

Lunar Legend FAQ/Walkthrough

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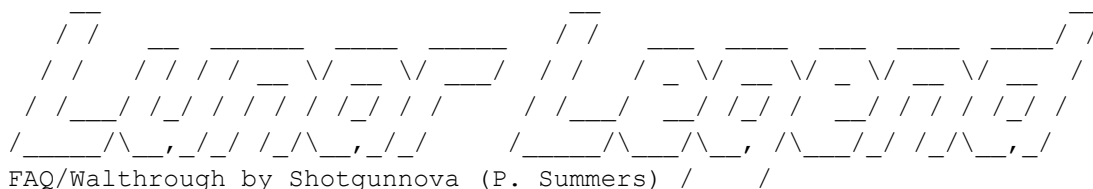
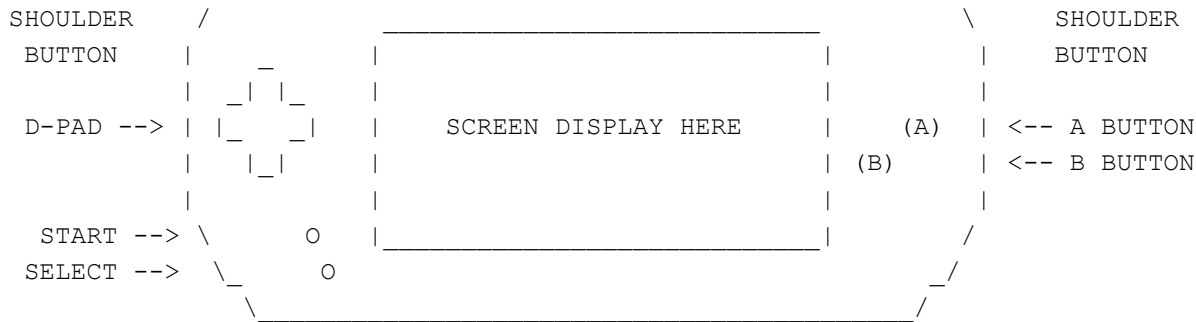


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I. C O N T R O L S CNTR



D-PAD -----> Navigate character on field / Navigate menus
START -----> Bring up character(s) menu on field /
SELECT -----> n/a
A-BUTTON ----> Affirmative selection in menus
B-BUTTON ----> Cancel in menus / Return to previous screen in menus
R SHOULDER -> Navigate menus to the right (when applicable)
L SHOULDER -> Navigate menus to the left (when applicable)

II. THE BASICS THBS

STAT OVERVIEW

LV --> Current level. Raise levels to get more HP, MP, and other stats (below)
HP --> Your character's hit points. When they reach zero, character cannot act
MP --> Your character's magic "currency". When depleted, magic cannot be used
EXP --> Experience; Fight battles for EXP, which then lets characters go up LVs

ATC --> Attack stat
DEF --> Physical defense stat
AGL --> Battle speed, which affects turn order (higher means going first)
MEN --> Mental stat relating to magical potency
RES --> Magical resistance, which is the "defense" for magical-type attacks
NOA --> Stat that governs how many physical attacks you can do per turn
LUC --> Your luck stat, which seems to affect how well you dodge attacks, if you survive attacks, if you aren't inflicted with a status effect, and probably others.

MENU OVERVIEW

On the main character menu (in-game):

Status Display -----> View characters' status; equipment, stats, EXP, etc.
Use Items -----> Use items manually on a per-character basis
Use Skills or Magic ----> Use skills/magic on the field
Equip Weapons or Armor -> Change characters' equipment
Back -----> Return to the field

Also in the main menu:

Save/Load Game --> Overwrite current save(s) or load up previous saved game
Use Items -----> Main item overview & can use items on per-character basis
Nall's Skills ----> Use Nall's "Althena!" skill, which refills allies' HP to max

Battle Settings -> Toggle row formations and/or give preset commands to allies
Back -----> Go back to main menu

WALKTHROUGH LEGEND

Most everything is self-explanatory, but I'll summarize the equipment listing:

[NAME OF ITEM HERE]

AKA: "also known as" -- the in-game, abbreviated name for the item
Def: Item's in-game definition
Add: Stat increase and/or special effects
Get: How to obtain the weapon FOR FREE, such as through treasure chests
Buy: Where you can purchase the item in question

III. W A L K T H R O U G H WLKT

ITEMS		ENEMIES	
Dragon Feather	Heal Gum (x2)	None	
Angel's Tear	Mental Gum		

After being introduced to Alex, Nall, and Ramus, you'll have to go to Althena's statue in town. You need to find Luna first, however. Head down the dirt path and find a western [HEAL GUM] hidden behind a pine tree, then go right to where the path loops back upwards. You'll have some scenes with Luna, who will join your party.

Go back to the house you passed and enter inside. The back room contains four treasure chests, with a [DRAGON'S FEATHER], [HEAL GUM], [ANGEL'S TEAR], and a [METNAL GUM] as well. Exit the house and head to Burg proper, which is right across the bridge. In the town square, Nash Rumack will introduce himself and will end up wanting you to guide him through the Weird Woods, to the White Dragon Shrine. Ramus joins your party after the crowd disperses.

You can't continue without the Weird Woods map, which you can find in the house just north from the Althena statue. There's even a conveniently placed arrow to make sure you get it. You can buy something at the armory if you want, but it's not necessary -- talk to Nash to be able to leave.

ITEMS		ENEMIES	
Heal Gum	Antidote	Deathcap	[~15 HP, 1 EXP, 07 Sil]
Heal Gum	Antidote	Burg Dog	[~30 HP, 8 EXP, 15 Sil]
Heal Gum	Antidote	Fly Trap	[~30 HP, 4 EXP, 10 Sil]
Heal Gum	Antidote		
Antidote			

Here is a map for a little more help:

http://db.gamefaqs.com/portable/gbadvance/file/lunar_legend_weird_woods.png

Head past the house (nothing important in there) and go north -- Nall prevents you from going south to Saith. Watch the mini-scene and you can continue once again. I recommend putting Luna in the very back row (use Formation menu) so she doesn't get gang-murdered if there are more than two enemies left in the battles.

The verdant path to your right leads to a [HEAL GUM] in a chest. If you make your way north from where you start the screen at, you'll come to a nook with a [ANTIDOTE] in it. Screen exit is to the left, though -- go that way from where you first enter. Meander north to a chest with another [ANTIDOTE] in it, then get the [HEAL GUM] from the chest to the far right of it. There'll be a stone monolith there, which you'll have to inspect to proceed up ahead. Leave the grove and head back south and left this time, where you'll come to a bridge. Cross.

The party rests the night on the other side, restoring your status. Head north along the river to find a chest with [HEAL GUM] inside of it. You'll also see a red chest that's hidden in a grove -- approach it through a hidden tree path if you want, but it can't be opened yet. Head north again past the chest until the path goes west. Head that way until you see another tablet, which you'll be inspecting.

Head west again and take the first path you see that goes south. To the left you'll see an enclosed grove; there's a hidden chest there. Use the hidden tree path to get to a [ANTIDOTE] if you choose. Keep heading south and you'll find a path that goes east. Follow it to another [ANTIDOTE], then double back. Proceed southwest and you'll find the third and last tablet sitting on the ground. Read it and take the northwest path by where you just came. En route, you'll find a chest with (surprise!) another [ANTIDOTE] in it. Continue up to a solid, stone door.

If you didn't inspect all the tablets, the door-opening scenes won't occur -- you'll have to go back and recheck 'em. If you found all three, you'll be given a prompt to put the messages in order. First comes "Month of bounty," then "The offering shall," and lastly "Show us ahead." The door will open up and you can proceed into the White Dragon Shrine.

03) WHITE DRAGON SHRINE			WDS1
ITEMS		ENEMIES	
Dragon Diamond	Dragon Ring	None	

Talk to everyone and then inspect the "rock" by the spring. A prompt will come up with three names -- choose "Quark!". If you mess up, you'll can retry your guess. A path will open through the water, so follow it north and down into the shrine.

Head north, watch the scenes. A few prompts will come up for Alex to answer but they have no bearing on the outcome, which is you getting the [DRAGON DIAMOND] and [DRAGON RING]. You also learn a funny revelation about what the diamond is actually made out of. ^ ___ ^

Beat it back to Burg, now.

04) BURG		BRG2
ITEMS	ENEMIES	
None	None	

After you enter town, Ramus suggests praying at the Althena statue. Pray at the statue, which also restores your status (FYI), and Nash skidaddles. Ramus also leaves the party temporarily, so head home. Where is that, you ask? It's the one north of the bridge.

Enter to make the scenes fast-forward two days to the Harvest Festival. You'll control Luna this time and have to find Alex. Go to Dyne's gravestone. The next day Alex sets out from the village.

05) WEIRD WOODS		WRW2
ITEMS	ENEMIES	
None	Deathcap	[~15 HP, 1 EXP, 07 Sil]
	Burg Dog	[~30 HP, 8 EXP, 15 Sil]
	Fly Trap	[~30 HP, 4 EXP, 10 Sil]

Surprise! Ramus joins you after being unable to peddle his diamond in Burg. This time, head south at the main fork. Luna will catch up with you here, and join your party as well. You end up surrounded by those pesky Burg Dogs, as it happens, but a stranger lends a hand.

Burg Dog x 4
HP: ~30
Exp: 32
Sil: 60
Drop: Heal Gum, Burg Dog Card

How much HP do these guys have? Oh yeah, less than 600, 'cause that's how much the stranger will be doing. You can't fail the battle, just hit attack and get it over quickly.

Once you're through with that "battle," the man introduces himself as Laike Bogard and leaves as quickly as he came.

06) SAITH		STH1
ITEMS	ENEMIES	
None	None	

Saith is unusually quiet when you enter, as you proceed south, a woman accosts you. Apparently, pirates have commandeered the harbor's ferry and a Vane wizard was captured. Sound like a certain loudmouth...?

You'll be able to walk around town. Heal at the Althena statue and see about spending some of your cash to outfit your party. Here's the ideal equipment you should attempt to get before initiating the pirate scenes.

ALEX	LUNA	RAMUS
[WEP] - Long Sw	[WEP] - Fry Pan	[WEP] - Knife
[ARM] - ClothArm	[ARM] - ClothArm	[ARM] - ClothArm
[SHL] - None	[SHL]	[SHL]
[HAT] - ClothHat	[HAT] - Scarf	[HAT] - ClothHat
[AC1] - Ocarina	[AC1]	[AC1]
[AC2] - Dragon 0	[AC2]	[AC2]

Head east to the bar (it has a large fish sign) to see another scene. Talk to the bartender once the pirates leave to learn that Nash's been caught, and that a man at the harbor (Zet) will help you out. Once you talk to Zet in the house with an anchor you'll automatically go to the pirates' ship; prepare before you go! Coming in with Alex's special skill gauge full helps...

```
o-----o
| 07) HISPANIOLA                                     HSP1 |
o-----o
| ITEMS | ENEMIES |
|       |         |
| Pot   | Pirate 1  [~50 HP, 7 EXP, 21 Sil ] |
o-----o-----| Pirate 2  [~60 HP, 7 EXP, 21 Sil ] |
                   o-----o
```

NOTE: This is the last place for random encounters before Meribia. If you're planning to win boss fight you're meant to lose, train here until you've a good level (20+).

You'll start on the upperdeck. Head south to the bow of the ship and you'll be found by some pirates.

```
-----
Pirate 1 x 3
Pirate 2 x 2
~HP: 50, 60
EXP: 35
Sil: 105
Drop: Pirate 1 Card
Drop: Pirate 2 Card
-----
```

WindDirk kills everyone in the first turn, so use it if you've got it. Lacking that, go after the backrow pirates first (Pirate 2), since they'll do 10+ damage per turn. If Luna can use Goddess, try to save it, as you can use Nall's Althena skill to heal fully (or items). Once the Pirate 2s are done, have all three physically attack the green pirates -- they aren't as tough.

Once the pirates are dead, head up the left side of the ship to initiate yet another battle with the plank-walkers.

```
-----
Pirate 1 x 4
~HP:
EXP: 28
Sil: 84
```

Drop: Pirate 1 Card

Gang up on them with physical attacks and use HealSong when you're in danger of fainting. Without Pirate 2s to back them up, there's really no problem here.

Continue up the left side of the ship and then switch to the right side of the ship. Some more goofy swashbucklers will pick a fight with you.

Pirate 1 x 3
Pirate 2 x 2
~HP: 50, 60
EXP: 35
Sil: 105
Drop: Pirate 1 Card
Drop: Pirate 2 Card

It's a repeat battle of the one you fought on the bow, so use the same tactics. WindDirk is a game over for the pirates, but if you don't have it, use Sordance on the Pirate 2s when possible. HealSong with Luna and have Ramus gang up on the Pirate 1s or heal.

Open the silver chest by the path to get a [POT]. It's a helm that only Ramus can equip, so put it on him. Head north and a scene with Nash will cue -- he's tied to the mast. The pirate captain will corner you, but at least you'll have Nash for this battle.

Captain
~HP: 500
EXP: 150
Sil: 200
Drop: Captain Card

Nash starts out at the level he left at, so if he knows ThorRain, have him do it immediately -- he count get KO'd the next turn and lose it. If you bought all the best equipment in town, you should only be taking about 13 damage per hit from the Captain's party attack (or less, if you're above Lv. 7). The strat is to use Sordance until it runs out at which time you can use a Mental Gum to refill your MP; or, use WindDirk if you don't have any MP-curing items. Goddess can also be a boon here, so use it to give yourself a leg up. Ramus can double as a item thrower since his attack won't be doing as much as Alex.

If you're lucky, this battle can go down in six or seven turns, since the Cap'n DOES have a single-target attack -- a couple revolver shots to an ally's face. Overall, not a hard first boss battle unless you're severely under-levelled and you come into the battle with no inventory to help you. :p

o-----o		
08) SAITH		STH2
o-----o		
ITEMS	ENEMIES	
None	None	
o-----o		

After the boss battle on the Hispaniola, you'll be back in Saith, chowing down

on some of Roy's grub. Some more scenes take place on the boat, leading to the Lunar Legend screen -- time to ditch Caldor Isle for the real world! Meaning, Meribia.

```
o-----o
| 09) MERIBIA                                     MRB1 |
o-----o
| ITEMS                                     | ENEMIES |
|                                     |         |
| Angel Tear          Master Book          | None   |
o-----o
```

Nash splits to go to a magic shop on Black Rose Street, and Ramus leaves to unload his Dragon Diamond on someone. You'll be able to move also throughout the large town which is split into three sections, basically: the dock area, the residential area, and the magic guild area.

You begin in the dock area. Head back east and down to the residences' street, finding the leftmost house. There's an [ANGEL TEAR] chest in storage you can steal. Leave the screen for the middle area (residential).

This area leads to Master Mel's mansion, and contains a number of shops you'll want to check out (item/weapon). Ramus is in the shop with the gold-colored siding, but you can't do anything there yet. Head west!

A bunch of magickers are around here, and a few shops are worth looking at, but you'll need to find Nash. Head to small, white building next to the main shops. Nash will introduce you to Royce, a fortune-teller, but ask you to come back later.

Go back to the residential area and enter Mel's mansion. There's an old man standing by his 1F office; enter to meet Mel de Alkirk! Alex will also be given an opportunity to spar with Mel...that he can't refuse!

```
-----
Mel
HP: ~600
EXP: ---
Sil: ---
Drop: Mel Card
-----
```

Simply put, you're supposed to lose this battle, although it is possible to pull out a victory if you're over-levelled. You'll win a Mel Card for all your trouble, but since I didn't bother, I haven't got a strategy for you. You'll have to train aboard the Hispaniola, as that's the last place with any random encounters.

```
#####
Nikita Boitchouk wrote in a strategy for defeating Mel (around Lv15):
```

```
"This is what you should have equipped:
WEP: Broad Sword
ARMOR: Plate Armor
SHIELD: Iron Shield
HEAD: Iron Helm
ACCESSORY: Dragon Ring
```

Once that is done - you are ready to start the fight.
Your tactic should be as follows:

1. Cast Vigor on the very first turn.
2. Use Sordance on Mel until your HP falls below 50.
3. Use Heal Drop (or you can risk and use this turn for another Sordance - Mel shouldn't deal you more than 24 damage)
4. Repeat steps 2-3. After about 6 sordances (you should deal 100+ damage with each) Mel will be defeated."

#####

Heal at the Althena statue and go back to Ramus, whose having a hard time with his diamond negotiations. He'll ask Alex to step in, and although you can give in immediately for 20,000, continue to refuse the offers. After six times, you will get twenty grand AND a [MASTER BOOK]. Dross will steal the diamond and split, and you'll need some help.

Go speak with Mel again, then return and talk to the shop assistant, who'll move out of the way. The backroom leads to the Meribia Sewers. The boss here can poison you, so bring a few Antidotes as you won't get a lot in chests beforehand.

```

o-----o
| 10) MERIBIA SEWERS |
o-----o
| ITEMS | ENEMIES |
| | |
| Mental Gum Mental Gum | Killfish [~50 HP, 07 EXP, 46 Sil ] |
| Mental Gum Antidote | Ammonite [~50 HP, 12 EXP, 70 Sil ] |
| 500S Antidote | FatSnake [~40 HP, 06 EXP, 40 Sil ] |
| 500S Mental Gum | Wisp [~40 HP, 12 EXP, 56 Sil ] |
| Lucky Ring Heal Gum o-----o
| Heal Gum 20000 Sil |
o-----o

```

This place is more expansive than Weird Woods to be sure, so you may want the use of a map:

http://db.gamefaqs.com/portable/gbadvance/file/lunar_legend_meribia_sewers.png

Start and head east to the north-south fork. Far to the north is a [HEAL GUM] in a chest. Head back to the fork this time and go south. You'll see a lever on the wall, which will lower the foot bridge. If you want to cut to the chase, flip the switch and head that route; going left leads to a chest with a [MENTAL GUM] and a grate, which leads to an [ANTIDOTE].

Past the first footbridge, you'll come to another chest on the southern part of the platform -- a [MENTAL GUM]. North leads to the end of the level, while east leads to another grate and two more treasures -- another [MENTAL GUM] and a 2nd [ANTIDOTE]. The grate leads to a subterranean room with a [HEAL GUM] and a nice accessory, [LUCKY RING]. You won't get a chance to come back down here later on so get the Lucky Ring now if you have the time (LUC +10).

Back at the fork past the first footbridge, head straight north up the thin walkway to an [ANTIDOTE] in the chest; head east to continue, which leads to a [MENTAL GUM] chest. Follow the walkway around to a [500 SIL] chest, and head down the ladder.

This is the last stretch of the level. East is a [500 SIL] chest, but you'll need to go down. Follow the path to a north/west fork. Head west to find a switch, then double back and head north to find a bridge that's just been dropped. NOTE: Ramus leaves your party after you approach Dross, so make sure

to unequip him of any specialty items.

You'll find the shopkeeper on a platform nearby. Most people on the lam have a backup plan, and this guy is no exception.

```

-----
Rin-Rin
HP: ~850
EXP: 250
Sil: 300
Drop: Rin-Rin Card
-----

```

This guy has a party attack that can poison you, so you'll want to cure the status as soon as possible. Luckily, it doesn't always inflict the status. Besides the poison-type attack, it has a single-target fireball it can shoot. Attack order is as such: party attack, fireball, fireball, repeat.

Ramus should be your spare item healer since his attacks will do horrible HP damage, even when ACT-boosted; Luna should use PowerSong and Tranquil when the battle starts. Like usual, have Alex attack with a Vigor/Sordance combo. This battle can be quite a fight, but the key to victory is Tranquil/Vigor. Make sure to conserve Luna's Goddess limit since she won't be your main attacker here.

Once you've put this battle behind you, Ramus will end up inheriting the store from Dross as a way of payment. You also get [20000 SIL] from Ramus before the party automatically goes back upstairs. Go back to Master Mel who tells you a guy named Ghaleon in the Magic Guild who knows all about the Dragons.

Go back to Royce's fortune-telling parlor to find that Nash is looking for you. He's shown up at Ramus' shop, and will join you after a dialogue regarding Vane. Ramus also leaves your party permanently. So long, Chubbs...

You can exit town via the gate in the middle section of town, which is above the Athena statue. Although, since you just came into a windfall of sorts, it only makes sense to load up for the trip ahead. Here's the ideal setup for the three characters you now have:

ALEX	LUNA	RAMUS
[WEP] - Broad Sw	[WEP] - Hard Pan	[WEP] - FlameRod
[ARM] - PlateArm	[ARM] - Robe	[ARM] - SorcRobe
[SHL] - IronShld	[SHL] - PlatRist	[SHL]
[HAT] - IronHelm	[HAT] - Hairband	[HAT] - ClothHat
[AC1] - Ocarina	[AC1] - Lucky 0	[AC1]
[AC2] - Dragon 0	[AC2]	[AC2]

On the world map, you can train in Nanza, but the real destination is at the Spring of Transmission.

```

o-----o
| 11) SPRING OF TRANSMISSION                                STR1 |
o-----o
| ITEMS                | ENEMIES                |
|                      |                      |
| Mental Drop          | None                |
o-----o

```

The spring is actually a teleportation device to get you to Vane, which floats

up in the sky. Nash will ask you if you want to enter (in prompt form); choose the affirmative only after you've stocked up on healing items in Meribia. Once you step on, it malfunctions and sends you to Sub-Vane.

Matthew Talley writes: "for the first visit to the spring of transmission you might want to include that there is a treasure chest containing a mental drop it the lower right corner just off screeen....you get there by going around counter clock-wise from the top left of the platform...."

```
o-----o
| 12) SUB-VANE                                                     SBV1 |
o-----o
| ITEMS | ENEMIES |
|       |         |
| 500 Sil      Lapis Lazuli | Todstool  [~30 HP, 06 EXP, 75 Sil ] |
| Heal Ring    500 Sil      | Batlefly  [~30 HP, 07 EXP, 79 Sil ] |
| Gentle Hat   | Gun Foot  [~70 HP, 08 EXP, 120 Sil ] |
o-----o| Ice Dog  [~15 HP, 150 EXP, 1000 Sil ] |
|                                     |
o-----o
```

After a scene, you can leave the first area via a teleport crystal. Continue down the (only) path and Nash will automatically lead you towards a giant Althena statue. You can move around again, so get the [500 SIL] chest that's to the north. By the way, the giant statue works just like the miniaturized ones, so use this as a base of healing and just leveling up if you need to.

Speaking of which, there is an enemy called an "Ice Dog" that practically gives you a boatload of EXP/Sil. The problem is that they have a high avoid rate. The solution: use special skills on them. Two can appear in some battles, at which point you'll want to Blast/ThorRain them. They're really worth it, and if you fight 'em in the Althena room, hey! Free EXP and gold. The Vane shops are very nice, so reap all the benefits down here while you can 'cause you won't be able to go back. Also, this is a good way to beef up Nash who's under-levelled, no doubt.

Once you're ready to move on, go back to the fork and take the eastern path to a crystal, teleporting you into another room. Take the left path (the other is a dead end) and you'll come to another warp crystal, which takes you to another room somewhere.

Follow the path to where it branches out, and head north to a [LAPIS LAZULI] chest. Continue on east to a small fork; take the northeast path to a crystal. You'll now be in a previous room, only the upper levels -- go east to the warp crystal on the other side of the room. The next room is straightforward, so use the only other crystal in the area.

You should now be back in the first room, on the upper levels. Head west to the other side and go north, which leads to another crystal. Head up and take the first left, working your way northwest. Continue left to find another chest, that contains a [HEAL RING]. The battle coming up will be hard, so equip the Lapis Lazuli on Nash (Up MEN/RES in battle) and the Healing Ring on Alex in place of the Ocarina.

Head down and make your way west to the room's wall. Head up and right to a chest with [500 SIL] inside. From there, head back towards the chest that had the Heal Ring inside, but veer south. Use Luna's magic to heal you fully since she won't be able to participate in the upcoming boss fight.

Nash will have a revelation about the source of the magic malfunction when you approach the south path, and the source decides to mangle your face. Funfun!

Evil Mist
HP: ~1300
EXP: 380
Sil: ---
Drop: Evilmist Card

Without Luna, the position of healer will have to be relegated to Nash. If you took my advice and stocked up on curative items in Meribia, this shouldn't that hard to pull off; if you didn't listen to me, you can still win Heal Drops from battles.

The boss only has a single-character attack and a party attack that does small damage (20-ish), so this probably won't be the most difficult battle thus far. Anyway, start off with Vigor/Sordance and have Nash dole out Heal Gum/Drops and Mental Gum when Alex's MP is drained. Nash will deal pitiful damage anyway with ThorRain being the exception, and even that doesn't do half of what Alex will be doing. When/if you run out of Mental Gum, keep Alex on the offensive -- you can still pull of 75 damage a turn with Nash helping. By level thirteen, both characters should be faster than the boss, so just take it slow and steady, and don't be afraid of having the person without the Healing Ring defend to keep the item depletion down.

After battle, grab the [GENTLE HAT] by the save crystal, and use said crystal to arrive back at the Athena statue. Exit back towards the entrance of the dungeon (down, left to crystal) and the teleportation markings will be up and running. Once you're sure you've got all the good items, ditch this stupid place for Althena's Shrine.

```
o-----o
| 13) ALTHENA'S SHRINE                                     ALT1 |
o-----o
| ITEMS           | ENEMIES           |
|                 |                 |
| Light Emblem   | None                 |
o-----o
```

Luna will automatically be taken to rest and some scenes take place. Phacia will give you a [LIGHT EMBLEM] to help with Luna, and you can leave. The nun by the door can heal you, but there's no reason to. Time for Springtime!

```
o-----o
| 14) SPRING OF TRANSMISSION                             STR2 |
o-----o
| ITEMS           | ENEMIES           |
|                 |                 |
| None           | None                 |
o-----o
```

This time, the contraption goes off without a hitch. Next stop...

```
o-----o
| 15) VANE                                               VAN1 |
o-----o
| ITEMS           | ENEMIES           |
|                 |                 |
| None           | None                 |
o-----o
```

Exit the warp chamber and Nash will lead you to the Magic Guild. After a few scenes, you'll be able to move around freely. In the guild building, head to the left from where you enter and find the stairway in the southwest part. Go into the room the guard is by and you'll be introduced to Mia Ausa, Lemia's only daughter. Nash goes into angry mode when he sees Nall sweet-talking his quarry, and quickly takes you to Ghaleon. You'll learn that a dragon has been sighted in Lann Village, over the Nanza Ridge.

You can leave now, although you'll definitely want to use the chunk of change you've gotten from Ramus and the Sub-Vane baddies to load up. Here's the ideal equipment to leave with:

[WEP] - SilverSw	[WEP] - Hard Pan	[WEP] - MeteoRod
[ARM] - SilverCh	[ARM] - MageRobe	[ARM] - SorcRobe
[SHL] - SilvShld	[SHL] - PlatRist	[SHL] - SilvGard
[HAT] - IronHelm	[HAT] - Hairband	[HAT] - FlasBand
[AC1] - Heal 0	[AC1] - Lucky 0	[AC1] - Lapis
[AC2] - Dragon 0	[AC2]	[AC2]

Go back to the world map and this time, hit up Nanza. Readysetgo!

```

o-----o
| 16) NANZA                                     NNZ1 |
o-----o
| ITEMS                                     | ENEMIES |
|                                     |         |
| Angel's Tear          100 Sil          | Dethmoth [~40 HP, 08 EXP, 76 Sil ] |
| ParaClen              Heal Gum         | Ant Lion [~40 HP, 09 EXP, 68 Sil ] |
| Mental Gum           Soft Knuckles    | Wildboar [~50 HP, 09 EXP, 80 Sil ] |
| Mental Gum                                     | Earthel  [~65 HP, 10 EXP, 86 Sil ] |
o-----o

```

Enter the barren mountain region and head west, then up. A chest will be NE of you, and contains an [ANGEL TEAR]. Head west into the second screen. Go all the way west to the ridge wall to get a [PARACLEN]; then, head north to a chest with [100 SIL] inside. Hooray. Follow the path west until it turns south at the other end of the ridge. The road will curl inward onto a platform. Head east to pick up the [HEAL GUM] in the chest, then enter the tunnel nearby.

Inside the tunnel, ignore the red chest (can't open!) and head south. A scene will automatically play where the party encounters a man and woman arguing. Ignore the second red chest and open the silver one, getting a [MENTAL GUM] for the trouble. Head north and west to come to a settlement.

The guard lets you in after Nash throws the Magic Guild's name around. Enter, heal up at the Althena statue, and take the right stairway to a green house. Enter all the way downstairs to come to an underground network. Right by the stairway is a room with a half-hidden chest by it, containing [SOFT KNUCKLES]. Find the stairway to the north and exit back onto the green walkway.

Head west towards the exit, and talk to the guard. He'll demand you find "Boss Kyle" and get his permission. Go back to the room you got the Soft Knuckles in and Kyle will now be there. Talk to him and return to the guard, who lets you get by.

Pass the two people and take the [MENTAL GUM] out of the roadside chest. Keep the west course and you'll get back onto the world map. To Lann it is!

o-----o

17) LANN		LNN1	
o-----o			
ITEMS		ENEMIES	
None		None	
o-----o			

Heal at the Althena statue by the entrance, then to the first house near you. The village will be having a meeting about a Dragonmaster problem. The girl who was fighting with Kyle earlier will introduce herself as Jessica. She'll practically force her way into your party to slay the fake Dragon -- you can refuse her offer, but in a way, you can't really.

Once she's in your party, talk to the fisherman on the dock about using his boat. You can leave immediately, although you should buy a Wow! Pan for Luna at the item shop. All aboard!

18) LANN ISLAND		LNL1	
o-----o			
ITEMS		ENEMIES	
Fresh Ring	600 Sil	PudgyBoa	[~ 70 HP, 10 EXP, 68 Sil]
600 Sil		Pirahna	[~ 70 HP, 11 EXP, 77 Sil]
o-----o		Cyclops	[~110 HP, 12 EXP, 168 Sil]
		The Deep	[~110 HP, 11 EXP, 129 Sil]
o-----o			

The man by the dock is a peddler, who has Angel Tears and Mental Gums if you need them. 'Course, you'll have to have cash left over from all your shopping to take use of the 1000G price...

Once you're ready, head right and up. You'll come to a treasure chest that's really a "monster box" -- y'know, a fakey chest with no treasure. The one to the northwest of it, however, contains a [FRESH RING]. Since Jessica's skills rock the casbah, I suggest giving it to her. Head west to another fake chest, then go northeast to a bridge, which leads into the second screen.

Head left to a nearby chest, which contains [600 SIL]. Continue up the path to find a fake treasure chest to your bottom-right; ignore it! The next chest you see is fo' real though -- [600 SIL]'s worth of real. Ignore the chest to the far northeast, as that too is a piece-o'-crapper. Instead, go northwest and up where Nall spots a tent. NOTE: You won't be able to come back here, so make sure to get everything you need!

The "Dragonmaster" approaches, but gives himself away when he calls two of the dragons "Sparkly Colored" and "Salmon Pink" -- whatta maroon. Time to send this guy and his pet draggin'.

Frogzard
HP: ~2800
EXP: 600
Sil: 0
Drop: Frogzard Card

The creature has a "frog splash" skill that damages all party members for minor damage (20-ish), as well as a single-character tongue lashing attack, which sucks.

You end up with two good healers for this battle, so it won't be hard to fight your way through this one. Have Luna start using PowerSong on your Alex/Jess first, while Alex uses Vigor/Sordance and Jessica attacks. Nash should simply use Riot/ThorRain when possible. Since Jess will be attacking, but Luna has the higher MP, try to her keep attacking while Luna plays the main healer. Jess' Smite limit also doesn't do anything here, so don't bother with it. Make sure to milk Goddess for all its worth.

Afterwards, you'll end up back at Lann and Jessica leaves the party. Time to report to Ghaleon! Backtrack through Nanza and go to Vane once again.

```

o-----o
| 19) VANE                                     VAN2 |
o-----o
| ITEMS                                     ENEMIES |
|                                           |
| Althena Orb                               | None   |
o-----o

```

Go up to Ghaleon's office and talk to Gazelle, learning he's in the grand hall. Head down to the ground floor and enter the room just north of the main entry. After speaking with Ghaleon, Lemia AUSA, the leader of the Magic Guide, comes in. She tosses you in jail a trivial reason...

Someone comes and lets you out, luckily. Talk to the woman in the room beside you hints about the Crystal Tower...which is your destination, naturally. Mia joins your party, too, and brings the [ATHENA ORB] as an added bonus. Actually, you can leave the guild and go to the shops for Mia, in which case get her a MeteorRod and PlatRist if you can afford it.

Head back to the ground floor and enter the long hallway to the right of the grand hall. Nash catches up and braves Remia's wrath to join you. At least he can be a meat shield, heh heh... Enter the doors.

```

o-----o
| 20) CRYSTAL TOWER                             CRY1 |
o-----o
| ITEMS                                     ENEMIES |
|                                           |
| Boost Coil           1000 Sil   | C Mirror   [~100 HP, 16 EXP, 98 Sil ] |
| Mental Gum           1500 Sil   | Flymet     [~ 90 HP, 17 EXP, 82 Sil ] |
| Angel Ring           | C Knight  [~ 80 HP, 17 EXP, 252 Sil ] |
o-----o-----| Meteor     [~ 90 HP, 20 EXP, 179 Sil ] |
|                                           |
o-----o

```

Sorry to say, but weapons can't be used here. Unequip everyone of their swords and staves, but leave their other equipment. Head up when you're done.

In the second room, take the [BOOST COIL] in the silvery chest, which should go on Nash immediately. Head left and down to exit into the next screen. Head up, and left, looping back to the southern exit. The chest in this room has [1000 SIL] in it, and sits right in the open. There are two exits in the north. Take the right one to a [MENTAL GUM], then double back to the left.

Head left and down to find two passages on the south side this time; go to the right as the alternative is a dead end. The next room also has a left and right door, this time on the north side. The right one leads to a room-type entrance and a south exit, which goes to a [1500 SIL] chest; the left is a corridor that

goes to a room with an [ANGEL RING] inside.

To proceed, go into the room-type dome made out of crystal in the right path. Follow the path arc to the right and you'll automatically view a scene; proceed north to the Star Chamber. A certain young lady you're familiar with sends some creatures to fight you and, no, Luna doesn't join in this battle for some odd reason. =/

```
-----  
Piper x 3  
HP: ~230?  
EXP: 105  
Sil: 600  
Drop: ---  
-----
```

Vigor/Sordance with Alex and use ThorRain with Nash. MistVeil and FlameArc are the only things Mia'll be good for here, since the Pipers SUCK. Not 20 damage or any of that, but really...really...pitiful damage. A true stalling battle. You can also find a little use for Nash's Confuse skill here.

You'll go back to the guild after the battle's finished, and then it's back to Meribia.

```
o-----o  
| 21) MERIBIA MRB2 |  
o-----o  
| ITEMS | ENEMIES |  
| | |  
| None | None |  
o-----o
```

If you tried to buy anything at Ramus' shop previously, the shopgirl would have still be in training; not so anymore. Unfortunately, the inventory is still the same as Dross', so it's not really anything special.

Go to Mel's office to see him talking with Ghaleon. Jessica escorts you to a different room and hears your story of the events in Vane. The next morning, go back to Mel to learn Ghaleon's waiting at the harbor. You'll automatically take off at the pier.

When you reach Saith, you can leave for Quark immediately, but first, talk to a man in a green hat, near the town square. He'll mention a "trading card lady" living in West Wood. On the world map, Old Hag's House appears.

```
o-----o  
| 22) WEIRD WOODS WRW3 |  
o-----o  
| ITEMS | ENEMIES |  
| | |  
| Heal Gum Antidote | Deathcap [~15 HP, 1 EXP, 07 Sil ] |  
| Heal Gum Antidote | Burg Dog [~30 HP, 8 EXP, 15 Sil ] |  
| Heal Gum Antidote | Fly Trap [~30 HP, 4 EXP, 10 Sil ] |  
| Heal Gum Antidote | |  
| Antidote | |  
o-----o
```

Just a note: I'm not going to cover the items you can find here again. Refer to "WRW1" to find their locations or, better yet, use this map:

One more suggestion: if Luna has any specialty items you want to use in the future, take them off of her.

As you enter from Saith, you'll see a man trying to capture a fairy. Ghaleon deals with the problem and you can continue on. Retrace your steps back to the White Dragon Shrine and watch the occurrences, to which you won't be able to use Luna any longer. You'll wake up back in Burg.

23) BURG		BRG3
ITEMS	ENEMIES	
Dragonwings	None	

Go to Dyne's gravestone and talk to Laike, which prompts two answers to say. Pick either and Laike will give you the [DRAGONWINGS], which you automatically take to Meribia.

24) MERIBIA		MRB3
ITEMS	ENEMIES	
None	Necroman [~100 HP, 22 EXP, 105 Sil]	
	Rook [~ 90 HP, 21 EXP, 100 Sil]	
	Darklord [~110 HP, 21 EXP, 53 Sil]	
	Gargoyle [~140 HP, 22 EXP, 105 Sil]	

The town is now monster-ridden, and Jessica joins up with you just in time for a battle.

Gargoyle x 2
HP: ~140
EXP: 44
Sil: 210
Drop: ---

No strategy needed: use physical attacks to win, or use Jessica's Smite limit to murder these heathens. They only have a single-character physical attack so no need to dig deep into MP skills.

Head to Mel's mansion the long way around: head left at the Athena statue and down the left side of the residential area. You can make your way to Mel's from there. Follow the right hallway up to the second floor, then go straight down the side of the wall to the dojo entrance. Watch the scenes and Jessica steers the party towards Vane. Just use the Dragonwings, and make sure to heal up first!

25) VANE		VAN3
ITEMS	ENEMIES	

| None | None |
o-----o-----o

Mia and Nash run to you as you come onto the street, just in time to join your party for a boss fight! It's too bad Mia/Nash won't have anything equipped from before!

Grandoom
HP: ~1950
EXP: 1200
Sil: ---
Drop: Grandoom Card

This crab-thing has two single-hitting physical attacks, and one tech that can damage all party members -- IceShell reduces that to barely a scratch. Alex should use Vigor/Sordance as per usual, while Mia casts IceShell on all party members (and FlameArc/MistVeil when possible). Jessica's the healer, and Nash can simply just drop Riots/ThorRains when possible. Use a Mental Gum if you can spare one.

After battle, you're taken to Lemia who tells you the Red Dragon supposedly lives in a volcano across the Nanza Barrier. Equip Mia & Nash with weapons and use the Dragonwings to get to Kyle's hometown.

o-----o
| 26) NANZA | NNZ2 |
o-----o
ITEMS	ENEMIES
Heal Drop	Dethmoth [~40 HP, 08 EXP, 76 Sil]
o-----o	Ant Lion [~40 HP, 09 EXP, 68 Sil]
Wildboar [~50 HP, 09 EXP, 80 Sil]	
Earthel [~65 HP, 10 EXP, 86 Sil]	
o-----o

Make your way to the town "square" of sorts to find Xenobia pestering a woman, or so it seems. Kyle shows up (^__^) to fight the mini-bosses himself.

Zotto x 2
HP: ~60
EXP: 40
Sil: 220
Drop: Zotto Card

This battle is fixed in Kyle's favor. Simply attack them and they'll die.

After battle, Xenobia runs away and Kyle joins your party. Kekekeke! He's also heard rumors of a fire dragon down in the Marius Zone. Use the Althena statue to heal and go up the green walkway. Take it south to a ladder and you'll be able to head out of Nanza.

Head south until you get to a second person on the screen, at which time steer southwest until the path tapers off onto another flat platform. Far north are some red chests, but you can't open them yet. If you want a [HEAL DROP], head north, right (to the edge), then south. Backtrack to the fork and head south this time.

You should come to 3 more people, at which time go right a little and south again. The world map opens up, and Reza's the only place you can go to now.

27) REZA		REZ1
ITEMS	ENEMIES	
Dragon Feather	Mental Drop	None

As soon as you enter, a guy steals your Dragonwings. Enter town and head to the house on the left. There's a passageway under the stairs that leads to a pantry with a [DRAGON FEATHER] inside. Go back to the street and keep an eye out for the left side for a treasure chest behind some barrels. Walk under the eaves of the houses (Alex will be offscreen) to get to the [MENTAL DROP] inside.

At the very north of town is a large restaurant. Speak with Laike and then the barkeep right by him, learning there's a rule against stealing from other guild members. All one has to do is become a guild member to get the Dragonwings back to the party! The test is in Meryod, which is a...err, really long ways away.

Before you leave, make sure to buy a BaptrRobe for Jessica and a Katana for Alex. Go to the Meryod Woods.

28) MERYOD WOODS		MRW1
ITEMS	ENEMIES	
Scarab Wing	2000 Sil	Gorgon [~110 HP, 73 EXP, 190 Sil]
Lucky Bandanna	2000 Sil	NoBrainr [~130 HP, 65 EXP, 160 Sil]
Femme Tiara		Hellslug [~100 HP, 62 EXP, 120 Sil]
		Bad Buzz [~130 HP, 80 EXP, 130 Sil]

From where you come in, head northeast to a [2000 SIL] chest. Even further up is a dead end with a [LUCKY BANDANNA] treasure. Double back to where you came in and head left, this time spying a [SCARAB WING] chest. Keep heading west to the screen boundary and you'll find a second [2000 SIL] chest.

Head north this time to a small clearing with many paths. Keep heading north to spot a chest behind a tree -- it's a [FEMME TIARA], which you should promptly give to Mia. Head north again and you'll be on the world map.

29) MERYOD		MYD1
ITEMS	ENEMIES	
Damon's Memo		None

Kyle splits up to look for the test-taker. Head south to the rickety dock and follow it to the first boat it's anchored to. Inside a man with green hair will tell you the man in question is probably at the restaurant. Head there to find Kyle's already buttered the guy up and has information on Damon's Spire, where the test is taken. You'll also get [DAMON'S MEMO].

Go back through the Meryod Woods to Damon's Spire. Sure sucks without the handy Dragonwings, huh?

30) DAMON'S SPIRE		DMN1
ITEMS		ENEMIES
Mental Gum	Eyeglasses	Kyklops [~200 HP, 86 EXP, 250 Sil]
Mental Gum	Mental Gum	Homunc [~ 80 HP, 80 EXP, 138 Sil]
Scope	Mental Gum	Batlebat [~ 80 HP, 84 EXP, 120 Sil]
Brave Bandanna	Sorcery Robe	Gigant [~150 HP, 90 EXP, 230 Sil]
Cat Ears	Ice Pendant	
Thief's Heart		

You'll be permitted entrance by Damon, but there's still a long climb ahead of you... Crock? Yes. I'll go by floors since this place is rather annoying. Here is a map for you if you'd like one:

http://db.gamefaqs.com/portable/gbadvance/file/lunar_legend_damon_spire.png

[FLOOR ONE]

Enter and you'll find little red double-dots on the floor. Go around and press all of them in the room to open a northern door. There are two more switches to be found here that open the side doors, and a chest with [MENTAL GUM] inside it. Head right and press the switches there, going into the southern adjacent room. Get the [EYEGLASSES] and press the three switches, going south back to the first room.

Head left again and you'll find an enclosed space within the room, protecting the stairway up. Get the [MENTAL GUM] in this room and the [MENTAL GUM] in the room directly north before approaching the door. Let Mia answer the question to be permitted entrance to the next and equally annoying floor.

[FLOOR TWO]

Press the floor switch right beside you and head east. Stomp the floor switch here and double back to the previous room, heading north this time. The door at the very top will now be open. Press the switch there to open a door to the right, leading to a room with a [SCOPE]. This room has no other switches, to be sure, so head all the way back to where you came in and keep heading east to the new room.

You should now be at the bottom-right corner of the entire area. Head up and press the two switches, opening the north and west doors. Make sure to rob the chest for a [MENTAL GUM], then head north into the upper-right corner, where the exit to Floor 3 is. Let Nash answer the question and you'll be permitted entrance.

[FLOOR THREE]

Head south, pressing the two switches on your way. At the bottom-right corner, go west and press the switch in there, too. Keep heading west to a left-corner room, with a [BRAVE BANDANNA] in a chest. Head up to press a switch, then go back to the room just right of the bottom-left corner room. The northern door is open, and it leads to the third question from Damon. He asks you to leave the least useful party member behind; tell him "I can't do that" in order to go up to floor four.

[FLOOR FOUR]

Enter and head west to find [CAT EARS] for Jessica in a chest. Her defense goes down a little, but the agility boost is well worth it. Press the li'l red dots in there, and head to the room right of where you come in for an [ICE PENDANT] chest. Head south, press the switch, then enter the left room. When the man by the door asks you to help him, choose either option and the door will be opened to the Spire's fifth floor.

[FLOOR FIVE]

Head up to the north door and press the switch to enter. There, press the floor dots and double back to the first room on the floor, going left. There, you'll be permitted entrance to Damon's inner sanctuary.

Damon will give you the [THIEF'S HEART] and you can then leave for Reza once again. You won't be able to come back here in the course of the game, so make sure you've got all the good items you can. Once you deselect the Spire on the world map, it's history. To Reza!

```

o-----o
| 31) REZA |
o-----o
| ITEMS | ENEMIES | |
| | |
| Guild Card | Heal Drop | None |
| Shira's Blueprints | Dragonwings |-----o
o-----o

```

Talk to the restaurant barkeep to get the [GUILD CARD]. Not only does this make you official thief guild members, but you can now open all those red chests! Go behind the counter and get the [HEAL DROP] in the elevated chest, then hit up the bazaar through the door.

The man to the right of the entrance has the stolen item, and gladly returns the [DRAGONWINGS] when he learns he stole them from Kyle. A [MENTAL GUM] is the free appeasement gift, too! Make sure to stock up at the bazaar's armor shop, as it's quite good.

Try to leave to see a scene with Royce. Go back to the bazaar and talk to the guy by the right wall who'll give you [SHIRA'S BLUEPRINTS] to build a flying machine, in order to reach the Red Dragon Cave.

I'm going to list all the red chests you can get now that the Dragonwings are back; if you want to fast-forward to Iluk, Cntrl+F "ILK1." I highly suggest you search out all these chests, however -- they'll provide great equipment (one halves MP)!

```

o-----o
| 32) RED CHESTS OF THE WORLD | RCW1 |
o-----o

```

Since this will be covering lots of areas, I won't list 'em all up top.

BURG
####

MAGICAL CANE -- On the 2F of Ramus' House

BEAT KNUCKLES -- By the house in SE Burg, you can go south through the trees to find the chest.

SARDONYX -- In the same area as the Beat Knuckles, go NW a bit to where there's a blind spot in the trees. Press the action button near there to find the hidden chest.

THUNDER BLADE -- In the same area as the Beat Knuckles, go west and down a bit to another blind spot in the treeline. The hidden chest is there.

WEIRD WOODS
#####

EARTHQUAKE -- Enter from Burg, head up, and then cross the bridge to the area where the door to the White Dragon Shrine is. Head up past a treasure chest by the right bank of the creek, and search the left side of the "tree wall" for a passage. Once you find it, it leads to Jessica's weapon.

SAITH
####

1500 SILVER -- Enter town and go up the stairway by the Althena statue. You can find the red chest half-hidden behind the house right of the sundial.

OLD HAG'S HOUSE
#####

CARD HUNTER -- By a dresser in the house.

MERIBIA
#####

BUNNY SUIT -- In Ramus' shop, you can head right, under the above walkway, and find a chest in the corner. This item is worse than the BapRobe/VaneRobe, so I do not recommend getting it. If you leave it untouched, later on you can get a Magic Plate or Mirror Shield (or both - refer to MRB4 section).

2000 SILVER -- At the Dock Area, street of houses south of the restaurant, on the end.

2000 SILVER -- Mel's Mansion, 2F. It's on the leftmost wall by Mel's room.

MENTAL DROP -- In the training dojo

HEAL DROP -- In the training dojo

3000 SILVER -- In the training dojo, in the southwest corner (half-hidden)

VANE
####

HEAL DROP -- In the Magic Guild grand hall, you can spy some red behind the last pillar on the right.

7000 SILVER -- In the Magic Guild grand hall, you can spy some red behind the last pillar on the left.

MENTAL DROP -- In the Magic Guild grand hall, you can spy some red behind the first pillar on the left.

?????????????? -- Open the chest in Mia's room to hear some tunes. Must be a musicbox-type of thing...

DARK SEED -- Exit the Magic Guild and head left to the waterfront. There is a chest behind a thin tree.

NANZA
####

RAINBOW SEED -- Head to the basement portion, and go south towards the inn portion; it's by the beds.

NANZA PASS - EAST
#####

CORAL TIARA -- Leave via Nanza's east side and head down the trail. When the path broadens lengthwise, head left to the chest.

MAGIC RING -- Leave via Nanza's east side and proceed until you get to the small cave. There's nothin' in it but the chest. =)

NANZA PASS - SOUTH
#####

FLAME HAMMER -- Keep heading south until the path broadens for the second time (opens to the right). Head up parallel to where you've just walked and when the path thins a bit, go right to find the item.

MENTAL DROP -- North of the Flame Hammer

LANN
####

MENTAL DROP -- By the item shop exterior

REZA
####

10000 SILVER -- In the first house to the left as you enter; it's elevated

2000 SILVER -- In the first house to the left as you enter. Use the passage

under the stairs and you'll eventually come to a room with a chest by a plant.

ANGEL TEAR -- In the second house to the left as you enter (it's by some barrels); it's elevated

SPRING
#####

AQUAMARINE -- Sitting right in plain sight

DREAM KNUCKLE -- Sitting right in plain sight

```
o-----o
| 33) ILUK                                     ILK1 |
o-----o
| ITEMS                                     | ENEMIES |
|                                           |         |
| None                                     | None   |
o-----o
```

Go to the largest house in town (by the strange clothesline machine) and talk to the man inside. He introduces himself as Shira and will build you a balloon to get to the Red Dragon Cave, so long as you get him a Puffball to do so. Walk out back to the botanist (downstairs by plant lady) and he'll leave the gate with the loud arrow open.

Swing the gate open and head to the Field.

```
o-----o
| 34) FIELD                                     FLD1 |
o-----o
| ITEMS                                     | ENEMIES |
|                                           |         |
| Heal Ring           3000 Sil           | Maneater  [~130 HP, 144 EXP, 154 Sil ] |
| Crystal Guard      Spirit Guard       | Puffball  [~180 HP,  86 EXP, 150 Sil ] |
o-----o| Devilfly  [~100 HP, 147 EXP, 143 Sil ] |
|                                           | Flufball  [~100 HP, 120 EXP, 235 Sil ] |
o-----o
```

At the entrance, head east past the giant tomato (?) and you'll come to a red button on the ground. The botanist didn't tell you what they did, but they vault you into the air. Press it and land, then collect the [HEAL RING] by the third red button. Double back to the entrance and head left this time.

Keep the course northwest and use the button to the south/southwest from you. Once you get back on solid land, head north and then northwest into a little alley where you can get a [CRYSTAL GUARD]; then, head north into a garden where you can find a [3000 SIL] chest. In that same garden, a little spherical thing hops around. "Talk" to it to initiate a fight.

```
-----
Flufball
Puffball x 2
HP: ~100, 180
EXP: 292
Sil: 535
Drop: Flufball Card
-----
```

Once you're done, the Flufball will be "caught" through your slaughtering tactics and you're good to go. Before you use Jessica's Escape skill, head to the right of the garden and you'll see a chest with a [SPIRIT GUARD] inside of it. This halves magical damage, so give it to Kyle who has the worst RES of the party. OK, now you can warp back out.

```

o-----o
| 35) ILUK                                     ILK2 |
o-----o
| ITEMS                                     ENEMIES |
|                                           |
| None                                     None   |
o-----o

```

Give Shira the Flufball and you'll stay the night at his house. Make sure that you've upgraded your equipment at the shops before you accept Shira's proposal to leave -- you won't be able to leave 'til you've seen the Red Dragon. There is, however, a peddler so you can stock up on items there, too.

Leave when you're ready and you'll float 'cross the breeze to the volcano.

```

o-----o
| 36) RED DRAGON CAVE                         RDC1 |
o-----o
| ITEMS                                     ENEMIES |
|                                           |
| Mental Gum      Mental Gum | Blob      [~240 HP, 140 EXP, 188 Sil ] |
| Mental Gum      Mental Gum | Firel     [~150 HP, 155 EXP, 323 Sil ] |
| Mental Gum      Fire Orb   | Burner    [~250 HP, 145 EXP, 312 Sil ] |
| Flame Sword     Barrier Ring | Scorpion  [~200 HP, 150 EXP, 227 Sil ] |
| Fab Guard       Angel Ring |-----o
| Dog Whistle     Amethyst   |
| Red Dragon Shield Rainbow Tiara |
o-----o

```

You're here and you're stayin' here until you can leave, simple as. Mack the Peddler can cater to your medicinal and curative needs, however. Go into the door just north of Mack to start.

This room is a square, and the exit is south of you. Take it and the team will be in a large, jagged room with lava. Head right and up to the northern part of the platform for a [MENTAL GUM]. Head back down the left side of the cave where you entered from and head west along the bottom side of the area, to another [MENTAL GUM].

From there, head north to come to a cave. Before entering, go left and up to the northern part of the platform to find a third [MENTAL GUM]. Use the cave you just passed to enter the fourth room.

Head southwest and down to the southern screen boundary, for a [MENTAL GUM]. Walk northwest and keep an eye out for a chest in a northern nook, which also contains a [MENTAL GUM]. Make your way west, and take the northern exit out of the room.

You'll be in another lava room. Go southwest to the bottom for a [FIRE ORB]. From the room entrance cave, circle around its right side and on the left, you will find a [FLAME SWORD]. Don't equip it, since monsters here are of the fire element. From the room entrance, head southeast to find a [RAINBOW TIARA] on a lava platform.

A boss fight is coming up, so unequip any fire-elemental weapons you have and head west over the lava walkways. When the path starts to snake, get the chest to the left for a [BARRIER RING]. South of there are two chests, containing a [FAB GUARD] and an [ANGEL RING]. When you're ready for the boss fight, go back to the snaking fork and take the north path.

Bronzdog x 2
HP: ~1900
EXP: 4000
Sil: ---
Drop: Bronzdog Card

The Bronzdogs have a large double attack that can do 30-40+ to everyone, so Calm Ave/IceShell to rectify the situation. They can't use it with only one alive, too. Each dog also has a fire-elemental attack that hits everyone for 30-40+ damage, but they don't seem to be able to each do one on the same turn. There's also a single-character running attack, but that's no problem. Believe you me: once one of these suckers is dead, the battle becomes a piece of cake.

You'll want to concentrate on one before the other here, given their HP. Begin Alex on a Vigor/Sordance routine, while Mia IceShell's everyone. She should Blizzard/MistVeil from then on. Jessica's the healer as per usual, and there will be a lot of that here. Make sure to feed her Mental Gums when you need 'em. Kyle can Heat Up/Slash/Shiner just like Alex, while Nash uses Riot and ThorRain when possible.

After battle, Royce flees and you can get the [DOG WHISTLE] in the chest right by you. Head towards the cave and make sure to get the [AMETHYST] from the chest by there -- enter the cave too soon and you'll have to backtrack all the way to it.

Alex meets the dragon in the cave and is then teleported back to the balloon. Jess also notices that Alex now has a [RED DRAGON SHIELD]. Equip it on Alex and when you're ready to leave (you won't be able to come back), get on your ride. Unfortunately, you end up in Reza instead of Iluk.

o-----o		
37) REZA		REZ3
o-----o		
ITEMS	ENEMIES	
None	None	
o-----o		

Laike congratulates you on surviving the plunge, and asks you to talk to the barkeep about Lily. Do so, then talk to Laike who tells you the Meryod ferry's been fixed and you can go to Lyton, where the Blue Dragon Shrine is. Use your Dragonwings to get to Meryod.

o-----o		
38) MERYOD		MYD2
o-----o		
ITEMS	ENEMIES	
None	None	
o-----o		

Talk to the man by the small boat in the middle part of town and he'll ferry you across. Funny how all the good weapon shops were only a little ways to paddle... Outfit your party if you want (Brave Sword for Kyle?) because Lyton doesn't have any weapon shops. Also, save your cash to upgrade armor at the next village. Head there when you're done, as the first stop in your conquest of Stadius!

39) FORBIDDEN FOREST [OPTIONAL]		FRB1
ITEMS	ENEMIES	
Ruby Gloves 10000 Sil	Hotfoot	[~450 HP, 165 EXP, 113 Sil]
Magical Hat Phoenix Claw	Nautilus	[~380 HP, 175 EXP, 124 Sil]
Flame Ring	Ampshire	[~480 HP, 160 EXP, 110 Sil]
	Vor Boar	[~500 HP, 170 EXP, 118 Sil]

HOTFOOT --> High DEF

NAUTILUS -> Only susceptible to magic

VOR BOAR -> High HP & DEF ; Fire/Lightning magic works well

AMPSHIRE -> Can inflict high damage ; use Sparker/Sleep to really demolish'em

The monsters here are pretty rough, but the items here are ripe for the taking. A strategy is to either (1) run from monsters (2) use Smite (3) use Sparker and other status ailments to win the battle (4) MistVeil as soon as possible.

Head east as you enter and get the red chest for [RUBY GLOVES]. Keep heading east until you see a small past by the northern screen boundary -- it leads to a [10000 SIL] bounty. Definitely pick up that one.

On the right "tree wall" is an exit that leads to a spring with a Card Trader and some red chests -- a [MAGICAL HAT] and a [PHOENIX CLAW]. Heal at the Athena statue if you want. Exit and head south, heading left into the grove. There will be a red chest with a [FLAME RING] in it.

40) LYTON		LTN1
ITEMS	ENEMIES	
None	None	

Stock up on good defensive equips here and talk to the village chief, in the largest building in town (surprise!). He says the horrible noises in the wind sound prevent them from singing, and without their singing festivals, the Blue Dragon won't appear. Sounds like another "help me to help you" deal. Go to the shrine northeast of town (it's a little shack) and enter.

41) LYTON CAVE		LTC1
ITEMS	ENEMIES	
Mental Gum Mind Robe	Mindblow	[~250 HP, 200 EXP, 196 Sil]
5000 Sil	Giga Ant	[~150 HP, 190 EXP, 116 Sil]

o-----| Sparkeye [~350 HP, 195 EXP, 350 Sil] |
o-----o

Follow the path to the north/south fork and go up. Mack the Peddler's back to sell if you need stuff, but this place is rather short. Head north until you get to a cave entrance.

Head right and down, then curve up around where you just walked to get a good ol' [MENTAL GUM]. Head south towards the cave entrance and fall through; or, if you make it across, head down the tunnel to the same area. Head north and take the chest you find for a [MIND ROBE]. Continue up to the room exit.

Now, head south until you come to a [5000 SIL] chest. Follow the curving path north to the room exit. Move south from there until you see the exit on the left wall. There's a hole you can fall in by the pillar, in the middle of the orange floor, so walk against the wall and take the stairs up.

There's another hole in the middle of the floor here; walk against the wall to the fork. The right fork leads to a dead end; take the left and walk against the right wall again to avoid plunging below.

Circle around north from the entrance to find four doors, one with an arrow pointing over it. Go over to said arrow and Kyle will stuff rocks in the hole to change the horrid "music" into something more pleasant. Have Jess "Escape" yourselves out.

Go back and talk to the elder. Heal (as you can't leave until you've seen the dragon) then head north from his house to find the Blue Dragon Lake. After some funny scenes, the shrine will appear.

o-----o
| 42) BLUE DRAGON SHRINE BDS1 |
o-----o
ITEMS	ENEMIES	
Angel's Tear Armor Gloves	SpikeRat [~200 HP, 245 EXP, 280 Sil]	
Ice Dog's Tail Rainbow Bracelet	Merlance [~300 HP, 240 EXP, 312 Sil]	
Freeze Knuckles Blue Dragon Helm	Slime [~200 HP, 235 EXP, 140 Sil]	
		Waterel [~170 HP, 235 EXP, 150 Sil]
o-----o

NOTE: SpikeRats drop Mental Gums, so stock up on as many as you possibly can!

Mack the Peddler shows up as you come in, but his wares are the same as they were in Lyton Cave. Enter the water hole he crawled out of to enter the next room.

Head northwest and up to the top of the screen boundary to find a [ANGEL TEAR] in a chest. Enter the water hole right south of the chest, then head north to the screen boundary for a [ARMOR GLOVES] chest, a weapon for Kyle. Go into the waterhole to the southwest.

Go east to find three waterholes bunched close to each other -- take the middle as the other two are monster traps. Now, head left (ignore waterhole by you) to come into an adjacent room. Head southwest to another waterhole, but take the [ICE DOG'S TAIL] first. Exit the room via that waterhole.

Head up to find a [GENTLE COAT], then left to find a [DRAGON WRISTBAND] chest.

Circle right along the water's edge and go up to find a bunch of waterholes bunched together. They're all false, except for the middle one which leads to a long tunnel. At the end is a [RAINBOW BRACELET] and an [ANGEL RING]. Enter the water hole right by the chests and go south to the water's edge, where you can get [FREEZE KNUCKLES] for Kyle.

Circle back around the water clockwise and you'll eventually see a cave on the left wall. Enter and the dragon will give you a [BLUE DRAGON HELM]. He tells you to head east, which Kyle thinks is over Tamur Pass. Have Jess "Escape" out and try to leave. A scene cues, and then you can split.

```
o-----o
| 43) TAMUR PASS                                     TMP1 |
o-----o
| ITEMS                | ENEMIES                |
|                      |                      |
| Brave Helm          Ice Pup Tail | Swarmer  [~180 HP, 280 EXP, 237 Sil ] |
| Wind Staff          Heal Drop    | Shrieker [~100 HP, 275 EXP, 131 Sil ] |
| Angel's Tear        | Dryad    [~300 HP, 270 EXP, 216 Sil ] |
o-----o-----| Ice Pup  [~120 HP, 500 EXP, 1500 Sil ] |
|                      | Ironman  [~300 HP, 520 EXP, 310 Sil ] |
|                      | Sorceror [~160 HP, 500 EXP, 300 Sil ] |
o-----o-----o
```

Sorceror x 2, Ironman -- 1520 EXP, 910 Silver

NOTE: Ice Pups drop 1500 silver a piece here, but as their counterparts you've encountered have shown, they have high evade. Use skills/magicks to kill 'em!

Head east along the path to find a [BRAVE HELM] chest in plain sight. At the first instance you can go south, do so, then turn west to get an [ICE PUP TAIL] from the chest. Head west even further and you'll come to a [WIND STAFF] chest, useful for Nash and Mia.

From the Ice Pup Tail chest, head east and you'll see a [HEAL DROP] chest. If you want to go out of your way for an [ANGEL TEAR] chest, head north from the Heal Drop chest, east, then follow the path to the dead end. To trigger some events, go down and west from the Ice Pup Tail chest and look for a trail going southeast. Our darling Xenobia is here and vows to stop you by sending some vicious...Zanes after you. =/

```
-----
Zane x 2
HP: ~300
EXP: 840
Sil: 600
Drop: Zane Card
-----
```

This battle is repeated twice.

Incredibly easy fight, though. I was simply able to attack with each character and take them down in two turns. Whichever method you use, you don't need to waste much MP.

After battle, arrows rain from above and prevent Xenobia from summoning more monsters. A man and a woman on horseback ride away, and the party doesn't get to talk to them. Head east out of the pass and go to Tamur.

-----o			
44) TAMUR			TUR1
-----o			
ITEMS		ENEMIES	
None		None	
-----o			

Stock up on Alex's equipment (only) and head north through town to the pointy fence. Laike comes to say he could help you out by getting his inventor friend to fix you up a flying machine. Only he, Alex, and Nall will be going, so set out when you can. Don't worry about your party members staying -- Laike is a murdering machine. =)

-----o			
45) MYGHT'S TOWER			MGH1
-----o			
ITEMS		ENEMIES	
Barrier Ring	Healing Drop	MagicHat	[~180 HP, 107 EXP, 138 Sil]
Dark Sword	1000 Sil	Mechstar	[~180 HP, 116 EXP, 134 Sil]
Cestus	Mental Drop	M Mirror	[~160 HP, 93 EXP, 134 Sil]
-----o		Spector	[~180 HP, 76 EXP, 139 Sil]
		-----o	

NOTE: Mechstars can drop a "StarClaw" weapon. You can sell them for 6000 Silver so get a few!

Enter the tower and go into the middle passage, by the pink-haired guy. This room has a note you can read which hints at what you're supposed to do in the text. The answer is to walk south to the three emblems on the ground, and walk over them and into the rooms they lead to, in this order: star, sun, planet. Head north and walk over the moon emblem to the exit.

In the metal walkway room, go east and ride up the giant beam of light. Take the doorway closest to the beam and follow the snaking path. It leads to a [BARRIER RING], which you should definitely get since they cost 35000 Silver in town. :P Retrace your steps and go into the second door by the beam.

This time, you'll start off in the middle-right portion of the screen. Make your way to the top, horizontal path and head left, until you can exit down a winding path. Ride the beam up and enter the door you find there. One of the offshoot paths running parallel to the horizontal one contains a chest with a [HEALING DROP] inside. Continue east and down to exit back out by the beam.

Head up the beam and enter the first door. Follow the snaking path and look for a nook to the north with a [1000 SIL] inside it. Backtrack to the entrance and this time take the second door beside it. Again, look to the north for a chest and you'll get a [CESTUS]. Exit to the left to go to another entrance and follow it to a chest, with a [MENTAL DROP]. Head right and you'll come to the initial platform by the beam once again. Take the beam down and then get back to the second floor on that side.

Go right to the nearest door and head up, keeping along the top screen boundary. You'll come to a [DARK SWORD] chest. Continue to the left and exit, then back out on the metal walkway, take the door to get to Myght's Room.

After a little talk, Laike mentions that the Black Dragon supposedly lives on the prairie south of Tamur. Myght'll also build you an airship, but first you will have to fight the Black Dragon. Use the trash chute (door to the left) to

arrive back at the ground floor. Exit and go back to Tamur.

46) TAMUR		TUR2
ITEMS	ENEMIES	
Necklace	None	

Laike says goodbye, but not before dropping a hint about going through the Forest of Illusion. Go back to the inn front and talk to Kyle. After a scene, head up to the pointy-fence plaza to see a dialogue between Tempest and Fresca, the two horseback arrow-slingers that saved the party at Tamur Pass. Upset that you want to spare a drug dealer's life, Tempest challenges you to a spar.

Tempest
HP: ~320
EXP: ---
Sil: ---
Drop: Tempest Card

Three or four Sordances takes him out. No complex strategy needed.

After battle, Tempest gives Alex the dragon pendant heirloom of the prairie. They leave and you'll see the Black Dragon in the carving. The Dragonwings also start working again, if you need to run around. Next stop: Forest of Illusion. You have to exit from Tamur's north side to have it available, mind you.

47) FOREST OF ILLUSION		FLN1
ITEMS	ENEMIES	
Heal Drop	Mental Drop	Ambush [~200 HP, 390 EXP, 198 Sil]
Spike Shield	Holy Tiara	Inceptor [~160 HP, 410 EXP, 156 Sil]
Ice Dog's Tail	Sonic Claw	Yeti [~150 HP, 450 EXP, 230 Sil]
Star Bracelet		Shroom [~150 HP, 400 EXP, 242 Sil]

Head south and take the first left, which leads to a [HEAL DROP] chest. South of that chest, along the left side of the screen, is a [MENTAL DROP] chest. Go back to where you first came in and hang south this time, to a big clearing.

At the clearing, go right to find a chest behind a tree -- a [SPIKE SHIELD], for Kyle. Go east from there to find a [HOLY TIARA] chest. And, north from the chest, you can find your second [ICE DOG'S TAIL]. Once you've ran around and got some chests, head back towards the entrance to the forest and Jessica will suggest resting for awhile.

After a nighttime scene, some of Tempest's friends will guide you to the exit of the forest. Before you leave, head left to where they opened the trees, and get the [SONIC CLAW]. Head east until you get to a south/east fork. Go east to a [STAR BRACELET], then double back and go south to the forest exit.

48) PAO		PA#1
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ITEMS	ENEMIES
None	None

NOTE: The girls in your party will be unable to fight coming up. Unequip any good all-inclusive items on them (accessories, etc.) and put them on the men.

The village is going through a plague at the moment...but who cares, right? :p

Tempest's wigwam is in the southeast part of the village. Strike up a convo with him and Mia/Jess will collapse from the plague. Fresca appears to say that the Dark Songstress of Pao has been taken to the Black Dragon Fortress before she gets knocked out, too. The Dragonwings also shut off, so you can't use them to leave. Huh.

You can't enter the shrine without permission from the elder -- he's in the other wigwam with white bordering. Talk to him, then make like a leaf to the tunnel on the east wall. The incompetent guard'll let you through. Make sure you have plenty of HealDrops for the fights ahead.

49) BLACK DRAGON FORTRESS		BDF1
ITEMS	ENEMIES	
Mental Drop Fab Suit	Coronast [~160 HP, 590 EXP, 226 Sil]	
Battle Sword Gentle Glove	Goth [~300 HP, 600 EXP, 230 Sil]	
Mental Drop Tourmaline	Chaos [~400 HP, 620 EXP, 420 Sil]	
Topaz Angel Ring	Torment [~250 HP, 610 EXP, 322 Sil]	
Wind Orb Black Dragon Armor		
Battle Armor Dragon Bandanna		
Judge Stone		

I'll go by floors since I'm in a good mood.

[FLOOR ONE]

Enter this creepy place and go under the northern doorway. Take the northwest doorway to a [MENTAL DROP] chest. Head north from the hallway beside the room and take a right. You'll come to a room with a ladder, but hold off on climbing since you can get a [FAB SUIT] chest at the dead-end room nearby. THEN, you can climb it.

[FLOOR TWO]

Take the [BATTLE SWORD] from the chest in front of you. Head south and Tempest will join your party. Finally, a guest character who has actual battle skills! He's no Laike, but at least he's no Ramus, eh? Go back and get the [GENTLE GLOVE] you were forced to pass for a moment, then continue back north, getting the [MENTAL DROP] in the chest. Follow the straightforward path to a chest w/ [TOURMALINE] in it. Take the stairs nearby up to the next floor.

[FLOOR THREE]

Head down and left, then up again to a [TOPAZ] chest. Take the doorway right beside the one you just came through (not the one above) and you'll come to an [ANGEL RING], what could be your fourth. Take the stairway up.

[FLOOR FOUR]

Go south and get the [WIND ORB] by the doorway. As soon as you enter the next doorway you'll come to the Black Dragon. He gives you the [BLACK DRAGON ARMOR] but asks you to destroy his body which has been usurped by one of the witches. Head up and right, to a small room with [BATTLE ARMOR]. Head back to the large room and go left this time, which leads to a [DRAGON BANDANNA] lying about. Direct yourself south to the fifth-floor stairway.

[SIXTH FLOOR]

Just a stairway and a chest with a [JUDGE STONE] in it. Use Nall's Athena! skill before going up the last stairway, as the scenes start rolling. Also, equip accessories that halve elemental damage before ascending BUT DO NOT PUT THEM ON TEMPEST! He leaves after the battle and would take them with him permanently.

[SEVENTH FLOOR]

After a scene, Alex changes into a Dragonmaster and a boss fight ensues.

RUBEUS
HP: ~4800
EXP: 25000
Sil: ---
Drop: Rubeus

Alex now has four new skills: Quarker, Amelian, Cyanic, and Rubean. Cyanic will come in handy here, since it heals all allies. Don't be afraid to hold off on the assault to use it.

The Black Dragon only has party-affecting skills, but they do elemental damage luckily.

Alex and Kyle should stick to their trusty ATC-boosting and Sordance/Slash, with Alex using Cyanic. Unless you're below level 12, which I don't think is possible, Alex should have 40 MP for Cyanic. Have Nash/Tempest throw him a MentalGum when needed, but the turn after he uses it -- they're still faster and you'll probably just end up wasting one by doing it the same turn. Once you get in a groove, this can take about ten turns to finish up. You can always buy Mental Gums, remember -- go buckwild with using them if you're having trouble and make Kyle the main attacker.

After battle, use a Dragon Feather to escape to the entrance and exit once you have gotten everything. You won't be able to return. Head back to Pao...now!

o-----o		
50) PAO		PA#2
o-----o		
ITEMS	ENEMIES	
Master Sword	None	
o-----o		

The girls will be alright here, and Kyle will tell them that Ghaleon went to the Grindery at the Frontier. Laike also makes a happy appearance. ^ _____ ^
Make sure to talk to Tempest after you can move again, 'cause he gives you the

[MASTER SWORD] which has improved chance of critical hits! Laike says for you to head to Myght's place, but there are some sidequests you will probably want to do before you go there. Cntrl+F "MGH2" if you want to skip 'em all.

51) LANN [OPTIONAL]		LNN2
ITEMS	ENEMIES	
Devil's Tear	None	

Before going to Myght's room, head to the chieftan's house and he'll ask you if you want to celebrate your Dragonmastery with him. You must choose "Oh! How Nice!" if you want the item at the end of the scene. Once you can move around freely, talk to him once more to get the [DEVIL'S TEAR] from him.

52) REZA [OPTIONAL]		REZ3
ITEMS	ENEMIES	
None	None	

Talk to the restaurant barkeep twice and he'll mention the Protector Cave, where there's a bunch of treasure stashed. It also appears on the world map afterwards. You have to talk to him before going to Myght's Room!

53) PROTECTOR CAVE [OPTIONAL]		PTC1
ITEMS	ENEMIES	
Barrel Card	Sapphire	Hotfoot [~450 HP, 165 EXP, 113 Sil]
Magical Bracelet	Fab Sword	Nautilus [~380 HP, 175 EXP, 124 Sil]
Magic Tiara	Brave Armlet	Ampshire [~480 HP, 160 EXP, 110 Sil]
Fab Helm	Danger Claw	Vor Boar [~500 HP, 170 EXP, 118 Sil]
Mind Edge	Gentle Rod	
Blood Sword	Brave Armor	
Garnet Claw	Card Hunter S	
Battle Emblem		

This place can be tough, and the boss will be tough. Come prepared with some HealDrops and MentlGums.

From where you start, head south to find a [BRAVE ARM]. Go back up the path, turn right and south by the east screen boundary to find a [BARREL CARD] in a chest. Keep heading south and you'll find another chest, this one with a [SAPPHIRE] in it. Head all the way west and you'll find a [FAB SWORD] chest. The room exit is on the other side of wall the Sapphire chest is by. Watch the scene and continue.

Here, head left to the dead end that contains a [MAGICAL BRACELET]. From the entrance, head south to the [MAGIC TIARA] in the dead end. With only one more way to go, direct yourself right of the entrance, and follow the path down til you can go west. Keep an eye out for a small nook on the north part of the upper wall that contains a [FAB HELM]. Keep heading west until you see another scene with the mysterious voice. Head north to the room exit.

To the right of the entrance is a [DANGER CLAW]; once you've gotten it, head southwest from the entrance to a nook with a [MIND EDGE]. Go northwest to the path that circles the perimeter of the room, from west to south. When you get to a fork, you have another scene with the voice. Head to the chest in plain view for a [GENTLE ROD], and exit the room by taking the right path.

In the fourth room, go south and head left to the dead end with a [BLOOD SWORD] in it. I suggest giving it to Kyle, even if he has the Brave Sword equipped. Now, head right to the eastern screen boundary and go up, to a [BRAVE ARMOR] score. Retrace your steps and take the southern path down a ways, looking for a offshoot path to the east. You can get a [GARNET CLAW] for Jessica there, an item that changes her limit to "Crimson." Head west from there and go southeast to a [CARD HUNTER S] chest. Continue west and the voice speaks to Mia; after, go up to exit the room.

Take the [MAGICAL ROBE] from the chest to the left (in plain view). You should now be able to give Mia all the "Magical" type equipment, Kyle all the "Fab" type equipment, and Nash all the "Gentle" type equipment. The four separate equips don't work well on a stand-alone basis, but they give joint stat boosts once they're all equipped. Kinda like the "sets" of equipment in Tactics Ogre Gaiden, if you've played it. Use Nall's Althena! Skill before you approach the stone tablet in the north, and give the Devil's Tear to Mia if you have it -- an immediate MistVeil will come in handy.

A boss fight follows the inspection of the tablet.

Guardian
HP: ~
EXP: 28000
Sil: ---
Drop: Guardian Card

'Kay, this guy can hit HARD. That first MistVeil is a great help to winning this battle, so...do it. Guardian has a very damaging party-affecting attack that can do 70+ to everyone; in fact, he has three of them -- one is fire-elemental, one's ice-elemental, and the other is a physical-type attack.

Have Mia do MistVeil on her first turn, and in subsequent turns IceShell on everyone. Alex and Kyle can use Vigor/Heat Up and then Sordance/Slash as you have probably gotten used to doing. Nash can be the item healer since he won't be that good on either end (besides meat shield...heh heh). Jessica should be using her best party-healing skill, and since her turn will most likely come after the boss, make sure you don't let up.

If you're really having trouble with this, you can have Alex use Cyanic each turn while Kyle/Jessica attack. You'll plink away and probably burn your supply of Mental Gum, but it does ensure you stay alive each turn...so long as you give Alex the item on the same turn he uses the skill. Once everyone is under the influence of IceShell, you can get the damage down to where Calm Ave can cover up most of the damage -- anyone with a Healing Ring can practically null it.

After battle you will receive the [BATTLE EMBLEM]. Use Jess' Escape skill to get the heck out of here.

ITEMS	ENEMIES
None	None

Use the Dragonwings to teleport to Myght's room. Talk to Myght and he'll go up to the roof to put the finishin' touches on the balloon. Laike appears and you can go around talking to your party members. Talk to Nash/Mia twice, then Jess and Kyle (not necessarily in that order). Head over to Laike and Myght'll call you up onto the roof.

Watch what transpires concerning the airship and fly back to Reza.

ITEMS	ENEMIES
Engine	None

A man in the Thieves' Bazaar has Shira's balloon, and its engine. Make sure you talk to the restaurant barkeep as you'll get the thing for free; otherwise, he might con you out of 30,000 silver. When you get the item, fly back to Myght and he will go back to the roof again. Talk to all the party members in the room and Myght'll have completed the airship.

When you can't enter the Grindery at the Frontier straight away, Jessica lands the ship at a Vile Tribe town nearby.

ITEMS	ENEMIES
Mental Drop	Sergeant [~200 HP, 700 EXP, 209 Sil]
Clear Ring	RocBiter [~180 HP, 690 EXP, 163 Sil]
Dark Seed	MechTank [~250 HP, 720 EXP, 240 Sil]
Shine Tiara	Stalker [~140 HP, 710 EXP, 250 Sil]
Heal Drop	
Angel Tear	
Heal Drop	
Tri-Ring	

NOTE: This place is easy to get lost in, so try to follow the instructions as best you can. I know it can get confusing since I'm using directional names all the time, but try to bear with me and use the treasures as a marker to tell where you are.

Head north into the building to see a scene. The tribesman who passed you can act as a healer if you need it. Head to the right of the screen and up, which takes you into the mine proper. Continue north through the uneventful area.

Go all the way up the ladders and into a door with a red symbol above it. Go

right to find a [BARRIER RING]. For the next paragraph, double back to the first room with ladders; if you want to skip all the running around for a bunch of generic items, skip to the paragraph under it.

[FROM THE FIRST ROOM IN TALON MINE WITH LADDERS:]

Go up the ladders in this room and make your way to the right of the screen. In a small space, you'll find a door with a red symbol above it -- enter it to find a [ANGEL TEAR]. Head right and go northeast, to a [HEAL DROP]; then, double back and take the first southern path you find. Get out of the room and follow the path to a ladder, where a [MENTAL DROP] chest lies dormant. Double back to where you just came from, and use the ladders to get to the highest point (by the guy who talks about beer). There's a [MENTAL DROP] by a door, and within the door, a [HEAL DROP].

Back in the main room, head left down the two stair sets and enter the door with the red symbol above it. Follow the wall until it loops back to another door -- enter it. Enter the only door in this small room and head down. You will be in a large room again. On that same platform height, go east and enter the door with a blue symbol on it. Continue heading north to another blue symbol door, which is the room with the [WIND RING] in it. Enter the northwest door.

[FROM THE ROOM WITH THE BARRIER RING IN IT:]

Get the [BARRIER RING] and head up the stairs, going east to a blue symbol door. Take the [MENTAL DROP], which you may have already gotten, and head north. Loop counterclockwise (to the right) to get a [WIND RING]. Enter the northwest door.

[ON EITHER PATH:]

A ways northeast, you'll hear a scream. Backtrack and you'll see a Vile Tribe member being harassed by a guard. You'll fight a pitiful stalling battle.

Stalker
HP: ~140
EXP: 710
Sil: 250
Drop:

Use physical attacks to kill it. Ta-dah!

You'll appear back in the room you were just in. Head northeast to the exit. Head up the path and look to the left to find a [CLEAR RING] chest. Go up the right path to a [MENTAL DROP] chest and enter south to a [MENTAL GUM] chest. Double back to where the Clear Ring was and direct yourself south. Curve around the right rock wall to find a [SPIRIT ROBE]. NE of the chest, you can find an entrance to a room with a [DARK SEED] in it. Exit and go southwest to an exit, at the end of a series of corridors which leads to a [TRI-RING]. Go back to the large room where the Spirit Robe was and head to the southeastern corner exit.

Head south and take the rightmost, southeasternmost exit to a [HOLY WRISTBAND] chest. Double back to the previous room and go left and south to an exit. You'll find a [SHINE TIARA] boxed up nicely. Exit back north and head left

along the side of the room to get a [MENTAL DROP]. Proceed north and take the western entrance to a bridge room. Go up it, and right, curving down to a [HEAL DROP] chest. Go north to a room with an Althena Statue and take the [ANGEL TEAR] beside it. Head north two screens to see Xenobia outfoxed, but still with a backup...

```
-----  
Blaclamp  
HP: ~3800  
EXP: 28000  
Sil: ---  
Drop: Blaclamp Card  
-----
```

If you already fought the Guardian in Protector Cave, this will seem like a cinch. Alex and Kyle can do their usual power-up/single attack combos, while Mia uses IceShell and MistVeil when possible. Jess can heal, but you probably won't have to do much of that here. It has one party-affecting breath attack, but it's nothing that Jessica can't remedy. Also odd how it gives the exact EXP amount that Guardian did. =/

After battle, head northwest to the room exit. Head north and you'll be on the world map.

```
o-----o  
| 57) CADIN | CDN1 |  
o-----o  
| ITEMS | ENEMIES |  
| | |  
| None | None |  
o-----o
```

Watch the scene as you enter and head north even further to see an altercation between Phacia and Xenobia. You'll learn the password is "Green Earth," and you can now enter Ruid.

```
o-----o  
| 58) RUID | RID1 |  
o-----o  
| ITEMS | ENEMIES | |
| | |  
| Mental Drop Mental Gum | Driller [~300 HP, 880 EXP, 310 Sil ] |  
| Lucky Ring Shine Wristband | Wyndham [~200 HP, 850 EXP, 201 Sil ] |  
| Tri-Ring | D Mirror [~140 HP, 860 EXP, 156 Sil ] |  
| | | Baiken [~300 HP, 870 EXP, 204 Sil ] |  
o-----o
```

Go to the right side of the gate and inspect the arrow to enter the secret passage. Head north until you can see a chest to your right -- it's a [MENTAL DROP]. Keep heading north until you see a chest on the left -- a [MENTAL GUM]. Keep following the path as it curves left and horizontal for a [LUCKY RING]. Continue heading north (easy, ain't it?) and you'll spot another chest on your right, which is a [MIND BREAK]. The room exit is to the left of the chest.

Head straight down and you'll find a [SHINE WRISTBAND] inside of an open gate. Go up the left side of the building you just exited and follow the path north to the next interior room.

Enter and head down the straightforward path. When you get to a left/right fork, you can find a [TRI-RING] to your left. Enter the doorway to the right,

now, and simply loop to the opposite side of the entrance to find a stairway up.

The next room has two entrances, on the left and right. The left leads to a dead end, so take the alternative. Follow it up to see some scenes, after which Nash will now be back in your party. Use Nall's Athena! skill and have Jess' Escape out. As you try to leave, Taben comes back with a second wind.

```
-----
Taben
HP: ~6700
EXP: 30000
Sil: ---
Drop: Taben Card
-----
```

Taben has a party-affecting skill, but it's nowhere near to killing you off -- a Calm Ave eradicates the damage, and it'll help to use GraceAve as well. His second attack pounds one character for moderate damage. Again, easy to smooth over.

Alex and Kyle can boost their attack and use their single-target skills, while Mia uses IceShell/Mistveil. Jess can attack and heal when needed, which should not be too often. Nash can be your jack-of-all-trades, as the item healer or magic supporter.

After battle, Mia suggests going to Vane, which you automatically do.

```
o-----o
| 59) VANE | VAN4 |
o-----o
| ITEMS | ENEMIES |
| | |
| None | None |
o-----o
```

Enter the magic guild and talk to Lemia to get permission to enter the Silver Tower. Head left of the grand hall and up to the silvery doors. Talk to the man there who'll leave to evacuate. Enter and Vane itself will be used to stop the Grindery's shield. You automatically appear in Meribia, at which time you can immediately go to the Grindery on the world map. Remember to stock up for the journey!

[If the Grindery doesn't appear on the map, make sure to talk to Mia.]

```
o-----o
| 60) GRINDERY | GRN1 |
o-----o
| ITEMS | ENEMIES | |
| | |
| Heal Drop | Angel Dress | Disarmer [~350 HP, 1015 EXP, 216 Sil ]|
| Heal Drop | Mental Drop | Elemage [~300 HP, 1000 EXP, 157 Sil ]|
| Angel Ring | Mental Drop | Plankton [~370 HP, 1030 EXP, 349 Sil ]|
| Dark Shield | Morningstar | Ur Golem [~370 HP, 1045 EXP, 240 Sil ]|
| Angel Bracelet | Ritual Robe | Killfang [~450 HP, 1080 EXP, 256 Sil ]|
| Heal Ring | Master Suit | Archmage [~350 HP, 1050 EXP, 235 Sil ]|
| Goddess's Bandanna | Dark Mask | Arrofish [~300 HP, 1060 EXP, 221 Sil ]|
| Dream Ribbon | Mental Drop | Bomangel [~330 HP, 1075 EXP, 320 Sil ]|
o-----o
```


NOTE: Killfang, Archmage, Arrofish, and Bombangel only appear in second part of Grindery (after Athena Statue).

NOTE: Using "Escape" at any time brings you back to the very beginning. DON'T!

NOTE: Due to the size of the dungeon, I've hosted my map on the following:

http://www.geocities.com/shotgunnova/Guide_Creation/Grindery.PNG

http://db.gamefaqs.com/portable/gbadvance/file/lunar_legend_grindery.png

This place is large and complex, but not as trying as the Talon Mine. You also won't be able to leave once you enter, but there is an Althena statue far into the map and you can win MentlGums from Archmages. :)

Enter and head as far right as you can, and take the hall up to a [HEAL DROP]. Stuff yourself into the pipe and you'll come out in a second room. Go up this hallway to a [HEAL DROP] and take the pipe west of it. You'll see a scene with Quark, and you can head east to an [ANGEL DRESS] for Jessica. Keep the course and you'll come to an exit pipe that brings you to the above floor.

Follow the only metal walkway to a [MENTAL DROP]. Continue down the path, and make sure to ignore the two pipes you see in a close proximity -- they lead to a room connected to each other. Head east to the wall, and go south to the room exit.

Another dragon is in this room. Northeast of it is a [MENTAL DROP] and the room exit. Go left and take the passage up, which leads to an [ANGEL RING]. At the end is the way out. Lucky for you, the next four rooms are straightforward, in simple design and with only one entrance and exit. The room after those easy four is a [DARK SHIELD] by the room exit.

You'll land on the top of the tower, in the open air. In the northeast corner of this monster-free zone is a [MORNINGSTAR], and you can on the western wall a [ANGEL BRACELET]. Save if you want, and make sure to heal. Enter the next leg of the Grindery. NOTE: Using "Escape" brings you back to the beginning, not to this safe zone.

You'll come into a multi-room floor. To the right a little bit is a [RITUAL ROBE]. Now, go all the way west and up to the top-left corner for a [MASTER SUIT]. Backtrack towards the Ritual Robe and enter the rooms on the eastern wall. Head down one (if you entered from the top) to a [HEAL RING], which you should stick on someone immediately. Head south until you find the left room exit. Keep sticking to the left path until a large path goes upward, and that leads to the room exit.

You'll be in a symmetrical-type room now, with one path on either side that leads to two rooms. The room in the bottom-left corner has a [DARK MASK], while the upper-right room has a [GODDESS'S BANDANNA]. The room exit is just north of where you came in.

This room isn't as annoying as the other ones. Head all the way to the right and take the path parallel to the right wall. At the bottom, head all the way to the left and get the [DREAM RIBBON] for Mia. Go back down the path and the room exit is on the upper part of the corridor.

Now, get the [HEAL DROP] and the [MENTAL GUM], by where you start and just east of where you start, respectively, and head up the only offshoot path north to a locked door. After a scene with Phacia, you will be able to move freely within a room. Two things:

- 1) Equip Heal Rings on your main people (Alex/Kyle/Mia/Jess)
- 2) Equip items that reduce elemental damage.

Continue north to a spar with...the Magic Emperor!

```

-----
Magic Emperor
HP: ~6800
EXP: 50000
Sil: ---
Drop: MEmperor Card
-----

```

Ooh, this fight is nasty due to the Magic Emperor's ability to attack twice per turn, but he's also kind of slow -- everyone should be able to get a turn off before him. All of his attacks are party-affecting, elemental ones as well.

To get yourself off on the right foot. Have Mia use MistVeil immediately, and then IceShell. Jessica should use Grace Ave and be the main healer. Alex should Vigor/Sordance and Kyle should Heat Up/Slash/Shiner. Nash is the useless person here for the most part, so have him use Blitz/ThorRain when possible.

After MistVeil runs out, you'll have to have a good healer, so Cyanic is the best bet if you can't keep up. You'll have a healthy supply of Mental Gum to feed him, hopefully. The funny thing is if that anyone with a Heal Ring and IceShell can pretty much eliminate any damage done to them. :)

After the battle is won, watch what happens and you'll end up back in Meribia.

```

o-----o
| 61) MERIBIA | MRB4 |
o-----o
| ITEMS | ENEMIES | |
| | |
| Magic Plate | Mirror Shield | None |
| Althena Sword |-----o
o-----o

```

As you exit Mel's house, a man tells you Mia is in the square. Before you do that, go to Ramus' shop. Since he feels you and Luna, he'll give away the stuff in his shop! Anything you can buy is now free! Get AnglTears, MentlGums, and HealDrops. You don't need 99, but at least fifty of each is a good idea. If you need some cash, just go resell the MentlGums for 2500 each!

Also, if you haven't opened the red chest in his shop yet, it will be a [MAGIC PLATE] that cuts all MP use by 2! DO NOT GET IT YET! After talking with Mia and Kyle, open the chest to get this and a [MIRROR SHIELD].

Now, time to find Mia. She's sitting on a bench south of the Master Mel statue in the residential district. Time to get Kyle, now. Naturally, he's at the restaurant in the harbor section of town. After a few scenes, Kyle rejoins and Laike appears. However, don't tell him you're ready to go just yet (Option 2).

The warehouse door, which has been guarded the entire game, is now available for entering. Also, talk to the guy by the restaurant exterior (Mack) to get a good lineup of Weapons/Armor available. If you can't afford them, just resell the exorbitant amount of items you got from Ramus for free!

If you want a "D Grave" Card, head into the warehouse to the right of the cafe Kyle was in and enter the Sewers. If you want to level up without leaving, that

is also the ideal place. If you want to continue on, give affirmative answers to Laike's question and you'll head back to Dragonmaster Dyne's grave.

62) MERIBIA SEWERS [OPTIONAL]		MSW2
ITEMS	ENEMIES	
D Grave Card	Killfang [~450 HP, 1080 EXP, 256 Sil]	
	Archmage [~350 HP, 1050 EXP, 235 Sil]	
	Arrofish [~300 HP, 1060 EXP, 221 Sil]	
	Bomangel [~330 HP, 1075 EXP, 320 Sil]	

Unlike last time you came through, this place is now infested with harder foes, ones from the Grindery especially. This dungeon also has an abnormally high enemy encounter rate, so you'll want to stick a Dog Whistle on someone if that annoys you. Fortunately for you, there's only one item here and that is the "D Grave" card, which is in the third and last room. Walk back out, 'cause Escape doesn't work.

63) ALTHENA'S CITY		ALC1
ITEMS	ENEMIES	
Aura	Pikuni [~300 HP, 1400 EXP, 231 Sil]	
Master Gloves	Gudeth [~550 HP, 1420 EXP, 338 Sil]	
Goddess's Robe	Gigadeth [~320 HP, 1380 EXP, 324 Sil]	
Salvation		

Now that you have control of Alex again, equip your new Athena Sword. Head up and at the top-left corner of the room (before you go to the right) you can find Peddler Mack. This is the last buy/sell place before the game ends, so unload the junk you don't want. If you go free stuff at Ramus' shop before, it shouldn't be necessary; but if you don't have a huge supply of MentlGums, get one.

Head left and Royce will put a curse on you, which paralyzes a few of your members in battle, and then escapes. It lasts until you defeat her, which will not be too long... :)

Take the eastern path and head up at the first crossroads to get an [AURA], a magic-boosting equip for Nash. Go back to the crossroads and continue east, which ends up at a room exit.

Continue down the path until you arrive at a crossroads. There, head to the southern platform and look to the left for a [DRAGOON WAND]. At the crossroads, head north to a [MASTER GLOVES]. Head east at the juncture to find the room exit. Head straight up to the next room exit...easy, huh? Continue up at the next room and take the [DEMON'S BLADE] propped right in front of you. Go up by the exit and take a left to a [GODDESS'S ROBE] that reduces magical damage on Mia. If you don't have the entire Magical equipment set, definitely put this on her; if you want to just reduce damage, put it on her anyway, too. :P

Head left from the exit to get a [DARK ARMOR], then head out of the room.

Follow up to the double crossroads and check out the southern platform, at the right of which you can find a [SALVATION]. It's an item, you don't win the game

automatically. :P The item is an armor for Jessica, which you should equip. Head east at the crossroads and follow the path to the exit.

Use Nall's Althena! Skill and head up straight, to where you'll fight Royce. I wonder if she can see this one comin'?

Royce:
HP: ~6000
EXP: 50000
Sil: ---
Drop: Royce Card, MentDrop

Royce has two physical attacks, and can use the snake wrapped around her to do a poisonous, party-affecting attack. She seems to alternate, so it's not quite a nonstop barrage.

One/Two party members start off paralyzed, but if Mia isn't one of them, use MistVeil and have her start IceShelling people. Alex and Kyle can power up and attack with Slash/Sordance, while Jessica casts GraceAve and attacks. Nash can do whatever, although it doesn't really matter since this battle isn't quite as trying as your last one.

After she's defeated, head north through the exit to an Althena statue. Most convenient... From there, keep heading north until you come to a tower out in the air.

ITEMS		ENEMIES	
Crystal Sword	Holy Robe	Crusher	[~450 HP, 1850 EXP, 275 Sil]
Angel Wristband	Goddess' Rist	Rig Horn	[~550 HP, 1380 EXP, 250 Sil]
Nall Card	Spirit Guard	Bomdevil	[~420 HP, 1800 EXP, 260 Sil]
Mental Drop		Asmodeus	[~620 HP, 2300 EXP, 500 Sil]

A voice tells you as you enter to remember the order you fought the dragons in. If you've forgotten, it's White -> Red -> Blue -> Black. Head up north until you've gone under two doorways, and head right. You'll find a switch on the ground surrounded by white orbs. Step on it, and head left to the next switch. Head north to the next, then east to the black one and you'll open a stairway in the nearby large room. Head up 'em.

This room has a teleportation switch room, but if you walk on them in the right order each time you're whisked away, you'll end up in a room with a stairway. Each of these rooms leads to a portal and a small switch by a treasure chest. At the far south of the screen is a white portal, which takes you a platform w/ a [CRYSTAL SWORD] on it; hit the switch. Go to the red switch for an [ANGEL WRISTBAND]; hit the switch. Then, go to the blue for a [GODDESS' RIST] and hit the switch. Lastly, go to the black for a [HOLY ROBE]. A stairway will now be present above the white switch, so head up.

Head up the really long pathways to the west or east to come to three switches in the order you encounter the dragons in-game. Go ALL the way back down to the entrance and head north up the not-really-confusing pathway. Make sure to get the [NALL CARD] when you get to the end switch. Exit this room.

There's nothing in this room, so head northwest of where you start and use the upper stairway to leave. Now, use either the west or east passages to head up around the wall to find another stairway up. The next passage is straightfoward and leads to a [SPIRIT GUARD] chest and a stairway up.

In the new room, head left and up around to find a stairway. Grab the [MENTAL DROP] by the staircase if you don't already have 99 of them. :) Head through to the new room and exit in the upper-left corner. Whew, almost done, folks.

Head up and east all the way to the wall, then down for a [MENTAL DROP]. Head back left and take the long alley towards a stairway. Head north to another stairway once you're here. Before you go up, make sure to use Nall's Athena! skill to heal, as there's a fight beyond. After a plethora of scenes, the party will try to conquer Xenobia.

Xenobia
HP: ~8700
EXP: 55000
Sil: ---
Drop: Xenobia Card, MentDrop

Our favorite back-talker has a one single-target attack, and a beam party-type attack. She also has a skill that takes HP/MP from all the party members, too, which is new for the usual boss stuff.

Xenobia is a fighter, but the usual strategy still works to bring her down. Use a first-turn MistVeil and have Mia start IceShelling everyone. After that, she can start Inferno-ing. Alex and Kyle can powerup and Sordance/Slash, although Alex can always Cyanic if he needs to. Nash can ThorBolt if you have it, and be the item feeder, too. Jessica should Grace Ave and then Calm Ave when it's applicable.

After battle, use Nall's Althena! skill and use your bountiful supply of MP items to heal yourselves back up. Equip auto-healing equipment (Heal Ring, HolyHamr, etc) as well as elemental damage-reducing equipment. Here's my final lineup:

ALEX: AlthenaS, DragnArm, DragnShld, DragnHlm, IcePendant, Flame Ring
MIA : MagiCane, GoddRobe, RubyGlov, DreamRib, DevlTear, Magic Ring
NASH: WindStaf, HolyRobe, Angel Br, GoddBand, Barrier Ring, Heal Ring
JESS: HolyHamr, Salvation, GoddRist, HolyTiar, Barrier Ring, Spirit Guard
KYLE: Demon Bl, DarkArmr, DarkShld, DarkMask, Heal Ring, Spirit Guard

Head north twice and you'll end up fighting Ghaleon, the game's last boss.

Ghaleon
HP: ~8000
EXP: ---
Sil: ---
Drop: Ghaleon Card

His attacks are as follows:

- 1) Pentagon-type attack that hits everyone (elemental damage)
- 2) Drains HP from one person
- 3) Single-target attack for heavy damage (100+)

The well-known strategy for this battle is to have Alex use Cyanic each turn and have someone feed him Mental Gum/Drops each turn. If you first-turn MistVeil, he'll have time to Vigor himself and get in some attacks. If you don't follow this strategy, you're in for a long, slow battle, so I recommend doing it since it keeps your party at maximum health for the most part.

Besides Alex' assigned roll, have Kyle Heat Up and Slash; Nash should be the item healer and use ThorBolt as possible; Mia should IceShell everyone and Inferno in the downtime; Jess should use Grace Ave and stick to using Calm Ave when needed, if you're not having Alex Cyanic each turn. Like before, he's the Magic Emperor is slow enough that you can get everyone's turns in before him, so as long as you Grace Ave and Cyanic, there's really nothing to speak about here.

After battle, some scenes play out and you'll be back in Meribia.

```

o-----o
| 65) MERIBIA | MRB5 |
o-----o
| ITEMS | ENEMIES |
| | |
| None | None |
o-----o

```

After some scenes, go to Ramus' house and he'll give you Luna's CGs for the main menu gallery. After, go to Black Rose Street and see Nash/Mia, then go to Master Mel's mansion and talk to Jess and Kyle. After saying your goodbyes, try to leave through the north gate and Phacia will appear and talk to you. Now try to leave the way you first entered Meribia: the docks. Find Laike in the northern part and tell him you're going back to Burg, and the game will end. Congrats!

```

-----
IV.          S T A T   I N C R E A S E   D O C U M E N T A T I O N          SICD
-----
Lv. 1 ALEX          |          HP   MP   ATC   DEF   AGL   MEN   RES
                    |
HP: 32/32          | Lv 01 > 02  +05  +04  +02  +01  +01  +01  +02
MP: 10/10          |    02 > 03  +04  +04  +01  +02  +01  +02  +01
                    |    03 > 04  +04  +02  +03  +01  +01  +01  +02
Skills: Sordance [6MP] |    04 > 05  +05  +02  +02  +01  +02  +02  +01
                    |    05 > 06  +03  +03  +01  +02  +01  +02  +01
ATC - 26          [WPN] Knife |    06 > 07  +04  +02  +03  +01  +01  +01  +02
DEF - 21          [ARM] Clothes |    07 > 08  +05  +02  +02  +01  +02  +02  +01
AGL - 21          [SHL] ----- |    08 > 09  +04  +04  +01  +02  +01  +01  +02
MEN - 18          [HAT] ClothHat |    09 > 10  +04  +02  +02  +01  +01  +01  +01
RES - 15          [AC1] Ocarina |   10 > 11  +04  +03  +01  +02  +02  +02  +01
LUC - 10          [AC2] ----- |   11 > 12  +04  +02  +02  +01  +01  +01  +02
NOA - 01          |   12 > 13  +03  +02  +01  +02  +02  +02  +01
                    |   13 > 14  +04  +02  +03  +01  +01  +01  +02
                    |   14 > 15  +03  +03  +02  +01  +02  +02  +01
                    |   15 > 16  +04  +02  +01  +02  +01  +02  +01
                    |   16 > 17  +04  +02  +03  +01  +01  +01  +02
                    |   17 > 18  +03  +03  +02  +01  +01  +03  +01
                    |   18 > 19  +05  +02  +01  +02  +02  +01  +02
                    |   19 > 20  +04  +03  +03  +01  +01  +01  +01
                    |   20 > 21  +04  +04  +01  +01  +02  +02  +01
                    |   21 > 22  +03  +02  +02  +01  +01  +01  +02
                    |   22 > 23  +05  +02  +01  +02  +01  +02  +01

```

	23 > 24	+03	+03	+03	+01	+01	+01	+02
	24 > 25	+04	+02	+02	+01	+02	+02	+01
	25 > 26	+05	+02	+01	+02	+01	+02	+01
	26 > 27	+05	+03	+03	+01	+01	+02	+02
	27 > 28	+						
	28 > 29	+09	+04	+03	+03	+03	+03	+03
	29 > 30	+04	+04	+02	+01	+01	+01	+01
	30 > 31	+05	+04	+01	+02	+02	+02	+01
	31 > 32	+06	+03	+02	+01	+01	+01	+02
	32 > 33	+07	+05	+01	+02	+01	+02	+01
	33 > 34	+08	+03	+03	+01	+02	+01	+02
	34 > 35							
	35 > 36	+15	+05	+03	+03	+03	+04	+02
	36 > 37	+07	+03	+03	+01	+01	+01	+02

Lv. 1 LUNA

		HP	MP	ATC	DEF	AGL	MEN	RES
	Lv 01 > 02	+03	+07	+01	+01	+02	+02	+01
HP: 19/19	02 > 03	+04	+06	+02	+01	+01	+02	+02
MP: 38/38	03 > 04	+05	+05	+01	+01	+01	+02	+01
Skills: Heal Song [4MP]	04 > 05	+03	+07	+01	+01	+02	+02	+02
	05 > 06	+04	+02	+02	+02	+01	+02	+02
ATC - 13	[WPN] -----	06 > 07	+05	+05	+01	+01	+02	+02
DEF - 20	[ARM] Clothes	07 > 08	+04	+07	+01	+01	+02	+01
AGL - 12	[SHL] -----	08 > 09	+04	+06	+02	+01	+02	+02
MEN - 27	[HAT] Scarf	09 > 10	+06	+05	+01	+01	+02	+02
RES - 25	[AC1] -----	10 > 11	+04	+07	+01	+01	+02	+02
LUC - 10	[AC2] -----	11 > 12	+04	+06	+01	+02	+02	+02
NOA - 01		12 > 13	+05	+05	+02	+01	+02	+02
		13 > 14	+03	+07	+01	+01	+02	+01
		14 > 15	+04	+06	+01	+01	+02	+02
		15 > 16	+05	+05	+02	+01	+02	+02

Lv. 1 NASH

		HP	MP	ATC	DEF	AGL	MEN	RES
	Lv 01 > 02	+04	+02	+02	+01	+02	+02	+02
HP: 42/42	02 > 03	+05	+04	+01	+01	+02	+03	+02
MP: 0/0	03 > 06	+13	+11	+05	+04	+04	+04	+04
Skills: Riot [6MP], Stone [6MP]	06 > 07	+05	+03	+01	+01	+02	+03	+02
	07 > 08	+04	+03	+02	+01	+01	+01	+01
ATC - 18	[WPN] Cane	08 > 09	+05	+04	+01	+01	+02	+02
DEF - 35	[ARM] SorcRobe	09 > 10	+04	+04	+02	+01	+01	+01
AGL - 21	[SHL] -----	10 > 11	+04	+03	+01	+01	+03	+01
MEN - 23	[HAT] -----	11 > 12	+04	+04	+02	+02	+01	+03
RES - 25	[AC1] -----	12 > 13	+05	+03	+01	+01	+02	+03
LUC - 10	[AC2] -----	13 > 14	+04	+03	+02	+01	+01	+01
NOA - 01		14 > 15	+04	+04	+01	+01	+02	+02
		15 > 16	+04	+03	+02	+01	+01	+01
		16 > 17						
		17 > 18	+05	+04	+02	+02	+01	+02
		18 > 19	+04	+03	+01	+01	+02	+01
		19 > 20	+04	+03	+02	+01	+01	+01
		20 > 21	+04	+04	+01	+01	+03	+02
		21 > 22	+05	+03	+02	+01	+01	+02
		22 > 23	+04	+02	+01	+01	+02	+03
		23 > 24	+04	+04	+02	+02	+01	+02
		24 > 25	+04	+04	+01	+01	+02	+01
		25 > 26						

		26 > 27	+13	+10	+04	+03	+05	+06	+05
		27 > 28	+						
		28 > 29	+08	+06	+03	+02	+03	+03	+02
		29 > 30							
		30 > 31							
		31 > 32	+12	+11	+05	+04	+03	+05	+05
		32 > 33	+05	+04	+01	+01	+02	+03	+02
		33 > 34							
		34 > 35	+09	+09	+03	+02	+03	+03	+03

Lv. 16 JESSICA

			HP	MP	ATC	DEF	AGL	MEN	RES
HP: 87/87		Lv 17 > 18	+05	+04	+02	+01	+01	+02	+02
MP: 85/85		18 > 19	+05	+03	+02	+01	+02	+01	+01
		19 > 20	+04	+04	+01	+02	+01	+02	+01
Skills: Heal Ave [4MP], Calm Ave		20 > 21	+05	+04	+01	+02	+01	+02	+01
[15MP], Pure Ave [4MP],		21 > 22	+						
Escape [1MP]		22 > 23	+03	+03	+02	+01	+02	+01	+01
		23 > 24	+05	+04	+01	+02	+01	+03	+01
ATC - 53		24 > 25	+04	+05	+02	+01	+01	+01	+01
DEF - 35		25 > 26	+05	+04	+01	+01	+02	+02	+01
AGL - 38		26 > 27	+						
MEN - 45		27 > 28	+10	+08	+03	+03	+02	+04	+03
RES - 40		28 > 29	+						
LUC - 10		29 > 30	+09	+07	+03	+03	+03	+03	+03
NOA - 01		31 > 32							
		32 > 33	+09	+07	+03	+03	+03	+03	+02
		33 > 34	+09	+07	+03	+03	+03	+04	+03
		34 > 35							
		35 > 36	+07	+09	+03	+02	+03	+03	+03

Lv. 17 MIA

			HP	MP	ATC	DEF	AGL	MEN	RES
HP: 83/83		Lv 17 > 18	+04	+06	+01	+02	+01	+02	+01
MP: 135/135		18 > 19	+05	+05	+02	+01	+01	+02	+02
		19 > 20	+04	+07	+01	+01	+01	+02	+02
Skills: FlameArc [7MP], Freezer		20 > 21	+04	+06	+01	+01	+01	+02	+02
[5MP], Blizzard [10MP],		21 > 22	+05	+05	+01	+01	+02	+02	+02
IceShell [11MP]		22 > 23	+03	+07	+02	+01	+01	+02	+02
		23 > 24	+04	+06	+01	+02	+01	+02	+01
ATC - 34		24 > 25							
DEF - 34		25 > 26							
AGL - 33		26 > 27	+12	+18	+04	+04	+05	+06	+06
MEN - 59		27 > 28	+05	+05	+01	+02	+01	+02	+01
RES - 53		28 > 29	+						
LUC - 10		29 > 30	+08	+13	+03	+02	+02	+04	+04
NOA - 01		30 > 31	+05	+05	+01	+01	+01	+02	+02
		31 > 32							
		32 > 33	+07	+13	+03	+02	+03	+04	+04
		33 > 34							
		34 > 35	+08	+12	+02	+03	+02	+04	+03
		35 > 36	+04	+06	+02	+01	+01	+02	+02

Lv. 18 KYLE

			HP	MP	ATC	DEF	AGL	MEN	RES
HP: 112/112		Lv 18 > 19	+05	+02	+02	+01	+01	+01	+01
MP: 51/51		19 > 20	+05	+02	+03	+02	+02	+02	+01

		20 > 21								
Skills: Slash [06MP], Sweep		21 > 22	+05	+02	+02	+02	+01	+02	+01	
[09MP], Sonic [14MP],		22 > 23	+06	+01	+02	+01	+01	+01	+01	
Heat Up [08MP]		23 > 24	+05	+02	+02	+02	+01	+01	+02	
		24 > 25	+04	+03	+01	+01	+02	+02	+01	
ATC - 58	[WPN] Bastard	25 > 26								
DEF - 39	[ARM] PlateArm	26 > 27	+15	+06	+05	+04	+04	+04	+03	
AGL - 41	[SHL] Gauntlet	27 > 28	+							
MEN - 43	[HAT] Bandanna	28 > 29	+10	+03	+04	+03	+02	+02	+02	
RES - 30	[AC1] -----	29 > 30	+05	+03	+03	+02	+01	+02	+01	
LUC - 10	[AC2] -----	30 > 31	+04	+02	+02	+01	+01	+01	+01	
NOA - 02		31 > 32	+06	+01	+02	+02	+01	+02	+01	
		32 > 33								
		33 > 34	+09	+04	+04	+03	+02	+02	+02	
		34 > 35								
		35 > 36	+11	+04	+03	+03	+02	+03	+02	
		36 > 37	+04	+02	+02	+01	+01	+01	+01	

Lv. 1 RAMUS			HP	MP	ATC	DEF	AGL	MEN	RES	
HP: 42/42		Lv 01 > 02	+04	---	+02	+01	+02	+01	+01	
MP: 0/0		02 > 03	+05	---	+01	+02	+01	+02	+01	
		03 > 04	+04	---	+02	+01	+01	+01	+01	
Skills: ---		04 > 05	+05	---	+01	+01	+02	+02	+01	
		05 > 06	+04	---	+02	+02	+01	+02	+01	
ATC - 19	[WPN] Knife	06 > 07	+05	---	+01	+01	+02	+01	+01	
DEF - 19	[ARM] Clothes	07 > 08	+06	---	+02	+01	+01	+02	+01	
AGL - 12	[SHL] -----	08 > 09	+04	---	+01	+02	+01	+01	+01	
MEN - 18	[HAT] -----	09 > 10	+03	---	+02	+01	+01	+01	+01	
RES - 13	[AC1] -----	10 > 11	+02	---	+01	+02	+01	+02	+01	
LUC - 10	[AC2] -----	11 > 12	+01	---	+02	+01	+02	+01	+01	
NOA - 01		12 > 13	---	---	+01	+02	+01	+02	+01	

Lv. 25 TEMPEST			HP	MP	ATC	DEF	AGL	MEN	RES	
HP: 126/126		Lv 25 > 26	+							
MP: 65/65		26 > 27	+10	+03	+03	+03	+03	+03	+02	
Skills: Flarrow [08MP]										
Rushwind [10MP]										
ATC - 67	[WPN] BattlBow									
DEF - 49	[ARM] EarthArm									
AGL - 56	[SHL] WindRist									
MEN - 59	[HAT] Bandanna									
RES - 38	[AC1] -----									
LUC - 10	[AC2] -----									
NOA - 01										

V. SHOP LISTING SHPL

o-----o	o-----o
BURG	SAITH
o-----o	o-----o

Short Sword	200	Long Sword	360
Fry Pan	60	ClothArm	140
Clothes	80	Scarf	20
Wristband	60	ClothHat	20
WoodShld	100	Heal Gum	40
Heal Gum	40	ParaClen	60
ParaClen	60	Fry Pan	60
Antidote	20		

o-----o
| MERIBIA |
o-----o

o-----o
| VANE |
o-----o

Knife	100	SilverCh	1200
Short Sw	200	MageRobe	1280
Long Sw	360	SilvShld	900
Broad Sw	600	SilvGard	480
		SilvRist	220
Hard Pan	280	PlatRist	660
Heal Gum	40	FlasBand	240
Heal Drop	200	WindBoot	80000
ParaClen	60		
Antidote	20	RuneBlad	1000
HolyWatr	100	SilverSw	1800
		FlameRod	2800
LeathArm	260	CrystRod	1600
PlateArm	480	MeteoRod	5800
ClothArm	140		
Pot Lid	20	MentlGum	1000
WoodShld	100	MentDrop	5000
IronShld	360	AnglTear	600
Hairband	160	Perfume	500
IronHelm	260	DragFetr	100
		RainSeed	12000
Robe	400	DarkSeed	12000
Wristban	60		
SilvRist	220	Heal Gum	40
PlatRist	660	HealDrop	200
Hairband	160	AnglTear	600
Bandanna	20	ParaClen	60
		Antidote	20
Luck Rod	1000	HolyWatr	100
AquaStaf	1200		
FlameRod	2800		

o-----o
| LANN |
o-----o

o-----o
| REZA |
o-----o

Wow! Pan	1980	SilverCh	1200
HealDrop	200	BaptRobe	1400
ParaClen	60	SorcRobe	2000
Antidote	20	PlatRist	660
DragFetr	100		

o-----o
| LANN ISLAND |
o-----o

HealDrop	200
ParaClen	60
Antidote	20
HolyWatr	100
DragFetr	100

Heal Gum	30
HealDrop	200
MentlGum	1000
ParaClen	60
Antidote	20
AnglTear	600
Perfume	500
DragFetr	100

o-----o
 | MERYOD |
 o-----o

Anger 0	12000
HealDrop	200
ParaClen	60
Antidote	20
HolyWatr	100
AnglTear	600

o-----o
 | ILUK |
 o-----o

Anger 0	12000
Heal Drop	200
ParaClen	60
Antidote	20
HolyWatr	100
AnglTear	600

o-----o
 | RED DRAGON CAVE |
 o-----o

Heal Gum	30
HealDrop	200
MentlGum	1000
ParaClen	60
Antidote	20
AnglTear	600
Perfume	500
DragFetr	100

o-----o
 | TAMUR |
 o-----o

SilvPlat	9600
IereRobe	5600
LiteRobe	7200
MindRobe	6800
DragRist	3800
LuckBand	2800

BattleSw	9000
Wind Sw	14000
HolyHamr	22000

Barrier 0	35000
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Katana	2800
Flail	2600
MeteoRod	5800
MetlPlat	2400
MetlShld	1800
MetlHelm	1360
VaneRobe	3600
CrysRist	1200

o-----o
 | MERYOD |
 o-----o

MetlPlat	2400
MetlShld	1800
Platinum	1000
MetlHelm	1360
JadeTiar	400

IronKnuc	12000
Brave Sw	20000
Sonic H	7600
MindStaf	8600

o-----o
 | LYTON |
 o-----o

BattlArm	4800
BatlShld	3600
BatlHelm	2600
RainRist	2400
HealDrop	200
AnglTear	600

o-----o
 | LYTON CAVE / WHITE DRAGON SHRINE |
 o-----o

HealDrop	200
MentlGum	1000
ParaClen	60
AnglTear	600
Perfume	500
DragFetr	100

o-----o
 | PAO |
 o-----o

HealDrop	200
MentlGum	1000
AnglTear	600
HolyWatr	100

o-----o
 | MERIBIA (POST-GRINDERY) |
 o-----o

: Drains HP from enemy during physical attacks

Use: Kyle

Get: Protector Cave

Buy: ---

Brave Sword

AKA: Brave Sw

Def: "Brave Sword. Boosts morale!"

Add: ATC +60

Use: Kyle

Get: ---

Buy: Meryod

Broad Sword

AKA: Broad Sw

Def: "Broadsword. Extra wide!"

Add: ATC +21

Use: Alex, Kyle

Get: ---

Buy: Meribia

Crystal Sword

AKA: CrystalS

Def: "Crystal Sword. Critical!"

Add: ATC +70

Use: Kyle

Get: Goddess Tower

Buy: ---

Dark Sword

AKA: Dark Sw

Def: "Dark Sword. Sorta eerie!"

Add: ATC +61

Use: Alex

Get: Myght's Tower

Buy: ---

Demon's Blade

AKA: Demon Bl

Def: "Demon's Blade. Cursed!"

Add: ATC +85

: MP decreases by 10 each turn

Use: Kyle

Get: Althena's City

Buy: ---

Flame Sword

AKA: Flame Sw

Def: "Flame Sword. Hot!"

Add: ATC +39

: Fire-elemental

Use: Alex

Get: Red Dragon Cave

Buy: ---

Katana

AKA: ---
Def: "A.k.a. 'Samurai Blade'!"
Add: ATC +38
Use: Alex, Kyle
Get: ---
Buy: Reza

Long Sword

AKA: Long Sw
Def: "Long Sword. 1 yard long!"
Add: ATC +16
Use: Alex, Kyle
Get: ---
Buy: Saith
: Meribia

Master Sword

AKA: MasterSw
Def: "Master Sword. Critical!"
Add: ATC +68
: Critical hits occur more often
Use: Alex
Get: Pao [Post-Black Dragon Fortress]
Buy: ---

Mind Edge

AKA: MindEdge
Def: "Drains enemy's MP!"
Add: ATC +60
: Drains MP from enemy
Use: Alex, Kyle
Get: Protector Cave
Buy: ---

Silver Sword

AKA: SilverSw
Def: "Silver Sword. Valuable!"
Add: ATC +33
Use: Alex, Kyle
Get: ---
Buy: Vane

Thunder Blade

AKA: ThunderB
Def: "Thunder Blade!"
Add: ATC +55
: Thunder-elemental
Use: Alex, Kyle
Get: Burg [Red Chest]
Buy: ---

| CANES/WANDS |

o-----o

Aqua Staff

AKA: AquaStaf
Def: "Aqua Staff!"
Add: ATC +20
Use: Mia, Nash
Get: Initially equipped on Mia
Buy: Meribia

Cane

AKA: ---
Def: "It's sort of a weapon..."
Add: ATC +5
Use: Mia, Nash
Get: Initially equipped on Nash
Buy: ---

Dragoon Wand

AKA: DragoonW
Def: "Drag. Wand ups MEN by 60!"
Add: ATC +60, AGI +60
Use: Nash, Mia
Get: Althena's City
Buy: ---

Flame Rod

AKA: FlameRod
Def: "Flame Rod!"
Add: ATC +26
Use: Nash, Mia
Get: ---
Buy: Meribia
: Vane

Gentle Rod

AKA: GentrRod
Def: "Gentle Rod. Get Gentle."
Add: ATC +1, MEN +70
Use: Nash
Get: Protector Cave
Buy: ---

Magical Cane

AKA: MagiCane
Def: "Magical Cane. Get Magical."
Add: ATC +1, MEN +80
Use: Mia
Get: Second floor of Ramus' House in Burg [Red Chest]
Buy: ---

Meteor Rod

AKA: MeteoRod
Def: "Flame-based rod!"
Add: ATC +38
Use: Nash, Mia
Get: ---
Buy: Vane
 : Reza
 : Meribia [Post-Grindery]

Wind Staff

AKA: WindStaf
Def: "Wind Staff ups AGI by 20!"
Add: ATC +20, AGI +20
Use: Nash, Mia
Get: Tamur Pass
Buy: Meribia [Post-Grindery]

o-----o
| HAMMERS |
o-----o

Earthquake

AKA: Erthquak
Def: "Earthquake! Sleep effect!"
Add: ATC +56
Use: Jessica
Get: Weird Woods [Red Chest]
Buy: ---

Flame Hammer

AKA: Flame H
Def: "Flame Hammer!"
Add: ATC +52
 : Fire-elemental
Use: Jessica
Get: Nanza Pass - South [Red Chest]
Buy: ---

Holy Hammer

AKA: HolyHamr
Def: "Holy Hammer. Restores HP!"
Add: ATC +68
 : HP automatically regenerates (One-tenth/turn)
Use: Jessica
Get: ---
Buy: Tamur

Mind Break

AKA: MindBrak
Def: "Mind Breaks. Blocks Magic!"
Add: ATC +63
 : Reduces magic damage...?
Use: Jessica
Get: Ruid
Buy: ---

Morningstar

AKA: MorningS
Def: "Morningstar. Sudden Death!"
Add: ATC +50
: Can inflict instant death on enemies (sometimes)
Use: Jessica
Get: Grindery
Buy: ---

o-----o
| CLAWS / KNUCKLES |
o-----o

Armor Gloves

AKA: ArmrGlov
Def: "Armor Glovees guard fists!"
Add: ATC +30, DEF +10, NOA +1
Use: Kyle
Get: Blue Dragon Shrine
Buy: ---

Beat Knuckles

AKA: BeatKnuc
Def: "Beat Knuckles. Sure punch!"
Add: ATC +25, NOA +1
: Physical attacks are always successful
Use: Kyle
Get: Burg [Red Chest]
Buy: ---

Brave Armlet

AKA: BraveArm
Def: "Brave Arm for 'Knuckle'!"
Add: ATC +55, RES +15, NOA +1
: Changes Shiner limit to "Knuckler"
Use: Kyle
Get: Protector Cave
Buy: ---

Cestus

AKA: ---
Def: "Combat gloves for fists!"
Add: ATC +34, NOA +1
Use: Kyle
Get: Myght's Tower
Buy: Meribia [Post-Grindery]

Danger Claw

AKA: DangClaw
Def: "Danger Claw. Sudden Death!"
Add: ATC +43, MEN +10, NOA +1
Use: Jessica
Get: Protector Cave

Buy: ---

Dream Knuckles

AKA: DreamKnu

Def: "Dream Knuckles. KO punch!"

Add: ATC +33, NOA +1

Use: Kyle

Get: Spring [Red Chest]

Buy: ---

Fab Sword

AKA: FabSword

Def: "Fab Sword. Get all Fab!"

Add: ATC +20

Use: Kyle

Get: Protector Cave

Buy: ---

Freeze Knuckles

AKA: FreezKnu

Def: "Freeze Knuckles!"

Add: ATC +30, NOA +1

Use: Kyle

Get: Blue Dragon Shrine

Buy: ---

Garnet Claw

AKA: GarnetCl

Def: "Garnet Claw for 'Crimson'!"

Add: ATC +55, MEN +15, NOA +1

: Changes Smite limit into "Crimson"

Use: Jessica

Get: Protector Cave

Buy: ---

Master Gloves

AKA: MasterGl

Def: "Master Gloves--sudden death!"

Add: ATC +60, NOA +1

Use: Kyle

Get: Althena's City

Buy: ---

Metal Claw

AKA: MetlClaw

Def: "Metal Claw. Sharp!"

Add: ATC +8, NOA +1

Use: Jessica

Get: Initially equipped on Jessica

Buy: ---

Phoenix Claw

AKA: PhenixCl

Def: "Phoenix Claw. Critical!"
Add: ATC +60, NOA +1
: Critical hits occur more often
Use: Jessica
Get: Forbidden Forest Spring [Red Chest]
Buy: ---

Soft Knuckles

AKA: SoftKnuc
Def: "Soft Knuckles. Superpunch!"
Add: ATC +8, NOA +1
Use: Kyle
Get: Nanza
Buy: ---

Sonic Claw

AKA: Soniclawn
Def: "Sonic Claw. Wind attack!"
Add: ATC +30, NOA +2
: Wind-elemental
Use: Jessica
Get: Forest of Illusion
Buy: ---

Star Claw

AKA: StarClaw
Def: "Made from a meteorite!"
Add: ATC +28, NOA +1
Use: Jessica
Get: Mechstars in Myght's Tower drop it sometimes
Buy: Meribia [Post-Grindery]

o-----o
| HELMETS / HATS / HEADBANDS / LADYWARE |
o-----o

Bandanna

AKA: ---
Def: "Not exactly a helmet, but."
Add: DEF +1
Use: Alex, Nash, Mia, Jessica, Kyle
Get: Initially equipped on Kyle, Tempest
Buy: Meribia

Battle Helm

AKA: BatlHelm
Def: "Light, hard Metal Helmet!"
Add: DEF +12
Use: Alex, Kyle
Get: ---
Buy: Lyton

Brave Bandanna

AKA: BravBand

Def: "Brave Band ups MEN by 5!"
Add: DEF +7, MEN +5
Use: Nash
Get: Damon's Spire
Buy: ---

Brave Helm

AKA: BravHelm
Def: "Brave Helm boosts morale!"
Add: DEF +15
Use: Kyle
Get: Tamur Pass
Buy: ---

Cat Ears

AKA: ---
Def: "Cute hat with cute ears!"
Add: DEF +3, AGI +15
Use: Mia, Jessica
Get: Damon's Spire
Buy: ---

Cloth Hat

AKA: ClothHat
Def: "Not exactly a helmet, but..."
Add: DEF +2
Use: Alex, Nash, Kyle
Get: Initially equipped on Alex
Buy: Saith

Coral Tiara

AKA: CoralTia
Def: "Coral Tiara ups MEN by 4!"
Add: DEF +13, MEN +4
Use: Mia
Get: Nanza Pass - East [Red Chest]
Buy: ---

Dark Mask

AKA: DarkMask
Def: "Dark Mask... Sorta scary."
Add: DEF +18
Use: Kyle
Get: Grindery
Buy: ---

Dragon Bandanna

AKA: DragBand
Def: "A magic Dragon Bandanna!"
Add: DEF +12
Use: Nash
Get: Black Dragon Fortress
Buy: ---

Dragon Helm

AKA: DragHelm
Def: "Blue Dragon Helmet for DM!"
Add: DEF +20
Use: Alex
Get: Blue Dragon Shrine [mandatory]
Buy: ---

Dream Ribbon

AKA: DreamRib
Def: "Dream Ribbon ups MEN by 6!"
Add: DEF +17, MEN +6
Use: Mia
Get: Grindery
Buy: ---

Fab Helm

AKA: ---
Def: "Fab Helm. Get all Fab!"
Add: ATC +5, DEF +1
Use: Kyle
Get: Protector Cave
Buy: ---

Femme Tiara

AKA: FemTiara
Def: "Femme Tiara ups MEN by 2!"
Add: DEF +10, MEN +2
Use: Mia
Get: Meryod Woods
Buy: ---

Flashy Band

AKA: FlasBand
Def: "Flashy, but a Bandanna!"
Add: DEF +4
Use: Nash
Get: ---
Buy: Vane

Gentle Hat

AKA: Gent Hat
Def: "Gentle Hat. Get Gentle."
Add: DEF +1
Use: Nash
Get: Sub-Vane
Buy: ---

Goddess's Bandanna

AKA: GoddBand
Def: "Goddess Bandanna. Althena!"
Add: DEF +15
Use: Nash

Get: Grindery
Buy: ---

Hair Bandanna

AKA: HairBand
Def: "More like an accessory..."
Add: DEF +3
Use: Mia, Jessica
Get: Initially equipped on Mia
Buy: Meribia

Holy Tiara

AKA: HolyTiar
Def: "A blessed Holy Tiara!"
Add: DEF +16
Use: Jessica
Get: Forest of Illusion
Buy: ---

Iron Helm

AKA: IronHelm
Def: "Iron Helmet!"
Add: DEF +5
Use: Alex, Kyle
Get: ---
Buy: Meribia

Jade Tiara

AKA: JadeTiar
Def: "Jade Tiara. Fashionable!"
Add: DEF +6
Use: Jessica
Get: Initially equipped on Jessica
Buy: Meryod

Lucky Bandanna

AKA: LuckBand
Def: "Luck Band ups LUC by 5!"
Add: DEF +10, LUC +5
Use: Nash
Get: Meryod Woods
Buy: Tamur
: Meribia [Post-Grindery]

Magical Hat

AKA: Magi Hat
Def: "Magical Hat. Get Magical."
Add: DEF +1
Use: Mia, Jessica
Get: Forbidden Forest Spring [Red Chest]
Buy: ---

Metal Helm

AKA: MetlHelm
Def: "Tough Metal Helmet!"
Add: DEF +9
Use: Alex, Kyle
Get: ---
Buy: Reza
 : Meryod
 : Meribia [Post-Grindery]

Magic Tiara

AKA: MagicTia
Def: "Shiny Magic Tiara!"
Add: DEF +14, MEN +5
Use: Mia, Jessica
Get: Protector Cave
Buy: ---

Rainbow Tiara

AKA: RainTiar
Def: "Rainbow Tiara. Stunning!"
Add: DEF +9
Use: Jessica
Get: Red Dragon Cave
Buy: ---

Scarf

AKA: ---
Def: "Better than nothing..."
Add: DEF +1
Use: Mia, Jessica
Get: Initially equipped on Luna
Buy: Saith

Shine Tiara

AKA: ShineTia
Def: "Mysteriously strong Tiara!"
Add: DEF +12
Use: Jessica
Get: Talon Mine
Buy: ---

o-----o
| ARMOR |
o-----o

Battle Armor

AKA: BattlArm
Def: "Battle Armor. Very light!"
Add: DEF +25
Use: Alex, Kyle
Get: Black Dragon Fortress
Buy: Lyton

Brave Armor

AKA: BraveArm
Def: "Brave Armor boosts morale!"
Add: DEF +33
Use: Kyle
Get: Protector Cave
Buy: ---

Bunny Suit

AKA: BunnySuit
Def: "How embarrassing..."
Add: DEF +12
Use: Mia, Jessica
Get: Ramus' Shop [Red Chest, Post-Magic Emperor fight in Grindery]
Buy: ---

Cloth Armor

AKA: ClothArm
Def: "Better 'an clothes, but..."
Add: DEF +5
Use: Alex, Nash, Kyle
Get: ---
Buy: Saith

Clothes

AKA: ---
Def: "Just ordinary clothes!"
Add: DEF +3
Use: Alex, Luna, Ramus
Get: Initially equipped on Alex, Luna, Ramus
Buy: Burg

Dark Armor

AKA: DarkArmr
Def: "Dark Armor ups DEF by 20!"
Add: DEF +37, RES +20
Use: Kyle
Get: Althena's City
Buy: ---

Dragon Armor

AKA: DragnArm
Def: "Black Dragon Armor for DM!"
Add: DEF +40
Use: Alex
Get: Black Dragon Fortress [mandatory]
Buy: ---

Earth Armor

AKA: EarthArm
Def: Prairie Earth Armor!
Add: DEF +37
Use: Tempest
Get: Initially equipped on Tempest
Buy: ---

Fab Suit

AKA: ---
Def: "Fab Suit. Get all Fab!"
Add: DEF +1, ATC +10
Use: Kyle
Get: Black Dragon Fortress
Buy: ---

Magic Plate

AKA: MagPlate
Def: "Magic cuts MP use by 2!"
Add: DEF +30
: All MP costs decrease by 2 points
Use: Alex, Kyle
Get: Ramus' Shop [Red Chest, Post-Grindery]
Buy: ---

Master Suit

AKA: MastSuit
Def: "Master Suit ups ATC by 5!"
Add: ATC +5, DEF +35
Use: Kyle
Get: Grindery
Buy: ---

Metal Plate

AKA: MetlPlat
Def: "Sturdy Metal Plate armor!"
Add: DEF +21
Use: Alex, Kyle
Get: ---
Buy: Reza
: Meryod

Plate Armor

AKA: PlateArm
Def: "Ordinary Plate Mail armor!"
Add: DEF +13
Use: Alex, Kyle
Get: Initially equipped on Kyle
Buy: Meribia

Silver Chain

AKA: SilverCh
Def: "Silver Chain ups DEF by 5!"
Add: DEF +17, RES +5
Use: Alex, Kyle
Get: ---
Buy: Vane
: Reza

Silver Plate

AKA: SilverPl
Def: "SilverPlate ups DEF by 10!"
Add: DEF +29, RES +10
Use: Alex, Kyle
Get: ---
Buy: Meribia [Post-Grindery]

o-----o
| ROBES |
o-----o

Angel Dress

AKA: AngelDrs
Def: "Angel Dress ups DEF by 6!"
Add: DEF +30, RES +6
Use: Jessica
Get: Grindery
Buy: ---

Bapteme Robe

AKA: BapRobe
Def: "Bapteme Robe ups DEF by 2!"
Add: DEF +18, RES +2
Use: Jessica
Get: ---
Buy: Reza

Gentle Coat

AKA: GentCoat
Def: "Gentle Coat. Get Gentle."
Add: DEF +1, RES +70
Use: Nash
Get: Blue Dragon Shrine
Buy: ---

Goddess's Robe

AKA: GoddRobe
Def: "Robe cuts magic damage!"
Add: DEF +33
: Decreases magical damage by ??%
Get: Althena's City
Buy: ---

Holy Robe

AKA: HolyRobe
Def: "Robe helps you attack!"
Add: DEF +36
Use: Nash
Get: Goddess Tower
Buy: ---

Magical Robe

AKA: MagiRobe
Def: "Magical Robe. Get Magical."

Add: DEF +1, RES +80
Use: Mia, Jessica
Get: Protector Cave
Buy: ---

Mind Robe

AKA: MindRobe
Def: "A robe for great Wizards!"
Add: DEF +27
Use: Nash
Get: Lyton Cave
Buy: Tamur
: Meribia [Post-Grindery]

Pistis Robe

AKA: PistRobe
Def: "Pistis Robe ups DEF by 1!"
Add: DEF +14, RES +1
Use: Jessica
Get: Initially equipped on Jessica
Buy: ---

Ritual Robe

AKA: RituRobe
Def: "Ritual Robe ups DEF by 3!"
Add: DEF +22, RES +3
Use: Jessica
Get: Grindery
Buy: ---

Robe

AKA: ---
Def: "Just an ordinary Robe!"
Add: DEF +11
Use: Nash, Mia, Jessica
Get: ---
Buy: Meribia

Salvation

AKA: Salvatio
Def: "Salvation ups DEF by 22!"
Add: DEF +34, RES +22
Use: Jessica
Get: Althena's City
Buy: ---

Sorcery Robe

AKA: SorcRobe
Def: "Sorcery Robe boosts Magic!"
Add: DEF +19
Use: Nash, Mia
Get: Initially equipped on Nash
: Initially equipped on Mia
: Damon's Spire

Buy: Reza

Spirit Robe

AKA: Spirit R

Def: "Spirit Robe. Beautiful!"

Add: DEF +39

Use: Mia

Get: Talon Mine

Buy: ---

Vane Robe

AKA: VaneRobe

Def: "Specially made in Vane!"

Add: DEF +23

Use: Nash, Mia

Get: ---

Buy: Reza

○-----○
| SHIELDS / WRISTGUARDS / BRACELETS |
○-----○

Angel Bracelet

AKA: Angel Br

Def: "Bracelet ups DEF by 15!"

Add: DEF +16, RES +15

Use: Nash

Get: Grindery

Buy: ---

Angel Wristband

AKA: AngelRst

Def: "Angel Wristband. Unusual!"

Add: DEF +18

Use: Mia

Get: Goddess Tower

Buy: ---

Battle Shield

AKA: BatlShld

Def: "Light, hard Battle Shield!"

Add: DEF +13

Use: Alex, Kyle

Get: ---

Buy: Lyton

: Meribia [Post-Grindery]

Crystal Guard

AKA: CrysGard

Def: "Crystal Guard for wrists!"

Add: DEF +10

Use: Nash

Get: Field

Buy: ---

Crystal Wristband

AKA: CrysRist
Def: "Crystal Wristband. Pretty!"
Add: DEF +9
Use: Mia, Jessica
Get: ---
Buy: Reza

Dark Shield

AKA: DarkShld
Def: "A suspicious Dark Shield!"
Add: DEF +29
Use: Kyle
Get: Grindery
Buy: ---

Dragon Shield

AKA: DragShld
Def: "Red Dragon Shield for DM!"
Add: DEF +20
Use: Alex
Get: Red Dragon Cave [mandatory]
Buy: ---

Dragon Wristband

AKA: DragRist
Def: "Wristband from a Dragon!"
Add: DEF +12
Use: Jessica
Get: ---
Buy: Tamur
: Meribia [Post-Grindery]

Fab Guard

AKA: FabGuard
Def: "Fab Guard. Get all Fab!"
Add: ATC +5, DEF +1
Use: Kyle
Get: Red Dragon Cave
Buy: ---

Gauntlet

AKA: ---
Def: "Armor for forearms!"
Add: DEF +4
Use: Alex, Nash, Kyle
Get: Initially equipped on Kyle
Buy: ---

Gentle Glove

AKA: GentGlov
Def: "Gentle Glove. Get Gentle."

Add: DEF +1
Use: Nash
Get: Black Dragon Fortress
Buy: ---

Goddess's Wristband

AKA: GoddRist
Def: "Embroidered by Althena!"
Add: DEF +17
Use: Jessica
Get: Goddess Tower
Buy: ---

Holy Wristband

AKA: HolyRist
Def: "A blessed Holy Wristband!"
Add: DEF +14
Use: Jessica
Get: Talon Mine
Buy: ---

Iron Shield

AKA: IronShld
Def: "Tough Iron Shield!"
Add: DEF +5
Use: Alex, Kyle
Get: ---
Buy: Meribia

Magical Bracelet

AKA: MagiBrac
Def: "Magical Bracelet. Magical!"
Add: DEF +1
Use: Mia, Jessica
Get: Protector Cave
Buy: ---

Metal Shield

AKA: MetlShld
Def: "Tough, heavy Metal Shield!"
Add: DEF +10
Use: Alex, Kyle
Get: ---
Buy: Reza
: Meryod

Mirror Shield

AKA: MiroShld
Def: "Polished Mirror Shield!"
Add: DEF +17, RES +03
Use: Alex
Get: Ramus' Shop [Red Chest, Post-Grindery; must talk to Mia/Kyle first]
Buy: ---

Platinum Wrist

AKA: PlatRist
Def: "Platinum wristband jewelry!"
Add: DEF +7
Use: Mia, Jessica
Get: ---
Buy: Meribia
 : Vane
 : Reza

Pot Lid

AKA: ---
Def: "Better than no shield...?"
Add: DEF +2
Use: Alex, Kyle
Get: ---
Buy: Meribia

Rainbow Bracelet

AKA: RainbowB
Def: "Bracelet ups DEF by 5!"
Add: DEF +12, RES +5
Use: Nash
Get: Blue Dragon Shrine
Buy: ---

Rainbow Wristband

AKA: RainRist
Def: "Rainbow Wristband. Magic!"
Add: DEF +11
Use: Jessica
Get: ---
Buy: Lyton

Ruby Gloves

AKA: RubyGlov
Def: "Pretty red Ruby Gloves!"
Add: ATC +5, DEF +13
Use: Mia, Jessica
Get: Forbidden Forest [Red Chest]
Buy: ---

Shine Wristband

AKA: ShineRst
Def: "Wristband w/Magic Shield!"
Add: DEF +15
 : Reduces magical damage...?
Use: Mia
Get: Ruid
Buy: ---

Silver Guard

AKA: SilvGard

Def: "Silver Guard for wrists!"
Add: DEF +6
Use: Nash
Get: ---
Buy: Vane

Silver Shield

AKA: SilvShld
Def: "A Silver Shield!"
Add: DEF +7
Use: Alex, Kyle
Get: ---
Buy: Vane

Silver Wristband

AKA: SilvRist
Def: "A Silver Wristband!"
Add: DEF +4
Use: Mia, Jessica
Get: Initially equipped on Mia
Buy: Meribia
: Vane

Spike Shield

AKA: SpikShld
Def: "Reinforced Battle Shield!"
Add: DEF +16
Use: Kyle
Get: Forest of Illusion
Buy: ---

Star Bracelet

AKA: StarBrac
Def: "Bracelet ups DEF by 10!"
Add: DEF +14, RES +10
Use: Nash
Get: Forest of Illusion
Buy: ---

Wind Wristband

AKA: WindRist
Def: Prairie-made Wristband!
Add: DEF +19
Use: Tempest
Get: Initially equipped on Tempest
Buy: ---

Wristband

AKA: Wristban
Def: "An ordinary Wristband!"
Add: DEF +1
Use: Mia, Jessica
Get: ---
Buy: Burg

o-----o
| ACCESSORIES |
o-----o

NOTE: All Accessories are usable by all unless otherwise noted.

Amethyst

AKA: ---
Def: "Petrification protection!"
Add: Prevents petrification
Get: Red Dragon Cave
Buy: ---

Angel Ring

AKA: Angel 0
Def: "Ring resurrects once!"
Add: Upon death, automatically resurrected (once)
Get: Crystal Tower
 : Red Dragon Cave
 : Blue Dragon Shrine,
 : Black Dragon Fortress
 : Grindery
Buy: ---

Aquamarine

AKA: Aquamari
Def: "Aquamarine ups ice magic!"
Add: Ice magic damage is boosted
Get: Spring
Buy: ---

Barrier Ring

AKA: Barrier0
Def: "Barrier Ring. DEF/RES +15!"
Add: DEF +15, RES +15
Get: Red Dragon Cave
 : Myght's Tower
 : Talon Mine
Buy: Tamur

Battle Emblem

AKA: B Emblem
Def: "Battle emblem boosts gage!"
Add: Arts gauge rises during each (action) turn
Get: Protector Cave
Buy: ---

Boost Coil

AKA: BoosCoil
Def: "Boosts Thor Magic power!"
Add: Thunder-elemental magic is made more powerful
Use: Nash
Get: Crystal Tower

Buy: ---

Card Hunter

AKA: CardHunt

Def: "Card Hunter finds Cards!"

Add: Enemies drop cards more often

Get: Old Hag's House [Red Chest]

Buy: ---

Card Hunter S

AKA: CardHunS

Def: "Card Hunter S. More Cards!"

Add: Enemies drop cards with an even higher probability

Get: Protector Cave

Buy: ---

Clear Ring

AKA: Clear 0

Def: "Blocks petr, block, conf!"

Add: Blocks petrification, blocking, and confusion

Get: Talon Mine

Buy: ---

Dark Seed

AKA: DarkSeed

Def: "Dark Seed ups RES by 10!"

Add: RES +10

Get: Vane [Red Chest]

: Talon Mine

Buy: Vane

Dog Whistle

AKA: DogWhist

Def: "Distracts enemy to escape!"

Add: You can escape from battle easier

Get: Red Dragon Cave

Buy: ---

Dragon Ring

AKA: Dragon 0

Def: "Dragon Ring, from Quark!"

Add: DEF +1, RES +20

Use: Alex

Get: White Dragon Shrine [mandatory]

Buy: ---

Eyeglasses

AKA: Eyeglass

Def: "Helps avoid attacks!"

Add: Avoid attacks in battle more often

Get: Damon's Spire

Buy: ---

Fire Orb

AKA: ---
Def: "Adds Fire to attacks!"
Add: Physical attacks become fire-elemental
Get: Red Dragon Cave
Buy: ---

Flame Ring

AKA: Flame 0
Def: "Halves Water/Wind damage!"
Add: Water/Wind damage reduced by 50%
Get: Forbidden Forest [Red Chest]

Fresh Ring

AKA: Fresh 0
Def: "Stops para, poison, sleep!"
Add: Prevents paralyzing, poison, and sleep
Get: Lann Island
Buy: ---

Get Scope

AKA: GetScope
Def: "Gets more items in battle!"
Add: Enemies drop items more often
Get: Damon's Spire

Ice Dog's Tail

AKA: IDogTail
Def: "Ice Dog Tail. AGL +10!"
Add: AGL +10
Get: Blue Dragon Shrine, Forest of Illusion
Buy: ---

Ice Pendant

AKA: IcePenda
Def: "Halves Thor/Fire damage!"
Add: Lightning/Fire damage reduced by 50%
Get: Damon's Spire
Buy: ---

Ice Pup Tail

AKA: IPupTail
Def: "Ice Pup Tail. AGL +15!"
Add: AGL +15
Get: Tamur Pass
Buy: ---

Judge Stone

AKA: JudgSton
Def: "Adds Sudden Death attacks!"
Add: Physical attacks can instantly KO enemies on occasion
Get: Black Dragon Fortress

Buy: ---

Lapis Lazuli

AKA: ---

Def: "Ups MEN/RES in battle!"

Add: MEN/RES augmented during battle

Get: Sub-Vane

Light Emblem

AKA: L Emblem

Def: "Light Emblem for 'Charge'!"

Add: Changes ThorRain/MistVeil command to "Charge"

Use: Nash, Mia

Get: Althena's Shrine

Buy: ---

Lucky Ring

AKA: Lucky 0

Def: "Lucky Ring ups LUC by 10!"

Add: LUC +10

Get: Meribia Sewers

: Ruid

Buy: ---

Master Book

AKA: MastBook

Def: "Use w/Angel Sword and..."

Add: Equip with Angel Sword to change limit to "Liner"

Get: Meribia, when selling Dragon Diamond refuse six times and accept

Buy: ---

Ocarina

AKA: ---

Def: "Alex's ocarina, from Luna!"

Add: ---

Get: Initially equipped on Alex

Buy: ---

Rainbow Seed

AKA: RainSeed

Def: "Rainbow Seed ups MEN by 10!"

Add: MEN +10

Get: Nanza [Red Chest]

Buy: Vane

Sapphire

AKA: ---

Def: "Sapphire ups LUC by 15!"

Add: LUC +15

Get: Protector Cave

Buy: ---

Sardonyx

AKA: ---
Def: "Sardonyx ups AGL by 20!"
Add: AGL +20
Get: Burg [Red Chest]
Buy: ---

Scarab Wing

AKA: Scarab W
Def: "Scarab Wings for +Silver!"
Add: Increases silver dropped by enemies
Get: Meryod Woods
Buy: ---

Thor Orb

AKA: Thor Orb
DEF: "Adds Thor to attacks!"
Add: Gives thunder element to attacks
Get: Dropped by Wyndham enemy [Ruid]
Buy: ---

Topaz

AKA: ---
Def: "Ups ATC/DEF in battle!"
Add: ATC/DEF augmented during battle
Get: Black Dragon Fortress
Buy: ---

Tourmaline

AKA: Tourmali
Def: "Tourmaline adds Confusion!"
Add: Physical attacks inflict confusion on occasion
Get: Black Dragon Fortress
Buy: ---

Tri-Ring

AKA: ---
Def: "Stops all but fainting!"
Add: Blocks all status effects besides KO
Get: Talon Mine
: Ruid
Buy: ---

Wind Boots

AKA: ---
Def: "Ups AGL & NOA by 2!"
Add: NOA +2, AGL +2
Get: ---
Buy: Vane [80000g]

Wind Orb

AKA: ---
Def: "Adds Wind to attacks!"

Add: Physical attacks become wind-elemental
Get: Black Dragon Fortress
Buy: ---

Wind Ring

AKA: WindRing
Def: "Wind Ring ups NOA by 1!"
Add: NOA +1
Get: Talon Mine
Buy: ---

VII. R E D C H E S T L I S T I N G ITML

#1 - BURG

In Ramus' House, 2F

#2 - BURG

In southwest Burg, head south of the house by the treeline. There'll be a hidden path that leads to a Beat Knuckles chest.

#3 - BURG

In the same area as the Beat Knuckles, head northwest to a blind spot in the trees. Press the action button by it to open a chest with a Sardonyx in it.

#4 - BURG

In the same are as the Beat Knuckles, head a little west to another blind spot in the treeline. Press action button to get a Thunder Blade.

#5 - WEIRD WOODS

Enter from Burg and cross the northern bridge. Head up until you pass the treasure chest on the bank of the creek. Search the left "tree wall" for a place to enter and you'll find Jessica's Earthquake weapon.

#6 - OLD HAG'S HOUSE

As you enter, it's wedged between two dressers to the left. Open it to get a Card Hunter accessory.

#7 - SAITH

Enter town and head up the right stairway by the Althena statue. By the house left of the sundial is a red chest, half-hidden behind it. It only has 1500 Silver in it, though.

#8 - MERIBIA

In Ramus' shop, enter the right room that's you have to walk under the overhead floor to get to. Open the red chest in the corner to get a Bunny Suit.

#9 - MERIBIA

Enter the harbor section of town and go to the second row of buildings. The one at the end (nearest you) will have a 2000 Silver chest in it.

#10 - MERIBIA

In Mel's mansion, go up to the second floor. It's on the leftmost wall, by Mel's room.

#11 - MERIBIA

In the training dojo, one of the obvious chests has 2000 Silver in it.

#12 - MERIBIA

In the training dojo, one of the obvious chests holds a Heal Drop.

#13 - MERIBIA

In the training dojo, down the small stairway, you can find 3000 Silver in the southwest corner.

#14 - VANE

In the magic guild's grand hall, you can find a chest behind the last pillar on the right -- it contains a Heal Drop.

#15 - VANE

In the magic guild's grand hall, you can find a chest behind the last pillar on the left -- it contains 7000 Silver.

#16 - VANE

In the magic guild's grand hall, you can find a chest behind the first pillar on the left -- it contains a Mental Drop.

#17 - VANE

In Mia's room, there is a chest that simply plays music. Doesn't seem to have any purpose, and Mia's explanation (gift from mother) doesn't lead on to any treasure within.

#18 - VANE

Exit the magic guild and head left to the waterfront. Behind a tree is a Dark Seed in a chest.

#19 - NANZA

In the downstairs portion, by some beds, is a Rainbow Seed chest.

#20 - NANZA PASS - EAST

From Nanza, head along the path until the path broadens lengthwise, at which time go left to the a Coral Tiara chest. This takes place before you enter the cave.

#21 - NANZA PASS - EAST

From Nanza, head along the path until you encounter a small cave. Inside is a single red chest with a Magic Ring inside it.

#22 - NANZA PASS - SOUTH

Keep heading south until the path broadens for the second time. From the lower part, head north along the wall until you the path starts to thin a bit. Go right to find a Flame Hammer chest.

#23 - NANZA PASS - SOUTH

From the Flame Hammer chest, keep heading north to find a Mental Drop chest.

#24 - LANN

By the item shop's exterior, you can find a Mental Drop

#25 - REZA

As you enter, go into the first house on the left. An elevated chest accessible by ladder contains 10000 Silver.

#26 - REZA

As you enter, go into the first house on the left. Take the passage under the stairs. Enter the series of rooms beyond and you'll come to one with a chest in plain sight -- 2000 Silver.

#27 - REZA

In the room where you find #26, there's another chest by a bed. It's got nothing in it, though, but I thought I'd mark it off here.

#28 - REZA

Enter the town and go to the second apartment on the left, which is north of some barrels. An elevated chest within contains an Angel's Tear.

#29 - SPRING

One of the chests sitting in plain view contains an Aquamarine.

#30 - SPRING

One of the chests sitting in plain view contains a Dream Knuckles.

#31 - FOREST OF ILLUSION

Sitting by a tree right as you enter, contains Ruby Gloves.

#32 - FOREST OF ILLUSION

The entrance to the Forest of Illusion spring is on the right side of the map. Southwest from there, in a little tree grove you can find the chest with a Flame Ring in it.

#33 - FOREST OF ILLUSION SPRING

WINDDIRK

Limit Break
Attacks all enemies

o-----o
| LUNA |
o-----o

HEALSONG

Costs 4 MP
Initially learned
Fills single ally's HP (small)

PURESONG

Learned at Lv. 5
Heals all status but fainting (KO)

LULLABY

Learned at Lv. 7
Attempts to inflict Sleep on all enemies

POWRSONG

Learned at Lv. 9

TRANQUIL

Learned at Lv. 10

RUN SONG

Learned at Lv. 12

o-----o
| NASH |
o-----o

CONFUSE

Costs 7 MP
Learned at Lv. 12
Attempts to Confuse all enemies

ENCLOSE

Costs 8 MP
Learned at Lv. 15
Prevents enemies from using magic if successful

SPARKER

Costs 10 MP
Learned at Lv. 18
Attempts to inflict paralysis on all enemies

SLEEP

Costs 9 MP
Learned at Lv. 20
Attempts to inflict sleep on all enemies

BLITZ

Costs 18 MP
Learned at Lv. 23
Inflicts lightning-elemental damage to all enemies

THORBOLT

Costs 15 MP
Learned at Lv. 35
Major lightning-elemental damage to one enemy

THORRAIN

Limit Break
Inflicts lightning-elemental damage on all enemies

CHARGE

Limit Break
Next magic attack used by character does double damage

o-----o
| JESSICA |
o-----o

HEAL AVE

Costs 4 MP
Initially learned
Heals one party member

CALM AVE

Costs 15 MP
Initially learned
Heals all party members up to 40 HP

PURE AVE

Costs 4 MP
Initially learned
Alleviates all status effects besides KO

GRACE AVE

Costs 12 MP
Learned at Lv. 25
Party regenerates health once per turn, before end of turn

FEAR AVE

Costs 6 MP

Learned at Lv. 28
Forces one enemy to flee battle

LOVE AVE

Costs 10 MP
Learned at Lv. 32
Resurrects a fallen party member

MIRACLE

Costs 20 MP
Learned at Lv. 37
Completely refills HP to one party member

SMITE

Limit break
Attempts to inflict instant death on all enemies

CRIMSON

Limit break
Does major damage to one enemy

o-----o
| MIA |
o-----o

BLIZZARD

Costs 10 MP
Initially learned
Inflicts ice-elemental damage on all enemies

FLAMEARC

Costs 7 MP
Initially learned
Inflicts fire-elemental damage on one enemy column

FREEZER

Costs 5 MP
Initially learned
Inflicts ice-elemental damage on one enemy

ICESHELL

Costs 11 MP
Initially learned
Boosts DEF rating of one character

SLEET

Costs 15 MP
Learned at Lv. 20
Inflicts ice-elemental damage on one enemy rank

FIREBALL

Costs 13 MP
Learned at Lv. 24
Inflicts fire-elemental damage on one enemy

BUCK UP!

Costs 11 MP
Learned at Lv. 27
Boosts the ATC of one character

INFERNO

Costs 30 MP
Learned at Lv. 35
Inflicts major fire-elemental damage on all enemies

MISTVEIL

Limit break
Party is invincible for three turns

CHARGE

Limit Break
Next magic attack by character does double damage

o-----o
| KYLE |
o-----o

SLASH

Costs 6 MP
Initially learned
Physical attack on one enemy

SWEEP

Costs 9 MP
Initially learned
Physical attack against one enemy column

SONIC

Costs 14 MP
Initially learned
Does a powerful attack on one enemy rank

HEAT UP

Costs 8 MP
Initially learned
Boosts ATC of Kyle

SHINER

Limit break
Does major damage to all enemies

KNUCKLER

Limit break

Does major damage to single enemy

IX. C A R D L I S T I N G CRDL

Much obliged to PeTeRL90 for letting me use his Card List in full. I'll expand more upon it later, but for now, just...marvel at it 'n' stuff. =p

- 000) Alex 1
- 001) Alex 2
- 002) Alex 3
- 003) Alex 4
- 004) D. Alex 1
- 005) D. Alex 2
- 006) D. Alex 3
- 007) D. Alex 4
- 008) Luna 1
- 009) Luna 2
- 010) Luna 3
- 011) Luna 4
- 012) Nash 1
- 013) Nash 2
- 014) Nash 3
- 015) Hi-Nash
- 016) Mia 1
- 017) Mia 2
- 018) Mia 3
- 019) Mia 4
- 020) Jessica 1
- 021) Jessica 2
- 022) Jessica 3
- 023) Jessica 4
- 024) Kyle 1
- 025) Kyle 2
- 026) Kyle 3
- 027) Kyle 4
- 028) Tempest
- 029) Fresca
- 030) Ramus 1
- 031) Ramus 2
- 032) Ghaleon 1
- 033) Ghaleon 2
- 034) Ghaleon 3
- 035) Magic Emperor
- 036) Laike 1
- 037) Laike 2
- 038) Nall 1
- 039) Nall 2
- 040) Mel
- 041) Xenobia
- 042) Phacia
- 043) Royce
- 044) Myght
- 045) Taben
- 046) MEGhaleon

047) Evil Alt
048) Dyne 4
049) Ghaleon 4
050) Lemia 4
051) Mel 4
052) Althena
053) Barrel
054) D. Grave
055) Nall
056) Quark
057) Amelia
058) Cyan
059) Rubeus
060) Burgdog
061) Deathcap
062) Pirate 1
063) Pirate 2
064) Flytrap
065) Ammonite
066) Fatsnake
067) KillFish
068) Wisp
069) Toadstool
070) Gunfoot
071) Ice Dog
072) Batlefly
073) Dethmoth
074) Wildboar
075) Earthel
076) Antlion
077) PudgyBoa
078) The Deep
079) Cyclops
080) Piranha
081) C Mirror
082) Meteor
083) C Knight
084) Flymet
085) Rook
086) Gargoyle
087) Necroman
088) Darklord
089) Batlebat
090) Homunc
091) Kyklops
092) Gigant
093) Flufball
094) Puffball
095) Maneater
096) Devilfly
097) Blob
098) Burner
099) Firel
100) Scorpion
101) Mindblow
102) Sparkeye
103) Giga Ant
104) Merlance
105) Spikerat
106) Waterel

107) Slime
108) Dryad
109) Ice Pup
110) Swarmer
111) Shrieker
112) Iron Man
113) Sorcerer
114) Zane
115) Magic Hat
116) Spector
117) Mechstar
118) M Mirror
119) Shroom
120) Ambush
121) Yeti
122) Inceptor
123) Torment
124) Coronast
125) Chaos
126) Goth
127) Piper
128) Zotto
129) MechTank
130) Stalker
131) Sergeant
132) Rochbiter
133) Driller
134) Wyndham
135) Baiken
136) D Mirror
137) Ur Golem
138) Plankton
139) Disarmer
140) Elemage
141) Arrofish
142) KillFang
143) Archmage
144) Bomangel
145) Gigadeth
146) Pikuni
147) Gudeth
148) Rig Horn
149) Crusher
150) Asmodeus
151) Bomdevil
152) Hellslug
153) NoBrainr
154) Gorgon
155) Badbuzz
156) Ampshire
157) Hot Foot
158) Vor Boar
159) Nautilus
160) Captain
161) Rin-Rin
162) Mel
163) Evilmist
164) Frogzard
165) Grandoom
166) Bronzdog

- 167) Tempest
- 168) Rubeus
- 169) Taben
- 170) Magic Emperor
- 171) Royce
- 172) Xenobia
- 173) Ghaleon
- 174) Guardian
- 175) Blaclamp

X. F R E Q U E N T L Y A S K E D Q U E S T I O N S F A Q T

- [Q] - I keep winning cards. Where are they in my inventory?
[A] - They don't show up on the inventory. You have to look at the main menu on the title screen, and they'll be under "Options."
- [Q] - I just thought of something. If I strip Nash of his equipment when he's in Burg, does he come with duplicated equipment on the Hispaniola?
[A] - Nope, I tried already. :p
- [Q] - When does Alex start attacking twice per turn?
[A] - Lv. 9
- [Q] - Can Nash join you when you chase the diamond thief in Meribia?
[A] - Nope. That lousy brat says he has nothing to do with the chase.
- [Q] - I forgot to check: can I unequip Ghaleon's stuff when he's in my party?
[A] - Nope. =/
- [Q] - Help! I went to Myght's Room but I can't get to the Forest of Illusion for some reason!
[A] - You have to exit from Tamur's north side to have it accessible.
- [Q] - The heck!? I got an Angel Sword instead of a Battle Emblem!
[A] - I don't think anyone knows the circumstances under which you get one or the other, but it's suspected that it's something having to do with what you tell Laike.

XI. U P D A T E S U P D T

- 10-06-06 -----+Added to GameFAQs
 +Walkthrough complete
 +Red Chest listing complete
 +Shop listing complete
 +Stat Increase Documentation started (33%)
- 10-09-06 -----+Added equipment listing (95% complete)
 +Corrected some monster stats
 +Updated Skills list
 +Added Card Listing
- 10-22-06 -----+Updated first Meribia portion. Thanks to S.
 Bonning for the heads up.
- 03-05-07 -----+Updated Red Chest section. Thanks to CobraGT.

04-20-07 -----+Updated Spring of Transmission section, thanks
to Matthew Talley

02-29-08 -----+Added information on Thor Orb (thanks to Dan Fu)

02-01-09 -----+ Grindery update

XII. T H A N K S THANK

GameFAQs -- For hosting this
Dan Fu -- Information on the Thor Orb
Nikita B. -- For 1st chest in game and Mel strategy
CobraGT -- Tipped me off to something messed up in red chest section!
Cory Denis -- Filled me in on the Ironman/Sorceror EXP/Silver drops. Thx!
ASCII Generator -- Whom I got the ASCII from. :p
Moldovan Seby -- Grindery spawning correction
Josh M. -- For Wind Boots' correction
PeTeRL90 -- For inadvertantly making me play this game all the way thru
and letting me use his entire Card list. Thx, dude!
Stone Roses -- The music I somehow ended up listening all throughout the
guide.

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I BEEN; LONELINESS Lunar namesake (c) Ubi Soft Ltd.
IS WHERE I'M BOUND. See you, space cowboy!

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