Fruit    | One Ally    | Restores 1200 HP                |
| Holy Wound Salve | One Ally    | Restores 800 HP                 |
| Wound Salve      | One Ally    | Restores 400 HP                 |
| Medicinal Herb   | One Ally    | Restores 200 HP                 |
| Potion of Azure  | All Allies  | Restores 1500 HP                |
| Healing Incense  | All Allies  | Restores 1000 HP                |
| Scroll of Alheal | All Allies  | Restores 500 HP                 |
| Healing Herb     | All Allies  | Restores 250 HP                 |
| Miracle Elixer   | One Ally    | Revives character right to COM  |
| Hero's Elixer    | One Ally    | Revives character +5 all levels |
| Yomi's Elixer    | One Ally    | Revives a fallen character      |
| Panacea          | One Ally    | Cures all status disorders      |
| Purifying Herb   | One Ally    | Cures poison and paralysis      |
| Poison Antidote  | One Ally    | Cures poison                    |
| Paralysis Salve  | One Ally    | Cures paralysis                 |
| Torte's Reedpipe | Some Allies | Awakens sleeping characters     |

|                  |             |                                        |   |
|------------------|-------------|----------------------------------------|---|
| 'Eye Drops       | One Ally    | Awakens sleeping characters            | ' |
| Smelling Salts   | One Ally    | Cures confusion                        |   |
| 'Blessing Scroll | One Ally    | Releases move/magic blocks             | ' |
| Move Blessing    | One Ally    | Releases move blocks                   |   |
| 'Magic Blessing  | One Ally    | Releases magic blocks                  | ' |
| Vaccine          | One Ally    | Cures plague                           |   |
| 'Indigo Potion   | One Ally    | Restores all MP                        | ' |
| Magical Medicine | One Ally    | Restores 100 MP                        |   |
| 'Grail Fruit     | One Ally    | Restores 50 MP                         | ' |
| Lumir Flower     | One Ally    | Restores 25 MP                         |   |
| 'Nut of Light    | All Allies  | Restores all SP Glows Faintly          | ' |
| Golden Potion    | One Ally    | Restores all SP                        |   |
| 'Baobab Fruit    | One Ally    | Restores 100 SP                        | ' |
| Butter Roll      | One Ally    | Restores 50 SP                         |   |
| 'Blueberry       | One Ally    | Restores 25 SP                         | ' |
| Caterpillar Soup | Some Allies | Restores 1000 HP Cures plague          |   |
| 'Fresh Sandwich  | One Ally    | Restores 600 HP Cures poison/paralysis | ' |
| Toad Oil         | One Ally    | Restores 300 HP +2 DEF level           |   |
| 'Calming Harp    | Some Allies | Restores 200 HP Chance of breaking     | ' |
| Mana Harp        | One Ally    | Restores 25 MP Might break             |   |
| 'Lion Harp       | One Ally    | Restores 25 SP Might break             | ' |
| Golden Nut       | One Ally    | Restores 75 HP                         |   |
| 'Golden Statue   | One Ally    | Restores 5 HP Statue of Granas         | ' |

ATTACK ITEMS

| ' Name            | Range       | Description                           | ' |
|-------------------|-------------|---------------------------------------|---|
|                   |             |                                       |   |
| 'Hyper Mogay Bomb | All Foes    | Power: 2000 Cancel effect             | ' |
| Super Mogay Bomb  | Some Foes   | Power: 1000 Powerful IP damage effect |   |
| 'Mogay Bomb       | Some Foes   | Power: 500 IP damage effect           | ' |
| Meteor Scroll     | One Foe     | Power: 2500 Like Meteor Strike        |   |
| 'Thor Stone       | All Foes    | Power: 1500 Lightning-based           | ' |
| Red Bird Stone    | One Foe     | Power: 1200 Fire-based attack         |   |
| 'Icefang Stone    | One Foe     | Power: 1200 Blizzard-based attack     | ' |
| Electrum Stone    | Some Foes   | Power: 750 Lightning-based +Paralysis |   |
| 'Gale Stone       | Enemy Line  | Power: 700 Wind-based attack          | ' |
| Flame Stone       | Some Foes   | Power: 650 Fire-based attack          |   |
| 'Quake Stone      | Some Foes   | Power: 650 Earth-based attack         | ' |
| Fireball Scroll   | One Foe     | Power: 400 Fire-based attack          |   |
| 'Whirlwind Scroll | Some Foes   | Power: 300 Wind-based attack          | ' |
| Serpentine        | All Foes    | Power: 1500 Bombs launched on arrows  |   |
| 'Spiderweb        | Some Foes   | Power: 1200 -1 MOV level              | ' |
| Dynamite          | Some Foes   | Power: 1000                           |   |
| 'Red Goblin Toad  | One Foe     | Power: 900 Poison effect              | ' |
| Holy Ashes        | Some Foes   | Power: 700 Good vs. undead            |   |
| 'Insecticide Bomb | One Foe     | Power: 650 Fire-based Good vs. bugs   | ' |
| Makibishi         | Some Foes   | Power: 600 -1 MOV                     |   |
| 'Sandman Whiskers | One Foe     | Power: 500 -1 DEF Expensive           | ' |
| Mushroom Cloud    | One Foe     | Power: 400 Fire-based                 |   |
| 'Fire Bomb        | Some Foes   | Power: 300 Fire-based attack          | ' |
| Hand Grenade      | Some Foes   | Power: 300                            |   |
| 'Goblin Toadstool | One Foes    | Power: 250 Poison effect              | ' |
| Platinum Feather  | All Allies  | Great Increases IP                    |   |
| 'Gold Feather     | Some Allies | Great Increases IP                    | ' |
| Silver Feather    | One Ally    | Great Increases IP                    |   |
| 'Scattering Stone | Special     | Scatters bunched-up friends           | ' |
| Battle Manicure   | One Ally    | +5 ATK level                          |   |



|                   |             |                                       |   |
|-------------------|-------------|---------------------------------------|---|
| 'Face Paint       | One Ally    | +5 ACT level                          | ' |
| Demon Ash         | One Foe     | -1 All variable levels                |   |
| 'Muscle Mushroom  | Some Allies | +2 ATK                                | ' |
| Guard Mushroom    | Some Allies | +2 DEF                                |   |
| 'Speed Mushroom   | Some Allies | +2 ACT                                | ' |
| Runner Mushroom   | Some Allies | +2 MOV                                |   |
| 'Myriad Power Nut | Some Allies | +1 ATK                                | ' |
| Patience nut      | Some Allies | +1 DEF                                |   |
| 'Sympathy Nut     | Some Allies | +1 ACT                                | ' |
| Swiftness Nut     | Some Allies | +1 MOV                                |   |
| 'Powerless Nut    | Some Foes   | -1 ATK                                | ' |
| Weakness Nut      | Some Foes   | -1 DEF                                |   |
| 'Exhaustion Nut   | Some Foes   | -1 ACT                                | ' |
| Slowpoke Nut      | Some Foes   | -1 MOV                                |   |
| 'Kuko Berry       | One Foe     | Confusion effect causes intoxication  | ' |
| Sleep Harp        | Some Foes   | Sleep effect Might Break              |   |
| 'Silence Lute     | Some Foes   | Magic block effect Chance of breaking | ' |
| Mermaid Harp      | Some Foes   | Confusion effect Might Break          |   |
| 'Bone Harp        | Some Foes   | -2 DEF level Might Break              | ' |
| .~~~~~.           |             |                                       |   |

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#### VII: Thanks

I'd like to thank the following for the guide so far:

CJayC- For posting this guide and all my other work.

Lord God Bahamut- For the item lists and 2 weapons and an armor.

BobmanX- For the Book of Sages and Dragon Egg placement

CrystalDragon- For the Holy Ghost Staff placement

CMoriarty- For being there when I first conceived the idea.

DTurner- Myself because I wrote it and should get some recognition

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