

# Lunar Legend Secrets FAQ

by Judgbolt

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-----LUNAR LEGEND-----  
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0. Version History  
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.90 - Almost done with equipment sets, just double checking some info on Alex and Jessica, will post them up later.

1.0 - After being rejected, decided to add lots more to this faq and changed the title from "Equipment Sets" to "Secrets FAQ."

1.1 - Updated some locations of Red Treasure Chests, revised Intro a bit, added some tweaks here and there. Gave more credit to where it was due.

1.7 - Thanks to RPG Addict, I was able to list what each Red Treasure

Chest contains as well. Decided to add more depth into the cards section. Totally rewrote the Equipment Sets Section for clarity. Also rewrote the Protector Cave Section for clarity and simpleness. Added 2 new sections, both regarding the item duplication glitch. Made minor adjustments here and there.

1.9 - Finally completed the RTC section and added one more small section, the windboots section. Rewrote the Item Bug section and made a few tweaks here and there. As of now, I am done, unless there are errors that need correcting or secrets that have yet to be discovered.

1.91 - Amazingly, thanks to Na Ya, 2 new Red Treasure Chests were discovered!! How many more are out there that will remain hidden? Nobody knows....

1.92 - Added location of one more red treasure chest, hopefully this is the last....

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## 1. Introduction

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This is the first faq I ever wrote in my entire life, there won't be any fancy lettering or formatting like those you see in other faqs, but all you're here for is the information, and that's all that matters, right? This faq will cover the various secrets for Lunar Legend for the Game Boy Advance. This faq is not spoiler free, although I do try to spoil as less as possible. The secrets are listed in no particular order, so just look at the table of contents and find what you are looking for.

It might be good to note that many of the secrets for this game can only be found at certain points in the game, and once you pass it, it's over. So it might be a good idea to read through all of the secrets so that you can find everything the first time through, unless you want to play it a second time, which isn't exactly the greatest thing to do. Like I said, I did try to make this faq spoiler free, so don't worry if you're concerned that reading this faq will spoil anything for you.

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## 2. Protector Cave

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The Protector Cave is an optional dungeon that you can open up and get lots of good items from. Right after becoming a Dragonmaster(right after you defeat the Black Dragon), Laike will tell you to go to Myght's Room to see if the airship is finished. Do not, I repeat, DO NOT go to Myght's Room. Instead, go to Reza and talk to the guy behind the counter at the inn. Talk to him enough times and he'll mention the Protector Cave, and after that you can go to it from the map screen outside Reza.

The Protector Cave has some pretty good items, and if you're looking for the equipment sets (see below for more information) for Nash, Mia, and Kyle, the only way you can complete the sets is by going through the Protector Cave.

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### 2A. Battle Emblem

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After you defeat the boss at the end of Protector Cave, you will get one

of two items. The first one you can get is Battle Emblem, which is an accessory that only the guys can equip. It will increase your arts gauge by one increment at the end of every turn. What this means is that if you end the battle before the first turn ends, you will not get the arts gauge boost for that battle.

In case you didn't know, arts gauge is just the orange bar underneath your HP/MP in battle that covers your character's name and fills up as you do regular attacks. When it fills all the way up, you can use your limit break. Note that the "increment" I refer to is the same as the amount the arts gauge fills up every time you do a regular attack, regardless of whether or not you miss.

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## 2B. Angel Sword

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If you don't get the Battle Emblem, you will get the Angel Sword after defeating the boss. The Angel Sword is a sword that only Alex can equip, it is not the most powerful sword, but when you equip it with the Master Book, you get to change your limit to Liner.

As of now, I am not 100% sure what determines whether you'll get the Battle Emblem or the Angel Sword, although it is quite unanimously agreed that it has something to do with the answers you give Quark the White Dragon when you undergo his Trial. The answers that will supposedly get you the Angel Sword are: "I wish to protect the people I love" and "I don't know."

Of course, there are also other various possibilities, such as the answer that you give Laike when he asks you a question in front of Dyne's grave.

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## 3. Master Book

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Master Book is an accessory that only Alex can equip, if you equip this along with the Angel Sword then Alex gets a new limit Liner(see below for more information).

In the beginning, when Ramus asks you how much he should sell the Dragon Diamond to the owner of the shop, Dross will offer you \$20,000, keep refusing, and eventually he'll throw in the Master Book too. That's when you accept, of course.

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## 4. Devil's Tear

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Similar to the Protector Cave, right after you become a Dragonmaster but before you go to Myght's room, go to the fishing village of Lann and go talk to the elder in one of the huts. He'll want to celebrate that you became a Dragonmaster, and after that conversation is over, talk to him again and he'll say that they found something in one of the fish. He'll give it to you, and walla, you've got the Devil's Tear.

The Devil's Tear is an accesory that anybody can equip, and will max out your arts gauge at the beginning of every battle. What this means is that Kyle can essentially use Shiner once every battle, or Nash can use ThorRain once every battle, or Mia can use Mist Veil once every battle, and so forth.

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## 5. Alternate Limit Breaks

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Everybody has one alternate limit break aside from their default one, and they are as follows:

Alex - His other limit break is Liner, you can get it if you have the Angel Sword AND Master Book equipped. See above on how to get these two items. Liner basically does a lot of damage to a single enemy.

Mia, Nash - If you equip the Light Emblem for any one of them, their limit changes to Charge and when you use it, your next magic attack will do about twice as much damage. You get the Light Emblem from Phacia automatically after the Underground Vane Dungeon.

Jessica - Equip the Garnet Claw you find in the Protector Cave and you'll get the limit Crimson. All Crimson does is do a lot of damage to a single enemy, though it is still better than Smite, in my opinion.

Kyle - You'll find the Brave Arm in the Protector Cave, and if you equip it, Kyle's limit will change to Knuckler. In case you haven't guessed by now, Knuckler basically does a lot of damage to a single enemy.

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## 6. Equipment Sets

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Nash, Kyle, and Mia each have a specific equipment set that, once equipped together, will give them various stat boosts. It is interesting to note that these Sets do NOT give you the best DEF, although they do give you very high boosts in other stats. It is also interesting to note that you don't have to equip the entire Set if you don't want to, since some parts from the Sets work rather well by themselves too. To briefly review, here is what each abbreviation means.

ATC - Physical Attack power, usually influenced by a weapon.

DEF - Physical Defense, usually influenced by armor.

MEN - Magic Offense.

RES - Magic Defense.

The locations of each item are only briefly listed, since the only reason why they are listed is to help you keep track of when you can get them.

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### 6A. Nash's Set

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Nash's equipment set is as follows:

Gentle Rod : Found in Protector Cave.

Gentle Coat : Found in Blue Dragon Shrine.

Gentle Glove : Found in Black Dragon Shrine.

Gentle Hat : Found in Underground Vane, treasure chest right next to the boss.

When individually equipped, each item gives the following stat boosts:

Gentle Rod : +1 ATC, +70 MEN  
Gentle Coat : +1 DEF, +70 RES  
Gentle Glove : +1 DEF  
Gentle Hat : +1 DEF

When equipped as a set, however, they give the following stat boosts:  
+35 ATC, +48 DEF, +70 MEN, +70 RES

What this means is that equipping Gentle Rod alone will give you a huge boost in MEN but the Rod alone does not work well as a weapon, since it only gives +1 to your ATC.

Similarly, equipping Gentle Coat alone will give you a huge boost in RES but the Coat alone does not work well as a body armor, since it only gives +1 to your DEF.

You will never want to equip the Gentle Glove nor the Gentle Hat separately, since they offer you absolutely no benefits if you do so.

So there are basically two ways you can go with Nash. The first and most obvious way is to equip the Gentle Set, and you will have a high MEN stat along with the highest RES possible while still having a decent ATC and DEF.

The other way is to only equip the Gentle Rod to get the MEN boost, and for the rest of the armor, go with armor that will boost your DEF and your MEN. In doing this, you will have the highest DEF possible (assuming you found the best armor) along with the highest MEN possible. The 2 things you will give up going this route is ATC and lots of RES.

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## 6B. Mia's Set

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Mia's equipment set is as follows:

Magic Cane : Found in Burg, red treasure chest in one of the rooms of Ramus' house.  
Magic Robe : Found in Protector Cave.  
Magic Bracelet : Found in Protector Cave.  
Magic Hat : Found in Forbidden Forest, in red treasure chest in the spring after going east from where you start.

When individually equipped, each item gives the following stat boosts:  
Magic Cane : +1 ATC, +80 MEN  
Magic Robe : +1 DEF, +80 RES  
Magic Bracelet: +1 DEF  
Magic Hat : +1 DEF

When equipped as a set, however, they give the following stat boosts:  
+35 ATC, +48 DEF, +80 MEN, +80 RES

Mia's situation is very similar to Nash's, since her Magic Set gives very similar stat boosts.

What this means is that Mia can also go two ways, the first one being the Magic Set, and she will have high MEN along with the highest RES possible she can achieve, while having decent ATC and DEF.

The other way, like Nash's case, is to only equip the Magic Cane for the

MEN and go with other armor to max out your DEF and your MEN, since there are armor that will give you decent boosts in both DEF and MEN. You sacrifice ATC and RES in doing so but you also have the highest DEF and MEN possible.

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## 6C. Kyle's Set

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Kyle's equipment set is as follows:

Fab Sword : Bought at Thieves' Bazaar in Reza, also found in Protector Cave (so don't buy it, find it, it saves you money).

Fab Suit : Found in Black Dragon Shrine.

Fab Guard : Found in Red Dragon Volcano.

Fab Helmet : Found in Protector Cave.

When individually equipped, each item gives the following stat boosts:

Fab Sword : +20 ATC

Fab Suit : +1 DEF, +10 ATC

Fab Guard : +1 DEF, +5 ATC

Fab Helmet : +1 DEF, +5 ATC

When equipped as a set, however, they give the following stat boosts:  
+100 ATC, +66 DEF

The Fab Set for Kyle serves no purpose individually, as the Fab Sword alone is weak in ATC power and the boost in ATC you get from equipping the various armors separately don't really compare to the huge amount of DEF you'd be sacrificing if you did so.

For Kyle, there are also two ways you can go, the first way being the obvious Fab Set. In taking this route, you have the highest ATC Kyle can get, while still having decent DEF.

The other and probably less logical way is to not equip any part of the Fab Set, since none of them do well individually, contrary to Nash and Mia's Rod/Cane and Coat/Robe. What you get when you do this is the highest DEF you can get for Kyle in the game.

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## Final Insight

For Kyle, the Fab Set is the way to go, since his ATC becomes absurd and not having the highest DEF is a small price to pay, since his DEF is still decent with the Fab Set.

For Nash and Mia, there is more freedom. While the Sets for them will give you the highest RES possible, I don't really care that much about RES at all, since equipping the Spirit Guard accessory (halves damage you take from magic by half) does a better job than the RES stat anyway.

I prefer the alternate approach because with maxed out MEN, you can deal more damage to enemies, even if it's only a little bit more than what the Sets can do. The low RES can be taken care of with the aforementioned Spirit Guard, and as for the low ATC, who attacks with Nash or Mia anyways.

Of course, that's just my opinion, feel free to do whatever you like with the Equipment Sets.

Jessica has no such set, and Alex doesn't either, but it's fairly obvious that the armor that each of the Dragons give him, along with the Athlena Sword that you get for just progressing through the game, will indeed give him the best of everything.

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## 7. Cards

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There are a couple of ways you can get cards in the game, including fighting regular enemies, fighting bosses, and visiting the card shop in Meribia. This section will cover the other various ways of completing your collection.

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### 7A. Dragon Cards

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After rescuing Luna from the three witches, Ghaleon will join your party and ask that you take him to see Quark. When you're in Saith, be sure to talk to one of those villagers wandering outside around the town, one of them will start talking about a weird lady in a weird house in the woods if you talk to him enough times. After that, there will be a path leading from Saith to the Old Hag's House on the map screen.

After Quark is captured/dies, go to the Old Hag's House and the Old Hag will give you Quark's card. Each time you pass another dragon's trial but before you go to the next (meaning, after Red Dragon but before Blue, after Blue but before Black, and after Black but before progressing), go to the Old Hag's house and she'll give you the card corresponding to the dragon you just met.

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### 7B. Treasure Chest Cards

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There are three cards you can get by opening a treasure chest. They are:

Barrel: In the Protector Cave, in one of the many obvious treasure chests lying around, there is the Barrel card in one of them.

D Grave: After you lose to Ghaleon and you're in Meribia again, you'll have to find and talk to Mia and Kyle. After you have done this, do not let Laike take you anywhere by saying that you're not ready yet when he asks you whether or not you are. Go to the room that the two kids have been guarding at the sea port, and go to the sewers below. On the last screen where it is a dead end, there is a treasure chest hidden in the southeast direction, look carefully for it.

Nall: In one of the treasure chests lying around in the Goddess Tower. It's kind of hard to miss, really.

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### 7C. Boss Cards

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There is a 100% chance that you'll get the card corresponding to the boss once you beat that one particular boss. There are two bosses, however, that are optional and won't come to you by merely playing through the game.

Mel-

The first time you see Mel, he'll challenge you to a one on one battle. While at first it seems that you're meant to lose, you can actually beat Mel and get his card as a boss card afterwards.

So if you want this card, you'll want to level up at the ship level with the pirates. Just be careful not to head so far up that you'll trigger the scene that will make you fight the boss, because after the Pirate boss, there is no other way to level up before you fight Mel. From my own personal experience, I levelled up to lvl 10 on the pirate ship and then bought the best weapon and armor for Alex in Meribia. I used up 19 Heal Gums(heal 30 hp) and 1 Mental Gum(heal 50 mp) when fighting Mel. So it is definitely possible to beat Mel at lvl10 if you're careful enough, though you can always level up more if you like.

Guardian-

In the optional dungeon, Protector Cave, you fight Guardian at the end, so just beat it and you'll get the Guardian card.

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#### 7D. Wandering Card Traders

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There are technically three Card Traders, though one is just a simpler version of the other. Anyhow, here are their locations:

Spring near Meryod Forest: You can get 3 cards corresponding to the three witches: Xenobia, Phacia, and Royce. You'll need cards that you get from the monsters in Meryod Forest in order to trade for them.

Spring in Forbidden Forest: He won't trade with you until you get a decent amount of cards, but don't worry about him anyway, he only trades you one card, Hi-Nash, and you can get that from the "third" Card Trader.

Sea Port of Meribia: After you beat the last boss and you're back in Meribia, in the lower right hand corner of the Sea Port there will be a Card Trader, you can get 3 cards from him: Hi-Nash, ME Ghaleon, and Evil Althlena. You'll need cards from the monsters you fight in Protector Cave or Forbidden Forest(they have the same enemies) in order to trade for them.

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#### 8. Pictures for Gallery

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As of right now, I know of secret pictures for Jessica, Mia, and Luna, the three female protagonists of the game. I guess Nash, Alex, and Kyle don't get such "secret" privilages, being guys and all. Anyhow, here's how you find them.

Jessica - After Kyle joins your party and you're supposed to go to Reza, first go to Athlena's Shrine instead. Go furthest up North and talk to the woman on the right somewhere, she'll say something funny, talk to her again, and she'll give you Jessica's picture.

Mia - After you become a Dragonmaster and Nash leaves your party(for

what reasons indeed, heh heh...), go to the town of Iluk and talk to the guy in one of the houses. He'll start saying some weird stuff, but after that, he'll give you Mia's picture.

Luna - At the end of the game, when you're back in Meribia once again, go talk to Ramus and he'll give you Luna's picture.

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## 9. Extra Options

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You should already know by now that if you go to options at the main menu, you can look at all the cards you've got so far or all the pictures you've encountered in the gallery. After you beat the game, you can listen to all the sound effects, as well as all the music in the game too. The music is nice to hear, so that's an option you should visit after you beat the game.

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## 10. Red Treasure Chests

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The Red Treasure Chests that you see in the beginning that you can't open can be opened once you become a member of the Thieves' Guild, and you will automatically come upon this once you enter Reza. I will try to list all the Red Treasure Chests that I (and others) have found, along with the items that each treasure chest contains. If anyone finds one that I did not list feel free to contact me, I'll give you credit if I post it. Red Treasure Chest will now be abbreviated with RTC.

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### Burg

- Magical Cane: There is a RTC in one of the rooms in Ramus' house.
- Beat Knuckles: Head south from the most southern house, you will go through a secret path in the small woods and come across a RTC.
- Thunder Blade, Sardonyx: Through that same secret path where you got the Beat Knuckles, there are 2 RTCs hidden very well behind 2 trees on the left hand side, one on top and one on bottom. Look extremely carefully for these 2.

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### Weird Woods

- Earthquake: After you cross the bridge, head north, and you'll see a RTC that looks like you can't get to, but if you follow the marks on the ground you will be able to go through the blocking trees.

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### Saith

- 1500 S: Head North East from the entrance, there is a RTC behind one of the houses.

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### Old Hag's House

- Card Hunter: There is one in her house, lying in the open.

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### Meribia

- 2000 S: At the sea port, there is one RTC in one of the many empty rooms. It is in the building in the lower right hand corner.

- 2000 S: In Jessica and Mel's room, there is one RTC to the left.
- Mental Drop, Heal Drop: In the training room, there are 2 RTCs to the right.
- 3000 S: There is one more RTC in the training room, to the lower left, partially hidden.
- Varies: There is a RTC in Ramus' shop, all the way east, partially hidden. You get a bunny suit if you open it at a certain time, you get one of two items if you wait until later, although I got both the Magic Plate and Mirror Shield when I opened it; I think you're only supposed to get one, but yeah, if anyone can shed some light on this, it would be really helpful.

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#### Vane

- Music Box: There is one in Mia's room, it just plays some music. If you want to hear it again, beat the game and access the extra options.
- Dark Seed: Outside Vane, there is one RTC somewhere northwest, behind one of the trees.
- 7000 S, Heal Drop, Mental Drop: Inside the biggest building in the room where Lemia sits, there are 3 RTCs hidden behind three poles, look for them carefully, very carefully.

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#### East Nanza Pass

- Coral Tiara: There is one in the area just before you reach the town of Nanza, to the lower left.
- Magic Ring: A RTC is also in the semi-cave you go through on your way to Nanza.

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#### Nanza

- Rainbow Seed: There is one in the room with many beds, just below the kitchen.

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#### Lann

- Mental Drop: There is one lying in the open next to one of the houses.

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#### Southern Nanza Pass

- Flame Hammer, Mental Drop: From the words of RPG Addict, follow his directions from the south entrance, not the north: "Heading north from the south, head right at your first "intersection." This long path will take you to two RTCs."

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#### Reza

- Angel Tear: In the most Western house, there is a RTC.
- 10,000 S: In the house west of the Althlena Statue in Reza, there is another RTC.

- Nothing, 2,000 S: In the back room of the aforementioned house, there are 2 RTCs lying around, one of them is empty.
- 5,000 S: In the Thieves Bazaar in the back of the bar, there is a RTC in one of the rooms, head west instead of south at the very first intersection.

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#### Spring Close to Meryod Forest

- Aquamarine, Dream Knuckle: There are two RTCs lying there for you to open.

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#### Forbidden Forest

- Ruby Gloves: There is one near the entrance, you can't miss it.
- Flame Ring: Go to the clearing in the middle of the woods, head south and then you should find a pathway going in two directions, go in the direction towards the entrance, and the RTC should be at the end of the path.

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#### Spring in Forbidden Forest

- Magical Hat, Phoenix Claw: There are two RTCs lying there for you to take.

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### 11. Item Duplication

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There is a bug in the game that will allow you to duplicate any equippable item. With this trick, you can duplicate items that cost a lot (Equipment Sets) and sell them for a lot of money, or you can duplicate an item that will be useful for your other party members, such as Devil's Tear, Spirit Guard, and the like. Here's how you do it:

1. Equip the item(s) that you wish to duplicate.
2. Just walk around a bit, if you enter a battle that's fine too.
3. Save your game.
4. Unequip the item(s) that you wish to duplicate.
5. Save your game again.
6. Load your game, and you will see that your item(s) have been duplicated and is in your inventory.

It is interesting to note that if you load your game with the designated items already equipped, just start at step 4 and repeat as necessary. When trying to load the game with the items already equipped, though, be sure that you are not committing the Item Bug mentioned in the next section.

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### 12. Item Bug (Must Read!)

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This is a section that everybody should read because you will lose some very important items if you are not careful. Similar to how the Item Duplication Trick works, if you accidentally do the actions that I'm about to explain, you will lose an item and duplicate an item that you probably won't want to duplicate. Basically, do NOT do what I am about to tell you if you want to keep your best items. While it is rare, it can still happen accidentally, so pay attention.

1. You have Item A equipped.
2. You replace Item A with Item B, because you think Item B is better than Item A. After this, you do one of several things:
3. You save WITHOUT walking around first. Then you:
  - A) load your file again or turn off the power. This leads to the RESULT.
  - B) walk around a bit, maybe fight a battle or two, and then decide to quit playing and not save. This leads to the RESULT.
  - C) walk around a bit, then decide to save for no apparent reason. This is okay.
  - D) walk around a bit, fight one or more battles, then save for obvious reasons. This is also okay.
3. Anything else is fine, the only scenario left being that you save AFTER walking around a bit first.

When I say saving without walking around first, I mean equipping the items and then saving right away on that same menu screen, without going back to the game screen first and moving Alex with your D pad.

What is the deadly RESULT that I have been making references to? If you follow the steps mentioned above and it tells you that it will lead you to the RESULT, then you are in big trouble because here is what the RESULT does: it will duplicate Item A and delete Item B. Duplicating Item A is useless because why did you replace it with Item B in the first place if it was so good? Deleting Item B is bad because that's probably your best armor/weapon to date, and you might not be able to get it back if you didn't buy it from a store.

If anyone discovers different, please notify me, but I believe this is how you get your items deleted. So avoid this at all costs!! Always remember to walk around a bit before you save and quit after equipping new items.

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### 13. Windboots

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The windboots isn't really a secret at all, it's an accessory you can buy at Vane in one of the shops for 80,000 S. The most obvious benefits it gives are increasing your AGL by 8 and your NOA by 2, making it an extremely helpful item in your game.

What's nice to note about it though that was not apparent to me at first is that it also increases the damage that Alex and Kyle can do with their skills. So with one windboots equipped, you not only get the stats mentioned above, you can also do significantly more damage with Alex's swordance or Kyle's slash and the like. Since the effect seems to stack, equipping 2 windboots will really help you dish out lots of damage.

Using the item duplication trick to sell items for money and then buying one windboots and duplicating it as necessary in the beginning can yield very satisfactory results. Buying a windboots as soon as you enter Vane and duplicating it and equipping 2 of them on Alex will allow Alex to do absurd damage with his swordance, making boss fights already easier

than they are, even if you're at a low level.

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#### 14. Credits and Contact

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I would like to give credit and thanks to:

rpg master123 for giving LOTS of information about locations of equipment sets, the Protector Cave, various stats, additional locations of Red Treasure Chests and what they contain, and giving information about the Mel card and the Card Traders.

Mehl for giving lots of good insight as to why my faq was rejected the first time I submitted it.

Joni Phillips for giving similar advice to Mehl.

OTACON120, Royalflame09, and Wolfpiper for not reading the message boards clearly. Er, I mean, for having the heart to read my faq to see what was wrong with it after I already declared what my mistakes were and after I already submitted my second version.

Rpg Addict for giving additional information about locations of the RTCs (especially Reza) and giving massive information about what item each RTC contains. The southern Nanza pass RTCs and Reza's RTCs are all contributed by him, I also cited his words in one of those sections.

Loki 174 for bringing up the issue about what determines whether or not you'll get the Angel Sword, and DoubleDarkness for testing out the answers and arriving with the aforementioned solutions.

Dyne 1989 for letting me paraphrase the Item Duplication Section from his faq, and Gamewinners for contributing that info to him in the first place.

JMarley for bringing up how walking can also prevent the item bug from happening, not the battles. This in turn also influenced how the item duplication trick works. Good job there, Marley. Not like anyone reads this section anyway...

Na Ya for discovering the locations of 2 new RTCs, never before seen. Was that good eye, or just plain luck?

Oktavius and Silvercrane666 for notifying me of that last RTC in Forbidden Forest, I must have been blind or something.

And of course, thanks to Gamefaqs for allowing this faq to see the light of day.

If you have questions, or advice for improvement, or any other comments, feel free to email me at [Judgbolt@yahoo.com](mailto:Judgbolt@yahoo.com). All credit will be given should I decide to use any information or follow any suggestions you send me. I will try to respond, since it is a courteous way of saying that I really did read what you wrote, and that you have not wasted your time, unless you are here to insult me.

If there's something wrong with my faq that you notice, feel free to email me too, of course.

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## 15. Legal Stuff

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This is my first faq, hey, I'll just follow the advice Gamefaqs put on the help section.

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