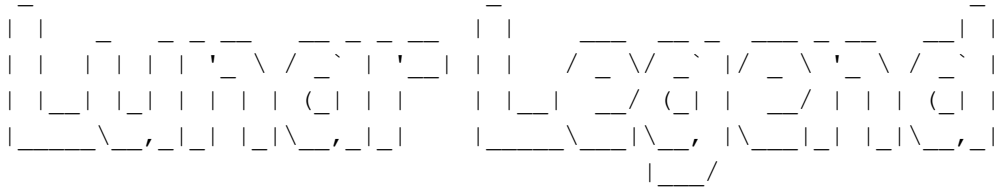


Lunar Legend FAQ/Walkthrough

by PeTeRL90

Updated on Apr 24, 2007



VERSION Mia
FAQ/Walkthrough
By: PeTeRL90
Copyright: 2006-2008

Date Started: September 21, 2006
Date Finished: September 26, 2006
Latest Update: April 24, 2007

To find the certain section you're looking for, push Ctrl+F and type in the corresponding numbers next to the place you're looking for.

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

- 1.) Introduction
- 2.) Legal Stuff
- 3.) Walkthrough
 - a.) Burg -----> (001)
 - b.) Weird Woods -----> (002)
 - c.) Burg -----> (003)
 - d.) Saith -----> (004)
 - e.) Hispaniola -----> (005)
 - f.) Meribia -----> (006)
 - g.) Meribia Sewers -----> (007)
 - h.) Spring of Transmission ----> (008)
 - i.) Sub-Vane -----> (009)
 - j.) Althena's Shrine -----> (010)
 - k.) Vane -----> (011)
 - l.) Nanza -----> (012)
 - m.) Lann -----> (013)
 - n.) Lann Island -----> (014)
 - o.) Vane -----> (015)
 - p.) Crystal Tower -----> (016)
 - q.) Meribia -----> (017)
 - r.) Saith -----> (018)
 - s.) Vane -----> (019)
 - t.) Nanza -----> (020)
 - u.) Reza -----> (021)
 - v.) Meryod Woods -----> (022)
 - w.) Meryod -----> (023)
 - x.) Damon's Spire -----> (024)

y.)	Reza	----->	(025)
z.)	Iluk	----->	(026)
1a.)	Field	----->	(027)
1b.)	Red Dragon Cave	----->	(028)
1c.)	Reza	----->	(029)
1d.)	Meryod	----->	(030)
1e.)	Lyton	----->	(031)
1f.)	Lyton Cave	----->	(032)
1g.)	Blue Dragon Shrine	----->	(033)
1h.)	Tamur Pass	----->	(034)
1i.)	Tamur	----->	(035)
1j.)	Myght's Tower	----->	(036)
1k.)	Forest of Illusion	----->	(037)
1l.)	Pao	----->	(038)
1m.)	Black Dragon Fortress	----->	(039)
1n.)	Myght's Room	----->	(040)
1o.)	Reza	----->	(041)
1p.)	Myght's Room	----->	(042)
1q.)	Talon	----->	(043)
1r.)	Talon Mines	----->	(044)
1s.)	Cadin	----->	(045)
1t.)	Ruid	----->	(046)
1u.)	Vane	----->	(047)
1v.)	Meribia	----->	(048)
1w.)	Grindery	----->	(049)
1x.)	Meribia	----->	(050)
1y.)	Althena's Fortress	----->	(051)
1z.)	Goddess Tower	----->	(052)
4.)	Bosses		
5.)	Red Chests		
6.)	Sidequests		
7.)	Secrets		
8.)	Shop List		
9.)	Card List		
10.)	Skill List		
11.)	Enemy Listing		
12.)	Equipment List		
13.)	Credits/Thanks		
14.)	Version History		

=====
1.) Introduction
=====

Howdy and welcome to my guide for Lunar Legend for the Gameboy Advance. I've really never played any of the Lunar games before, but I've been interested in the series for some while now. I eventually got the chance to play Lunar Legend, and I've been loving it. It's pretty basic, but it's just so fun. This walkthrough will cover the walkthrough first, and then I'll add in some more sections once the main walkthrough is finished.

=====
2.) Legal Stuff
=====

The latest version of this guide will always be posted at GameFAQs first.

This FAQ is copyrighted by me, and may be used for personal use. This FAQ may NOT be used for any kind of profit, or be put in any kind of magazine. I write these on my spare time for free, and you shouldn't be able to get money from ripping this, claiming it as your own, and selling it off. You may NOT use this on your website. You may NOT copy and paste part of any part of my work, as that is still plagiarising.

I am no longer allowing any more sites to use any of my present or future FAQs any longer. The only sites that are allowed to use my present and future FAQs are the sites listed below.

ALLOWED SITES TO USE THIS FAQ AND FUTURE FAQs:

<https://www.neoseeker.com>
<http://faqs.ign.com>
<http://www.supercheats.com>
<http://www.gamerhelp.com>
<http://www.honestgamers.com>

=====
3.) Walkthrough
=====

This guide will try to be as spoiler free as possible, but I'm not making any promises.

Watch the opening scene, and you'll be in control.

=====
BURG
=====

(001)

Items	Enemies
-----	-----
Heal Gum	N/A
Mental Gum	
Angel's Tear	
Dragon Feather	

SHOPS

Weapons

Short Sword ----> 200 Sil
Frying Pan -----> 60 Sil

Armor

Clothes -----> 80 Sil
Wristband -----> 60 Sil
Wood Shield ----> 100 Sil

Items

Heal Gum -----> 40 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil

-Follow the path and enter the first house you see. Explore the house to find four chests containing a Heal Gum, Mental Gum, Angel's Tear, and Dragon Feather. Exit the house, and go south and attempt to cross the bridge. Nall will mention that Luna is singing from the spring. Take the right path and go north and you'll find Luna singing. Watch the scene and Luna will join your party.

Head back down to the bridge and cross it and go to where the statue is to trigger another scene. You'll be introduced to Nash, a Mage from the Magic City Vane. Watch the scenes. Once you regain control, head west to find where Nash is, and attempt to leave, and Ramus will suggest getting a map from his house. Just a little friendly tip, using the Althena Statue will heal you completely, so make sure to take advantage of it.

Head into the house to the north and talk with the maid. Examine the dresser with the arrow pointing over it to get the map. Exit and explore the town until you find the Weapon shop. Upgrade your weapons and armor as much as you can. Once ready, head back to where Nash is and tell him that you're ready to go. You'll then be on the world map. Push left and select the Weird Woods.

=====

WEIRD WOODS

=====

(002)

Items

Enemies

Heal Gum x4	Fly Trap
Antidote x5	Deathcap
Dragon Ring	Burg Dog
Dragon Diamond	

-Head down the path, and once you come to a split, go north to enter the Weird Woods. Watch the scene. It might be a good idea to get a few levels around here, as well as get the Sil to fully upgrade your equipment in Burg. Once you're in control, go east at the first split and follow the path around to find a chest that has a Heal Gum in it. Head back and go north to find a chest that has an Antidote in it. Head back down and go west. Once you come across a bridge, head north to find a chest containing a Heal Gum. After getting the chest, head back south and then east and examine around to find a stone slab. Read it and open the chest to obtain a Heal Gum. Go back to the bridge and cross it.

You'll be fully restored after the scene. Head north to find a chest to get another Heal Gum. Head back down and go west and examine the stone slab. Head east and then north, and then head west at the split for a chest that has an Antidote in it. Now head north and then east. Keep going east until you find another stone slab. Examine it. Head back to the split and go west and then south. Take the hidden path between the trees to find a chest containing

an Antidote. Go west and you'll find a Stone Wall. Examine it and you'll be prompted to put the phrases in order. It goes like this:

The Month of Bounty
The offering shall
Show us ahead

Once you put them in the correct order, Alex will whip out his Ocarina and Luna will sing alongside him, and the door will open. Head inside. Talk with everyone, and examine the water on the north end. When given a choice, choose Quark (Star Ocean 3 anybody?) and a pathway will form. Head down the path and enter the cave. Watch the following scenes. Pick any answer you want. After the scenes, you'll obtain the Dragon Ring and Dragon Diamond. Goodie. Now you get to carry around Dragon poop. No, seriously.

After the scene, head back to Burg.

=====

BURG

=====

(003)

Items	Enemies
-----	-----
N/A	N/A

-Once you're back in town, watch the scene and go to the Althena Statue and press A in front of it. Head home and watch the following scenes. You'll regain control over Luna, so head to Dyne's Gravestone. Watch the scenes. Once in control of Alex, head west and Ramus will pop out of nowhere to join you. Now head south and Luna will come after you and want to join you. Some more scenes occur, and you'll be in a fight.

There is no way you can lose this fight. Your new partner has 999 HP and can kill a dog in one hit. After the fight, the man will introduce himself as Laike. Continue down the path and you'll exit the Weird Woods. Enter Saith.

=====

SAITH

=====

(004)

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Weapons

Long Sword -----> 360 Sil
Fry Pan -----> 60 Sil

Armor

ClothArm -----> 140 Sil

ClothHat -----> 20 Sil
Scarf -----> 20 Sil

Items

Heal Gum -----> 60 Sil
ParaClean -----> 60 Sil

-Once you enter, head south and watch the scene. She brings up that a Wizard was here, and ran his mouth off and got captured by some Pirates. Well, we only know one Wizard with a big mouth, which is Nash, so that must be him she's talking about. Explore the town and upgrade your weapons and armor at the respective stores. Find the Althena Statue and go east and try to enter the bar, but Pirates will come out, and you'll be in hiding. Once they're gone, enter the bar.

Talk with the barkeep and he'll mention Nash. You'll be pointed towards another place. Exit and go south to find the Harbor and talk with the person in there. Luna gets an idea on how to sneak on the ship. Watch the scenes and you'll have control of Alex.

=====

HISPANIOLA

=====

(005)

Items	Enemies
-----	-----
Armor Ring	Pirate 1
Pot	Pirate 2

-Once onboard, go south to trigger an easy fight. After you dispatch the Pirates, go north to find some more Pirates to fight. After the fight, continue on and you'll eventually spot a chest. Before you can get to it, you'll be in another fight. After the fight, open the chest to obtain a Pot. No, not SOME Pot. Continue north to find Nash. After the scene, the Captain will come up, and your first boss fight is about to happen.

```
O-----O
|   Captain   |
O-----O
|   HP   | 500 |
O-----O
```

-This fight may be a problem, since one of his attacks hits your entire party for some good damage. He also shoots his gun at a single character that also does some decent damage. If Luna has PowerSong, use it on Alex and let him use Sword Dance. Have Nash use Riot, or whenever his Attack Gauge is full, use Thors Rain. Luna should be using Tranquil if she has it. If not, have her use Goddess whenever her Attack Gauge gets full to completely refresh your party. All in all, not a tough fight.

After the fight, watch the scenes, and the Lunar Legend screen appears, which means the game is really about to begin.

=====

MERIBIA

=====

(006)

Items Enemies

Angel's Tear N/A

SHOPS

Weapons

Knife -----> 100 Sil

Short Sword ----> 200 Sil

Long Sword ----> 360 Sil

Broad Sword ----> 600 Sil

Hard Pan -----> 280 Sil

Luck Rod -----> 1000 Sil

Aqua Staff ----> 1200 Sil

Flame Rod -----> 2800 Sil

Armor

Leather Armor --> 260 Sil

Plate Armor ----> 480 Sil

Clothe Armor ---> 140 Sil

Pot Lid -----> 20 Sil

Wood Shield ----> 100 Sil

Iron Shield ----> 360 Sil

Headband -----> 160 Sil

Iron Helm -----> 260 Sil

Robe -----> 400 Sil

Wristband -----> 60 Sil

Silver Wrstbnd -> 220 Sil

Plat Wristband -> 660 Sil

Bandana -----> 160 Sil

Items

Heal Gum -----> 40 Sil

Heal Drop -----> 200 Sil

ParaClean -----> 60 Sil

Antidote -----> 20 Sil

Holy Water -----> 100 Sil

Mental Gum -----> 1000 Sil

Angel Tear -----> 600 Sil

Perfume -----> 500 Sil

-Once you regain control, head back to the east and examine the bottom row of houses. Enter the last one on the left and open the chest to obtain an Angel's Tear. Head back to the main portion of town.

Explore town for a bit and upgrade your weapons and armor as needed. Also make sure to stop by the Item shop to buy some healing items as well. Enter the big red house in town and you'll find Ramus. Talk with him and exit and head west to reach the next portion of town.

There's a Weapon and Item shop for Wizards. Continue west and you'll find a tent. Enter it to find Nash and a Fortune Teller named Royce. Talk with both Royce and Nash, and exit the tent. There's a tent north of you, which contains a woman selling cards. You don't have to buy any if you don't want to.

Head back to the central portion of town, and find the weapon shop. Go a bit east from it and follow the pavement north and go up the stairs and enter Mels place. Go right and go through the door the old man is guarding to find Mel. Talk with him, and you'll be thrown into a fight.

You can win this fight, but it consumes a lot of items and requires you to be a pretty high level, so just throw the fight.

After the scenes, go back to Ramus and talk with him. Once given the choice, agree to sell the Diamond for 20,000 Silver, and the merchant will then run off to the back of the store. Well that's just wonderful.

Make your way back to Mel and talk to him. Mel tells you to find him and get the Diamond back yourself (though not in a mean, cruel way). Head back to the shop and talk with the clerk and she'll move. Enter the door.

=====
MERIBIA SEWERS
=====

(007)

Items	Enemies
-----	-----
Heal Gum	Wisp
Mental Gum x3	Killfish
Antidote x2	Ammonite
500 Sil x3	FatSnake
Lucky Ring	

-From the entrance, head south and then east a bit. Go north at the split for a chest containing a Heal Gum. Head back down and once you reach a pillar, go left at the split and then south to find another chest that has a Mental Gum in it. Keep going down the path and go down the stairs. Follow the path and activate the switch. Go across the newly formed bridge to find a chest that has an Antidote. Head back up and go to the pillar and go east at the split. Flip the switch here and go across the bridge. Go south for a chest that has some Mental Gum in it. Head right and head down and follow the path. Take a right at the split for two chests containing 500 Sil and a Mental Gum. Head back and go up at the split this time and go down the stairs. Open the chest here for a Heal Gum. Explore the area to find another chest containing a Lucky Ring. Go back up and head to the beginning of this area and go back to the first split. Head up and follow the path for a chest containing an Antidote. Head back and take the previous split and open the chest for a Mental Gum. Keep going down the path and open the chest for 500 Sil. Go down the stairs.

Go right for a chest containing 500 Sil, and go up and flip the switch to lower another bridge. Head back to the right and then up to where a square shaped platform is. Go across the bridge and you'll find your thief. But it seems he doesn't want to go quietly.


```

O-----O
|  Rin-Rin  |
O-----O
|  HP   |  830 |
O-----O

```

-This fight can be a pain, mainly because Rin-Rin can poison your party. His other attacks only damage one party member, and if you upgraded your armor in town, it shouldn't do that much damage. The Poison can come back to haunt you though, so make sure to cure it if you get the chance. If Alex has Vigor, use it and use Sword Dance every turn. If you don't have Vigor, have Luna use PowerSong on Alex and Ramus. Have Ramus attack and work as an ailment healer. Have Luna use her healing songs when needed. Attack with her to build up her Attack Gauge so she can use Goddess every now and then.

After the fight, Ramus will recieve the store. You'll be taken out of the Sewers automatically. And on top of that, you'll recieve 20,000 Sil for the Diamond. How sweet is that? That should solve your money problems for now. Go see Mel and talk with him. Exit and heal up if needed. Now we need to find Nash. Head to where the tent is in the Market area, and talk with Royce. Head to Ramus' new shop, and you'll find Nash. Ramus will leave you now, so say your goodbyes. You'll exit the store. To exit the town, use the exit at the north end of town.

Choose the Spring of Transmission from the World Map.

```

=====
SPRING OF TRANSMISSION
=====
(008)

```

Items	Enemies
-----	-----
N/A	N/A

-Head for the circle to watch the scene. Choose you're ready to go and you'll be warped, but not to the place that you had hoped for.

```

=====
SUB-VANE
=====
(009)

```

Items	Enemies
-----	-----
Heal Ring	Gunfoot
Gentle Hat	Toadstool
Lapis Lazuli	Battlefly
500 Sil x3	Ice Dog

-One enemy to note here are the Ice Dogs. They have insanely high flee, but have low HP. If you manage to kill one, or maybe even two, you'll get an assload of Exp and Silver. Magic works best to kill them because of their high flee. Also, you'll need to use the crystals on the ground to advance in

this dungeon.

From the beginning, look for a crystal and touch it. Now head down and to the right. Continue to the right a scene will trigger involving a huge Althena Statue. Go north from the statue to find a chest containing 500 Sil. Now head south from the statue and go down, left, and then down. Go right at the split and touch the crystal. Go left and up, and touch the crystal here.

Go down and left from where you start out. Take the path going north to find a chest containing a Lapis Azuli. Head back down to the path and go right and up. Take a left at the split for a chest containing 500 Sil. Head back to the split and go right, and then head up. Use the crystal. Go right to find another crystal. Go left for another crystal. Go right and up to find another crystal. Go up and left for a chest containing a Heal Ring. Head down and left to find a chest containing 500 Sil. Go down again and then take a right, and look for a pathway going down and you'll trigger your next fight.

```
O-----O
|   Evil Mist   |
O-----O
|  HP   | 1290  |
O-----O
```

-You won't have Luna for this fight, so hopefully you have a handful of Heal Gums and Mental Gums on you. Have Alex use Vigor, and start going crazy with Sword Dance. Nash should stick with Riot. Use Thors Rain if his Attack Gauge gets full. The Evil Mist can hit you for some pretty decent damage, so make sure to take some time to heal up when the time comes. Just keep using Sword Dance with Alex, and use Mental Gums on him if he runs out of MP. If Nash runs out of MP, just start attacking with him and use Thors Rain when you can.

Once the battle is over, go down to open the chest for a Gentle Hat. Use the crystal here, and make your way back to the entrance of the dungeon. Watch the scene, and once on the world map, choose to enter Althena's Shrine.

```
=====
ALTHENA'S SHRINE
=====
(010)
```

Items	Enemies
-----	-----
Light Emblem	N/A

-Watch the following scenes. Once you regain control, exit the Shrine and head for the Spring of Transmission. Use it and you'll be in Vane this time.

```
=====
VANE
=====
(011)
```

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Weapons

Rune Blade -----> 1000 Sil
Silver Sword ----> 1800 Sil
Flame Rod -----> 2800 Sil
Crystal Rod ----> 1600 Sil
MeteoRod -----> 5800 Sil

Armor

Silver Chain ----> 1200 Sil
Mage Robe -----> 1280 Sil
Silver Shield --> 900 Sil
Silver Guard ----> 480 Sil
Silver Wrstbnd -> 220 Sil
Plat Wristband -> 660 Sil
FlashBand -----> 240 Sil

Items

Mental Gum -----> 1000 Sil
Mental Drop ----> 5000 Sil
Angel Tear -----> 600 Sil
Heal Gum -----> 40 Sil
Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Perfume -----> 500 Sil

Accessories

Wind Boots -----> 80,000 Sil
Rain Seed -----> 12,000 Sil
Dark Seed -----> 12,000 Sil

-Watch the scenes, and you'll have control of Alex inside of the Magic Guild. Go left and down and follow the path until you find stairs going up. Take them and go through the door and then left to find another character, Mia. Some more scenes occur, and you'll have control again. You can explore the town now, so make sure to upgrade everyones weapons and armor. Head back to the Spring of Transmission and on the World Map, choose Nanza.

=====

NANZA

=====

(012)

Items

Heal Gum x3
Mental Gum
Angel's Tear
100 Sil

Enemies

Ant Lion
Wildboar
Earthel
Dethmoth

Soft Knuckles
Paralysis Cleanser

-Go all the way west to find a chest containing a Heal Gum. Backtrack and go north this time. Open the chest up here to obtain an Angel's Tear. Head west to reach the next area. Continue to the west to find a chest containing a Paralysis Cleanser. Backtrack and take the path going north. Open the chest to obtain 100 Sil. Go left and follow the path until you find a cave. Before going inside, go to the right to find a chest containing a Heal Gum. Now enter the cave and follow the path to the exit. Watch the scene. Head up to find a chest containing a Mental Gum. Follow the path to reach the next area.

Talk with the guy standing by the gate, and head for the Althena Statue to heal up. Head into the door and head up the stairs. Go through the door on the next floor and head left and down the ladder. Talk to the man by the gate and you'll be forced to get permission to pass. Head back to the Althena Statue, and go through the door and go down the stairs. Follow the path and once you reach a split, head right and then up. Open the chest behind the man here to obtain some Soft Knuckles. Now talk with the man and he'll introduce himself as Kyle. Now backtrack to the man on the left side of town near the gate and talk with him again, and you'll be able to pass.

Go through and open the chest here for a Mental Gum. Continue down the path until you reach the exit. Select Lann from the World Map.

=====

LANN

=====

(013)

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Weapons

Wow Pan -----> 1980 Sil

Items

Heal Drop -----> 200 Sil

ParaClean -----> 60 Sil

Antidote -----> 20 Sil

Dragon Feather -> 100 Sil

-Enter the first house you see and you'll trigger a scene, involving my favorite character, Jessica. Choose "I'd like that" to get her to join your party. Explore the town and upgrade your equipment and buy some items. Now head for the south portion of town and look for a man by a boat. Talk with him and Jessica will scream at him to let you use the boat. That's why she's my favorite. Cute and sassy. Rawr. Tell Jessica that you're ready to go.

=====

LANN ISLAND

=====

(014)

Items	Enemies
-----	-----
Fresh Ring	Piranha
600 Sil x3	The Deep
100 Sil	FatBoa
	Cyclops

SHOPS

Items

Heal Gum ----->	40 Sil
Heal Drop ----->	200 Sil
Mental Gum ----->	1000 Sil
ParaClean ----->	60 Sil
Angel Tear ----->	600
Dragon Feather ->	100 Sil
Antidote ----->	20 Sil
Perfume ----->	500 Sil

-There's a Peddler to the left of where you start. Buy some healing items if you need them. Go a bit to the right and take the north path to find three chests: two containing enemies, and one containing 100 Sil. Head back and take the left path this time and open the chest for a Fresh Ring. Continue down the path and you'll find a chest that has some more enemies in it. Keep going down the path to reach the next area.

Keep going to find a chest containing 600 Sil. The chest on your right contains some more enemies. Head down the path now and open the chest you come along to obtain 600 Sil. The chest to the right of that contains more enemies. Head north and you'll find your target, but he won't go without a fight.

```
O-----O
|   Frogzard   |
O-----O
|  HP   | 2,800 |
O-----O
```

-If your equipment is upgraded, Frogzards attacks shouldn't do that much damage, but you'll still need Luna to help you out. Have Alex use Vigor and use Sword Dance, using Mental Gums as needed on him. Nash should stick to using Riot, Thors Rain/Charge (if you have the Emblem on him, Thors Rain will be Charge). Luna should focus on using PowerSong on Jessica for the first turn, and start attacking and using Goddess whenever her Attack Gauge gets full. Jessica should attack and use her healing spells if it comes down to it. All in all, not a tough fight. It'll just take a bit longer than usual.

After the fight, you'll be taken to Lann automatically, with a scene occurring. Buy any healing items you need and heal up with the Althena Statue. Make your way to the World Map and enter Vane.

=====

VANE

=====

(015)

Items	Enemies
-----	-----
Althena's Orb	N/A

-Head for the Magic Guild. Go right and go up the stairs when you come across them. Talk with the person in here and head back down and enter the most wide hallway on the first floor and talk with Ghaleon. Watch the scenes, and talk to the woman in the cell next to you. Guess what? Jailbreak time! I bet you feel so naughty.

Go left and down. Go to the Grand Hall and take the passage to the right of it. Nash will catch up with you and join up with you. Go through the door.

=====

CRYSTAL TOWER

=====

(016)

Items	Enemies
-----	-----
Mental Gum	C Mirror
Boost Coil	Flymet
Angel Ring	Meteor
1000 Sil	C Knight
1500 Sil	

-Watch the following scenes. You're going to need to unequip all your weapons (weapons, not armor) in order to advance in this dungeon. Well isn't that just superb.

Follow the path and open the chest for a Boost Coil. Head up onto the next area. Follow the path until you reach a chest containing 1000 Sil. Take the right passage in this room for a chest containing a Mental Gum. Exit and take the left passage this time. Take the right passage this time. Take the left passage for a chest containing an Angel Ring. Exit and then take the passage on the right. Yet more passages. Joy. Take the passage at the end of the room for a chest containing 1500 Sil. Backtrack and take the other passage and follow the path for a scene, and a fight.

You're left to fight three Pipers, and I feel they really aren't bosses. They are just buffed up versions of the enemies in the dungeon. Simply use your best magic with Mia and Nash, and have Alex use Flash.

After the fight, you'll automatically leave the dungeon. MAKE SURE TO PUT ON ALEX'S WEAPON AGAIN. It's time to backtrack to Meribia.

=====

MERIBIA

=====

(017)

Items	Enemies
-----	-----
N/A	N/A

-If you stop by Ramus' shop, his clerk sells healing items now. Make your way to Mel's house and talk with him. Jessica will lead you to her room (get your minds out of the gutter, though I can't blame you) and then leave. Morning will come. Go to Mel and talk with him. Head for the Harbor to find Ghaleon. You'll be on your way to Saith. Watch the scenes, and you'll be back in Saith.

=====

SAITH

=====

(018)

Items	Enemies
-----	-----
N/A	N/A

-Watch the scene, and make your way to the Weird Woods. Now make your way to the White Dragon shrine. BEFORE ENTERING, UNEQUIP EVERYTHING ON LUNA. Once you do so, enter the shrine, make the path appear, and follow it. Watch the following scenes, and Luna will be removed from your party.

Watch the following scenes and make your way to Dyne's Gravestone. Choose either option (I chose the second option) and you'll obtain the DragonWings. Say hello to your new best friend, because you'll be using it. These babies will allow you to teleport to any town you've been to, but you have to be in a town, or a place without enemies in order to use it.

You'll automatically use the wings, and you'll wind up in Meribia, where the town is being invaded by monsters. Jessica spots you, and joins forces with you once again just in time to fight a couple of enemies.

Once the enemies are defeated, make your way to Mel's mansion, and head all the way to the right to reach the second floor. Head around the corner and go directly south to find Mel. Watch the scene. After it, it's time to go to Vane, so use your new DragonWings.

=====

VANE

=====

(019)

Items	Enemies
-----	-----
N/A	N/A

-Upon entering, Mia and Nash will come to greet you. You'll then be thrust into a battle.

O-----O

```
| Grandoom |
O-----O
| HP | 1,950 |
O-----O
```

-Grandooms attacks aren't that powerful, but they can put the characters that are on the weak side in a small bind. Have Alex use Vigor and use Sword Dance like always. Mia should use IceShell to up the defense of the party. Nash should stick to using Riot and Thors Rain whenever his Attack Gauge gets full. Jessica should be the healer of the group and attack whenever she gets the chance to do so. Not a tough fight all in all.

Use the Althena Statue to heal up and make your way to the Magic Guild and speak with Lemia. Use the DragonWings and make your way to Nanza.

=====

NANZA

=====

(020)

Items	Enemies
-----	-----
N/A	N/A

-Make your way to the Althena Statue and watch a scene, and you'll be thrust into another fight.

There is no way you can lose this fight. You're using only Kyle, but he's more than enough. Simply use Flash every turn.

After the fight, Kyle will join up with you. Heal up at the Althena Statue and make your way to the south gate and talk with the man near the gate. The gate will then open, so go through. Simply go south to reach the World Map. Select Reza.

=====

REZA

=====

(021)

Items	Enemies
-----	-----
Mental Drop	N/A
Dragon Feather	

SHOPS

Weapons

Katana	----->	2800 Sil
Flail	----->	2600 Sil
MeteoRod	----->	5800 Sil

Armor

Silver Chain	--->	1200 Sil
--------------	------	----------

BaptRobe -----> 1400 Sil
Sorcerer Robe --> 2000 Sil
PlatRist -----> 660 Sil
Metal Plate ----> 2400 Sil
Metal Shield ---> 1800 Sil
Metal Helm -----> 1360 Sil
Vane Robe -----> 3600 Sil
CrystalRist ----> 1200 Sil

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Dragon Feather -> 100 Sil

-Watch the scene when you enter. Explore the town and upgrade your equipment as needed and restock on healing items if you need to do so. Head back to the entrance of town and go left and enter the house. Follow the path and you'll eventually reach a chest containing a Dragon Feather. Now exit the house and go all the way north and enter the restaurant. Talk with Laike, and then talk with the manager near Laike behind the bar. Now exit Reza. On the world map, select Meryod Woods.

=====

MERYOD WOODS

=====

(022)

Items	Enemies
-----	-----
Scarab Wing	HellSlug
Femme Tiara	Gorgon
Lucky Bandana	NoBrainr
2000 Sil x2	Bad Buzz

-Head up from the entrance and open the chest for 2000 Sil. Continue up for another chest and open it to obtain a Lucky Bandana. Head back down to the entrance and go left for a chest containing a Scarab Wing. Keep going and you'll find a chest containing 2000 Sil. Head north and open the chest behind the trees to obtain a Femme Tiara. Continue north and you'll exit onto the world map. Select Meryod.

=====

MERYOD

=====

(023)

Items	Enemies
-----	-----
Damon's Memo	N/A

SHOPS

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Angel Tear -----> 600 Sil

Accessories

Anger Ring -----> 12,000 Sil

-Kyle will leave the party momentarily. Use the Althena Statue to heal up and head down and follow the bridge around. Once you reach the first boat, go left to enter it and talk with the man in here. Continue up now and you'll find an Item Shop. Go north from the item shop to find the Restaurant. Enter it to find Kyle. Watch the scene, and exit Meryod. Enter Meryod Woods and make your way southward to reach the world map. Select Damon's Spire from the world map.

=====

DAMON'S SPIRE

=====

(024)

Items

Mental Gum x3	Gigant
Ice Pendant	Homunc
Brave Bandana	Batlebat
GetScope	Kyklops
Eyeglasses	
Sorcery Robe	
Cat Ears	

Enemies

-One enemy to note here are the Kyklops. They have the ability to petrify a character.

From the start, head north and the door will open. Step on the switch to your right and then step on the switch to the left. Go through the newly opened gate and open the chest for a Mental Gum. Head down and open the chest here for another Mental Gum. Examine the door and a question will pop up. Choose to let Mia answer the question, and the door will open.

Step on the switch to your right and go through the newly opened gate. Step on the switch above you and backtrack to where you started. Head up and go through the open space and step on the switch to your right. Go through the gate to find a chest containing the GetScope. Head back to the last room and go down twice, and then right. Continue right and then up. Step on the switch here and open the chest for a Mental Gum. Head through the newly opened path and examine the door. Choose Nash to answer the question and continue upwards.

Step on the switch below you and head through the door. Open the chest for a Sorcery Robe. Step on the switch and go left and step on the switch again and go left again. Open the chest here for a Brave Bandana. Go up and step on the switch here, and head back down. Go right and take the newly opened

path. Examine the door and choose "We can't do that" in order to advance.

Go left and open the chest for some Cat Ears. I couldn't resist and put an image in my head of what Jessica would look like in them. Anywho, step on the switch and go back to the last room you were in. Go through the right door and open the chest for an Ice Pendant. Go into the next room and step on the switch and make your way left. Talk with the guy in here and choose to heal him. The door will open up. Go on through.

Step on the switch and go up. Step on the switch here and head down and then to the left. Continue following the path and you'll eventually reach the top. Watch the scenes and examine the bookshelves. Use Jessica's Escape skill to exit the Spire, and make your way back to Reza.

=====

REZA

=====

(025)

Items	Enemies
-----	-----
N/A	N/A

-Head back to the restaurant and talk with the manager and you'll receive a Guild Card, which will allow you to open all the Red Chests you come across now. Head into the back, but before going through the door, grab the chest on the left for a Heal Drop. Now enter through the door and follow the path to find the Bazaar. Talk with the man to the right of you and you'll receive your DragonWings back, as well as a Mental Gum. You can also buy some new armor here from the guy in the lower left corner standing by the big rug. Once you're done here, exit the Bazaar and go north and a scene will trigger. After it, go back to the Bazaar and talk with the man to the left of you to receive some blue prints.

We can now get some red chests. If you wish to skip getting them for now, then scroll down to the bottom pair of *****'s. Make sure to use the DragonWings to make this as painless as possible.

Use your DragonWings and enter Burg. Enter Ramus' House and head for the second floor to find a red chest in here containing a Magical Cane. This is a good weapon to equip on Mia before boss fights.

From Ramus' house, head southeast and check around the forest. There's a hidden path here. Go through it and open the chest to obtain some Beat Knuckles. Now examine the northwest section of this area and push A all around the area there to find a chest containing a Sardonyx. Now go directly south from that chest and push A again around the corner to find a chest containing a Thunder Blade, a very good weapon for Alex or Kyle, though I equipped it on Alex.

Now exit Burg and head for the Weird Woods. Make your way to the bridge to reach the second screen. Go north and hug along the trees and you'll find a hidden path eventually. Open the chest in here for the Earthquake, a weapon for Jessica.

Exit the Weird Woods and enter Saith. Go east and go up the stairs and past

the first house. Look behind the second house when you come across it and open the chest for 1500 Sil.

Exit Saith and enter Meribia. Head for Ramus' Shop and hug along the right wall and you'll find a small passage. Grab the chest at the end of it for a Bunny Suit. Yummy. Now exit the shop and go east to reach the first portion of the town. Go south to reach the houses at the bottom, and enter the house right by you. Open the chest in here for 2000 Sil. Exit and make your way to Mel's Mansion. Go to the second floor and go all the way left to find a chest containing 2000 Sil. Now head to the right and go south to reach the training area. Go to the right to find two chests containing a Mental Drop and Heal Drop. Go back to the left, and go south and down the stairs and open the chest for 3000 Sil.

Exit Meribia and enter Vane. Examine the northwest portion of town to find a chest containing a Dark Seed. Enter the Magic Guild and head for Mia's room to find a chest. The only thing you get out of it is music and a tiny scene. Head to Lemia's Throne room and examine behind the bottom left column for a Mental Drop. Go up to where Lemia is, and examine behind the top left column to find 7000 Sil. Go directly to the right to find another chest containing a Heal Drop.

Exit Vane and head for Nanza. Take the east exit and head down to where you enter the cave, but before entering, go to the left to find a chest containing a Coral Tiara. Now enter the cave and open the chest in here to obtain a Magic Ring. This will halve the MP cost of all skills/spells. This is a great item to use with Alex to reduce the MP cost of his Vigor/Sword Dance combo. Now make your way back to Nanza, and take the south exit this time. Continue south until the path slopes down. Go right and then north and check the right wall to find a chest containing a Flame Hammer. Go north from that chest to find another one containing a Mental Drop. Now make your way back to Nanza and enter one of the towers and go to the basement level. Head for the south part of the basement and open the chest for a Rainbow Seed.

Exit Nanza and enter Lann. Head west and a bit north to find a chest that has a Mental Drop in it.

Exit Lann and enter Reza. Go left from the entrance and enter the lower house. Climb the ladder to find a chest containing 10000 Sil. Go through the backdoor in the same house and follow the path until you find another red chest containing 2000 Sil. The other chest in this room contains nothing. Now exit this house and head for the northwest section of town and enter the house up there. Climb the ladder for a chest containing an Angel Tear.

Exit Reza and head for the Spring. Head to the right to find two chests containing an Aquamarine (equip this on Mia) and a Dream Knuckle. That's all the red chests.

Once you obtain the blue prints, exit Reza and head for Iluk.

=====

ILUK

=====

(026)

Items Enemies
----- -----

N/A N/A

SHOPS

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Angel Tear -----> 600 Sil

Accessories

Anger Ring -----> 12,000 Sil

-Explore the town until you find a machine sitting on an upper deck. Enter that house and talk with the man in here and you'll need to go find some Flufballs for him. Exit his house and go left and down the stairs. Talk with the man in here and go back up the stairs and then go directly north and open the door. Enter the field.

=====

FIELD

=====

(027)

Items

Spirit Guard	Man Eater
Crystal Guard	Devilfly
Heal Ring	Puffball
3000 S	Flufball

Enemies

-From the entrance, go right and follow the path until you find a red dot. Pushing A in these will send you flying into the air. Make your way to the chest to obtain a Heal Ring. Go back the entrance and head up. Use the springs to make your way across and go open the chest for a Spirit Guard. Head left to find a furry little creature. Time to smack some balls around.

Easy easy fight. It's just like a normal fight, so waste them.

After the fight, go down and open the chest for 3000 Sil. Continue down to find a chest containing a Crystal Guard. Now use Jessica's Escape Skill to get back to Iluk. Stock up on healing items if needed. Head back to the house with the machine on the upper deck. Enter it and talk with the man and he'll offer you to rest for the night. Morning will come. I'm going to say this one more time: STOCK UP ON HEALING ITEMS IF YOU NEED TO. You won't be able to leave the next dungeon until you complete it. Once you're ready, tell the man that you're ready to go, and you'll be in the Red Dragon Cave.

=====

RED DRAGON CAVE

=====

(028)

Items	Enemies
-----	-----
Mental Gum x5	Blob
Rainbow Tiara	Firel
Flame Sword	Scorpion
Angel Ring	Burner
FireOrb	
Barrier Ring	
Fab Guard	
Amethyst	
Dog Whistle	

SHOPS

Items

Heal Drop	----->	200 Sil
Mental Gum	----->	1000 Sil
Angel Tear	----->	600 Sil
ParaClean	----->	60 Sil
Perfume	----->	500 Sil
Dragon Feather	->	100 Sil

-Head up and go through the door. Go down and through the passage, and then turn and go left to find a chest containing a Mental Gum. Now head right and then up to find a chest containing a Mental Gum. Now continue to the left and you'll eventually bump into a chest containing another Mental Gum. Head down through the passage.

Keep going down to find a chest containing yet another Mental Gum. Now head up for another chest containing another Mental Gum. Now go left from the chest and go through the door. Go down from the entrance and then take a left to find a chest containing a FireOrb. Head back to the beginning of this portion of the dungeon, and go up to find a chest containing a Flame Sword. Head back to the beginning of this area, and go left for a chest containing a Barrier Ring. Now go down to find two more chests containing a Fab Guard and an Angel Ring. Continue north and you'll bump into a familiar face. You will then be thrust into a fight.

```

O-----O
|   Bronzdog   |
O-----O
|  HP  | 1,900 |
O-----O

```

-There are two of these things. Have Alex use Vigor and start using Sword Dance. Mia should use Mistveil if her Attack Gauge is full and then start casting IceShell, and then use Freezer. Have Jessica on healing duty, and have Nash use Riot. Have Kyle use Heat Up and then start using Slash. The dogs don't hit hard, so you shouldn't have too much trouble. Just focus all your attacks on one dog at a time until it falls, then focus on the other one.

After the battle, grab the chest for a Dog Whistle, and continue north to find another chest containing an Amethyst. Now enter the doorway and you'll find the Red Dragon. Watch the scenes and you'll end up in Reza.

=====
REZA

=====
(029)

Items	Enemies
-----	-----
N/A	N/A

-Head north into the restaurant and speak with Laike. Talk with the manager and then to Laike again. Use your DragonWings and warp to Meryod.

=====
MERYOD

=====
(030)

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Weapons

Iron Knuckle ---> 14,000 Sil
Brave Sword ----> 20,000 Sil
Sonic Hammer ---> 7600 Sil
Mind Staff -----> 8600 Sil

Armor

Metal Plate ----> 2400 Sil
Metal Shield ---> 1800 Sil
Platinum -----> 1000 Sil
Metal Helmet ---> 1360 Sil
Jade Tiara -----> 400 Sil

-Head all the way to the eastern part of the town and talk with the man near the boat. Tell him you want to cross over, and you'll be on the other side of Meryod, where a weapon and armor shop reside. Visit them and upgrade as needed. Exit town and choose Lyton off the World Map.

=====
LYTON

=====
(031)

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Armor

Battle Armor ---> 4800 Sil
Battle Shield --> 3600 Sil
Battle Helmet --> 2600 Sil
RainRist -----> 2400 Sil

Items

Heal Drop -----> 200 Sil
Angel Tear -----> 600 Sil

-Visit the weapon and armor shops as usual and upgrade as needed. Head inside the house above the Althena Statue and talk to the chief. Now exit the house and go up, and follow the path right and enter the house. Talk with the man guarding the door, and he'll move aside. Enter.

=====

LYTON CAVE

=====

(032)

Items	Enemies
-----	-----
Mental Gum	Mindblow
Mind Robe	Giga Ant
5000 Sil	Sparkeye

-Go up and follow the path and go up the stairs once you come across them. Follow the path down and turn left and follow the path as it bends north to find a chest containing a Mental Gum. Head back down and follow the path. Head up the passage and follow it to find a chest containing a Mind Robe. Go up the stairs and continue following the path for a chest containing 5000 Sil. Now continue down the path and head up the stairs. Go down and then up the stairs once again. Continue up for some more stairs. Go up to find an arrow hovering over a small little passage. Examine it and Kyle will fix the problem. Now use Jessica's Escapeskill to exit the cave.

Head back to the Chiefs house and talk with him. Exit and take the north exit out of town. Watch the scenes, and you'll find the Blue Dragon Shrine.

=====

BLUE DRAGON SHRINE

=====

(033)

Items	Enemies
-----	-----
Angel's Tear	Slime
Ice Dog Tail	Waterel
Dragon Wristband	Spikerat
Rainbow Bracelet	Merlance
Gentle Coat	
Angel Ring	

Freeze Knuckles
Armor Gloves

SHOPS

Items

Heal Drop -----> 200 Sil
Mental Gum -----> 1000 Sil
ParaClean -----> 60 Sil
Angel Tear -----> 600 Sil
Perfume -----> 500 Sil
Dragon Feather -> 100 Sil

-Head down into the water from where you start. Go up to find a chest containing an Angel's Tear. Head into the water that's below you (or near you). Head up to find a chest containing some Armor Gloves. Now head down and into the water, and go right and head into the water that's in the middle. Continue left past the water and you'll find some more water. Go south from it to find a chest containing an Ice Dog's Tail. Go down the water now.

Head up and go down the water in the middle. Go up to find some more water. Check below the water for two chests containing a Rainbow Bracelet and an Angel Ring. Head into the water and then go down to find a chest containing some Freeze Knuckles. Now go right and then down. Head left for a chest containing a Gentle Coat. Continue to the left and open the chest for a Dragon Wristband. Continue down the path and go through the door to find the Blue Dragon. Watch the scenes, and use Jessica's Escape spell like always. Watch the scene and then exit.

Exit the town and select Tamur Pass on the world map.

=====

TAMUR PASS

=====

(034)

Items	Enemies
-----	-----
Heal Drop	Swarmer
Angel's Tear	Shrieker
Brave Helm	Ice Pup
Wind Staff	Dryad
Ice Pup Tail	Iron Man
	Sorcerer

-Go right from the entrance to find a chest containing a Brave Helm. Continue to the right and go south once you can go right any more to find a chest that has an Angel's Tear in it. Head back and drop south this time for a chest containing a Heal Drop. Continue left for a chest containing an Ice Pup Tail. Continue to the left past the intersection for a Wind Staff. Now go as far south as you can and continue right, where you'll trigger a scene, and a fight.

Easy easy fight. Not really a boss fight. You'll just need to fight two more after the first batch is gone.

After defeating the second batch, watch the scene. Continue along the path to reach the world map. Select Tamur.

=====

TAMUR

=====

(035)

Items	Enemies
-------	---------

N/A	N/A
-----	-----

SHOPS

Weapons

Battle Sword	--->	9000 Sil
WindSW	----->	14,000 Sil
Holy Hammer	---->	22,000 Sil

Armor

Silver Plate	--->	9600 Sil
IereRobe	----->	5600 Sil
LiteRobe	----->	7200 Sil
MindRobe	----->	6800 Sil
Dragon Wrist	--->	3800 Sil
LuckBand	----->	2800 Sil

Items

Heal Drop	----->	200 Sil
Angel Tear	----->	600 Sil
ParaClean	----->	60 Sil
Antidote	----->	20 Sil
Holy Water	----->	100 Sil

Accessories

Barrier Ring	--->	35,000 Sil
--------------	------	------------

-Upgrade your equipment as needed and restock on healing items if you're running low. Heal up at the Althena Statue and continue into the north part of town to find Laike. Watch the scene, and everyone but Nall, Alex, and Laike leave the party. Continue north to exit town and select Myght's Tower.

=====

MYGHT'S TOWER

=====

(036)

Items	Enemies
-------	---------

Heal Drop	Mechstar
Dark Sword	Magic Hat

Barrier Ring M Mirror
 Spector

-Talk with the man by the middle door and enter through it. Head south and into the center of the room. Enter the room with the Star Icon first. Then head into the room with the Sun Icon. Then head into the room with the Planet Icon, and finally move north and go into the room with the Moon Icon.

Go east here and ride the light beam up and enter the first door. Follow the winding path and grab the chest for a Barrier Ring. Exit from the right side of the room and ride the light beam up again. Enter the first door and go through the winding paths and open the chest to obtain a Heal Drop. Now exit the room from the right side and continue right and enter the next room. Go through the winding paths again and open the chest for a Dark Sword. Now exit the room from the left side this time. Enter the door. Watch the scene. Once you regain control, use the door on the left and you'll be brought back to the beginning. Make your way to the entrance of the tower and exit.

Go back to Tamur, and Laike will leave. Head to the Althena Statue and talk with Mia, Jessica, and then Kyle in that order. Nash comes along. Head north to trigger a scene and then a fight.

```
O-----O
|   Tempest   |
O-----O
|   HP   | 310 |
O-----O
```

-Use Vigor and Alex, and use a Sword Dance. It should finish him off. If not, use one more.

After the fight, exit town through the north and enter the Forest of Illusion.

```
=====
FOREST OF ILLUSION
=====
(037)
```

Items	Enemies
-----	-----
Heal Drop	Inceptor
Mental Drop	Yeti
Holy Tiara	Shroom
Ice Dog Tail	Ambush
Spike Shield	
Star Bracelet	
Sonic Claw	

-From the entrance, head down and to the right to find a chest containing a Spike Shield. Continue to the right to find another chest that has a Holy Tiara in it. Now go north from the chest to find another chest containing an Ice Dog Tail. Make your way back to the entrance, and go left. Go north at the split for a chest containing a Heal Drop. Go all the way south now for a chest containing a Mental Drop. Go back to the entrance and go south and a scene will trigger. After it, go down through the newly formed path. Head

left at the split for a chest containing a Sonic Claw. Now go right to find another chest that has a Star Bracelet in it. Now head south to exit the forest.

=====

PAO

=====

(038)

Items	Enemies
-------	---------

-----	-----
-------	-------

N/A	N/A
-----	-----

SHOPS

Items

Heal Drop -----> 200 Sil

Mental Gum -----> 1000 Sil

Angel Tear -----> 600 Sil

Holy Water -----> 100 Sil

-Head for the item shop and restock on items if needed. Go south from the item shop and enter the first house you see. Talk with Tempest and watch the scene. You'll be without Mia and Jessica for the next dungeon, so make sure to have a way of healing yourself. Exit the house and go back to the item shop and go north of it and enter the first house you see. Talk with the woman and exit the house and go right. It may be a bit hard to see, but there's an opening along the wall. Enter it and talk with the man in front of the entrance and he'll move to the side.

=====

BLACK DRAGON FORTRESS

=====

(039)

Items	Enemies
-------	---------

-----	-----
-------	-------

Mental Drop x2	Chaos
----------------	-------

Topaz	Goth
-------	------

Tourmaline	Torment
------------	---------

Wind Orb	Coronast
----------	----------

Gentle Glove

Battle Sword

Battle Armor

Angel Ring

Fab Suit

Dragon Bandana

Judge Stone

-Head along the path and go through the door on the right for a chest that has a Mental Drop in it. Keep following the path and go south from the stairs once you reach them for a chest containing a Fab Suit. Head up the stairs. Open the chest below you for a Battle Sword, and then another chest for a Gentle Glove. Go down and watch the scenes. Grab the chest on the right for

a Mental Drop. Now head up for a chest containing a Tourmaline. Continue along the path and head up the stairs. Go down through the door and go left at the split for a chest containing a Topaz. Now go through the door on the right and go along the path until you find a chest. Open it up to obtain an Angel Ring. Go up the stairs and follow the path for a chest containing a Wind Orb. Keep going along the path and watch the scene. Open the chest on the right for a Battle Armor. Now continue to the left for another chest that has a Dragon Bandana in it. Go down and then up the stairs. Go to the right to find a chest containing a Judge Stone. Heal up and save your game. Go up the stairs, and watch the scene. You'll then be thrust into a fight.

```
O-----O
|   Rubeus   |
O-----O
|  HP  | 4,800 |
O-----O
```

-As usual, start off the fight with Alex using Vigor, and then use Sword Dance. Kyle should use Heat Up and use Slash, or Shiner if his Attack Gauge is full. Nash should use Thors Rain if he has it ready, or just use Riot. Tempest should just attack normally every turn. Rubeus's attacks do a decent amount of damage, so you'll want Nash ready with healing items every now and then.

After the fight, exit the dungeon and go to the house Tempest was in. Watch the scenes and talk with Tempest to receive the Master Sword. An optional dungeon is now open. If you wish to do it, read on. If not, skip down to the bottom pair of *****'s.

After receiving the Master Sword, use your DragonWings and go to Lann. Go down the stairs and enter the first house on your left and talk with the old man. Choose the first option and after the scene, talk with him again to get the Devil's Tear. Now use your DragonWings and go to Lyton. Exit Lyton and select Forbidden Forest on the World Map.

```
=====
FORBIDDEN FOREST
=====
```

Items	Enemies
-----	-----
Flame Ring	Hot Foot
Ruby Gloves	Vor Boar
Phoenix Claw	Ampshire
Magical Hat	
10,000 Sil	

-Run away from every battle you encounter here. The enemies have a lot of HP and they give piss poor experience at this point of the game.

From the entrance, grab the red chest above you to obtain some Ruby Gloves. Now continue right and head north at the split for a chest containing 10,000 Sil. Now go south from the chest to find another chest containing a Flame Ring. Head back up to the split and continue to the right. You'll wind up at

a Spring. Open the two chests here to obtain a Magical Hat and a Phoenix Claw. Use your DragonWings to exit the Forest. Select Reza.

=====
REZA
=====

Items	Enemies
-----	-----
N/A	N/A

-Head into the restaurant at the northern part of town and talk to the manager twice, or until he mentions a cave. Now exit town and select the Protector Cave from the World Map.

=====
PROTECTOR CAVE
=====

Items	Enemies
-----	-----
Fab Sword	Hot Foot
Brave Arm	Vor Boar
Barrel Card	Ampshire
Sapphire	
Magic Bracelet	
Magic Tiara	
Fab Helm	
Danger Claw	
Mind Edge	
Gentle Rod	
Blood Sword	
Brave Armor	
Garnet Claw	
Magical Robe	

-The enemies in the cave are the same ones from the Forbidden Forest, so make sure to run from every battle.

From the start, go left and then head down for a chest containing a Fab Sword. Backtrack to the entrance and head the path going down on your right. Grab the chest here for a Brave Arm. Head back up and go right and down a bit for a chest containing a Barrel Card. Continue down to find another chest that has a Sapphire in it. Keep going down and head for the door. Watch the scene and head through the door after it.

Go left to find a chest containing a Magic Bracelet. Go down this time to find a chest that has a Magic Tiara in it. Now head right until you bump into a chest containing a Fab Helm. Turn around and follow the path left until you trigger another scene. After the scene, head up and go through the door.

Go to the right to find a chest containing a Danger Claw. Head down to find a chest containing a Mind Edge. Now head to the left and follow the path for a scene. After the scene, open the chest for a Gentle Rod. Go through the door.

Head down and go right at the split for a Brave Armor. Head left from the chest to find another chest containing a Blood Sword. Now follow the path downwards, and at the next split, go right for a chest containing a Garnet Claw. Equip this on Jessica. It changes her Limit Break attack, and it'll be pretty useful for the next upcoming boss. Go left from the chest and watch the scene. After it, head up through the door.

Grab the chest on the left to obtain a Magical Robe. Now go all the way up and examine the stone for a fight.

```
O-----O
|   Guardian   |
O-----O
|  HP   | 5,400 |
O-----O
```

-Finally, a boss that can make you work. Have Alex use Vigor and then Sword Dance like always. Jessica should use GraceAve on her first turn, and then use Calm Ave every turn after that. Mia should use Mistveil on the first turn and then IceShell until all 5 party members are hit with it. Nash should use Thors Rain, and then Riot or ThorBolt. Kyle should use Heat Up and then use Slash, or Shiner if his Attack Gauge is full. If Jessica has a full Attack Gauge, then have her use her new Limit Break, Crimson, first before using GraceAve to do some good damage on it. Then have her use GraceAve, and then Calm Ave every turn after that. The Guardian can hit you up to 80 damage, so make sure to stay on your toes with healing and have Nash toss Jessica some Mental Gums when she's running low on MP.

For winning, you'll receive the Battle Emblem. Now exit the dungeon, and enter Reza to use your DragonWings. Use them and choose Myght's Room.

After receiving the Master Sword, use your DragonWings and select Myght's Room.

```
=====
MYGHT'S ROOM
=====
```

(040)

Items	Enemies
----	-----
N/A	N/A

-Talk with Laike, and then talk with Nash, Mia, Jessica, and Kyle all twice. Doesn't matter the order. Talk with Laike again after talking with everyone else, and then talk to Myght. Watch the following scenes. Use your DragonWings to enter Reza.

```
=====
REZA
=====
```

(041)

Items	Enemies
-----	-----
N/A	N/A

-Head north into the restaurant and speak to the manager. Now head downstairs to the Bazaar and talk with the man on the right of you. Use your DragonWings again and warp back to Myght's Room.

=====
 MYGHT'S ROOM
 =====

(042)

Items	Enemies
-----	-----
N/A	N/A

-Go talk with Myght, and watch the scenes.

=====
 TALON
 =====

(043)

Items	Enemies
-----	-----
N/A	N/A

-Head up and watch the scene. Go right at the split to reach the Talon Mines.

=====
 TALON MINES
 =====

(044)

Items	Enemies
-----	-----
Mental Drop x5	Stalker
Heal Drop x4	MechTank
Angel's Tear x2	RocBiter
Mental Gum	Sergeant
Tri-Ring	
Wind Ring	
Clear Ring	
Holy Wristband	
Shine Tiara	
Barrier Ring	
Dark Seed	
Spirit Robe	

-From the start, head up and go up the stairs. Continue up and go up the next two ladders you find, and then up the stairs. Head through the stairs to the right of you and follow the path for a Barrier Ring. Head up the stairs that

are just to the left of you and follow the path until you find a Heal Drop. Follow the path and head through the passage. Go left to find a chest that has a Mental Drop in it. Head up the ladder near you and go up and then down the ladder when you come to it and then into the stairwell.

Go up until you find a chest containing an Angel's Tear. Go right to find another chest containing a Heal Drop. Head up the ladder near you and follow the path. Head up the first ladder that you come across and go left. Grab the chest by the stairs for a Mental Drop, and take the stairwell. Open the chest here for a Heal Drop. Exit this room the way you came and go southwest and go down the ladder. Go down the next ladder and then into the stairwell.

Head up the stairs, and go down and up the stairs. Head down and right and enter the stairwell. Open the chest in here to find a Mental Drop. Go up and up the stairs to find a split. Go right to find a chest containing a Wind Ring. Now go left and follow the path and head up the stairs, and follow the path until you hear a scream. Backtrack into the previous room and watch the scene. You'll be thrust into a fight with a Stalker.

After the fight, head up the path and into the next stairwell. Go up until you reach a split. Open the chest here for a Clear Ring. Go right to find another chest that has a Mental Drop in it. Now head down and go through the passage. Grab the chest for a Mental Gum, and head back and go up, left, and then down and through the passage. Follow the path around and go north at the split to find a chest containing a Spirit Robe. Go to the right and into the stairwell for another chest containing a Dark Seed. Exit and go south and ignore the passage you see. Go left and into the other passage for a chest containing a Tri-Ring. Exit back into the previous room, and head to the right and then down this passage this time.

Head right and go into the passage to find a chest that has a Holy Wristband in it. Continue along the path and go down to find a Shine Tiara. Continue along the path for a chest that has a Mental Drop in it. Now go up and into the stairwell. Go across the bridge and go east at the end of the bridge and follow the path until you find a chest. Open it to receive a Heal Drop. Go back to the bridge and continue north and into the stairwell.

Use the Althena Statue to heal up and open the chest for an Angel's Tear. Head up into the stairwell, and then up into the next set of stairs and up some more. Watch the scene and you'll be in a fight.

```
O-----O
|   Blaclamp   |
O-----O
|  HP  | 3,780  |
O-----O
```

-Not that tough of a fight. Have Alex use Vigor and Sword Dance as usual. Have Mia use Mistveil. Don't bother with IceShell this time around, and just use Fireball or Inferno with her. Jessica should attack normally, and Kyle should use Heat Up, and then Shiner or Slash. You shouldn't need to heal, but if you need it, have Jessica use Calm Ave.

After the fight, head up and into the stairs. Continue along the path and up the next set of stairs. Enter Cadin off the World Map.

=====

CADIN

=====

(045)

Items	Enemies
-----	-----
N/A	N/A

-Go north for a scene, and continue all the way north for another scene. Heal up at the Althena Statue if you need to, and exit. Select Ruid off the World Map.

=====

RUID

=====

(046)

Items	Enemies
-----	-----
Mental Drop x2	Driller
Heal Drop	Wyndham
Mental Gum	D Mirror
Lucky Ring	Baiken
Shine Wristband	
Tri-Ring	
Mind Breaker	

-Examine the arrow on the right side of the fortress to enter. Go north and keep going north until you find a chest containing a Mental Drop. Continue to the north to find another chest. Open it up and follow the path still until you find another chest containing a Lucky Ring. Continue along the path for another chest that has a Mind Breaker in it. Go west and go south and through the passage.

Head south and head into the little area to find a chest containing a Shine Wristband. Head back up and head north and west along the tracks until you find a room with two chests. Open them to obtain a Heal Drop and Mental Drop. Exit this room and go all the way to the east, and then north and into the next section.

Follow the path and go left at the split for a chest containing a Tri-Ring. Take the right path this time and go up the sets of stairs as you come across them. Soon, you'll reach a split. Go right at the split and follow the path for a scene. After the scene, use Jessica's Escape skill and try to head south, only to get caught in a fight.

```

O-----O
|   Taben   |
O-----O
|  HP  | 6700 |
O-----O

```

-As usual, have Alex use Vigor and then use Sword Dance. Jessica should use GraceAve the first turn, and then attack and heal when necessary. Have Mia use Mistveil, and then start using Fireball. Use Buck Up on Jessica if her Attack Gauge is full, and let Jessica use Crimson to do a lot of damage. Nash

should use ThorBolt, and Kyle should use HeatUp and Shiner, and then Slash. Taben doesn't hit hard, so you shouldn't have too much trouble.

After the fight, watch the scenes, and you'll wind up in Vane.

=====

VANE

=====

(047)

Items	Enemies
-----	-----
N/A	N/A

-Head up into the magic guild and head directly north and talk with Lemia. After the scene, head out of the hall and go west and follow the path north and go through the silver door. Talk to the guard in here and he'll move out of the way. Go through it and watch the scenes. After it, you'll be in Meribia.

=====

MERIBIA

=====

(048)

Items	Enemies
-----	-----
N/A	N/A

-Exit the Black Rose Street, and head to the World Map, and select the Grindery.

=====

GRINDERY

=====

(049)

Items	Enemies
-----	-----
Heal Drop x3	Ur Golem
Mental Drop x2	Killfang
Mental Gum	Disarmer
Dark Shield	Arcmage
Ritual Robe	Arrofish
Goddess Bandana	Bomang
Master Suit	Elemage
Heal Ring	
Morning Star	
Angel Bracelet	
Angel Ring	
Angel Wristband	
Dream Ribbon	
Angel Dress	

-Watch the scene once you enter. From where you start, head east and north for a chest containing a Heal Drop. Go through the chute and head a bit west and then north to find a chest containing another Heal Drop. Go through the chute west of you and you'll find the White Dragon. Continue east and take the top path and open the chest at the end for an Angel Dress. Continue east and go into the chute.

Go along the path to find a chest containing a Mental Drop. Continue along the path and you'll find the Red Dragon. Head east from it and go south at the split. Head through the passage and follow the path until you find the Blue Dragon. Go north from it and then east for a chest containing a Mental Drop. Head along the path and use the chute.

Open the chest near you to obtain an Angel Wristband. Head south and follow the path west to find a chest that has an Angel Ring in it. The paths from here on out are linear, so follow them until you find the Black Dragon. Go west from it and open the chest for a Dark Shield. Continue following the path and you'll eventually reach a garden. Use the Althena Statue at the center to heal up and head to the upper right corner for a chest that has a Morning Star in it. Head for the left part of the garden to find a chest that has an Angel Bracelet. Head through the middle door.

The enemies are getting tougher now, so watch out. I suggest running away if you find some Killfangs. Head east and into the first room to find a chest containing a Ritual Robe. Go west and then south and then west again until you find solid ground. Go north to find a chest containing a Master Suit. Go back south and head east and continue to the east. Go past the passage leading to the next area and go north for a chest containing a Heal Ring. Go back to the passage and go through it.

Go north and then east. Go past the first south split and take the second one and head west to find a chest containing a Dream Ribbon. Go east and enter the passage. Grab the chest to the left of you for a Heal Drop, and then go east to find another chest containing a Mental Gum. Follow the red carpet and examine the door. Watch the scene, and you'll be in control again. Continue to the north to trigger a scene, and a fight.

```
O-----O
|   Magic Emperor   |
O-----O
|   HP   |   6,800   |
O-----O
```

-This is a tough fight, mainly because the Magic Emperor can attack twice in one turn, and his attacks hurt pretty badly. Have Alex start off with Vigor and then use Cyanic if needed. If not, he should stick with Sword Dance. Mia should use Mistveil to buy her a few turns so she can use IceShell on at least three people before the damage starts coming. Nash should use ThorBolt, and Jessica should just attack. Calm Ave won't be able to recover the damage you receive, so have her toss Alex some Mental Gums whenever he uses Cyanic to heal the party. Kyle should use Heat Up, and then Shiner and then Slash. Just keep having Alex use Cyanic whenever you need to heal, and keep hitting him hard and you'll win eventually.

Watch the several scenes, and you'll be back at Meribia.

=====
MERIBIA
=====

(050)

Items	Enemies
-----	-----
N/A	N/A

-Once you wake up, it's time to find Mia and Kyle. Exit Mel's mansion and a guard will come up to you. Head for the center of town to find Mia. Talk with her and watch the scene. Before finding Kyle, go to Ramus' shop, and talk with him. You'll now be able to buy his wares all for 0 Sil, so there's no excuse for you to not have any healing items. So get 99 of everything his clerk has to offer. To find Kyle, head for the eastern part of town and enter the restaurant. Talk with him and watch the scene. Laike comes along. Pick the top option twice, and you'll be at Dyne's Gravestone. Watch the scenes. After the scenes, you'll be at your next destination.

=====
ALTHENA'S FORTRESS
=====

(051)

Items	Enemies
-----	-----
Holy Hammer	Gudeth
Goddess Robe	Pikuni
Aura	Giga Death
Dark Armor	
Master Gloves	
Salvation Dress	
Dragoon Wand	
Demon Blade	

-Before advancing any further, open up Alex's equipment list, and equip him with the Althena Sword. Now head north to find Peddler Mack. Spend all your money on Mental Drops. Sell any spare equipment you have so you can get 99 of them. Once you're done shopping, head back down and go east and watch the scene. After the scene, you'll have a curse on you. What this curse does, is that one or more of your party members will be paralyzed during battles. The character is completely random, but you can easily get through this part of the dungeon with this curse.

Continue to the east and go north at the split for a chest containing an Aura. Head back down and continue east and head through the passage. Follow the path and go south at the split for two chests containing a Dragoon Wand and a Holy Hammer. Head north to find a chest containing some Master Gloves. Head back down and go east to reach the next area.

Follow the path north to find a chest containing a Demon Blade. Continue north and check the east and west corners for two chests containing a Goddess Robe and a Dark Armor. Continue along the path. Take the first south at the split and head east to find a chest containing a Salvation Dress. Head back up and continue east to reach the next area. Follow the path for a scene, and a fight.

```
O-----O
|      Royce      |
O-----O
|   HP   | 5,900 |
O-----O
```

-Remember, you still have that curse on you, so make sure to use a Holy Water on the character, or characters that are paralyzed. Once everyone is free, have Alex use Vigor and Sword Dance. Jessica should use GraceAve and Calm Ave to heal when needed, and attack inbetween. Mia should use Mistveil, followed by IceShell, and then Fireball. Kyle should use Heat Up and Shiner, and then Slash. Nash should stick with ThorBolt. Her attacks can hurt you pretty badly, so have Jessica always ready on healing duty.

After the fight, watch the scene. The curse is gone, meaning you're not paralyzed anymore. Continue north and you'll eventually reach the final dungeon of the game.

```
=====
GODDESS TOWER
=====
(052)
```

Items	Enemies
-----	-----
Mental Drop x2	Rig Horn
Goddess Wristband	Asmodeus
Crystal Sword	Crusher
Holy Robe	Bomdevil
Spirit Guard	
Nall Card	

-Head north and you'll find four different colored switches: Black, Blue, Red, and White. These represent the color of the Dragons, and you need to step on them in the order you visited the Dragons. So in other words, step on them in this order: White, Red, Blue, and Black. The seal up north is gone, so head up and head up the green stairs.

This is similiar to the last puzzle. Take the white portal, then the red, then the blue, and finally the black. Exit and go up the stairs. In this room, find the white switch, and step on the portal. Grab the chest in here for a Crystal Sword. Step on the white switch again and use the portal. Find the red switch and step on it and take the portal. Open the chest for an Angel Bracelet. Go back, and find the blue portal. Go through it and open the chest for a Goddess Wristband. Exit and look for the black portal and go through it. Open the chest for a Holy Robe. Exit, and go back to where the white portal was, and go up the newly formed stairs.

Head either east or west and go north. Step on the three switches in order and go back and go through the north entrance. Make your way through the pathway and open the chest along the way for a Nall Card. Step on the black switch. Go up the newly formed path.

Go east or west and follow the path, going up the stairs until you find a chest containing a Spirit Guard. Go east. Now go west and north and open the chest for a Mental Drop. Go north up the stairs, and then west and up the

next set of stairs. Go north, and then east, ignoring the south splits until you reach the last one. Go down to find a chest containing a Mental Drop. Go back to the left, going past the first south split and take the next one. Follow the path and head through the passage. Go north to find the next area. Watch the scenes, and you'll be in a fight.

```
O-----O
|   Xenobia   |
O-----O
|  HP  | 8700 |
O-----O
```

-As usual, have Alex use Vigor and Sword Dance. Jessica should use GraceAve, then attack and use Calm Ave when needed. Mia should use Mistveil and then IceShell, and then Fireball. Kyle should use Heat Up and then Shiner, and then Slash, and Nash should use ThorBolt. Xenobia's attacks do some nasty damage, so have either Alex or Jessica ready to heal. With a barrage of Sword Dances and Slashes, though, she stands no chance.

After the fight, make sure you're completely healed. Watch the scene and head along the path and you'll finally reach Ghaleon. Watch the scenes, and you'll be in your final fight.

```
O-----O
|   Ghaleon   |
O-----O
|  HP  | 8000 |
O-----O
```

-Alex should use Vigor his first turn, and then Cyanic the next few turns as Mia gets IceShell up on everyone. Since your Attack Gauge isn't full, have Mia start casting IceShell. This is required for all 5 members. Kyle should use Heat Up and then Slash, and Nash should use ThorBolt. Jessica should toss Alex some Mental Drops everytime he uses Cyanic and she should attack inbetween her Mental Drop duties. Ghaleon's attacks can hit well over for 100 damage, and he can attack twice, so without IceShell to reduce the damage, you're pretty much screwed. IceShell should reduce the damage to the 70-80 range, so make sure to have Alex constantly using Cyanic, and Jessica constantly using Mental Drops on him. Mia should use Fireball once her duties are done, and Alex should use Sword Dance every time he gets an opening to do so. It's a long fight since Ghaleon has high defense, but keep up with your attacks, as well as with Cyanic and you'll come out on top eventually.

Watch the following scenes. After the scenes, you'll be in Meribia.

Go to Ramus' shop and talk with him to recieve a picture of Luna that's added into your Gallery. Now go to Mel's Mansion to find Kyle and Jessica. After the scene, go to the Black Rose Street to find Mia and Nash. After the scene, go to the north exit of the town, and Phacia will appear. Watch the scene, and go to the eastern part of town, and look around at the top to find Laike. Talk with him, and once you choose Yes, the credits start to roll, indicating that you've beaten the game.

Now sit back and enjoy the ending. Congratulations, you've beaten Lunar Legend! I hope you enjoyed the game as much as I did.

=====

4.) Bosses

=====

```
O-----O
|   Captain   |
O-----O
|   HP   | 500 |
O-----O
```

-This fight may be a problem, since one of his attacks hits your entire party for some good damage. He also shoots his gun at a single character that also does some decent damage. If Luna has PowerSong, use it on Alex and let him use Sword Dance. Have Nash use Riot, or whenever his Attack Gauge is full, use Thors Rain. Luna should be using Tranquil if she has it. If not, have her use Goddess whenever her Attack Gauge gets full to completely refresh your party. All in all, not a tough fight.

```
O-----O
|  Rin-Rin  |
O-----O
|  HP   | 830 |
O-----O
```

-This fight can be a pain, mainly because Rin-Rin can poison your party. His other attacks only damage one party member, and if you upgraded your armor in town, it shouldn't do that much damage. The Poison can come back to haunt you though, so make sure to cure it if you get the chance. If Alex has Vigor, use it and use Sword Dance every turn. If you don't have Vigor, have Luna use PowerSong on Alex and Ramus. Have Ramus attack and work as an ailment healer. Have Luna use her healing songs when needed. Attack with her to build up her Attack Gauge so she can use Goddess every now and then.

```
O-----O
|  Evil Mist  |
O-----O
|  HP   | 1290 |
O-----O
```

-You won't have Luna for this fight, so hopefully you have a handful of Heal Gums and Mental Gums on you. Have Alex use Vigor, and start going crazy with Sword Dance. Nash should stick with Riot. Use Thors Rain if his Attack Gauge gets full. The Evil Mist can hit you for some pretty decent damage, so make sure to take some time to heal up when the time comes. Just keep using Sword Dance with Alex, and use Mental Gums on him if he runs out of MP. If Nash runs out of MP, just start attacking with him and use Thors Rain when you can.

```
O-----O
|  Frogzard  |
O-----O
|  HP   | 2,800 |
```


O-----O

-If your equipment is upgraded, Frogzards attacks shouldn't do that much damage, but you'll still need Luna to help you out. Have Alex use Vigor and use Sword Dance, using Mental Gums as needed on him. Nash should stick to using Riot, Thors Rain/Charge (if you have the Emblem on him, Thors Rain will be Charge). Luna should focus on using PowerSong on Jessica for the first turn, and start attacking and using Goddess whenever her Attack Gauge gets full. Jessica should attack and use her healing spells if it comes down to it. All in all, not a tough fight. It'll just take a bit longer than usual.

O-----O

| Grandoom |

O-----O

| HP | 1,950 |

O-----O

-Grandooms attacks aren't that powerful, but they can put the characters that are on the weak side in a small bind. Have Alex use Vigor and use Sword Dance like always. Mia should use IceShell to up the defense of the party. Nash should stick to using Riot and Thors Rain whenever his Attack Gauge gets full. Jessica should be the healer of the group and attack whenever she gets the chance to do so. Not a tough fight all in all.

O-----O

| Bronzdog |

O-----O

| HP | 1,900 |

O-----O

-There are two of these things. Have Alex use Vigor and start using Sword Dance. Mia should use Mistveil if her Attack Gauge is full and then start casting IceShell, and then use Freezer. Have Jessica on healing duty, and have Nash use Riot. Have Kyle use Heat Up and then start using Slash. The dogs don't hit hard, so you shouldn't have too much trouble. Just focus all your attacks on one dog at a time until it falls, then focus on the other one.

O-----O

| Tempest |

O-----O

| HP | 310 |

O-----O

-Use Vigor and Alex, and use a Sword Dance. It should finish him off. If not, use one more.

O-----O

| Rubeus |

O-----O

| HP | 4,800 |

O-----O

-As usual, start off the fight with Alex using Vigor, and then use Sword Dance. Kyle should use Heat Up and use Slash, or Shiner if his Attack Gauge is full. Nash should use Thors Rain if he has it ready, or just use Riot. Tempest should just attack normally every turn. Rubeus's attacks do a decent amount of damage, so you'll want Nash ready with healing items every now and then.

O-----O
| Guardian |
O-----O
| HP | 5,400 |
O-----O

-Finally, a boss that can make you work. Have Alex use Vigor and then Sword Dance like always. Jessica should use GraceAve on her first turn, and then use Calm Ave every turn after that. Mia should use Mistveil on the first turn and then IceShell until all 5 party members are hit with it. Nash should use Thors Rain, and then Riot or ThorBolt. Kyle should use Heat Up and then use Slash, or Shiner if his Attack Gauge is full. If Jessica has a full Attack Gauge, then have her use her new Limit Break, Crimson, first before using GraceAve to do some good damage on it. Then have her use GraceAve, and then Calm Ave every turn after that. The Guardian can hit you up to 80 damage, so make sure to stay on your toes with healing and have Nash toss Jessica some Mental Gums when she's running low on MP.

O-----O
| Blaclamp |
O-----O
| HP | 3,780 |
O-----O

-Not that tough of a fight. Have Alex use Vigor and Sword Dance as usual. Have Mia use Mistveil. Don't bother with IceShell this time around, and just use Fireball or Inferno with her. Jessica should attack normally, and Kyle should use Heat Up, and then Shiner or Slash. You shouldn't need to heal, but if you need it, have Jessica use Calm Ave.

O-----O
| Taben |
O-----O
| HP | 6700 |
O-----O

-As usual, have Alex use Vigor and then use Sword Dance. Jessica should use GraceAve the first turn, and then attack and heal when necessary. Have Mia use Mistveil, and then start using Fireball. Use Buck Up on Jessica if her Attack Gauge is full, and let Jessica use Crimson to do a lot of damage. Nash should use ThorBolt, and Kyle should use Heat Up and Shiner, and then Slash. Taben doesn't hit hard, so you shouldn't have too much trouble.

O-----O
| Magic Emperor |

O-----O
| HP | 6,800 |
O-----O

-This is a tough fight, mainly because the Magic Emperor can attack twice in one turn, and his attacks hurt pretty badly. Have Alex start off with Vigor and then use Cyanic if needed. If not, he should stick with Sword Dance. Mia should use Mistveil to buy her a few turns so she can use IceShell on at least three people before the damage starts coming. Nash should use ThorBolt, and Jessica should just attack. Calm Ave won't be able to recover the damage you receive, so have her toss Alex some Mental Gums whenever he uses Cyanic to heal the party. Kyle should use Heat Up, and then Shiner and then Slash. Just keep having Alex use Cyanic whenever you need to heal, and keep hitting him hard and you'll win eventually.

O-----O
| Royce |
O-----O
| HP | 5,900 |
O-----O

-Remember, you still have that curse on you, so make sure to use a Holy Water on the character, or characters that are paralyzed. Once everyone is free, have Alex use Vigor and Sword Dance. Jessica should use GraceAve and Calm Ave to heal when needed, and attack inbetween. Mia should use Mistveil, followed by IceShell, and then Fireball. Kyle should use Heat Up and Shiner, and then Slash. Nash should stick with ThorBolt. Her attacks can hurt you pretty badly, so have Jessica always ready on healing duty.

O-----O
| Xenobia |
O-----O
| HP | 8700 |
O-----O

-As usual, have Alex use Vigor and Sword Dance. Jessica should use GraceAve, then attack and use Calm Ave when needed. Mia should use Mistveil and then IceShell, and then Fireball. Kyle should use Heat Up and then Shiner, and then Slash, and Nash should use ThorBolt. Xenobia's attacks do some nasty damage, so have either Alex or Jessica ready to heal. With a barrage of Sword Dances and Slashes, though, she stands no chance.

O-----O
| Ghaleon |
O-----O
| HP | 8000 |
O-----O

-Alex should use Vigor his first turn, and then Cyanic the next few turns as Mia gets IceShell up on everyone. Since your Attack Gauge isn't full, have Mia start casting IceShell. This is required for all 5 members. Kyle should use Heat Up and then Slash, and Nash should use ThorBolt. Jessica should toss Alex some Mental Drops everytime he uses Cyanic and she should attack inbetween her Mental Drop duties. Ghaleon's attacks can hit well over for 100

damage, and he can attack twice, so without IceShell to reduce the damage, you're pretty much screwed. IceShell should reduce the damage to the 70-80 range, so make sure to have Alex constantly using Cyanic, and Jessica constantly using Mental Drops on him. Mia should use Fireball once her duties are done, and Alex should use Sword Dance every time he gets an opening to do so. It's a long fight since Ghaleon has high defense, but keep up with your attacks, as well as with Cyanic and you'll come out on top eventually.

=====
5.) Red Chests
=====

After obtaining the Guild Card in Reza, you'll be able to open all the red chests you come across.

Note that these are all the red chests BEFORE getting the Guild Card. I won't list the ones you can get after obtaining the card.

Burg

Use your DragonWings and enter Burg. Enter Ramus' House and head for the second floor to find a red chest in here containing a Magical Cane. This is a good weapon to equip on Mia before boss fights.

From Ramus' house, head southeast and check around the forest. There's a hidden path here. Go through it and open the chest to obtain some Beat Knuckles. Now examine the northwest section of this area and push A all around the area there to find a chest containing a Sardonyx. Now go directly south from that chest and push A again around the corner to find a chest containing a Thunder Blade, a very good weapon for Alex or Kyle, though I equipped it on Alex.

Weird Woods

Now exit Burg and head for the Weird Woods. Make your way to the bridge to reach the second screen. Go north and hug along the trees and you'll find a hidden path eventually. Open the chest in here for the Earthquake, a weapon for Jessica.

Saith

Exit the Weird Woods and enter Saith. Go east and go up the stairs and past the first house. Look behind the second house when you come across it and open the chest for 1500 Sil.

Meribia

Exit Saith and enter Meribia. Head for Ramus' Shop and hug along the right wall and you'll find a small passage. Grab the chest at the end of it for a

Bunny Suit. Yummy. Now exit the shop and go east to reach the first portion of the town. Go south to reach the houses at the bottom, and enter the house right by you. Open the chest in here for 2000 Sil. Exit and make your way to Mel's Mansion. Go to the second floor and go all the way left to find a chest containing 2000 Sil. Now head to the right and go south to reach the training area. Go to the right to find two chests containing a Mental Drop and Heal Drop. Go back to the left, and go south and down the stairs and open the chest for 3000 Sil.

Vane

Exit Meribia and enter Vane. Examine the northwest portion of town to find a chest containing a Dark Seed. Enter the Magic Guild and head for Mia's room to find a chest. The only thing you get out of it is music and a tiny scene. Head to Lemia's Throne room and examine behind the bottom left column for a Mental Drop. Go up to where Lemia is, and examine behind the top left column to find 7000 Sil. Go directly to the right to find another chest containing a Heal Drop.

Nanza

Exit Vane and head for Nanza. Take the east exit and head down to where you enter the cave, but before entering, go to the left to find a chest containing a Coral Tiara. Now enter the cave and open the chest in here to obtain a Magic Ring. This will halve the MP cost of all skills/spells. This is a great item to use with Alex to reduce the MP cost of his Vigor/Sword Dance combo. Now make your way back to Nanza, and take the south exit this time. Continue south until the path slopes down. Go right and then north and check the right wall to find a chest containing a Flame Hammer. Go north from that chest to find another one containing a Mental Drop. Now make your way back to Nanza and enter one of the towers and go to the basement level. Head for the south part of the basement and open the chest for a Rainbow Seed.

Lann

Exit Nanza and enter Lann. Head west and a bit north to find a chest that has a Mental Drop in it.

Reza

Exit Lann and enter Reza. Go left from the entrance and enter the lower house. Climb the ladder to find a chest containing 10000 Sil. Go through the backdoor in the same house and follow the path until you find another red chest containing 2000 Sil. The other chest in this room contains nothing. Now exit this house and head for the northwest section of town and enter the house up there. Climb the ladder for a chest containing an Angel Tear.

Spring

Exit Reza and head for the Spring. Head to the right to find two chests

containing an Aquamarine (equip this on Mia) and a Dream Knuckle. That's all the red chests.

=====
6.) Sidequests
=====

After becoming a Dragonmaster, a few sidequests are opened up. These are to be done BEFORE visiting Myght's Room to ready the Airship.

=====
DEVIL'S TEAR
=====

After recieving the Master Sword, use your DragonWings and go to Lann. Go down the stairs and enter the first house on your left and talk with the old man. Choose the first option and after the scene, talk with him again to get the Devil's Tear.

=====
FORBIDDEN FOREST
=====

The Forbidden Forest is found outside of Lyton on the World Map.

Items	Enemies
-----	-----
Flame Ring	Hot Foot
Ruby Gloves	Vor Boar
Phoenix Claw	Ampshire
Magical Hat	
10,000 Sil	

-Run away from every battle you encounter here. The enemies have a lot of HP and they give piss poor experience at this point of the game.

From the entrance, grab the red chest above you to obtain some Ruby Gloves. Now continue right and head north at the split for a chest containing 10,000 Sil. Now go south from the chest to find another chest containing a Flame Ring. Head back up to the split and continue to the right. You'll wind up at a Spring. Open the two chests here to obtain a Magical Hat and a Phoenix Claw. Use your DragonWings to exit the Forest. Select Reza. Talk with the manager until he mentions a cave. Exit and choose the Protector Cave.

=====
PROTECTOR CAVE
=====

=====
PROTECTOR CAVE
=====

Items	Enemies
-------	---------

-----	-----
Fab Sword	Hot Foot
Brave Arm	Vor Boar
Barrel Card	Ampshire
Sapphire	
Magic Bracelet	
Magic Tiara	
Fab Helm	
Danger Claw	
Mind Edge	
Gentle Rod	
Blood Sword	
Brave Armor	
Garnet Claw	
Magical Robe	

-The enemies in the cave are the same ones from the Forbidden Forest, so make sure to run from every battle.

From the start, go left and then head down for a chest containing a Fab Sword. Backtrack to the entrance and head the path going down on your right. Grab the chest here for a Brave Arm. Head back up and go right and down a bit for a chest containing a Barrel Card. Continue down to find another chest that has a Sapphire in it. Keep going down and head for the door. Watch the scene and head through the door after it.

Go left to find a chest containing a Magic Bracelet. Go down this time to find a chest that has a Magic Tiara in it. Now head right until you bump into a chest containing a Fab Helm. Turn around and follow the path left until you trigger another scene. After the scene, head up and go through the door.

Go to the right to find a chest containing a Danger Claw. Head down to find a chest containing a Mind Edge. Now head to the left and follow the path for a scene. After the scene, open the chest for a Gentle Rod. Go through the door.

Head down and go right at the split for a Brave Armor. Head left from the chest to find another chest containing a Blood Sword. Now follow the path downwards, and at the next split, go right for a chest containing a Garnet Claw. Equip this on Jessica. It changes her Limit Break attack, and it'll be pretty useful for the next upcoming boss. Go left from the chest and watch the scene. After it, head up through the door.

Grab the chest on the left to obtain a Magical Robe. Now go all the way up and examine the stone for a fight.

```

O-----O
|  Guardian  |
O-----O
|  HP   | 5,400 |
O-----O

```

-Finally, a boss that can make you work. Have Alex use Vigor and then Sword Dance like always. Jessica should use GraceAve on her first turn, and then use Calm Ave every turn after that. Mia should use Mistveil on the first turn and then IceShell until all 5 party members are hit with it. Nash should use Thors Rain, and then Riot or ThorBolt. Kyle should use Heat Up and then use Slash, or Shiner if his Attack Gauge is full. If Jessica has a full Attack

Gauge, then have her use her new Limit Break, Crimson, first before using GraceAve to do some good damage on it. Then have her use GraceAve, and then Calm Ave every turn after that. The Guardian can hit you up to 80 damage, so make sure to stay on your toes with healing and have Nash toss Jessica some Mental Gums when she's running low on MP.

For winning, you'll receive the Battle Emblem.

=====
7.) Secrets
=====

O-----O
| Restore HP/MP Anytime |
O-----O

-If you're in need of a quick heal, simply save your game and return to the title screen. Now load up your current game, and your health will be restored. You can do this as many times as you want.

O-----O
| Item Duplication |
O-----O

-This is a multistep process, and I'll break it down one by one.

- 1.) Equip the item or items you want to duplicate.
- 2.) Walk around for a few seconds or so.
- 3.) Save your game.
- 4.) Now unequip the item you want to duplicate.
- 5.) Save your game.
- 6.) Load your game, and the item you just unequipped will be duplicated.

This is a great way to make money early in the game, or about halfway through the game by selling equipment.

O-----O
| Secondary Limit Breaks |
O-----O

-Each character has their own Limit Break. However, you can get a second one for each character (except Luna, Ramus, and Tempest) if you have the right equipment.

Alex

-To get Alex's secondary Limit Break, you'll need two items: The Master Book, and the Angel Sword. Both must be equipped in order for it to work. It will change his current Limit Break from WindDirk to Liner.

Jessica

-To get Jessica's secondary Limit Break, find the Garnet Claw in the Protector Cave and equip it on her. Upon doing so, Jessica's Limit Break will change from Smite, to Crimson, which is a lot better to use during boss fights, as it damages a single enemy. Include that with a Buck Up from Mia, and Jessica can do over 800 damage to bosses with Crimson.

Nash

-To get Nash's secondary Limit Break, equip the Light Emblem. His Limit Break will change from Thors Rain to Charge, which doubles the damage your next maggic attack does. You get the Light Emblem during the storyline, so you can't miss it.

Mia

-Same as Nash.

Kyle

-To get Kyle's secondary Limit Break, equip him with the Brave Arm you get from the Protector Cave. In doing so, his Limit Break will change from Shiner to Knuckler.

O-----O

| Master Book |

O-----O

-In order to obtain the Master Book, keep denying the offer of 20,000 Sil for the Dragon Diamond until the shop owner decides to throw in a Master Book with the offer.

O-----O

| Secret Pictures |

O-----O

-You can get three extra pictures into your Galleries of Luna, Mia, and Jessica. One for each of them.

Jessica

-In order to get Jessica's secret picture, after Kyle joins you, go to Althana's Shrine and head north and talk to the woman on the right and keep talking with her until you recieve Jessica's picture.

Mia

-After Alex becomes a Dragonmaster, and after Nash leaves your party, go to Iluk and talk to a man in one of the houses and keep talking to him and he'll give you Mia's picture.

Luna

-After defeating Ghaleon, go to Ramus' shop and talk with him to obtain Luna's picture.

O-----O

| SFX/Sound Test |

O-----O

-After beating the game, and after the credits roll, go back to the main menu and select options. The top two choices that once were question marks will now be labeled as Sound and Sound Effects, which allow you to hear each of them if you push A on the number you select.

=====

8.) Shop List

=====

BURG

Weapons

Short Sword ----> 200 Sil

Frying Pan ----> 60 Sil

Armor

Clothes ----> 80 Sil

Wristband ----> 60 Sil

Wood Shield ----> 100 Sil

Items

Heal Gum ----> 40 Sil

ParaClean ----> 60 Sil

Antidote ----> 20 Sil

SAITH

Weapons

Long Sword ----> 360 Sil

Fry Pan ----> 60 Sil

Armor

ClothArm ----> 140 Sil

ClothHat ----> 20 Sil

Scarf ----> 20 Sil

Items

Heal Gum -----> 60 Sil
ParaClean -----> 60 Sil

MERIBIA

Weapons

Knife -----> 100 Sil
Short Sword ----> 200 Sil
Long Sword -----> 360 Sil
Broad Sword ----> 600 Sil
Hard Pan -----> 280 Sil
Luck Rod -----> 1000 Sil
Aqua Staff -----> 1200 Sil
Flame Rod -----> 2800 Sil

Armor

Leather Armor --> 260 Sil
Plate Armor ----> 480 Sil
Clothe Armor ---> 140 Sil
Pot Lid -----> 20 Sil
Wood Shield ----> 100 Sil
Iron Shield ----> 360 Sil
Headband -----> 160 Sil
Iron Helm -----> 260 Sil
Robe -----> 400 Sil
Wristband -----> 60 Sil
Silver Wrstbnd -> 220 Sil
Plat Wristband -> 660 Sil
Bandana -----> 160 Sil

Items

Heal Gum -----> 40 Sil
Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Mental Gum -----> 1000 Sil
Angel Tear -----> 600 Sil
Perfume -----> 500 Sil

VANE

Weapons

Rune Blade -----> 1000 Sil
Silver Sword ---> 1800 Sil
Flame Rod -----> 2800 Sil
Crystal Rod ----> 1600 Sil
MeteoRod -----> 5800 Sil

Armor

Silver Chain ---> 1200 Sil
Mage Robe -----> 1280 Sil
Silver Shield --> 900 Sil
Silver Guard ---> 480 Sil
Silver Wrstbnd -> 220 Sil
Plat Wristband -> 660 Sil
FlashBand -----> 240 Sil

Items

Mental Gum -----> 1000 Sil
Mental Drop -----> 5000 Sil
Angel Tear -----> 600 Sil
Heal Gum -----> 40 Sil
Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Perfume -----> 500 Sil

Accessories

Wind Boots -----> 80,000 Sil
Rain Seed -----> 12,000 Sil
Dark Seed -----> 12,000 Sil

LANN

Weapons

Wow Pan -----> 1980 Sil

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Dragon Feather -> 100 Sil

LANN ISLAND

Items

Heal Gum -----> 40 Sil
Heal Drop -----> 200 Sil
Mental Gum -----> 1000 Sil
ParaClean -----> 60 Sil
Angel Tear -----> 600
Dragon Feather -> 100 Sil
Antidote -----> 20 Sil
Perfume -----> 500 Sil

REZA

Weapons

Katana -----> 2800 Sil
Flail -----> 2600 Sil
MeteoRod -----> 5800 Sil

Armor

Silver Chain ---> 1200 Sil
BaptRobe -----> 1400 Sil
Sorcerer Robe --> 2000 Sil
PlatRist -----> 660 Sil
Metal Plate ----> 2400 Sil
Metal Shield ---> 1800 Sil
Metal Helm -----> 1360 Sil
Vane Robe -----> 3600 Sil
CrystalRist ----> 1200 Sil

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Dragon Feather -> 100 Sil

MERYOD (West Side)

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Angel Tear -----> 600 Sil

Accessories

Anger Ring -----> 12,000 Sil

ILUK

Items

Heal Drop -----> 200 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil
Angel Tear -----> 600 Sil

Accessories

Anger Ring -----> 12,000 Sil

RED DRAGON CAVE

Items

Heal Drop -----> 200 Sil
Mental Gum -----> 1000 Sil
Angel Tear -----> 600 Sil
ParaClean -----> 60 Sil
Perfume -----> 500 Sil
Dragon Feather -> 100 Sil

MERYOD (East Side)

Weapons

Iron Knuckle ---> 14,000 Sil
Brave Sword ----> 20,000 Sil
Sonic Hammer ---> 7600 Sil
Mind Staff -----> 8600 Sil

Armor

Metal Plate ----> 2400 Sil
Metal Shield ---> 1800 Sil
Platinum -----> 1000 Sil
Metal Helmet ---> 1360 Sil
Jade Tiara -----> 400 Sil

LYTON

Armor

Battle Armor ---> 4800 Sil
Battle Shield --> 3600 Sil
Battle Helmet --> 2600 Sil
RainRist -----> 2400 Sil

Items

Heal Drop -----> 200 Sil
Angel Tear -----> 600 Sil

BLUE DRAGON SHRINE

Items

Heal Drop -----> 200 Sil
Mental Gum -----> 1000 Sil
ParaClean -----> 60 Sil
Angel Tear -----> 600 Sil
Perfume -----> 500 Sil
Dragon Feather -> 100 Sil

TAMUR

Weapons

Battle Sword ---> 9000 Sil
WindSW -----> 14,000 Sil
Holy Hammer ----> 22,000 Sil

Armor

Silver Plate ---> 9600 Sil
IereRobe -----> 5600 Sil
LiteRobe -----> 7200 Sil
MindRobe -----> 6800 Sil
Dragon Wrist ---> 3800 Sil
LuckBand -----> 2800 Sil

Items

Heal Drop -----> 200 Sil
Angel Tear -----> 600 Sil
ParaClean -----> 60 Sil
Antidote -----> 20 Sil
Holy Water -----> 100 Sil

Accessories

Barrier Ring ---> 35,000 Sil

PAO

Items

Heal Drop -----> 200 Sil
Mental Gum -----> 1000 Sil
Angel Tear -----> 600 Sil
Holy Water -----> 100 Sil

=====

9.) Card List

=====

0.) Alex 1

How to obtain: Purchase it in Meribia.

1.) Alex 2

How to obtain: Purchase it in Meribia.

2.) Alex 3

How to obtain: Purchase it in Meribia.

3.) Alex 4

How to obtain: Purchase it in Meribia.

- 4.) D. Alex 1
How to obtain: Purchase it in Meribia.
- 5.) D. Alex 2
How to obtain: Purchase it in Meribia.
- 6.) D. Alex 3
How to obtain: Purchase it in Meribia.
- 7.) D. Alex 4
How to obtain: Purchase it in Meribia.
- 8.) Luna 1
How to obtain: Purchase it in Meribia.
- 9.) Luna 2
How to obtain: Purchase it in Meribia.
- 10.) Luna 3
How to obtain: Purchase it in Meribia.
- 11.) Luna 4
How to obtain: Purchase it in Meribia.
- 12.) Nash 1
How to obtain: Purchase it in Meribia.
- 13.) Nash 2
How to obtain: Purchase it in Meribia.
- 14.) Nash 3
How to obtain: Purchase it in Meribia.
- 15.) Hi-Nash
How to obtain: Obtain from a trader. Need Card Number 157 in order to get it.
He can be found at the Spring in the Forbidden Forest after completing Ruid.
- 16.) Mia 1
How to obtain: Purchase it in Meribia.
- 17.) Mia 2
How to obtain: Purchase it in Meribia.
- 18.) Mia 3
How to obtain: Purchase it in Meribia.
- 19.) Mia 4
How to obtain: Purchase it in Meribia.
- 20.) Jessica 1
How to obtain: Purchase it in Meribia.
- 21.) Jessica 2
How to obtain: Purchase it in Meribia.
- 22.) Jessica 3
How to obtain: Purchase it in Meribia.
- 23.) Jessica 4

How to obtain: Purchase it in Meribia.

24.) Kyle 1

How to obtain: Purchase it in Meribia.

25.) Kyle 2

How to obtain: Purchase it in Meribia.

26.) Kyle 3

How to obtain: Purchase it in Meribia.

27.) Kyle 4

How to obtain: Purchase it in Meribia.

28.) Tempest

How to obtain: Purchase it in Meribia.

29.) Fresca

How to obtain: Purchase it in Meribia.

30.) Ramus 1

How to obtain: Purchase it in Meribia.

31.) Ramus 2

How to obtain: Purchase it in Meribia.

32.) Ghaleon 1

How to obtain: Purchase it in Meribia.

33.) Ghaleon 2

How to obtain: Purchase it in Meribia.

34.) Ghaleon 3

How to obtain: Purchase it in Meribia.

35.) Magic Emperor

How to obtain: Purchase it in Meribia.

36.) Laike 1

How to obtain: Purchase it in Meribia.

37.) Laike 2

How to obtain: Purchase it in Meribia.

38.) Nall 1

How to obtain: Purchase it in Meribia.

39.) Nall 2

How to obtain: Purchase it in Meribia.

40.) Mel

How to obtain: Purchase it in Meribia.

41.) Xenobia

How to obtain: Obtain it from a card trader. Need Card Number 154 in order to receive it. You can find him at the Spring below Meryod Woods.

42.) Phacia

How to obtain: Obtain it from a card trader. Need Card Number 152 in order to receive it. You can find him at the Spring below Meryod Woods.

43.) Royce

How to obtain: Obtain it from a card trader. Need Card Number 153 in order to receive it. You can find him at the Spring below Meryod Woods.

44.) Myght

How to obtain: Purchase it in Meribia.

45.) Taben

How to obtain: Purchase it in Meribia.

46.) MEGhaleon

How to obtain: Obtain in a trade. Need Card Number 158 in order to get it. You can find the trader somewhere in Meribia after completing the Grindery.

47.) Evil Alt

How to obtain: Obtain in a trade. Need Card Number 159 in order to get it. You can find the trader somewhere in Meribia (near the dock I believe) after completing the Grindery.

48.) Dyne 4

How to obtain: Purchase it in Meribia.

49.) Ghaleon 4

How to obtain: Purchase it in Meribia.

50.) Lemia 4

How to obtain: Purchase it in Meribia.

51.) Mel 4

How to obtain: Purchase it in Meribia.

52.) Althena

How to obtain: Purchase it in Meribia.

53.) Barrel

How to obtain: Found in the Protector Cave.

54.) D. Grave

How to obtain: Found in the sewers in a small house near the dock in Meribia. You must have completed the Grindery.

55.) Nall

How to obtain: Found in a chest at the Goddess Tower.

56.) Quark

How to obtain: Obtained after Quark is captured. Visit the Old Hags house and talk with her.

57.) Amelia

How to obtain: Obtained after completing the Red Dragon Cave. Visit the Old Hags house and talk with her.

58.) Cyan

How to obtain: Obtained after completing the Blue Dragon Shrine. Visit the Old Hags house and talk with her.

59.) Rubeus

How to obtain: Obtained after completing the Black Dragon Fortress. Visit the Old Hags house and talk with her.

- 60.) Burgdog
How to obtain: Defeat the enemy (found in the Weird Woods)
- 61.) Deathcap
How to obtain: Defeat the enemy (found in the Weird Woods)
- 62.) Pirate 1
How to obtain: Defeat the enemy (found on the Hispaniola)
- 63.) Pirate 2
How to obtain: Defeat the enemy (found on the Hispaniola)
- 64.) Flytrap
How to obtain: Defeat the enemy (found in the Weird Woods)
- 65.) Ammonite
How to obtain: Defeat the enemy (found in the Meribia Sewers)
- 66.) Fatsnake
How to obtain: Defeat the enemy (found in the Meribia Sewers)
- 67.) KillFish
How to obtain: Defeat the enemy (found in the Meribia Sewers)
- 68.) Wisp
How to obtain: Defeat the enemy (found in the Meribia Sewers)
- 69.) Toadstool
How to obtain: Defeat the enemy (found in Sub-Vane)
- 70.) Gunfoot
How to obtain: Defeat the enemy (found in Sub-Vane)
- 71.) Ice Dog
How to obtain: Defeat the enemy (found in Sub-Vane)
- 72.) Batlefly
How to obtain: Defeat the enemy (found in Sub-Vane)
- 73.) Dethmoth
How to obtain: Defeat the enemy (found in the Nanza Mountains)
- 74.) Wildboar
How to obtain: Defeat the enemy (found in the Nanza Mountains)
- 75.) Earthel
How to obtain: Defeat the enemy (found in the Nanza Mountains)
- 76.) Antlion
How to obtain: Defeat the enemy (found in the Nanza Mountains)
- 77.) PudgyBoa
How to obtain: Defeat the enemy (found on Lann Island)
- 78.) The Deep
How to obtain: Defeat the enemy (found on Lann Island)
- 79.) Cyclops
How to obtain: Defeat the enemy (found on Lann Island)

80.) Piranha

How to obtain: Defeat the enemy (found on Lann Island)

81.) C Mirror

How to obtain: Defeat the enemy (found in the Crystal Tower)

82.) Meteor

How to obtain: Defeat the enemy (found in the Crystal Tower)

83.) C Knight

How to obtain: Defeat the enemy (found in the Crystal Tower)

84.) Flymet

How to obtain: Defeat the enemy (found in the Crystal Tower)

85.) Rook

How to obtain: Defeat the enemy (found in Meribia when the enemies invade)

86.) Gargoyle

How to obtain: Defeat the enemy (found in Meribia when the enemies invade)

87.) Necroman

How to obtain: Defeat the enemy (found in Meribia when the enemies invade)

88.) Darklord

How to obtain: Defeat the enemy (found in Meribia when the enemies invade)

89.) Batlebat

How to obtain: Defeat the enemy (found in Damon's Spire)

90.) Homunc

How to obtain: Defeat the enemy (found in Damon's Spire)

91.) Kyklops

How to obtain: Defeat the enemy (found in Damon's Spire)

92.) Gigant

How to obtain: Defeat the enemy (found in Damon's Spire)

93.) Flufball

How to obtain: Defeat the enemy (found in Iluk Field)

94.) Puffball

How to obtain: Defeat the enemy (found in Iluk Field)

95.) Maneater

How to obtain: Defeat the enemy (found in Iluk Field)

96.) Devilfly

How to obtain: Defeat the enemy (found in Iluk Field)

97.) Blob

How to obtain: Defeat the enemy (found in the Red Dragon Cave)

98.) Burner

How to obtain: Defeat the enemy (found in the Red Dragon Cave)

99.) Firel

How to obtain: Defeat the enemy (found in the Red Dragon Cave)

100.) Scorpion

How to obtain: Defeat the enemy (found in the Red Dragon Cave)

101.) Mindblow

How to obtain: Defeat the enemy (found in the Lyton Cave)

102.) Sparkeye

How to obtain: Defeat the enemy (found in the Lyton Cave)

103.) Giga Ant

How to obtain: Defeat the enemy (found in the Lyton Cave)

104.) Merlance

How to obtain: Defeat the enemy (found in the Blue Dragon Shrine)

105.) Spikerat

How to obtain: Defeat the enemy (found in the Blue Dragon Shrine)

106.) Waterel

How to obtain: Defeat the enemy (found in the Blue Dragon Shrine)

107.) Slime

How to obtain: Defeat the enemy (found in the Blue Dragon Shrine)

108.) Dryad

How to obtain: Defeat the enemy (found in the Tamur Pass)

109.) Ice Pup

How to obtain: Defeat the enemy (found in the Tamur Pass)

110.) Swarmer

How to obtain: Defeat the enemy (found in the Tamur Pass)

111.) Shrieker

How to obtain: Defeat the enemy (found in the Tamur Pass)

112.) Iron Man

How to obtain: Defeat the enemy (found in the Tamur Pass)

113.) Sorcerer

How to obtain: Defeat the enemy (found in the Tamur Pass)

114.) Zane

How to obtain: Defeat the enemy (found in the Tamur Pass)

115.) Magic Hat

How to obtain: Defeat the enemy (found in Myght's Tower)

116.) Spector

How to obtain: Defeat the enemy (found in Myght's Tower)

117.) Mechstar

How to obtain: Defeat the enemy (found in Myght's Tower)

118.) M Mirror

How to obtain: Defeat the enemy (found in Myght's Tower)

119.) Shroom

How to obtain: Defeat the enemy (found in the Forest of Illusion)

120.) Ambush

How to obtain: Defeat the enemy (found in the Forest of Illusion)

121.) Yeti

How to obtain: Defeat the enemy (found in the Forest of Illusion)

122.) Inceptor

How to obtain: Defeat the enemy (found in the Forest of Illusion)

123.) Torment

How to obtain: Defeat the enemy (found in the Black Dragon Fortress)

124.) Coronast

How to obtain: Defeat the enemy (found in the Black Dragon Fortress)

125.) Chaos

How to obtain: Defeat the enemy (found in the Black Dragon Fortress)

126.) Goth

How to obtain: Defeat the enemy (found in the Black Dragon Fortress)

127.) Piper

How to obtain: Defeat the enemy (found in the Crystal Tower)

128.) Zotto

How to obtain: Defeat the enemy (found in Nanza)

129.) MechTank

How to obtain: Defeat the enemy (found in the Talon Mines)

130.) Stalker

How to obtain: Defeat the enemy (found in the Talon Mines)

131.) Sergeant

How to obtain: Defeat the enemy (found in the Talon Mines)

132.) Rocbiter

How to obtain: Defeat the enemy (found in the Talon Mines)

133.) Driller

How to obtain: Defeat the enemy (found in Ruid)

134.) Wyndham

How to obtain: Defeat the enemy (found in Ruid)

135.) Baiken

How to obtain: Defeat the enemy (found in Ruid)

136.) D Mirror

How to obtain: Defeat the enemy (found in Ruid)

137.) Ur Golem

How to obtain: Defeat the enemy (found in the Grindery)

138.) Plankton

How to obtain: Defeat the enemy (found in the Grindery)

139.) Disarmer

How to obtain: Defeat the enemy (found in the Grindery)

140.) Elemage

How to obtain: Defeat the enemy (found in the Grindery)

141.) Arrofish

How to obtain: Defeat the enemy (found in the Grindery)

142.) KillFang

How to obtain: Defeat the enemy (found in the Grindery)

143.) Archmage

How to obtain: Defeat the enemy (found in the Grindery)

144.) Bomangel

How to obtain: Defeat the enemy (found in the Grindery)

145.) Gigadeth

How to obtain: Defeat the enemy (found in Althena's Fortress)

146.) Pikuni

How to obtain: Defeat the enemy (found in Althena's Fortress)

147.) Gudeth

How to obtain: Defeat the enemy (found in Althena's Fortress)

148.) Rig Horn

How to obtain: Defeat the enemy (found in the Goddess Tower)

149.) Crusher

How to obtain: Defeat the enemy (found in the Goddess Tower)

150.) Asmodeus

How to obtain: Defeat the enemy (found in the Goddess Tower)

151.) Bomdevil

How to obtain: Defeat the enemy (found in the Goddess Tower)

152.) Hellslug

How to obtain: Defeat the enemy (found in the Meryod Woods)

153.) NoBrainr

How to obtain: Defeat the enemy (found in the Meryod Woods)

154.) Gorgon

How to obtain: Defeat the enemy (found in the Meryod Woods)

155.) Badbuzz

How to obtain: Defeat the enemy (found in the Meryod Woods)

156.) Ampshire

How to obtain: Defeat the enemy (found in the Forbidden Forest and Protector Cave)

157.) Hot Foot

How to obtain: Defeat the enemy (found in the Forbidden Forest and Protector Cave)

158.) Vor Boar

How to obtain: Defeat the enemy (found in the Forbidden Forest and Protector Cave)

159.) Nautilus

How to obtain: Defeat the enemy (found in the Forbidden Forest and Protector Cave)

160.) Captain

How to obtain: Defeat the Captain

161.) Rin-Rin

How to obtain: Defeat Rin-Rin

162.) Mel

How to obtain: Defeat Mel

163.) Evilmist

How to obtain: Defeat the Evilmist

164.) Frogzard

How to obtain: Defeat the Frogzard

165.) Grandoom

How to obtain: Defeat Grandoom

166.) Bronzdog

How to obtain: Defeat the Bronzdogs

167.) Tempest

How to obtain: Defeat Tempest

168.) Rubeus

How to obtain: Defeat Rubeus

169.) Taben

How to obtain: Defeat Taben

170.) Magic Emperor

How to obtain: Defeat the Magic Emperor

171.) Royce

How to obtain: Defeat Royce

172.) Xenobia

How to obtain: Defeat Xenobia

173.) Ghaleon

How to obtain: Defeat Ghaleon

174.) Guardian

How to obtain: Defeat the Guardian (found in the Protector Cave)

175.) Blaclamp

How to obtain: Defeat the Blaclamp

=====
10.) Skill List
=====

NOTE: The levels that some of the skills are learned are off the top of my head, as I forgot to write them down, so if you see a mistake, please let me know.

O-----O
| Alex |
O-----O

Sword Dance

MP Cost: 6

Level Learned: N/A

Usefulness: 5/5

Notes: This is one of the main skills that you'll be using throughout the game during boss fights. This matched with Vigor makes the boss fights a breeze.

Blast

MP Cost: 9

Level Learned: 10

Usefulness: 2/5

Notes: Heavy MP use early in the game. Enemies are usually defeatable with one hit later into the game, so this skill isn't that needed late.

Vigor

MP Cost: 10

Level Learned: 13

Usefulness: 5/5

Notes: Like Sword Dance, this will be one of your most used skills during the game. Using this during boss fights with a mix of Sword Dances, Alex will be unstoppable.

Flash

MP Cost: 18

Level Learned: 18

Usefulness: 1/5

Notes: You won't be using this that much due to the high MP cost.

Cyanic

MP Cost: 40

Level Learned: After becoming a Dragonmaster

Usefulness: 4/5

Notes: Though the MP Cost is deep, this spell is crucial during the final battle of the game, though you can get by without this until then.

Quarker

MP Cost: 50

Level Learned: After becoming a Dragonmaster

Usefulness: 2/5

Notes: You won't be using this that much.

Ruben

MP Cost: 30

Level Learned: After becoming a Dragonmaster

Usefulness: 1/5

Notes: You won't be using this that much, if at all.

Amelian

MP Cost: 70

Level Learned: After becoming a Dragonmaster

Usefulness: 1/5

Notes: The MP Cost is deep, and Mia's Inferno is just as good.

WindDirk

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 3/5

Notes: This is horrible in boss fights, but this is a good skill to use to get rid of normal enemies in a flash.

Liner

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: It hits a single target, which is great for a boss fight, but you probably won't be using much of it regardless since WindDirk works better for regular fights.

O-----O

| Luna |

O-----O

HealSong

MP Cost: 4

Level Learned: N/A

Usefulness: 2/5

Notes: Useful early on, but you get a better healing spell soon.

PowerSong

MP Cost: 10

Level Learned: 8

Usefulness: 2/5

Notes: The attack isn't noticeable enough during boss fights, and you hardly won't use this during normal fights, but the defense boost is always nice.

TranqSong

MP Cost: 15

Level Learned: 10

Usefulness: 5/5

Notes: This is the best healing spell you're going to get for awhile, so make good use of it during all kinds of fights.

RunSong

MP Cost: 10

Level Learned: 13

Usefulness: 1/5

Notes: You won't be using this at all. Running away from battles does the same thing, minus the MP cost.

Goddess

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 5/5

Notes: It completely refills your HP and MP, so I see no reason why in the hell this wouldn't be useful.

O-----O

| Nash |

O-----O

Riot

MP Cost: 6

Level Learned: N/A

Usefulness: 2/5

Notes: Though it can be useful early on, Nash's physical attacks do more to enemies eventually.

Stone

MP Cost: 6

Level Learned: N/A

Usefulness: 1/5

Notes: You won't be using this at all.

Sparker

MP Cost: 10

Level Learned: 18

Usefulness: 3/5

Notes: Decent damage, and it hits all enemies.

Sleep

MP Cost: 9

Level Learned: 20

Usefulness: 1/5

Notes: You won't be using this at all.

Confuse

MP Cost: 7

Level Learned: 14

Usefulness: 1/5

Notes: You won't be using this at all.

Enclose

MP Cost: 8

Level Learned: 15

Usefulness: 1/5

Notes: You won't be using this at all.

Blitz

MP Cost: 18

Level Learned: 23

Usefulness: 2/5

Notes: It does decent damage, but not enough to make you use it all the time.

ThorBolt

MP Cost: 15

Level Learned: 34

Usefulness: 5/5

Notes: Cheaper than Blitz, and more powerful. This spell should be used against all bosses whenever Nash learns it.

Thors Rain

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 4/5

Notes: Crappy in boss fights, excellent in normal fights.

Charge

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: All it does is double the power of your next magic attack. The only magic attack that's good for this is ThorBolt.

O-----O

| Mia |

O-----O

Flame Arc

MP Cost: 7

Level Learned: N/A

Usefulness: 3/5

Notes: Good early on, but it'll be put behind for Inferno.

Freezer

MP Cost: 5

Level Learned: N/A

Usefulness: 3/5

Notes: Good early on, but it'll be put behind for Sleet.

Blizzard

MP Cost: 10

Level Learned: N/A

Usefulness: 3/5

Notes: Good early on, but it'll be put behind for Sleet.

IceShell

MP Cost: 11

Level Learned: N/A

Usefulness: 5/5

Notes: Increases your Defense. This is a vital spell for when you fight the Guardian, and the final boss. Downside is that you have to cast it 5 times to cover each character (the number depends on how many people are in your party)

Sleet

MP Cost: 15

Level Learned: 21

Usefulness: 4/5

Notes: Better than Blizzard and this will probably be your main spell against fire enemies throughout the game.

Fireball

MP Cost: 13

Level Learned: 24

Usefulness: 3/5

Notes: Good once you get it and good in boss fights, but not so great in normal fights.

Inferno

MP Cost: 30

Level Learned: 35

Usefulness: 4/5

Notes: Great against Ice type enemies, or any non-fire enemy in general. The only downside is the MP Cost, but with Mia's high MP, it shouldn't pose as a problem.

Buck Up

MP Cost: 11

Level Learned: 28

Usefulness: 2/5

Notes: Since Alex and Kyle have their own Attack Increasing skills, and Nash and Mia don't need it, this is only useful to Jessica if she has her Crimson Limit Break.

Mistveil

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 5/5

Notes: This makes you invincible for the next 3 turns, which gives you a great advantage to heal and buff your party.

Charge

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: See Nash's Notes, minus the ThorBolt part and replace it with Freezer, Inferno, Sleet, or Inferno.

O-----O

| Jessica |

O-----O

Heal Ave

MP Cost: 4

Level Learned: N/A

Usefulness: 3/5

Notes: Not much use when Jessica has Calm Ave, but it's still good to use as a field heal.

Calm Ave

MP Cost: 15

Level Learned: N/A

Usefulness: 5/5

Notes: This heals the entire party, and you'll be using this up until the end of the game, so it's the way to go.

Escape

MP Cost: 1 MP

Level Learned: N/A

Usefulness: 5/5

Notes: This helps you escape from dungeons without having to backtrack at all to the entrance.

GraceAve

MP Cost: 12

Level Learned: 25

Usefulness: 3/5

Notes: This regenerates your party every turn. It's only useful for boss fights and even then, the health you recover won't hardly be enough once you are near the end of the game.

Pure Ave

MP Cost: 4

Level Learned: N/A

Usefulness: 1/5

Notes: While it does cure ailments, you have Holy Waters for that.

Fear Ave

MP Cost: 6

Level Learned: 24

Usefulness: 1/5

Notes: Running away does the same thing.

Love Ave

MP Cost: 10

Level Learned: 31

Usefulness: 2/5

Notes: Though it completely heals, it only works for one party member at a time.

Miracle Ave

MP Cost: 20

Level Learned: 34

Usefulness: 2/5

Notes: It revives, but it's no good if Jessica's dead. That's what Angel Tears are for anyways.

Smite

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 4/5

Notes: Instantly kills all enemies (except for Bosses) on the screen. It doesn't work 100% of the time, but it works on a high frequency.

Crimson

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 3/5

Notes: Hits a single target for heavy damage. This works exceptionally well against bosses if Mia uses Buck Up on Jessica before she uses it. Other than that, that's all it's good for.

O-----O

| Kyle |

O-----O

Slash

MP Cost: 6

Level Learned: N/A

Usefulness: 5/5

Notes: This is a clone of Alex's Sword Dance, and when used in Unison with Heat Up, it gives the same results as Alex's Vigor/Sword Dance combo.

Sweep

MP Cost: 9

Level Learned: N/A

Usefulness: 2/5

Notes: You won't be using this much.

Sonic

MP Cost: 14

Level Learned: N/A

Usefulness: 3/5

Notes: It does decent damage and hits a group of enemies, but it's best used if there are a lot of enemies on the screen.

Heat Up

MP Cost: 8

Level Learned: N/A

Usefulness: 5/5

Notes: This is a clone of Alex's Vigor, and it's great for boss fights, just like Alex's.

Shiner

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 4/5

Notes: Just like Alex's WindDirk, it hits all enemies, but this is also great to use on bosses, as it does around the same damage as Slash, unlike Alex's WindDirk.

Knuckler

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: See Alex's notes, except replace WindDirk with Shiner.

=====

11.) Enemy Listing

=====

This section will list each enemy in the dungeons you find throughout the game, along with their estimated HP Value.

Weird Woods

Burg Dog - 30 HP

Deathcap - 15 HP

Fly Trap - 25 HP

Hispaniola

Pirate 1 - 50 HP

Pirate 2 - 55 HP

Meribia Sewers

Ammonite - 55 HP

FatSnake - 35 HP

Killfish - 50 HP

Wisp - 40 HP

Sub-Vane

Battlefly - 40 HP

Gun Foot - 60 HP

Ice Dog - 10 HP

Toadstool - 35 HP

Nanza

Ant Lion - 40 HP

Dethmoth - 40 HP

Earthel - 60 HP

Wildboar - 60 HP

Lann Island

Cyclops - 100 HP

FatBoa - 75 HP

Pirahna - 70 HP

The Deep - 125 HP

Crystal Tower

C Knight - 80 HP

C Mirror - 105 HP

Flymet - 85 HP

Meteor - 90 HP

Meribia (Invasion)

Darklord - 120 HP

Gargoyle - 135 HP

Necroman - 100 HP

Rook - 100 HP

Meryod Woods

Bad Buzz - 135 HP

Gorgon - 110 HP

Hellslug - 100 HP

NoBrainr - 140 HP

Damon's Spire

Batlebat - 85 HP

Gigant - 165 HP

Homunc - 80 HP

Kyklops - 190 HP

Field

Devilfly - 100 HP

Flufball - 100 HP

Man Eater - 140 HP

Puffball - 185 HP

Red Dragon Cave

Blob - 245 HP

Burner - 255 HP

Firel - 170 HP

Scorpion - 200 HP

Lyton Cave

Giga Ant - 165 HP
Mindblow - 250 HP
Sparkeye - 345 HP

Blue Dragon Shrine

Merlance - 300 HP
Slime - 220 HP
Spikerat - 200 HP
Waterel - 175 HP

Tamur Pass

Dryad - 310 HP
Ice Pup - 130 HP
Ironman - 315 HP
Shrieker - 120 HP
Sorcerer - 150 HP
Swarmer - 180 HP

Myght's Tower

MagicHat - 180 HP
Mechstar - 180 HP
M Mirror - 165 HP
Spector - 200 HP

Forest of Illusion

Ambush - 210 HP
Inceptor - 175 HP
Shroom - 150 HP
Yeti - 155 HP

Black Dragon Fortress

Chaos - 395 HP
Coronast - 160 HP
Goth - 320 HP
Torment - 265 HP

Talon Mines

MechTank - 265 HP
RocBiter - 180 HP
Sergeant - 200 HP
Stalker - 130 HP

Ruid

Baiken - 300 HP
Driller - 220 HP

D Mirror - 160 HP
Wyndham - 200 HP

Grindery

Arcmage - 340 HP
Arrofish - 300 HP
Bomangel - 325 HP
Disarmer - 360 HP
Elemage - 300 HP
Killfang - 445 HP
Ur Golem - 380 HP

Althena's Fortress

Giga Death - 330 HP
Gudeth - 560 HP
Pikuna - 320 HP

Goddess Tower

Asmodeus - 640 HP
Bomdevil - 420 HP
Crusher - 455 HP
Rig Horn - 550 HP

===== 12.) Equipment List =====

Swords

Name: AlthenaS [Althena's Sword]
Atk: +75
Used by: Alex
Found: Recieved automatically after the events of the Grindery

Name: Bastard [Bastard Sword]
Atk: +50
Used by: Kyle
Found: N/A

Name: BattleSw [Battle Sword]
Atk: +55
Used by: Alex and Kyle
Found: Black Dragon Fortress

Name: BloodSw [Blood Sword]
Atk: +60
Used by: Kyle
Found: Protector Cave

Name: BraveSw [Brave Sword]
Atk: +60
Used by: Kyle
Found: N/A [Bought in Meryod]

Name: BroadSw [Broad Sword]
Atk: +21
Used by: Alex and Kyle
Found: N/A [Bought in Meribia]

Name: Crystals [Crystal Sword]
Atk: +70
Used by: Kyle
Found: Goddess Tower

Name: DarkSw [Dark Sword]
Atk: +61
Used by: Alex
Found: Myght's Tower

Name: DemonBl [Demon Blade]
Atk: +85
Used by: Kyle
Found: Althena's Fortress
NOTE: This weapon is Cursed and decreases your MP per turn if equipped.

Name: FlameSw [Flame Sword]
Atk: +39
Used by: Alex
Found: Red Dragon Cave

Name: Katana
Atk: +38
Used by: Alex and Kyle
Found: N/A [Bought in Reza]

Name: LongSw [Long Sword]
Atk: +16
Used by: Alex and Kyle
Found: N/A [Bought in Saith and Meribia]

Name: MasterSw [Master Sword]
Atk: +68
Used by: Alex
Found: Pao [After completeing the Black Dragon Fortress]

Name: MindEdge [Mind Edge]
Atk: +60
Used by: Alex and Kyle
Found: Protector Cave

Name: SilverSw [Silver Sword]
Atk: +33
Used by: Alex and Kyle
Found: N/A [Bought in Vane]

Name: ThunderBl [Thunder Blade]
Atk: +55
Used by: Alex and Kyle
Found: Burg

Canes/Wands

Name: AquaStaf [Aqua Staff]
Atk: +20
Used by: Mia and Nash
Found: N/A [Bought in Meribia]

Name: Cane
Atk: +5
Used by: Mia and Nash
Found: N/A [Nash has it equipped from the start]

Name: DragoonW [Dragoon Wand]
Atk: +60 [+60 Agi]
Used by: Mia and Nash
Found: Althena's Fortress

Name: FlameRod [Flame Rod]
Atk: +26
Used by: Mia and Nash
Found: N/A [Bought in Meribia]

Name: GentlRod [Gentle Rod]
Atk: +1 [+70 Men]
Used by: Nash
Found: Protector Cave

Name: MagiCane [Magical Cane]
Atk: +1 [+80 Men]
Used by: Mia
Found: Ramus's House [Red Chest]

Name: MeteoRod [Meteor Rod]
Atk: +38
Used by: Mia and Nash
Found: N/A [Bought in Vane and Reza]

Name: WindStaf [Wind Staff]
Atk: +20 [+20 Agi]
Used by: Mia and Nash
Found: Tamur Pass

Hammers

Name: Erthquak [Earthquake]
Atk: +56
Used by: Jessica
Found: Weird Woods [Red Chest]

Name: FlameH [Flame Hammer]
Atk: +52
Used by: Jessica
Found: Nanza Pass - South [Red Chest]

Name: HolyHamr [Holy Hammer]
Atk: +68
Used by: Jessica
Found: N/A [Bought in Tamur]

Name: MindBrak [Mind Break]
Atk: +63
Used by: Jessica
Found: Ruid

Name: MorningS [Morning Star]
Atk: +50
Used by: Jessica
Found: Grindery

Claws/Knuckles

Name: ArmrGlov [Armor Gloves]
Atk: +30 [+10 Def, +1 NOA]
Used by: Kyle
Found: Blue Dragon Shrine

Name: BeatKnuc [Beat Knuckles]
Atk: +25 [+1 NOA]
Used by: Kyle
Found: Burg [Red Chest]

Name: BraveArm [Brave Armlet]
Atk: +55 [+15 Res, +1 NOA]
Used by: Kyle
Found: Protector Cave
NOTE: Changes Kyle's Limit Break from Shiner to Knuckler

Name: Cestus
Atk: +34 [+1 NOA]
Used by: Kyle
Found: Myght's Tower

Name: DangClaw [Danger Claw]
Atk: +43 [+10 Men, +1 NOA]
Used by: Jessica
Found: Protector Cave

Name: DreamKnu
Atk: +33 [+1 NOA]
Used by: Kyle
Found: Spring [Red Chest]

Name: FabSword [Fab Sword]
Atk: +20
Used by: Kyle
Found: Protector Cave

Name: FreezKnu [Freeze Knuckles]
Atk: +30 [+1 NOA]
Used by: Kyle

Found: Blue Dragon Shrine

Name: GarnetCl [Garnet Claw]

Atk: +55 [+15 Men, +1 NOA]

Used by: Jessica

Found: Protector Cave

NOTE: Changes Jessica's Limit Break from Smite to Crimson

Name: MasterGl [Master Gloves]

Atk: +60 [+1 NOA]

Used by: Kyle

Found: Althena's Fortress

Name: MetlClaw [Metal Claw]

Atk: +8 [+1 NOA]

Used by: Jessica

Found: N/A [Jessica starts with it]

Name: PhenixCl [Phoenix Claw]

Atk: +60 Atk [+1 NOA]

Used by: Jessica

Found: Forbidden Forest Spring [Red Chest]

Name: SoftKnuc [Soft Knuckles]

Atk: +8 [+1 NOA]

Used by: Kyle

Found: Nanza

Name: Soniclaw [Sonic Claw]

Atk: +30 [+2 NOA]

Used by: Jessica

Found: Forest of Illusion

Name: StarClaw [Star Claw]

Atk: +28 [+1 NOA]

Used by: Jessica

Found: N/A [Bought in Meribia after completeing the Grindery]

Headgear

Name: Bandana

Def: +1

Used by: Everyone

Found: N/A [Bought in Meribia]

Name: BatlHelm [Battle Helm]

Def: +12

Used by: Alex and Kyle

Found: N/A [Bought in Lyton]

Name: BravBand [Brave Bandana]

Def: +7 [+5 Men]

Used by: Nash

Found: Damon's Spire

Name: BravHelm [Brave Helm]

Def: +15

Used by: Kyle
Found: Tamur Pass

Name: Cat Ears
Def: +3 [+15 Agi]
Used by: Mia and Jessica
Found: Damon's Spire

Name: ClothHat [Cloth Hat]
Def: +2
Used by: Alex, Nash, and Kyle
Found: N/A [Bought in Saith]

Name: CoralTia [Coral Tiara]
Def: +13 [+4 Men]
Used by: Mia
Found: Nanza Pass - East [Red Chest]

Name: DarkMask [Dark Mask]
Def: +18
Used by: Kyle
Found: Grindery

Name: DragBand [Dragon Bandana]
Def: +12
Used by: Nash
Found: Black Dragon Fortress

Name: DragHelm [Dragon Helm]
Def: +20
Used by: Alex
Found: Blue Dragon Shrine [Story event]

Name: DreamRib [Dream Ribbon]
Def: +17 [+6 Men]
Used by: Mia
Found: Grindery

Name: Fab Helm
Def: +1 [+5 Atk]
Used by: Kyle
Found: Protector Cave

Name: FemTiara [Femme Tiara]
Def: +10 [+2 Men]
Used by: Mia
Found: Meryod Woods

Name: FlasBand [Flashy Band]
Def: +4
Used by: Nash
Found: N/A [Bought in Vane]

Name: GentHat [Gentle Hat]
Def: +1
Used by: Nash
Found: Sub-Vane

Name: GoddBand [Goddess's Bandana]
Def: +15

Used by: Nash
Found: Grindery

Name: HairBand [Hair Banadana]
Def: +3
Used by: Mia and Jessica
Found: N/A [Bought in Meribia]

Name: HolyTiar [Holy Tiara]
Def: +16
Used by: Jessica
Found: Forest of Illusion

Name: IronHelm [Iron Helm]
Def: +5
Used by: Alex and Kyle
Found: N/A [Bought in Meribia]

Name: JadeTiar [Jade Tiara]
Def: +6
Used by: Jessica
Found: N/A [Jessica starts with it]

Name: LuckBand [Lucky Bandana]
Def: +10 [+5 Luck]
Used by: Nash
Found: Meryod Woods

Name: MagiHat [Magical Hat]
Def: +1
Used by: Mia and Jessica
Found: Forbidden Forest Spring [Red Chest]

Name: MetlHelm [Metal Helm]
Def: +9
Used by: Alex and Kyle
Found: N/A [Bought in Reza and Meryod]

Name: MagicTia [Magic Tiara]
Def: +14 [+5 Men]
Used by: Mia and Jessica
Found: Protector Cave

Name: RainTiar [Rainbow Tiara]
Def: +9
Used by: Jessica
Found: Red Dragon Cave

Name: Scarf
Def: +1
Used by: Mia and Jessica
Found: N/A [Luna starts with it]

Name: ShineTia [Shine Tiara]
Def: +12
Used by: Jessica
Found: Talon Mine

Armor

Name: BattlArm [Battle Armor]

Def: +25

Used by: Alex and Kyle

Found: Black Dragon Fortress

Name: BraveArm [Brave Armor]

Def: +33

Used by: Kyle

Found: Protector Cave

Name: Bunny Suit

Def: +12

Used: Mia and Jessica (Yummy)

Found: Ramus's Shop [Red Chest after completeing the Grindery]

Name: ClothArm [Cloth Armor]

Def: +5

Used by: Alex, Kyle, and Nash

Found: N/A [Bought in Saith]

Name: Clothes

Def: +3

Used by: Everyone

Found: N/A [Alex, Luna, and Ramus start iwth it equipped]

Name: DarkArmr [Dark Armor]

Def: +37 [+20 Res]

Used by: Kyle

Found: Althena's Fortress

Name: DragnArm [Dragon Armor]

Def: +40

Used by: Alex

Found: Black Dragon Fortress [Story related]

Name: EarthArm [Earth Armor]

Def: +37

Used by: Tempest

Found: N/A [Tempest starts with it]

Name: Fab Suit

Def: +1 [+10 Atk]

Used by: Kyle

Found: Black Dragon Fortress

Name: MagPlate [Magic Plate]

Def: +30

Used by: Alex and Kyle

Found: Ramus's Shop [Red Chest after completeing the Grindery]

Name: MastSuit [Master Suit]

Def: +35 [+5 Atk]

Used by: Kyle

Found: Grindery

Name: MetlPlat [Metal Plate]

Def: +21

Used by: Alex and Kyle
Found: N/A [Bought in Reza and Meryod]

Name: PlateArm [Plate Armor]
Def: +13
Used by: Alex and Kyle
Found: N/A [Kyle starts with it]

Name: SilverCh [Silver Chain]
Def: +17 [+5 Res]
Used by: Alex and Kyle
Found: N/A [Bought in Vane and Reza]

Name: SilverPl [Silver Plate]
Def: +29 [+10 Res]
Used by: Alex and Kyle
Found: N/A [Bought in Meribia after completeing the Grindery]

Robes

Name: AngelDrs [Angel Dress]
Def: +30 [+6 Res]
Used by: Jessica
Found: Grindery

Name: BapRobe [Bapteme Robe]
Def: +18 [+2 Res]
Used by: Jessica
Found: N/A [Bought in Reza]

Name: GentCoat [Gentle Coat]
Def: +1 [+70 Res]
Used by: Nash
Found: Blue Dragon Shrine

Name: GoddRobe
Def: +33
Used by: Mia
Found: Althena's Fortress

Name: HolyRobe [Holy Robe]
Def: +36
Used by: Nash
Found: Goddess Tower

Name: MagiRobe [Magical Robe]
Def: +1 [+80 Res]
Used by: Mia and Jessica
Found: Protector Cave

Name: Mind Robe
Def: +27
Used by: Nash
Found: Lyton Cave

Name: PistRobe [Pistis Robe]
Def: +14 [+1 Res]

Used by: Jessica
Found: N/A [Jessica starts with it]

Name: RituRobe [Ritual Robe]
Def: +22 [+3 Res]
Used by: Jessica
Found: Grindery

Name: Robe
Def: +11
Used by: Nash, Mia, and Jessica
Found: Meribia

Name: Salvatio [Salvation]
Def: +34 [+22 Res]
Used by: Jessica
Found: Althena's Fortress

Name: SorcRobe [Sorcery Robe]
Def: +19
Used by: Mia and Nash
Found: Damon's Spire

Name: SpiritRo [Spirit Robe]
Def: +39
Used by: Mia
Found: Talon Mine

Name: Vane Robe
Def: +23
Used by: Mia and Nash
Found: N/A [Bought in Reza]

Armwear

Name: AngelBr [Angel Bracelet]
Def: +16 [+15 Res]
Used by: Nash
Found: Grindery

Name: AngelRst [Angel Wristband]
Def: +18
Used by: Mia
Found: Goddess Tower

Name: BatlShld [Battle Shield]
Def: +13
Used by: Alex and Kyle
Found: N/A [Bought in Lyton]

Name: CrysGard [Crystal Guard]
Def: +10
Used by: Nash
Found: Field

Name: CrysRist [Crystal Wristband]
Def: +9

Used by: Mia and Jessica
Found: N/A [Bought in Reza]

Name: DarkShld [Dark Shield]
Def: +29
Used by: Kyle
Found: Grindery

Name: DragShld [Dragon Shield]
Def: +20
Used by: Alex
Found: Red Dragon Cave [Story related]

Name: DragRist [Dragon Wristband]
Def: +12
Used by: Jessica
Found: N/A [Bought in Tamur]

Name: FabGuard [Fab Guard]
Def: +1 [+5 Atk]
Used by: Kyle
Found: Red Dragon Cave

Name: Gauntlet
Def: +4
Used by: Alex, Kyle, and Nash
Found: N/A [Kyle starts with it]

Name: GentGlov [Gentle Glove]
Def: +1
Used by: Nash
Found: Black Dragon Fortress

Name: GoddRist [Goddess's Wristband]
Def: +17
Used by: Jessica
Found: Goddess Tower

Name: HolyRist [Holy Wristband]
Def: +14
Used by: Jessica
Found: Talon Mine

Name: IronShld [Iron Shield]
Def: +5
Used by: Alex and Kyle
Found: N/A [Bought in Meribia]

Name: MagiBrac [Magical Bracelet]
Def: +1
Used by: Mia and Jessica
Found: Protector Cave

Name: MetlShld [Metal Shield]
Def: +10
Used by: Alex and Kyle
Found: N/A [Bought in Reza and Meryod]

Name: MiroShld [Mirror Shield]
Def: +17 [+3 Res]

Used by: Alex

Found: Ramus's Shop [Red Chest after Grindery: talk with Mia/Kyle]

Name: PlatRist [Platinum Wrist]

Def: +7

Used by: Mia and Jessica

Found: N/A [Bought in Meribia, Vane, and Reza]

Name: Pot Lid

Def: +2

Used by: Alex and Kyle

Found: N/A [Bought in Meribia]

Name: RainbowB [Rainbow Bracelet]

Def: +12 [+5 Res]

Used by: Nash

Found: Blue Dragon Shrine

Name: RainRist [Rainbow Wristband]

Def: +11

Used by: Jessica

Found: N/A [Bought in Lyton]

Name: RubyGlov [Ruby Gloves]

Def: +13 [+5 Atk]

Used by: Mia and Jessica

Found: Forbidden Forest [Red Chest]

Name: ShineRst [Shine Wristband]

Def: +15

Used by: Mia

Found: Ruid

Name: SilvGard [Silver Guard]

Def: +6

Used by: Nash

Found: N/A [Bought in Vane]

Name: SilvShld [Silver Shield]

Def: +7

Used by: Alex and Kyle

Found: N/A [Bought in Vane]

Name: SilvRist [Silver Wristband]

Def: +4

Used by: Mia and Jessica

Found: N/A [Bought in Meribia and Vane]

Name: SpikShld [Spike Shield]

Def: +16

Used by: Kyle

Found: Forest of Illusion

Name: StarBrac [Star Bracelet]

Def: +14 [+10 Res]

Used by: Nash

Found: Forest of Illusion

Name: WindRist [Wind Wristband]

Def: +19

Used by: Tempest
Found: N/A [Tempest starts with it]

Name: Wristband
Def: +1
Used by: Mia and Jessica
Found: N/A [Bought in Burg]

Accessories

Name: Amethyst
Does: Prevents petrification
Used by: Everyone
Found: Red Dragon Cave

Name: Angel O [Angel Ring]
Does: Resurrects wearer once
Used by: Everyone
Found: Crystal Tower/Red Dragon Cave/Blue Dragon Shrine/Black Dragon Fortress/
Grindery

Name: Aquamari [Aquamarine]
Does: Increases damage from Ice Magic
Used by: Everyone
Found: Spring

Name: Barrier O [Barrier Ring]
Does: +15 Def, +15 Res
Used by: Everyone
Found: Red Dragon Cave/Myght's Tower/Talon Mine

Name: BEmblem [Battle Emblem]
Does: Increases rate your Art Gauge increases
Used by: Everyone
Found: Protector Cave

Name: BoosCoil [Boost Coil]
Does: Increases damage from Thunder magic
Used by: Nash
Found: Crystal Tower

Name: CardHunt [Card Hunter]
Does: Increases card drop rate
Used by: Everyone
Found: Old Hag's House [Red Chest]

Name: CardHunS [Card Hunter S]
Does: Increases card drop rate even more
Used by: Everyone
Found: Protector Cave

Name: Clear O [Clear Ring]
Does: Prevents Petrification and Confusion
Used by: Everyone
Found: Talon Mine

Name: Dark Seed

Does: +10 Res
Used by: Everyone
Found: Vane [Red Chest], Talon Mine

Name: DogWhist [Dog Whistle]
Does: Escape rate increases
Used by: Everyone
Found: Red Dragon Cave

Name: Dragon O [Dragon Ring]
Does: +1 Def, +20 Res
Used by: Alex
Found: White Dragon Shrine [Story related]

Name: Eyeglass [Eyeglasses]
Does: Increase Evasion rate
Used by: Everyone
Found: Damon's Spire

Name: Fire Orb
Does: Physical attacks become fire based
Used by: Everyone
Found: Red Dragon Cave

Name: Flame O [Flame Ring]
Does: Cuts Water/Wind damage in half
Used by: Everyone
Found: Forbidden Forest [Red Chest]

Name: Fresh O [Fresh Ring]
Does: Prevents Paralysis, Poison, and Sleep
Used by: Everyone
Found: Lann Island

Name: Get Scope
Does: Increases item drop rate in battle
Used by: Everyone
Found: Damon's Spire

Name: IDogTail [Ice Dog Tail]
Does: +10 Agi
Used by: Everyone
Found: Blue Dragon Shrine, Forest of Illusion

Name: IcePenda [Ice Pendant]
Does: Cuts Thunder/Fire damage in half
Used by: Everyone
Found: Damon's Spire

Name: IPupTail [Ice Pup Tail]
Does: +15 Agi
Used by: Everyone
Found: Tamur Pass

Name: JudgSton [Judge Stone]
Does: Adds instant death to your physical attacks
Used by: Everyone
Found: Black Dragon Fortress

Name: Lapis Lazuli

Does: Increases Men/Res during battle

Used by: Everyone

Found: Sub-Vane

Name: LEmblem [Light Emblem]

Does: Changes Nash's/Mia's Limit Break to Charge

Used by: Mia and Nash

Found: Althena's Shrine

Name: Lucky O [Lucky Ring]

Does: +10 Luck

Used by: Everyone

Found: Meribia Sewers

Name: MastBook [Master Book]

Does: Changes Limit Break to Liner [Must be equipped with Angel Sword]

Used by: Everyone

Found: Meribia [Refuse Dragon Diamond offer until Book is offered]

Name: Ocarina

Does: Nothing

Used by: Alex

Found: N/A [Alex starts with it]

Name: RainSeed [Rainbow Seed]

Does: +10 Men

Used by: Everyone

Found: Nanza [Red Chest]

Name: Sapphire

Does: +15 Luck

Used by: Everyone

Found: Protector Cave

Name: Sardonyx

Does: +20 Agi

Used by: Everyone

Found: Burg [Red Chest]

Name: ScarabW [Scarab Wing]

Does: Increases Silver dropped after battles

Used by: Everyone

Found: Meryod Woods

Name: Topaz

Does: Increases Atk and Def during battles

Used by: Everyone

Found: Black Dragon Fortress

Name: Tourmali [Tourmaline]

Does: Adds confusion to your physical attacks

Used by: Everyone

Found: Black Dragon Fortress

Name: Tri-Ring

Does: Prevents all ailments except for Death

Used by: Everyone

Found: Talon Mine/Ruid

Name: Wind Orb

Does: Physical attacks become wind based
Used by: Everyone
Found: Black Dragon Fortress

Name: Wind O [Wind Ring]
Does: +1 NOA
Used by: Everyone
Found: Talon Mine

=====
13.) Credits/Thanks
=====

GameFAQs and the other hosting sites: For hosting this guide.

Ubisoft: For bringing the game to us.

Shotgunnova: A huge thank you for allowing me to use his Equipment list as a reference.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

The Contributors Board: You guys are the best. I'd list names, but I'd rather not.

And a huge thanks to you, the readers. Without you guys, I wouldn't be writing these guides.

=====
14.) Version History
=====

Version 0.01 - September 21, 2006 - Finished up to entering Meribia.

Version 0.02 - September 22, 2006 - Finished up to re-entering Saith.

Version 0.03 - September 23, 2006 - Finished up to entering the Red Dragon Cave.

Version 0.04 - September 24, 2006 - Finished up to entering the Black Dragon Fort.

Version 0.05 - September 25, 2006 - Finished up to entering Ruid.

Version 1.0 - September 26, 2006 - Finished up the main walkthrough. New sections will be up soon.

Version 1.1 - September 27, 2006 - Got a lot done. Got the Red Chests, Boss, Sidequests, Skill List, Card List, Secrets, and Shop List all up.

Version 1.2 - October 2, 2006 - Fixed up a couple of typos and revamped the Card List.

Version 1.3 - October 5, 2006 - Finished the Treasure Checklist section and

fixed a couple of typos.

Version 1.4 - November 27, 2006 - Added in a small Enemy Listing section.

Version 1.5 - January 15, 2007 - Added in an Equipment list.

Version 1.6 - April 24, 2007 - Removed the Treasure Checklist.

This document is copyright PeTeRL90 and hosted by VGM with permission.